FREQUENTLY ASKED QUESTIONS
CORE SET – LAST UPDATED: JULY 27, 2022

IN a game with so many moving parts, it's not unusual for players to have questions about the fine details of how things work. This Frequently Asked Questions document (or FAQ) will help you navigate rules and interactions you may encounter while playing Disney Sorcerer's Arena: Epic Alliances.

Entries in this document are first sorted by general rules clarifications, then by character, If you have further questions, you can post them to the Disney Sorcerer's Arena: Epic Alliances community channel on our Discord server, at https://rebrand.ly/TheOpDiscord .

This is a "living" document, and will be updated periodicaly as needed. To stay up to date on all the latest questions and answers, bookmark TheOp.games/DSA in your browser.

Thank you from The Op and the Castle Playtesting Team!

CORE SET — GENERAL QUESTIONS

ALLIES

Q. My character has a card or ability that affects their allies. Does it also affect that character?

A. **No.** Characters are not considered allies to themselves.

CURSED

Q. My character was on a VP space when it was KO'ed by Cursed. Do I still gain the 1 VP?

A. **No.** Since gaining the VP happens *after* the resolution of status effects, your character is KO'ed and no longer on the VP space when that would be checked.

Q. When a character takes damage from Cursed, does it matter which character put the Cursed status effect on them? What if that character has Strong?

A. **No.** Even if the character that created that instance of Cursed has Strong, the damage is dealt by the Cursed status effect, not the character.

DISCARDING

Q. A card/ability has directed me to discard a card. Should that card be discarded from my hand, my deck, or another place?

A. Unless otherwise specified, **"discard" means from your hand.**

KNOCKOUTS — TIMING

Q. When exactly is a KO'ed character removed from the Arena?

A. **A KO'ed character is removed from the Arena at the end of the clause/paragraph in which it was KO'ed.** This is a slight change from the first printing of the Core Set Summoner's Handbook.

PLAYING CARDS vs. DISCARDING CARDS

Q. Does playing a card count as discarding it?

A. **No.** When you play a card, you're getting the effect of that card, and then placing it in the discard pile. Discarding a card typically does not get you any of the card's printed effects.

SET UP — STARTING SPACES

Q. After Chapter 1 in the Core Set Summoner's Handbook, there's no explanation for where my characters start. Are there designated starting spaces for my characters?

A. **Yes.** 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.

STATUS COUNTERS

Q. All of the Status Counters provided are in use on status effects. Is this a capped limitation, or can I substitute something in for more Status Counters as needed?

A. **Substitute anything in for Status Counters.** Any small, counter-like item can be used to represent Status Counters beyond the fifteen in the Core Set.

CORE SET — GENERAL QUESTIONS

STEALTHY

Q. I'm holding a card that has multiple Direct Effect clauses on it, and I'd like to choose a rival character who has Stealth. Do I need to banish a card from my hand for each Direct Effect clause, or will banishing a single card suffice for the whiole thing?

A. **One card is enough.** Once a player has banished a card in order to point another card or ability with a Direct Affect at the character with Stealth, that card or ability's full effect can resolve without additional cards being banished.

TAUNT

Q. If a rival character has Taunt, can I still choose my own characters for effects like recovering 💗, granting status effects, or removing status effects?

A. **Yes.** Taunt only affects which *rival* characters you may choose for Direct Effects. The wording for the status effect lost some nuance in editing in the first printing, and has been updated to add clarity to how it impacts Direct Effects and allies. Taunt's text should read as follows:

This character's rivals may not choose this character's allies for Direct Effects unless that ally also has Taunt. Other characters may still be affected by Indirect Effects.
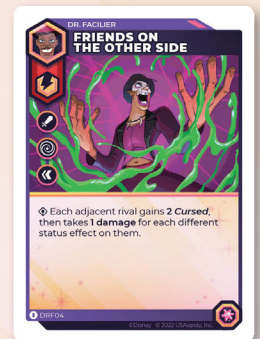
TAUNT

Q. If a rival character has Taunt, can its allies still be damaged or affected by indirect effects from sources I control?

A. **Yes.** Taunt only limits your ability to choose that character's allies with *Direct Effects*. Indirect Effects don't require a character to be chosen, so they're not impacted by Taunt.

