

Myths of Time: The Wild West

Lesson Three

PEN-AND-PAPER OREGON TRAIL

Always bring an extra axle...

One of the great things about the West is that our history lies so close to the surface. It was our grandparents and parents who were the pioneers. The first wagon train west arrived late in the fall of 1843. It is estimated one-half million emigrants traveled this great wagon trail, until the advent of the automobile ended the era in the early 1900s. Today stretches of the Oregon Trail are still visible as ruts -ruts carved into the earth, worn by time and masked by wildflowers, sagebrush and trees.



Giddyup! It's the American school computer lab classic adapted for low-resource classrooms!

Materials:

- Map
- Map markers, ex. string and pins
- Paper
- Pencils
- Oregon Trail game pages
- Printable wagon markers for teams
- Selected books
- Dice

For those not familiar with it, Oregon Trail is a game that puts students in the shoes of 19th Century American settlers traveling across the North American continent to Oregon, where bountiful farmland and a better life awaits them. Along the way, they'll have to buy, hunt, and trade for the essentials they need to survive.

[Romania RPCV (Peace Core Volunteer) Abby Vincent created this Pen-and-Paper version. It tries to replicate the feel of the original as much as possible.]



Objective: Students will understand the perils of America’s expansion west (and the classic glee of saying their friend died of starvation—or catching dysentery!) while practicing map skills and simple math skills in adding, subtracting, calculating, estimating and adjusting.

Resources: every group of students needs one copy of the worksheet, one copy of the “Diary of the Oregon Trail” handout, a pen or pencil, and one six-sided die (or just “a die” to non-nerds). Ideally, your students should be pretty advanced in English to excel at this game. But you can read the instructions aloud to the groups and have them advance together if need be/with younger students.

And it would help to use your/a large map to figure out where we/they are on the trail as we travel!

You may wish to create/trace a bulletin board sized map of the Oregon Trail and highlight 20 famous actual landmarks, and display the major rivers and (the future) state names. (Only Missouri was a state at the beginning of the Oregon Trail.) You can attach the place names using stickers or labels. You may also want color coded wagons or stickers for each wagon group to move along the trail map as students progress through the game.

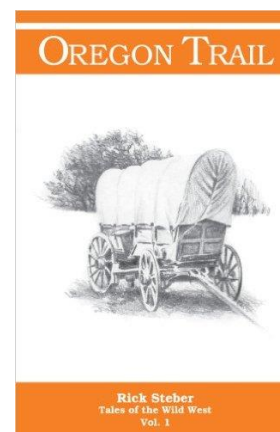
Sample Landmarks & Map

- | | | |
|---------------------|--------------------------|---------------------|
| 1 Independence | 8 Devil’s Gate | 15 Blue Mountains |
| 2 Alcove Spring | 9 South Pass | 16 Whitman Mission |
| 3 Fort Kearney | 10 Parting of the Ways | 17 The Dalles |
| 4 Courthouse Rock | 11 Fort Bridger | 18 Barlow Toll Road |
| 5 Chimney Rock | 12 Fort Hall | 19 Fort Vancouver |
| 6 Fort Laramie | 13 Three Island Crossing | 20 Oregon City |
| 7 Independence Rock | 14 Fort Boise | |



Who are we? Delving Deep into the Past

Read selections from *Oregon Trail (Tales of the Wild West #1)* [A delightful collection of outlandish tales from the pioneers who boldly traversed the untamed West and settled in Oregon.] by Rick Steber. Use his stories as read-alouds to prepare for our journey. This first volume in Steber's Wild West Series reads as swiftly as an Indian arrow; it includes highjinks and massacres, births and death, courtship and sacrifice. Steber presents it in an easy-to-digest format. As we delve into our past. Have students choose one of his characters, draw it, and adopt this character as part of their Trail group in the trail game.

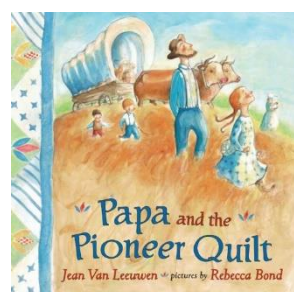


Tip: Before class begins, write four headings on the board: Adjectives, Descriptive Phrases, Similes, and Metaphors, with room to write examples under each.

Ask students to picture the fictional character in Steber's story we have read. Ask them how they know what the character looks like. Discuss how the author's description and our own imaginations contribute to our image of a character. Tell students that they will be studying how to write a creative character description, and will then use their descriptions later to play a class game.

