

## OREGON TRAIL Live Action Rules:

### Set-Up:

The board consists of as many spaces as the game master decides, with several spaces devoted, in their order of appearance on the actual US map, to forts and rivers. A supply shop/trading post stand is situated at the beginning of the board, where players can buy and trade supplies throughout the game. A large cardboard dice is thrown by players once per turn. Physical items and tokens are used to represent the different supplies needed.

Supplies are represented the following ways:

- Food rations are represented by slices of bacon or boxes of cornmeal
  - Medicine is represented by bottles
  - Oxen can be tallied
  - Spare wagon parts are represented by cardboard props
  - Money is represented by 1860s “greenbacks” prints, in denominations of \$100, \$50, and \$20.
1. Each party can consist of up to five players. Any decision made by the party must be made via a majority vote by its members.
  2. A party begins with \$1000, which they may spend most or all of at the Supply Shop in Independence, MO in preparation for their journey. Supplies consist of food rations, oxen, medicine, spare wagon parts, and bullets. A party may save some money to use down the line at Trading Posts.
  3. Each turn, a party will give up one food ration to roll the dice. If the dice lands on a number, the party may advance that number of spaces on the board. If the dice lands on Calamity, a random party member will be selected to draw one Calamity Card. Instructions on the Calamity Cards’ meanings are provided further below. The party may then advance one space.
  4. If a party lands on a river spot, they must pay \$80 or sacrifice a wagon part, and they must skip their next turn.
  5. When a party lands on a Fort, they may visit the Trading Post. Parties can use any remaining funds to buy additional supplies, or barter with the trader to trade their current supplies for new ones. Prices and equal trade goods will vary by Trading Post.
  6. If a party lands on the Whitman Mission, they are given an additional turn’s food rations, and all sick members of their party are healed.
  7. If a party runs out of food rations, they may choose to skip their turn and hunt for food. The hunting system is a simple bean bag toss, where the number of tosses they have per round is determined by the number of bullets. Parties will get an additional food ration for each successful toss. Only one party member can toss per hunting stop.
  8. Other options for food are as follows: players may kill one additional oxen to gain 5 food rations. Players may also kill a party member to gain 5 food rations, but this option will not be presented to players by the game master.

9. When a player dies, they must leave the game. They cannot shout suggestions to their living party members, but they are allowed to gently heckle the members of other parties.
10. The game is complete once the remaining members of a party are the first to reach Oregon.

#### Calamity Cards:

**Extreme Cold:** The party must give up five food rations to survive the harsh conditions, or sacrifice two members of their party.

**Dead Oxen:** An oxen has died. Party members must either replace it with a spare oxen, or use a party member to pull the wagon. If a party member is pulling the wagon, two food rations must be given up per turn instead of one.

**Thief:** Another party is allowed to steal one supply from the calamitous party. The party who can steal may be either the party furthest from the finish line, or the party closest to the calamitous party (whichever the game master decides).

**Typhoid, Dysentery, or Cholera:** The party member falls ill. The party can continue, but if medicine is not used on the sick party member after two turns, that party member dies. Use of medicine constitutes a turn, and therefore the party cannot roll the dice that round.

**River Crossing:** Same rules apply as to if the party were to land on a river space.

**Broken Wagon:** The party must use a spare wagon part to advance any further.

#### Costs:

- \$200 per oxen
- \$20 for 5 ammo
- \$100 per space part
- \$50 for medicine
- \$20 per 10 food rations
- Each team gets \$1,000

**Notes:** 40 spaces? Costs rise along the trail for food, drop for spare parts