



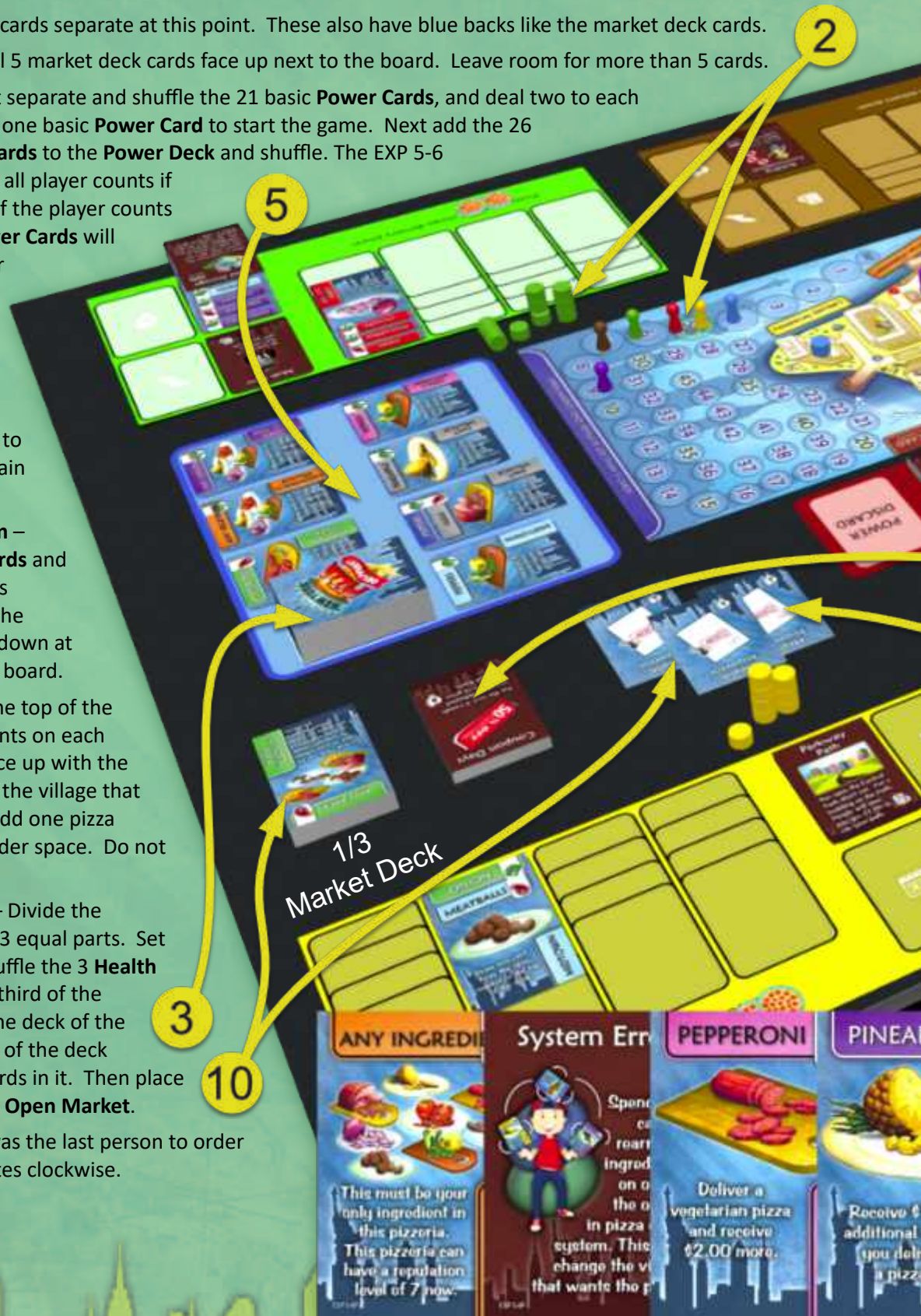
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# Game Setup

1. Place game board in center of table with proper side facing up for your player count.
2. Each player chooses a pizzeria color and starts with 12 pizzeria levels and a pawn **Score Tracker** of that color. Place the pawn on the \$5 spot on the money score track. Everyone starts with \$5.
3. Create the **Market Deck**. Shuffle all the blue backed multi-use ingredient/village cards – deal 5 to each player. Include the EXP 5-6P cards if playing with 5 or 6 players. These are the ANY cards, any meat, any vegetable, or any ingredient.
4. Keep the 3 **Health Inspector** cards separate at this point. These also have blue backs like the market deck cards.
5. Setup the **Open Market**- deal 5 market deck cards face up next to the board. Leave room for more than 5 cards.
6. Setup the **Power Deck** – First separate and shuffle the 21 basic **Power Cards**, and deal two to each player. Each player will keep one basic **Power Card** to start the game. Next add the 26 additional EXP 5-6p **Power Cards** to the **Power Deck** and shuffle. The EXP 5-6 **Power Cards** can be used for all player counts if desired, but should be used if the player counts are 5 or 6. The EXP 5-6p **Power Cards** will add **Global Events** and player interactions to the game.
7. Place the **Pizza Delivery Tip Tokens** face down next to the board, and place the **NO TIP Tokens** next to them. Place any power tokens next to the board, for use when certain power cards are activated.
8. Setup the **Pizza Order System** – Shuffle the **Pizza Delivery Cards** and set 4 pizza orders at the spots indicated by the board. Set the remaining order tickets face down at the location indicated by the board.
9. **Create pizza orders** – from the top of the **Market Deck** fill the ingredients on each order by placing the cards face up with the last card of each order being the village that wants this pizza delivered. Add one pizza delivery tip token on each order space. Do not look at the face of these.
10. Set the **End of Game Timer** – Divide the remaining **Market Deck** into 3 equal parts. Set 2/3 of the deck aside and shuffle the 3 **Health Inspector** cards into the last third of the deck. Place the first 2/3 of the deck of the cards on top of this last third of the deck with the **Health Inspector** cards in it. Then place this **Market Deck** next to the **Open Market**.
11. **Chose a first player** – Who was the last person to order pizza by delivery? - Play rotates clockwise.





