

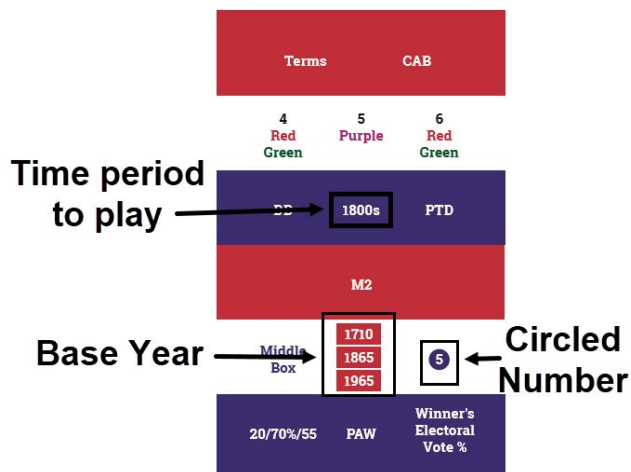
## PLAY THE DATES™ -- Level 1

### Cards Used:

SILVER TIMELINE CARDS, **POWER CARDS**

**POWER CARD terminology:** The example shows where to find the information on the **POWER CARDS** that will be used in this game.

**Objective:** The teams play 8 tricks. Whichever team wins more tricks wins the game. If both teams win the same number of tricks, whoever wins the last trick wins the game.



**Overview:** A “trick” is when each team plays one **TIMELINE CARD** from its hand. The “lead team” for each trick is the team that plays its card first. The “non-leading team” on each trick is the team that plays its card second. On any trick, the non-leading team may also play one or two **POWER CARDS** with its **TIMELINE CARD** according to the rules below. For each trick, the team that plays a year closer to the Base Year wins the trick.

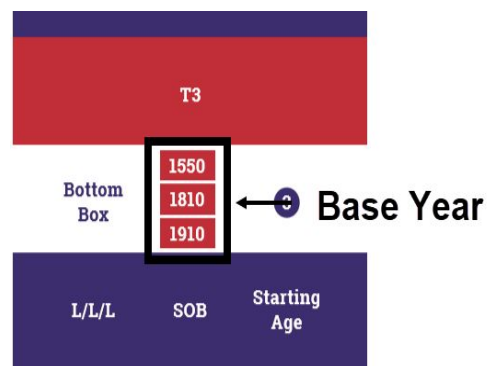
**Determining which deck of TIMELINE CARDS to use:** From the **POWER CARD** deck, turn over the top **POWER CARDS** one at a time until finding one with a time period listed in the center of the top blue row. The time period listed (which will be either 1400s-1700s, 1800s, or 1900s-2000s) will determine which **TIMELINE CARDS** deck is used for all of the tricks. In the example above, the time period in the top blue row of that **POWER CARD** is 1800s so the teams would use the **SILVER TIMELINE CARDS** from the 1800s for all 8 tricks.

**Determining the Lead Team for Each Trick:** The lead team for the first trick is the team that won the most recent game played. Use rock, paper, scissors or another method if no team won the most recent game. Whichever team wins a trick during the game becomes the lead team for the next trick.

**Step 1:** Deal each team 8 **TIMELINE CARDS** face-down from the deck being used plus 4 **POWER CARDS**. Each team may look at its cards.

### Step 2: Determining the Base Year

The dealer turns the next **POWER CARD** in that deck face-up. The Base Year for all 8 tricks is the year listed on that **POWER CARD** in the bottom white row that is within the time period being used for the game. **Example:** If the teams are playing with the 1800s **TIMELINE CARDS**, the Base Year would be 1810 as determined by the **POWER CARD**.



### Step 3: Trading in **POWER CARDS**

After the Base Year is determined, each team may trade-in some or all of its 4 **POWER CARDS** for new **POWER CARDS**. New **POWER CARDS** are dealt face-down with the lead team receiving its new cards first.

### Step 4: Game Play

The teams play 8 tricks, one at a time. The lead team plays first and the non-leading team plays second. Teams are required to play each of their **TIMELINE CARDS** during the game (one per trick), but they are not required to play their **POWER CARDS** during the game. The lead team for a trick is **NEVER** allowed to play a **POWER CARD**.

**Playing the tricks (Level 1 - only uses facts from the top box of the TIMELINE CARD):**

- Lead Team:
  - (1) plays one **TIMELINE CARD** face-up,
  - (2) selects and reads one fact from the **top box** of that **TIMELINE CARD**, and
  - (3) states whether the fact is red, white, or blue
  
- Non-Leading Team:
  - (1) plays one **TIMELINE CARD** face-up,
  - (2) reads the fact in the **top box** from its **TIMELINE CARD** **that is the same color** as the fact read by the lead team, and
  - (3) has the option to also play **POWER CARDS** according to the rules below.

