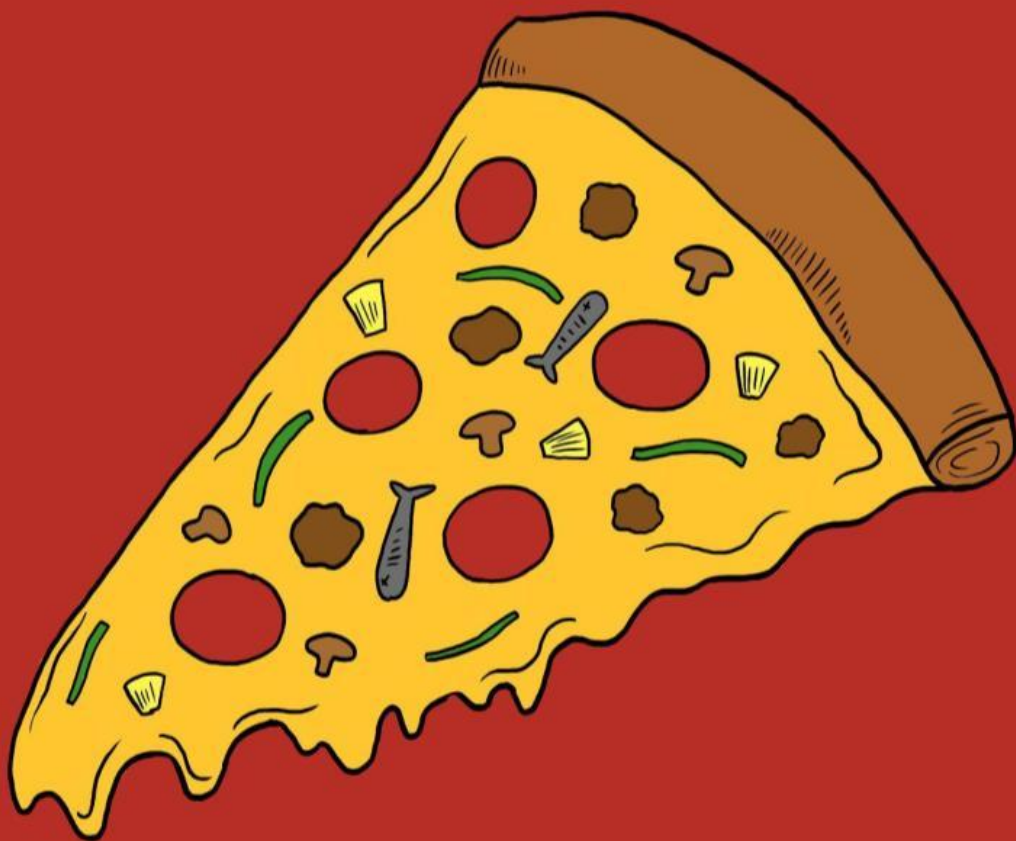


# MARINARA MELTDOWN



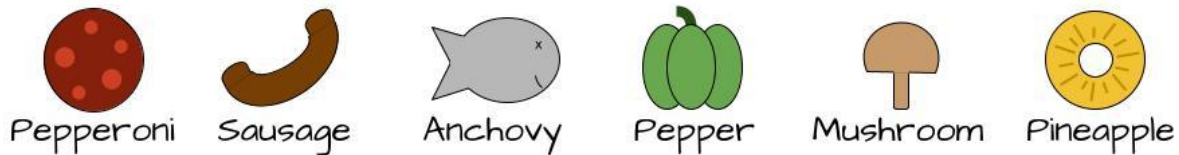
Marinara Meltdown requires four players. Each owns a competing Italian pizza shop, trying to have the most successful business by hiring employees, collecting ingredients, and making pizzas. The first to get 20 positive reviews wins!

## COMPONENTS

- 4 character cards
- 120 topping cards (20 cards per topping)
- 4 good review cards
- 3 custom dice (1x vegetables, 1x meat, 1x chefs)
- 4 money cards
- 8 cubes for money/good review markers

## SETUP

- Shuffle the character cards and deal a card to each player to determine everyone's characters (see descriptions on the cards). All players start off with \$5, unless specified otherwise in the character's ability.
- Each player gets one good review card and one money card, along with 2 cubes to use as markers on these cards to indicate the number of good reviews and money each player has. There are 3 custom dice: one with one ingredient on each side, and one with vegetables, and one with meat.
- The most Italian player (decided by players) will be first in the player order, and will rotate clockwise from them.



## CHARACTERS

### Luigi

Has infinite mushrooms that cannot be traded. Each mushroom pizza you sell gives you \$1 extra. Do not keep more than five mushroom cards in your possession at once.