# What comes in the box:

- Basic components for 1-4 players
- 144 Multi-use Ingredient Cards
  - 3 Health Inspector Cards
  - 21 Power Cards -
  - 20 Pizza Order Cards -
  - 48 Pizzeria Levels
  - 4 Pawns
  - 1 Double sided playing board
  - 6 Power tokens
  - 48 Pizza Delivery Tip Tokens
  - 9 NO TIP tokens
  - Rule Book



## Included Expansion Content

- Expansion Content for 5-6 players
- 44 Any Ingredient Cards
  - 26 Power cards
  - 24 Pizzeria Levels - new colors
  - 2 Pawns - new colors
  - 12 Pizza Delivery Tip Tokens
  - 3 NO TIP Tokens

- CO-OP Play Content 1-6 players
- Co-op Calendar
  - 2 Co-op Pawns - new color
  - 8 Co-op Tokens
  - 1 D6

- Additional Content
- 14 Personal Goal Cards
  - 6 Player Tableau Boards
  - 4 New Specialty Pizza Orders
  - 10 City Event Cards
  - 18 Extra Cheese cards

Ingredient name

Meat or Vegetable

Picture of Ingredient

Special delivery power of your pizzeria if this is on top of your pizzeria permanent ingredients.

Village you are allowed to build or upgrade in or where pizzas must be delivered.



The multi-use ingredient cards are the heart of the game and are used for pizza toppings or creating powerful pizzerias, when their special powers are used.

**Card Powers** activate during a **Pizza Delivery**. The written text on the card is a pizzeria's special power when a player is making a delivery. The special power is only active for the top card on a player's pizzeria. To change a power you must perform an upgrade then you may reorder the cards in your pizzeria, or remove a card if you are over the allowable reputation level.



Special Card Power

Some **Card Powers** are persistent when in your pizzeria. These cards have a pink highlight in the top right corner of the card. Their powers are active at all times, even if covered by another card. When used as an ingredient card from your hand then power has no effect. These cards are already more powerful as they act as wild ingredients. The Any Ingredient card allows you to have a higher reputation level at the cost of fewer permanent ingredients.



## Game-play competitive player vs player game:

On your turn you will execute one of these 3 possible actions below. Optionally you may also play a **Power Card**.

\* **Go To Market** : Draw 2 cards – from the **Open Market** or from the **Market Deck** or 1 from each – Hand limit 10 – discard down to 10 at the end of your turn.

\* **Increase Your Reputation** : Build and/or Upgrade pizzerias – Use a card/cards from your hand to build or upgrade a pizzeria. You may do 2 **Upgrades** or you may do 2 **Buils** or you may 1 **Build** and 1 **Upgrade** on your turn.

\* **Deliver a Pizza** – match ingredients and cover the delivery distance to the pizza order's village's delivery zone.



*Optionally you may at the beginning or at the end of your turn, play one **Power Card** from your hand. This does not count as an action on your turn. You may have only one of each type of **Power Cards** active in your Tableau. (one **SPEED**, one **MONEY**, one **EVENT**) If you play another one of the same type it must replace the old card from your tableau. Just discard the one you are replacing. Discard next to the Power Deck. If you played one **Power Card** at the beginning of your turn you may not play one at the end and vice versus. Remember **Power Cards** in your hand can be used to pay for property costs or distance costs when delivering. See also **Global Events** and **Timed Events** for additional **Power Cards**.*

**End of game Trigger** -- The **Health Inspector** will trigger the end of game – During the game setup three **Health Inspector** cards were mixed into the last 1/3 of the **Market Deck**. When a **Health Inspector** card is revealed everyone must pay the fine then just set it aside and take another card for what ever step of the game you were doing. However, when the 3<sup>rd</sup> inspector card is revealed everyone must pay the fine and immediately move to **End of Game Scoring**.

## End of Game Scoring – for competitive game play

When the third **Health Inspector** card is pulled and revealed everyone must pay the fine, and the game ends immediately. Follow these steps to determine the winner of New York Pizza Delivery.

1. Each player discards any cards left in their hand.
2. Each player counts the number of cards in their tableau. This is all cards used for their pizzerias and all their **Power Cards** in play. Also count cards in storage or under any **Power Card**. Does not include any Global Event cards.
3. Each player counts the number of their level disks on the board.
4. Each player adds the tips located on the back of their pizza delivery tokens they collected.
5. The total of each player's tableau cards, each player's level disks and each player's tip money is all added to the each player's total money on the score tracker.
6. The player with the highest total dollar value will win and be known as the #1 Pizzeria of New York. In a case of a tie the player who delivered the most pizzas will be the winner, if still tied the player who collected the most money in tips will win, if still tied, call and order pizza immediately.

## Detailed Play Actions – for normal competitive play

**Go To Market :** – Draw 2 cards from the **Open Market** or from the **Market Deck** any combination of 2 cards these cards get added to your hand. Your hand size will be made up of both **Power Cards** and Multi-use Cards – Hand limit is 10 cards – discard down to 10 at the end of your turn. There are times where you may have more than 10 cards in your hand, you will only need to discard down to 10 at the end of your turn, and only after you have taken your optional play a **Power Card** from you hand, if you have not already played a **Power Card** this turn.

