COMPREHENSIVE RULES

Effective May 27, 2025

A NOTE FOR NEWER PLAYERS

Welcome! There are several ways to access the rules for the Disney Lorcana *trading card game. The information outlined in this document is meant for high-level* Disney Lorcana *rules questions and not as a way to learn the game.*

If you're new to the Disney Lorcana *TCG, we recommend you start with our introductory videos here or download the official* Disney Lorcana *Trading Card Game Companion app on Apple or Google Play.*

INTRODUCTION

This document covers the technical details of official *Disney Lorcana* gameplay. The rules described here are organized in a numbered format to make referencing and updating them easy and clear.

The Comprehensive Rules are a living document. Go to the *Disney Lorcana* Resources page for the most current version.

UPDATES

We've used colored text to make it easier to spot updates made to this document since its last publication. Text that is new or changed is in Sapphire. Text that has been moved is in Amber. For a list of revisions, see the Update Summary at the end of this document.

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GLOSSARY
UPDATE SUMMARY
PREVIOUS UPDATE SUMMARY

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1. CONCEPTS

1.1. General

1.1.1. *Disney Lorcana* cards are published in multiple languages. For the purposes of gameplay, the English cards, rules, rulings, and clarifications are the official versions.

1.1.2. Card text and rules may be updated or corrected. The most current updated or corrected information is the official version for gameplay.

1.1.3. The *Disney Lorcana* TCG is a game played with two or more people. Each player needs a deck of *Disney Lorcana* cards that they'll use in the game. See 2.1 "Deck Rules" for deck requirements.

1.1.4. Each player needs a way to track their lore totals and mark damage on characters and locations. This can be any method players find convenient that is clear to all players in the game.

1.1.5. *Disney Lorcana* tournaments may have additional rules that can affect the ones in this document. Please refer to the *Disney Lorcana* TCG Tournament Rules found here for further reference.

1.1.6. Some cards include reminder text set in *italics*. Reminder text isn't rules text. It's only a memory aid and may vary without changing the meaning of keyword rules.

1.2. Golden Rules

1.2.1. If the text of a card contradicts a game rule, the card effect supersedes that rule.

Example: *The game doesn't allow a character to challenge a ready character, but a player has a character with an ability that reads, "This character can challenge ready characters." The ability overrides the game rule and allows that character to challenge a ready character.*

1.2.2. If a rule or effect prevents something from happening, that rule or effect supersedes other rules and effects that allow it to happen.

Example: *An effect says that players can't play actions. Another effect instructs a player they may play an action for free. That player still can't play an action.*

1.2.3. Do as much as you can – If an effect tells a player to do something, the player does as much as possible even if some part of that effect can't be done, except in specific cases (see 7.1.2).

Example: *Strike a Good Match has an effect that reads, "Draw 2 cards, then choose and discard a card." If an effect prevents the player of this action from drawing any cards, they still have to choose and discard a card.*

1.2.4. Choices that are made as a part of an effect are made as the effect is resolving and not as part of playing the card or using the ability with the effect.

Example: *The active player has a Let the Storm Rage On in their hand and no characters in play. The opponent has a Cogsworth – Grandfather Clock (which has* ***Ward****) in play and has no other characters in play. Let the Storm Rage On has an effect that reads, "Deal 2 damage to chosen character. Draw a card." When the active player plays Let the Storm Rage On, the opponent isn't sure they can play it, since there are no characters in play for them to choose. The choice of character happens as the effect is resolving, though, not when the card is played. Because the active player can't choose Cogsworth as the effect is resolving, they do as much as they can and draw a card without dealing 2 damage.*

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1.3. Active Player

1.3.1. When a player starts their turn, they become the active player. When a player ends their turn, they're no longer the active player.

1.4. Opponent

1.4.1. Anyone a player is playing against is their opponent.

1.4.2. Some game formats allow a player to designate one or more players as teammates. Such teammates are identified before the game starts. As teammates aren't playing against each other, they aren't opponents to one another.

1.5. Playing Cards

1.5.1. Players can play a card whenever they're the active player and there are no effects to resolve. To play a card, the player reveals it from their hand and pays the cost (see 4.3.4).

1.6. Types of Abilities

1.6.1. There are several kinds of abilities in the *Disney Lorcana* TCG.

1.6.1.1. *Keywords* are words or shortened phrases that represent a larger ability or abilities. See section 10 for the full list of current keywords.

1.6.1.2. *Triggered abilities* continuously look for a specific condition and have an effect when that condition is met. Triggered abilities follow the rules in section 7.4.

1.6.1.3. *Activated abilities* have a cost and an effect that occurs if that cost is paid. Activated abilities follow the rules in section 7.5.

