

PIZZA WARS

Ages:
10+

Players:
2-3

Time:
20-40



tm

A GAME OF TACTICS AND TERRITORY

Components

- 1 Rulebook
- 1 Game Board
- 42 Game Pieces (14 each color)
- 12 Piece Selection Tiles
- 4 hexagonal Tiles (1 King, 3 Pawn)
- 1 pack of 18 Extra Topping cards

The Story

Three local pizza companies are locked in a fierce battle for territorial supremacy in their city. Each company has a specialty: Pepperoni, Mushroom, and Green Pepper. They must canvas the city, spread the word, prank and distract the enemy, and be the first to capture enough territory to win.

The Loyal Customer

Each team is accompanied by a loyal customer that is dedicated to making their favorite pizza joint supreme. The customer is always right, and you will soon find this piece is the most powerful on the board.

The Staff

Your company team is made up of five different types of employee. Each brings a unique set of skills to the table, and each is represented by a different pizza (more on this later).

Manager – Pizza Type: 5-4

Pizza Cook – Pizza Type: 4-3

Dough Maker – Pizza Type: 4-2

Sauce Maker – Pizza Type: 4-2s

Delivery Driver – Pizza Type: 3-2

The Objective

At the beginning of a game of NXS: Pizza Wars™, each player has their own territory. While a big part of the game is capturing your opponent's pieces, the way you win is by invading, capturing, and holding your opponent's territory.

The first player to obtain enough spaces of territory is the winner. The number of spaces required is determined before the game begins, but is usually 10. The winning player must announce their victory.

It is illegal to move in such a way that you give your opponent enough territory to win, except:

Close call victory

If moving one of your pieces will give your opponent the requisite number of spaces to win, but will also give you more territory than your opponent, you still win the game.

Example: Moving your piece gives your opponent 10 spaces, but also gives you 11 or more. You win the game in a close call.

Setting up

Place your pieces on the board in one of the pre-determined patterns (more on this later), or randomize the starting position to mix things up.

Throughout the game, all pieces should be kept in alignment with the hexagonal board spaces.

A Turn

During their turn, each player will take two mandatory actions in this order:

- Move one piece (this includes pulling a prank)
- Rotate one piece clockwise or counterclockwise by one facing

Extra Toppings

NXS: Pizza Wars™ can be played with or without the Extra Topping cards. If you are looking for a more "chess-like" experience (no luck or hidden information), leave the cards in the box. If you prefer to mix things up a bit and add a little random excitement, the cards provide three different ways to play.

Diagrams

In this rulebook, the diagrams use the following color codes:

- Yellow = Movement (Light Yellow = Blocked)
- Red = Piece Capture (Pink = Blocked)
- Green = Territory Capture

Credits

Designer: Kevin R. Kane
Artwork: Kevin R. Kane

Many thanks to all the people that have helped to playtest over the years. Special thanks to Ben Verd for the idea of a pizza themed version, and to Enrique Sedano and Jennifer S. for extra toppings suggestions.

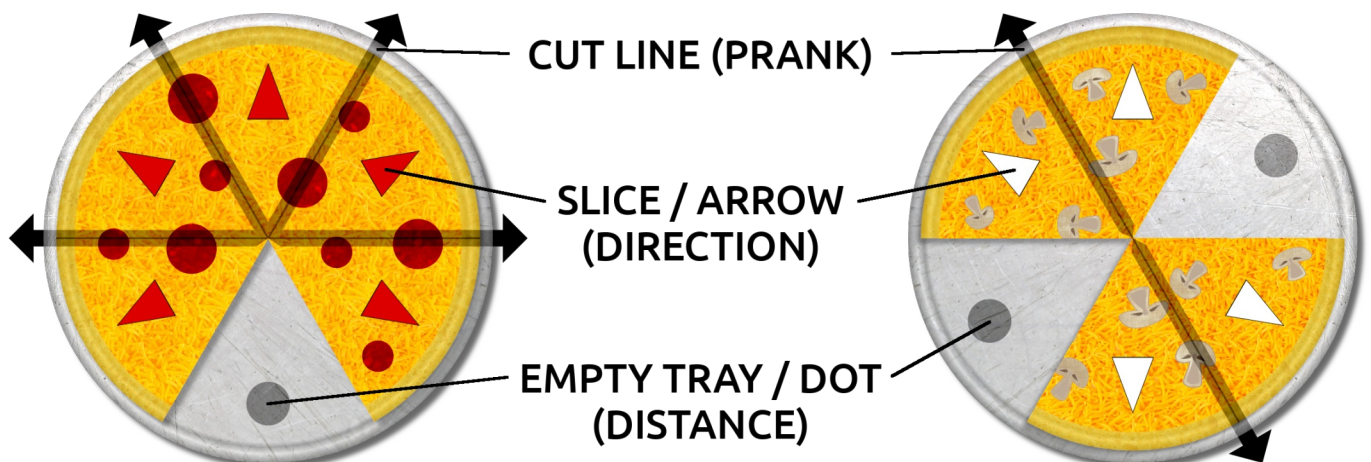
Legal

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Resources

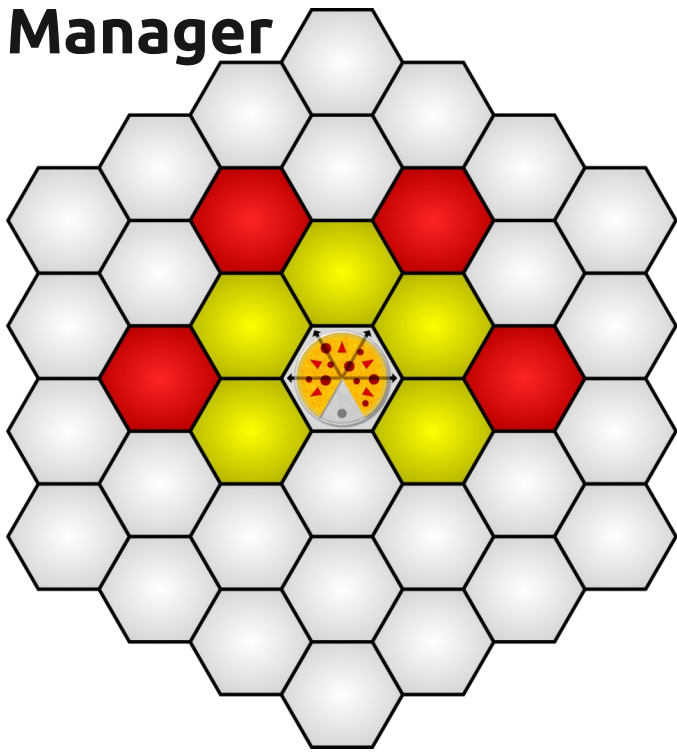
Visit www.NXSgame.com for more information.

