

JORGE ZHANG X NIKOLAJ JESPER CYON

CHROMA MIX

RULEBOOK



COMPONENTS:

88 × CARDS:

A 33 × RANK 1 CARDS

B 21 × RANK 2 CARDS

C 18 × RANK 3 CARDS

D 09 × RANK 4 CARDS

E 4 × PLAYER AIDS

F 3 × MIX CARDS
[SOLO PLAY ONLY]



CAN YOU MIX THE PERFECT COLOUR?

CHROMA, FROM ANCIENT GREEK *χρῶμα* KHRÔMA, COLOUR, IS USED AS A MEASURE OF THE PURITY AND INTENSITY OF A COLOUR.

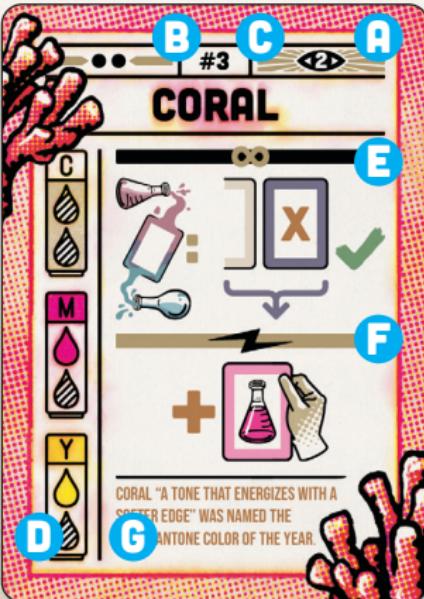


CYAN, MAGENTA & YELLOW, AND **KEY** (BLACK), MAKE UP THE COLOUR SYSTEM KNOWN AS **CMYK**, USED BY ARTISTS & GRAPHIC DESIGNERS.

CAN YOU USE THESE INKS TO MIX AND PRINT THE MOST CHROMATIC OF ALL COLOURS?

THE ANATOMY OF A CARD

- A** VICTORY POINTS: ONLY COUNTED WHEN CARD IS IN PLAY AREA.
- B** RANK: 1-4 DOTS CORRELATING TO THE AMOUNT OF PIGMENTS THE COLOUR HAS.
- C** QUANTITY: HOW MANY COPIES OF THIS CARD IN THE GAME THERE IS.
- D** PIGMENT COMPOSITION: THE PIGMENTS MAKING UP THIS CARD
- E** CONTINUOUS EFFECT: A CONTINUOUS EFFECT THAT GETS TRIGGERED BY ACTIONS, MODIFIES ACTIONS, OR WINS THE GAME.
- F** INSTANT EFFECT: A ONE TIME EFFECT THAT HAPPENS WHEN YOU PLAY THE CARD.
- G** FLAVOR TEXT: SOME INTERESTING FACTS.





1 EVERY PLAYER STARTS WITH:

- 1 × SOFT CYAN,
- 1 × PALE MAGENTA AND
- 1 × LIGHT YELLOW, IN THEIR HAND.

2 PLACE 3 FACE-UP PILES OF CARDS ON THE TABLE, EACH CONTAINING ALL COPIES OF THE REMAINING RANK 1 CARDS.

3 PLACE 3 FACE-UP PILES OF CARDS ON THE TABLE, EACH CONTAINING ALL 3 COPIES OF A RANK 4 CARD.

4 SHUFFLE ALL 21 RANK 2 CARDS AND FORM A FACE DOWN DECK.

5 SAME WITH ALL 18 RANK 3 CARDS.

6 THEN, DEAL SIX CARDS FROM EACH DECK TO FORM A RANK 2 ROW AND A RANK 3 ROW. THESE ROWS CONSTITUTE THE “**THE MARKET**”.

7 LEAVE SOME SPACE FOR A DISCARD PILE FOR EACH OF THESE TWO ROWS.



THE FIRST PLAYER IS THE PLAYER WHO MOST RECENTLY PRINTED SOMETHING.

ON A TURN, CHOOSE ONE:

PRINT, MIX, REFILL OR (SWAP)

1. PRINT [PLAY A CARD]

PLAY ONE CARD FROM YOUR HAND TO YOUR PLAY AREA. RESOLVE ANY INSTANT  EFFECTS.

