

# How to be a good Demo Rabbit

**Dress appropriately.** While you obviously do not need to be dressed up in a suit and tie, it is important to look presentable.

**Arrive early.** There may or may not be tables and chairs set up when you get there. Plus, you need time to get your area set up.

**Be professional and polite.** You are there representing Looney Labs. If you are discourteous, it reflects badly on the company.

**You are not there to sell the games.** You are simply there to teach and organize games. There should be no sales pressure.

**Set up games as the situation warrants,** based on the number of people. If you have enough people standing around interested, get a second game going if possible if the first game seems to be moving on its own. Talk to the store manager beforehand about the availability of extra decks to work with, if you do not have enough.

**Bring another rabbit, if possible.**

**You might get a group of completely new players and you might get some who are experts on the game.** Be ready for both, but especially make sure that the new players know what's going on and are having a good time.

**Keep track of prizes and raffle entry slips very carefully.** Hopefully, there won't be a problem with disappearing prizes or multiple entries, but having thought about the possibility up front can help prevent it from ever happening to you.

**Have fun and make sure everyone else is too.** If other customers see that everyone in the demo game is laughing hysterically, they'll want to wander over to check it out. People are going to remember having a great time playing, and they'll tell their friends.

