PIZZA LOVE® CARD GAME

Three games with one deck

2–5 PLAYERS · 6+ · 5–15 MIN · 42 PIZZA CARDS · 58 TOPPING CARDS

RULES AND VIDEOS ONLINE
More information and videos at
pizzalove.fi/en/card-game

EN

PIZZA CARDS



A pizza card shows a pizza with one to four different toppings. The pizza's value (1–10) is shown in the corners. The game includes 10 heart pizzas with the value 10.

TOPPING CARDS



A topping card shows one topping. The topping's value (1–10) is shown in the corners. The 3 fantasy toppings (X) can be any topping.

BASIC RULE

Pizza cards are always on the table. They are made with topping cards from your hand.

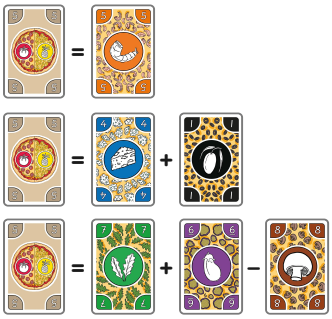
PIZZA VALUE

Make a pizza with your own topping cards and say aloud the calculation that matches the pizza's value. All calculations are allowed and can be combined, as long as the result equals the pizza's value. For example **5 = 10 : 2**.

THREE WAYS TO MAKE A PIZZA

The ways differ in which topping cards you may use.
All the examples use the same pizza: tomato–pineapple, value 5.

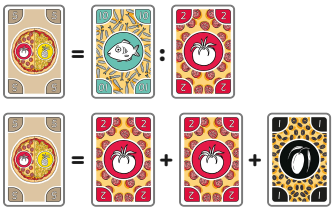
1. ANY TOPPINGS



#1 PIZZA PARTY

Use any topping cards, as many as you like – **even just one**. Only the value counts.

2. BASSO THE MONKEY'S WAY



#1 PIZZA PARTY (EXTRA CHALLENGE)
#2 PIZZA BASSO

Use as many **different** toppings as the pizza has. They don't have to be the pizza's own toppings. You may use more cards, for example two of the same.

The tomato–pineapple pizza has two toppings, so one card is not enough.

3. THE RIGHT TOPPINGS



#3 PIZZA LOVE

Make the pizza with **exactly its own toppings**.

The tomato–pineapple pizza needs a tomato and a pineapple.

#1 PIZZAPARTY

Easiest to start with, quick and lively · approx. 5 min

GOAL

Players compete to make pizzas. The winner is the one who makes the most pizzas before the pizza or topping cards run out.

GAME PREPARATIONS

1. Shuffle the pizza cards and place them in a pile within reach of all players.
2. Shuffle the topping cards and deal 5 to each player. The rest form a draw pile. Players may look at their cards.

STARTING THE GAME

Turn the first pizza card face up next to the pile. All players immediately try to make that pizza with their topping cards.

HOW TO PLAY

- The game is played without turns: everyone tries to make pizzas at the same time.
- You make a pizza by slapping your topping cards onto the pizza on the table and saying the calculation aloud. The fastest player takes the pizza card and collects it in front of them.
- If several players slap at the same time, the pizza goes to the player whose cards are at the bottom.
- Used topping cards are removed from the game. Draw new cards until you have 5 in hand again.
- Turn a new pizza card face up straight away. Continue until the pizza or topping cards run out and no one can make a pizza anymore.

IF A PIZZA CANNOT BE MADE

If no one can or wants to make the pizza on the table, turn a new pizza card on top of it. The player who makes the next pizza takes all the pizzas on the table.

SCORING AND WINNING

A pizza scores as many points as it has toppings. A heart pizza scores one extra point. For example, the tomato–pineapple pizza = 2 points.

The round is won by the player with the most points. Agree on how many rounds to play – for example, the first to win 3 or 5 rounds wins the whole game.

TURN-BASED PIZZA PARTY

You can also play in turns, giving each player time to think during their turn.

OPTIONAL RULES

Scoring: agree before the game if you score differently.

- **Easier:** every pizza = 1 point, +1 for a heart pizza.
- **Harder:** a pizza = its value (1–10), +1 for a heart pizza.

Calculations: you can restrict them, for example:

- play only with addition and subtraction
- every pizza must include multiplication or division.

#2 PIZZABASSO

Calm and exciting · approx. 7 min

GOAL

Players try to empty their hand – to get rid of all the topping cards in their hand. The first to succeed wins the round.

Note: Pizzas are made in Basso the monkey's way.

GAME PREPARATIONS

1. Shuffle the pizza cards and place them in a pile within reach of all players.
2. Shuffle the topping cards and deal 7 to each player. The rest form the draw pile. Players may look at their cards.

STARTING THE GAME

Turn the first pizza card face up next to the pile. The player who last ate pizza begins.

HOW TO PLAY

Players take turns trying to make the pizza on the table with their topping cards.

A) If you succeed: remove the used topping cards from the game and turn a new pizza card from the pile on top of the old one. The turn passes to the next player.

B) If you can't or don't want to make the pizza: draw one topping card. The turn passes to the next player.