**Increase Your Reputation :** - **Build and/or Upgrade a pizzeria** – On your turn you may Increase your reputation twice, in any combination of Building or Upgrading. You increase your pizzeria’s **Reputation Level** by upgrading it throughout the game. A pizzeria’s reputation may not be higher than 5 in most cases. You may only build on one lot in any one village.

*Your first turn of the game will allow you to build anywhere on the board, even a spot in Midtown, and you may be able to do your first upgrade on it also. Example if you were dealt 2 Midtown cards or 1 Midtown card and 1 Central Park card, those two cards cover your build and upgrade requirements, and you have \$5 on the board you can use to pay for the property with the addition of the remaining 3 cards in your hand you can cover an \$8 property cost.*

**Build** – To **Build** on an empty lot you must first have at least one Multi-use card that represents the village you will be building in. Example: you need at least one Midtown card to build in the Midtown Village district. Play this card face up into your tableau in front of you on the table. This card indicates that you intend to build a pizzeria in the Midtown village. This card also indicates what permanent ingredient this pizzeria has, and it indicates what special delivery skills your pizzeria has. Example: if you had a Midtown card with Pepperoni as the ingredient, your pizzeria will have the special skill of delivering a vegetarian pizza to receive an additional \$2.00. Also with all new construction you will need to purchase the property that your pizzeria will be located on. Pay the cost listed on the lot in one of two ways. You may use cards from your hand each worth \$1 and/or you may use points off of the score track each worth \$1. When you buy your property the first time, place one of your level disks on the lot. This level disk establishes your first pizzeria with a delivery range of one space outside of your door as indicated by the number of level disks at that location. Your pizzeria also now has a reputation level of 2 out of a possible 5. One reputation level for your single space delivery range pizzeria (level disk on the board), and one reputation for your card identifying your pizzeria in your tableau.

**Upgrade** - to increase a pizzeria reputation by one level – the cost is equal to 1 Multi-use card matching your village you already have a pizzeria in. When you upgrade you may choose to add to your pizzeria’s delivery range by discarding the matching card, which allows you to add a level disk to your pizzeria, OR you may place your matching card in your tableau to add an additional permanent ingredient increasing your available ingredients. If you play your matching card to your tableau you may replace your old building power with the new matching card if you chose. Central Park cards can be used as they are wild for village requirements but have no special power just ingredient. A central park card can never be on top of your pizzeria as you can not build a pizzeria in central park.

**Reputation Level** – can be easily calculated. As each pizzeria has a maximum allowable **Reputation Level** of 5. To calculate, count the delivery range of your pizzeria (# of level disks) that are on a pizzeria and then count the permanent ingredients for that pizzeria. The total of those two things is equal to its **Reputation Level**.

**Reputation Level** above 5 - A pizzeria with an ANY INGREDIENT Multi-use card will max out at 7 instead of 5. The ANY INGREDIENT card shows what village you are in and then you can stack 6 levels on the board giving this pizzeria a free range delivery of 6 spaces.





### Reputation Level examples -

The Hell's Kitchen pizzeria for the Brown player has a Reputation Level of 5. Two cards in tableau and 3 levels on the board.

The Brown player also has a pizzeria in Greenwich Village with a Reputation Level of 4. Three cards in the tableau and 1 level on the board.

**Deliver a Pizza :** – To deliver a pizza you must acquire the ingredients needed for one of the pizza orders in the **Pizza Order System**, and cover the distance to the village **Delivery Zone** that placed the order. Then you will collect the pizza order payment amount and take the **Pizza Delivery Tip Token** on the order you fulfilled, placing the **Pizza Delivery Tip Token** face down in your tableau and adding the payment you collected to your money score track. You also draw one new **Power Card** from the **Power Deck** and add it to your hand. Finally, **create a new pizza order**.

**Acquire the ingredients** – You must have matching permanent ingredients in a pizzeria or Multi-use ingredient cards in your hand matching one of the pizzas in the **Pizza Order System**. When you match all ingredients (1-4 cards or more in a specialty) of the pizza order you will be able to deliver that pizza. Announce what order you will fulfill and which of your pizzerias you own that will be making the delivery, then place the cards down showing your matching ingredients. You do not need to include cards that are permanent ingredients in your pizzeria, but it is a good idea to point to them as you announce which ingredients are needed.

- You only get to use your special delivery power from the pizzeria you are delivering from.
- You only get to use the permanent ingredients from the pizzeria you are delivering from. (There are some exceptions to this, like Farmer Brown see **Power Cards** for others.)

**Cover the distance to the village of the order** – You must be able to cover the distance to the village **Delivery Zone** of the pizza order you are fulfilling. The village you are delivering to is denoted by the top card of the pizza order in the system. You must cover the distance to the designated delivery zone in that village counted by the spaces from that spot to one of the doors of the pizzeria you are delivering from. This is an example how you calculate your distance: Your delivery person starts on the street space in front of your pizzeria you are using for this delivery. Count this as space ONE then count the additional spaces needed to land on the space of the **Delivery Zone** for the village you are delivering to. If your pizzeria does not have enough range to make it to the delivery zone then you must use one additional card of any type from your hand for each space you need to get to the delivery zone. If you cannot make the distance on this turn you cannot deliver the pizza, you will need to get more cards or build a franchise closer to the village with that pizza order or you may also use a **Power Card** to get you there more efficiently, like Drone Delivery or Take a Subway. Be sure to utilize your pizzeria's **Special Delivery Ability** when delivering you could get extra money or get there faster or easier. When you successfully deliver a pizza take the pizza delivery token and keep it in your tableau and mark you order payment and any special bonus onto the money score track.

- Your pizzeria range for delivery is decided by the levels of your pizzeria. A single level pizzeria allows you the one space in front of your pizzeria door. A two level pizzeria allows you to move two spaces. 3 levels = three spaces and 4 levels = 4 spaces before you have to start using cards from your hand for additional space moves.
- Sometimes it may be less costly to just build a new pizzeria at a closer location. Then make a delivery from there.