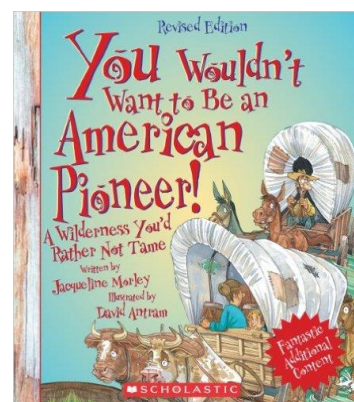
Read one of your favorite examples of character description from the story aloud to the class. Ask students if they can visualize what the character looks like. Point out the four headings written on the board: Adjectives, Descriptive Phrases, Similes, and Metaphors. Read the description again and ask which words and phrases helped them form their image of the character. List students' responses under the appropriate headings, pointing out how figurative language enriches the image.

Read several additional character descriptions from the book (it will help to mark the pages with a sticky note prior) and add to the examples of figurative language under the appropriate headings on the board.



Jacqueline Morley as we 'travel.'

In addition, you may want to read a book such as *Papa & the Pioneer Quilt* by Jean Van Leeuwen, *Daily Life in a Covered Wagon* by Paul Erickson, *If You Traveled West In A Covered Wagon* by Ellen Levine or *You Wouldn't Want to Be an American Pioneer!: A Wilderness You'd Rather Not Tame* by



Samples of Wagons for Teams to move along the Trail



Team:



Team:



Team:



Team:



Team:



Team:



Wagons Ho! Hitting 'the Trail'

You've heard (back in your history class) that there are fortunes to be made out West. But are you tough enough to survive months on the trail, with little to eat and only your wagon for shelter?

Procedure

Note: it may help to remind students of your previous discussion about the Oregon Trail or the settling of America in general to give the kids some context. For example, what was manifest destiny? Manifest Destiny is a term for the attitude prevalent during the 19th century period of American expansion that the United States not only could, but was destined to, even **had to** stretch from coast to coast (and spread its ideals to these places). This attitude helped fuel western settlement, Native



Did You Know?

The Homestead Act remained in effect for more than 100 years. The final claim, for 80 acres in southeastern Alaska, was approved in 1988.

American removal and war with

Mexico. Then there was homesteading. Homesteading: A series of laws starting in 1862 opened up the west to expansion by offering free land (up to 160 acres) in the West for anyone (man, woman, immigrant, or former slave) who would live and work the land continuously for 5 years. Started in 1862 and ended in 1976 (1986 in Alaska). If the settler was willing to pay \$1.25 (\$392.00 in today's money) an acre, he could obtain the land after only six months' residence. But the law did not provide the new beginning for urban slum dwellers that some had hoped; few such families had the resources or practical knowledge to start farming, even on free land. The grants did give new opportunities to many impoverished farmers from the East and Midwest, but much of the land granted under the Homestead Act fell quickly into the hands of speculators

(opportunists). Also, over time, the growing mechanization of American agriculture led to the replacement of individual homesteads with a smaller number of much larger farms.

Tip: It will help you to play this game at least once on your own (and/or with some friends) to get a sense of how it works before playing it with your students.

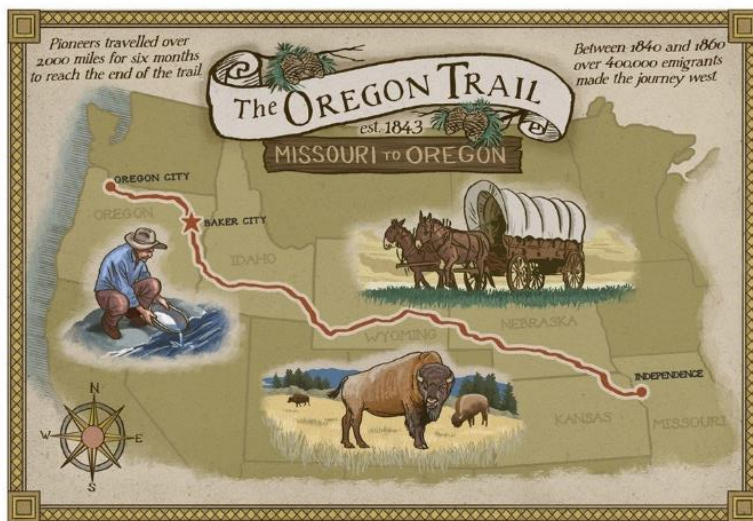


Split the class into groups of 3-6. Hand out the dice, worksheets, and game handouts. Tell the kids to write their names in the space provided and select a profession from the list on the top right of their worksheets for their group leader, which will affect the amount of money they start with. Make sure they're aware they'll get more points in the end (if they survive) if they start with a less-affluent profession *and* that only *one* member of the group has a job.



