

Game manual

Version 1.09

INTRODUCTION

Welcome to Pizza Express!

Thank you for your purchase. We hope you will have fun managing a lively pizzeria together with your soon-to-be friends Gastone and Lucky. You will be able to **design your very own menu**, choose **which ingredients** to use, **change** their **quantity** and **quality**, **decorate** your restaurant, **advertise** it... Everything topped by an **unpredictable story** full of twists and zesty characters.

This **manual** will help you set up your virtual catering business, providing thorough explanations and useful suggestions. That being, said... Happy reading, and see you behind the counter!

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THE FIRST STEPS

1.1 Minimum requirements

Pizza Express was conceived to work on **any kind of machine**, in order to give everybody a chance to enjoy a tasty and light-hearted gaming experience.

Even netbooks and outdated computers should be able to run the game without too much difficulty.

The **minimum requirements** for Pizza Express are as follows:

Operating system	Windows 2000, XP, Vista, 7, 8, 10
Hard Disk space	55.6 MB
RAM memory	256 MB
Graphics memory	64 MB and compatible with DirectX 8 or above
Processor	Pentium or equivalent
Input devices	Mouse and keyboard
Internet connection	Required to receive updates

1.2 The first time

The first time you run Pizza Express, you'll be asked, once the loading is complete, to choose which language to use throughout the game.



Language selection

Use the **arrow keys** to view the available languages.

If you **left-click** on the green caption below **STARTUP OPTIONS**, you can decide whether to **show or not** the language selection screen the next time you launch Pizza Express. The options are as follows:

- Show this screen – Allows the user to select their preferred language the next time Pizza Express is run.
- Skip this screen – Loads the language chosen the last time Pizza Express was run and proceeds to the next screen.

Once you decided which language to use throughout the game, press **enter** to confirm and proceed to the next menu.

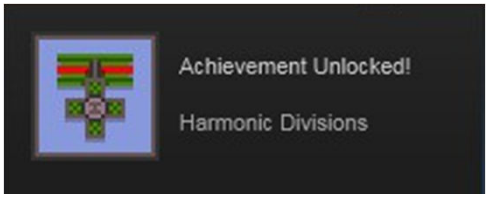
1.3 Steam™ features

Playing Pizza Express on the Steam™ platform offers you a handful of **exclusive features**.

Updates, when available, will be **automatically downloaded by the Steam™ Client**.

Steam™ Cloud allows you to **share your savefiles on all computers** where Pizza Express is installed, letting you **continue your game wherever you are** without the need of starting a new one.

Unlocking a **medal** (read page 23, chapter 2.6 for further info) will also unlock the related Steam™ **achievement**.



Press the **shortcut key assigned to screenshots on Steam™** (default: **F12**) to take a **snapshot** of the current game window. You'll then be able to **upload** your picture to the **Steam™ Community** and share it with your friends and the world. Show everybody how amazing you and your adventures are! Please note that capturing a screenshot **will make the screen flash** for a brief moment. **Be aware if you are prone to seizures upon exposure to similar stimuli** as **this might cause** more or less **severe episodes**.

Memo: in case you wish to run Pizza Express without the Steam™ Overlay enabled, you'll still be able to capture a screenshot by pressing the F12 key.

Lastly, you will be able to drop up to **four Steam™ Trading Cards** by playing Pizza Express. There are **eight** different Trading **Cards available**. You can craft them into a **game badge**, which will also earn you a Steam™ profile **background** and a Pizza Express **emoticon**. Good luck!



Memo: make sure you are connected to the Internet or you won't be able to make use of the features above.

TIME TO PLAY!

2.1 The first profile

Now that you updated the game and chose which language to use, it's finally time to **play for real**!

But we still need one minute of your precious time. Because before getting to work, you will have to register yourself at the **hiring hall**. Here you'll find a helpful and cheerful receptionist, who will be pleased to guide and help you in **creating your own profile**.



Profile creation

Press **enter** to start creating your profile. The screen will display the instructions. Read them to know what to do. Here are the things Mrs. Receptionist is going to ask you:

Name	Your real **name** or a **nickname**. It has to be **different** from all other profiles.
Gender	Are you a **guy** or a **gal**?
Year of birth	The **year** you were born.
Month of birth	The **month** you were born.
Day of birth	The **day** you were born.
Identification icon	You'll be able to choose a small **icon** which represents you to customize your card.

To get to the **next step**, press **enter**. Once you're done inserting all data required, a **review** screen will follow, where you will be able to double check whether the data you gave are correct or not. If they are, press **enter** to confirm and complete your card. Otherwise, press **esc** to go back to the previous page. You can press **esc** at any moment to go back to the previous page if you noticed you made a mistake while inserting your data.

Pronto! Now that you're registered, you can really get yourself to work! Next stop...

2.2 The main menu

The **main menu** is your entry gate to Pizza Express. Use the **arrow keys** (or the A and D keys) to navigate it. There are **11 pages** in total (initially 9). To **select** a page, press **enter**. Your options are as follow:

Continue	Allows you to continue the adventure currently going.
Challenge Mode	Read section 7 at page 76 for info.

New game	Allows you to begin a new adventure or to load a saved game.
Options	Read chapter 2.3 at page 12 for info.
Jukebox	Read chapter 2.4 at page 20 for info.
Create profile	Read chapter 2.5 at page 22 for info.
Change profile	Read chapter 2.5 at page 22 for info.
Delete profile	Read chapter 2.5 at page 22 for info.
Medal case	Read chapter 2.6 at page 23 for info.
Credits	Get acquainted with the people behind Pizza Express!
Quit	Save all data and go back to Windows.



Main menu

Memo: the options CONTINUE and CHALLENGE MODE won't be available at first. The former will unlock itself after starting your first game. Read section 7 at page 76 to find out how to unlock the latter.

2.3 Options



Options, page 1



Options, advanced

Before springing into action, it is a good idea to check out the **OPTIONS**, where you will be able to **edit** a handful of parameters to set up Pizza Express the way you like it. This submenu is composed of **two different pages**, which you can view by pressing the arrow keys (or the A and D keys).

From the **first page**, you'll be able to **edit the music and sound effects volume**, as well as the **game resolution**. To **edit** the volume, **press** on the related **slider and drag it**. The larger the green portion is, the higher the volume.

Pizza Express can be played **fullscreen or in a window**. **Left-click on the arrows** next to **FULLSCREEN** to **enable** fullscreen mode or **disable** it. **Click** on Advanced options to **adjust the game window**. Here you will be able to set the screen **aspect ratio** and its **resolution**. **Click** on Apply changes to **save** the new **settings** or **press ESC** to **discard** the changes and go back to the previous menu.

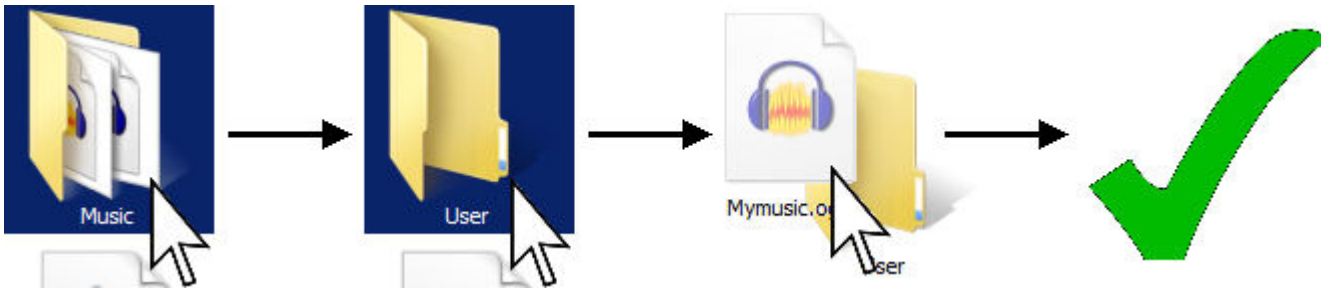
If your computer supports **surfaces**, they will be on by default. **Surfaces allow you to set the game aspect ratio and resolution**. If you are playing on a machine which **doesn't** support surfaces, you'll only be able to set the **isotropic scaling** of the window. This will resize the game window when playing in windowed mode. When surfaces are not in use, the game resolution will be **fixed** to its native 223x144. **Click** on the **arrows** next to **USE SURFACES** to switch surfaces on or off.



Options, page 2

From the **second page**, you'll be able to decide **which playlist to listen to** during your work shifts. You'll also be able to **change language**. You will need to have **at least one track in .ogg format** inside the folder "Music\User" (found in Pizza Express installation directory; default: Program Files\Steam\SteamApps\common\PizzaExpress) before being able to edit which playlist to reproduce.

Files must be in .ogg format in order to be recognized and thus reproduced by Pizza Express. There are many softwares and online services available to convert a track in .ogg format. **Look for** .ogg converters online. Your favourite search engine will surely come up with many results!



Once you put a track in .ogg format inside the folder "Music\User", you'll be able to change which playlist to reproduce during your working days. **Left-click** on the **arrows** next to **WORK PLAYLIST** to do so. There are **three** different playlists to choose from:

Original	**Only** reproduces tracks from **Pizza Express soundtrack**.
User	**Only** reproduces tracks in .ogg format found inside the **folder "Music\User"**.
Both	Reproduces tracks **from both Pizza Express soundtrack and** the **folder "Music\User"**.

As said before, you'll also be able to change the **language**. Left-click on **CHANGE LANGUAGE** to go to the language selection screen, previously illustrated at **page 6** of this manual.

At **page three**, you'll be able to **speed up the in-game time** and to enable (or disable) the **mouse acceleration**.

On **default settings, the game won't speed up time**. Click on the arrows to enable it and change its value. You'll be able to **make time twice as fast, three times as fast or six times as fast**. You can also **change this value in-game by pressing the keys from 1 to 4 on the numeric keypad** (numpad).

You'll be able to edit the game speed **only when there are no customers to serve** in your restaurant. **Receiving an order will slow down time to its original speed**. Once all customers have been served, **the game will automatically speed up time to its previous value**, until the next order.

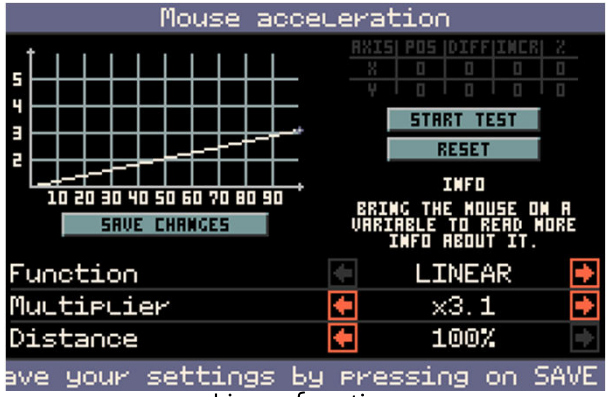


Options, page 3

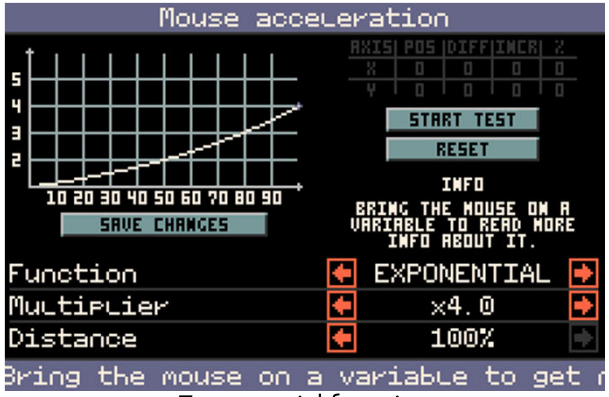
Mouse acceleration can be, as already said, enabled or disabled. On **default settings**, this option is **disabled**. Click on the arrows to enable it. **Using this option will affect the mouse behaviour**, magnifying its movements. **The movement will be based on speed**, that is the larger the movement in one frame (1/60th of a second), the bigger its increase, making the cursor move a lot farther compared to having this option disabled.

Once this option is enabled, you'll be able to **choose a preset** for the mouse acceleration. This will affect the **acceleration rate**, that is the magnification of the mouse movements. There are **5 different presets available, from VERY SLOW to VERY QUICK**. There's also **a sixth setting, CUSTOM**, which will allow you to configure the mouse acceleration... →

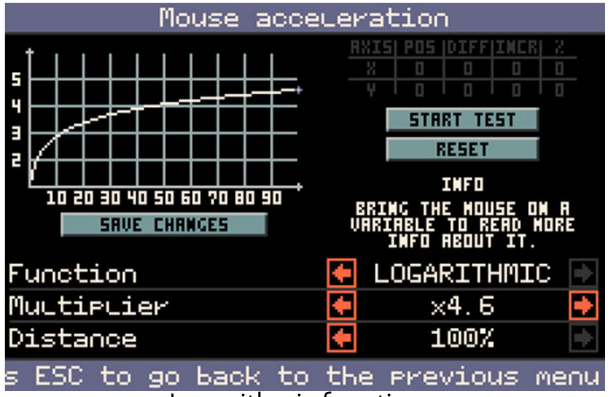
← ...in detail. Doing so will make the caption **CONFIGURE ACCELERATION** turn green. You'll then be able to click on it. Doing so will bring you to a page where **you'll be able to configure in detail the mouse acceleration**, working on **three different variables: function**, **multiplier** and **distance**. These variables affect to a greater or lesser extent the way the mouse acceleration works. All changes will be visible on the **graph** on the upper-left part of the screen. Let's now analyse these three vars in detail.



