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Pizzeria

instrukcje wideo
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Components



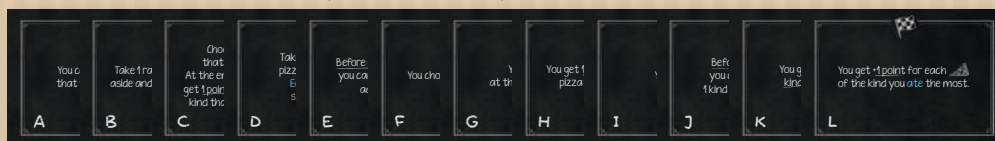
69 pizza slices (65 normal and 4 mixed)



1 pizza knife



12 special offer tiles (they are used only in the advanced variant)



The box includes a **sticker**, which you can use to sign your copy of the game.



Goal of the game



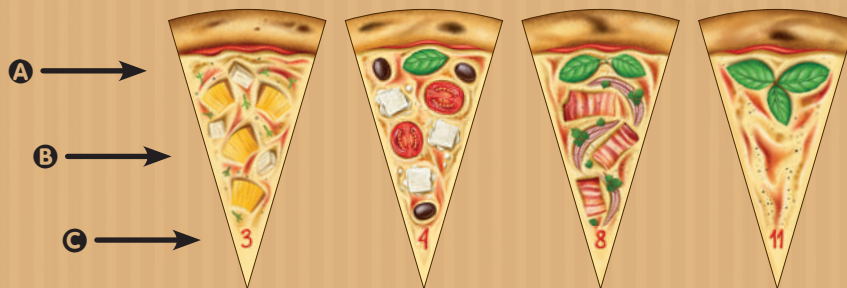
You and your friends go to a pizzeria for lunch. Each round a different player slices the pizza into portions. Pizzas consist of different kinds of slices. Some people like pepperoni, others want vegetarian or supreme, so the players need to slice the pizza in the right way. Portions do not have to be equal! After that, each player chooses a portion for themselves. Try to get as many slices of each type as you can. **You get points for collecting the most!** You may choose to “eat” slices instead of collecting them. Then you get points for **basil leaves** that were on the slices you ate. The player with the most points is the winner.







What is found on pizza slices:

- A** on top: basil leaves (0-3 leaves),
- B** in the middle: ingredients specific for each kind of pizza,
- C** at the bottom: number of slices available in the game (Hawaiian pizza – 3, Greek style pizza – 4).

Attention! Basil leaves and values at the bottom of slices award points at the end of the game. More information on this is provided further in the rulebook.



Game setup

-  Put the following slices back in the box before starting the game:
 - **2 or 4 players:** remove all slices with values **3**, **8** i **10** and mixed **8/10**,
 - **5 players:** remove all slices with value **10** and mixed **8/10**,
 - **3 or 6 players:** use all pizza slices.
-  Place all **pizza slices** that are used in the game face down and shuffle them thoroughly. Then, put them face down in the right number of piles – **each pile should consist of 11 slices**.
 - In a **2 or 4 player** game make **4 piles**.
 - In a **5 player** game make **5 piles**.
 - In a **3 or 6 player** game make **6 piles**.
- Attention!** The 3 slices that remain **must be put in the box without revealing them**.
-  The player who recently ate pizza (or the oldest player) takes the **pizza knife**.
-  Put the **special offer** tiles back in the box. They are used only in the **advanced variant** (see page 8).

Game setup for 4 players:



Zuzanna

Paweł

Czarek



Kryśia

Gameplay



The player with the **pizza knife** starts the game. During the first round that player will slice the pizza into portions. In the second round the knife is passed to the second player in clockwise order and so on.

Each round consists of 2 parts:

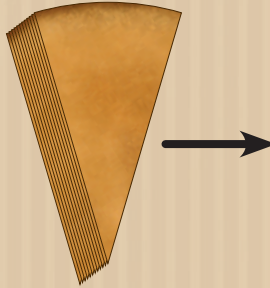
- **Pizza is served!**
- **Bon appétit!**



PIZZA IS SERVED!

