

The Oregon Trail

HUNT FOR FOOD CARD GAME TRAIL GUIDE

You were only able to carry 100 pounds of meat back to the wagon.



2-6 Players
Ages 12 and Up

Want to start playing sooner?
Watch our instructional video instead of
reading these rules:
www.pressmantoy.com/OregonTrail/hunting



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The Oregon Trail

HUNT FOR FOOD CARD GAME

For those of you who have already attempted the arduous journey along our original Oregon Trail Card Game, this game can be played as an add-on to your existing game. If you survive this game, you'll get to carry food and additional supplies back to your ongoing game. That's a good thing, and it could save your lives and improve your chances of winning. But if you die, which is possible, both games are over. Please see the special rules on the back panel of this instruction booklet on how to incorporate this game into the original game.

For anyone who doesn't already have the original Oregon Trail Card Game, don't fret—this game is designed to be played on its own too.

Either way, there are plenty of gruesome ways to die as you hunt for food.

GOAL OF THE GAME

To work together to collect 600 pounds of meat before everyone in your wagon party dies. It sounds simple, but it's not. Honest. We've played this lots of times, we've figured out what we think are the best strategies, and we still don't win every time.

THE SHORT 'N' SWEET OF IT IS...

BEAR
Roll a 1 or a 2 to kill the bear. From the bear you shot you get 800 lbs. of meat. But you were only able to carry 100 lbs. back to the wagon.

Everyone playing the game is working together to collect 600 lbs. of meat ...

IF AT LEAST ONE MEMBER OF YOUR PARTY SURVIVES TO COLLECT 600 LBS. OF MEAT, EVERYONE WINS. IT'S HARDER THAN IT SOUNDS.

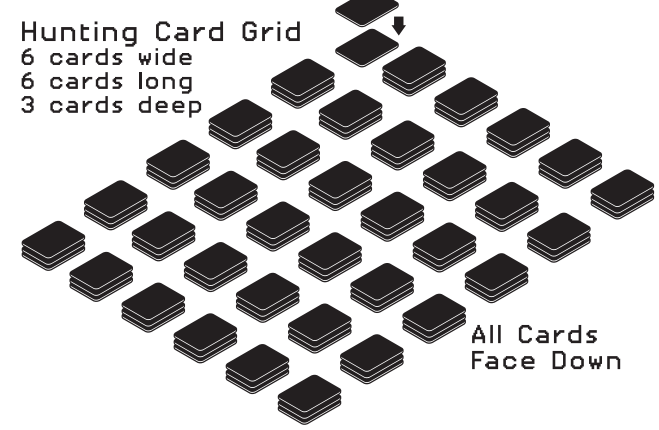
Since many of the diseases that pioneers contracted on the Oregon Trail required replenishment of fluids, we've included four handsome coasters to protect your table. They have nothing to do with the play of the game.

- ### CONTENTS
- 108 Hunting Cards
 - 20 Supply Cards
 - 6 Dice
 - 12 Bullet Tokens
 - 1 Hunter Playing Piece
 - 1 Mover Stand

SET UP

- 1 Separate the **HUNTING CARDS** from the **SUPPLY CARDS** and shuffle them separately.
- 2 Place four **SUPPLY CARDS** face up in the center of the table. Place the remaining Supply Cards face down, in a stack.
- 3 Deal out all of the **HUNTING CARDS**, face down, to form a 6 x 6 grid, with 3 cards per stack.

ILLUSTRATION 1



- 4 Give one die to each player.
- 5 Place the Hunter Playing Piece into the Mover Stand.

STARTING THE GAME

The person who has seen a squirrel most recently goes first, by placing the **HUNTER** on any stack of cards on the outermost edge of the grid and rolling the die.

TIP Don't start on a corner—you could be trapped by obstacles and die quickly.

The number shown on the die determines the number of actions you must use on this turn: you can flip over cards, move, and/or shoot. Each of these activities counts as one action, and you can do them in any order that you like.

