

FORMAT COCONUT

BETA · CODENAME

A thematic multiplayer format where every deck is built around *one favorite character*. You play in a group, you may run three inks instead of two, and almost every card in your deck is a singleton — one copy only.

25

HOW TO WIN

First player to reach 25 lore or more.

READ THIS FIRST — IT'S A BETA

This summarizes a **beta rules document**. "Format Coconut" is a bracketed working **codename** in that document, not a final product name, and the format is not part of sanctioned Organized Play. Everything here — the name, the 25-lore threshold, the deck restrictions — is subject to change before any public release. Treat it as a kitchen-table format to try with friends, not something to prepare for at an event.

1 BUILDING A DECK

FOUR STEPS

1 CHOOSE YOUR COCONUT CARD

Use the app to pick one. Each has special abilities meant as **inspiration for your deck**, and each is tied to a specific Disney Lorcana card — your signature character.

2 CHOOSE UP TO THREE INKS

You may use **up to three ink types**, and **one of them must match** your Coconut card's ink.

3 BUILD AROUND IT — 60 CARDS MINIMUM

Assemble a deck of **at least 60 cards** built around your Coconut card's theme and abilities.

4 RESPECT THE COPY LIMITS

Up to **4 copies** of the Lorcana card associated with your Coconut card. **No more than 1 copy** of every other card in the deck.

WORKED EXAMPLE — FROM THE RULES DOC

COCONUT	Moana – Curious Explorer (Sapphire)
INKS	Must include Sapphire; may add up to two more ink types.
SIGNATURE	Up to 4 copies of Moana – Curious Explorer.
ALL OTHERS	1 copy maximum , per card.

The beta ships **18 Coconut cards** — **exactly three in each of the six inks**, so every ink is an equally supported starting point. Each carries the same reminder: you may run up to 4 copies of its associated Lorcana card.

INK	COCONUT CARD	ABILITY
 AMBER	Ariel <i>Spectacular Singer</i>	Whenever a Princess character of yours sings a song, gain lore equal to her Lore value.
	Pocahontas <i>Peacekeeper</i>	Once during your turn, you may choose a character. Until the start of your next turn, they get +1 Lore and can't challenge and must quest if able.
	Stitch <i>Rock Star</i>	Once during your turn, you may play a character with cost 2 or less from your hand for free. If you have a character named Stitch in play, you may play a character with cost 2 or less from your discard for free instead.
 AMETHYST	Dumbo <i>Ninth Wonder of the Universe</i>	You may use the exert abilities of your characters the turn they're played.
	Snow White <i>Merry as the Morning</i>	Once per game during your turn, you may reveal your hand. If you have a Snow White and 7 or more Seven Dwarfs character cards with different names among the cards in your hand, in your discard, and in play, your characters get +2 Lore for the rest of the game.
	Winnie the Pooh <i>Hunny Wizard</i>	Whenever you play a character without an ability, you may pay 1 ink to draw a card.
 EMERALD	Donald Duck <i>Fred Honeywell</i>	You pay 1 ink less to use Boost abilities.
	Robin Hood <i>Sneaky Sleuth</i>	Once per game during your turn, you may deal 1 damage to each opposing character.
	Ursula <i>Deceiver of All</i>	Your characters count as having +1 cost for singing songs. Your characters named Ursula count as having +2 cost instead.
 RUBY	Mickey Mouse <i>Brave Little Tailor</i>	Mickey Mouse character cards in your hand, deck, and discard gain Shift 2 ink.
	Mr. Incredible <i>Super Strong</i>	Whenever you play a Super character, they gain Rush this turn and you may exert chosen opposing character with less Strength than them.
	Sisu <i>Emboldened Warrior</i>	All characters with more Strength than each opposing character can quest the turn they're played.
 SAPPHIRE	Moana <i>Curious Explorer</i>	During your turn, if you have a Moana, Heihei, or Pua character in play, you may ink an additional card.
	Mufasa <i>Ruler of Pride Rock</i>	Once per game during your turn, you may pay 5 ink to put the top 3 cards of your deck into your inkwell facedown and exerted.
	Nick Wilde <i>Wily Fox</i>	You can have up to 4 copies of an item card named Pawpsicle in your deck. Once during your turn, you may banish 4 of your items. If you do, gain 4 lore.
 STEEL	John Silver <i>Greedy Treasure Seeker</i>	Each of your locations gains Resist +1 for each character there.
	Scar <i>Finally King</i>	During your turn, you pay 1 ink less for the first Ally character you play.
	Tinker Bell <i>Giant Fairy</i>	Whenever one of your other abilities or actions deals damage to an opposing character, deal 1 damage to that character.

