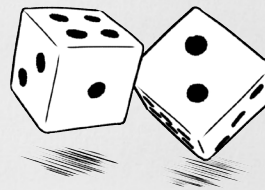# BEGINNER'S GUIDE TO DAYGAME

TOM TORERO

INTRODUCTION

This PDF is a written accompaniment to my online Youtube video **"Beginner's Guide To Daygame."** Use them together to learn the fundamentals of daygame, applying the knowledge out in the real world ("infield") as quickly as possible to avoid becoming a theory junkie. 90% of learning pickup happens outside talking to girls, only 10% is the theory that you're reading and watching now.

Stay horny my friends ;)

Tom Torero, April 2018

WHAT IS DAYGAME?

Daygame (or "Street Hustling") means chatting up girls during the day with the aim of taking them out on a date and seducing them. This is daytime pickup - not in bars, clubs, online, using phone apps or in a social circle. It's done on the street, in parks, coffee shops, malls, stores, stations...wherever there are cute girls out and about.

This guide will take you from the moment you approach her to getting her contact details. The dating that comes next is covered in my Youtube video "**What To Do On A Date (A-Z Guide)**."

WHERE DID THE MODEL COME FROM?

The essential framework of any pickup model can be traced back to the "Mystery Method" (2006) by Erik Von Markovik and Chris Odom. In 2011 it was adapted to street pickup as the "Daygame Blueprint" and then through infield trial-and-error it evolved into what's known as the "London Daygame Model" (LDM).

* 07533175600 – Sarah, Starbucks

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WHAT ARE THE KEY ELEMENTS TO ANY PICKUP?

Understand that the key sequence of any successful pickup from start to finish is always the same:

1. *Attraction*
2. *Comfort*
3. *Seduction*

You approach the girl and flirt (Step 1 – Attraction), avoiding chit chat to generate attraction from her towards you. Once you can tell she's "hooked" then you move into rapport so that she trusts you (Step 2 – Comfort). After that you can lead her into isolation to turn up the heat towards sex (Step 3 – Seduction).

The LDM focusses primarily on Step 1 of getting her attracted, with a sprinkling of Step 2 thrown in to keep things real. Taking her on a date covers Step 2 properly and progresses into Step 3.

Remember that this model (and the date model) is just a framework – a map to get you beyond just "being yourself" and making all the classic Mr Nice Guy mistakes:

➤ *Not being able to stop a girl properly*

➤ *Asking a girl boring interview-like questions ("Questions Of Doom")*

➤ *Running out of things to say*

➤ *Speaking quickly*

➤ *Ejecting from the interaction prematurely*

➤ *Being overly needy and supplicating*

➤ *Fidgeting*

➤ *Getting 'brain freeze' as you're so in your head*

WHAT ARE THE ESSENTIALS THAT NEED TO BE SORTED BEFORE I APPROACH?

There's no excuse to not get the basics of grooming sorted before any kind of socialising:

> ➤ *Fresh breath*
>
> ➤ *Wearing deodorant*
>
> ➤ *Removing nose / ear hair*

Watch my Youtube video **"Nice Bad Boy: Fashion"** to see what kind of a look to go for when out hustling on the streets. Avoid looking too scruffy or too smart. You want an edge to hint that you're a player so you're going to need to look different from the bland vanilla guys who all dress the same.

HOW LONG DOES IT TAKE TO LEARN DAYGAME?

First you'll need to desensitise yourself to randomly chatting up hot girls sober during the day. This takes a few months of going out **3-5 times a week** and talking to **10 girls during each session** (keep each session to **no more than 2 hours**).

Drilling the basic model so you can do it on auto pilot takes anywhere from 3-6 months of regular daygame. After that you'll rely less and less on the scaffolding of the model and start to improvise more. To master the craft of Street Hustling usually takes at least two years.

HOW DO I GET RID OF APPROACH ANXIETY?

It never fully goes away, you just desensitise yourself to it through regular street sessions. As a beginner you're going to be full of adrenaline and have negative mindsets going through your head (like you're bothering her, or that people are watching).

The way to get out of your head and loosen up is to do some "Hit-And-Run" compliments to warm up (see below).

In the beginning having a friend to do daygame with (a "wing") can also lower the anxiety as you push each other to approach. Later on I'll tell you how to find a wing in your city.

HIT-AND-RUNS

Go up to 3-5 people within a half hour period with the sole purpose of making their day. You don't want their phone number, it's only a very short interaction:

"Excuse me, I just wanted to say..I think you look really nice. Have a good day"

Focus on good eye contact, a smile and speaking slowly (without raising the pitch). Put warmth and emotion into it, so the recipient knows you're being genuine.

Do them one after the other, as quickly as you can, to get momentum. "The first one's the worst one" as I always tell students so jump in to get out of your head.

