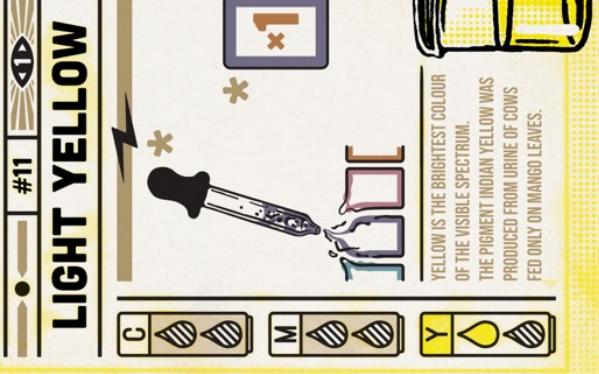
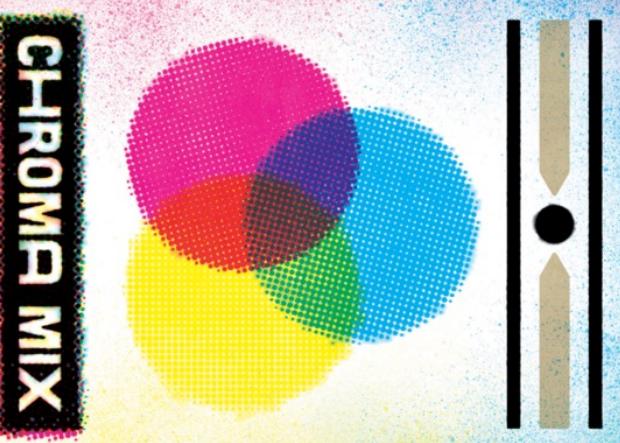
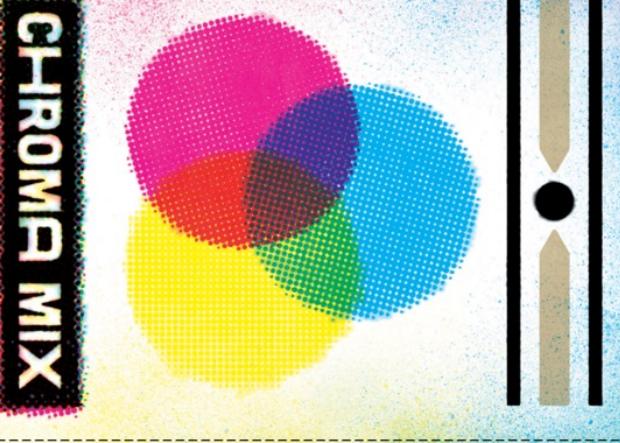
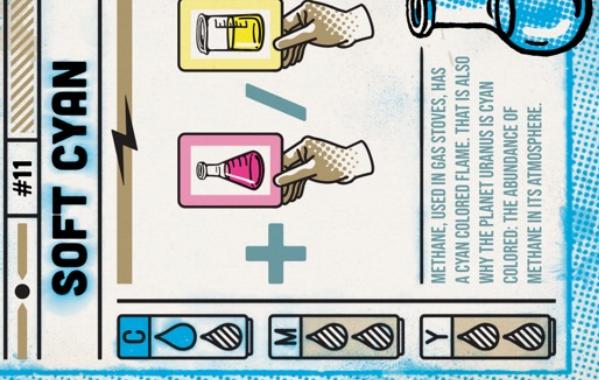
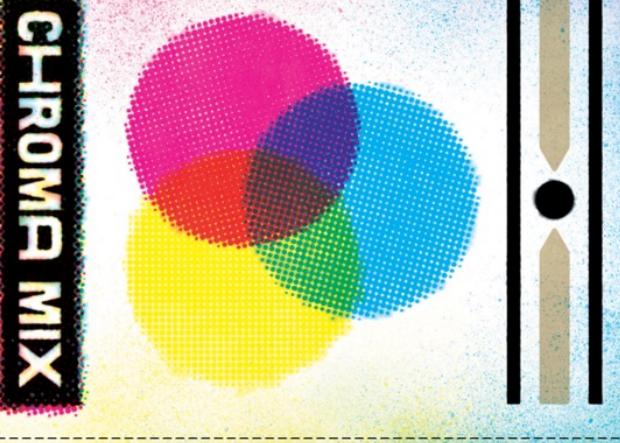


