

END OF A ROUND

The round ends as soon as a player has run out of cards in his or her personal deck. That player wins the round and takes a pizza token.

END OF THE GAME

The first player to collect 3 pizza tokens wins the game. If you run out of pizza tokens and no-one has 3, the player with the most tokens is the winner. In case of a tie, the tied players share the victory!

2 – ROMANA

SETUP

This time, shuffle all the cards, including the scooter, truck, and chef cards. Deal an equal number to each player. Put any leftover cards back in the box. The cards you've been dealt are your personal deck. Place this face down in front of you.

GOAL OF THE GAME

Be the first to get rid of all the cards in your personal deck.

HOW TO PLAY

On the count of 3, each flip the top card of your personal deck and place it face up in front of you. Keep adding cards to create a line. Begin play as for 1: MARGHERITA.

Over the course of the game, there may be times when there are no pairs among the visible cards. If this happens, the game is deadlocked. Take all the cards in the piles in your line, as well as your personal deck, and shuffle them to create a new personal deck. Place this face down in front of you.



Hint: it's better to place a card from your personal deck on another player's pile than on one of your own. That way, there will be more cards in his or her personal deck after reshuffling.

Once you've all created new personal decks, restart the game as usual: create your line of cards with the required number of piles and begin the hunt for matching cards.

END OF THE GAME

The game ends as soon as a player has run out of cards in his or her personal deck. That player wins the game! In case of a tie, the tied players share the victory.

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Bayard Éditions SAS - 15, bd Gabriel Péri - 92240 MALAKOFF - FRANCE
Service consommateur : contact@laboludic.com
Customer service : contact@laboludic.com
www.laboludic.com



Martin Nedergaard Andersen Bailey Crouch



6-99

2-4

20'



CONTENTS

- 55 cards
- 8 pizza tokens
- 1 player aid listing all the cards
- 1 rulebook



INTRODUCTION

It's rush hour at the pizzeria and keeping up with the orders is *dough* joke! The staff must sort the ingredients into pairs to maintain the pace. Can you stand the heat, or will you have to get out of the kitchen?

There are 3 pizzas on today's menu: **MARGHERITA** and **ROMANA**.

THE CARDS

Each card shows an item. There are 14 different items in the game:

- 10 pizzeria essentials: pizzas, toppings, and the all-important oven (4 cards for each one).
- Scooters, trucks, and chefs (4 cards of each type). You'll only use these 3 items when making Pizza 2.
- Cats! There are 3 of these wild cards in the game. You can use them in place of any other card. This means whenever you spot a cat on top of a pile, you can cover it with a card (see below).

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1 - MARGHERITA

SETUP

Set aside all the scooter, truck, and chef cards.

Shuffle the remaining cards and deal an equal number to each player. Put any leftover cards back in the box. The cards you've been dealt are your personal deck. Place this face down in front of you.

GOAL OF THE GAME

Be the first to get rid of all the cards in your personal deck.

HOW TO PLAY

On the count of 3, each flip the top card of your personal deck and place it face up in front of you. Keep adding cards to create a line.

THERE WILL ALWAYS BE 12 CARDS ON THE TABLE AT THE END OF THIS STEP

In a 2-player game: each player makes a line of 6 cards

In a 3-player game: each player makes a line of 4 cards

In a 4-player game: each player makes a line of 3 cards

Each card in your line is the starting card in a pile. You and the other players will place cards on top of these piles throughout the game. Only the top card in a pile counts as being visible.

Instead of taking turns, everyone plays simultaneously—and as fast as you can!

As soon as you've completed your line, start hunting for sets of 2 or more matching cards. Check all 12 visible cards, not just the ones in your own line. When you spot 2 or more matching cards, place the top card from your personal deck face up on top of 1 of the matching cards. Call out the name of the item showing on the 2 cards as you cover it up. Note: if you're covering up a wild card, call out "cat!"

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Example setup for a 3-player game



Example: a player spots a pair of cheese cards. He places the top card from his personal deck on 1 of the 2 cards, calling out "cheese!" as he does so.

Note: you must complete your own line with the required number of cards before you can start placing cards from your personal deck. As soon as you've completed your line, you can place cards on any of the piles in the game, including those of players who haven't yet finished creating their lines.

Getting it wrong: If you make a mistake, you must take back your card. Every other player also gives you 1 card from their personal deck. Put all of these at the bottom of your own personal deck before rejoining the game.

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