EXAMPLE: ADAM PLAYS “SOFT CYAN” FROM HIS HAND AND PLACES IT IN HIS PLAY AREA. HE USES ITS INSTANT EFFECT AND CHOOSES TO ADD 1 × “PALE MAGENTA” FROM THE SUPPLY TO HIS HAND. THE CARD HE PLAYED WILL REMAIN IN HIS PLAY AREA UNTIL HE DECIDES TO DO THE “REFILL” ACTION ON A LATER TURN.

PLAY AREA: THE TABLE SPACE IN FRONT OF EACH PLAYER IS CALLED THEIR PLAY AREA. CARDS IN THE PLAY AREA ARE NOT PART OF THE HAND, AND VICE-VERSA.

IF THE FULL EFFECT OF A CARD CANNOT BE RESOLVED, RESOLVE AS MUCH AS POSSIBLE.

EXAMPLE: BETTY PLAYS “CERULEAN” AND ATTEMPTS TO ADD 2 SOFT CYAN TO HER HAND WHILE THERE IS ONLY 1 IN THE SUPPLY. IN THIS CASE, SHE ONLY ADDS 1 SOFT CYAN TO HER HAND.



CONTINUOUS EFFECTS: FOLLOWING AN INFINITY SIGN ARE ALWAYS ACTIVE WHILE THAT CARD IS IN THE PLAY AREA. CONTINUOUS EFFECTS ARE NOT APPLIED IF THEY ARE NOT IN THE PLAY AREA.



INSTANT EFFECTS: FOLLOWING A LIGHTNING BOLT SYMBOL OCCUR WHEN THAT CARD IS PLAYED. A CARD MAY HAVE BOTH EFFECTS.

FOR EXAMPLE: CHARLIE PLAYS “CORAL”, THE CONTINUOUS EFFECT THAT ALLOWS HIM TO MIX CARDS IN HIS PLAY AREA

IS APPLIED AS LONG AS IT IS IN THE PLAY AREA. BUT THE EFFECT THAT ADDS A PALE MAGENTA TO THE HAND IS APPLIED ONLY ONCE, WHEN THAT CARD IS PLAYED.

IF THE CARD IS RETURNED TO HIS HAND WITH A REFILL ACTION AND LATER PLAYED AGAIN THEN THE INSTANT EFFECT IS ALSO APPLIED AGAIN.

2. MIX

TAKE EXACTLY 2 CARDS FROM YOUR HAND (NOT PLAY AREA!) AND RETURN THEM TO THE SUPPLY (OR DISCARD FOR RANK 2 AND 3 CARDS).

YOU THEN ADD A CARD FROM THE SUPPLY/MARKET TO YOUR HAND EQUAL TO THE COMPOSITION OF THE CARDS RETURNED.

EXAMPLE: DIANA RETURNS A "SOFT CYAN" [●] & "LIGHT YELLOW" [●] TO THEIR SUPPLY PILES AND TAKES A "JUNGLE" [●●] FROM THE MARKET.

ON A LATER TURN SHE RETURNS A "CERULEAN" [●●] & "FUCHSIA" [●●] TO THE RANK 2 DISCARD AND TAKES A "BLUE" [●●●] FROM THE RANK 4 SUPPLY, GETTING CLOSER TO VICTORY.

MIX COMBINATIONS MUST BE EXACT. YOU CANNOT "OVERPAY" BY MIXING 2 CARDS THAT EXCEED THE COMPOSITION OF THE CARDS RETURNED.

EXAMPLE: DIANA CAN'T MIX "VIOLET" [●●●] & "CERULEAN" [●●], TO "BLUE" [●●●●], SINCE IT WOULD CONTAIN TOO MUCH CYAN PIGMENT.

THERE SHOULD ALWAYS BE 6 CARDS IN EACH ROW. IF A CARD IS REMOVED FROM A ROW FOR ANY REASON, IMMEDIATELY REPLACE IT WITH THE TOP CARD OF ITS RESPECTIVE DECK. IF THE DECK IS EMPTY, SHUFFLE ITS DISCARD PILE INTO THE DECK. ONLY IF THE DECK IS STILL EMPTY CAN A ROW HAVE LESS THAN 6 CARDS IN IT.

IF THE RANK 1 OR RANK 4 SUPPLY RUNS OUT, THEN THEY CAN NO LONGER BE OBTAINED UNLESS MORE COPIES ARE RETURNED TO THE SUPPLY.

SEVERAL  EFFECTS IMPROVE MIX.

3. REFILL

CHOOSES ANY NUMBER OF CARDS IN YOUR PLAY AREA AND RETURN THEM TO YOUR HAND.

