



Disney

SORCERER'S ARENA

EPIC ALLIANCES

TURNING THE TIDE — FAQ

UPDATED: NOVEMBER 30, 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 periodically as needed. To stay up to date on all the latest questions and answers for this and other expansions, as well as the Core Set, bookmark [TheOp.games/DSA](https://rebrand.ly/TheOpGames/DSA) in your browser.

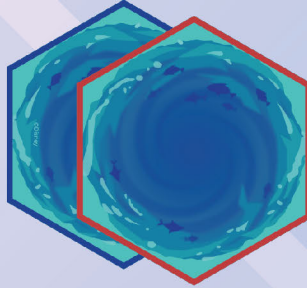
Thank you from The Op and the Castle Playtesting Team!

TURNING THE TIDE — GENERAL QUESTIONS

ERRATA

OCEAN TILES

As competitive play has emerged, we've determined that the Ocean Tile mechanic works best when each player gets their own set of Ocean tiles that interact with their characters only. Accordingly, in printings after the first printing, Ocean Tiles have two sides — one red and one blue — and come with the following rules:



*When placing an Arena Tile, it must go in an unoccupied space unless otherwise specified, **with your player color up**. An unoccupied space is any space that does not have a character on it. A space may still be considered unoccupied if it has an Arena Tile in it, but no character. If an Arena Tile is ever placed in an unoccupied space with another Arena Tile already in it, remove the existing Arena Tile from the Arena before placing the new Arena Tile. Arena Tiles do not replace the effects of spaces printed in the Arena; a VP space with an Arena Tile in it is still a VP space.*

RULE SPECIFIC TO OCEAN TILES:

When this tile's controller moves their active character into this space, if that character is Oceanic, remove this tile from the Arena. That character's Summoner may add one space to that character's current movement. This tile has no effect for non-Oceanic characters.

CONSTANT ABILITIES

Q. My character has a Constant Ability. Does it work on their own turn? What about on my other characters' turns or the rival Summoner's turns?

A. Constant Abilities are *always* in effect, even when it's not that specific character's turn.

Q. My character's Constant Ability is triggering in the middle of the resolution of another card or ability. How does the timing work?

A. Resolve the clause/paragraph that would cause the trigger, then resolve the Constant Ability. Then if the initial card or ability has more left to resolve, complete the rest of that card or ability.

OCEAN TILES

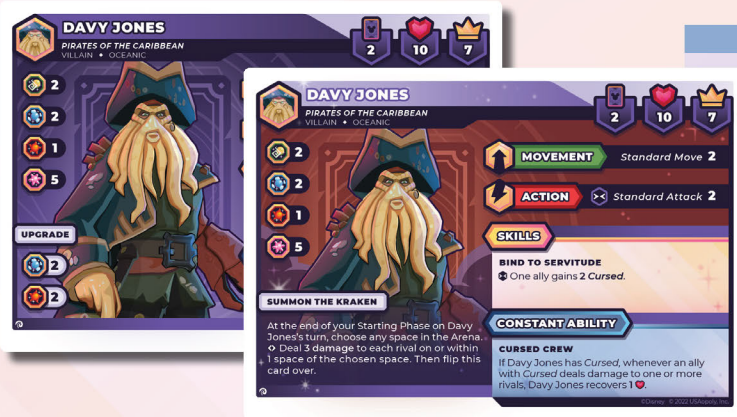
Q. My non-Oceanic character has moved onto or through an Ocean Tile I control. Is the Ocean Tile removed from the Arena?

A. No. The trigger that removes the Ocean Tile from the Arena and adds movement only applies if your character has the Oceanic attribute.

Q. My Oceanic character was KO'ed, and when I brought them back into the Arena on their turn, they entered the Arena on an Ocean Tile. Do I add one movement to that character's movement for the turn?

A. No. The trigger happens when a character enters the space with the Ocean Tile while in the process of moving. Since the character is not actively moving when it is placed in that space, the effect does not trigger.