You'll know you're doing it correctly because the girl will smile and thank you.

THE LONDON DAYGAME MODEL

There are five steps to the LDM you need to learn, one after the other in order, from approaching her to getting her contact details:

1) **Open**

2) **Stack**

3) **Vibe**

4) **Invest**

5) **Close**

The complete LDM usually takes between 5-10 minutes to complete with any one girl.

1) Open

This means going up to the girl (or getting her to stop first) and letting her know what you really want. You're not asking for directions or pretending you need advice. With good eye contact, a playful smirk and a slow voice get her attention:

"Hey, I just wanted to say.."

Followed up immediately with the sincere compliment:

".....you look really nice"

Common problems with the Open include: walking with the girl (not getting her to stop), approaching from behind (instead of wheeling in front), startling the girl by coming in too close, speaking too quickly and having a serious expression.

2) Stack

You're not allowed to ask her any questions. You have to do all the work to get her "hooked." So we make observations (assumptions) to get her talking.

Later when you've got some experience you can switch the assumptions to more playful accusations.

As soon as you've completed the opener go straight into the Stack without a pause:

"What I noticed about you was _____"

Choose **one** assumption from the following three options:

a) Where she's from (e.g. "You look very exotic....I'm going to guess Colombian")

b) What she does for a job (e.g. "You look very creative....I think you're an artist")

c) What she's doing right now (e.g. "You look so energetic....like you're off to the gym")

The great thing about the guess is that it doesn't matter if you're wrong (it actually helps). She'll reply with an answer anyway. Listen carefully to what she says. That's the topic for Vibing.

3) Vibing

Vibing is the trickiest part of the LDM. You have to take the one topic that she just said (her country / job / what's she doing now) and run with it, telling a short flirty story about it to get her contributing in a back-and-forth flow of banter.

Remember you're attracting her, this is not rapport. So you have to tease her, playfully challenge her and make it light hearted. Don't do the Mr Nice Guy chit chat or grill her with interview questions.

As soon as she gives you the topic (see above) then launch into your Vibing story with one of these sentences:

"When I think of _____ I think of _____"

"My friend went to _____ and he said _____"

"My friend is a _____ and he said that _____"

Here are some examples of Vibing stories (taken from my Youtube video "**Daygame Dyname: Vibing**"):

"My friend went to _____ and he told me the strangest story. He went into a downtown bar one night alone just to chill and have a beer. Two local girls came up to him and were super friendly, chatting away, and then they started buying him drinks, even shots. Anyway, long story short, he woke up in a park two hours later....with no trousers on!"

"My friend is a _____ and he said that you guys look very professional, work really hard, but when nobody's looking you're swiping on Tinder or taking selfies. He said when a group of you goes out then it's madness – shots, karaoke, dancing on the tables...!"

The whole point of these flirty stories is to get the girl contributing and playing along. The vibe should be light and carefree, not boring, logical or too agreeable.

We're waiting for the key moment in the whole LDM interaction, the "**Hook Point**" when the girl starts asking you questions and you know that she's attracted to you. At this point she may well cross her legs and play with her hair.

Once you spot the Hook Point it's time to move into Step 4, getting her to Invest.

4) Invest

Once she's hooked we need to shift down gears from attraction to a bit of rapport in order to keep things real. We need her to do more and more of the work ("invest") so that the interaction is not just a fun fizzy moment she'll forget.

After Hook Point, dial your energy down and start to ask her Open Questions (which lead to more than one word answers) such as:

➤ *Why did you move from _____ to here?*

➤ *What's the best thing for you about this city?*

➤ *What do you do for fun?*

Remember to also briefly tell her some things about you ("Grounding") so she knows you're a real guy and not just a street flirt.

Without this Grounding and getting her to invest, the girl might well not message you back (she'll "flake") even if you get the contact details.

Keep an eye on the time – once you're past 6 or 7 minutes then it's time to end on a high and go for the digits.

5) Close

I say "Open strong and Close strong." Finish the interaction before the energy dies and you get trapped in small talk. Let her know once more why you stopped her and what's going to happen next:

"You've got to go, I've got to go, but another time I'll invite you out, I think you're very attractive, let's swap numbers….."
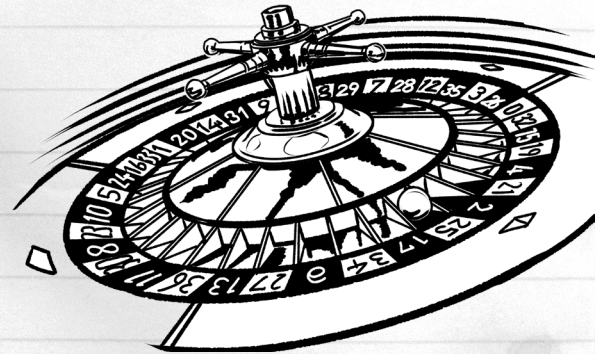
As you're saying this, pull out your phone and assume the close. Don't give her your number (or, even worse, your business card) but get her details – WhatsApp, Facebook messenger, it doesn't really matter.

