

## Mix

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

*Example: Soft Cyan (1,0,0) + Light Yellow (0,0,1) = Jungle (1,0,1)*

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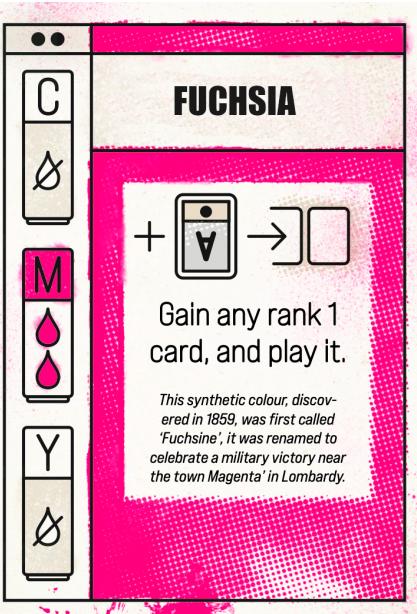
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## Canary

(o, o, 2) II

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



## Teal

(2, o, o) II

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

## Teal

(2, 0, 0)

II

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

## Coral

(0, 1, 1)

II

$\infty$ : 2 VP. You may use cards in play while mixing.

Add 1 Pale Magenta to your hand.

## Jungle

(1, 0, 1)

II

$\infty$ : 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.

## C

M

Y

## =LIGHT= YELLOW

$\infty$ : 1x VP

$\square \rightarrow \square$

You may retrieve 1x card from your play area to your hand.

Indian yellow is a transparent pigment used in artist paints; it was originally produced from the urine of cows fed only on mango leaves.

## C

M

Y

## =PALE= MAGENTA

$+ \square \rightarrow \square$

Gain any rank 1 card, and play it.

This synthetic colour, discovered in 1859, was first called 'Fuchsine'; it was renamed to celebrate a military victory near the town Magenta in Lombardy.

## C

M

Y

## =SOFT CYAN=

$\square \rightarrow \square$

$+ \square / \square \rightarrow \square$

Add 1x PALE MAGENTA or LIGHT YELLOW to your hand.

Methane, used in gas stoves, has a cyan colored flame, that is also why the planet Uranus is cyan colored, since its abundance of methane in its atmosphere.

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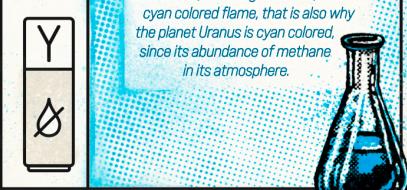
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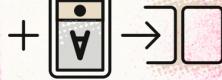
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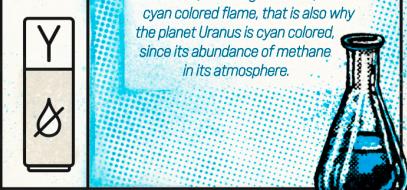
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## Spring Green

(1, 0, 2)

III

$\infty$  : 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 is not a Color Card.

## Green

(2, 0, 2)

IV

$\infty$ : 6 VP. You may only have 1 copy of "Green" in your Play Area.

If you have 17 or more VP, you win the game, even if you do not have "Green."

## 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" card is not considered a Color card.

## Azure

(2, 1, 0)

III

Add a Rank II card to your hand.

## Deep Blue



WIN, if you have 17+ cards in your hand.

In the German, Swedish and Norwegian languages, a naive person is said to look upon the world with a blue eye.

## Orange

(0, 1, 2)

III

$\infty$ : 3 VP. When you mix, you may immediately play the card you mixed.

## Raspberry

(0, 2, 1)

III

$\infty$ : 3 VP. You may Mix more than 2 cards when Mixing.

Add a Rank I card to your hand.

## Red

(0, 2, 2)

IV

$\infty$ : If you have Blue and Green in play, you win.

## Turquoise

(2, 0, 1)

III

$\infty$  : 3 VP.

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

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