

# Wicked Pizza

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2 – 4 players | 10 to 20 Minutes | Ages 8+

In the modern world of edible witchcraft, pizzas have replaced the standard brews as the food of choice. In this tile laying style card game, players race to collect the 20 pizza scoring tokens by completing as many pizzas as possible. But beware the ingredients' "wicked" special abilities and spell cards that will create havoc if they become activated. When the final scoring token is taken, the game ends and the scores are tallied.

## Components

72 Cards - 1 Start Card - 4 Pizza Bonus Cards - 12 Spell Cards - 55 Pizza Cards • 25 Scoring Pizza Tokens

## Setup

- 1) Place the Start card in the middle of the table between all players.
- 2) Shuffle the Spell and Pizza cards together and deal each player three cards. Place the remaining cards in a pile; face down. This becomes the draw pile.
- 3) Take the top card from the draw pile and place it next to the draw pile face up. This becomes the discard pile.
- 4) Place the 4 Pizza Bonus cards near the draw and discard piles face up.
- 5) Place 20 pizza tokens next to the two draw piles. The remaining tokens should be removed from play but may be needed at the end of the game (see scoring).

## Gameplay

- 1) The player who most recently ate pizza goes first.
- 2) Moving clockwise, players play one card from their hand and then draw back up to three cards.
  - a. Players do not draw cards if they have three or more in their hand.
- 3) Play continues until all of the pizza tokens have been claimed or the draw pile and all players' hands are exhausted, whichever comes first.

## Pizza Cards

There are 55 unique Pizza Cards. When placing a pizza card, it must be laid adjacent to another card already in play and must connect crusts with another card in play if possible. If it isn't possible to connect pieces, place the card adjacent to any one card. Also, if a card cannot be placed on the board because there isn't room on the playing surface, it cannot be played in that space.

## Ingredient Abilities

Each section of pizza has an ingredient that has a special ability that gets activated if a pizza is made up of at least 3 sections of one ingredient. When a special ability is activated, its action must be completed if possible.

**Eye of Newt** – Look at an opponent's hand and discard one card.

**Spiders** – Take any card on the board, except the one you just played, and put it on the top of the discard pile.

**Toads** – Choose one card at random from an opponent's hand and put it in your hand.

**Rat Tails** – Take 1 token from an opponent instead of the unclaimed pile. Take 1 from an opponent and 1 from the unclaimed pile when making an all Rat Tails Pizza.

### **Spell Cards**

There are 12 Spell cards; 3 each of four different spells. When using a spell card, complete the action listed on the card and then place the card in the discard pile.

**Draw 2 Cards** - Draw 2 cards from the draw pile and put them in your hand.

**Play top of discard pile** - Take the top card from the discard pile play it.

**Wild Half Pizza** – Complete a pizza with this half slice. This half slice has any one ingredient of your choice.

**Cheese Pizza +1** – Complete a pizza with this cheese pizza half slice and score an additional 1 point.

### **Pizza Bonus Cards**

There are four Pizza Bonus cards showing 4 pizzas made up entirely of one ingredient. The first time one of these pizzas is made, the player who made it takes the corresponding card and places it in front of them. If the same pizza is created by a different player later in the game, that player takes the card from the player who has it. If the card has been played onto the board, the player does NOT take the card. There are two uses for these cards:

1) Add 3 points to your end game total for each card you have in front of you.

OR

2) Instead of playing a card from your hand, play the half slice of the ingredient that is on the back side of the card just like you would play any other pizza card.

### **Scoring**

To score, a player must complete a pizza by joining four slices together. Each time a pizza is completed, a point is immediately scored by the player who completed it. That player scores 1 point by taking a scoring token and putting it in front of them. If a pizza is made entirely of one ingredient it is worth 2 points, so the player who completed it takes an additional scoring token.

When the last pizza token is taken, the game ends but the player who took it may need additional tokens depending on how many points they score on their turn. That player should finish their turn and take any additional tokens needed. End of game scoring then happens to determine the winner.

*Example: Player 1 makes a pizza with only one ingredient that is worth 2 points and there is only 1 token left.*

*They take that one token and then 1 of the additional tokens that were removed from the game during set up.*

### **End of the Game**

When either all of the pizza tokens have been claimed or both the draw pile and players' hands have been exhausted, the game ends. Players add up their scoring tokens and scoring bonuses (if applicable). The player with the highest score is declared the winner. In the event of a tie, the player with the most Pizza Bonus cards in front of them wins.