

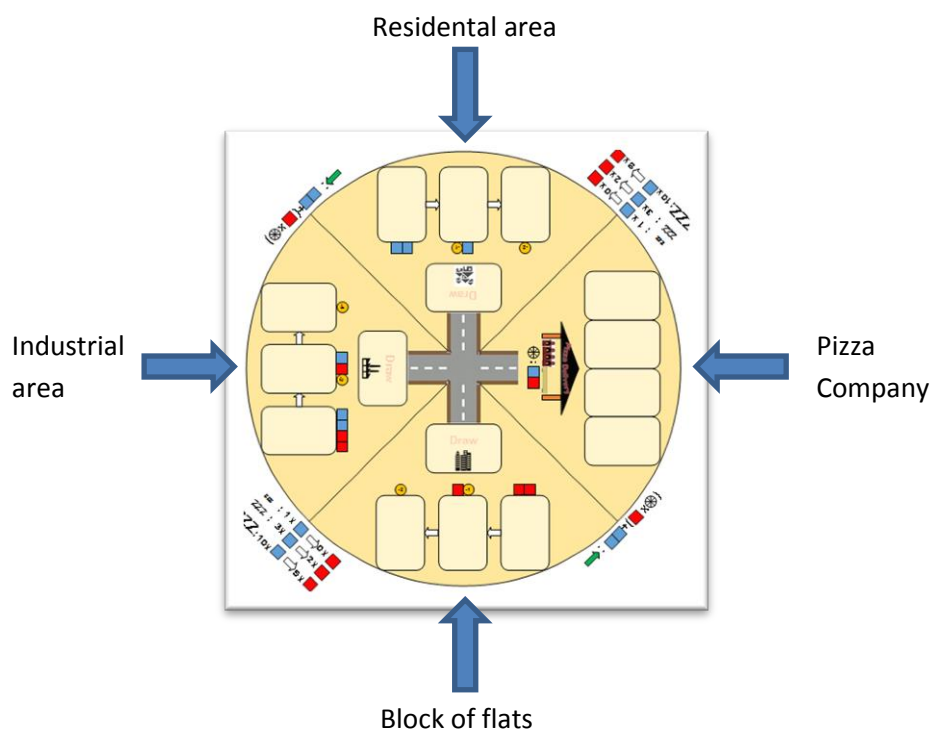
# Pizza Delivery

## Introduction

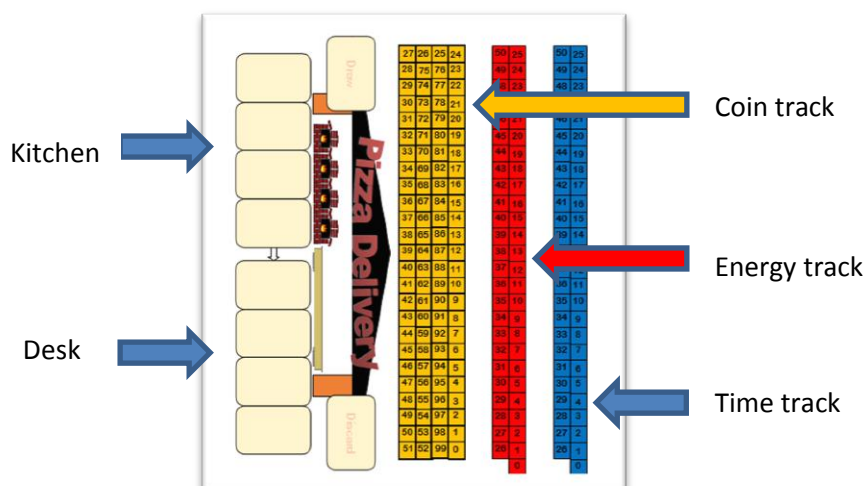
In Pizza Delivery each player works for the same Pizza Company. They each strive to be the most valued worker, measured in the amount of coins they earn and a secret goal.

