

Disney

LORCANA

TRADING CARD GAME



DECK TIPS

LESS DAMAGE



Although it looks like a character, **I'm Stuck!** is an action card. You can tell because it doesn't have Strength  or Willpower  on it. Action cards are discarded as soon as you play them. This card stops one of your opponent's characters from being able to ready (turn upright) at the start of their turn. That means the character won't be able to quest or challenge!

Pluto - Rescue Dog has the powerful ability of removing up to 3 damage from one of your characters when he's played. To get the most out of this ability, try holding onto Pluto until a character has 2 or 3 damage and is at risk of being banished. You want to keep those higher Willpower  characters in play!



MORE STRENGTH



The **Challenger** ability on **Jafar – Wicked Sorcerer** gives him an extra 3 ⚡ Strength when he challenges. This makes him a great choice to challenge an opposing character, since he'll deal 5 damage to them instead of 2! If a character challenges Jafar, though, he'll only deal his normal 2 damage.

Support is another useful tool for boosting Strength ⚡. When you quest with **Rolly – Hungry Pup**, you gain lore as usual, but Rolly also adds his 3 ⚡ Strength to another character. For example, if you choose to support Christopher Robin – Adventurer, then when Christopher Robin challenges that turn, he'll deal 5 damage instead of 2.



MORE LORE

Christopher Robin – Adventurer gains you 2 lore each time he quests. But he has another way to gain lore! Whenever you ready him (turn him upright), check to see how many other characters you have in play. If you have 2 or more, gain 2 lore immediately. It doesn't matter if the characters are ready, exerted, or were just played that turn!

Don't forget that you ready all your exerted cards at the start of your turn. You may want to quest or challenge with Christopher Robin often so you can use his ability to gain extra lore.



CUNNING COMBINATION



Jafar - Lamp Thief's ability lets you look at the top 2 cards of your deck and pick which one you want to draw next. This can get you a more powerful card faster, and knowing what's coming up can help you plan your turn. Put the other card on the bottom of your deck.

Getting more cards into your hand will give you more options for cards to play! Both **Maleficent - Sorceress** and **Merlin - Rabbit** have abilities that let you draw a card. This can be especially useful after you've set up what you're going to draw with Jafar - Lamp Thief.





STITCH & MALEFICENT STARTING DECK



After you've played through *Disney Lorcana* TCG Gateway, you can reset the starting deck to teach a new player.

First 7 Cards:

Mickey Mouse - True Friend
Winnie the Pooh - Hunny Wizard
Daisy Duck - Lovely Lady
Stitch - New Dog
Minnie Mouse - Beloved Princess
Merlin - Rabbit
I'm Stuck!

Scan this to
find the reward
pack card lists:



Rest of Deck, Shuffled:

1x Christopher Robin - Adventurer
1x Daisy Duck - Lovely Lady
1x Minnie Mouse - Beloved Princess
2x Piglet - Very Small Animal
1x Pluto - Rescue Dog
1x Rolly - Hungry Pup
2x Stitch - Alien Dancer
1x Stitch - New Dog
2x Jafar - Lamp Thief
2x Jafar - Wicked Sorcerer
2x Magica De Spell - Ambitious Witch
1x Magical Maid - Feather Duster
2x Maleficent - Sorceress
2x Olaf - Friendly Snowman
1x The Wardrobe - Belle's Confidant
1x Winnie the Pooh - Hunny Wizard