

Pizza

MASTER

GAME BY PERUS SARANURAK
AND WIZARDS OF LEARNING TEAM

Introduction

Pizza Master was the master chef of Wizards of Pizza, once known as the best pizza restaurant in the world. However, after the master chef mysteriously disappeared, its reputation has been on a decline. To reclaim the number-one spot, all talented Pizza Trainees assemble and hold a COMPETITION. The one who is truly skilled and able to earn the most reputation will be named the next "Pizza Master".

Pizza Master is a strategy board game for 2-5 players. You are one of the trainees who aspire to become Pizza Master. Your tasks are to place order for ingredients, collect the ones you want, and make pizzas to earn reputation points.

What makes these seemingly simple tasks challenging is that ingredients may run out as all trainees share the same refrigerator. Moreover, greedy rookies who bite off more than they can chew will be punished for wasting ingredients.

Don't let this chance fly away. Plan your menu well to prove that you are worthy of the title Pizza Master!

*"...Fire up your spirits,
all the Pizza Trainees..."*

Pizza MASTER

Game components



Objective

At the end of the game, Trainee who has the most Reputation point will win the Pizza Master.

Play modes

You can play Pizza Master in 2 different modes

1. Trainee mode : (see page 7) Each player has owned order cards on their hand, but everyone share ingredients!

**** Tutorial mode** the first-time player should starts playing Pizza Master without Objective cards and Daily Mission cards.



2. Master mode : (see page 11) Recommended for those who love intense competition and want to prove that they are Pizza Master incarnate!
Shared Order Cards! and Make only 1 Pizza / turn.

Mode Comparisons

Name	Tutorial	Trainee	Master
Starting Player coins	4	4	4
Order Cards: in hand	4	4	1 Special Order card
Order Cards : shared on table	0	0	(n+1) x 2 *number of players
Daily Mission cards per round	0	1	1
Objective Cards: Shared on table	0	Number of players	Number of players
Reserving ingredient mechanic	No	Yes	Yes
Trading for ingredient mechanic	No	Yes	Yes
Number of completed order card per time	Any	Any	1 card / time
Extra help coin for the last trainee	0	1	1

Details on Pizza Order card

Order types

- Cheese
- Vegetable
- Seafood
- Meat
- Special

6 Reputation point

Required ingredients
(ex.1 Cheese, 1 Meat, 1 Vegetable)

Trading for ingredient

Pizza's name

Chicken Trio

3 types of Order Cards

Most of reputation point come from making pizzas in according to Order Cards.



Pizza Order card
Require 3-4 ingredients and gives 4-6 reputation points.



Side dish Order cards
Require 2 ingredients to and gives 3 reputation points.



Special Order Cards (purple)
Require 4 ingredients and gives 7-8 reputation points.

Trading for ingredient

Trade 2 completed cards of the same color for a **cheese**.

Trade 2 completed cards of the same color for a **cheese**.

Trade 2 completed Special Pizza cards for **any ingredient**.

Symbol on Special Order Cards

Same type of ingredients except cheese (Ex. 2 **meat cubes**, 2 **vegetable cubes** or 2 **seafood cubes**)

Different types of ingredients except cheese (Ex. 1 **seafood cube** + 1 **vegetable cube**, or 1 **meat cube** + 1 **vegetable cube**)



Super Premium
Use 1 of each ingredient.



Freestyle Deluxe
Ex. Use 1 cheese + 3 vegetables



Freestyle Duo card
Ex. Use 1 cheese + 1 meat + 2 seafoods.

During Making Pizza phase 4, player may trade 2 completed Order cards of same color for 1 ingredient.

- choose 2 (face-up) completed Order cards of the same color.
- flip (face-down) and place them at the side of your board.
- If they are **Special Order cards** (purple), take 1 ingredient of any types from the supply. Otherwise, you take a **cheese**.
- Place the traded ingredient in the cooking tray.



This action does not affect reputation points.

*Trading any number of times in the same turn.

At the end of the game, the face-down cards will count as completed orders (bonus of objective: greedy and lazy**), but not count in any types of pizza (other objective cards)





















Objective cards

In the competition, each talented pizza trainee has different objectives to earn their reputation.

The objective cards are used in Trainee mode and Master mode.