**After Delivery clean up** - all the cards you used from your hand for the ingredients and all the cards you used for distance payments are to be discarded into the sewer they will not be used again this turn. Unused cards stay in your hand, and used **Power Cards** remain in your tableau. The cards from the actual pizza order ticket are placed face up into the **Open Market**. The **Open Market** may grow to any size but can never be smaller than five cards. The pizza order ticket is discarded and may be shuffled back in if needed. Setup and create a new pizza order as described in the setup section of the rules.



### Delivery Example 1:

Pizzeria "HK" wants to delivery the Onion-Peppers Pizza "A" to Greenwich Village. We can see that there are 3 spaces from the door of Pizzeria "HK" to the Delivery Zone for Greenwich Village. This is no problem for Pizzeria "HK" because there are 3 level disks out on the board and that means that "HK" can move 3 spaces for free.

"HK" also has onion as a permanent ingredient so that means that "HK" has to supply one Peppers card from their hand to make a completed delivery.

"HK" would have made a successful delivery and would have collected \$2 for the pizza, one Delivery Tip Token, and one Power Card to add to their hand. The card used to pay for the peppers would be discarded in the sewer and the two cards on the pizza "A" order would be placed in the Open Market. "HK could have chosen to not play peppers from his hand and still delivered the pizza, he would have just receive a NO TIP token, because of the Special delivery power of Onions.

### Delivery Example 2:

Pizzeria "GV" wants to delivery the Ham-Tomatoes-Meatball Pizza "B" to Hell's Kitchen. We can see that there are 5 spaces from the door of Pizzeria "GV" to the Delivery Zone for Hell's Kitchen. This is a problem for Pizzeria "GV" because "GV" can only move 1 space for free based on its level disk on the board.

To make a success full delivery "GV" uses it's permanent ingredients in the pizzeria to satisfy the ingredients of Pizza "B" and using its special delivery power it can move one extra space so that means that "GV" has to supply 3 additional cards from hands for the spaces needed to get to the delivery zone.

"GV" would have made a successful delivery and would have collected \$3 for the pizza, one Delivery Tip Token, and one Power card to add to their hand. The three cards used to pay for the distance would get discarded to the sewer and the 3 cards on the pizza "B" order would get added to the Open Market.



# Card Definitions

## Pizza Order Cards -

(1-4) Ingredients - 4 of each in the deck - fill with cards from the market deck. The top card identifies the Delivery Zone for that pizza. Dollar value on card is equal to the number of ingredients needed on the card.

(Specialty) There are 4 specialty pizza orders in the deck. Each one spells out what is required to complete the order. You do not use cards from the market deck to fill specialty orders. Specialty pizzas always require 2 additional cards from hand to complete, you deliver to any zone you want.

- Hawaiian Pizza - 2 pineapple, 2 onion, 2 ham, and (2) \$8
- Veggie Lovers - 2 peppers, 2 onion, 2 tomatoes and (2) \$8
- Meat Lovers - 2 pepperoni, 2 meatball, 2 sausage & (2) \$8
- Triple Deluxe - 3 veggies, 3 meats, and (2) \$6

**Ingredient Cards** - have special delivery powers or persistent powers when used in a pizzeria.

**Delivery Powers** only when on top

Pepperoni - Deliver a vegetarian pizza for \$2 more.

Sausage - Double a topping and get \$1 more.

Ham - Look at the 4 tip tokens on the board chose one when you deliver. Rearrange the others how you like and return.

Meatballs - Chose one Market card after you deliver.

Peppers - Deliver an all meat pizza for \$2 more.

Onions - Short a topping and get no tip.

Tomatoes - Move one additional space when delivering.

Pineapple - Receive an additional \$1 when delivering.

Central Park - can be used as any village for upgrading a pizzeria. Can not be used as a top card for a pizzeria.

**Persistent Powers**

Any Meat - This can be the only permanent meat ingredient in your pizzeria. If added, discard all your other meats in the sewer. Or you may replace with a meat if you wish to not have this affect you any longer.

Any Veggie - This can be your only permanent vegetable ingredient in your pizzeria. If added, discard all your other vegetables in the sewer. Or you may replace with a vegetable if you wish to not have this card affect you any longer.

Any Ingredient - This can be the only card in your pizzeria, however if it is you can now have a pizzeria with a Reputation Level of 7. You can replace this card but if you do then your Reputation Level goes back down to 5. If you add this card to an existing pizzeria then you must place all other ingredients from that pizzeria into the sewers.

## Power Cards –

May be played before or after your one action for your turn. If played before your action you may use the power of the card on the same turn. These cards are shuffled and placed next to the board. You draw one of these cards when you deliver a pizza and it gets added to your hand. If you have not played a power card this turn, you may play this or any other power card at this time if you wish.

Basic power cards - SPEED - MONEY - EVENT - GLOBAL



**SPEED** cards help you move faster around the board

**MONEY** cards help you gain money from other players or the bank in some cases.

**EVENT** cards give you some sort of bonus or hinder opponents.

**GLOBAL** this card happens immediately to everyone there is no stopping it. It must be turned over for everyone. Playing a global card replaces any other global in play.

**Bait and Switch** – Speed – Change a delivery location by swapping a matching ingredient from your hand with the top card of a pizza order. This could pull the delivery closer to your pizzeria. You may do this even if you are not delivering this turn.

**Building Commissioner** – Event - Use 3 tokens to block 3 building sites and reserve them only for you. Must place all three at same time. The Token is removed and tossed in the sewer if the building commissioner builds on that lot. If the Building Commissioner card is replaced remove all the blocking tokens.

