

Where art thou Romeo?

A Game by Michael Eskue

A Nano game set in the world of the Council of Verona.



Overview

To start the game randomly chose a player to take on the role of Juliet and give that player the Juliet tile face-up. The Juliet role will rotate clockwise each round so that each player will take on the role of Juliet once. In a 3-Player game there will be three rounds, in a four-player game there will be four rounds, etc.

Setup

The tile with a  icon is only used in a 4 or 5 player game and the tile with the  icon is only used in a 5 player game.

Shuffle the appropriate tiles and randomly deal one of the remaining tiles to each player face-down. It is important that these tiles are kept face-down and secret.

Game Play

Each player, other than Juliet, examines their role tile and decides which of the two different roles they wish to play. Once the player has decided on their role they place their tile face down in such a way that their chosen role is closest to them and the non chosen role is closest to Juliet.

When she is ready the Juliet Player will indicate that the 30 second lobby period has begun and players now decide what they want to tell Juliet. (*Players may say whatever they wish during the lobby period but may not reveal their tile.*) Players may choose to place their tile face down at any point before or during the lobby period but once the role is placed down it may not be changed.

At the end of the 30 second lobby period Juliet will announce who she believes to be Romeo or that she believes no one chose Romeo. Once Juliet makes her announcement all remaining players will horizontally flip their tiles (*as to not change their selected role*) and reveal their choice.



The round is now concluded. **(It is very important players not flip their tiles top to bottom or bottom to top as this would change their chosen role)**

Scoring

Points are awarded based upon the outcome of Juliet's announcement and the player's role choice. See the player aid for a scoring breakdown.

Round End

Once the points have all been tallied the Juliet Role passes clockwise and a new round of play begins. The game ends when each player has taken on the role of Juliet. The player with the most points wins. Ties are broken by whichever player was Juliet first (amongst the tied players).

Times listed are approximate and are meant as a guideline.

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Player Aid



Juliet- Scores 2 points if Romeo is chosen, unless Mercutio is present, then she scores only 1 point.

Juliet- Declares “No Decision” and scores 1 point if Romeo is not present.



Romeo- Scores 2 points if chosen, unless Mercutio is present, then he scores only 1 point.

Count Paris- Scores 1 point if chosen.



Mercutio- Scores 2 points if Juliet chooses Romeo. Romeo and Juliet score 1 instead of 2.

Benvolio- Scores 1 point if Romeo is not chosen. (*Even if Juliet declares “No Decision”*)



Nurse- Scores 2 points if Juliet chooses Romeo.

Tybalt- Scores 1 point if Romeo is not chosen. (*Even if Juliet declares “No Decision”*) (4 and 5 players only)



Friar Laurence- Scores 2 points if Juliet chooses Romeo.

Prince Escalus- Scores 1 point if Romeo is not chosen. (*Even if Juliet declares “No Decision”*) (5 players only)