


**Contents:**

- Game Board
- 16 Fraction Pizzas
- 4 Delivery Box Pieces
- 1 Spinner



Assemble spinner arrow as shown here.

**Set up:**

Place the fraction pieces with the pizza side up in the center of the board. Place the whole pizzas in one pile, the halves in another, and so on. The number of fraction pieces needed depends on the number of players. Use the chart below to determine the correct number of "pizza slices" to place in the center of the board.

2 players

- 1 whole (green pepper)
- 3 halves (mushroom)
- 5 thirds (pepperoni)
- 7 quarters (olive)
- 2 delivery boxes

3 players

- 2 wholes (green pepper)
- 5 halves (mushroom)
- 8 thirds (pepperoni)
- 11 quarters (olive)
- 3 delivery boxes

4 players

- 3 wholes (green pepper)
- 7 halves (mushroom)
- 11 thirds (pepperoni)
- 15 quarters (olive)
- 4 delivery boxes

(Note: Another way to determine the number of pieces needed is to have each player completely fill his/her pan. Then one player takes away one piece of each pizza. Use the same number of delivery boxes as there are players).

**Object of the game:**

Be the first player to completely fill all four of your pizza pans with the correct fraction pieces.

## Directions for game play:

Spin the spinner. Whoever the arrow points to goes first. Players take turns spinning the spinner and following the directions (see below). Players try to collect pizza slices to fill all four of their pans. A player can “box up” a completed pizza by placing a delivery box on top of it. Other players cannot take slices from a “boxed” pizza. The first player to completely fill all four pizza pans wins.

### Spinner Sections:

**Pizza slice:**

If a player spins one of these, he/she chooses a matching piece from the center and says the fraction out loud. He/she then checks the back of the piece. If correct the player places it on his/her pizza pan. If there are no more matching pieces in the center, the player can take one from another player's pan. If the player does not need that piece (their pan is full), the player waits until his/her next turn to spin again.

**Choose One:**

If a player spins this, he/she may choose any pizza slice or a delivery box from the center (or from another player if there are none left in the center). Players may not choose a piece from a pizza that has a delivery box covering it.

**Share a Slice:**

If a player spins this, he/she must give one pizza piece to any other player he/she chooses. The player who receives the piece must be able to place it on his/her pan.

**Take a Delivery Box:**

If a player spins this, he/she may take a delivery box from the center (or from another player if there are no more in the center). Delivery boxes should be placed on a completed pizza. If the player does not have a completed pizza, the delivery box can be saved until he/she completes a pizza. Delivery boxes may be placed on a completed pizza at any time.

**Lose a Delivery Box:**

If a player spins this, he/she must return a delivery box, if he/she has one, to the center of the board.

### Option for a longer game:

Use the same rules as above, but when a player spins a pizza section, he/she may take a slice even if his/her pan is full. The player may hold the extra slices on reserve and place them as needed. Reserve pieces may be placed in pans at any time.



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