

Wagon Train Group Fate Cards

Duplicate. Cut fates on the dotted lines.
Fold and put into a basket or store strips in
an envelope.

WHAT: You have learned from experience that water is vital for the survival of you and your animals. Since this trip has been extremely dry, the water you have brought with you has become crucially important. Searching and collecting water along the trail is risky and time consuming.

FATE: PLAY TO WIN! Toss a coin.
If you call it correctly, you earn 40 points for your wagon train.
If you call it incorrectly, your wagon train loses 20 points.

WHAT: If you did not bring along firewood, you must spend time during the day searching for wood, bushes, and buffalo chips since the prairie has very few trees. This takes time and delays your wagon.

FATE: Lose 20 points for your wagon train.

WHAT: Last night one of the members of your wagon train failed to make his family fire in a trench and embers blew out and started a prairie fire. You and the other members of the train spent all night and most of today fighting the fire.

FATE: PLAY TO WIN! Toss a coin.
If you call it correctly, earn 50 points.
If you call it incorrectly, lose 20 points.

WHAT: You are now beginning to see the need for a rifle. It is an all-purpose weapon to a settler. You need it for hunting, fighting, and protection.

FATE: PLAY TO WIN! Toss a die.
Odd number = your wagon has a rifle so you earn 40 points.
Even number = you have no rifle so you lose 10 points.

WHAT: Because of the lack of good drinking water along the trail, much of your livestock becomes weak and some die.

FATE: PLAY TO WIN! Toss a coin.

If you call it correctly, earn 35 points.

If you call it incorrectly, lose 10 points.

WHAT: The iron rims on your wheels keep slipping off due to the heat that has been shrinking the green wood in the wheels. You must stop and repair them.

FATE: PLAY TO WIN! Eraser toss. The wagon master (or a representative) stands 12 feet from the wall and pitches an eraser as close to the wall as possible.

If your eraser is closer than one foot to the wall, earn 50 points.

If the eraser is more than one foot from the wall, your wagon train loses 10 points.

WHAT: Sage brush is three feet high and is growing as thick as hair on a hog's back. It has clogged up the trail and would not let your wagons pass. You must stop and clear the trail.

FATE: PLAY TO WIN! Your wagon master must call a coin toss.

If the coin is called correctly, you earn 45 points.

If you call it incorrectly, this fate affects your wagon train and your team loses 10 points.

WHAT: While cooking dinner last night, one of the women in your wagon train fell over a stone and landed in the fire, burning both of her hands.

FATE: PLAY TO WIN! Toss a coin.

If you correctly call the coin toss, the woman heals quickly and you lose only 10 points.

If you call the coins toss incorrectly, her burns are more severe and you lose 25 points.

WHAT: You found very little water along the way and once you arrived in the area and were surprised by a small band of Native Americans.

FATE: PLAY TO WIN! Toss the die.

An even number rolled means you traded with the Native Americans and they are happy. Earn 35 points.

An odd number rolled means you tried to trade but did not have what the Native Americans wanted so they stole a horse from your wagon train. Lose 20 points.

WHAT: People are getting tired of standing night guarding the livestock. They are tired and sometimes fall asleep while on duty.

FATE: Lose 10 points for your whole wagon train.

WHAT: Your wife was bitten by a rattlesnake at nooning today.

FATE: PLAY TO WIN! Roll two dice.

If the sum is 6, 7 or 8 = you seek help from a doctor and she gets better. Earn 45 points.

If the sum is 2, 3, 4, 5, 10, 11 or 12 = You are not sure how to treat the bite and she gets worse which causes you delays. Lose 30 points.

WHAT: A young boy fell off the seat of the wagon. The wagon wheel rolled over his leg and broke it severely. It will be a number of weeks before he will be of any help to you along the trail.

FATE: PLAY TO WIN! Toss an eraser into a bucket from 20 feet.

If the eraser lands in the bucket, the child is not injured and you earn 50 points for your wagon train.

If the eraser does not land in the bucket, you lose 20 points.

