

CHISHOLM TRAIL GAME



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OBJECTIVES:

1. Students will become familiar with the period between 1867 and 1886; the period of the great cattle drives.
2. Students will have the opportunity to simulate the historical difficulties of moving large cattle herds.
3. Students will participate in a fun activity while learning historical facts.

INSTRUCTIONS:

1. Duplicate Student Pages 1-6 in classroom quantities. Player will need at least 3 copies of page one.
2. The game may be played either with individuals or small groups.
3. Randomly (by counting off etc.) assign each player or team one of the following letters: A, B, C, D, E. This number becomes their Herd letter and should be written in the proper box on Student Sheet page one.
4. There are several optional rules that may be added. See Optional Rule Page.
5. Read the following to the class: "You are about to play a simulation game on the great cattle drives that took place in Texas and Kansas between 1867 and 1886. Each of you (or teams) will take the role of a rancher in South Eastern Texas. Your task will be to take a herd of long horn cattle up the Chisholm Trail to the Kansas Railhead towns. Cattle are cheap in your part of Texas, just a few dollars a head. In Kansas they will pay you many times that price. There will be many hazards along the trail. The winner will be the player with the most profit at the end of the game."

HOW TO PLAY:

1. Pass out all student pages.
2. The game is played by years. Each year consists of five turns, numbered I through V. Notice that the squares on the Trail Map are also numbered I through V. Use one Trail Record Log Sheet for each year.
3. Give each player a herd marker from the herd marker sheet. The marker will have the same letter as the player's Herd Letter.
4. All players start with the following: 3,000 head of cattle - write 3,000 on line X under Column B of Turn One. 18 cowboys - write 18 on line X under Column C of Turn one. \$5,000 - write 5,000 under Column E of Turn One.
5. All players place their Herd Marker on the Start Square of the Trail Map.
6. Perform the following steps five times for each year.
 - a. Players move their marker one square. The first square moved into will be I.
 - b. There are two kinds of squares. Those with Rivers, squares III and IV; and those without Rivers, squares I, II and V.
 - c. On entering a non-River square (I, II, V) a roll must be made to see if there are any hazards. To do this roll two die, after all Herds have entered that square, and consult Fate Letter Table A. There are several possible results.

If "no herd" is rolled there are no further die rolls. Go on to the next square/ turn. If a letter is rolled, all Herds with that letter must roll on Table B, Fate Random Letter Table. All herds with that letter are affected by the same die rolls. First roll one die and find that number going down. Next roll another die and find that number going across. Where the two numbers meet will be a letter. Find this

letter on the Trail Hazard List and carry out its instructions.

If there are losses or gains in either cattle, cowboys or money record these results on line Y of the Trail Record Log with either a + or -. At the end of the turn figure the results and write those numbers on the total lines of the current turn and on the X line of the next turn. If "All Herds" is rolled, all Herds are affected by the Fate rolls.

- d. If the Trail Hazard result is lose one or two turns, the Herd(s) will not advance their herd markers for that number of turns. After missing the turn(s) they again advance normally.
- e. Only Herds on the same square are affected by the fate roll. Herds on different squares make separate rolls (see Fate Table Student Page 3 for additional Fate Rules).
- f. Herds on the Higher squares (V is the highest) always move first. After they complete their fate rolls the Herds on the next highest square move, and so forth.
- g. If the Herd(s) are on a River Square (III, IV) they must roll on Table C, River Crossing. Roll one die and carry out the results as on the Trail Hazard List.
- h. Results from the Fate roll(s) should be written in Column D on the Trail Record Log.
- i. Railhead Towns Square. When one or more Herds reach the Rail Head Town Square two die are rolled and the Cattle Price Table D is consulted. Herds that reach the square during the same turn are considered to have arrived at the same time. Multiply the price given on the Table by the number of cattle in a Herd to arrive at the profit for the year. Take that number and write it on the Year Sub Total line of the Trail Record Log. Subtract from that number the fixed expenses, \$25,000 and write the result on the total line for the current year and on the "in the Bank" line for the next turn.

