



PITBULLS

The fast-paced Wall Street trading game
that's as exciting as the market!



How to play

Ages: 13 to adult

Players: 6 to 20

Playtime: 30 minutes

What You'll Need

Trading Cards

Deck of **Trading Cards** in 8 colors: green, gray, blue, red, orange, pink, yellow, and purple.



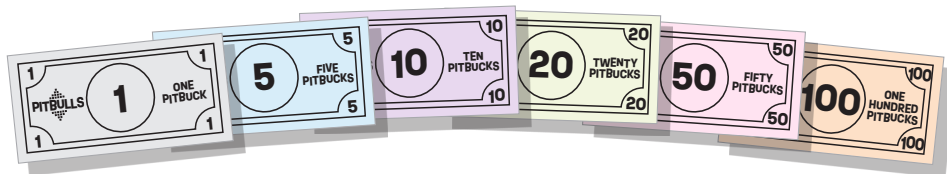
Broker Cards

Deck of **Broker Cards**.



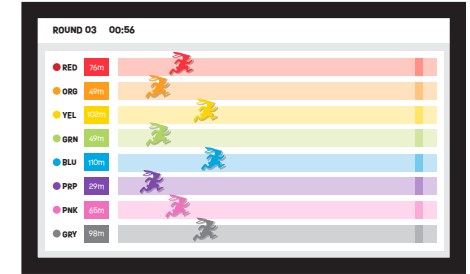
PitBucks

PitBucks in denominations of \$1, \$5, \$10, \$20, \$50 and \$100.



The Big Board

Players can access the game at pitbulls.intrade.net.



Setting Up

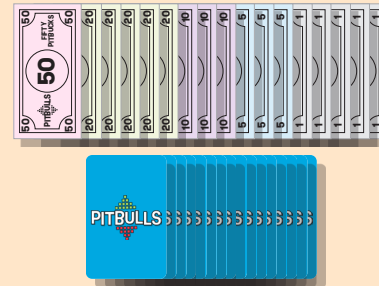
Lay out the Trading Cards and PitBucks.

Each player assembles a starting portfolio (any mix of cash and cards) with a total value of \$400.

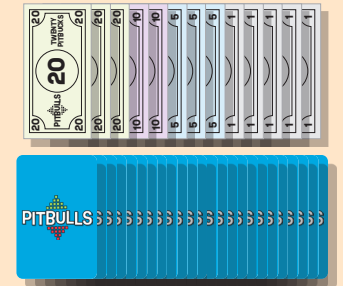
Trading cards are initially worth \$12.50 each.

Example

Player 1 starts with **\$200** cash and **16** cards.



Player 2 begins with **\$100** cash and **24** cards.



Each player has a portfolio with an initial value of **\$400**.

Tips

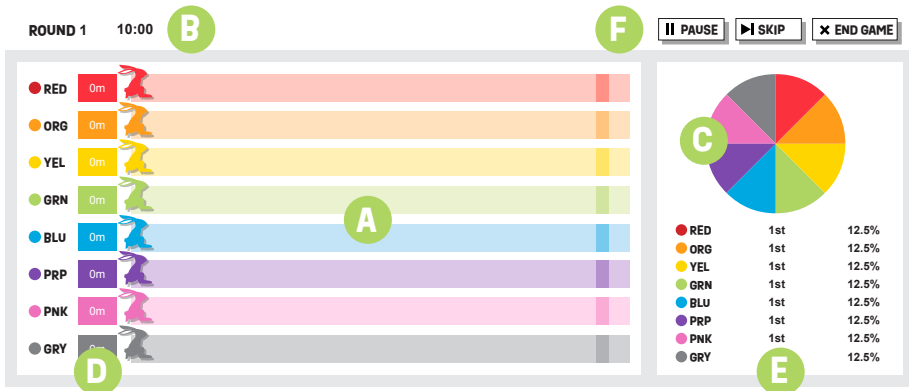
1. Since the winner of the race is random, it is generally advisable to begin with a balanced portfolio (an equal number of each colored card).
2. If possible, players should not show their portfolios to one another. There's no need to give opponents any information about your holdings.

