

DEEP TROUBLE

QUICK REFERENCE

Ursula has taken the **Trident** and turned Lorcana's own glimmers against you — **entangled**, corrupted, and answering only to her. One to four Illumineers dive in together against a deck that plays itself.

YOU WIN

Every player has **20 or more lore** at the same moment. Nobody can bank lore for anyone else.

YOU LOSE

Ursula reaches **40 lore**, or any one player must draw from an empty deck.

0 SETUP

ABOUT 5 MINUTES

- 1 SET HER DRAW TOKEN** Place Ursula's draw counter according to **how many players** are facing her — see the table in section 2.
- 2 PICK A BATTLEGROUND** One of four, printed on two double-sided oversized cards. This **is** your difficulty, and it sets which Illumineer abilities you can buy with lore.
- 3 PLANT THE TRIDENT** Before shuffling, search her 50-card scenario deck for **Ursula's Stolen Trident** and put it faceup as the first card on the left of her row. Shuffle the rest.
- 4 ZERO THE TRACKERS** Lore trackers to 0 for Ursula and for each player. Ursula does **not** start with a hand.
- 5 READY THE ILLUMINEERS** Each player takes a 60-card deck, shuffles, draws 7, and may mulligan once — put any number on the bottom and redraw that many.
- 6 URSULA GOES FIRST** She takes the opening turn, and her first act is to draw.

1 THE BASICS

CORE LORCANA, REFRESHED

READING A CARD

COST	Top-left number — ink required to play it.
INKWELL RING	A ring around the cost means the card may be inked.
STRENGTH	Damage it deals in a challenge.
WILLPOWER	Damage it can survive.
LORE	Gained when it quests.

Six inks: Amber, Amethyst, Emerald, Ruby, Sapphire, Steel. Types: Character, Action (Songs are Actions), Item, Location.

YOUR TURN — READY · SET · DRAW

READY	Un-exert all your cards: characters, items, and ink.
SET	Resolve start-of-turn triggers; gain lore from your Locations.
DRAW	Draw 1 card.
MAIN	Then act freely, in any order, as long as you have ink.

All Illumineers take this turn at the same time — coordinate out loud. No end step; the turn ends when the table chooses to stop.

MAIN PHASE ACTIONS

INK (ONCE)	Put one card bearing the inkwell ring face-down into your inkwell.
PLAY	Pay a card's ink cost by exerting that many ink. Any ink pays for anything.
QUEST	Exert a dry character to gain its lore.
CHALLENGE	Exert a dry character to attack an exerted enemy, or a Location.
ABILITY	Buy a battleground ability by spending your own lore — no ink required.

QUEST VS. CHALLENGE

Quest. Exert the character and add its Lore to your total. Safe, but exerting leaves it open to being challenged.

Challenge. Both characters deal Strength damage at once. Damage equal to or above Willpower banishes the character to its discard.

Ink must dry: a character can't quest, challenge, or use exert abilities the turn you play it — unless it has **Rush** (challenge only). Damage stays across turns; it vanishes if the card leaves play.

KEYWORDS AT THIS TABLE

Bodyguard — may enter exerted; enemies must challenge it first if able. All three of hers do.

Evasive — only Evasive characters can challenge it.

Rush — can challenge the turn it's played.

Ward — opponents can't choose it, except to challenge it.

Resist +N — reduce damage it takes by N.

Challenger +N — +N Strength while challenging.

Support — when it quests, lend its Strength to another character this turn.

Singer N — exert it to sing (play free) a song costing N or less.

Shift N — play it onto a same-named character for the Shift cost.

Entangled — the classification on every card in Ursula's deck. Not a keyword; it does nothing on its own, but her cards refer to it.

Her scenario cards carry only Evasive (2 cards) and Bodyguard (3 cards). Nothing of hers has Ward — targeted removal always finds its mark.

2 THE DEPTHS

WHAT DEEP TROUBLE CHANGES

EVERYONE NEEDS THEIR OWN 20

Win: the moment **all** players are simultaneously at **20 or more lore**. There is no pooled total — a runaway player at 30 does not carry a teammate at 12.

Lose: Ursula reaches **40 lore**, or **any single player** fails a draw. One player decking out loses it for the whole team.

A player already past 20 isn't finished — they stay in, keep blocking and banishing, and should be spending surplus lore on battleground abilities, because lore above 20 does nothing else for the team.

