Setup reminder

How many pizzas?

For three, four, or six players, use all of them.
For five players, remove the meat-lover pizza (number 10) and the 8/10 combo slice.
For two players, **also** remove mushroom (number 8), veggie (number 3) and the 8/10 combo slice.

Pizza preparation

Shuffle all the slices and create several piles of pizza slices.
There should be **eleven slices each** - face down.
Put the remaining slices back in the box.

Shuffle the **specials** cards and put one atop each pile of pizza slices - face down.

Then choose who's going to be the first **slicer**.
The slicer can now choose any of the piles of pizza slices on display.

… and play begins

Specials

There are fourteen altogether, but a limited number will be in use by today's pizza parlour.

Several take effect only at the end of the meal - whilst others have an immediate effect.

Numbered slices

There are ten different types of pizza toppings, and each type is numbered.

The number shows how many slices there are of **that** topping.

'Combo' slices

These delicacies are a mixture of two toppings, and the numbers clearly show which toppings they combine.

They can be used to join to either (or both) of uneaten toppings. New slices can be put alongside them.

Like anchovy slices, they cannot be eaten.
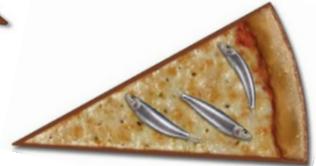
Anchovy slices

Why this should be, who knows, but the anchovy slices cannot be eaten.

So they have to be left uneaten on the table, face up: stimulating much mouth watering. Of course, it does not mix with any other topping.

'Supreme' slice

There's only one of them.

It can be placed alongside any topping you choose, if you don't want to eat it (but cannot be changed later).

It's got two pepperonis on it - so worth 2 points if eaten.

►Scoring

Keep your 'specials' to hand.

First - pizzas to be proud of

For each type of pizza, starting at the one with fewest slices (that's veggie, with 3), who's kept most slices uneaten?

If there's a tie, nobody scores, but if someone's been more pizza-prudent, they score the **value** of the number on the slices.

Half slices count.

Put a circle around their score on the 'check' - what we call a tab in Britain.

Second - something special

Players who have 'specials' that come into play at the end of the meal add up the scores that they receive or lose.

That's noted on the tab, too.

Third - were they worth eating?

For each **pepperoni** that's shown on the slices each player's eaten are summed, and from that is deducted the number of **anchovies** they **haven't** eaten.

(Remember there's an anchovy 'special')

Finito - who's Princess/Prince of pizzas?

Simply sum all the scores each eater's accumulated.
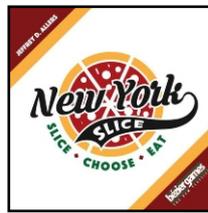
► each pizza, do the following …

First - 1 - reveal the pizza

The slicer reads aloud the **special** that's atop their chosen pizza.

Then each slice of pizza is turned over - slice by slice, going clockwise or anti clockwise as the slicer chooses, without changing the order.

The slices will make up a round pizza with eleven slices.

Second - 2 - slice your creation

The pizza is divided up by the slicer into as many segments as there are players.

It does not have to have a balanced number of slices within each segment.

The **special** may either be placed atop one of the **segments**, or it can form a segment all of **its own** - placed just as a segment would be.

Third - 3 - the chewer chooses

Starting to the slicer's left, each chewer chooses a portion to be delivered to them. If it includes the **special**, they get that too.

Then they decide which of the slices to eat, and which to leave uneaten - these are set aside. Once they've decided, they'll not be able later to change their mind.

Uneaten slices of the same type of pizza can be laid side by side, so that they and other eaters can see how many there are.

Not all pizza slices can be eaten - **only** the ones with pepperoni on them. Eaten slices are put face down, in any order.

That's it - move to the next chewer

When the pizza's finished, move to the next slicer