

GAME GUIDE

WOMEN'S HISTORYPLUNGE™

Women's HistoryPlunge features women who helped shape U.S. history. From groundbreaking pioneers to unsung heroes, these women have made lasting impacts. While there are thousands of women who could have been included in this game, we've selected a well-rounded group of over 650 women across various fields - from business, activism, law, and leadership to art, sports, science, and beyond.

You can play countless games with this set of cards: some are fast-action speed games, some are strategy games, and some are trivia-based games. The games can be adapted to different levels of play, from easy to challenging. You don't have to know any women's history to get started - you can learn as you play. We have provided sample games in this guide.

Style note: We strove for consistency, but it's a game and there are space constraints. We hope you enjoy playing!

**For more fun games
and tutorial videos,
scan this QR-code:**



KEY TO SYMBOLS

Key to Era Colors	
1500 1839	Building a New Nation
1840 1889	Seeking Freedom & Rights
1890 1919	A New Century
1920 1959	Breaking Boundaries
1960 1979	"Equal Rights Now!"
1980 1999	Moving Forward
2000 PLUS	The New Millennium & You

Key to Icons	
	Businesswomen
	Changemakers
	Community Champions <i>(educators, community service)</i>
	Creatives
	Defending Freedom
	Game Changers
	Legal Leaders
	Performers
	Power Players
	STEM+ <i>(+ explorers, inventors)</i>

Symbols on Timeline cards



Activism



First



Law



Organization

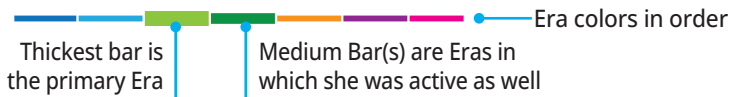
OVERVIEW

- Play with 2 teams, each with 1-3 players.
- **Winning:** Short game - 1st team to 50 points wins.
Long game - 1st team to 100 points wins.
- Teams earn 10 points for each game won and 5 points for a tie.
- Play several different games in sequence, mixing fast-action, strategy, and trivia games.
- **Who goes first?** When you play fast-action games, the teams play at the same time. For all other games, **Team 1** is the team that won the previous game (or the team with the youngest player).
- **“Trick”** When each team plays 1 card it is called a “trick.”

To access these and other rules, scan the QR Code. Videos of rules in this booklet can also be found there.





NOTABLE CARD KEY



ANNA JULIA COOPER

Mother of Black Feminism

★ | Born 1858 |  

Known as the “Mother of Black Feminism”

Educator who earns a Ph.D. and writes *A Voice from the South*, widely considered one of the 1st articulations of Black feminism

The cause of freedom is not the cause of a race or a sect, a party or a class – it is the cause of humankind....”

Born enslaved before the Civil War, she lives to see the civil rights movement

Primary Era color

Name of Notable Woman

Keyword

★ Birth year

Icons The 1st icon is always the main one

1st notable fact

2nd notable fact

Quote

Fast Fact

ERA CARD KEY

"Equal Rights Now!"

Telling Her Truth | ✕

LESLIE MARMON SILKO*

- A key voice in the 1st wave of the Native American Renaissance to reclaim Native American identity and culture
- Publishes *Ceremony*, blending Pueblo storytelling with modern narrative to explore trauma and healing after war

EDNA LEWIS*

- Her cookbook, *The Taste of Country Cooking*, shares recipes and traditions from her Black Southern childhood
- Writes her cookbook after being confined to bed with a broken foot

MAXINE HONG KINGSTON*

- One of the 1st Asian American women to gain national recognition for literature
- Blends immigrant, female, Chinese, and American themes in a book partly based on her life - *The Woman Warrior*

★

Maya Angelou

Era color

Era theme

Card caption and icon that describe **all** women on the card

Era colors in order

• Each card has 3 Era Women with 2 facts for each one

* Means that she was also active in other Eras

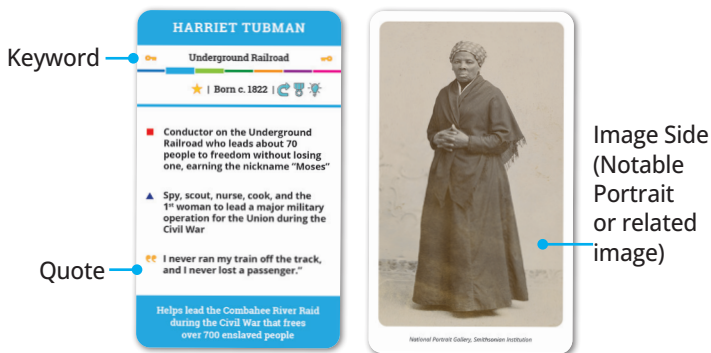
★ Notable Women that fit the card's theme. Not all Era cards have Notable Women listed.

