

Ancient 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 72 cards, face up, on the table or the ground.

To Play: Player Two has a timer or watch and says, "Go!" Player One takes the 8 Category tiles and places them at the top of the table, on top of their match. Player One assembles all tiles under the correct Category Tile. When Player One has assembled all tiles, Player Two stops timing. For each misplaced tile, add 10 seconds. Then, Player One and Player Two switch roles.

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

Key:

The Fertile Crescent: Egyptian Woman, The Fertile Crescent, Christian Cross, Golden Mask of Pharaoh, Great Sphinx of Giza, Pyramids of Giza, Hanging Gardens of Babylon, Ziggurat,

Temple of Solomon, The Ten Commandments, Star of David, Cuneiform, Egyptian War Chariot

Greece: Olympic Games, Spartan Soldier, Socrates, Parthenon, Ancient Greece, Zeus,

Rome: Colosseum, Pantheon, Roman Aquaduct, Circus Maximus, Roman Soldier, The Roman Empire, Julius Caesar,

Far East: Attila the Hun, Confucius, Mount Everest, Great Wall of China, Buddha, Persian King Xerxes

Ancient 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!