

WAYS TO PLAY

NINE FORMATS, ONE GAME

The same collection plays a dozen different games. This page lays out every format — official and community-made — with what you need, how decks are built, and what it takes to win.

1 PICK BY WHAT YOU HAVE

[START HERE](#)

Two sealed packs and twenty minutes

Pack Rush

A built deck and one opponent

Core Constructed

A built deck and two or more friends

Multiplayer Free-For-All

Nobody to play against

Illumineer's Quest (solo or co-op)

Cards that rotated out of Core

Infinity Constructed

Six packs each, or eight people and a box

Sealed or Draft

A deep collection and a long evening

Heroic (fan-made)

Exactly four players who want teams

Two-Headed Dragon (fan-made)

A favorite character and a group of three

Format Coconut (beta)

No cards, no table, or nobody nearby

Duels.ink (online)

Core Constructed

OFFICIAL

2 PLAYERS

60+ CARDS

2 INKS

4 COPIES

20 LORE

The default competitive format and the one tournaments run. Only cards from currently rotated-in sets are legal.

Infinity Constructed

OFFICIAL

2 PLAYERS

60+ CARDS

2 INKS

4 COPIES

20 LORE

The eternal format. Identical to Core in every way except that **nothing ever rotates** — every card from The First Chapter onward stays legal, subject to its own short ban list.

Multiplayer Free-For-All

OFFICIAL

3+ PLAYERS

60+ CARDS

2 INKS

4 COPIES

20 LORE

Your normal Constructed deck, more chairs. First to 20 lore wins outright.

TURN ORDER Play proceeds clockwise around the table.

FIRST TURN Only the very first player skips their draw; everyone else draws normally on their first turn.

CHALLENGING You may challenge any exerted character controlled by *any* opponent.

CARD TEXT "An opponent" means you choose one. "Each opponent" hits the whole table.

That last line is the one that decides games. Lore-drain and board-wide effects scale with the player count; single-target removal does not.

Illumineer's Quest

OFFICIAL

1-4 CO-OP

60 CARDS

VS. AUTOMATED VILLAIN

Player-versus-environment. You team up against a scripted villain deck — Ursula in *Deep Trouble*, Jafar in *Palace Heist*.

VILLAIN TURN Comes after all players, drawing cards based on the scenario and player count.

NO INKWELL The villain never pays costs — drawn cards resolve for free.

AUTOMATED Ready villain characters quest automatically; some scenarios make them challenge too.

YOU LOSE IF The villain reaches **40 lore**, or a player must draw from an empty deck.

Pack Rush

OFFICIAL

2 PLAYERS

2 PACKS EACH

24 CARDS

ANY INKS

15 LORE

The fastest, cheapest way to play. Open two packs, shuffle all 24 cards together, go. No deckbuilding, no ink restrictions, no collection required.

FREE INK The two puzzle/marketing cards go straight into your inkwell — you **start with 2 ink** and can ink a third card on turn 1.

OPENING HAND Draw 5, not 7. Normal mulligan applies.

RUNNING OUT Shuffle your discard into a new deck. **You do not lose** by decking out.

Best played blind — open the packs face-down and let your own cards surprise you.

Sealed & Draft

OFFICIAL

2-8 PLAYERS

NO INK LIMIT

NO COPY LIMIT

20 LORE

They provide the cards; you build on the spot. The great equalizer — collection size stops mattering.

SEALED Open **6 packs** (72 cards), build a **40-card** minimum deck.

DRAFT Open **4 packs**, pick one card and pass the rest; build a **35-card** minimum deck. Best in a pod of eight.

PASS ORDER Alternate direction each pack — left, right, left, right.

Play as many copies as you open, in as many inks as you like. Limited is where the deckbuilding rules relax entirely.

Format Coconut

BETA

3-4 PLAYERS

60+ CARDS

3 INKS

SINGLETON

25 LORE

Thematic multiplayer built around one signature character chosen from 18 Coconut cards. Four copies of your signature card, one of everything else.

3 PLAYING ONLINE

NO CARDS REQUIRED

Duels.ink

FAN-MADE

FREE

2600+ CARDS

VS. BOTS OR PEOPLE

BROWSER

A free, unofficial online Lorcana simulator. Every card ability is implemented, so you can build and test a deck without owning a single card — then play it against a bot, a friend, or ranked matchmaking.

PRACTICE Play bots at your own pace, or work through puzzle scenarios.

PLAY PEOPLE Quick Play and ranked queues, plus private games with friends.

