

THE
MAGICAL
WORLD OF

Disney



EPIC CARD GAME

How to Play

Welcome to the World of Disney

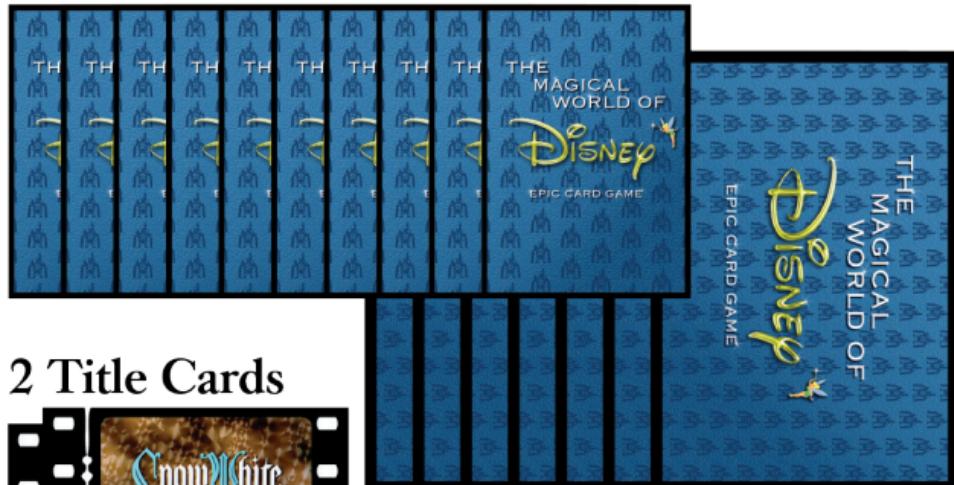
In 1928 Walt Disney released the first cartoon with sound, “Steamboat Willie”, introducing the world to a little guy named Mickey Mouse. Since then hundreds of films have been created introducing new worlds and imaginative characters.

In *The Magical World of Disney Epic Card Game* you are an “Author” rewriting the epic stories of The Walt Disney Studios, Pixar, and Marvel Studios. As you play the game, you can rewrite the stories in many ways! The game utilizes an innovative new Storyline Game System™ that creates strategic, challenging and fun adventures throughout the World of Disney and beyond. You’ll visit the locations, meet the characters and face the dangers of The Disney Films while you compete against your fellow Authors to see who can complete their own story first.

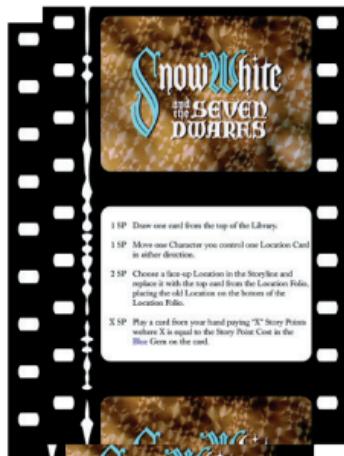
1 What You Need to Play

For *The Magical World of Disney Epic Card Game*
you will need:

About 60 Game Cards per Player and about 15 Location Cards per Player



2 Title Cards



4 Blue & 6 Gold Dice



- 1 Blue Die - 6 Faces
- 1 Blue Die - 5 Faces
- 1 Blue Die - 4 Faces
- 1 Blue Die - 3 Faces
- 6 Gold Dice - 3 Faces

Tokens



2 Setup

1. Assemble the Locations Folio with about 15 Location cards for each Author. Two copies of a Location may be included. Each Author should also have their own Library of 40 or more Game Cards. See page 21 for tips on building your Library.
2. Shuffle the Locations Folio. Authors then take turns, drawing a Location and, without looking at it, placing the Location face-down from the center adding cards to the right, forming the right half of their Storyline. (see diagram on the right) The Storyline is complete when there are 6 Locations.
3. Each Author then caps the Storyline with a Title Card on the left end.
4. Place all dice and Locations within reach of the Authors.
5. Shuffling their Libraries, each Author draws five cards to make up their starting hand and places their Library face-down next to them.
6. Determine which Author goes first by whatever method agreed upon. (Die roll, coin toss, Rock-Paper-Scissors-Lizard-Spock, etc.)
- 3.

