

MIDWEST DAYGAME

Indoor Daygame Guide

Approaching in Non-Pedestrian Cities

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Foreword

I never intended to write a daygame guide. I was always excited to go out of my house and take action by approaching cute girls once I started my daygame journey, but I didn't think I would write anything besides blog posts. Yet here I am, typing away on my laptop on a Tuesday night, putting my thoughts on paper. What changed my mind, you might ask? In order to answer that question, we will have to go back in time!

I was in NYC on a daygame trip, and the mean streets of New York had provided me with an opportunity to do actual street daygame for the first time. It took me a few approaches to get used to doing a proper daygame front stop, and I had to make a couple of other small adjustments to my game to optimize it for the street since I had gotten used to approaching indoors, primarily at malls and grocery stores. Beforehand, I had started to do some approaches at the local college campus to give myself more approach volume, which gave me some idea about what a more street-like environment of daygame entails, but the trip to NYC is where I really got comfortable with the typical London Daygame Model style of seeing a girl walking on the street and then approaching her seconds later.

After I came back to the Midwest, my mind was actively thinking about my experience in NYC, and I have to be honest

that I absolutely loved it since it was my first time daygaming in such a big city. A thought entered my subconscious mind at some point while meditating on what had occurred during my week daygaming in NYC: I was now one of the daygamers who had experience with street daygame and indoor daygame in a city where pedestrian daygame isn't really feasible. In fact, now that I think about it, there are very few locations where I *haven't* daygamed! Most of the famous guys in the daygame community are located in big cities like London and NYC, and thus there aren't many guys who daygame in smaller, non-pedestrian cities. The London Daygame Model was developed and finely tuned for street approaches, and books by Krauser, Torero and others focus mainly on approaching solo girls walking down the street. But what resources are there for guys who want to approach in non-pedestrian cities (which applies to most American cities besides NYC)?

I did some research, and those daygame textbooks had very little, if any, sections on how to do approaches indoors, and they offered very basic information which was largely common sense. Of course, Roosh V has his Day Bang book (which I am not sure if you can even buy anymore now that he took the God pill), but that preaches indirect daygame, and is very different in style than what the London Daygame Model teaches. Thus, I realized I was in a unique position: as someone who has done most of my approaches so far indoors (an environment that is different from the street), I could offer a different perspective on what adjustments are necessary to make in order to hit the ground running if you have done mostly street approaches and want (or have) to try indoor daygame. It will also be helpful to you if you haven't approached yet but have been reading

classic daygame books or watched videos, and you want to start approaching but your city doesn't have any good spots with high foot traffic.

Having said that, I think it's obvious this guide is geared mostly towards guys who live in smaller, non-pedestrian cities in the USA, but not too small (I would say a city's metro area has to be around a million at least to make daygame worth it, otherwise you likely won't have enough venues or cute girls walking around to give you enough volume). I know there are a lot of guys who read or watch daygame material, but don't start approaching because they don't live in a big city, and I want to change that with this guide. I will give you details and helpful tips on how to approach girls in grocery stores, malls, department stores, college campuses, etc. so that you can meet the girls you like during the day on your own terms.

I also believe this guide will be helpful for experienced daygamers who mostly approach on the street, but have trouble with the so called "spotlight effect" indoors, and avoid approaching the cute girls they see as they are grocery shopping, buying clothes at the mall, etc. The reality is that there are girls everywhere, and you never know when or where you will notice a girl that grabs your attention, so I believe you should have experience in many different environments to make your approach as smooth and calibrated as possible. Of course, if you live in a city such as NYC you likely get enough volume on the street as is, but daygaming indoors can still be useful in the winter when the weather doesn't permit doing approaches on the street.

Lastly, my main goal is to give guys everywhere in America, as well as guys in smaller cities everywhere else, a guide on how to meet women in real life in locations that are common in every city. If you are reading this guide and haven't done a daygame cold approach yet, I want you to promise me that you will take the information I will be providing and use it to make your first cold approach as you go about your day and see a cute girl you like! It will be way more rewarding than you think (and yes, you will likely be terrified when you do your first approach, but that is what a part of what will make it fun and memorable)!

-MidwestDaygame
Spring 2021

Preface

Assumptions

In order for you to get the most out of this daygame guide, I believe there are a few things you should be familiar with before you dive into the content coming up in the next sections. My first assumption is that you are familiar with the direct opener (even if you aren't, it's probably easy to figure out what that would be - approaching a woman and expressing your intent right away rather than pretending to ask for directions). Building on that first assumption, I believe it would be extremely helpful for you to be at least a little familiar with the London Daygame Model (LDM) as well. If you aren't, then [this video](#) and [this PDF](#) meant to accompany it by Tom Torero are a great introduction to the LDM. If you prefer to read books, then Krauser's Daygame Nitro or Daygame Mastery are also great resources for new daygamers.

I

Indoor Daygame Concepts

This section of the guide will discuss what I consider the two most important concepts of indoor daygame: Indicators of Disinterest (IODs) and the Spotlight Effect.

Indicators of Disinterest (IODs)

Quick Note On Indicators of Interest (IOIs)

It might be strange that I am beginning a chapter about Indicators of Disinterest by talking about the polar opposite - Indicators of Interest, but it is worth doing so. Most guys know a decent amount about IOIs and talk about how a girl was making eye contact with them, how she played with her hair while talking to them, how she angled her body towards them, and a bunch of others. This chapter isn't about going deep into what IOIs are, because there are plenty of other resources already that talk in detail about them. The reason I am touching on them is because IOIs are very popular in the pickup community and get talked about a lot, while IODs are rarely mentioned, if ever. Actually, they are often ignored and not noticed, often to the peril of the player ignoring them. Let's talk about them so you won't make the same mistake!

Why Indicators of Disinterest (IODs) Are Important

I will be honest with you - I believe that IODs are the most important concept when it comes to learning to daygame indoors effectively. You are probably wondering why and thinking that IOIs are what's important. I am not saying IOIs are useless indoors, and a good IOI is obviously a good sign you should approach, no matter the location. However, the reason IODs have a huge importance indoors is that the set dynamic is usually one in which the girl is more "trapped" than she would be on a place like the street. You stop a girl on the street and she doesn't like you? She could walk away and the set is over. However, say you see a girl who is picking out pasta at the grocery store and decide to approach. In that case, very few girls will walk away, as they are in the middle of shopping (unless you clearly make her feel uncomfortable, of course - then she will walk away. It should be obvious we don't want that). Instead, you would have to be aware of her reaction during the initial phases of the approach and ensure you know if your advances are welcome or not. If you are a beginner it is even more important to be calibrated during your approach, as you will also likely be very nervous, and being able to "read" the girl's reaction will ensure you can game in the same locations week after week without having to worry about girls complaining to the staff that you talked to them. If you do it right and let the girls who are not interested go in a positive way, that shouldn't ever happen. Besides the grocery store example above, being able to "read" IODs are crucial anytime you approach a girl who isn't moving - she is picking out clothes, looking at an item in a department store, seated at a cafe, seated at a bench at the mall, etc.

IOD Examples

Now that you know what IODs are and why they are important, let's go over a few examples.

Example 1: You approach a girl at the grocery store while she is holding a package of pasta and looking at it. Once you start delivering your direct opener she smiles or thanks you, but then immediately goes back to looking at the pasta's nutritional information like it's a story by Mark Twain.

