

## CHAPTER 2

Once you are comfortable with Chapter 1, you're ready for Chapter 2. When learning or teaching Chapter 2, we recommend using only the characters from *Disney Sorcerer's Arena: Epic Alliances* — Core Set. In this chapter, several things are added or will be modified. To help you identify these differences between the two chapters, the text will be highlighted in orange.

### The primary changes in Chapter 2 are:

- Summoners will now control three characters each instead of two
- Standard movement and attacks can be increased by discarding cards
- The final round is triggered by a player reaching 20 Victory Points instead of 12

### GAME OBJECTIVE

Have the most Victory Points (👑, or VP) when the game ends.

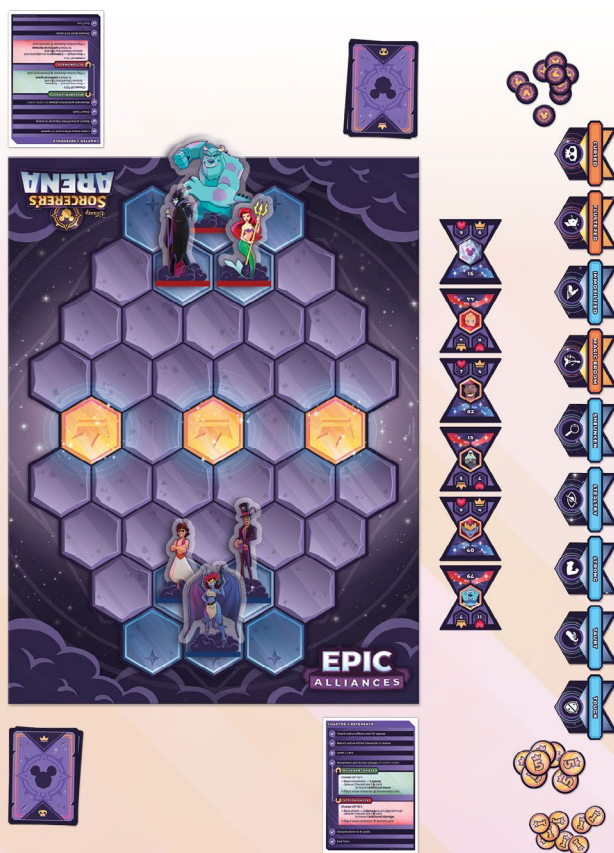
### CHAPTER 2 SET UP

For this game, each Summoner selects a team of three different characters. Players may want to select their team by drafting characters from those available.

### DRAFTING CHARACTERS

The player who has most recently watched a Disney movie will pick first. Alternately, you may let the player who last lost a game pick first for the process of the draft. The first to pick will be called "**Summoner A**", and the other player will be "**Summoner B**". **Summoner A** selects one character from all of those available. Next, **Summoner B** selects two characters from those remaining. **Summoner A** then selects two characters and **Summoner B** gets one final pick.

- Pick 1: **Summoner A**
- Pick 1: **Summoner B**
- Pick 2: **Summoner B**
- Pick 2: **Summoner A**
- Pick 3: **Summoner A**
- Pick 3: **Summoner B**



### Each Summoner needs:

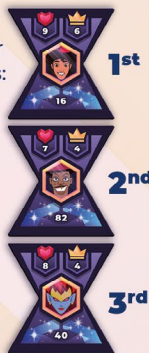
- The Standee, Character Deck, and Turn Order Tile for each of their selected characters
- 3 Summoner Indicator Rings in their color
- 1 Chapter 1-2 Reference Card — flipped to the Chapter 2 side

## SETTING UP THE ORDER TILES

Character Turn Order Tiles are placed alongside the Arena to show the order of character turns. Because the teams are now selected by the Summoners, there isn't a pre-set order for character turns like there was in Chapter 1. From now on, you'll use the following method to set up the Character Turn Order Tiles.

Each Summoner chooses the order their three characters will take turns. Summoners secretly stack their Turn Order Tiles, with their first character on the top. Once both Summoners have chosen an order, they each reveal their stack.

