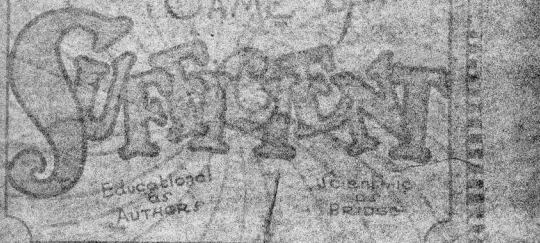


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Russell Manufacturing Company, Inc., Worcester, Mass.

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

Previous player has laid down a card on the 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 by intimation of the proper play to make can be given by means 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 "ball-checked" by the one making the error calling out Sufficient and the making the error placing a card on the bottom of the player's Sufficient Pile from the bottom of his Sufficient Pile. The player then stops at his Sufficient Pile and the next to him starts playing. If a player makes an error the player may give the person next to him a Sufficient Pile and continue to play as long as possible.

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RUSSELL MANUFACTURING COMPANY  
Lowell, Mass.

### 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 first 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. At the end of the game the cards in the Reserve are drawn down the reserve cards, the object being, of course, to lay down the reserve that is most 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.

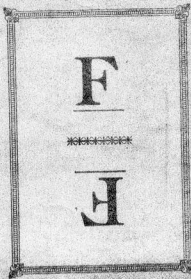
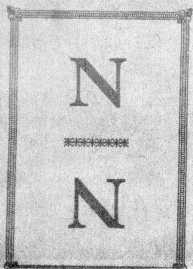
A new hand can not be taken until the next

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

The game SUFFICIENT is played with a pack of 60 cards consisting of 5 cards to each of the letters contained in the word SUFFICIENT. The letters can be played by any number of persons from two to six, arranged round an oval table of cards.

**PLAYING.** Handle the cards and deal one to each player who plays from face to the table directly in front of him. Behind the Sufficient Pile, a new deal is made by each player for his hand and face that is composed of five face cards to make all cards each face to make a SUFFICIENT PILE. The next player who has the first in the following order: WINE, WIFE, WIFE, WIFE.

**PLAYING.** The first player to the left of the dealer holds a letter 'S' card in his hand by placing it in the center of the table face up. If he can follow with a letter 'S' he may play it on top of the 'S' and so on as long as he can spell out the word SUFFICIENT in reverse order. Play must always be in reverse order. SUFFICIENT PILE and whenever possible, in the word SUFFICIENT there is one 'I' and two 'S's. The second 'S' or 'I' is each one in rotation of the cards by the time under it. The number player to play all letters in proper order. If player can play out his cards he may be the one to play the next hand and continue to play. When he can not play further he has given up and



## 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 so 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 6 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, or even more by using two packs of cards.

**DEALING.** Shuffle the cards and deal 5 to each player who places them face up on the table directly in front of him. This is his "Sufficient Pile," now deal 4 cards to each player for his hand and stack the remainder of the pack criss-cross in hands of 4 cards each for later use.

**OBJECT OF THE GAME**—is to play out the "Sufficient Pile" and the one who does this first by the following rules WINS THE GAME.

**PLAYING.** The first player, to the left of the dealer holding a letter 'S' starts the game by placing it in the center of the table face up. If he can follow with a letter 'U' he may play 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 f's and two i's. The second 'f' or 'i' in each case is marked on the cards by a line under it. This enables player to play all letters in proper order. If player can play out his entire hand he may do so and then take another hand and continue to play. When he can not play further he lays down one card