The Anatomy of a Piece



*Note, in some diagrams the cut line arrows have been left off to reduce clutter

Manager

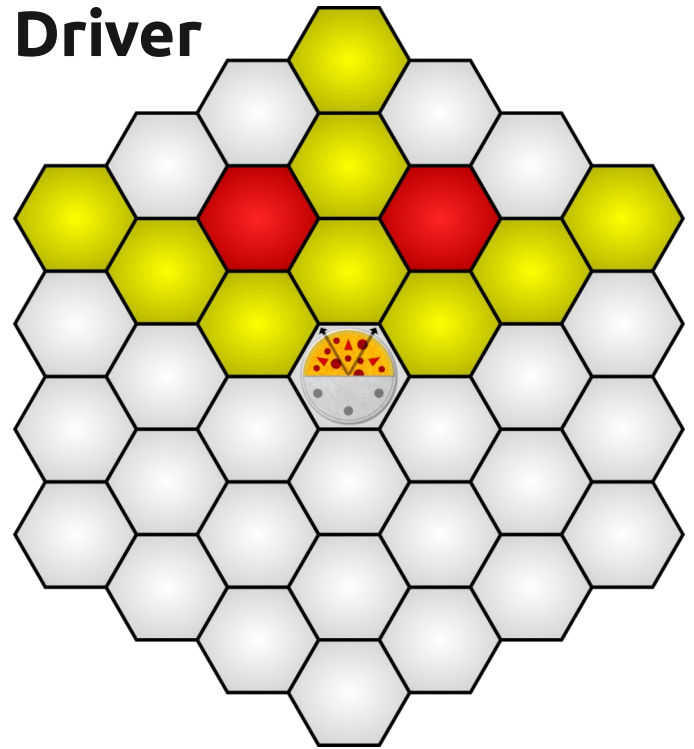


<<< The Manager

Slow moving but powerful; the Manager has 5 movement directions (one space at a time), and 4 capture directions.

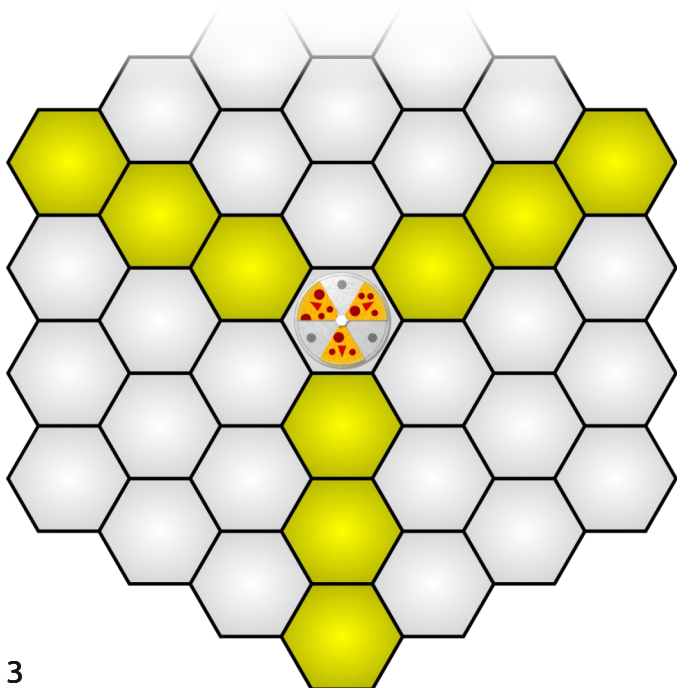
The Delivery Driver >>>

Swift like the wind; the Delivery Driver has 3 movement directions (up to three spaces at a time), and 2 capture directions.



Driver

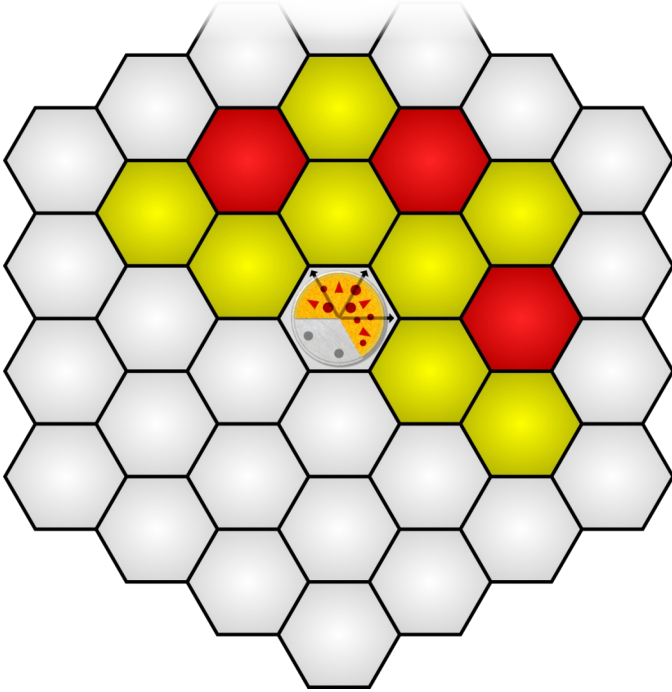
Customer



<<< The Customer

Fast and loyal; the Customer has 3 movement directions (up to three spaces at a time). The Customer cannot attack, but they are always right and therefore impervious. This piece cannot be attacked.

Pizza Cook



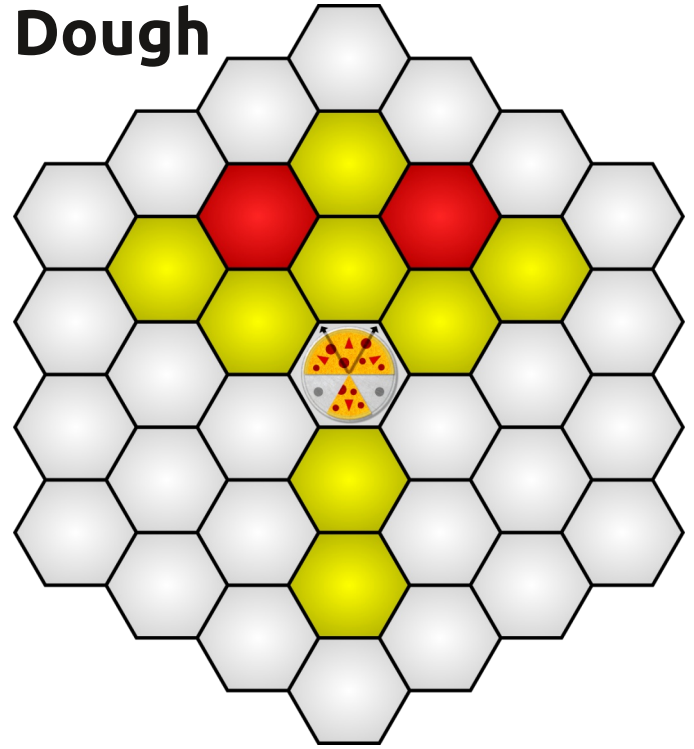
<<< The Pizza Cook

A well rounded and useful employee; the Pizza Cook has 4 movement directions (up to two spaces at a time), and 3 capture directions.

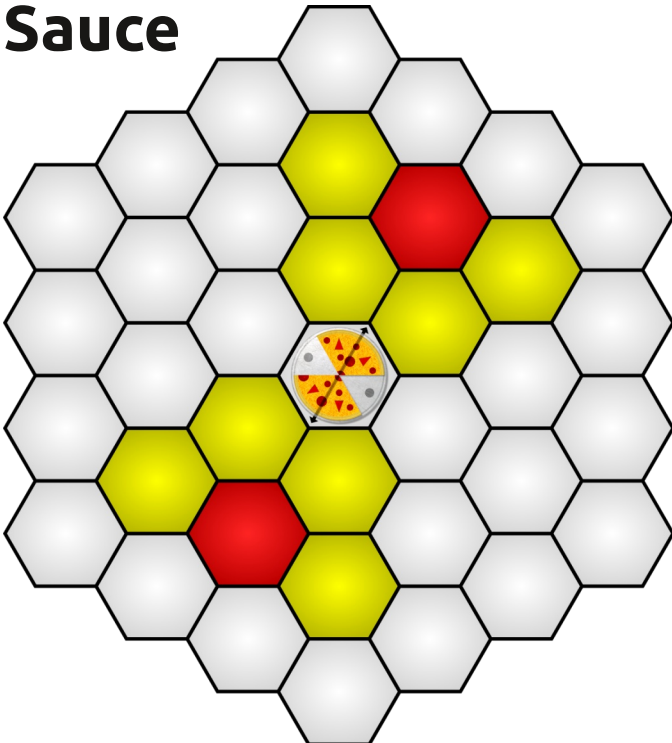
The Dough Maker >>>

Maneuverable and intelligent; the Dough Maker has 4 movement directions (up to two spaces at a time), and 2 capture directions.