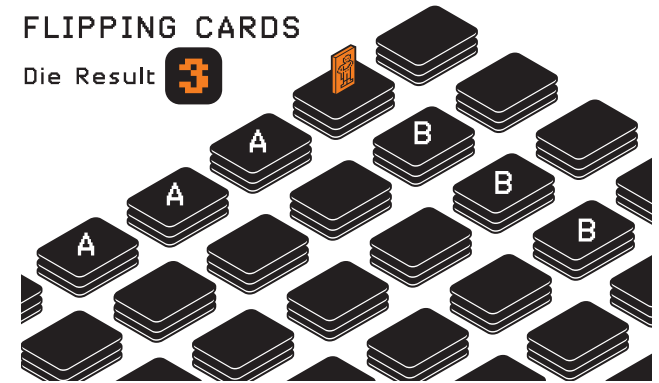
FLIPPING CARDS

The number on the die not only determines how many actions you get, it also determines the farthest card away you can flip over on this turn. For example, if you roll a "3," you can flip over a card that is up to three stacks away from the **HUNTER** at any point on your turn. You can only flip and move horizontally or vertically. You may not flip or move diagonally. You may not flip the card that the **HUNTER** is standing on while he is standing on it.

NO DIAGONAL FLIPS ARE ALLOWED.

Your goal is to clear a path, with no obstacles, between the **HUNTER** and **ANIMAL CARDS**, so you can shoot animals and get enough meat to save your friends and family.

ILLUSTRATION 2



CARD TYPES

The Oregon Trail® Hunting for Food Card Game includes two kinds of cards: **HUNTING CARDS** and **SUPPLY CARDS**.

HUNTING
HUNTING CARDS have yellow backs. ... →

ANIMALS - Bison, bear, deer, squirrels, and rabbits—these are the cards you are trying to collect.

BEAR Roll a 1 or a 2 to kill the bear. From the bear you shot you get 800 lbs. of meat. But you were only able to carry 100 lbs. back to the wagon.	BISON Roll a 1 or a 2 to kill the bison. From the bison you shot you get 800 lbs. of meat. But you were only able to carry 100 lbs. back to the wagon.	DEER Roll a 2 or a 3 to kill the deer. From the deer you shot you get 100 pounds of meat. But you were only able to carry 100 pounds back to the wagon.	RABBIT Roll a 3 to kill 20 rabbits from the rabbit you shot you get 60 pounds of meat.	SQUIREL Roll a 4 to kill 20 squirrels from the squirrel you shot you get 40 pounds of meat.
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OBSTACLES - Trees, flowers, rocks, bushes—these cards block your movement and your ability to shoot at animals. Obstacles can kill you too; if you are trapped you can't move past them.

ROCKS	FLOWERS	TREES	BUSHES
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CLEARING CARDS - These cards have nothing on them—you can move and shoot through them.

CALAMITIES - Disease, drowning, snakebite, and more—you want to avoid these cards if you can. Nothing good comes from them.

Disease	Drowning	Snakebite	Snake Bite	Snake Bite	Snake Bite	Snake Bite
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ABANDONED WAGONS - Scavenge for supplies from wagons that didn't make it to Oregon. Abandoned wagons appeared in the original Oregon Trail software, but not in the Hunting module. If you're a purist you can remove them from the game, but your chances of dying go way up.

SUPPLY

SUPPLY CARDS have purple backs. ... →
SUPPLY CARDS are collected from abandoned wagons and are used to remedy calamities. Unlike in the original computer game, players share **SUPPLY CARDS** and vote on how and when to use them.

CLEAN WATER	CRUTCH	MEDICINE	SPARE PARTS	COMPASS
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Each action you take deducts from the number you rolled. If you rolled a 3 and flipped over a card, you now have 2 actions remaining. You can move, flip, or shoot 2 more times on this turn, in any order that you choose (for example, you could flip, shoot, and then flip again).

