

**THIS PACK CONTAINS A BULL AND A BEAR CARD**

WHICH APPEAR ONLY IN THE

**BULL AND BEAR EDITION**

REG. U. S. PATENT OFFICE

**THE GREAT GAME**

**PIT**

**SOLD EVERYWHERE**

COPYRIGHT, 1919, BY PARKER BROTHERS, (INC.) SALEM, MASS., U. S. A.

---

**This Pit Pack can be used in the usual way WITHOUT the Bull and Bear Cards if desired.**

**TO USE THE BULL AND BEAR CARDS, observe the following rules :**

**THREE, FOUR, FIVE OR SIX PLAYERS MAY TAKE PART.**

If three play, use three suits of nine cards each,—say Wheat, Corn and Hay and the Bull and Bear Cards. (Discard all other Cards).

If four play use only four suits,—say Wheat, Corn, Oats and Hay and the Bull and Bear Cards.

If five play use five suits and Bull and Bear Cards.

If six play, use six suits and Bull and Bear Cards.

Shuffle the cards and deal (if five are playing, three players will receive nine cards each and two players ten cards each.)

Play to get a "**CORNER**" OF ANY NINE CARDS OF A KIND, as in the regular game, only **NOTE** the values and penalties attached to the **BULL** and **BEAR** Cards **AS FOLLOWS :**

IF you have a Bear Card in your hand when "**CORNER**" is called, it counts 20 points against you.

And if you hold a Bull Card when *someone else* obtains a "**CORNER**" it counts 20 points against you.

**BUT IF YOU HOLD THE BULL CARD, you can call "CORNER" IF YOU GET EIGHT OTHER CARDS ALL ALIKE (instead of nine cards). This is called a Bull Corner.**

Should you get **NINE CARDS ALL ALIKE** and **ALSO** hold the **BULL CARD** in *addition*, you have a "**DOUBLE BULL CORNER**" WHICH **DOUBLES THE SCORE** of the article cornered.

Trade as in ordinary Pit, but if (for example) you wish to trade three cards, you can call "three, three, three," and when your opponent calls "three, three, three," you can hand over, say two Oats Cards and a Bear Card for the third. (You cannot pass over one Corn Card, one Oats Card and a Bear Card for three cards, as aside from the Bear Card, if you trade other cards, the others must be all alike as in ordinary Pit).

**READ THOROUGHLY THE RULES FOR THE REGULAR GAME OF PIT, AND PLAY THE REGULAR PIT BEFORE TRYING TO USE THE BULL AND BEAR CARDS.**

**TO PLAY REGULAR PIT, OMIT THE BULL AND BEAR CARDS FROM THE PACK.**

### **EXAMPLES**

If a player gets nine Wheat Cards, he has a corner on Wheat, counting him 100 points.

If a player gets eight Wheat Cards and holds the Bull Card, he may call "Bull Corner on Wheat" and get 100 points. (If he has eight Oats Cards and the Bull, he would make a "Bull Corner on Oats," counting 60 points, etc., etc.)

If a player gets all **nine** Wheat Cards and holds the Bull Card beside, he calls "**DOUBLE BULL CORNER**" and gets 200 points. (If he obtains nine Oats Cards and the Bull Card, he would have a "Double Bull Corner on Oats," counting him 120.)

As before mentioned, if a player holds a Bull or Bear Card when **someone else** gets a "Corner" (which of course any player can do if he gets nine cards of a kind), player loses twenty points from his score, or if he has no score he would be marked **minus 20** (—20).

It is of course both dangerous and foolish to retain the Bear Card in your hand. Pass it on in trade to your neighbor as soon as it gets into your hand.

It is of course fairly easy to get a corner with a Bull Card, because you only need **eight** cards of one kind instead of nine.

It is, however, quite extraordinary to get a "**DOUBLE BULL CORNER.**"

---

**PARKER BROTHERS, Inc.**

Salem, Mass.

New York

Chicago

London