THIS MAKES IT POSSIBLE TO PLAY THEM AGAIN ON LATER TURNS, ENABLING YOU TO REUSE POWERFUL  EFFECTS.

SINCE CARDS YOU MIX HAVE TO COME FROM YOUR HAND (UNLESS YOU HAVE "CORAL" IN PLAY) YOU MAY ALSO NEED TO DO A REFILL ACTION TO HAVE ENOUGH CARDS TO MIX.

TIP: CONSIDER NOT RETURNING CERTAIN CONTINUOUS EFFECT CARDS TO THE HAND, BECAUSE IF YOU DO YOU WILL LOSE THESE CONTINUOUS EFFECTS!

NOTE: YOU MAY CHOOSE TO REFILL AND RETURN ZERO CARDS TO YOUR HAND.

THIS MAY BE STRATEGIC IF YOU HAVE JUNGLE IN PLAY AND JUST NEED A RANK 1 CARD.

THIS MIGHT BE AN EVEN STRONGER MOVE IF YOU HAVE MULTIPLE COPIES OF JUNGLE.



(4. SWAP)

IF YOU HAVE NO WAY TO ADD CARDS TO YOUR HAND, YOU MAY BE STUCK!

INSTEAD OF TAKING A NORMAL TURN, YOU MAY EX-
CHANGE 1 CARD YOUR HAND FOR ANY RANK 1 CARD FROM THE SUPPLY (EVEN IF YOU ARE NOT "STUCK").

THIS ACTION IS GENERALLY INEFFICIENT AND NOT RECOMMENDED. IT DOES NOT TRIGGER ANY CARD EFFECTS.

TIP: TRY TO AVOID MAKING A RANK 4 CARD TOO EARLY IN THE GAME, AS RANK 4 CARDS DO NOT GENERATE MORE RESOURCES!



ENDING THE GAME

WHEN A PLAYER MEETS A WIN CONDITION, PLAYERS COMPLETE THE CURRENT ROUND SO THAT ALL PLAYERS WILL HAVE HAD THE SAME NUMBER OF TURNS.

EXAMPLE: IN A 4 PLAYER GAME, WHEN THE PLAYER WHO WENT SECOND WINS, THE PLAYERS WHO WENT 3RD AND 4TH GET ONE ADDITIONAL TURN.

THERE ARE 3 WIN CONDITIONS: A RUBY VICTORY

A PLAYER WITH THE RANK 4 CARD "RUBY RED" IN THEIR PLAY AREA AND THE OTHER TWO RANK 4 CARDS

"EMERALD GREEN" AND "SAPPHIRE BLUE" EITHER IN THEIR HAND OR PLAY AREA WINS THE GAME.

A SAPPHIRE VICTORY

A PLAYER WITH THE RANK 4 CARD "SAPPHIRE BLUE" IN THEIR PLAY AREA

AND 16 OR MORE CARDS IN THEIR HAND WINS THE GAME.

A POINT VICTORY

A PLAYER WITH 17 VP

(OR MORE) ON CARDS IN THEIR PLAY

AREA WINS THE GAME. "EMERALD GREEN" WITH ITS 6 VP IS HELPFUL.

TIEBREAKERS:

IF MULTIPLE PLAYERS WIN ON THE SAME TURN, THE TRUE WINNER IS:

1 RUBY VICTORY, **2** MOST CARDS IN HAND, **3** VP, **4** REVERSE TURN ORDER.

EXAMPLE: 2 PLAYERS BOTH WON WITH RED, SO AMONG THOSE 2 PLAYERS, THE PLAYER WITH MOST CARDS IN HAND WINS.



SOLO VARIANT

OVERVIEW: IN THE SOLO VARIANT, YOU WILL PLAY AGAINST A “BOT” KNOWN AS CONFIDENT BILLY. BILLY IS SO

CONFIDENT IT LETS YOU DECIDE WHAT IT MIXES, AS LONG AS IT DOES NOT ALREADY HAVE THAT COLOR IN ITS HAND.

SOLO SETUP:

SET UP YOUR HAND AND THE MARKET/ SUPPLY AREA AS NORMAL, THEN PREPARE THE 9 CARD AUTOMATA DECK

OF 3 MIX CARDS AND 2 OF EACH RANK 1 CARD, NO CARDS START IN ITS HAND. MIX CARDS HAVE DIFFERENT BACKS!

