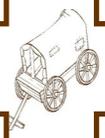
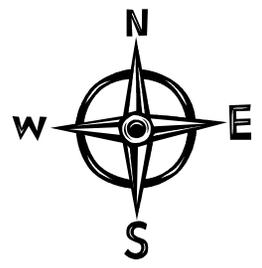


# THE OREGON TRAIL

Oregon

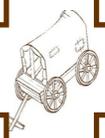
Pacific Ocean

Rocky Mountains  
(Continental Divide)

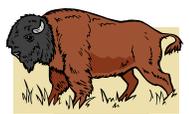


Do school at the end of the day. Go ahead 2 spaces.

The cattle kicked up too much dust. Go back two spaces.



Flashfloods. Lose your turn.



Your guide loses his guide book. Go back one space.



You did not get up at sunrise. You're late. Go back to Start.



Your bread and bacon are preserved well. Go ahead two spaces



A buffalo herd is grazing. Go forward 2 spaces.



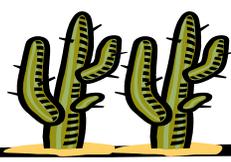
You packed too much food. Lose one turn.



You forgot half your supplies. Go back to Start.



START - INDEPENDENCE



Instead of horses for this 2000 mile journey, you purchased oxen. Take another turn.

You forgot your spare parts for your wagon. Go back a space to get your spokes, tongue and axles.

Because you brought a milk cow, you share with others who want fresh milk. Go ahead two spaces.

Your party found a good campsite. It had plenty of firewood, water and grass for your cattle. Go ahead one space.

Cholera wiped out half your wagon train. Go back 3 spaces.

Your wagon train started heading west too long after April 15. Lose the next turn.

Because you spotted a group of bison grazing nearby, you had meat for supper. Go ahead two spaces.

When you crossed Snake River your wagon fell over and your supplies got wet. Go back one space.

You passed Chimney Rock, Courthouse Rock, Scott's Bluff and Devil's Gate. Go ahead two spaces.

Prairie fire. Go back one space.

You were able to draw all the animals and plants you saw along the way in your journal. Take another turn.

Because you have been walking alongside the wagon, your shoes are worn out. Lose a turn.

Cut out cards for game and shuffle them.

Object of the game: Travel across the Oregon Trail and be the first one to reach Oregon.

Just like in real life, pioneers had to make choices on jumping off points regarding which wagon train to be with. So do you. You decide which route to take and encounter all the perils along the way.

Directions: Each player rolls a die to see who goes first.

If you land on an orange space, then follow the instructions. If you land on the wagon, then you must draw a card and follow those instructions. The card is returned to the bottom of the pile.

For tokens: Use a penny, dime and nickel for 3 players. To increase your number of players, then use the "heads" side for some and the "tails" side of your coins for others.