

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

2–5 players

- Recommended: for 2-3 players, cut the deck roughly in half. Choose the larger looking half to play.

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 player with the highest score by the time the dedicated deck runs out.

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TURN STRUCTURE

On your turn:

1. Draw a Card

Flip the top card and resolve its effect immediately.

2. Decide

After resolving the card, choose:

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

3. 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

CARD TYPES

GAIN CARDS (Angel)

- Provide positive points
- Encourage safe play
- Examples:
 - +1, +2, +3, +4, +5

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CARD TYPES (cont.)

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

SPECIAL CARDS

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

END OF GAME

The game ends when all cards in dedicated deck are pulled. The player with the most points wins!