Note: At the start of the first year played there will be no money "In the Bank."

- j. Repeat the above steps five times (turns) for each Year. At the end of the Year (turn five) figure your totals. Start a new Year by filling in the year (1867- 1886), and the money you have "In the Bank." Start the new year with the same totals used in #4 (HOW TO PLAY). Only the \$ amount "In the Bank" will change from year to year.
- k. After playing three (15 turns) or more years, a winner is declared. The winner will be the player with the most money "In the Bank."

NOTE: If teams are being used the game may be played using the chalkboard. This will eliminate the use of trail maps and herd marker letters.

- 1. Draw a fascimile of the TRAIL MAP (Student sheet page five) on the chalkboard.
- 2. Write each team's letter in chalk on the start square on the chalkboard TRAIL MAP.
- 3. As each team advances erase their letter and write in the next square.

OPTIONAL RULES PAGE

OPTIONAL RULES: The following rules may be added to the game at the teacher's discretion.

I. BONUS POINTS:

- A. Each player or team receives three bonus points. These Bonus points may be used to "purchase" any three of the following Bonus Choices. (One point per choice.)
BONUS CHOICES
 - 1. Skillful, experienced Trail Boss, (one only) that allows you to deduct from Fate Roll.
 - 2. Fast horse for racing on the trail, (one only) use with optional horse racing rule.
 - 3. Extra Cattle, each point gives you one hundred extra head (2 only or 200 head).
 - 4. Extra cowboys, each point gives you two (maximum of 2 points or 4 cowboys).
 - 5. Hire one only buffalo whooper to scare off herds of wild mustangs and buffalo.
 - 6. Extra \$1,000 dollars (maximum of 2 points or \$2,000).
- B. Write the number of your choices, one per box, in the section labeled Your Bonus Points on Student page one.
- C. If your choices were additional cattle or cowboys or money, add them to the number you started with (18 cowboys, 3,000 cattle, \$5,000).

II. HORSE RACING:

- A. Whenever two herds are in the same Hex there may be a horse race between two or more players.
- B. A player in the same Hex may challenge any other player(s) to a race. The challenged player(s) do not have to race if they so choose.
- C. Players who have decided to race must wager either cattle, money or both. Bets may range from \$100 to \$500 or from 50 to 500 cattle.
- D. The winner of the race is determined by the highest die roll. Both racers roll one die. The player with the highest number wins the bet and adds the cattle and/or money to his totals. Roll again if the rolls produce a tie.
- E. Players who have spent one of their bonus points on a fast horse may add two to their die roll. For example, a player with a fast horse (bonus point number 2) rolls a three, and may add two, making it a five. The highest number, no matter what a player's bonus point, is six. Do not add any numbers to an already thrown six.
- F. Players who are known to have a bonus fast horse may give odds to induce other players to race. For example, the player with the fast horse may declare that he will put up two hundred cattle while the other player may put up only one hundred, etc.
- G. Money won in Horse Racing is added, at the end of the turn, to the total "In the Bank." Players who lost a race must deduct their losses from their totals.

III. MORE THAN ONE HERD PER PLAYER (TEAM)

- A. Players with \$25,000 "In the Bank" may purchase additional Herds.
 - B. To purchase an additional Herd subtract \$25,000 from your total "In the Bank." Give them two Trail Record Log pages for the new turn.
 - C. Assign a random Letter, A, B, C, D, E, to the second Herd. The player now has two different herds and may make double profit.
 - D. A player may have more than two Herds as long as he pays \$25,000 for each one.
- Student Sheet

TRAIL RECORD LOG

* optional rule

YOUR HERD
LETTER _____

Your Bonus Points

--	--	--

Year: _____

Write the letters of your bonus choices, one per box.

