

Dashing Dates Level 1

Cards Used: POWER CARDS, SILVER TIMELINE CARDS

This game consists of a series of up to 5 races. For each race, only use SILVER TIMELINE CARDS from one time period (that is, either TIMELINE CARDS from the 1900s-2000s, TIMELINE CARDS from the 1800s, or TIMELINE CARDS from the 1400s-1700s). Alternate among time periods after every race, and make sure that by the end of the third race TIMELINE CARDS from each of the time periods have been used in a race.

Objective: To win the game, a team must win three races. For each race, the 3 players on a team will sort themselves based on the dates of 3 facts that they are told by the dealer (1 fact per player), as described below.

Terminology: For each team, at the start of each race, the player sitting closest to the dealer is called Player 1 and is considered to be sitting in seat 1, the player sitting next to that player is Player 2 and is sitting in seat 2, and the player sitting furthest from the dealer is Player 3 and is sitting in seat 3. Players should sit in the same seat before the start of each race.

At the Beginning of the Game

Step 1: Each player is given a POWER CARD. Player 1 on each team receives a Number 1 POWER CARD, Player 2 on each team receives a Number 2 POWER CARD, and Player 3 on each team receives a Number 3 POWER CARD. These numbers are found on the bottom white row (fifth row overall) on the right side of the POWER CARDS. See example right. A player should keep the POWER CARD he or she is given throughout the game.

Tens ABC			Terms ACB			Parties BAC		
4	5	6	4	5	6	4	5	6
Red	Red	Red	Blue	Blue	Blue	Green	Green	Green
DD	1400s to 1700s	PTD	DD	1400s to 1700s	PTD	DP	PTP	
T1			T2			T3		
Top Box	1492 1800 1900	1	Middle Box	1525 1805 1905	2	Bottom Box	1550 1810 1910	3
L/L/L	First Lady's First Name	PN	L/L/L	VP	Winner's Electoral Vote %	L/L/L	SOB	Starting Age

Dealer

For Each Race

Step 2: The dealer selects the top 3 SILVER TIMELINE CARDS from the deck for the time period being played.

The dealer does not show the TIMELINE CARDS to the teams but reads the top blue fact from the first TIMELINE CARD to Player 1 on each team, the top blue fact from the second TIMELINE CARD to Player 2 on each team, and the top blue fact from the third TIMELINE CARD to Player 3 on each team. **The dealer does NOT read any dates from the date box at the bottom of the TIMELINE CARDS.**

It is okay if all the players hear all three of the facts, HOWEVER

- The first fact read is for Player 1 on each team
- The second fact read is for Player 2 on each team
- The third fact read is for Player 3 on each team

Once a player hears his/her fact from the dealer, the player stands behind his/her original seat. Players are not permitted to communicate (talk, gesture, signal, etc.) with each other, or move (other than just to move behind their original seat after their fact is read), until the race begins.

Step 3: Once each player has heard his/her fact from the dealer and all the players are standing behind their original seats, the dealer says “**Ready, Set, HistoryPlunge!**” The players on a team then as quickly as possible physically sort themselves based on the dates their facts occurred as follows:

- The player with the oldest fact should sit in seat 1
- The player with the most recent fact should sit in seat 3
- The other player should sit in seat 2

Once the players on a team are all seated in the correct order and each player on that team has placed his/her **POWER CARD** face-up in front of him/her, that team shouts “HistoryPlunge!” If the first team to shout “HistoryPlunge!” is sitting in the correct order and each player on that team has that player’s **POWER CARD** in front of him/her face-up, that team wins the race. Otherwise, the other team wins the race. See example below.

EXAMPLE: Remember, for each team, Player 1 is holding a Number 1 **POWER CARD**, Player 2 is holding a Number 2 **POWER CARD**, and Player 3 is holding a Number 3 **POWER CARD**. The dealer reads the top facts from the **TIMELINE CARDS** to the specific players on each team but does NOT read the dates.

<p>Operation Desert Storm</p> <ul style="list-style-type: none"> U.S. Commission on Civil Rights is established as a result of the Civil Rights Act of that year U.S. withdraws from Paris Agreement regarding climate change 	<p>Korean War begins</p> <ul style="list-style-type: none"> Immigration Reform and Control Act Hart-Celler Act; Higher Education Act of 1965 	<p>New Deal begins</p> <ul style="list-style-type: none"> President Reagan urges the Soviet Union to “tear down” the Berlin Wall Federal Trade Commission (FTC) is created
<ul style="list-style-type: none"> Revenue Act of 1921 and The Budget and Accounting Act of 1921 Julius and Ethel Rosenberg are convicted of espionage Nunn-Lugar Act 	<ul style="list-style-type: none"> Brotherhood of Sleeping Car Porters is organized International Space Station is launched Eisenhower Doctrine is announced 	<ul style="list-style-type: none"> Japan’s occupation of Guam (lasting nearly 3 years) ends George W. Bush, the son of George H.W. Bush, becomes the 43rd President Arizona becomes the 48th state
<ul style="list-style-type: none"> Battle of Bud Bagsak Young Plan is formally adopted, replacing the Dawes Plan Betty Friedan’s <i>The Feminine Mystique</i> is published 	<ul style="list-style-type: none"> Foraker Act Selective Training and Service Act Supreme Court decides <i>Loving v. Virginia</i> 	<ul style="list-style-type: none"> U.S. and Nicaragua sign the Bryan-Chamorro Treaty Hurricane Katrina Ray Tomlinson implements the first e-mail program on the ARPANET system
<p>Top: 1991 / 1957 / 2017</p> <p>Middle: 1921 / 1951 / 1991</p> <p>Bottom: 1913 / 1930 / 1963</p>	<p>Top: 1950 / 1986 / 1965</p> <p>Middle: 1925 / 1998 / 1957</p> <p>Bottom: 1900 / 1940 / 1967</p>	<p>Top: 1933 / 1987 / 1914</p> <p>Middle: 1944 / 2001 / 1912</p> <p>Bottom: 1914 / 2005 / 1971</p>

Player 1 fact

Player 2 fact

Player 3 fact

After the dealer says “Ready, Set HistoryPlunge!” the players should move into the following positions and sit down:

- Player 3 should sit closest to the dealer in seat 1 because the New Deal began in 1933
- Player 1 should sit furthest from the dealer in seat 3 because Operation Desert Storm occurred in 1991
- Player 2 should sit in the middle in seat 2 because the Korean War began after 1933 and before 1991

Once a team has done this and each player on that team has his/her **POWER CARD** placed face-up in front of the player, that team shouts “HistoryPlunge!” If that team has done everything correctly, it wins the race. Otherwise, the other team wins the race.

POWER CARDS correctly sorted for the above example:

Parties			Terms			Tens		
BAC			ACB			ABC		
4	5	6	4	5	6	4	5	6
Green	Green	Green	Blue	Blue	Blue	Red	Red	Red
DP			DD			DD		
PTP			1400s to 1700s			1400s to 1700s		
T3			T2			T1		
Bottom Box		1550	Middle Box		1525	Top Box		1492
		1810			1805			1800
		1910			1905			1900
L/L/L			L/L/L			L/L/L		
SOB			VP			First Lady's First Name		
Starting Age			Winner's Electoral Vote %			PN		

For each race, the dealer repeats steps 2 and 3, but uses a different time period of SILVER TIMELINE CARDS than the dealer used for the immediately preceding race. The dealer should make sure that TIMELINE CARDS from each time period are used in at least one race.

Determining Who Wins this Game: The first team to win three races wins the game. If, after five races, neither team has won three races, the game ends in a tie.