Example 2: You approach a girl who is seated somewhere, like a cafe or a bench at the mall. She is looking at her phone as you approach, then she looks at you as you deliver your direct opener. She goes back to looking at her phone after thanking you, and is giving you short replies to anything you say afterwards.

Example 3: You approach a girl while she is looking at women's clothes in H&M and she thanks you for your direct opener. She listens to you, but doesn't engage you and her body language is closed off, and her eyes are looking around, wandering rather than looking at you.

I can keep going, but I think you get the point. You are being proactive as a man by approaching a girl, showing you have the balls to go after what you want. However, there is a flip side to that coin: you also have to be a man who is aware enough to notice when your advances are going nowhere and the girl isn't interested. Of course, I am not saying you should give up too easily and quit right away unless the girl basically lights

up from your compliment: far from it! You should keep going when you see that the girl isn't giving you much to work with, but isn't giving you any noticeable IODs either: that probably means she is just shy. With experience, you will be able to better distinguish between shy and disinterested girls. In the beginning, watch for her reaction as you open and deliver your stack: if her eyes and body language start moving away from you, that is a good sign you should wish her a good day and move on. Sometimes, even girls who are not interested would thank you and tell them you made their day. In that case, take it and move on!

Of course, the most obvious IOD is when she tells you she has a boyfriend as soon as you deliver your direct opener. Tell her to take it as a compliment and move on as well. Sometimes, girls will also tell you verbally they are flattered but not interested. Those cases are more rare, and most guys have no problem getting the hint in that case. However, most girls communicate covertly, so the above section will be more useful to you, as you will likely face much less verbal IODs than physical ones. Your ego might not pick up on IODs as well as it does on IOIs, but you want to force yourself to watch for them, as they are crucial in case you daygame in the same location often. Being calibrated in your approaches will ensure you have no problems going back to the same venue over and over again, and if you do it right, the girls will enjoy your approach even if they aren't into you!

IOD Summary

When it comes to indoor daygame (especially when the girl is stationary when you approach her), IODs carry more importance than IOIs do, and being able to recognize a strong IOD as soon as you can will help you stop interactions with girls who are not interested sooner rather than later. Some examples of IODs include: the girl looking at her phone right after your opener, her looking around as you start talking to her, her going back to look at the pasta box she was holding when you opened her, and basically everything that she pretends to pay attention to rather than having her eyes on you. Being calibrated with IODs is key to being able to game the same venue over time and keeping your reputation as the cool guy who shops there and also happens to go for the women he wants!

The Spotlight Effect

What Is The Spotlight Effect?

The spotlight effect is something a lot of people struggle with on a daily basis. According to Wikipedia, the spotlight effect can be defined as “...the phenomenon in which people tend to believe they are being noticed more than they really are. Being that one is constantly in the center of one’s own world, an *accurate* evaluation of how much one is noticed by others is uncommon. The reason for the spotlight effect is the innate tendency to forget that although one is the center of one’s own world, one is not the center of everyone else’s. This tendency is especially prominent when one does something *atypical*.” What counts as atypical, you might ask? How about approaching a girl during the day with a bold, confident approach?

In other words, since each one of us is self-obsessed, we believe that everything we do is noticed by others, and they judge us for our actions (like approaching a pretty girl in public). In reality, each person has different levels of the spotlight effect, but all of us feel it to a certain extent.

The Spotlight Effect And Daygame

I have talked to a few daygamers who told me their spotlight effect feeling is stronger when indoors, and that makes sense - after all, we are all much more aware of our surroundings when we are in a confined space. When we are daygaming on the street in the open, the sheer amount of people can overwhelm our mind and moves our thoughts away from the spotlight effect more than it does when indoors, even if we are daygaming in a place like a super busy mall. Having said that, daygame anywhere can cause a lot of approach anxiety to the newbie daygamer, and when you couple that with the spotlight effect it becomes a lot harder to start approaching. A lot of people also have the irrational fear that when approaching indoors, somehow that will make security “notice” what they are doing and scold them somehow (like talking to strangers is somehow against the law!) I have done hundreds of approaches indoors in a variety of venues, and I have never had any issues with that besides some workers at the grocery store nodding at me whenever I walk by them (although that might be just because I try to make eye contact with everyone and smile/nod at them if they reciprocate, or it could be because they saw a hot girl they liked and saw me approach her, and respected that. Who knows?)

Spotlight Effect Exercises

Let me give you a couple of tips that could help you be aware of the spotlight effect but not let it overwhelm you (just like approach anxiety, the spotlight effect never goes away fully, you just learn that your actions don't matter that much in the

grand scheme of things and most people don't care about you, so you might as well go after what you want anyway). We could sit here and talk about tactics all day - but if you never force yourself to approach and play the game in the field, none of this would matter. So even if you are having trouble with the spotlight effect, you have to approach and take action!

Now that we got that out of the way, let's go to the first exercise. As you get to your approach venue, walk around and keep eye contact with the first 100 people you walk by. If they return it, you might as well nod/smile, but you don't have to. I want you to count how many people return your eye contact and notice you. I am willing to bet anything it will never be more than 50 given my experiments with this! Think about that: we have such big egos that we think all eyes are on us at all times, yet as we walk by and take care of our business each day, only 15-20% of people on average even notice us! Most of those people only notice us for a second or two at most before they move their eyes and attention to something different and completely forget about us in a few minutes. Despite what our egos tell us, we don't really matter that much and most people have no idea we exist or what we stand for. What makes you think those same people will suddenly care if they see you talk to a hot girl? Maybe they will see it for a few seconds and then they will return to their day. Men have been talking to women since the dawn of time, so despite what feminists might tell you, approaching a woman is completely normal. If anything, guys might nod/comment on the approach you did as you walk by them after you get her number!

The second exercise to deal with the spotlight effect is more

of a long-term one, which means it takes longer for your brain to grasp but it is pretty effective. After each approach you do (or during the approach after you are in set and she has hooked), look around and see if people are looking at you for a second. You will again notice that after your set is done, most people won't look at you or notice you at all. During the set as you are talking, you might draw a bit more attention on you two indoors, but guess what? Unless the bystanders pass by right as you open, they will assume you and the girl know each other (unless they have been daygaming themselves, of course!) Story time: a few months ago, I was talking to a cute blonde in the grocery store for a minute or two when a lady in a wheelchair walked by, asking us if we had found Jesus. Somehow she started talking to us about her church and kept going for a bit, then asked us if we had kids! So here she was, walking by as I was hitting on a girl, assuming we were together, despite the obvious signs we don't know each other that well for anyone with a trained eye. That girl ended up having a boyfriend and I never saw her again, but you get the point of this story!

The last thing I want to mention about the spotlight effect is this - the more you realize how much people don't care about you, the more free you can become. We live in a society, but as individuals we have to go after what we want, and some people feel shame or guilt when they feel like they are doing something that society doesn't approve of (even if that action would be highly beneficial to them in the long-term). Let your ego accept that most people don't care about you at all, and go after that girl you want anyway! Taking consistent action and approaching regularly will help you realize that, and you will be

able to acknowledge the spotlight effect when it arises in your brain, and then take action knowing that you have to do what you want to do, despite how you might feel on that specific day.

II

Indoor Daygame Venues

In this part of the book, I will cover the different venues at which you could daygame, and go into details about some of the small adjustments you will have to make to be successful.