The player holding the pizza knife selects one of the piles of pizza slices. Then, they reveal the slices one by one and put them next to each other to create a whole pizza.

Attention! The player must not change the order of slices. The slices should be placed next to each other in the same order as they were drawn from the pile.



Next, the player holding the knife slices the pizza into the number of portions equal to the number of players. These portions do not have to be equal, they can have any number of slices in them. **Attention!** The player can't change the order of slices!

Example: In a 4 player game the player has to slice the pizza into four portions. They did it in the following way.

During a **2 player game** the pizza should be sliced into **4 portions**.



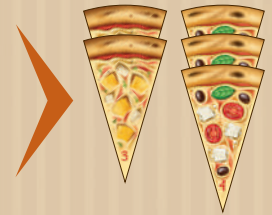
BON APPÉTIT!

When the pizza is sliced, the player sitting on the left of the player who holds the knife chooses the first portion.

Attention! After making the choice the player needs to decide which slices they **eat** immediately and which ones they **save for later**. The player can eat all slices, save all slices for later or eat some of them and save the rest for later.

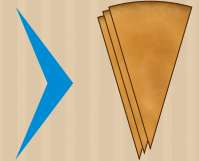
SAVING SLICES FOR LATER

- Players can save **any kind of pizza** for later.
- Slices saved for later are placed in front of the player face up in separate piles per type, so that everyone can see the number of slices of each kind.



EATING PIZZA SLICES

- Players can eat **only the slices that have 1, 2 or 3 basil leaves**.
- Players put the eaten slices in front of themselves face down.
- Players can eat only the slices from the portion that they selected in the current round (you can't eat any slices which you saved for later in previous rounds).



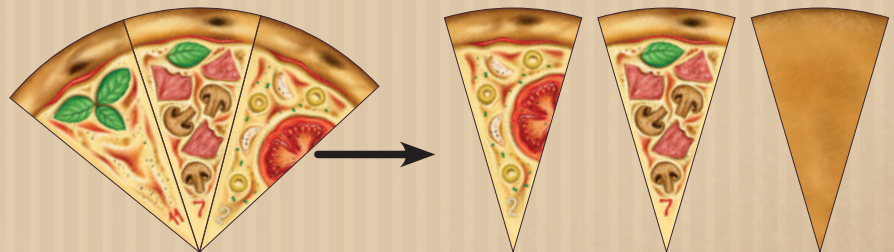
When a player has chosen their portion and decided which slices to eat or save for later, the next player sitting on the left does the same.

Attention! **The last portion goes to the player who sliced the pizza.** They also need to decide which slices to eat or save for later.

During a **2 player game** each player chooses **2 portions**. First, the player without the pizza knife chooses 1 portion, then the player with the knife also takes 1 portion and so on until there are no portions left.

Example: *The player has chosen their portion. The player decides what to do with each of the slices:*

- they **save** the tomato slice **for later** (they can't eat it because it has no basil leaves),
- they **save** the mushroom slice **for later**,
- they **eat** the slice with 3 basil leaves.

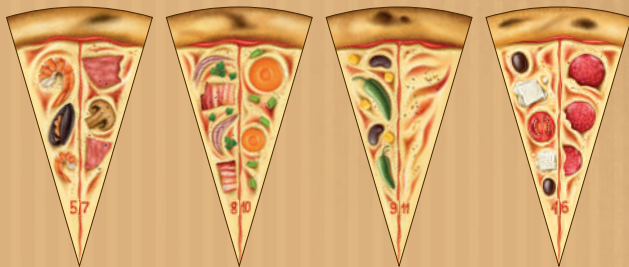


The round is over once all players have chosen their portions and saved or ate the slices. The **pizza knife** is passed to the next player sitting on the left. During the new round that player will select one of the piles of pizza slices, form the pizza from them and then slice it into portions.

There are 2 special kinds of pizza in the game: **mixed slices** and **tomato pizza**. They have no basil leaves, so they can't be **eaten** and must be **saved for later**.

