Disney

LORCANA

TRADING CARD GAME

GUIDEBOOK

ENDLESS ADVENTURE AWAITS!

Now that you've learned the basics, it's time to explore the realm of Lorcana. In this Guidebook, you and your opponent will be working together to meet goals. With each set of goals you complete, you'll open the next gate and unlock new cards. Discover new abilities and strategies as you move through the gates and expand your decks!

From now on, when you set up each game, open this Guidebook to see your goals. Read over the goals together before you start. You're still playing against each other, racing to gain 20 lore and claim a story star. But you're also working together to complete the goals to unlock the gates.

Each gate's goals focus on the cards you have so far, giving you the opportunity to learn how to use your new cards in exciting ways. If you complete a goal, check it off. It's possible to complete multiple goals in just one game, but some goals may take a little longer. You may want to keep count in the Guidebook or use damage counters to track your progress on a goal. If the game ends before you've checked off all the goals, start at the same page in the Guidebook the next time you play.

When you've completed all the goals, finish the game you're currently playing. Then follow the directions at the bottom of the page and open the gate!

YOUR STARTING DECKS

Reminders:

- To unlock the gate, you must complete all 4 goals.
- Either player, or both players together, can complete each goal.

TO UNLOCK GATE 1, COMPLETE THESE GOALS:

- ☐ Quest with 3 or more characters on the same turn.
- ☐ Challenge 3 or more opposing characters in a game.
- ☐ Quest and challenge on the same turn.
- ☐ Have a Hero character and a Villain character in play at the same time. (Check your characters for the words "Hero" and "Villain" in the bar below their names.)

Note: A character "in play" can be on either side of the board, even if their ink is still drying. That means one player can have the Hero and the other player can have the Villain!

STOP

You must check off ALL the goals above to continue.

AT THE END OF THE GAME, IF ALL GOALS ARE COMPLETE:

- Check off the box to the right.
- Open reward pack 1! Look at the color behind the card names and separate the cards into their decks. The Stitch and Maleficent deck gets the yellow and purple cards. The Elsa and Mickey Mouse deck gets the red and blue cards.
- Turn the page to open the gate and continue your adventure!

GATE 1: SONGS

Watch a video about your new cards!

Songs are a kind of action card. You can play them by paying their cost with cards in your inkwell, just like any other action card. But there's another way to pay for them without paying ink!

You need to have a character in play whose cost is the same as or more than the song's cost. If you do, you can exert that character to have them sing the song instead of paying ink. This still counts as playing the song card, which then goes to your discard pile as usual.

Rules for when you can exert a character still apply, so characters can't sing songs the same turn they're played. Aside from that, any character can sing any song that has the same cost or less. You could find something unexpected, like Mickey Mouse singing Part of Your World!

Example: To play How Far I'll Go, you can either pay 4 ink or exert a character with a cost of 4 or more. You decide to have Elsa – Ice Surfer sing the song! You exert her, do what the song card says, and then discard it.

SING YOUR HEART OUT

Reminders:

- You can pay for a song with cards in your inkwell or exert a character with the same cost or more to sing it.
- Characters can't sing songs the same turn they're played.

TO UNLOCK GATE 2, COMPLETE THESE GOALS:

- ☐ Play 2 or more actions on the same turn. Remember, songs are actions!
- ☐ Sing 2 or more songs in a game by exerting characters.
- ☐ Use a song to lower an opposing character's Strength ✡.
- ☐ Use a song to draw a card.

STOP

You must check off ALL the goals above to continue.

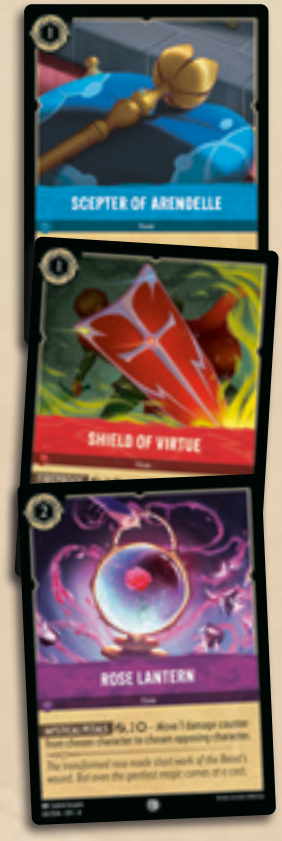
AT THE END OF THE GAME, IF ALL GOALS ARE COMPLETE:

- Check off the box to the right.
- Open reward pack 2! Separate the cards into their decks.
- Turn the page to open the gate and continue your adventure!

GATE 2: ITEMS & ABILITY COSTS

Watch a video about your new cards!

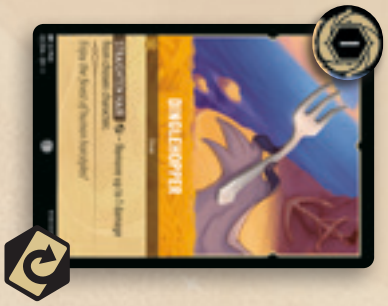
So far, you've played with characters and actions. Now let's look at items! Like characters, they stay in play and give you special abilities during the game. Unlike with characters, you don't have to wait for their ink to dry!



To play an item, exert cards in your inkwell as usual. Then place it in your play area face up and in the ready position. Now you can immediately use that item! Items don't have Strength or Willpower. They can't be challenged, but there are abilities in the game that can banish them. If an item is banished, put it face up in your discard pile.