WHAT: Native Americans have stopped your train demanding payment for passing through their land. One of your scouts tells you that these Native Americans are from much further north and probably do not control this area.

FATE: PLAY TO WIN! Toss a die.

An even number means you accepted the demands of the Native Americans so they left happy and you earned 40 points.

An odd number means you refused the Indian demands so they attacked your wagon train and you lost 40 points.

WHAT: A woman and young girl wandered off while picking wildflowers. It is nooning time and you suddenly realize that they are missing. You and a number of other men must take the afternoon and go looking for them.

FATE: PLAY TO WIN! Eraser toss. Stand 10 feet from your teacher's chair and toss an eraser onto the seat of the chair.

If it stays on the chair, you find the woman and child and earn 50 points.

If it does not land and stay on the chair, you spend more time looking for them and lost precious traveling time so you lose 20 points.

WHAT: You have been out for several months and you have been using a lot of your food and some of your other supplies. Food is beginning to run short on many wagons.

FATE: PLAY TO WIN! Toss a coin.

Tails = someone loans you food. Earn 40 points.

Heads = you grow hungry. Lose 10 points

WHAT: When your wagon train arrives for overnight camping and you find that grazing buffalo have clipped the prairie grass clean for miles around.

FATE: Lose 10 points.

WHAT: A scorpion gets into your shoe in the middle of the night. When you put on your boot, the scorpion bites you.

FATE: PLAY TO WIN! Play rock paper scissors with someone in your wagon train.

If you win, you get better. Earn 50 points.

If you lose, you get worse. Lose 10 points.

WHAT: Everyone is running low on water and the only water near tonight's camp is dirty, stagnant water full of little larvae. Answer this question: What will you do about it?

FATE: If your answer is acceptable = earn 50 points

If your answer is poor = lose 30 points

WHAT: You have been traveling for a number of weeks and the shoes on your horses and mules have worn down to the point that they must be re-shoed before you continue. This means stopping on the trail for a half day.

FATE: PLAY TO WIN! Toss a coin.

Heads = you got back on the trail quickly = earn 55 points

Tails = you don't have new horseshoes to use = lose 20 points

WHAT: Heavy rains have begun falling for several days and still have not let up. A young child got soaked the other night when his family's wagon leaked. He caught pneumonia and is very ill.

FATE: PLAY TO WIN! Toss an eraser.

If you successfully toss the eraser onto the teacher's chair from 15 feet away, he gets well so you earn 60 points and get back on the trail quickly.

If you fail, the boy dies and you lose 50 points prepare for the funeral.

WHAT: Rain has fallen for seven days. The trail has become an impassible, gummy mess. Your wagon is bogged down and must be pulled out before you and the wagons behind you can proceed.

FATE: Lose 30 points for the delay it causes.

WHAT: Because of the high rushing river after the recent rains, your guide has decided to delay crossing the next river for several days in hopes that the water level will fall. But three days pass, the rains continue and the river rushes on.

FATE: Lose 30 points for the delay it causes.

WHAT: While crossing a river, one of the older boys in the wagon train fell off the wagon in the fast-moving river.

FATE: PLAY TO WIN! Roll a die. Pick 2 numbers between 1 and 6. If either of your numbers is rolled, the boy gets safely to the other side and you earn 50 points.

If your numbers DO NOT get rolled, he drowns and you lose 50 points for the sadness it causes and burial that must be held.

WHAT: One of your draft animals drowns in the river while you cross. Your wagon is almost lost, but friends rush to your aid and help you save the wagon.

FATE: PLAY TO WIN! Play Rock Paper Scissors with Mrs. Renz.

If you win, you avoid this fate and earn 40 points.

If Mrs. Renz wins, you lose 30 points.

WHAT: A large mudslide has blocked the trail and will take you several days to clear the mud away so the wagons can get through.

FATE: PLAY TO WIN! Roll the die. Pick a number between 1 & 6.
If your number comes up you avoid this fate and earn 30 points.
If your number does NOT come up, you suffer this fate and lose 20 points.

