

[Core Operations, Rules, and Enforcement]

Introduction

At its core, the *Disney Lorcana* Trading Card Game is a celebration of beloved Disney stories and the players who bring them to life on the table. Fan-favorite characters, called glimmers, go on quests to collect lore and slow down opponents by challenging their characters. This immersive experience combines collectible cards, strategic deck building, and a fun and accessible experience to create a unique game that brings fans of Disney and trading card games together.

Players may want to take part in a more organized method of playing *Disney Lorcana* TCG through events, whether at a local game store or in an official *Disney Lorcana* TCG event. These events, while still fun and social, require an individual to help guide players through some of the more complex interactions they may face during play. These individuals are known as Lore Guides in *Disney Lorcana* TCG. These passionate members of our community ensure that the *Disney Lorcana* Organized Play system is held to the same standards across all events, and all players feel welcome.

The Core Operations, Rules and Enforcement, or CORE document, provides basic information on what it means to be a Lore Guide. It includes general philosophy as well as common situations that may happen at events, and how to handle them. As a Lore Guide, you are the link between the global community of players and the way to play the game. You are uniquely positioned to bolster the game through kind expertise, engaging compassion, and bringing a sense of infectious fun to the events you assist. You will likely be a player's first experience in dealing with the official Organized Play system of *Disney Lorcana* TCG, and it's easy for a player to feel anxious or intimidated by the prospect of interacting with an official.

1. General Information

There are three tournament levels in *Disney Lorcana* TCG—Entry-level, Competitive, and Premier. A player's first introduction to the game will likely be during an Entry-level tournament such as local League play or a Prerelease. These tournaments should prioritize fun, fair, and light competition where players of all ages and skill levels are welcome. Mistakes are expected, and the rules should be tools to help players out, rather than barriers to an enjoyable experience.

The CORE Document will focus primarily on Entry-level tournaments. Empathy and education are paramount, not penalties, and the role of a Lore Guide for an Entry-level event is to help broaden players' understanding of the rules while maintaining that welcoming space.

Some examples of Entry-level tournaments are those held at your local game store (LGS), at conventions, or some side events at larger Competitive or Premier tournaments. Entry-level tournaments are generally smaller in player count, and feature players of all experience levels.

Normally, prizing is smaller than competitive tournaments, and fewer rounds are played. Entry-level tournaments are perfect for a quick, easy, and fun way to play *Disney Lorcana* for all to enjoy, and as Lore Guides, you will help make that happen.

Competitive and Premier level events represent the higher levels of competition, from set championships to the Challenge Series, and the World Championship. Players are held to a higher standard at these tournaments. The emphasis is on technically correct play, and while education and enjoyment for the players are still priorities, there is an added level of strict adherence to the rules and policies. As such, a different document is used to determine the correct error and remedy during a game: the Play Correction Guidelines. The Play Correction Guidelines (PCG) document is available on the *Disney Lorcana* TCG Resources page, [found here](#).

Remember that being a Lore Guide at local levels has its own challenges. Sometimes the store will have unique formats for their specific communities, or perhaps they will have some stipulations on how they want their tournaments to operate. Sometimes you will have to bridge the gap between tournament organizers and the players. Ensure you explain to the group of players at your event any changes to rules or needs of the environment during announcements before play starts.

Regardless of what level you are a Lore Guide at, the following sections on general guidelines and tips for being a Lore Guide are sure to help you wherever you may find yourself!

2. Common Situations and How to Handle Them

Below are some common examples of situations players may need assistance with at *Disney Lorcana* TCG tournaments. Keep in mind, you should always refer to the Tournament Rules and Play Correction Guidelines for guidance on how to apply fixes to a game.

Forgotten Actions or Steps

Example: A player forgets to ready their characters before starting to take game actions.

Philosophy: We've all been there, sometimes we get deep into the tank of strategy, and we forget to do something we're supposed to, like ready our ink or gain lore from a location. These are common mistakes and relatively simple to fix as well, so the focus here should be to educate the player and reinforce good habits, not coming down on them for improper play.

