

Basic Rules

GeoPlunge



Overview

- Play with 2 teams. Each team can have 1-5 players.
- Short version: 1st team with 50 points wins. Long version: 1st team with 100 points wins.
- Play each of the four games below in the following order until one team wins. When the 4 games are completed, play them again in the same order, shuffling the cards before using them again.
 - Border-Up
 - > State IQ
 - Dashing States
 - Play the Dates
- A team receives 10 points for each game it wins and 5 points for each game it ties.

BorderUp

Example of a
"winning
group."
Colorado
borders
Kansas, and
Kansas borders
Missouri



Cards Used: GeoPlunge cards



Set Up: Each team is dealt 18 GeoPlunge cards face-down. The teams do not look at their cards until the dealer says "Ready, Set, GeoPlunge."



Overview: This is a racing game. Each team tries to find two winning groups, as described below, as quickly as possible.

How to play:

- 1. Once the dealer says, "Ready, Set, GeoPlunge," each team turns over and looks at its GeoPlunge cards.
- 2. Each team then tries to find from its cards, as fast as it can, two sets of winning groups. A winning group is three states in which one of those states borders both of the other states in the group.
- 3. The 1st team that believes it has found two winning groups shouts "GeoPlunge." At that point, the other team has up to one more minute to find two winning groups from its cards and if it does it immediately shouts "GeoPlunge."

SCORING: The teams check the two groups of 3 cards from the team that said "GeoPlunge" first. If that team is correct, it wins the game.

Otherwise, the teams check to see if the 2nd team to shout GeoPlunge (with its extra time) found two winning groups of 3 cards. If so, that team wins the game.

If neither team is correct, the game ends in a tie.



Time zones are color-coded at the top of the card:



Maryland (MD)

Statehood April 28, 1788



Population 19

PATOS None

12K sq. mi 22% H₂0

Censuses **2000** 5.3M **2010** 5.8M

Elec. Votes 10

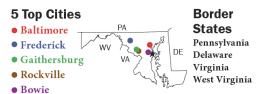


Annapolis

Black-eyed Susar

Baltimore Oriole

Old Line State



State IQ

- Cards Used: GeoPlunge cards
- **Set Up:** Each team is dealt 1 GeoPlunge card face down.
- **Overview:** This is a trivia and strategy game.

How to play:

- 1. The team who just won the most recent game gives clues first. Once the first-guessing team guesses correctly or makes 3 incorrect guesses, the teams switch roles. The maximum number of clues the clue-giving team gives is 3.
- The guessing team makes one guess after each clue.
- The team giving the clues can choose the order to give the clues from the following list of options:
 - The first letter of the state name
 - The first letter of the name of the state capital
 - The state's Statehood ranking
 - The primary time zone of the state PLUS one border state

SCORING: The team that guesses correctly with fewer guesses wins the game. If both teams guess correctly with the same number of guesses, or if both guess incorrectly on all three guesses, they tie the game.

Dashing States

- Cards Used: Map cards
- Set Up: Each team is dealt 7 Map cards face down. The teams do not look at their cards until the dealer says "Ready, Set, GeoPlunge."
- Overview: This is a racing game. Each team sorts its cards as quickly as possible in alphabetical order by state name.

How to play:

- The dealer says, "Ready, Set, GeoPlunge."
- 2. Each team, working together, sorts its cards alphabetically by state name as quickly as possible. Once a team is finished sorting, it shouts "GeoPlunge."
- 3. After the 1st team shouts "GeoPlunge," the other team has one more minute to finish sorting its cards and shouts "GeoPlunge" if it completes sorting within that minute.

SCORING: The teams check the cards from the team that said "GeoPlunge" first. If that team sorted correctly, it wins the game.

Otherwise, the teams check to see if the 2nd team to shout GeoPlunge (with its extra time) sorted its cards correctly. If so, that team wins the game. If neither team is correct, the game ends in a tie.















Play the Ranks

Cards Used: GeoPlunge cards

Set-Up:

- The team that won the most recent game decides before the cards are dealt whether the Base will be 1 or 50.
- Each team is dealt 6 GeoPlunge cards, face down.



Overview: This is a strategy game. The object of the game is for your team to win the most "tricks."

A "trick" is when each team plays a card. The winner of those 2 cards wins the "trick."

How to play:

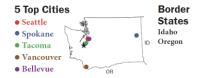
- Each team looks at its 6 cards.
- 2. For the 1st trick, the team that just won the most recent game is the lead team for that trick and plays a card first on that trick. After that, whichever team wins a trick is the lead team for the next trick.
- 3. For each trick, the lead team chooses one of its cards and says the name of the state it is playing, and the <u>NAME</u> of the ranking -- either Size, Statehood, or Population. The lead team then plays its card face-down so the other team cannot see the information on the card. The other team then plays a card face up.
- 4. Whichever team plays a card closer to the Base in the category chosen wins the trick.
- 5. EXAMPLE: If the Base is 50, and the lead team plays Washington and says "Washington, Statehood," the other team can only win the trick if it plays a card with a Statehood ranking between 43 and 50.

SCORING: When all 6 tricks have been played, the team who won the most tricks wins the game. If each team wins three tricks, the team that wins the last trick wins the game.





The Evergreen State











We're here to help!

Contact us if you would like free training, ideas, or help in getting started.