

Red Phoenix OF THE Alchemists

Rules



30-60
min



9+



2-5
players



Overview & Objective

In Red Phoenix of the Alchemists you are a medieval alchemist trying to discover the recipe for creating 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.

Components

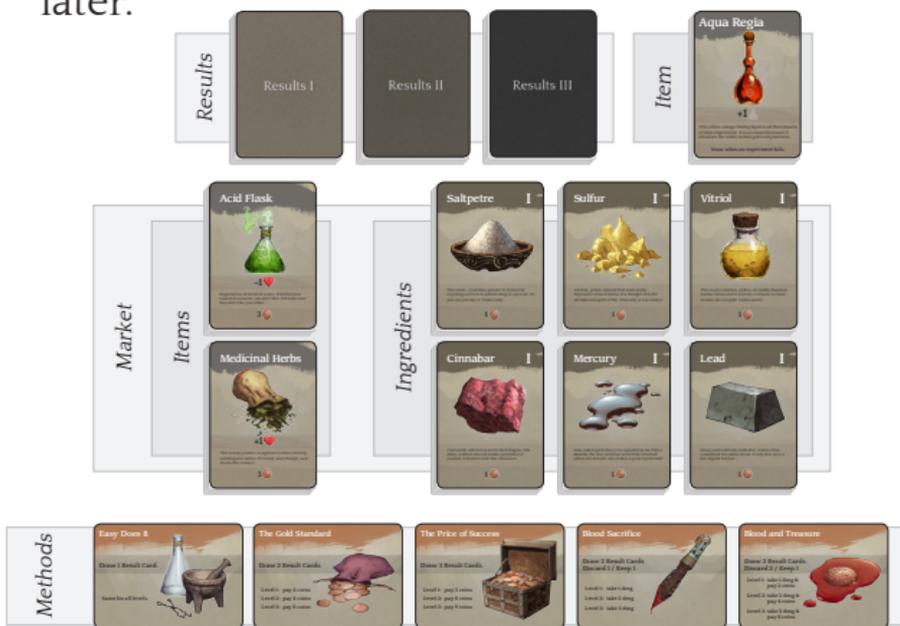
- 192 cards
- 118 Ingredient Cards
- 5 Method Cards
- 64 Results Cards
- 5 Reference Cards
- 50 Health Markers
- 50 Formula Markers
- 50 1-value Coins
- 20 5-value Coins

Types of Cards

There are 3 kinds of cards in RPA: **Ingredients**, **Methods** and **Results**. You use Ingredients to create Formulas and select a Method to determine how to draw Results. Successful Formulas can be replicated on future turns.

Starting Setup

- Each player will have 2 Coins, 10 Health Markers and 10 Formula Markers.
- 3 stacks of Results cards (one for each level) are shuffled and placed face down.
- Level I Ingredients and Basic Items are placed face-up in the Market. Only items with a Coin icon (🪙) are placed in the Market.
- All 5 Method cards are placed face-up.
- All Level 2 & 3 Ingredients are set aside until later.



Setup for 2, 3, 4 and 5 Player Games

- For 2 or 3 players: 6 Level 1 Ingredients per stack in the Market.
- For 4 players: 7 Level 1 Ingredients per stack.
- For 5 players: 8 Level 1 Ingredients per stack.

Starting Play

Play begins with a random player, decided by blindly selecting a colored marker. Each player takes a turn and play continues clockwise.

Your Turn

You may spend 3 Action Points (AP) per turn. Actions may be taken as many times as you wish and in any order during your turn.

1 AP	Take 3 Coins	pg 5
1 AP	Purchase Ingredients or Items	pg 5
1 AP	Perform Slow Experiment	pgs 6-9
2 AP	Perform Fast Experiment	pgs 6-9
1 AP	Reproduce Formula	pg 10
1 (or 2) AP	Dissolve Formulas	pg 10
Free	Use Items	pg 11
Free	Trade	pg 11

Take 3 Coins

1 Action Point (for every 3 coins taken)

You may spend 1 AP for 3 Coins, 2 AP for 6 Coins or all 3 AP for 9 Coins.