HER THREE ITEMS

TRIDENT

Ursula's Stolen Trident (0 ink, starts in play). *It's My Power Now:* exert to gain 1 lore.

CROWN

The Hexwell Crown (3 ink). *Perks of Power:* exert to draw a card. The same crown Jafar reforges in *Palace Heist*.

CONTRACT

Ursula's Contract (0 ink). *Sweeten the Deal:* opposing players can't use battleground abilities. *Minor Stipulation:* at the start of her turn, banish it and gain **3 lore**.

The Contract is the card to fear — it switches off your only lever on her board. Items are also the one thing Infinite Wrath's return-to-hand rule doesn't protect. Banish them on sight.

RUNNING URSULA'S TURN — READY · SET · RESOLVE · DRAW · REVEAL

1 READY Ready (un-exert) all of Ursula's cards.

2 SET Resolve her start-of-turn effects. Where an effect needs a choice, the players decide together.

3 RESOLVE THE ROW Left to right, each of her characters **quests if it can** and she gains its lore. Exert items that want exerting — the Trident is first in the row for a reason. Exert each card as you finish it.

4 DRAW Draw cards equal to her **draw token**, plus any battleground bonus.

5 REVEAL Turn the drawn cards up one at a time. **Ursula never spends ink**. If her inkwell already holds enough ink for the card, she plays it free; if not, the card goes face-down into her inkwell instead. Characters and items fill her row from the left; Actions resolve at once and go to her discard.

Her deck can't run out. When she has no cards to draw, her discard pile is shuffled into a new deck — **you cannot mill Ursula**, and trying it risks decking yourself, which loses the game for everyone.

After she finishes, all Illumineers take their turn together, simultaneously, each as a normal Lorcana turn.

HER DRAW TOKEN

PLAYERS BASE DRAWS ONE MORE WHEN HER LORE REACHES

1	2	20
2	2	10, then again at 30
3	3	20
4	3	10, then again at 30

The Lair and **Infinite Wrath** each add a flat +1 on top of this. **The Encounter** removes the threshold increases entirely — she just draws her base.

SPENDING LORE ON ABILITIES

Each battleground lists Illumineer abilities with a **lore price**. Any player may reduce their own lore total by that amount to fire one, at any point during the players' turn.

Once per ability, per turn — for the whole table. If one player buys the 2-lore ability, nobody else can buy that same one until next turn; the others stay available. It comes out of your 20, so the player nearest 20 — or past it — should be the one paying.

3 BATTLEGROUND

DIFFICULTY AND ABILITIES

Four battlegrounds across two double-sided oversized cards. The battleground sets how fast Ursula draws **and** what help you can buy. Note the shape of the curve: the easy boards hand you three tools, and the Extreme board hands you one.

EASY

THE ENCOUNTER

URSULA Doesn't draw additional cards for lore each turn — her draw token never climbs.

- 1 Remove up to **2 damage** from a chosen character.
- 2 **Ready or exert** a chosen character.
- 3 A chosen player **draws 2 cards**.

NORMAL

A DARK REALM

URSULA No extra rule — the baseline fight. Her draw token climbs at the usual lore thresholds.

- 1 Chosen character gets **+2 Strength** this turn.
- 2 Chosen character gains **Resist +1** until the start of your next turn.
- 3 **Each player** except Ursula **draws a card**.

HARD

THE LAIR

URSULA Draws **1 more card** each turn, on top of her draw token.

- 1 Deal **1 damage** to a chosen character.
- 2 **Ready** a chosen character.
- 3 Each player except Ursula puts the top card of their deck into their inkwell, **face-down and exerted**.

EXTREME

INFINITE WRATH

URSULA Draws **1 more card** each turn — and whenever a character of hers is banished, she **returns that card to her hand**.

- 2 Ursula **discards a card at random**.

This is the only ability the Extreme board offers — and killing her characters just hands them back. Removal stops being an answer; sustained pressure and item destruction are what's left.

Start at **The Encounter** until you've found your footing. Reviewers consistently report the two included decks handling Easy and Normal and struggling badly from Hard upward — custom decks are close to a requirement past A Dark Realm.

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WHAT SHE'S HOLDING

50 CARDS, 31 UNIQUE

Her scenario deck is **16 characters, 12 actions, 3 items** — and **no Locations**. Gold-backed, **Entangled**, and not legal in any other format. You will meet these repeatedly; knowing which ones end a board is most of the skill.

