

must begin to trade. The noise and excitement that ensues is half the fun of the game.

If you trade more than one card at a time, the cards you trade must be of the same kind. You cannot hand a player one Barley card and one Oats card; for instance, after calling "TWO! TWO! TWO!" Both cards must be exactly alike.

If a player wishes to trade three or four cards, and other players will only exchange lower numbers, he may drop his call and trade the smaller number of cards.

If you find it hard to corner one commodity try another.

If a player calls *corner* before he has one, or if a player begins to trade *before* the Dealer rings bell, or calls "The Pit is open" 20 points are deducted from his score.

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### "PIT" FOR PROGRESSIVE PARTIES.

"PIT" is a novel, exciting amusement for progressive parties. It has more life than *any other game for this purpose*. Another advantage of "PIT" as a game for a large party is that any odd number of persons may take part.

Five or six players should sit at each table, one "PIT" pack being used for each table.

The first player winning TWO CORNERS at one table, changes to the next table, provided his going will not make more than seven players at that table.

From the highest table the player with the lowest score always descends when a new comer is added.

A player's score should be kept in a column on a card.

Prizes may be given for the highest scores.

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PARKER BROTHERS (Inc.), Salem, Mass., U. S. A.

# THE LATEST CRAZE PIT THE GREAT GAME

TRADE-MARK.

Patented in Great Britain. Entered at Stationers Hall.  
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FROM A  
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The Jolliest Game Ever Invented for an Informal Good Time.

SOLE MAKERS:

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SALEM, MASS., U. S. A. AND NEW YORK.

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**"PIT" is Pure, Harmless, Exciting, Unadulterated Fun.**

**THE GREAT  
NEW CARD GAME**

# PIT

**LEARNED  
IN TWO MINUTES!**

Patented in United States, March 22, 1904. Patented in Great Britain.

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**THE JOLLIEST GAME EVER INVENTED FOR  
AN INFORMAL GOOD TIME.**

## **RULES.**

**IDEA OF THE GAME.** The Game is based on the exciting scenes of the American Corn Exchange, usually styled the "Wheat Pit." There are nine cards each of Wheat, Corn, Barley, etc. The idea is to obtain, by trading, all nine cards of any one kind. If you do this, you have a **CORNER.** If you **Corner Wheat** (by getting all nine Wheat cards), you get 100 points; Corn, 75 points; Oats, 60 points, etc., as indicated on the cards. The game is 500 points.

This PIT pack is for **THREE, FOUR, FIVE, SIX** or **SEVEN PLAYERS.** If **THREE** play use only **THREE COMPLETE SUITS** (say Corn, Wheat and Oats, 27 cards). If four play use only four suits (say Corn, Wheat, Oats and Flax, 36 cards), etc. For seven players use complete pack. For larger parties see progressive rules.

**TO PLAY.** Shuffle the cards thoroughly and deal to the players. (Each player will then have nine cards of various kinds.)

**SORT YOUR CARDS** as *quickly* as possible on receiving them and decide mentally *which article* you will corner (whether corn, wheat or something else.) You will naturally start to corner the article of which you have the most.

THE DEALER, having allowed about half a minute (but not more) for this *sorting*, STRIKES A BELL, or calls "THE PIT IS OPEN," from *which moment* every player begins *without waiting for turn*, to trade (i. e., exchange) from one to four cards at a time with any players, as *quickly and as often as he can.*

A player trades cards he does not want in hopes he will get in exchange cards of the kind he wants to corner.

**REMEMBER** from the moment the bell strikes, all players must begin to trade. There is no waiting for turn. Get at it immediately! Players all call at once. Such are the manners of the Wheat Pit. The more rapidly the trading proceeds, in fact the greater the babel the more laughter and ludicrous the excitement.

**HOW TO TRADE.** Take from your hand any card or cards (ALL OF THE SAME KIND) that you wish to exchange and holding these cards up (without waiting for turn) call rapidly and loudly thus—"TRADE ONE! ONE! ONE!", or "TWO! TWO! TWO!", or "THREE! THREE! THREE!", or "FOUR! FOUR! FOUR!" (whichever number of cards you wish to trade), continuing calling *until someone exchanges with you.* Whoever wishes to exchange this number of cards with you must call in return "ONE! ONE! ONE!", "TWO! TWO! TWO!" (or whatever the number of cards may be), AND TAKE YOUR CARDS, GIVING YOU AN EQUAL NUMBER OF CARDS (all alike) FROM HIS OWN HAND.

DO NOT SHOW THE CARDS IN TRADING, keep them face-side down, merely calling the number of cards which you wish to trade. KEEP ON TRADING WITH EVERYBODY AND ANYBODY to obtain additional cards *of the kind which you wish to Corner.*

WHEN YOU GET NINE CARDS OF THE KIND, RAISE YOUR ARM AT FULL LENGTH ABOVE YOUR HEAD, CALLING "CORNER ON WHEAT," (or whatever it may be). You score whatever amount is marked on the article you corner (wheat 100 points, oats, 60 points, etc.) When a "corner" is won, the cards are reshuffled and dealt and another "corner" is played for.

THE GAME IS WON by the first trader getting 500 points.

## **IMPORTANT NOTICE.**

"PIT" is a LIVELY Game. Put ENERGY into your trading and trade as *quickly* as you can.

Remember at the stroke of the bell EVERY player without exception