

Disney



# SORCERER'S ARENA

## EPIC ALLIANCES

CORE SET

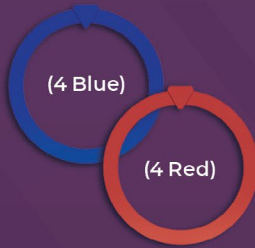


SUMMONER'S  
HANDBOOK



# COMPONENTS

## 8 Base Rings



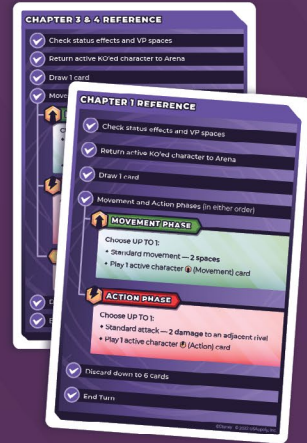
## 8 Character Decks



## 8 Character Ability Cards



## 4 Reference Cards



## 1 Turn Marker



## 15 Status Counters



## 18 Victory Point Tokens



## 24 Status Effect Tokens



## 8 Character Turn Order Tokens



## 8 Acrylic Standee Figures with Bases

(Before your first game, remove the protective film from the Standees and Bases)



## 1 Arena Game Board



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# Disney SORCERER'S ARENA

## EPIC ALLIANCES

CORE SET

The logo features the Disney Sorcerer's Arena title in a stylized, glowing font. Above the title is a circular emblem with a Mickey Mouse head silhouette and a star. Below the title is a banner with the words 'EPIC ALLIANCES' in a bold, blocky font. The background is a dark purple space with white stars.

**IN** this strategic skirmish game, you will play as a **Summoner**, forming an alliance of heroes and villains from throughout the Disney and Pixar universe. Your team of characters will use a wide range of abilities in an effort to knock out rivals and score **Victory Points**. Have more Victory Points when the last turn ends, and you'll win the game! It's a contest of magic, muscle, and wits, and only one Summoner will triumph in the Arena.

***Can you assemble a team that will outmatch your rivals to win it all?***

These rules for *Disney Sorcerer's Arena: Epic Alliances* are presented in chapters to help you learn the game at a comfortable pace. Explore the game and build your skills in head-to-head matches, and finally, call in another Summoner to play as your teammate in an epic 2-player versus 2-player battle!

**Before We Start, Some Important Game Terms...**

**Summoner** — Each player is a Summoner competing in the Sorcerer's Arena tournament. Each Summoner has a team of characters that they control.

**Character, Ally, and Rival** — Each character is represented by a Standee in the Arena (the game board). Characters on your team are considered to be allies, while characters on the other team are rivals.

**INTRODUCTION****THE CHAPTERED LEARNING SYSTEM**

*Disney Sorcerer's Arena: Epic Alliances* is a game for 2 or 4 players where your team of characters battles against a team of rival characters. To help players get a feel for the strategic choices they'll encounter in the game, these rules are broken into four chapters. After reading a chapter, pause and play a game (or several) to let the rules sink in. Here is what you can expect to learn in each chapter.

**Chapter 1** (page 05) teaches the basic form of the game using a pre-selected team of 2 characters per player — or **Summoner** — and a limited number of components. There are fewer choices to make per turn so you can get familiar with the structure of the game. This chapter is intentionally quick to play once you know the rules, so you can play multiple games back-to-back. **Chapter 1 is a 2-player game.**

**Chapter 2** (page 13) unlocks all 8 characters and expands each Summoner's team to three characters. This adds several layers of depth to the strategic choices. To give you time to explore these, the number of Victory Points required to end the game is increased. We recommend trying out several different team groupings before moving on to Chapter 3. **Chapter 2 is a 2-player game.**

**Chapter 3** (page 16) introduces a more detailed setup. You will now be using all of the components for each character, as well as playing with a new phase in each turn: Skills. It is important to note that some characters' most basic abilities also change at this time. **Chapter 3 is a 2-player game.**

**Chapter 4** (page 19) completes the full game rules! You will learn about upgrading your characters to give them better abilities for the remainder of the game. The upgrading system adds strategy not only in how you play the game, but also in how you select your team to best take advantage of the upgrade mechanic. **Chapter 4 is a 2-player game.**

After Chapter 4, you'll find rules for bringing everything together into an epic team game (page 20), pitting you and an allied Summoner against two rival Summoners. **The team game rules are for a 4-player game.**

In the end, you get to choose your preferred complexity. Make sure all players agree before starting a game, but feel free to play only the chapters you enjoy!

