

Red Phoenix OF THE Alchemists

Optimized for 4 players
30 mins - 2 hours (average about 1 hour play time)

In RPA you are a medieval alchemist trying to discover the method to create gold from base ingredients. You win the game by being the first to discover the formula for gold or by being the last alchemist to walk away alive.

There are 3 kinds of cards in RPA: Ingredients, Methods and Results. You create formulas using ingredients and use a method to draw results. Successful formulas can be recreated on following turns.

Each player takes a turn and play continues clockwise. On each player's turn they draw 3 coins, then they may purchase ingredients or items from the market, produce formulas, trade with other players (once per turn) and consumable items (once per turn each).

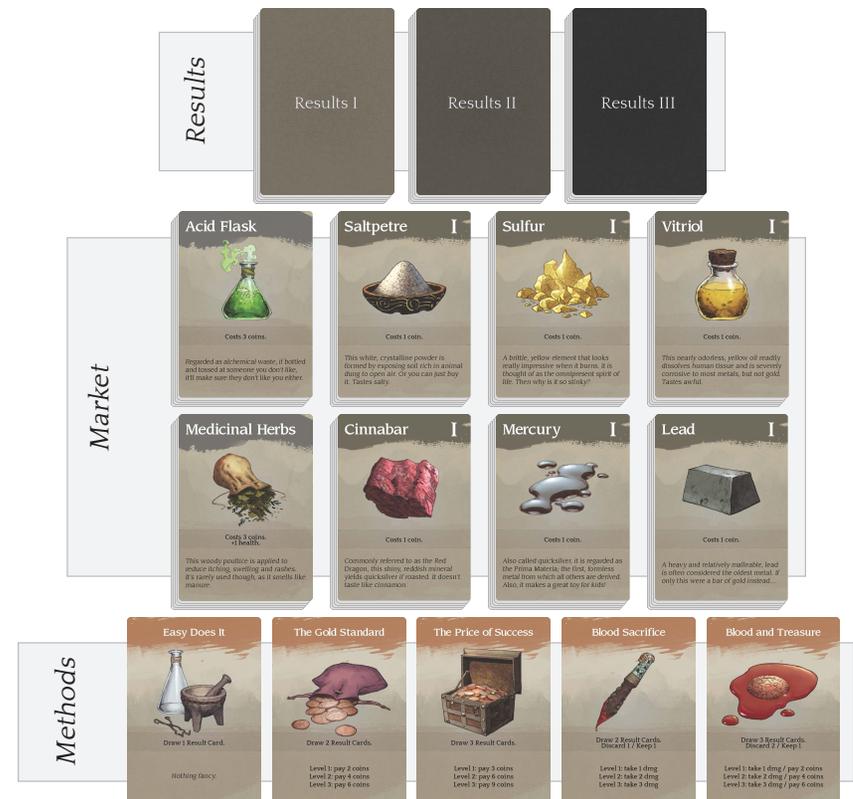
Success with an experimental formula means you produce an ingredient one level higher than the highest-level ingredient in that formula. You begin with level one ingredients, use them to discover level 2 ingredients, then those to discover level 3 ingredients, and those to discover gold and win the game.

Catastrophic failure produces damaging results to you and/or other players. Certain consumable items can also deal damage to other players. Once you have lost all 10 of your health points (hp), you are out of the game. A lone surviving player wins the game.

Beginning the Game

Play begins with a random player.

- At the start of the game, each player will have 2 coins and 10 hp.
- All 6 level 1 ingredients are available for purchase in the market for 1 coin each along with 2 items that cost 3 coins each. Level 1 ingredients are limited based on the number of cards for each.
- All 5 method cards are placed face up.
- 3 stacks of results cards (one for each level) are shuffled and placed face down.



Example Card Layout - These cards must be available on the table, but order and organization is not important.

Your Turn

At the start of your turn you may draw 3 coins and proceed normally OR draw 9 coins and otherwise skip your turn.

If you have drawn 3 coins, you may:

Purchase ingredients (or items) from the market.

Use consumable items. You may use each unique item once per turn. Discard the item after use. (Example: You may not use 2 Acid Flasks in the same turn to deal 2 total dmg, but you may use 1 Acid Flask and 1 Dusky Resin to deal 3 total dmg.)

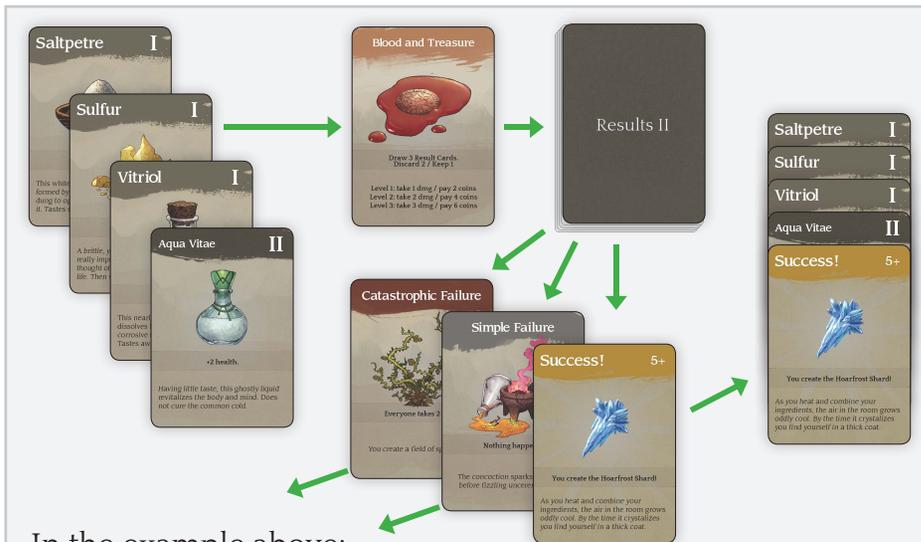
Produce experimental formulas.