Linear function



Exponential function



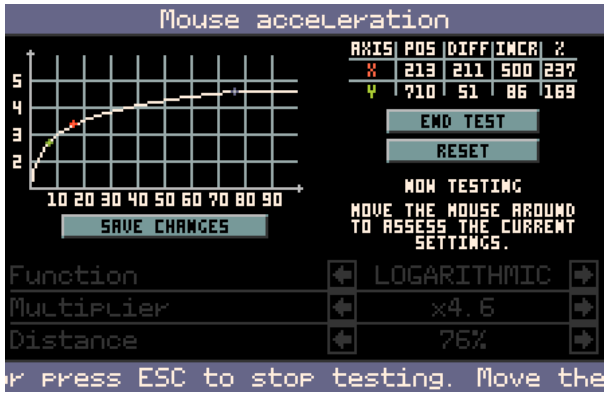
Logarithmic function

The **variable formula** is what affects the mouse acceleration the most. You can choose among **three different formulae: linear**, **exponential** and **logarithmic**. Using a **linear acceleration will enhance the mouse movements the bigger they are**. It is the simplest kind of acceleration to understand and use. The **exponential formula won't affect much small mouse movements**, whereas selecting a **logarithmic function will greatly magnify even the smallest mouse movement**. There two formulae are slightly more complex to use, but once understood they can yield rather satisfactory results.

The second variable, **multiplier**, indicates the **maximum increase in a single mouse movement**. It can be set to a minimum of **x1.1** to a maximum of **x5.9** (note that without mouse acceleration enabled, this value would be equal to x1.)

The third variable, **distance**, is a **percent value indicating the surface to cover in one frame needed to reach the maximum acceleration**. To give you an **example**: having this variable set to 50% and using a screen resolution of 1280x720 will require you to move your mouse of at least 640 pixel on the X axis (horizontally) or at least 360 on the Y axis (vertically) to reach the maximum acceleration, defined by the variable multiplier. Please note that 640 and 360 are, respectively, the 50% of 1280 and 720.

To change these variables, click on the arrows located on the bottom part of the screen. You'll be able to **test** the current settings **by pressing the button BEGIN TEST**. Clicking the button will activate the **table** located on the upper-right part of the screen. This table displays **useful info** about the mouse movements, differentiating the ones occurring... →



Testing settings

← ...on the X and Y axes. The table reports the mouse **position** (**POS**, in pixels), the **difference compared to the previous position** (**DIFF**, in pixels), the **increase in pixels of the movement** (**INCR**) and the **percent increase of the same movement** (**%**).

In addition to plotting the function, the graph will also display **two extra dots** when testing: a **red one** and a **green one**. **These dots represent**, respectively, **the movement occurring on the X axis and the Y axis**. Freely move the mouse around to assess its behaviour and watch the graph and the table change.

Once you've had **enough of testing, click on the button END TEST to complete the test**. Alternatively, **if you're happy with the changes you've made, click on the button SAVE CHANGES** to save the current settings and use them in-game. Or, if you'd like to **reset the settings** to their previous values, simply **click on the RESET button**.

Press the ESC key to go back to the previous menu. If you made some important changes, remember to save them!

Here are a few **tips** to get the best out of this feature. If you decide to actually use the mouse acceleration, **start by getting used to the linear kind**, as it is easier to understand, and a **multiplier value smaller than x2**. This way, the mouse movements won't be affected that heavily – you might only notice **an improved responsiveness**. Enabling the mouse acceleration is especially **useful** when the hardware used displays **poor sensitivity** or **sluggish responsiveness**.

Next, at **page four** of this submenu, you'll be able to edit further game parameters, such as the ability to **skip tutorials** or **change the keyboard controls**.

Normally, the game characters will offer to guide you through the **tutorials** regarding the most recently unlocked feature. Accepting their help will force you to listen to their lecture.

Although it is **always possible** to **decline their help offer**, the characters' attentions towards you might get excessive after a while, especially if you already are a seasoned Pizza Express player. Setting the option **Explanations** to **SKIP** will then allow you to **bypass any tutorial** without being asked.

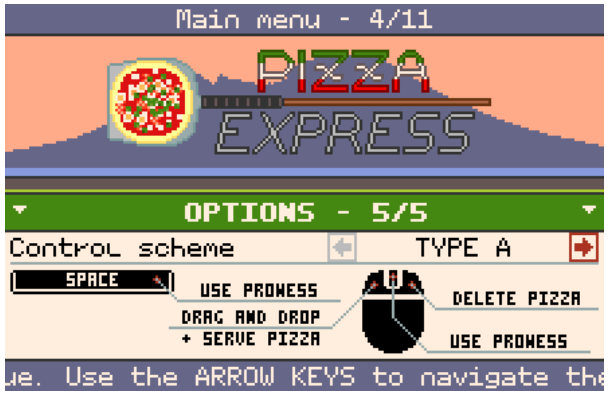


Options, page 5

Editing the option **Keyboard layout**, instead, will change the **key bindings used to navigate the menu** (**and the orders** while in-game). By default, this option is set to **QWERTY/Z**, as the most commonly used keyboard layout. **QWERTY** (or QWERTZ) users will use the **WASD keys** to navigate the menu and view the orders. This set of keys, however, would be rather uncomfortable for other layouts users. For this reason, **Pizza Express features support for AZERTY** (French layout, **ZQSD** keys) **and DVORAK** (Simplified Keyboard, **,AOE** keys) keyboards. If you are a user of one of these two keyboards, changing the aforementioned option to your keyboard will be **extremely convenient**. If not, leave everything as is.

Lastly, at **page five** of the options submenu, you'll be able to edit the **control scheme** used in-game.

Select one of the **three different control schemes** available (**Type A**, **Type B** and **Type C**) by clicking on the arrows. **Type A** is the **default** control scheme. Use the **left mouse button** to drag and drop the ingredients on your pizza, and use the same button to serve it. Pressing the **right mouse button** will delete the pizza you just clicked on, while pressing the **middle mouse button** (or the scroll wheel or the space bar) will activate Prowess (only available in Challenge Mode, read page 81 for further info).

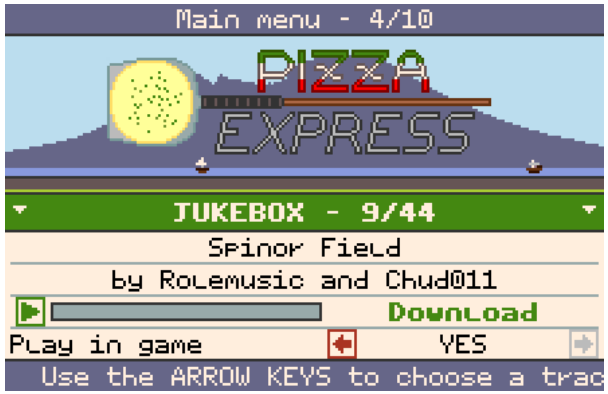


Options, page 5

Changing the control scheme **will modify the actions triggered by the click of the different mouse buttons**. For instance, if you don't like to use the same button to top and serve your pizzas, select **Type B** or **Type C**. Doing so will let you serve your pizzas by pressing, respectively, the right mouse button and the middle mouse button.

2.4 Jukebox

All the **hard work** of those artists who made Pizza Express soundtrack a reality, is freely accessible on the **JUKEBOX** page.



Jukebox

Here you'll be able to **listen** to all tracks which keep you company throughout your adventure. A few tunes also allow you to decide whether to **reproduce them or not** while browsing the menus and while working.

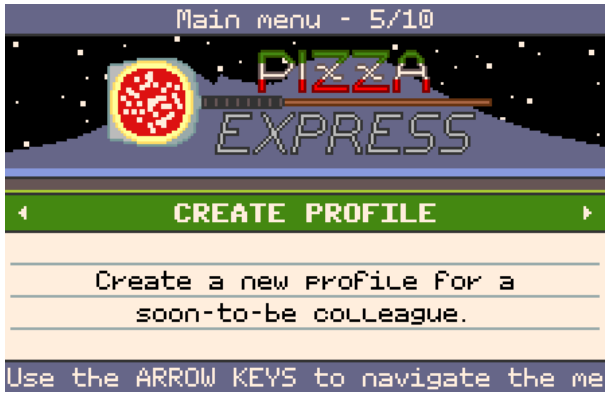
To **select** a track to play, use the **arrow keys** (or the A and D keys). Next, **left-click** on the green button, found next the **progress bar**, to **reproduce** it. Do the same action to **stop** the music. Please note that stopping the music doesn't mean pausing it.

For some songs, the option **Play in game/in menu** will appear. **Left-click** on the **two arrows** which will appear alongside to set your preference to **YES** or **NO**. Choosing **NO** will **prevent** that track **from reproducing** during gameplay, until you will set your preference back to YES.

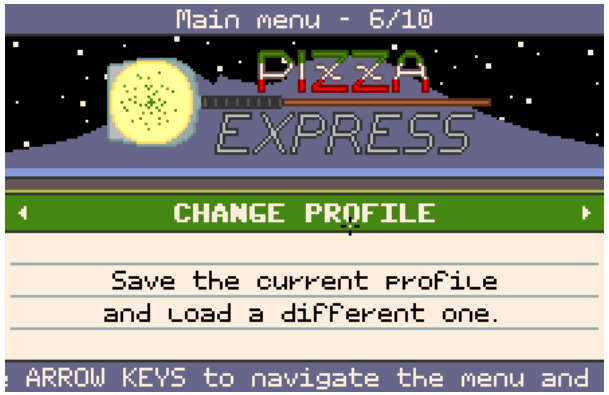
Finally, you'll be able to **download** any track by clicking on Download. This will open a **webpage** in your computer default browser containing all info regarding the selected tune. **The artists thank you!**

2.5 Profile management

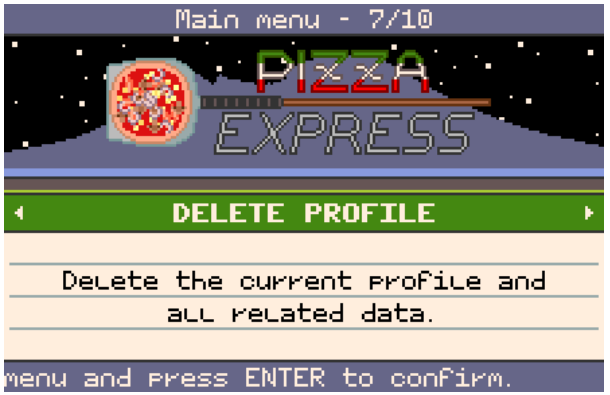
Managing players' profiles in Pizza Express is very simple. From the main menu, you'll be able to **create** a new profile, **load** a different one or **delete** the profile you are currently playing on. Let's see how.



Create profile



Change profile



Delete profile

Selecting the option **CREATE PROFILE** will bring you to the **hiring hall**, already seen at **page 9**, while choosing the option **CHANGE PROFILE** will bring you to the **profile selection** screen, nearly identical to the **language selection screen** already seen at page 6, where you'll be able to choose which profile to load. All data on the previous profile will be automatically saved.

Choosing the option **DELETE PROFILE** allows you to **delete the profile you are currently playing on**. You will be asked to **confirm** your decision. If you really want to **delete** the profile currently in use, **press enter**. **Otherwise**, **press esc** to **abort** and go back to the main menu. **BE CAREFUL!** Deleting a profile will remove all data and savegames related to it.

2.6 Medal case



Some medals



The mysterious puzzle

Some people say work is **rewarding** and with Pizza Express this is **surely the case**, since showing off your skills won't only help your restaurant and your friends to become popular, but it will also grant you **shiny medals** and won't only help your restaurant and your friends to become popular, but it will also grant you **shiny medals** and **pieces of a mysterious puzzle** to add to your **medal case**.

To access the medal case, select the option **MEDAL CASE** from the main menu and press **enter**. Next, use the **arrow keys** (or the A and D keys) to **browse** the medal case and check out the **awards** you got and the ones you still have to get. Bringing the **cursor over a medal or a shadow** will show you the **description and the eventual progress** of the **related achievement** on the notepad on the right. To unlock a medal, you will have to complete its achievement, which range from serving a certain number of pizzas, meeting a certain character, score big with critics and so on.



Viewing an achievement

The achievements in Pizza Express are **more or less difficult**, ranging from easy objectives to nearly impossible feats. The **medals** you will unlock thus are **more or less precious** according to the difficulty of the achievement they are related to. Medals can either be made out of iron, bronze, silver, gold or platinum.

The same achievements are distributed in **four categories**: skill achievements, story achievements, special achievements and **challenge** achievements. Let's check them out.

Skill achievements These objectives can be unlocked during your **working days** and range from **serving** a certain number of pizzas, order, calories to **outclassing** the competition and much more.

Story achievements These objectives can be unlocked playing the **main adventure**. To unlock all medals belonging to this category, you'll have to be patient and willing to play over and over, because Pizza Express story is unpredictable and full of twists and subplots, meaning one single different choice might drastically alter what's going to happen next!

Special achievements These objectives usually are rather **peculiar** and range from serving special customers an ad hoc pizza to purposely making a dishonorable number of mistakes, interpreting an arcane message from deep space and much more!

Challenge achievements These achievements can be only unlocked in Challenge Mode. Most objectives are purely skill related.

For every achievement you unlock, you'll get a **medal** and a **piece of a mysterious puzzle**. To unveil the finished picture, you'll have to complete **all** achievements. Every time you **unlock** a medal, a **notification** will appear on the upper-left corner of the screen or, if you're busy behind the counter, on the bottom part of the screen. There are **160** achievements to unlock, so completing your medal collection is going to be your **greatest challenge**!



Two medals being unlocked

Memo: whenever you unlock a medal, close its notification by left-clicking on it. Challenge achievements do not unlock puzzle pieces.

A NEW ADVENTURE

3.1 The story

As we all know, we are living in a **global recession**. Many businesses struggle to survive and some, sadly, are forced to **close** overcome by **debts**.

This is what the young **Gastone** has seen, witnessing the bitter **end** of his father's restaurant, a multi-awarded chef once highly renowned for his simple yet scrumptious cuisine. His well-deserved fame, however, could do nothing to save him from bankruptcy.



A scene of the story

Among the biggest fans of Gastone's dad's cuisine, we find the snail **Lucky**, a cheerful and energetic gal capable of... →

← ...wolfing down pretty much anything edible in sight. Hearing the bad news regarding the end of her favourite restaurant is a huge shock for the gastropod, which won't be able to enjoy the free treats there offered anymore.

