



OBJECT OF THE GAME

To be the first player to score a total of 500 points. This usually takes several hands of play. In each hand, you'll try to collect all the cards of one of these suits: Pizza, Fruit, Hamburgers, Yogurt, Cookies, Tacos, or Vegetables.

CONTENTS

One deck of 65 cards—7 suits of 9 cards each, plus a Bull card, a Bear card, and a Hit the Pit board.

SETUP

There are two versions of PIT. The basic game is played without the Bull and Bear cards. At this time, remove them from the deck.

1. Place the Hit the Pit board in the center of the table.

2. Prepare a score sheet, with a column for each player.
3. The youngest player deals.
4. The number of suits used in the game is the same as the number of players. For example, if there are 4 players, you will need 4 complete suits of food. The dealer checks the number of players, then puts together a deck with the matching number of complete suits of 9 cards each (his choice of suits).
5. The remaining suits are put to one side and are not used.
6. The dealer shuffles then deals 9 cards face down to each player.
7. Players hold their cards in hand and, after studying them, decide which food to try to collect (it is best to collect the food of which you have the most cards).
8. After all players have sorted their cards, the dealer announces "Shout It Out!" and the race begins!

HOW TO PLAY

You can trade with anyone at any time. Players take from their hands one to four cards **of the SAME food** in the hopes of trading them.

The cards are held up so that the suit cannot be seen by

the other players, and players shout out, depending on the number of cards they wish to swap:

"SWAP ONE! ONE! ONE!" or **"SWAP TWO! TWO! TWO!"** etc.

You can swap with any opponent who is calling out the same number. If an opponent wants to swap fewer cards than you, you may lower your bid and swap the smaller number.

SCORING

Swapping continues until one player collects all 9 cards of the same food. If you get a full set first, hit the Hit the Pit board and shout out "PIT" to win the game!

You score the points of the suit that you've collected. For example, if you collect all of the Pizza cards, you score 100 points. Mark this on the score sheet.

The winner of the hand reshuffles the cards and deals the next hand.

WINNING

You win if you are the first player to score 500 or more points. For shorter or longer games, adjust the target score to a lower or higher number.

ADVANCED GAME WITH BULL & BEAR CARDS

Once you are comfortable with the basic PIT game, add the Bull and Bear cards to the deck for more excitement. In the deal, two players will receive a tenth card. That's okay. Players still try to collect 9 of the same suit, but the Bull and Bear cards have special effect on the outcome of the hand!

The Bull card can be either a “wild” card or a penalty card; the Bear card always carries a penalty.

The Bull Card

If you hold the Bull card when you have 8 cards of the same suit, hit the Hit the Pit board, call “Wild Pit” and score the points marked on the suit you've collected. (In this case, the Bull card acts as a “wild” card.) If you hold the Bull card when you have 9 cards of the same suit, hit the board, call “Double Pit” and score *double* the points marked on the suit you've collected!

The Bear Card

You should always trade the Bear card as soon as you get it because:

1. It will cost you points if someone else goes out.

2. While you hold it, you cannot lay down your hand even if you have all 9 cards of one suit.

You can include the Bull or the Bear card in a swap (don't tell anyone you are doing so!) just include it in the number of cards you call out. You may trade one by itself. But at no time may you trade more than four cards at once.

The Bull and Bear Card

If you hold either the Bull or the Bear card when an opponent calls “Pit,” you **lose** 20 points. If you hold both the Bull and Bear cards when an opponent calls “Pit,” you lose 40 points. (Your score can go below 0.)

It is a good strategy to trade the Bull card if you think the hand is about to end and you're not going to win.

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