# CHAPTER 1

## GAME OBJECTIVE

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

## CHAPTER 1 SET UP

For this game, Summoners will choose between playing **Sorcerer's Apprentice Mickey and Aladdin (the blue team)** or **Gaston and Ariel (the red team)**.

### Sorcerer's Apprentice Mickey and Aladdin Summoner needs:

- Sorcerer's Apprentice Mickey Standee, Character Deck, and Turn Order Tile
- Aladdin Standee, Character Deck, and Turn Order Tile
- 2 Blue Summoner Indicator Rings
- Chapter 1-2 Reference Card — flipped to the Chapter 1 side

### Gaston and Ariel Summoner needs:

- Gaston Standee, Character Deck, and Turn Order Tile
- Ariel Standee, Character Deck, and Turn Order Tile
- 2 Red Summoner Indicator Rings
- Chapter 1-2 Reference Card — flipped to the Chapter 1 side

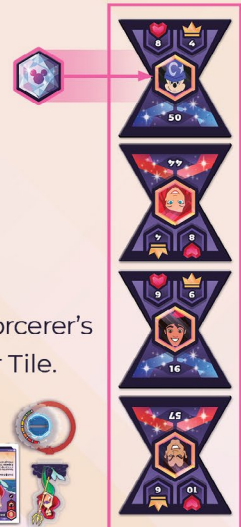


## SETTING UP THE SHARED PIECES

Place the Arena so a set of blue starting spaces is in front of each Summoner.

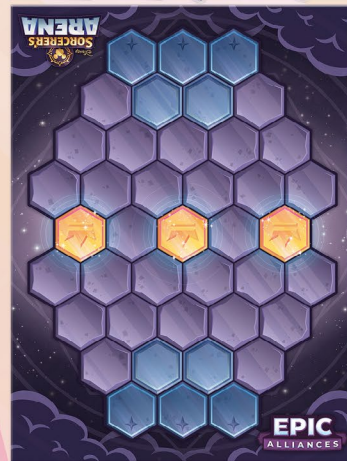
Place the Turn Order Tiles next to the Arena in the following order, rotating each tile to face its Summoner and flipping them to their Summoner's color:

1. Sorcerer's Apprentice Mickey
2. Ariel
3. Aladdin
4. Gaston



Place the Turn Marker on the Sorcerer's Apprentice Mickey Turn Order Tile.

Red Team

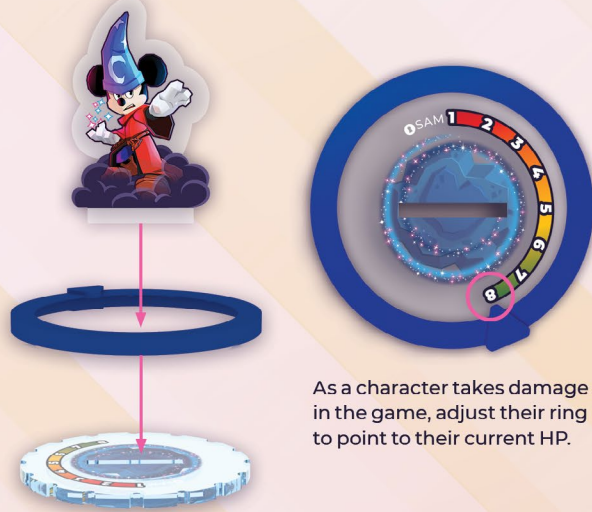


Blue Team

**Maximum Health Points** — A character's Health Points may never exceed the starting Health Points shown on their Standee base and their Turn Order Tile (shown on page 5).