## Components

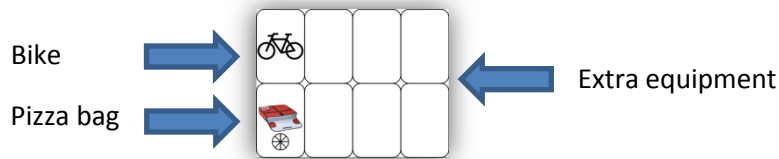
- 1 game board depicting the town of Pizza Land with 4 different areas: The industrial area, the residential area, the block of flats, and the Pizza Company (with the Equipment Area).



- 1 game board depicting the Pizza Company in greater detail, including the kitchen and the desk. This board also tracks the players remaining coins, energy and time.



- 5 player boards, each with a bike and a pizza bag. On each player board there is space for 6 extra pieces of equipment.

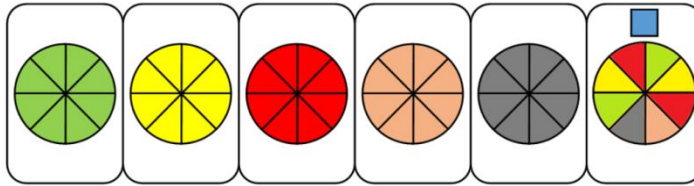


- 25 player pieces (2 men, and 3 counters, each in 5 different colours).



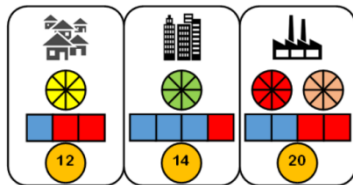
- 121 cards:

- 36 Pizza cards, depicting the pizzas baked in the Pizza Company. Pizzas come in 5 different types, and a Multi-pizza which contains all 5 types.



To pick up a pizza in the Pizza Company, the player has to pay one unit of time and one unit of energy (⚙️: [blue square][red square]). Multi-pizzas cost an extra unit of time, as depicted on the card.

- 45 order cards, 15 for each area of the main game board.  
At the top of the order card is a picture which corresponds to the area of Pizza Land where the order belongs, either the residential area, the block of flats, or the industrial area.

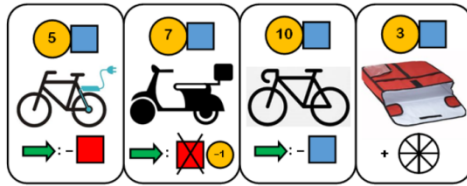


Below that is the type of pizza(s) the player needs to deliver to fulfill the order. If the player does not deliver the correct type(s) of pizza(s), the player will only earn half the amount of coins (after modifiers). In the industrial area the player needs to deliver two pizzas to fulfill the order.

Below the pizzas is depicted the number of units of time ([blue square]) and units of energy ([red square]) the player has to pay in order to fulfill the order. This may be modified by the units depicted above the order space.

At the bottom of the order card is depicted the amount of coins the player earns when fulfilling the order. This is modified by the coins depicted above the order space, and finally halved if the type of pizza does not correspond to the pizzas on the order card.

- 30 equipment cards, 5 electric bikes, 5 mopeds, 5 racing bikes, and 15 pizza bags.

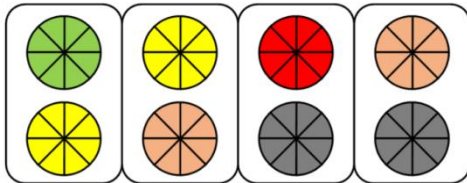


At the top of the equipment cards is the cost to pick up that type of equipment, expressed in coins and units of time.

In the middle of the equipment card is a picture of the type, electric bike, moped, racing bike or pizza bag.

At the bottom is the effect of using that equipment card. An electric bike reduces the energy used to move by one. A moped eliminates the energy used to move, but costs one coin each time it is used. A racing bike reduces the time used to move by one. A pizza bag allows the pizza boy to carry an extra pizza.

- 10 objective cards, depicting the secret objectives of the players.



Objective cards have two different types of pizzas depicted. At the end of the game the player received three additional coins for each pizza of one of the types depicted on the order cards they have collected throughout the game.

