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

For Game Board and more on Ozobots, visit plconnect.slq.qld.gov.au/resources/literacy/digital-literacy/coding-and-robotics/ozobot
## Playing Cards

*Print and laminate for game play.*

<table>
<thead>
<tr>
<th>TORNADO</th>
<th>ZIG ZAG</th>
<th>SNAIL DOSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>It hasn’t rained in weeks and your crop is looking quite thirsty. You need to set your irrigator to give your seeds a drink.</td>
<td>Rough ground ahead! You need to steer very carefully to avoid crashing your machine.</td>
<td>Wet ground! Your farming machine must go extra slow to avoid sinking into the earth.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CRUISE</th>
<th>FAST</th>
<th>TURBO</th>
</tr>
</thead>
<tbody>
<tr>
<td>All systems go! Your farm is currently running like clockwise; there haven’t been any problems in weeks, and there are no concerns on the horizon. Enjoy this time while you can.</td>
<td>Full power! The local mechanic has given your farming machine a full clean and service. It is running at top speed.</td>
<td>Turbo mode engaged. You gain an extra blast of speed from a new fuel which has just reached the market.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>NITRO BOOST</th>
<th>SLOW</th>
<th>PAUSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Overdrive! Having replaced all wheels on your farming machine, you gain a short burst of speed above your normal top speed.</td>
<td>It seems something has become lodged in your engine. You run your machine at a slower pace than normal until the mechanic can get you back on track.</td>
<td>Your machine is jammed! You pause to allow time for repairs.</td>
</tr>
</tbody>
</table>

For Game Board and more on Ozobots, visit plconnect.slq.qld.gov.au/resources/literacy/digital-literacy/coding-and-robotics/ozobot