Note: most of the adjustments to the London Daygame Model (LDM) are during the open and stack phases, once the girl hooks in the set and you get to the vibing part of the set, you can follow the LDM practices going forward.

The Grocery Store

Why The Grocery Store?

This might surprise you, but I believe that most guys' best option for approaching women in non-pedestrian cities would be a grocery store. If you live in a smaller metropolitan area (and if you live in America, any other area besides NYC or Philadelphia, really), it is worth exploring the grocery stores around you - for most guys, unless you live in a popular neighborhood with young people, you might have to travel to a different grocery store than your local neighborhood one. However, once you find the grocery store the hot, young girls go to, it can be a goldmine! Every girl needs to do grocery shopping, and most girls usually do it by themselves, making it ideal for a guy like you to sweep her off her feet as she debates on which pasta would be best with her chicken after the gym tonight.

The grocery store in my area that has yielded the most sets for me had the following characteristics: newly built (the biggest grocery store in the city), located in an area known for young professionals to live, and close to a couple of college campuses!

Of course, that isn't my local grocery store, and I have to drive 15 mins or so to get there. However, before the Coronavirus pandemic, I was able to get 5-10 approaches there on a Sunday afternoon, while doing it the smart way and staying under the radar. I expect that you will have to do some research to find the grocery store with the most talent in your area, and then just hit it up on Sunday afternoon for the best success. Another tip: you could stop by the store after the gym for 5-10 mins to grab a couple of items, and do a set or two if you see something that you like. I have done that plenty of times - of course, that means you don't buy all your groceries at once, but rather always buy an item or two the day/night before you actually need it! Look around where you live, find the newer (and nicer) grocery stores in your area, as they have a higher chance of having the cute girls you are after, and you will be ready to go.

Grocery Store Vibe

I believe that most of the time, it is best to do grocery store approaches after an activity such as the gym (as mentioned above), rather than dedicating full sessions to them as I have had to do many times due to my location when I started doing daygame. Especially in the beginning when you are learning, it is much easier to just stay for 15-20 mins, do an approach or two if you see a cute girl, then leave. It is much harder to have to stay for a couple hours to do 5+ sets, managing your energy, managing to smile and nod at the employees as you walk by the store, managing number closing a girl and then having to wait a bit so she leaves before you approach the next one, managing

seeing that girl again as you shop, etc. However, you might be in a situation like me where you have a grocery store that is a goldmine on a Sunday afternoon, and that is your best bet at getting volume meeting hot girls. What to do in that case?

The plan is as follows: dress well, keep your head up high, and smile and nod at people and the employees as you walk by the store. Walk slowly, observing your surroundings as you go around the store (that way, you scan for cute girls as well). Go for the approaches, and in the case that you get a number close, go back to your shopping list and pick up a couple items, walking around the store and wait for the girl to leave. Once you don't see her anymore for a while (you can assume she has left if that is the case), if you really want to continue your session, then start scanning casually for other girls. The key to pulling this off (I have done many session where I do 5-10 approaches at the grocery store on Sundays, and never had a problem with security/employees/random people confronting me like I have read has happened to some guys online) is staying cool and composed (easier said than done when a beginner, but gets easier with practice) and holding your head up high and having a friendly vibe -this will make people assume that you are that guy who is happy with his life and goes after what he wants, including cute girls at the grocery store. Sometimes, you will even notice guys hanging around as you are in set, listening to what you are saying to the girl! Take it as a compliment - and realize calibration is the name of the game when you daygame indoors. If you feel like your vibe is getting more needy and you are looking around too much as your session goes on, consider going home and going for longer next time. You want to stay cool and composed, non-needy the whole time you daygame

in a place like the grocery store, as that is the key to doing it more low-key without calling too much attention to yourself as anything less than the cool, amazing guy you are.

The Grocery Store Approach

If you have done street daygame, or if you haven't but you have watched videos of guys approaching, it might surprise you to learn that the successful grocery store approach (and indoor approach, really) can be quite different at times from the successful street approach. Of course, as with all game, there are a lot of similarities, but I had to make quite a few adjustments to approaching in grocery stores as I did more and more approaches there, and a lot of them weren't too obvious. In this section, I will cover everything that you need to know when you go to the grocery store and see that girl you want to talk to!

What The Grocery Store Approach Is NOT

Before we dive into the specifics of what the grocery store approach IS, I wanted to tell you what the grocery store approach is NOT, as I consider that to be important, and it will save you a lot of time if you learn from the mistakes I made in the beginning. I cannot emphasize this enough: DO NOT romanticize meeting girls at the grocery store. If you were like me, you have probably thought to yourself, or are thinking to yourself the following: "Meeting girls at the grocery store is a great way to meet girls, because I have plausible deniability.

I am shopping for items, and so is that cute girl. If we both happen to reach for that box of pasta, then maybe with my game I can get her number in a more natural way..." Let me stop you right there - that is called romanticizing daygame, trying to hide your dick and intent, and rather than going for what you truly want, you think grocery store game gives you the opportunity to somehow weasel your dick into her pants.

The reason it's important to NOT have similar thoughts to what I mentioned above is straightforward: if you romanticize the whole process, you actually tell your brain it is okay to not take action UNTIL the perfect opportunity arises. Trust me, I used to be that way in the beginning when I had more approach anxiety: I would see a cute girl I liked, but then I would wait to approach because there was an employee close to her, or because there were too many people around her, or because she didn't make enough eye contact with me yet. I thought to myself "If only I can catch her by herself in one of those aisles with no people around, then I could approach her and she will see what a great guy I am!" Then, I would proceed to follow the girl from a distance, waiting for the perfect opportunity to approach... only to see that girl leave the store. In one scenario in the beginning, I was actually able to catch the girl I was interested in an aisle by herself... only to have her storm off as soon as she realized that I was going to approach her. Of course, I went home that night, and realized that my desire to make the approach as natural as possible was causing my approach anxiety and spotlight effect to be triggered, and that would lead to either missing the opportunity to approach altogether, or in the case of that one girl it actually led to her being creeped out. That's what happens when you try to romanticize meeting

girls at the grocery store and waiting for the perfect approach - you get into a state of overthinking, you become more nervous, and you don't go for what you want, making it awkward for you and the girl (if you ever end up doing the approach after you chase her down a few aisles, waiting for the perfect time to talk to her). My advice here is to treat it as regular daygame, go after the girl you like as soon as you can while being calibrated, and focus on the fundamentals rather than getting in your head too much.

How To Approach

You have identified a good grocery store, you have worked on your vibe as you walk around the store like a boss, and you know not to romanticize daygame at the grocery store. What's next? Well, you are ready and in the right state of mind to do your approaches! As you are walking around the store shopping and keeping an eye out on girls, be calm and patient until you see a girl that catches your eye. Once you do, you have two choices: you can approach her right away, or you could wait until she goes into a more favorable section of the store, and approach her there.

You might be wondering what I mean by "more favorable section of the store", and why not always approach her right away. While I believe approaching right away when you see a girl on the street for example, I have noticed something interesting at my favorite grocery store: my approaches in the produce section never led to much, likely due to the fact that on Sunday afternoons, it is always packed and it is hard to get close

to a girl to deliver your opener without making it awkward. Even when I was able to get in and deliver the opener in the produce section, there were so many people walking around and trying to get in to pick up an item that our little “bubble” was burst quickly, and even girls who initially hooked after the opener were quick to move on to their shopping. This is very similar to approaching on a super busy street - you have to time your approach so that you have enough space to open the girl. Initially after the scenario I mentioned above, I would approach girls at the grocery store wherever I saw them, but then I noticed the correlation between quick blowouts and approaching in super busy sections. I then had to learn to time my approach better, and decide whether the girl was so hot that I had to approach her right away. Here in the Midwest, it is rare to see 9s (I don’t believe in the concept of 10s) so I usually am patient and then approach the girl if/when I see her later in another section.