Playing

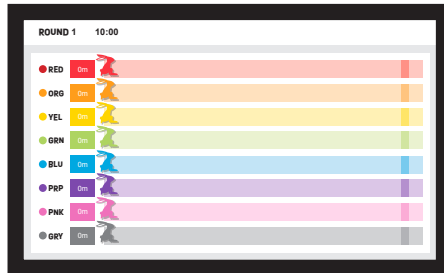
To begin, go to pitbulls.intrade.net to access **The Big Board**. Be sure to use a screen that is large enough for all players to be able to view for the duration of the game. There are several variations of this game. These instructions will focus on the bunny race, but the basic rules will be applicable for all versions of PitBulls.

The Race

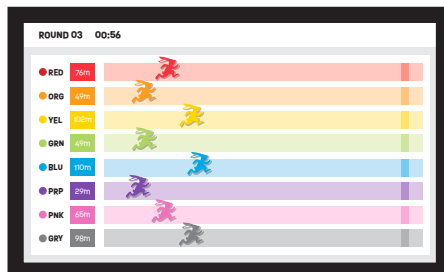
The race screen consists of: Eight colored bunnies on a race track (A); The countdown timer for each round (B); The color wheel that determines how much the bunnies advance (C); **Distance Trackers (D)**; **Current Status (E)** that displays what place each bunny is in, as well as what portion of the wheel it has on the upcoming spin; and Game controls (F).



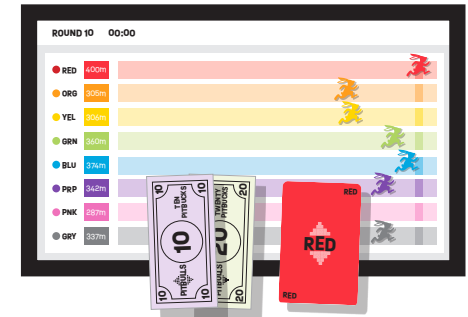
1 A race begins with the bunnies at the starting line.



2 The bunnies advance along their lanes, round by round, toward their finish lines.

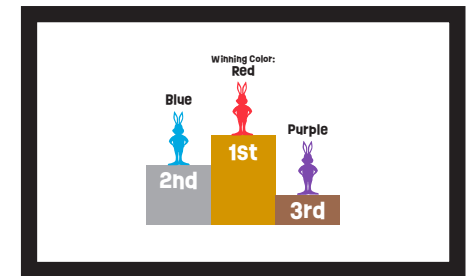


3 Each round as the timer counts down, players buy and sell **Trading Cards** corresponding to the colors of the bunnies they think are going to win.



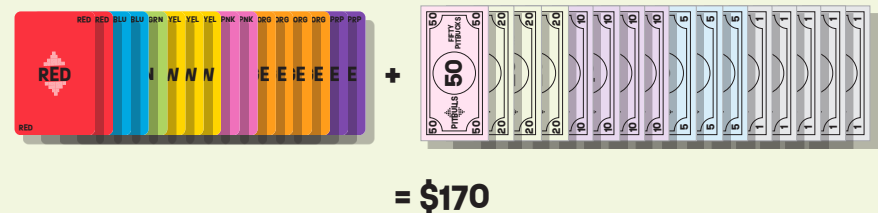
4 When the race is over, a screen displays the winning bunny.

At this point, all trading cards corresponding to the winning bunny's color are worth \$100. All other trading cards are worth \$0.



Example

Suppose the Red bunny wins the race. A portfolio with 2 Blue, 2 Red, 1 Green, 3 Yellow, 0 Gray, 2 Pink, 4 Orange, 2 Purple and \$170 in cash would be worth \$370 (\$100 for each of the 2 Red trading cards and \$170 in cash).



Winning

The player with the **highest-valued portfolio** of Trading Cards and PitBucks at the end of the game wins.

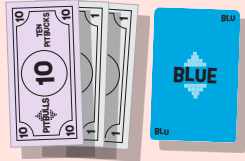
Trading Cards

Buying

Players **buy** trading cards by announcing “bids” for them. To buy a Blue card, say, “I’ll pay 12 for Blue” or “12 bid Blue.” If another player wants to sell a Blue card at that price, they’ll say, “Sold!” The buyer would then pay the seller \$12 in cash and the seller would give a Blue trading card to the buyer.

