

Classic PIT Game Instructions

OBJECT OF PIT: The objective of Pit is to control the market on Flax, Corn, Barley, Hay, Rye, Wheat, and Oats.

NUMBER OF PLAYERS: 3 to 8 Players

MATERIALS: 74 Playing Cards, a Silver Playing Bell, and Instructions

TYPE OF GAME: Party Card Game

AUDIENCE: 7+

OVERVIEW OF PIT

Pit is a fun, yet hectic, card game that is all about cornering the market on important commodities, such as wheat and rye. Players will attempt to collect all nine cards of a specific type, while yelling and trading with other players. All players will attempt to gather their needed cards simultaneously, so be prepared for yelling!

SETUP

To begin setup, choose a player to be the dealer and place the silver bell in the middle of the playing area. The dealer will then shuffle all the cards together and give each player nine cards. The players then have thirty seconds to organize their hand. Here they will also choose which commodity they are going to try to corner.

When everyone has had a chance to sort their cards, the dealer announces the exchange is open by ringing the bell! The game begins!

GAMEPLAY

Trade will begin, so all players may attempt to make trades at the same time. Players may trade up to four cards of the same suit at a time, announcing the trade by yelling the number of cards they are trying to trade. They may not announce the suit that the cards are, but only the number of cards they are trying to get rid of.

If a player wants to complete the trade, they must yell out the same number as the player they are attempting to trade with. They will then trade the same number of cards, all the same suit. Players may alter the number of cards that they are trading to match that of other players if need be.

Play continues like this until a player has all nine cards of the same commodity. The player with all nine cards must quickly ring the bell and announce that they have cornered the market on whatever supply they have gathered. This win is recorded on the score pad. All cards are then reshuffled and the game restarts!

The first player to win five hundred points wins the game!

END OF GAME

The game comes to and end when a player wins five hundred points. If a player corners a commodity, they earn the number of points that are designated on the cards!