



A game by Citie Lo for 2-4 players



# Pizza

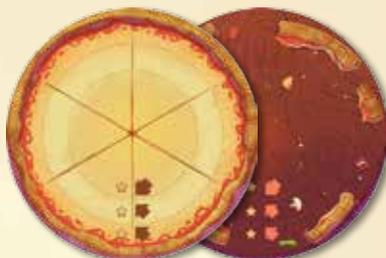
Who doesn't love pizza? People from all over the world enjoy this dish that originated in Naples, Italy. Some like their pizzas stuffed with meat, others love their veggies, and putting pineapple on a pizza has sparked more debates than global warming. But whatever your personal preference may be, you have to make sure your customers think your pizzas are the very best in town, because there is plenty of competition around...

Pizza is a tactical game for 2 to 4 pizzaiolos who try to assemble the best pizza slices for the customers who have come in droves tonight.

## GAME MATERIALS



1 Double-sided Game Board



4 Pizzas (24 slices)



15 Character Cards



4 Double-sided Player Boards



24 Ingredient Cards  
(4 of each ingredient)



36 Bonus Tiles (4 per kind)



228 Ingredient Tokens (6 ingredients)



4 Dice



1 Round Marker

In each of the 4 player colors:



1 Pizza Disc



1 Score Cube



# SETUP

- Put the **game board** in the middle of the table with the basic **A** side faceup. Place the **round marker** and the **dice** on the indicated locations.
- Shuffle all 15 **character cards** and randomly place 7 around the game board. Put all remaining cards back in the box.
- Each player takes a **score cube** in the player color of their choice and places it at "0" on the **points track**.
- Each player takes 6 **pizza slices** and places them in a circle to form a complete pizza.
- Each player takes their **pizza disc** and places it on the indicated location on the **outer zone**.

- Each player receives a **player board** with the basic **A** side faceup. Whoever has the player board with the **1** icon is the starting player for this game.
- Each player takes 12 **ingredient tokens** **A**, 2 of each 6 ingredients: pineapple, mushroom, ham, bell pepper, salami, and fish. Each player then randomly distributes these 12 ingredient tokens on the indicated spaces of the 4 **ingredient slots** **B** in order to have 3 ingredient tokens next to each **card location** **C**. Place the remaining ingredient tokens next to the game board as a general supply.

- Each player takes and shuffles their 6 **ingredient cards** and places them facedown in a draw pile next to their player board.

## SETUP FOR ADVANCED MODE

Differences in setup for the advanced rules are as follows:

- Place the **game board** with the advanced **B** side faceup and add as many **bonus tiles** from each type as there are players to their respective spaces.
- Players place their **score cube** at "6" on the **points track**.
- Place the **player board** with the advanced **B** side faceup.



## GOAL OF THE GAME

Each player works as a chef in the renowned Italian restaurant 'Amuza'. Customers from all over the world reserve tables to indulge in their favorite pizzas. All customers have their own specific wishes and desires. Carefully refine your cooking and earn victory points by baking and serving the customers their most desired pizzas.

Pizza can be played in both basic and advanced mode. These are the basic rules. The advanced rules are on page 8.

## GAME OVERVIEW

**Pizza** is played over the course of **6 rounds**. Each round consists of **2 phases**:

- 1 Cooking phase**, during which players **top** their pizza slices with different ingredients.
- 2 Serving phase**, in which players **serve** their pizza slices to customers waiting in the restaurant.

# COURSE OF THE GAME

## PHASE 1: COOKING PHASE

The starting player **rolls all 4 dice** and places them from **low to high** on the **colored die locations** on the game board.

Players **simultaneously** perform the following actions:

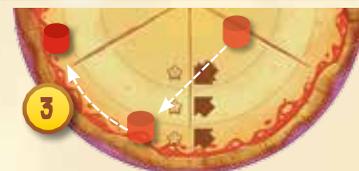
- 1** Draw **ingredient cards** from your draw pile until you have **3** in hand.
- 2** Choose 1 ingredient card from your hand and place it **on 1 of the 4 empty card locations** on your player board.
- 3** **Move** your **pizza disc** in clockwise order from pizza slice to pizza slice. The number of steps your disc moves is **determined by the die** on the die location that **matches the color** of the card location you just put your ingredient card on. If your disc encounters an **arrow**, move it 1 zone towards the center on the next pizza slice. If it encounters the **double arrow**, move it back to the starting position and continue its steps.
- 4** Take the **ingredient token**, depicted on the ingredient card you played this action, and place it on the pizza slice in the **same zone** that your pizza disc ended on. First check to see if the depicted ingredient token is next to the card you just played. If so, take this token to top your slice. If not, take the depicted token from the general supply.

**TIP** - Ingredient slots without any remaining ingredient tokens are worth extra VP at the end of the game.

In case the pizza slice your pizza disc ends on has already been **served** (see 'Serving phase' on page 4) you have **2 options**:

- Do **not top** with an ingredient token.
- Make **new dough**. Move your score cube **6 VP** back on the points track. Flip the served pizza slice back to its **unserved** side, and top the slice **as usual**.