Example

— *I’ll pay 12 for Blue!*



Sold! —

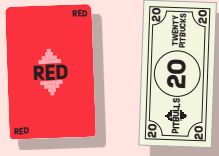
NOTE: The word “for” signals an intention to buy a card for a specific price.

Selling

Players **sell** trading cards by stating “offers” for them. To sell a Red card, say, “I’ll sell Red at 20” or “Red at 20.” If another player wants to buy a Red card at that price, they’ll say, “Buy ‘em!” The buyer would then pay the seller \$20 in cash and the seller would give a Red trading card to the buyer.

Example

— *I’ll sell Red at 20*



Buy ‘em! —

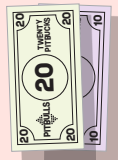
NOTE: The word “at” signals a desire to sell a card at a particular price. A player may not sell a card if they do not have any of that color in their portfolio at the time of the sale.

Trading Multiple Cards

Players may trade more than one card at a time.

Example

— *I’ll pay 30 for 3 Orange!*



Example

— *I’ll sell 2 Gray at 16!*



Swapping Cards

Players may also swap cards without any cash being exchanged.

Example

— *1 Blue for 1 Red!*



Example

— *2 Pink for 1 Gray!*



Multiple Bids or Offers

If two players are bidding or offering a trading card of the same color at the same price, then the first player to have made that bid or offer will get priority if the card trades at that price.

Buying and Selling at Market

When placing a bid (offer), a player should never bid (offer) below (above) the current best price. If one player is 14 bid for Purple, there’s no need for another player to state that they’re 12 bid for Purple. Someone looking to sell Purple wouldn’t sell a Purple card for 12 when they have someone already willing to pay 14.

Players can, however, improve a market. That is, if one player offers Green at 22, another player can jump in and offer Green at 20. This would give a buyer some incentive to make a trade at a lower price.

Tips

1. One way to increase the value of your portfolio is to sell a trading card for more than what you paid for it. **Example:** If you buy a Red card for \$12 and later sell it for \$15, you will have a profit of \$3.
2. If you’re unsure how to value any of the trading cards, it may help to estimate the likelihood any of the bunnies has of winning the race and then price its corresponding colored card accordingly. **Example:** If you think the Yellow bunny has a 25% chance of winning the race, you would value a Yellow trading card at \$25 and can then try to buy (sell) one for less (more) than that price.
3. When you want to buy or sell a trading card, ask multiple players what their price would be to do so. Be loud; the more players who can hear you, the more likely it will be that you get a good price. If no one responds with a price, then you can announce the price you’d be willing to buy or sell any of the trading cards. **Example:** A player asks, “What’s the market in Pink” and no one answers. That player can then state, “I’m 25-30 in Pink,” meaning they’d be willing to pay 25 for Pink or sell it at 30.

Broker Cards

During the game, players may choose to draw from the pile of broker cards.

These cards ask a player to complete a task as a Broker, such as to buy a Blue trading card.

If the player is able to execute the instructions on the card at any point during the game, they will receive \$1 from the bank (extra PitBucks that were not initially distributed).

There is no penalty if the player is unable to fulfill the order.

Buy and Sell Cards

A **Buy or Sell Card** instructs a player to buy or sell a share of a color. The player has until the end of the race to complete the transaction, regardless of price.



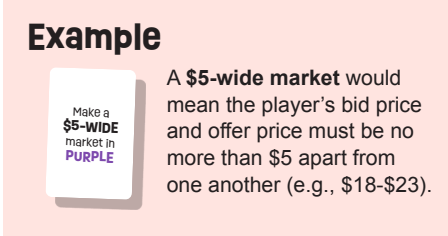
Choice Cards

A **Choice Card** instructs a player to call out a price at which they'd be willing to either buy or sell the color listed.



Market Cards

A **Market Card** instructs a player to call out a price at which they'd buy the color listed AND the price at which they'd sell the color listed.



Tip

Don't make a bad trade just to perform a broker card task.