Fortunately, the shy **Gastone is a bright mind** that never gives up. He thus decides to open a **small pizzeria**, in an attempt to follow his father's steps. To start the business, however, Gastone needs some **manpower**. Lucky promptly thinks to you... **Will you have what it takes** to bring the newly founded pizzeria **on top of the culinary world?**



A scene of the story

3.2 Who's who

In Pizza Express you'll meet a **myriad** of characters, ready to give you their **assistance** and lots of **headaches**. Still, try to read their **intentions** and your climb to success might get a lot easier! Meanwhile, let's find out who **you are going to meet** first...



This joker right here is **Lucky Acatini**, a young and peppery **snail** who loves junk food, videogames and fast engine powered things on four wheels. Lucky is **Gastone's best friend**. They met at kindergarten and although the radically opposite personalities and the distance which sometimes divided them, they've always been very close buddies.

Lucky is **full of beans**, but be careful not to make her angry, because she's tremendously **cranky** and **moody**. She's also a **big mouth**, so prepare yourselves for a whole lot of nonsense and rubbish, with a few (but precious) tips in between.



While this guy right here is **Gastone Oncilla**, a young **tabby cat**. Gastone grew up surrounded by the tables and the aromas of his father's restaurant, which explains where and how he inherited his **passion for cooking**. Gastone is a **simple** and **tranquil** person whose **patience is legendary**. Nobody really knows how can Gastone be this patient... Perhaps years of enduring that Lucky pest paid off!

Gastone wants to follow his father's steps and this is why he decided to start his very own activity by opening a small pizzeria. Initially, he'll be the one to **manage** the **public relations** and the **restaurant itself**.



This gentlemen here is the **F.L.A.B.** (Finger Licking Associated Bistros) **First Secretary**, **Magellano De Cavidi**. Mr. De Cavidi is a **Guinea pig** whose **palate** (and verbiage) is extremely **sophisticated** and **refined**, always looking for eateries to try out and reviews.

Although his taste buds might be difficult to please, Mr. De Cavidi is a **sweet** and **understanding** gentleman. As a matter of fact, the food writer will often be **more helpful than your friends**, providing you useful advices and the latest catering news. It's **unusual** for Mr. De Cavidi to get **angry**, but **if he does**, you are in **big trouble**!



Vit is a **sinister dog**, **owner of** the restaurant **VITality**, located right in front of Gastone's pizzeria. Vit is an **excellent chef**, to the point he's considered the **best cook in town**. He can be quite **arrogant** at times, and he's often **flirty** with Lucky, who promptly rejects him. **Vit appears to know Gastone** and the Oncillas very well, although nobody really understands how and why.

Vit is going to be the **toughest challenger** you'll meet. Some people say he has **links** with the largest **crime syndicate** of the country and that he doesn't think twice before getting rid of his rivals with not exactly orthodox methods. These are just **rumors** though; you might always become **friends**...!

There are **a lot more characters** waiting for you, although there's no space for them here. It's up to you to find and meet them during your adventures. It's **unlikely** you are going to meet them all in one single go, so you'll have to play, replay and play even more! Because, as previously said, Pizza Express story is **dynamic** and **unpredictable**, and making one single different choice might give you a **completely new adventure** to experience!



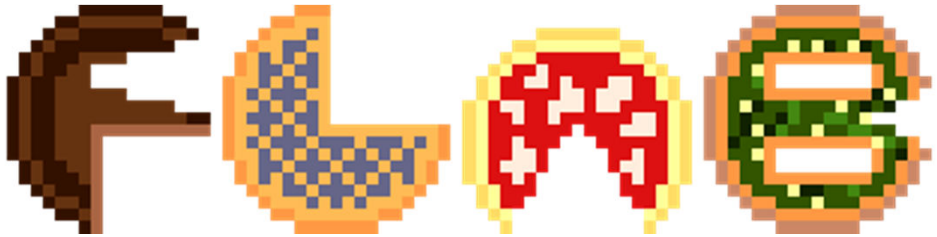
3.3 The F.L.A.B.

The **catering business** is an extremely **competitive** universe and the battle for the number one spot is always on. The strenuous task of judging is up to the aforementioned club of **Finger Licking Associated Bistros**, better known with their acronym F.L.A.B., consisting of a few selected **connoisseurs** who wander around their members' restaurants and evaluate their offerings following extremely accurate and inflexible criteria.

Soon in your adventure, you'll have to deal with the famous **Mr. De Cavidi**, since he's going to be the one who will **criticize** and **evaluate** your pizzeria, giving it a **score from zero to 999**. Of course, **the higher the score, the better!** Mr. De Cavidi and his colleagues from the F.L.A.B., however, will also check out the other eateries, in order to draw up the **F.L.A.B. official standings**, which are updated daily. There will be 16 businesses competing for the number one spot, including your pizzeria and your rival's restaurant VITality.

In order to reach the first place, you will have to **adopt many small expedients** to rack up as many points as possible, such as using only the finest ingredients, offering a great variety of pizzas and caring about those customers with food intolerances or peculiar diets. **Listen to the feedback** you'll get from your customers **and to suggestions** your friends will give you as they might contain the key to success!

You can check out the F.L.A.B. standings from the **restaurant management menu**, selecting the option **STATS** (read chapter 5.3 at page 50 for info). Now it's time to get serious!

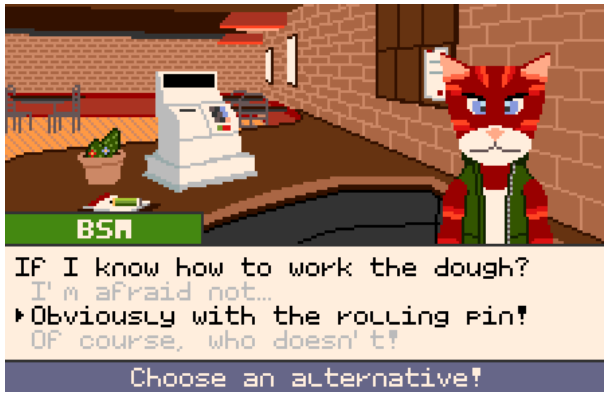


AT WORK

4.1 A world of choices

Before getting flour everywhere, you'll have a little bit of **story** to play (and read!), where you will **meet and confront** your soon-to-be friends. If Lucky sees you as the next master pizza chef, Gastone isn't of the same opinion and will ask you your level of **confidence** in the kitchen. Gastone's **query** is going to be only **the first of a long series**, as many characters will love to test you with **questions**, **proposals**, **requests** and **ransoms**. Carefully think about the answer you want to give and **select** it using the **up and down arrow keys** (or the W and S keys), then press **enter** and… Hope for the best!

Memo: if you don't like reading, press space to skip the story.



At a crossroads

Giving a positive answer to some questions at the beginning of your adventure will force you to play **tutorials**. If this is the **first time** you are playing Pizza Express, **it is highly advised to follow them**. Otherwise, select the **last alternative** available to skip them and proceed more quickly in your adventure.

Admitting your ignorance during your first chat with Gastone, for instance, will bring you to a tutorial which will extensively explain **how the kitchen works** and **how to prepare a delicious Neapolitan style pizza**. Although the task of the student can be boring, do follow what Gastone will be trying to teach you; **something nice might happen**!



The first tutorial

4.2 Behind the counter

If you were a good student with Gastone and you always paid attention to what he had to say, feel free to skip this chapter. Otherwise, keep on reading to find out all the secrets to Pizza Express kitchen.

Pizza Express **kitchen** looks like this:



As you can see, the game window is **quite varied**. Don't feel overwhelmed though, as it is **not difficult to understand**. Let's analyse it now item by item.

1 – Income This value refers to the **daily income**. You'll always begin with zero Zunnics, the game fictional currency.

2 – Clock Reports the **in-game time of the day**. This is important, because it **influences** the **amount of customers** you'll get. Expect more customers around lunch- and dinnertime. Lastly... →

← ...checking out the clock also tells you how much time is left before closing. You'll be able to set up the closing time throughout your adventure.

3 – Tables The value on the **left** reports the tables currently **taken**, while the number on the **right** denotes the number of tables **available** in your pizzeria. Every order corresponds to a table, which means you will be able to serve at the same time a number of orders equal to the number of tables in your joint the most. **Be fast**, or you might force some customers to **wait just for a seat!**

4 – Order The order reports all **pizzas requested by your customers** (up to 6 pizzas might be ordered at once). Use the arrow keys or the **W, S, A and D keys** to **navigate between waiting orders**, denoted by the small arrows above and below the order number.

5 – Patience Your **customers' patience** is shown as a **small bar** which will gradually get empty as time passes by. Be sure to regularly check out your customers' patience, because this value is going to **affect** greatly **your evaluation**. **The faster** you'll be, **the better** your score is going to be. Always try to serve your customers while their patience is green. If the bar becomes yellow or red, your performance will be affected. **Don't** let the bar get **completely empty**, or you'll **lose the order** and make the customers leave. If this happens, your evaluation will **worsen** significantly. You can **make customers more patient** by purchasing new **furniture**. For further information regarding this aspect, read chapter 5.9 at page 70.

6 – Dough container This type of container can store up to 6 pieces of pizza dough, and it is the only mandatory ingredient to use in pizza making. →

← **Dough automatically regenerates** more or less quickly according to their quality and consequent rising time (read chapter 5.4, at page 54 for more info). **Left-click** on a piece of dough **and hold the button down** to **grab it**. Next, **drag it** on the counter (keep holding the button down). Once it's on the counter, **release** the button to **drop it**. Finally, **left-click on it one last time to stretch it**. You're done! Now you have a pizza base ready to be topped at your customers' will. You can **right-click** on a piece of dough on the counter to drag it back in its container.

7 – Large container A **large** container capable of storing up to **50 pieces**. The **starting size** (S) allows you to store up to **15 pieces** in a container, but it can be expanded to **25** (M size), **35** (L) or **50** (XL) **pieces**. Each container has a **number** associated, which **indicates the number of pieces left**. This number appears red when the quantity gets low. You can **restock** by right-clicking on the container. Done that, an **arrow** will flash and alternate with the number of pieces remaining. This arrow reminds you the stock is **on its way** to the restaurant. Depending on your **delivery company** (read chapter 5.4 at page 54 for more info), **restocking requires from 30 to 60 seconds**. **Left-click** on the container to grab a piece from it. **Hold the button down** and **drag** your ingredient to the pizza you wish to top. Once you're on that pizza, **release** the button. The pizza will get **topped** with the ingredient you just used.

8 – Small container A **small** container capable of storing up to **30 pieces**. The **starting size** (S) allows you to store up to **10 pieces** in a container, but it can be expanded to **15** (M size), **20** (L) or **30** (XL) **pieces**. Except the obviously different size, small container features **the same properties** as their... →

←	...larger counterparts and work the same way, too.
9 – Lucky	Lucky is going to be your **assistant**. She'll **bake the pizzas** you make and she'll also **welcome the customers** who come in your restaurant, making your job a little less stressful. Lucky is tremendously chatty, but it's a good idea to listen to her from time to time, since **she'll inform you** about annoyed customers ready to leave, mistakes, generous tips and much more. Be careful, because Lucky doesn't like to get bored!
10 – Ingredient name	This bar will display the **name of the ingredient** found inside the container you are currently hovering. When **no** containers is being hovered, the bar will appear **empty**.

You can pause the game at any time by pressing the **esc** key. From the pause menu, you'll be able to **resume** the current day, **restart** it, or go **back to the main menu**.



Pause menu

4.3 Difficulty

After having introduced yourself to your friends, Gastone will **test** you to assess your **skills** in order to find out the **ideal level of difficulty** for you. Gastone's test consists of a **2-minute** long trial day. Once you complete it, you'll be able to set up the difficulty level.

The **suggested** preset setting is calculated according to the results you achieved during your trial day. That being said, feel free to set up the difficulty any way you want.



Difficulty screen

Use the **arrow keys** to select one of the six **preset settings**. The preset settings available are: **beginner**, **easy**, **normal**, **hard**, **extreme** and **suggested**. **Beginner** will make the game **very easy**, ideal for inexperienced players, while **extreme** will make the game **remarkably challenging**. Let's analyse now the **five parameters** shown in this screen.

Customers

Patience A **patient** clientele will give you **more time** to satisfy their orders. **Less patient** customers, on the other hand, will make your job **harder**. You can choose between **five different levels** of patience, from **VERY LITTLE** to **VERY HIGH**.

Payment You can set the payment method to either **PER PIZZA** or **PER ORDER**. If you set the option to **PER PIZZA**, you will **receive money every time you correctly deliver a pizza**, without the need for the order to be necessarily complete. Instead, if you set the option to **PER ORDER**, you will have to **serve all pizzas included in a specific order** to receive the money you deserve.

Opposition

Points This factor influences **each opponent's starting score in the F.L.A.B. standings**. You can choose between **five different settings**, from **FEWEST** to **MOST**. The higher you opponents' starting points, the **more difficult** your task is going to be, since you'll have to bridge a much larger gap before reaching the top spot.

Competitiveness Editing the competitiveness level **affects your opponents' scores** in the F.L.A.B. standings **throughout the game**. You can choose between **five different levels**, from **POOR** to **SUPERLATIVE**. **Poor competitors** will generally **worsen** their score day after day, while **better opponents** will **improve** their tally. Of course, **competitive challengers will make your climb** to the top of the culinary world **more difficult**!

Restaurant

Funds — Having a **large amount of money** available at the beginning of your adventure, will allow you to make **more investments**, in order to immediately improve your restaurant. On top of that, the game will be **more forgiving**, meaning the risk of you going bankrupt is lower. You can set your funds to a **lowest of 5000 Zunnics** to a **max of 50000 Zunnics**.

While you are viewing this screen, you can read **more information** about these settings by **clicking** on the **question mark boxes** on the left. Once you're happy with the difficulty settings, **press enter to confirm**. Excellent! Your first real working day is just a few minutes away!