*You have saved up enough money to travel to the Oregon Country and take your entire family with you. You know that **one out of every ten people die on the Oregon Trail**, but want to travel it anyway. You desire your own land for you and your family. Your adventure begins in Independence, Missouri where you have bought wagons and are ready to travel west. **Your goal is to reach Oregon alive but before the winter season begins...***

Walk the kids through the first round of the Diary of the Oregon Trail. They start (and put their wagons on the map) in Independence, Missouri, and have to buy all the supplies they need to last the long 6-month journey. Remind them why they might need these things. They need spare parts in case something breaks on their wagon. They need food to eat, bullets to hunt, oxen/horses/or mules to pull the wagon, etc. Students write what they have in their inventory.

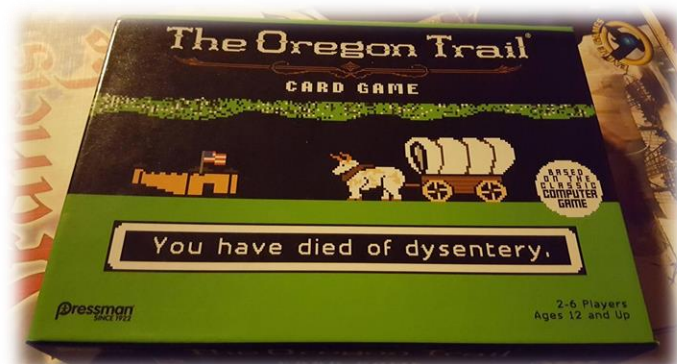
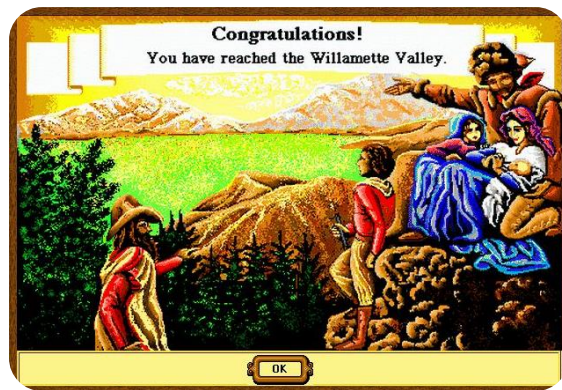


Now, the group begins their long journey west. Each group must roll their die. The result will be the bad/good/neutral thing that happens to them this round. For example, if you roll a 4 in the first round, the first student on the group's list gets dysentery. If the event has an instruction (for example, "subtract 8 kilos of food"), the students have to do that and no amount of begging will change it. Optionally, they can write this event on the back of their worksheet on the appropriate line.

From here, every round is similar. The students **must** subtract 13 kilos of food for each living member of their group. Sometimes they have an opportunity to hunt for food (and roll the die to see what they get), trade (they talk to the teacher or another facilitator who judges whether the trade is fair), or purchase supplies, keeping track of their current inventory on their worksheet. Then, they proceed on the next part of their journey, rolling the die to see what happens to them. When they make a decision about paying a toll or taking a different pass, they follow the instructions accordingly. **Ideally, the students should get it by at least round two or so and able to guide themselves through the game.**

If a group runs out of food, they must find enough food to feed everyone in that round by hunting or trading for food or else one group member dies and they'll have to eat him/her.

When a group finally reaches Oregon, they must calculate their scores based on the formulae on the bottom of their worksheet. Congratulate them! Their fictional selves have survived a hard ordeal and can now live out the Oregon Dream for the rest of their lives, or at least until we get back to our own time!



Note: Look for the 2016 release of the Oregon Trail Card Game from Pressman Games leaning heavily on the original 1974 classic. Details are scarce but it looks to be a faithful interpretation including cards for food, water, bullets and oxen to start your journey and a sideboard to place your headstone when you inevitably die of dysentery.