Dough



Sauce



<<< The Sauce Maker

Slippery and sneaky; the Sauce Maker has 4 movement directions (up to two spaces at a time), and 2 capture directions.

BASICS

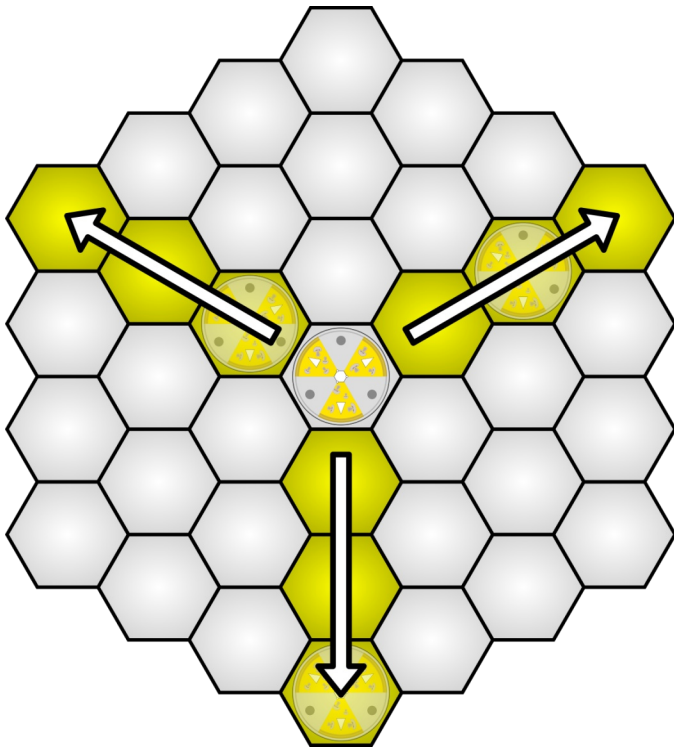
Moving

- Pieces can move towards their pizza slices (arrows)
- They can move as far as their number of empty tray spots (dots)

Pieces are hexagonal (six sided). They are made up of sides with pizza slices and sides with empty tray spots (missing slices).

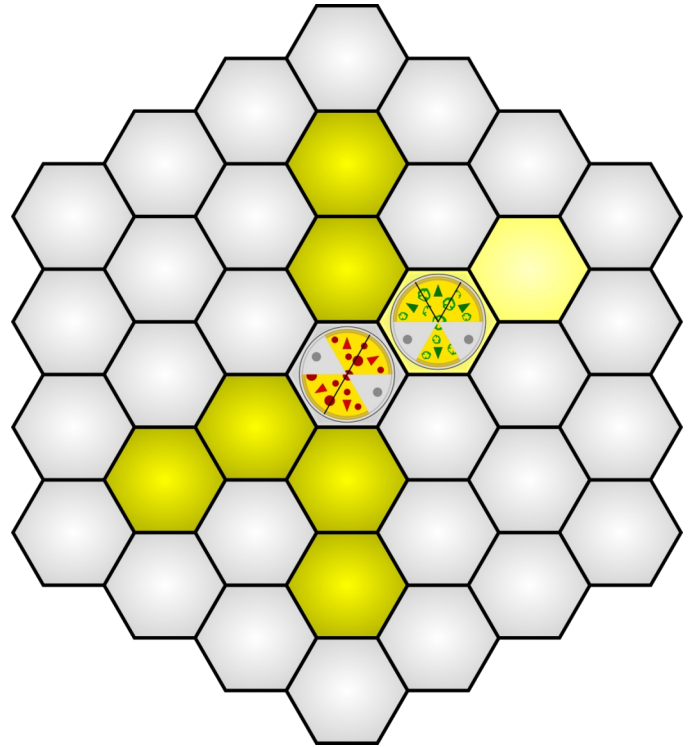
Pieces can move in the direction of their pizza slices. They can move as many spaces as they have empty tray spots. In the illustration below the piece shown can move in three directions, up to three spaces at a time. It could move into any of the yellow hexes.

**Note that pieces must maintain their original facing as they move. You cannot rotate a piece while moving.



- A piece cannot move through another piece

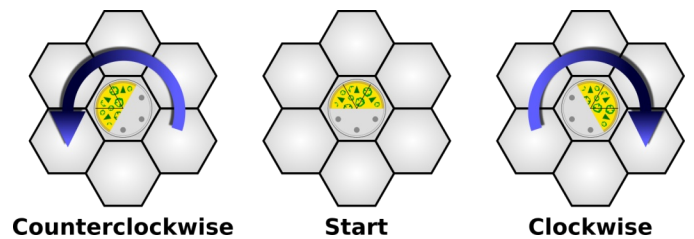
In the following illustration the Red piece can move in four directions (four slices), up to two spaces at a time (two empty spots). However, it cannot move through another piece. Since the Green piece is in the way, the Red piece is not able to move into the light yellow spaces.



Rotating

- Pieces can rotate one facing at a time

Pieces can make one 60° rotation clockwise or counterclockwise. End your rotation aligned with the board hex you are in.

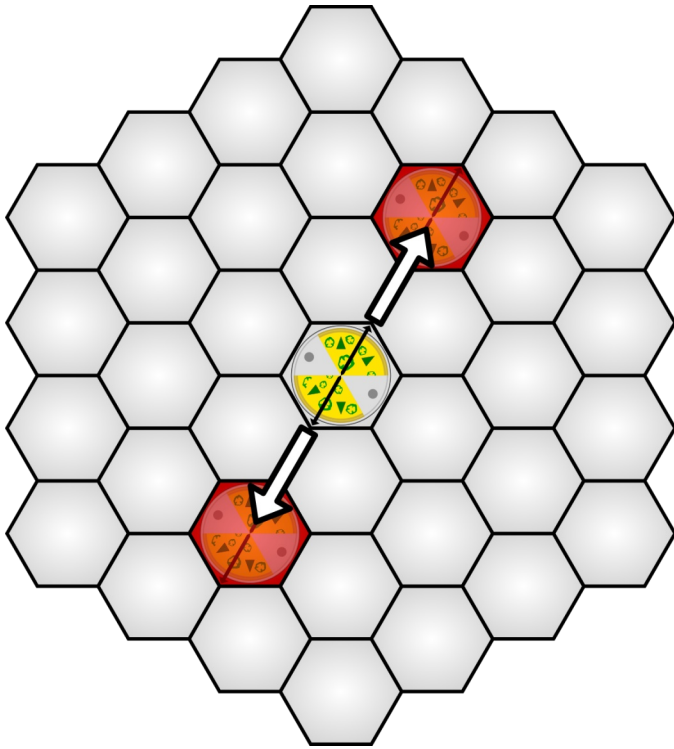


Prank to distract

- Pieces prank by making a diagonal jump in the direction of their cut lines

Pieces have cut lines whenever two slices are adjacent. These cut lines indicate that the piece can prank a rival in this direction.

