



Player's choice of ingredient



Ingredient with the fewest cards on the table



This ingredient may not be on the table



Only one of the two ingredients can be used



All unused ingredients, minimum 15



GAME IDEA

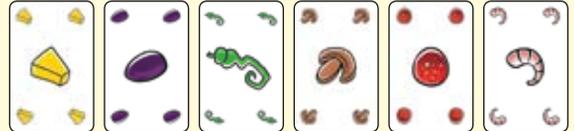
In this 'delicacy' of a card game, the players are pizza bakers. They receive orders from the waiter, take ingredients from their supply and then shove everything in the oven in order to bake the requested pizza. Once all ingredients have been used up, everything is taken out of the oven again and inspected to see which pizzas turned out correctly and are ready for delivery. The pizzas that didn't fare as well have to be baked again later. The winner is the player who baked the most pizzas after three rounds.

COMPONENTS

1 Rule Booklet

180 Playing cards – there are two different types of cards:

90 Ingredient Cards: 15 each of



Pineapple

Olive

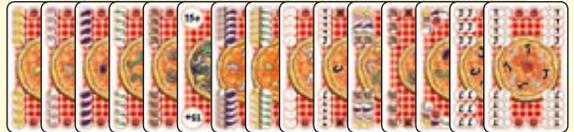
Green
Pepper

Mushroom

Salami

Shrimp

90 Order Cards: 15 Orders in each of 6 player colours



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GAME SETUP

- With fewer than 6 players, some **ingredients** are removed:
 - With 5 players: 1 of each ingredient card.
 - With 4 players: 3 of each ingredient card.
 - With 3 players: 5 of each ingredient card.
 - With 2 players: 7 of each ingredient card.
- Return these cards to the box.
- Shuffle the ingredient cards and deal out **8 face-down** to each player. Players take their cards in hand.
- Place the remaining ingredients in a face-down pile in the middle of the table. This is the **'supply'**.
- Each player receives a set of 15 **order cards** in the same colour, shuffles them, and places them in a face-down pile in front of himself. These piles are the **'waiters'**. Finally, each player draws the topmost card from their waiter pile and adds it to the 8 ingredient cards in their hands.
- Some room should be left next to the supply for the 'oven'. The **oven** is the face-up discard pile, where ingredient cards and orders are placed when played.
- The hungriest player is the starting player. The other players follow in clockwise direction.

A GAME ROUND

A game round consists of two phases:

- First, players take turns putting pizzas in the oven until the supply runs out of ingredient cards.
- Only then is everything taken out of the oven and inspected to see which pizzas can be baked.

A. Put Pizzas in the Oven

On a player's turn, he **must** put at least one ingredient card in the oven – that is, add it to the face-up discard pile next to the supply. He may add more than one ingredient card at a time, provided they are all the same type. When doing so, he announces the ingredient type and quantity, e.g. 'Three salamis'.

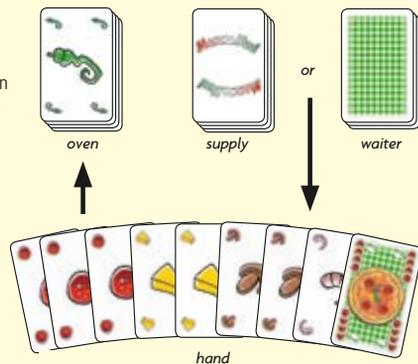
Now, he **may** add **one** order from his hand to the oven. He would do this if he believes that all the necessary ingredients to bake that pizza are already in the oven.

Finally, the player **must** draw cards. When doing so, he may either draw **only from the supply** or **only from his waiter pile**. He draws as many cards as required to bring his hand back up to 9 cards again, however he may only draw a **maximum of 5 cards** per turn. It may occasionally occur, therefore, that one player has fewer than 9 cards in hand for a short time.

Hint: Players should try to keep a balance between the ingredients and orders in their hands. Beginners can remember that the 2 (ingredients) : 1 (order) ratio is a good rule of thumb.

Play then passes to the next player on the left.

Example: It is Alberto's (green) turn. He takes 3 salamis from his hand and puts them in the oven (places them on the face-up pile). He announces: 'Three salamis'. Finally, he puts a '4x Salami and 1x Green Pepper' order in the oven. He decides to draw orders from his waiter. As there are only 3 cards left in the pile, he draws the 3 and will play with only 8 cards in hand for a short while.



Drawing the Last Card from the Supply

When a player draws the last card from the supply, this phase of the game ends immediately. Should that player not be able to completely refill his hand because there were insufficient cards left in the supply, then he'll have to start the next round with fewer cards in hand.

