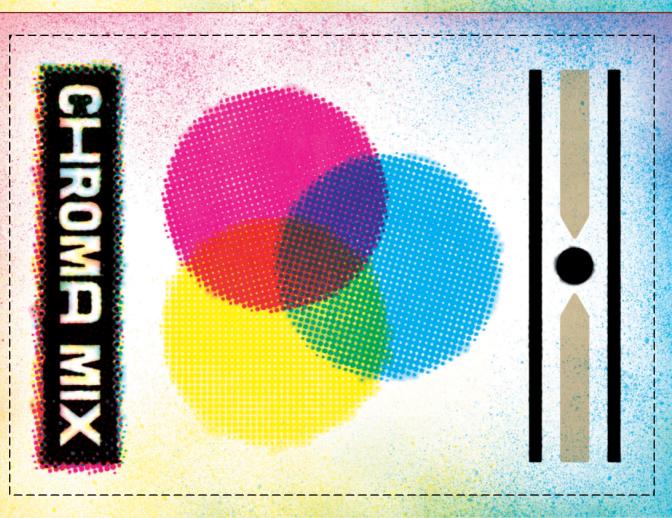
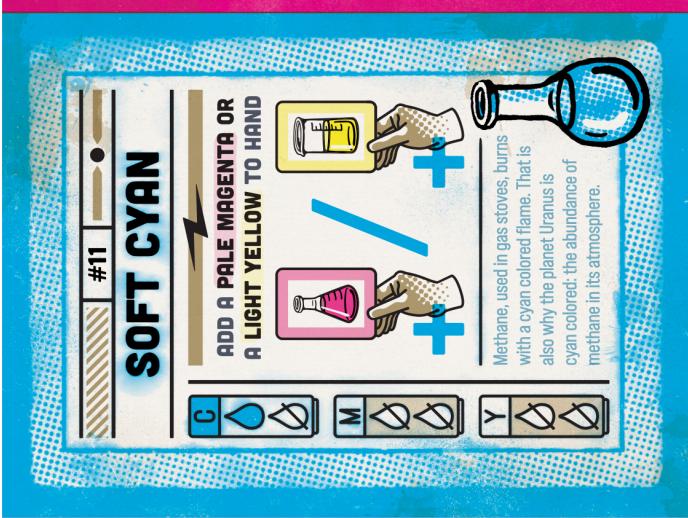
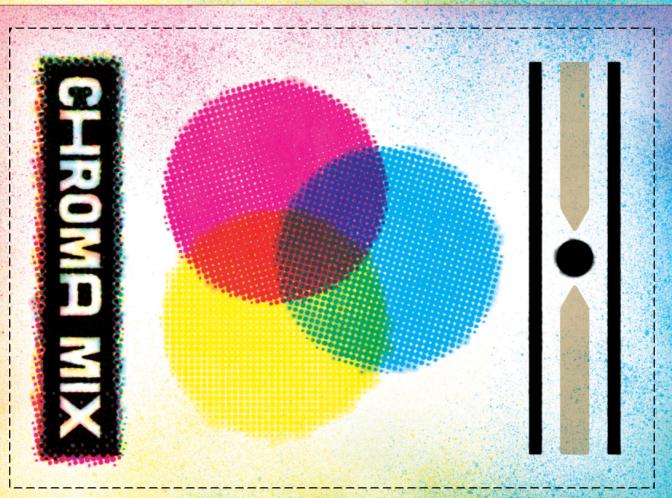
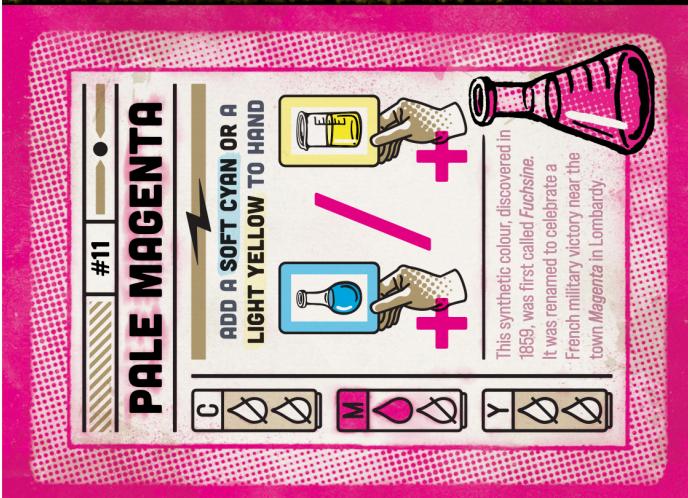
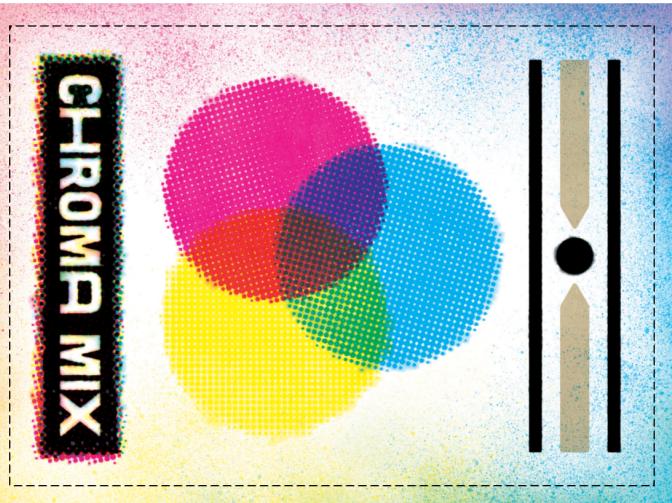
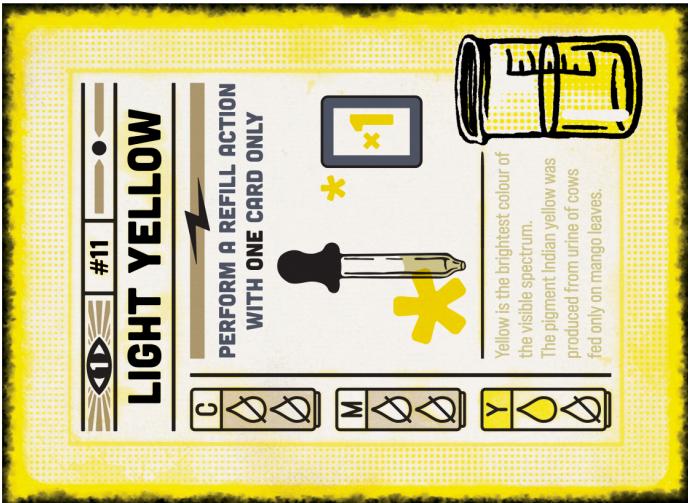
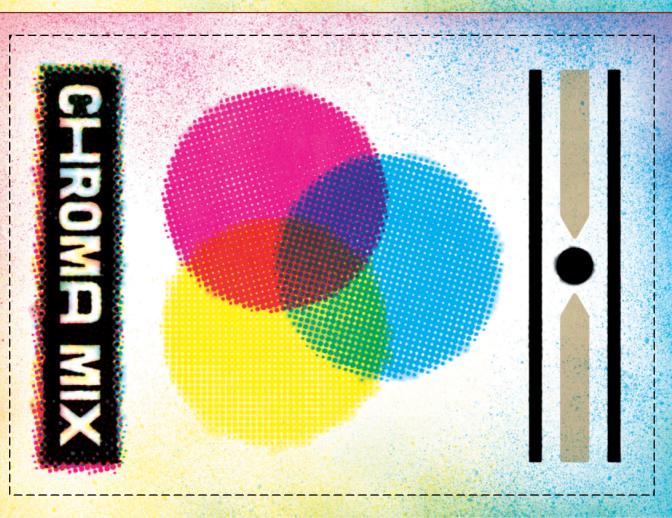
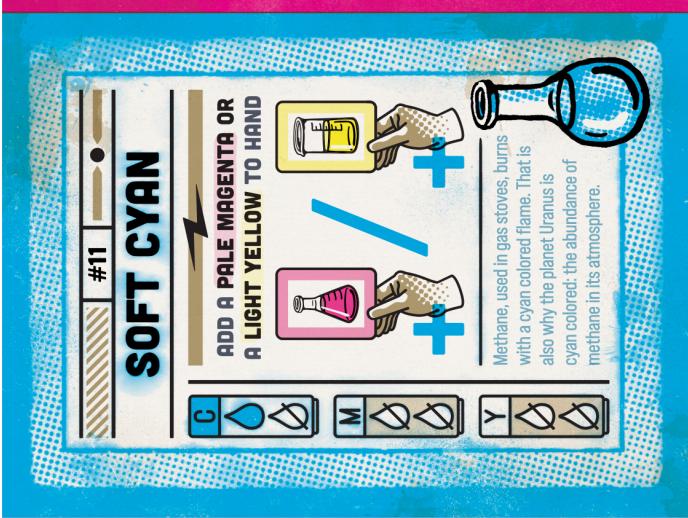
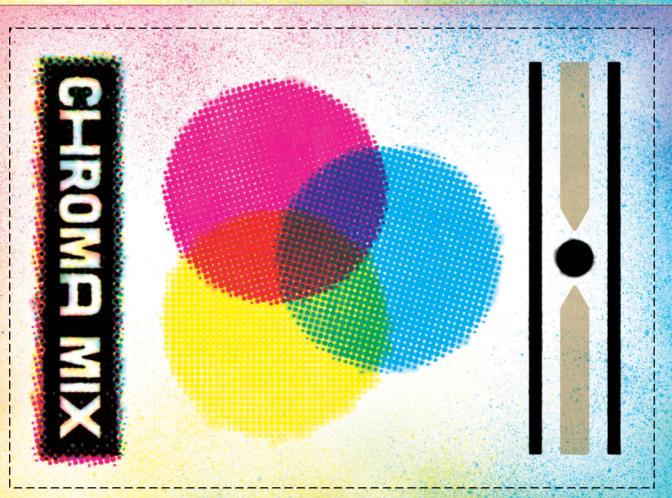
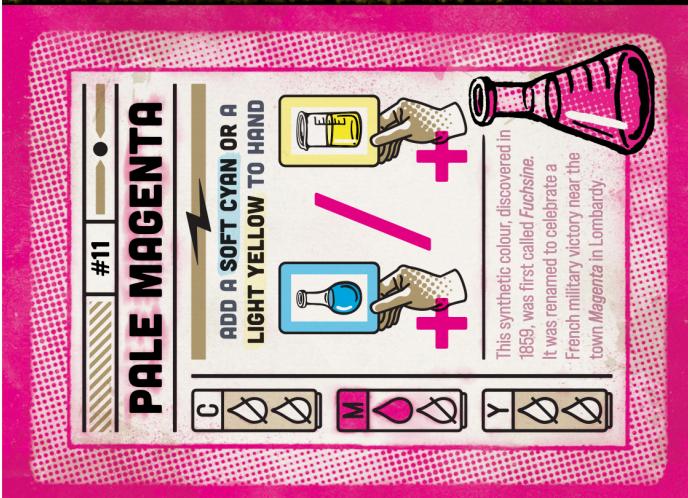
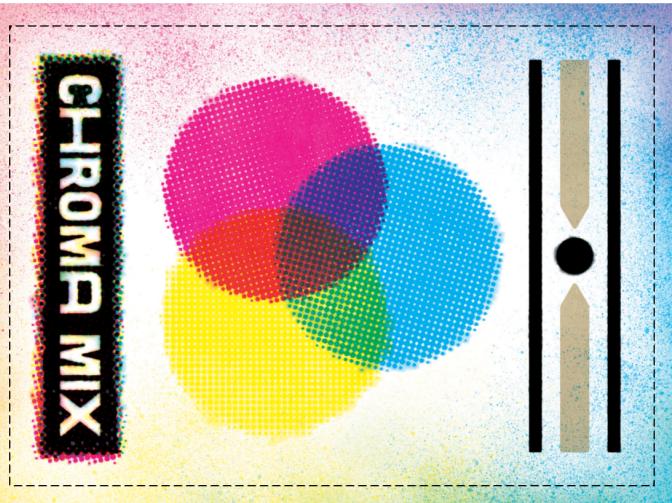
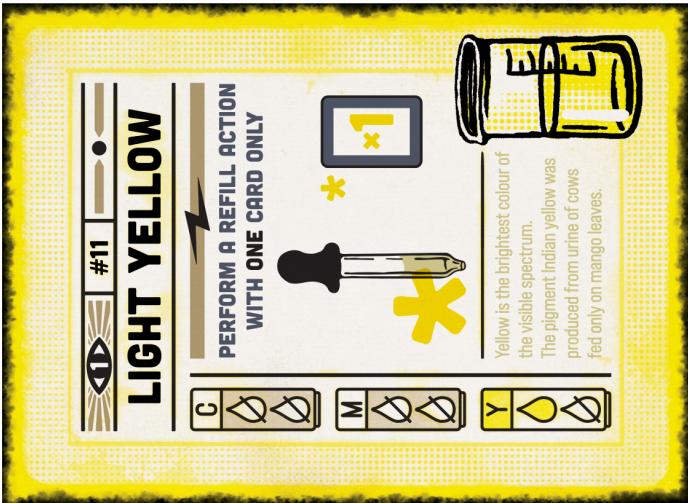


