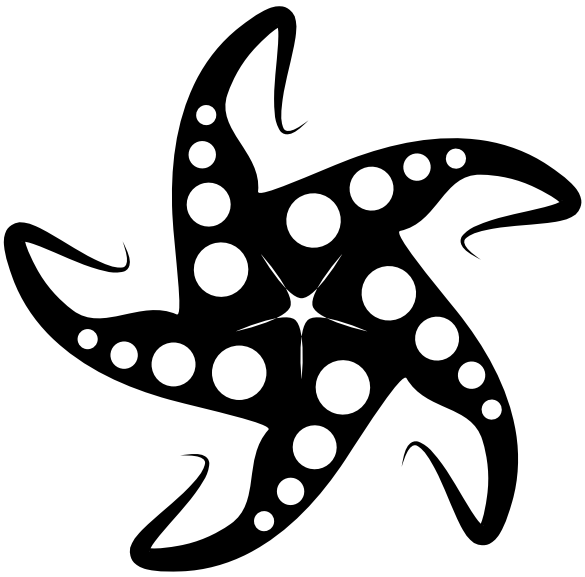

STARFISH GAMES

https://starfishgames.github.io/home/

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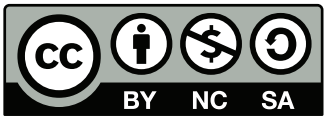


Shoulda, woulda, coulda

A game of untold regrets, doors that should have been opened and futures that will not be

What's in the game

This game provides a basic set of cards, composed of 36 regular cards, 12 special cards and 6 blank cards. For groups up to 6 players, use one deck; print two for groups up to 12 players. Blank cards can be customized by each group.

Getting ready for the game

Find some friends to play with, sit at a table and shuffle the deck of cards provided with the game. Now, each player must draw 6 random cards from the deck to create their hand. Once each player has created their own hand, put back the remaining cards on the table, face down.

Cards

Regular cards display a letter on the top ("R" or "B") followed by a number ranging from 1 to 9. The letter represents the card color ("R" for "red," "B" for "Black"), the number represents the card value. Special cards represent characters, which can trigger special actions.

Starting the game

Each player will represent a character. Characters in the game are all either fantasy adventurers or villains, each with regrets and weaknesses, each full of "shoulda, woulda, coulda." "I should have saved the princess," "I should have killed the ogre," "I should have found the baby of the prophecy" and so on and so forth.

The oldest player starts by saying "I should have..." and drops a card on the table. They must continue the sentence by using the card description as a hook: "I should have saved the stressful princess." Now, the next player (counter-clockwise) can do one of the following:

- if they have a card with the same value of the one left by the first player, but with a different color, they can *attach* it;
- if they have a card which value is 1 point higher or lower than the one left by the first player, they can *add* it;
- if they a card with the same value and letter of the one left by the first player, or which value is equal to the sum of the *added* cards, they can *remove* it;
- if they have a special card, they must play it;
- if they have no card with which either *attach*, *add* or *remove*, or special cards to play, they must *draw* one card from the remainders of the deck. If no other useful cards are added to their hand, they must *pass* on.

Game actions

If a player *attaches* or *adds* a card, they must continue the sentence with "...but you didn't because you were..." and add what the card describes. Cards can be *attached* from either directions (left or right) to those already on the table; cards can be *added* to the right only if their value is higher than that of the card tho which they are *added*, while they can be *added* to the left only if their value is lower. Once a series of cards is started in this way, it can only be continued up to 9 or down to 1: it cannot be reversed during play.

If a player *removes* a card or a series of cards, they must continue the sentence with "...however, you couldn't because..." and add what the card describes. In any case, players should elaborate a little on the card description.

Players *removing* cards and card series can either *remove* them completely or *remove* a part of the series on the table. In both cases, when a player *removes* a part or a whole series of cards from the table, they put them back to the deck and put the one used to "scoop the table" right in front of them. These cards count against the number of cards in their hand: when this player has used an equal number of cards to *remove* some from the table than the number of cards in their hand, they are considered as if without any card in their hand. Cards used to *remove* other ones must be set aside, as they won't be used for score calculation.

When a player uses one of their cards or *passes* on, the next player (again, counter-clockwise) must do the

same. The cycle continues until the table is clean. When the table is cleaned, the regret is solved.

Special actions

The special cards provided in the game can be brought into play for added fun. Each can be used to perform special actions.

