

MARCH OF THE MACHINE

COMMANDER PARTY

March of the Machine Commander Party Setup:

You should have received:

- 98 Faction Cards
 - 13 cards for Arcavios
 - 13 cards for Eldraine
 - 13 cards for Kaladesh
 - 13 cards for Kaldheim
 - 13 cards for Kamigawa
 - 13 cards for New Capenna
 - 13 cards for Theros
- 100 promo cards
- 1 set of instructions

You should still have a poster from the *Dominaria United*, *The Brothers' War*, and *Phyrexia: All Will Be One* events. You will use the same poster for this event.

If you did not host a previous Commander Party event before this one, set up your map by scratching off two ovals, and hexagons G, H, and I. If you do not have faction cards from the previous commander party events, you can omit adding any cards to the map but still scratch off the locations shown.



When players check in for the event, they should each receive **one promo card** and **choose one faction card** to use for the event.

During the setup of the event, instruct the players to add a variable number of corruption counters to their faction cards. Note the number of Phyrexian symbols shown on your map in revealed hexagons and ovals. Write this number next to the Φ symbol below. In the example above, you would write down 8 (because of ovals 12 and 14, and hexagons G, H, and I). *****If you have not previously run a Commander Party, use the number 8.*****

Once the event begins, set a timer for 120 minutes and end the event when time runs out. Below you'll find instructions to be read aloud to players at the beginning, during specific moments throughout the event, and at the end.

Read the following aloud to participants at start of event:

Welcome to the March of the Machine Commander Party! Everyone should have received a faction card for one of the planes (Arcavios, Eldraine, Kaladesh, Kamigawa, Khaldeheim, New Capenna, or Theros) when you checked in today. I recommend each player at the table have a different faction card. If you don't have a faction card or would like to change yours now, raise your hand and we will get you one now.

Each faction card depicts a plane besieged by the Phyrexians on one side and one victoriously freed from Phyrexian influence on the other. As you play, you'll be removing corruption counters from the planes. If you're the first person to remove all the corruption counters from your plane, raise your hand and you will add a faction card to the map, covering Phyrexian symbols. Additionally, you and everyone else playing with that plane will get a one-time bonus.

Our goal is to cover all the Phyrexian symbols on the map by the time this Commander Party is over to rid the multiverse of Phyrexian Invasion by using our victorious faction cards.

The Commander Party events for Dominaria United, The Brothers' War, and Phyrexia: All Will Be One influenced how much Phyrexian corruption is present and how difficult our task will be today.

Φ *Our store had ____ Phyrexian symbols on the map. Add ____ corruption counters to each of your faction cards now.*

Now, you will add or remove corruption counters based on the plane you are defending.

- **Arcavios** players, add 1 additional corruption counter
- **Kaladesh** and **Theros** players, add 2 additional corruption counters
- **Eldraine** players, add 3 additional corruption counters
- **Khaldheim** and **New Capenna** players, do not add or remove any corruption counters
- **Kamigawa** players, remove 1 corruption counter

During the event:

When a player flips their faction card to the victorious side, if they are the first to do so for that plane, have them take an unused faction card of that plane and add it to the map to cover some of the Phyrexian symbols. Then, announce that this plane has been added and that **everyone playing with that plane may look at the top 7 cards of their library, put any two of them into their hand, and the rest on the bottom of their library in a random order.**

Read the following aloud to participants at the end of the event:

Our fight to rid the multiverse of Phyrexian influence has reached its conclusion: we are victorious!

The Commander Party Design Team would like to offer their heartfelt thanks to all of you for playing in this event. It's so much fun to create special events like this for all of you and we hope it brings you as much joy as it does us. We also want to thank the stores (who now have to awkwardly read this thank you to themselves aloud to all of you) for joining us on this adventure that spanned 4 different events as we tried new and wacky things! Thanks so much, everyone!