A Little History on the History of 'the Trail'

The mere mention of the game Oregon Trail is enough to send almost anyone that grew up in the last four decades into a fit of nostalgic glee. If you're one of those giddy fans of the 1800's-themed computer simulation game, you'll definitely want to check out the fascinating City Pages profile on [how the game was created](#) 40 years ago on a giant roll of paper by a trio of fresh-faced student teachers as a way to educate and entertain in their classroom.

As the article reports, in the decades since its creation, Oregon Trail has sold more than 65 million copies in all of its various incarnations – including nearly 3 Million units of the now-popular iPhone app.

Among the other fascinating tidbits the story offers is this detail about the primitive nature of the original game:

With no monitor, the original version of Oregon Trail was played by answering prompts that printed out on a roll of paper. At 10 characters per second, the teletype spat out, "How much do you want to spend on your oxen team?" or, "Do you want to eat (1) poorly (2) moderately or (3) well?" Students typed in the numerical responses, then the program chugged through a few basic formulas and spat out the next prompt along with a status update.

Hunting required the greatest stretch of the user's imagination. Instead of a point-and-shoot game, the teletype wrote back, "Type BANG."

If the user typed it in accurately and quickly enough, the hunter bagged his quarry.

Check out the article for much more fascinating information on the game's creation, rise to popularity, it's historical accuracy (kids encounter challenges just about as often as real pioneers did) and the impact it still has today.



OREGON TRAIL WORKSHEET

Names of members in group:

Person 1: _____

Person 2: _____

Person 3: _____

Person 4: _____

Person 5: _____

Choose 1 job:

- Banker -- \$1600
- Blacksmith -- \$800
- Carpenter -- \$800
- Doctor -- \$1200
- Farmer -- \$400
- Merchant -- \$1200
- Saddle maker -- \$800
- Teacher -- \$400

Inventory List	
Animals	
Sets of Clothing	
Bullets	
Extra wagon parts	
Kilos of food	
\$\$\$\$\$	



END OF GAME SCORE

People in good health		x 400		Job bonus Banker = 1 Blacksmith = 2 Carpenter = 2 Doctor = 1.5 Farmer = 3 Merchant = 1.5 Saddle maker = 2 Teacher = 3
Wagon		x 50		
Animals (ex. Oxen)		x 4		
Spare wagon parts		x 2		
Bullets		÷ 50		
Kilos of food		÷ 25		
\$		÷ 5		
<i>Subtotal</i>				
Job bonus (see right)	Subtotal x (bonus)			
Total points				

April 1, 1848: Independence, Missouri— _____

April 14, 1848: The Kansas River Crossing— _____

April 27, 1848: The Big Blue River Crossing— _____

May 10, 1848: Fort Kearney— _____

May 23, 1848: Chimney Rock— _____

June 5, 1848: Fort Laramie— _____

June 18, 1848: Independence Rock— _____

July 1, 1848: South Pass— _____

July 14, 1848: Fort Bridger— _____

July 27, 1848: The Green River Crossing— _____

August 9, 1848: Soda Springs— _____

August 22, 1848: Fort Hall— _____

September 4, 1848: The Snake River Crossing— _____

September 17, 1848: Fort Boise— _____

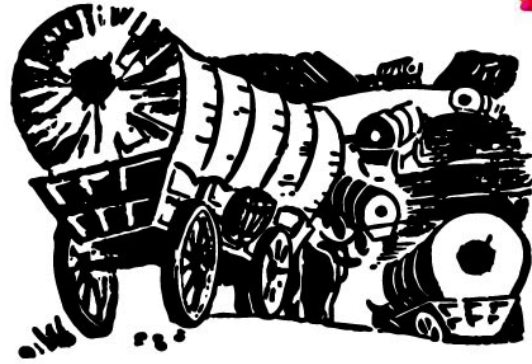
September 30, 1848: Grande Ronde in the Blue Mountains— _____

October 13, 1848: Fort Walla Walla— _____

October 26, 1848: The Dalles— _____

November 8, 1848: The Willamette Valley— _____

DIARY OF THE OREGON TRAIL



April 1, 1848

We've arrived in Independence, Missouri.