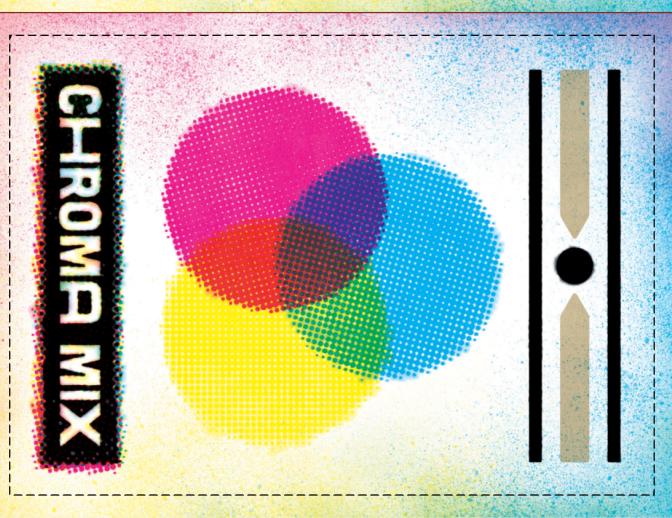
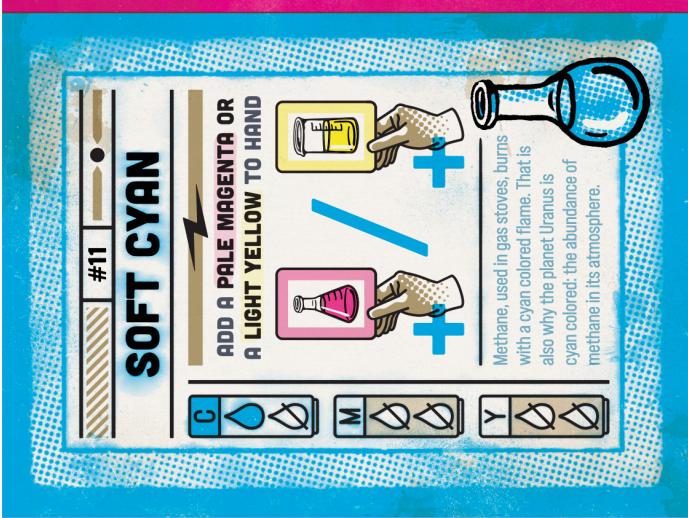
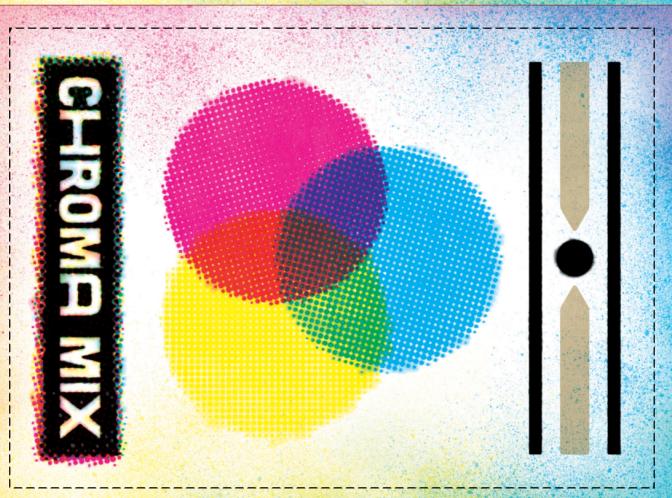
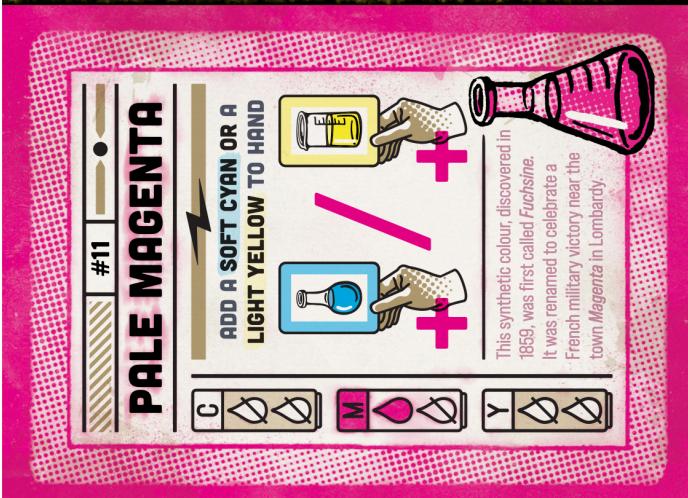
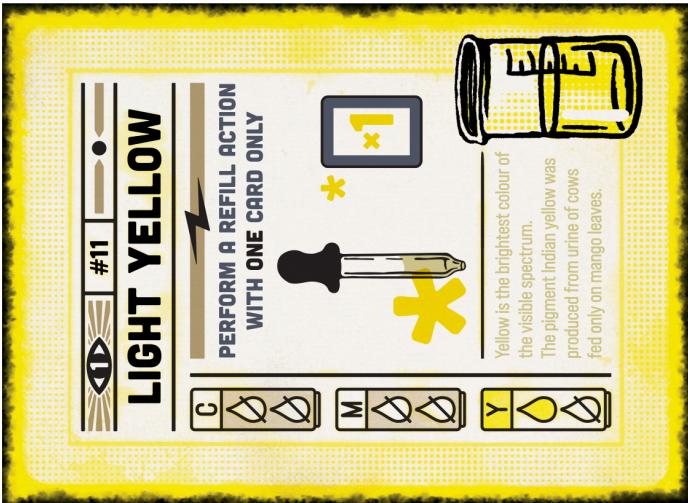
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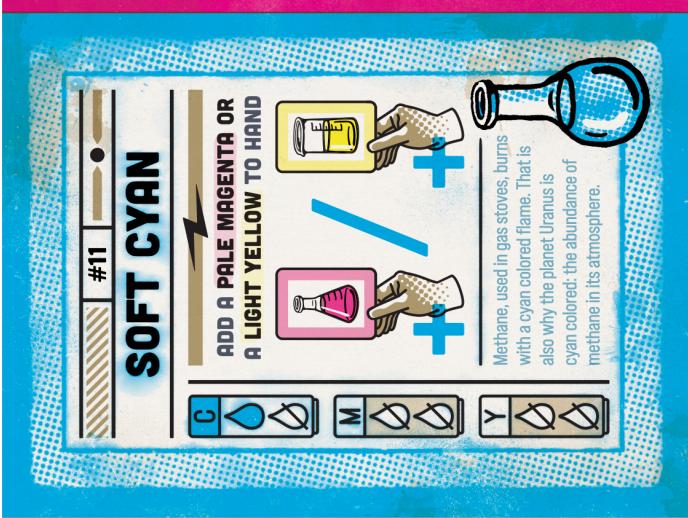
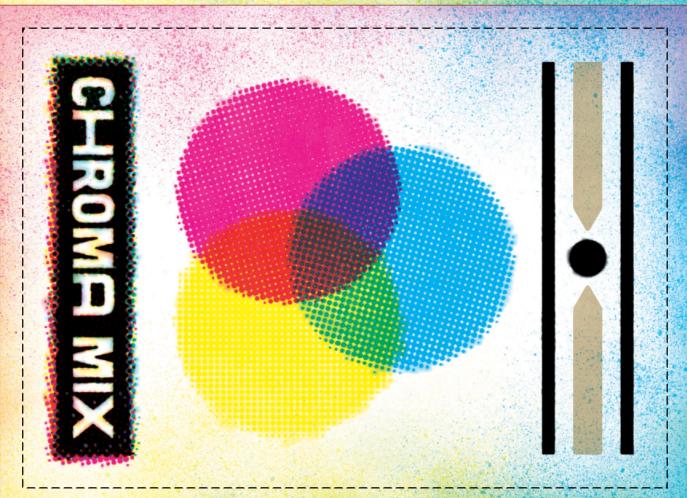
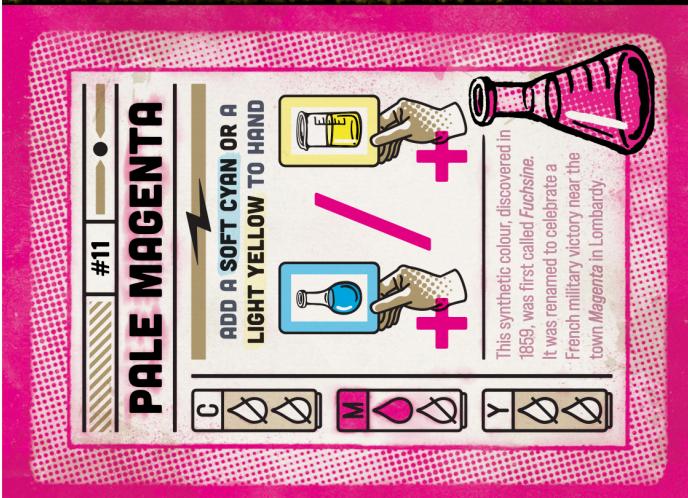
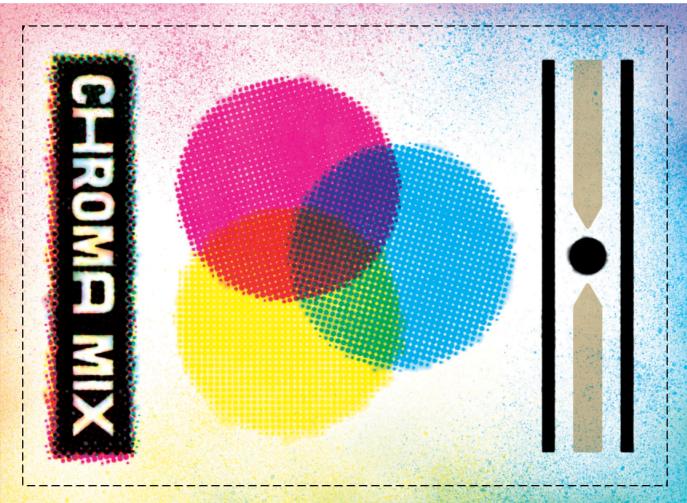
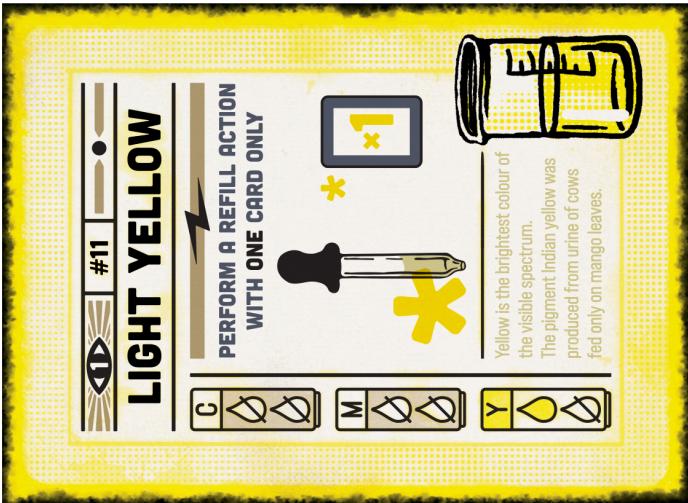