Fix: Gently remind them and let them complete the step or action as long as there is minimal disruption. If more time has passed, adjust as needed to keep fairness, or leave the game as-is if too much time has passed. Remember, players are allowed to take a series of actions that, while not in the correct order, leads to the same legal game state as taking the actions in the correct order would have led to. This is known as Out-of-Order Sequencing!

Miscounted Lore or Resources

Example: A player's lore total is off by a few points. Maybe a player forgot to announce a lore gain from an earlier quest or from a location, and only one player marked the lore change.

Philosophy: This is a common error. Typically, it comes from misreading the number of lore gained and results in totals slightly higher or lower than they should be.

Fix: Try to determine the correct number before going in for a fix—working backward through the turn can help here. Once you have found the source of the discrepancy, correct the total. Encourage players to keep track openly and communicate constantly during the game to avoid confusion. Remind players that lore changes should always be announced for the benefit of both players and that it is part of the rules of the game!

Deck Problems

Example: A player shows up with 59 cards in a Constructed deck, 39 cards in a Sealed deck, puts in cards that aren't legal for the format, or accidentally runs 5 copies of a card instead of the usual 4.

Philosophy: Deck issues happen often. Maybe a card got left in the deck box, two decks got mixed up during testing, or someone just didn't know the construction rules. These slip-ups are almost always unintentional, and they shouldn't keep a player from enjoying their match. The goal is simply to get the deck back into legal shape so the game can go on—and at the same time, give the player a quick reminder of the correct deck-building requirements.

Fix: First, remove any cards that make the deck illegal (extra copies, off-format cards, and so on). If that leaves the deck below the format requirements, the player needs to add legal cards until it meets the minimum size. Once that's done, check that both players are good to continue. Encourage the player to take a moment before the next round to double-check their deck so the same issue doesn't come up again.

Incorrect number of cards in hand

Example: A player draws 8 cards at the start of the game or accidentally only draws 1 from an effect when they should have drawn 2.

Philosophy: Every once in a while, players might draw the incorrect number of cards due to a dexterity issue or misremembering how many cards an effect was supposed to make them draw. While this should not be punished harshly, the advantage gained from additional cards should be mitigated.

Fix: If the extra cards are known to both players, return those specific cards to the appropriate zone. If not, then calculate how many extra cards the player has, take that number of cards from their hand at random, and put those cards back into the appropriate zone. If a player was

supposed to draw or discard any cards, and they did not, those players should draw or discard cards now.

Missed Triggers

Example: A player forgets to draw a card from the ability when Kuzco – Wanted Llama is banished.

Philosophy: Given that triggered abilities are “invisible,” they are easily missed. Players will often claim that it’s too late to trigger an ability that was forgotten. Given that education is the focus at Entry-level tournaments, if the missed triggered ability is noticed within a reasonable amount of time and resolving it now would not be too disruptive for the game, that’s the preferred choice of action.

Fix: If the missed triggered ability was noticed before the controlling player started their next turn and it would not be too disruptive to resolve it now, add it to the bag. Remind players that triggers with “may” would normally be presumed to be declined and they should take care to remember their triggers at future events.

Communication Mix-ups

Example: Players accidentally confuse which card is exerted or a player is asked how many cards are in hand, and they absently minded reply “four” when they have five cards in hand.

Philosophy: *Disney Lorcana* TCG is not just a trading card game, it’s a game between people occurring in person in real time. As such, communication mishaps are bound to come up. It’s helpful to encourage clear communication by using the correct game terminology and remind players to actively describe how they are playing to make the game state as clear as possible for all players involved.

Fix: Help clarify the game state calmly and suggest clear communication, like speaking actions out loud or physically pointing to cards.

General Errors

Example: A player plays a card without paying the full ink cost. Perhaps they thought they were playing another card with a different cost or miscounted the ink they were exerting.

Philosophy: This will cover the bulk of the interactions you’re likely to see. Always look and see what is currently wrong and think about whether it’s better to leave the game as-is after fixing the error or rewinding through the decisions to the point of the error. Most of the time, it’ll be more correct and less disruptive to leave as-is. Certain errors caught in enough time can easily be rewound, and the players will be allowed to continue from the more correct game state. In any case, we’re always looking to fix the error in the least disruptive way possible.

