

Pit

1 Objective

Pit is a game about real-time trading for 3 to 13 players. Players score points by winning rounds. Rounds are won by being the first player to trade cards until you have put together a complete set of nine identical cards.

2 Preparation

1. Get a bell similar to what you would see on a teacher's desk or a deli counter. If you can't find a bell, or something to ring, get something that can easily be grabbed by a player instead.
2. Get three standard decks of cards. Cheaper cards are better, because this game gets frantic enough that cards are frequently bent or damaged.
3. Remove all jokers. Combine the first two complete decks into one.
4. Take one suit of your choice from the third deck and add it into the combined deck. Set the remaining three suits from the third deck aside. You won't need them any longer.
5. You should now have one giant deck of cards, with nine cards of each rank (nine 2's, nine 3's, nine 4's, etc.). This is your Pit deck.
6. Now, adjust your Pit deck for the number of players in your game. Include the following ranks, depending on the number of players in your game.
 - (a) 3 players: 9's, 10's, Aces
 - (b) 4 players: 9's, 10's, Jacks, Aces
 - (c) 5 players: 9's, 10's, Jacks, Queens, Aces
 - (d) 6 players: 9's and higher
 - (e) 7 players: 8's and higher
 - (f) 8 players: 7's and higher
 - (g) 9 players: 6's and higher
 - (h) 10 players: 5's and higher
 - (i) 11 players: 4's and higher
 - (j) 12 players: 3's and higher
 - (k) 13 players: All cards (2's through Aces)
7. Set aside the unused cards.

3 Playing

1. Everyone should sit within relatively easy reach of the bell.
2. Shuffle the cards and deal to all players. Each player should have exactly nine cards.
3. Allow everyone a small amount of time to organize their cards by rank. Once everyone is ready, shout "GO!".
4. Players begin trading cards with each other.
 - (a) In order to trade, players simply shout how many cards they have to trade. For example, if you have three 5's you'd like to get rid of, in hopes of improving your hand, you will hold those three cards up and start saying, or shouting, "I have three.. anyone want three? I have THREE!! THREE THREE THREE!".
 - (b) You *may never reveal* what type of cards you're trading.
 - (c) The cards you're trading *must all be of identical rank* (all 2's, all 3's, etc.).
 - (d) You may trade *any number of cards* at one time, as long as they are identical; but, may only trade with another player for an *equivalent number of cards* (i.e. 1 for 1, 2 for 2, 3 for 3, etc.). *Players must always have exactly nine cards in their hand.*
 - (e) If someone agrees to trade with you, simply swap cards with them, and add the new cards into your hand. Decide what to do and proceed to your next trade!
5. Once a player has secured a complete set of *nine cards of identical rank*, such as nine Aces, nine 10's, they should ring the bell. That player has won the round.
6. Everyone immediately stops trading when they hear the bell.
7. The winning player scores the face value of the rank they collected according to the following:
 - (a) Nine Aces = 11 points
 - (b) Nine 10's, Jacks, Kings, or Queens = 10 points
 - (c) Nine of anything else = 9 points
8. Repeat until one player accumulates 25 points. You may agree to play to different point values to shorten or lengthen the game.