And that's it – congratulations if you can go outside and complete Steps 1-5 in order to collect phone numbers from cute girls during the day. The more numbers you get ("leads") the less needy you'll be with any one girl.

Remember it's very normal for some of the numbers to flake and not reply, or text for a bit and then vanish. Some will end up coming out on a date, some won't. That's the name of the game.

BONUS

As you saw Charlie and Kevin doing in the "Beginner's Guide To Daygame" video, it's possible to not just get a girl's digits but to take her then and there for an "Instant Date."

This is good for beginners as it gives you more face-to-face time with the girl so you can practice your dating skills and lower the chances of flaking.

To try for an Instant Date, replace Step 5 with this sentence:

"Listen, I've got a spare ten minutes, I was just on my way to grab a quick coffee, come and join me..."

Don't hesitate or wobble – you've got to say it with conviction, point to where you're going and start walking. If she still says no, go back to Step 5 and get her number.

GOING FORWARDS

Once you've practiced the LDM infield over and over, you can rely less on the scaffolding and start to improvise a bit more, making it your own. For some guys this takes weeks, for others months. Eventually you'll be doing all the key things on autopilot so you can ditch the model and free flow.

Remember, "out of structure comes freedom." Learn to walk before you run. First get rid of your old bad habits and have some learnt material ready.
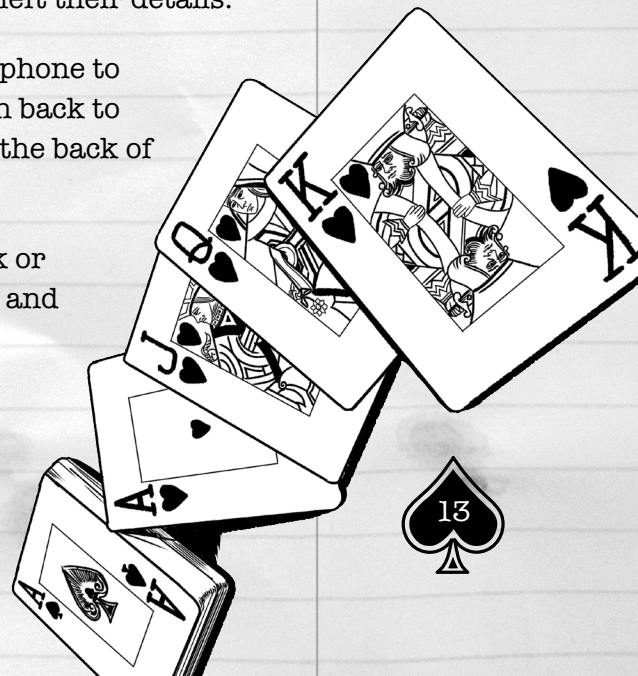
NOW TAKE ACTION

Pickup is not about reading PDFs or watching videos. It's about going outside and actually talking to girls! Don't become an armchair pickup artist or mentally masturbate over theory. Once you understand the basics in this book then leave your house and hit the streets.

Get a wing if it helps (although you shouldn't rely on one to beat Approach Anxiety). Google my blog post called "Find A Daygame Wing" where hundreds of guys across the world have left their details.

Use your phone in your jacket pocket or a cheap dictaphone to audio record some of your interactions and then listen back to them after the daygame session. Use the check list at the back of the book to see where you're slipping up.

Create a strict daygame schedule – much like for work or fitness. Most regular hustlers go out 3-5 times a week and do 10 approaches in each session, meaning 30-50 per week. It's not just a numbers game, but volume is key.

INFIELD CHECK LIST:

1) Open

➤ Did you get her to stop properly?

➤ Were you smiling?

➤ Was your voice slow and low?

➤ Did you sound like you meant it?

2) Stack

➤ Did you go straight into the Stack without a pause?

➤ Was the assumption good enough to get a topic from her?

➤ Did you avoid asking questions?

3) Vibe

➤ What was the topic she gave you?

➤ Did you riff on the topic in a fun flirty way?

➤ How many times did you tease?

➤ How many times did you challenge?

➤ Was she playing along and starting to contribute?

➤ Did you get to the real Hook Point?

4) Invest

➤ Did she start investing properly?

➤ Did you dial down your energy?

➤ How many open questions did you ask her?

➤ Did you ground the interaction with info about you?

5) Close

➤ Did you ask for her number in a strong manner?

➤ Does she know why you want to see her again?

➤ Did you try to go for an Instant Date?

➤ How long was the total interaction?