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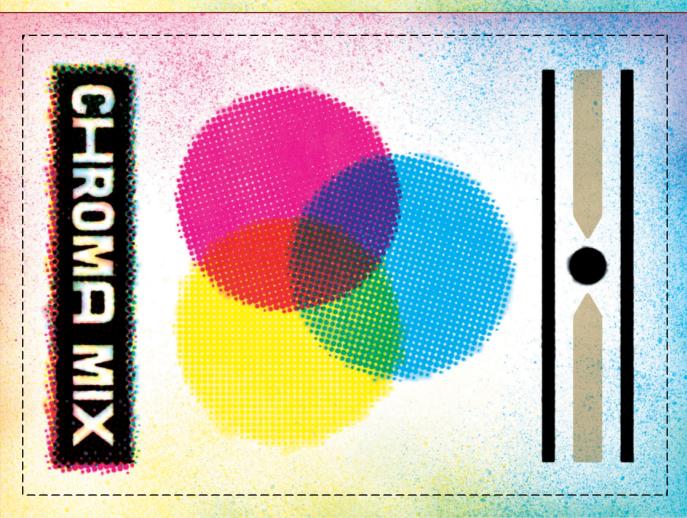
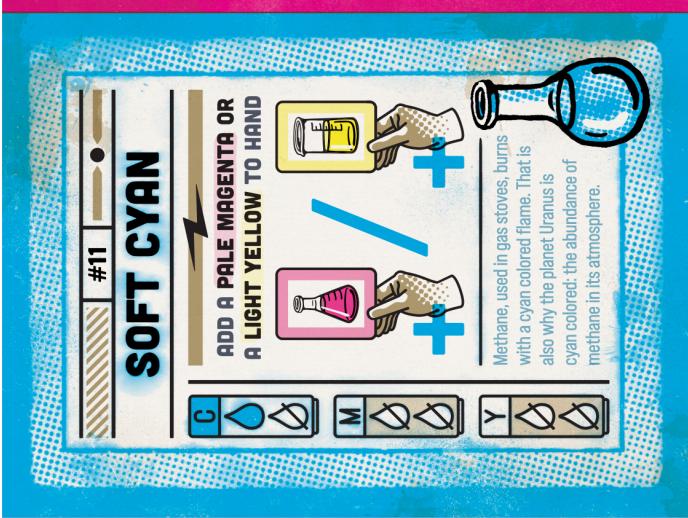
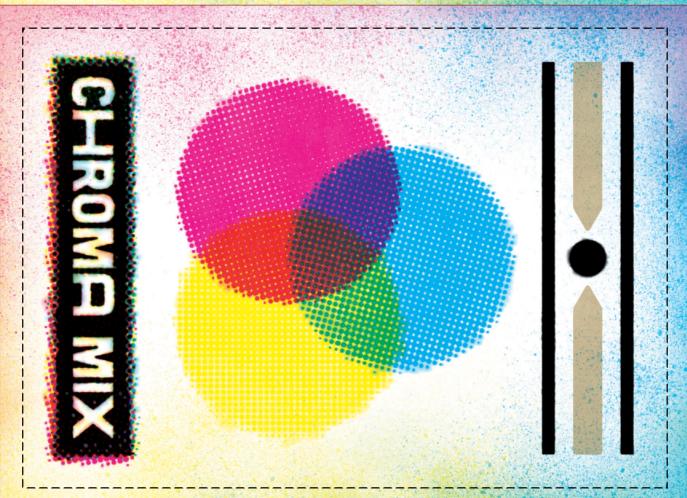
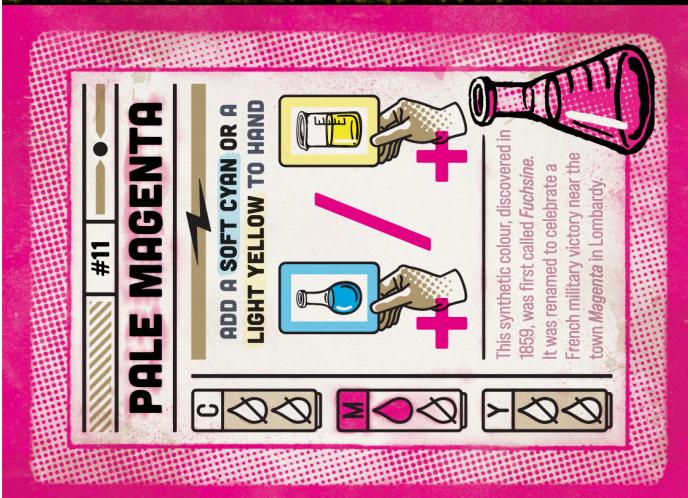
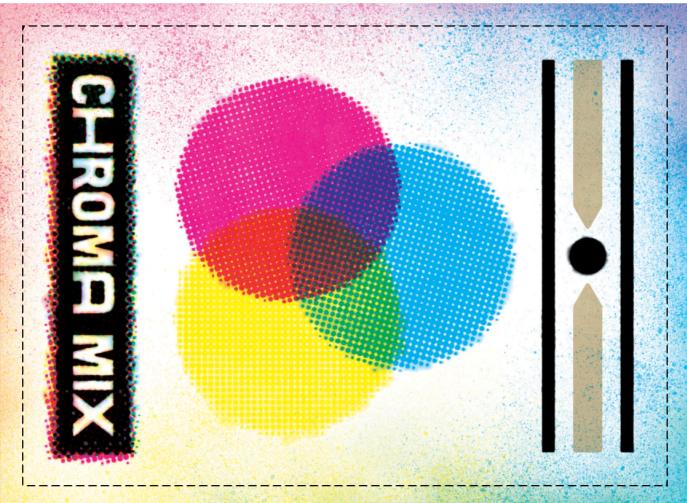
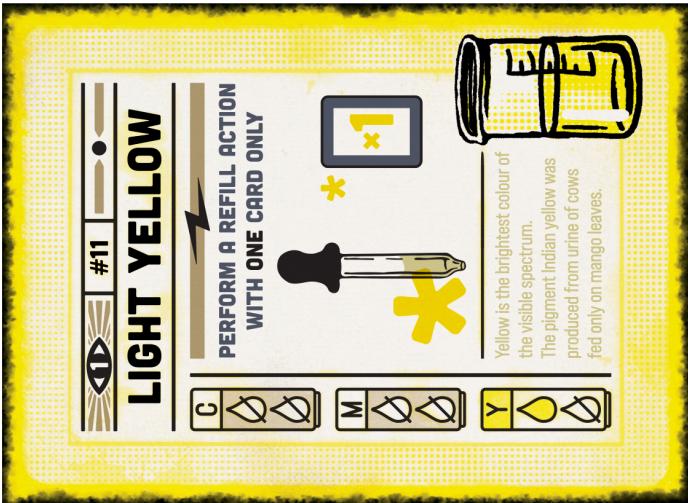
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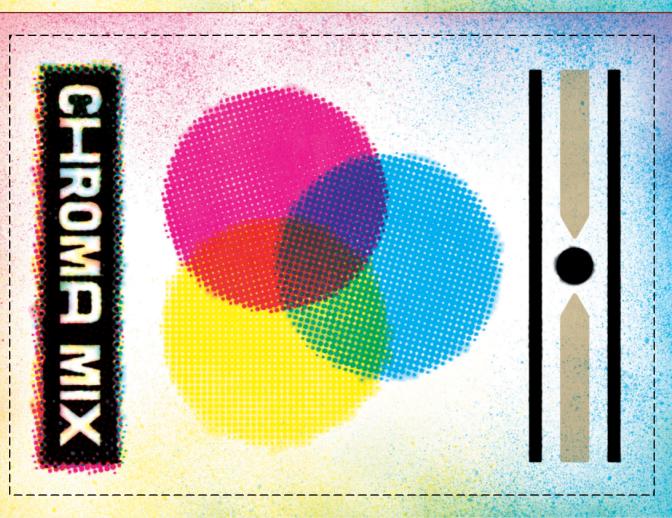
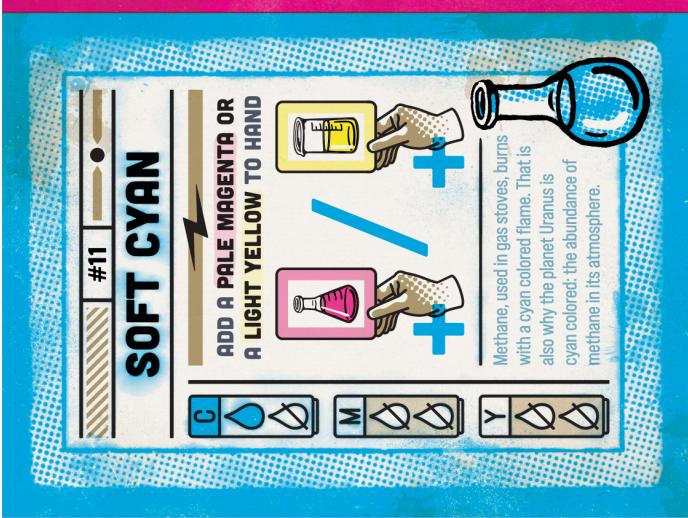