- Go shopping for supplies at Matt's General Store. List the things you purchase in your inventory list. How much money do you have? \$_____

Max	Buy	Item	Unit price	Cost
20		oxen	\$20.00	
50		Sets of clothing	\$10.00	
99		Boxes of bullets (20/box)	\$2.00	
9		Extra wagon parts	\$10.00	
1000		Kilos of food	\$0.20	
			Total	

- Continue to Kansas River Crossing. Roll dice.
 - Everyone is safe and healthy.
 - Your wagon breaks, but you are able to fix it.
 - Everyone is safe and healthy.
 - (Person 1) has dysentery.
 - Everyone is safe and healthy.
 - Heavy snow makes your wagon stuck in the snow. Subtract 8 kilos of food from your inventory list.

April 14, 1848

Kansas River Crossing

- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)
- Do you need to hunt for more food?
If yes: roll dice
 - You kill nothing. Subtract 10 bullets from your inventory list.
 - You kill 1 deer. Add 25 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 - You kill 1 buffalo. Add 100 kilos of food to your inventory list. Subtract 2 bullets from your inventory list.
 - You kill 2 bears. Add 100 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 - You kill 3 rabbits. Add 3 kilos of food to your inventory list. Subtract 3 bullets from your inventory.



6. You kill 2 deer. Add 50 kilos of food to your inventory list. Subtract 4 bullets from your inventory.

- Choose to
 1. Walk across the river, or
 2. Pay \$5 to take the ferry.

If 1: roll dice.

1. You make it across safely.
2. Your wagon tips but you lose nothing.
3. You make it across safely.
4. Your wagon tips and you lose 1 ox. Subtract 1 ox from your inventory list.
5. Your wagon tips and you lose half your spare wagon parts. Subtract half your wagon parts from your inventory list.
6. You make it across safely.

If 2: Subtract \$5 from inventory list. You make it across safely.

April 27, 1848

Big Blue River Crossing

- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)
- Do you need to hunt for more food?
If yes: roll dice
 1. You kill nothing. Subtract 10 bullets from your inventory list.
 2. You kill 1 deer. Add 25 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 3. You kill 1 buffalo. Add 100 kilos of food to your inventory list. Subtract 2 bullets from your inventory list.
 4. You kill 1 bear. Add 50 kilos of food to your inventory list. Subtract 5 bullets from your inventory list.
 5. You kill 3 deer. Add 75 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 6. You kill 1 rabbit. Add 1 kilo of food to your inventory list. Subtract 4 bullets from your inventory list.
- Cross the river: roll dice
 1. You make it across safely.
 2. Your wagon tips and (Person 3) breaks their arm.
 3. You make it across safely.
 4. Your wagon tips and (Person 4) breaks their leg.
 5. Your wagon tips and you lose half your clothes. Subtract half your clothes from your inventory list.
 6. You make it across safely.



May 10, 1848

-Fort Kearney

- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)

- Choose to
 1. Go shopping for supplies.
 2. Trade for supplies.
 3. Continue.

If 1: How much money do you have? \$_____

Max	Buy	Item	Unit price	Cost
20		oxen	\$30.00	
50		Sets of clothing	\$15.00	
99		Boxes of bullets (20/box)	\$3.00	
9		Extra wagon parts	\$15.00	
1000		Kilos of food	\$0.60	
			Total	

Update your inventory list.

If 2: Talk with the Professor to make a trade. What do you want? _____

If 3: Continue to Chimney Rock. Roll dice:

1. Everyone is safe and healthy.
2. (Person 1) breaks their leg.
3. Severe storm delays travel. Subtract 8 kilos of food from your inventory list.
4. You find 3 extra wagon parts, 30 bullets and 5 sets of clothing in an abandoned wagon. Add 3 extra wagon parts, 30 bullets and 5 sets of clothing to your inventory list.
5. (Person 2) has the measles.
6. Your wagon breaks but you are able to repair it.

May 23, 1848

-Chimney Rock

- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)

- Do you need to hunt for more food?
If yes: roll dice
 1. You kill nothing. Subtract 10 bullets from your inventory list.



2. You kill 2 deer. Add 50 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
3. You kill 1 buffalo. Add 100 kilos of food to your inventory list. Subtract 2 bullets from your inventory list.
4. You kill 1 deer. Add 25 kilos of food to your inventory list. Subtract 5 bullets from your inventory list.
5. You kill 3 bears. Add 100 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
6. You kill 1 buffalo. Add 100 kilos of food to your inventory list. Subtract 4 bullets from your inventory list.