- The valiant knight can only be brought in play when the Dragon is in play, and it starts a duel. In a duel, the two players involved (the one who brought the Dragon in play and the one who brought the knight in play) draw one card from the deck: the one with the highest value wins. In case of a tie, cards are drawn again. Should the Dragon win, the knight must be discarded; should the knight win, all cards collected by the Dragon are returned to the player who brought it in play. In case of multiple Dragons, the player who brought in play the first Dragon is involved in the duel, but they can draw one card per Dragon: their values are summed up. The same rules apply when fighting an annoying dead.
- The annoying dead is, well, annoying. When brought in play, it must be *added* to a set of at least two cards, no matter if they were *added* or *attached*. When an annoying dead is added, this set of cards cannot be used any longer. It can be only removed by a duel with a knight. Should the knight win, the player who brought in play the annoying dead collects the cards.
- The happy blemmyes are playful, yet weird creatures. When brought in play, players can add a card to either their left or right to start a new series of cards. Other blemmyes can be added to a series to interrupt it and reverse it. Blemmyes cannot be removed: if they remain on the table, all new cards must be *added* to them.
- The Dragon can be brought in play at any moment, even when it's not the player's turn. The Dragon must be put close to a target player (not the one who drew it from the deck); from that time on, it will collect all cards with values of 8 and 9. These cards will stick with the target player. More than one Dragon can gather with a same player: each added Dragon lowers by 1 point the minimum value of the cards to be collected.

Winning the game

The game stops when one player has no cards in their hand, no matter whether there are still regrets on table. All cards in the hands of the other players are counted, as well as those collected by *removing* cards and card series. The player with the lowest number of cards (not counting those used to *remove* other cards) wins the game.