- 5** **Repeat** the above steps as **2 more actions**. You will play a total of **3 ingredient cards** during **each** cooking phase.



**Example:** The dice were rolled and sorted lowest to highest on the die locations on the game board. ① Andrea plays an ingredient card depicting a 🍌 on the **green** card location and moves her pizza disc 4 steps clockwise. She takes the ingredient token depicting a 🍌 from the ingredient slot and places it in the same zone as her disc. ② Andrea draws an ingredient card from her draw pile to have 3 ingredient cards in hand and now chooses to play her 🍄 card on the **orange** card location. This causes her disc to land on an already served pizza slice, so she skips her action and draws back up to 3 cards. For her last action she decides to play the ham ingredient card on the **pink** card location. ③ She then moves her disc 4 spaces and takes a 🍖 ingredient token from the general supply and places it on the same pizza slice as the one she put the on in her first disc movement, but now in a different zone.



**Pizza slices are getting full and customers are starting to get hungry. On to the serving phase!**

## PHASE 2: SERVING PHASE

### SERVING A PIZZA SLICE

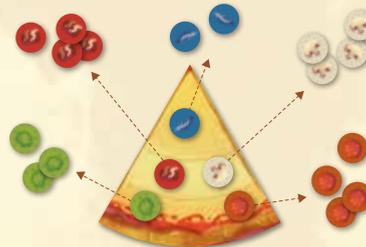
Players take turns serving customers until all players **pass**. First, the starting player decides whether or not to serve 1 of the 7 customers. Follow the 4 steps to serve a pizza slice:



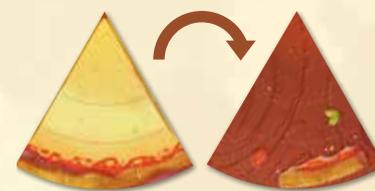
① Slide the **character card** of the customer you want to serve away from the game board.



② Immediately **score the VP** for this customer. Score an additional 2 VP if you have at least 1 ingredient token in the **outer zone** and 1 VP if you have at least 1 ingredient token in the **middle zone**.



③ Put all ingredient tokens from the served pizza slice back in the **general supply**.



④ **Flip** the slice to its back (eaten) side.

The round in which the customer is served **for the first time** he is worth the most VP, for every player serving this customer during this round. In the subsequent rounds this customer is worth less VP as the customer's hunger will be more satisfied.



4



The player to the left now takes a turn, deciding whether or not to **serve** (repeat the 4 steps) a pizza slice to a customer or **pass**.

When **everyone has passed**, customers that were served for the first time  are flipped to their **lower-scoring side**  for the remainder of the game and are pushed back to the game board. A customer can be served **more than once** during the game, even in the same round, by one or more players.

**Example:** Antonio decides to serve a pizza slice to the child. The child has not yet been served during the game and thus Antonio immediately scores 6 VP and 2 extra VP because he has at least 1 ingredient token in the outer zone. Antonio returns the 2 ingredient tokens to the general supply and flips the pizza slice. Now Andrea decides whether or not she wants to serve a pizza slice. She decides to serve the child as well scoring 6 VP and 1 extra VP for the ingredients in the middle zone. She returns the ingredient tokens and flips the slice. Matteo decides not to serve this round and passes.

Antonio decides to serve another pizza slice. The Hawaiian girl has already been served in this game already and thus Antonio scores 8 VP for this customer plus 3 extra VP. He returns the 4 ingredients to the general supply and flips the pizza slice to its eaten side. Andrea and Antonio both decide to pass.

The customer card of the child is flipped over and all cards are pushed back to the game board. Starting the next round the child is only worth 4 VP instead of 6.



## CHARACTER CARDS

Each character card depicts a unique customer with their own preferences for certain pizza toppings. Thus  will never want pineapple on his pizza whereas  will. A pizza slice can only be served if the **type and number of ingredients correspond EXACTLY** to the ingredients on the character card.

A symbol can also refer to a type of ingredient:

-  pineapple, mushroom or bell pepper
-  ham, salami or fish
-  an ingredient of your choice

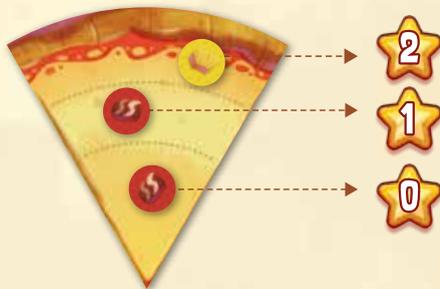
**Example:** The meat lover wants a pizza slice with exactly



When a round ends, players may set aside the **last card from their deck to reserve for the next round**. Then they shuffle the 5 remaining cards to form a new deck. Players can also choose to shuffle all their cards if they prefer to do so. The starting player advances the **round marker** 1 step and a new round begins.