ILLUSTRATION 3

Die Result: **3**

ACTIONS TAKEN:

1 - Flipped Card

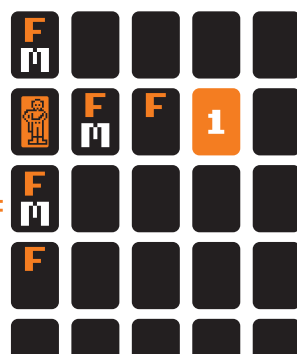
ACTIONS REMAINING:

2

OPTIONS:

F=FLIP CARD

M=MOVE HUNTER



If you flip over a Hunting Card with a calamity on it, your turn (and possibly your life) is over, even if you have more actions remaining. Remove the calamity from play, follow the instructions on the card, and place it face up in front of you.

MOVING THE HUNTER

On their turns, players may move the **HUNTER** from one stack to a stack next to it. This counts as one action. The **HUNTER** may not move diagonally, and the **HUNTER** may not move onto the same stack twice on the same turn.

The **HUNTER** cannot move through an obstacle; you must move the **HUNTER** around it.

When you move the **HUNTER** off of stacks with a face-up **CLEARING CARD**, remove those **CLEARING CARDS** from play at the end of your turn. When there are no more cards in a stack, that space becomes a permanent clearing.

ILLUSTRATION 4

LEGAL MOVES/FLIPS

Moves & Card

Flips may **NEVER**

be performed on

a diagonal. All

moves must be

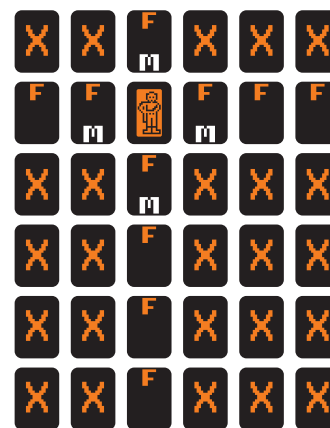
made to adjacent

squares only.

OPTIONS:

F=FLIP CARD

M=MOVE HUNTER



COLLECTING & PLAYING SUPPLY CARDS

When you land on an **ABANDONED WAGON CARD**, you may, at your option, select the **SUPPLY CARD** of your choice from the stack and place it face up on the table. After taking a **SUPPLY CARD**, turn the **ABANDONED WAGON CARD** sideways—it is now an empty wagon and acts as an obstacle.

ILLUSTRATION 5

ABANDONED WAGONS

Once used to draw

a Supply Card, an

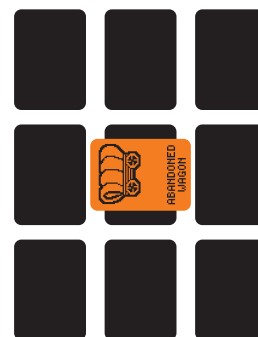
Abandoned Wagon

should be turned

sideways to indicate

that it is both empty

and an obstacle.



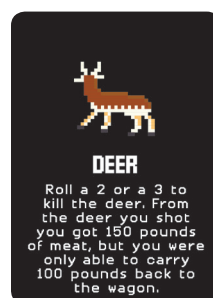
If you choose not to take a **SUPPLY CARD** on this turn you may continue to move onto and through the abandoned wagon, and you can return to it and collect a **SUPPLY CARD** on a future turn. It does not cost an action to take a **SUPPLY CARD**.

At any time, any player can suggest that players play a **SUPPLY CARD** (to remedy a calamity that a player has experienced). Players discuss whether or not to play the **SUPPLY CARD** to remedy a particular calamity, and then all players except the player with the calamity vote. The player who has the calamity can initiate and join in the discussion, but can only cast a vote if there is a tie.

After using a **SUPPLY CARD**, the **SUPPLY CARD** and the calamity it remedies are removed from play.