**Cold Storage** – Event - take 4 random ingredient cards from the sewers and place them under this card. You may remove ingredients from under this card like they were in your hand to complete a delivery. When the ingredients are gone from Cold Storage the owner must decide to refill the storage by discarding one card from their hand and taking 4 more random cards from the sewer to refill cold storage. You may not fill and use ingredients on the same turn and you may not use ingredients and refill on the same turn.

**Drone Delivery** – Speed - moves 2 spaces per card

**East Village Mogul** – Event - Any delivery to the East Village allows you to take two ingredient cards, from the Open Market or from the Market Deck or one from each.

**Farmer Brown** – Event - Take any desired ingredient card from the sewer and place it under this card. You may now use this ingredient at any and all of your pizzerias. You can not use Farmer Brown on the same turn you start him. Can not use EXTRA CHEESE.



**Financial wizard** – Money - Opponents delivering to the Financial District must pay you \$1. If you deliver to the Financial District you collect \$2 from the bank.

**Frugal Shopper** – Event – If you did not deliver this turn you may take one ingredient card from the Open Market or Market Deck. You may not use another Power Card on the same turn you are using Frugal Shopper. When you make a delivery you must discard Frugal Shopper.

**Harlem Rotary Pizzeria** – Money – If your opponent makes a delivery to Harlem, you may copy the same order from one of your pizzerias, you must be able to pay for all ingredients and you must be able to move to the Harlem delivery zone. You will collect the same money, a random tip token and a Power Card.

**Health Inspector** – Global - Pay a fine of \$2. Either \$2 from your score or 2 cards from your hand.

**Liberty Storage** – Event – you now have a hand limit of 12.

**Long Distance Delivery** – Money – If you deliver a Pizza from Harlem to The Financial District or Vice Versa your delivery gets \$5.00 from the bank.

**Midtown Hi jinks** – Event - any deliveries that are made to Midtown by your opponents do not receive a tip.

**Mob Boss** – Money - Opponents delivering to Hell's Kitchen must pay you \$1. If you deliver to the Hell's Kitchen you collect \$2 from the bank..

**Motor Boat** – Speed - move from a dock another dock as one space when you own the boat.

**Park Commissioner** – Money – Opponents delivering to Central Park must give you \$1.00 . If you deliver to Central Park then the \$1 comes from the bank. If the Park Path is open you get \$1 more from the bank.

**Park Path** – Money - A North, South, East, West, single space road through Central Park. You own the Park Path and anyone that uses your path pays you \$1. If you use the park path, your get \$2 from the bank.

**Pope of Greenwich Village** – Money - Opponents delivering to Greenwich Village must give you \$1. If you deliver to Greenwich Village you get \$2 from the bank.

**Roller Blades** – Speed - You may move 3 spaces farther than your free delivery range, If you must go farther then each additional space costs you two cards.

**Subway Fast Pass** – Speed - You have 3 tokens to ride the NYC subways. When you use your tokens they are gone. You may enter on either color subway and exit on either subway color. You still need to count spaces before and after you get on or off the subway. You must have the range or pay with cards for additional spaces.

**Subway Ticket Blue** - Speed - Pay 2 cards to ride the Blue Subway – you count spaces to get on at any blue subway entrance and get off at any other blue subway exit then count spaces to your delivery zone. You must have the range or pay with cards for additional spaces.

**Subway Ticket Red** – Speed - Pay 2 cards to ride the Red Subway – you count spaces to get on at any red subway entrance and get off at any other red subway exit then count spaces to your delivery zone. You must have the range or pay with cards for additional spaces.



## Expansion Power Cards – EXP 5-6p

Use EXP 5-6p cards when playing with 5-6 players or you may use with few players for more game flavor. Note: Only shuffle in the EXP 5-6p cards after dealing out two and getting back one of the basic **Power Cards** during the game setup.

The expansion cards add new **TIMED** events. These events are triggered at certain times during the game to either help you or make trouble for your opponents.

There are also some new **SPEED**, **MONEY**, **EVENT** and **GLOBAL** cards to add more twists.

**Bonus Supplies** – Timed – Play as a Power Card on your turn. Take 3 ingredients cards in combo from the Market Deck or Open Market.

**Buying Time** – Timed - Take 10 random cards from the sewer and place them on top of the Market Deck. Play this as a Power Card on your turn.

**Charity Event-** Global - Your Pizzeria provides food for an event discard two ingredient cards from your hand if you have them.

**Copy Cat** – Speed – You may use an opponent's pizzeria for its location and its permanent ingredients when you deliver a pizza. You may not use their special pizzeria powers when doing this. Additional ingredients must come from your hand. You may use their free range and any additional distance must paid for with cards from your hand.

**Coupon days** - Global - for 3 rounds all deliveries are ½ price rounded down, you still get the tip and you still get a power card. Minimum \$1.

**Down on Your Luck**– Timed - Play as a Power Card on your turn. Take two random cards from the sewer.

**Hacker** – Timed - Play as a Power Card on your turn. Replace any ingredient card on an order with one from your hand. This may change the delivery zone.

**Ingredient Shortage** – Global – Pull one ingredient at random from the sewer place it under this card. It must not be an ANY type card. No one may deliver a pizza with this ingredient on it until this card is gone. Remove card after 3 rounds or next GLOBAL EVENT.



**Lucky Day** - Timed – Play as a Power Card on your turn. You find \$3.00 on the ground add it to the score track.

**Moped Delivery** – Speed – You may move up to 5 spaces when delivering. Your pizzeria's range still contributes, but you may not add any additional cards.

**Oooops!** - Timed - Play as a Power Card on your turn. Take another action. May not repeat the same action you just took.

**Order Screw Up** - Timed - Play as a Power Card on your turn. Swap any two cards in the Pizza Order System. May be from the same or different orders.

