



## SAGE ARENA RULE BOOK

### “SAGE ARENA” 4–6 PLAYER VARIANT

This 4-6 player game variant is compatible with the **Command of Nature Base Game**, allowing a varied number of Sages to face off against each other. (This game mode is compatible with expansions (such as **the Sand & Wind Expansion**), allowing the player count to be expanded to up to 6 players). A typical game takes 60+ minutes to play.

#### WHAT DO YOU NEED?

- ▶ This ruleset
- ▶ The **Command of Nature Base Game**
- ▶ The printable CROWN token in the “Sage Arena Crown Tokens.pdf”, or an appropriate substitution from your home! *Note: In expanded games involving 5-6 players, you will need 2 CROWN tokens!*

# HOW TO START

Sit around the table, then refer to your Base Game rule book to set up for 2 players, keeping in mind the following adjustments that differ slightly from the standard setup procedure:

- ▶ Each of you will set up your Sage board and formation in front of yourself, leaving room in the center of the table.
- ▶ In this game mode, you will have four available markets instead of two.
  - Set up two Elemental Markets in the center of the table:
    - Shuffle the Elemental Market deck and cut it in half. Place each half roughly six cards apart from each other in the center of the table.
    - Flip the top 3 cards of the Elemental Market deck on your left face up to form the first Elemental Market, then flip the top 3 cards of the Elemental Market deck on your right to form the second Elemental Market.
  - Next, set up two Command Markets in the center of the table:
    - Shuffle the Command Market deck and cut it in half. Place each half roughly six cards apart from each other, below the Elemental Markets.
    - Flip the top 3 cards of the Command Market deck on your left face up to form the first Command Market, then flip the top 3 cards of the Command Market deck on your right face up to form the second Command Market.
- ▶ When placing tokens for greatest player access, we recommend splitting each token type and making separate piles on both ends of the table.
- ▶ Place the CROWN token(s) among the token piles.

Once you have completed setup, the play area should look something like this:



## HOW TO PLAY (IN SAGE ARENA)

Your turn now has a new “Phase 0” that occurs before you perform any other action.

### PHASE 0

During Phase 0, you’ll select a CROWN token from the table.

- ▶ If the CROWN token you selected is in the token pile, you may choose to place it in front of any other player that does not have a CROWN token.
- ▶ If the CROWN token you selected is already in front of a player, you may choose to place it in front of a different player that does not already have a CROWN token in front of them.

*Note: You may not return the CROWN to the player you took it from.*

The player who received the CROWN token becomes your opponent for the duration of your turn. The rest of your turn plays out as a standard 2-player match between the two of you.

## HOW TO WIN

In this game mode, you do not need to defeat all of your opponents. Be the first player to defeat any other Sage to win the Sage Arena!