SHOOTING AT ANIMALS

You must have a clear path to shoot at an animal or be on the stack next to it. You may not shoot through cards that have not been flipped, and you may not shoot through obstacles, abandoned wagons, empty wagons, or other animals.



It costs one action and one **BULLETS TOKEN** (100 bullets) to shoot at an animal. When you decide to shoot at an animal, read the **ANIMAL CARD** so you'll know what numbers you need to roll. All players roll their dice at the same time—to kill an animal, every player must roll one of the numbers needed.

If you kill the animal, remove the card from play and place it face up on the table next to any face-up **SUPPLY CARDS**. You now have 100 pounds of meat toward your goal of 600 pounds.

ILLUSTRATION 6

CLEAR LINE TO SHOOT

The top example shows an animal within the **Hunter's** line of sight. This animal can be shot. The second example shows an animal with an obstacle in the way, preventing it from being shot.



If you did not kill the animal, players vote to decide if they will shoot at the animal again. Shooting again counts as another action and it costs another **BULLETS TOKEN** for each round of shooting. Players who already rolled one of the correct numbers during any of the rounds of shooting on this turn do not need to roll again; they hold onto their numbers.

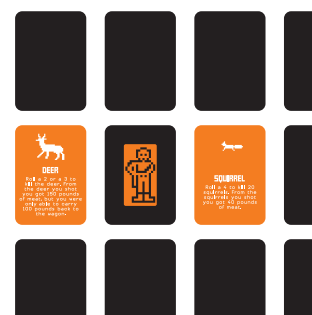
If you miss an animal and choose not to shoot again, or if you are out of actions on this turn, remove that **ANIMAL CARD** from play—your prey has escaped.

If players do not shoot at an animal, that animal remains in place, face up. If the **HUNTER** moves onto that space, remove that **ANIMAL CARD** from play—you have scared it away.

ILLUSTRATION 7

SHOOTING AT TWO ANIMALS

If 2 animals can be shot from the same position, shoot each in turn.



As players die, they pass their dice to the next player to the left who is still alive—live players will roll all the dice they have each time they shoot (but not when they roll to see how many actions they get on a turn). The same quantity of correct numbers is still needed to kill an animal as at the start of the game, even after players die. So, for example, if there are four players in the game and two expire on the Trail, the other two will each roll two dice. If they are shooting at a bison, for example, they will still need a combination of 4 ones and/or twos to kill the bison.

WINNING (AND LOSING) THE GAME

Play continues until:

- You collect 600 pounds of meat (note that the most any one card can count toward this total is 100 pounds)
- The **HUNTER** is trapped and can't flip any more cards, in which case all players die and the game is over
- All players die gruesome deaths from calamities
- You use up all the bullets in the game (the 12 sets you started with, plus the four in the **SUPPLY CARD** deck)

ILLUSTRATION 8

TRAPPED HUNTER If the **HUNTER** is blocked by obstacles then the **HUNTER** is Trapped and all the players die.

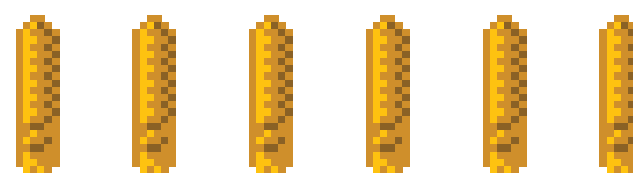


SPECIAL RULES FOR PLAYING WITH THE ORIGINAL GAME

Just as in the original Oregon Trail computer game, you can choose to hunt for food at any time. When a majority of players vote to hunt, stop building the trail and set up the Hunt for Food Game.

