

*Dunsinane<sup>TM</sup> :*

*The Official Trading Card Game*

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## Macbeth

Creature



Natural // Scotsman // Royal

To put this card into play, you must first sacrifice two other character cards that you control. You can expand this card in the first main phase to destroy an enemy card OR add one "Murder" card from your deck to your hand. In battle can only be destroyed by a "Macduff" card.

5 // 1

## Lady Macbeth

Creature



Natural // Scotsman // Royal

If this card is sent to the grave or placed in the grave you can discard it from play to put a "Macbeth" card in play from your hand, ignoring it's summon requirements. If this card is sent to the grave then you can put one "Doctor" card in play from your hand or deck.

1 // 5

## Banquo

Creature



Natural // Scotsman // Royal

If a Banquo card you control is killed you can either

- Summon a "Ghost of Banquo" card in 1 round or
- Win in 20 turns

2 // 4

## Witch #2

Creature



Supernatural // -- // --

You can expand this card to add a prophecy or "Witch" card to your hand. If this card is to be destroyed by battle or card effect it can be sent to your hand instead.

1 // 1

## Ghost of Banquo

Creature



Supernatural // Scotsman // Royal

At the end of each turn this card gets sent to the grave. It is sent back onto the field during your draw phase. Once per turn you can target an enemy Macbeth. That card cannot attack next turn. If you apply this effect the first effect does not occur that turn.

0 // 10

## Witch #1

Creature



Supernatural // -- // --

You can expand this card to add a prophecy or "witch" card to your hand. If this card is to be destroyed by battle or card effect it can be sent to your hand instead.

1 // 1

## Witch #3

Creature



Supernatural // -- // --

You can expand this card to add a prophecy or "witch" card to your hand. If this card is to be destroyed by battle or card effect it can be sent to your hand instead.

1 // 1

## Witches

Creature



Supernatural // -- // --

This card can only be summoned by sacrificing 3 "Witch" cards. You can expand this card to add one prophecy card from your deck or hand to your field and activate said card. This effect can only be activated once per turn on any turn. If Witches is to be destroyed by battle or card effect and sent to the grave, you can add three "Witch" cards from your grave to your deck.

3 // 3

## Macduff

Creature




Natural // English // Royal

You can expand this card to destroy it and send it to the grave. If you do you can send any Macbeth card on the field to the grave. If this effect goes through, summon one "Malcolm" card from your hand.

4 // 2

## Doctor

Creature




**Natural // Scotsman // Commoner**

If a card you control has taken damage from battle or card effect, you can expand this card to bring that card back to its original health value. You can sacrifice this card to put any creature card that isn't a "Macbeth" or "Doctor" card from the grave onto the field.

1 // 6

## Murderer

Creature




**Natural // Scotsman // Commoner**

If this card is to be destroyed by battle or expended and there is a Macbeth card on the field, you can instead add it to the deck. Send this card to the grave to send one Commoner card to the grave. Expend this

3 // 1

## Third Murderer

Creature




**Natural // Scotsman // Commoner**

You can only have one of this card in your deck. Expend this card to destroy one card. If you do so, lose one life point.

3 // 1

## The Eye Winks

Prophecy



**Quick // Support**

When this card is placed on the field, draw one card.

## King Duncan

Creature



**Natural // Scotsman // Royal**

Sacrifice this card. If you do, summon one Lady Macbeth from your hand or deck, or send one enemy Macbeth back into the deck.

3 // 3

## Fleance

Creature



**Natural // Scotsman // Commoner**

Sacrifice this card to summon one Ghost of Banquo card from your hand or deck.

1 // 1

## Malcolm

Creature



Natural // Englishman // Royal

Expend this card. If you do, double it's damage value next turn

3 // 3

## Scottish Soldier

Creature



Natural // Scotsman // Commoner

You can expand this card to summon another "Scottish Soldier" from your hand or deck, or destroy one "English Soldier".

3 // 1

## English Soldier

Creature



Natural // Englishman // Commoner

You can expand this card to summon another "English Soldier" from your hand or deck, or destroy one "Scottish Soldier".

3 // 1

## Young Siward

Creature



Natural // Royal // Scotsman

If this card is destroyed by battle, you can double the attack of one Siward card next turn.

0 // 1

## Donalbain

Creature



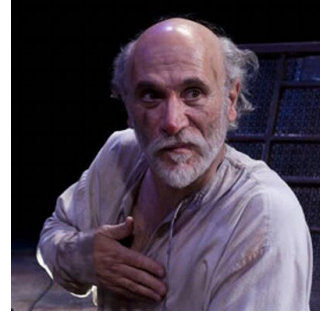
Natural // Englishman // Royal

Destroy this card to summon one Malcolm card from your hand or deck. This ability can be activated on any player's turn.