UNSPECIFIED DAMAGE SOURCES

Q. If a card or ability causes one or more characters to "take" damage, but doesn't spell out where the damage is coming from, what is the source?

A. Whenever an effect of a battle card or character ability card deals damage, unless otherwise specified, **the source is considered to be the character.**
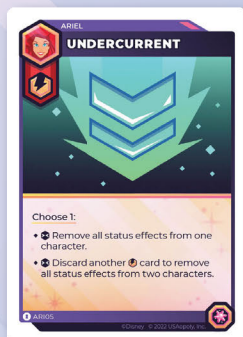
UNSPECIFIED RANGE

Q. If a card or ability with a Direct Effect doesn't specify a range, does that mean it has unlimited range?

A. **Yes.** As long as each character chosen for that Direct Effect is a legal choice per the card or ability's text, then there are no limitations on the card or ability's range.

CORE SET — ALADDIN

BOLD THIEVERY

Q. Can I play this card without an adjacent rival to choose?

A. **No.** Because this card begins with a direct effect, you must have a valid rival to choose in order to play it.
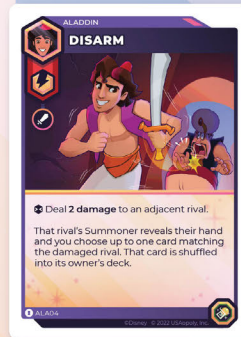
DASH THROUGH CROWDS

Q. If Aladdin passes through multiple rivals controlled by the same Summoner, how many cards go on top of their deck?

A. **Only one.** The effect of Dash Through Crowds checks to see if each rival Summoner controls at least one character that was passed through. If the answer to that check is "yes", then that Summoner puts one card from their hand on top of their deck.

DISARM

Q. If the chosen rival is KO'ed by the first part of the card, do I still choose a card from that rival's Summoner's hand?

A. **Yes.** The first printing of this card has a paragraph break that should not be there. The card should read as follows:

⬢ *Deal **2 damage** to an adjacent rival. Then, that rival's Summoner reveals their hand and you choose up to one card matching the damaged rival. That card is shuffled into its owner's deck.*

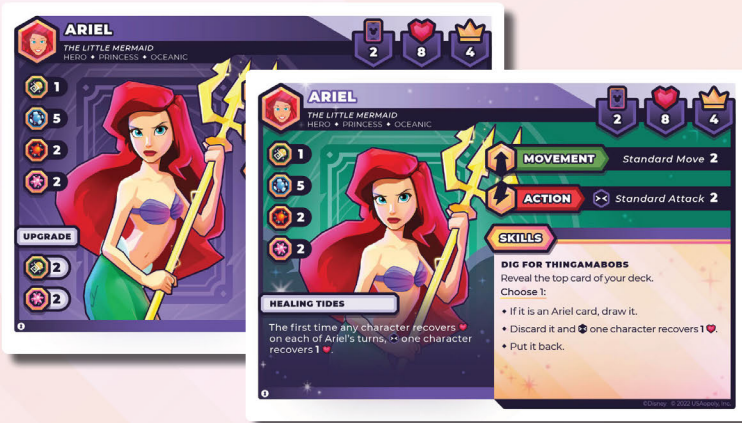(See ***Knockouts — Timing*** on pg. 2.)

THIEF'S CURE

Q. Can I use this Skill if Aladdin is not adjacent to a rival character?

A. **Yes.**

Q. Can I use this Skill if Aladdin is already at full 💗?

A. **Yes,** but he will not recover any 💗.

CORE SET — ARIEL

HEALING TIDES

Q. Does the second half of the effect have to be the same character that triggered the effect?

A. **No,** you may choose a different character to recover 1 ♥; you may even choose a rival.

### COMPLETE COLLECTION, COURAGEOUS SPIRIT, MEDICINAL MELODY, UNDERCURRENT

Q. If I discard an ⚡ card, do I get to chose both options?

A. **No.** Each of these cards lets you choose between two effects. On each of them, the second option gives you a bigger effect if you discard an ⚡ card, but nothing on the cards as written allows you to choose both options.