A TURN	B # OF CATTLE	C *1 # OF COWBOYS	D FATE RESULT	E*2 AMOUNT OF MONEY
I	X	X		X
	Y	Y		Y
	total	total		total
II	X	X		X
	Y	Y		Y
	total	total		total
III	X	X		X
	Y	Y		Y
	total	total		total
IV	X	X		Y
	Y	Y		X
	total	total		total
V	X	X		X
	Y	Y		Y
	total Sheet	total		total

*1 You must lose 250 head for every cowboy less than twelve. For example, if you had only 10 cowboys left, you would have had to lose 500 head of cattle.

PROFIT SUBTOTAL _____

FIXED EXPENSES _____

*2 If your dollar total falls to zero or less, see #5 on Student Page three and carry out its instructions.

PROFIT TOTAL FOR THE YEAR _____

HAZARD FATE LIST - Note: Bonus point die roll subtractions may not go below one.



A. Comanche Indians raid the herd, roll one die and consult the table below. (If you have a #1 Bonus Point, Trail Boss, subtract two from your die roll.

one/ lose 50 cattle. two/ lose 100 cattle. three/ lose 150 cattle. four/ lose 230 cattle. five/ lose 250 cattle and two cowboy. six/ lose 300 cattle and 4 cowboys.

B. Indians ask for cattle as payment for crossing their lands. Roll one die and consult the Table below. If you have extra cowboy(s) deduct two from the die roll. Maximum deduction is four.

one/ lose 20head. two/ lose 40 head. three/ lose 60 head. four/ lose 80 head. five/ lose 100 head. six/ lose 200 head.

C. Rustlers stampede your head. Lose 100 head and one turn.

D. Wild mustangs or buffalo charge through your herd scattering the cattle. You lose one turn on a roll of one to three, you lose two turns on a roll of four, five or six. Ignore if you have a #5, Buffalo whooper, Bonus Point.



E. Electrical storms at night stampede your herd. Roll one die and consult the Table below,(extra cowboys, Bonus Point #4, deduct one from die, maximum two deductions). one/ no losses. two/ lose one turn and 25 head. three/ lose one turn and 50 cattle. four/ lose one turn, 50 head and one cowboy. five/ lose two turns, one man and 100 head. six/ lose two turns, 200 head and two cowboys.



F. Your herd sights army camels and stampedes. Lose one turn.

G. Two of your cowboys are involved in a gun fight. You lose two cowboys. Lose only one if you have a #1 Bonus Trail Boss.

H. Cattle inspectors at the Kansas/Texas border charge you 25 cents a head for inspecting your cattle. You must deduct 25 cents for every head of cattle in your herd. Write the amount you must deduct on line Y under Column E on the Trail Record Log.

I. Armed Kansas homesteaders block you at the border. They are trying to stop the deadly tick cattle fever. They force your herd back. You lose two turns in making a detour.



J. Prairie Fire scatters the herd. Lose one turn.

K. A waterhole you planned on using is dried up. Lose one turn in making a detour to another watering spot.

L. An Indian attack kills all the men and takes the herd. The year is over for your herd. You lose all your money and cattle. You start the next year with 3,000 cattle, 18 cowboys and \$5,000.

M. Indians loot your supply wagon and remuda (spare horses). You have no money or horses and must join up with another herd. All the other herds may bid for your herds and cowboys. Write the bids on slips of paper, the highest bid in dollars is the winner. The winning herd takes your cattle and cowboys. You start the next year with 3,000 cattle, 18 cowboys, \$5,000. The money you received when you sold your herd is now "In the Bank."



N. Bogus cattle inspectors demand 50 cents a head to inspect your herd. Do not pay the 50 cents per head if you have a #1 Bonus Choice - experienced Trail Boss.