MIXED SLICES

- At the end of the game each mixed slice counts as **half of slice** for each kind of pizza presented on it.



TOMATO PIZZA

- These slices award points in a different way than the others. This is why the number 2 is in a different color than on the other slices.
- If a player **saved 1 slice** of tomato pizza **for later**, they get **2 points**.
- If a player **saved 2 slices** of tomato pizza **for later** (and thus made a whole tomato), they get **4 points**.



End of the game



The game ends when players take all portions from the last pizza. Now players score points for the slices they **saved for later** and **ate**.

- **Points for slices saved for later.**

Players check **who has the most slices of each kind of pizza**. The player who has the most slices of a given kind gets the number of points equal to the value of these slices.

For example, the player who has the most slices of pizza with **value 3** gets **3 points** (the number of slices held does not matter). The other players do not get points for this kind of pizza.

If there is a **tie**, all tied players get all the points.

• **Points for eaten slices.**

Players count the **basil leaves** on all pizza slices they **ate** during the game.

1 basil leaf = 1 point. Basil leaves on slices that were **saved for later** are not worth any points.

The player with the most points is the winner. In case of a tie, the winner is the player who **ate** the most pizza slices. If there is still a tie, players rejoice in their shared victory.

Scoring example:

The player scores points for slices they **saved for later**:

- 2 tomato slices (value 2) – they get **4 points** (they got the whole tomato, so they get 2 points for each slice),
- 2½ shrimp slice (value 5) – they have the most of these slices, so they get **5 points**,
- ½ mushroom slice (value 7) – they don't have the most of these slices, so they don't get any points,
- 3 bacon slices (value 8) – they are tied with another player, so each of them gets **8 points**.

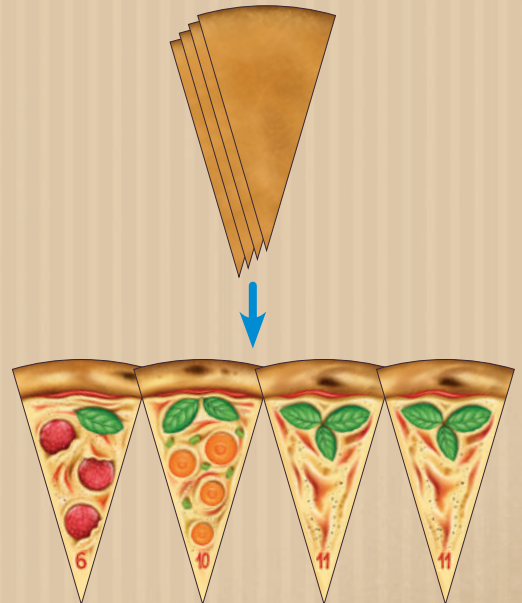
Now the player score points for the slices they **ate**. There are 9 basil leaves on the eaten slices, so they get **9 points**.

The player got **26 points** in total.

Slices **saved for later** during the game



Slices **eaten** during the game



Advanced variant

In this variant you will use the **special offer** tiles.

Game setup

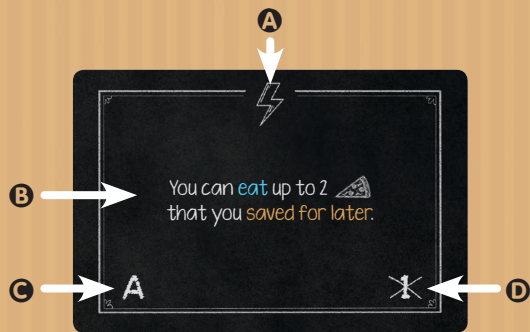


🍕 The same as in the basic variant, put the right number of **slices** back to the box, depending on the number of players (see page 2).

Attention! Put aside the 3 slices that remain. Don't put them into the box as in the basic variant. They should be placed face down. You may need to use these slices for some of the special offers during the game.

