

**3 to 8 players**



**AGES 7 and Up**

### OBJECT

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 "corner" the market on one of the following commodities: Gas, Silver, Rice, Oil, Cattle, Gold, Platinum, or Cocoa. You've cornered a market when you have all 9 cards of the same commodity in your hand.

### EQUIPMENT

Two decks of cards—8 suits of 9 cards each, plus a Bull card, a Bear card, and a Corner 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 "Corner!" board in the center of the table.
2. Have a blank piece of paper ready to use as a score sheet.
3. Select a dealer.
4. The dealer prepares the deck for play as follows: Use one complete 9-card suit for each player. Leave the remaining suits out of play for the entire game.
5. The dealer shuffles the cards and deals 9, face down, to each player.
6. Pick up your cards and arrange them by suit. Be sure no one else can see them.
7. While arranging your cards, decide which commodity you'll try to corner.  
Note: Try to corner the commodity of which you hold the most cards.
8. After everyone has had a chance to sort their cards, the dealer announces, "The Exchange is open."

### PLAY

When the dealer announces the Exchange is open, begin to trade by taking from your hand *one to four cards of the same suit*. They will be of a commodity you do NOT wish to corner. Hold up the cards so the suit does not show and call, "Trade One! One! One!" or "Trade Two! Two! Two!" etc., depending on the number of cards you wish to trade.

You may trade cards with any opponent who is calling out the same number. Sometimes a particular opponent will want to trade fewer cards than you do. In this case, you may lower your bid and trade the smaller number.

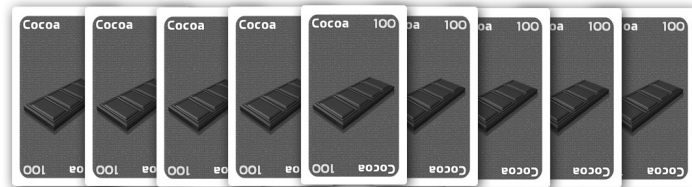
Continue trading until one player gets 9 cards of the same suit. If you get there first, hit the Corner board and call out, "Corner on Cattle!" (or whatever the commodity may be). Score the points marked on the commodity you've cornered and record it on the score sheet.

**Example:** If you corner the market on Cattle, you win 75 points.

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

### WINNING

You'll win the game by being the first player with at least 500 points. For a shorter game, the first player with 250 points wins.



### GAME PLAY USING THE BULL AND BEAR CARDS

When you add the Bull and Bear cards to the deck, two players will receive a tenth card. So, you may call "Corner" if you have 9 cards of the same commodity and one card of another commodity. Simply lay down the 9 matching cards and discard the extra.

Beyond that, play is the same as in the basic game, except for the values and penalties attached to the Bull and Bear cards. The Bull card can be either a “wild” card or a penalty card; the Bear card always carries a penalty.

If you hold the Bull card when you have 8 cards of the same suit, hit the Corner board, call “Bull Corner” and score the points marked on the commodity you’ve cornered (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 Corner board, call “Double Bull Corner” and score double the points marked on the commodity you’ve cornered.



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

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; and 2) while you hold it, you cannot lay down your hand even if you have 9 cards of a commodity. It is also good strategy to trade the Bull card if you think the hand is about to end and you’re not going to win. You may trade the Bull and Bear cards at any time. You may trade them singly, in combination, or along with any other card(s) you wish to trade. At no time, however, may you trade more than four cards at once.

### **VARIATION - SILENT BIDDING**

For a quieter version of PIT, try silent bidding. If you wish to trade, hold up your free hand with your palm *away* from you. Show the number of cards you wish to trade by holding up the same number of fingers. To match a bid, hold up your hand with your palm *toward* you, using as many fingers as the number of cards you wish to trade.



**Winning  
Moves®  
Games**

**Classic, Retro, Cool, & Fun™**

**winning-moves.com**

### **Contact Us**

**write:** Winning Moves Games  
75 Sylvan St., Suite C-104  
Danvers, MA 01923

**phone:** 800.664.7788 ext. 114

**fax:** 978.739.4847

**email:** wmoves@winning-moves.com

For more information about Winning Moves product safety and compliance please visit [http://www.winning-moves.com/product\\_safety](http://www.winning-moves.com/product_safety)

Licensed by



PIT and HASBRO and all related trademarks and logos are trademarks of Hasbro, Inc. ©2023 Hasbro. All Rights Reserved. Licensed by Hasbro. WINNING MOVES, WINNING MOVES GAMES, and CLASSIC, RETRO, COOL, & FUN, and Logos thereof, are registered trademarks of Winning Moves Inc. © 2023 Winning Moves Inc. 75 Sylvan Street, Suite C-104, Danvers, MA 01923 USA. Colors and parts may vary. Made in China.



/winningmovesusa



/winningmovesgames



@winningmovesusa



@winningmovesusa