

# PIZZA HEROES



**A Pizza-Based Storytelling Game**  
**By A. C. Sherman**

# Acknowledgments

This game wouldn't exist without the work of many other game designers that inspired it, including:

- [When You're Here, You're Family](#) by Jeff Stormer,
- [Spindlewheel](#) by Sasha Reneau,
- [If Not Us, Then Who?](#) by Riley Hopkins,
- The incredible work inspired by Neil Cicierega submitted for [Marn S. and Ben Roswell's 2019 Neilvember Jam](#), and,
- Many other great tabletop designers on Itch.io.

The art used for the cover of the game is a derivation on Thomas Rowlandson's etching *Slap-Bang Shop (1815)*

This game and its title are also directly inspired by the song Pizza Heroes by Lemon Demon.

*Every time you dream of circular cuisine (We always deliver)*

*24/7 Pizza pie heaven (We always deliver)*

*Day or night, Night or day*

*Black or white or Straight or gay*

*We always deliver We always deliver We always deliver We always deliver*

*We always deliver We always deliver We always deliver We always deliver*

*We always deliver We-*

# How To Play

This is a storytelling game in which you work as a team to take on the role of a pizza delivery person en route to deliver a pizza. In order to play this game, the following materials are required:

- The Face Cards from a standard deck of cards
- An amount of money suitable to order enough delivery pizza for the assembled group and leave a sizable tip.

Once you've assembled and shuffled your 16-card deck you're ready to follow these instructions to play:

1. To begin the game, order an amount of pizza suitable for the gathered group. Make sure everyone is satisfied with the amount and types of pizza offered. **Do Not** involve the workers in your game and be sure to treat them with extra respect. **Tip them EXTREMELY well.**
2. Now that your pizza has been ordered it's time to imagine the journey of the hero who will walk the path to deliver it to you. That hero always starts out on foot, and the story you may tell will be shaped by the cards in front of you. Feel free to make the story as outlandish or mundane as your group would like. This is the story of **your** hero and **your** pizza. The sky is the limit.
3. Sit in a pizza shape around your play area and have the person who placed the order draw a card from the deck. They will announce the card, then read the prompt and questions from the following pages that matches that card.
4. You will work together as a group to come up with the answers to at least 2 of the questions on each card. Whenever a new card is revealed, think about how your hero's journey may have progressed from the card before and how those things may be connected. This is a strange day in the life of your hero. Don't be afraid to lean into that fact. Feel free to look back to make things more interesting.
5. The game ends when the pizza arrives. Enjoy a slice and each others' company while reflecting on how the hard work of your hero, imagined and otherwise, has made your gathering possible.

## **JACK OF HEARTS**

### **A Familiar Face**

You come across an acquaintance whose name  
you can half-recall

- From where do you recognize them?
- Would they recognize you here?
- Why aren't you closer?

## **KING OF HEARTS**

### **A Potential Paramour**

It always makes your day brighter to cross this  
person's path

- Who are they, and what draws you to them?
- What makes you think they'd be interested in you, too?
- What's prevented you from being together?

## **QUEEN OF HEARTS**

### **A Mysterious Preacher**

A charismatic person is spreading their version  
of a good word

- What dogma are they preaching?
- Do you agree with it?
- What question do they ask that sticks with you?

## **ACE OF HEARTS**

### **A Fellow Pizza Hero**

It seems you're not the only person delivering  
pizzas today

- Are you friends? Or do they hail from a rival chain?
- What makes their chain and/or delivery style worse than yours?
- What do you envy about them?

## **JACK OF DIAMONDS**

### **A New Way to Travel**

It's always hard walking for your deliveries, but that struggle ends here

- What is this new form of travel?
- What makes it better than walking?
- What risks come with using it?

## **KING OF DIAMONDS**

### **Unexpected Riches**

This could be the delivery that changes your life

- What valuable thing do you come across?
- What problem do you have that these newfound riches could solve?
- It would be incredibly easy to take it. Do you?

## **QUEEN OF DIAMONDS**

### **An Unnoticed Landmark**

You've walked this path many times before, but something new catches your eye

- What do you notice that you've never noticed before?
- What makes it stand out from the world around it?
- What about you is different that it catches your attention today?

## **ACE OF DIAMONDS**

### **A Mysterious Creature**

Some strange beast blocks your path with a hungry look in its eye

- What kind of animal have you come upon?
- What draws your attention to them and what draws theirs to you?
- What do you risk by stopping to admire the creature?

## **JACK OF CLUBS**

### **A Childhood Friend**

You see someone you haven't spoken to since you were young

- When was the last time you thought about them?
- What secret of theirs have you still kept?
- Do you call out to them now?

## **KING OF CLUBS**

### **A Family Member**

Family and work don't often mix, but it's become unavoidable today

- How is the person you've come across related to you?
- What about them makes your day easier?
- What about them makes your day harder?

## **QUEEN OF CLUBS**

### **An Old Flame**

It's been a while since you've been involved with them

- Who are they, and what do you miss most about them?
- What about them keeps you up at night?
- Why are they an old flame rather than one that still burns?

## **ACE OF CLUBS**

### **A Former Coworker**

You lock eyes with someone with whom you used to work

- How do they react to seeing you?
- Who messed up and led to you no longer working together?
- Is there resentment for the way things were left? Whose resentment is it?

## **JACK OF SPADES**

### **A Wrong Turn**

It's unclear how it happened, but you're no longer on the right path

- How are you able to make your way back?
- What new experience do you have because your path has changed?
- Besides time, what will finding your way cost you?

## **KING OF SPADES**

### **Unexpected Calls**

Your phone buzzes unexpectedly and it's urgent enough to answer on company time

- Who is trying to get into contact with you?
- What is so urgent that they're calling while you're at work?
- What makes this delivery more important than their call?

## **QUEEN OF SPADES**

### **Something is Lost**

Something has gone missing at some point on your journey

- What did you lose, and how important is it to get it back?
- Will you be able to accomplish your delivery without it?
- What would it cost to find it again?

## **ACE OF SPADES**

### **An Avoided Place**

This delivery will force you to go off of your comfortable path

- What place do you try to avoid, no matter the delivery address?
- What happened to you here to cause this aversion?
- What rumors have you heard about it and which ones do you believe?