

Psychic Pizza Deliverers Go To The Ghost Town

 1 GM+
 2-4
 30'
 11+



Components

- | | |
|------------------------------|---------------------------------------------------------|
| A The Box | D Wood Tokens |
| B 12 Town Setup Cards | 5 Houses (2 Pepperoni, 2 Cheese & 1 Jalapeno) |
| C Cardboard Tiles | 8 Pizza Deliverers (2 Each of 4 Colors) |
| 4 Start Locations | 28 Ghosts |
| 6 Graves | 5 Pizzas (2 Pepperoni, 2 Cheese & 1 Jalapeno) |
| 4 Fences | E 22 Psychic Cards (18 Blue Starting, 4 Purple) |
| 3 Teleporters | F 4 Player Map Boards |
| 5 Pizza Boxes | G 4 Dry Erase Markers |
| 5 Mailboxes | H Town Building Guide Page/Psychic Card Appendix |
| 2 Animals (1 Cat, 1 Pig) | I Mayor Reference Page |

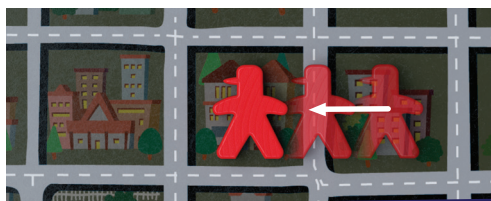
Objective

In this game, the players are divided into the Pizza Deliverers, who deliver pizzas, and the Mayor, who rules the ghost town. The Mayor builds the town and tells players what is around them as they explore the paranormal darkness of the town. The Mayor should fully immerse themselves in the role. Don't be afraid to ham up the theatrics. This is your time to shine! The Pizza Deliverers compete with each other to find and deliver a pizza first.

Setup

- 1 Choose a Mayor. All the other players are Pizza Deliverers.
- 2 Each Pizza Deliverer Player receives a: **A**. Dry Erase Marker, **B**. Player Map Board **C**. Pizza Deliverer **D**. Random Psychic Starting Card (blue background)
- 3 Shuffle all the remaining Psychic Cards together to form a deck.
- 4 The Mayor builds the town inside the grid on the bottom of the game box by either copying one of the Town Setup Cards or following the instructions on the Town Building Guide Page. Some spaces on the grid will require both a cardboard tile and a wooden token. The Mayor then takes the Psychic Card Appendix and Mayor Reference Page.





Move Success: Deliverer says, “Move West!”
Mayor responds, “You moved West.”



Move Fail: Deliverer says, “Move East!”
Mayor responds, “Boo! You saw a ghost!”



Move Success: Deliverer says, “Move East!”
Mayor responds, “It’s a pizza!”



Attack Success: Deliverer says, “Attack West!”
Mayor responds, “You chased a ghost away!”



Attack Fail: Deliverer says, “Attack East!”
Mayor responds, “Attack missed.”

All these situations and more are covered in more detail on the Mayor Reference Page.

Overview

Pizza Deliverers alternate taking turns in clockwise order, with the Mayor giving a Surrounding Report after each player’s turn. The first Pizza Deliverer to find and deliver a pizza wins, the Mayor cannot win the game (unless you use the variant on page 4).

Player Map Boards

Each player should take notes on their map board. Good note taking of your moves and surroundings helps you better understand your location in relation to your destinations, increasing your chance of winning. You may look at other players' map boards, but not in a way that delays gameplay.

Pizza Deliverer Turn

Each turn, the Pizza Deliverer either **Moves**, **Attacks**, or **Plays a Psychic card**. Then the Mayor gives a Surrounding Report.

Move

The Pizza Deliverer announces which direction they want to **move** (North, East, South, West).

The Mayor tells the Deliverer if their move was successful or if they encountered an obstacle. Then adjusts their map.

Attack

The Pizza Deliverer announces which direction they want to **attack** (North, East, South, West).

The Mayor either tells the Deliverer they have killed a ghost or tells them there is no ghost there. The Pizza Deliverer is not moved on the map.

When a Pizza Deliverer kills a ghost with an attack they draw a Psychic card into their hand.