## Setting up the game



- 1 Put the main game board in the middle of the playing area.
- 2 Put the Pizza Company board next to the main board.
- 3 Give each player a player board and 5 player pieces in the same colour.
- 4 Each player puts one man on the bike on the player board.
- 5 Each player puts the other man on the Pizza Company area of the main board.
- 6 Each player puts one counter on the 30 space of the Energy track.
- 7 Each player puts one counter on the 12 space of the coin track.
- 8 In random order each player puts the last counter on the 50 space of the time track.
- 9 Shuffle the Pizza cards, and put 4 Pizza Cards face up on the counter and 4 Pizza Cards face up in the ovens.
- 10 For each area of Pizza Land; shuffle the appropriate order cards, and put 3 Order Cards face up.
- 11 Place the Equipment Cards in the designated areas.
- 12 Shuffle the Objective Cards, and deal one Objective Card to each player. These cards are kept secret until the end of the game. Put the rest of the Objective Cards back in the box without looking at them, they will not be used in this game.

## Object of the game

The winner of the game is the player with the most coins at the end of the game. The players can earn coins by delivering pizzas, and by fulfilling their secret objectives. Coins can also be spent to buy extra equipment.

## Spending or gaining resources

The player's resources are tracked on the Pizza Company board. There is a track for coins, energy and time. Each time the player has to spend coins, energy, or time, their counter is moved down on the track. Each time the player earns coins or energy, their counter is moved up on the track. A player can never have less than zero coins, energy or time. If the player earns more than 100 coins simply continue around the track and remember that he is now at 100 plus the number the counter is on.

## The player turn

The player whose time counter is furthest back on the time track is always the player to have the next turn. In case of two (or more) players being on the same space, the player whose counter is on top will have the next turn. That way it will be possible for a player to have several turns, as long as his counter is furthest back.

During a player's turn they have different possible actions, depending on the area they currently occupy:


In the Pizza Company, a player can perform one of the following actions each turn:

- Buy new equipment
- Take one or more pizzas from the counter
- Change transportation
- Move to another area
- Drop pizzas
- Wait

In the industrial area, the residential area, or the block of flats, a player can perform one of the following actions each turn:






- Deliver pizzas for one or more orders
- Move to another area
- Drop pizzas
- Wait

## Buy new equipment

When a player is in the Pizza Company he can choose to buy any number of new equipment. Each piece of equipment cost one unit of time, and a variable amount of coins as depicted on the card (5 ). If a type of equipment runs out, then it's not possible to buy any more of that type. A player can never have more than 8 pieces of equipment, including the starting bike and pizza bag.



### Take one or more pizzas from the counter

When a player is in the Pizza Company he can choose to take any number of pizzas from the counter. Picking up a pizza cost one unit of time and one unit of energy ( :   ). Multi-pizzas cost an extra unit of time as depicted on the card (  ). After the player has taken the pizzas, he must slide pizzas from the ovens towards the counter (  ) and fill up the empty spaces, finally fill up the ovens with new pizzas from the draw pile.

If the counter ends up with three or four pizzas of the same type, then the counter will be cleared of pizzas. Put all four pizzas on the counter in the discard pile, and slide the counters from the oven to the counter, and fill up the ovens with new pizzas.






If a player ends up with more pizzas than he has pizza bags, he will have to discard pizzas until he has the same number of pizzas and pizza bags.



If the draw pile runs out of pizzas, shuffle the discard pile and put the cards on the draw space.

### Change transportation




A player can choose to use another type of transportation; move the man from the current transportation to the desired type of transportation. This does not cost any resources.

### Move to another area

Moving from one area to another always costs two time, plus one energy for each pizza the player is carrying ( :   + (  x  ). This cost is modified by the type of transportation:

Using an **electric bike** reduces the energy cost by one ( : -  ), to a minimum of zero energy.

Using a **racing bike** reduces the time cost by one ( : -  ), to a minimum of one time.

Using a **moped** eliminates the energy cost entirely, but costs one coin each time it used ( :   ).

### Drop pizzas

A player can at any time drop any number of the pizzas they are carrying. Simply put the unwanted pizzas on the discard pile in the Pizza Company.

### Waiting

Players can always choose to wait. Either the Pizza boy can take a short break; this cost one unit of time. The Pizza boy can take a rest; this costs 3 units of time, but the Pizza boy receives 2 units of energy in return. Or the Pizza boy can choose to sleep; this costs 10 units of time, but the Pizza boy receives 9 units of energy in return.

