

Enough?

GAME OVERVIEW

Enough? is a push-your-luck card game about self-control, temptation, and decision-making.

Players take turns drawing cards to build points—but must decide when to stop before losing everything.

The game explores how confidence can quickly turn into overreach, and how small decisions compound into meaningful outcomes.

PLAYERS

2–4 players

PLAYTIME

10–30 minutes

COMPONENTS

- 30-card deck:
 - Gain cards (Angel influence)
 - Risk cards (Devil influence)
 - Pressure cards (Conflict)
 - Special cards (Intervention)
- Score tracker (paper and pencil)

OBJECTIVE

Be the first player to reach the target score (recommended: 15–20 points) by safely accumulating points during your turns.

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TURN STRUCTURE

On your turn:

1. Draw a Card

Flip the top card and resolve its effect immediately.

2. Build Your Total

Add any gained points to your current turn total.

3. Decide

After resolving the card, choose:

- **Continue** → draw another card
- **Stop** → bank your points safely

4. Banking Points

If you stop:

- Add your turn total to your score
- End your turn

Busting

If you draw a Bust card:

- Lose ALL points from that turn
- End your turn immediately

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CARD TYPES

GAIN CARDS (Angel)

- Provide positive points
- Encourage safe play
- Examples:
 - +1, +2, +3, +4, +5
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RISK CARDS (Devil)

- Cause total loss of turn points
- End your turn immediately
- Represent overreaching
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PRESSURE CARDS

- Create tension without immediate failure
- Examples:
 - Lose half your points
 - Must draw again
 - Time pressure decisions
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SPECIAL CARDS

- Introduce control or manipulation
- Examples:
 - Peek at next card
 - Double your total (but must continue)
 - Redirect risk to another player

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PLAYER INTERACTION RULE (OPTIONAL BUT RECOMMENDED)

Once per round, a player may influence another by saying:

“You should keep going.”

If the active player listens and busts:

- The influencing player gains +1 point

END OF GAME

The game ends when a player reaches the target score.

That player wins.