<p><b>LIGHT YELLOW</b></p> <p>YELLOW IS THE BRIGHTEST COLOUR OF THE VISIBLE SPECTRUM. THE PIGMENT INDIAN YELLOW WAS PRODUCED FROM URINE OF COWS FED ONLY ON MANGO LEAVES.</p>	<p><b>CHROMA MIX</b></p>
<p><b>PALE MAGENTA</b></p> <p>THIS SYNTHETIC COLOUR, DISCOVERED IN 1859, WAS FIRST CALLED PUCHSINE. IT WAS RENAMED TO CELEBRATE A MILITARY VICTORY NEAR THE TOWN OF MAGENTA IN LOMBARDY.</p>	<p><b>CHROMA MIX</b></p>
<p><b>SOFT CYAN</b></p> <p>METHANE, USED IN GAS STOVES, HAS A CYAN COLORED FLAME, THAT IS ALSO WHY THE PLANET URANUS IS CYAN COLORED. THE ABUNDANCE OF METHANE IN ITS ATMOSPHERE.</p>	<p><b>CHROMA MIX</b></p>

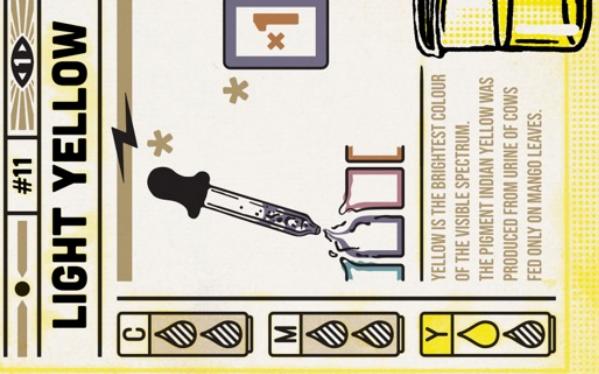
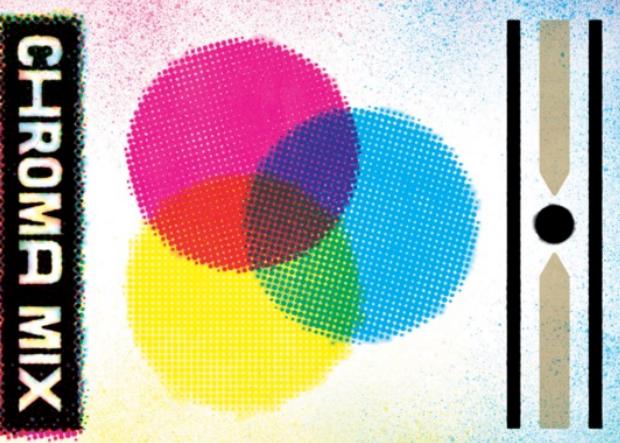
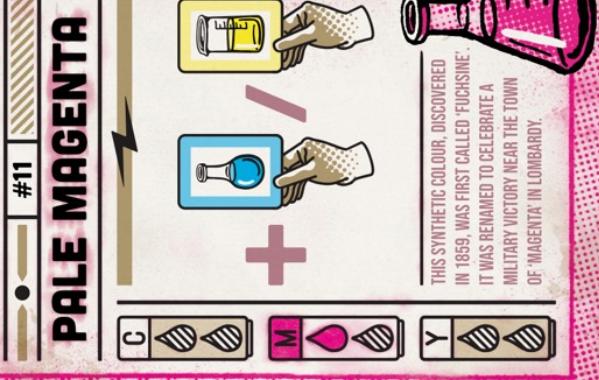
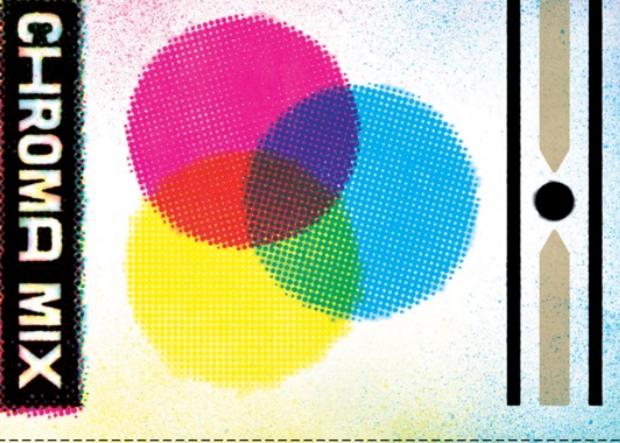