CONFIDENT BILLY'S TURN:

EACH TURN, BILLY DRAWS 2 CARDS FROM ITS DECK INTO A HAND OF CARDS THAT IS FACE-UP AND PLACED IN A ROW ON THE TABLE FOR EASY OVERVIEW.

BILLY DOES NOT HAVE A PLAY AREA! NOR DOES BILLY EVER PLAY CARDS OR USE ANY EFFECTS EXCEPT FOR TRIGGERING THE GAME END AND WINNING. IT ONLY PUTS MORE CARDS IN ITS HAND ROW UNTIL IT MIXES.

FOR EACH MIX CARD DRAWN, MIX 2 CARDS FROM BILLY'S HAND INTO A LEGAL AND AVAILABLE CARD AND PLACE THAT IN ITS HAND, YOU MUST PRIORITIZE MIXING FOR A CARD BILLY DOES NOT ALREADY HAVE. THE MIX CARD AND

ANY CARDS USED TO PAY FOR THE MIX ARE THEN PLACED IN AN AUTOMATA DISCARD PILE. SHUFFLE THIS DISCARD PILE INTO A NEW AUTOMATA DECK WHEN IT RUNS OUT.

SINCE BILLY DOES NOT HAVE A PLAY AREA, “SAPPHIRE BLUE” AND “RUBY RED” TRIGGER IN ITS HAND, AND BILLY WINS WITH 17+ VP IN ITS HAND.

ON THE LOWEST DIFFICULTY, YOU GO FIRST. INCREASE THE DIFFICULTY BY GIVING THE AUTOMATA:

2 STARTING TURNS: EASY

4 STARTING TURNS: MEDIUM

6 STARTING TURNS: HARD

SPECIAL THANKS TO THE TOGGLE GAMING GROUP, TREASURES IN NAPERVILLE, AND VARIOUS OTHER PLAY TESTERS.



SOFT CYAN:

RANK 1, PIGMENT: [●], 0 VP, ⚡, ×11 IN GAME.

WHEN THIS CARD IS PLAYED, ADD “PALE MAGENTA” OR “LIGHT YELLOW” TO YOUR HAND.

PALE MAGENTA:

RANK 1, PIGMENT: [●], 0 VP, ⚡, ×11 IN GAME.

WHEN THIS CARD IS PLAYED, ADD “SOFT CYAN” OR “LIGHT YELLOW” TO YOUR HAND.

LIGHT YELLOW:

RANK 1, PIGMENT: [●], 1 VP, ⚡, ×11 IN GAME.

WHEN THIS CARD IS PLAYED, PERFORM A REFILL ACTION TO RETURN AT MOST 1 CARD. THIS TRIGGERS “JUNGLE”.



FUCHSIA:

RANK 2, PIGMENTS: [●●], 0 VP, ⚡, ×4 IN GAME.

WHEN THIS CARD IS PLAYED, ADD A RANK 1 CARD TO YOUR HAND, YOU MAY THEN INSTANTLY PLAY IT.

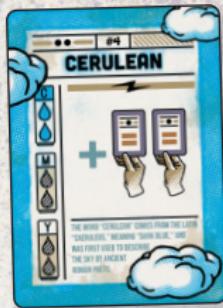
LEMON:

RANK 2, PIGMENTS: [●●], 2 VP, ∞ - NO STACK, ×4.

CONTINUOUS EFFECTS: ON TURNS THAT YOU CHOOSE TO MIX, YOU MAY DO THE MIX ACTION TWICE.

NOTE: THIS EFFECT DOES NOT STACK EVEN IF YOU HAVE MULTIPLE COPIES OF LEMON (THE VP DO STACK).





CERULEAN:

RANK 2, PIGMENTS: [💧], 0 VP, ⚡, ×4 IN GAME.

WHEN THIS CARD IS PLAYED, ADD 2 IDENTICAL RANK 1 CARDS TO YOUR HAND.



JUNGLE:

RANK 2, PIGMENTS: [💧], 2 VP, ∞ - STACKS!, ×3.

CONTINUOUS EFFECTS: AFTER YOU REFILL, ADD A RANK 1 CARD TO YOUR HAND. THIS EFFECT STACKS!

NOTE: JUNGLE DOES NOT GET ITS EFFECT IF IT IS REFILLED, BECAUSE IT WON'T BE IN THE PLAY AREA AFTER THE REFILL.



LAVENDER:

RANK 2, PIGMENTS: [💧], 0 VP, ⚡, ×3.