Blue team's  
chosen order  
of characters:



Red team's  
chosen order  
of characters:



The Summoner whose first revealed character has the lowest initiative value\* (the number in the sand on the tile) places their Character Turn Order Tiles, in their selected order, next to the board in the 1st, 3rd, and 5th positions. The other Summoner then puts their tiles, in the chosen order, in the 2nd, 4th, and 6th positions (see diagram). Place the Turn Marker on the 1st Character Turn Order Tile.

\* If you have multiple copies of *Disney Sorcerer's Arena: Epic Alliances*, Summoners may each have the same character on their respective teams (i.e., both Summoners might choose Gaston).

In the event of a tie for lowest initiative value on first characters, compare the second character, if still tied check the third character. If there is still a tie, a coin flip will decide who places the first Character Turn Order Tile.

Aladdin has the lower initiative value so, the blue team will have the 1st, 3rd, and 5th positions.

Ariel has the higher initiative value so, the red team will have the 2nd, 4th, and 6th positions.



## DRAWING YOUR OPENING HAND

Each Summoner draws a hand of six cards. If you don't like your starting hand of cards, you may optionally shuffle those cards back into your deck and draw a new hand of cards. You must accept these cards.

## ON YOUR CHARACTER'S TURN

During your turn, only one of your characters is active.

### STARTING PHASE

1. The active character's status effects deplete by one. Remove one Status Counter from each Status Effect Tile. If the last counter is removed, return the Status Effect Tile to the supply.
2. Check if the active character is standing on one of the three golden Victory Point spaces. If so, take one VP from the supply.
3. If the active character is currently knocked out, put the character standee back in the Arena per the rule described in Chapter 1 (page 08).
4. Draw one card from your deck.

### MAIN PHASES

The two phases (Movement and Action) may be completed in any order.

- Movement
- Action

## MOVEMENT PHASE

You may choose to do one of two things:

- Use the Standard Movement
- Play a Movement card

### STANDARD MOVEMENT

When using standard movement, before moving, you may first discard ANY one Movement card to add 1 to your standard movement for the Phase.

*(The discarded card does not need to match the active character.)*

### MOVEMENT CARDS

You may still only play cards that correspond to the active character in this phase.

## ACTION PHASE

You may choose to do one of two things:

- Use the Standard Attack
- Play an Action card

### STANDARD ATTACK

When using a standard attack, you may first discard ANY one Attack card to add 1 to your standard attack for the Phase. *(The discarded card does not need to match the active character.)*

### ACTION CARDS

You may still only play cards that correspond to the active character in this phase.

## STATUS EFFECTS

In Chapter 2, you are able to use most of the status effects found in *Disney Sorcerer's Arena: Epic Alliances – Core Set*. For reference, these are defined on the back page of this rulebook.

## GAME END

The game ends at the end of any round in which either:

- A Summoner scores their 20th VP
- A Summoner needs to draw a card but has no more cards in their deck

**The Summoner with the most VPs wins.**



## CHAPTER 3

Now that you've mastered the rules from Chapters 1 and 2, it's time for some new mechanics! In Chapter 3, several things are added and/or modified, including more updates to the setup and the actions within turn phases. To help you identify these, whenever there is a significant change or addition in this chapter, the text will be highlighted in orange.

### The primary changes in Chapter 3 are:

- The introduction of Character Ability Cards
- Changes to hand sizes
- Changes to standard movement and attack values for characters
- The introduction of the Skills Phase

### GAME OBJECTIVE

Have the most Victory Points (👑, or VP) when the game ends.

### CHAPTER 3 SET UP

For this game, each Summoner selects a team of three different characters. Summoners may want to take turns drafting their characters from those available (See Drafting Characters on page 13).

### Each Summoner needs:

- The Character Standee, Character Ability Card, Character Deck, and Turn Order Tile for each of their selected characters
- 3 Summoner Indicator Rings in their color
- 1 Chapter 3 Reference Card

Reveal and place each of your Character Turn Order Tiles as in Chapter 2.

