

Follow the Leader

What you need: Yourself

How to play: Determine who is the Follower and who's the Leader. The Leader traces their fingers on the Follower in the exact way that they want to be touched. The Follower then has to remember the same movements and replicate them on the Leader. Switch roles as many times as you would like.

X♥ *Let's have some fun!*

Sexpectations Card Deck Game (found on Amazon)

What you need: Sexpectations Card Deck

How to play: Take turns drawing a card from the deck. Read the question aloud, then try to guess your partner's response. The deck is complete with 52 conversation cards, covering everything from getting in the mood to romance outside the bedroom. You can go through a few at a time, one per week, or blast through the whole deck in one highly-aroused day.

X♥ *Let's have some fun!*

Erotic Stories

What you need: Two erotic stories (each partner should choose one). This can be an explicit scene from a book you like, or something you found online

How to play: Have your erotic stories handy. If it's on your phone, turn off notifications so you don't get distracted. Read one story aloud or silently together. (Note: reading it aloud can enhance the experience.) Explain why you chose the story—what you liked about it, how it affected you, what you'd like to try from it—and then ask for their reactions. If you're both comfortable, act out the scene.

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Let the Dice Decide

What you need: One bowl, 20 folded pieces of paper, dice, a pen

How to play: Each person writes down 10 things they want their partners to do (these can be naughty or not), folds the papers, and puts them into the bowls. Throw the dice. Whoever gets the higher number wins, and the loser must pick a paper from a bowl and perform whatever's written on the paper (if they want to, of course).

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Blind Poker

What you need: A deck of cards

How to play: No matter what poker game you decide to play (hold 'em, five card stud), none of the players can look at their cards. You must bet without seeing them, and instead of betting money or chips, you choose a sex action. (Example: "I see your massage and raise you oral.") Once the betting is over, players show their cards— whoever loses performs all of the acts that were mentioned in the bet. Again, if they want to.

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Feels Like the First Time

What you need: Yourself

How to play: This game is simple and almost entirely psychological, and its intention is to resuscitate the excitement of brand-new infatuation. You and your partner pretend it's your first sexual encounter. Their most private architecture—and yours—is new, unexplored territory to the other. You're each discovering, for the first time, how the other smells, tastes, sounds and feels while pressed against your naked flesh.

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Cat and Mouse

What you need: Yourself, an interesting room or space with lots of nooks and hollows

How to play: Have your partner chase you around your apartment, house or room— zigzagging across corners and into closets, popping under and out of the bed covers. The idea is for the "prey" to only let itself be conquered for a few tantalizing minutes at a time, and to continuously "slip" from the cat's grip, until the mouse is brought to its sexy knees.

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Mirroring

What you need: Yourself

How to play: You and your partner undress and get in a seated position. One partner starts the game by kissing, touching, and exploring certain angles of the other's body, and then the other begins to simultaneously kiss, touch, and explore their partner in the same places, each caress moving to an identical rhythm. It's a powerful, non-verbal way of communicating precisely how each other prefers to be touched. Also, a steamy route to getting your bodies in sync.

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Sexy Suits

You need: A deck of cards and a timer.

How to play: Give each suit a sexy meaning, example: hearts represent kissing, diamonds equal a massage, clubs signify hands-on stimulation, and spades are oral. The number on the card represents the number of seconds each sexy act should last. Take turns picking cards and teasing one another. This exciting game of foreplay will make you move at a teasingly slow pace that will leave both of you ready for more.

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Roll the Dice

You need: Two six-sided die.

How to play: Assign each value a certain sexual or intimate act (and write it down so you won't forget). The game isn't over until you've gotten through all 12. Variation: One of you is even and one of you is odds. Whichever you roll, that's the person that has to be on the receiving end of pleasure. Or that person gets to pick what kind of foreplay you do.

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Time Out

You need: A watch or timer

How to play: Agree on a specific interval (say, one minute) then set your timer and get busy. When the timer goes off, you have to stop whatever you're doing — no touching allowed. After another minute passes, you can get back to it.

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Sexy Clue

What you need: Three piles of cards: one for characters, one for locations, and one for sex toys

How to play: This game is an altered version of the classic game of Clue, so you first need to create your cards. Character cards should describe different roles—like a wicked witch, biker dude, or sexy teacher—while locations can be in the kitchen, playroom, or basement. Your sex toys can be as wild as you want, from your tongue to a lipstick vibrator or even a leather flogger. Once you have your cards, place them into piles and shuffle the decks. Each partner picks a card from the piles, creating a scene and role to play. Once you have your role, dress up in character using a costume or things you have in the closet. Your partner must guess your location; as soon as they find you, you'll use the sex toy to tease and touch your partner. After, it's your turn to go find your partner in their location, where you'll start the fun all over with a brand new toy.

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Full-Course Meal

What you need: Various rooms in your house, food/drinks for each room

How to play: Prepare a five-part meal (drinks, appetizers, salad, main dish, and dessert) and place each course in a different room in your house. As you go to each room, you're required to eat what's prepared and take your erotic activity to the next level. Example: in the drinks room, start with cuddling and a light makeout as you sip your cocktail of choice. For appetizers, feel up your partner over their clothes as you feed each other, and maybe remove an item or two. Keep leveling up as far as you're comfortable within each room.

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Sexy Scrabble

What you need: Scrabble.

How to play: Set the mood with candles and cocktails, grab the game and clear a comfortable space on the floor. The first rule is this: Players are only allowed to call upon words plucked from their most erotic vocabularies (can include body parts). Not only is it intellectually stimulating, but it allows the arousal—and physical interaction—to build gradually.

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Royal Rendezvous

What you need: A robe, a crown (and, perhaps, a gold scepter)

How to play: One of you is royalty for the entire evening, and the other is the sexy, obliging attendant (aside from any activity that has been predetermined to be off-the-table, of course). Whether king or queen, he or she gives orders to the attendant, getting exactly what they request, in the manner that they request it.

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Sweet Hiding Spot

What you need: Blindfold, small candies (like chocolate kisses), silk tie

How to play: In this game, there's the Hider and the Seeker. The Seeker starts kneeling on the bed, with a blindfold over their eyes and hands tied behind their back. The Hider strips down and lays on the bed next to the Seeker, placing a set number of candies in different spots on their body. When the Hider is ready, they let the Seeker know how many candies to search for. Using kisses only, the Seeker must then find each candy. The Hider may choose to give hints like "higher" or "lower," but they can also choose to stay silent.

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Game Idea:

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