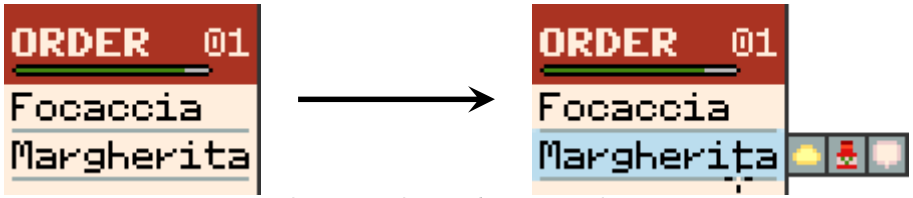
4.4 Your first day

You showed Gastone and Lucky your skills. You set up the difficulty. Now there's only a few minutes left before your brand new pizzeria opens for the first time. There's not much in store, but Gastone managed to get his hands on a few things: **tomato sauce**, **oregano** and **mozzarella** cheese. And, of course, traditional **pizza dough**. The **menu might be small**, but **determination flourishes**!

Your first day will last just over three minutes. Before that, however, Gastone and Lucky will vividly debate about the business hours and it'll be up to you to give the final decision. Because the menu is small, your customers will be able to choose among **three pizzas only**: **Focaccia**, **Marinara** and **Margherita**. Let's find out how their ingredients and their selling price.

Focaccia	Traditional dough, oregano	**1200** Zunnics
Marinara	Traditional dough, tomato sauce, oregano	**1500** Zunnics
Margherita	Traditional dough, tomato sauce, mozzarella cheese	**1800** Zunnics

These pizzas are rather easy to memorise. Still, in case you don't remember what goes on top of them, don't despair. You'll always be able to check out the ingredients needed by a recipe by bringing the cursor over the name of a pizza while viewing an order.



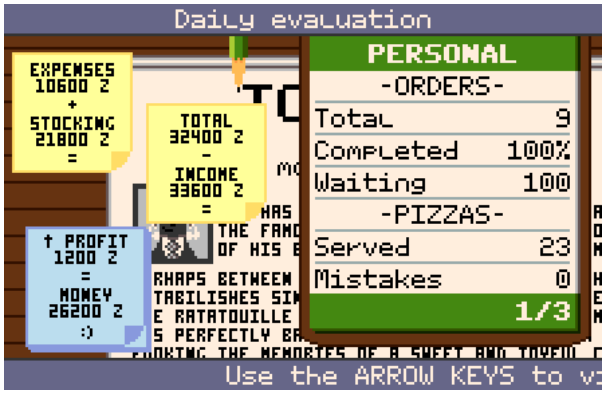
Viewing the ingredients for a Margherita pizza

During your first working day, you probably **won't receive a large amount of orders**. This is because your pizzeria is still pretty much **unknown**, resulting in **low popularity** and very **few customers**. Don't worry though, as you'll be able to increase the restaurant popularity in many ways in the days to come. Right now, focus on **completing all your orders as fast as possible**, being careful **not to make too many mistakes** and **replenishing your ingredients only when strictly necessary**, in order to optimize your profit.

After three virtual hours (and three real minutes), your day will come to an end. Lucky will tell you goodbye and you'll be brought to the **evaluation screen**.

4.5 Evaluation

The **evaluation screen** is displayed at the end of every working day and it gives you important information about your **personal performance** and the **restaurant global performance**. The evaluation screen is made of **three pages**. Navigate them using the **arrow keys** (or the A and D keys). Once you've viewed all three pages, you can proceed to the next menu by pressing the **enter** key. Let's now analyse the pages that summarize your evaluation.

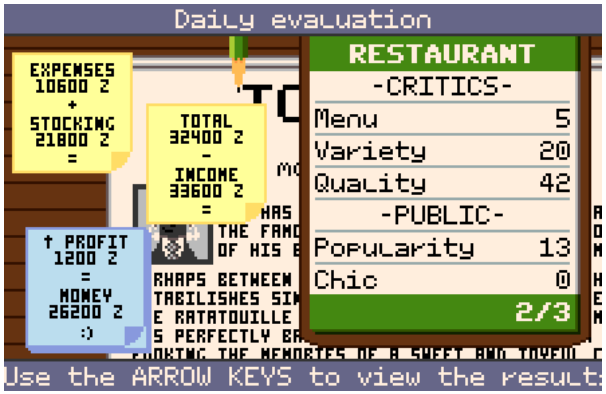


Evaluation screen, page 1

The **first page** gives you an **overview about your personal performance**. You will be able to view the number of **orders received** and the **percentage of orders completed**.

The variable **waiting** refers to your **speed in completing all orders**. The faster you'll be serving your customer, the higher this value is going to be. Serving all customers while their patient bar is still green will give you a **perfect score of 100**.

Always aim for this value! Finally, you'll be able to read the number of **pizzas served** during the day as well as the number of **mistakes made**. Making an error will damage your performance, preventing you from getting an **S-rank**, so always pay the utmost attention.

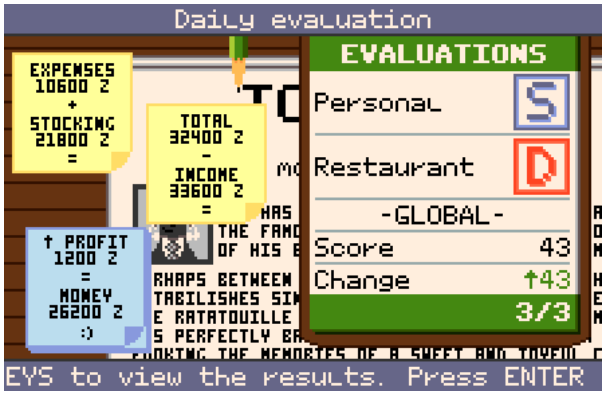


Evaluation screen, page 2

The **second page** evaluates the **restaurant**. Its scores are divided between two categories: **CRITICS** and **PUBLIC**. The critic will **analyse** the **menu** and its **variety**, as well as the **quality of the ingredients**. Initially, the **menu score** will be rather **low**, but you'll be able to soon **improve** it by **adding new pizzas** to the list. You will score **high in variety** if your menu contains **pizzas suited for every kind of palate**. Remember that some customers might have **food intolerances** or follow **specific diets**, which would require a **pizza topped differently from the norm** to meet their needs.

Listed under the PUBLIC section, you'll find the values for **popularity** and **chic**. **Popularity** is a very important factor, since it **affects** the **amount of customers** willing to visit your restaurant. Popularity can be increased in many ways... →

← ...throughout the game, and so will a **superlative performance**. **Chic**, instead, **depends on** the **restaurant decor** and on the **ingredients currently** in use. Unusual or high quality ingredients will bring this value up. At the beginning of your adventure, your chic score will be zero, but you'll soon be able to improve it.



Evaluation screen, page 3

The **third and last page**, finally, awards **two marks** regarding your **personal performance** and the **restaurant quality**. The are **six different grades**. The **best** mark is, as already said, **S**, followed by **A, B, C, D** and **E**. Of course, try to always aim for the better marks.

Lastly, listed below the section **GLOBAL**, you'll be able to find the latest **pizzeria score**, awarded by the **F.L.A.B.**, as well as the **change in score**. Initially, your global score will be very low, but it will grow more or less quickly as days pass by, according to your performances and the restaurant general quality. Make sure to add something new to the restaurant each day, and your score will improve faster.

Located on the left of the large notepad, you'll find three sticky notes which display the economic trend of the day.



This note reports your **basic expenses** (meaning the cost of the ingredients you have at the beginning of your day) and the cost of the **supplies** (**stocking**) **requested** throughout the day.



Here you'll find the **total expenses** of the day, that is the amount of money spent on basic expenses and restocking combined. The value **income** reports the **money you received** from your customers during the day. Make sure the income is larger than the expenses!



This last pad reports the eventual **profit** or **loss** of the day, as well as the **total amount of money** left in your bank account.

Now that you've seen all three pages, press **enter** to finally put an end to your first working day. However, before enjoying a well-deserved rest, you might still have to **confront your colleagues or bratty customers** looking for the pizza of their dreams. Although some customers can be a real pain in the neck, it is a good idea to **listen to their suggestions** anyway, since they might reward you immensely. Once you've taken care of everything, you are free to proceed to the next day and the next chapter!

MANAGEMENT

5.1 Restaurant management



Restaurant management

At the end of each working day, you'll find yourself in the **restaurant management menu**. As always, **navigate** the menu by using the **arrow keys** (or the A and D keys). **Initially**, this menu will be made of **only three pages**, but it'll soon see the **addition of six extra pages**, for a **total of nine**, which are as follow:

Next day	Begins the next business day.
Kitchen edit	Read chapter 5.4 at page 54 for info.
Menu edit	Read chapter 5.6 at page 59 for info.
Advertising	Read chapter 5.7 at page 63 for info.

Tables and business hours	Read chapter 5.8 at page 67 for info.
Atmosphere	Read chapter 5.9 at page 71 for info.
Stats	Read chapter 5.3 at page 50 for info.
Save game	Read chapter 5.2 at page 48 for info.
Go back to main menu	Automatically save the game and go back to the main menu.



Next day

From the **NEXT MENU page**, you'll be able to **continue your adventure** by venturing on the next business day. Press **enter** to start a new day. On the upper part of the screen, you'll be able to read your current **budget**, your **last revenue** and your **expenses** for the day to come, as well as the **difference in expenses** compared to the previous day. On the right, you'll be able to check the **opening hours**. The clock on the **left** is set on the **opening time**, while the one on the **right** is set on the **closing time**.

In the chapters to come, we'll **analyse** the pages and submenus that make up the restaurant management menu (also **management menu**). The order of the chapters mirrors the order these options will be unlocked throughout the game.

5.2 Save game



Save game

You'll be able to **save your current game** from day one. It is a good idea to save your progress regularly, so that you can load it and play it again to fix eventual unfortunate choices and mistakes, to improve your score or to simply relive those moments.

To **save** your current game, press **enter**. You'll be asked to **give a name** to the savefile. **Type** the name on the keyboard and press **enter** once you're done. The name of the new savefile **can be the same** of a previous one. In this case, you will be asked whether to **overwrite** that savefile or not. Press **enter** to **confirm** and overwrite the file or **esc** to **abort**.



Naming the savefile

You'll be able to **load a previously saved game** from the main menu after selecting the option **NEW GAME**. Before proceeding, you'll be asked to confirm whether you really want to start a new game or not. Remember that you'll **lose** your current adventure if you decide to start a new game. Press **enter** to confirm or **esc** to abort.



New game

After pressing enter, you'll be asked whether to **start a new game from scratch** or to **load a previous savefile**. Select the option **Load a previous game** to resume an adventure. You'll be able to **select** which savefile to load using the **arrow keys** (or the A and D keys). Press **enter** to **confirm** your choice and you'll be brought to the **restaurant management menu**, ready to continue your adventure from the point you left off.

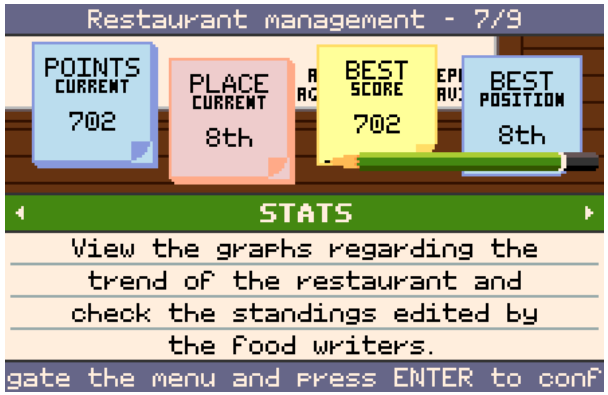


Selecting the game to resume

Memo: If there are no savefiles on the profile you're playing on, you'll only be able to start a new game from scratch.

5.3 Stats

After focusing on how to save and load a game, it's time to go back to the restaurant management menu. At the end of the **first day**, you'll unlock the option **stats**, where you'll find a report of your **performances** as well as the most recent **F.L.A.B. standings**.



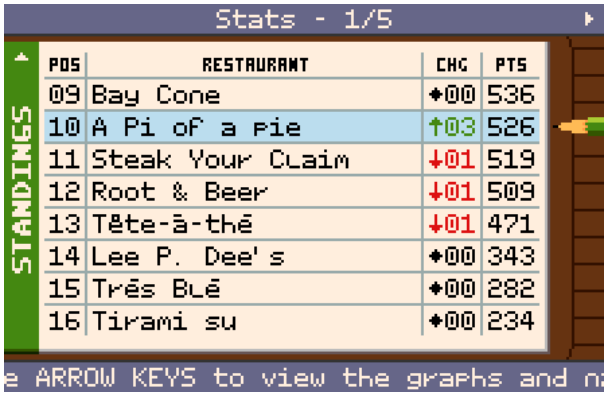
Stats

Viewing the related page on the management menu will put you in front of four different sticky notes. Starting from the left, you'll be able to read your **current score**, your **current position in the F.L.A.B. standings**, the **best score** you ever obtained throughout your adventure and the **best position** ever held by the restaurant.

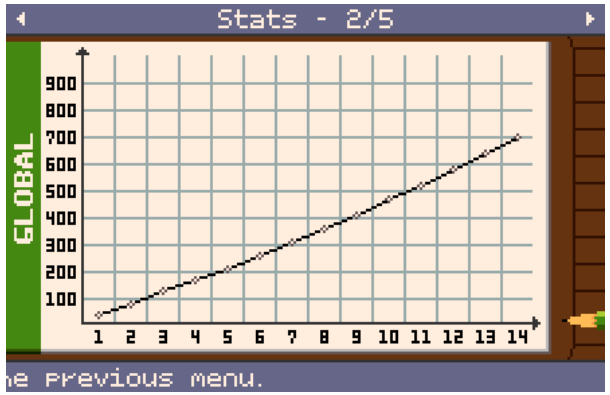
Press **enter** to access the submenu, where you'll be able to analyse a variety of **graphs** and view the **full standings**.

The stats submenu consists of five different pages. Use the **arrow keys** (or the A and D keys) to **navigate** it and press **esc** to **go back** to the restaurant management menu.

