

# PIZZA MONSTERS

A monster game for 2 – 8 pizza chefs, 5 years and up



*The monster is in town – and, as you know, monsters loooooove pizza!*

*Try to pick the right ingredient from a bag full of orders. Then you just have to feed the monster with your pizza slices.*

*That way, you can obtain chef's hats and become the greatest pizza chef!*

## GAME COMPONENTS

**64 pizza slices:** The front shows the following ingredients: salami, mushroom, pineapple, olives, peperoni, onions, shrimps, or bell pepper. The back depicts mice or birds.

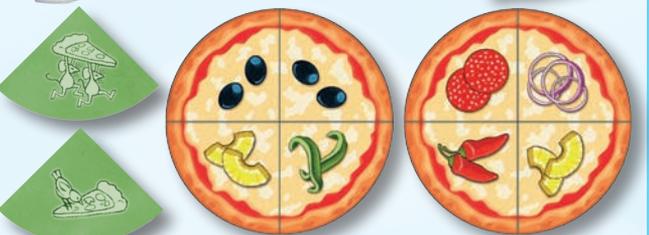
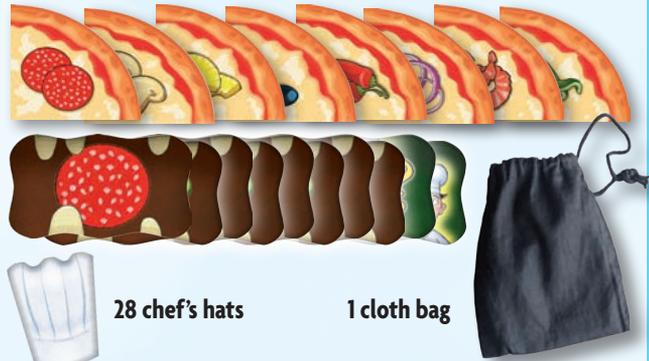
**10 orders:** 1 each with the ingredients salami, mushroom, pineapple, olives, peperoni, onions, shrimps, bell pepper; plus 2 jokers.

## OBJECT OF THE GAME

Try to fulfill as many orders as possible and deliver pizza slices! The first player to get rid of four pizzas wins.

## SET-UP

- Each player takes all eight pizza slices of the same back color. Four slices show mice on the back, the other four, birds.
- Put the four pizza slices with mice on the back together, with the front facing up, so that they form one pizza; then assemble the four pizza slices with birds on the back, with the front facing up, so that they form another pizza. If there are fewer than eight players, put the remaining pizza slices, with the front facing up, as a loose pile into the bottom part of the box (with the monster).
- Place the bottom part of the box in the middle of the table.
- Lay the chef's hats next to it as a general supply.
- Put the ten orders into the bag.
- The player who last ate a pizza takes the bag and begins the game.



*When you put the pizza slices together, the sequence of the pieces doesn't matter.*

**Important:** Please remove the two orders without an illustration permanently; they are not needed in the game.

## COURSE OF THE GAME

Players play in turn, clockwise.

### 1) Draw orders

On your turn, you will draw one or two orders out of the bag. This is done as follows:

First, you **blindly** draw only one order out of the bag and show it to all players. If the order you have drawn shows an **ingredient**, you have two possibilities:

- a) You put it clearly visible on the table.
- b) **Or** You throw it back into the bag and draw a new order that you then **must** put on the table.

*If the order shows a joker, then see "If you draw a joker".*

### 2) Feed the monster

The order on the table stays there and applies to the feeding of the monster. **Everybody** may now give the monster **one** pizza slice with the ingredient that the order requires. This is done as follows:

Put the pizza slice, with the front facing up, into the bottom part of the box. If you don't have a suitable pizza slice, you can't give any piece to the monster. **Important:** If you have more than one suitable pizza slice, you have to choose one of them.

### 3) Pizza gone?

**Everybody** who has just given away the last slice of a pizza gets a new pizza and, as a reward, one chef's hat. This is done as follows:

For your new pizza, choose **any** four slices from the bottom part of the box. Assemble them into a pizza in front of you in any way you like, with the front facing up.

