

# RUNNING A LOONEY LABS LITTLE EXPERIMENT

## FIND AT LEAST TWO OTHER LOCAL RABBITS

You can't run this event alone, so please don't try. Check [rabbits.looneylabs.com](http://rabbits.looneylabs.com) for other Rabbits near you. If you have friends who want to help out, get them to sign up as Rabbits at our site *before* the event. It's OK if one of your helper-Rabbits only knows how to demo one or two games – that person's great to keep Fluxx games going while you demo the rest. Pick a TOP RABBIT to be the point person for the event, but **each Rabbit helping out needs to order their own Experiment Kit.**

## PICK & SCHEDULE YOUR VENUE

Pick a venue near you – a game store, library, community center, or local convention – anyplace where a group of potential game players will be congregating. Talk to the people in charge about scheduling your Little Experiment. Once you have everything set up – tell Looney Labs about it and...

## ADVERTISE YOUR EVENT

Check the Rabbit Library for flyers or posters you can download and photocopy to advertise your event locally. Or make your own! If running at a convention, check to see if there is a program book Looney Labs can advertise your Little Experiment in. Tell other Rabbits via the email list or the Roster - they may not have been able or willing to help run it, but might still love to attend. Invite the local Rabbits to your event!

## CALL TO CONFIRM / SHOW UP EARLY

Please try to be professional! Confirm with the venue the day before and be sure to show up early. A lab coat, rabbit-ears or tie-dye will help identify you to participants, but are not necessary. Each Rabbit should wear their plastic 'I CAN DEMO:' badge, with stickers showing which games they can demo. While each Rabbit should only mark their badge to demo those games they're comfortable teaching, try to make sure that between all the Rabbits running the event, you can adequately cover all nine games.

## HAND OUT LITTLE EXPERIMENT BADGES

Invite people to sit down and play games with you. If nobody is ready to sit down yet, just hand out the Little Experiment Flyers to explain how the event works and invite people to come back later when they are looking for something fun to do. When people sit down for their first game, give each participant (Test Subject) an "I PLAYED ALL THESE GAMES" sticker to put on their shirt or convention badge. Each Rabbit gets 10 participant stickers in their Experiment Kit – and the pdf is online to download and make more if needed. Don't force the sticker badge on anyone, some people say no at first and then come back and play all 9 games after they see how much fun it is!

## DO DEMOS / HAVE FUN / HAND OUT STICKERS

Hang out, teach games, and have lots and lots of fun! You will be putting little round stickers onto your Test Subjects' badges as they demo each game. Wait to give out the stickers until after you are a few turns into the game – you may have some people who listen in for the explanation, but don't end up playing. The Rabbit doing the demo is the one who should hand out stickers for that game, unless they specifically ask for help from another Rabbit.

If someone already has a sticker for the game you are playing, they don't need another one. You have a limited number of stickers, so don't waste them. Keep track (on your Experiment Stat Card) of how many people play each game, especially new players. For EAC games, use the Chrononauts sticker, and for Stoner Fluxx, use the Fluxx sticker – and please don't play Stoner Fluxx with kids!

Your Test Subjects will be looking for specific games to play, based on which stickers they still need to collect. Try to find people who want to play the same game, and hook them up with a Demo Rabbit who knows how to teach it. Look for interested bystanders standing near the edges of your event trying to figure out what is going on and invite them to play games! Also, if it's really crowded – try teaching two tables at once by not dealing yourself into either game.

## HAND OUT STAR PROMOS AS PRIZES

When a player gets three stickers in a row, they get a Star Promo card as a prize. **When you give a person their Star card, be sure to take a marker, and color in one of the flowers at the top of their sticker badge.** That way, if the flower is colored in, you know another Rabbit has already given them their Star. If they complete all nine games on the badge, they get a second Star card – and you fill in the other flower.

Please keep track of how many Star cards are given out at your event – and PLEASE don't give out a Star card to anyone who has not played three games – no matter how much they beg! It devalues the card for everyone else that earns it. Save the extras for a future Little Experiment or offer to run a private tiny experiment with them and don't give them the STAR card until they have played three games with you!

## FILL OUT YOUR EVENT REPORT

Any Rabbits who want to earn points for this event need to log in at [madlabrabbits.com](http://madlabrabbits.com), and then click on [New Event Report](#). Refer to your notes on your Stat Card and tell us all about your event!

**Thanks for helping to run a Little Experiment!**