

The “*AGRAZING*” Race

Overview: The “Agrazing” Race is a fun and educational board game where players navigate their sheep through a rangeland, facing challenges and reaping rewards along the way. The objective is to be the first player to reach the end of the board and make it to the market or back to the ranch for winter!

Components:

- 3-4 players
- 1 game board
- 1 set of blue Range Reward cards
- 1 set of orange Grazing Gambles cards
- Player pieces
- 1-2 dice

Setup:

1. Place the game board on a flat surface.
2. Shuffle the **Range Reward** and **Grazing Gambles** cards separately and place them face down in two piles within easy reach of all players. If cards run out during the game, reshuffle, and keep playing!
3. Each player selects a player piece and places it on the starting space.

Gameplay:

1. Players take turns rolling the dice and moving their sheep player the number of spaces rolled. The first player to reach the end of the board wins the game.
2. **The first section of the board takes place when the sheep are on the ranch.** Here, ewes (female sheep) give birth to lambs. Lambs initially consume milk and shortly after birth begin to accumulate microbiota (gut bacteria) from their mothers and the environment to digest cellulose-rich plants. This happens until weaning, when the microbial content of the rumen, one of four compartments of the sheep’s stomach, is mostly set. These microbes aid in fermenting the plant material that sheep eat helping them absorb and utilize plants for energy and nutrition.
3. **STOP** – When a player reaches the first stop on the board, they must stop even if they have moves left. Players must get their wool sheared before they can enter the rangeland to start targeted grazing. This step is important to ensure that sheep do not overheat in the summer! Wool is also a valuable fiber for clothing, blankets, and more.

Roll the dice. If the number is even, the sheep’s wool is successfully sheared, and the player can proceed by moving forward 1 space. If the number is odd, it means the Shearer has not arrived at the ranch yet, so the player must wait until their next turn to roll again. Remember, a player must roll an even number to move forward!

4. **Players now move to the rangeland!** On this section of the board there are blue, orange, and green squares. If the player lands on a blue square, draw a blue Range Reward card. If the player lands on an orange square, draw an orange Grazing Gambles card. If the player lands on a green square, no action is required unless specified on the game board!

Range Rewards: These cards represent a benefit of sheep grazing on targeted plants in rangeland, while also granting bonus moves for quicker travel across the board.

Grazing Gambles: These cards present challenges or chance events sheep may encounter in the rangeland.

5. **Storm:** Storms (rain, thunder, or snow) with strong winds scatter bands of sheep on rangelands. When this happens, sheep need to be gathered. Follow the arrow and move back.
6. **Pawprints:** Border Collies are expert herders! If the player lands on the first pawprints square, a Border Collie dog leads sheep to better forage! Follow the green shortcut path.
7. **Poison Symbol:** Watch out for poisonous plants like Halogeton! Halogeton is bad for sheep and can damage their kidneys and cause breathing problems. If you land on the poison symbol on the game board, move back 5 spaces.
8. **STOP** – When a player reaches the second stop on the board, they must stop even if they have moves left. Here, Border Collies and sheep herders gather the sheep for the market or to return to the ranch for winter.

Roll the dice. If the number is even, the Border Collie and herder gather the sheep for market or to return them to the ranch for winter, and the player proceeds by moving forward 1 space. If the number is odd, the player must wait until their next turn to roll again and move forward. Remember, a player must roll an even number to move forward!