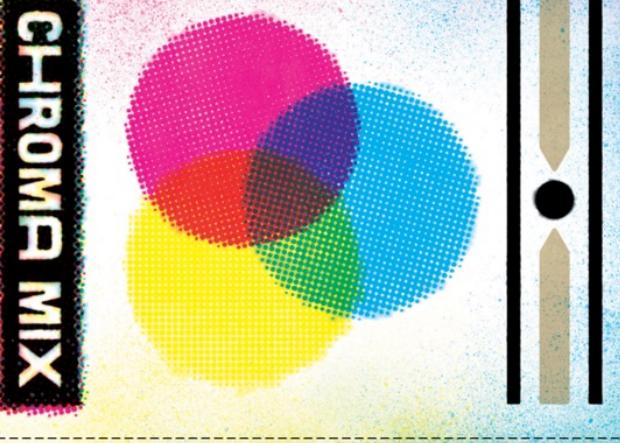
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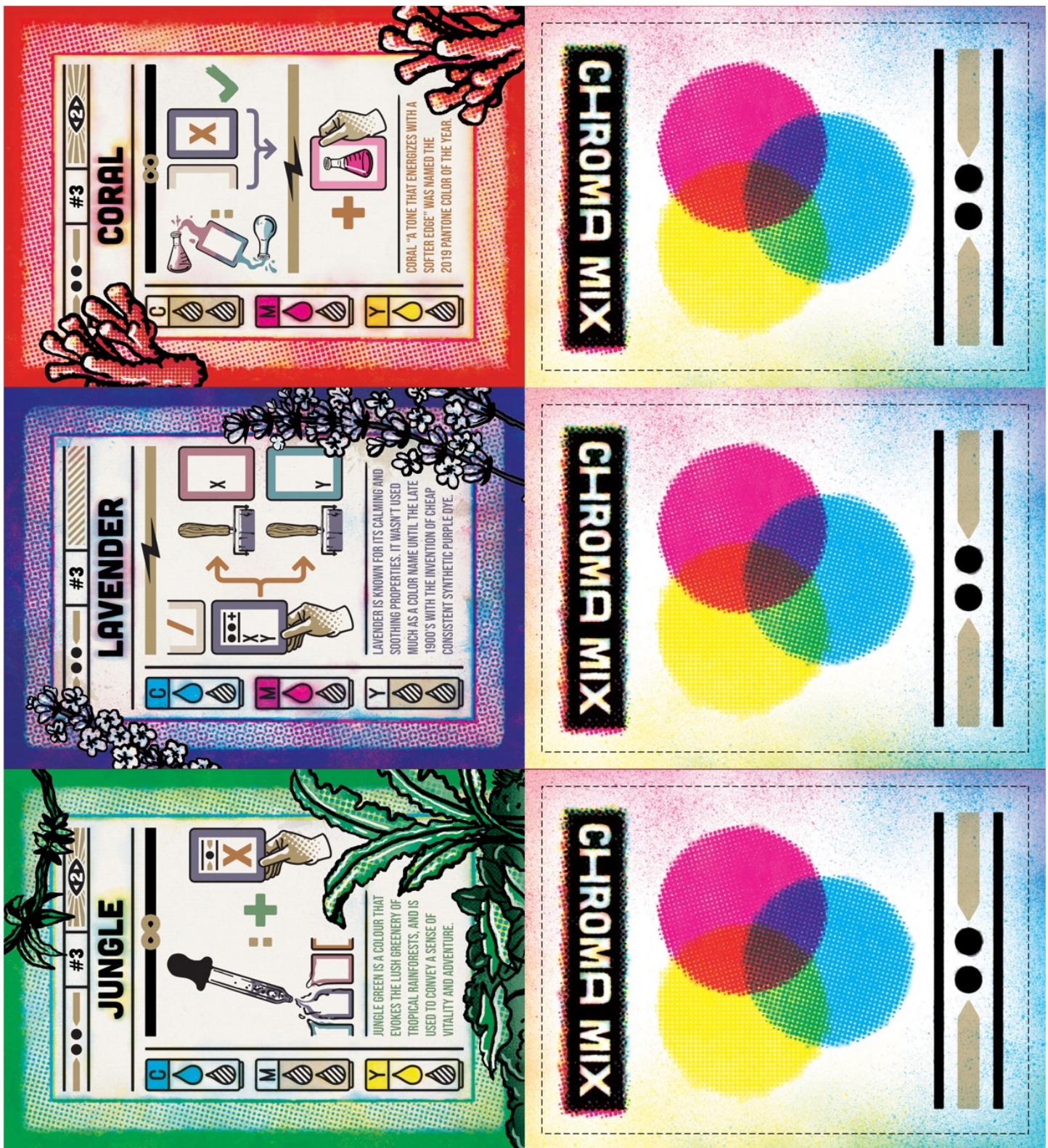
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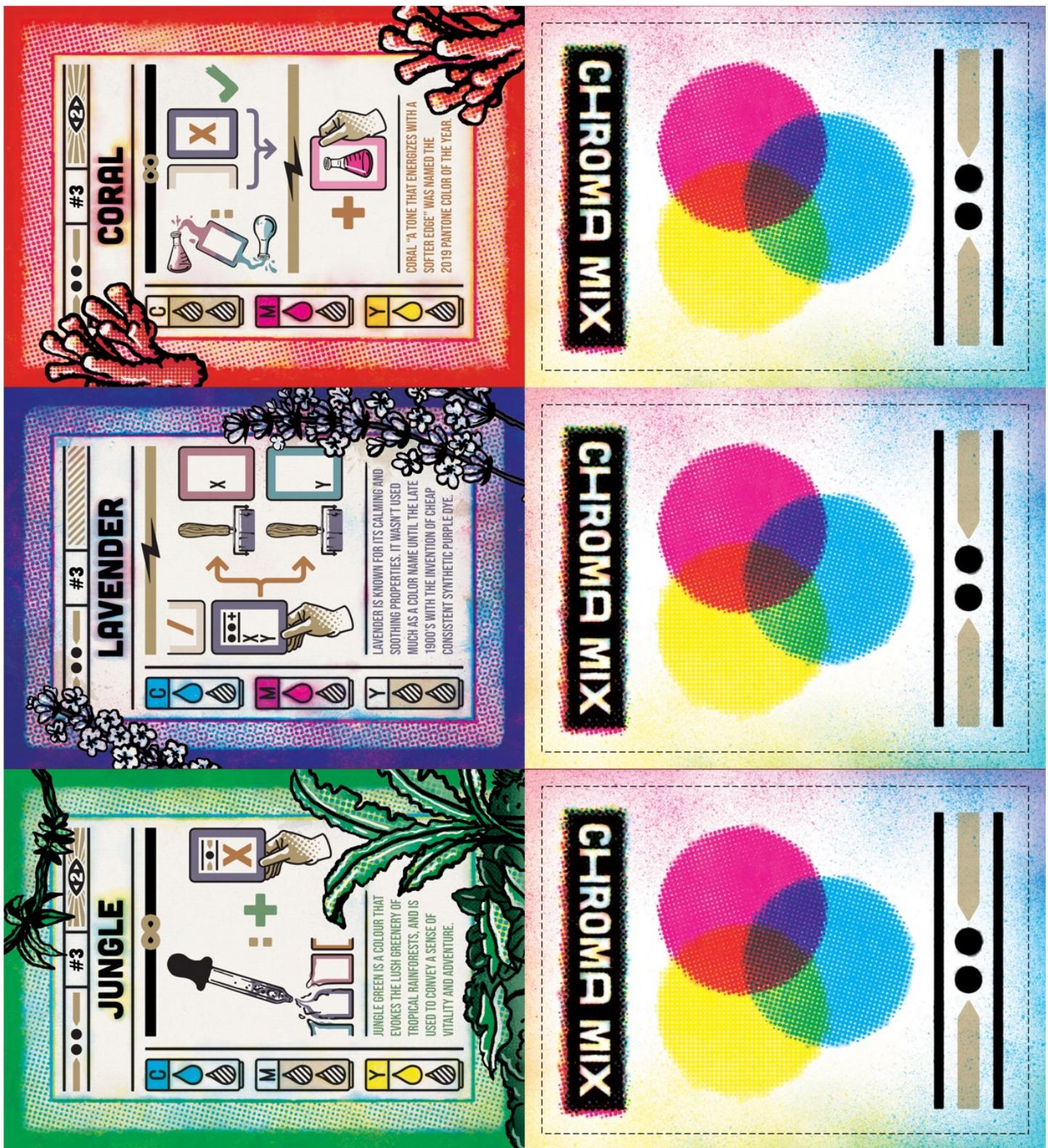
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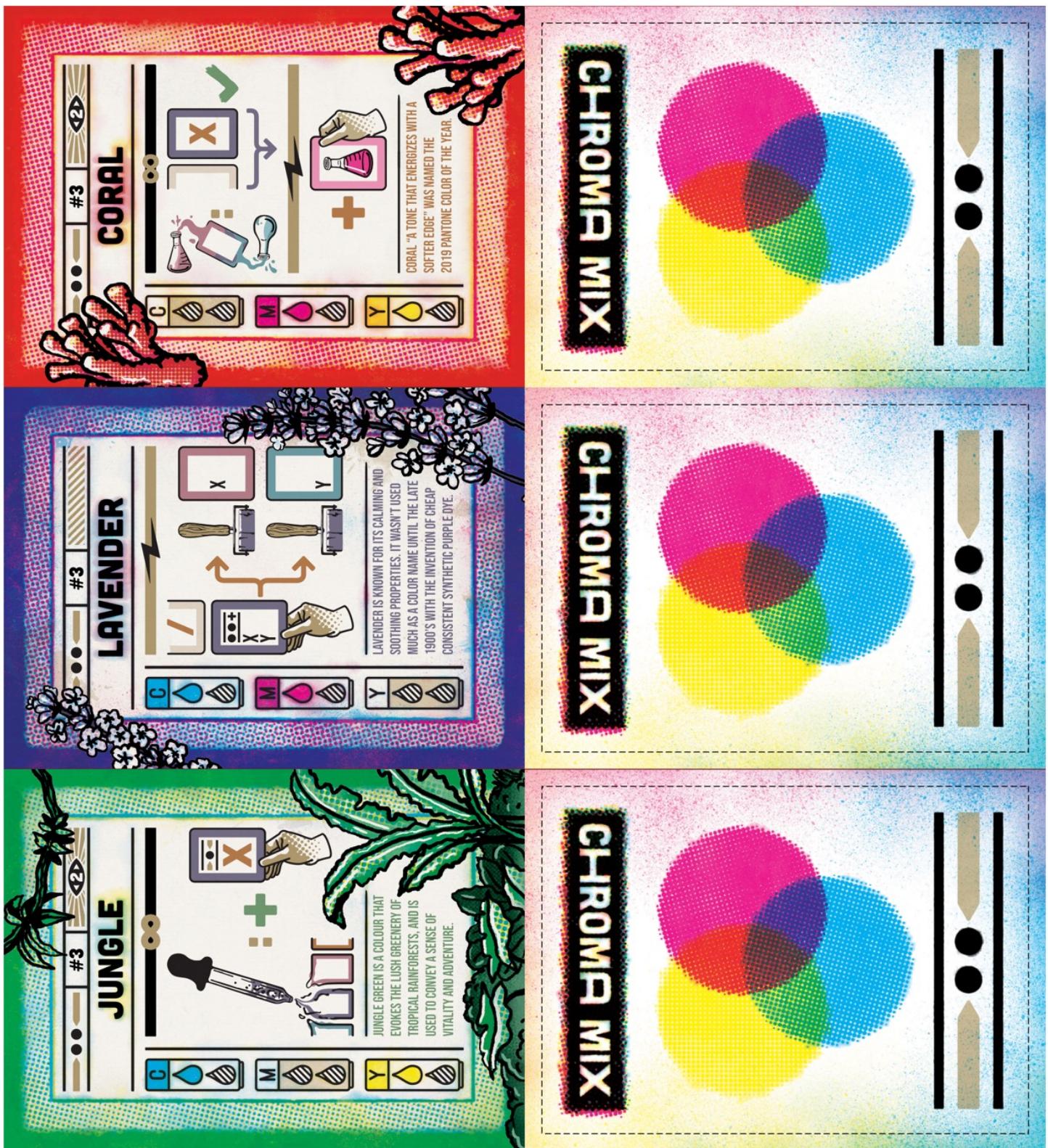
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<p><b>LEMON</b></p> <p>Ripe lemon fruit lose their green colour as they ripen because the chlorophyll pigment is replaced with a chemical called anthocyanin.</p> <p>C N Y</p>	<p><b>CHROMA MIX</b></p> <p>Color mixing guide: Red + Blue = Magenta; Blue + Yellow = Cyan; Red + Yellow = Orange.</p>
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FOR THE CARD FRONTS, HIDE THE CUTTING GUIDES.