WHEN THIS CARD IS PLAYED, RETURN A RANK 2 OR HIGHER CARD IN YOUR HAND OR PLAY AREA TO THE SUPPLY/DISCARD. THEN, ADD 2 CARDS WITH THE SAME TOTAL PIGMENTS TO YOUR HAND, AND PLAY THEM.

NOTE: THINK OF THIS CARD AS A "REVERSE-MIX".



CORAL:

RANK 2, P: [💧], 2 VP, ∞ - N/A STACK, ⚡, ×3.

WHEN THIS CARD IS PLAYED, ADD A PALE MAGENTA TO YOUR HAND.

CONTINUOUS EFFECTS: WHEN MIXING, YOU MAY USE CARDS IN YOUR PLAY AREA OR CARDS IN HAND, OR ONE OR FROM EACH. YOU CAN STILL ONLY USE 2 CARDS (UNLESS YOU HAVE "RASPBERRY" IN YOUR PLAY AREA).



RASPBERRY:

RANK 3, P: [💧💧], 3 VP, ∞ - N/A STACK, ⚡, ×3

WHEN THIS CARD IS PLAYED, ADD A RANK 1 CARD TO YOUR HAND.

CONTINUOUS EFFECTS: WHEN MIXING, YOU MAY RETURN ANY NUMBER OF CARDS TO MIX INSTEAD OF JUST 2.

AZURE:

RANK 3, PIGMENTS: [💧💧], 0 VP, ⚡, ×3 IN GAME.

WHEN THIS CARD IS PLAYED, ADD A RANK 2 CARD TO YOUR HAND. **ILLUSTRATION OF AN “AZURE JAY”**

ORANGE:

RANK 3, P: [💧💧], 3 VP, ∞ - N/A STACK, ×3

CONTINUOUS EFFECTS: WHEN YOU MIX A CARD, YOU MAY PUT IT DIRECTLY IN YOUR PLAY AREA.

NOTE: THIS COUNTS AS A PRINT ACTION.

VIOLET:

RANK 3, P: [💧💧], 0 VP, ⚡, ×3 IN GAME.

AFTER THIS CARD IS PLAYED, DO 2 PRINT ACTIONS.

NOTE: NEITHER OF THOSE 2 CARDS CAN BE “VIOLET”.

PEAR:

RANK 3, P: [💧💧], 3 VP, ∞ - STACKS!, ×3

CONTINUOUS EFFECTS: AFTER YOUR LAST PRINT ACTION IN A TURN, GAIN A RANK 1 CARD TO YOUR HAND.

NOTE: ONLY GAIN 1 CARD/COPY OF “PEAR” IN A TURN.





TURQUOISE:

RANK 3, PIGMENTS: [💧💧💧], 3 VP, ⚡, ×3 IN GAME.

WHEN THIS CARD IS PLAYED, ADD 3 IDENTICAL RANK 1 CARDS TO YOUR HAND. ILLUSTRATION OF AN AZTEC "XIUHTECUHTLI" MASK, MADE OF TURQUOISE STONES.



RUBY RED:

RANK 4, P: [💧💧💧], 0 VP, ∞ - N/A STACK, ×3.

CONTINUOUS EFFECTS: IF THIS CARD IS IN YOUR PLAY AREA, AND YOU HAVE "SAPPHIRE BLUE" AND "EMERALD GREEN" IN EITHER HAND OR PLAY AREA, YOU WIN.

NOTE: A RUBY VICTORY IS THE FIRST TIEBREAKER.

EMERALD GREEN:

RANK 4, P: [💧💧💧], 6 VP, NO EFFECT, ×3.

NOTE: ONLY ONE "EMERALD GREEN" PER PLAYER IS ALLOWED IN THE PLAY AREA.

NOTE: 17 VP'S IS REQUIRED TO WIN, YOU DON'T HAVE TO HAVE THIS CARD FOR A VP VICTORY, BUT IT HELPS A LOT.

NOTE: AMOUNT OF VP IS THE THIRD TIEBREAKER.



SAPPHIRE BLUE:

RANK 4, P: [💧💧💧], 0 VP, ∞ - N/A STACK, ×3.

CONTINUOUS EFFECTS: IF THIS CARD IS IN YOUR PLAY AREA, AND YOU HAVE ×16 OR MORE CARDS IN YOUR HAND, THEN YOU WIN.

NOTE: MOST CARDS IN HAND IS THE SECOND TIEBREAKER.