**Important:** Always keep your two pizzas separate during the game (don't mix them!).

Take one chef's hat from the middle of the table and place it in front of you. *You keep your chef's hats until the end of the game.*

### 4) The next player starts

When all players are done, the player to the left gets the bag and has his turn.

### If you draw a joker

If you get a **joker** when you "Draw orders" out of the bag, something special happens: You **must** immediately put it on the table! *This ends your drawing of orders.* Depending on the joker type, the following happens when you "Feed the monster":

- a) With this joker, the player names an ingredient of his choice. **Each** player may now give the monster exactly one pizza slice **with that** ingredient, if he has one.



- b) With this joker, **each** player may give the monster one pizza slice of his choice.



**Important:** If **both** jokers are now lying on the table, all orders are put back into the bag.

After that, the game continues as described before.

### An example for 3 players:

It's Sarah's turn. She blindly draws an order with mushrooms out of the bag. Since she doesn't have any pizza slice with mushrooms, she puts the order back into the bag. Now she draws an order showing salami. She must put this order on the table. Now everybody may feed a pizza slice with salami to the monster.

After that, it's Catherine's turn. She draws an order with pineapple. This suits her well, and so she puts it on the table. Now everybody may feed a pizza slice with pineapple to the monster.

Then it's Sophie's turn. She draws a joker out of the bag. She has to put it on the table, and she names an ingredient that suits her, that is, olives. Now everybody may feed a pizza slice with olives to the monster. Catherine gave away her last slice of a pizza. Consequently, she chooses four slices from the bottom part of the box and uses them to form a new pizza. In addition, she gets a chef's hat. After that, Sarah has a new turn.



### END OF THE GAME

As soon as one or more players have obtained their fourth chef's hat, the game ends. Each player who now has four chef's hats wins the game!



### TIPS

- Before you throw an order back into the bag, you should, of course, check how well it would fit.
- If you throw an order back into the bag, you should mix the orders very well before drawing the next one.
- When you choose slices for a new pizza, it often is better to take different ingredients, if possible. In doing so, you can check on the table what orders have already been drawn.

### SIMPLIFIED GAME

The following variant is suited for younger players:

Only the joker shown to the right is used in the game; the other one is removed before you start playing. On your turn, you may always draw only one order. This order then applies to the feeding of the monster. When somebody has drawn the joker and everybody has had a chance to deliver a pizza slice, the orders are put back into the bag after that.



### ADDITIONAL VARIANTS

The game provides several possibilities for variation. If you like, you can try the following variants:

- **Blind drawing of new slices:** Here, the pizza slices always have to be put **face down** into the bottom part of the box. When you put together a new pizza, you must take the slice that you have randomly drawn.
- **Mixed start:** At the beginning, players may put together their eight pizza slices to form two pizzas in **any** combination.
- **Short game:** Two chef's hats are sufficient for the win. Attention: When you have completed a pizza, you don't assemble a new one!
- **Showdown:** If several players have four chef's hats, **these** players can continue playing until one player has more chef's hats than the others.

### BONUS GAME

for 3 to 8 players

If you want to try out something different, you can use the materials for the following game:

#### Set-up

Players begin without any pizza. Instead, **all** pizza slices are put **face down** in the middle of the table. The bottom part of the box is not needed.

#### Course of the Game

Players play in turn, clockwise.

On your turn, you draw one order out of the bag and **quickly** put it in the middle of the table so that everybody can easily reach it. *At this moment, all the other players should have their hands under the table.*

Now, all players - **except for the player with the bag** - play simultaneously. Everybody quickly tries to find a suitable pizza slice for himself. *For this purpose, you may look at the front of the pizza slices, of course.*

When a player finds a suitable slice, he grabs it with one hand and quickly slaps his other hand on the order. With this, the round ends!

The player puts the pizza slice back and gets a chef's hat as a reward.

Then the fastest player takes the bag and has his turn.

**Attention:** With five or more players, a second player may put his hand on the order as well. In this case, both players get a chef's hat each.

**Drawing a joker:** If you get a joker when drawing an order out of the bag, something special happens:

The first player to call out "pizza chef" gets a chef's hat. *Again except for the player with the bag.*

When the second joker has been played, the orders are put back into the bag, as usual.

*In this case, players don't look for a pizza slice.*

#### End of the Game:

As soon as one player has four chef's hats, he wins.



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