



Disney  
**SORCERER'S**  
**ARENA**  
**EPIC**  
**ALLIANCES**

## COMPILED RULES FOR FULL GAME

**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?***

### GAME TERMS

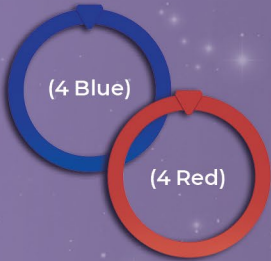
***Before We Start, Some Important Game Terms...***

**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.

# 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



## GAME OBJECTIVE

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

## CHOOSING YOUR TEAM

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:

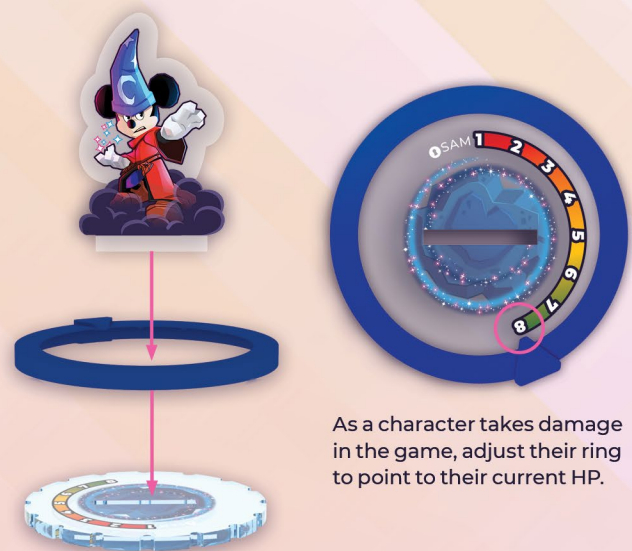
- The Character Standee, Character Ability Card, Character Deck, and Turn Order Tile for each of their selected characters
- 3 Summoner Indicator Rings in their color
- 1 Chapter 3-4 Reference Card

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.



## GAME TERMS

**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 6).



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

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

Character Turn Order Tiles are placed alongside the Arena to show the order of character turns. 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.



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.

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.

\* 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.





Place the Status Effect Tokens 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.

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 & NAME**

**STANDARD VALUES**

**GEAR DISTRIBUTION**

**GEAR UPGRADE COST**

**SET SYMBOL**

**SKILL NAME & DESCRIPTION**

**VICTORY POINT VALUE**

**HEALTH POINTS**

**HAND SIZE**

**MOVEMENT** Standard Move 2

**ACTION** Standard Attack 2

**SKILLS**

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

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

5  
2  
2  
1

UPGRADE  
2  
2

1 10 6

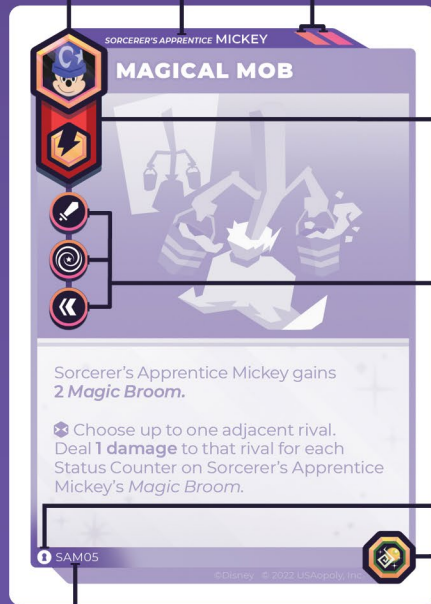
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## PARTS OF A BATTLE CARD

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.

### 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.



### 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.

## GAME TERM

**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.

During each turn, only the character whose Turn Order Token has the Turn Marker 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.

## GAME TERM

**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 9.


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.

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 10) 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 Arena, the character may be placed in any unoccupied space closest to a back row space.)*
4. Draw one card from your deck.

## 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.*

## MAIN PHASES

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

### 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 a **number of spaces up to that character's standard movement** (shown on their Character Ability Card) 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.

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.)

*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.



### 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 **damage equal to that character's standard attack value** (shown on their Character Ability Card). Reduce the HPs of the attacked character accordingly. Your standard attack is considered a Direct Effect (⊗).

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

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.





## 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.

## 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. Even if a character has more than one Skill, they only have a single Skills Phase each turn.

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.

## 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.*

See the final page of this document for a complete list of Status Effects in the Disney Sorcerer's Arena: Epic Alliances Core Set.

## 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.

## COLLECTING 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.

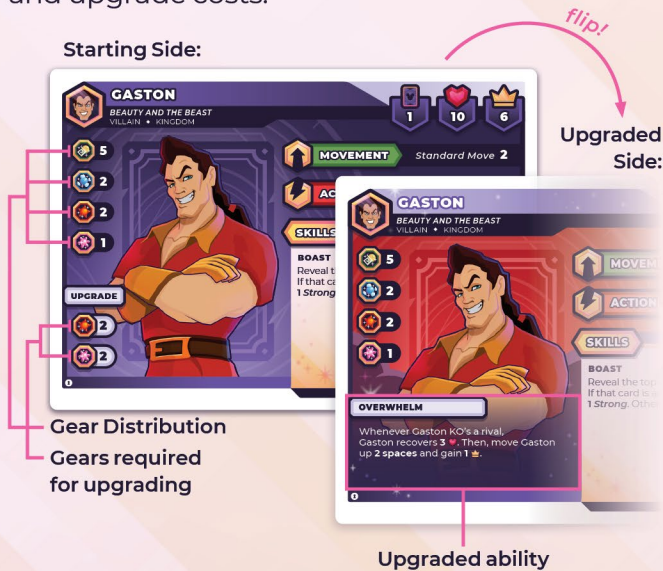
## UPGRADING CHARACTERS

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 (removing them from the game and returning them to the box). Flip that character's Ability Card over to the upgraded side.

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.



## 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

After a card has been revealed, 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.

### 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.

### TIEBREAKERS

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

## ENDING PHASE

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.

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

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

## 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. Anytime 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 , 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 11).



### 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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