**Out of Supplies** - Timed - Play as a power card on your turn. Play on an opponent, they must pay \$2 before they can deliver again. Two dollars may be taken from the board or discard two cards from their hand. Does not need to be paid until they wish to make a delivery. *Not For Co-Op*

**Over Achiever** - Timed - Play as a Power Card on your turn. When making a delivery receive \$2 more.

**Pandemic** - Global - Add two additional pizza orders that stay in the system until delivered. These will not be bumped out in a CO-OP game.

**Power Outage** - Global - Take all ingredient cards from the Order system shuffle them and place them back on top of the Market Deck. Leave the empty orders in the order system without any ingredients. These orders can not be delivered. After one complete round fill ingredients on the empty orders from the top of the market deck. This does not effect specialty pizzas.

**Property Tax** – Timed – Instant - Play on an opponent. They must pay half rounded down for each of their pizzeria's reputation level. Example if a pizzeria has a reputation level of 5 they would pay \$2 by discarding 2 cards from hand or taking \$2 from the score tracker. Remember they must evaluate this for each of their pizzerias. Max tax will not exceed \$5. *Not For Co-Op*

**Real-Estate Tycoon** - Timed - Play as a Power Card on your turn. Build on a piece of property and then build on a second property of equal or lesser value for free. You must have the proper village cards needed for the builds and you may not do any additional upgrades this turn. For your turn action you may not Increase your reputation, you must go to market or deliver a pizza instead.

**Rough Delivery** – Timed - Instant - play to make somebody lose their tip when they are delivering. *Not For Co-Op*

**Special Sale** - Timed - Play as a Power Card on your turn. Double all the ingredients on a delivery to receive double the money minus \$1. You will receive two delivery tokens, but only 1 Power Card.

**Stock Market Crash** – Global – The city is in turmoil everyone loses 1 reputation from one of their pizzeria chains. – i.e. lose one level disk off the board or lose one ingredient card from a pizzeria. If the crash should cause you to lose your last level on the board or your last card of a pizzeria then that pizzeria will close. You must rebuild by upgrading. You still own the property you just have to reopen by adding a card where needed.

**Stock Market Soars** – Global – Pizza stocks go through the roof everyone receives 2 cards from the Open Market or Market Deck. Take cards in turn order, start with player who revealed this card. Each player also takes 1 random delivery token.

**System Error** – Timed - Play as a Power Card on your turn. There is an error in the pizza system. Reorder the ingredients cards on one order from the Pizza Order System as you would like. This could change the village that wants this order. You do not need to deliver this pizza.

**That's My Spot** - Money - Place one of your disks on a delivery zone. Any opponent delivering to your zone will give you \$1. Your delivery's to your zone will get a \$1 from the bank. You get to add this disk to your end of game scoring. *Not For Co-Op*

**Traffic jam** – Timed – Instant - Play on an opponent when they are making a delivery. They get no tip for being late. *Not For Co-Op*

**Windfall** – Timed – Play as a Power Card on your turn. The wind blew a bunch of garbage into your pizzeria, cleaning it you found \$3 and two ingredient cards. You may not deliver, build or draw, this turn as you were too busy.



# Co-Op Game Setup

It is recommended that you play the competitive game before trying the Co-Op game.

In a Co-Op game all players are working together to achieve a combined goal of number of pizzas delivered and money earned. This combined goal must be reached before one of the game ending events happens. You are playing as a team but each player will still have their own color and operate their own pizzeria franchises as part of the Co-Op city wide pizzeria chain. Follow these steps to setup a Co-Op game.

1. Place game board in center of table with proper side facing up for your player count.
2. Each player chooses a pizzeria color and starts with 12 pizzeria levels. You do not place a colored pawn on the score track.
3. Create the **Market Deck**. Shuffle all the blue backed multi-use ingredient/village cards – deal 8 to each player. Include the EXP 5-6P cards if playing with 5 or 6 players. These are the ANY cards, any meat, any vegetable, or any ingredient.
4. Keep the 3 **Health Inspector** cards separate at this point. These also have blue backs like the market deck cards.
5. Setup the **Open Market**- deal 5 market deck cards face up next to the board. Leave room for more than 5 cards.
6. Set the **End of Game Timer** – Divide the remaining **Market Deck** into 3 equal parts. Set 2/3 of the deck aside and shuffle the 3 **Health Inspector** cards into the last third of the deck. Place the first 2/3 of the deck of the cards on top of this last third of the deck with the **Health Inspector** cards in it. Then place this **Market Deck** next to the **Open Market**.
7. Setup the **Power Deck** – Separate and shuffle 20 basic **Power Cards**, and deal two to each player. Each player will keep one basic **Power Card** to start the game. Next add the additional EXP 5-6p **Power Cards** to the **Power Deck** and shuffle. The EXP 5-6 **Power Cards** can be used for all player counts if desired, but should be used if the player counts are 5 or 6. The EXP 5-6p **Power Cards** will add **Global Events** and **Timed** bonuses to the game. Remove any **Power Card** that has the words *Not for Co-Op* in the lower right corner of the card, including the basic card Midtown Hi-Jinx it is not used in Co-Op games.
8. Place the **Pizza Delivery Tip Tokens** face down next to the board, and place the **NO TIP Tokens** next to them. Place any power tokens next to the board, for use when certain power cards are activated.
9. Setup the **Pizza Order System** – Shuffle the **Pizza Delivery Cards** then remove random **Pizza Delivery Cards** until you have 14 left. Place the removed cards back in the box they will not be used in this Co-Op game. Do not look at these cards. Place the remaining cards face down in draw pile by the board as indicated. Do not build any orders at this time.
10. Chose a first player – Who was the last person to order pizza by delivery? - The first player will be responsible for moving the Pawn marking the day of the week at the end of each persons turn. Play rotates clockwise.
11. Setup the Co-Op week tracker to the left of the first player. Place one of the black pawns on the Saturday space. Remember the first player is the one responsible for moving this pawn forward one day at the end of each players turn.
12. Place the second black pawn on the score track just in front of the number 1. This pawn will be moved ahead each time you collect money from a delivery, and it will be moved back each time you buy property or pay fines.
13. Place a colored pawn also in front of number 1. This pawn will be used to count the total number of pizzas delivered. Move this pawn forward each time a pizza is delivered.
14. Place the **Goal Markers** and the Blue and Red **Pizza Promotion** markers on the **Score Track** numbers as indicated by the table below. Highlighted colors for player count are recommended starting points.