### SETTING UP EACH SUMMONER'S PIECES

Each Summoner places a Summoner Indicator Ring on their characters' bases, with the arrow pointing to that character's maximum Health Point (♥, or HP) value on the base.



As a character takes damage in the game, adjust their ring to point to their current HP.

Place your characters in the two blue starting spaces closest to the center, on your side of the Arena. Starting spaces can also be identified by a dark solid line within the space.



For Chapter 1, you need these Status Effect Tiles:

- **Magic Broom**
- **Immobilized**
- **Stealthy**



Place them to one side of the Arena, away from the Character Turn Order Tiles, with the Status Counters and Victory Point (👑) Tokens near them.



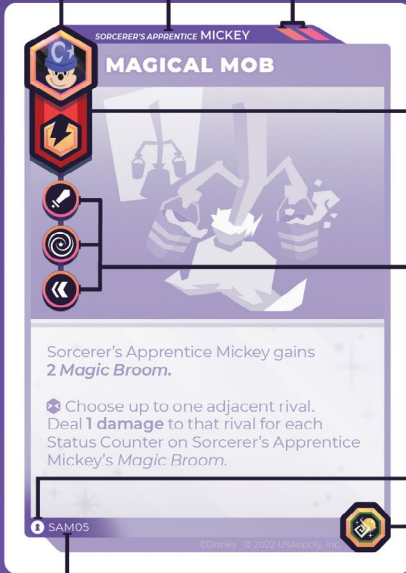
Each Summoner shuffles their Character Decks together. This is your deck for the duration of the game. Draw the top six cards to form your hand. This is both your starting hand size and the maximum number of cards you can hold at the end of your turn.

## PARTS OF A BATTLE CARD

The cards within each character's deck are called Battle Cards. However, for brevity, any time they're referred to here in the rules or in in-game directives, they're simply referred to as "cards."

### CHARACTER PORTRAIT & NAME

You may play this card on the indicated Character's turn.



### CARD NUMBER

### SLASHES

Indicates the number of copies of this card in your deck.

### PHASE BANNER

This indicates the phase or phases the card can be played in.

### CARD TYPES

These indicate the types that the card has.

### SET SYMBOL

Indicates the set the card comes from.

### GEAR TYPE

This is the gear produced by this card starting in Chapter 4.

### PHASE BANNER SYMBOLS



**ACTION**



**MOVEMENT**



**ACTION OR MOVEMENT**

A card with this symbol counts as both an Action and a Movement card that can be played in either phase.

### CARD TYPES



**ATTACK**

This card is used to deal damage



**MAGICAL**

This card's effect is magical in nature



**STATUS**

This card produces a status effect

## PARTS OF A CHARACTER TURN ORDER TILE

### HEALTH POINTS

This is the character's starting and maximum Health Points.

### CHARACTER PORTRAIT

### INITIATIVE VALUE

This is used for setting up the game starting in Chapter 2.



### VICTORY POINTS

These are awarded to the rival Summoner whenever this character is Knocked Out.

### SUMMONER INDICATOR

The color of the sand, blue or red, shows which Summoner controls this character.

**Round** — The sequence it takes for each character in the game to take one turn. A round ends when the last character — in order of the Turn Order Tiles — has completed their turn.

## ON THE ACTIVE CHARACTER'S TURN

One of the most important rules in this game is that during your turn, only one of your characters is active!

## STARTING PHASE

These are the steps for the Starting Phase of each turn. In the early turns of the game, not all steps may occur. For example, if the active character has no status effects on them, then Step 1 doesn't happen.

1. Remove one Status Counter from each Status Effect Tile on the active character. If the last counter is removed from a Status Effect Tile, return the Status Effect Tile to the supply.

**Status Effect** — a special kind of temporary effect that gives a boost to a character (or hinders them) during the game, and may last for one or more rounds. We'll talk more about these on page 10.

