THE RULES

A game by Mathieu Aubert and Théo Rivière

2 to 5 players | 8 years old and up | 15-20 minutes per game

Reveal tokens, eliminate the objectives that you deem too difficult, and complete the other objectives to achieve victory!

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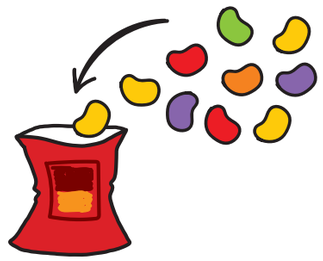
mixlore™

COMPONENTS

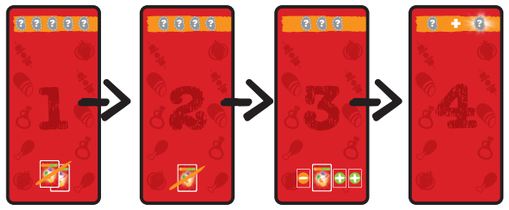
36 Objective Cards	
4 Board Cards	
25 Chips (in 5 different colors)	
16 Rewards	
1 Bag (bag of chips)	
1 Recap Card	
1 Rules Booklet	

SET-UP

Place the **25 chips** in the bag.



Place the **4 Board Cards** in the correct order in the center of the table.



Shuffle the **36 Objective Cards** to form a pile.

GOAL OF THE GAME

The first player to reach or exceed **4 rewards wins the game**.

HOW TO PLAY

The game plays in several rounds.
Each round, you will draw 4 tokens.
During the first 3 draws, you will discard the Objective Cards that you deem too difficult. At the end of the fourth draw, you will count the points of your completed Objectives and receive rewards.
If one of the players reaches or exceeds 4 rewards, they win the game.
If not, a new round starts , and so on until a player reaches or exceeds 4 rewards.

ROUND STRUCTURE

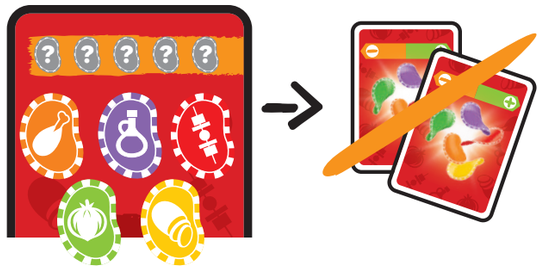
Choose one of the players to be the Dealer.
They receive the bag with the 25 chips inside.

DEALING THE CARDS

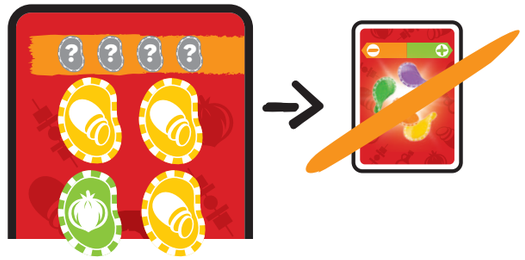
Each player, including the Dealer, is dealt **6 Objective Cards.** Players should keep their cards in hand without revealing them to other players. These cards are the **Objectives** that you need to complete. Cards not dealt are set aside and are not used in this round.

CHIP DRAW

The Dealer randomly **draws 5 chips** from the bag and places them on the first Board Card in the center of the table. Each player **discards** two **Objective Cards** from their hand and put them face down in front of them, to start a discard pile. Any discarded cards are **out of the game** and won't score anything at the end of the round.



Once each player has **discarded 2 cards**, the Dealer randomly **draws 4 chips** from the bag and places them on the second Board Card.



Each player now **discards** 1 Objective Card from their hand and places this card on their discard pile. Again, these cards won't count at the end of the round.

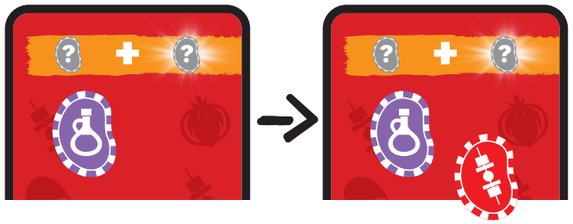
Once each player has discarded their third card, the Dealer randomly **draws 3 chips** from the bag and places them on the third Board Card.
Each player has now three cards in hand and does the following:

- They choose 2 Objective Cards and place them **face down** on the **right** of their discard pile ;
- Then they place their remaining Objective Card **face down** on the **left** of their discard pile

Once all players have placed their three remaining Objective Cards, they turn them face up.