R1

The princess in distress

R2

That damned door

R3

The baby of the prophecy

R4

Ninja goblins

R5

The singing sword

R6

The angry ogre

R7

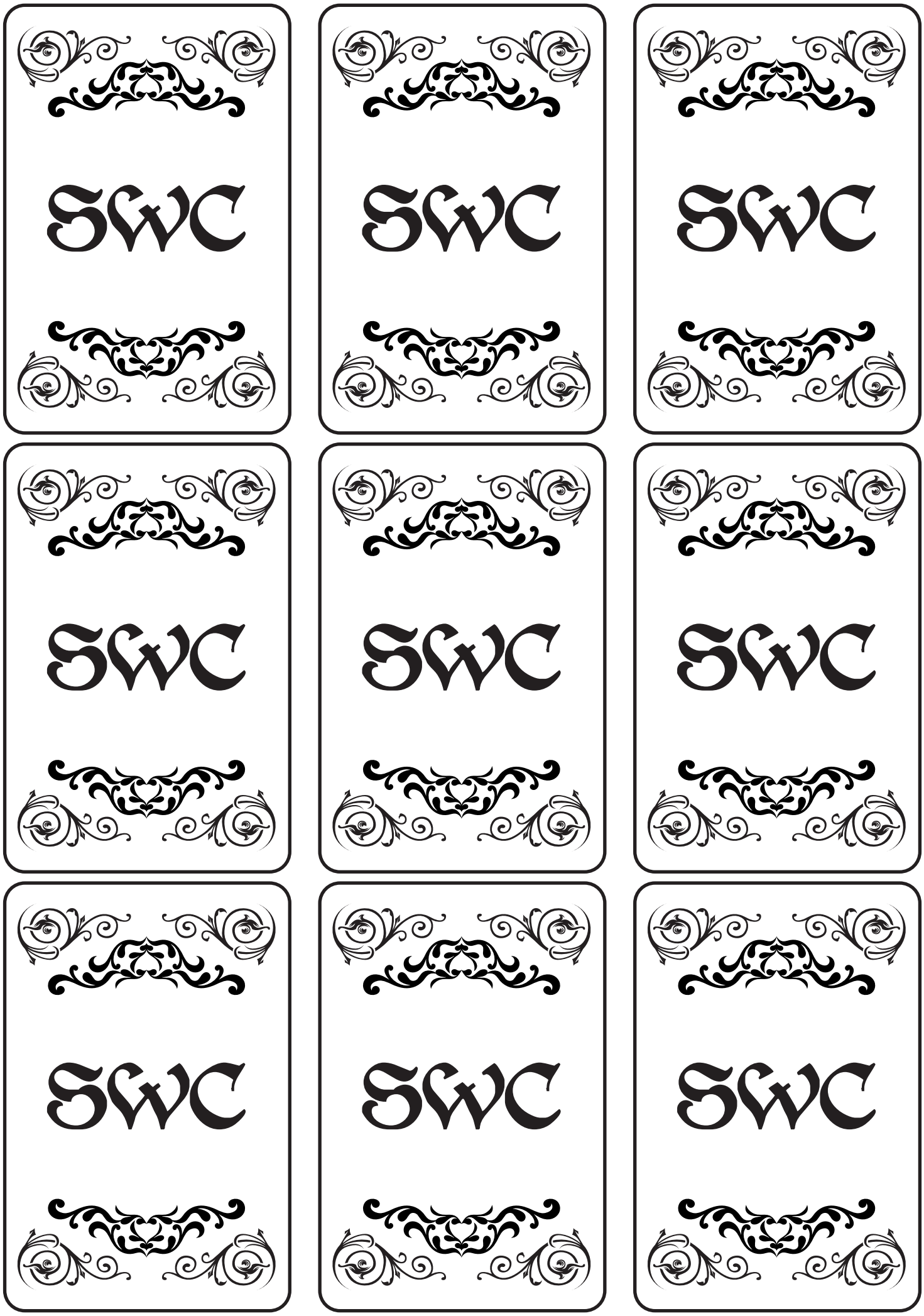
The evil nuns

R8

The unholy altar

R9

Unspeakable horrors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R1

The sleeping dragon