- Continue to Fort Laramie. Roll dice:
 1. You are delayed by a blizzard. Subtract 8 kilos of food from your inventory list.
 2. You experience a rough trail.
 3. You find 1 lost ox on the trail. Add 1 ox to your inventory list.
 4. All your oxen get stolen. Subtract all oxen from your inventory list. You must buy or trade for at least 1 ox in Fort Laramie.
 5. Your wagon breaks. Subtract 1 extra wagon part from your inventory list. If you do not have an extra wagon part you must buy or trade for one in Fort Laramie.
 6. You have no water. Everyone is suffering from dehydration.

June 5, 1848

-Fort Laramie

- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)
- Choose to
 1. Go shopping for supplies.
 2. Trade for supplies.
 3. Continue.

If 1: How much money do you have? \$_____

Max	Buy	Item	Unit price	Cost
20		oxen	\$35.00	
50		Sets of clothing	\$18.00	
99		Boxes of bullets (20/box)	\$4.00	
9		Extra wagon parts	\$18.00	
1000		Kilos of food	\$0.80	
			Total	

Update your inventory list.

If 2: Talk with the Professor to make a trade. What do you want? _____



If 3: Continue to Independence Rock. Roll dice.

1. A thief steals 20 bullets from your wagon. Subtract 20 bullets from your inventory list.
2. Everyone is safe and healthy.
3. Strong winds make travel difficult.
4. A severe storm delays travel. Subtract 8 kilos of food from your inventory list.
5. You take the wrong trail. Subtract 8 kilos of food from your inventory list.
6. You find 10 bullets and 1 set of clothing in an abandoned wagon. Add 10 bullets and 1 set of clothing to your inventory list.

June 18, 1848

-Independence Rock

- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)
- Do you need to hunt for more food?
If yes: roll dice
 1. You kill nothing. Subtract 10 bullets from your inventory list.
 2. You kill 3 deer. Add 75 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 3. You kill 1 buffalo. Add 100 kilos of food to your inventory list. Subtract 2 bullets from your inventory list.
 4. You kill 4 deer. Add 100 kilos of food to your inventory list. Subtract 4 bullets from your inventory list.
 5. You kill 2 bears. Add 100 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 6. You kill 1 bear. Add 50 kilos of food to your inventory list. Subtract 4 bullets from your inventory list.
- Continue to South Pass. Roll dice.
 1. (Person 3) has the measles.
 2. Your wagon breaks but you are able to repair it.
 3. The trail is impassable. You must wait. Subtract 10 kilos of food from your inventory list.
 4. Everyone is safe and healthy.
 5. (Person 4) is suffering from exhaustion.
 6. You find some wild fruit. Add 1 kilo of food to your inventory list.

July 1, 1848

-South Pass

- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)



- Do you need to hunt for more food?
If yes: roll dice
 1. You kill nothing. Subtract 10 bullets from your inventory list.
 2. You kill 3 deer. Add 75 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 3. You kill 1 buffalo. Add 100 kilos of food to your inventory list. Subtract 2 bullets from your inventory list.
 4. You kill 4 deer. Add 100 kilos of food to your inventory list. Subtract 5 bullets from your inventory list.
 5. You kill 10 rabbits. Add 10 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 6. You kill 1 bear. Add 50 kilos of food to your inventory list. Subtract 4 bullets from your inventory list.

- Choose to
 1. Go to Fort Bridger to buy or trade supplies, or
 2. Take the short cut to the Green River Crossing

July 14, 1848

-Fort Bridger

- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)

- Choose to
 1. Go shopping for supplies.
 2. Trade for supplies.

If 1: How much money do you have? \$_____

Max	Buy	Item	Unit price	Cost
20		oxen	\$40.00	
50		Sets of clothing	\$20.00	
99		Boxes of bullets (20/box)	\$5.00	
9		Extra wagon parts	\$20.00	
1000		Kilos of food	\$1.00	
			Total	

Update your inventory list.

If 2: Talk with the Professor to make a trade. What do you want? _____

July 27, 1848

Green River Crossing



- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)

- Do you need to hunt for more food?
If yes: roll dice
 1. You kill nothing. Subtract 10 bullets from your inventory list.
 2. You kill 1 deer. Add 25 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 3. You kill 1 buffalo. Add 100 kilos of food to your inventory list. Subtract 2 bullets from your inventory list.
 4. You kill 3 deer. Add 75 kilos of food to your inventory list. Subtract 5 bullets from your inventory list.
 5. You kill 3 rabbits. Add 3 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 6. You kill 1 bear. Add 75 kilos of food to your inventory list. Subtract 4 bullets from your inventory list.