You can stop playing at any time you choose (even if you are trapped by obstacles). Leave the stacks set up. At that point, you get to carry back to the original game any **ANIMAL CARDS** or **SUPPLY CARDS** that you have earned. You may trade in 200 pounds of **ANIMAL CARDS** (meat) for one 200-pound **FOOD CARD** from the Shop if one is available. If not, use the 200 pounds of **ANIMAL CARDS** just as you would a **FOOD CARD**. Alternatively, you may trade in 400 pounds of meat for any **SUPPLY CARD** in the Shop (just as with other **SUPPLY CARDS**, you can trade in two cards for one of your choice). If you choose to start hunting another time, place the **HUNTER** on any stack on the outermost edge of the grid and begin play again.

When players die during the Hunting Game, write their names and a short epitaph on the tombstone side of the **ROSTER CARD**, and erase their names from the other side. They are now out of both games.



HAPPY HUNTING!

SAMPLE PLAY

Tatiana, Greg, Kelly, and Julie are playing The Oregon Trail® Hunt for Food Card Game.

Tatiana saw a squirrel out her front window this morning, so she goes first. She places the **HUNTER** on top of a card on the outside edge of the Card Grid. She rolls her die, and gets a 3. She counts out 3 stacks from the **HUNTER** token. Flipping the top card of that stack, she reveals a **Clearing** (action 1). She uses the rest of her actions (actions 2 & 3) and moves 2 spaces. Play passes to the left.

Play passes to Greg, who rolls a 2. He counts out one stack from the **HUNTER** token and flips the top card over (action 1). He gets a **Dehydration Calamity Card**. He picks up that card and places it in front of himself. His turn is over.

Play passes to Kelly, who is sitting to Greg's left. She rolls a 3. She flips over a card that is 3 spaces away, revealing a **bear** (action 1). She flips over the next closest card between the **HUNTER** and the **Bear**, and it shows an **Abandoned Wagon** (action 2). Kelly uses the rest of her actions to move onto the **Abandoned Wagon** space (action 3) and draw a **Supply Card**. She chooses a **Bullet Supply Card**, reasoning that bullets are in short supply. Kelly hopes that another **Abandoned Wagon** will turn up before another **Dehydration** card, so that the players can select a **water card** save Greg. She turns the **Abandoned Wagon** sideways to indicate that it is now an obstacle. Her turn is complete.

Play passes to Julie, who is to Kelly's left. Julie rolls a 4. She cannot flip over any cards that are 4 spaces away, so she moves the **HUNTER** three spaces (actions 1-3) to line up for a shot at the **Bear**. To kill a **Bear**, players must roll either a 1 or a 2.

The hunting party spends a **bullet token** to take the shot. Everyone rolls their dice simultaneously. Tatiana rolls a 1, Greg rolls a 2, Kelly rolls a 1, and Julie rolls a 1. The **Bear** is removed from play and placed face up beside the card grid to indicate that 100 lbs. of food has been collected.

Play now passes back to Tatiana, who is to Julie's left. Tatiana rolls a 1, and flips over a card one space away (action 1). It is another **Dehydration Calamity Card**. Greg is now dead and out of the game, since no **Clean Water** was found and given to him before this **Dehydration Card** was drawn. Greg hands his die to Kelly.

Play now passes to Kelly, since Greg is out of the game. Kelly rolls her die and gets a 3. She counts out 1 space away and flips that card over (action 1). It reveals a **squirrel** animal card. Kelly elects to use her next action to shoot at the **squirrel** (action 2). The hunting party spends a **bullet token** to take a shot at the **squirrel**.

To successfully shoot a **squirrel**, the target number for the dice is 3 or 4. Everyone rolls their dice at the same time. Tatiana rolls a 4, Julie rolls a 3, and because Kelly has 2 dice now, she rolls a 2 and a 1. The hunting party has 2 of the three numbers that they need to shoot the **squirrels**. Kelly chooses to use her remaining action to shoot at the **squirrel** again (action 3).

A second **bullet token** is spent and set aside. Tatiana rolls her dice again, and this time she rolls 4 and 3. The **squirrel** has been shot, and the card is placed beside the **bear** card at the side of the card grid. The hunting party now has 200 pounds of meat.

Good luck ... you'll need it.