The **first page** displays the **F.L.A.B. current standings**. Use the **up and down arrow keys** (or the W and S keys) to **browse** the standings. Your restaurant is highlighted by a **light blue background**. For each restaurant, you'll be able to read its **position**, its **name**, its **change in position** relative to the previous day and its **current score**.

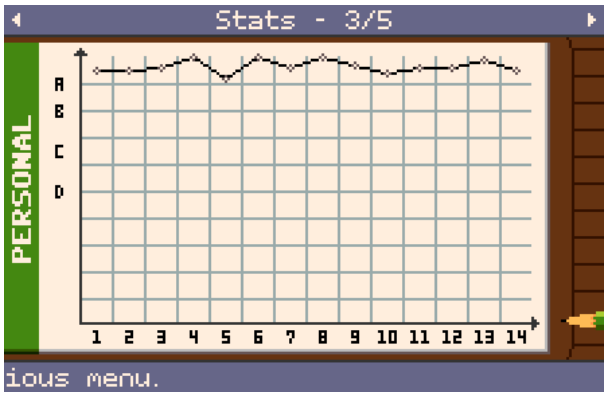


Stats, page 1

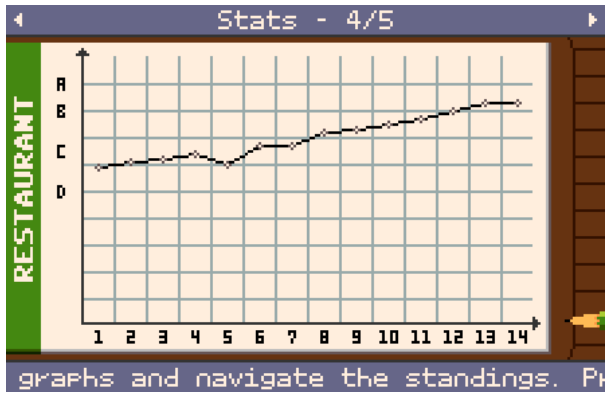


Stats, page 2

The **second page** reports progress relative to the **restaurant global score**. Initially, as already said, your score won't be very high at all, but you'll be able to improve it throughout the days by showing the world your restaurant has what it takes to be a first class pizzeria.



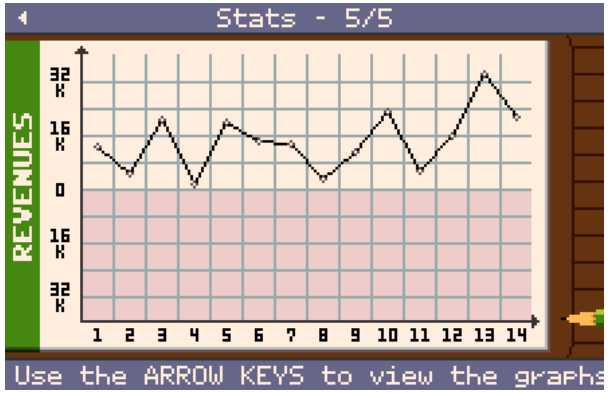
Stats, page 3



Stats, page 4

The **third page** displays your **personal results**, showing in detail your last 14 personal evaluations giving you the opportunity to see how far you were from getting a better grade.

The **fourth page** reports the **last 14 daily evaluations of the pizzeria alone**. This **graph** will often appear somewhat **similar** to the one relative to your **personal results**. This happens because **your personal performance greatly affects the restaurant evaluation**, so either exploits and flops will be visible on both graphs. Here too, you'll be able to see how far your eatery was from scoring a better rank.



Stats, page 5

Finally, the **last page** gives you valuable data about the restaurant **economic trend**. You'll be able to read all **profits** and **losses** obtained during the **last 14 days**. The graph automatically scales to fit your largest profit (or loss). This graph is divided in two section: a white part and a pink part. A **dot** lying **on the white area** denotes a **positive day** where you made some money, while a **dot on the pink sector** indicates a **negative day**. Make your line lie on the white part only!

5.4 Edit kitchen



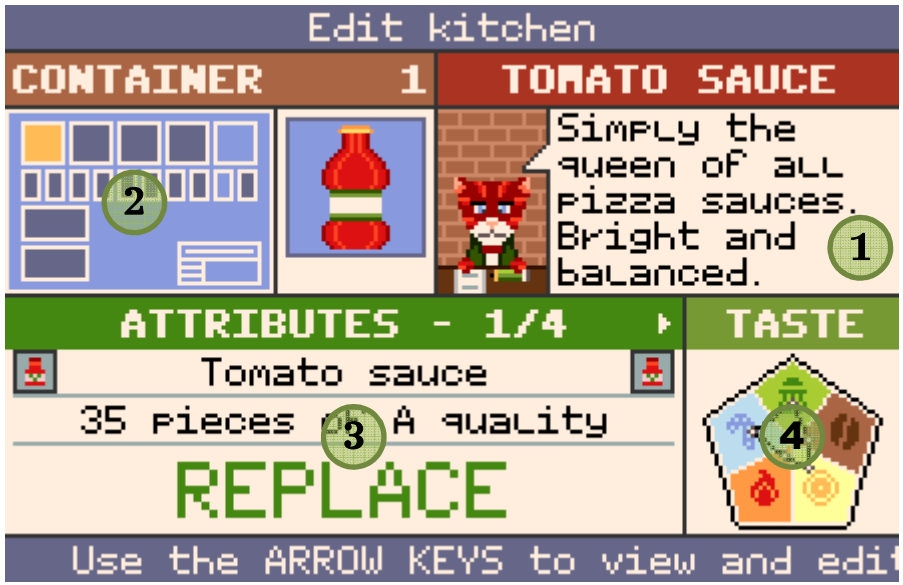
The option **edit kitchen** will let you choose **which ingredients to use** in your pizzeria and **their qualities**. You'll notice a handful of notes while viewing the edit kitchen page on the restaurant management menu. The first note on the left [1] denotes the **increment in chic**. Both **ingredients** and **furniture** can **increase the chic factor** of the pizzeria. The increase in chic caused by ingredients alone is displayed on the **pizza sticker** [2], while the **armchair sticker** [3] reports the increase in chic caused by the decor only.

The **second note** [4] displays the **basic costs** for the upcoming day, according to the ingredients you currently own.

The **third paper** [5] reports the **number of items owned** and, consequently, the **number of containers in use**. Since you have **17 containers available** (5 large, 10 small + 2 doughs), you'll be able to purchase up to **17 different ingredients**.

The **last note** [6] informs you about the number of different **goods available**, that is all the **ingredients** you **unlocked** throughout the current adventure. **Initially**, your choice is going to be rather **limited** but **it will expand** as your restaurant evaluation increases. Read chapter 5.5 at chapter 52 for more info.

Your daily routine might get **broken** by unexpected events which will affect your approach to the day to come. To remind you about eventual problems, **additional stickers** [7] **or notes** will pop up, containing precious info about what not to use or what to do to help the restaurant survive. Press **enter** to access the edit kitchen menu.



Here you'll find Gastone, who will give you a **short description** about the **currently selected ingredient** [1]. On the **upper-left** corner of the screen, the **kitchen blueprint is displayed** [2]. The rectangles and squares found inside the blueprint represent the **containers** available in the kitchen. **Left-click** on one of these boxes to change the container (and consequently the ingredient) currently selected.

On the **lower half of the screen** [3], you'll be able to read the **current attributes of the selected ingredient**, as well as its **organoleptic profile** (**taste**) [4]. There are **four different pages** of attributes which you can **navigate** using the **arrow keys** (or the A and D keys). Press **esc** to go back to the previous menu. Let's see now the ingredients attributes.

Attributes



The **first page** gives you an **overview** about the selected ingredient, displaying its **name**, its **icon**, its **quantity** and its **quality**. Clicking on REPLACE will let you **substitute** the currently selected ingredient.



The **second page** allows you to set the **size** of the container. Use the **up and down arrow keys** (or the W and S keys) to **select the desired size**. **Click** on USE to **confirm**. This page also displays the **capacity** of the container you selected as well as the **per stock price** depending on the ingredient quality and container size.



The **third page** allows you to select the quality of the currently selected ingredient. There are **four different qualities**, **from D (worst) to A (best)**. Top notch ingredients will increase the restaurant chic factor, but will also cost more. Use the **up and down** arrow keys (or the W and S keys) to **select the desired quality**, then **click** on APPLY to **confirm**.



Finally, the **last page**, allows you to **choose** your favourite **delivery company**. There are four companies, which differ in shipping time and cost. The **faster** the service, the **costlier** it is. This page reports the **shipping time** (**waiting**) and the **cost per delivery** (**shipping**). Use the **up and down arrow keys** (or the W and S keys) to **select the delivery company** to use and **click** on HIRE to **confirm**.

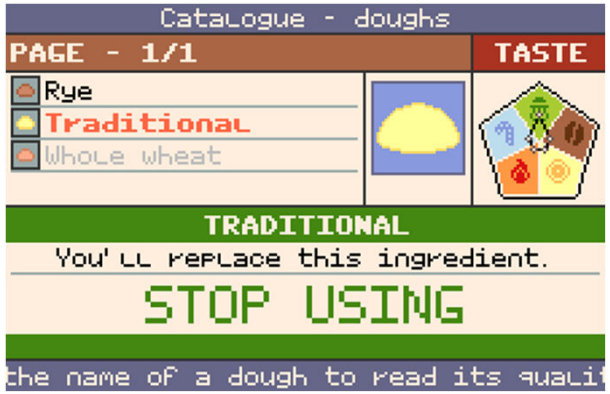
Whenever you select a **dough**, you'll face **only two pages** of attributes instead of the normal four. Because dough automatically regenerates itself and only up to 6 pieces of dough are available at once, you'll **only** be able to **edit its quality**. The quality of the dough affects its **rising time**. A **faster rising time** translates to a **better quality dough** which will, of course, cost more.

It is possible to **move** an ingredient from one place to another by **right-clicking** on its **box** inside the kitchen blueprint. Next, **right-click on the container you want to move your ingredient to**. The items will be swapped of place. It is possible to move an ingredient to an empty container, to a smaller one or to a larger one. Now turn the page over to see how to **add** (or **replace**) an ingredient to the kitchen.

5.5 The catalogue



Topping catalogue



Dough catalogue

To **access** the catalogue, **click** on CATALOGUE or on REPLACE while displaying the edit kitchen menu. Accessing the catalogue will give you the opportunity to **choose which ingredients to use** in your restaurant. There are **two different catalogues**: one for **toppings** and one for **doughs**. You'll be able to access the latter by operating on a dough container.

The catalogue is very much alike other menus. **Navigate** it using the **arrow keys** (or the W, S, A and D keys). The ingredients listed on the **topping catalogue** are divided in **nine categories: sauces, cheese, meat, seafood, vegetables, leafy vegetables, fruits, herbs** and **miscellaneous**. The **dough catalogue**, instead, only offers **one single category**: doughs.

To **select** an item, **left-click** on its name. Doing so will display a **photo** of the ingredient, as well as its **organoleptic profile** and its **unit price** (the cost per piece) related to a D-quality product.

The **organoleptic profile** (displayed below **TASTE**) is divided in five sectors: salty, bitter, tangy, spicy and sweet. When you design your pizzas, play with the flavours; balance them or make one overpower the others and you might end up meeting someone new.

If the ingredient you selected tickles your fancy to the point you want to **add** it to your kitchen, **click** on ADOPT. Otherwise, feel free to select another ingredient or, if nothing interests you, press **esc** to go back to the edit kitchen menu.

Some items will be displayed in grey. This means you **already own** that particular ingredient. If you are **replacing** an ingredient, the interested item will be displayed in red. You can **delete** the ingredient you are working on by clicking on STOP USING. Lastly, some elements in the catalogue will be displayed as **"???"**, meaning these articles **aren't available yet**. Still, **you can select them** just like any other ingredient **to find out the minimum score required to unlock them**.

Memo: removing ingredients will most likely modify the menu. If identical pizzas are detected, these will be removed. Whenever an edit occurs, you will be promptly notified.

5.6 Edit menu

Selecting the option **edit menu** from the restaurant management menu will **let you edit your pizzeria menu**. You'll be **able to add one new pizza per day, up to thirty pizzas in total**. Remember that a **wide menu improves your restaurant F.L.A.B. evaluation**, so don't be afraid to let your fantasy run wild: we know your creations are going to be delicious!

Viewing the edit menu page from the management menu will display, on the pink sticky note, the number of **pizzas currently offered**. The other two remaining notes, instead, are riddled with Lucky's annoying **comments**.



Edit menu

To **access** the submenu, press **enter**. Here too, you'll be welcomed by **Gastone**. He might also give you **important** information regarding the currently displayed pizza. Just like the other menus, use to **arrow keys** (or the A and D keys) to **navigate** it and press **esc** to go back to the previous menu.

Each page corresponds to a pizza, and **each pizza has its own name and recipe associated**. That means you **won't be able to name nor top two pizzas the same way**. Every page displays the **name** of the pizza [1], its **photo** [2] and its **price** [3]. You can **edit** the price by **left-clicking on the arrows** [4] or, alternatively by **pressing the up and down arrow keys** (or the W and S keys).

Price is an **extremely important** factor as it can either declare the success or failure of your business. You'll have to **set** your pizzas prices **just right**, so that they can **compensate for the production costs** and generate profits, but **don't go overboard** with them! A pizza **too expensive** compared to its real value might get **ignored** by a vast majority... →



← ...of your customers, thus lowering the number of orders and your potential earnings. At the **beginning** of your adventure, it is advised to set your pizzas prices to be on the **cheap side**, since **your customers won't be very willing to spend much money** for a bite in your **barely known** and **unstylish** pizzeria. However, as the days go by and the popularity and chic **increase**, feel free to **gradually bring your pizzas prices up**, in order to grant you better profits.

Lastly, on the **bottom part** of the screen [5], you'll find all the **ingredients** you currently own to build your pizza. Ingredients are divided in **three categories**: **doughs**, **sauces** and **toppings**. You'll be able to top your pizza however you want; the choice to load it up or to keep it on the light side is up to you.

