

# DATE DUEL

## Levels 1-3

**Cards Used:** POWER CARDS, SILVER TIMELINE CARDS (optional: shuffle in some or all of the GOLD TIMELINE CARDS, which include more social historical facts).

For all levels, use a TIMELINE CARD from each time period (1900s-2000s, 1800s, 1400s-1700s), alternating after every duel.

**Objective:** Be the first team to win 3 duels.

**Level 1:** The dealer picks a TIMELINE CARD and reads the first fact on the card and the three possible dates in the top row of dates. Note: The dates in the answer key at the bottom of the card are listed in the order of the facts. Thus, **for this level only, since you are always using the first fact, when the dealer provides date options, mix up the order the dates are read.**

FOR ALL LEVELS: Once the dealer begins reading the fact, either team may shout "HistoryPlunge!" at any time. The dealer immediately stops reading the fact and dates even if they have not been read in their entirety. If the first team to shout "HistoryPlunge!" identifies the correct year for the fact read, it wins that duel; if it is wrong, the other team wins the duel.

### Levels 2 and 3

The dealer picks the top POWER CARD in the deck but does not show it to either team. The information in the 4th row is used to determine the fact to read. The dealer reads the fact and ALL the dates in the date row that includes the correct answer.

The card displays a list of historical facts with corresponding icons and colors. The facts are:

- Korean War begins (circled in red)
- ▼ Immigration Reform and Control Act
- Hart-Celler Act; Higher Education Act of 1965
- Brotherhood of Sleeping Car Porters is organized
- International Space Station is launched
- ▼ Eisenhower Doctrine is announced
- ▼ Foraker Act
- Selective Training and Service Act
- Supreme Court decides *Loving v. Virginia*

At the bottom, there is a date key:

Top	1950	1986	1965
Middle	1925	1998	1957
Bottom	1900	1940	1967

Mix up the order these are given to players.

**For level 2:** All duels will only use facts in the TOP box of the TIMELINE CARDS, and use the number from the **POWER CARD** (3 in this example) to determine which fact in the TOP box to read.

**Level 2**

**Level 3**

**For level 3:** Use all the facts on the cards. Use the letter and number on the **POWER CARD** to identify which fact to read. T = Top Box, M = Middle Box, B = Bottom Box. The example says M3 so the dealer reads the 3rd fact in the middle box.

**For all levels:** The dealer repeats the same process for all duels. For Level 1, the dealer uses a new **TIMELINE CARD** for every duel (alternating time periods). For levels 2 and 3, the dealer uses a different **POWER CARD** and a different **TIMELINE CARD** (alternating time periods) for every duel.

**Determining Who Wins this Game:** The first team to win three duels wins the game. If neither team has three wins at the end of five duels, the game ends in a tie.

**Adapting Date Duel for 1 v. 1 Play:** There are only two differences in the rules for 1 v. 1 play.

1. For each duel, one player reads a fact and three dates first and the second player tries to guess the correct date, and then the players switch roles with a new card. A duel ends in a tie unless one player identifies the correct date associated with the fact and the other player does not.

2. To win this game, a player must win more duels than the other player – it is not a requirement in 1 v. 1 play to win 3 duels since it is more likely that some duels will end in a tie with this version.

Other Adaptations for non-tournament play:

- Use only one subset of the timeline cards instead of all three. (i.e. 1900-present)