

The way to Juliet



~ Introduction ~



In the far, far away doggy kingdom lived a couple that loved each other and could not be apart. It was Juliet and Romeo. However, their family was not satisfied with this love. Despite their enmity, the lovers' relatives agreed to prevent their children from meeting. The father of the Montails family posted guards in the yard to ensure that his son would not go to Juliet. The father of the Barkulet family hid his daughter behind one of the balconies of his estate and set an ambush for Romeo on other balconies. The lovers had fallen into despair, but their old friends came for help. The first is the former captain of the Montails family's guard, who treated little Romeo with love since childhood. This old, seasoned dog knows precisely all the guards and will direct Romeo away from those who dutifully carry the duty to those who like to those who prefer to take a nap or chase tails. And Juliet's governess will guide the lad directly to Juliet's balcony. But there is one problem - these two friends, unfortunately, do not know each other, so they will guide the lover without knowing about the other half of the information.

Will our heroes be together again? And who knows, probably thanks to this meeting, their assistants also will find their soulmate.

~ Overview ~

The Way to Juliet is a co-op game where two players take on the roles of former guard captain and Juliet's governess. Their goal is to get Romeo to Juliet without being ambushed or caught by the guards. One of the players will know which guards need to be bypassed, and the other will know precisely where Juliet is. However, players cannot share this information or tell each other where to go.



~ Game Components ~



25 guard cards



15 guards definition cards



5 balcony cards



2 columns cards



Ambush card



5 balcony definition cards



Romeo card



Juliet card



~ Setup ~

- Sort the cards into their respective decks and shuffle them.
- Place balconies, guards, and column cards according to the field setup (page 6).
- Place the Romeo card in the starting position.
- The first player draws one guard definition card and decides if the player wants to redraw this card. The player can redraw the card only once.
- The second player takes one of Juliet's balcony definition cards.



Sample of completed game set up.

~ Turn order ~

The player with the role of Captain (who has a guard's definition card) makes a first turn. On a turn, the player must move Romeo or the guard.

You can only move horizontally or vertically to the adjacent free cell. After a player has moved one of the cards, the turn goes to the next player.



Only Romeo can move on the start line. Also, he cannot return to the start line.



Columns can not be moved .



Guard definition cards

The guard definition cards indicate guards that cannot stand near Romeo; otherwise, the game ends with a loss.

These cards point to one of the common traits of guards. This can be a dog breed, a background color, or a pattern on the background.



Note: For the first games with the child, we advise taking the Captain role for the parent, as it is a bit more complicated role.



~ End of the game ~

If, at any point in the game, Romeo is next to the guard defined by a card, the first player stops the game. The player shows a card of defined guards. The players lose the game.



The game ends when Romeo is next to one of the balcony cards.

The second player puts the Juliet card on the balcony near Romeo if the number of the balcony matches the number of the Juliet balcony definition card. The players win.



If the balcony cards do not match, the second player puts an ambush card. The players lose.

In case when Romeo is at the same time, near Juliet's balcony and defined guard, the game will end with a loss.

~ Advance mode ~

To make the game more challenging, you can add a few limitations.

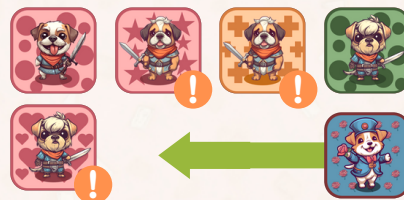
- Time limit - you can limit game duration by 5, 10, or 15 minutes or limit the number of turns to 100 (for this, you can use any tap counter app.)
- Do not use the opposite to previous turn moves.