To produce a formula:

- 1) **Play 3 or 4 unique ingredients** in front of you.
- 2) **Select a method.**

Methods enable you to draw result cards according to the rules on the selected method card. Most methods have coins and/or hp costs associated with the formula's level. The formula level is equal to the highest level ingredient in that formula. The ingredient level is indicated at the top right-hand corner of the card with a roman numeral.

Ingredients in formulas must be unique. This means that in order to produce a level 1 formula, you must use 3 or 4 different ingredients from the market. Since all level 1 ingredients cost the same and do nothing, any ingredient will do. However, as more players use Sulfur to create their formulas, less Sulfur will be available in the market, so it's best to plan ahead and use ingredients that have more copies available.



In the example above:

- 1) Player plays 4 ingredients in an experiment.
- 2) Player selects Blood and Treasure Method. This is a level 2 experiment because highest-level ingredient is Aqua Vitae—a level 2—as indicated at the top right of the card, so the player takes 2 dmg and pays 4 coins.
- 3) Player draws 3 cards (according to the rules on the method) from the Results 2 deck because this is a level 2 experiment.
- 4) Player chooses to discard their failure cards.
- 5) Player plays the success card, which is successful with a formula score of 5 or greater. The roman numerals on the ingredient cards added together equal 5, so the experiment is successful.
- 6) Player stacks their ingredients with the Success card on top and takes one copy of The Hoarfrost Shard ingredient into their hand.

3) Draw results card(s) from the deck that corresponds to the formula level for that experiment. The number of cards you draw is determined by the method card you chose.

Results cards have three possible outcomes:

Success - Success cards have a success score at the top right of the card. Your formula is successful if your formula value (add up the roman numerals on your ingredients) is equal to or greater than the success score. Add a card for that ingredient to your hand. You keep your ingredients for the formula on the table in front of you, placing the success card you drew on top of them to indicate what this formula makes. You may recreate this formula once per turn on subsequent turns. You may trade knowledge of this formula to other players for anything but hp markers.

Simple Failure - You discard your ingredient cards back to their stacks on the table and discard the result card face up beneath the deck from which it was drawn.

Catastrophic Failure - You discard as in simple failure and players take damage (dmg) according to the rules on the card.

Monsters are sometimes drawn as a result of catastrophic failure. A monster attacks you and a random player immediately once it is drawn. It does damage according to its dmg score. The monster remains on the table in front of you until damage is dealt to it via consumable items and its hp is zero, at which point it is discarded face up at the bottom of the deck from which it was drawn. Any monster may be attacked by any player on their turn. On following turns you may purchase and use items according to normal rules before the monster attacks, but monster attacks must be resolved before you perform experiments or your turn otherwise ends.

Reproduce known formulas once per formula per turn.

Dissolve your formulas.

You may dissolve a formula you own and take the component cards back into your hand.

Discard the associated success card face up beneath the deck from which it was drawn.

All players with knowledge of this formula may no longer reproduce it.

Trade with another player once per turn.

You may trade any of the following in any combination:

- Coins
- Cards from your hand
- Knowledge of formulas you have produced (Knowledge of a formula does not give you knowledge of the formulas to produce any component ingredients. Knowledge for each formula must be gained independently.)
- Non-binding promises

Hand Limit (7 Cards) - During other players' turns, you may not have more than 7 cards in your hand. If you have more than 7 cards you must discard the extra cards of your choosing at the end of your turn or whenever you acquire them through trading.

Player Elimination - If a player is eliminated, his or her formulas remain available to those who have knowledge of them, but no-one else may learn these formulas.

Multiple Successes & Failures Together - If you play a success and catastrophic failure card together as the result of an experiment, the success cards are retained and failures are resolved and discarded. One formula may produce multiple ingredients in this case.

Setup for 3, 4 and 5 Player Games

- For 3 player games, use 6 level 1 ingredient cards per ingredient type
- For 4 player games, use 7 level 1 ingredient cards per ingredient type
- For 5 player games, use 8 level 1 ingredient cards per ingredient type

You Will Need

- 10 hp markers per player
- Lots of markers for coins (markers totalling about 30 coins per player should suffice).
- You may want markers (similar to meeples) to place on other players' formulas to keep track of those you've gained knowledge of.

Pro Tips

Your odds of success in a formula are greater with more and higher level ingredients.

Results are distributed evenly between success and failure, and successes are split evenly between low success scores and high success scores.

Buying up ingredients to prevent others from performing an experiment on following turns can be a good idea.

Holding onto cards in your hand can ensure you're not locked out of ingredients you need can be a good idea.

Cards can be stolen from your hand at random using Aqua Fortis and The Stone of Red Sol; holding onto extra level 1 cards in your hand can help protect against theft in this case.

Spending health for methods can provide a boost early on, but continuing to spend health can leave you vulnerable to attack or experimental mishaps later in the game.

FAQs

Odorless Incense and **Tincture of the Alchemists** only increases a formula's success score if it is played as an item prior to an experiment. It does not increase the value of a formula if played as an ingredient in that experiment beyond its normal value of II or III.

If more than one success card is played in a level 3 experiment, the **results cards take effect in the order in which they were drawn**. So, if a player has 6 health then draws 3 cards and the first two do 7 damage, then that player is out of the game before the third success card can take effect, even if it is a successful gold card.

Symbol Key

+X  Gain X coins.

-/+X  Lose or gain X health. Target any active player or creature.

X  Protects against losing X health. This card may be played at any time from your hand.

X  Steal X random cards from another player.

+X  Add X to the success score for your next formula this turn. Card must be played as an item, not included as part of the formula.