

Canary

(0, 0, 1)

**∞: 1 VP.**

You may add 1 card from your play area to your hand.

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Celeste

(1, 0, 0)



Add 1 Canary or Orchid to your hand.

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Celeste

(1, 0, 0)



Add 1 Canary or Orchid to your hand.

Orchid

(0, 1, 0)



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Add 1 Celeste or Canary to your hand.

K

(1, 1, 1)

III

∞ : All other players have -1 VP.

Add 2 Rank I cards to your hand.

A player who obtains 5 K cards wins. Once all 8 K cards have been mixed, the player with the most K wins. Ties go to the player with the card "True K."

K

(1, 1, 1)

III

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Add 2 Rank I cards to your hand.

A player who obtains 5 K cards wins. Once all 8 K cards have been mixed, the player with the most K wins. Ties go to the player with the card "True K."

K

(1, 1, 1)

III

All other players with 10 or more cards in their hand + play area must return 1 color from their hand or play area to the supply. Add 2 Rank I cards to your hand.

A player who obtains 5 K cards wins. Once all 8 K cards have been mixed, the player with the most K wins. Ties go to the player with the card "True K."

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(1, 1, 1)

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K

(1, 1, 1)

III

∞ : 4 VP.

Add 1 Rank I card to your hand.

A player who obtains 5 K cards wins. Once all 8 K cards have been mixed, the player with the most K wins. Ties go to the player with the card "True K."

K

(1, 1, 1)

III

All other players must return 1 Rank IV card from their Play Area to their hand. Add 1 Rank I card to your hand.

A player who obtains 5 K cards wins. Once all 8 K cards have been mixed, the player with the most K wins. Ties go to the player with the card "True K."

K

(1, 1, 1)

III

Shuffle this card back into the K deck, then add a non-K Rank III card to your hand and play it.

A player who obtains 5 K cards wins. Once all 8 K cards have been mixed, the player with the most K wins. Ties go to the player with the card "True K."

True K

(1, 1, 1)

III

∞ : You are immune from the effects of other player's K cards.

Add 2 Rank I cards to your hand.

A player who obtains 5 K cards wins. Once all 8 K cards have been mixed, the player with the most K wins. Ties go to the player with the card "True K."

Refill

Return any number of other cards and this card from your play area to your hand.

Mix

Return 2 cards from your hand to the supply. Take a card that exactly matches the pigment composition of the parts.

Example: Celeste (1,0,0) + Canary (0,0,1) = Jungle (1,0,1)

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Celeste

(1, 0, 0)

I

Add 1 Canary or Orchid to your hand.

Orchid

(0, 1, 0)

I

Add 1 Celeste or Canary to your hand.

Canary

(0, 0, 1)

I

∞ : 1 VP.

You may add 1 card from your play area to your hand.

Coral

(0, 1, 1)

II

∞ : 2 VP. You may use cards in play while mixing.

Add 1 Orchid to your hand.

Cyan

(2, 0, 0)

II

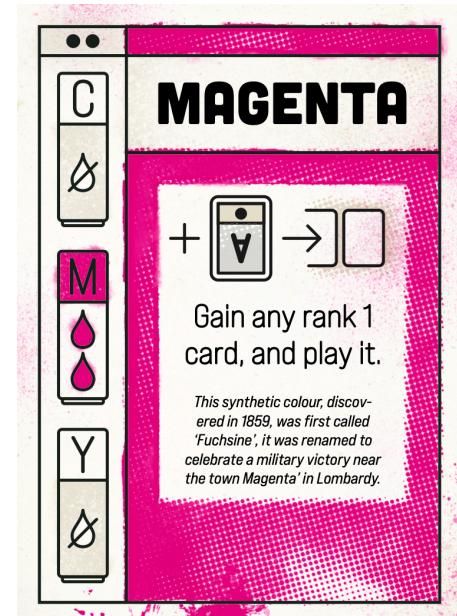
Add 2 of the same Rank I card to your hand.

Jungle

(1, 0, 1)

II

∞ : 2 VP. When you refill, add a Rank I card to your hand.