O. A spring blizzard strikes with hail and snow. You lose 50 head and one turn.

P. A sudden cloud burst causes you to miss one turn.

Q. A Cholera epidemic hits your crew. Roll one die. On a 1, 2, 3 you lose 3 cowboys. On a roll of 4, 5, 6 you lose 6 cowboys.

R. Pick up stray cattle that have wandered from other herds. Roll one die. On a 1, 2, 3, you receive 25 additional head. On a roll of 4, 5 you receive 50 head. On a roll of 6 you receive 100 head.

FATE HAZARD TABLES:

How to use:

- 1. Each time a herd enters a new non-River square a die roll must be made on the Fate Letter Table A.**
- 2. One roll is made for all herds entering the SAME TRAIL HEX. If herds enter different Trail Hexes, a separate roll is made for each different Hex a herd(s) is in. For example, it is round three and herds A, B, C all move into Trail Hex III. A fate roll is made and only Herds A, B and C are affected. Herds D and E are one turn behind. This round they both enter Trail Hex II. They make a separate Fate roll which affect only them. Herds are not affected by fate rolls if they are on a different Trail Hex.**

3. Fate Procedure:

- a. First roll two die and consult the Fate Letter Table A.**
 - b. If the result is a "No Herd" (number twelve), there are no Fate Results for the Herds in that Trail Hex.**
 - c. If a letter came up, all Herds with that Letter (in that square) must roll two die and consult the Random Fate Letter Table B. Two die are rolled, one at a time. The first number is found going down the left side. The second number is found by going across the top of the chart. The letter where the two numbers meet is the Fate result. Find the letter on the Trail Fate Hazard List and carry out its instructions.**
 - d. If the result of the Fate Letter Roll is "all herds" (#'s 5, 9,11) follow the above procedure with the difference that all Herds in that Trail Hex are affected by the result of the Trail Hazard Fate List.**
 - e. Fate letters from the Trail Hazard Fate Table should be written in Column D of the Trail Record Log along with any losses or gains.**
- 4. If the number of, cowboys ever falls below twelve you immediately lose 250 cattle for every man below twelve. For example, if a herd was down to ten cowboys they would have lost 500 cattle.**
 - 5. If a Herd's money ever goes below zero, they must immediately sell their herd to another player. Other players may submit secret bids on slips of paper. On these slips will be the price that player will pay for the herd. The player selling his herd may select any of the bids. The winning bidder immediately adds that number of cattle and cowboys to his totals on the Trail Record Sheet. The selling player records his new cash total "In the Bank" and waits for the next year to begin.**
 - 6. After three herds have entered the Rail Head Town Square (see note at bottom of student page four) players may ignore any "lose one" or "lose two" turn die roll results. This applies to both the Fate Hazard and River Crossing Table**

Student Sheet

FATE LETTER TABLE A
Roll Two Die

ROLL	RESULT
2	E herds
3	A herds
4	A herds
5	all herds
6	B herds
7	C herds
8	D herds
9	all herds
10	E herds
11	all herds
12	no herds

FATE RANDOM LETTER TABLE B

SECOND DIE ROLL

	1	2	3	4	5	6
1	L	A	D	R	H	P
2	K	J	G	B	D	K
3	A	F	N	O	F	J
4	N	R	C	O	B	D
5	C	H	Q	I	M	G
6	R	I	E	R	P	E

RIVER CROSSING TABLE C (All herds in the same River Square are affected by the same die roll)

DIE ROLL	RESULT
one	Herds backed up at crossing, lose two turns.
two	Cattle drink water laced with poisonous gypsum, you lose 100 head.
three	The river is flooded and the cows have to swim, there is panic in midstream, you lose 100 head and one cowboy.
four	Cattle stampede after being panicked by a floating log, lose 100 cattle, one turn, and one cowboy.
five	Your crossing is successful, no losses.
six	Your crossing is successful, no losses.

CATTLE PRICE TABLE D

NOTE: If your profit is less than \$25,000 do not figure your profit totals on the Trail Record Log. You have made no profit. Start the next year with 3,000 cattle, 18 cowboys, \$5,000 and your money "In the Bank."

