

Spittissimo

Rules of the Game

Players: 2 to 5

Age: 6+, 8+, 10+

Time: 10–20 minutes

Video instructions:

www.thebrainyband.com

Welcome to new Pizzeria «Spittissimo» where you can mix and match toppings and even choose how many slices of pizza you can order. Pizza delivery guys will have to be quick at choosing the right sizes and ingredients, and they surely will need a good knowledge of food and fractions!

Object of the Game

Fill as many Pizza Orders as possible!

Winner

The winner is the player with the largest number of whole pizzas delivered.

Basic Version (8+)

This version of the game is suitable for players already familiar with the concept of fractions and their numerical representation. We recommend to start the game using cards with one dot (the simplest ones) and then gradually introducing cards with two and three dots.

Set Up

Each player is dealt four rectangular Order cards. The deck of Pizza cards is divided into three roughly equal piles, which are placed face up in the middle of the table - so that the top three Pizza cards are visible.

How to Play

The youngest player begins. Players take turns. All rectangular cards show a fraction and a topping. To score, you must match one or more Order cards from the hand to one or more Pizza cards on the table both in the number and topping(s). If there is a match, you take the Pizza and Order card(s) and put them in a pile next to you so you can count them at the end of the game. You can take two or more Pizza cards with one Order card or one Pizza card with multiple Order cards.

It Can Look Like This:

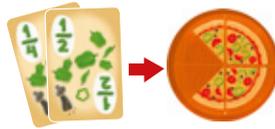
The Order card has mushroom topping. Thus, the Pizza card must have mushroom as a topping.



The Order for $\frac{3}{4}$ of pizza with tomatoes can be filled with two or more Pizza cards, all of which must contain tomatoes in their toppings.



The Order for $\frac{1}{4}$ and $\frac{1}{2}$ of pizza with bell peppers can be filled with one Pizza card with bell pepper topping.



Orders with various toppings can be filled with one Pizza card containing all the toppings pictured.



The more you score, the better. When you can score no longer, you take enough cards from the Order pile to be left with four cards in the hand. Then the turn moves to the next player.

If you cannot score with the cards in the hand, you need to take one extra card from the Order pile and the turn goes to the next player.

Special Cards (purple background) are for special moves:

You can use Special Order card during your turn only. You can take all open Pizza cards that have both of the ingredients.



Cancelled Order card can be used before any player's turn – the player must skip the turn.

This card must be played before the next player has a chance to put down the card. The player who played the Cancelled Order card takes the card from the pile (if he has less than four cards in the hand).



If in the course of the game one of the three Pizza piles is exhausted, use some cards from the other two Pizza piles to create three piles again.

The game ends when no player can score, when a or player cannot take a card to skip his turn.

Additional Versions of the Game

Beginner Level (6+)

We recommend this version of the game for players who are not yet familiar with the concept of fractions and their numerical representation.

Set Up

For Easy version game, use only the round Pizza cards, leaving out all other cards. You can adjust the difficulty of the game by selecting specific cards: we recommend to start with the easiest cards first, i.e., the ones with one dot, and then gradually introduce the cards with two and three dots.



Four cards are placed face up in the middle of the table. Each player gets 4 cards face up (Note: if the game is played with single dot cards only, then each player gets three cards, and three cards are placed in the middle of the table).

It Can Look Like This:



Cards in the middle of the table

How to Play

The youngest player begins. Players take turns in clockwise order. You can score one or more times during your turn by playing your cards to take cards from the middle of the table.

To score, take one card from your hand and two or more cards from the centre of the table. Alternatively, you can take two or more cards from your hand and one from the table. The number of pizza slices from the hand and from the centre must be equal. Pizza toppings are irrelevant in this game. Note: a player cannot score by taking only one card from the hand and matching it with only one card on the table.



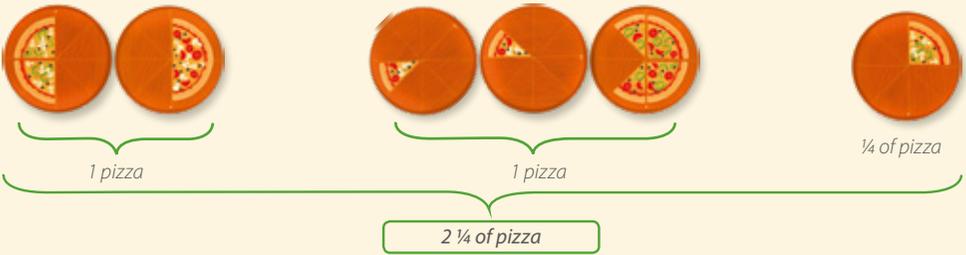
Place all the cards you won (the ones you played and took from the centre of the table) next to you to count them at the end of the game.

When you can score no more, cards from the deck pile are added to the centre of the table to the total of four cards and you take enough cards from the pile to get to four cards in the hand. Then the turn goes to the player on your left (the game moves clockwise). If you cannot score, you take one card from the pile, and the turn goes to the next player.

Winner

The game is stopped when no player can score any more, or when the deck is exhausted. The winner is the player with the largest number of whole pizzas. The easiest way to count is to group the cards so they form full-sized pizzas.

It Can Look Like This:



Playing with younger kids, you can simplify the game even more.

Take the cards with a full pizza out of the stack. The player's objective during his/her turn is to put together one or more full pizzas. Some pizza parts come from his own cards, while the rest has to come from the central stack of cards. No pizza can be made out of just the player's cards or just the central stack cards. The rest of the rules is the same.

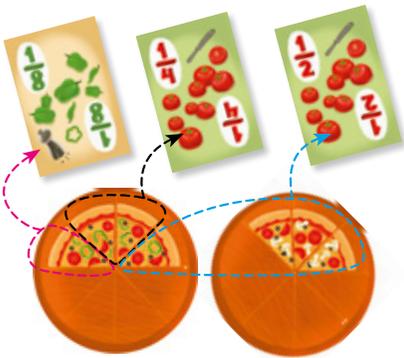
It Can Look Like This:



Advanced Level (10+)

This version of the game is similar to the Basic Version, but has additional rules that make the play more dynamic and diverse.

1 You can fill combined Orders taking 2 or 3 Pizza cards:



2 Special Order cards can be played at any time as long as an open Pizza card has the topping displayed on the Special Order card. The Special Order card must be played before the player whose turn it is places a card on the table. It does not matter if that player already started his turn or is just at the beginning of it. The player who plays the Special Order card takes over the turn and scores as many times as possible, and then the turn goes to the next player clockwise.

3 At the end of the game, the remaining rectangular cards (unfilled orders) on hand are counted as penalty.

Special cards (Special Order and Cancelled Order) left on hand are counted as one whole pizza penalty each. To calculate the number of delivered pizzas, players first sum up all pizzas they won, and then take away unfilled orders.

$$\frac{1}{2} + \frac{1}{2} + \frac{1}{2} = 1\frac{1}{2}$$

Add all the fractions of pizzas

$$1\frac{1}{2} - \frac{1}{4} = 1\frac{1}{4}$$

Deduct any unfilled orders