Each Summoner arranges their three Character Ability Cards in front of themselves, starting side up, from left to right in turn order.



The combined "Hand" size shown on the three Character Ability Cards for your team are both the number of cards you draw to start the game and the maximum number of cards you can hold at the end of your turn. If you don't like your starting hand of cards, you may optionally shuffle those cards back into your deck and draw a new hand of cards. You must accept these cards.

## PARTS OF A CHARACTER ABILITY CARD — STARTING SIDE

## CHARACTER ATTRIBUTES

## CHARACTER PORTRAIT &amp; NAME

## STANDARD VALUES

## GEAR DISTRIBUTION

These will be used starting in Chapter 4.

## GEAR UPGRADE COST

These will be used starting in Chapter 4.

## SET SYMBOL

## SKILL NAME &amp; DESCRIPTION

## VICTORY POINT VALUE

## HEALTH POINTS

## HAND SIZE

**GASTON**  
BEAUTY AND THE BEAST  
VILLAIN + KINGDOM

**STANDARD VALUES**  
5 (Gold Gear), 2 (Blue Gear), 2 (Red Gear), 1 (Purple Gear)

**GEAR UPGRADE COST**  
2 (Red Gear), 2 (Purple Gear)

**MOVEMENT** Standard Move 2

**ACTION** >> Standard Attack 2

**SKILLS**  
**BOAST**  
Reveal the top card of your deck. If that card is an **Red Gear** card, Gaston gains **1 Strong**. Otherwise, Gaston takes **1 damage**.

**VICTORY POINT VALUE** 1  
**HEALTH POINTS** 10  
**HAND SIZE** 6

## ON YOUR CHARACTER'S TURN

During your turn, only one of your characters is active.

## STARTING PHASE

1. The active character's status effects deplete by one.
2. Claim 1 VP if the active character is standing on one of the VP spaces.
3. If the active character is knocked out, return the character to the Arena per the rule described in Chapter 1 (page 08). Restore their full HP.
4. Draw one card from your deck.

## MAIN PHASES

The three phases (Movement, Action, and Skills) may be completed in any order.

**MOVEMENT PHASE**

You may choose to do one of two things:

- Use the Standard Movement up to the number of spaces indicated on your character's Character Ability Card. You may first discard ANY one Movement card to add 1 to your standard movement for the Phase.
- Play a Movement card corresponding to your active character.

## ACTION PHASE

You may choose to do one of two things:

- Use the Standard Attack of the amount of damage indicated on your character's Character Ability Card. You may first discard ANY one Attack card to add 1 to your standard attack for the phase.
- Play an Action card corresponding to your active character.

## SKILLS PHASE

Each character has one or more skills that may be used once each during the Skills Phase on that character's turn. If a character has multiple skills, you may choose any number of them to use, and may use them in any order by following the instructions shown.



If a skill requires discarding a card to activate it, any card that meets the requirement may be discarded for it. You may not discard a single card to activate multiple skills.

If the skill's text indicates it has a Direct Effect (⊗), there must be a valid character available to choose in order to use that skill.

Your character has only one Skills Phase during their turn. If your character has multiple skills, you may not use one, move to another phase, and then return to your Skills Phase to use another skill.

## STATUS EFFECTS

In Chapter 3, you are able to use all of the status effects found in *Disney Sorcerer's Arena: Epic Alliances – Core Set*. For reference, these are defined on the back page of this rulebook.

## ENDING PHASE

After you have completed or skipped each of the main phases, you may end your character's turn.

If you are currently holding cards in excess of your maximum hand size, choose cards to discard until you have the maximum number of cards in hand.

There are no other changes to the Ending Phase between Chapter 2 and Chapter 3.

## ADDITIONAL GAME RULES

### TIEBREAKERS

If the final score of the game in Chapter 3 is a tie, continue playing until a round ends with one Summoner having more VP than the other.



