



New Oregon Trail 2023 Summer Edition

Multi-players Board Game inspired from the original oregon trail game

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Game Materials:

Main character Cards:



- **The Coachman**

Starting Supplies: Food 4, Medicine 3, Bullets 6, Coins 10

Special Ability: Safe trip - once per game, the coachman can keep the miles of event and skip the effect of event of a day

Passive: Swift Travel - the coachman can draw extra 2 event cards (3+2 in total) in his turn.

Health: 4



- **The Scout**

Starting Supplies: Food 3, Medicine 4, Bullets 7, Coins 9

Special Ability: Path Finder - Once per game, can ignore a river or landmark event and move forward without penalty.

Passive: When you cross the River, the river's flow automatically -1.

Health: 5



- **The Hunter**

Starting Supplies: Food 4, Medicine 2, Bullets 10, Coins 7

Special Ability: Hunting Expertise - Once per game, can gather 5 bullets without using a turn.

Passive: You have an additional 2 chances for hunting. You gain 1 additional food when hunting successfully.

Health: 4

Additional characters (For more players' version):



- The Banker

Starting Supplies: Food 3, Medicine 3, Bullets 5, Coins 15

Special Ability: Financial Wisdom - Once per game, can exchange 7 coins for 3 any supply items.

Health: 3



- The Magician

Starting Supplies: Food 3, Medicine 5, Bullets 4, Coins 10

Special Ability: Illusion - Once per game, can avoid an unfavorable event by swapping the event card with the next one in the deck.

Health: 3



- The Doctor

Starting Supplies: Food 3, Medicine 8, Bullets 4, Coins 8

Special Ability: Healing Hands - Once per game, can restore 3 health to any character, including themselves.

Health: 3



- The Farmer

Starting Supplies: Food 5, Medicine 2, Bullets 6, Coins 6

Special Ability: Harvest - Once per game, can gather extra 5 food without using a turn.

Health: 5

Store materials:



- Food: 2 coin for 1 food



- Medicine: 3 coins for 1 medicine
(*Medicine only cure health up to one's max HP limit)



- Bullet: 2 coins for 3 bullets

Regions System

Temperature:

- Warm: no special.
- Cold: food, health penalty double each time.

Different Animals:

- Rabbit = 1 foods
- Deer = 2 foods
- Bear = 3 foods

Regions:

- From 1 to 500 miles: Prairie Region (Warm Temperature, More Rabbits in Hunting Minigame)
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- From 501 to 1000 miles: Desert Region (Cold Temperature, More Deers in Hunting Minigame)
- From 1001 to 1500 miles: Snowy Mountain Region (Cold Temperature, More Bears in Hunting Minigame)
- From 1501 to 2000 miles: Mountainous Region (Warm Temperature, More Rabbits in Hunting Minigame)

Events Cards:

For the material of event cards, character cards:

<https://docs.google.com/presentation/d/1fB0-XSASOCd7w8MmxTvUeWIP1mucGRoQ/e/dit?usp=sharing&ouid=110190855293727838589&rtpof=true&sd=true>

Gameplay:

The goal is to reach Oregon City by surviving the various challenges of the Oregon Trail (2000 miles) and to see who is the **healthiest (health points) and wealthiest (food)**. Make decisions regarding your supplies and character abilities to ensure the journey!

Set up: Place the marker at the beginning of the trail road board. Shuffle all events, landmarks, city, river, lost cards and place them separately next to the board. Then, each player selects a character card and takes the corresponding starting supplies.

Game begins! For every round, players take turns clockwise to complete steps. Players who passed out (health = 0), or died (health < 0) cannot do anything.

Step A: Choose Your Action!

1. View the map. View three random event cards and face one up in common area.
2. Look around (Draw a supply card. Gain and lose bullet/medicine coin)
3. Hunt for food (Mini game. Cost bullets and gain food)
4. If someone else passed out (health = 0), save that player with two medicine and rob half of his/her supplies.
5. If someone else is dead (health < 0), rob two of his/her supply without any cost.

Step B: Trading Moment!