R2

The tar pit

R3

The shadow pilgrims

R4

Ninja kobolds

R5

The drunk wizards

R6

The league of assassins

R7

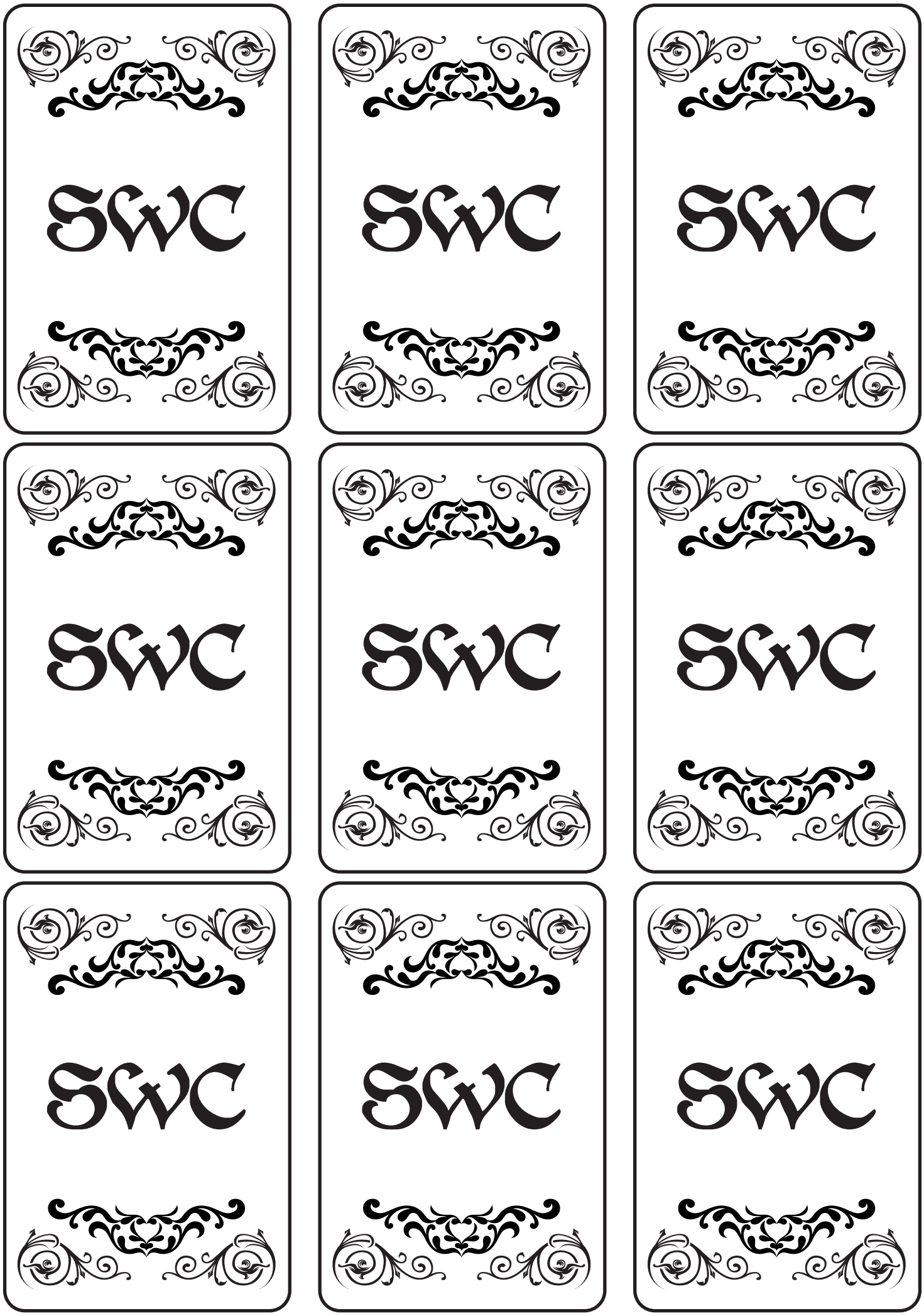
The swinging staircase

R8

The falling stones

R9

The rune-teller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B1

The stressful princess

B2

That boring knight

