



Thanks for checking out our upcoming game! The rulebook layout, graphic design, and artwork you will see in this pre-production copy are not representative of the finished product.

If you have any questions about the game or doubts about any of these rules, please drop us a line: jasonkotarski@gmail.com

Filler

Jonathan Chaffer • 2-5 Players • 20 minutes

You are a pastry chef in charge of putting delicious fillings in a variety of cakes, pastries, and baked goods. By coming to work early and making use of your full pantry of supplies, you will earn money, customer reviews, and critical acclaim. With a little luck, you might win out over your rivals and be crowned Star Baker!

Components

5 sets of 3 chef cards, in five colors

5 reference cards

50 recipe cards

Setup

Distribute a hand of three matching chef cards and a reference card to each player at random. Shuffle the recipe cards and count out ten cards per player to form the deck. Return any extra chef cards and recipe cards to the game box; they will not be used in this game.

Reveal as many recipe cards as there are players, plus one, and place these in a row in the center of the table to form the Recipe Book.



Deck and Recipe Book for a three-player game.

Recipe Cards

Each card has two regions. On the left side of the card is a "ribbon;" only the information in this area is important when the card is in your hand. The rest of the card is relevant only when the card is in the Recipe Book.



Icons

There are five types of ingredients used to make recipes. Two of them are common:



And three of them are less common:



In addition, some cards provide a wild ingredient, which can be used as any one ingredient of the player's choice:



Victory points come in three varieties:



Other icons are described in the Special Abilities section of the rulebook.

Order of Play

In each round of the game, players will use a card from their hand to determine the turn order for that round. Then, each player in turn will either Fill a recipe (claim a new card), or Restock their pantry (pick up discarded cards). Finally, the Recipe Book is refilled.

Turn Order

At the beginning of a round, each player must place a card from their hand face-down in front of them. This is the player's Time Card for the round. Once everyone has done this, all players simultaneously reveal their Time Card. The times printed on these cards determine the turn order for the round, earliest to latest.

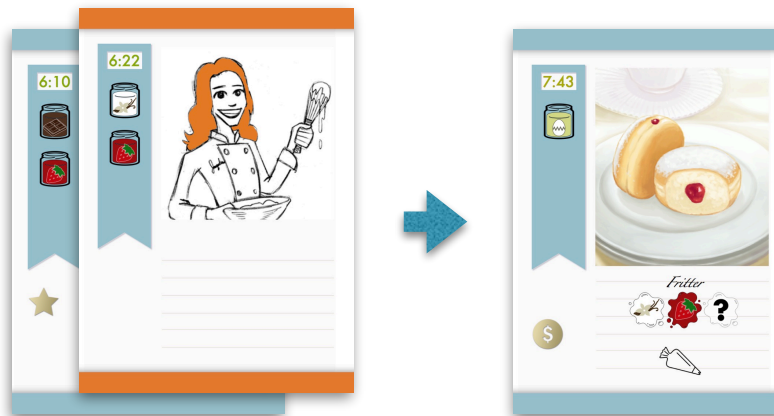
Note: *The Recipe Book is not replenished after a player's turn, so earlier players will have more choices than later ones.*

On each player's turn, the player must first discard their Time Card into their personal discard pile, and then perform either a Fill action or a Restock action.

Fill

If a player chooses the Fill action, they must play one or more cards from their hand. The ingredients on the left side of those cards must include all of the requirements listed on one of the recipe cards in the Recipe Book. Then, the player must discard all of these played cards, and pick up the fulfilled recipe into their hand.

Note: *Since the Time Card has already been discarded at this point, it is not available for the player to use in fulfilling a recipe.*



Example: *Claire plays two cards to provide the vanilla, strawberry, and any one additional ingredient needed for the Fritter recipe. The extra strawberry or chocolate provided by her cards is unused. Now she has the Fritter card in her hand, which provides custard for future Fill actions and a start time of 7:43 when used as a Time Card.*

Some recipes have a Special Ability icon, which is immediately resolved at this time. These abilities are explained in the Special Abilities section of the rulebook.

Restock

If a player chooses the Restock action, they pick up all of the cards in their discard pile and return them to their hand.

In addition, the player "reserves" one of the cards in the Recipe Book by returning it to the top of the deck. This prevents other players from fulfilling that recipe this round.

End of a Round

After all players have taken their turn, refill the Recipe Book with cards from the top of the deck until there are as many cards available as the number of players, plus one.

If there are not enough cards to fully fill the Recipe Book at the end of a round, the game is over. Otherwise, begin a new round with the Turn Order phase.

Scoring

At the end of the game, award points as follows:

- Collect the cards in your hand and discard pile.
- For each victory point symbol at the bottom left of the cards, score one point.
- For each complete set of different victory point symbols (star, coin, and trophy), score an additional two points.



Example: Claire scores 9 points for her victory point symbols, plus 4 points for her 2 complete sets, for a total of 13 points.

The player with the most points wins! In the case of a tie, the tied player with the most total cards wins. If there is still a tie, the tied players share the victory.

Special Abilities

Some cards have special ability icons on them, which take effect immediately after a player fills that card's recipe.



Bonus Fill. The player may optionally fulfill another recipe to claim another card. The ingredients used must come from newly-played cards.



Bonus Restock. The player immediately returns all discarded cards to their hand.

***Note:** Unlike a regular Restock action, the player does not have the option to reserve a recipe.*

Unusual Situations

What if nobody can (or wants to) fulfill any of the recipes in the Recipe Book?

If all players choose the Restock action *two rounds in a row*, then collect all of the cards in the Recipe Book and place them on the bottom of the deck before refilling the Recipe Book.

What if a player has no cards to play for turn order?

Players will always have at least one card in their hand because of the previous turn's Fill or Restock action.