



# Macbeth's Mid-Evil Madness

By: Harlem S. and Kiah J.

## Instructions

This board game is a four player game. Each player can choose to be any of the essentials of Macbeth's wicked story: a crown, a goblet, daggers, or a witch hat. Through this game everyone will learn the story of Macbeth.

### Rules:

- To decide who goes first, each player must roll the dice once. The highest roller goes first, the second highest roller goes second, the third highest roller goes third, and the lowest roller goes last.
- Everyone must place their game piece at the start, the war zone.
- After everyone has placed their pieces at the war zone, the first player can start the game by rolling the dice.
- Every space on this game is special, because so is the book it's based off of, Macbeth! Each space has an arrow, and each color has a different task:
  - **Red:** You are thirsty! Have another player pick up your goblet card and read you the question. If you happen to answer the question wrong, you must move back 2 spaces.
  - **Orange:** Your plan of killing Duncan and Fleance has went wrong! Now you have to go all the way back to start.
  - **Blue:** Oh no! Fate has caught up to you! Now you have to switch spots with another player.
  - **Yellow:** The witches have just came to you and told you that you were going to be the king! Now move up an extra half of what you rolled, so you can get there sooner.
  - **Green:** You have just been crowned King of Cawdor! Now have someone pick up your crown card and read you the question. If you answer it wrong, you must move back 1 space.



### To Win:

Each player should continue to take turns rolling. When someone gets to the end of the game, Inverness, they win. Once a player reaches Inverness, they must scream "Macbeth's Mid-Evil Madness" before any other opponent, or they have to go back one space and try it again, when it is their turn to roll again.