Transcribed from preview images marked "For Beta Test Only"; wording may change. **Nick Wilde** grants a second singleton exception — 4 copies of the item Pawpsicle.

3

HOW IT DIFFERS

AGAINST STANDARD CONSTRUCTED

RULE	STANDARD CONSTRUCTED	FORMAT COCONUT
PLAYERS	Two	A group — 3 or 4 recommended
DECK SIZE	60 minimum	60 minimum (same)
INK TYPES	Up to 2	Up to 3, one matching your Coconut card
COPY LIMIT	4 of any card	4 of your signature card · 1 of everything else
WIN CONDITION	20 lore	25 lore or more
EVERYTHING ELSE	Normal rules	Normal multiplayer rules

Only the win condition changes during play. Every other difference is a deckbuilding constraint — turn structure, questing, challenging, and keywords all work exactly as normal.

4

WHAT SINGLETON CHANGES

ANALYSIS — NOT FROM THE RULES DOC

ADVICE THAT STOPS APPLYING	ADVICE THAT STILL HOLDS
COPY COUNTS The 4/3/2/1 logic is gone. Outside your signature card, every choice is a 1-of.	INK RATIO You still ink once per turn, so the inkable/non-inkable balance matters just as much.
SPECIFIC CARDS You will usually not see any given card in a game. Don't build a plan that needs one.	CURVE You still want plays on turns 1, 2 and 3 — with more cards competing for those slots.
TWO-CARD COMBOS Already under 50% with four copies each; at one apiece they're a novelty, not a strategy.	TYPE DENSITY Effects counting characters or songs care about totals, not copies.
The companion Deck-Building guide assumes standard Constructed. Its consistency math is built on multiple copies, so those sections don't transfer to this format.	REDUNDANCY Consistency comes from many cards doing <i>similar things</i> , not many copies of one.

THE THIRD INK IS CLOSE TO FREE

In Lorcana any ink pays for any card, so ink colors never gate what you can cast the way colored costs do in some other card games. Adding a third ink costs almost nothing mechanically — it mostly widens the pool you're choosing 1-ofs from. Expect three-ink decks to be the norm rather than the exception.

The trade-off is coherence, not castability: a wider pool makes it easier to end up with 60 unrelated good cards instead of a deck that does something.

5

PLAYING WITH THREE OR FOUR

TABLE DYNAMICS

WHAT GETS BETTER	WHAT GETS HARDER
LORE STEAL Effects taking lore from <i>each</i> opponent scale with player count.	RACING 25 lore is a longer road, and more turns pass between each of yours.
DEFENSE Bodyguard and Resist earn their slot when more attackers point at you.	LEADING Visible lore totals make the front-runner the table's shared problem.
BOARD-WIDE Anything hitting all opponents does double or triple duty.	LOCATIONS They earn lore quietly, but every opponent may challenge them.

6

WHAT THE BETA DOC DOESN'T SAY

WORTH CONFIRMING

? **Is the Coconut card played, or just a guide?** The rules say its abilities are "inspiration for your deck" — reading as a deckbuilding prompt rather than a card cast from a side zone the way a Commander works. Confirm before assuming either.

? **Which cards can be Coconut cards?** They're chosen in the app, so the pool is whatever the app offers — not necessarily every character in the game.

? **Does rotation apply?** The doc doesn't mention set legality. Since it isn't sanctioned play, treat it as open unless your group decides otherwise.

? **Does the 4-copy exception cover other versions?** The example implies it's tied to the one specific card version, not every card sharing the name.

When in doubt, agree at the table. A beta format with a codename is exactly the situation where a two-minute conversation before shuffling saves an argument later.



TRYING IT TONIGHT

3–4 PLAYERS The recommended count, and the one the format is tuned around.

PICK FIRST Choose Coconut cards before building so the table isn't three versions of the same deck.

RAID THE BINDER Singleton is unusually friendly to a shallow collection — you need *one* of things, not four.

ROTATED CARDS Nothing here requires current sets, making cheap post-rotation boxes ideal fuel.

LONGER GAMES 25 lore across four players takes a while. Budget the evening accordingly.

Summarized from a Format Coconut beta rules document. The bracketed name is a working codename; rules are provisional and not part of sanctioned Organized Play.
Section 3 onward is analysis rather than official guidance.