

Pizza Delivery

A VIZ GAME IDEA

For more information go to: <http://viz.bd.psu.edu/viz/>

Description & Background:

In this game, players play the role of either a pizza delivery person or a navigator, one each per team. The drivers are given directions by the navigators to deliver five pizzas to different locations on the map. The goal of the game is to deliver the five pizzas to the different locations and return to the start in the least amount of turns. This game builds on communication, way finding, mental mapping, and understanding of perspective skills.

Players: Four to eight. Two players per team.

Materials:

- One large map board placed in the center of the playing area in view of the two drivers. This board will not have street names, only landmarks.
- Two city maps, one for each navigator. They are replicas of the game board with landmarks, used by the navigators to direct the drivers. Only the navigators can look at this!
- One deck of navigator destination cards.
- Decks for the drivers, colored red, blue, and yellow.
- Two car pieces, one for each driver.
- One die.

Objective:

To deliver all pizzas to their intended destinations and return to the pizza shop in the least amount of turns.

Instructions

Setup:

The drivers must be facing the large map board while the navigators must sit with their backs to the drivers and the board, holding their smaller navigation maps. Shuffle all decks. Place car pieces at the space labeled START. The navigators choose five blue delivery cards each. These reveal the destinations for their drivers. The pizzas can be delivered in any order. Each driver rolls their die to determine who moves first.

How to Play/Rules:

Each driver starts their turn by rolling and determining the number of spaces they can move in that turn. The driver tells his/her navigator the value of the roll, and the navigator begins to direct the driver by telling them directions (North, South, East, West) and the number of spaces; no landmarks. The driver can be told to move in any combination of directions in a single turn, as long as the spaces moved do not exceed the roll (e.g. if the roll is a five, the driver can move three spaces east and two spaces north).

Certain spaces on the board are colored differently than others. These are card spaces. When a driver lands on one of these spaces, he/she draws a card from the deck of the corresponding color. The team who drew the card follows the directions on it after the driver communicates the directions to the navigator. These can be beneficial (extra turns) or detrimental (detours, loss of turn). When a detour card is drawn, the navigator must direct the driver in that manner as soon as possible on the next turn (e.g. detour south is drawn, so the navigator must direct the driver south at the next intersection that they come across and then continue toward the original destination).

When the navigator believes that the destination has been reached, he/she asked the driver what their location is on the map. If it is the destination, the pizza has been successfully delivered and they move on to the next destination. If not, the navigator must work with the driver to figure out their location without looking at the board, through landmarks, etc. The game continues in this manner until a driver and navigator team has delivered all pizzas and return to the pizza shop at the start.