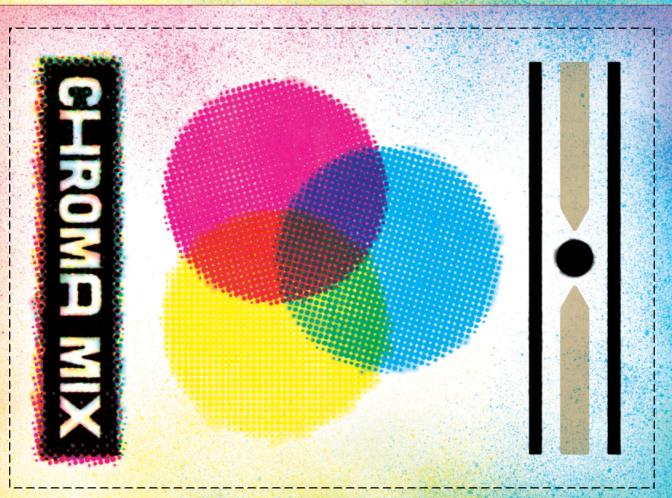
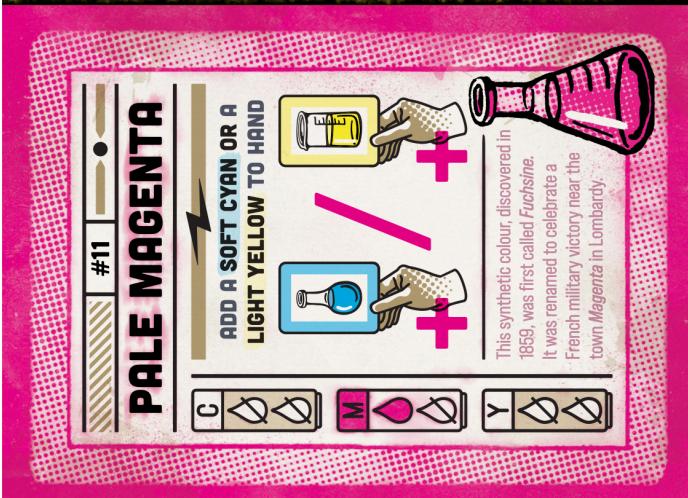
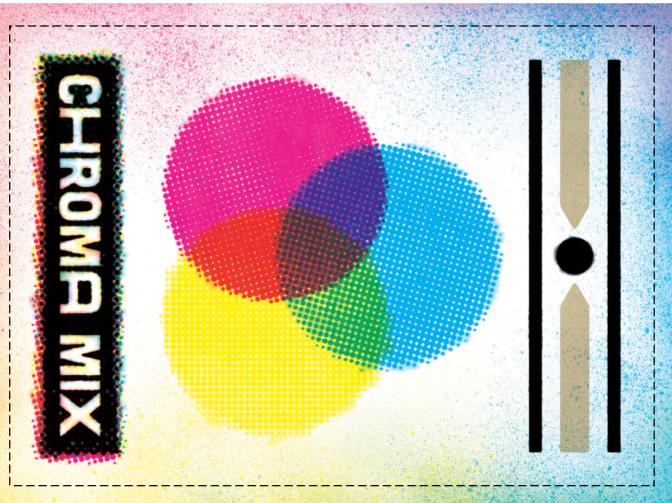
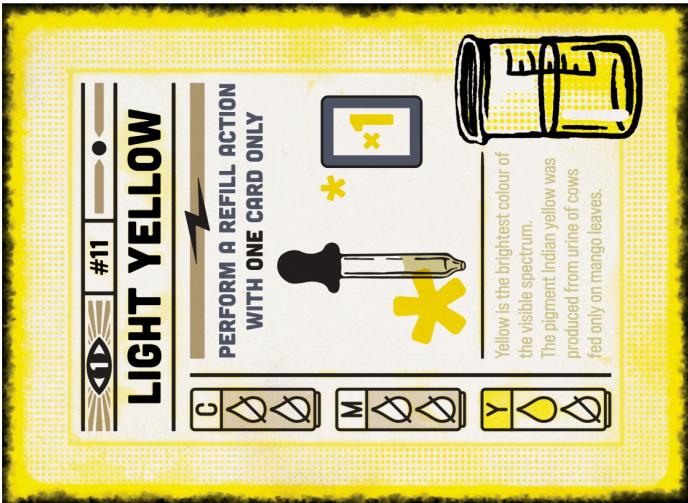
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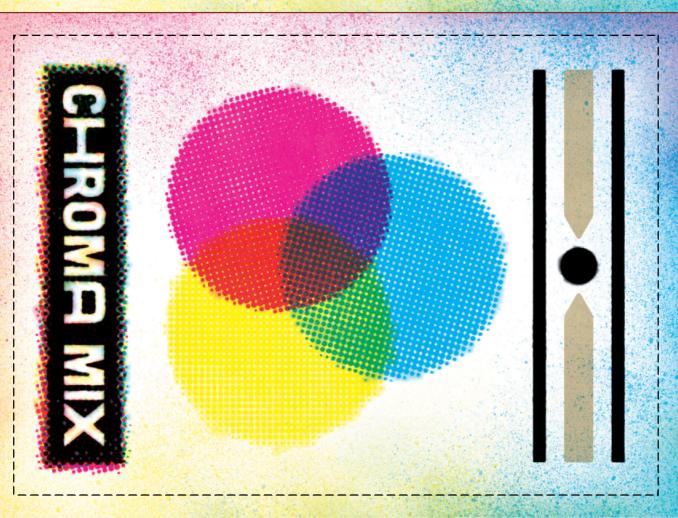
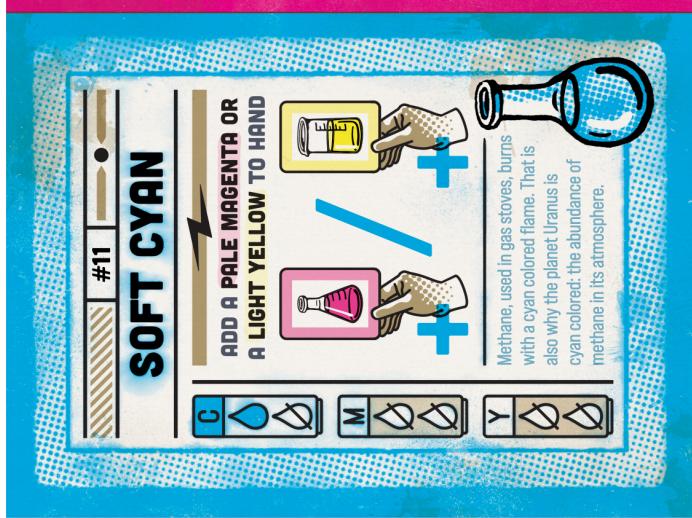
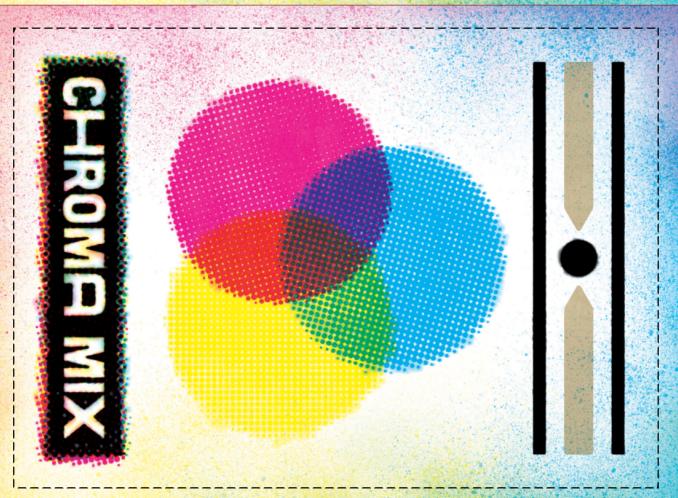
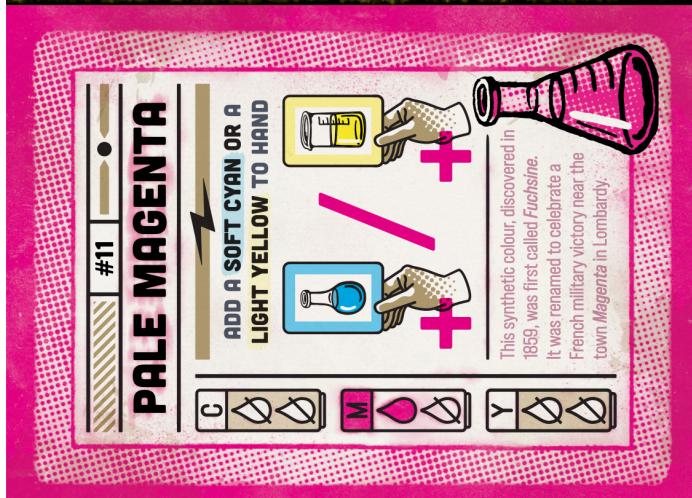
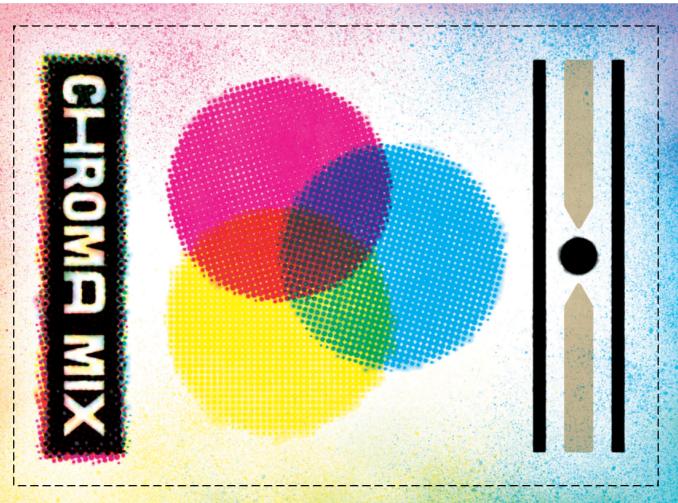
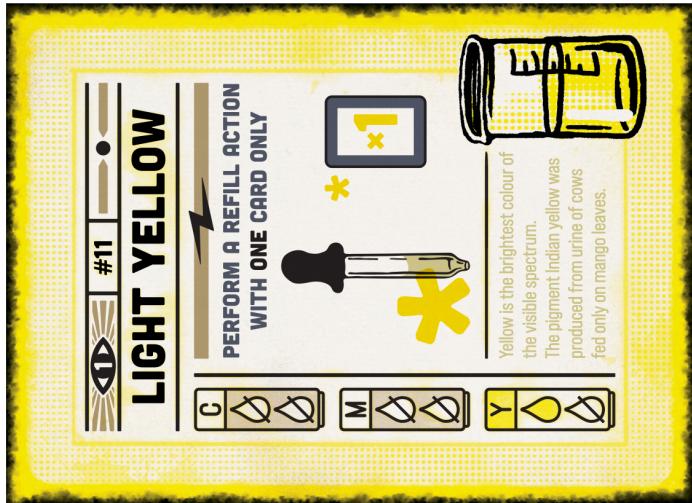