Of course, the downside of that way of thinking is that the girl could always leave after she finished up in that section, and I have seen that happen a few times. It can be frustrating, but it is the most calibrated and consistent way to daygame for me. Remember - if you are regularly doing daygame indoors due to where you live, you don’t want to burn the venue down since you likely don’t have too many options as far as venues go, and slow and steady wins the race. Be the cool, confident guy who just goes for what he wants rather than being the awkward guy who HAS to approach the girl no matter what, even if she is waiting in line to put her asparagus in a bag behind three other guys, and around five store employees all within a few feet. This way of thinking will also help you with the spotlight

effect, because it is always bigger within small spaces where there are a lot of people around.

Another downside is that if you notice a girl and don't approach right away, your approach anxiety could cause you to make excuses and never approach her. To combat that, I want you to focus on what you like about her the most: is it her face? is it her body? Notice it quickly and imagine how fun it would be to have her back at your place, enjoying her best ASSETS (if she is that type of girl) and having fun with her. That should hype you up to approach her, even if you have to be a bit of a patient hunter and wait a bit before you can approach her in a more calibrated way. I would suggest newbies do this - if you are more experienced with daygame, you should have the awareness and confidence to know where the best spot to approach a girl is, no matter the venue you are daygaming.

After you find a good opportunity, you can approach with a smile and the usual London Daygame Model direct opener: "I saw you as I was walking by and thought you look nice, so I had to say hi", immediately followed by your stack/assumption. It is important to stack right away, as otherwise the girl might think you are just giving her a compliment, say "thank you" and move on. Women love to know what other people think of them, so stacking effectively and quickly can get the set off on the right track. It is also one of the most challenging aspects of daygame, and I still struggle with stacking effectively on days when I am not feeling very social.

Grocery Store Stacks

Let's talk about a few of my personal favorite stacks, what makes them effective, and how to use them. It is worth noting that in true London Daygame Model style, all of them will start with "what I noticed about you was..." immediately following the direct opener mentioned above and will be followed by one of the stacks below:

- "...that's a big cart for such a small girl" - this is my all-time favorite grocery store stack to use! I have used it a handful of times, and it ALWAYS gets the girl to smile/laugh, and usually they hook by defending themselves too, which is great, because it gives you something to tease her about/continue the conversation. I believe I came up with it on a Sunday when seeing a tiny little blonde push a huge, overloaded cart around the store, and my mind immediately noticed that discrepancy and I started cracking up, then I approached her, stacked with it... and she loved it! I walked away from that set thinking I might be onto something here, so I tested it anytime I saw a tiny girl with one of those big carts at the store (the cart doesn't have to be full for you to use this stack, but it does help make it a bit more authentic) and as I mentioned above, I have gotten nothing but positive responses to it. Use this one smartly - don't approach a 200 lb girl and say "...for such a small girl" (although I hope you are not approaching 200 lb girls at all, playa!) or say it to a girl carrying a hand basket. I have noticed this tends to work better on Sundays, because that is the day when a lot of girls stock up for the week, so it is not uncommon to see a cute little 100 lb girl

pushing a big cart around the store

- “...you seemed so focused on <grocery store item>... I thought you were possessed and I was about to go get help” - of course, this one is a bit over the top, so you have to use with a big smirk on your face (a smirk is what I tend to have for all my opens/stacks, really). I use this somewhat sparingly, but as you notice cute girls around the grocery store, you will sometimes notice that one sexy girl who looks at a pasta box like it is the first thing she has ever seen - she picks it up, turns it around, holds it, looks at the label, then turns it around again, etc. It is in that situation where the above stack is very helpful - basically, you show the balls to approach, combined with the quickness on your feet to realize what she is doing as you are walking by her. I had tried out a few different options besides “possessed” like “high on weed”, but from my experience that came on too strongly, and I didn’t really get good reactions to it. Your mileage may vary of course, but thinking about it, imagine a girl getting possessed at a grocery store... by a tomato sauce or pasta box! Sounds ridiculous and silly, right? That is why it has been such a great stack for me in situations where it makes sense to use it, girls tend to like the playful vibe of this one
- “...your outfit, it must be gym time... or laundry day. And you don’t look like you workout...” - this is another stack

that I have used with success on Sundays. If you live in America, you likely have noticed that a lot of girls wear yoga pants when grocery shopping (or doing anything, really). So, naturally, it makes sense to tease them for it - I have had quite a few girls say it is their laundry day on Sundays, and that gives me an opening to strengthen the tease by saying something like "but what if you meet a charming European at the grocery store?" while having a smile on my face. This one is effective in its simpleness, because it gets the girl to correct you/agree with you fairly quickly, and most girls I have used it on give me a bit more information, which is key to strengthening the set right away by enabling me to use that to continue and tease her more or take the set into a good direction right away, since I also workout (and you should too!) in case she had just gotten out of the gym. Of course, if it is obvious she is super fit and goes to the gym, this stack isn't super effective - it works best on girls who could go either way and don't have a super peachy booty!

Hopefully you realize by now that I came up with all those stacks by paying attention to my surroundings, and that is one great thing about the grocery store - there are a ton of "props" in there for you to use to come up with your stack, so pay attention to what the girl is doing as you are about to go up to her, and you should be able to come up with your own unique stacks based on the situation you find yourself in. Of course, it takes a little bit of time and practice to come up with good stacks that get the girl invested on the spot, so you can use some of my stacks as you need until your approach anxiety is better managed and you can think on your feet a bit more quickly. The regular London Daygame Model stacks on her walk, ethnicity,

job, etc. could also be used here as necessary, so you have a lot of options. Remember that your vibe is much more important than the stack, though - it is all about how you say it and that you own your approach with confidence, not what you say!

One last golden nugget I want to share with you: once you have talked to the girl for a while, look down at her cart and notice an item in there. Then say with a smile "I just noticed X in your cart, it would never work between us" or "I was hoping you could cook but I saw X in your cart so you let me down" (in case she has some of those microwave dinners in her cart, or anything similar that suggests she can't really cook that well). Of course, what that does is spike her emotions and get the conversation into flirty mode again, which is good, because most beginners struggle with their set being too logical. Because of that reason, this is best used once you have been building comfort on a topic for a minute or so (Torero and Krauser talk about doing an emotional spike like this in their daygame books).

Grocery Store Keys To Success

Don't get me wrong, all of the above will help you with your grocery store approach. However, you might have already realized this if you have done grocery store sets: usually, you have a cart and she has a cart, which means one of the big advantages of street daygame, the physical touch, is not an option for you. If you think about it, it comes off as a bit forced to do that if either of you has a cart inside the grocery store, and I personally haven't done it - it is much more calibrated to

touch a girl's shoulder for example as you front stop her on a street and you are a couple feet away from her than it is to try to do it when one/both of your carts are in the way. It could work if she lights up and has a small basket for example (and your cart isn't in the way, or you have a basket too), but usually it is a bit too much touching for a grocery store. So, how do you still make sure that your intentions come across sexually (Daygame is very dirty, as Krauser says)? You have to dial up your eye contact and make it even stronger to compensate for that! So don't look down - deliver your opener and stack with laser focused eye contact, eyefuck her as you talk to her so she gets the message subconsciously. I would say strengthening your eye contact by a bit (10% or so, though it feels a bit weird talking about eye contact in percentages) compared to a street stop for those of you that have done them would be the right amount. If you haven't done a street stop, just remember - keep strong, sexual eye contact to set the tone of the interaction as you are talking to the girl. No weak, shifty eye contact that looks at other shoppers as they walk by you!