3 // 2

## Seyton

Creature



Natural // Englishman // Commoner

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1 // 1

## Milk of Human Kindness

Prophecy



Continuous // Support

Every time your opponent deals damage to you, gain health equal to half of the damage taken, rounded down.

8

## Scottish Soldier

Creature



Natural // Scotsman // Commoner

You can expand this card to summon another "Scottish Soldier" from your hand or deck, or destroy one "English Soldier".

3 // 1

## English Soldier

Creature



Natural // Englishman // Commoner

You can expand this card to summon another "English Soldier" from your hand or deck, or destroy one "Scottish Soldier".

3 // 1

## Macduff's Son

Creature



Natural // Commoner // Scotsman

If this card is destroyed by battle, you can double the attack of one Macduff card next turn.

0 // 1

## Ross

Creature



Natural // -- // Royal

Summon this card directly from your hand if you have a Macbeth card on the field.

1 // 3

## Angus

Creature



Natural // Englishman // Commoner

Summon this card directly from your hand if you have a Macbeth card on the field.

1 // 2

## Visions of Banquo

Prophecy



Quick // Attack

Summon one Banquo card from your grave. This card can only be activated by sacrificing one "Witch" or "Witches" card.

## Scottish Soldier

Creature



Natural // Scotsman // Commoner

You can expand this card to summon another "Scottish Soldier" from your hand or deck, or destroy one "English Soldier".

3 // 1

## English Soldier

Creature



Natural // Englishman // Commoner

You can expand this card to summon another "English Soldier" from your hand or deck, or destroy one "Scottish Soldier".

3 // 1



## Lennox

Creature




**Natural // Royal//Scotsman**

Summon this card directly from your hand if you have a Macbeth card on the field.

0 // 1

## Servent

Creature



**Natural // Scottishmen // Commoner**

If this card has already attacked this turn and a Royal card you control attacks, this card can attack aga

1 // 2

## Captain

Creature



**Natural // Englishman // Commoner**

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0 // 5

## Commoner

Creature



**Natural // Scotsman // Commoner**

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2 // 2

## Doorkeeper

Creature




**Natural // Scotsman // Commoner**

Once per turn you can target an enemy card. That card cannot attack next turn.

2 // 0

## The Innocent Flower

Prophecy



**Quick // Both**

You can only activate this card if you control a Lady Macbeth card. Use this card to either destroy an enemy Scotsman card or target a "Macbeth" card. That card has two attacks this turn.

3 // 1

**GAME RULES:**



- Each creature card has 3 characteristics. “Natural” or “Supernatural”, “Scotsman” “Englishman” or N/A, and “Royal” “Commoner” or N/A.
- You can only have 2 copies of any one “Royal” card in your deck, 3 “Royal” cards on your field, and 1 of each royal card on the field.
- At the beginning of a game all players are drawn a hand of 6 cards. The maximum amount of cards you can have in your hand is 8. If you end a turn with a hand of 0 cards, draw 2 cards at the beginning of your next turn instead of the standard 1 card.
- You can have a max of four copies of any given commoner card in your deck, but no limit on how many you can have on the field.
- The titles Englishman and Scotsman are not given because of country of origin but as to differentiate the two sides of the battle fought at the end.`
- There is a minimum of 20 cards in a deck and a max of 45.
- If you cannot draw a card then you can shuffle your grave pile and have that become your deck.
- Each player begins the game with a five card hand. The player can choose one of these cards but the rest are drawn from the top of the deck.
- Each card has its damage value (first number) and health value (second number) in the bottom right corner of the card.
- Every card can expand its action to either use its card effect or attack.
- Your cards can only attack if they are not expended.
- Any expended cards you control will be unexpended during your draw phases.
- All cards have a signature ability that is based off of their character and actions in the play
- Each prophecy card has two characteristics. “Quick” or “Continuous”, and “Attack” “Support” or “Both”. Quick cards, once their ability is used, are sent to the grave but continuous cards stay on the field indefinitely. Attack cards harm your enemy and support cards buff you.
- Continuous cards have a health value at the bottom right corner. If that card takes that much damage in one round of play, it is sent to the grave.
- The way to win is to dethrone your enemy by draining their 20 life points. You do this by attacking them with your cards on the field.
- You can only attack an enemy directly if the opponent has no creature cards on the field. If they do have creatures then you must attack them before being able to attack the opponent.
- The first number in the bottom right corner of a card is their attack value, the amount of damage they deal when they attack. The second is their health value, the amount of damage they can take before being destroyed. At the beginning of your turn, the health value of all cards you control is reset to their base health.