“Hierarchies” the Card Game

Task: You are to create your own playing cards using the following vocabulary from Chapter 10 in “Across the Centuries.” Each card should have:

1: A name/tittle

2: A brief description about the character/vocab word

3: A cool picture either hand drawn or printed out. The style can be any that you choose, just remember to make it look interesting.

4: Some sort of carrying case to protect your cards in. This can be a cardboard box, a plastic sleeve, or a bag-anything that will protect your cards

5: Each card should show their relation to the other cards in the deck.

 Example: A Knight is a servant to a King, but stronger than a peasant.

6: A flow chart of which character are defeated by which cards (we will be working on this in class, you will just have to submit a final good copy)

Character/vocab words:

1. Clovis I
2. Fiefs
3. Vassals
4. Oath of fealty
5. Nobles
6. Homage
7. Serfs
8. Castle
9. Manor
10. Peasant
11. Viking
12. Knight
13. Earl
14. Charlemagne
15. William the Conquer
16. Monk
17. Nun
18. Priest
19. Bishop
20. Archbishop
21. Pope
22. King
23. Samurai
24. Chivalry
25. Bushido

How to play: The goal of “Hierarchies” is to play cards that outplay your opponent’s cards. It plays similar to Rock paper scissors and war, with certain cards defeating other cards each round. Each player selects one card to play from his or her hand, and the player with the stronger card wins the round. When a player wins a round they can choose which card remains in play from their hand allowing for a faster victory the next round. However, if another player plays a card that can defeat the strongest card, they win and can choose 1 card to keep in play from their hand.

Example: If one player has the Chivalry Card, then their opponents Knights cannot be used.