Name	Condition	Rewards: reputation points
Crazy Cheesy 	Have the most completed cheese order cards	Number of every cheese orders remained in game (from everyone except in remove pile). 
Meat Hunter 	Have the most completed meat order cards	Number of every meat orders remained in game (from everyone except in remove pile). 
Ocean Discover 	Have the most completed seafood order cards	Number of every seafood orders remained in game (from everyone except in remove pile). 
Vegan Guru 	Have the most completed vegetable order cards	Number of every vegetable orders remained in game (from everyone except in remove pile). 
Lazy Trainee 	Have the least pizza orders (including in remove pile)	Number of trainees in play multiply by 4 
Greedy Gatherer 	Have the most pizza orders (including in remove pile)	Number of trainees in play multiply by 3 
Indy Creator 	Have four types of order	Number of your set of 4 multiply by 5 
Sidekick Master 	Have the most completed side dish order (diamond dish)	Number of every side dish orders remained in game (from everyone except in remove pile). 
Supreme Achiever 	Achieve the most daily mission cards	Number of your achieved mission multiply by the number of trainees in play 

Daily Mission Cards

In Master mode only, reveal one Daily Mission card at the start the day phase.



Name	Condition	Rewards	Bonus reputation point
Alchemist 	Complete 3 Order cards first.	Place and use this card as a Special Order Card (purple).	1
Supporter 	Be the 1st making 2 side dish order cards	none.	3
The Flash 	Complete an Order cards first.	Be the last in turn order next round.	1
Last hand standing 	Pass last in Collecting phase.	Draw 1 Pizza Order card.	1
Organic supply 	Complete the first vegetable order card.	Receive 1 vegetable at the beginning of the next round. (can be used any time.)	1
Carnivore 	Complete the first meat order card.	Receive 1 meat at the beginning of the next round. (can be used any time.)	1
Poseidon 	Complete the first seafood order card.	Receive 1 seafood at the beginning of the next round. (can be used any time.)	1
Refrigerator 	Has the least reputation points	May keep 1 left ingredient from Cooking tray on this card for using the next round.	1
Spoil 	Collect 5 cheese cubes first.	Choose 1 ingredient in play and return it to the supply.	1

Pizza MASTER

Trainee mode

Game Setup

- Place the Pizza board in the middle of the table.
- The ingredient cubes are separated by color and placed next to the Pizza board to form the supply. Place an extra help coin here.
- Place the score board next to the Pizza board.
- Each player choose their color and places their score marker on the start area.
- At the space next to 11 and 31 point, each player places their coin.
**For tutorial mode skip this part*
Place 2 mission cards next to 10 point and 25 point.
- Take a chief token from each player and randomly place them on turn order.
- Deal objective cards as a number of players and reveal them as the restaurant's common objective cards. Then return other objective cards to the box.
**For tutorial mode skip this part*
- Shuffle all Order cards and place them next to the Pizza board.
**For tutorial mode skip this part*
Shuffle Daily Mission cards and place them next to the Objective cards.
- Each player takes a player board in their color. Your cooking tray is where to put your ingredient.
- Each player places 4 coins of their color on their player board.
!!Competition's begin!!

Game play

A game is played in rounds until a trainee reaches 50 reputation points. In trainee mode, each trainee gains extra reputation point after game end from 2 objective cards; 1 secretly in each trainee's hand; and 1 shared on table as a restaurant's objective.

In this mode, trainees may reserve ingredient in shopping phase and exchange completed order cards for an ingredient in making pizzas phase.

A round consists of 6 phases.

Turn sequence

Example : Turn order is Green > Blue > Red.
Reverse turn order is Red > Blue > Green



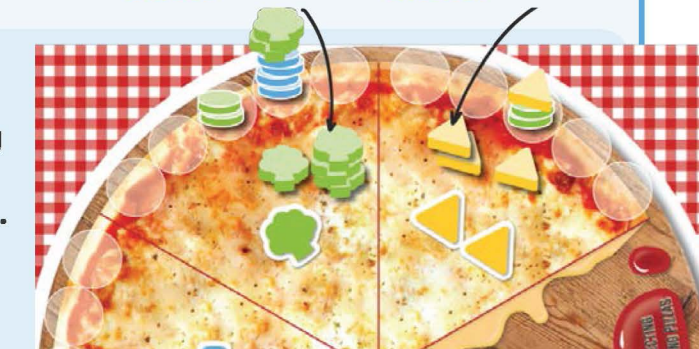
1) Start the day - Each trainee draws Order Cards to 4 on their hand (5 cards if they have at least 11 reputation points, and 6 cards if they have at least 31 points). Each trainee may discard any number of cards to the Pizza Order discard pile and then draw up by the same amount. If the Pizza Order deck is empty, shuffle all cards in the Pizza Order discard pile and form a new deck.