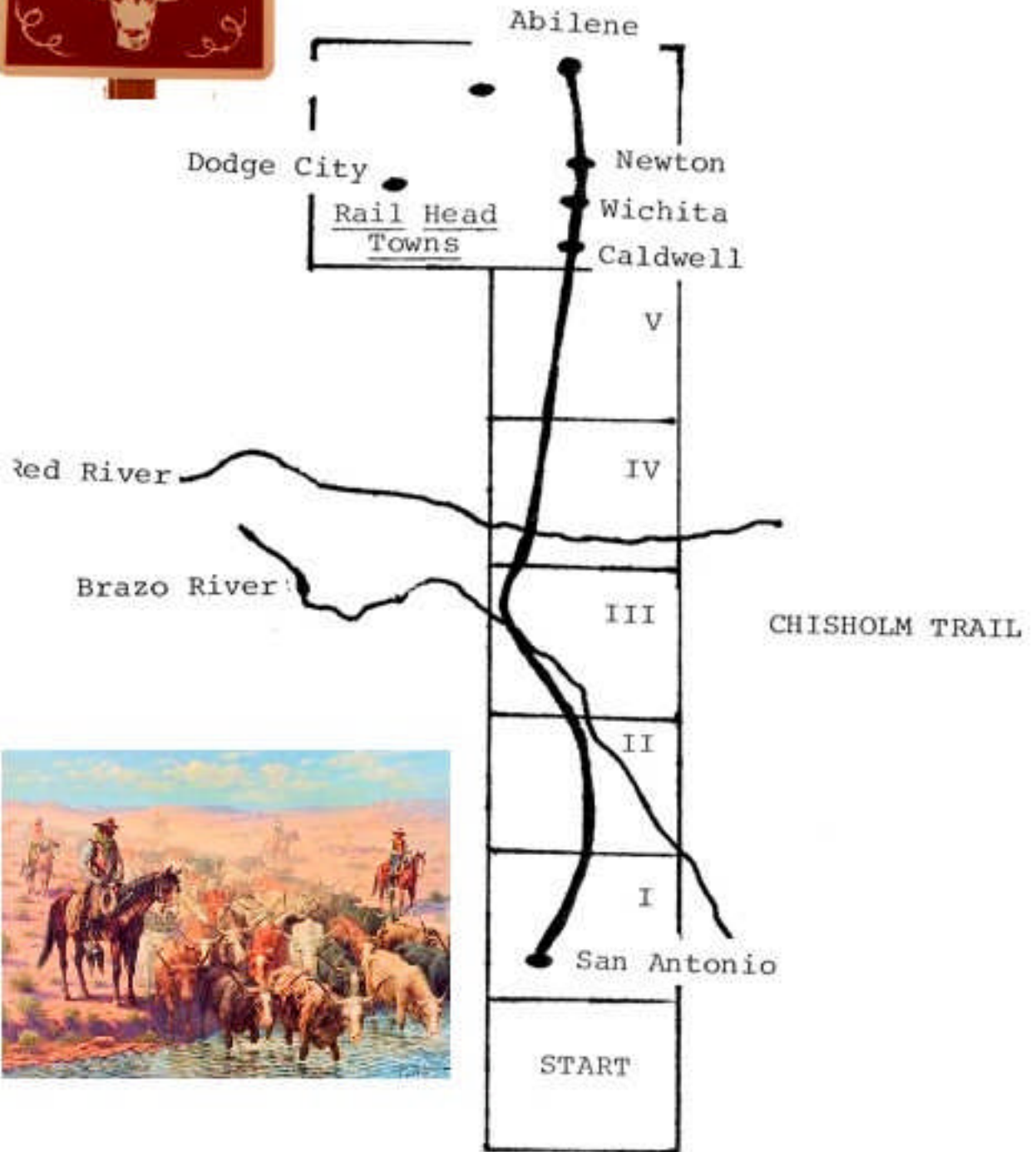
DIE ROLL	RESULT
two	Rate war between competing railroads lowers shipping cost. You receive \$40 per
three	More buyers than sellers. You receive \$35 per head
four	Shortage of cattle for sale. You receive \$30 per head..
five to eight	Price for cattle is \$20 per head
nine	More sellers than buyers. You receive \$15 per head
ten	Heavy rains made the grass poor and your cattle weak. You receive \$12per head
eleven	Railroads agree on high shipping rates. You receive \$10 per head.
twelve	Cattle surplus, there are no buyers. You must winter your herd on the plains. Roll one die, on a 1, 2, or 3 your herd is wiped out by winter storms. On a roll of 4, 5, or 6 you sell your herd for \$5 per head.