COURAGEOUS SPIRIT

Q. Does the range of this card only apply to the first option?

A. **No,** both options have range 2.
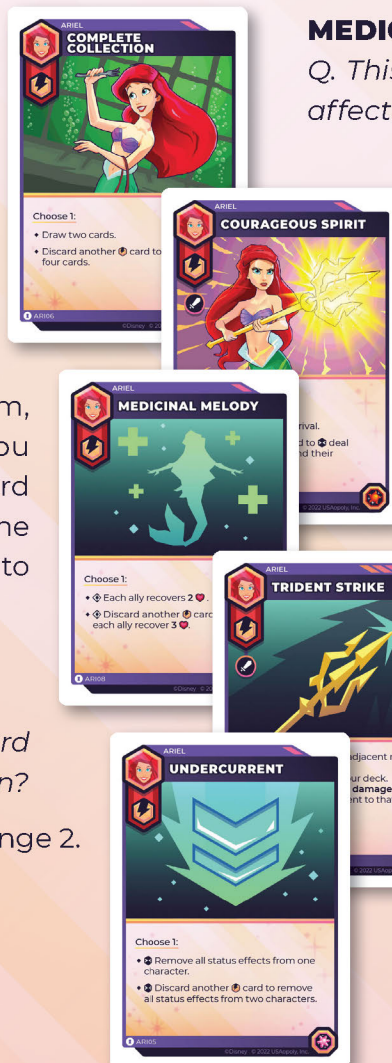
MEDICINAL MELODY

Q. This card affects Ariel's allies. Does it also affect Ariel?

A. **No.** Characters are not considered allies to themselves.

TRIDENT STRIKE

Q. If the chosen rival is KO'ed by the first part of the card, can the rest of the card still damage the characters that had been adjacent to the KO'ed rival?

A. **Yes.** The first printing of this card has a paragraph break that should not be there. The card should read as follows:

⚔ *Deal **2 damage** to an adjacent rival, then reveal the top card of your deck. If it is an ⚔ card, ◈ deal **1 damage** to each of your rivals adjacent to that rival.*

(See ***Knockouts — Timing*** on pg. 2.)

CORE SET — DEMONA
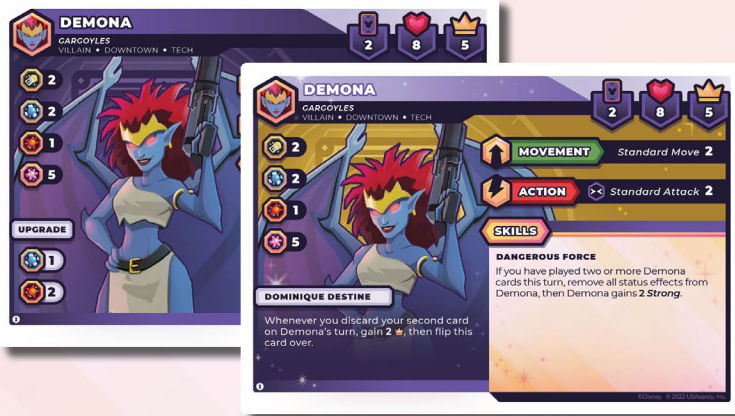
DOMINIQUE DESTINE

Q. Can I play a card, then discard a card to trigger this?

A. **No,** both cards must be discarded. (See **Playing Cards vs Discarding Cards** on pg. 2.)

UPGRADE COST

As competitive play has emerged, we've determined that the cost for Demona's Upgrade was too low in the first printing of the game, and have updated it as follows:

- ⬡ **2 Shell Gears**
- ⬡ **2 Fire Gears**

DARK LIGHTNING

Q. If Demona has Strong, will the damage she deals to herself be increased by 1?

A. **Yes.**

ROCKET LAUNCHER, SAETI SPELL

Q. Will these cards also damage characters on my team?

A. **Yes,** these cards damage *every* character within the specified parameters.

SINGLE OUT

Q. How does this card work if Demona is Immobilized?

A. The first printing of this card is missing key text, and has an unnecessary paragraph break; it should read as follows:
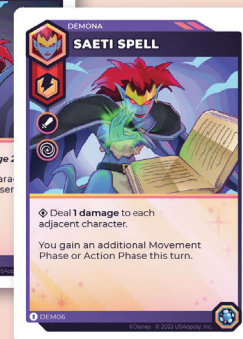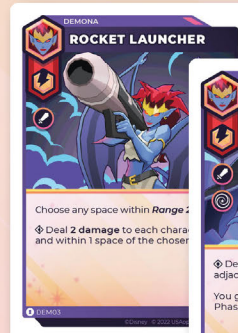
◈ *Move to any unoccupied space adjacent to exactly one character. If you do,* ◈ *deal **1 damage** to that character.*