Reveal a flesh Daily Mission card. Check the requirement during **(3) Collecting phase** and **(4) Making Pizzas phase.**

(2) Shopping - In turn order, **each trainee must place all of their coins in one time** on the Pizza board to order any ingredients (cheese, vegetable, seafood and meat). Place your coin in a single stack on a white circle in the ingredient section you want to order. You may place your coins together or place them separately.

Load ingredients after all trainees finish shopping, put ingredients in the shared refrigerator (the center of the Pizza board), depending on the number of coins in each section. For each coin in the **vegetable, seafood, and meat** section, add 1 ingredient of that type respectively in the shared refrigerator. For each coin in the **cheese** slice, add 2 **cheese**.

Reserving ingredients : The trainee who placed the most coins in each ingredient section will reserve 1-2 ingredients of that type, by placing them on their stack of coins. **If the stack has 1-3 coins, the trainee will reserve 1 ingredient. If the stack has at least 4 coins, the trainee may reserve 2 ingredient.** In case of a tie, no reservation is allowed.



(3) Collecting - In reverse turn order, each trainee takes turns collecting one ingredient from the shared refrigerator (Pizza board) to their own cooking trays. **Once you pass, you cannot take any more ingredient for this round.**

Be careful! The refrigerator is shared : any players can pick any ingredients including one you ordered. The reserved ingredients can be collected only by its owner. And the owner doesn't have to collect his/her reserved ingredients.

All ingredients remaining in the shared refrigerator will be left on the Pizza board for the next round.

PASS: slide your chef over the track

(4) Making Pizzas - After passing collecting phase, the passed trainee can complete Order card on their hand as many pizzas as they can (the ingredient their collected)

(Continuing Making Pizzas phase)

(Continuing Making Pizzas phase)

You may trade 2 completed Order cards for 1 ingredient. And Place the new ingredient cube in your cooking tray only in Making Pizzas phase.

First, choose 2 face-up, completed Order cards of the same color. Then, flip (face-down) and place them at the side of your board. If they are Special Order cards (purple), you take 1 ingredient cube of any color from the supply. Otherwise, you take 1 cheese cube from the supply.

You may trade any number of times. This does not affect reputation points.



(5) Scoring - Check the Daily Mission card and the trainee, who can fulfill its condition, keep the card for score bonus at the end of the game

Trainees are awarded reputation points from completed Order cards. Total up the number of reputation points indicated on the cards, and subtract it by the number of unused ingredient tokens on your cooking tray.

Move the score marker on the score track by the final result and place all completed Order cards on player board matching with color.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35

The first trainee's reputation reach 10 and 25 receives 1 Daily Mission card. and all trainees receive:

- 1 more coin, and
- 1 more Max Order cards on their hand.

At 10 point, each player has 5 coins and hand limit for Order cards become 5.

At 25 point, each player has 6 coins and hand limit for Order cards become 6.

(6) End of the day - Return all ingredient on player's cooking trays (not on the Pizza board) to the supply. Return all coins on the Pizza board to the players.

Re-determine the turn order by reputation points from the highest reputation point to the lowest. In case of a tie, keep the same order as in this round.

The trainee who has the least reputation points takes the Extra help (black) coin (possibly from another trainee) to use in the next round. A tie is broken by turn order

Game end

The game will end after "End of the Day" phase once any trainee has at least 50 reputation points.

Gain bonus reputation points from Achieved Daily Mission cards

In reverse turn order, each trainee moves all Special Order cards from the right of the player board to any sections below (yellow, green, blue, or red), distributing them however you like. Special Order cards in each section now become completed Pizza cards of the corresponding type (cheese, vegetable, seafood or meat).



Check the shared Objective cards on the table. Give them to the trainee who can achieve them. Count the Objective bonus as indicated on each card, and score the reputation points.