## CHAPTER 4

Chapter 4! You've made it! It's all been building up to this! In this chapter, we're going to teach you the final mechanics of *Disney Sorcerer's Arena: Epic Alliances — Core Set*. These will add more power to your characters' abilities and shape the way you choose characters for your team. There are no changes to the setup, goals, or phases of the game between Chapter 3 and Chapter 4.

### The primary changes in Chapter 4 are:

- Gears
- Character upgrades

### COLLECT GEARS

On each battle card, there is a symbol in the lower right corner. These represent magical objects called “gears”. **There are four kinds:**



Once a card is in your discard pile, you have collected that card's gear. The type and number of gears you have collected is public information, so as you place cards into your discard pile, be mindful that the gear symbols are always visible.

Use your collected gears to upgrade your characters' abilities.

### UPGRADING

On the starting side of each Character Ability Card, there is an “Upgrade” box that shows the quantity and types of gears needed for that character to upgrade. At any point between phases on your turn, you may upgrade your active character by banishing the required gears from your discard pile. Flip that character's Ability Card over to the upgraded side.

#### Starting Side:



flip!

Upgraded Side:

Gear Distribution

Gears required for upgrading



Upgraded ability

An upgraded character has a new ability in a purple cloud. Each ability describes when it can be used and what is needed to activate it.

Unless a character has a specific condition in their upgraded ability text that causes a Character Ability Card to be turned to the starting side, a character that has been upgraded remains upgraded even if it gets Knocked Out.

Each character's deck has a different distribution of gears that it can produce. This distribution is shown at the left edge of that character's Character Ability Card. To optimize your chances of upgrading your characters, consider picking three characters with different gear distributions and upgrade costs.

## TEAM PLAY

After learning the head-to-head gameplay mode of *Disney Sorcerer's Arena: Epic Alliances*, you and a friend may want to challenge another team of two Summoners to a match in Team Play mode. Many things are added or modified in the setup of the game. To help you identify these, whenever there is a significant difference between individual and team play, the text will be highlighted in orange.

### GAME OBJECTIVE

Have the most Victory Points (👑, or VP) when the game ends.

### DRAFT CHARACTERS

If Summoners do not have pre-selected characters for the game, we recommend drafting your characters. The Summoner who has most recently seen a Disney movie will pick first. For the process of the draft, the **blue team** will have **Summoners "A" and "D"**, and the **red team** will have **Summoners "B" and "C"**. Picks proceed in the following order:

- Pick 1: **Summoner A**
- Pick 2: **Summoner B**
- Pick 3: **Summoner C**
- Pick 4: **Summoner D**
- Pick 5: **Summoner D**
- Pick 6: **Summoner C**
- Pick 7: **Summoner B**
- Pick 8: **Summoner A**

Similar to the rules from Chapter 2, if you have multiple copies of *Disney Sorcerer's Arena: Epic Alliances* — Core Set, a team may not have more than one instance of a character. However, each team may have one or more characters found on the other team (i.e., both teams might include Gaston).

\* In the event of a tie between multiple Summoners, compare the initiative values on their teammate's first character. If needed, a coin flip will decide who places the first Turn Order Tile.

### TEAM PLAY SETUP

Each team consists of four different characters, with two of those characters assigned to each Summoner on the team. Each Summoner shuffles their two Character Decks together.

Each Summoner secretly chooses the order their two characters will take turns in the game by stacking their Turn Order Tiles in one hand, with their first character at the top of the stack. Once Summoners have chosen an order, they each reveal their first Character Turn Order Tile. The Summoner whose character has the lowest initiative value will be the first to place their Character Turn Order Tile next to the board, with the Turn Marker on it.\* The Summoner from the opposing team with the next lowest initiative places their first character next, then the second player from the first team, followed by the last player. Each players' second character is placed in that same order.

In reverse order of the Character Turn Order Tiles, Summoners take turns placing their Character Standees in any of the empty blue spaces at their end of the Arena.



Blue team's chosen order of characters:



Red team's chosen order of characters:



Summoner A, on the blue team, has chosen Aladdin as her first character. Since Aladdin has the lowest initiative of all the revealed Turn Order Tiles, Summoner A places Aladdin's Turn Order Tile in the first position, with the Turn Marker on it.



