

## Chapter 1 : Pioneer Trails Recreation Area

*The Pioneer Trail, formerly known as FrontierVille was a simulation, role-playing video game available for play on social networking sites such as calendrierdelascience.comped by Zynga, and launched on June 9, , it was a freemium game, i.e. free to play, but with the option of purchasing premium content.*

View Trail Map The nearly mile Pioneer Trailâ€”which gets its name from the early settlers in Grundy Countyâ€”is built on a former rail line that once connected the towns of Holland and Reinbeck and the communities in between. It also features several commemorative plaques with tributes to trail supporters. The complete trail, mostly tree-lined and shaded, consists of three sections separated by two gaps around a mile each on shared roadways. Horseback riding on the trail is allowed on the mowed grass parallel to the crushed-stone pathway. From the northernmost endpoint in Holland, the trail begins at South Main Street, where there is a small parking area, and continues through a tree-lined area bordered by farmland. After the first 2. The trail continues off-road on the east side of Fourth Street for another 0. You can continue on a shared roadway by turning right onto th Street and then left onto Diagonal Road. The trail then enters a forested landscape before traveling back out into relatively open farmland as it parallels Diagonal Road. This section has three stops with picnic areas and restroom access: Shearn Memorial Park south side of Diagonal Road, approximately 1. The trail picks up just over a mile down the road on the east side of V Avenue and ends a quarter mile later at the Reinbeck Shooting Range, where limited parking is available. Turn left onto NE Hubbell Ave. Turn left onto Marsh Ave. Turn left onto State Route 14 northbound just after passing the Marshalltown Municipal Airport on your right. Turn left onto M Ave. Continue for just under 0. Take a sharp left onto Market St. Turn left into the trailhead parking lot. In 4 miles, turn right onto IA 96 eastbound, and go 14 miles. Turn left onto H Ave. Turn right onto SR Diagonal Road ; after about 1. The roadway to the Reinbeck Shooting Range will be on your left across from a cluster of grain silos. The roadway leads to a small parking area at the end of the road. Have anything to add about this trail?

### Chapter 2 : Pioneer Trail - Tennessee | AllTrails

*Today Zynga will announce that the Pioneer Trail section of the game (Not the whole game) will close it's doors on the 2nd of January! To enable people who haven't been able to finish it yet, they are slashing the difficulty of the missions by 50% and increasing the ration storage limit to !*

Council Bluffs, Iowa, and from St. Hastings Cutoff Named after and promoted by Lansford W. Hastings as the best and most direct route to the Salt Lake Valley and California. Three weeks shorter than the Fort Hall route to California. He first convinced the Donner Party to try it in . The Donner party were considerably delayed by this unimproved trail. That delay later proved fatal for some members of the Donner party. In the Mormons followed the route the Donners had been forced to improve. The Mormons experienced little trouble. Emigrant diaries recounted the torturous multiple crossings required through this 3 mile canyon, where wagons spent much of the passing in the rocky-bottomed Pit River. The trail, blazed by Peter Lassen while leading a wagon train of pioneers to California in , was used by thousands of goldseekers and emigrants for nearly a decade. To alleviate increased persecution that erupted in Nauvoo during the summer of , Brigham Young announced in September that Latter-day Saints would leave Nauvoo and vicinity in the spring of . This initiated one of the largest organized movements of a religious group in world history. More than 10, people who lived in or near Nauvoo migrated more than 1, miles to the Great Salt Lake Valley. On 4 February , the first wagons left Nauvoo. Approximately 70, Mormons traveled along the Mormon Pioneer Trail from to . After leaving Iowa, the Latter-day Saints generally traveled along the north side of the Platte River. There they faced fewer chances for unpleasant encounters with westbound emigrants from the states of Missouri or Illinois, all potentially former detractors and enemies. The Latter-day Saints believed that the north side of the river was healthier than the south side. Along the way, feed for stock sometimes became scarce. They would switch to the other side if feed was in short supply. Mormon Trail to California Coming Soon! Unofficially, the starting point could be Council Bluffs, St. Joseph, Saint Louis, or possibly other places. The gold strike in California in brought many Argonauts over the eastern part of the trail, then they turned southwest after passing Fort Hall.

