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# THE GAME OF SUFFICIENT

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## Rules for game of "Sufficient" (3)

previous player has laid down a card on his reserve. A new hand is taken whenever it comes your turn to play and you have no cards in your hand. New hands may be taken as long as one can continue to play.

**PARTNERS.** In playing partners the player may play from his partner's Sufficient Pile and Reserve. A player must play from his own Sufficient Pile first and then from his partner's. No intimation of the proper play to make can be given by anyone to the player.

As soon as it becomes apparent that any of the foregoing rules are to be broken by a player he may be "substituted" by the one noticing the error calling out Sufficient and the one so-called places a card on the bottom of the player's Sufficient Pile from the bottom of his Sufficient Pile. The player then stops abruptly and the next in turn starts playing. If a person calls out Sufficient when the player has not made an error the player may give the person so calling a card from his Sufficient Pile and continue to play as long as possible.

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## Rules for game of "Sufficient" (2)

directly in front of him just behind his "Sufficient Pile" and this is called his "Reserve". All 'S's' must be played during the turn in which they are drawn that is, a player is not allowed to hold an 'S' in his hand but it must be played at once. An 'S' on the Sufficient Pile is played before an 'S' in the hand. You may then play from your hand or Reserve always being careful to play from your Sufficient Pile when possible. When words are completed they are removed from the table and may be shuffled and used over again for hands as needed.

**RESERVE.** The player's reserve is laid down until he has five cards side by side; he then starts to build up on these cards. Much of the Science of the Game is in properly laying down the reserve cards, the object being, of course, to lay down his reserve that he can use them to the best advantage in getting rid of his Sufficient Pile. The player can play his reserve out and build it up as often as he wishes. Five cards must be placed side by side before starting to build up. It is not allowable to look under the top cards of your Reserve. Whenever a player lays a card down on his Reserve that finishes his play and the next in turn to his left starts playing. A card must be placed on the reserve at each turn whether the player can play elsewhere or not.

A new hand can not be taken until the next

## Rules for game of "Sufficient" (1)

The Game SUFFICIENT is played with a pack of 60 cards consisting of 11 cards of each of the letters contained in the word SUFFICIENT. The Game can be played by any number of persons from two to six, seven more by using two packs of cards.

**DEALING.** Shuffle the cards and deal five to each player who plays them from the reserve table directly in front of him. Behind his "Sufficient Pile" now deal six cards to each player for his hand and check the number of the cards cross-wise in packs of 10 cards each for accuracy.

**OBJECT OF THE GAME.** is to play out the "Sufficient Pile" and the one who does the first by the longest time WINS THE GAME.

**PLAYING.** The first player to the left of the dealer holding a letter 'S' must first begin by placing it in the center of the table and if he can follow with a letter 'I' he may do so it on top of the 'S' and so on as long as he can spell out the word SUFFICIENT in proper order. Play must always be made from "Sufficient Pile" first whenever possible. In the word SUFFICIENT there are two 'S's and two 'I's. The second 'S' or 'I' in each case is placed on the cards by playing under it. The second player to play all letters in proper order. If a player can play out his entire hand he may do so and deal a new hand and continue to play. When he can not play further he lays down one card