**Status effects can be categorized in one of two ways, Constant and Triggered:**

### CONSTANT EFFECTS

These are active at all times.

### TRIGGERED EFFECTS

These are only activated when a Status Counter is removed during this Starting Phase. For Chapter 1, only *Magic Broom* is a Triggered Effect.

2. If the active character is standing on one of the three golden Victory Point spaces, take 1 Victory Point (VP) from the supply.



3. If the active character is currently Knocked Out (page 11) or "KO'ed", restore the character's HP to their starting amount. Place the character standee back in the Arena on an unoccupied space in the back row of *either Summoner's side* of the Arena. These spaces have a star symbol in them to help you identify them.



*(If there are no unoccupied back row spaces available at either side of the board, the character may be placed in any unoccupied space closest to a back row space.)*

4. Draw one card from your deck.

## MAIN PHASES

### MOVEMENT AND ACTION

This is when the battle begins. For now, we suggest sorting the cards in your hand by character. You may only play cards that correspond to the active character. Hint: As you get better at the game, you may not want to sort your cards this way to make it harder for your opponent to guess what types of cards are in your hand.

There are two main phases in your turn, **Movement** and **Action**. These can be completed in any order (or skipped), but for the first turn or two you will usually want to move first.



## GAME TERMS

**Before We Talk About the Main Phases, Some More Important Game Terms...**

**Range** — Range is measured by counting spaces from one character to another. A range of 1 means the spaces adjacent to the character, while range 2 would be any space up to two spaces away from the character, and so on.

**Direct Effects** — Most attacks, cards, and effects will require their Summoner to choose one or more characters to affect. These are called *Direct Effects*.



*Direct Effects on cards will have this symbol to help you identify them.*

**Indirect Effects** — Other effects will specify a set category of characters that are affected. These are called *Indirect Effects*. Some examples of Indirect Effects might be cards that affect “each rival”, “each adjacent character”, or “each ally within range 2”.



*Indirect Effects on cards will have this symbol to help you identify them.*

**MOVEMENT PHASE**

In your Movement Phase you may choose to do one of two things:

- Use the Standard Movement
- Play a Movement Card

**STANDARD MOVEMENT**

The active character may move **up to 2 spaces** in any direction. They may move through spaces occupied by allies, but not spaces occupied by rivals. In all instances, a character’s movement must end in a space not occupied by another character.

*Note: Some game effects may prevent movement.*

**MOVEMENT CARDS**

Play a Movement card corresponding to your active character by following all directions on the card in the order they are printed, then place it on your discard pile. See Completing Card Effects on page 10.

**ACTION PHASE**

In your Action Phase, you may choose to do one of two things:

- Use the Standard Attack
- Play an Action Card

**STANDARD ATTACK**

The active character may attack an adjacent character causing **2 damage**. Reduce the HPs of the attacked character by 2. Your standard attack is considered a Direct Effect (⊗).

*Note: Some game effects may prevent this or reduce the damage dealt.*

**ACTION CARDS**

Play an Action card corresponding to your active character by following all directions on the card in the order they are printed, then place it on your discard pile. If the card’s text indicates it has a Direct Effect (⊗), there must be a valid character available to choose in order to play that card. See Completing Card Effects on page 10.

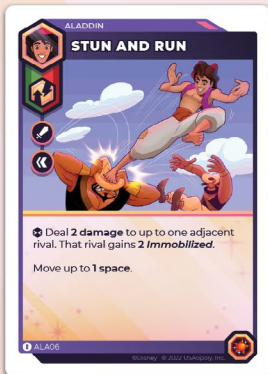


## COMPLETING CARD EFFECTS

Sometimes a card will have multiple effects, the latter of which become impossible to complete after a prior effect of that card is resolved. In these cases, resolve as much of the card's text as possible, in the order that it is printed. However, you may never choose to not follow an instruction on a card if you are able to complete it, even if it means damaging one of your own allies.