B3

Incompetent minions

B4

The all-seeing orb

B5

A malevolent storm

B6

The grey sandstorm

B7

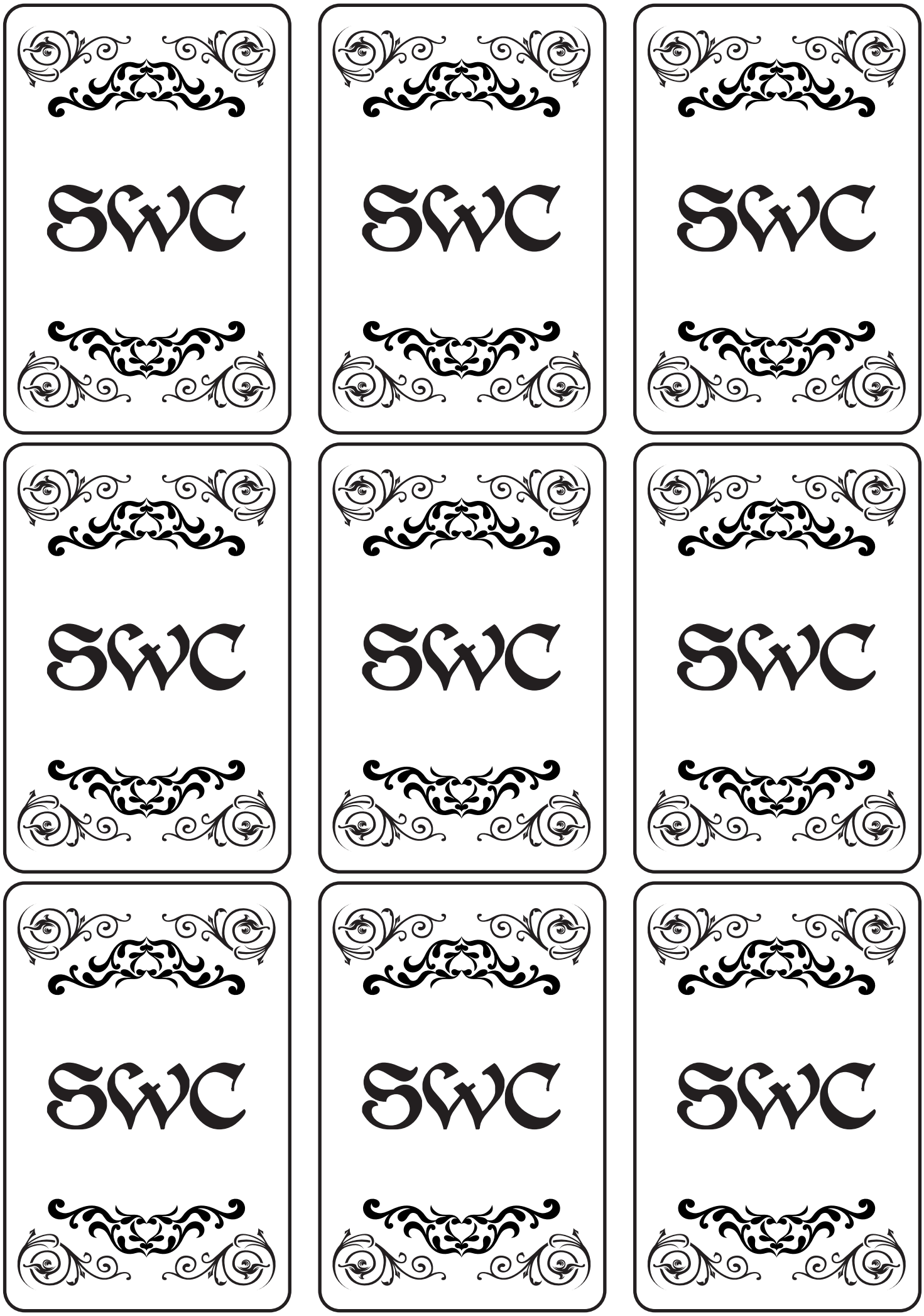
The scorching sun

B8

The ruins of Ullthag

B9

The wrong scroll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B1

The Book of Knowledge

B2

The broken staff

B3

The sobbing demon