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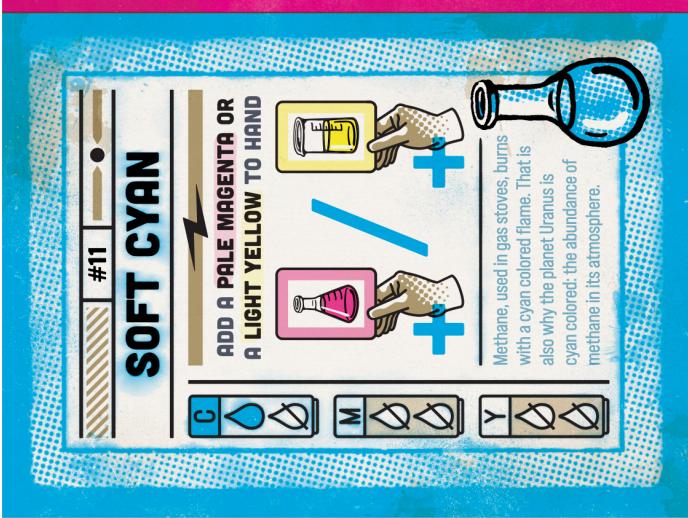
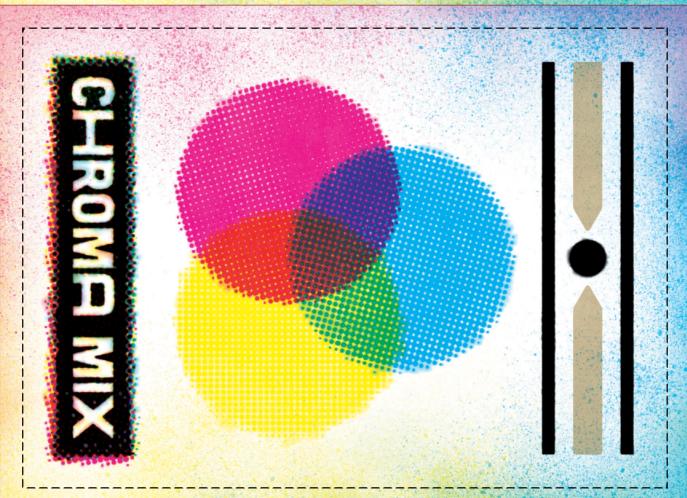
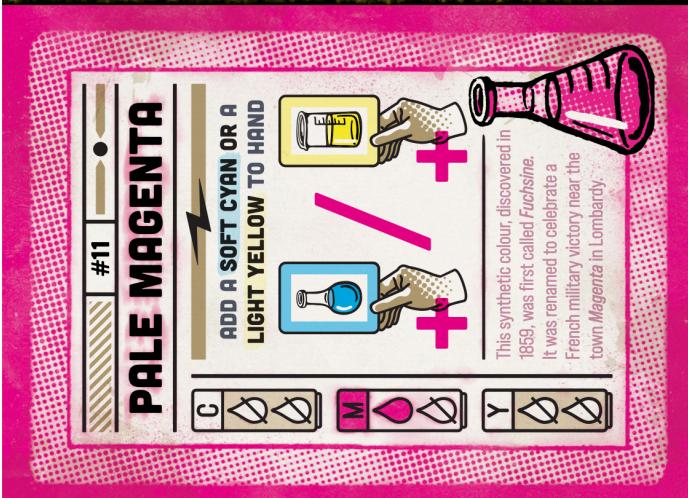
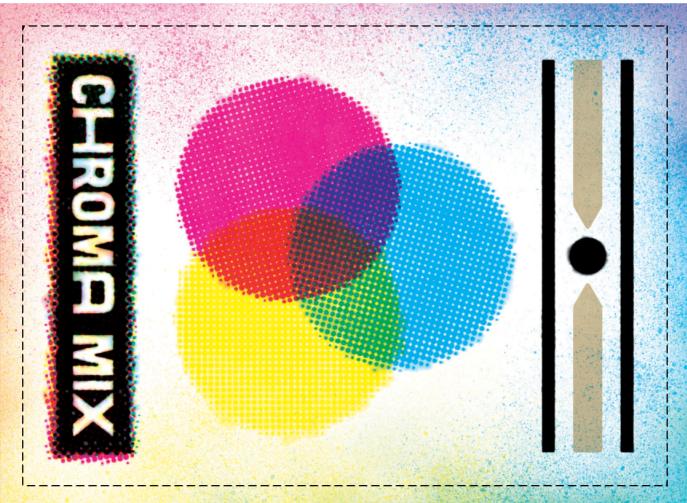
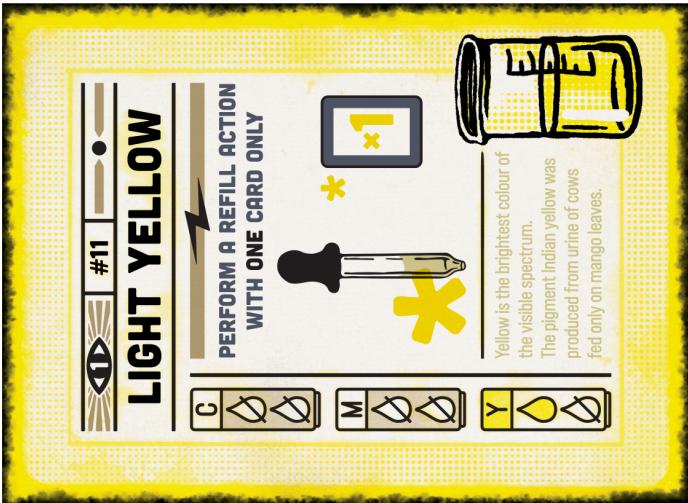
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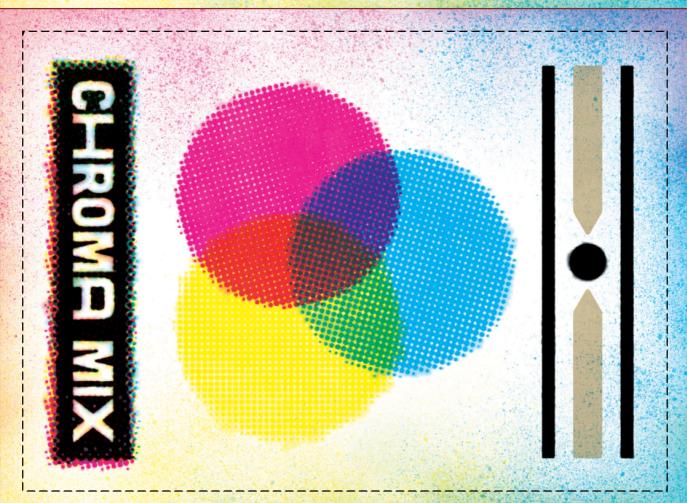
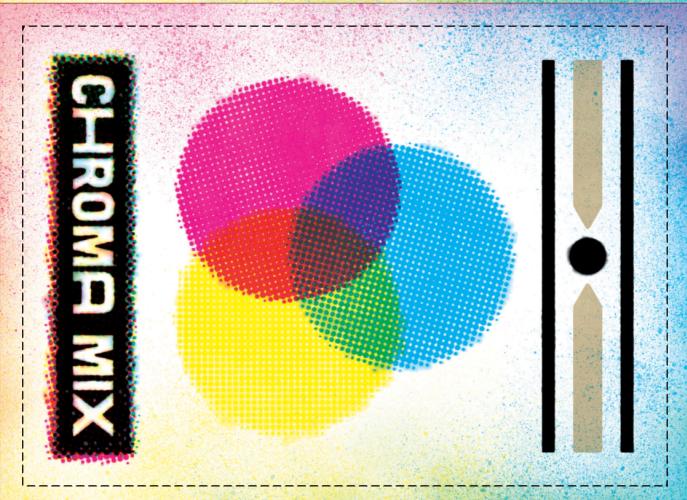
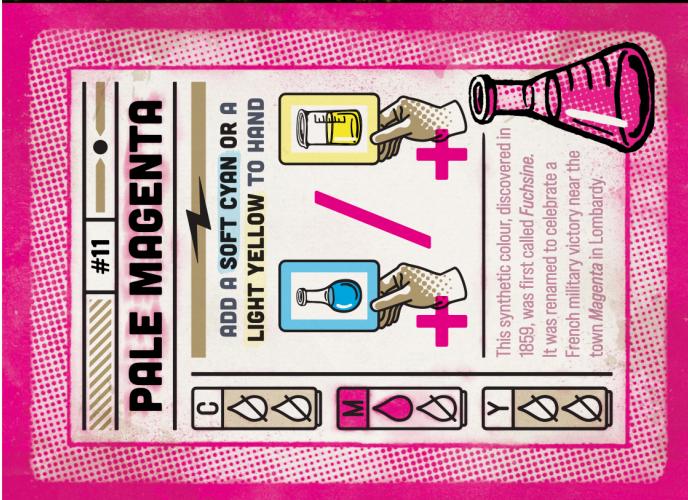