TURNING THE TIDE — DAVY JONES



ERRATA

DAVY JONES'S VP VALUE

As competitive play has emerged, we've determined that Davy Jones plays more competitively at 6 VP rather than the 7 VP shown on his Character Ability Card and Turn Order Token in his first printing. **Subsequent printings will show Davy Jones's VP value as 6 VP.**

CURSED CREW

Q. If an ally with Cursed deals damage to a rival multiple times in a single Phase or turn, does Davy Jones recover 1 ❤️ multiple times?

A. It depends on the card or effect that generated the damage. If the ally were to deal damage to multiple rivals at once — or generate damage that potentially hits the same character multiple times within the resolution of a single clause or paragraph of a card or ability — then Davy Jones recovers 1 ❤️ (see **Constant Abilities** on pg. 2). If that ally were to deal more damage in a separate clause, paragraph, or phase later, then Davy would recover 1 ❤️ each of those times as well.

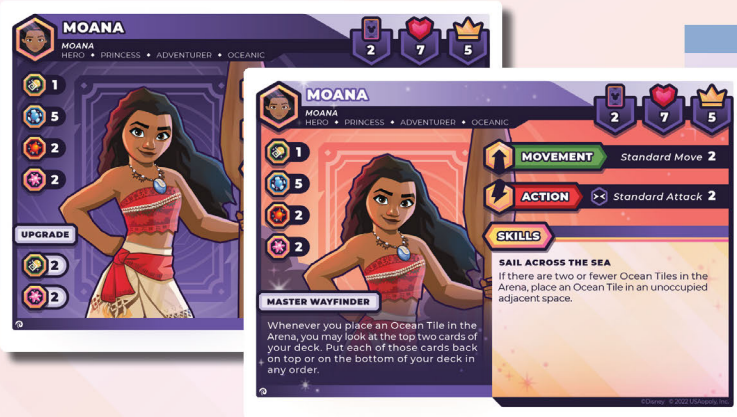
Conversely, if *multiple* allies with *Cursed* each dealt damage to a rival while resolving a single clause or paragraph, Davy Jones would recover 1 ❤️ for each of those allies that dealt damage.

SUMMON THE KRAKEN

Q. Is Davy Jones the source of the damage taken by the rival characters?

A. Because no other source is indicated for that damage, Davy Jones is the source. (see **Unspecified Damage Sources** in the *Disney Sorcerer's Arena: Epic Alliances Core Set FAQ*, available at TheOp.games/DSA)

TURNING THE TIDE — MOANA



ERRATA

MOANA'S VP VALUE

As competitive play has emerged, we've determined that Moana plays more competitively at 4 VP rather than the 5 VP shown on her Character Ability Card and Turn Order Token in her first printing. **Subsequent printings will show Moana's VP value as 4 VP.**

ERRATA

SAIL ACROSS THE SEA

With the updates to how the Ocean Tiles mechanic works (See **Ocean Tiles** errata on pg. 2), the wording of Moana's Skill in her first printing will be updated. Subsequent printings will have the following wording:

*If **you control** two or fewer Ocean Tiles in the Arena, place an Ocean Tile in an unoccupied adjacent space.*

ERRATA

MOANA'S BATTLE CARDS

With the updates to how the Ocean Tiles mechanic works (See **Ocean Tiles** errata on pg. 2), the wording of several of Moana's Battle Cards in her first printing will be updated in subsequent printings. In general, any Battle card that refers to Ocean Tiles will count only Ocean Tiles Moana's Summoner controls. Wording for specific cards will be as follows:

CRASHING WAVE

*If **you have** two or fewer Ocean Tiles in the Arena, place an Ocean Tile in an unoccupied adjacent space.*

*For each Ocean Tile **you control** in the Arena, deal 1 damage to each rival on or adjacent to that tile.*

CHOSEN BY THE OCEAN

*If **you control** at least one Ocean Tile in the Arena, deal 3 damage to an adjacent rival. Then, if **you control** at least two Ocean Tiles in the Arena, Moana recovers 2 ❤️. Then, if **you control** three Ocean Tiles in the Arena, gain 1 👑.*

GRAMMA TALA'S GUIDANCE

Move up to 3 spaces.