Pieces attack in the direction of their cut lines by making a short diagonal jump. In the illustration below, the Green piece could prank a rival piece in either red space. Pranked rival pieces are distracted and removed from the game. Your piece replaces the rival piece. Do not rotate your piece while attacking.



- The Customer cannot be attacked

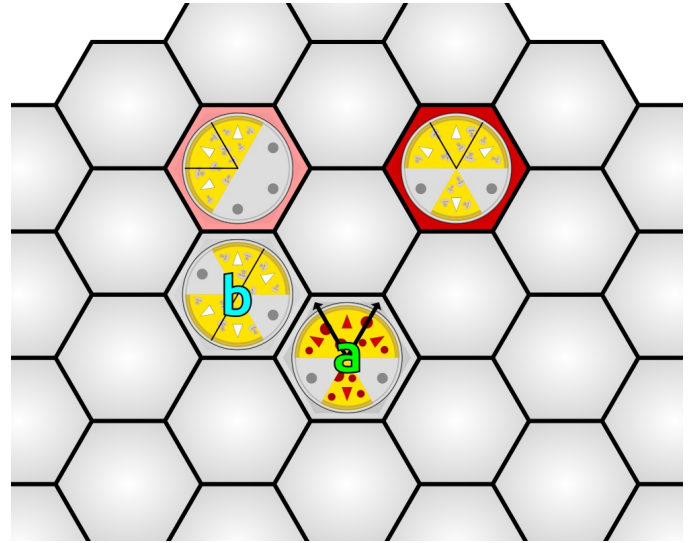
The Customer piece does not have any cut lines, therefore it cannot prank. However, it cannot be attacked. This piece is **invincible**. The Customer has pizza protector as a reminder.



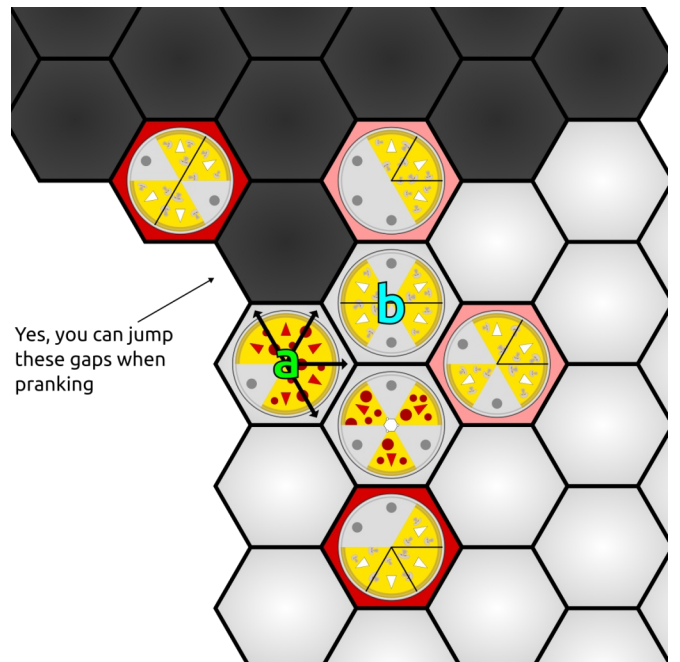
Blocking

- You cannot jump over a rival piece when pranking

In the image below, the piece marked (a) can only prank the piece in the red hex. The piece in the pink hex is blocked from the prank. That is because the piece marked (a) would have to jump over a rival piece (b) in order to prank, and that is an illegal move.



While the diagram below is more complex, the situation is the same. Piece (a) cannot jump over piece (b) while pranking. It can only prank the pieces in the red hexes.



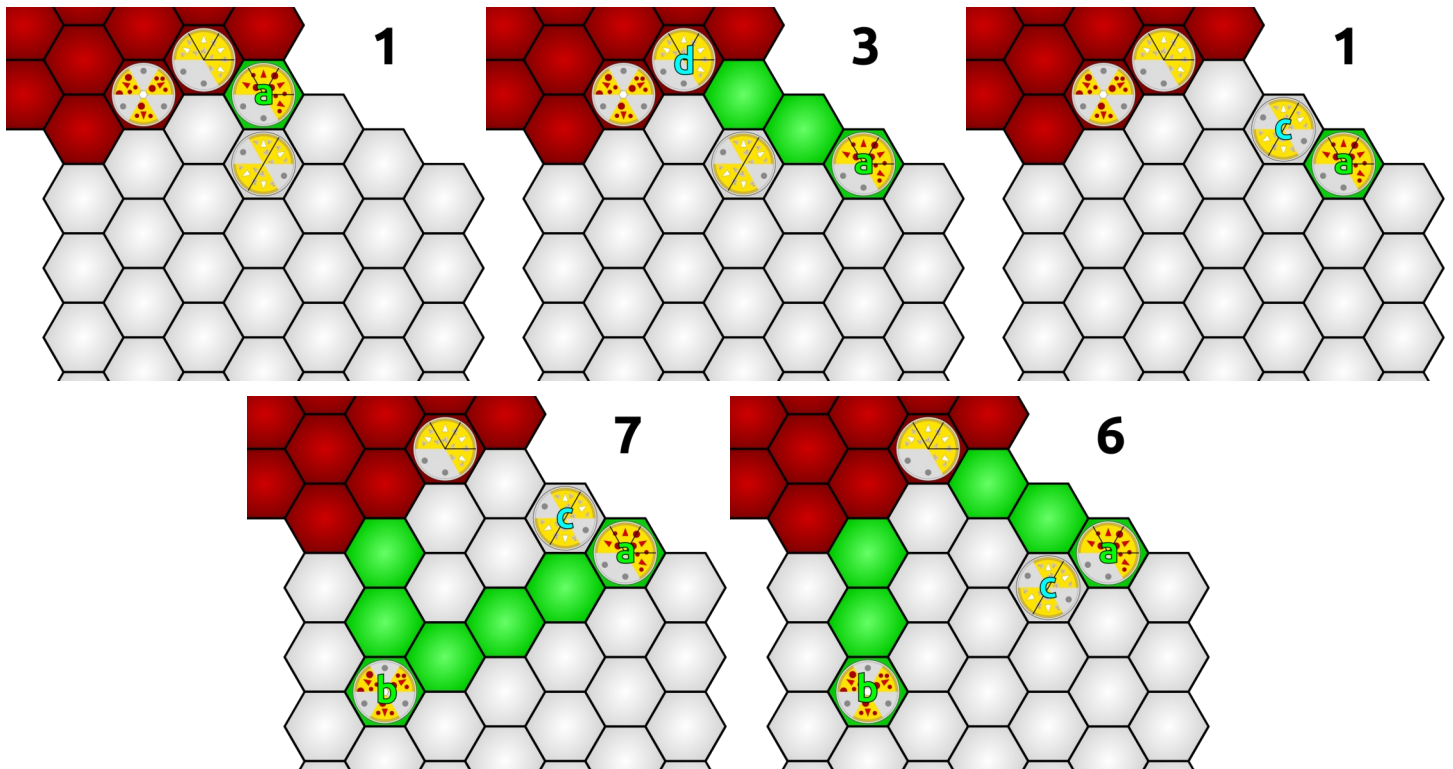
Territory

You win a game of NXS: Pizza Wars by moving your pieces into your rival's territory:

- Territory is captured by occupying a rival hex,
 - By having an unbroken line between your piece in rival territory and the edge of your territory,
 - Or by having an unbroken line between two of your pieces in rival territory.
-
- Captured spaces are only counted once per player

Consider the series of images below (note that we are ignoring the third player's spaces since we are looking at a two player example). As Red moves her piece (a) into White territory, she captures White's spaces. In the first image she captures territory just by occupying a space, then in the second image by moving deeper into White's territory and gaining an uninterrupted line between her piece (a) and the edge of her board (captured spaces are marked in green). **Note that the piece marked (d) has no effect on territory capture as territory is calculated to the **edge** of the board. In the third image, White counters with piece (c); interrupting the line from (a) to Red's border. Red responds by moving another piece (b) into White's territory, gaining an unbroken line between her two pieces (a) & (b). Red also gains a line between (b) and the edge of her board. In the final image, White breaks the connection between (a) & (b) with the piece marked (c), but gives back the territory between (a) and the edge of Red's board. This reduces Red's captured territory from 7 to 6 spaces.