Grocery Store Set Length

In the daygame community, there are debates about the optimal set length that leads to a girl texting you back and then coming out on a date with you. Most guys say that a set length between 5 and 10 minutes is ideal so that you can spike her emotions, build some comfort, and display some value while getting the girl interested and excited enough to come out on a date. While I agree with that way of thinking and do think it is a good idea, I have discovered that shorter sets are perfectly fine when it

comes to the grocery store, and I have actually had multiple dates when the set length was 2-3 minutes long. Why is that? If you think about it, a lot of people see the grocery store as a chore, so they try to get in and out quickly (I should know - I have missed approaching so many girls due to the fact that I see them, go to approach them... only to see them walk to a self checkout register before I could approach). Sometimes, one (or both of you) might have something perishable in their cart like ice cream, dairy, or meat, and in that case it also doesn't make sense to talk forever with a stranger. And other times, I go to pickup a few items after a gym session where I actually want to go home and eat and relax, but I see a cute girl that I have to approach. There is also the bubble bursting when you do a set in a busy grocery store aisle - multiple people are always reaching for an item close to you and the girl, and I lost track of how many times I have had to move out of the way while acting cool and still staying in set. Of course, if the set is going well by all means continue building attraction - if the girl is there paying attention to you and investing, there is no reason why you should just walk away grabbing the number in just a couple of minutes. I am just pointing out that the atmosphere is conclusive to quicker closes, as long as you can tell she is attracted to you and the number is strong (or either of you have to go quickly).

What To Do After A Number Close?

Alright, you used the advice above and actually number closed a cute girl while shopping! Now... what do you do if you actually want to continue daygaming at the same store? I would advise

beginners to actually go on with their shopping and go home once they are done after a solid number close, as I think the high of that feelings reinforces the joy of daygame, and I believe enjoying your time doing daygame makes you look forward to doing it again, which helps build the habit long-term. However, I realize some of you might be more ambitious and want to gather numbers and meet other cute girls as much as they can (I certainly fall in that latter camp if I am being honest).

In that case, just shop around for a few minutes picking up items from your shopping list. After all, you still have to do your grocery shopping sometime! If you see the girl again, either smile and nod, or just walk a different way if you see her from distance - I have noticed it is best to not engage her again after the number close until you text her later that day/the next day, and I have good eyesight so I can notice if that same girl is in the distance. However, you are a cool and awesome guy, and if she happens to walk by you and look at you, by all means nod and smile at her! I have noticed that a lot of the girls disappear shortly after I get their number in a lot of cases, and quite often I see them checking out 2 minutes after I number close them as I am walking down an aisle. Once you get enough experience you will realize that this isn't as big of a deal as you might think it is, and then you can just go talk to the next girl (assuming you see one that tickles your pickle).

Grocery Store Roleplaying

Let's go over a few example sets that I have made up from thin air just to get you comfortable with the different type of reactions you can receive from girls as you approach them, and what I think you should do if you get those reactions. Again, it is key to be aware of IODs so you can keep approaching at the same spot week after week, as well as know when to disengage from a set sooner rather than later, so read over these carefully and study them again from time to time.

1. You: *direct opener, stack*

Her: "Oh...haha!" (looks at her phone/looks at her cart/looks at her pasta box, etc.)

You: "Yes, and..." (you decide to follow up on your stack for a last roll of the dice)

Her: "Yes" (looks around the store/at her phone)

You: "Take it as a compliment, have a good day"

I made this one super obvious, but as you can see, this approach is dead in the water from the beginning - the girl is giving you an IOD as soon as you finish your direct opener, and truthfully you should probably just cut your losses after the first IOD, but in some cases if you really like the girl it is OK to stack on your stack one last time to see if you get a response from her. Of course, in some cases the girl won't know how to react and won't give you an IOD but would rather be shy, which is what we will talk about next, as those are two different scenarios that require different handling and reaction from your side.

2. You: *direct opener, stack*

Her: "Oh...haha!" (looks at you, then looks down while still standing there)

You: "Yes, and..."

Her: "Yes, I am into art" (looks at you while talking, but then immediately looks down as soon as you make stronger eye contact and start talking)

Of course, this scenario can take many different reactions by the girl, but the main point I am trying to make is that with experience, you will be able to tell between a girl that is not interested at all but makes it subtle, and a girl who is somewhat interested but shy. In this example, the girl isn't giving you too much to work with either - but she is showing some signs of interest and not giving you any IODs, which is a key indoor daygame concept as you likely remember. This girl will take a bit more persistence and talking from your side, but you can get her hooked and open (or if she is shy, you will have to lead her all the way, which isn't necessarily a bad thing). If the set is going somewhat well without any IODs from her side and she is showing some interest, take her number - you will be surprised how many of those shy girls will be into you!

3. You: *direct opener, stack*

Her: "Yeah, I am shopping for the week" (not too strong eye contact, but stays there and is curious)

You: "Yes, and... you look like the type of girl who looks innocent but is dangerous"

Her: "How could you tell that about me??" (her eyes get real big and she gets more invested)

This set might seem a bit cheesy (it is a bit weird giving these examples as you never know how a set will go and there is so much going on, but I still hope this is helpful), but what's happening here is she is more of a "maybe girl" and she isn't too into you or not into you, she is sitting on the fence. As you keep going on your stack though, she seems to invest a bit, so you should keep going and see if you can make progress. Of course, a maybe girl go the other way too - where after a while, she starts to look like the first example. In that case, you should let her go as soon as she gives you a strong IOD, and once you get home, analyze why she moved from "maybe" to "no". It is likely due to hiding your dick, not teasing her, and not making strong eye contact.

4. You: *direct opener, stack*

Her: "OMG! Thank you, you made my day! You look nice too!"

You: *continue with the stack since she is interested*

Her: "That's crazy, you are so funny!" (she laughs even though you didn't say anything too funny in reality)

This one is the one you see on YouTube sometimes - a girl is super into you, a "yes" girl. Don't assume it is in the bag right away, so keep your good vibe, get her to invest, then ground the set by telling her about yourself so she knows you are a real guy. In reality, she probably likes you enough so that you could get her number anyway, but you should always try to run good game no matter what. Of course, there are a lot of scenarios that could be in the middle of these four, since girls are random, and they could be anywhere in between. But as long as you

can tell IODs and you can tell when to persist and when to move on, that is the key to you having a good vibe and being able to game in grocery stores anytime you want to, because the girl will respect you for being calibrated and reading her reactions and emotions, even if she isn't interested in you.

What To Do After The Stack?

As I mentioned in the Indoor Daygame Venues description, the main differences between indoor daygame and street daygame is often found in the first minute of the interaction, while you open and stack. Once you get the girl to hook and ask you a question, you can run the London Daygame Model from there without making any big changes. It is worth keeping in mind like I said above though - it is easier to burst the "bubble" you created in set between you two as people are walking around and could be grabbing items behind the two of you. Of course, that only gives you an ability to be stoic - which will impress the girl even more. Don't let that bother you in any way, and the girl will also be calm since you are being calm, which will help the two of you bond as you get to know each other.