Purchase Ingredients or Items

1 Action Point

You may purchase any number of Ingredients or Items from the Market with your Coins and place them in your hand. The Coin cost is indicated with a numbered Coin icon (🪙) at the bottom of Level I Ingredients and Basic Items. Once the Market is out of an Ingredient or Item, it cannot be purchased until it has been returned to the Market.

Experiments

Perform Slow Experiment - 1 Action Point

Perform Fast Experiment - 2 Action Points

Fast vs. Slow Experiments

Slow Experiments draw results at the start of your next turn. Fast Experiments draw results immediately.

1) **Play 3 or 4 unique Ingredients** in front of you.

Ingredients are the components of formulas. All Ingredients have an Ingredient Level indicated by a roman numeral in the top right corner.

2) **Select a method.**

Methods determine how you draw **Result** cards. Most Methods have Coin and/or Health costs associated with the formula's level, which is indicated by a roman numeral.

Formula Level is equal to the highest Ingredient Level in that formula.

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 you chose. All cards that are drawn and not discarded are played as results.

Types of Results:

Success - You produce the ingredient on the success card.



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 formula's ingredients) is equal to or greater than the Success Score.

If unsuccessful, discard ingredients to the Market or their original stacks. Discard results to a discard pile, keeping levels separate.

If successful, add the ingredient(s) matching the success card(s) to your hand. 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 Health Markers.

Simple Failure - Discard your ingredients and results. Draw the indicated card.

Catastrophic Failure - Produces damaging results to you and/or other players. Discard as in simple failure and player(s) lose Health according to the rules on the card.

Monsters can be drawn as a result of catastrophic failure. A monster immediately attacks you and another player—determined by most cards in



their hand—once it is drawn.

(The monster does not attack the player who drew it twice if that player has the most cards in their hand. Instead, it attacks the player with the next highest number of cards. It will attack multiple other players in the case of a tie.)

Attacked players lose Health according to the monster's Damage score. A monster also attacks at the end of the following two turns for the player that drew it. The monster remains on the table in front of the player who drew it until its Health is reduced to zero via items OR two additional turns have passed for the player who drew it, at which point it is discarded. Any monster may be attacked by any player on their turn.

Aqua Regia: If fail to draw any cards into your hand as the result of an experiment, draw one Aqua Regia. (This is the only way to acquire this card.)



Reproduce a Formula

1 Action Point

Once per formula per turn: if you have ingredients in your hand for any formula that you have knowledge of, you may discard those cards to produce the ingredient on the success card(s) for that formula.

Dissolve Formula

1 Action Point

(+ 1 Optional Action Point to Keep Cards)

You may dissolve a formula you own and discard all of its cards. To take the component ingredients back into your hand, spend 1 additional AP then discard the associated success card(s).

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

Use Item(s)

Free (once per item per turn)

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 Damage, but you may use 1 Acid Flask and 1 Dusky Resin to deal 3 total Damage.)

Trade

Free (once per turn)

Once per turn you may trade any of the following in any combination:

- Coins
- Cards from your hand
- Non-binding promises
- 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.)

You may also license formulas so that any player can reproduce it for a fee.

Other Rules

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, any formulas he or she knows are discarded unless they are known by another player. If another player has a token on an eliminated player's formula, it remains in play where it is and the knowledge cannot be traded. If all players with knowledge of a formula remove their tokens from that formula, it is discarded.

Multiple Successes & Failures Together - If you draw and 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.

Tips and Errata

Your odds of success in a formula are greater the higher your Success Score is (achieved by using more and higher-level ingredients).

Results are distributed so that there are more Success than Failure cards, however, you must use an item to increase your formula value to succeed on the most difficult Success cards.

Aqua Regia, 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.

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 Ingredients 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.

If more than one Result card is played in an experiment, the **Result 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.