**Chapter 3 : Pioneer Trail Mountain Bike Trail, Nevada City, California**

*Answer one simple question every day till Christmas Eve for a chance to win amazing prizes in a daily raffle.*

Single-player with multiplayer interaction The Pioneer Trail, formerly known as FrontierVille was a simulation , role-playing video game available for play on social networking sites such as Facebook. Developed by Zynga , and launched on June 9, , it was a freemium game, i. Instead of a farm, however, the player played the role of a pioneer in the "American Old West. The player then may have completed a total of innumerable collections which could be traded for coins, "experience points" XP , decorations, livestock, trees, craftable items, energy and horseshoes rare money that can be bought with real money. Eventually, the player would have acquired a spouse and up to four children. The player could have the other family members perform tasks. They could perform tasks simultaneously with their spouses and children, but the player risked being "kicked off" the game. Other tasks included collecting from buildings, building inns, wagons, general stores, log cabin, schools, chicken coops, barns, trading posts, barber shops, churches, and sawmills as well as seeding, growing and harvesting crops. Completing goals yielded rewards for the player. One early source of game points, which was changed by Zynga, was for the player to build as many chicken coops as possible. One noted player managed to build 28 upgraded chicken coops. The chickens became ready to feed every 30 minutes, but the chicken coops could only allow the stored chickens to be feed only once in a hour period. Having more than 24 allowed the player to feed all of their chickens for free every 30 minutes, which gave the player added coins, collection items and game points. Sometimes, players could set their own goals, such as surpassing a billion coins, or saving over a million food points, or growing over horses on their land. One player of note, had passed over 1. Horses were fed for free and gave between zero points to four points of energy. The upgraded barn could hold cows of various types, horses, and mules. Coins enabled the player to purchase decorations, buildings, crops, trees and animals. Horseshoes, which could be earned during the playing of the game, or purchased through real-world credit cards , enabled the player to buy mules, horses, paint buckets, hand drills, nails, bricks, hammers and other assorted crops or items. These items were essential for completing certain goals. Friends could also send these items as gifts to the player. Crops could also be planted and had to be harvested before they withered. As in FarmVille, the withering time of a particular crop was twice the maturation time. Also, as in FarmVille, crop maturity varied from five minutes for clover, to four days for peanuts. Crops with longer maturation times provided larger payoffs. Harvesting could trigger encounters with groundhogs, which needed to be clobbered to avoid using extra energy within their area of influence. Clobbering or scaring off pests and harvesting crops yielded coins, XP and food. Food was used to get energy, which was necessary to do any action in the game except for planting crops. Energy could be purchased in exchange for food or horseshoes. Every five minutes the player gained one energy unless the player had surpassed their energy limit. When a player ran out of energy, they could either purchase more energy with food or horseshoes, wait for their energy to build up, or feed their horses again if they possessed the right collection. Animals could be purchased, gifted, or gained through specific collections and fed routinely for resources, or sold outright for a large one-time reward. There were two main types of animals. Mammals included goats, sheep, pigs, cows, oxen, mules and horses and birds such as chickens and geese. Mammals took somewhat longer to grow to adulthood and produce resources but generally provided a larger payoff. Birds took less time to grow and produce resources, but there was a chance of triggering a fox encounter when they were fed. Unless the fox was clobbered, all birds within its area of influence as seen with a red aura could only be sold i. Players could also plant fruit trees. Cherry, apple, pear, peach, and apricot trees were available. They were bought as seedlings and needed to be watered in a specific time period in a manner similar to feeding the animals to reach their full growth. They provided somewhat fewer resources than crops and animals did, but they never withered or were at risk for triggering the appearance of a pest. Leveling up occurred by accumulating experience points XP. Experience points were earned by doing most actions in the game. At least some needed to be cleared to obtain usable land. Chopping down trees yielded one to three wood, which was needed to construct buildings. Chopping down trees often triggered a bear encounter. Bears,