BOARD WIPES AND SWEEPERS

INK	CARD	EFFECT
7	Tsunami	Banish all opposing characters.
6	Riptide	Banish all opposing characters, items and locations of cost 2 or less .
5	Typhoon	Return all opposing exerted characters to their owners' hands.
4	Whirlpool	Exert all opposing characters; they can't ready at the start of your next turn.
4	Crushing Wave	Deal 2 damage to each opposing character.
3	Choppy Waters	Deal 2 damage to each opposing player's highest-cost character.
2	Tentacle Swipe	Deal 1 damage to each opposing character, then it inks itself.

Typhoon punishes a whole team questing out at once — the standard reason a promising board evaporates.

DISRUPTION AND LORE THEFT

INK	CARD	EFFECT
6	Lightning Storm	Each opposing player loses 3 lore .
2	Lash Out	Each opposing player chooses and banishes one of their own characters.
2	Entangling Magic	Each opposing player discards a card; then it inks itself.
0	Fortunate Hit	The players together choose one of your items and banish it.
3	Capsize	At 6 ink or less she inks her top 3 cards; at 7 or more, each player banishes a character.

Lightning Storm is the worst card in the deck for this format — every player needs their own 20, so 3 lore off everyone at once costs the team far more than it would in a duel.

THE ENTANGLED GLIMMERS – WHAT TO EXPECT

Jafar, Double-Crossing Vizier — 7 ink, 9/9/3, no abilities. The biggest body she has, and no way to stop it but math.

Minnie Mouse, Wild-Eyed Diver — 7 ink, 6/7/2. On play, each opposing player **loses 2 lore**.

Bodyguards, three of them — Flotsam (4 ink, 5/5/2), Hercules (4 ink, 3/7/2), Prince Eric (1 ink, 2/5/1). All enter exerted via *Ursula's Sentry*, and all wall your challenges.

Hercules, Manipulated Hero — the exception clause: during the players' turn you may **together pay 3 lore** to banish him outright.

Evasive, two of them — Anna, Ensnared Sister (6 ink, 5/6/2) and HeiHei, Peckish Pal (3 ink, 3/2/1). Only your own Evasive characters can touch them.

On-play punishers — Bruno mills each player 3; Jetsam pings every character for 1; Gaston hits your cheapest for 4; Shark hits every already-damaged character for 2; Tamatoa makes you banish an item or location.

No card in her pool has Ward, Challenger, or Resist — and despite the rules sheet's "unless it has Reckless" clause in her Resolve step, no scenario card printed in this box actually has Reckless either. Her whole defense is raw statlines plus three Bodyguards.

5 DIVE TIPS

- ◆ Don't try to mill her — she recycles her discard, and you're the only side that can deck out.
- ◆ Kill her items on sight. The Contract locks out your abilities; the Trident is a free lore every turn.
- ◆ Watch the slowest player. The team's clock is whoever is furthest from 20, not whoever is ahead.
- ◆ Don't quest the whole board out at once — Typhoon and Whirlpool are waiting for exactly that.
- ◆ Anyone past 20 should be spending lore on abilities every turn. Surplus lore is worth nothing else.
- ◆ Banish rather than trade: her characters carry high willpower, so songs and removal beat combat math.
- ◆ On Infinite Wrath, stop killing her characters — they come straight back to her hand. Race instead.
- ◆ Her behavior is scripted. Anything that stops a character questing throws her whole engine off.

WHERE THIS PAGE IS THIN

Ravensburger doesn't publish the *Deep Trouble* rules sheet online, so the procedure here is compiled from the boxed sheet as reported by guides, plus per-card databases and retail transcriptions of the battleground cards. Two specific gaps:

THE TRIDENT	No source states whether players can ever take or banish it. In practice she appears to keep it — and its free lore each turn — for the whole game.
DRAW COUNTS	The table above is the draw token by player count. The exact interaction with a battleground bonus at high lore is reported consistently but never printed in one place.

The rules sheet in your box outranks this page on any disagreement.

Deep Trouble · the first cooperative Illumineer's Quest for Disney Lorcana, released alongside Ursula's Return, May 17, 2024.
Rules summary for quick table reference; the boxed Deep Trouble rules sheet and the official Lorcana Comprehensive Rules are the final word.
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