

DISNEY LORCANA

CORE RULES QUICK REFERENCE

You are an *Illumineer*, casting glimmers of Disney characters with magical ink to gather lore for the Great Illuminary. Play cards, quest, and challenge to out-collect your opponent.

20

HOW TO WIN

Be the first to reach 20 lore.



AMBER



AMETHYST



EMERALD



RUBY



SAPPHIRE



STEEL

1 CARDS & SETUP

BEFORE YOU PLAY

READING A CARD

Cost · top-left, ink to play

Inkwell ring · may be inked

Strength · challenge damage

Willpower · damage survived

Lore · gained per quest

Character stats sit on the right: Strength (spiked circle), Willpower (shield), Lore (diamonds). Ink color sits below the name.

CARD TYPES

Character Your glimmers — they quest and challenge.

Action One-shot effect, then discarded.

Song An Action a character can "sing" instead of paying ink.

Item Stays in play; often an exert-to-use ability.

Location Stays in play; earns lore each turn, can be moved to.

BUILD A DECK & SET UP

Deck At least 60 cards (no upper limit).

Inks Up to two ink colors per deck.

Copies Max 4 cards sharing the same full name.

Start Choose who goes first, then each draws 7.

Mulligan Bottom any number, redraw the same — once.

Track A die or app counts lore; tokens mark damage.

2 THE TURN

READY · SET · DRAW, THEN ACT

BEGINNING PHASE

Ready Un-exert all your cards: characters, items, ink.

Set Resolve start-of-turn triggers; gain lore from Locations.

Draw Draw 1. (*First player skips this on turn one.*)

No end-of-turn phase — your turn ends when you stop; "this turn" effects then wear off.

MAIN PHASE — ANY ORDER

Ink 1× Put one inkwell-ring card face-down into your inkwell.

Play Pay a card's cost by exerting that much ink.

Quest Exert a dry character to gain its lore.

Fight Challenge an exerted enemy character or a Location.

More Move to a Location (move cost); use exert abilities.

INK & THE INK WELL

Ink is your only resource. Once per turn you may reveal an **inkwell-ring** card and place it face-down in your inkwell; from then on it is just 1 ink and its text no longer matters. Exert ink to pay costs — any ink pays for any card. Ink readies each turn, so your ceiling rises by one every turn you choose to ink.

No hand-size limit; no cap on inkwell size or characters in play. Cards can't normally be played on your opponent's turn.

3 QUEST & CHALLENGE

SCORING AND COMBAT

QUEST FOR LORE

Exert a dry character → add its **Lore** to your total. It's how you win, but an exerted character can then be challenged.

CHALLENGE

Exert a dry character → choose an **exerted** enemy character (or any Location). Both deal **Strength** damage at once.

Banish & damage: when damage meets or exceeds a card's **Willpower**, it's banished to the discard. Damage persists across turns and clears only when the card leaves play. You may only challenge **exerted** characters (unless a card says otherwise). Locations have Willpower but no Strength, so they never hit back.

Ink must dry: a character can't quest, challenge, or use exert abilities the turn it's played — it must have been in play since the start of your turn. **Rush** is the exception (it may challenge at once).

4 LOCATIONS, SONGS & SHIFT

THE MOVING PARTS

LOCATIONS

Play a Location sideways into your area. At the start of each of your turns it earns lore equal to its Lore value. Characters can **move** to it by paying its move cost, sometimes unlocking bonuses. Locations have Willpower and can be challenged, but no Strength.

SONGS & SHIFT

Songs are Actions you can play normally, or have a character "sing" by exerting a character whose cost is equal to or higher than the song's cost — paying no ink.

Shift N plays a character onto one sharing its name for the Shift cost; the new character keeps any damage already on the old one.

5 KEYWORDS

THE FULL GLOSSARY

Bodyguard — may enter exerted; while it's exerted, opponents must challenge it before your other characters.

Challenger +N — +N Strength while challenging (not while defending).

Evasive — only characters with Evasive can challenge it.

Reckless — can't quest; must challenge if it's able.

Resist +N — reduce all damage dealt to it by N (reduced to 0 = no damage).

Rush — can challenge the turn it's played.

Ward — opponents can't choose it for effects (they can still challenge it).

Vanish — when an opponent chooses it for an action, it's banished instead.

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

Singer N — exert it to sing a song costing N or less for free.

Sing Together N — several characters may exert together (total cost N+) to sing.

Shift N — play onto a same-named character for the Shift cost (keeps its damage).

A character can't hold two copies of the same keyword; number-based keywords like Resist and Challenger add their values together.

★ GOLDEN REMINDERS

- ◆ If a card's text contradicts a rule, the card wins.
- ◆ You lose only when you must draw and your deck is empty.
- ◆ Damage persists across turns; it clears when a card leaves play.
- ◆ Only exerted characters (and Locations) can be challenged.
- ◆ Ink first on early turns to build resources, then commit to the board.
- ◆ Weigh questing for lore against challenging to slow your opponent.

A table-side summary of the core game. The official Disney Lorcana Comprehensive Rules at disneylorcana.com are the final word on any edge case.