

OzoFarm Game Rules

Welcome to the year 2050. Your family farm has just received a new shipment of Ozobot Universal Farming Machines (Ozobots). These amazing robotic devices let you plant crops, till the soil, spray for weeds and harvest, without even leaving your local library.

Your job as a farmer is to give your Ozobot planting instructions on a map of your field. But the farms around you have Ozobots too, and they want to grow crops more efficiently than you, so they can become more successful and take over your farm.

Who can plant their crops fastest? Who will master the Ozobot Universal Farming Machines? It's time to find out in ... OzoFarm.

You will need

- At least 2 players or teams of players (ages 6+)
- Ozobots (1 per player/ team)
- Markers for each player/ team (black, red, green and blue chisel tip markers)
- A3 sized playing field (1 per player/ team) included
- Playing cards (1 set per game) included

How to play

- 1. To prepare for play, provide each team/ player with the game materials as outlined above. Shuffle the playing cards, and deal 3 (3 player game) or 4 (2 player game) to each player face down.
- 2. To begin play, each player reads the scenarios on the cards and chooses 2 cards to pass on to the player to their left. In choosing which cards to pass on, think about which cards will be most and least effective in planting your crops fastest.
- 3. Each player plans where to use their cards on the playing field, using each card once only. Place each card on the playing field where you think it will be most effective.
- 4. Now players are ready to colour. Copy the codes from each playing card to the location chosen in step 3. Remember that codes read from left to right.
- 5. Colour the remaining spaces with the **SPIN** code, which indicates the planting of a seed.



- 6. Calibrate each Ozobot on the black circle provided on the playing field.
- 7. Now it's time to race. Each player starts their Ozobots and places it at the beginning of the track on their playing field. The winning team/ player is the one which plants its crop in the fastest time (makes it to the end of the playing field first).

NB: If Ozobot goes off track, immediately place it back on at the point at which it departed.

What if I get stuck?

Part of the fun of Ozobot is trying things a few times until you get them to work the way you want. If you need help, you can:

- Re-calibrate Ozobot and start over
- Clean the wheels (see Ozobot self help guide)
- Read the Ozobot Tips for drawing codes
- Try searching YouTube for lots of helpful Ozobot videos





Playing Cards

Print and laminate for game play.

TORNADO ZIG ZAG SNAIL DOSE It hasn't rained in Rough ground ahead! Wet ground! weeks and your You need to steer very Your farming machine crop is looking carefully to avoid must go extra slow quite thirsty. You crashing your machine. to avoid sinking need to set your into the earth. irrigator to give your seeds a drink. CRUISE **FAST** All systems go! TURBO Your farm is currently Full power! running like Turbo mode The local mechanic clockwise; there engaged. You gain an has given your haven't been any extra burst of speed farming machine a problems in weeks, from a new fuel full clean and and there are no which has just service. It is running concerns on the reached the market. at top speed. horizon. Enjoy this time while you can. SLOW PAUSE **NITRO BOOST** It seems something has become lodged Your machine is **Overdrive! Having** in your engine. You jammed! You replaced all wheels run your machine at on your farming pause to allow a slower pace than machine, you gain a time for repairs. normal until the short burst of speed mechanic can get above your normal you back on track. top speed.