An Objective cards which no one can complete are worth no point.

Try to achieve 2 or more Objective card to get more reputation.

AFTER EVERYONE FINISHES CALCULATING BONUS POINTS FROM OBJECTIVE CARDS, THE TRAINEE WITH THE HIGHEST REPUTATION POINTS WILL BECOME THE WINNER AND BE ENTITLED THE LEGENDARY "PIZZA MASTER".

IN CASE OF A TIE, THE WINNER IS THE TIED PLAYER WHO IN THE EARLIER TURN ORDER.



Pizza MASTER

Master mode

Game Setup

Original
(ex. Setting up for 3 players)

- Place the Pizza board in the middle of the table.
- The ingredient cubes are separated by color and placed next to the Pizza board to form the supply. Place an extra help coin here.
- Place the score board next to the Pizza board.
- Each player chooses their color and places their score marker on the start area.
- At the space next to 11 and 31 point, each player places their coin. Place 2 mission cards next to 10 point and 25 point.
- Take a chief token from each player and randomly place them on turn order.
- Deal objective cards as a number of players and reveal them as the restaurant's common objective cards. Then return other objective cards to the box.
- Shuffle all Order cards and place them next to the Pizza board.
- Shuffle Daily Mission cards and place them next to the Objective cards.
- Each player takes a player board in their color. Your cooking tray is where to put your ingredient.
- Each player places 4 coins of their color on their player board.
- Deal one Special Pizza Order card to each player as a starting order. **!!Competition's begin!!**

Game play

A game is played in rounds until a trainee reaches 50 reputation points. In master mode, **there are objective cards, reserving and trading for ingredient mechanic as in trainee mode.**

There is a new mechanic called Daily Missions, and all trainees SHARE Order Cards!
A round consists of 6 phases.

Turn sequence



(1) Start the day - Draw the number of Order cards as indicated in the table below, and place them face-up in the Ordering area.

Number of Players (n)	2	3	4	5
Number of Pizza order cards (n+1)x2	6	8	10	12

3 Players
8 Orders



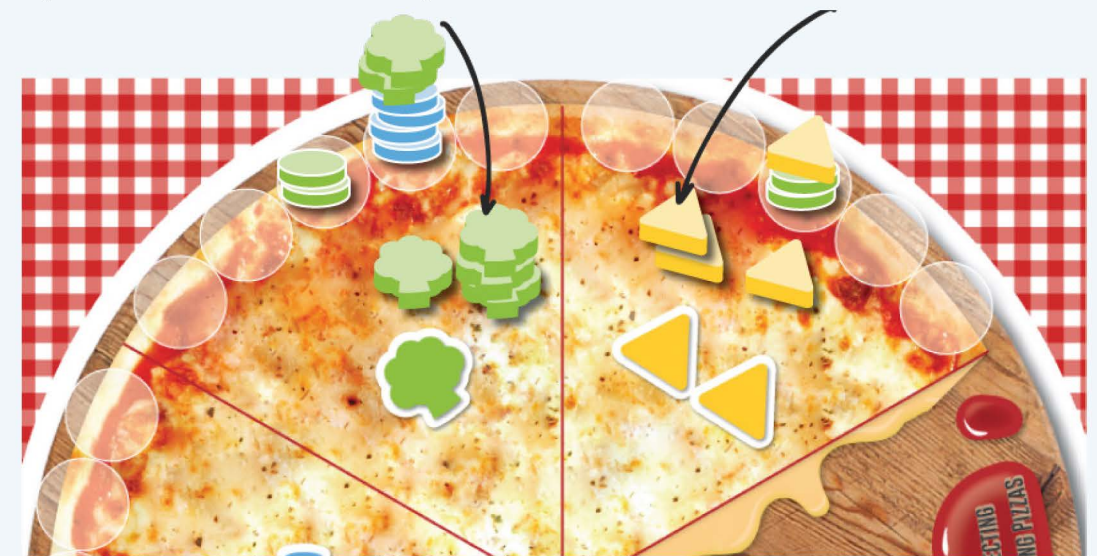
Ordering Area

Each trainee draws an Order Card to 1 on their hand (2 cards if they have at least 11 reputation points, and 3 cards if they have at least 31 points). Then, each trainee may discard any number of cards to the Order discard pile and then draw up by the same amount.