Players can trade with other players after taking the action. Others can refuse the trade or bargain. Players who passed out can also trade, but dead people cannot.

Step C: Choose a Path!

One player chooses one of the event cards from the common area. Players lose supplies according to that card. If you are running out of supply, lose one health instead. The group rotates the decision maker player in every round.

The wagon is closer to Oregon! 'Miles' on the event card is the distance we traveled. If no one chooses to view the map, it means we take a rest that day. No distance traveled. No matter if we traveled or not, everyone lost one food card at the end of a turn.

Set a Milestone! Every time when the group reaches 250 miles, the coachman randomly draws a Landmarks Card. If it is a river, draw a river card and play the river mini-game; If it is a City, draw a city card and everyone could make a their own decision from choices. For the materials of all cities and rivers, and also Mini Games:

https://docs.google.com/spreadsheets/d/1hM_PM0DvnpnWYZj_bCQ8okGI0oeCLUFaM20FGR5xaBL4/edit?usp=sharing

Rivers :

When you move to a river, you all need to decide which trail to go from which trail (1 to 5). The Scout will be able to see the correct direction (the flow), and the required number of correct decisions (the depth). To successfully go over the river, there must be that number of players to get the correct number with a 1 variation, which is defined by the depth. For example, if the depth is 3, then it is considered a pass if 2-4 players get the correct answer.

But if exactly the same number of players get the correct answer, Scout and all participants who get the correct answer will be able to draw a Gain card. If the river is not successfully passing through, all players will be penalized. All players should draw a lost card and restart this level, and if they cannot pay the lost, then they lose 1 health instead.

To communicate with players, all players except the Scout, one by one, finger out a number from 1 - 5. The Scout can only say bigger, smaller, equal, or close (but Scout could tell lies). Players are not allowed to communicate in any situations from the beginning to the end of this game. Therefore, it is very vital that the Scout tells lies and truth blended so that they can reach as close as they can.

If you only have 3 player, don't use: "Colombia River" and "Green River"

In simple, follow the below steps to play the river mini game.

1. Scout draws a river card, checks the number of flow and depth. The flow is the correct number, and the depth is the required number of players who get this correct.
2. Scout (if he is dead, the person on his right takes this turns) decides who starts to figure out the first number.
3. Starting from that chosen person, each player except Scout fingers out a number and Scout needs to give his response from the four choices, clockwise or counterclockwise.
4. Each player except Scout writes down their answer.
5. Check how many players get this answer correct. If there is only at most 1 variation, then pass the river; if not, you need to restart this level with the same river card and each person draws a Lost card.
6. If exactly the same number of players get the correct answer, all the ones who get it correct draw a Gain card.

What's more:

- Anyone on the boat, except Scout, can spend 2 gold to get the correct answer automatically (they don't know the answer but consider the answer correctly.)

Hunt 🦌 :

There are four hidden animals on the ground. This hunt needs the person on your left to help. That person will help you explore the forest first, and let you know some information. Your job is to hunt as many animals as you can. Everytime you shoot, you need to use 1 bullet. If you hunt in one place, all the nearby places (only the top, bottom, left, and right spot) need to be revealed, and if there is an animal, it runs away. Here is the step to play this game:

1. First, randomly shuffle the 16 hunting cards, and place them to the 4X4 board faced down.
2. Everyone except the person on the left closed their eyes. The person on the left can reveal 4 cards to see, and then put them faced down.
3. The person on the left has a chance to swap any two cards' location.
4. Everyone opens their eyes. The person on the left can reveal one card and point to a place that they don't suggest you hunt. Remember, only reveal one card and point to one place. (If the revealed card is an animal, that animal runs away).
5. You start to hunt. Everytime you hunt, you consume 1 bullet. Reveal the card on the place you shoot, if it is an animal, you gain food. Reveal all the nearby cards (only the top, bottom, left, and right card) and if there are any animals, those animals run away.
6. Stop hunting if all the cards are revealed or you have no bullet, or you do not want to hunt anymore.
7. By the end, count how many food you gain, and that's all that belongs to you! (You can also share with someone but are not required to do so.)