# END OF THE GAME

After **6 rounds**, final scoring takes place:



**Ingredient tokens** on unserved pizza slices are worth VP depending on the zone they are situated in:

- outer zone = 2 VP
- middle zone = 1 VP
- inner zone = 0 VP

The number of **freed up (empty) ingredient slots** are worth VP as follows:

- 1 freed up ingredient slot = 1 VP
- 2 freed up ingredient slots = 3 VP
- 3 freed up ingredient slots = 6 VP
- 4 freed up ingredient slots = 10 VP

**The player who has the most Victory Points is the most beloved pizza chef and wins the game!**

**Example:** At the end of the last round Antonio has 42 VP, Andrea has 34 VP and Matteo has 38 VP.



Antonio has 1 pizza slice remaining with 2 ingredients: 1 in the outer and 1 in the inner zone, earning him 2 VP. He also has 2 completely freed up ingredient slots granting another 3 VP.



Andrea scores 3 VP for 3 ingredient tokens in the middle zone and 6 VP for 3 completely freed ingredient slots.



Matteo takes another 3 VP for 1 ingredient token in the outer zone and 1 in the middle zone, and 10 VP for completely freeing up all 4 of his ingredient slots.

Final scores are 47 VP for Antonio, 43 VP for Andrea and 51 VP for Matteo. Matteo wins the game!

# CHARACTER CARDS



**The Adventurer:** Always living on the edge he combines the strangest, most unusual ingredients.



**The Athlete:** Proteins? Check! Fibers? Present! Omega-3? He will take a supplement for that as he is always scared to choke on a fishbone ...



**The Inuit:** Fish, fish and more fish. More exotic ingredients like mushrooms and bell peppers are okay, as long as they enhance the fish flavor. Delicious!



**The Glutton:** Doesn't really matter what lies on his pizza, as long as there is enough cheese (and in the crust if possible). As long as there is not too much else on there as he suffers from gas...



**The Indecisive:** So many options! It actually doesn't really matter as long as there is enough meat or fish. But which one of those two does she prefer?



**The Child:** A pizza with just a meat and a vegetable (or similar).



**The Picky Eater:** Dislikes everything but one ingredient. The one she likes can be overly present on her pizza.



**The Small Eater:** Just the scent of pizza is enough to fill her stomach. If she really must she can eat one slice with one ingredient...



**The American:** All-in is what he wants! Forget "less is more", this does not apply to pizzas!!!



**The Classic:** A good Pizza Four Seasons will do. As long as the ingredients are all nicely spread on their quarter of the pizza and not mixed up. Nothing too revolutionary for her.



**The Halal Eater:** She plays it safe. No potentially impure ingredients for her, all the rest are fine.



**The Hawaiian:** Pineapple belongs on pizza! The only thing better than pineapple is a double portion of pineapple!



**The Italian:** Pineapple on a pizza? Blasphemy! Never ever for him!



**The Meat Lover:** Who needs veggies? Meat, meat, and more meat. Fish is allowed as well.



**The Vegetarian:** Fruit and vegetables are enough. An animal lover at heart!

## CREDITS

**GAME DESIGN:** Citie Lo • **ARTWORK:** Michel Verdu

**PROJECT MANAGER:** Rudy Seuntjens • **ART DIRECTION:** Rafaël Theunis

**RULEBOOK:** Akha Hulzebos • **EDITOR & QUALITY CONTROL:** Eefje Gielis

**PROOFREADERS:** Ori Avtalion, Dave Moser, Amanda Erven

If there is any issue with this product, please contact the vendor where you purchased this game, or contact our customer service at [amuza-games.com](http://amuza-games.com)



# ADVANCED MODE

Use the setup rules for advanced mode as described on page 2. Use all rules from the basic mode and add the following rules **at the end of each cooking phase**.

## BONUS TILES

Each player that freed up **one or more ingredient slots** during that phase is allowed to take **an equal amount of bonus tiles**. Starting with the player who has the most VP or in player order if tied, you choose a single bonus tile and place it on your player board. This process **repeats** itself until all players have taken as many bonus tiles as they have freed up ingredient slots from this cooking phase.

Bonus tiles give you actions, extra VP, or both. Unless stated otherwise, you may use this tile **once at any time during your turn**. Once used, flip the tile facedown. **At the end of the game**, you flip them all faceup and you score the VP from all tiles.



Adjust the value of 1 die by adding or subtracting a maximum of 2. Do not physically adjust the die as other players still need to use the original value. In case the result is -1, you move your pizza disc 1 step back.



Place an additional ingredient token of your choice on the pizza slice your pizza disc is on. Score 1 VP at the end of the game.



Score 4 VP at the end of the game.



At the end of the game, choose 1 pizza slice. Score 1 extra VP for each ingredient token on that slice.



At the end of the game you score 1 VP for each pizza slice that is on its back (eaten) side.



Draw all your ingredient cards. Score 2 VP at the end of the game. This tile overrules .



Choose a bonus tile you have already used. Copy the action (not the VP).



In this turn, place your ingredient token on any pizza slice, regardless of the location of your pizza disc. Score 1 VP at the end of the game.



Your opponents only get to draw up to 2 ingredient cards instead of 3 this round. You score 2 VP at the end of the game.

## CARD LOCATIONS

Each player scores the VP (negative or positive) as depicted on the card location they **did not use**.