Looking At The Big Picture

Now that you know how to approach in a grocery store, you might wonder where that falls in the grand scheme of things when it comes to daygame. Here's the good news: if you can talk to girls inside a grocery store, then you can use those skills in pretty much all other indoor locations that have stationary sets: the department store, the coffee shop, indoor stores at the

mall, etc. I will reiterate this point in the following chapters as well, but it's worth knowing that the general outline of the approach mentioned in this chapter can be used in all other indoor venues that have girls that are stopped for one reason or another.

In daygame, there are moving sets (such as when you stop a girl on the street, or as she is walking around the mall), and there are the stationary sets mentioned in the above paragraph. This chapter helps with the stationary sets part of daygame, and we will talk a bit more about stopping moving sets indoors in the next chapter, when I give advice on how you can approach at the mall.

Conclusion

In this chapter, we talked about how to find a good grocery store for daygame, the right type of vibe, how to approach in grocery stores and what stacks you can use, as well as how long a set should be, some tips on how to make your sets more efficient, and we ended with a few example sets with made-up girls so that we hopefully cemented the fundamentals in your mind. One last point: I have seen good success from what I have described above. However, if you never go out and approach girls at the grocery store, then nothing I wrote above will matter, because the game is played in the field. So hit up a nearby grocery store and give the tactics above a try!

The Mall

Why The Mall?

I don't even know if this section is necessary like it was for the grocery store, as it should be pretty obvious why the mall would be a good place for daygame! If you ask most guys where they usually talk to girls, they will tell you something like a bar or a club. If you press them to tell you a good place to talk to girls sober during the day, most will come up with the mall, and it makes sense if you think about it - cute girls love to shop, so any place that has a lot of stores together would be a good place to find them, and most young people have grown up with malls being a popular place to hang out with their friends as teenagers, so it is a natural choice. Now, some malls are better than others - there are a lot of malls that are rundown and dying nowadays, and obviously those attract a lot less of the girls you want than a new, top-tier mall in a larger city. If you have a mall within a 30 minute drive from you, it is worth checking it out on the weekends to see if it is a good place to daygame. I have daygamed in a few different malls around the US, and location definitely matters.

What Makes The Mall Unique?

The mall is one of the few daygaming venues where one can practice both street type game and more indoor based game. If you are walking through the mall and you see a girl you like, then your stop feels a lot like a stop you would do out on the street, since you can stop the girl and create a bubble between the two of you, and other people will just walk around you, going on about their own business. However, if you approach a girl inside a store (especially the women's section, or a feminine store like Victoria's Secret), then by default things like IODs and the spotlight effect become that much more important again, like they were at the grocery store. If you approach a girl and stop her in the mall hallway, then she can walk away, just like if you approach her on the street. However, if you approach her as she is choosing a 36DD bra from Victoria's Secret, then obviously you have to be more calibrated to her reactions, or you risk getting yourself a reputation you don't want to have.

It is interesting to note that both some of my best and worst daygame sessions have happened in a mall. On a good day, the daygame Gods give you plenty of hot girls walking around the mall slowly with their items, just waiting for a brave guy to approach them. On a bad day, you always see a girl at the lower level as you are walking on the upper level, you see a girl and then she gets lost in the crowd, or you see a girl, chase her... and then she ends up walking out of the mall before you can catch up to her. Make no mistake about it, though - the mall can be a great place to practice your game, and if you have a good mall close to you, it can very well end up being your best place for volume. Let's go over the differences between approaching

inside a mall store versus approaching in the mall hallway as the girl is walking around, why they are different, and what I have found to be useful in those different situations.

Approaching Girls As They Are Walking Around The Mall

There's a reason I put this section first - I have had more success with girls I have met as they walked around the mall than with girls I have approached inside the mall stores, and while I advise you to get some experience doing both, I would recommend spending more time walking around the mall and only getting inside stores if you don't see any good volume, need to buy something and then you see a girl you like in the store while shopping, or if you see a girl that you like walk in the store and you want to approach her. As mentioned above, approaching girls as they are walking around has the benefit that it feels like a street approach despite being indoors (in fact, that is the closest you will get to a street approach indoors, for obvious reasons). Let's talk about some of the differences between the street approach and approaching a girl as she is walking around the mall in the beginning stages of the approach (once you get to a certain point in the set, you can treat it exactly the same as doing a street approach).

How To Stop The Girl

If you have done any street approaches while following the London Daygame Model (or if you have read books about LDM), then I am sure you are aware of the front stop. While I am a fan of the front stop for outdoor street approaches, I do feel like it is not very calibrated for a mall approach, even if the girl is walking. Unless the mall is very big, you are attracting too much attention to yourself with that kind of stop in my opinion, and while I know some daygamers do it even at the mall, I think most malls are not the right place for the front stop, so I would advice you to stay away from it when you approach girls as they are walking around the mall. Obviously, you still need a solid enough stop to make the girl stop for you and not walk right past, so I recommend doing a side stop and then slowly getting yourself in front of the girl as you talk. It goes something like this: you see the girl you like, you walk up to catch to her, as you are drawing level with her you stick your arm out to catch her attention, and then you open with a smile as you turn to face her and stay at 45 degrees from her initially, then you try to move a bit in front of her as you deliver your stack. If you have done front stops it will feel very similar - the differences are you don't run up to the girl but rather speed up your walk until you catch up to her, and then rather than getting all the way in front of her like you would on the street, you stop her with your hand signal as you are a bit to the side but still in front of her, then you make your way more towards her as you talk.

If you haven't done any approaches and this sounds a bit confusing, I understand - it can be a lot to unpack, especially

if you are nervous as a beginner. Let me give you the cues to follow: stick your arm out towards her (but don't invade her space too much, you don't want to freak her out) to catch her attention as you are walking and you are one step in front of her. As you do that with a smile, turn towards her - you should be a few steps in front of her and to the side as you do that, and she should stop. As you deliver your opener and stack, edge your body more from the side to move in front of her so you are more face to face. If she doesn't stop, then plant your feet while still sticking your hand out, and say "Just a second...", then keep delivering your direct opener "I saw you as I was walking by and thought you were cute..." and of course follow it with your stack. If she keeps walking away and doesn't stop as you are talking, then she isn't that interested in you. Pat yourself on the back for approaching a girl you find attractive, and move on to the next one.

If you have spent anytime daygaming at a mall, you will ask the following question: what about girls who are walking towards me, how do I stop them? You have two options: you can either wait for her to walk past you, check out her ass (if you are an ass man) and then turn around and approach her as I have detailed above, or you can do what I call a policeman stop (I believe I read about that somewhere online, but not sure where). This one requires a bit of calibration and experience, so beginners might find it a bit more challenging. Here's how it's done: as the girl is walking towards you, make sure she is someone you want to approach. If you have made up your mind in time, then smile and simultaneously raise your hand with an open palm facing her (hence the policeman stop name) as she is walking towards you and is about 10 feet away, thus giving her time

to notice you. Move towards her so you can stop her as she is walking, and if she doesn't see you then change your open palm to a finger pointing at her while still smiling so she gets what's going on. A lot of girls will notice you right away, and you should start delivering your opener as soon as they do. If she pretends not to notice you and walk past you, you should know from the previous chapter that it is an IOD, and just smile and move on. Like I said, this approach can be tougher to pull off, and if you are a guy that likes to come up with a unique stack/tease for each girl, then you have less time to do that in this situation.