#### Playing **POWER CARDS**

- ❑ When the non-leading team plays a **POWER CARD** on a trick, what is important is the Circled Number in the bottom white row of the **POWER CARD**.
- ❑ The non-leading team may play a single **POWER CARD** on any trick
- ❑ The non-leading team may also combine and play two **POWER CARDS** on a trick -- but only when the cards have the Circled Numbers 1 and 8 OR 2 and 7.
- ❑ When playing **POWER CARDS** on a trick, the non-leading team must say either “add” or “subtract”
- ❑ When played, the Circled Number(s) on the **POWER CARD(S)** is either added to or subtracted from the date of the fact being played on that trick. See example at the end of these instructions.

**Who wins each trick and what happens when the non-leading team plays Civics POWER CARDS on a trick:** For each trick, the team that plays a year closer in time to the Base Year wins the trick. If it is a tie, the non-leading team wins that trick.

Determining the year played by a team:

- **Lead Team** -- The year of the fact read by the lead team.
- **Non-Leading Team when it does not play a POWER CARD** -- The year of the fact read by the non-leading team.
- **Non-Leading Team when it plays a single POWER CARD and it says “add”** -- The year of the fact read **plus** the Circled Number on the **POWER CARD** played.
- **Non-Leading Team when it plays a single POWER CARD and it says “subtract”** -- The year of the fact read by the non-leading team **minus** the Circled Number on the **POWER CARD** played.
- **Non-Leading Team when it plays 2 POWER CARDS (ONLY allowed when the Circled Numbers 1 and 8 OR 2 and 7 are played together) and says “add” or “subtract”** -- The year of the fact read by the non-leading team plus or minus 18 or 27 depending on which cards are played.

The screenshot shows a list of historical events with a circled year 1841. Below the list is a grid of years for different levels: Top (1823, 1841, 1883), Middle (1813, 1841, 1864), and Bottom (1804, 1863, 1835).

Top	1823	1841	1883
Middle	1813	1841	1864
Bottom	1804	1863	1835

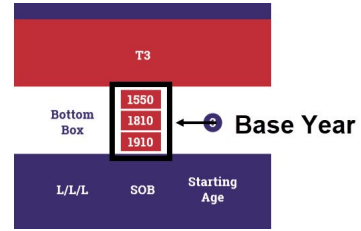
- **Exercising the right to replace POWER CARDS using Civics**
  - If the **non-leading team** plays a **POWER CARD** with a Circled Number of 2, 3, 4, 6, or 9, or two **POWER CARDS** combining 1 and 8 together OR 2 and 7 together, it can receive replacement **POWER CARDS** that it can use on a later trick -- but ONLY IF it states all of the required Civics facts.

**Circled Numbers and Required Civics Facts:**

- **2:** The members of the House of Representatives serve 2-year terms AND that there are 435 voting members in the House of Representatives.
- **3:** There are three branches of the federal government and they are: Executive branch, led by the President; Legislative branch, which Congress is a part of, and Judicial branch, in which the highest court is the Supreme Court.
- **4:** There is a presidential election in November every four years
- **6:** The U.S. Senators serve 6-year terms and there are a total of 100 U.S. Senators, 2 per state.
- **9:** There are 9 Supreme Court Justices.
- **1 and 8 (played together):** 18 is the minimum voting age for federal elections
- **2 and 7 (played together):** There have been 27 Amendments to the Constitution.

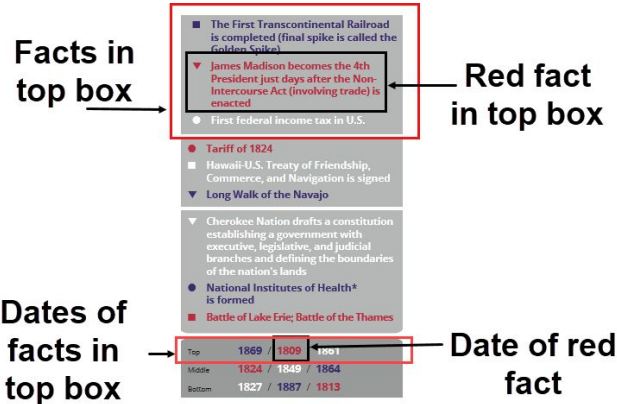
**Step 5: Determining which Team Wins this Game:** Whichever team wins at least 5 tricks wins this game. If both teams win 4 tricks, whichever team wins the last trick wins this game. If a team wins 5 tricks before all the tricks have been played, the game ends early, and there is no need to play the final tricks.

**EXAMPLES:** Assume the teams are playing with the 1800s TIMELINE CARDS, and, as determined by the **POWER CARD**, the Base Year is 1810. In Level 1, only use the facts from the **top box** on the TIMELINE CARDS.



