

Neapolitano's Pizza

Components/Board:



1 Ingredient Deck

2 Discard Pile
For Ingredients

3 Ingredient Row

4 Action Deck

5 Action Discard

6 Order Deck

7 Order Wheel

8 Incident
Deck



78 Ingredients



33 Actions



18 Orders



30 Incidents

Anatomy Of The Cards:

Ingredient Card



Name Of Card

Player Count

2 dots is 2 players
4 dots is 3-4 players

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4 dots is 3-4⁵ players

Card Worth

Top # is card's worth
Bottom # is the reward for a perfect pizza of that type.
Half & Half pizzas ignore this number and score 2 points as a bonus.

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Order Card

Guest Check			
SERVER	TABLE	GUESTS	CHECK NUMBER
			984795
1	Cards Needed		Points
	4x Pepperoni    		8
2	Perfect Pizza Bonus		2
3	Minus Toxic Ingredients		
TAX			
Thank You			TOTAL

Cards Needed To Complete Pizza

Bonus For Matching Ticket EXACTLY

Subtract Toxic Ingredients When Scoring Pizzas

Playing The Game:

Game Setup

- 1 Shuffle each deck separately and place them face down on the board. See page 1 for more on the board layout.
- 2 Deal (2) Order cards face up to the Order Wheel on the board.
- 3 Deal (2) Order cards face up to each player.
- 4 Fill the 5 Ingredient Row spaces on the board.
- 5 Deal (1) face down Action Card to each player.
- 6 Give each player a score marker and place the markers on the 0 spot on the track.

(Note: When a player scores a point, put the marker between the 2 numbers.)

Playing The Game:

Turn Order

- 1 You must draw (1) action card at the start of your turn if you have (1) or less. If you have (2), you cannot draw an action card that turn.
- 2 You must either take (2) ingredients from the Ingredient Row OR exchange UP TO (2) between the row and your freezer.
- 3 You may play (1) Action card on your turn. You may also play an Action card on ANY active turn-- even your opponents' turns!
- 4 You may move any amount of ingredients from your freezer to pizzas in progress but NOT from your pizza in progress to your freezer.
- 5 Pass your turn to exchange an order with NO cards on it with the Order Wheel. You draw an Action card as usual.
- 6 You may discard an Action card you cannot or do not wish to use. You may not redraw until your next turn.

Playing The Game:

Your Freezer



The freezer is a place where you can store ingredients you cannot use or do not plan on using immediately. When you move something from your freezer, it cannot be moved back, so choose wisely. Each player's freezer has a capacity of (4). Once this has been exceeded, you are forced to either place the ingredient you chose on one of your Order cards if it matches a ticket or is a toxic ingredient OR you must discard it to the Ingredient Discard on the board.

When you move ingredients over, just announce that you are doing so, indicating that this action is taking place. You may do this between choosing ingredients or before or after an exchange.

Playing The Game:

Completing Pizzas



(2) points for each card
PLUS a bonus of (2)
because it is perfect.

Guest Check

SERVER	TABLE	GUESTS	CHECK NUMBER
			984795
Cards Needed			Points
4x Pepperoni			8
🍕🍕🍕🍕			
Perfect Pizza Bonus			2
Minus Toxic Ingredients			🚫
TAX			
Thank You			TOTAL

A pizza is automatically completed when it reaches (4) cards. This could be a combination of toxic ingredients and the required cards listed on the Order card but NOT other good ingredients. When you score a pizza, add up the top # on each pizza card. Then, apply the bonus if it has no toxic ingredients on it. If it does, add the cards' value then subtract the negative total for each toxic ingredient. It is possible to have pizzas score negative!

On a Half & Half pizza, note that the bonuses listed on the cards do not count toward that pizza. The bonus for a Half & Half pizza is (2) points.

Playing The Game:

Important Rules

When Action cards are resolved, they are resolved from the active player clockwise.

A “Frozen Pizza” doesn’t count as a second action.

The black score marker is to indicate who owns the Ingredient Row space when “All You Can Eat Buffet” is played.

The ingredients do not replenish on your turn, therefore you must choose from the available (5) and when your turn ends, the row refills. For a family friendly variant, try moving all ingredients to the right after (2) are chosen. Then, take the ingredient in the “Ingredient 5” space and discard it.

Toxic ingredients are not discarded to the Discard, they are removed from the game.

When the deck has run empty and there are good ingredients in the Discard, reshuffle them into another deck and continue play.

Incident Cards immediately activate when a player completes a pizza. You must resolve the incident before continuing play.

Perfect means that the pizza has been completed with NO toxic ingredients. Completed means that the pizza has (4) cards or was baked early, indicating it cannot be altered.

Ending The Game:

Scoring/End Game Triggers

The game ends when one or more of the following conditions are met:

1) The Ingredient Deck is empty and there are no cards to refill the Row. If the deck runs empty and there are ingredient cards in the Discard, reshuffle them into a deck and continue play.

2) The Order Deck and Order Wheel are empty and a player can not draw back up to 2 Order Tickets. You must always have 2 Order Tickets in front of you at all times.

The player who is ACTIVE when either of these conditions occur is given the pizza token and this is their last turn. Every other player has one more turn to take as normal. If the Row empties, you must exchange (1) card. If you exchange with an empty spot at the end of the game, you get nothing in return.

You score (3) points for every pair of pizzas you have of the same type. They may have toxic ingredients but the intention of each must be the same. For example, two Half & Half pizzas must have the same (2) ingredient types or they do not score the (3) point bonus. For "I'm Not Picky", it allows you to treat that pizza as any other pizza when counting doubles.

You receive (15) points for a "Perfeto". This means all of your pizzas are perfect. They can be finished early but must have no toxic ingredients present on them.

You receive (10) points if you have the most order tickets.

You lose points equal to the negative total of toxic ingredients in your freezer.

The player with the most points wins!