1.6.1.4. *Static abilities* are effects that are continuously active, either for a fixed length of time or for as long as the card generating the effect is in play. Static abilities follow the rules in section 7.6.

1.6.1.5. *Replacement effects* are generated by some static abilities. These replace one effect with another. Replacement effects follow the rules in section 7.7.

1.6.2. Whenever an effect would affect multiple players at the same time, the active player resolves that effect first, then in turn order each other player resolves that effect.

Example: *Donald Duck – Perfect Gentleman has the ability Allow Me that reads, "At the start of your turn, each player may draw a card." While the triggered ability is resolving, the active player resolves their part of the effect first and draws a card. Then in turn order each other player resolves their part of the effect and draws a card. Once all players have finished resolving their respective parts of the effect, it has fully resolved and the game continues.*

1.7. The Bag

1.7.1. The bag is the zone where triggered abilities wait to resolve. It's not a physical zone but a way to picture the process of resolving triggered abilities. Think of each triggered ability as a marble and the bag as a place to put them until they're resolved. Every marble is separate from every other marble, and a player can look through the bag of marbles to select the one they wish to resolve next.

1.7.2. It's possible for both the active player and their opponent(s) to add triggered abilities to the bag at the same time. Resolving these abilities follows the rules in section 8.7, "Bag."

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1.8. Players' Cards

1.8.1. Cards a player brings to the table in their deck are their cards, and that player makes any decisions necessary for the card and its effects unless otherwise specified by an effect.

1.8.2. His/Her/Its/Their – When a card refers to "his," "her," "its," or "their" player, it's referring to the person who played the card. When a card refers to "his," "her," "its," or "their" turn, it's referring to its player's turn.

1.8.3. You/Your/Yours – Card effects address the player who played that card. When a card refers to "you," "your," or "yours," it's referring to the player of the card, even if the ability containing the reference was granted by an opposing effect.

1.9. Game State Check

1.9.1. There is a set of conditions the game checks for with certain required actions happening when one or more of those conditions is met. This is called a game state check and is made up of two parts: the game state condition and the required action. A game state condition is a specific circumstance the game state can achieve. A required action is what happens in the game when a game state condition is met. The following are the conditions that the game state check looks for and the required action each creates.

1.9.1.1. If a player has 20 or more lore, that player wins the game.

1.9.1.2. If a player attempted to draw from a deck with no cards since the last game state check, that player loses the game.

1.9.1.3. If a character or location has damage equal to or greater than its Willpower 🛡, that character or location is banished.

1.9.2. A game state check is made at the end of every step, after any action or ability is finished resolving, and after each effect in the bag is finished resolving. During a game state check, first check and complete all win and loss conditions and required actions. Then if there are no win or loss conditions met, check and complete all other conditions and required actions. Once all required actions are complete, the game state check repeats until there are no further required actions to complete. Triggered abilities that occurred during this process are then added to the bag to resolve.

1.9.2.1. Any required actions generated from a game state check happen in turn order. If a player would win and lose the game at the same time as a result of the same game state check, that player wins the game.

1.9.3. Once a required action is completed, the game state check occurs again.

1.9.4. Abilities that trigger as a result of a game state check are added to the bag as soon as the check and any required actions are fully completed.

1.9.5. If multiple required actions would happen at once, a single combined required action takes place, and all of the required actions happen simultaneously.

1.10. Multiplayer Games

1.10.1. *Multiplayer* games are played with three or more players. Team games are a subset of multiplayer play that are not covered in this document.

1.10.2. Multiplayer games follow the same rules as two-player games, with the following exceptions.

1.10.2.1. At the end of each player's turn, play proceeds to the player on their left rather than going back and forth across the table.

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1.10.2.2. If an ability requires more than one player to do something at the same time, the active player does it first. Then proceed to the left, one player at a time, until all players are done.

1.10.2.3. After a player loses the game from attempting to draw from a deck with no cards (see 1.9.1.2), they must leave the game immediately. All of that player's cards and effects are removed from the game, including any static effects that would have ended during their current or future turns as well as any triggered abilities that player added to the bag that haven't resolved.

1.10.3. Some multiplayer game formats use simultaneous turns.

1.10.3.1. During a simultaneous turn, all players on the same team progress through the phases and steps of the game at the same time. During the Main Phase, the players can take any turn action they could take normally in any player order they wish. Players must complete one turn action in its entirety before moving to the next turn action.

1.10.3.2. If triggered abilities or effects are added to the bag by multiple players during a simultaneous turn, these triggered abilities or effects are added to the bag by the team as a whole, and the order in which they are resolved is chosen by the team. Otherwise, resolving follows the same rules found in section 8.7, "Bag."

