

Medieval History Categories

For 2 or more players

Object: To place the memory tiles in their correct categories as fast as possible.

Set Up: Mix all 64 cards, face down.

To Play: Player Two has a timer or watch and says, “Go!” Player One takes the 4 Category tiles (Europe, The Americas, The Far East, Arabia) and places them separate from each other. Player One assembles all tiles under the correct Category Tile. When Player One has assembled all tiles, Player Two stops timing and records the time. For each tile placed incorrectly, add 10 seconds to Player One’s time. Then, Player One and Player Two switch roles.

To win: The player to assemble all tiles correctly the fastest wins.

Europe: Sistene Chapel, The Last Supper, Pieta, by Michelangelo, Martin Luther, William Shakespeare, St. Peter’s Cathedral, Cathedral and Leaning Tower of Pisa, Cathedral of Notre Dame, Mona Lisa, Crusader, Medieval Battle, St. Francis, Charlemagne, Monastery, Nuns, Castle, Bubonic Plague/ Black Death, Viking Warrior, The Pope, Mosaic of Virgin Mary and Jesus

The Americas: Aztec Shaman, Machu Picchu, Mayan Pyramid, Aztec Calendar

Far East: Samurai, Asia, Chinese compass, Mongolian Warrior

Arabia: Caravan in the Sahara Desert, Mosque at Djenne, Africa, Islamic Crescent and Star, Arabia

Medieval History Memory Game Instructions

For 2 or more players.

Object: Find the most matching pairs.

Set Up: Place 64 cards, face down, eight across and eight down. Discard the Category Tiles

To Play: Player One turns over two cards and reads out loud the card titles. If they are the same cards, Player One places the cards in front of him. If they are different, the player turns the cards over and it is the next player’s turn. Play continues clockwise.

To Win: After all pairs have been found, players count matching pairs they won. The player with the most pairs wins!