One dough will be **always selected** by default. Dough is the only **compulsory** ingredient you'll need to make your pizzas; **sauce and toppings are optional**. You can **select** or **deselect which ingredients to use** on your pizza **by clicking on their icons**. Hovering these icons will display the ingredient name and its **cost per piece** on the **information bar** [6] at the bottom of the screen. Pay **attention** to the cost per piece of the ingredient you are using and edit the pizza selling price accordingly. A yellow background denotes the **ingredients currently in use** on the pizza you are viewing.

To **create a new pizza**, get to the **last page** of the menu. Once you are there, **click** on NEW PIZZA to start creating your new, scrumptious pie.



New pizza

Done that, you'll be asked to **name your pizza**. Type on the keyboard the name you want to assign. The name can be up to 10 characters long. Press **enter** to **confirm**. After deciding the name, it is finally time to **top** your new creation however your heart desires. Let fantasy flourish and **don't forget to set the pizza selling price** once you are done.



Naming a new pizza



Renaming a pizza



Deleting a pizza

You can **edit** any pizza at any time. We have already discussed how to edit the price at page 60 and how to change the ingredients at page 62. Let's see now how to **rename a pizza**. To do that, simply **click on its name**. Similarly to what happens when you create a new pizza, you'll be asked to **type** on the keyboard its new name. Press **enter** to **confirm** or, alternatively, press **esc** to **keep** the current name.

It is also possible to **remove** a pizza from the menu. To do that, press the **DEL** key. You will be asked to **confirm** your choice. Press **enter to delete** your pizza or press **esc to keep it**. It is possible to add back as many pizzas as you removed at any time. Be careful not to remove too many pizzas, though (or if you do, add them back before beginning a new day)! Although it is nice to work with an easy to remember menu, the F.L.A.B. doesn't think so, and will **penalize** your score for the **poor variety** of your offer.

Memo: if you only have one pizza left in your menu, you won't be able to delete it.

5.7 Advertising

Throughout your adventure, you'll get the chance to **advertise** your pizzeria in many different ways. Selecting the page **advertising** from the restaurant management menu will display a summary of your **current advertising campaign**, as well as your **budget**, the **investments** you made **in marketing** and the pizzeria **popularity**, together with its **variation** compared to the previous day.



Advertising

You might notice a number of **icons** below the caption **ACTIVE SERVICES**. These icons represent the different **methods of advertising** (categories). There are seven in total. In order, starting from the left: **paper, Internet, aerial, newspaper, radio, television** and **sponsorship**. Every form of advertising has specific **features**, which we'll soon analyse.

Press **enter** to **access** the advertising submenu. Here, **Lucky** will welcome you and work as your **guide**.



As always, use the **arrow keys** (or the A and D keys) to **navigate** the menu and browse its pages. Press **esc** to go back to the restaurant management menu. **Left-click** on the name of an item to **select** it from the list [1]. When **no item** is selected, the **television** [2] will display your **current budget**. **Otherwise**, a **preview picture** of the selected offer will be shown. Finally, below the caption **FEATURES** [3], you'll be able to read a brief **description of the advertising category** when no offer is selected, together with eventual **exceptions** or a **motto** for the category on the **green bar** below.

Selecting an item will show its **efficacy** and its **cost**. **Efficacy** can significantly **vary** according to the selected offer. Methods which sport a **high value for efficacy**... →



Viewing an item

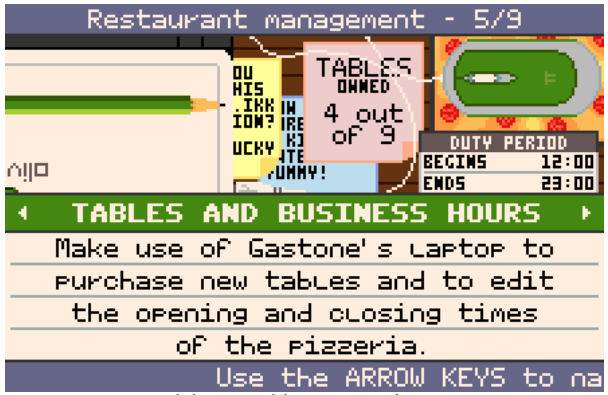
← ...can **dramatically increase the restaurant popularity** from one day to the next. Remember, however, that these methods will **cost more**. There are **five different levels of efficacy**: **minimal, low, average, high** and **maximal**. If you would like to **purchase** the currently selected offer, click on **REQUEST**. You **must** have **sufficient money** to complete your purchase. Every time the cursor hovers the caption **REQUEST**, your **budget** will be again displayed on the television. Once you have completed your purchase, the television will display your **remaining money** for a few seconds.

An advertising contract is generally **valid for one single day**. That means **that at the end of your business day, you'll have to request that particular advertisement again if you want to reuse it. Some methods**, however, can be **valid for more days or**, as it happens for sponsorships, **forever**. Carefully evaluate your investments beforehand to bring the restaurant popularity to the max and make the best out of your budget.

Forms of advertising currently in use will be displayed in grey.

5.8 Tables and business hours

At the beginning of your adventure, the **workload** is going to be **light** and your shifts won't last more than thee hours. As you **progress**, however, the **workload will increase** and so will the **number of customers** coming to your pizzeria. You'll then unlock the option **tables and business hours**, which allows **you to purchase new tables** and **extend your duty period**.



Tables and business hours

Using Gastone's laptop, you'll get the chance to **edit the duty period** and the **number of tables available** in your pizzeria. Viewing the tables and business hours page from the restaurant management menu will display the **number of tables currently owned** on the pink note and the **duty period** of the restaurant on the paper on the right. Press **enter** to access the submenu.

Here you'll find Gastone's computer and a few open **applications**. By default, the active application will be **TABLES MANAGEMENT**.



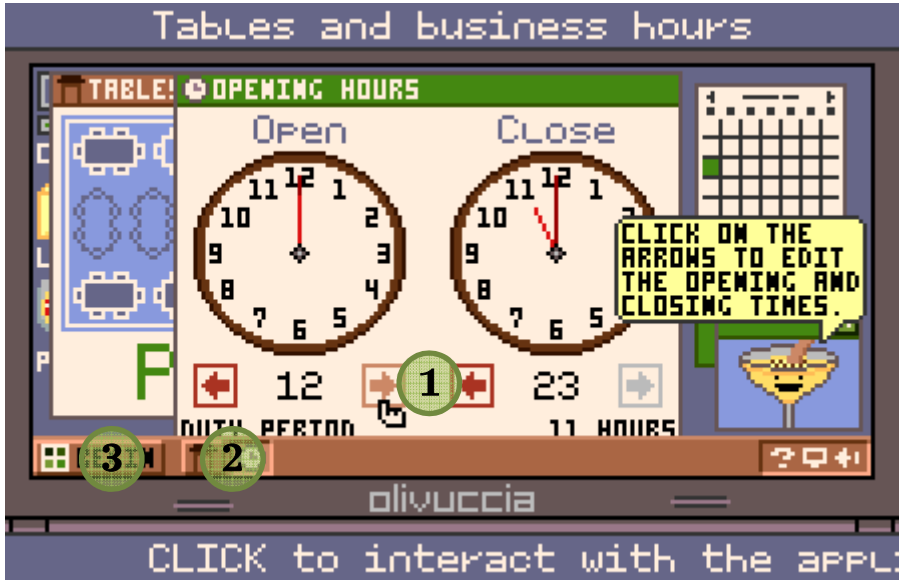
Its window will display a handful of information. Below the caption PURCHASE DATA [1], you'll find the **cost for one table** and the **increment in popularity and chic** following its purchase, whereas below the caption RESTAURANT DATA [2] you'll be able to see your **current money** and the numbers of **tables you currently own**, as well as your **current position** in the F.L.A.B. standings. Lastly, the restaurant **blueprint** [3] is shown on the left.

A table costs **30000 Zunnics**. If you wish to **purchase** a table, **you'll need to have enough money** and **click** on PURCHASE. You won't be able to purchase a new table if you don't have sufficient money.

On the bottom-right corner of the screen, you'll find your **interactive helpmate ZabAlone** [4], which will always be... →

← ...down there ready to assist you and give you company. ZabAlone will inform you about eventual **restrictions** and it'll also provide you **instructions** about how to use **IkkunoiSSA**, Gastone's laptop operating system. If ZabAlone annoys you, feel free to **get rid of it** by clicking on the ✕ on the top-right corner of its window. **Clicking on ZabAlone** will make it say something.

Right behind the **TABLES MANAGAMENT application**, it is possible to spot a **second window**. **Click on the window in the background to make it active** and bring it to the foreground. The screen will now look like this:



The active application will now be **OPENING HOURS**, where you'll be able to **edit the restaurant business hours**.

Left-click on the **arrows** [1] to **modify** the hours you want your pizzeria to OPEN and CLOSE. Most of the times, you'll be able to make the duty period **as long or as short as you want**, although **some events** throughout your adventure **might limit your freedom**. Make sure your duty period is **appropriate** to make up for all expenses.

You can also select the active application by clicking on the **tabs** [2] found on the **toolbar** at the bottom of the screen. Lastly, make sure to check out the **BEGIN menu**. **Left-click** on the **BEGIN button** [3] to **open** it. Press **esc** or click on **SHUT DOWN** to close IkkunoiSSA and go back to the restaurant management menu.



The begin menu

Memo: Try to click on EXECUTE. You'll be asked to type in the name of the process to execute. Pay attention to what your customers, your friends and ZabAlone say as they might slip out of their mouth the name of one of these processes!

5.9 Atmosphere

The **atmosphere** submenu will be the **last addition** to the now substantial management menu. Here, you'll be able to **purchase new furniture** for your restaurant, install a handful of **useful services**, buy **gifts** for your customers and **apply special offers**.



Atmosphere

Viewing the related page on the management menu will put you in front of **two different papers**. The one on the **right** will display your **current budget** as well as the **pieces of furniture owned**, **services offered**, and **gifts available**. Each item you own is represented by a **small drawing** which will appear next to the captions **WE HAVE** (regarding furniture owned) and **INSTALLED** (regarding services offered).

The light blue paper on the right is the **flyer** of the pizzeria. It lists the **special offers** currently active in your restaurant. Each bullet corresponds to an offer.

Press **enter** to access the atmosphere submenu. Here too, you'll find Lucky welcoming you, although in telematic form this time. You'll communicate using **your phone** [1] and Lucky will text you and send you pictures.



As for the previous menus, **use the arrow keys** (or the A and D keys) to **browse** the four categories available. The four categories are **furniture**, **services**, **gifts** and **offers**. These categories can be made of **one or more pages**, which you'll be able to browse by pressing on the **up and down arrow keys** (or the W and S keys) or by clicking on the **arrows** [2].

Left-click on the **name** of an article [3] to **select** it and **read** its **features** and **cost**. Lucky will text you a brief **description** of the item you selected. She might also provide you a **picture** of the same article, where available.

You'll need a little familiarity with your smartphone to visualize the pictures Lucky will send you. Your smartphone is **interactive** and you'll be able to select **two different functions**: a **text mode**, which will allow you to read Lucky's messages, and a **photo mode**. By default, your phone will be set on text mode. To view pictures, you'll have to **left-click** on the **glasses icon** [4], placed on the top-left part of the phone screen. **Left-click** on the **home icon** [5], located right next to the glasses icon, to return to **text mode**.

Memo: Lucky won't always have pictures to show you. When this happens, she'll notify you via text..

Let's briefly analyse each **category**, now.

The first two categories, **furniture** and **services**, are similar in many ways. Above all, both furniture items and services will **increase** the **chic factor** and the **popularity** of the restaurant. Moreover, some articles might even **boost your customers' patience**, buying you some extra time to complete their orders.

To **purchase** the currently selected item, **click** on PURCHASE. **Bringing the mouse over** this caption will **display your current finances** on the phone screen. You'll need to have sufficient money to complete your purchase.

Some pieces of furniture can be **resold** once you own them. To **sell** an object, **click** on SELL. Your item **selling price** is listed in the features section, next to the caption **Sells for**. Selling your furniture can be useful if you're experiencing money problems. However, remember that **your items will sell at a lower price than their original value**. This is because all articles **lose their value** as they age. The only exception to the rule is when you resell a brand new unused item.



Atmosphere, furniture

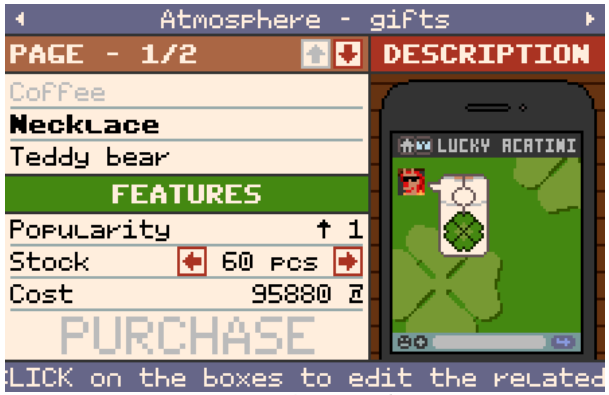


Atmosphere, services

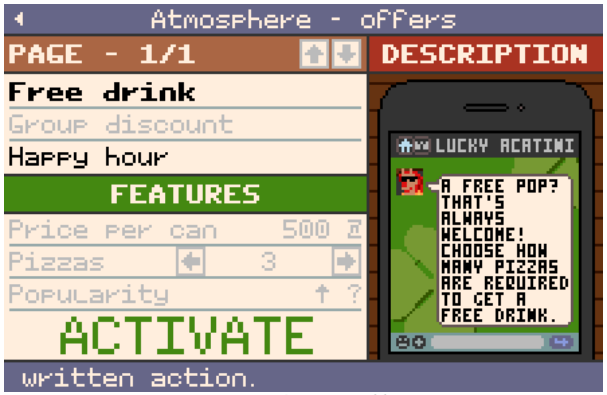
The **third page** and category of the atmosphere submenu is about **gifts**, which consists of small gadgets to donate to your customers at the end of their meal. Offering gifts will **slightly increase** your restaurant **popularity**. There are **different kinds of gifts according to the customer** you are serving: toy cars for kids, tie clips for gentlemen, and so on.