Example: *Three players are members of the same team taking a simultaneous turn. During the Ready step of the Beginning Phase, all three players ready their cards at the same time. During the Set step, all three players gain lore from locations they have in play with a ✦ characteristic and then add any effects or abilities that triggered during the Ready step to the bag at the same time. In the Draw step, all three players draw a card from their decks at the same time.*

After the game moves into the Main Phase, the players take a simultaneous turn together. The first player wants to put a card into their inkwell. The second wants to quest, and the third has decided to have one of their characters challenge an opposing character. The players can decide the order of these turn actions, but each turn action must be completed in its entirety before the next player can act.

During the End of Turn Phase, the players declare the end of their turn. All triggers are added to the bag at the same time and all "this turn" effects end at the same time.

2. BEFORE THE GAME

2.1. Deck Rules

2.1.1. Each player's *Disney Lorcana* deck must meet the following requirements. Alternate play formats may have different requirements.

2.1.1.1. The deck must contain at least 60 cards. There's no upper limit to the number of cards in a deck.

2.1.1.2. The deck can't contain more than two ink types.

2.1.1.3. The deck can't contain more than 4 cards with the same full name (see 6.2.4).

2.1.1.4. The deck can't contain any banned cards.

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3. GAMEPLAY

3.1. Starting a Game

3.1.1. Starting a game involves several steps that all players follow. Once these steps are completed, the game is considered to be started.

3.1.2. First, use a method for randomly determining who chooses who is the starting player and takes the first turn of the game. This can include rolling dice, flipping a coin, or other methods. If this game is next in a best-of series (such as a best-of-three), the losing player of the previous game chooses the starting player.

3.1.3. Second, each player randomizes (shuffles) their deck. Players may use any form of randomization they find convenient and comfortable, but the method chosen must sufficiently randomize the deck. Each player must offer an opposing player a chance to cut their deck after it's shuffled. Once these steps are complete, the deck is ready to play and is placed in the play area.

3.1.4. Third, each player begins the game with 0 lore. Players may use any method for tracking their lore, such as pen and paper, lore trackers, or the official *Disney Lorcana* Trading Card Game Companion app.

3.1.5. Fourth, each player draws 7 cards.

3.1.6. Fifth, players may alter their hands, beginning with the starting player. Each player can alter their hand only once in each game, following the steps listed here.

3.1.6.1. Step 1 – The player selects any number of cards from their hand and places them on the bottom of their deck without revealing them.

3.1.6.2. Step 2 – The player draws until they have 7 cards in their hand.

3.1.6.3. Step 3 – In turn order, each other player completes steps 1 and 2 if they choose to alter their hand.

3.1.6.4. Step 4 – Each player who altered their hand by 1 or more cards shuffles their deck.

3.1.6.5. Step 5 – Each player who altered their hand offers an opposing player a chance to cut their deck. Note that some play events may allow additional randomizing methods or require specific ones.

3.1.7. Once all players have altered or chosen not to alter their hand, the game officially starts with the starting player's Beginning Phase (see 4.2).

3.1.8. Certain formats and tournament policies may add to, remove from, or otherwise adjust these rules.

3.2. Ending a Game

3.2.1. A game can end one of these ways:

3.2.1.1. When a player reaches 20 lore, they win the game.

3.2.1.2. If a player attempted to draw from a deck with no cards since the last game state check, that player loses the game. All cards in play and any abilities or effects waiting to resolve that belong to a player who loses the game are immediately removed. If this occurs in a multiplayer game, the game continues. If it was the losing player's turn, the game progresses to the next player's turn after any other effects have been resolved.

3.2.1.3. If a player is the last person left in a game, they win the game.

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4. TURN STRUCTURE

4.1. Phases

4.1.1. A turn has three phases, which occur in this order: Beginning Phase, Main Phase, and End of Turn Phase.

4.1.2. The Beginning Phase is where a player resets their cards as appropriate for their new turn. This is where all effects that end at the start of the player's turn end and where effects that occur or begin at the start of their turn happen. The Beginning Phase has three steps: Ready, Set, and Draw. (See 4.2, "Beginning Phase.")

4.1.3. The Main Phase is where a player can act on their turn, choosing to perform any of the Main Phase turn actions. (See 4.3, "Main Phase.")

4.1.4. The End of Turn Phase is where all effects that end at the current turn end. If effects would be added to the bag as a result of effects ending, those effects are resolved and the game proceeds to the next player's Beginning Phase. (See 4.4, "End of Turn Phase.")