B4

The good ogre

B5

The sleepy succubus

B6

Annoying gods

B7

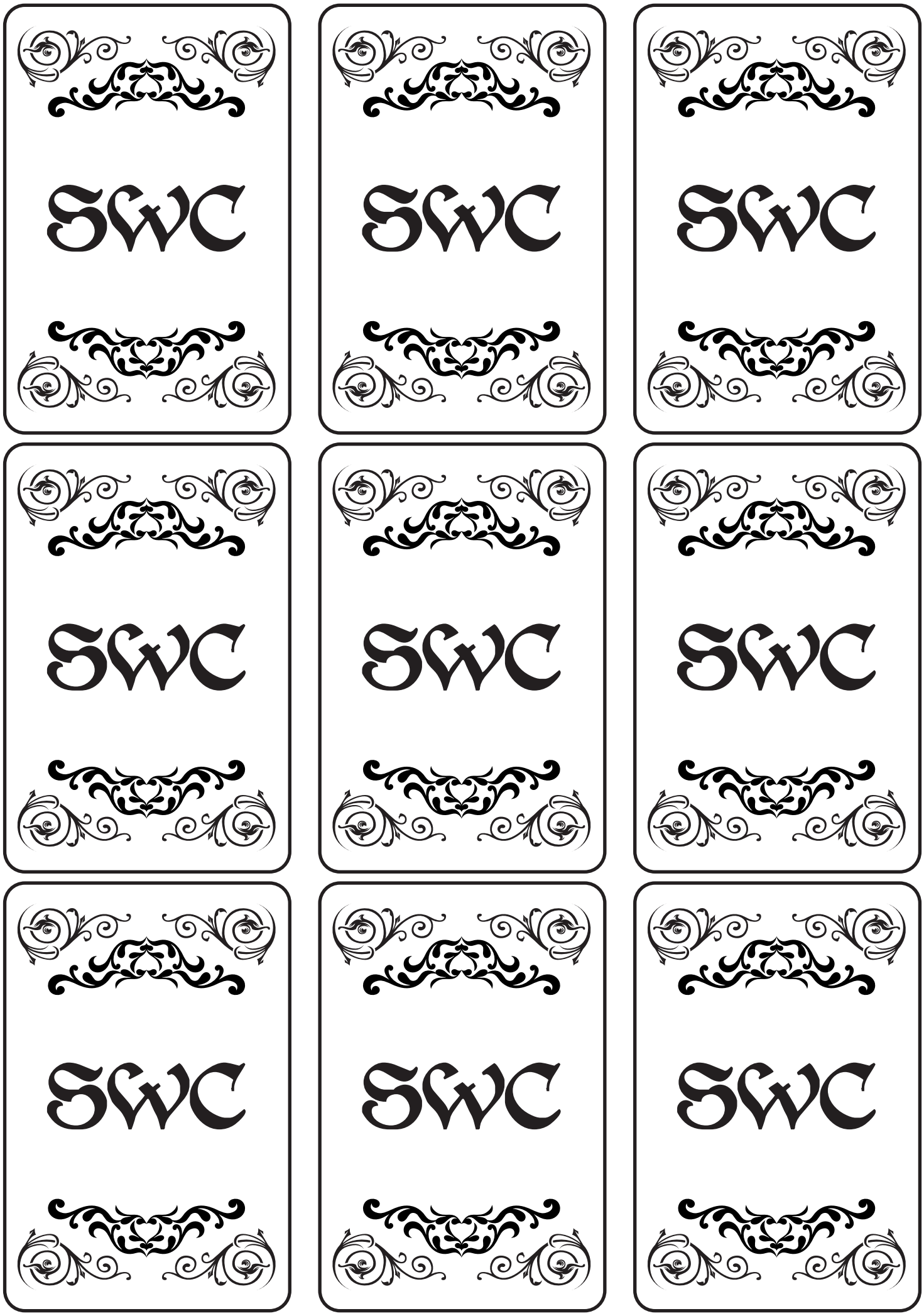
A naughty goddess

B8

The greedy dragon

B9

The vile jelly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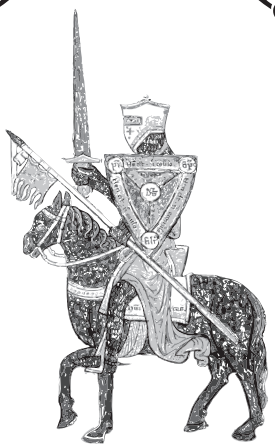
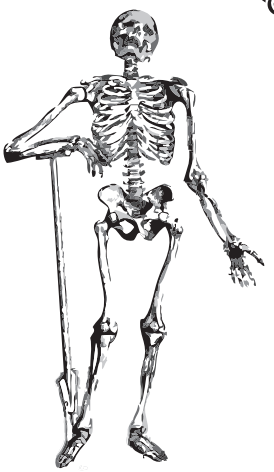
The valiant knight