KNOWING NOTABLES

(A trivia game with some strategy)

Cards Used: Notable Women cards

Set Up: Deal 3 Notable Women cards to each team image side up. Each team can look at the fact side of its own cards.



Overview: Guess the other team's Notable Women. The team that guesses the most cards correctly wins. If each team guesses all 3 Notable Women, the team that uses fewer guesses wins. Otherwise, the game is a tie.

Starter Game to get familiar with Notables: Each team gets 4 Notable Women cards. Teams take turns showing the image side of one card to the other team and saying the name of the woman listed on that card. The other team tries to guess the Primary Era color of the card. If the guessing team is correct, it takes the card and places it nearby. If the guess is incorrect, the clue giving team keeps the card but removes it from its hand and places it nearby. The team with the most cards at the end wins or the teams tie if they end the game with the same number of cards.

HOW TO PLAY

Holding the cards: When giving a clue from a card, a team holds that card so the other team can see the image side but not the fact side.

Allowed Clues: Each of these clues can be used once per card in any order:

- **First Name** of the Notable Woman
- The **Keyword** on the card
- The **Quote** on the card

Giving Clues: Team 1 is the 1st clue giver; it selects one of its 3 cards, shows the image, and gives one Allowed Clue. A guess is made after each clue given.

Guessing:

- As Team 1 gives Allowed Clues, one at a time, Team 2 tries to guess the full name of the Notable Woman.
- Maximum 3 guesses per card; 5 total guesses for all cards.
- After hearing a clue, but before guessing, Team 2 can say “pass” and that card is out and no more guesses can be made on that card. Saying “pass” does not count as one of the 5 guesses.
- If Team 2 guesses a card correctly (or passes) and it has not used up its 5 guesses, Team 1 selects another of its cards, shows the image to Team 2, and gives Allowed Clues, one at a time.

Switching Roles:

After Team 2 has no more guesses remaining, the teams switch roles. Team 2 becomes the clue giver, and Team 1 guesses.

ICON ERA CLASH

(A strategy game)

Cards Used: Era cards



Set up: Deal 10 cards face down to each team. Each team can look at its own cards.

Overview: The team that wins the most tricks wins the game. If both teams win 5 tricks, the team that wins the last trick wins the game. This game cannot end in a tie.

HOW TO PLAY

Team 1 is the lead team on the **1st trick**. After that, the team that won the previous trick becomes the lead team for the next trick.

1. Lead Team's Turn: The **lead team** reads the Card Caption and the **names of the 3 Era Women** listed on the card it is playing out loud. Then the lead team places the card **face down** without showing it to the other team.

2. Non-Leading Team's Turn: The **non-leading team** plays a card **face up** from its hand, attempting to match the **Era Color or an Icon** on the lead team's card. After the non-leading team plays its card, the **lead team** turns its card face up to reveal the result.

- If the non-leading team's card matches either the Era Color or an Icon, it wins the trick.
- If neither is matched, the lead team wins the trick.

3. One-Time "Reveal" Option:

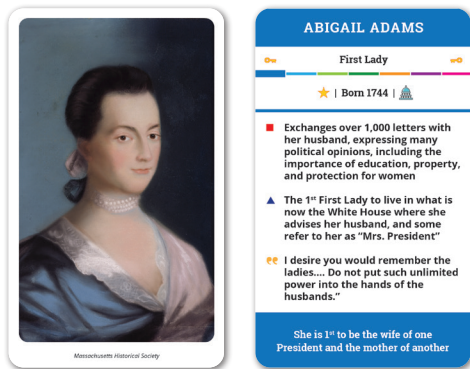
- Each team can use the **"Reveal"** option **once** during the game.
- When the non-leading team says **"Reveal"** before playing its card, the **lead team** must also read out loud the **Notable Women** listed at the bottom of the card it just played (if there are any listed).
- If no Notable Women are listed, the lead team says **"None,"** and that still counts as the non-leading team's use of the **"Reveal"** option for the game.

To make this a Starter Game: Both teams play their cards face up

DASHING NOTABLES

(A fast-action speed game)

Cards Used: Notable Women cards



Set Up: Deal 7 cards image side up to each team in a stack. Don't look at the cards in your stack until the dealer says "Ready, Set, GO."

Overview: Each team races to sort its Notable Women cards as quickly as possible in alphabetical order by first name and then identifies them in order while each is image side up without looking at the fact side.

