



U.S. Department of the Interior Bureau of Land Management

The Bozeman Trail Game (Upper Elementary)

Description: In this game, you will learn about one of the lesser known overland trails, The Bozeman Trail. Players will be leaving the main Oregon/California/Mormon trail route at Fort Laramie and heading north as emigrants hoping to strike it rich in the gold fields in Montana.

Background Information: The Bozeman Trail was an overland route that connected the main Oregon Trail route to the goldfields in Virginia City, Montana from 1863-1868. It veered off the main trail at Fort Laramie and headed north, straight through Indian hunting ground promised to the tribes in the Fort Laramie Treaty of 1851. The path followed many historic Native American hunting trails, but as white settlers moved through, they aimed to better the path to make it more passable for wagons. As emigrant travel increased on the route, Native American attacks and hostility towards the white travelers became more frequent. US Military presence increased as forts were established to protect travelers from the Cheyenne, Arapaho, and Lakota Sioux raids. Growing military presence and escalating conflict between white settlers, military and Native Americans along the Bozeman Trail led to Red Cloud's War, and set the stage for continued tensions between the Native Americans and US Military for years to come.

Preparing the Game:

Cut out each of the cards and shuffle all three card types into one pile. For added stability, print the cards on cardstock. Each player also needs a Wagon Train Scorecard to keep track of their vitality throughout the game.

Object of the Game:

The goal of this game is for your wagon train successfully make it to Virginia City and strike it rich. Along the path, your wagon train will be met with Native American Encounters, Hunting opportunities and Danger hazards. In order to successfully win the game, you must arrive in Virginia City with at least one living wagon. You will then play a game of chance to see if your company strikes it rich.

Game Play

Roll the dice and move forward on the board. Draw a card from the deck and read it aloud. Follow the

Materials Needed:

- Dice
- Game Board
- Game Pieces (counters, beads, marbles, buttons, etc.)
- Bozeman Trail Cards
- Wagon Train Scorecard

As you reach the forts along the way, stop to read the historical context information and learn a little more about the significance of the Bozeman Trail.

When you reach Virginia City, try your luck to strike it rich.

- 1 = No luck. You decide to try your luck in Idaho.
- 2 = No luck.
- 3 = No luck.
- 4 = You struck gold, prospector!
- 5 = No luck.
- 6 = No luck.

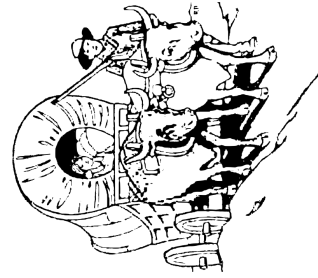
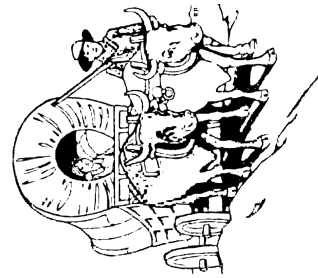
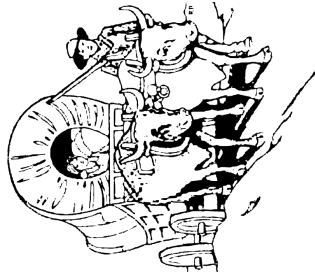
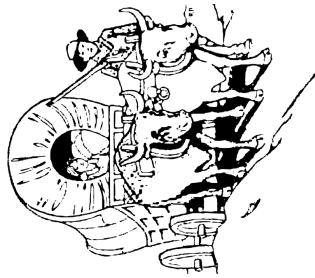
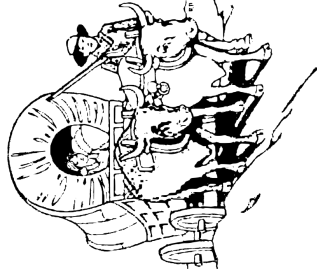
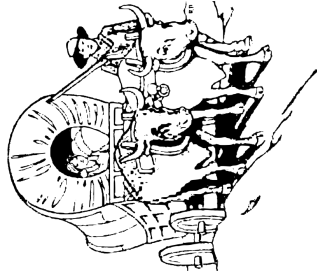