Play Psychic Card

The Pizza Deliverer discards a Psychic card from their hand. The Mayor applies the psychic action based on the text on the card.

The “Anti-Ghost Barrier” and “Stasis” cards are not played as actions, but are played in response to an appropriate move action.

See the Psychic Card Appendix for more detailed instructions than what is described on the cards.

Surrounding Report

The Pizza Deliverers are psychics and can somewhat sense what is in their surroundings. After each Pizza Deliverer turn, the Mayor provides two reports:

1 Fences Adjacent

Tell the Pizza Deliverers **where** there are fence tiles or map edges (but does not distinguish between the two) in the **four spaces** orthogonally adjacent to the deliverer.



2 Ghosts, Pizzas & Houses Nearby

Tell the Pizza Deliverers:

- How many Ghosts
- How many Pizzas
- How many Houses

are in the eight spaces around the deliverer.



Fences Adjacent: “There is a fence to your North and a fence to you East.”

Ghosts, Pizzas & Houses Nearby: “There are no ghosts, one pizza, and no houses nearby”



Fences Adjacent: “There are no fences adjacent to you”

Ghosts, Pizzas & Houses Nearby : “There are three ghosts, one pizza, and one house nearby”



Fences Adjacent: “There is a fence to your West”

Ghosts, Pizzas & Houses Nearby : “There are two ghosts, no pizzas and no houses nearby”

More details are covered on the Mayor Reference Page.

Game End

First, a Pizza Deliverer must find a pizza. When they do they will be given a matching pizza token. Then they must find the matching house. The first Pizza Deliverer to move on to a house that matches their pizza wins. The Mayor cannot win.

Optional Variants

Add extra paranormal activity to your game!

Mayoral Victory

If no player has delivered a pizza by the end of the 20th round, the Mayor wins. A round consists of all deliverers taking a turn. The Mayor should track rounds as they finish.

No Peeking

If you prefer a more challenging and longer game, then Pizza Deliverers should take notes on every player's turn and are prohibited from looking at other Pizza Deliverer's boards.

Animals On The Loose

During Setup the Mayor places 2 animals (pig & cat) on the map. During the game, do not announce the presence of these tokens in the Surrounding Report.

If a Deliverer moves onto a space with an animal, the mayor makes a noise for that animal and then finishes resolving the move as normal.

Example:

If a Player moves into a space with the pig tile, the Mayor would yell, "Oink!" and move the Player's meeple into that space.

The animals can help players cross reference their location with the explored locations of other Deliverers.

Credits

Game Design: **Hayato Kisaragi**

Illustration: **Ryo Nyamo**

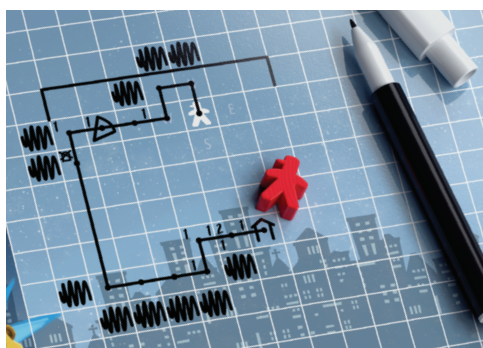
Graphic Design: **Luke Adams**

English Translation: **Saigo**

Game Development: **Michael Dunsmore**

Scouting: **James Nathan**

Special Thanks: **Bay Area Boardgame Designers**



Deliverers should take careful notes of your movement and location each turn, as that will help you deduce the town map.

- Be sure to note down information gained by your surrounding report. You may not know exactly where something is now, but as you gain more information the location might become known.
- If you teleport you may have to start a new unconnected section of map notation on your sheet. As you learn more about the town layout you may be able to connect your maps in the future.
- Try to find the boundaries of the town map. Knowing how the 7 by 7 grid lines up will help you know which areas you have explored and which you haven't.
- Listen to other players' turns. You might learn about important locations, or figure out if your paths have overlapped to further build out your map of the town.



Note: With 2 or 3 Pizza Deliverer's each pizza token will have only one house it can be delivered to. With 4 Deliverer's there are two types of pizza tokens and two destination houses for each.