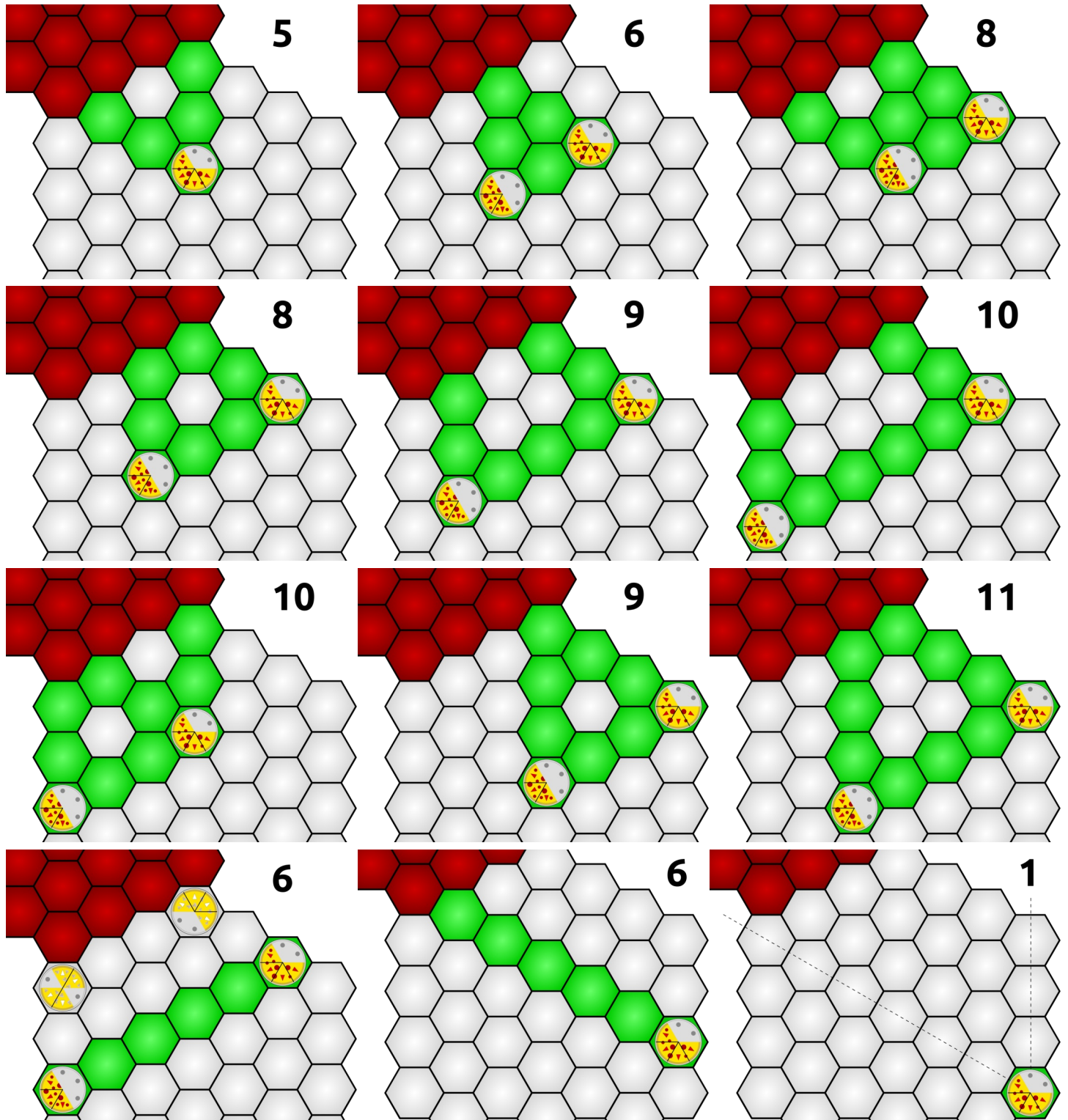
This back-and-forth continues until one player captures and holds enough territory to win the game (by default 10 spaces).



More About Territory

Understanding some basic patterns of territory capture will help you to quickly "see" how much territory that you have captured without having to count each space.

As you will see in the examples below, it is very possible to win the game by slipping just a few pieces across your opponent's border. Of course your opponent will be trying to do the same to you, so defend those front hexes!



Decisions

Before setting up, a few decisions need to be made

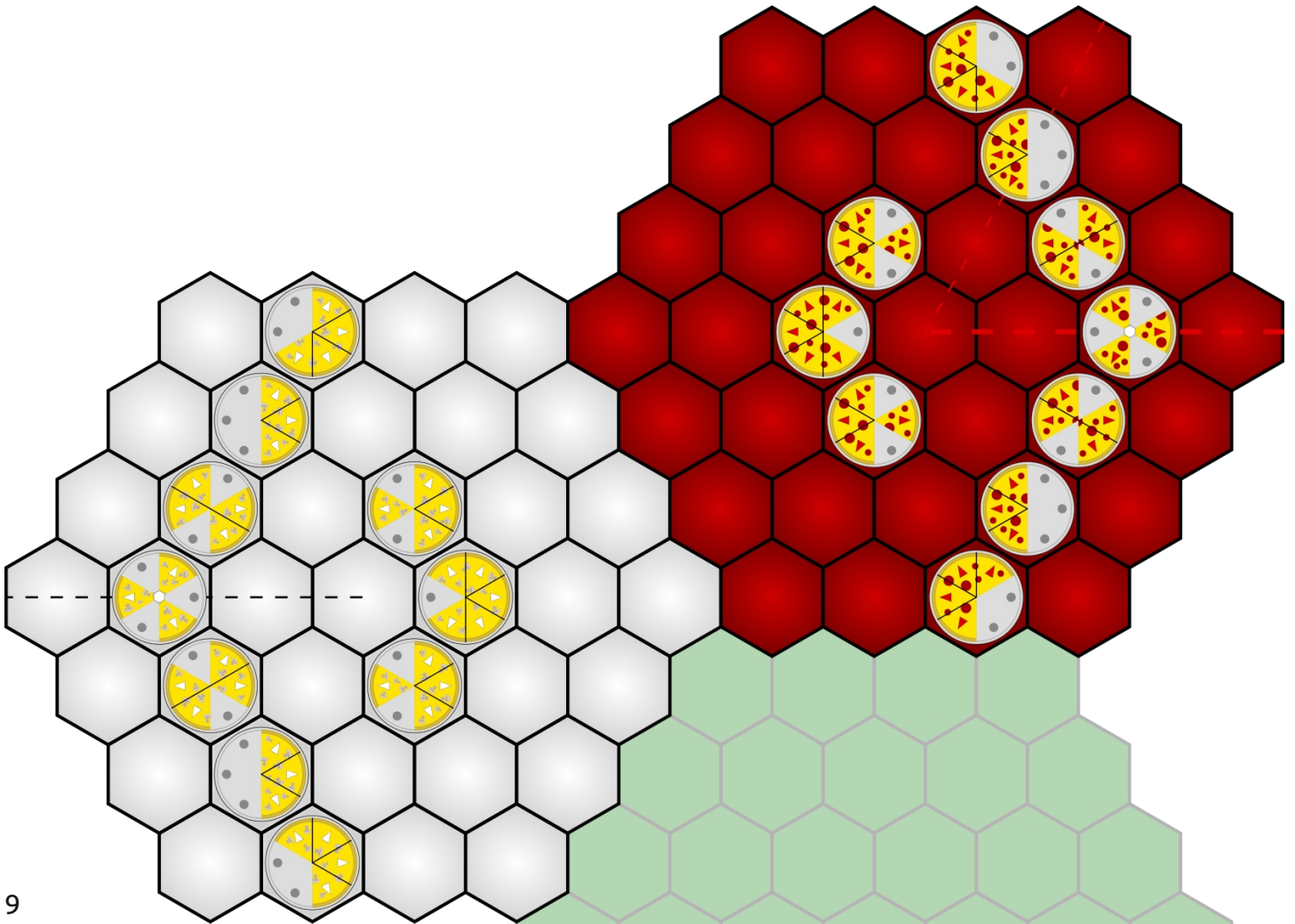
Who goes first? Traditionally White moves first, but players may use any method to decide the first player. Play progresses clockwise from the first player.

