

Canary

(0, 0, 1)

I

Activation cost:



Canary

(0, 0, 1)

I

Immediate:
Gain 1 pigment of any color.

Color Ability:
Get 1 Yellow pigment

Celeste

(1, 0, 0)

I

Activation cost:



Celeste

(1, 0, 0)

I

Continuous:
It costs 1 less Cyan pigment
to activate Cyan, Jungle,
or Periwinkle.

Color Ability:
Get 1 Cyan pigment

Orchid

(0, 1, 0)

I

Activation cost:



Orchid

(0, 1, 0)

I

If combined:
You may immediately
re-activate Orchid for 2
Magenta pigment.

Color Ability:
Get 1 Magenta pigment

Canary

(0, 0, 1)

I

Activation cost:



Canary

(0, 0, 1)

I

Immediate:
Gain 1 pigment of any color.

Color Ability:
Get 1 Yellow pigment

Celeste

(1, 0, 0)

I

Activation cost:



Celeste

(1, 0, 0)

I

Continuous:
It costs 1 less Cyan pigment
to activate Cyan, Jungle,
or Periwinkle.

Color Ability:
Get 1 Cyan pigment

Orchid

(0, 1, 0)

I

Activation cost:



Orchid

(0, 1, 0)

I

If combined:
You may immediately
re-activate Orchid for 2
Magenta pigment.

Color Ability:
Get 1 Magenta pigment

Coral

(0, 1, 1)

II

Activation cost:



Coral

(0, 1, 1)

II

If combined:
You may immediately
activate Canary or Orchid
for free.

Color Ability:
You may activate 1 color.

Cyan

(2, 0, 0)

II

Activation cost:



Cyan

(2, 0, 0)

II

Continuous:
It costs 6 less Cyan pigments
to activate Azure or
Turquoise.

Color Ability:
Gain 3 Cyan pigment.

Jungle

(1, 0, 1)

II

Activation cost:



Jungle

(1, 0, 1)

II

Immediate:
Gain 3 pigment of any color.

Color Ability:
You may de-activate Jungle
for 3 Cyan and 3 Yellow
pigment.

Magenta

(0, 2, 0) II

Activation cost:



Magenta

(0, 2, 0) II

If combined:
You may de-activate Orchid
to re-activate Magenta for
free.

Color Ability:
De-activate a I to activate
a I with a different name.

Periwinkle

(1, 1, 0) II

Activation cost:



Periwinkle

(1, 1, 0) II

Continuous:
Activating Celeste costs 1
less Cyan pigment.

Color Ability:
You may combine 2 colors.
Cost: X/3/6/14

Yellow

(0, 0, 2) II

Activation cost:



Yellow

(0, 0, 2) II

Immediate:
Move a color disk.

Color Ability:
Gain 2 pigment of any
color.

Azure

(2, 1, 0)

III

Activation cost:

12

6

0

Azure

(2, 1, 0)

III

Continuous:
It costs 18 less Cyan pigments
to activate Blue.

Color Ability:
Gain 7 Cyan pigment.

Orange

(0, 1, 2)

III

Activation cost:

0

6

12

Orange

(0, 1, 2)

III

Immediate:
Activate any II for free.

Color Ability:
Move a color disk.

Raspberry

(0, 2, 1)

III

Activation cost:

0

12

6

Raspberry

(0, 2, 1)

III

If combined:
You may de-activate a II
to activate a III for free.

Color Ability:
You may activate an Orchid
for free. Then, you may
combine into a rank II color
using that Orchid for free.

Spring Green

(1, 0, 2) III

Activation cost:

6 0 12

Spring Green

(1, 0, 2) III

Immediate:

De-activate any color to get
10 Pigment of any color.

Color Ability:

De-activate Spring Green
to activate any 2 II's for
free.

Turquoise

(2, 0, 1) III

Activation cost:

12 0 6

Turquoise

(2, 0, 1) III

Continuous:

It costs 9 less Cyan pigments
and 9 less Yellow pigments
to activate Green.

Color Ability:

Gain 5 pigments of any color.

Violet

(1, 2, 0) III

Activation cost:

6 12 0

Violet

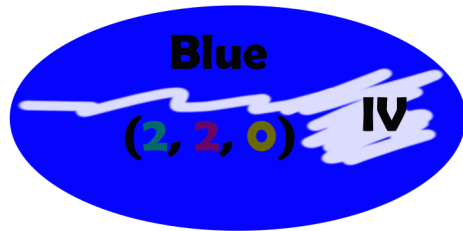
(1, 2, 0) III

If combined:

Activate up to 3 I's for free.

Color Ability:

Convert up to 6 Pigments
of one color to any other
color.



Activation cost:



Continuous:
If you have 2 Blue keys, you win the game.

Color Ability:
Spend 12 Cyan pigment to get a Blue key. Represent "Blue keys" by placing a Cyan pigment on this card.



Activation cost:



Immediate:
You may de-activate 4 III's and 4 II's to win the game.

Color Ability:
De-activate Green, then re-activate it.



Activation cost:



If combined:
You win the game.

Color Ability:
You may combine Red, Green, and Blue.