while harmless as there was no real danger in the game , prevented the player from doing some things. They were removed by scaring them off, which expended energy, but yielded rewards such as coins, food, xp, etc. Clearing land could also trigger a snake encounter, which was handled in the same manner as a groundhog encounter. Collections were an intrinsic feature of the game. Collection items were found or given by the game while doing most actions in the game feeding animals, harvesting crops, or clobbering pests. Collection items were automatically added to collection sets. When a set was complete, it could be redeemed for in-game rewards, such as food, energy, XP, etc. The player could request collection items and could receive them as gifts via neighbors or Facebook friends who were playing the game. Sometimes, certain items such as trees or animals would disappear. As the game progressed, real help was available to players with problems from real Zynga personnel but this asset was disbanded when perhaps the costs of time and salaries exceeded the need to help players with glitches in the game. Pioneer Trail[ edit ] This expansion was rolled out in August The gameplay flows in the same vein as the 80s educational game, The Oregon Trail. Players followed a story line of a rescue mission.

**Chapter 4 : Pioneer Trail - Texas | AllTrails**

*The Pioneer Trail highlights sites of early settlements, including those of the Indians. It starts at Johnson Plantation Cemetery and ends at Watson Community, the two settlements that relocated to form the new community of Arlington when the Texas and Pacific Railroad located nearby.*

The Pioneer Trail Save The Pioneer Trail, formerly known as FrontierVille was a simulation , role-playing video game available for play on social networking sites such as Facebook. Developed by Zynga , and launched on June 9, , it was a freemium game, i. Instead of a farm, however, the player played the role of a pioneer in the "American Old West. The player then may have completed a total of innumerable collections which could be traded for coins, "experience points" XP , decorations, livestock, trees, craftable items, energy and horseshoes rare money that can be bought with real money. Eventually, the player would have acquired a spouse and up to four children. The player could have the other family members perform tasks. They could perform tasks simultaneously with their spouses and children, but the player risked being "kicked off" the game. Other tasks included collecting from buildings, building inns, wagons, general stores, log cabin, schools, chicken coops, barns, trading posts, barber shops, churches, and sawmills as well as seeding, growing and harvesting crops. Completing goals yielded rewards for the player. One early source of game points, which was changed by Zynga, was for the player to build as many chicken coops as possible. One noted player managed to build 28 upgraded chicken coops. The chickens became ready to feed every 30 minutes, but the chicken coops could only allow the stored chickens to be feed only once in a hour period. Having more than 24 allowed the player to feed all of their chickens for free every 30 minutes, which gave the player added coins, collection items and game points. Sometimes, players could set their own goals, such as surpassing a billion coins, or saving over a million food points, or growing over horses on their land. One player of note, had passed over 1. Horses were fed for free and gave between zero points to four points of energy. The upgraded barn could hold cows of various types, horses, and mules. Coins enabled the player to purchase decorations, buildings, crops, trees and animals. Horseshoes, which could be earned during the playing of the game, or purchased through real-world credit cards , enabled the player to buy mules, horses, paint buckets, hand drills, nails, bricks, hammers and other assorted crops or items. These items were essential for completing certain goals. Friends could also send these items as gifts to the player. Crops could also be planted and had to be harvested before they withered. As in FarmVille, the withering time of a particular crop was twice the maturation time. Also, as in FarmVille, crop maturity varied from five minutes for clover, to four days for peanuts. Crops with longer maturation times provided larger payoffs. Harvesting could trigger encounters with groundhogs, which needed to be clobbered to avoid using extra energy within their area of influence. Clobbering or scaring off pests and harvesting crops yielded coins, XP and food. Food was used to get energy, which was necessary to do any action in the game except for planting crops. Energy could be purchased in exchange for food or horseshoes. Every five minutes the player gained one energy unless the player had surpassed their energy limit. When a player ran out of energy, they could either purchase more energy with food or horseshoes, wait for their energy to build up, or feed their horses again if they possessed the right collection. Animals could be purchased, gifted, or gained through specific collections and fed routinely for resources, or sold outright for a large one-time reward. There were two main types of animals. Mammals included goats, sheep, pigs, cows, oxen, mules and horses and birds such as chickens and geese. Mammals took somewhat longer to grow to adulthood and produce resources but generally provided a larger payoff. Birds took less time to grow and produce resources, but there was a chance of triggering a fox encounter when they were fed. Unless the fox was clobbered, all birds within its area of influence as seen with a red aura could only be sold i. Players could also plant fruit trees. Cherry, apple, pear, peach, and apricot trees were available. They were bought as seedlings and needed to be watered in a specific time period in a manner similar to feeding the animals to reach their full growth. They provided somewhat fewer resources than crops and animals did, but they never withered or were at risk for triggering the appearance of a pest. Leveling up occurred by accumulating experience points XP. Experience points were earned by doing most actions in the