C) One card left: when you have only one topping card left, act like a hungry Basso the monkey and shout: "PIZZAAA!"

IF THE TOPPING CARDS RUN OUT

Shuffle the discarded topping cards into a new draw pile and continue.

SCORING AND WINNING

The round is won by the first player to get rid of all their topping cards. Add up the values of the cards left in the other players' hands – that total is the winner's points. Normal toppings count their value (1–10), a fantasy topping counts 20.

The first to reach 100 points wins and earns the title **Pizza Basso – the true pizza monkey**.

OPTIONAL RULES

Everyone scores: everyone keeps the pizzas they make and counts their own points at the end of the round: a pizza = its value (1–10), +1 for a heart pizza. Works well with young children.

Shorter game: you can agree that the game ends at, for example, 30 or 50 points, or that the first to win 3 or 5 rounds wins the whole game.

#3 PIZZALOVE

Most tactical and challenging, 8+ · approx. 15 min

GOAL

Players try to make all their own pizzas before the others. The first to succeed wins.

Note: Now the toppings matter: a pizza can only be made with the right toppings.

GAME PREPARATIONS

1. Shuffle and deal 8 pizza cards to each player. Players place them face down in a pile in front of them and turn the top card face up.
2. Place one pizza card face up in the middle of the table as the exchange pizza. Remove the rest of the pizza cards from the game.
3. Shuffle the topping cards and place them as a draw pile on the table.

STORAGE

Each player has 4 storage slots. Topping cards in storage are kept face up. You can use them for your own pizzas just like cards in your hand, and other players can use them for exchanges.



STARTING THE GAME

The player who last ate pizza begins and draws 5 topping cards into their hand.

HOW TO PLAY

1. Draw topping cards until you have 5 cards in hand.
2. Try to make the top pizza of your pile using cards from your hand and storage.
3. You may exchange cards in your storage with another player's storage cards using calculations.
4. Once per turn, you may swap the top pizza of your pile and the exchange pizza: your own pizza stays in the middle as the new exchange pizza, and the exchange pizza goes on top of your pile. You may make the pizza you got immediately.
5. End your turn by placing one topping card from your hand face up into your storage.

Note: If you empty your hand before placing a storage card, draw 5 new cards and continue your turn.

MAKING A PIZZA

When you have the toppings you need in your hand and/or storage, make the pizza. The pizza card and the used topping cards are removed from the game. Turn the next pizza card from your pile face up – if you have the toppings for it, you may make it immediately.

HEART PIZZA

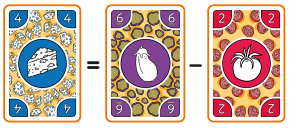
When you make a heart pizza, give your next pizza card (without looking at it) to another player. They place it at the bottom of their pile.

EXCHANGING STORAGE CARDS

Get the toppings you need by exchanging cards in your storage with another player's storage cards.

- The cards you give and the cards you get must make the same number when you calculate. All calculations are allowed.
- The other player must accept the exchange.
- Place the cards you get in your own storage.
- You may make several exchanges per turn. Each exchange is always with one other player.
- Only top cards can be exchanged.

EXAMPLE OF AN EXCHANGE



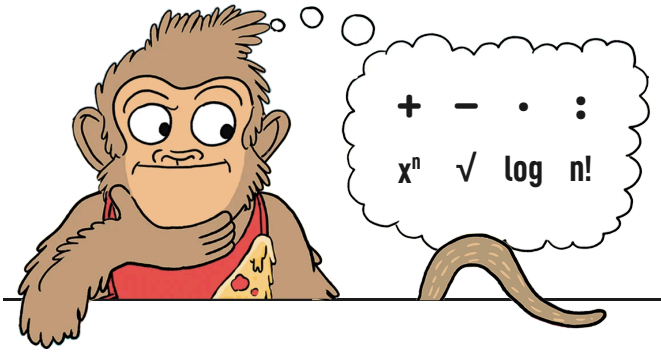
Player B exchanges their 4 for player A's 6 and 2, because 4 = 6 – 2.
Now B can make their pizza.

FILLING THE STORAGE

- Storage slots can be filled in any order.
- Cards can be stacked. Only the top card can be used or exchanged, so by stacking you can protect a card from exchanges. It is then locked for you too.
- Storage cards cannot be moved.

WINNING THE GAME

The game ends when one player has made all the pizzas in their pile.



ALL CALCULATIONS COUNT

Everyone calculates at their own level, for example:

$5 = 2 + 3$	$5 = 7 - 2$	$5 = 5 \cdot 1$	$5 = 10 : 2$
$5 = 2^2 + 1$	$5 = \sqrt{9} + 2$	$5 = \log_2 8 + 2$	$5 = 3! - 1$

Handy tricks: multiply by one, or divide a number by itself to get one (2 : 2 = 1).

BRUNO OR BASSO?

In the rules printed in 2025 and in the videos, the monkey is called Bruno (and the second game Pizza Bruno). Basso's way now talks about toppings instead of topping cards, which gives the game many more possibilities.

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