How many pieces are on your team? Typically, players choose from one of the standard setups (shown later), but random setup positions are also possible.

How much territory is required to win? The default is 10 spaces, but any reasonable amount could be used. Why not try 8 or 13 spaces? A more experienced player can even offer a handicap to a less experienced player (for example; the less experienced player might need 9 to win, while the more experienced player would need 10 or more).

Setting Up

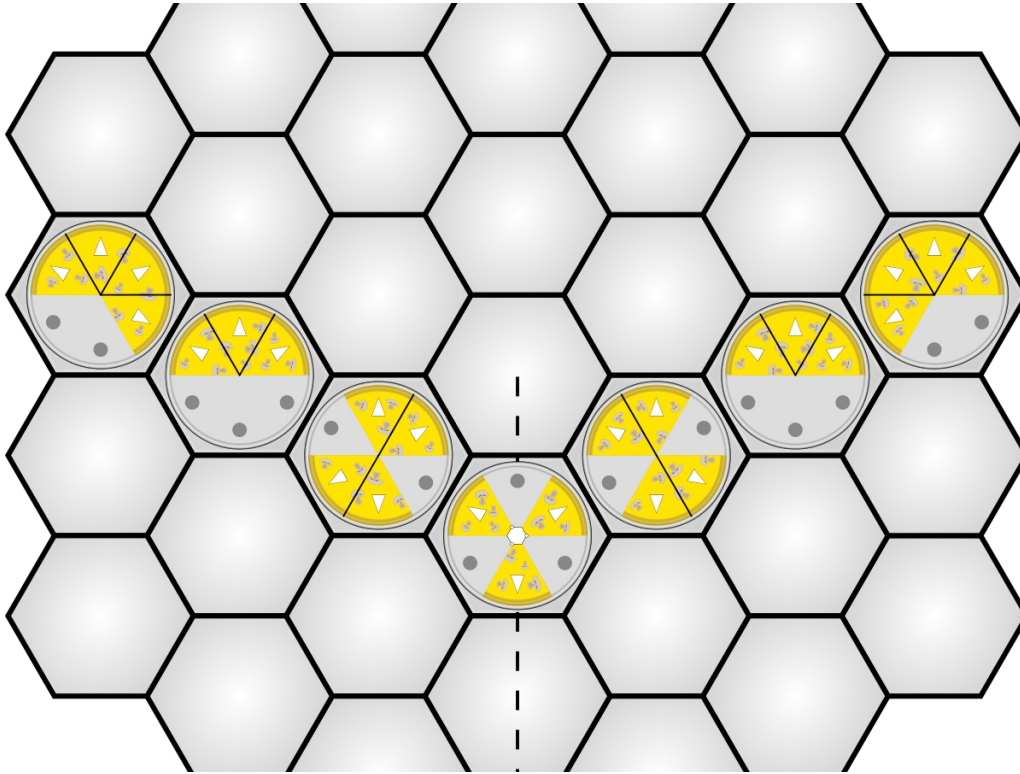
The image below shows you how to set up for a two-player game. Notice that the Red player has arranged their pieces using the **thick** centerline as a guide. White uses the thin (only) centerline as a guide. Red only uses their thin centerline for three-player games. In two-player games you ignore the green spaces, treating them as off-board / out of play.



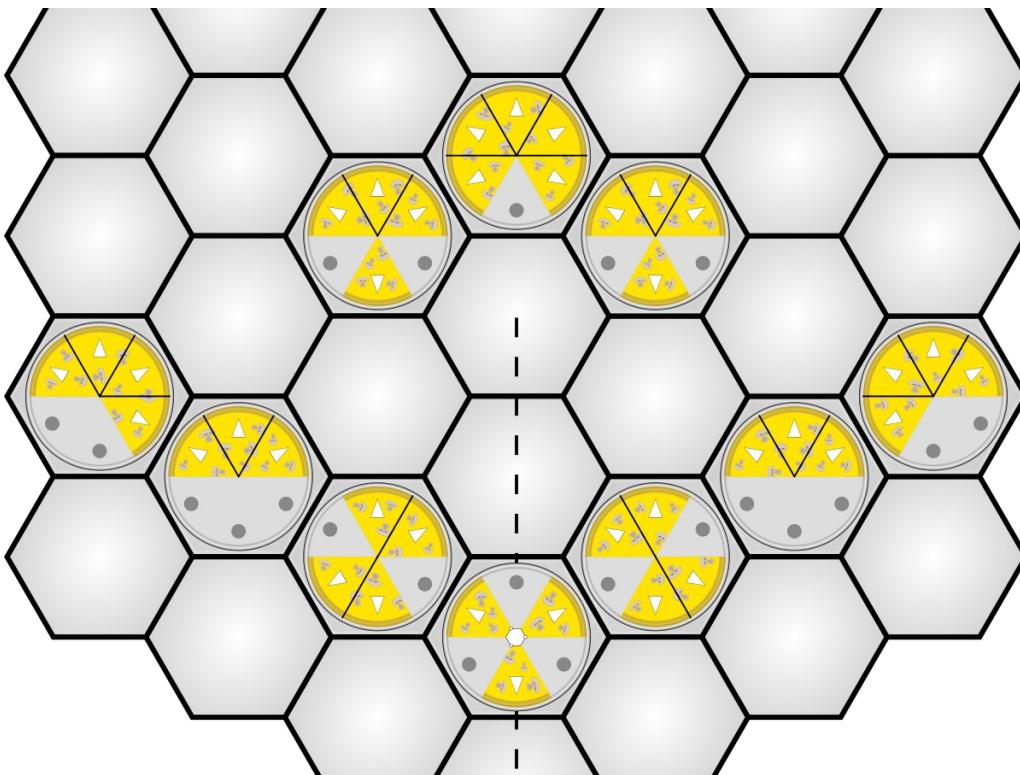
The Setups

These setups can be used in the two and three-player games. There are also alternate setups for three-player games (show later).