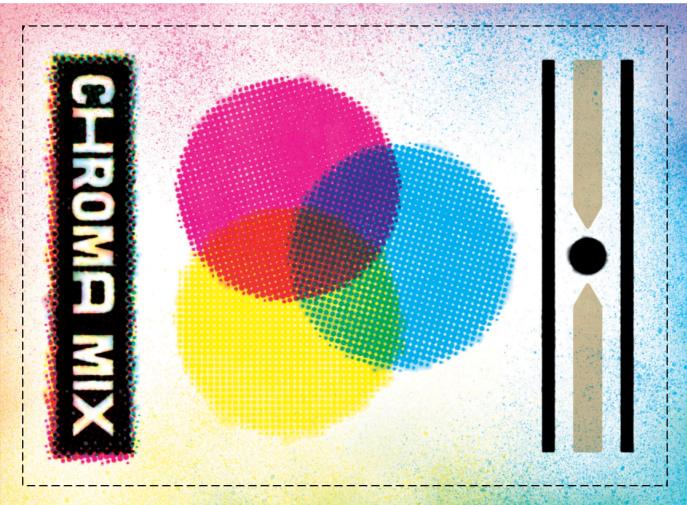
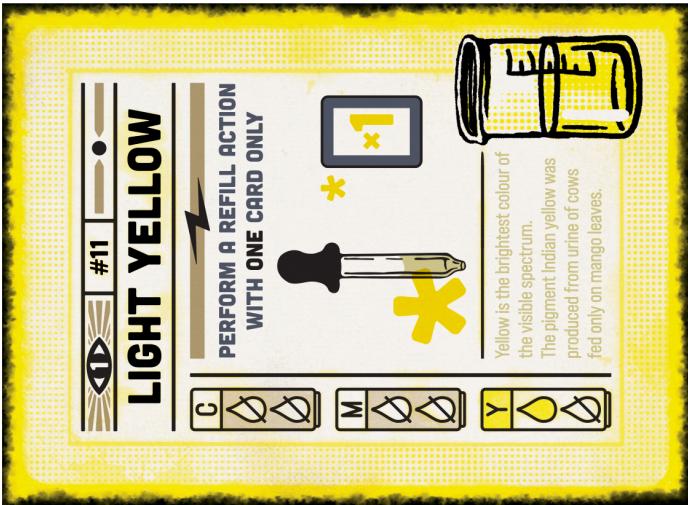
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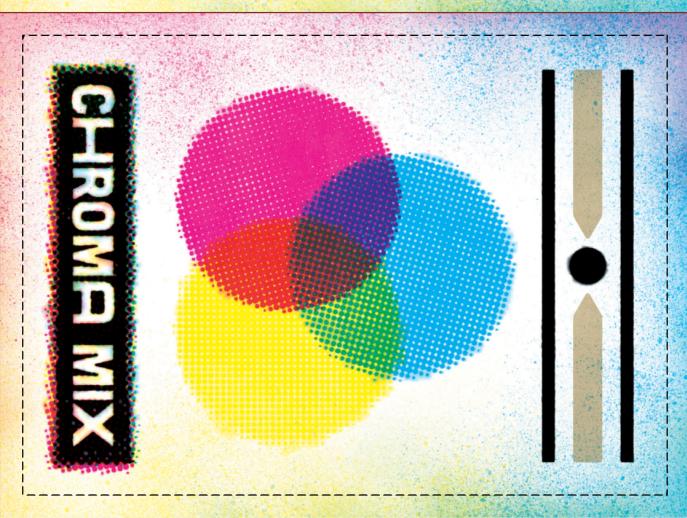
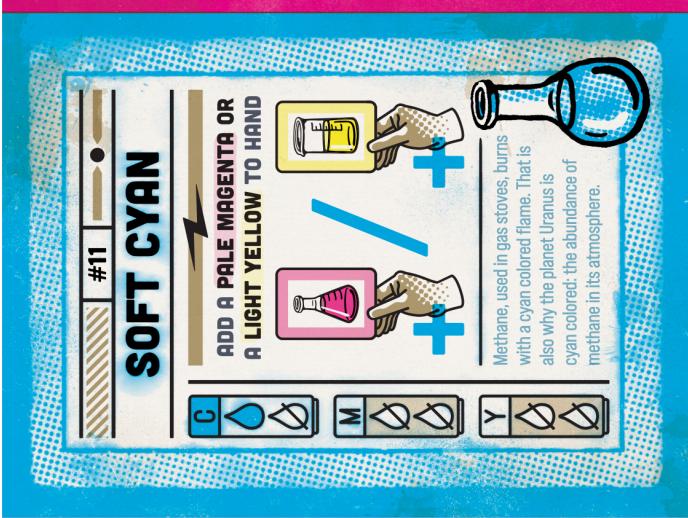
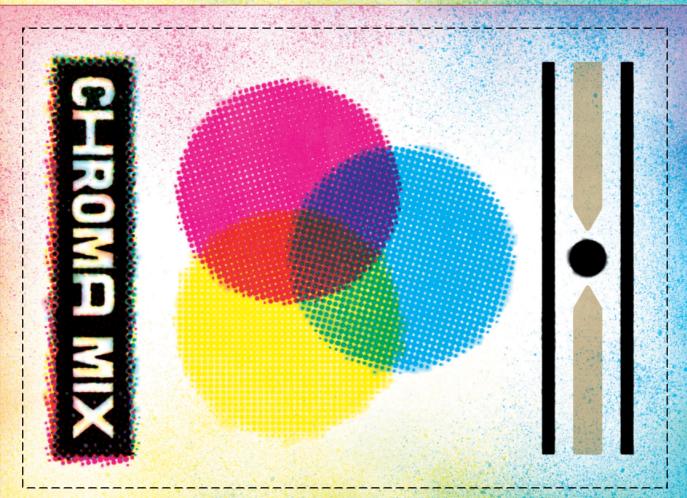
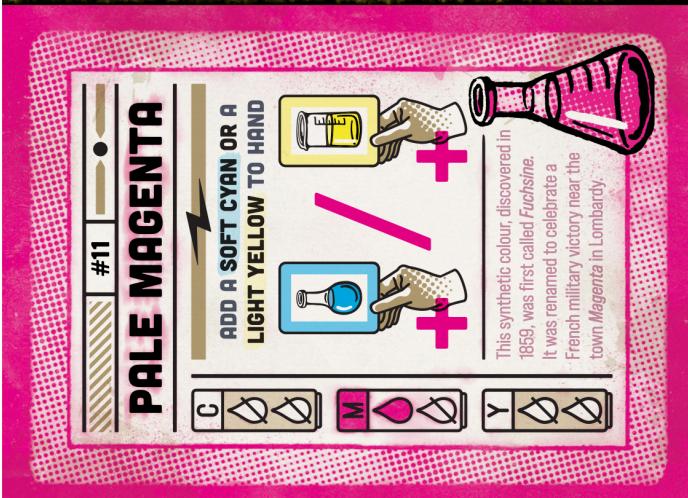
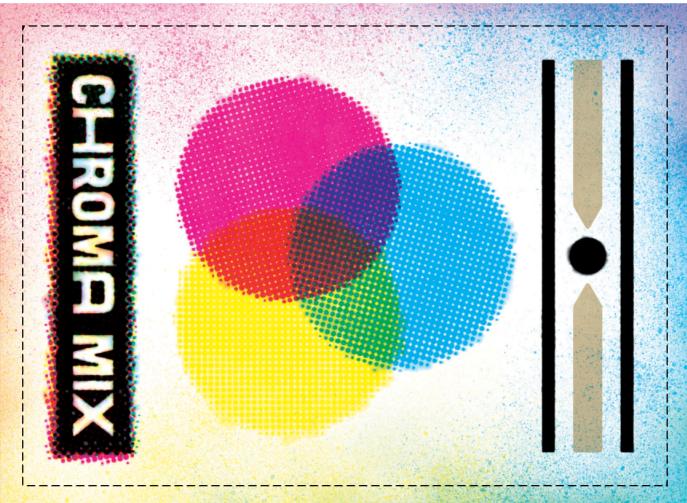
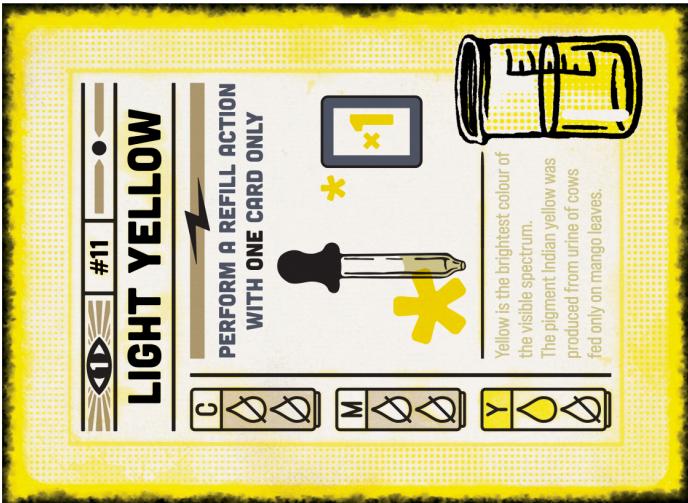
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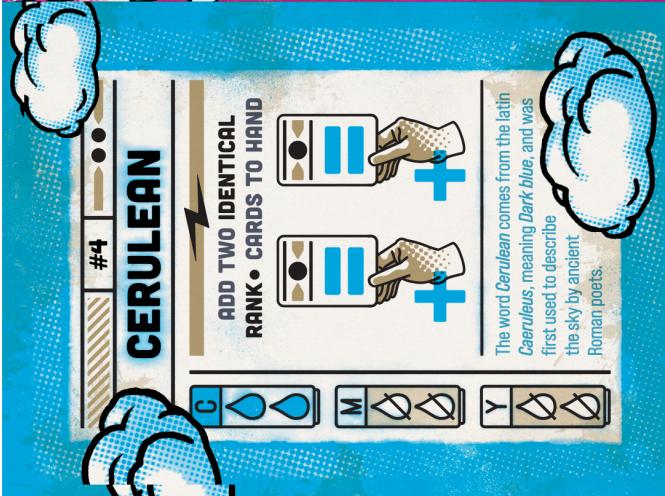