Sample of opposite to the previous turn move

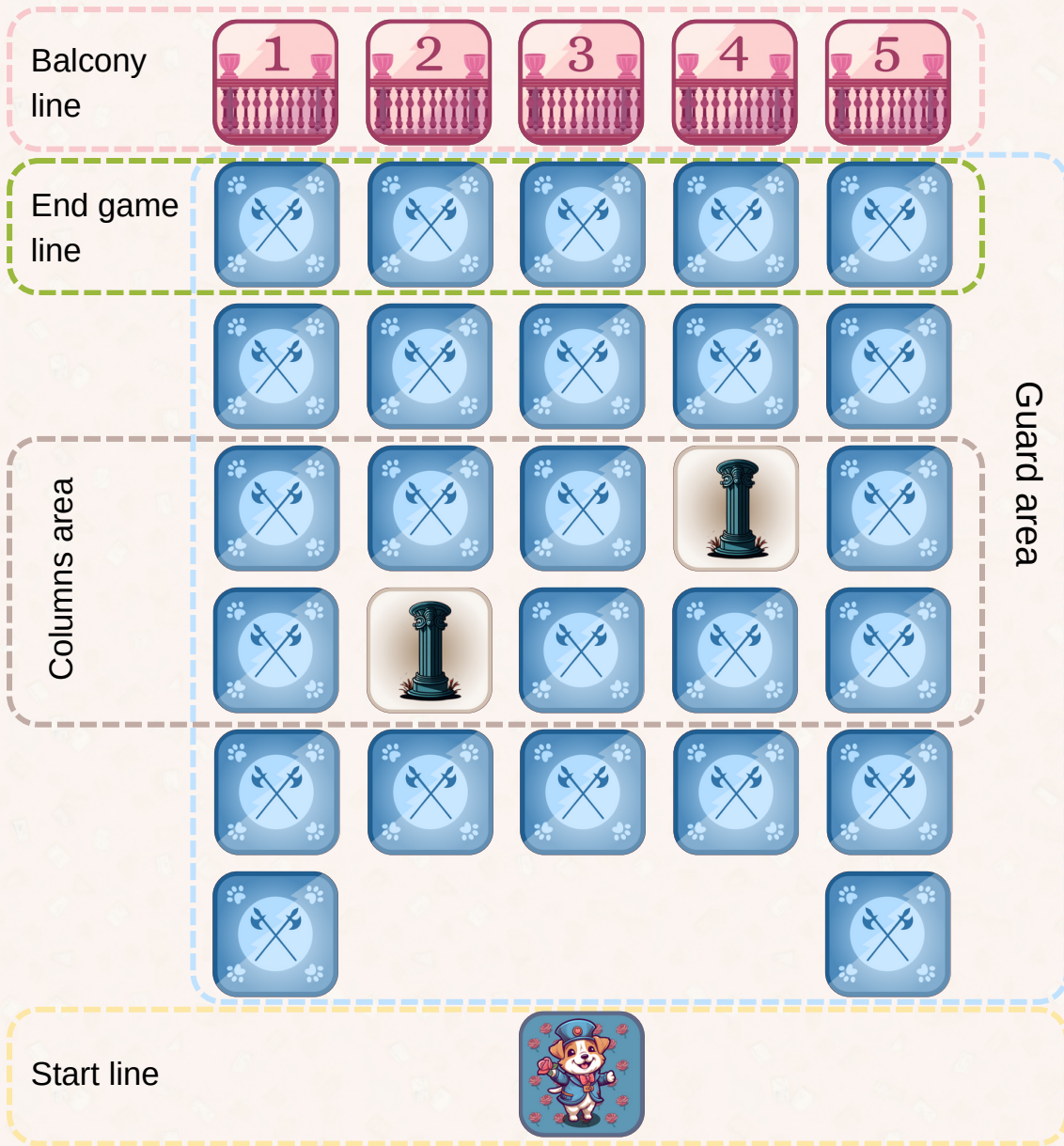
~ Dash ~

To speed up the game, you can use dashes. After Romeo leaves the initial line, you can move a card on two spaces, but only if the direction is the same. You will need to check all guards on the Romeo move's way.



~ Field Setup ~

- Shuffle two columns cards and eight guards cards. Place the cards face up in the column area.
- Shuffle the rest of the guards cards and place them as shown in the guard area.
- Put a line of balconies cards.
- Place Romeo in the middle of the starting line.



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Game desinger:
Vasyl Rudnitskyi

© tablefamily.publisher

✉ tablefamily.publisher@gmail.com