The player who drew the last card from the supply will be the **starting player** for the next round. Additionally, he must now take the pizzas out of the oven.

B. Taking Pizzas out of the Oven

The player takes the oven pile and turns it upside-down so that the card backs are visible. The order of the cards may **not** be changed! The cards are now revealed, one at a time, to see which pizzas can be baked. While revealing the cards, the player sorts them according to type and offsets the cards slightly so that players can easily tell how many of each ingredient there are.

As soon as an order is revealed, the players check to see whether this pizza can be baked. To make the pizza, the necessary ingredients must be present in the required numbers on the table or the player whose order it is can supply missing ingredients from his hand.

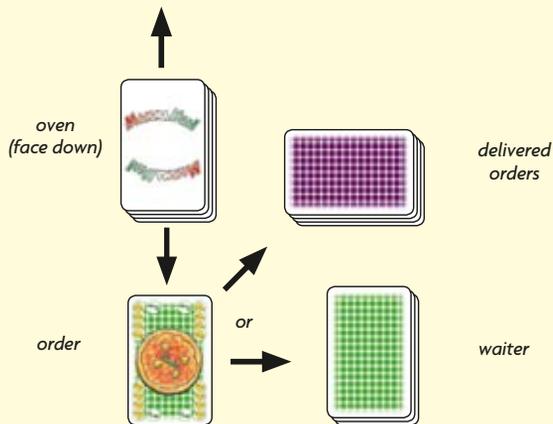
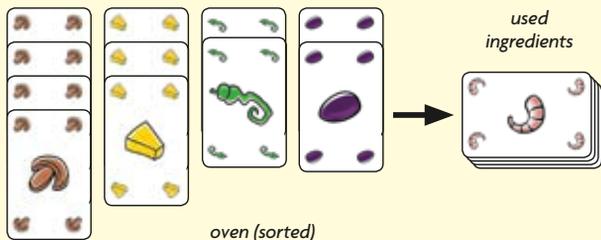
- If sufficient quantities of all necessary ingredients are present on the table, then the pizza is baked. The ingredients used for this pizza are set aside, **face-up**, for now.

The completed order is placed, face-down, in the middle of the table, forming a **face-down** pile of completed orders.

- If one or more ingredients are still missing, then the player whose order it is can supply the necessary ingredients from his hand. Should he not have the necessary ingredients in hand, then he can ask the other players for help (see 'Helping', below). If he can supply the missing ingredients one way or another, then the pizza is baked. Otherwise, he gets the order back and adds it, face-down, to the bottom of his waiter pile.

Important: Unused ingredients remain on the table.

Example: The following ingredients were revealed:
 4x mushrooms, 3x pineapple, 2x green pepper, 2x olive.
 Now Alberto's (green) '4x Pineapple, 1x Green Pepper' order is revealed.



Alberto is still missing a pineapple. He can add this ingredient from his hand, so the pizza is baked. The 5 ingredient cards (4 pineapples, 1 green pepper) are added to the pile of used ingredients. Alberto adds the order to the face-down pile of completed orders in the middle of the table. The remaining ingredients remain on the table and the next cards are taken out of the oven.



The player takes the cards out of the oven, one after the other, until all cards have been revealed. Once all cards have been revealed, he takes any remaining unused ingredients and places them in a pile in the middle of the table, forming a new oven.

The pile of used ingredients is well shuffled and placed in the middle of the table as a new supply. The player who emptied the oven begins the next round.

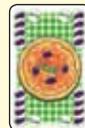
Important: At the start of the next round, it is possible that one or more players have fewer than 9 cards in hand. These players replenish their hands at the end of their next turn. If a player has no ingredients left in hand, then he skips his turn and instead draws 5 ingredients.

Helping

When a player is unable or unwilling to bake a pizza all by himself, then he can ask the other players for help, one at a time, starting with his left-hand neighbour. He must specify exactly which ingredients and how many of them he needs (e.g. 'I need 2 mushrooms and 1 salami').

- If another player wishes to help, then he must have the requested ingredient(s) in hand **as well as** at least one order left in his waiter pile. He gives the ingredients to the player who asked for them. That player must now supply any remaining missing ingredients. The pizza is then baked. As a reward, the helping player may take the topmost card from his **waiter pile** and, without looking at it, add it to the pile of completed orders in the middle of the table. He may not choose to play an order card from his hand as the reward!
- If no other player can or wishes to help, then the pizza is not baked, even if the affected player could still add the missing ingredients from his hand.

