

Twilight Struggle: the Cold War, 1945-1989

Grades 10-12



Audience & Play



- » Ages 13+
- » 2- Players
- » 180 Minutes

Board Game Description



"In 1945, unlikely allies toppled Hitler's war machine, while humanity's most devastating weapons forced the Japanese empire to its knees in a storm of fire. Unlike the titanic struggles of the preceding decades, this conflict would be waged not primarily by soldiers and tanks, but by spies and politicians, scientists and intellectuals, artists and traitors. The entire world is the stage on which these two titans fight. The game begins amidst the ruins of Europe as the two new superpowers scramble over the wreckage of WWII, and ends in 1989, when only the United States remained standing." -- Container

Image Attribution: No rights reserved

Skills & Mechanics



- » Board Games
- » Political Games
- » Tabletop Games
- » Simulation Games

Alignments



Common Core

CCSS.ELA-LITERACY.RH.11-12.4 Social Studies. Determine the meaning of words and phrases as they are used in a text, including analyzing how an author uses and refines the meaning of a key term over the course of a text (e.g., how Madison defines faction in Federalist No. 10).

TEKS

113.42.(c)(13): Social Studies. The student understands the impact of major events associated with the Cold War and independence movements.

EST. 1890

MEDIA LIBRARY
University Libraries

UNT