*Moana recovers 1 ❤️ for each Ocean Tile **you control** in the Arena.*

(Continued on pg. 5)

TURNING THE TIDE — MOANA

ERRATA

MOANA'S BATTLE CARDS

(Continued from pg. 4)

HEART OF TE FITI

If **you control** two or fewer Ocean Tiles in the Arena, place an Ocean Tile in an unoccupied adjacent space.

Move up to 3 spaces.

WE KNOW THE WAY

☒ Move one ally to an unoccupied space adjacent to **at least one Ocean Tile you control in the Arena**.

Additionally, the gear symbol on *We Know the Way* should be Heart (pink) rather than Shell (blue).

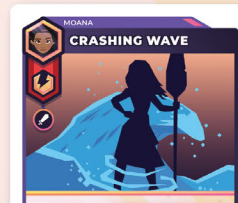
CRASHING WAVE

Q. Is Moana the source of the damage taken by the rival characters, or are the Ocean Tiles?

A. Moana is the source of the damage.

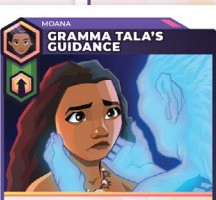
Q. If my Moana and Davy Jones both have Cursed, how many ❤️ will Davy Jones recover from Cursed Crew when I play Crashing Wave?

A. Davy Jones will recover 1 ❤️. All of the damage dealt by Moana as Crashing Waves resolves is dealt within the same clause/paragraph (see **Constant Abilities** on pg. 2 and **Cursed Crew** on pg. 3).



If there are two or fewer Ocean Tiles in the Arena, place an Ocean Tile in an unoccupied adjacent space.

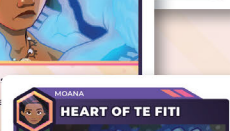
For each Ocean Tile placed, deal 1 damage to the character that tile.



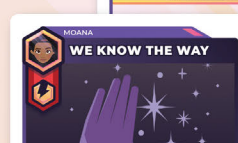
Move up to 3 spaces.

Moana recovers 1 ❤️ in the Arena.

Place an Ocean Tile in the adjacent space if two Ocean Tiles are adjacent to the Ocean.



Place an Ocean Tile in an unoccupied adjacent space if you control two or fewer Ocean Tiles in the Arena.



☒ Move one ally to an unoccupied space adjacent to an Ocean Tile.

Place an Ocean Tile in an unoccupied adjacent space if you control two or fewer Ocean Tiles in the Arena.

TURNING THE TIDE — STITCH



ERRATA

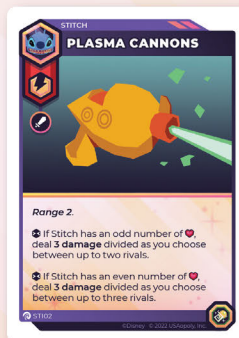
STITCH'S VP VALUE

As competitive play has emerged, we've determined that Stitch plays more competitively at 5 VP rather than the 6 VP shown on his Character Ability Card and Turn Order Token in her first printing. **Subsequent printings will show Stitch's VP value as 5 VP.**

EXPERIMENT 626

Q. What happens if Stitch is KO'ed by taking 3 or more damage in a single Phase? Will he still get 2 Tough?

A. Stitch's Constant Ability wouldn't trigger until after the clause/paragraph in which he was dealt damage resolved, at which point he's been KO'ed and removed from the Arena. Because Stitch is KO'ed before *Tough* would be applied, he does not get *Tough*. (See **Constant Abilities** on pg. 2.)



PLASMA CANNONS

Q. If Stitch has Strong and I play Plasma Cannons, does the added damage get applied before or after I decide how to divide it?

A. First decide which rivals you're choosing to deal damage to, then decide

how much would be dealt to each before the extra damage from *Strong*, then add the damage from *Strong* to the damage dealt to each of those rivals.

OHANA MEANS FAMILY

Q. When do I decide how many random cards I'd like to shuffle into my deck?

A. Once Stitch is positioned adjacent to at least two allies, choose zero, one, or two. Then pull that many cards at random from your discard pile to shuffle back into your deck.