It is possible to decide **how many gifts** to purchase by clicking on the **arrows**. Purchasing more pieces at once will save you a few Zunnics, as you will be eligible for a small **discount**. You can have up to **100 pieces** of the same article. Since Lucky will be gifting away the stuff you buy, it is advised to **always check** at the end of the day the screen shown at page 71 to review how many gifts you have left. Starting a new day **without gifts** will **damage** the restaurant **popularity**.

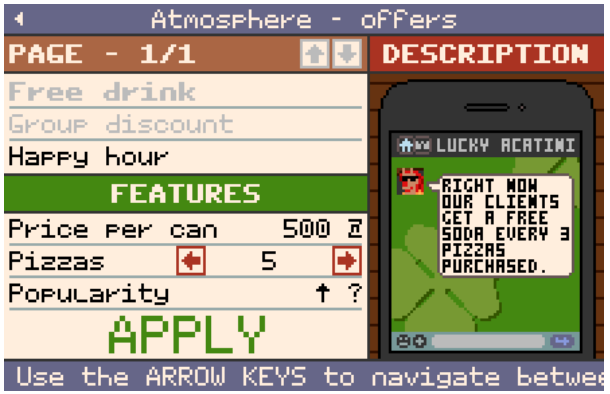
The **last category**, **offers**, displays all applicable offers in your restaurant. Offers will **increase** the pizzeria **popularity**. The **more tempting** an offer is, the **more** the pizzeria popularity will **increase**. The first time you'll view this list, all offers will be **inactive**. To **activate** an offer, **click** on **ACTIVATE**.



Atmosphere, gifts



Atmosphere, offers



An active offer

The screen will change slightly, giving you the opportunity to **edit the terms and conditions** of the offer. Depending on the offer, you might **operate on one or two parameters. Click** on the **arrows** to modify these values. Finally, **click** on APPLY to **confirm** the changes. If you want to **deactivate** an offer, click on CANCEL. As you're editing an offer, Lucky will inform you about its current terms and conditions. As already said, the more tempting your offer is, the more your popularity will increase. Still, **don't be too generous** with your customers, or you might cause more harm than good to your business!

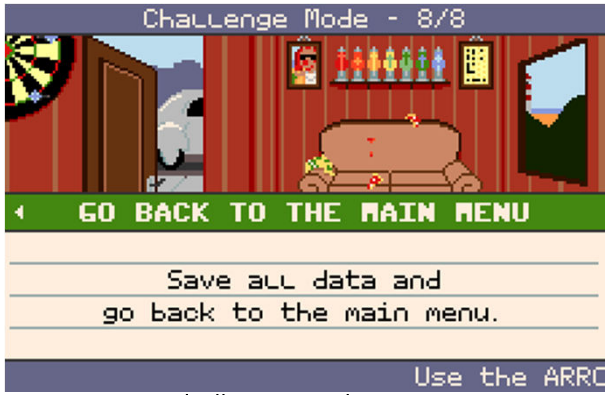
All **items you own** (or **active offers**) will be displayed in grey. Press **esc** to go back to the management menu.

Too much on your plate? Maybe, but don't be scared. If you didn't find this guide useful enough, you can count on a series of extensive **in-game tutorials** to help you better understand every aspect of Pizza Express.

CHALLENGE MODE

6.1 Introduction

Challenge Mode, added in version 1.06, is the **second main game mode** of Pizza Express. Challenge Mode will be **unlocked at the end of your third work day**, and it is accessible from the main menu by selecting the option **Challenge Mode**.



Challenge Mode menu

In Challenge Mode you'll be able to **test your skills in two different online game modes**. You'll also be able to compare your scores with the world's and your friends. Similarly to the management menu, challenge mode also features a variety of pages. Let's check them out.

Play	Read chapter 6.2 at the bottom of the page for info.
Kitchen edit	Read chapter 6.3 at page 83 for info.
Menu edit	Read chapter 6.3 at page 83 for info.
Load configuration	Read chapter 6.4 at page 86 for info.
Save configuration	Read chapter 6.4 at page 86 for info.
Leaderboards	Read chapter 6.5 at page 88 for info.
Ask Lucky	Read chapter 6.6 at page 91 for info.
Go back to main menu	Automatically save data and go back to the main menu.

A handful of options, such as **edit kitchen** and **edit menu** are almost identical to the ones found in the management menu, although there are a **few differences** which will be discussed in a separate chapter.

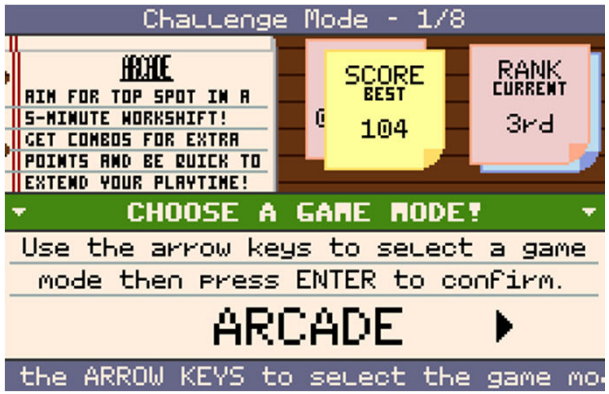
It is worth noticing that in order to access and play in this game mode, **you must be connected to Steam™ and to the Internet**. The game will otherwise notify you about the **impossibility** to connect to the online **leaderboards**. Leaderboards might occasionally be **unavailable and not reachable due to maintenance**, making online play not possible. This problem is generally only temporary. If, however, said problem should **persist**, please report it to Pizza Express game forums.

6.2 Arcade or Endurance?

As previously said, Challenge Mode features two different online game modes: **Arcade** and **Endurance**.

These two game modes don't differ too much from the vanilla gameplay, although there are some **noticeable differences**.

Selecting **play** will let you choose your favorite game mode. The sticky notes on the right display your **best result** for the selected game mode and your **current rank in the global standings**, while the paper on the left shows a brief **description** of the currently selected game mode. Still, this description is not enough to fully understand what the selected game mode has to offer, so the next paragraphs will provide you **more info about Arcade and Endurance mode**.



Selecting the game mode

Arcade mode

In **Arcade mode**, you'll have **five minutes** [1] **to rack up as much points as possible** [2], by serving pizzas and completing orders. **Completing orders will extend your playtime**, as you'll receive a **time bonus** which will be **greater the faster you are at serving customers**.

This game mode also features a **combo system** [4], which will allow you to **increment your score faster** the further you increase your combos. There's a **pizza combo** and an **order combo**. The **former** can be increased by **serving consecutive pizzas in a row** without making mistakes, while the **latter** is increased by **completing orders**, again without making mistakes.



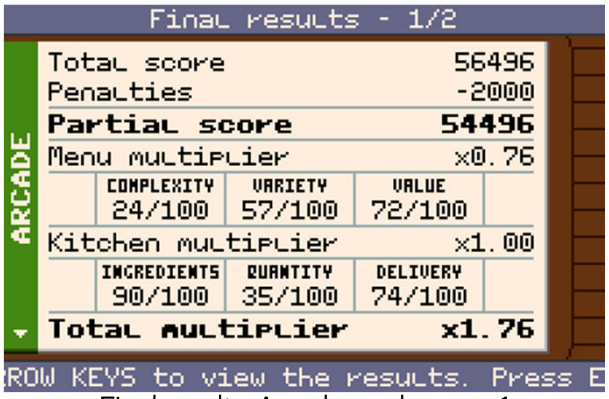
Serving a wrong pizza will cause the immediate loss of the currently displayed order (differently from what normally happens in vanilla Pizza Express). **Making customers wait too long** will also cause the loss of the displayed order. **Losing an order will cause both combo counters to reset**, negatively affecting your score.

Be also careful **not to overcrowd** your restaurant, since making customers wait for a seat will also reset your combos.

To further spice things up, **the game will pick up speed for each minute that goes by**. This translates in an increasing workload, as you'll receive more and more orders. **At the beginning** of the game, **you'll have nine tables** [5] to work with. **The number of tables**, however, **will gradually decrease** the more orders you complete, forcing you to pay the upmost attention about your customers as your restaurant's capacity lowers. If you manage to serve all customers in your restaurant, **a new order will be immediately generated. Idling is a big no-no** in Challenge Mode!

Lastly, pay extreme attention to how and when you restock. **Wasting food will penalize your score** (1000 piece for every piece left unused at the moment the delivery arrives), so plan ahead!

Once your **time is up**, your score will be **uploaded** to the leaderboards and you'll be brought to the **Final Results screen**, where you'll be able to analyse a detailed report about your performance.



Final results, Arcade mode, page 1



Final results, Arcade mode, page 2

The **total score** of your run is given by multiplying your partial score (obtained playing) by the **total multiplier**. This value depends on your **kitchen complexity** and your **menu completeness** (read chapter 6.3 at page 83 for more info about the multiplier).

Endurance mode

In Endurance mode, your objective is to **keep your restaurant running** [1] **for as long as possible**. Differently from Arcade mode, you won't have a time limit to deal with here. You will have, however, **Reputation Points** (or RPs, in short) [2] to manage. **Once your RPs reach zero, it's game over.**



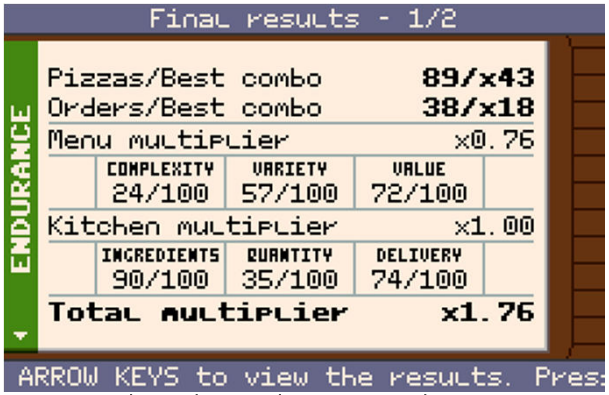
The game begins with 1000 Reputation Points. RPs can be lost in multiple ways: making customers wait, wasting food by ordering it when not necessary, mistakes...

Endurance mode borrows the **combo system** [3] from Arcade mode. You will thus have a pizza and an order combo. Increasing them will make your **customers more patient**, and it will also **fill up the Prowess bar** (keep on reading for further information) faster. Identically to Arcade mode, making the same kind of **mistakes** as the one previously described **will reset the counter of both combos**. The game **hecticness** is also borrowed from Arcade mode: **new orders** will be **immediately generated** when your restaurant is empty, and the game will **pick up speed** for every minute that goes by.

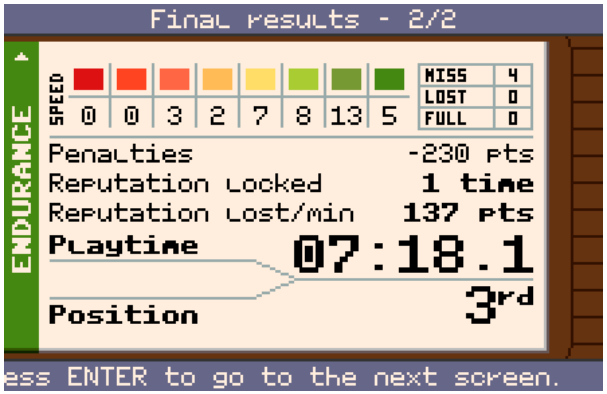
The peculiarity of Endurance mode is given by the presence of the aforementioned **Prowess bar** [4]. At the beginning of the game, the bar will be empty. It can be filled by **serving pizzas and completing orders. Once** the Prowess bar is **full**, **it can be used by pressing the spacebar or**, alternatively, **the middle mouse button**. Activating Prowess will **freeze your Reputation Points**, preventing their loss during the period Prowess is active. The **effect** is, however, only **temporary** and will last, initially, 10 seconds. Filling and using the Prowess bar multiple times throughout a single run will extend its effect, for a maximum of 20 seconds. **Use Prowess wisely** to relax for a couple of moments or, for instance, to receive deliveries without incurring into penalties which would otherwise damage your RPs. Remember, however, that although making a mistake while Prowess is active won't cause the loss of any RPs, **your combo counters will be reset anyway**.

Memo: Don't make any mistake to maximize the usage of the Prowess bar.

Once you run out of Reputation Points, it's game over. Your result will be **uploaded** to the leaderboards and you'll be brought to the **Final Results screen**, where you'll be able to analyse a detailed report about your performance.



Final results, Endurance mode, page 1



Final results, Endurance mode, page 2

6.3 The multiplier

The word **multiplier** has been mentioned once already in the previous chapter. But what is it, exactly? Quite simply, in **Challenge Mode**, the multiplier **rewards the most talented players** who work in particularly **demanding environments**, using a **kitchen difficult to manage** and an exceptionally **wide menu**. The restaurant's **complexity** is thus translated into **two different multipliers**, **one related to the kitchen** and **one related to the menu** used. The **sum** of these two multipliers give the **total multiplier**, which can increase, for instance, the final score in Arcade mode or make customers more patient in Endurance mode.

In Challenge Mode, too, you'll be able to **edit** your kitchen and your menu by selecting, respectively, **edit kitchen** and **edit menu**. These submenus are almost identical to the ones previously described for Story Mode in chapters **5.4**, **5.5** and **5.6**.



Edit kitchen



Edit menu

Now, **what makes** a **kitchen "difficult to manage"** and a **menu "wide"?** For both aspects, there are **three variables** to consider, which will affect the related multiplier. Let's find them out.

Kitchen

Ingredients — **Using many ingredients** in your kitchen will positively affect your multiplier, so don't be scared to fill up all your containers!

Quantity — **Using small containers** will increase the kitchen multiplier. However, set your... →

← ...containers' sizes carefully, as they can turn out to be a double-edge sword.

Delivery Your kitchen multiplier will increase if you **make use of the slowest courier companies** for your deliveries. Again, be careful about who you hire: although the worst services award the greatest bonus, you'll need some careful planning in order succeed!