Periwinkle

(1, 1, 0)

II

You may return 1 Rank II/III/IV card from your hand or play area to the supply. If you do, add any 2 cards that Mix to make the card you returned to your hand and play them in any order.

Yellow

(0, 0, 2)

II

∞ : 2 VP. After Mixing (except through the effect of Yellow), you may Mix again.

Add 1 Canary to your hand.

Celeste

(1, 0, 0)

I

Add 1 Canary or Orchid to your hand.

Orchid

(0, 1, 0)

I

Add 1 Celeste or Canary to your hand.

Canary

(0, 0, 1)

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∞ : 1 VP.

You may add 1 card from your play area to your hand.

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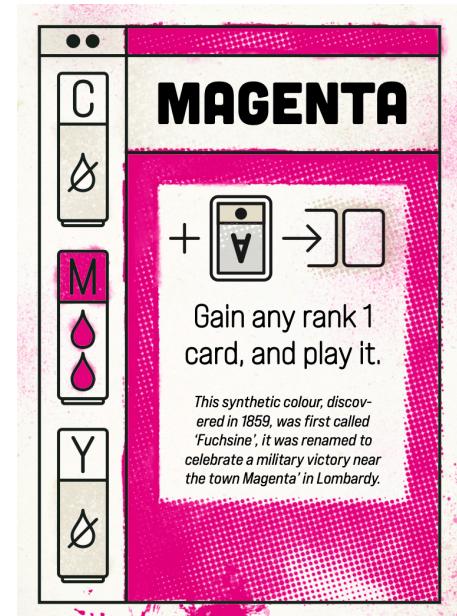
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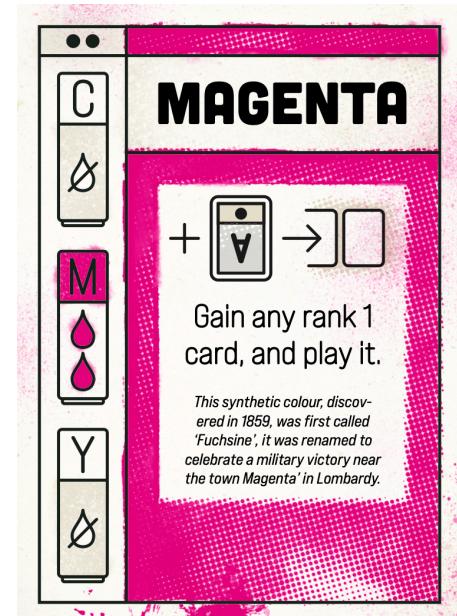
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(1, 1, 0)

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Yellow

(0, 0, 2)

II

∞ : 2 VP. After Mixing (except through the effect of Yellow), you may Mix again.

Add 1 Canary to your hand.

Azure

(2, 1, 0)

III

Add a Rank II card
to your hand.



Green

(2, 0, 2)

IV

∞ : 5 VP. You may only have 1 copy of "Green" in your Play Area.

If you have 15 or more VP, you win the game, even if you do not have "Green."

Orange

(0, 1, 2)

III

∞ : 3 VP. When you mix, you may immediately play the card you mixed.

Raspberry

(0, 2, 1)

III

∞ : 3 VP. You may Mix more than 2 cards when Mixing.

Add a Rank I card to your hand.

Red

(0, 2, 2)

IV

∞ : If you have Blue and Green in play, you win.

Spring Green

(1, 0, 2)

III

∞ : 3 VP. At the end of each of your turns, if you played a Color card, you may add a Rank I card to your hand.

Mix and Refill are not considered Color Cards.

Turquoise

(2, 0, 1)

III

∞ : 3 VP.

Add 3 of the same Rank I cards to your hand.

Violet

(1, 2, 0)

III

You may play up to 2 additional Color cards this turn. You may only play "Violet" once per turn.

The "Mix" and "Refill" action cards are not considered Color cards.

Azure

(2, 1, 0)

III

Add a Rank II card
to your hand.



Green

(2, 0, 2)

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Raspberry

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Add a Rank I card to your hand.

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(0, 2, 2)

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(2, 0, 1)

III

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Add 3 of the same Rank I cards to your hand.

Violet

(1, 2, 0)

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(2, 1, 0)

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