game. At least some needed to be cleared to obtain usable land. Chopping down trees yielded one to three wood, which was needed to construct buildings. Chopping down trees often triggered a bear encounter. Bears, while harmless as there was no real danger in the game, prevented the player from doing some things. They were removed by scaring them off, which expended energy, but yielded rewards such as coins, food, xp, etc. Clearing land could also trigger a snake encounter, which was handled in the same manner as a groundhog encounter. Collections were an intrinsic feature of the game. Collection items were found or given by the game while doing most actions in the game feeding animals, harvesting crops, or clobbering pests. Collection items were automatically added to collection sets. When a set was complete, it could be redeemed for in-game rewards, such as food, energy, XP, etc. The player could request collection items and could receive them as gifts via neighbors or Facebook friends who were playing the game. Sometimes, certain items such as trees or animals would disappear. As the game progressed, real help was available to players with problems from real Zynga personnel but this asset was disbanded when perhaps the costs of time and salaries exceeded the need to help players with glitches in the game. The gameplay flows in the same vein as the 80s educational game, The Oregon Trail. Players followed a story line of a rescue mission.

**Chapter 5 : Pioneer Trail (Game) - Giant Bomb**

*Explore the Mormon Pioneer National Historic Trail across five states to see the 1, mile route traveled by Mormons who fled Nauvoo, Illinois, to the Great Salt Lake Valley in*