Place markers on the score track at these numbers.					
Difficulty	Number of players	Blue Promotion	Red Promotion	Pizzas Delivered Goal	Money Goal
HARD ↕ EASY	4-6 players	8	10	36	75
		9	11	34	70
		10	12	32	65
		11	13	30	60
	1-3 players	13	15	25	55
		15	17	22	50
		17	19	20	45
		19	21	18	40

### Adjusting the difficulty level

After playing at the recommended level the first time you can adjust the placement of one or more of the markers at the start of the game to adjust your difficulty level. If you won try making it harder and if you lost go ahead and make it easier. Moving the Promotion markers will have a larger effect than moving the Money or Delivery Goals. You do not need to keep all the markers in the same row. Move just one marker to fine tune your plays. Keep track of your plays using a code based on your marker set points like this.

Win 3PL - B15 - R17 - P22 - M50 or  
Loss 4PL - B10 - R13 - P30 - M65



# Co-Op Game Rule Changes

It is recommended that you play the competitive game before trying the Co-Op game.

## First Round

**Co-Op Rule Change:** Start the game by having each player take the action **Increase Your Reputation**, the difference being is that the player will not have to pay for their property in this first round. See page 5 above for details on this action. After the First Round all property must be paid for as outlined in the normal instructions.

**NEW Co-Op only rule: Transfer Goods** - Before each player ends their turn they have the option to transfer up to two goods to the player to the left and/or right of them. This means that they may take any two cards from their hand and pass them to the players to the left and/or to the right. Either two cards right or two cards left or one each way, but only up to two cards. The player may chose to pass only one or no cards. You may pass **Power Cards**.

**NEW Co-Op only rule: Advance the Day** - Remember that after each player's turn ends, move the black pawn on the Co-Op tracker ahead one day. Read the **Pizza Promotion** for that day if there is one. Execute the promotion as it reads. See **Pizza Promotion** rules later in the instructions. Note if someone delivers a pizza you do not refill the **Pizza Order System**. The system only gets new pizzas on **Pizza Promotion** days.

## Remaining Game Play

Players now begin taking turns just like in competitive play, by performing one of the three possible actions. **Go To Market, Increase Your Reputation, and Deliver a Pizza**. Be sure to add in the new rules of **Transfer Goods** and **Advance the Day**. The pizza order system is empty at the start of the game and only gets pizzas added when the black pawn on the Co-Op tracker lands on a **Pizza Promotion** day.

Remember do not refill pizzas after a delivery only add pizzas to the **Pizza Order System** on **Pizza Promotion** days.

## Ending a Co-Op Game

To end and WIN a Co-Op game you must as a Team complete both of your goals as laid out on the **Score Track**. You have a **Money Goal** and a **Pizza Delivery Goal** you must match or beat BOTH in order to WIN.

You LOSE a Co-Op game if you do not match or beat BOTH of the goals before either one of these events happens.

1. The third **Health Inspector** card is drawn from the **Market Deck**.
2. You are unable to add a new pizza order to the **Pizza Order System** on a **Pizza Promotion** day.

Optional - Choose a top chef. You will have many ways to determine who was your top chef. Choose your own or roll the die at the end of the game to see who scored the best. You can do this even if you lost the game.

Top Chef determined by DIE ROLL					
1	2	3	4	5	6
Player with most deliveries	Player with highest tip value	Player with the most pizzerias	Player with the highest value tableau	Player with the most disks on the board	Player who has the most lowest of all the other categories

## Pizza Promotion Days and the Pizza Order System.

Everyone wants pizza on Friday night, that is why there is a permanent **Pizza Promotion** on the Co-Op tracker, adding two pizzas to the **Pizza Order System** every Friday evening. As pizza becomes more popular, there will be new **Pizza Promotions** that will push more pizzas into the **Pizza Order System**. Each **Pizza Promotion** adds two pizzas to the **Pizza Order System**. The two Pizzas may be added in the morning (at the start of a players turn) or in the evening (at the end of a players turn), or possibly one in the morning and then a second in the evening.

### Adding a Pizza Promotion token to the Co-Op Tracker:

A **Pizza Promotion** is added to the **Co-Op Tracker** when the black pawn on the **Score Tracker** lands on or passes a **Pizza Promotion** marker on the **Co-Op Tracker**. Remember the black pawn is only moving forward when you gain money from deliveries or from power cards that add money. As soon as the black pawn lands on a **Pizza Promotion** marker immediately roll the die to see what day of the week you will add the **Pizza Promotion** to. Randomly choose a proper color **Pizza Promotion** and place it on that day of the week. If the day of the week is occupied by the black Co-Op tracking pawn place it under the pawn it will not be used until the pawn lands on it again. If you roll the die and a **Pizza Promotion** is already on that spot roll again until it lands on an open day of the week.