FAQ: Teams can sort with cards fact sides up if they wish, but the cards **must be image side up** when a team shouts "HistoryPlunge" and during the identification process.

HOW TO PLAY

1. The game starts when the dealer says “Ready, Set, GO.” Each team sorts its Notable Women cards in alphabetical order by first name - as fast as it can - and when the cards are in order from left to right with all image sides showing shouts “HistoryPlunge.”
2. After the 1st team shouts “HistoryPlunge,” the other team has one more minute to complete its sorting and place its cards image side up in order and if it does so, it shouts “HistoryPlunge.”

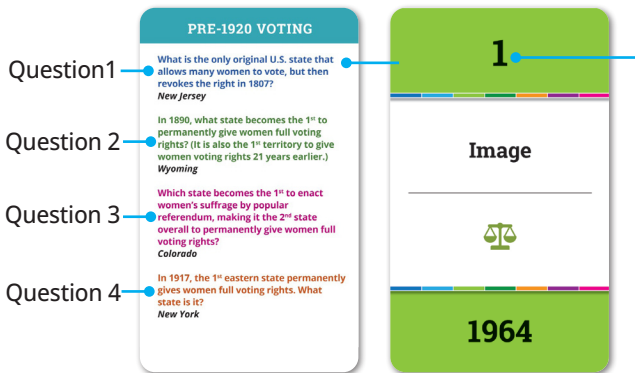
Who Wins:

1. The 1st team that shouted “HistoryPlunge” wins if:
 - It correctly sorted the women in alphabetical order by first name, AND
 - It correctly identifies each of its Notable Women in order without looking at the fact side of the cards (after it names each woman, it should turn over that card to the fact side to check for accuracy).
2. If the 1st team made any errors in sorting or identification, the 2nd team can steal the game and win if it shouted “HistoryPlunge” within its extra minute and if:
 - It correctly sorted the women in alphabetical order by first name, AND
 - It correctly identifies each of the Notable Women in order without looking at the fact side of the cards
3. If neither team wins, the game ends in a tie.

CHALLENGE

(A trivia game with some strategy game)

Cards Used: Challenge cards and Power cards



Set Up:

- Deal 3 Challenge cards face down to each team. Each team can look at its own cards. Immediately after looking at its cards, each team has the option to discard one of its cards and draw another from the top of the deck.
- Place the Power card deck face down in the middle of the table.

Overview: The team that makes the most correct guesses wins. If the teams have the same number of correct guesses, the game ends in a tie.

HOW TO PLAY

1. Teams alternate being the Question Giver
2. At the start of each turn, the Question Giver draws a Power card. The number at the top (1-4) determines which question on one of its Challenge cards will be asked (1st, 2nd, 3rd, or 4th on the card).
 - The Question Giver can ask the designated question from any of the cards still in its hand.
 - However, each Challenge card can only be used once during the game.
3. The Question Giver reads the selected question out loud to the Opposing Team and the Opposing Team has 1 chance to answer.
4. If the Opposing Team answers correctly, it takes the card and places it nearby as a reminder of the win. If it is incorrect, the Question Giver removes the card from its hand and places it nearby.

One-Time “Skip-It” Option:

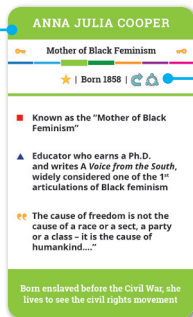
- After hearing a question but before answering, the Opposing Team may say “Skip It” once per game.
- When a team uses its “Skip-It” option, the Question Giver discards that Challenge card and draws a new card and asks the same question on the new card that was designated on the Power card already drawn.

NOTABLE CONNECTIONS

(A fast-action speed game)

Cards Used: Notable Women cards

Primary Era Color



Icons



Set Up: Deal 24 cards image side up to each team in a stack. Don't look at the cards in your stack until the dealer says "Ready, Set, GO."

Overview: This is a speed game where each team tries to find 2 "Winning Groups" of Notable Women faster than the other team.

FAQ: Teams can sort their cards with the fact sides up if they wish, but the cards must be image side up when a team shouts "HistoryPlunge" and during the identification process.

To make this a Starter Game:

Teams don't have to identify the Notables by image after they have found their 2 winning groups

HOW TO PLAY

1. When the dealer says, “Ready, Set, Go,” the teams spread out their cards and - as fast as they can - try to find 2 Winning Groups of Notable Women. Each Winning Group consists of:

- 3 women from consecutive Primary Eras
- All 3 must share at least one Icon

2. Once a team has found 2 Winning Groups, it must place them image side up, with the 2 groups separated, and shout “HistoryPlunge.”

