

# Shoulda, woulda, coulda

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

## 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 his/her hand. Once each player has created his/her own hand, put back the remaining cards on the table, face down.

## 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. He/she must continue the sentence by using the card description as a hook: “I should have saved the stressful princess.” Now, the next player can do one of the following:

- if he/she has a card with the same value of the one left by the first player, but with a different letter, he/she can *attach* it;
- if he/she has a card with a value immediately lower or higher (+1 or -1) than the one left by the first player, he/she can *add* it;
- if he/she has a card with the same value and letter of the one left by the first player, he/she can *remove* it;
- if he/she has no card with which either *attach*, *add* or *remove*, he/she must *draw* from the remainders of the deck. If no other useful cards are added to his/her hand, he/she must *pass* on.

If a player *attaches* or *adds* a card, he/she must continue the sentence with “...but you didn’t because you were...” and add what the card describes. If a player *removes* a card, he/she 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 can either *remove* them com-

pletely 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, he/she puts them back to the deck and puts the one used to “clean the table” right in front of him/her. These cards count against the number of cards in his/her hand: when this player has used an equal number of cards to *remove* some from the table than the number of cards in his/her hand, he/she’s considered as if without any card in his/her hand. Players can only *remove* cards once per regret.

When a player uses one of his/her 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.

Now it’s the turn for the second player to show his/her regrets.

The player who remains without cards in his/her hands wins the game.

R 1

The princess  
in distress

B 1

That damned  
door

R 1

The baby of  
the prophecy

B 1

Ninja  
goblins

R 2

The singing  
sword

B 2

The angry  
ogre

R 2

The evil  
nuns

B 2

The unholy  
altar

R 3

Unspeakable  
horrors

B 3

The sleeping  
dragon

R 3

The tar  
pit

B 3

The shadow  
pilgrims

R 4

Ninja  
kobolds

B 4

The drunken  
wizard

R 4

The league  
of assassins

B 4

The staircase

R 5

The falling  
stones

B 5

The bones of  
my ancestors

R 5

The rune-  
teller

B 5

The good  
ogre

R

6

The stressful  
princess

B

6

That boring  
knight

R

6

Incompetent  
henchmen

B

6

The all-  
seeing orb

R

7

The evil  
storm

B

7

The grey  
sandstorm

R

7

The scorching  
sun

B

7

The ruins of  
Ulthag

R

8

The Book of  
Knowledge

B

8

The broken  
staff

R

8

The wrong  
scrolls

B

8

The visage of  
unholyness

R

9

The sobbing  
demon

B

9

The sleepy  
succubus

R

9

The speaking  
volcano

B

9

The obnoxious  
god

R

10

The naughty  
goddess

B

10

The irritated  
holocaust

R

10

The obnoxious  
jelly

B

10

The acid-  
spitting dragon