Reveal a flesh Daily Mission card. Check the requirement during (3) Collecting phase and (4) Making Pizzas phase.

(2) Shopping - Same as Trainee mode. **Each trainee places all of coins** follow turn order. Then load ingredients. Put the reserve ingredients on the stack



3+4 Collecting & Making Pizzas

In reverse turn order, each trainee takes one of the following actions.

- Collect (take an ingredient token from the refrigerator)
- Pass and then Make a pizza (complete a Pizza Order card)

However, once you choose to make a pizza, you can no longer choose to collect (but others still can). Also, once you pass, you are out of this phase.

(3) **Collecting** - Same as Trainee mode, Takes turns collecting 1 ingredient,

PASS: slide your chef over the track

****THE MAJOR DIFFERENT WITH TRAINEE MODE IS IN (4) MAKING PIZZAS PHASE****

(4) **Making Pizzas** - Choose 1 Pizza Order card, from either the Ordering area or your hand. Then, you place the card face-up in front of you and return the required ingredient tokens from your cooking tray to the supply.

You can only complete one Pizza Order card during your turn, and you cannot choose a Pizza Order card you cannot complete. During this phase, you may trade for ingredients



(5) **Scoring** - Check the Daily Mission card and the trainee, who can fulfill its condition, keep the card for score bonus at the end of the game.

Trainees are awarded reputation points from completed Order cards. Total up the number of reputation points indicated on the cards, and subtract it by the number of unused ingredient tokens on your cooking tray.

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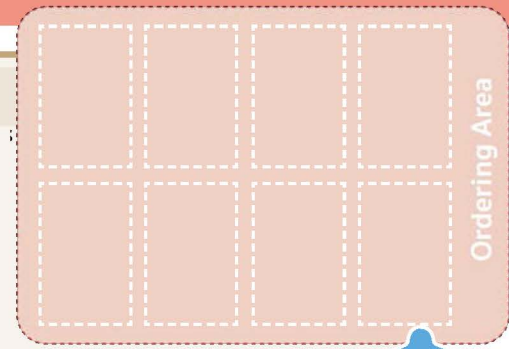
At 25 point, each player has 6 coins and hand limit for Order cards become 6.

(6) **End of the day** - Discard all Order cards in Ordering Area.

Return all ingredient on player's cooking trays (not on the Pizza board) to the supply. **Return all coins** on the Pizza board to the players.

Re-determine the turn order by reputation points from the highest reputation point to the lowest. In case of a tie, keep the same order as in this round.

The trainee who has the least reputation points **takes the Extra help (black) coin** (possibly from another trainee) to use in the next round. A tie is broken by turn order



Game end

Once any trainee has at least 50 reputation points, the game will end after "End of the Day" phase finish

Gain bonus reputation points from Achieved Daily Mission cards

In reverse turn order, each trainee **moves all Special Order cards from the right of the player board to any sections below (yellow, green, blue, or red)**, distributing them however you like. Special Order cards in each section now become completed Pizza cards of the corresponding type (cheese, vegetable, seafood or meat).



Check the shared Objective cards on the table. Give them to the trainee who can achieve them. Count the Objective bonus as indicated on each card, and score the reputation points.

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THE WINNER IS THE TIED PLAYER WHO IN THE EARLIER TURN ORDER.



Pizza MASTER

- IN TURN ORDER -



1 START THE DAY
EACH TRAINEE DRAWS ORDER CARDS.



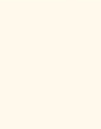
2 SHOPPING
PLACE ALL OF THEIR COINS TO BUY ANY INGREDIENTS
THEN LOAD ALL INGREDIENTS.



3 COLLECTING
COLLECT 1 INGREDIENT TO COOKING TRAYS THEN NEXT PLAYER.
ONCE YOU PASS, YOU CANNOT TAKE ANY MORE INGREDIENT.



PASS



4 MAKING PIZZAS
USE INGREDIENTS ON COOKING TRAY
MATCHING WITH PIZZA ORDER CARDS.



- IN REVERSE TURN ORDER -



5 SCORING
GET REPUTATION POINTS FOR
COMPLETED ORDER CARDS.



6 END OF THE DAY
RE-DETERMINE TURN ORDER BY REPUTATION POINTS.



Credits & Thanks

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