

THE END OF THE GAME

The game ends when all of the Pizza spaces have been purchased. The player with the most pizza wins! If the Slice Tokens on the board run out before all of the Pizza spaces have been purchased, this also ends the game.

To add up your score:

- 1. Flip over your Slice Tokens! Some are worth points, and some subtract points. Count your total.
- 2. Count up the points on your Pizza cards, and add that number to your Slice points. Remember, if you have a complete set, those Pizza spaces are worth more points!

Here's an example:

PIZZA
RED
ONION

Cost to try | #430
When a player tries the pizza,
you and that player each take
1 Slice Token

Value at the end
of the game

3 Slices
5 Slices when part of a set
of 7 Slices when part of a set
of 7 Slices when part of a set

+

PIZZA
SAUSAGE

Cost to try | #445
When a player tries the pizza,
you and that player each take
1 Slice Token

Value at the end
of the game

5 Slices
7 Slices when part of a set
of 7 Slices when part of a set

+

PIZZA
PEPPERONI

Cost to try | #450
When a player tries the pizza,
you and that player each take
1 Slice Token

Value at the end
of the game

5 Slices
7 Slices when part of a set
of 7 Slices when part of a set

+

Pizza Slice Tokens
11 Slices

Total = 28 Slices

In the case of a tie, the player with the most dough left (that's cash, not crust) wins!

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Object of the Game
Travel around the board buying pizza! The game ends when all the Pizza spaces on the board have been purchased. The player with the most—and tastiest—pizza at the end of the game wins!

CONTENTS
Gameboard, 6 Tokens, 16 Pizza Cards, 16 Chance Cards, 16 Community Chest Cards, 64 Cardboard Pizza Slice Tokens, Money Pack, 2 Dice

AGES
8+
2-4 PLAYERS

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WHAT'S DIFFERENT ABOUT MONOPOLY PIZZA?



IT'S A PIZZA PARADISE!

Instead of buying properties and collecting rent, you'll buy PIZZA! Land on a Pizza space, and claim it as your own. When players land on your space, you'll share a slice with them, earning you more slices!

SHARE THE CHEESE WITH CHANCE AND COMMUNITY CHEST CARDS!

These cards invite you and your fellow players to become the ultimate pizza connoisseurs—or try something really weird.

SET IT UP!

1. Choose someone to be the Banker. The Banker's in charge of the Bank's money. The Banker can play too, but must keep their money separate from the Bank. Banker, give each player $\$100$.

Keep the rest of the money in the box as the Bank.

2. Shuffle the Community Chest cards, and place them facedown here.

3. Shuffle the Chance cards, and place them facedown here.



4. Place the Pizza cards next to their matching board spaces. If you don't have room, keep them as a stack, and choose someone to be in charge of them.

5. Place the Slice Tokens facedown where all players can reach them.

6. Each player chooses a token and places it on GO.

7. Put the dice by the gameboard.

PLAY!

How to win

Move around the board collecting as much pizza as you can by buying Pizza spaces and picking up Slice Tokens. The game ends when all of the Pizza spaces have been purchased. The player with the most—and tastiest—pizza at the end of the game wins!

Who goes first?

The player who always orders the pizza goes first, and play moves to the left.

On your turn

1. Roll both dice.

2. Move your token clockwise that number of spaces.

3. Where did you land? Carry out the rules of that board space.

Did you roll a double? Roll the dice again, and take another turn.

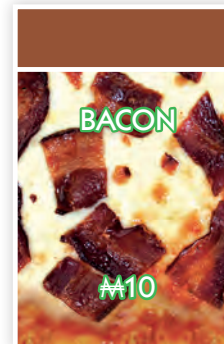
Watch out! If you roll a double 3 times in a row, you must immediately Go To Jail! Do not complete your third turn.

4. Your turn ends. Pass the dice to your left.

Start playing!

That's all you need to know, so get going. Look up the spaces as you land on them.

THE BOARD SPACES



PIZZA

Unowned Pizza

When you land on a Pizza space no one owns, you can either buy it or pass on it.

Want to buy it?

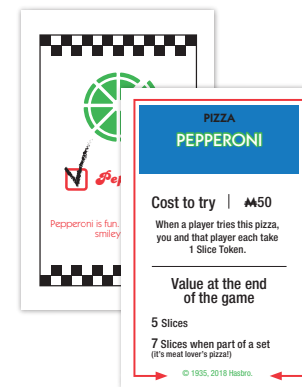
Pay the price on the board space, then take the Pizza card.

Don't want to buy it?

Your turn ends. There are no auctions.

Collect color sets!

When you collect a complete color set, notice you've collected a yummy set of flavors that combine to create an awesome new pizza! When you have a set, each Pizza card in that set is worth more at the end of the game. The value is shown on the card.



Owned Pizza

When you land on a Pizza space that someone else owns, pay them the cost to try shown on the Pizza card. Then you and that player each take 1 Slice Token from the pile. You can peek at yours, but don't let anyone see it! You'll count up Slice Tokens at the end of the game. You'll notice some are worth points, and some subtract points (because sometimes pizza is rad, and sometimes it's just bad).

If you don't have the money to try the pizza, nothing happens. Nobody gets any pizza this time. Try not to get hangry!

ACTION SPACES

GO

When you pass or land on the GO space, collect $\$20$ from the Bank.

Chance and Community Chest

Take the top card from the matching deck, and immediately do what it says. Return it to the bottom of the deck when done. Some cards say you may keep them until you're ready to use them. In that case, get good and ready, and once you've used the card, place it at the bottom of the appropriate deck.

Free Parking

Do nothing. Just stop and smell the cheese, or dream of your next happy bite of pizza.

Delivery

You may pay to travel to any space on the board. Pay $\$10$ to move to any space before the next Delivery space, and pay an additional $\$10$ for each Delivery space you pass. Carry out the action of the space where you land.

If you pass GO while using a Delivery space, you do not collect $\$20$.

For example, you are here and want to move to Peppers. The total cost is $\$20$. ($\$10 + \10)

Just Visiting

Don't worry. If you land here, put your token in the Just Visiting section.

Go To Jail

Move your token to the In Jail space immediately! Do not collect $\$20$ for passing GO. Your turn is then over. You can still collect money from players who land on your Pizza spaces, but you cannot collect Slice Tokens. No one is smuggling pizza into Jail!

How do I get out of Jail?

You have 3 options:

1. **Pay $\$15$** at the start of your next turn; then, roll and move as normal.

2. **Use a Get Out of Jail Free card** at the start of your next turn if you have one (or buy one from another player). Put the card at the bottom of the appropriate deck; then, roll and move.

3. **Roll a double** on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn. You can use up to 3 turns to try for a double. If you don't roll a double by your third turn In Jail, pay $\$15$, and use your last roll to move.

No matter how you get out of Jail, collect 1 Slice Token—isn't pizza the first thing you'd want when you got out? If the game ends and you're still In Jail, make sure to collect 1 Slice Token.

DEALS & TRADES

You can buy, sell, or swap Pizza spaces with other players at any time.

Pizza spaces can be traded for cash and/or other Pizza spaces. The amount is decided by the players making the deal.

You can never buy, trade, or sell Slice Tokens.

HELP! I CAN'T PAY!

If you can't afford a Chance or Community Chest card fee, you must pay what you can and then sell Pizza spaces you own back to the Bank for face value or to other players for an agreed-upon price. Then pay the rest of your debt.

If you have no money and no Pizza spaces to sell, do nothing. You've got it bad enough already!