CORE SET — DR. FACILIER

TAROT READING

Q. Do I need to use the additional Action Phase right away?

A. **No.** You may take (or skip) main phases in any order, including those gained during the turn.

BAMBOOZLE

Q. Do I need to use the additional Action Phase right away?

A. **No.** You may take (or skip) main phases in any order, including those gained during the turn.

FRIENDS ON THE OTHER SIDE

Q. Is Dr. Facilier the source of the damage taken by the rival characters, or are the status effects the source?

A. Because no other source is indicated for that damage, Dr. Facilier is the source. (see *Unspecified Damage Sources* on pg. 3, and errata below.)
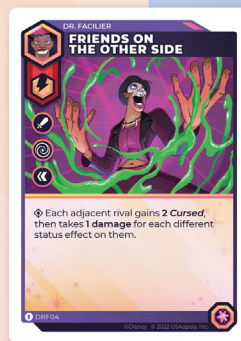
FRIENDS ON THE OTHER SIDE

Q. Does "takes **1 damage**" *mean the same thing as* "is dealt **1 damage**", *and can that damage be reduced or increased by other effects?*

A. **Yes,** the two phrases mean the same thing. The first printing of this card uses inconsistent phrasing though. The text should read:

◇ Each adjacent rival gains *2 Cursed*, then *is dealt* **1 damage** for each different status effect on them."

CORE SET — GASTON

BRAWLER

Q. If the chosen rival is KO'ed by the first part of the card, can the rest of the card still damage the characters that had been adjacent to the KO'ed rival?

A. **Yes.** The first printing of this card has a paragraph break that should not be there. The card should read as follows:

*⚔ Deal **4 damage** to an adjacent rival, then if that rival is not adjacent to any of your other rivals, its summoner chooses and banishes a card from their hand.*

FURY

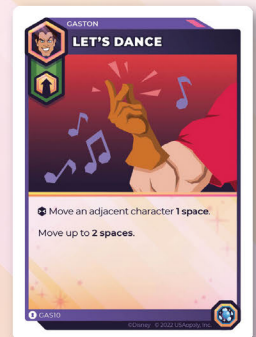*Q. Do I need to use the additional Action or Movement Phase right away?*

A. **No.** You may take (or skip) main phases in any order, including those gained during the turn.

LET'S DANCE

Q. Can I play this card if Gaston is Immobilized?

A. **Yes.** The *Immobilized* status effect only prevents a character from moving. It does not eliminate that character's Movement Phase.

CORE SET — MALEFICENT

CHAIN LIGHTNING

Q. This card does not have a specified range, and it doesn't state that the rivals must be adjacent to Maleficent. Does this mean the card has unlimited range?
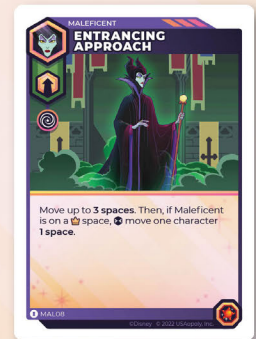
A. **Yes.** (See *Unspecified Range* on pg. 3.)

DRAGONFORM

Q. Is "restored" health the same as "recovered" health?

A. **No.** When health is *restored*, it is set to a specific value. When health is *recovered*, health points are added in set increments to the character's current ❤️.

ENTRANCING APPROACH

Q. The second part of this card's effect does not have a specified range. Does this mean the effect has unlimited range?

A. **Yes.** (See *Unspecified Range* on pg. 3.)

Q. Does the character I move with this card's second effect have to be an ally?

A. **No,** you may choose to move *any* character.

FOREST OF THORNS

Q. Does the range of this card only apply to the first option?

A. **No,** both options have range 2.

CORE SET — SORCERER'S APPRENTICE MICKEY

SPELLBINDING SWIRLPOOL

Q. This card does not have a specified range, and it doesn't state that the rivals must be adjacent to Maleficent. Does this mean the card has unlimited range?

A. **Yes.** (See *Unspecified Range* on pg. 3.)

CORE SET — SULLEY

No frequently asked questions regarding Sulley at this time.