***Note:** If, at this step, some Objectives cannot be completed, then you can place them directly on the discard pile.*

The Dealer randomly **draws 1 chip** from the bag and places it on the fourth Board Card.
They do this **twice**, drawing 1 new chip to place it on the same card. The bag can now be set aside and is no longer used in this round.



Players then proceed to count the points.

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SCORING

For each **completed** Objective :

- **add** the value of the card to your score if the card is on the ⊕ side of your discard;
- **subtract** the value of the card if the card is on the ⊖ side of your discard.

Uncompleted Objectives score 0 points, no matter where they are.

__Reminder:__ For ease of reading, uncompleted Objectives can always be placed into the discard pile.

Players compare their scores.
The player with the highest score receives **2 rewards**.

The player with the second highest score receives **1 reward.**

__Note:__ In case of a tie for the first place, the tied players receive 2 rewards each and no one else receives a reward. In case of a tie for the second place, the player in the first place receives 2 rewards and all players tied for the second place receive a reward.

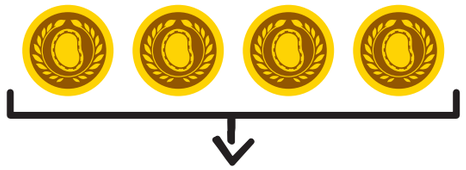
If one player reaches or exceeds 4 rewards, the game ends.
Otherwise, a new round begins.

NEW ROUND

Remove the 14 tokens from the Board Cards and place them in the bag with the undrawn tokens.
Shuffle the 36 Objective Cards to form a pile.
The Dealer gives the bag to the player to their left, who becomes the Dealer for the next round.

END OF THE GAME

As soon as at least one player reaches or exceeds **4 rewards**, the game ends.
The player with the most rewards wins the game.



YOU WIN

In case of a tie, the player who won the last round wins the game. In case of a tie in the last round, another round is played.

RULES FOR 2 PLAYERS

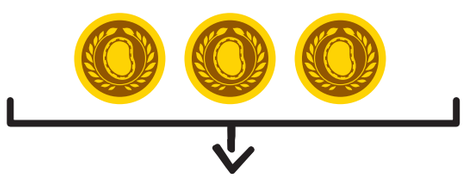
SCORING

The player with the highest score receives a reward.
The player with the second highest score does not receive a reward.

__Note:__ In case of a tie, both players receive 1 reward each.

END OF THE GAME

The game ends when a player reaches or exceeds **3 rewards** (instead of 4).



YOU WIN

The other rules remain unchanged.

The designers thank their beloved ones, Elodie and Marie, Richard for his repeated playtest contribution, Simon for his precious statistics support. Croc, Mathieu, and Bruno for their enthusiasm. Adrien, Bénédicte, Greg, Mathieu, Sarah and all the Mixlore team for the nice publishing job. May the chips invade the world again!

OBJECTIVE CARDS

1 This Objective is completed if at the end of the round there is at least one chip of each flavor on the Board Cards.

2 This Objective is completed if at the end of the round, the displayed combination appears on the Board Cards.
If there are more chips on the Board Cards than indicated on the Objective Card, the Objective is completed (in this example, **at least** 2 barbecue and 3 onion chips are needed).

3 This Objective is completed if at the end of the round there are as many chips of each of the two displayed flavors on the Board Cards (in this example, as many vinegar chips as barbecue chips).

4 This Objective is completed if the **last** chip of the round to be placed on the Board Card matches the displayed flavor (in this example, if the last chip drawn is onion).

5 This Objective is completed if at the end of the round there is no chip of the displayed flavor on the Board Cards (in this example, if there is not a single chicken chip).

6 This Objective is completed if at the end of the round there is at least one chip of the displayed flavor on the Board Cards. This Objective is worth the number of points indicated multiplied by the number of chips of the matching flavor (in this example, it is worth 8 points **for each** onion chip on the Board Cards at the end of the round).

7 This Objective is completed if at the end of the round, there is more ⊕ chips than ⊖ chips on the Board Cards (in this example, more onion chips than potato chips).

8 This Objective is the same as the previous Objective. However, if it is completed while the card is on a player's ⊕ side, that player immediately **wins the game** (and not just the current round!). If the Objective is completed while the card is on the ⊖ side of a player, that player automatically loses the round, regardless of their score.