Once you have the girl stop for you and you deliver your opener and stack, then the rest of the set can go exactly like street daygame. Remember - unlike the grocery store (or any store where she is stationary), she can walk away during this type of set, so IODs aren't as important, the fact that she is staying there talking to yourself is in itself an IOI. If you are a beginner, it's worth getting experience talking to girls as much as you can, so assume that if she is staying there she is interested in you, unless she makes it blatantly obvious she isn't.

Stacking

The good news here is that you can use any of the generic LDM stacks if you see fit (country of origin, job, her walk, etc.) as well as some of the stacks I have mentioned in the grocery store chapter. Of course, just like the grocery store, the mall gives you a unique sets of props you can use to your advantage when stacking - is she carrying a lot of bags? Is she just walking

very slowly, with a dreamy look on her face? Is she looking longingly at the store window like a kid in a candy shop? Here are a couple of stacks I have used (as always, remember it's good to be able to create your own based on what you see):

- "...the way you looked at (whatever store)... I felt like you were Charlie in the Chocolate Factory"
- "...your outfit -you either work here... or you are showing off for Goth girl magazine" (as you have likely noticed, a lot of girls who work in American malls dress in all black, and a lot of those girls are good looking. I don't usually advise on approaching them, but sometimes they are really hot and you have to shoot your shot with them. Sometimes, you also approach those girls and then realize they work at the mall after the approach. In that case, I have had good success with this stack, girls tend to react well to it)

I could give you another one or two, but I am hoping you get the point I am trying to make here - you can use anything in the surrounding environment, extrapolate it a bit, and use that as your stack. While having a good stack can help you start the conversation on the right foot and get the girl to engage easier, it is also worth noting that non-verbal communication is much more important, and stressing out too much about what to stack about after your direct opener can actually hurt your vibe and game. Feel free to use any of the ones given in this book, but if you can't come up with anything good on the spot and want to test out your own observation skills, then do that - in fact, I would encourage you to do so. You will have to discard a lot of them, but you will also find a few that work for you, and then you can come back to them when running into a

similar situation (a couple of examples that I use - bullfighter stack for a girl wearing red, ninja/Catwoman stack for a girl wearing black).

Approaching Two Sets

When you are at a place like a grocery store, approaching anything other than solo girls doesn't make much sense at all (I also know a lot of daygamers who approach on the street that only go for solo girls). That makes a lot of sense, since the best way to create a connection is one on one. However, the mall is a place where you will often see cute girls together, and it makes sense to go after a girl who you like even if she is with a friend. The approach is similar to a solo girl - you open direct and stack, but then you acknowledge the friend once you have finished your stack and stated your romantic interest in your target. You will notice that either the friend lets you talk to her friend without interrupting, she pulls her friend away, or sometimes she likes to jump in (I have had girls ask me where I am from as I was talking to her friend, which helps get her warm up to you as you hit on her friend). A lot of guys worry about this scenario, but it really isn't worth doing that: pay attention to see how the girl you are interested in responds to you, and if the friend lets you have the space, it is very much like a solo set. However, if the friend gets involved in the convo more, you can use her to your advantage while building rapport with the girl you are interested in. Run the set as usual, but involve the friend and flirt with her from time to time. Since daygame is about finding girls who are into you and pursuing those, most of your sets should be done with solo

girls. Approach two sets as you would like from time to time, but remember you shouldn't focus on them too much, and just run your usual game with those minor adjustments.

There are always exceptions to the rule, however: maybe you have been walking around for a while and not seen any cute solo girls, or the ones you did see were too far away and you lost them as you tried to get closer and approach. In that case, it makes sense to approach more two sets in order to get practice, as well as put yourself in the game so that you can make something happen, even if the probability isn't as high as girls who are by themselves. As always, good daygamers can spot patterns as they happen, and then decide what the best course of action will be. Strive to being open to making changes if you aren't getting enough volume and making that adjustment to opening more two sets if you see it's necessary.

General Notes

As I talked to a couple of other daygamers who also approach at the mall, some scenarios came up, and I thought it was worth running over them quickly so that you are prepared if they occur to you. A lot of malls have the kiosks in the middle as you are walking around, and the salespeople always try to sell you something, right? If you were to approach a girl too closely to those kiosks, before or after the salesperson tried to get her to buy something, she will likely associate you with them and reject you by default. Just like you don't want to approach a girl on the street as a homeless person has just begged her for money, you want to approach before or after she gets too close

to those kiosks, in case your mall has them (my local mall didn't have too many, but I have daygamed at a couple other ones that did have a lot, and I subconsciously approached away from them).

Malls also tend to have a lot of underage girls, and with makeup some of them can look quite a bit older. What to do if the girl tells you she is under 18? This should be obvious, but just tell her to take it as a compliment and move on, letting her go as quickly as you can. You had no idea that she was underage, and girls tend to mature faster than boys.

Approaching Girls Inside Stores At The Mall

As I mentioned in the above section, I have usually had more success approaching girls as they are walking around the mall rather than inside the stores. However, what if you see a cute girl, want to approach her... and then she enters a store? You could wait for her, but girls love to shop, who knows when she will come out of the store? You could also be inside a store shopping already, and notice a pretty young thing a few feet away from you. In those cases, it makes more sense to approach those girls inside the store, even if the approach itself can be a little bit tougher. The good news is, a lot of the techniques in the previous chapter about the grocery store still ring true (that's the beauty about indoor stationary sets, really - once you have the basics down, which I explained in the grocery store chapter, you can take them and apply them to any indoor store venue with minor adjustments).

Approaching A Girl As She Is Shopping The Girls Section

Anyone who has ever approached a girl inside a store at the mall (or at a department store like TJ Maxx) will tell you that there are always cute girls that are shopping at the girls section of the store (or what most guys consider even more intimidating, the underwear section). As always, I advise you to be calibrated - for a newbie, it probably doesn't make much sense to go after these sets, since they are likely to cause you more approach anxiety. I would recommend that you stick to approaching girls walking around the mall while you get more comfortable with the whole process. However, let's say you are feeling up to it and you see a cute girl casually browsing for a new shirt, while you are in the men's section when you notice her. What's the best way to approach her?

I used to think that going to the girl's section, pretending to shop for your sister, then opening the girl while mentioning "I saw you as I was shopping for my sister, and thought you were cute, so I had to say hi" would be the best way to make the approach calibrated, but surprisingly I never had success with those approaches, and quite often I had to eject quickly due to getting an IOD from the girl. I thought about it, and realized that girls are likely figuring out that I only made my way over there to approach them, and deep down they knew I wasn't shopping for my sister! So I made the adjustment of just cutting that out, and saying that I saw them as I was walking out/walking towards the men's section, and then delivering the direct opener. That seemed to work a bit better, although personally I always had tougher sets when approaching girls

as they are shopping. It makes a bit of sense when you think about it - if the girl likes you, then you will get huge brownie points for approaching her while she is shopping, but otherwise the approach while she is trying to buy new clothes is tougher than a regular approach. Of course, as a man you should go after what you want, but don't beat yourself up if the girl gives you an IOD very quickly - it is expected if the girl is into the shopping and you interrupt her.