### Different Pizza Promotions:

There are 3 different **Pizza Promotion** tokens for Blue and Red. Each token will add two pizzas to the **Pizza Order System** every time the black pawn on the **Co-Op Tracker** lands on the promotion token. Each color has one that adds two pizzas in the morning, one that adds two pizzas in the evening, and one that adds one pizza in the morning and then one pizza in the evening. The back side of all Pizza Promotions say add 1 pizza and would be used to alter the difficulty level of a game. When the black pawn on the **Co-Op Tracker** lands on a **Pizza Promotion** marker randomly chose a token of that color and place it on the **Co-Op Tracker**.

*Optional Insane Difficulty* - Add an additional **Pizza Promotion** token back side up on the same day you are adding the normal token to the Co-Op tracker. The back side of the **Pizza Promotion** token adds one additional pizza to the **Pizza Order System** on that day. The third pizza can be either added in the morning or evening.

*Optional Easier Mode for Children* - When you add the **Pizza Promotion** token to the **Co-Op Tracker** just leave the back side facing up, and only add one pizza to the **Pizza Order System** instead of two on that day. You get to decide to add it in the morning or in the evening. Friday will still add two pizzas in the evening.

### How the Pizza Order System operates in Co-Op mode:

You start the game with only 14 **Pizza Delivery Cards**. Randomly remove **Pizza Delivery Cards** until there are only 14 left. Put the cards not used without looking at them in the box they will not be used. It is not recommended to play with more than 4 specialty **Pizza Delivery Cards**.

The order system always flows left-right or from Order 1 to Order 4.

When an order gets delivered, remove the ingredient cards from the that order and place them in the **Open Market**. Move that just completed **Pizza Delivery Card** to the discard pile.

Shift the current pizza orders to the right if there are spaces after an order is delivered.

When the a **Pizza Promotion** needs to add a pizza to the **Pizza Delivery System** the pizza is added to the Order 1 position. Any pizza to the right of this new order gets pushed one space to the right. If this should push an order out past position Order 4, that order will get pushed off the board and into the sewer. When a pizza order gets pushed into the sewer place all ingredients from that order in the sewer and remove the **Pizza Delivery Card** from the game. Put it in the box with the other unused **Pizza Delivery Cards**.

To fill a new **Pizza Promotion** pizza order place the **Pizza Delivery Card** in Order 1 position, then add cards from the **Market Deck** to ready the order same as in competitive play. If you are adding two **Pizza Promotion** orders remember to slide existing orders to the right and if any fall off the end be sure to remove those orders to the sewers.

## Hints for Co-Op Play

Keep a close watch on the **Score Tracker** you may want to postpone a **Pizza Promotion** token from being added to the **Co-Op tracker**. You can slow this down by **Increasing Your Reputation**. Spend some time buying property and building new pizzerias. You will need to create a delicate balance between delivering and managing when pizzas will be added to the **Pizza Order System**.

Remember you control the difficulty of the game. If you lose a game try again and adjust markers and goals in the setup to change the difficulty level.

Take advantage of the **Transfer of Goods** rule. Plan ahead so that everyone can be as productive as possible on their turn.

Sometimes it is better to let a specialty pizza get pushed off the end of the **Pizza Order System** so that you have a better chance making smaller more efficient deliveries.

It is not a good idea to include more than 4 specialty pizza order cards when setting up the **Pizza Order System**. Try picking your favorite 4 and put them together with the standard **Pizza Delivery Order** cards before you randomly reducing it to down to 14 cards.



# Bonus Content

## **Extra Cheese Expansion:** Mini Expansion

There are 18 new Extra Cheese ingredient cards. These blue backed ingredient cards can be mixed in just like normal ingredient cards and can be used with any player count and in Co-Op mode.

Extra Cheese adds the special power to get paid \$1 additional dollar if you add extra cheese to a pizza, or \$2 if you add it to a specialty pizza.

The special power is in effect if you add a Extra Cheese card from your hand when making a delivery, or if you add Extra Cheese as a permanent ingredient in your pizzeria it has the persistent effect as indicated by the pink identification mark in the top right corner of the card. So if the card is included in your pizzeria in your tableau the power on the Extra Cheese card is always in effect. You would always want to add extra cheese to any pizza to get paid the additional money.

Extra Cheese can be used as the top card of your pizzeria. Not any real reason why you would do this unless it was your only ingredient in that pizzeria.

Extra Cheese can be added to any pizza being delivered to earn you extra cash, even if the pizza does not require it.

If a pizza does require Extra Cheese as indicated by the pizza order, you can be a frugal pizzeria and not provide Extra Cheese, however this will earn you no tip.

Extra Cheese can not be used with Farmer Brown.

Extra Cheese can be put in Cold Storage, and it's power would only be used when you pulled it out and put it on a pizza order as an ingredient.

## **Personal Goals:** Mini Expansion *Not used in Co-Op play*

There are 14 yellow backed personal goal cards. Randomly deal one of these to each player at the start of the game. Place the remaining cards in a face down stack near the board.

You may chose to gain a second Personal Goal card after you make a delivery. Instead of taking a power card as normal you may choose to take a Personal Goal card.

At the end of the game, after you have paid your fine. You may evaluate your personal goal cards and add the amounts to your score.

You may wish to limit the number of personal goal cards you are allowed to take or complete.

You may wish to apply a \$3 penalty for each personal goal card not completed.

## **City Events:** Mini Expansion *Not used in Co-Op play*

There are 10 purple-gray city event cards. Shuffle them and place one face up on the board by the New York Pizza Delivery logo. These are horrible events negatively effecting pizza delivery and are in effect for everyone.

A City Event will stay in effect until replaced by another.

To replace a City Event whenever a player is making a delivery they may chose to replace the current City Event with a new one from the pile instead of taking a Power Card.

*Disclaimer: The City Events mini expansion was not play tested and may produce undesirable results. Use at your own risk, or use just to have some chaotic fun.*