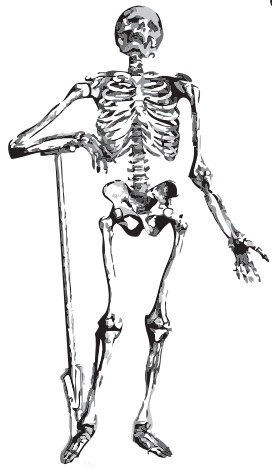


The valiant knight

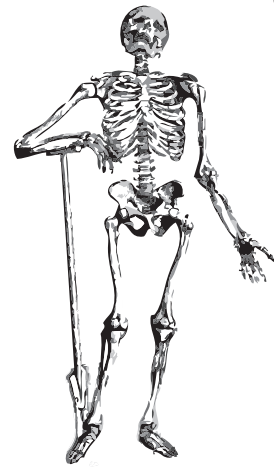
The valiant knight



The pompous dead



The pompous dead

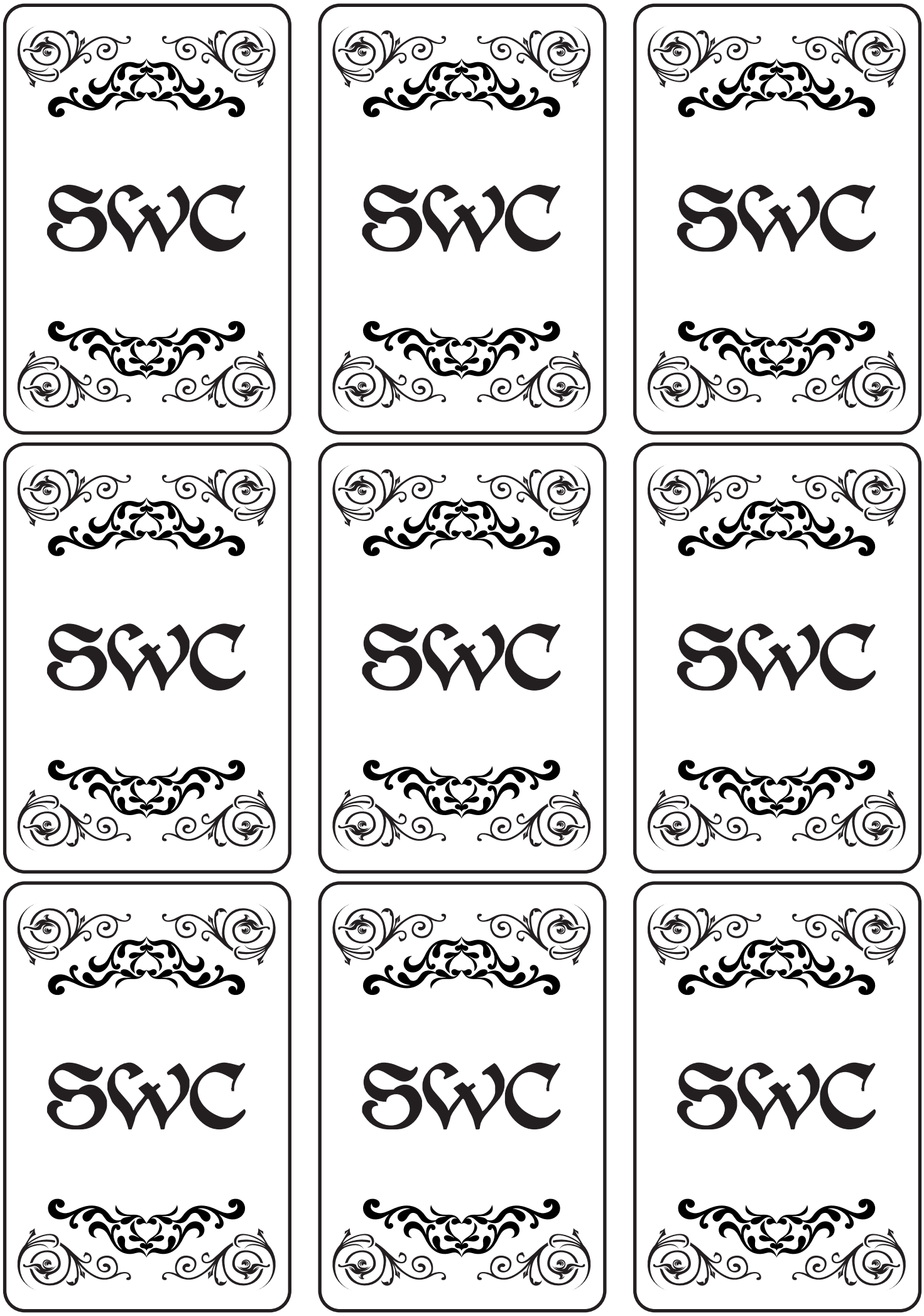


The pompous dead

The happy blemmyes

The happy blemmyes

The happy blemmyes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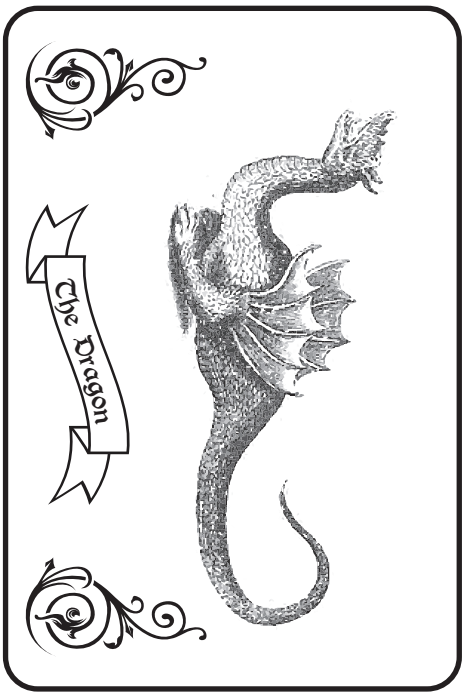