Fix: If caught quickly, reverse the play and guide them to pay the proper cost. If it's too late, adjust the game state as fairly as possible and explain.

3. Unacceptable Behavior

Problems like cheating or disruptive behavior can arise even at Entry-level tournaments. While you should always approach any such cases with the general philosophy of empathy and education first, you might need to take swift action to preserve a friendly and fair environment, including removing players from the tournament and/or the venue. Always involve the tournament organizer or store manager in such situations.

The following are examples of actions that will not be tolerated in any *Disney Lorcana* TCG events:

- Aggressive, malicious, or harassing behavior towards any player(s) or a group of people (Unsporting Conduct)
- Intentionally misrepresenting the game state or the rules of the game, or lying, to gain an advantage (Cheating).
- Betting on the outcomes of games, tournaments, or any other function of a *Disney Lorcana* TCG event (Wagering).
- Intentionally misrepresenting a game or match result. This doesn't have to be in the offending player's favor (Improper Match Result).

If a player is removed from the tournament or the venue for any of these actions, it is known as a Disqualification, and the situation should be reported to Ravensburger.

- Fill out the official *Disney Lorcana* TCG [Tournament Disqualification Form](#).
- If you have additional information you would like to provide that is not covered within the above form, please send an email to disqualifications@ravensburger.com.

4. Tips for Being a Lore Guide at All Levels

Being a Lore Guide at all levels requires patience, empathy, and understanding for not only the rules of the game but the players as well. Balancing between a firm, yet gentle stance is key to improving all players' enjoyment and understanding of the game. In Competitive and Premier levels, we expect players to have a firmer grasp of the rules and gameplay, but mistakes can and do still happen. Other than the unacceptable behaviors above, ensuring gameplay is done fairly and within the guidance of our rules is how we want to proceed.

Here are some tips on how to approach Lore Guide situations:

- Approach with kindness – Players, especially in Entry-level tournaments, may be nervous to call for a Lore Guide even for simple mistakes or questions. When a table calls for assistance, you should approach by simply greeting the players. Ask how you can help them, making it clear that you are there to support both players and resolve the issue at hand.
- Be patient – Take the time to allow players to explain the situation to you fully instead of jumping to conclusions. This will allow you to provide the correct response politely.
- Take your time – As with the above, taking your time will help in the long run. If you are not clear on a ruling, take the time to go back and review the rules to ensure you have made the right call. If possible, seek help from a fellow Lore Guide as well!
- Be firm – There will be times in which the right call doesn't always feel good to make, however it's important to apply the rules consistently. You must be firm with your rulings and, if possible, show the references in the rules documents to defuse the situation. In case of disagreements, remain calm and be respectful, ensuring the players understand that you're in the event to help and maintain a fun fair environment for everyone.
- Give extra time – when you take a Lore Guide call you should always try to give an extension if the call took at least a minute to answer. Rounding up to the nearest minute and maybe adding an extra on top so players can resituate themselves will help them not feel the pressure of the clock or feel that they “wasted” playtime by calling for a Lore Guide.
- Speak loudly and clearly – Practice speaking loudly at home and bring that voice to your event when making announcements like how much time is left in the round, player meeting calls, or trying to find someone who didn't report their result! Your voice needs to be heard over the din of players at the event. Remember, diaphragm, not throat!
- Engage! – Being a part of the local community and helping stores with their events is also a great time to engage with players to help create fun, comfortable, and safe events for all players! Talk with players, enjoy their ups, and sympathize with their downs. Whether we're Lore Guide's, players, TOs, or spectators, we all have one thing in common: this wonderful game we love to play. You have a unique opportunity to build up your community, so don't be afraid to connect with every type of participant at an event!

5. Closing & Additional Resources

Thank you for being a part of the community and wanting to learn more about the CORE philosophies of *Disney Lorcana* TCG. Here are some additional places you can find information and test your rules knowledge:

- Discord – discord.gg/DisneyLorcana - Our Discord community has a wealth of areas to learn more about the rules and engage with the *Disney Lorcana* TCG Community!
- Resources – DisneyLorcana.com/en-US/resources - Our resources page lists the most up to date documents including Comprehensive Rules, Tournament Rules, and Play Correction Guidelines.