Many items and some of the new characters in your decks have a cost before their ability. This cost might include an exert symbol, an ink cost, text that explains the cost, or a combination of these. You must pay every part of an ability's cost to use that ability. The cost is only for using that particular ability, not for playing the card or for anything else. Remember, all exerted cards ready at the start of your turn, so don't be shy about using the abilities on your items!

Example: To play Dinglehopper, you pay 1. Now that the item's in play, you can use its Straighten Hair ability that same turn. Pay the ability's cost of "" by exerting the Dinglehopper card. Now you can remove 1 damage from a character.



THE RIGHT TOOL FOR THE JOB

Reminders:

- When you play an item, put it in your play area.
- You can use an item's ability on the same turn you play it.
- If a character's ability cost includes ⟲, you can't use that ability the same turn they're played.

TO UNLOCK GATE 3, COMPLETE THESE GOALS:

- ☐ Play 3 or more items in a game.
- ☐ Use an item ability whose cost includes exerting ⟲ the item.
- ☐ Use an item ability whose cost includes banishing the item.
- ☐ Use the **Support** ability to boost a character's Strength ✪.

STOP

You must check off ALL the goals above to continue.

AT THE END OF THE GAME, IF ALL GOALS ARE COMPLETE:

- Check off the box to the right.
- Open reward pack 3! Separate the cards into their decks.
- Turn the page to open the gate and continue your adventure!

GATE 3: FLOODBORN CHARACTERS & SHIFT

Watch a video about your new cards!

Floodborn characters have the ability **Shift**. You can play them from your hand by paying their cost, as normal. But if you have another character with the same name in play, you can use **Shift** to play the Floodborn character on top of them. (You could play Stitch – Rock Star on top of any other Stitch character, for example.)

To play a character using their **Shift** ability, pay the **Shift** cost listed in the ability instead of their normal cost. Then put the card on top of one of your characters in play with the same name. The shifted character has their own Strength ✪, Willpower ⛊, Lore value ✦, and abilities–you can ignore the card you covered. But it keeps all damage that was on the original character. Any effects that changed the ✪, ⛊, or ✦ of the original character apply to the shifted one. If the original was exerted, so is the shifted one. And if the original was able to quest, challenge, or be exerted, the shifted one can too!

When a shifted character is banished, all the cards in their stack are discarded. If a shifted character is returned to your hand or put into your inkwell, so are the other cards in the stack.

*Example: You pay Minnie Mouse – Wide-Eyed Diver's **Shift** cost of 2 ⬡ and put her card on top of Minnie Mouse – Always Classy, who has 1 damage. The shifted Minnie keeps the 1 damage. Because the original Minnie's ink was dry, the shifted one can quest or challenge this turn!*

SHIFTING STRATEGIES

Reminders:

- You can pay a character's **Shift** cost instead of their normal cost to play them on top of another character with the same name.
- The shifted character keeps whether they are exerted or can be exerted this turn, as well as any damage or adjustments from the original character.
- When a shifted character leaves play, all the cards in their stack go with them.

TO UNLOCK GATE 4, COMPLETE THESE GOALS:

- ☐ Play 2 or more characters using their **Shift** abilities in a game.
- ☐ Gain 7 or more lore on the same turn.
- ☐ Have a Hero character, an Ally character, a Villain character, and a Floodborn character all in play at the same time. (Check your characters for these words in the bar beneath their names.)
- ☐ BOTH players sing a song by exerting a character, use an item's ability, and play a character using their **Shift** ability in a game.

STOP

You must check off ALL the goals above to continue.

AT THE END OF THE GAME, IF ALL GOALS ARE COMPLETE:

- Check off the box to the right.
- Open reward pack 4! Separate the cards into their decks.
- Turn the page to open the gate and continue your adventure!

GATE 4: ENDLESS ADVENTURE

Watch a video about your complete deck!

Congratulations, Illumineers—you each have a complete deck! There aren't any new card types in the last reward pack, just great cards to round out your deck.

A standard deck has 60 cards. Yours have 66 cards, so you can take out up to 6 cards each. Try taking out different cards each time you play, and discover what works best for you. You can also switch decks to see what it's like on the other side!

MORE TO EXPLORE

Disney Lorcana TCG Gateway is only the beginning! To try all 6 ink types, look for our prebuilt **single-player decks.** Customize your decks or build new ones with randomized **booster packs**. Whether you want to play, collect, or both, there's plenty to discover.

The nature of a trading card game is that sets of new cards are released multiple times a year. Each *Disney Lorcana* set has a name, like *Into the Inklands*, but you can start with any of them. Best of all, you can mix cards from any *Disney Lorcana* sets in your decks!

Visit disneylorcana.com

- Watch how-to-play videos
- Discover the range of products and accessories
- Explore the realm of Lorcana and its story
- Stay up to date on *Disney Lorcana* news and events
- Find the nearest local game store carrying the game

Leagues & Community

Join a *Disney Lorcana* League for a fun and friendly environment. You'll meet other players, enjoy the game, earn cool stuff, and hone your skills!

You can also connect with fellow *Disney Lorcana* fans at special events. Check our website often to see what's happening both in your area and online.

You can mix and match cards from any *Disney Lorcana* sets in your decks. It's all part of the fun!

Single-Player Decks

Explore the inks and learn new strategies with a wide variety of *Disney Lorcana* single-player decks. Each includes a ready-to-play 60-card deck designed to play out of the box, along with everything one player needs to play.

Booster Packs

Add power to your decks and grow your collection with *Disney Lorcana* booster packs. Each pack includes 12 randomized cards, including a foil card—and cards you won't see in single-player decks.

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