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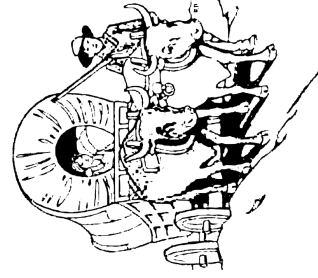
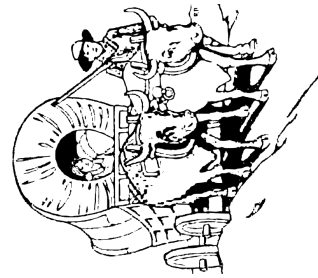
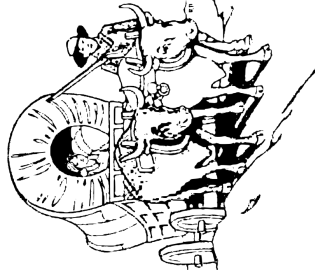
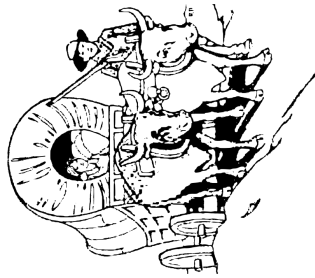
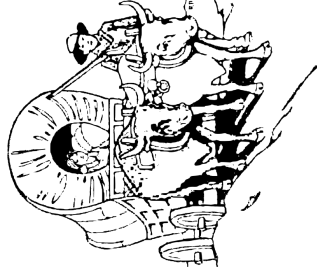
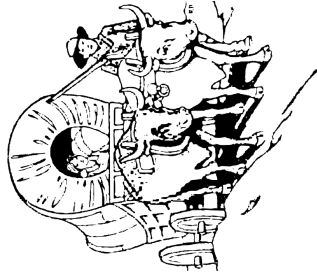
Wagon Train Score Card

As you travel along the Bozeman Trail, keep track of the parties in your wagon train. In order to win the game, you must make it to Montana with at least one surviving wagon.



Wagon Train Score Card

As you travel along the Bozeman Trail, keep track of the parties in your wagon train. In order to win the game, you must make it to Montana with at least one surviving wagon.



Virginia City, MT

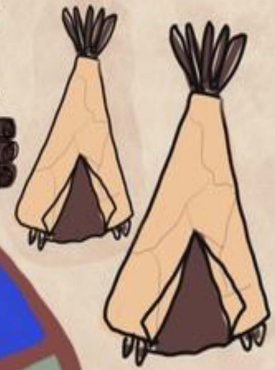


Fort Ellis



Fort Reno

Fort Fetterman



Fort Laramie



Fort C.F. Smith



Fort Phil Kearney



The Bozeman Trail

Start

NATIVE AMERICAN ENCOUNTER

Your wagon has come across a Crow Indian hunting party. The Crow are cooperative with the US Military and do not want any trouble so you continue peacefully on your journey.

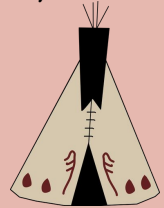
Move ahead 3 spaces.



NATIVE AMERICAN ENCOUNTER

Your wagon was raided in the night. You lost many of your supplies, One wagon was killed.

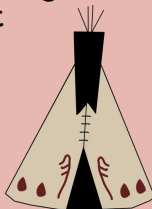
Cross off a wagon on your scorecard and then move forward 1 space.



NATIVE AMERICAN ENCOUNTER

Your wagon has come across a Crow Indian village. They are friendly and willing to trade. You get some much needed supplies.

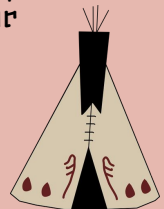
Move ahead 2 spaces.



NATIVE AMERICAN ENCOUNTER

Your party is ambushed by a band of Sioux warriors. Two wagons parish. Cross off two wagons on your score sheet.

Move 0 spaces.



NATIVE AMERICAN ENCOUNTER

You see smoke in the distance and fear another hostile Indian attack. Your team picks up your pace to reach the next military fort and moves without conflict.

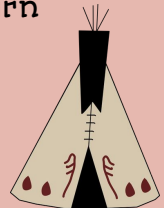
Move ahead to the next FORT.



NATIVE AMERICAN ENCOUNTER

You encounter a large band of Northern Cheyenne and Sioux warriors who warn you to turn back, or be killed.

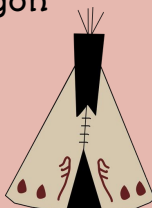
Move back 4 spaces.



NATIVE AMERICAN ENCOUNTER

Your party is ambushed by a band of Sioux warriors. Only one wagon escapes Cross off all wagons but one on your score sheet.

Move 0 spaces.



NATIVE AMERICAN ENCOUNTER

Your wagon has come across a Crow scout. He warns of a nearby Cheyenne hunting party. You take the longer path around the valley to avoid them and one wagon gets lost.

Move ahead 1 space. And cross off one wagon on your scorecard.



HUNTING

You kill a rabbit.

Move ahead 1 space.



HUNTING

You kill a bison.

Move ahead 5 spaces.



HUNTING

You kill a rabbit.

Move ahead 1 space.



HUNTING

No luck today. One wagon dies of starvation. Cross one wagon off your scorecard.

Move ahead 0 spaces.



HUNTING

Your hunting party is attacked by Sioux warriors. One wagon dies. Cross off one wagon on your score sheet.

Move back 3 spaces.