Next, Summoner B places Demona's Turn Order Tile in the second position, as she has the lowest initiative among the red team's chosen first characters.

Summoner D, on the blue team, places the Turn Order Tile for Sulley next, and Summoner C, on the red team, places the Turn Order Tile for Dr. Facilier. The players then place the Turn Order Tiles for their second characters.

Turn order:

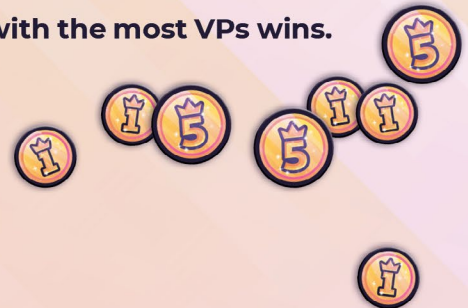


### GAME END

The game ends at the end of any round in which either:

- A team scores their 20th VP
- A Summoner needs to draw a card but has no more cards in their deck

The team with the most VPs wins.



Each Summoner draws cards equal to their two characters' combined hand sizes, **plus two**. This is their maximum hand size for the game. Any Summoner who doesn't like their starting hand of cards, may optionally shuffle those cards back into their deck and draw a new hand of cards. They must accept these cards.

## SPECIAL RULES FOR TEAM PLAY

### ALLIES AND RIVALS

Each team's characters are allies to all other characters controlled by that team. Any character controlled by either opponent is a rival.

### INDIVIDUAL DECKS, HANDS, DISCARD PILES, AND BANISHED CARDS

Each Summoner has their own deck, hand, discard pile, and set of banished cards.

### SPENDING A TEAMMATE'S GEAR FOR UPGRADES

If playing with Chapter 4 rules, when the active Summoner upgrades a character, they may spend up to one gear from their teammate's discard pile in order to upgrade their active character (with their teammate's permission).

### SHARED INFORMATION

Teammates may confer on play during the game and show each other cards in their hands. When teammates discuss the game, they are not obligated to allow their opponents to hear their discussion.



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## DISNEY SORCERER'S ARENA: EPIC ALLIANCES — CORE SET STATUS EFFECTS



### **CURSED** Triggered Effect

Whenever a Status Counter is removed from *Cursed* during the Starting Phase, this character is dealt 1 damage.



### **FLUSTERED** Triggered Effect

Whenever a Status Counter is removed from *Flustered* during the Starting Phase, this character's Summoner banishes a random card from their hand.




### **IMMOBILIZED** Constant Effect

This character cannot be moved with any card or other effect. Any time this character would be moved one or more spaces, instead they do not move.





### **MAGIC BROOM** Triggered Effect

When a Status Counter is removed from *Magic Broom* during the Starting Phase, this character's Summoner looks at the top two cards of their deck and returns them in any order. They then reveal the top card of their deck. If that card is a Magical  card, this character gains 1 *Magic Broom* (returning the Status Counter removed to trigger the effect).

*This effect represents Sorcerer's Apprentice Mickey's command of magic; as long as he keeps finding Magical cards to "study", this helps Mickey draw better cards during his turn.*





### **SHRUNKEN** Constant Effect

This character's standard attack is 1, and its Summoner cannot play any card with an  symbol during this character's turn. (They may still discard an  card to add 1 to this character's standard attack.)



### **STEALTHY** Constant Effect

A rival Summoner may only use a Direct Effect () on this character if they first banish a card of their choice from their hand. Indirect Effects () do not cause the Summoner to banish a card (see Banished Cards on page 12).





### **STRONG** Constant Effect

Add 1 to any damage dealt by this character.



### **TAUNT** Constant Effect

This character's rivals may only choose characters with *Taunt* when using Direct Effects (). Other characters may still be affected by Indirect Effects ().



### **TOUGH** Constant Effect

Subtract 1 from any damage dealt to this character.



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