Menu

Complexity The **complexity** of the menu is **given by the number of pizzas offered** in your menu **as well as the amount of ingredients used to top them**. To get the greatest possible bonus then, you'll have to offer your customers 30 different pizzas, most of which loaded with toppings!

Variety Similarly to what happens in Story Mode, your menu will receive a better variety score if it offers **pizzas capable to suit your customers' dietary needs and styles**. Don't forget your vegetarian friends, then (and not only them)!

Value for money The more **competitive** your **prices** are, the better the value for money for your customers. You'll have to carefully set your prices in order to get the greatest possible bonus: you want to profit, but you don't want customers to think you are a scammer!

To **find out** whether your changes had the desired effect on your multiplier, **you'll have to play a game** in either Arcade or Endurance mode. The **breakdown** of your multiplier is displayed on the Final Results screen.

Memo:. feel free to use whatever ingredients you like the most. In Challenge Mode, the chic factor is ignored, and so are the restrictions to the catalogues. You'll also be able to add up to 30 pizzas to your menu at any time.

6.4 Configuration

The word "**configuration**" in Challenge Mode, describes the **combination of kitchen and menu** used for your runs.

The **first time** you access the Challenge Mode menu, **the game will load the configuration being currently used in the ongoing adventure** in Story Mode. However, you'll always be able **to load and save further configurations** by selecting, respectively, the options **load configuration** and **save configuration**.



Load configuration



Save configuration

Editing the configuration used in Challenge Mode **won't alter** the one used in Story Mode. Feel free to experiment as much as you want, then, in order to find the best possible setup.

Once you're happy with your pizzeria, you'll want to **save** your setup. To do that, select **save configuration**.

Here, similarly to what previously seen in chapter 5.2 (at page 48), you'll be asked to **enter a name** for your configuration file. Next, press **enter** to **save** it or **esc** to **abort**. **Configuration files work differently from normal savefiles**. While you can use Story Mode savefile in Challenge Mode, the opposite doesn't apply.

Selecting **load configuration** will make this **difference** noticeable. **Story Mode savefiles** will be indicated by **a floppy disc icon**, while **Challenge Mode configurations** will be indicated by a **colored folder**. Configurations are also marked by the caption "**Challenge Mode savefile**".



A Challenge Mode savefile



A normal savefile

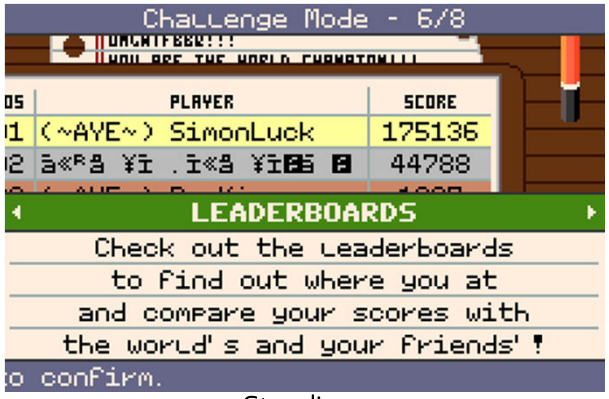
The **load configuration screen** is almost **identical** to the load game screen seen at page 50. The only difference is that, instead of reporting the score and position in standings, selecting a savefile will display the **number of ingredients owned** and **pizzas offered** for that configuration.

Use the **arrow keys** (or the A and D keys) to **select** a configuration and press **enter** to **load** it. Once loading is complete, a message will appear to inform you everything has gone well. It will be possible to immediately use the configuration loaded. You can also load the kitchen and the menu from the currently ongoing adventure in Story Mode.

Please notice that **overwriting a Story Mode savefile in Challenge Mode, will cause the loss of all data related to that savefile**, meaning **you will lose your pizzeria and your story progress**. Challenge Mode savefiles won't be shown in the load game screen.

6.5 Leaderboards

As already said, Challenge Mode allows players from all over the world to **compete** for the number one spot in Arcade and Endurance mode. The leaderboards thus define the **benchmarks** for all aspiring pizza chefs by reporting their **best results**.



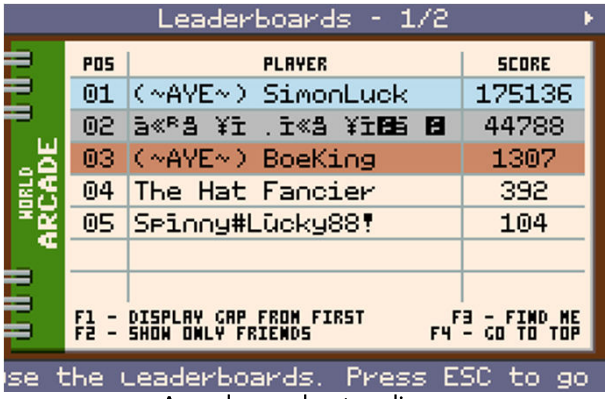
Standings

Press **enter** to access the full standings.

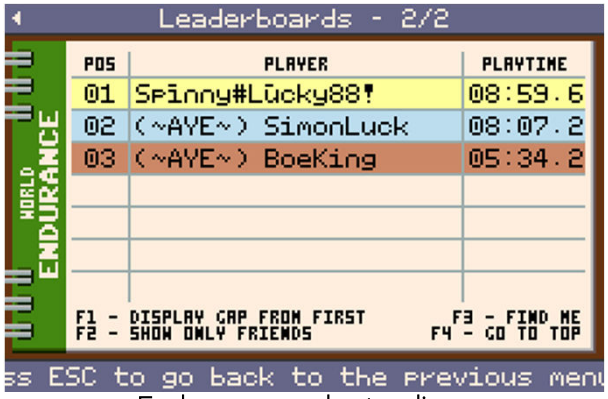
The game will need a **few moments** to **connect** to the leaderboards and **download** them. Next, it will **load** the **Arcade leaderboard**. If you already **registered** a score in Arcade mode, the game will **scan and find your entry** in the leaderboard, in order to show it together with the nearest entries to you. **Otherwise**, the leaderboard will display the **best players** in Arcade mode.

Press the **right arrow key** (or the D key) to **switch** to the **Endurance leaderboard**. Again, the game will take a few moments to create the leaderboard. Pressing the **left arrow key** (or the A key) will **switch back** to the **Arcade leaderboard**.

It is possible to **change the way the leaderboard is displayed** by pressing the **F1, F2, F3** and **F4 keys. Pressing F1 once** will show the **gap** for each player **from the leader**, while pressing it **twice** will display the **gap from the previous entry.** Lastly... →



Arcade mode standings

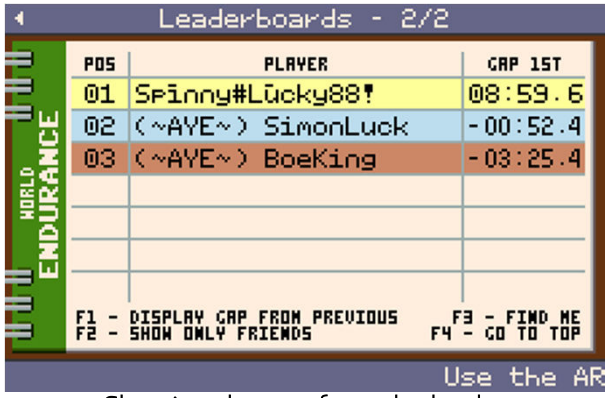


Endurance mode standings

← ...pressing F1 a third time will show the **entrant's best score.** This is the default setting.

With **F2**, it is possible **to limit the leaderboards to your friends only**, allowing you to compare your best results with theirs. **Pressing F2 again** will **switch back** to the **global leaderboards.**

Lastly, the **F3** and **F4 keys** serve a similar purpose. Pressing **F3** will make the game **search for your entry** in the currently displayed leaderboard. You **won't** be able to use this function if you didn't set a score in the game mode related to the leaderboard being shown. Pressing **F4** will **bring you to the top of the current leaderboard**, in order to display the best entries.

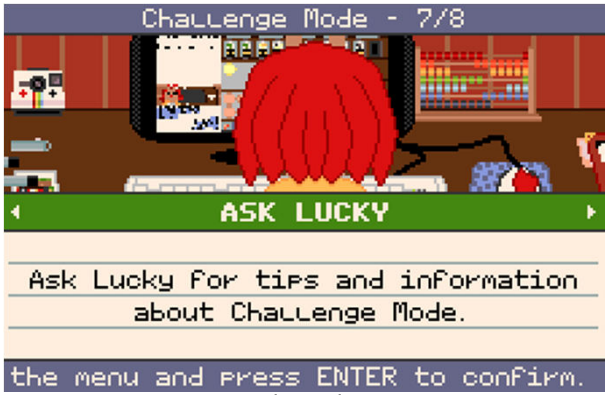


Showing the gap from the leader

Your entry will be highlighted by a **light blue background**, similarly to what happens in Story Mode in the stats screen (see page 52). Press **esc** to go back to the Challenge Mode menu.

6.6 Ask Lucky

The last page available in Challenge Mode is the option **Ask Lucky**. Here you'll find the gastropod focused playing her favorite videogame. Nevertheless, don't be scared to disturb her and press **enter**.



Ask Lucky



At Lucky's

Lucky will **welcome** you to her house. Here you can **ask her tips, tricks and general information about Challenge Mode**. If you carefully read this entire chapter, you probably won't need to hear much from her. However, do spend a little time chatting with your snail friend: she might give you some advice about how to **unlock** some **achievements** and even award you a **medal!**

ADDENDUMS

7.1 Known problems

Thank you for reading this manual.

No matter the efforts, perfection is always an utopia. This is why Pizza Express still manifests a few **small bugs** which might condition, more or less seriously, your gaming experience:

• **Due to a limitation** in the game engine, **the Steam™ Overlay gets displayed only partially** in the game window after pressing SHIFT+TAB. **The Overlay is correctly displayed if and only if the selected game resolution is the same as the one used by Windows. Uncheck** the option "**Enable the Steam Overlay while in-game**" **to disable it** and vice versa to enable it again. To access this option, go to your game **Library**, then **right-click on "Pizza Express"** and **select "Properties"** from the drop-down menu. The aforementioned setting can be found under the tab "**General**". This tab is automatically selected when the Properties window is opened.



Disabling the Steam™ Overlay **won't cause any problem to Pizza Express**. You'll be able to unlock all achievements anyway and capture screenshots by pressing the **F12** key. Steam Cloud will continue to synchronize your game files every time Pizza Express is launched and closed. On the negative side, **you won't be able to chat with your** Steam™ **friends**.
• Due to the game using **asynchronous calls** to retrieve the leaderboards scores, these **might occasionally fail to display correctly** in the Leaderboards screen when playing in Challenge Mode.
• **If using surfaces,** pressing **CTRL+ALT+DEL** might cause the game **crash**.
• Among the 100000+ words which make up Pizza Express story and interface, a few **typos** surely went unnoticed. Whoops!

The developer **apologizes** for the inconvenience caused by said problems and hopes to **fix** them in the future.

Did you find a bug? Please report it on the game official forums, at **steamcommunity.com/app/375250/discussions/1/**.

7.2 Info and contacts

If you would like to **contact the developer** to report a bug, a typo or just to give your honest opinion, feel free to write an e-mail to the address **simonluck@hotmail.it**.

The developer is also on **Steam™**, at **steamcommunity.com/id/SimonLuck**.

In case you'd like to feature Pizza Express in a **video review** or a gameplay **streaming**, **you are more than welcome to share your video** on YouTube™, Twitch and alike websites **for non-commercial purposes**. **Video monetization** is, however, **allowed** if it meets the criteria reported by the chosen video-sharing website.

7.3 Websites

Developer

Onni Interactive	onniinteractive.altervista.org
Pizza Express	onniinteractive.altervista.org/PizzaExpress/game_en.html
Silvia Campolongo (artworks)	lord--sama.deviantart.com

Publisher

Black Shell Media	blackshellmedia.com
Black Shell Games	blackshellgames.com

Music artists

Chud011	chud011.bandcamp.com
Erik Skiff	freemusicarchive.org/music/eric_skiff
LOneWOlf	soundcloud.com/lone-wolf-the-badass
RoccoW	soundcloud.com/roccow
Rolemusic	rolemusic.sawsquarenoise.com
TeknoAXE	teknoaxe.com/Home.php

7.4 Credits

Developer



Onni Interactive

Design	Simone Bellon
Programming	Simone Bellon
Testing	Simone Bellon
	Fabrizio Colletti
	Ignazio Friscia
	Luca Grassi
	Alessandro Martini
	Donato Saracino
	Alessia Scazzi
	Marco Tricarico
Graphics	Simone Bellon
Artworks	Silvia Campolongo
Sound effects	Simone Bellon

Publisher



Black Shell Media, LLC

Chief executive officer	Daniel Doan
Chief marketing officer	Raghav Mathur
Vice president of operations	Vanni Banducci
Vice president of marketing	Brett Westbrook

Music

Artists	Chud011
	Erik Skiff
	LOneWOlf
	RoccoW
	Rolemusic
	TeknoAXE

Softwares

Game engine	Game Maker 8.1
Graphics	Fontstruct
	Paint.NET
Audio	Audacity
	as3sfxr
	Bfxr
Libraries and DLLs	d41
	GearGOD
	halo shg
	h0bbel
	Jeroen van der Gun
	Jonathan Biddle
	Kake_Fisk
	Maarten Baert
	Manish Karki
	score_under
	snake5

Special thanks

To the entire Black Shell Media group for having found, founded and believed in this project, to Jonathan Biddle for kindly helping me implement Steamworks into Pizza Express, to Edd Harding and all those people who dedicated a little bit (or a lot!) of their time to try and make Pizza Express a better game and to the websites IndieDB and IndieVault for featuring and praising my game on their pages.

Along to my family, to my Finnish family, to all my good friends, to Strafy, Snowy and Nick for letting me use their characters in Pizza Express and to everybody else who supported me in this long and wonderful adventure.

And thank you!