WHAT: Your wagon came down off of rise and fell into a ditch, breaking its front axle. Your wagon train must stop while your wagon is repaired.

FATE: PLAY TO WIN! Toss a coin.
If you correctly call a coin toss, you avoid this fate and earn 35 points.
If you are incorrect, you suffer this loss and lose 20 points.

WHAT: You fell into a large cactus when your wagon hit a large rock. It takes you the rest of the day to extract the spines and you are very sore for several weeks.

FATE: PLAY TO WIN! Toss a coin.
If you call the coin correctly you avoid this fate and earn 40 points.
If you call it incorrectly, you end up in the cactus. You must all stand up for 20 minutes of class. This is necessary because it is too painful to sit down! Your train must also lose 40 points.

WHAT: Animals start falling dead due to the extreme heat and the absence of water.

FATE: PLAY TO WIN! Eraser toss. Stand 15 feet from the wall.
If your eraser lands 1 foot or closer to the wall you avoid this problem and earn 30 points.
If your eraser lands 1 foot or away from the wall, 5 animals die and you all have to travel slower because of it so you lose 50 points.

WHAT: A child in your wagon train has evidently contracted cholera. People on your train are very concerned that they will get the disease.

FATE: PLAY TO WIN! Roll the die. Choose a number from 1 to 6. If your number comes up, the child gets well and you earn 60 points. If you do not roll your number, the child dies from cholera and you must lose 60 points for the time spent making a proper burial and for cleaning all the bedding.

WHAT: Riding the lead wagon of your train around the bend, you find that a landslide has blocked the trail ahead. You must stop and clear the trail before you can continue. You learn the hard way how important it is to bring shovels and pick axes.

FATE: Check your supply lists. If someone in your wagon train has packed a spade or an axe, you avoid this fate and earn 40 points. If no one in your wagon train has packed a spade or an axe, it delays your trip by two days and you lose 40 points.

WHAT: A tiny baby of one of the wagon members suddenly got a fever and died during the night. You insist on stopping the train for a day so you can have a decent burial for him and so you can mourn the loss.

FATE: Lose 60 points.

WHAT: As you are passing through a very narrow gorge, a huge boulder comes crashing down, crushing your right front wagon wheel and overturning your wagon. No other wagons can proceed until your wagon is pulled over and the wheel is repaired.

FATE: PLAY TO WIN! Coin toss. If you correctly call a coin toss, you avoid this fate and are able to repair the wagon wheel. Get 40 bonus points. If you incorrectly call the coin toss, you are delayed and lose 30 points.

WHAT: You have come down with a very high fever and a bad case of dysentery. Since you are too sick and too weak to drive your wagon, someone must do your work until you are well.

FATE: PLAY TO WIN! Coin toss.

If you can flip a coin to land heads twice in a row get 50 points.

If you cannot flip a coin to land heads twice in a row you are too sick to drive your wagon and you lose 30 points.

WHAT: Your water barrel (cask) jarred loose while going across a very rocky stretch of the trail. It fell on the rocks, split open and you lost all of the water you had in it.

FATE: Check your supply list.

If you had 2 water cask among your wagon train, get 50 points.

If you had 1 water cask in your wagon train, lose 40 points.

WHAT: A scorpion gets into a friend's boot in the middle of the night.

When he put on his boots on in the morning, the scorpion stings him.

FATE: PLAY TO WIN! Roll two dice.

If the sum of your numbers is 6,7 or 8 the person gets well and you earn 40 points.

If the sum of the numbers rolled is not 6,7, or 8 the person dies and you must lose 50 points.

WHAT: The tongue on your wagon snapped when you turned your wagon too sharply. You must stop and repair the tongue before you go on.

FATE: PLAY TO WIN! Rock Paper Scissors. The oldest and youngest wagon team members will play.

If the older student wins, you avoid this fate and earn 45 points.

If the younger student wins, you lose 20 points for the delay to repair the wagon tongue.