Research is being conducted to discover the unmarked African American graves in this cemetery. Tours can be arranged through the Arlington Historical Society, Now, cross the street to Founders Park. Arkansas On the west side of the bridge, follow the park trail south from Arkansas toward Vandergriff Park. The area around the spring had long been a gathering place for Indians. It was later called Marrow Bone Spring Post. The spring is still active though it cannot be separated from Johnson Creek, which the trail follows from Founders Park to Vandergriff Park. A post office operated here from to Proceed west from the parking lot to Matlock. Turn left and then right on W. The marker and cemetery are on the right. Just east of the cemetery, on the north side of the street, a DAR granite monument marks the location of the first stagecoach inn serving as an overnight stop between Fort Worth and Dallas. Service of the Trunk Stage Coach Line started in and connected with major stage routes such as the Butterfield Trail. If you want to stop at the cemetery, you can turn right at Cooper St. Following Mayfield west, proceed to Fielder. Turn right north to California. Turn left and proceed toward Bowen Rd. Woods Chapel is on the corner. Washington Lafayette Woods and a group of worshippers met in a brush arbor to form the congregation of this historic church. They built a small, white frame chapel in Nov. Worship services were held on Saturday and Sunday until and baptisms were conducted in nearby Rush and Village creeks. One of the villages that became part of Arlington was established around this church. Turn right on Bowen going north and proceed to Pioneer Pkwy Spur Turn left on Pioneer Pkwy and go 2. On May 24, , General Edward H. Tarrant of the Republic of Texas Militia led a company of volunteers in the attack upon the villages of the Caddo Tribe residing along Village Creek. A historical marker THM on the seventh tee of the Lake Arlington Golf Course, south of this location, marks the initial charge made on the largest village, which was where the clubhouse now stands. After this battle, many of the tribes began moving west. Proceed east on Pioneer Pkwy to Green Oaks. Turn right into Village Creek Historical Park. Spanish explorers were believed to have made camp near here in at an Indian Village named Guasco. In the s, the valley held one of the largest concentrations of Indians in the region. Village Creek was so named because of all the Indian villages along its banks. Monuments in the park and along the trail that follows the creek north provide additional information on the Indians and the battle of Village Creek. Look for a stone monument on the west side of the street in the block of Green Oaks. Captain John Denton Ambush Site hundred block of Green Oaks, north of Lamar Following brief skirmishes at several encampments in the Battle of Village Creek, two scouting patrols were attacked near the mouth of the creek and retreated to the main camp. Denton, pursued further north into the Village Creek thickets. He was ambushed and killed, along with 12 Indians. Captain Denton was the only white man killed in the battle. He was a circuit-riding minister, a lawyer and the namesake of Denton County. The stone monument near the sidewalk marks this event. Continue north on Green Oaks and turn right on Davis. Turn right at Tomlin and proceed to the Tomlin Cemetery located at the end of the street. Tomlin Cemetery THM Block of Tomlin The Wilkinsons, a pioneer family whose graves are marked by clusters of rock, were the first interred in this cemetery in But the oldest gravestone is that of Solomon Tomlin, a horseman and farmer who migrated to Texas with his family in the s. He died in Proceed back east on Tomlin across Davis into the parking lot. Gibbins Cemetery is on the right. A list of Gibbins family members buried here is on the back of the monument. Davis In , James Gibbins and his family migrated to what is now north Arlington. James and his son, T. James donated land for the Harrison School about a mile south of here. After his death in , T. The earliest grave in the cemetery is that of Amanda Gibbins, Proceed north on Davis and turn east on Green Oaks to N. Drive north on Collins to River Legacy Parks on the left. View the markers, which are on the trail about feet east of the pedestrian bridge. Collins As you drive on N. The treaty was later ratified by Republic President Sam Houston. Continue south on Collins to Lamar. Turn left and go under SH to the Watson Cemetery on the right. Watson established an early community here. The first person buried in the cemetery, in , was a woman whose coffin was made from a

wagon bed. Brush was burned atop her grave to hide it from Indians. In , the Dallas-Fort Worth Turnpike was routed around the cemetery and the church was relocated. Before SH was built, the route was known as Watson Road, and signs to this effect remain. This concludes the Pioneer Trail Tour. Click next to the Tour of Historic Buildings. Information provided by the Arlington Landmark Preservation Commission.

### Chapter 6 : Pioneer Trail | Stark Parks

*The Pioneer Trail, formerly FrontierVille, was a game created and developed by Zynga. It was released on June 9th, and was available to play on Facebook. Originally FrontierVille centered around building and expanding your homestead, but was later expanded and rebranded to the The Pioneer Trail on August 13th,*

### Chapter 7 : FrontierVille Wiki | FANDOM powered by Wikia

*Pioneer Trail Middle School. W. th Street, Olathe, KS*

### Chapter 8 : The Pioneer Trail | Revolv

*Mobile and social game company Zynga has announced the closure of six games, including Pioneer Trail. Formerly called FrontierVille, the homestead-building and farming game set in the uncharted.*

### Chapter 9 : Pioneer Trail Middle School / Homepage

*We don't need payment to ride the trail but for this day to be included in all the festivities we are asking for a \$10 donation and we are bringing you to the Pioneer Trail to bring awareness to a great little area of Las Vegas and it's history.*