The image below demonstrates how to arrange the pieces for the standard **short game**.



The image below shows the standard setup for the **medium game**.



CARDS

Extra Topping Cards add an exciting new dimension to the game of NXS: Pizza Wars. Play an extra topping to give your piece an extra ability this turn.

The Basics

All of the standard rules of NXS: Pizza Wars apply. Each card adds a new one-time-use ability that alters the basic rules for one piece this turn. Unless otherwise stated, the card's action replaces your move this turn. The card colors are just to help find duplicates.

Here are three ways to play:

"Equal Slice"

For two players; to keep everything on an even keel.

Take the six green cards out of the deck. Shuffle them and randomly choose three. Give them to one player, and give the identical tan cards to the other. Cards are left face up.

Players may use each card once during the game to add a new ability to their piece. The card is turned face down after use.

"The Drawing of the Three"

For two or three players; to mix it up.

Shuffle and deal three cards face up to each player.

Players may use each card once during the game. It is turned face down after use.

This allows each player to have a different mix of special skills to start the game with.

To change things up even more; try four, five, or even six cards each. Even try dealing the cards face down for a secret element.

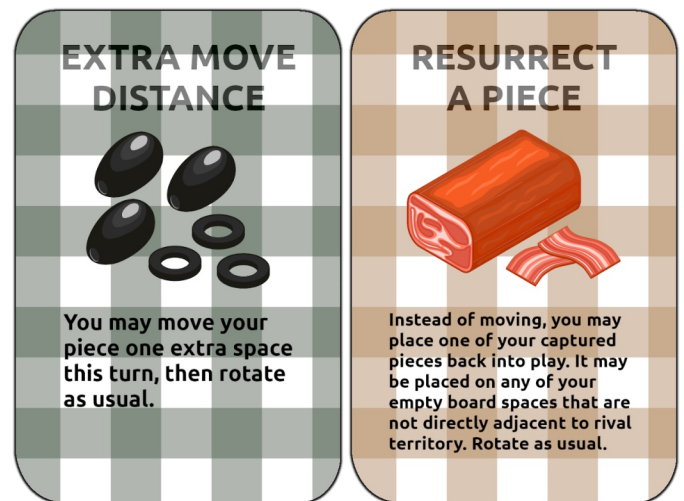
"Onitama sutairu" – *Onitama-style*

For two or three players; to keep the cards flowing.

Shuffle and deal two cards face up to each player. Deal one card face up in a neutral location.

When a player uses a card, they then replace it with the neutral card, and place their used card in the neutral area. The next player to use a card does the same.

In this way the cards keep flowing from player to player, and holding onto them can become a new strategic element of the game.

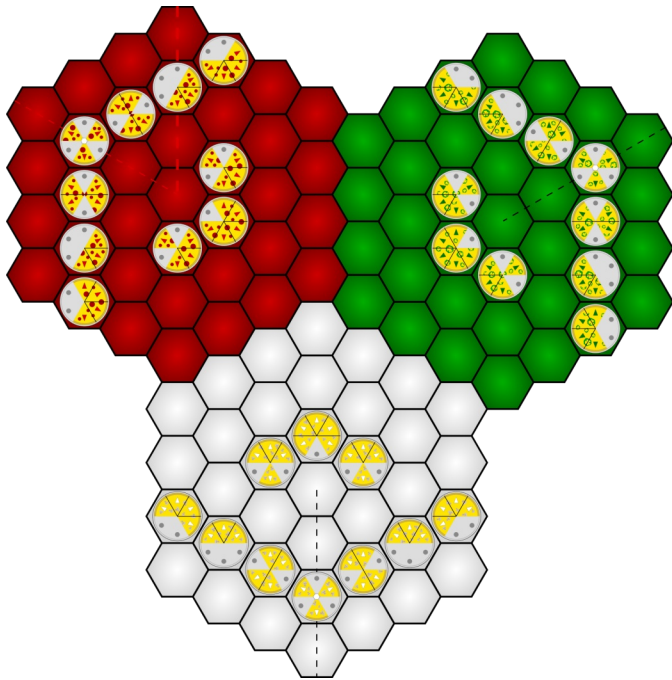


Example:

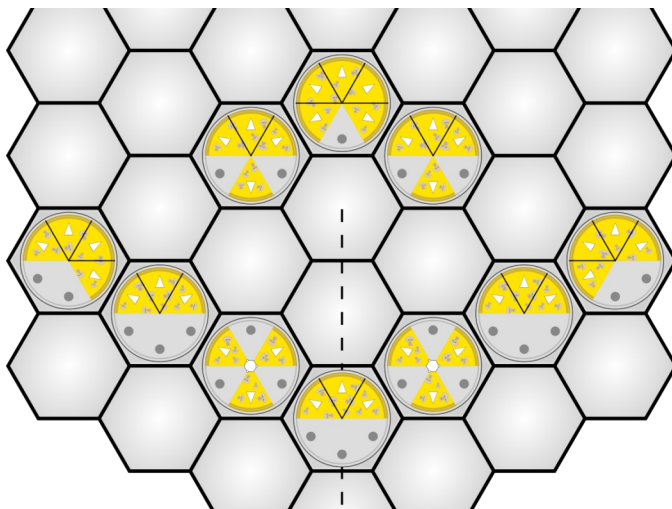
Players have chosen the Equal Slice method to incorporate the Extra Topping cards. Towards the end of the game, Player 1 uses the Extra Move Distance card (their last unplayed card). They move the Delivery Driver four spaces, instead of the normal maximum of three. This allows them to dive deeper into rival territory and capture enough spaces to win the game.

THREE PLAYER

All three players arrange their pieces around the thin center line on their portion of the board. You can use either the short or medium game setups shown above, or one of the special three-player setups.

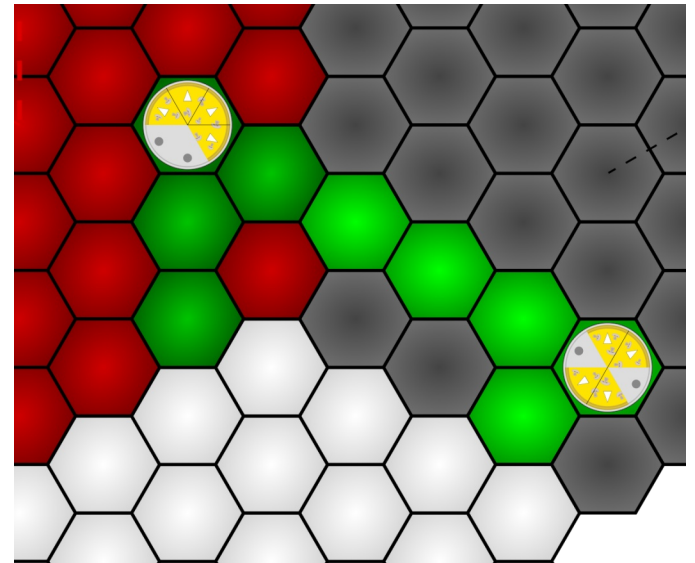


When using all three boards, you can use more Customer pieces, like in the three-player medium game layout shown below.



Special rules for three player games:

- You must capture at least 1/3 of the needed territory from each rival player. For example; if you are playing to 10, then you must get at least 4 of those spaces from each rival.
- Two players can capture the same rival space. For example; if both white and red have captured one of green's spaces it will count towards both red's and white's total captured spaces.
- You can capture territory across multiple enemy boards. In this illustration, you can see that White has two pieces in rival territory. White captures all of the uninterrupted spaces (marked in green) between White's pieces (and the spaces between White's pieces and the edge of White's board).