- Choose to
 1. Walk across the river, or
 2. Ask some Indians for help by giving them 3 sets of clothing.

If 1: roll dice.

 1. You make it across safely.
 2. Your wagon tips but you lose nothing.
 3. You make it across safely.
 4. Your wagon tips and (Person 2) drowns. Put an (X) next to the name of (Person 2) to show this person is dead.
 5. Your wagon tips and you lose half your bullets. Subtract half your bullets from your inventory list.
 6. You make it across safely.

If 2: Subtract 3 sets of clothing from your inventory list and you make it across safely.

August 9, 1848

-Soda Springs

- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)

- Do you need to hunt for more food?
If yes: roll dice
 1. You kill nothing. Subtract 5 bullets from your inventory list.
 2. You kill 2 deer. Add 50 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 3. You kill 1 buffalo. Add 100 kilos of food to your inventory list. Subtract 2 bullets from your inventory list.



4. You kill 4 deer. Add 100 kilos of food to your inventory list. Subtract 5 bullets from your inventory list.
 5. You kill 2 bears. Add 100 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 6. You kill 3 deer. Add 75 kilos of food to your inventory list. Subtract 4 bullets from your inventory list.
- Continue to Fort Hall. Roll dice:
 1. Everyone is safe and healthy.
 2. Strong winds delay your travel. Subtract 8 kilos of food from your inventory list.
 3. You find an abandoned wagon, but there is nothing to be scavenged.
 4. (Person 5) is lost.
 5. Your wagon breaks. You repair it with an extra wagon part. Subtract 1 extra wagon part from your inventory list. If you do not have an extra wagon part you must buy or trade for one at Fort Hall.
 6. Rough trail makes travel difficult.

August 22, 1848

-Fort Hall

- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)
- Choose to
 1. Go shopping for supplies.
 2. Trade for supplies.
 3. Continue.

If 1: How much money do you have? \$_____

Max	Buy	Item	Unit price	Cost
20		oxen	\$40.00	
50		Sets of clothing	\$20.00	
99		Boxes of bullets (20/box)	\$5.00	
9		Extra wagon parts	\$20.00	
1000		Kilos of food	\$1.00	
			Total	

Update your inventory list.

If 2: Talk with the Professor to make a trade. What do you want? _____

If 3: Continue to Snake River Crossing. Roll dice:

1. (Person 1) breaks their arm.
2. (Person 2) has a fever.



3. Strong winds make travel difficult.
4. Hailstorm!
5. There is no grass for the oxen.
6. Everyone is safe and healthy.

September 4, 1848

Snake River Crossing

- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)
- Do you need to hunt for more food?
If yes: roll dice
 1. You kill nothing. Subtract 5 bullets from your inventory list.
 2. You kill 1 deer. Add 25 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 3. You kill 1 buffalo. Add 100 kilos of food to your inventory list. Subtract 2 bullets from your inventory list.
 4. You kill 10 rabbits. Add 10 kilos of food to your inventory list. Subtract 25 bullets from your inventory list.
 5. You kill 2 bears. Add 100 kilos of food to your inventory list. Subtract 3 bullets from your inventory.
 6. You kill 1 bear. Add 50 kilos of food to your inventory list. Subtract 4 bullets from your inventory list.
- Choose to
 1. Walk across the river, or
 2. Pay \$5 to take the ferry.

If 1: roll dice.

 1. You make it across safely.
 2. Your wagon tips but you lose nothing.
 3. You make it across safely.
 4. Your wagon tips and you lose 1 extra wagon part. Subtract 1 extra wagon part from your inventory list.
 5. Your wagon tips and (Person 1) breaks their arm.
 6. You make it across safely.

If 2: Subtract \$5 from inventory list. You make it across safely.

September 17, 1848

-Fort Boise

- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)



- Choose to
 1. Go shopping for supplies.
 2. Trade for supplies.
 3. Continue.

If 1: How much money do you have? \$ _____

Max	Buy	Item	Unit price	Cost
20		oxen	\$42.00	
50		Sets of clothing	\$22.00	
99		Boxes of bullets (20/box)	\$5.50	
9		Extra wagon parts	\$22.00	
1000		Kilos of food	\$1.00	
			Total	

Update your inventory list.

