[close teams, lock view]

For these first few steps, it’s best if we do a few things. 1 – watch me and listen to my explanation to see what to do next, so that I can give the same explanation to everyone. 2 – feel free to try the things I’ve suggested, but avoid testing other things (outside of the software, other buttons, etc.) if you can. That will make it easiest for us to all be in the same place as we learn the game.

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We’re going to learn the game in a few steps.

In the first step, we’ll practice moving our animals around the space

You can tap on the square your person and herd is in, and see information about that square in the left

If you tap on the person on the left, you make him ‘active’. And then you can add him to the animals by tapping in the box with the animals – now, the animals are following him

At the bottom of the screen are boxes, one for each of the next few days we will plan for.

If you tap on the first one, you will see a person standing. That would be the choice to just stay where you are. If you tap again, you will see a person moving, and the view of the landscape changes. You can now choose where to move to. Each red ring is another day of travel. Choose somewhere to move.

You’ll see an arrow from where you were, to the new place. Right now this is just a plan, thinking ahead to the future. We can cancel it if we want by tapping the red ‘x’. Or we can add further plans, by tapping on our person again, and making further plans.

If we don’t make any further plans, our person and animals will move to the last spot and stay there until the next turn.

When you’re happy with your decisions, tap ‘confirm’. After you have tapped confirm, while we wait for the others to confirm, your screen will turn dark.

Now time advances, your plans are implemented, and we continue again.

Right now it’s wet season weather, which you can tell by the raindrops falling. Grass grows back quickly. Let’s make decisions for this turn and tap confirm.

Now it’s dry season weather. Continue making decisions, and see how things are different.

You can tell how much grass is in a square in two ways – the color, and by looking at the bar in the panel. Each tick in the bar means enough grass to feed about 10 animals for one day. When it is rainy, the grass will grow back faster; when it is very dry, it won’t grow back quickly or at all.

[and one more turn of practice]

Now we are going to add something to the game

In this next practice, we’ll mark some of the landscape off as ‘community reserve’. Pasture in this area will grow exactly the same way as before. The only difference is that to graze your animals there, everyone else must agree. I’ll show you now how this works

First, let’s identify the land that will be ‘community reserve’. Any of you can tap on the squares to select them, or deselect them. When we agree on what is reserve, let’s all tap confirm at the same time

[ask one player to graze in the shared reserve]

Notice now that the rest of you now have a choice in the square your friend has selected. You can permit it, by clicking the ‘check’ or deny it by clicking the ‘x’.

If everyone permits, it is allowed. If even one person denies, the move will be cancelled.

Try it now. If several of you wish to use the same square, it’s best if you can clear the permissions for one player before another player selects.

When we’re ready, we all confirm, and move to the next turn. Practice one more time before the next step

This next step is similar, but in addition to ‘community reserve’ you can have private reserve. The difference here is, once you’ve chosen your private reserve, YOU can graze there without anyone else’s permission, BUT all other players will need your permission if they wish to graze there.

First, we select shared reserve as before.

Now, you may each select one square to be your private reserve.

Now, let’s try this. You all start of in your private reserve. Tap confirm now, and you can see that your herd will graze there the whole turn.

Now a new turn. Try moving your herds to another person’s private land. They will see a check and an x, and until they make a decision, you won’t be able to confirm.

Let’s finish this turn and move to the last part of the practice.

The last thing we will add is the ability to harvest forage. This might be something you do in your own community, or it might not be. You could choose to do it here in this game, or not.

You’ll notice now you have two people in your household. One of them can spend time foraging while the other is herding animals, or that person can also travel along and stay with the animals. Animals are more likely to survive when there are more people for each animal.

For now, select one person to take the herd somewhere else.

Now, select the other person, and cycle through your options in the day box. You’ll see a new one for foraging. If you select this one, you will spend this day harvesting forage in the square you are standing in. You can continue to select this for as many days as you would like.

You can also move this person to harvest forage in any square – including community or private reserves – without needing permission. We only need permission to graze – to take grass for our animals.

After we’ve confirmed, you’ll see the results of your foraging. The little bales of grass show you the reserve grass that is now foraged and drying. One bale is enough grass to feed 10 animals for one day. This dry grass can be valuable in dry periods when the fresh grass is not growing back.

Practice this now, and ask me questions. In particular, get used to planning with your peers on how to use the space – where to graze, where to forage. At the end of this game, we’ll do a quick test to see how well we understand the rules and each other, and then we’ll start our experiment.