3 Playing the Game

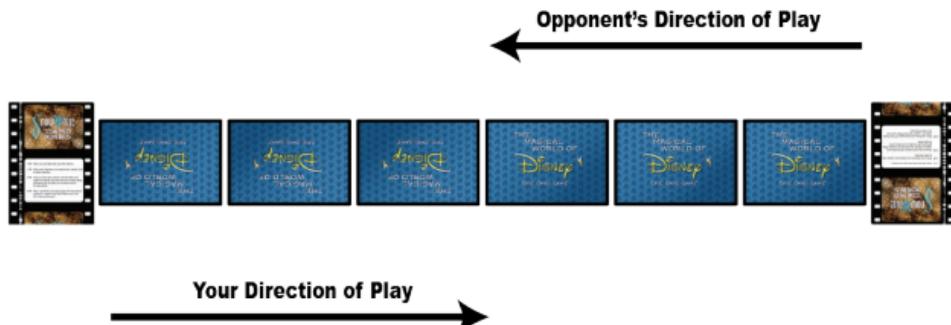
Object of the Game

Be the Author to earn the most Vitality Points at the end of the game, after one Prime Character has reached “The End”. Vitality represents how much life each Character in your Storyline adds to the overall narrative.

How the Game Plays

The Magical World of Disney Epic Card Game is played in a series of Rounds. One Round is made up of each Author taking one Turn. During their Turn, each Author does the following in order:

1. Draw a Card
2. Roll Dice to Generate Story Points
3. Perform Story Actions
4. Move Characters



Playing the Game (cont.)

1. Draw a Card

You begin your turn by drawing one card from the top of your Library and placing it in your hand.

2. Roll for Story Points

You continue your turn by rolling the 4 **Blue** Story Dice. Add 1 **Gold** Bonus Die for each Character Card that you have in play within your Storyline. (Title Cards are not part of the Storyline.) You may roll up to a maximum of 10 dice during this phase.

Total the number of symbols rolled. The result is the total Story Points available for your turn.

At any time an Author may archive cards from their hand and roll a **Gold** Bonus die for each card archived to earn extra Story Points.

3. Perform Story Actions

An Author may now perform Story Actions. Each Story Action is paid for using Story Points. Authors may perform as many Story Actions as they wish any number of times and in any order during this phase as long as they have Story Points to spend. Unused Story Points do not carry over to your next turn.

Cost	Story Action
1 SP	Draw a Card from the top of your Library.
1 SP	Move one Character you control one Location Card in either direction.*
2 SP	Choose a face-up Location in the Storyline and replace it with the top card from the Locations Folio, placing the old Location on the bottom of the Locations Folio.
X SP	Play a card from your hand paying "X" Story Points where X is equal to the Story Point Cost in the Blue Gem on the card.

* More details about moving to and from Locations found on page 22.

Playing the Game (cont.)

4. Bonus Characters Movement

You may move each Character you control one Location in either direction without using any Story Points.*

(Note: Some Locations may require you to spend Story Points to move into or out of a Location. Even during this “free” movement, you will still have to pay Story Point costs stated in a Location’s game text.)

It is now the next Author’s turn.

Running out of Cards

If at any time your Library is depleted, your Archive is shuffled and becomes your new Library.

Ending the Game

You must move a Prime Character you control to your opponent’s Title Card at the right end of their Storyline. Flip the opponent’s Title Card to read “The End”.

Each Author who still has not taken a turn in the current round may do so.

* More details about moving to and from Locations found on page 22.

Winning the Game

Each Author now adds up the Vitality (**Red Gem**) of each Character they have in play in the Storyline. Be sure to add all bonuses and penalties from Locations and other cards. The Prime Character used to end the game is not counted toward your total Vitality score.

The Author with the highest total wins!



Questions? Visit www.orionsbell.com/disney/

4 The Cards



Frame and Background. Frame and background color indicates a card's moral standing:
Gold with **Yellow & Orange**: Good
Silver with **Blue & Green**: Neutral
Pewter with **Red & Purple**: Evil

Title. The name of the card. Titles may have names separated by a bullet (•) indicating there may be multiple versions of the same card.

Set Icon. This indicates the Set that a card came from. The apple indicates this card is from the *Snow White and the Seven Dwarfs* set.

Keywords. These are descriptive words found on many cards. These are often referred to by the Game Text of other cards.

Game Text. This tells you how a card works. Keywords start with Capital Letters. Specific cards will be in **Bold**.



QUEEN

6
6



CHARACTER

Human • Witch • Queen • Royal • Female • Prime

Vitality is +2 at Evil Locations.

Snow White and the Seven Dwarfs - 1937

Story Point Cost. The number in the **Blue** Gem indicates the number of Story Points you must spend to play the card as a Story Action.

Vitality. The number in the **Red** Gem indicates the Vitality of a Character. This is the number used to calculate total points at the end of the game.

