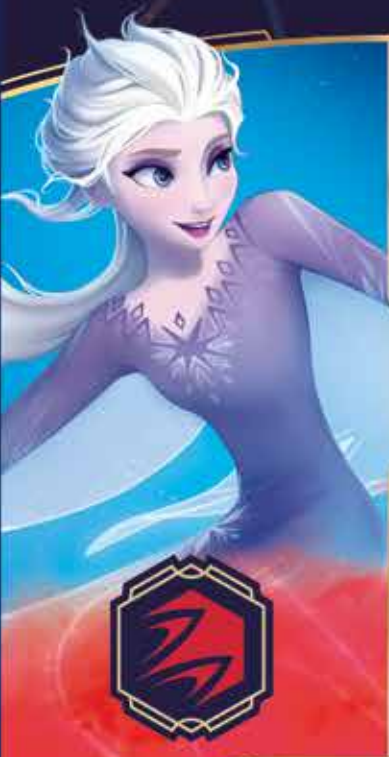


Disney

LORCANA

TRADING CARD GAME



DECK TIPS

MORE STRENGTH



Although it looks like a character, **He's Got a Sword!** 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 increases a character's Strength ⚔, which is a great way to give a weaker character a boost before they challenge a stronger character.

Support is another useful tool for boosting Strength ⚔. When you quest with **Olaf - Trusting Companion**, you gain lore as usual, but Olaf also adds his Strength ⚔ to another character. For example, if you choose to support Anna - Braving the Storm, then when Anna challenges that turn, she'll deal 2 damage instead of 1.



MORE LORE



Anna - Braving the Storm has an ability that gives her an extra 1 ♠ if you have another Hero character in play. To see if you do, check your other characters for the word “Hero” in the bar below their names. If you have any in play when Anna quests, you gain 2 lore instead of 1!

Hans - Noble Scoundrel gains you 2 lore each time he quests. But he has another way to gain lore even sooner! When you play him, if there’s a Princess or Queen in play, such as Anna - Braving the Storm, you immediately gain 1 lore. You can tell Anna is a Queen because it says “Queen” in the bar below her name.



MORE OPTIONS

Elsa - Ice Surfer is a powerful character, once you understand her ability. You can have her quest or challenge so that she's exerted (turned sideways). Then when you play an Anna, you get to ready Elsa (turn her upright) in the middle of your turn!

Although she can't quest again that turn, readying her before your next turn gives you 2 great options. You could exert her again to challenge an opposing character. (With 3 ⚔ Strength, she could deal a lot of damage!) Or you can leave her in the ready position until the end of your turn. That way she can't be challenged!



BREAK THE RULES



Even though the rules say you can add only one card to your inkwell per turn, **Mickey Mouse - Detective's** ability lets you add an extra one. When you play him, take the top card of your deck and put it into your inkwell. This builds your ink up faster and lets you keep the cards in your hand to play later.

Characters normally can't challenge on the turn you play them. But the **Rush** ability on **Goofy - Super Goof** lets him do just that, even though his ink is still drying. You still have to exert him, and you can still only challenge an exerted character. Don't forget his Super Peanut Powers! When he challenges a character, you immediately gain 2 lore, even on the same turn you play him.





ELSA & MICKEY MOUSE 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 - Detective
Minnie Mouse - Always Classy
Anna - Braving the Storm
Olaf - Trusting Companion
Elsa - Ice Surfer
Rabbit - Reluctant Host
He's Got a Sword!

Scan this to
find the reward
pack card lists:



Rest of Deck, Shuffled:

1x Card Soldiers - Full Deck
2x Donald Duck - Boisterous Fowl
1x Elsa - Ice Surfer
1x Goofy - Super Goof
1x Khan - Beloved Steed
1x Minnie Mouse - Always Classy
3x Webby Vanderquack - Enthusiastic Duck
1x Anna - Braving the Storm
2x Aurora - Regal Princess
1x Fa Li - Mulan's Mother
1x Hans - Noble Scoundrel
2x Iduna - Caring Mother
1x Mickey Mouse - Detective
1x Olaf - Trusting Companion
2x Pascal - Inquisitive Pet
1x Rapunzel - Appreciative Artist
1x Sisu - Wise Friend