I have found out that if I approach a girl at the end of an aisle at the girl's section, for whatever reason they seem to be a bit more open to the approach. I think it might be due to the fact that you are naturally walking by her, which makes the approach a lot more casual than if you have to walk halfway down the skirt aisle while chasing her skirt. I don't think it's worth waiting for that though - don't sit in the men's section watching her until she does that, since that moment might never come, but also since focusing too much on one girl without approaching her just pedestalizes her in your mind, making the approach tougher when it happens. To sum up, just accept that approaching girls in the girl's section is going to be tougher no matter what, and do it with full confidence if you are going after it, while accepting the fact that a lot of those will be dead in the water right away. Focus on doing most of your sets in other locations that are more favorable to you, but any daygamer who has done enough sets at a mall will tell you that sometimes, a girl that you HAVE to approach is picking out new clothes, so you have to approach her as she is doing that.

Conclusion

The mall can be a great place to daygame, since a lot of cute girls like shopping. This chapter details both the preferred way to approach them - stopping them as they are walking around the mall - and also approaching girls as they are shopping in girl stores like Victoria's Secret. We also briefly covered how to handle a two set, while emphasizing that daygamers should focus on solo girls since it is easier to create a bubble and build a connection with a girl that is by herself.

The College Campus

Why The College Campus?

Just like the mall, I don't think a big explanation is needed here: any heterosexual guy knows exactly why approaching girls at a college campus makes sense. There is likely no greater concentration of cute girls aged 18-22 than a big college campus, and there are plenty of girls walking around which makes it a lot easier to find the girls you are interested in, and then approach them. I would advise anyone who has a college campus nearby them to try it out for daygame, as long as it is calibrated for you. What do I mean by that? Well, if you are 50 years old, then daygaming at a college campus is likely not your best bet! However, if you can pass for a college student, or a graduate student, then you can successfully run sets on a college campus. In my experience, most girls didn't even ask me if I was a graduate student or undergraduate, as the conversation went in a different, more exciting way. If you live in America outside of NYC or Philadelphia, this is likely the closest you can get to great volume in a non-pedestrian city, so you should use that to your advantage!

General Notes

If you have been paying attention to the previous chapters and think about the college campus layout, you should come to the following conclusion: a college campus layout is a lot like a mall when it comes to daygame. The reason I say that is because when you approach girls as they are walking on campus, you are daygaming outdoors, which is similar to both street daygame and somewhat similar to approaching girls as they are walking around at the mall. If you approach girls inside buildings as they are sitting down studying or relaxing, then the same principles about indoor stationary approaches mentioned in the Grocery Store chapter and the Mall chapter. Hopefully by now you are starting to put together how all those venues have similarities depending on the type of approach you are doing.

How To Open

The beauty about opening a girl on a college campus as she is walking by is that once you know how to do a front stop in true LDM style, and you have some experience with the opening techniques I mentioned in the Mall chapter for girls who are walking around at the mall, you can use whichever one you choose (front stop, side stop, or the policeman stop) to stop the girl and deliver your direct opener at the college campus as well. Personally, I have found side stops and front stops to be the most effective when approaching young college girls, and they tend to love the attention no matter what. As always, I recommend that you give all of them a try and find out what works for you.

College Stacks

Just like in previous chapters, you have a lot of options when it comes to stacking, and as you gain more experience you will start to come up with your own more naturally. Here are a couple of good ones I have used (you probably won't be surprised to see that they relate to things like a girl's major):

- "...what I noticed about you was your slow walk, cute small bag, and your bright orange pants. You must be an art major and will likely ask to paint or sculpt me in the near future!"
- "...I noticed the huge textbooks you are carrying, you must be a science major. I think they are just a disguise for a girl who would rather drink wine than study, though"

Again, just like the grocery store and the mall, there are a lot of props around you and that girls are carrying on a college campus, and you can use those to stack on. As long as you keep it playful, unique and fun while keeping your body language unapologetically masculine, your stack doesn't have to be perfect - you are approaching a girl with intent and confidence, that doesn't happen too often to most girls, even in college!

About Flakiness

It is worth noting that from my experience, college girls tend to be flakier than the average girl. It makes total sense when you think about it - you should go for hot, young girls on a college campus, and there are plenty of them! Even if the set goes well and she loves the attention, the buying temperature drops as

she walks away after you get her number, and getting her out could be tough due to the fact that she likely has a lot of guys in her college circle already. If you see the set is going well, you could take her on an instant date for a coffee to help combat that a little, which could also help you get a same day lay if all is going well - after all, college girls are notoriously promiscuous. Another tip I have for you is to use your touch and amplify it, just like I advised you to amplify your eye contact strength in the grocery store. Once the girl hooks, give her a touch on her shoulder as you make a joke after a couple of minutes talking to her. If she takes it well, then go lower on her arm after another minute or so, making your way to her lower side eventually. Of course, you could combine that with taking her on an instant date -if she responds well, she will likely be open to grabbing quick cup of coffee with you, as long as you probe for her logistics and ensure she has a few minutes (she isn't going to class in 5 minutes, for example).

Approaching Inside Buildings

This section will be short, because this is very similar to approaching girls inside a store. Something to keep in mind here: if a girl is studying and the building is pretty quiet (likely the case early morning or later at night), then in order to stay calibrated you have to lower your voice a little, and once again be extremely on the lookout for IODs, as the girl is trapped and can't escape your approach if she is uncomfortable. In this situation, she will likely be reading a book (which you can tease her about being a nerd), or she will be on her phone with a book open (you can tease her about finding her next boyfriend

on Tinder while she should be studying for midterms). As with other venues, there will be a lot of props you can use as a stack once you deliver your direct opener, so use them to your advantage and remember to only continue the set if you see the girl is somewhat interested in you!

Conclusion

College campus daygame can be described as a mix between street daygame and indoor daygame when approaching girls studying inside a building. The college campus is likely the closest daygamers can get to street-like volume in non-pedestrian cities, which can help improve your daygame skills quicker. Approaching girls as they are walking around the college campus is preferable, and either a front stop or the stops mentioned in the Mall chapter are effective on a college campus. College girls are young and love being approached by a masculine man, but flakiness can be a bigger factor here, even more than usual. All things considered, the college campus is a wonderful venue for approaching younger girls!

Other Venues And Final Words

What About Other Venues?

While there are other venues where guys could approach indoors (coffee shops, bookstores, etc.) I haven't done as many sets in those venues, so writing and giving you tips about those would be insincere. Also, as you have noticed, I have talked about daygaming at stores where girls are mostly stationary as you approach (like the grocery store and inside mall stores) and also talked about approaching as girls move around the mall as well as outside at a college campus. This covers both the stationary and the moving approaches, and you could use similar game to what you would in a grocery store inside a bookstore (from my limited experience there).

That's my goal with the previous chapters - to help you realize that while there are some differences between indoor and outdoor game, if you learn the specifics of approaching inside a store and also the specifics of approaching girls walking inside a mall or around the college campus, you have all the skills you need to approach at any venue indoors. I will make edits

to this book if I approach in other venues and find out major differences from what I have documented here, but I believe this book gives you all you need to know in order to approach effectively indoors, in a socially calibrated way, while you still have your masculine presence and intent. Now go out and use what you learned in this book to talk to real girls!

I would also love to hear your feedback about this guide before I let you go - [click here](#) to let me know how the guide worked out for you, any testimonials would be appreciated!