HUNTING

No luck today.

Move ahead 0 spaces.



HUNTING

You shoot a deer.

Move ahead 3 spaces.



HUNTING

No luck today.

Move ahead 0 spaces.



DANGER

You need to cross the Big Horn River. Roll the dice to determine your fate.

1-3: Ford the river

(Move ahead 1 space)

4-5: Float the river

(Move ahead 1 space)

6: Wagon flips

(Cross one wagon off your score sheet and move 0 spaces.)



DANGER

Your party needs to spend time making the terrain more passable for wagons.

Move 0 spaces.



DANGER

Several people in your party have contracted Mountain Fever. You need to rest and recover.

Move 0 spaces.



DANGER

A group of Indians finds your camp and steals most of your horses. Your trip is delayed and one wagon is lost in the conflict

Move back 1 space and cross one wagon off your scorecard.



DANGER

Your wagon train has had a cholera outbreak. One wagon is left behind because the family has died.

Move 0 spaces and cross off one wagon on your score sheet.



DANGER

You need to cross the river. Roll the dice to determine your fate.

1-3: Ford the river

(Move ahead 1 space)

4-5: Float the river

(Move ahead 1 space)

6: Wagon flips

(Cross one wagon off your score sheet and move 0 spaces.)



DANGER

You reach the fort, but they are waiting for reinforcements. You can continue on your journey and risk an attack, or wait it out.

If you choose to risk it, roll the dice.

EVEN = Move forward 2

ODD = Move back 2



DANGER

Your wagon train has had several people contract dysentery. One wagon is left behind because the family has died.

Move 0 spaces and cross off one wagon on your score sheet.





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Directions: As you play the game, read each of the descriptions below when the first person reaches that landmark on the game board. This will help unveil the story of the Bozeman Trail.

START

The 1851 Fort Laramie Treaty signed by the US Military and 21 chiefs from several tribal nations outlined tribal territories and hunting grounds north of the Platte River. The treaty set the expectation of safe travel for pioneers through the native lands and granted the military the right to establish forts. The military promised to protect the hunting grounds from pioneer settlement.

The Bozeman Trail passes through the Powder River Basin, prime hunting grounds granted to the Crow in the 1851 Treaty. Depleted hunting grounds and over-hunting by white settlers caused increased tensions between the tribes for resources. By the 1860s the Cheyenne, Arapaho and Sioux had taken over portions of this land.

FORT LARAMIE

In June of 1866, a governmental commission met with Cheyenne and Sioux leaders at Fort Laramie. The commission wished to secure a right of way through native lands in exchange for gifts. A few peaceful chiefs signed the agreement, but others like Red Cloud refused. However, with only a few signatures on the agreement, the commission sent word to Washington that the Bozeman Trail was now open for travel.

FORT FETTERMAN (1867)

Colonel Henry Carrington and his regiment were ordered north from Fort Laramie onto Native hunting grounds to protect white emigrants traveling along the trail. They were also ordered to build three forts to protect the trail on the land granted to the Crow in the Treaty of 1851. The Crow originally cooperated with the US Army to go against their traditional enemies, the Lakota Sioux, Cheyenne and Arapaho.



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FORT RENO

As Carrington and his men were establishing the forts, many Native American attacks occurred. In November 1866, General Cooke, Carrington's superior, ordered him to take the offensive and strike back against the Indian attackers. Carrington splits his men into several companies and ordered their protection of the trains, but warned caution as reinforcements and materials were needed from Fort Laramie.

FORT PHIL KEARNY

Throughout December, the Native warriors made life difficult for the soldiers who were never safe outside the forts. Many conflicts targeted the details which supplied the forts with necessities. Repeated attacks were made on soldiers sent to collect wood, water, and food. Native warriors repeatedly tried to use decoys to lure the soldiers into surprise attacks.

FORT C.F. SMITH

On December 21, Captain William Fetterman acted against orders and led a regiment of men into a trap set by Red Cloud, Crazy Horse and a confederation of Lakota, Cheyenne, and Arapaho warriors. All 81 men in Fetterman's regiment were killed. It was the worst military disaster that ever occurred on the Great Plains.

FORT ELLIS

Siege of the forts continued through the summer of 1867. The Bozeman Trail was not safe for travel. The military presence and three new forts did little to stop the Native attacks. Peace commissioners traveled to meet with the tribes at Fort Laramie. Red Cloud demanded the abandonment of Fort Phil Kearny, C.F. Smith, and Reno before beginning peace negotiations. The forts were immediately burned.

VIRGINIA CITY, MT

The Treaty of 1868 closed the Powder River Basin to pioneer travel and awarded the area as hunting lands to the Lakota, Cheyenne and Arapaho. No future travel through the area would be made without permission. The Crow lost their hunting grounds. Red Cloud who promised he would fight the military no more kept his promise.



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