

# The Terms

Here are some terms you might see throughout the game:

**Place:** Aside from set up, this refers to the action of placing an ingredient on a pizza through the means of a dice roll or card effect

**Play:** Playing Ingredient cards means to use their ability immediately then DISCARD the card.

## The Customers

Points are earned fulfilling orders on Customer Cards. Every customer card is divided into tiers worth 1, 3, and 5 points.

Customer cards use **M** and **V** to denote Meat and Veggie Ingredient types.

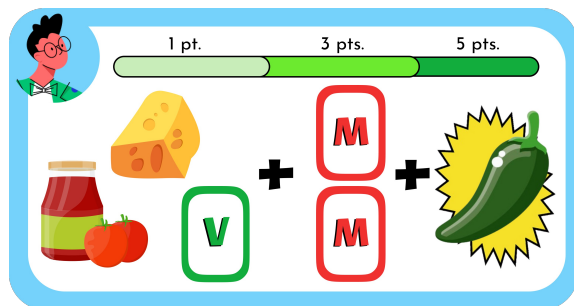
A player may serve a pizza only once everything in the 1 point tier is placed. Serving the customer an incorrect pizza will only earn the player points according to the minimum correctness of a pizza.

Once a player serves a Customer, the cards on their mat are discarded, and points are evaluated as stated:

For **1 point**, the player must fulfill every Ingredient in this tier (left of first plus sign).

For **3 points**, the player must fulfill every Ingredient in this tier AND in the 1 point tier.

For **5 points**, the player must fulfill every Ingredient on the card



For this Customer example, a Sauce, Cheese, and any Veggie card will give 1 point, an additional 2 Meats will give 3 points, and spice it up with a Jalapeno for 5 points! If you have a Sauce, Cheese, and TWO Veggie cards, you only get 1 point because of the excess Veggie.

## The Pizza Starter

Players use the mat to craft the pizzas they will serve to customers.

The positions of the cards on the mat can be adjusted freely throughout the game. Every slot does not need to be filled, all that matters is that the correct ingredients are on it when the player decides to serve their pizza.

Only **6 cards** may be placed on the mat at any point. If a player wishes to create space to place more ingredients, they can use a relevant card effect or a Move Ingredient action.

Every ingredient on the tray is discarded once the pizza is served.

## The Ingredients

There are four types of Ingredients: Basic, Veggie, Meat, and Special. There are 25 of each Basic Ingredient and 4 of each Veggie, Meat, and Special Ingredients.

### BASIC

These are your basics on every pizza. They have no abilities. Includes Sauce and Cheese.

### VEGGIE



Veggie Ingredients include the following. They fulfill any Veggie requirement on a pizza and have abilities.



**Jalapeno:** Steal 1 random card from any player's hand and add it to your hand.



**Onion:** Put **all** center cards into the discard pile and replace them with new cards from the Ingredients deck.



**Mushroom:** Play this card when another player tries to play a Meat or Veggie card. Their card does not activate and is sent to discard pile. This card can



**Olive:** Take 1 Ingredient card from the Discard pile and add it to your hand

### MEAT



Meat Ingredients include the following. They fulfill any Meat requirement on a pizza and have abilities.



**Pepperoni:** Discard at least 2 (no maximum) cards from your hand, then draw 2 cards from the deck.



**Chicken:** This card must be played before resolving any dice. Take an additional re-roll chance to re-roll any amount of die.



**Ham:** This card must be played before dice are rolled on your turn. Roll an additional die along with your regular rolls (roll 6 die instead of 5). The additional die can also be re-rolled just as a normal die can for this turn.



**Sausage:** Refuse service to a customer and discard said customer card. The customer is replaced at the end of your turn.

### SPECIAL

Special Cards are cards in the Ingredient Deck that can be used for their abilities.



**Garlic:** Place this on your pizza mat to have it act as the topping of your choosing. This card cannot be stopped by Mushroom. This card does not copy the effects of other topping cards, **including the pineapple.**



**Pineapple:** Place this on another player's pizza. A served pizza with pineapple is worth -2 points unless the Customer specifically requests for Pineapple.



**Coupon:** Bring back the last served or refused Customer.

## HOW TO WIN

The game ends when the first player reaches **12 points** OR when the Ingredients deck **runs out of cards**. The player with the highest amount of points at the end is deemed best pizza chef and is the winner.

SLICE. BUILD. SERVE.



PIZZA PIZZAZZ

RULE BOOK

## HOW TO START

- 1 Hand one of each reference card to each player. Put remaining reference cards back in the box.

**Meats and Veggies**

**M** =

**V** =

**Serving Customers**

1 pt: everything below 1pt category must be placed

3 pts: all below 3 pts and 1pts must be placed

5 pts: everything on the customer card must be placed

**On Your Turn:**

**Rolling phase:** Roll 5 dice, then you may choose to re-roll any amount of dice once.

**Action phase:** Resolve dice actions and play ingredient cards.

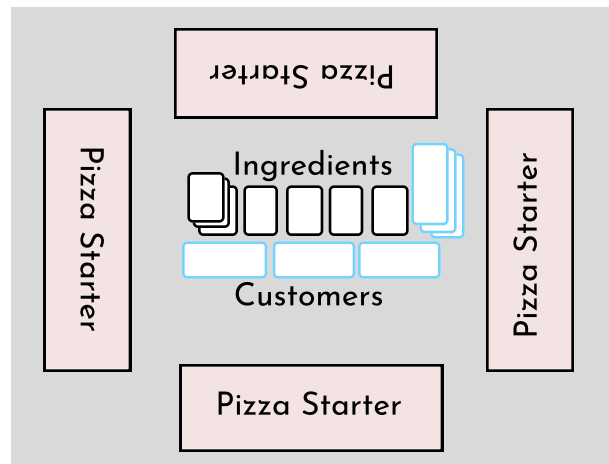
**Serve:** You can serve at any point during your turn.

**Dice Actions:**

- x1: Place ingredient on your pizza
- x1: Draw 1 card from deck
- x2: Take 1 card from center
- x3: Move an ingredient

- 2 Give every player a Pizza Starter mat.
- 3 Shuffle the Ingredient cards. Then deal 5 to each player.
- 4 Put 4 Ingredient cards face up in the center.
- 5 Place the Ingredient deck face down next to the center.
- 6 Shuffle the Customer deck, then place Customer cards face up according to below:

$$\# \text{ Customers} = \# \text{ Players} - 1$$



## HOW TO PLAY

### The Turn

To start, each player roles a single die. The player with the highest role starts first. Players take turns clockwise around the table. There are three phases per turn:

**Rolling phase:** Roll 5 dice. Choose any amount of dice to re-roll once.\*

**Action phase:** Resolve dice actions in any order. You may play any number of ingredient cards. You may also serve customers at any point during this phase.

**End phase:** Replenish any center cards drawn. Replenish any Customer cards served. Discard cards until the cards in your hand does not exceed the hand limit of 8.

\*Ham and Chicken can only be used during Rolling phase. **BONUS:** If you rolled 5 dice with the same face before re-rolling, complete your turn then take a bonus turn. During bonus turn, you may only roll 3 dice instead of the usual 5.

### The Dice

After the Rolling phase, the dice are converted into currency. If the player does not wish to or cannot take an action, not all dice may be consumed.

#### PLACE



For the cost of one PLACE dice, place ingredient on your pizza

#### DRAW



For the cost of one DRAW dice, draw a card from the Ingredients deck.

For the cost of two DRAW dice, draw a card from the center Ingredients.

#### MOVE



For the cost of three MOVE dice, move an ingredient.