On Gaston's *Shove*, the card directs you to deal **3 damage** to an adjacent rival. If the rival is KO'ed by this, the movement directed by the second half of the card is ignored.



On Aladdin's *Stun and Run*, the card directs you to deal **2 damage** to up to one adjacent rival. If the rival is KO'ed by this, *Immobilized* is not applied to it. Either way, you may still move Aladdin up to **1 space**.

Some cards ask you to choose "up to" a certain number of characters to affect; you may always choose zero as the number of characters.

## STATUS EFFECTS

Status effects are temporary effects that are applied to a character. These effects will modify how that character takes its turn and/or interacts with other characters. Some status effects are positive, boosting the abilities of the character they are attached to, while other effects will hinder that character.

The first time a status effect is created, place the corresponding Status Effect Tile next to the character's Turn Order Tile. Next, place a number of Status Counters on the Status Effect Tile equal to the number shown on the card or ability that created the status effect. It is important to note that the Status Effect Tile itself is not considered a counter — only the Status Counters placed on the tile indicate the value or length of time the status effect will remain. If multiple copies of the same status effect would be added to a character, instead, add that many more Status Counters to the existing tile. If a Status Effect Tile ever has no Status Counters on it, return that tile to the supply.



A character may have two or more different types of status effects on them at the same time. If more than one status effect triggers, the character's Summoner may choose the order the effects are resolved in.



If a status effect is removed from a character by a card or effect, the Status Effect Tile and all counters on it are returned to the supply. *This does not cause Triggered Effects to activate.*

## STATUS EFFECTS IN CHAPTER 1

### 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.



### 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).



### 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", it will help Mickey draw better cards during his turn.*



## KNOCKING OUT CHARACTERS

Whenever a character's HP are reduced to zero, that character is immediately Knocked Out (or KO'ed). Remove the character from the Arena. All status effects and counters are removed from that character's Turn Order Tile. The character's rival Summoner takes VP from the supply equal to the value shown on that character's Turn Order Tile. A KO'ed character cannot be affected by Direct or Indirect Effects, unless a card or ability specifically says otherwise.

The KO'ed character stays out of the Arena until Step 3 of the Starting Phase of their turn. Their Summoner then restores that character's starting HP and can place them on any unoccupied space in the back row of either Summoner's side of the Arena. (See Starting Phase, page 08).

## ENDING PHASE

If you are currently holding more than six cards, choose card(s) to discard until you have six cards in hand.

Slide the Turn Marker to the next Character Turn Order Tile in the row, or, if the Turn Marker is on the last tile, return it to the beginning of the row. Whenever the Turn Marker is moved off the last Character Turn Order Tile, the round ends, and a new round begins.

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

- A Summoner scores their 12th VP
- A Summoner needs to draw a card but has no more cards in their deck

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

## ADDITIONAL GAME RULES

### MINIMUM VICTORY POINTS

A Summoner's Victory Points can never go below zero. If A Summoner's Victory Points would go below zero, they are set to zero instead.

### BANISHED CARDS

A card that is Banished is removed from the game; return banished cards to the box.

### REVEALED CARDS

All Summoners may look at a revealed card or cards. Once everyone has seen the card, that card is returned to wherever it was revealed from. For example, if a Summoner is instructed to reveal a card from the top of their deck, the card returns to the top of their deck face down after all Summoners have had an opportunity to view it.

### RUNNING OUT OF CARDS

If a Summoner ever needs to draw a card when there are no cards left in their deck, they simply skip that draw. This is now the final round of the game. At the end of the current round, the game ends and the Summoner with the most Victory Points wins.

If a Summoner has no cards left in their hand or deck, they continue playing using only the standard movement and attacks for their characters.

### TIEBREAKERS

If the final score of the game in Chapter 1 is a tie, there is no tiebreaker; the game simply ends in a draw.

### DAMAGING MULTIPLE CHARACTERS AT ONCE

Whenever damage would be dealt to two or more characters at the same time by a single card or other effect, the player who controls the source of that damage chooses the order in which characters are damaged.