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FOR THE  
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**MIX**

[SOLO PLAY ONLY]



**CHROMA MIX**

**MIX**

**MIX**

[SOLO PLAY ONLY]



**CHROMA MIX**

**MIX**

**MIX**

[SOLO PLAY ONLY]



**CHROMA MIX**

**MIX**

FOR THE  
CARD  
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## DO ONE OF THE FOLLOWING ACTIONS ON YOUR TURN:

### PRINT:

PLAY ONE CARD FROM YOUR HAND TO YOUR PLAY AREA.  
RESOLVE ANY EFFECTS.  
AT THE END OF THE TURN, RESOLVE ANY **PEAR EFFECTS**.



### MIX:

ONCE\*, RETURN EXACTLY 2\* CARDS FROM YOUR HAND\* TO THE SUPPLY OR / DISCARD PILES. ADD A CARD WITH MATCHING PIGMENT COMPOSITION 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.

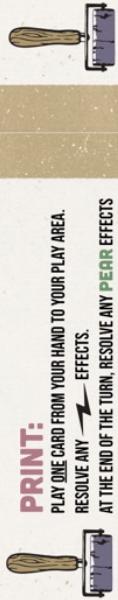
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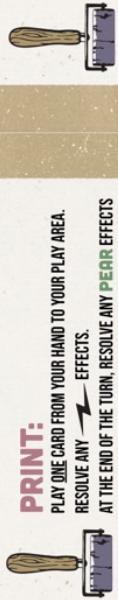
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FOR THE CARD FRONTS, HIDE THE CUTTING GUIDES.

	INSTANT ONE-TIME EFFECT	CONTINUOUS EFFECT
<b>MIX</b>	 <b>A RANK 1 CARD</b>  <b>VP</b> <b>GAIN 17 TO WIN</b>	 <b>A RANK 2 CARD</b>  <b>WHEN</b> <b>SAME</b>
<b>REFILL</b>	 <b>A RANK 1 CARD</b>  <b>VP</b> <b>GAIN 17 TO WIN</b>	 <b>A RANK 2, OR MORE CARD.</b>  <b>WHEN</b> <b>SAME</b>
<b>PRINT</b>	 <b>A RANK 1 CARD</b>  <b>VP</b> <b>GAIN 17 TO WIN</b>	 <b>A RANK 2, OR MORE CARD.</b>  <b>WHEN</b> <b>SAME</b>
<b>WIN</b>	 <b>PLAY CARD// AND TRIGGER THE GAME END</b>	

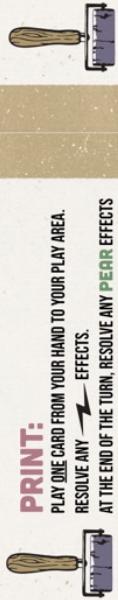
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### PRINT:

PLAY ONE CARD FROM YOUR HAND TO YOUR PLAY AREA.  
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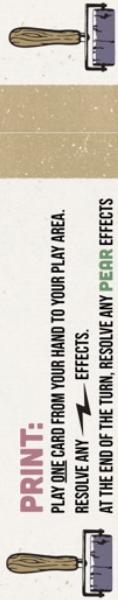
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<b>MIX</b>		
<b>REFILL</b>		
<b>PRINT</b>		
<b>WIN</b>		

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