MORE

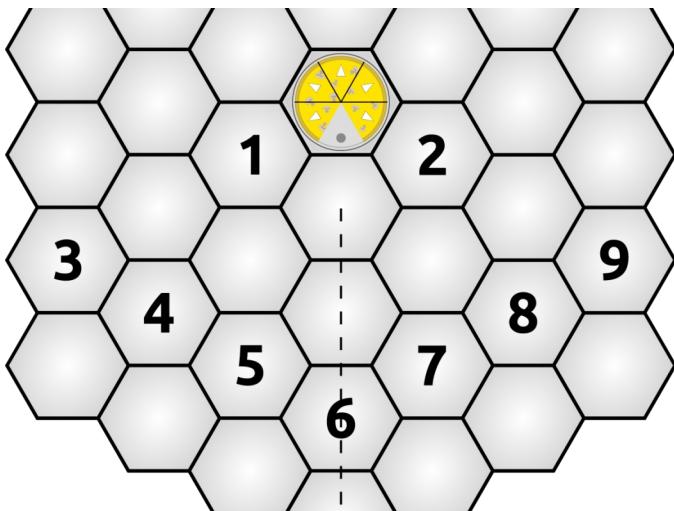
Random Setup



You can use the included piece selection tiles to randomly select the starting position of the pieces. Below is an example of setting up for a medium length game.

Place a Manager piece as indicated (they are slow moving, so having them in front is best). If you are playing a two-player game, place all but two Customer pieces face down (for three-players you use all the tiles) and shuffle them.

Randomly draw tiles, and place the corresponding piece on the board in the locations shown below. Your opponent(s) should either set up in an identical fashion, or randomly draw their own set if you want to mix things up.

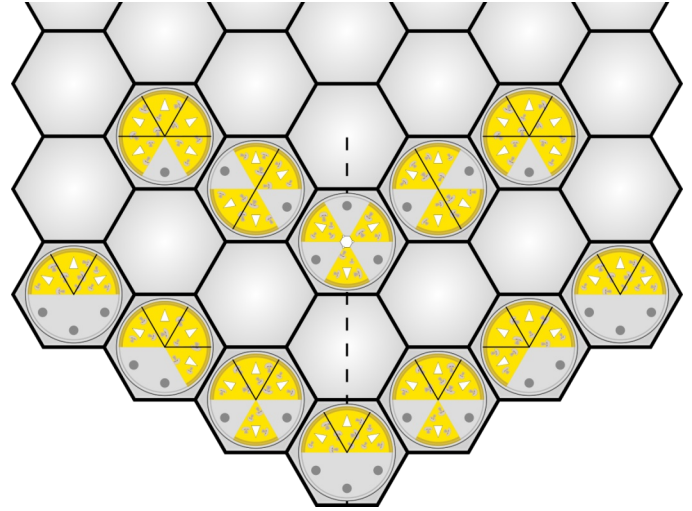


You can use the same technique to set up for shorter and longer games.

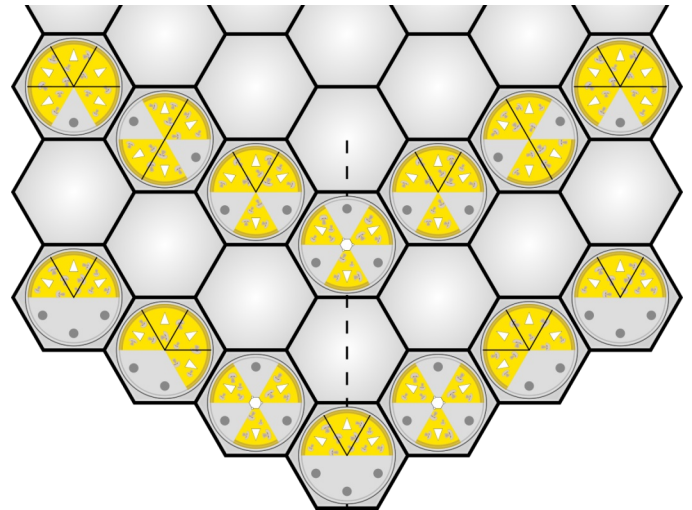
Other Setups

There are many starting positions in NXS: Pizza Wars, depending on the length of game you want to play.

Two-Player: Long Game



Three-Player: Long Game



Many more available; scan the code below.



Variants

"Double Agent"

Double Agent is a two-player game, but players set up like a three-player game (using any board setup). The third "player" is the Double Agent, a hostile third party that you share control of.

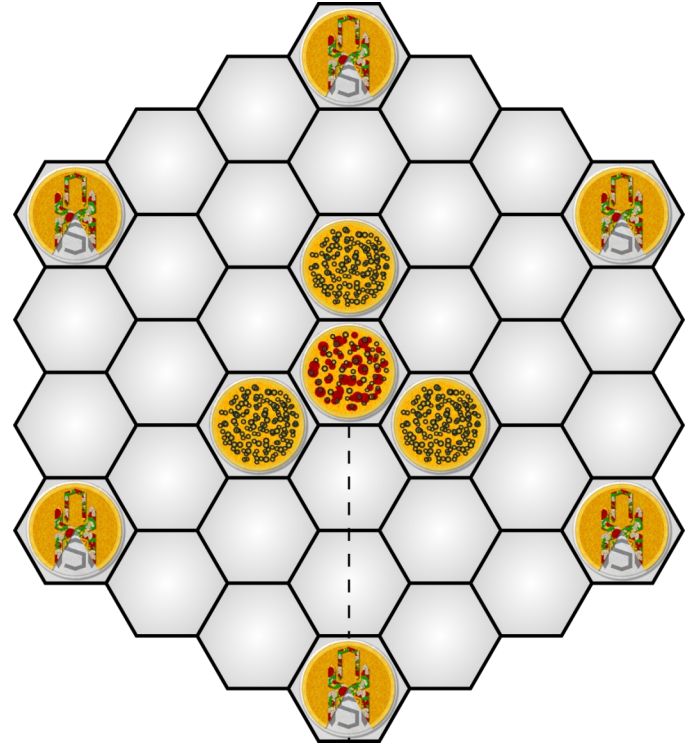
Special rules for Double Agent:

1. All special rules for three-player games apply (e.g. you must capture at least 1/3 of the needed territory from your opponent, and at least 1/3 from the Double Agent)
2. Double Agents are always considered enemy pieces. You cannot jump over them to capture. They block you from capturing territory if they are in the way.
3. Players take turns controlling the Double Agents. Assuming that Red and White are the two human players, and that Green is the Double Agent:
 - White moves a white piece, then rotates a white piece
 - Red moves a red piece, then rotates a red piece
 - Red moves a green piece, then rotates a green piece
 - White moves a white piece, then rotates a white piece
 - White moves a green piece, then rotates a green piece
 - Continue alternating play (moving and rotating your pieces, and then the Double Agent) until someone has enough territory to win
4. You cannot move a Double Agent piece in a way that would put it (or another Double Agent piece) in danger of being captured.

heXentafl

Bonus Game!

heXentafl is a modern twist on the ancient Viking game Hnefatafl that can be played on a NXS: Pizza Wars board.



Please scan the QR Code below for a link to the rules, or visit nxsgame.com/hexentafl.html



PIZZA VS. PIZZA WARS



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