3. After the 1st team shouts “HistoryPlunge,” the other team has one more minute to find 2 Winning Groups and place its cards image side up, with the 2 groups separated, and shout “HistoryPlunge.”

Who Wins:

1. The 1st team that shouted “HistoryPlunge” wins if:

- It correctly sorted the women into 2 Winning Groups, AND
- It correctly identifies each of the Notable Women in each group without looking at the fact side of the cards (after it names each woman, it should turn over that card to the fact side to check for accuracy).

2. If the 1st team made any errors in sorting or identification, the 2nd team can steal the game and win if it shouted “HistoryPlunge” within its extra minute and if:

- It correctly sorted the women into 2 Winning Groups, AND.
- It correctly identifies each of the Notable Women in each group without looking at the fact side of the cards

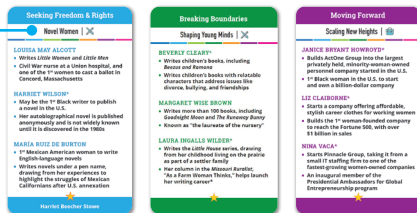
3. If neither team wins, the game ends in a tie.

ERA CAPTION MATCH

(A trivia game with some strategy)

Cards Used: Era cards

Caption



Set Up: Deal 3 cards to each team face down. Teams can look at their cards.

Clue Giving: Team 1 reads the captions from all 3 of its cards out loud. Then Team 1 reads the names of the 3 Era Women from one of its cards (it chooses the card) and announces the Primary Era color.

Guessing: Team 2 tries to guess which caption matches the 3 women.

- Maximum of 2 guesses

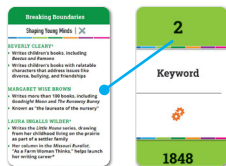
Switching Roles: After a correct match or 2 incorrect guesses, teams switch roles.

Who Wins: The team that matches the correct caption with the fewest guesses wins. If both teams guess correctly with the same number of guesses or if neither guesses correctly, it's a tie.

ERA IQ

(A trivia game with some strategy)

Cards Used: Era cards and Power cards



Set Up: Deal 1 Era card and 1 Power card to each team face down. Teams can look at their own cards.

Clue Giving: The Power card number (1, 2, or 3) shows which woman to give the clues about; if the number is 4, the clue-giving team chooses. Team 1:

- States the Primary Era color and all of the Icons on its Era card
- Reads 1 fact about the designated woman
- Reads the names of all 3 Era Women on the Era card

Guessing: Team 2 tries to guess the woman. If it guesses incorrectly after 1 clue, Team 1 reads the other fact about the same woman.

Switching Roles: After a correct guess or 2 incorrect guesses, the teams switch roles.

Who Wins: The team that guesses the correct woman with the fewest guesses wins. If both teams guess correctly with the same number of guesses or if neither guesses correctly, it's a tie.

PLAY THE DATES

(A strategy game)

Cards Used: Timeline cards and Power cards



Anchor Year

Set Up: Deal 8 Timeline cards to each team face down. Turn over a Power card in the center of the table. The date at the bottom is the "Anchor Year" for the game.

Overview: The team that wins the most tricks wins the game. If both teams win 4 tricks, the team that wins the last trick wins the game. This game cannot end in a tie.

To make this a Starter Game: Both teams play their cards face up

HOW TO PLAY

Team 1 is the lead team on the **1st trick**. After that, the team that won the previous trick becomes the lead team for the next trick.

1. Lead Team's Turn: The lead team announces "before," "after," or "anchor" and plays a Timeline card face down, after reading a fact from that card out loud.

2. Non-Leading Team's Turn: The non-leading team then plays a card, reading a fact from it out loud and placing the card face up. Then the lead team turns its card face up to reveal the winner of that trick.

- If the teams are playing before, the fact from the earlier year wins
- If the teams are playing after, the fact from the later year wins.
- If the teams are playing anchor, the fact closest to the anchor year wins

If there is a tie, the non-leading team wins the trick.

3. One-Time "Flip-It" Option:

- Each team can use the **"Flip-It"** option **once** during the game.
- After the lead team plays a card, the non-leading team can call "Flip-It," forcing the lead team to flip its card to reveal the year of its fact before the non-leading team plays its card on that trick.

PLAY THE DATES + ICON

Set-up and play for this game is exactly the same as Play the Dates – with one addition – in this game, you are also playing using the icons on the cards.



Activism



First



Law



Organization

In this game, when the lead team says, “before,” “after,” or “anchor,” it also says the icon next to the fact played, or if there is no icon, it says “none.”

To win the trick, the other team must play a winning fact just as in **Play the Dates** but that fact also must have the same icon (or no icon) that the lead team said.



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