**Example 1 with no POWER CARDS played:**

The lead team plays the card on the left below, reads the red fact in the top box from its card, and announces that it is the red fact. The non-leading team plays the card on the right and reads the red fact in the top box of that card.



The lead team wins the trick because James Madison became the 4th President in 1809 and that year is closer to the Base Year of 1810 than 1841, which is the year of the fact played by the non-leading team.

- The First Transcontinental Railroad is completed (final spike is called the Golden Spike)
- ▼ James Madison becomes the 4th President just days after the Non-Intercourse Act (involving trade) is enacted
- First federal income tax in U.S.
- Tariff of 1824
- Hawaii-U.S. Treaty of Friendship, Commerce, and Navigation is signed
- ▼ Long Walk of the Navajo
- ▼ Cherokee Nation drafts a constitution establishing a government with executive, legislative, and judicial branches and defining the boundaries of the nation's lands
- National Institutes of Health\* is formed
- Battle of Lake Erie; Battle of the Thames

Top	1869	1809	1861
Middle	1824	1849	1864
Bottom	1827	1887	1813

- Monroe Doctrine is announced
- ▼ Supreme Court decides The Amistad case
- Supreme Court decides *Civil Rights Cases*, striking down key parts of the Civil Rights Act of 1875
- Capture of Fort Niagara
- Martin Van Buren becomes the 8th President
- ▼ President Lincoln appoints Ulysses S. Grant commander of all Union armies
- ▼ Supreme Court Justice Samuel Chase is impeached (but is acquitted the following year)
- Battle of Chickamauga
- U.S. and the Cherokee Treaty Party sign the Treaty of New Echota agreeing to Cherokee removal (this was challenged by the elected government of the Cherokee Nation)

Top	1823	1841	1883
Middle	1813	1857	1864
Bottom	1804	1863	1835

**Example 2 with the non-leading team playing a POWER CARD:** The lead team plays the card below on the left, reads the white fact in the top box and announces that it is the white fact. The non-leading team plays its TIMELINE CARD, reads the white fact from the top box, and also plays a POWER CARD and says “add”.

The non-leading team wins the trick. The year played by the lead team on the trick is 1818. The year played by the non-leading team on the trick is 1803 (1801+ Circled Number of 2 = 1803). Because the date played by the non-leading team is closer to the Base Year of 1810 than the date played by the lead team, it wins the trick. *i.e.*, 1803 is 7 years from 1810 whereas 1818 is 8 years from 1810.

**Determining whether the Non-Leading Team also Receives a Replacement POWER CARD to use on a Later Trick:** The POWER CARD with a Circled Number of 2 is a Civics POWER CARD. Because the non-leading team played a Civics POWER CARD on the trick, it also has the opportunity to receive a replacement POWER CARD. If the non-leading team states that members of the House of Representatives serve two-year terms and there are 435 voting members it receives a replacement POWER CARD that it may use on a later trick. If the non-leading team fails to state the Civics information, provides partial information or incorrect information, it does not receive a replacement POWER CARD.

- 14th Amendment is ratified
- ▼ **Ida B. Wells' *The Red Record* is published as a book**
- **U.S. and the United Kingdom sign the Anglo-American Convention of 1818**
- American Anti-Imperialist League is established
- Naval Battle of Campeche
- ▼ John Wesley Powell leads the Powell Geographic Expedition to the Grand Canyon

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- ▼ Creek War (also known as the Red Stick War) begins
- U.S. and the Hawaiian Kingdom sign Reciprocity Treaty
- Newburgh Raid

Top	1868 / 1895 / <b>1818</b>
Middle	1898 / 1843 / 1869
Bottom	1813 / 1875 / 1862

- Missouri Compromise
- ▼ Railroads establish standard time zones in the U.S.
- First peaceful transition of the presidency from one political party to another occurs when Thomas Jefferson becomes the 3rd President (he is the first President who is a member of the Democratic-Republican Party)
- Elias Howe, Jr. receives a patent for the sewing machine
- U.S. and Japan sign the Treaty of Amity and Commerce
- ▼ Supreme Court decides *Fletcher v. Peck*
- ▼ Tallmadge Amendment is effectively rejected by the Senate
- Territorial Suffrage Act
- Wheeling Conventions

Top	1820 / 1883 / <b>1801</b>
Middle	1846 / 1858 / 1810
Bottom	1819 / 1867 / 1861

Terms		ACB	
4 Blue	5 Blue	6 Blue	
DD	1400s to 1700s	PTD	
T2			
Middle Box	1525 1805 1905	<b>2</b>	
L/L/L	VP	Winner's Electoral Vote %	