### Antonio

Food from the market costs \$2 instead of \$3, and chefs cost \$1 less to hire.

### Lorenzo

Have the option to pay \$3 to steal a chef from an opponent for one turn. They return to their boss on your next turn. Cannot target the same player twice in a row.

### Francesca

Starts the game with \$2 extra and an additional chef.

# HOW TO PLAY

On each player's turn, a customer enters their shop and orders a pizza. The player will roll the two topping dice (one for vegetables, one for meats) to determine the toppings that were ordered on the pizza.

**Chefs:** Each chef collects one topping per turn. Toppings are used to make the pizzas that are ordered by customers. On a player's turn, they roll the chef die for each chef they have, and pick up an ingredient card for each ingredient rolled.

- All players start with one chef, unless specified in the character's ability.
- A player can hire one new chef per turn. The first chef costs \$10 to hire, and each subsequent chef costs an additional \$5 (\$15, \$20, etc). A player can have a maximum of four chefs. They cannot use their new chefs until the turn after they acquired them.

**Making Pizzas:** Pizza toppings are collected by a chef or from the market.

- If a customer orders a pizza topping that the player does not have, they have the option to go to the market and buy the ingredient. Each topping from the market costs \$3, and they can buy as many toppings as their money allows in a turn. The player can also choose to turn the customer away, resulting in the loss of one good review.
- A player can sit on an order for one turn. This means they can collect ingredients on their next turn and then make the pizza. Players must keep track of these orders in their head. If they are not able to make the pizza the turn after they get the order, the customer leaves and a good review is lost.
- Complete an order by discarding ingredient cards for what the customer ordered. When an order is completed, the current player gains one good review and receives \$1 as the base price, plus \$1 for each topping on the pizza. Keep track by moving the cubes on the money and good review cards.
- Players can only have five of each topping in their possession at once. If you have five of a topping and roll to collect it, do not pick up anything.

**Trading:** Players can choose to trade toppings with other players, for either toppings or money. The quantity and items being traded are up to the discretion of the players. A player can only initiate a trade when it is their turn.

**Win Condition:** The first player to reach 20 good reviews wins!

# LARGE CARD DESIGNS

## Antonio



Food from the market costs \$2 instead of \$3, and chefs cost \$1 less to hire.

## Luigi



Has infinite mushrooms that cannot be traded. Each mushroom pizza you sell gives you \$1 extra.

## Lorenzo



Can pay \$3 to steal a chef from an opponent for one turn. They return to their boss on your next turn. Cannot target the same player twice in a row.

## Good Reviews

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20

## Francesca



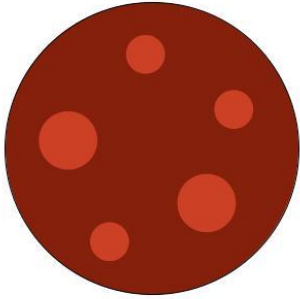
Starts with \$2 extra and an additional chef.

## Dollars

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20

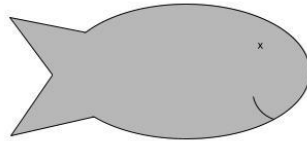
# SMALL CARD DESIGNS

Pepperoni



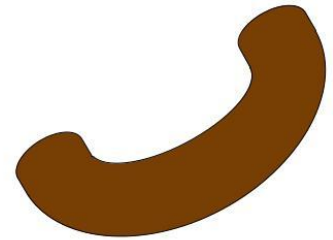
Pepperoni

Anchovy



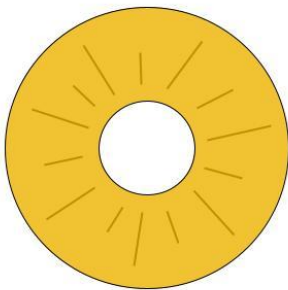
Anchovy

Sausage



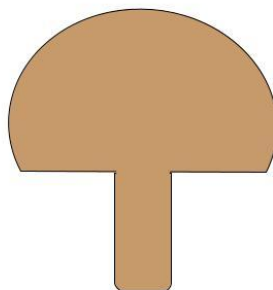
Sausage

Pineapple



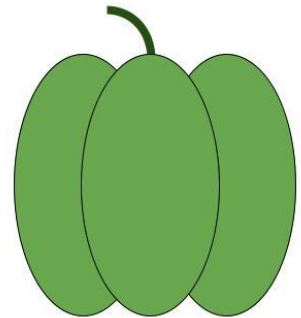
Pineapple

Mushroom



Mushroom

Pepper



Pepper