🍕 Put all **special offer** tiles face down and shuffle them. Next, **place 1 special offer tile face down on top of each of the piles with pizza slices**. Put the remaining special offers back in the box and do not look at them.

What is found on special offers:



- A** a symbol presenting, when you can use the special offer,
- B** description of the special offer,
- C** a letter allowing you to find detailed description of the special offer (see page 11),
- D** a symbol letting you know, when you cannot use the special offer.



Game setup for 4 players:



Gameplay

Apart from the below points, the game progresses the same way as in the basic variant.

PIZZA IS SERVED!

After the player has chosen the pile with pizza slices, they take the special offer tile that lies on top of it, **read the text aloud** and place the tile in the middle of the play area. Next, the player forms the pizza from the slices and begins slicing it into portions.

While slicing the pizza, the player also takes into account the special offer. They may place it on any portion they want or use the special offer tile itself as a separate portion.

Example: In a 4 player game the pizza can be sliced in the following way:




A special offer is a portion along with pizza slices,

B special offer is a separate portion without any pizza slices.



BON APPÉTIT!


The player who chose a portion with the special offer tile puts it face up in front of themselves. They use it:

- **current round** if it has the following symbol: 
- **any round** if it has the following symbol: 
- **at the end of the game** if it has the following symbol: 

When used, special offer tiles are flipped face down.

End of the game



Players get points the same way as in the basic variant and they add points from special offers marked with  symbol.

SPECIAL OFFERS

Special offer tiles have the following symbols:



– these show when to use the special offer: current round, any round or at the end of the game.



– these show when not to use the special offer: neither the first nor the last round.



– this symbol informs the players that this special offer is not used in a 2 player game.

Each special offer tile has a letter in lower left corner. **These are included to make it easier to find the explanation of the special offer in the listing below.**



The special offers with lightning bolt may be used once in the same round they were obtained.

- A.** You can **eat** up to 2 slices that you **saved for later**. If you reveal this special offer during the first round, remove it from the game and take a new random tile from the box.
- B.** Take one random slice that was put aside and either **eat** it or **save for later**.
- C.** When you get this special offer, put it on one kind of pizza that you **save for later**. At the end of the game you will get **1 point** for each slice of this kind that you **saved for later**. These points are separate from the points for having the most pizza slices of given kind.



The special offers with clock may be used once in any round (the player decides when to use the offer).

- D.** **Before slicing the pizza** choose 1 slice and **eat** it or **save for later**. If you reveal this special offer during the last round, remove it from the game and take a new random tile from the box.
Attention! This special offer is not used in a 2 player game.
- E.** **Before choosing the portion** you can move 1 slice to the adjacent portion. You can move only the slices that are near the cutting line. If you reveal this special offer during the last round, remove it from the game and take a new random tile from the box.
- F.** **You can choose the portion first.** If you reveal this special offer during the last round, remove it from the game and take a new random tile from the box.
Attention! This special offer is not used in a 2 player game.



The special offers with checkered flag may be used once at the end of the game.

G. At the end of the game you get **5 points**.

H. At the end of the game you get **1 point** for each **kind** of pizza you **saved for later**.

– Each mixed slice counts as 1 slice of each of the kinds displayed on it.

– Both tomato pizza slices are considered the same kind.

I. You win all ties. Other players who are tied with you do not get any points.

J. **Before scoring points** you can **eat** all slices of **1 kind** that you **saved for later**. All these slices must have basil leaves.

K. At the end of the game you get **1 point** for each kind of pizza you **ate**.

L. At the end of the game you check what kind of pizza you **ate** the most. You get **1 extra point** for each **eaten** slice of this kind. These are extra points that are separate from points for basil leaves on pizza slices.

Solo variant





This variant was developed by the author of the game Jeffrey Allers and Michał Zwierzyński from “Nasza Księgarnia”. You are going to compete with Jeff as a virtual player and your goal is to get a better score than him.

Rules of this variant are available on our website at www.gry.nk.com.pl/pizzeria.



Check out our other games!

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