NOTE:

The first herd(s) to reach the Railhead Town Square may deduct three from their die roll on the Cattle Price Table. The second herd(s) to reach the Square may deduct two from their die roll. The third herd(s) may deduct one. Later herds receive no Die Roll reductions.



TRAIL MAP



ADDENDUM PAGE ONE

The game as explained on the previous pages was designed to simulate the historical events of a cattle drive in an easy-to-use manner. For a more exciting, albeit more time consuming, game select one of the following options.

OPTION I:

1. Fate Table A is not used. Ignore all references to Fate Table A.
2. Each herd (by letter) moves individually. First to move is Herd A.
After advancing one square the herd rolls two die and consults Table B. After carrying out Table B instructions the turn is up and the next herd moves and rolls.
3. Fate results from the Trail Hazard List affect only the herd that rolled it.
4. Follow the same procedure for River Crossing Squares. Each herd must roll separately on Table C.
5. If a herd loses one or two turns they should note this by writing either one or two lines to the right of the current turn in Column D. As they miss their turn(s) they should cross out the line. When the line(s) is crossed out they move again in the proper order.
Have five players (or teams) sit around one Trail Map. They may be either all of the same herd letter or from different herds.
Reduce the number of cowboys at start from 18 to 14.

OPTION II:

This option introduces historical prices instead of Cattle Price Table D.

1. This option may be added to any game option.
2. Do not use Cattle Price Table D for the years 1867-1876.
3. Herds reaching the Railhead Square consult the following table:

YEAR	PRICE
1867-1869	\$20 per head
1870	\$40 per head
1871	first herd \$15 per head, all others use #12 on Table D
1872	\$35 per head
1873	first herd \$20 per head, all others use #12 on Table D
<u>1874-1876</u>	<u>\$20 per head</u>

OPTION III:

1. Replace Fate Letter Table A and Fate Random Letter Table B with the following tables.
2. All other rules and procedures remain the same.

SEE FATE LETTER TABLE A AND FATE RANDOM LETTER TABLE B** ON
ADDENDUM PAGE TWO.**

ADDENDUM PAGE TWO

FATE LETTER TABLE A**

ROLL	HERD(S)
2	E herds
3	A herds
4	A herds
5	A & B herds
6	B herds
7	C herds
8	D herds
9	C & D herds
10	E herds
11	E herds
12	E herds

FATE LETTER TABLE B**

**

	1	2	3	4	5	6
1	D	E	A	Q	H	H
2	M	G	R	Q	L	E
3	M	H	L	A	H	L
4	Q	A	Q	N	C	G
5	R	C	D	E	H	A
6	H	G	E	M	C	Q

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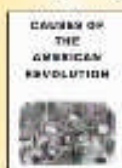
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Simulation Games

These games motivate students to learn about U.S. history by involving them in historical events and allowing them to make decisions. Several of them link with our PowerPoints® and can be used as an opening activity, during the unit, or as review. They can be played simply or with more complexity. Players: 2 through entire class. Time: 1 or more class periods.

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