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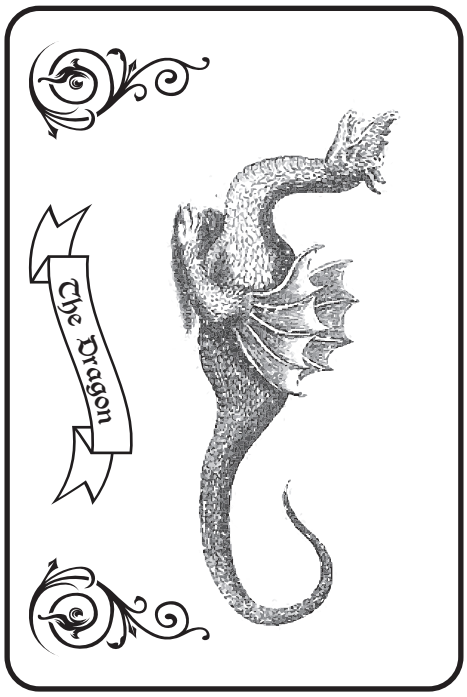
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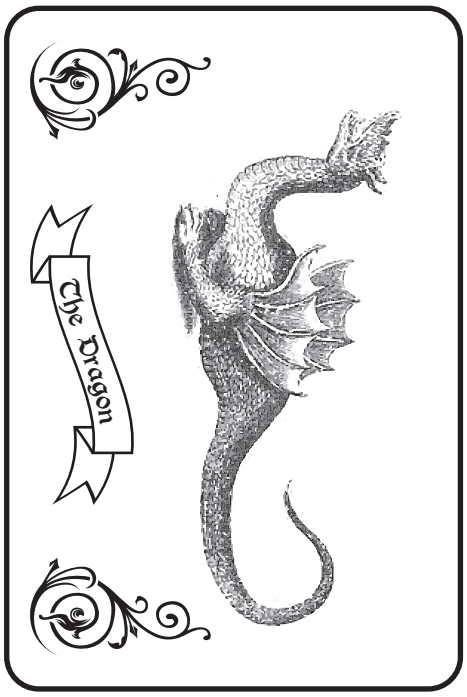
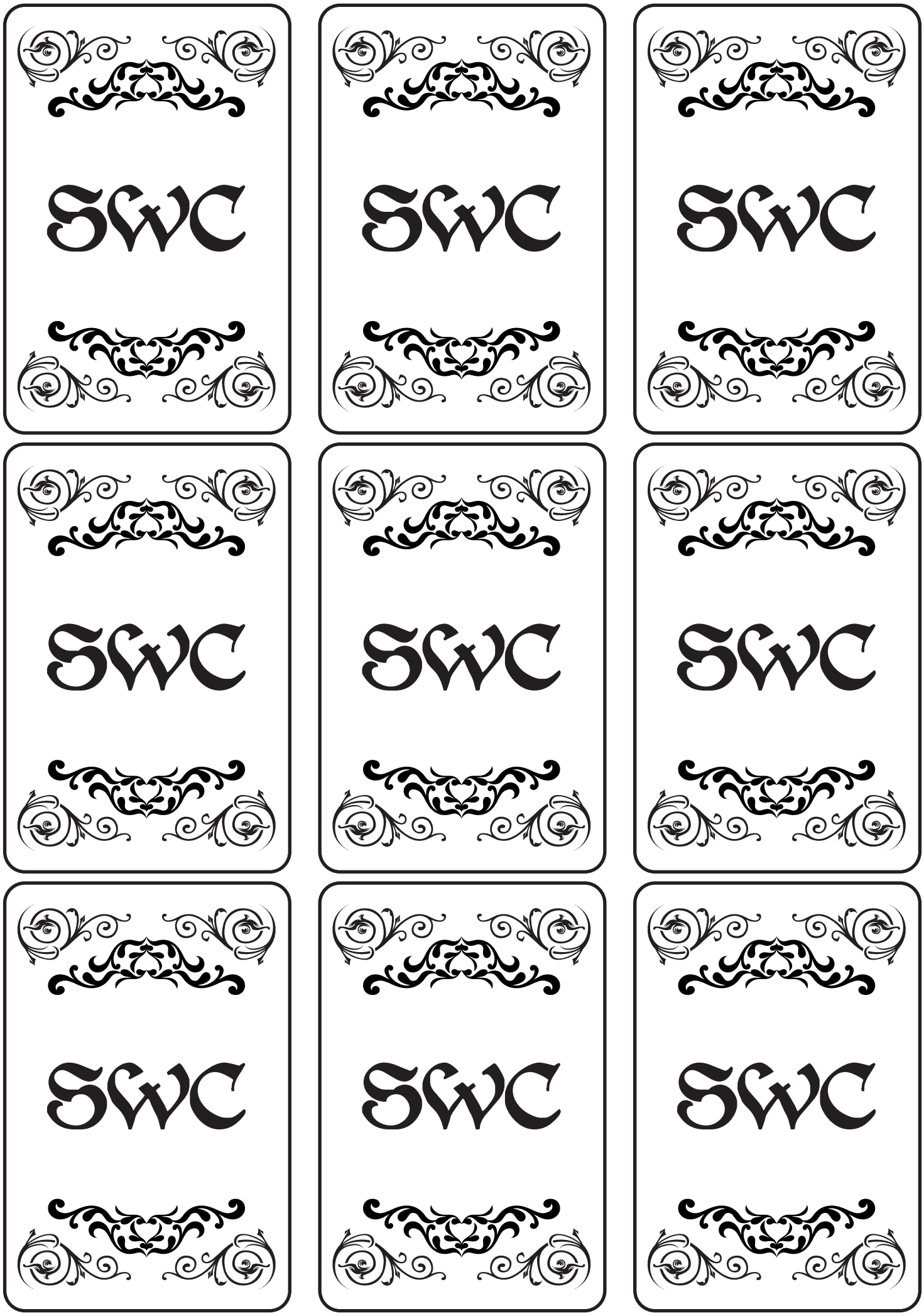

The Dragon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