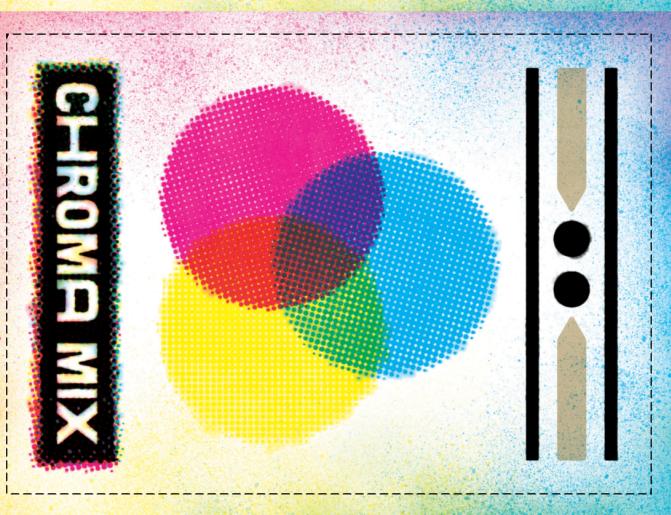
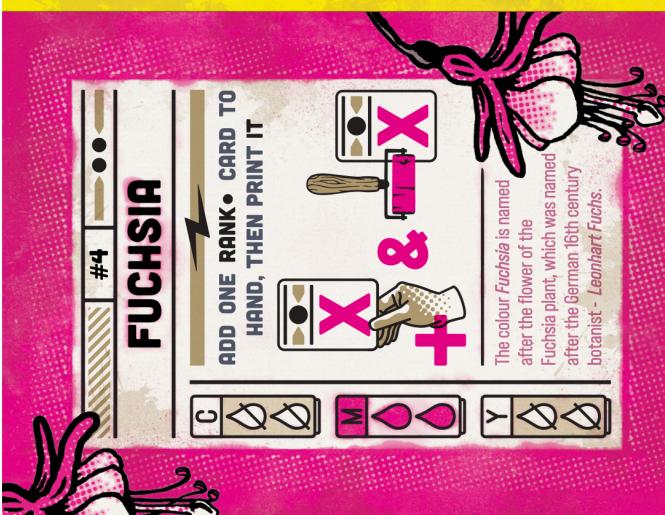
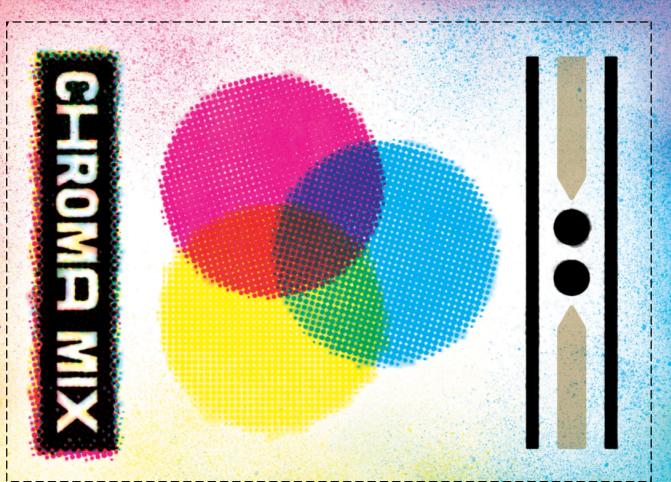
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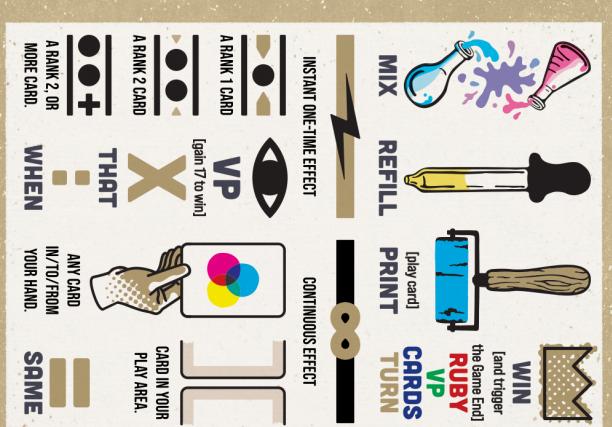
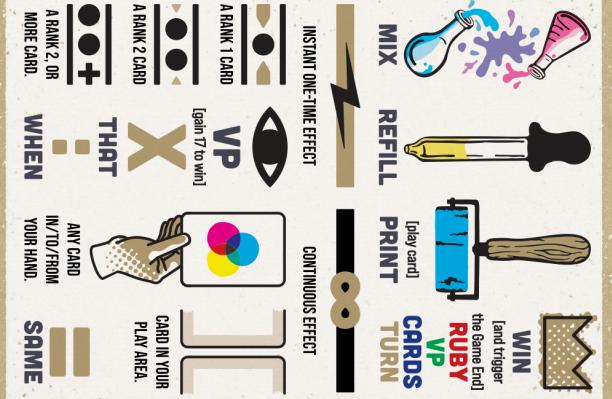
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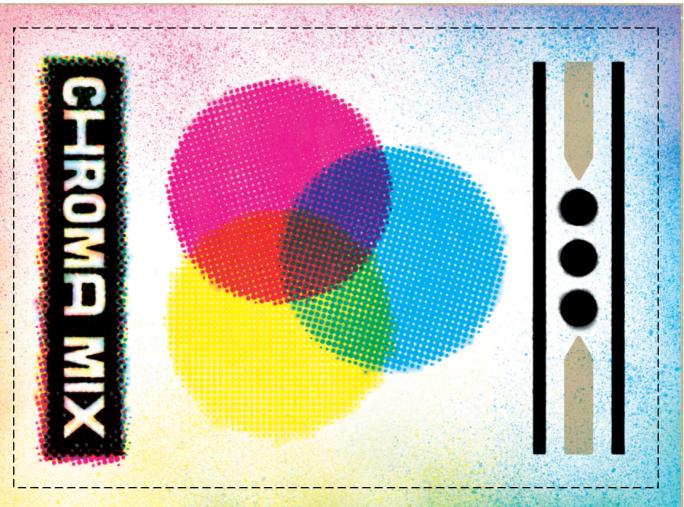
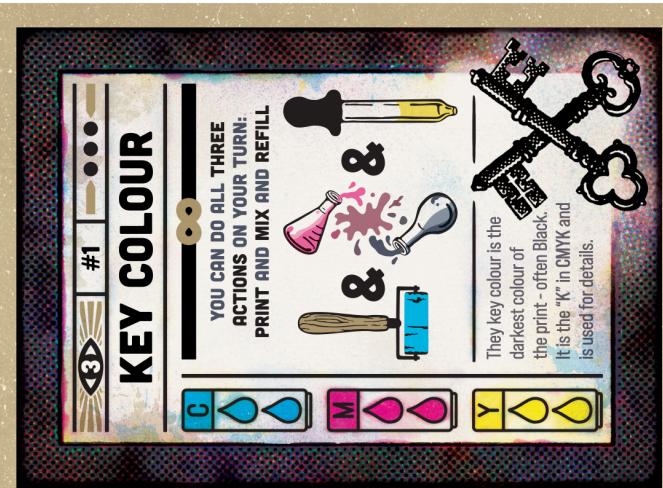
DO ONE OF THE FOLLOWING ACTIONS ON YOUR TURN:



**FOR THE
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DO ONE OF THE FOLLOWING ACTIONS ON YOUR TURN:





DO ONE OF THE FOLLOWING ACTIONS ON YOUR TURN:

PRINT: Play one card from your hand to your play area. Resolve any \rightarrow effects. Then resolve any possible triggered ∞ effects.

MIX: Once*, Return exactly 2* cards from your hand* to the \square supply or $\bullet\bullet$ / $\bullet\bullet\bullet$ discard piles, add a card with matching pigments from the market to your hand*. *Can be modified by ∞ effects.

REFILL: Return any number (even zero) of cards from your play area to your hand. This makes it possible to play them again on later turns, enabling you to reuse powerful effects. Can trigger ∞ effects.

MIX

REFILL

PRINT

CARDS TURN

WIN [and trigger the Game End]

RUBY VP

VP CARDS TURN

INSTANT ONE-TIME EFFECT

A RANK 1 CARD

A RANK 2, OR MORE CARD.

CONTINUOUS EFFECT

WHEN

THAT

WHEN

SAME

ANY CARD IN/TO/FROM YOUR HAND.

CARD IN YOUR PLAY AREA.

PLAY AREA.

FIRST PLAYER →

WIN [and trigger the Game End]

RUBY VP

VP CARDS TURN

PRINT [play card]

MIX

REFILL

INSTANT ONE-TIME EFFECT

A RANK 1 CARD

A RANK 2 CARD

A RANK 2, OR MORE CARD.

CONTINUOUS EFFECT

CARD IN YOUR PLAY AREA.

ANY CARD IN/TO/FROM YOUR HAND.

SAME

→ **FIRST PLAYER**

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FOR THE CARD FRONTS, HIDE THE CUTTING GUIDES.