Example: There are four mushrooms, two olives and one green pepper on the table. Alberto's (green) '4x Olive, 1x Green Pepper' order is revealed. Alberto is still missing 2 olives. He has 1 olive in hand, and asks the other players for help: 'Can anyone give me 1 olive?' He must ask Beata, his left-hand neighbour, first. She can't (or won't) help. Next up is Claudio. He has an olive in hand and is willing to give it up. He adds it to the ingredients on the table. The remaining players are not asked for help any more. Alberto adds his own olive to the table, thus completing the order. Alberto adds his order face down to the pile of completed orders in the middle of the table. Claudio takes the topmost card from his waiter pile and adds it face down to the pile of completed orders in the middle of the table. The 4 olives and 1 green pepper are added to the pile of used ingredients.



Important: Players can agree to play without 'Helping' before starting the game. Players do not play with 'Helping' in the 2-player game!

GAME END AND SCORING

The game ends after the oven is revealed for the **third time**.

Important: When the game is played without 'Helping', then the game ends after the oven is revealed for the fourth time instead.

The player who last took the pizzas out of the oven now scores the pile of completed orders. He reveals the orders and sorts them according to player colour. The player who completed the most orders is the winner.

In the event of a tie, then the tied player with the most ingredients left in hand is the winner. If there is still a tie, then the players share the victory, and the pizza!

THE ORDERS

Note: In the following section, 'player' always refers to the player whose order it is. Each player has a 'personal ingredient', which appears on nearly all of their orders: Yellow – Pineapple, Green – Green Pepper, Brown – Mushroom, Purple – Olive, Red – Salami and Pink – Shrimp.

Pizza Normale



Each player has seven orders that all show one of his personal ingredient along with a combination of other ingredients. To bake this pizza, the required ingredients must be present on the table or be added from the player's hand.

Example: Claudio needs 4 pineapple and 1 salamis for this order.

Pizza Bombastica



To bake this pizza, at least 15 ingredient cards of **any type** are required. If 15 or more ingredients are on the table, then they are **all used** in baking this pizza and set aside.

Example: There are 21 unused ingredients on the table. This pizza is baked and all 21 ingredients are added to the used ingredients pile.

Pizza Monotoni / Pizza Ghiottona

The **J** stands for Joker: The player can choose this ingredient freely. However, he may not choose his personal ingredient, which is already shown on the card. The player needs as many of the chosen ingredient as indicated by the number of identical joker symbols on the card. If two different joker symbols **J** / **J** are shown, then the player needs two **different** ingredients. The player is free to choose which ingredients to use when his order is taken out of the oven.



To bake the **Pizza Monotoni**, the player needs one card of his personal ingredient and six cards of another ingredient of his choice.



To bake the **Pizza Ghiottona**, the player needs one card of his personal ingredient and four cards each of two other ingredients of his choice.

Pizza Monotoni junior / Minipizza

The crossed-out ingredient  on the order indicates which ingredient may **not** be on the table with the rest of the unused ingredients! Should at least one card of this ingredient be present, then the player takes his order back and adds it, face-down, to the bottom of his waiter pile.

Provided the forbidden ingredient is not present, then the player needs the following:



To bake the **Pizza Monotoni junior**, five cards of an ingredient of his choice.



To bake the **Minipizza**, three cards of the indicated ingredient.

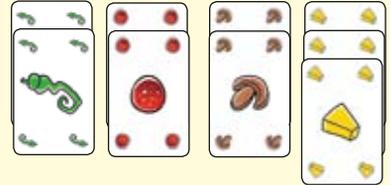
Pizza Minimale

To bake the Pizza Minimale, the player needs one card of his personal ingredient as well as exactly four cards of another ingredient.

The **J** stands for the ingredient from which there are the **fewest cards** on the table at the moment. Ingredients already shown on the order or currently not on the table are ignored!

If there are multiple 'fewest of' ingredients, then the player may choose one of them.

Example: There are 2x green pepper, 2x salami, 2x mushroom and 3x pineapple on the table.



Claudio's order is revealed. There are three ingredients tied for having the fewest cards on the table: green pepper, salami and mushroom. Since no olives are on the table, they are ignored. And since a salami is already indicated on the order, they are ignored as well. Claudio can therefore choose between green pepper or mushroom. If he adds the two missing ingredient cards from his hand, the mushrooms, for example, then the pizza is baked.

Pizza Mamma Mia



In addition to the indicated personal ingredient, the player needs exactly five cards from one of either of the other two ingredients shown on the card.

Example: Claudio needs either a salami and five green peppers **or** a salami and five pineapples to bake this pizza.