The Wheel

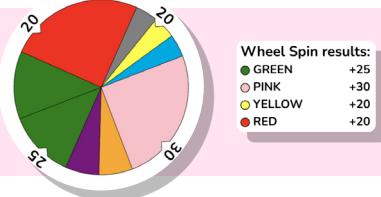
How much the bunnies will advance is determined by a color wheel.

The wheel is divided into differently-colored slices, with each representing one of the bunnies in the race. Outside the wheel are four numbers, each representing how much each color will advance. The slices and numbers change each round.

Each round, when the timer hits zero, the wheel spins. After the wheel spins, each number will line up with one of the colored slices and the corresponding bunny will move that number of meters along the track.

Example

In this example, the numbers happen to be +20, +20, +25 and +30.

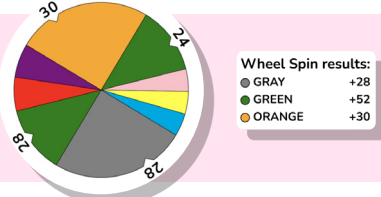


NOTE: Some numbers may be negative, which would sometimes result in bunnies moving backwards.

Sometimes, a color may have two slices on the wheel. Because of this, it's possible for a bunny to hit two numbers on one spin.

Example

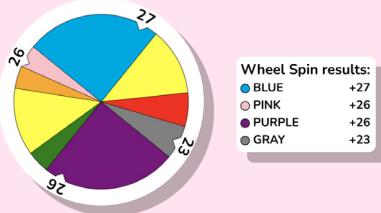
In this example, Green hits twice for a total of 52 meters.



Example

In this example, +27 lands on Blue, +26 lands on Pink, +26 lands on Purple, and +23 lands on Gray.

Subsequently, the Blue, Pink, Purple and Gray bunnies advance 27, 26, 26 and 23 meters, respectively. All other bunnies remain in their current positions.



Each round, the timer then begins again and players can make more trades, while a new set of numbers appears outside the wheel.

NOTE: The colored slices inside the wheel may be distributed differently after each round. Pay attention to this, as it may give clues as to which color(s) may be more likely to move forward (or backward!) after the next spin.

Variations

There are numerous alternative rules and variations that may be applied to PitBulls, which may make the game even more challenging.

These can be found by clicking on the **Variations** tab at pitbulls.intrade.net.

Try the online Version

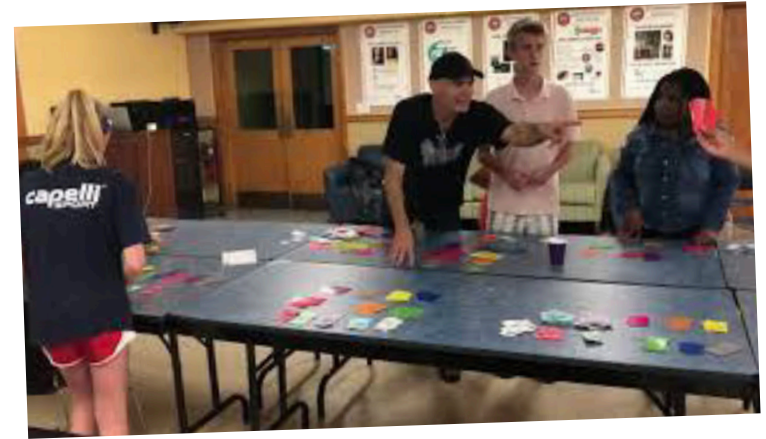
PitBulls is also available online by clicking the **Digital Game** button at pitbulls.intrade.net.

Bids, offers and the settlement of trades are all performed electronically through each player's smartphone, tablet or computer, allowing players to enjoy the game with anyone, anywhere.



Schedule a PitBulls PlayShop

PitBulls PlayShops simulate the trading floor in a low-risk, high-intensity situation that allows students and employees to grasp how Wall Street works on a visceral level. PlayShops are appropriate for middle school, high school and college classrooms, as well as for professional development workshops.



Sign up for a session at intrade.net

RED #18 41 BL
EL #5 12 GRN
#34 11 PPK
#29 15 DRG

For more information, contact:
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