FORMATS Constructed queues including Infinity, and a Pack Rush queue.

DECK BUILDER Build from the full card pool and browse community decklists.

COST Free, with no ads or paywalls. Donations cover hosting only.

The fastest way to learn a format you've never played, and the cheapest way to test a deck before buying the cards. It's a practice tool, not a substitute for the paper game — and it isn't used for sanctioned events.

Why bother playing online?

TRY BEFORE BUYING Test a deck idea end-to-end before spending money on singles.

LEARN A FORMAT Play Infinity or Pack Rush without assembling the cards for it.

REPS You'll play more games in an hour online than an evening at a table.

NO OPPONENT Bots are always available, which paper Lorcana can't offer.

Support the paper game. Duels.ink operates under Ravensburger's Community Code and isn't endorsed by Disney or Ravensburger — the way to support Lorcana is still buying cards and playing at your local store.

4 COMMUNITY FORMATS

FAN-MADE

Heroic

FAN-MADE

3–4 PLAYERS

100 CARDS

3 INKS

SINGLETON

30 LORE

A Commander-style singleton format by **The Inkcast**, built for long narrative multiplayer games. Exactly 100 cards, one copy of each.

STORYBOARD Three signature cards sit outside your deck in a public zone: a **Main Character** (Legendary), an **Ally**, and a **Signature Song** your Main Character could legally sing.

IDENTITY Those three cards dictate your deck's ink colors — up to three.

INK TAX Each time you play a Storyboard card from that zone, all future Storyboard casts cost **1 more ink**, cumulatively.

BANNED "A Whole New World" can't be your Signature Song.

Two-Headed Dragon

FAN-MADE

4 PLAYERS, 2V2

60+ EACH

2 INKS

40 TEAM LORE

Team play. Two pairs, shared turns, pooled lore — the first team to a combined 40 wins.

SHARED TURN Teammates move through every phase together, simultaneously.

SPLIT RESOURCES Separate decks, hands, inkwells and boards. You can't spend a teammate's ink, sing their songs, or shift onto their characters.

OPEN TABLE Look at each other's hands and plan out loud — it's encouraged.

COMBAT Challenges are one-to-one, but "each opponent" effects hit both enemies at once.

Those team-wide effects are the whole appeal: cards that read as mediocre in 1v1 become double-value here.

5 SIDE BY SIDE

EVERY FORMAT AT ONCE

FORMAT	PLAYERS	DECK	INKS	COPIES	TO WIN
Core Constructed	2	60+	2	4	20 lore
Infinity Constructed	2	60+	2	4	20 lore
Multiplayer FFA	3+	60+	2	4	20 lore
Format Coconut (beta)	3–4	60+	3	4 sig / 1	25 lore
Illumineer's Quest	1–4 co-op	60	2	4	beat the villain
Sealed	2–8	40+	any	any	20 lore
Draft	2–8	35+	any	any	20 lore
Pack Rush	2	24	any	any	15 lore
Heroic (fan)	3–4	100	3	1	30 lore
Two-Headed Dragon (fan)	4 (2v2)	60+ ea.	2	4	40 team lore

Only three official formats need a built deck. If you're new, Pack Rush, Sealed, and Draft all hand you the cards — they're the cheapest possible way to start, and nothing you own can be "wrong."

THREE POINTS WORTH GETTING RIGHT

PACK RUSH — RUNNING OUT OF CARDS

Some write-ups say decking out loses you the game. Official Pack Rush rules say the opposite: **shuffle your discard pile into a new deck and keep playing**. With a 24-card deck this comes up constantly, so it matters.

DRAFT — MINIMUM DECK SIZE

Often quoted as 40, matching Sealed. The Tournament Rules effective 07/14/2026 set Draft at a **35-card minimum**; Sealed is the one at 40.

"FORMAT COCONUT" — TWO DIFFERENT RULESETS

At least one guide describes Format Coconut as ordinary multiplayer (2 inks, 4 copies, 20 lore). The beta rules document and the 18 printed beta cards describe something else entirely: **3 inks, singleton decks, 25 lore**. This site follows the beta materials, and treats plain multiplayer as its own separate format above.

When in doubt, the official PDF wins. Formats change, and community summaries drift. Check disneylorcana.com/resources before an event.

Compiled July 2026 from the official Tournament Rules (eff. 07/14/2026), Pack Rush quick rules, Illumineer's Quest materials, the Format Coconut beta document, and theheroicformat.com.

Heroic and Two-Headed Dragon are community formats, not affiliated with Ravensburger or Disney.

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