Magical. A **Gold** Star indicates that a card is magical.

Sorcery. A **Diamond** Star indicates that a Character is Magical and has Sorcery. Other cards with a **Diamond** Star requires a Character with Sorcery be present when played.

Game Text Background Image. To help identify moral alignment, text fields have a different background image each for Good • Neutral • Evil.

Film Title. This indicates from which film this card originates.



GRUMPY

2

4



CHARACTER

Human • Dwarf • Musician • Male • Prime

Vitality is +6 when all seven Dwarfs are at the same Location. Not affected by movement restrictions nor costs at Underground Locations.

Snow White and the Seven Dwarfs - 1937

Characters

Character Cards represent the many wonderful personalities in *The Magical World of Disney Epic Card Game*. Here are some important rules for Character Cards:

- Characters are first played to your own Title Card.
- Characters are unique. Only one copy of any version of a Character may be in play. When you have a particular Character card in play, you may play a different version of the same Character to the same Location in the Storyline for free (paying no Story Points), archiving the original Character. If an opponent plays a different version of a particular Character, they must pay the Story Point cost. They then archive the original Character and play their new version to their Title Card.
- Characters whose Vitality becomes zero or less must immediately be archived.
- Only Characters with the keyword “Prime” may be used to end the game.
- Characters with the ability “Flying” may ignore any or all game text of Locations. They are not affected by any movement restrictions nor costs unless a Location requires Swimming to enter.



POISONED APPLE

3



OBJECT

Spell • Food • Poison

Equipped Human is Vitality 1 regardless of any game texts, is Steadfast, and may not be equipped with, nor affected by, any other Objects. Equipped Human may not be counted at end of game. May only be archived by **Love's First Kiss**. Bansih if equipped Human is archived or banished.

Snow White and the Seven Dwarfs - 1937

Objects

These are the many wondrous and magical items that are found in the World of Disney. Here are some rules about Object Cards:

- Play Objects to any Location in your Storyline, or to directly equip a Character in your Storyline.
- Only **one copy** of any Object card may be in play at any time.
- At any time, if an Object is in a Location without any opposing Characters, you may equip it to one of your Characters at that Location.
- When Characters are Archived or are removed from the game, Objects stay in play in the same Location.



NAPPING

2



EFFECT

Good and Neutral Animals at target Good or Neutral Location are Immovable and Vitality +1.

Snow White and the Seven Dwarfs - 1937

Effects

Strange things can happen in the magical World of Disney. Effect cards represent these unpredictable happenings.

- Effect cards are played from your hand as a Story Action.
- You may only play an Effect card during your turn.
- Some Effects may become attached to a specific Location, Character, or Object. These Effects are archived if the attached card is archived or removed from the game.
- Some Effects will have the keyword “Spell”. If a Spell has a Diamond Star, a Character with Sorcery must be in play to play the Effect.



1

EVENT

Take control of **Snow White** and move her to your first Location in your Storyline. Archive her at the end of your next turn.

Snow White and the Seven Dwarfs - 1937

Events

There are always amazing things happening in the World of Disney. These Events might help or hinder your Storyline.

- Events are played from your hand using a Story Action
- Events may be played at any time during your turn to take effect immediately, or saved for later use. (Even during an opponent's turn!)
- During your turn, you may pay to place an Event card face-down by paying at least the required Story Points. (To keep opponents guessing what Event you are playing, you may want to use more Story Points.)
- Some Events will have the keyword “Spell”. If a Spell has a Diamond Star, a Character with Sorcery must be in play to play the Event.



An example of a Location requiring Story Points to leave.

Locations

The Cottage of the Seven Dwarfs, the Toontown Hospital, Pizza Planet, Santa's Factory, the Marshes of Morva; Your Storyline takes place at many incredible Locations.

- To move to or from certain Locations you must pay the appropriate Story Point cost as indicated on the Location Card (see examples to the right).
- When you attempt to move a Character to a Location that is hidden (face-down), turn the Location card face-up and move the Character into the Location if possible. If movement is not possible, any Story Points already paid are lost.
- Like Characters, some Locations have different versions. Unlike Characters, different versions of the same Location may be in the Storyline.
- When a Location is replaced in the Storyline, Characters and Objects stay with the new Location, while all other cards are archived.

5 Building a Library

Building a Library comes down to personal preferences and reflect how you want to play the game.

For your first Library you may want to start with a theme: “Princesses” could concentrate on Snow White, Anna, Tiana, and Venelope von Schweetz; “The Fab Five” might revolve around Mickey, Minnie, Donald, Goofy, and Pluto; in a “Great Outdoors” Library, you might want to play just animals and monsters.