If 2: Talk with the Professor to make a trade. What do you want? _____

If 3: Continue to Grande Ronde in the Blue Mountains. Roll dice:

1. (Person 3) breaks their arm.
2. The trail is impassable. Subtract 8 kilos of food from your inventory list.
3. (Person 4) has cholera.
4. No water. Everyone is sick.
5. Hailstorm!
6. You take the wrong trail. Subtract 11 kilos of food from your inventory list.

September 30, 1848

Grande Ronde in the Blue Mountains

- Subtract 13 kilos of food per living person from your inventory list.
(13 x __ people in group = __)
- Do you need to hunt for more food?
If yes: roll dice
 1. You kill nothing. Subtract 10 bullets from your inventory list.
 2. You kill 1 deer. Add 25 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 3. You kill 1 buffalo. Add 100 kilos of food to your inventory list. Subtract 2 bullets from your inventory list.
 4. You kill 2 bears. Add 100 kilos of food to your inventory list. Subtract 5 bullets from your inventory list.
 5. You kill 1 bear. Add 75 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.



6. You kill 4 deer. Add 80 kilos of food to your inventory list. Subtract 4 bullets from your inventory list.

- Choose to
 1. Go to Fort Walla Walla to buy or trade for supplies, or
 2. Take the shortcut to the Dalles

October 13, 1848

Fort Walla Walla

- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)
- Chose to
 1. Buy supplies, or
 2. Trade for supplies

If 1: How much money do you have? \$_____

Max	Buy	Item	Unit price	Cost
20		oxen	\$42.00	
50		Sets of clothing	\$22.00	
99		Boxes of bullets (20/box)	\$5.50	
9		Extra wagon parts	\$22.00	
1000		Kilos of food	\$1.00	
			Total	

Update your inventory list.

If 2: Talk with the Professor to make a trade. What do you want? _____

- Continue to The Dalles. Roll dice:
 1. (Person 5) breaks their leg.
 2. (Person 1) has dysentery.
 3. (Person 2) is sick with typhoid fever.
 4. (Person 3) breaks their arm.
 5. (Person 4) is suffering from exhaustion.
 6. (Person 3) is sick and dies. Put an (X) next to the name of (Person 3) to show this person is dead.

October 26, 1848

The Dalles

- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)



- Do you need to hunt for more food?
If yes: roll dice
 1. You kill nothing. Subtract 10 bullets from your inventory list.
 2. You kill 1 deer. Add 30 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 3. You kill 1 buffalo. Add 100 kilos of food to your inventory list. Subtract 2 bullets from your inventory list.
 4. You kill 1 bear. Add 75 kilos of food to your inventory list. Subtract 5 bullets from your inventory list.
 5. You kill 2 deer. Add 60 kilos of food to your inventory list. Subtract 3 bullets from your inventory list.
 6. You kill 3 deer. Add 75 kilos of food to your inventory list. Subtract 4 bullets from your inventory list.

- Choose to
 1. Raft down the river, or
 2. Take The Barlow Toll Road for \$5.

If 1: roll dice:

1. You make it safely to the Willamette Valley. Everyone survives and you lose nothing.
2. You make it safely to the Willamette Valley, but your raft tips. One person drowns and you lose 1 ox. Put an (X) next to the name of one person to show this person is dead. Subtract 1 ox from your inventory list.
3. You make it safely to the Willamette Valley, but your raft tips. No one drowns, but you lose all your oxen and all your clothes. Subtract all your oxen from your inventory list. Subtract all your clothes from your inventory list.
4. You make it safely to the Willamette Valley, but your raft tips. Two people drown and you lose all your extra wagon parts. Put an (X) next to the name of two people to show these people are dead. Subtract all your extra wagon parts from your inventory list.
5. You make it safely to the Willamette Valley, but your raft tips. One person drowns and you lose all your clothes. Put an (X) next to the name of one person to show this person is dead. Subtract all your clothes from your inventory list.
6. Your raft sinks. Everyone drowns. Everything is lost. Many wagons fail to make it all the way to Oregon. Put an (X) next to all names to show everyone is dead.

If 2: Subtract \$5 from your inventory list. You make it safely to the Willamette Valley.

November 8, 1848

The Willamette Valley

- Subtract 13 kilos of food per living person from your inventory list.
(13 x ___ people in group = ___)
- Use your final inventory list to calculate your final score.

