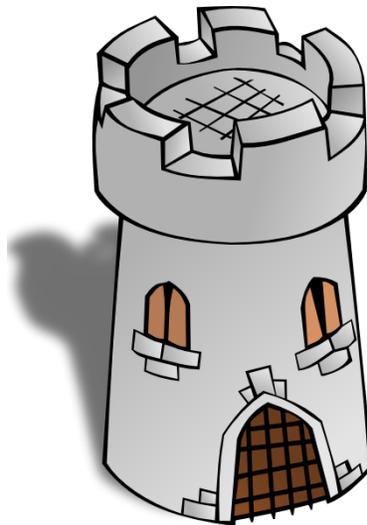


The Tower of Terror—Variation 1

1. For this game you will need your deck of medieval playing cards.
2. Mix up your cards.
3. Deal 4 cards face up onto a pile. Add them up because your goal is to create a second pile of cards that adds up to more than this number.
4. Now, turn one card up from the deck.
5. Perform your passage once. If there were no mistakes, put the card on a new pile. You are closer to winning the game! If you made any mistakes, the card goes on the FIRST pile and you now have to have even MORE points to win the game. (You're going to have to CONCENTRATE)!
6. Turn over another card and continue to follow the same rules until you win by beating the first pile of cards!



The Tower of Terror—Variation 2

1. For this game you will need your deck of medieval playing cards.
2. Mix up your cards.
3. Deal 4 cards face up onto a pile.
4. During this game, you have to eliminate all the cards in the first pile by providing cards (or combinations) that are PERFECT MATCHES for them. For example, a 10 in the 2nd pile gets rid of a 10 in the first pile. You could also combine a 4 and 6 to get rid of the 10 in the first pile. A 7, 2 and 1 in the first pile could be eliminated by a 10 in the 2nd pile. The actual combinations don't matter as long as the match is EXACT.
5. Turn one card up from the deck.
6. Perform your passage once. If there were no mistakes, put the card on a new pile. It can now be used to eliminate a card from the first pile when you have the right cards to make an exact match. If you made any mistakes, the card goes on the FIRST pile and you will have to work to find a match for it, too!