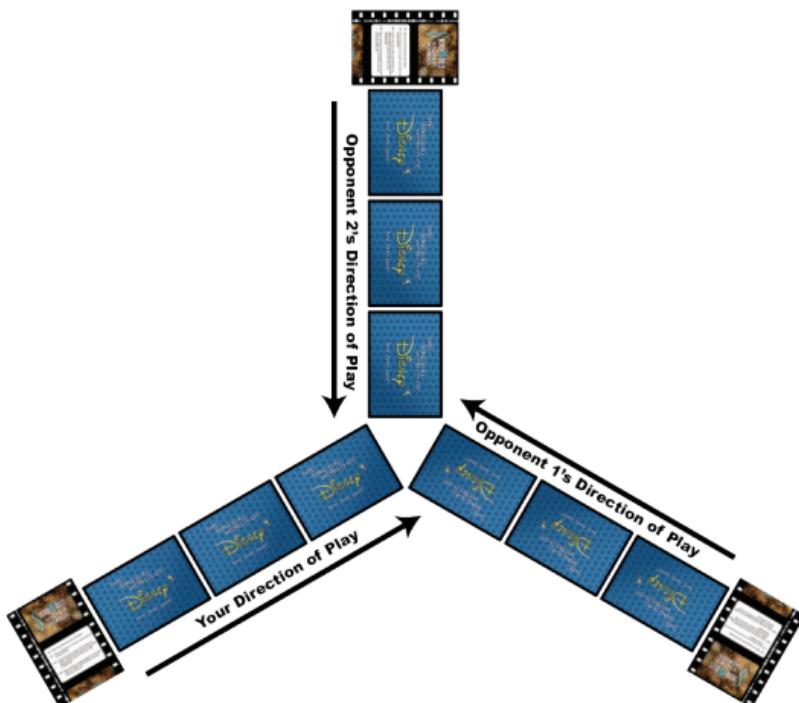
As you continue to play the game, you’ll get a good feel for which cards you enjoy playing and how the cards all interact with each other. Experimentation is the key to building Libraries you enjoy playing. Here are a few tips:

1. 40 Cards is the minimum and, though there is no maximum, about 60 cards work best.
2. Even though most cards only allow 1 copy to be in play you can have up to 3 copies of most any single card in your Library.
3. After playing an opponent, tweak your Library by adding and changing cards that counteract characters and theme they appear to favor.

6 Three or More Authors

Here are some special rules when playing with more than 2 Authors.

- Authors build the Storyline from the center out so that the Locations end up like the spokes of a wheel.



- Each Author's Storyline starts with that Author's Title Card and ends with the Title Card of the Author to their right.
- Your Characters may only move along your Storyline and may not move, nor be moved to Locations outside your own Storyline.

Animat - This keyword is for Characters that are alive but not of living flesh and blood. A Latin word that means *“instilled with life”*.

The Archive - A stack of cards that have been removed from play. These should be face-up, with the most recently archived card on top.

Archive - Removing cards in play from a Storyline, or from an Author's hand.

Banish - Removing cards from the game altogether.

Flying - Characters with this ability may ignore any or all game text of Locations. They are not affected by any movement restrictions nor costs unless a Location Requires Swimming to enter.

Immovable - Characters and Objects with this limitation may never move nor be moved. When a Location is archived, immovable Objects and Characters are also archived with the Location.

Keywords - Words you will find on many cards that are referenced by other cards.

Prime - Characters with this keyword are the only Characters that can be used to end the game.

Steadfast - Characters with this limitation may not move during a normal Move (by Story Action or Bonus) in a Turn. They can only move when directed to by use of another card.

Swimming - Characters with this ability are immune from movement restrictions and costs at Water Locations.

< - reads as “is less than”

> - reads as “is greater than”

\geq - reads as “is greater than or equal to”

\leq - reads as “is less than or equal to”

Credits

Game Design, Development, Art Direction, & Graphics

James C. O'Connor

Publisher

James C. O'Connor

Special Thanks to

Marc I. Jacobs, "Niffler", and Walt Disney

Gone, But Not Forgotten

James W. O'Connor (*Dad*)

Eleanor R. O'Connor (*Mother*)

Norah E. Babson (*Yay-Yay*)

Mary A. O'Connor (*Grandma Mary*)

Jimmy O'Connor (*Granpotter*)

Carolyn Deiss

Beloved Cats of the Past (chronological order): "Pop", "Pop II", "Puff", "Orion", "Calliope", and "Dresden"



ORION'S BELL