4.2. Beginning Phase

4.2.1. Ready

4.2.1.1. The active player readies all their cards in play and in their inkwell.

4.2.1.2. Effects that apply "During your turn" start applying.

4.2.1.3. Effects that end "at the start of your turn" or "at the start of your next turn" end.

4.2.1.4. Effects that trigger "at the start of your turn" and "at the beginning of your turn" trigger but do not yet resolve (see 4.2.2.3).

4.2.2. Set

4.2.2.1. Characters that are in play are no longer "drying" and will be able to quest, challenge, or ⟲ to pay costs for activated abilities or song cards.

4.2.2.2. The active player gains lore from locations they have in play with a ✦ characteristic. This isn't a triggered ability and doesn't use the bag.

4.2.2.3. Effects that would occur "At the start of your turn" or "At the beginning of your turn" and abilities that triggered during the Ready step are added to the bag. Then, all triggers are resolved.

4.2.3. Draw

4.2.3.1. *Drawing* is when a player takes the top card of their deck and puts that card into their hand. A player can draw only from their deck. Putting a card into a hand from any zone besides the deck isn't considered drawing.

4.2.3.2. First, the active player draws a card from their deck. If this turn is the first turn of the game, the active player skips this step.

4.2.3.3. Once all effects have been resolved and there are no more waiting to be added, the game moves into the Main Phase.

4.3. Main Phase

4.3.1. *Turn actions* are the actions that the game allows a player to take during their turn. No effect or other card is needed in order to take these turn actions.

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4.3.2. The active player may take turn actions in any order during the Main Phase of their turn. Unless otherwise noted, they may take each action any number of times, provided they have the necessary resources to pay any associated costs and complete the turn actions.

4.3.3. Put a card into the inkwell. This turn action is limited to once per turn.

4.3.3.1. The player declares they're putting a card into their inkwell, then chooses and reveals a card from their hand with the inkwell symbol. All players verify that the inkwell symbol is present.

4.3.3.2. The player places the revealed card in their inkwell facedown and ready.

4.3.3.3. Effects that would occur as a result of a card being put into the inkwell are added to the bag (see 8.7, "Bag").

4.3.4. Play a card.

4.3.4.1. The active player can take a turn action to play a card from their hand by announcing the card and paying its cost. This process follows a series of steps. If any part of the playing a card process can't be performed, it's illegal to play the card and the game goes back to the point right before the card was announced.

4.3.4.2. These steps apply to all cards that can be played. Cards can normally be played only from a player's hand. Only the active player can play cards; no player may play a card on an opponent's turn.

4.3.4.3. First, the active player announces the card they intend to play and reveals it from their hand.

4.3.4.4. Second, the player announces how they intend to play the card, whether for its ink cost or an alternate cost. If multiple alternate costs could apply to the card, the player may choose one and ignore the others for the purposes of playing the card.

4.3.4.5. Third, the player determines the *total cost* needed to play the card. The total cost is the ink cost or alternate cost plus any cost modifiers. This can include additional costs, cost increases, or cost reductions. Apply any additional costs first, then cost increases, then cost reductions. The resulting cost is the total cost.

4.3.4.6. Fourth, the player pays the total cost. If the total cost includes any ink, the player must exert a number of ready ink cards equal to the ink cost. If any other costs are included, the player pays those costs as instructed by the card text. Costs can be paid in any order but must be paid in full.

4.3.4.7. Once the total card cost is paid, the card is now "played." If the card is a character, item, or location, the card enters the Play zone. If it's a character being played using its **Shift** ability, it must be put on top of the card indicated in the second step of this process. If the card is an action, the effect immediately resolves and the card goes to the player's discard pile.

4.3.4.8. If an effect would trigger as a result of any of the steps for playing a card, that effect waits to resolve until the card and its effect are fully played and resolved. Note that while an action card is resolving, it's not considered to be in the discard yet.

4.3.4.9. Effects that change how a player pays the cost of a card (e.g., **Singer**) don't change the ink cost of the card.

4.3.4.10. If a card can be played "for free," ignore all ink costs when paying for it. Other steps required to play the card and non-ink costs still apply.

4.3.5. Quest

4.3.5.1. Sending a character on a quest is a turn action. Only characters can quest.

4.3.5.2. A character chosen to quest is the *questing character*. The player who declares a questing character is the *questing player*.

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4.3.5.3. To quest, the active player takes the following steps in order.

4.3.5.4. First, the player declares that they're going to have one of their characters quest.

4.3.5.5. Second, the player identifies the questing character and checks for any restrictions that prevent them from questing (e.g., they aren't dry yet, they have **Reckless**, etc.).

4.3.5.6. If an effect prevents the identified character from questing, that quest is illegal.

4.3.5.7. Third, the player exerts the questing character.

4.3.5.8. If no effect prevents the character from questing, the quest is complete and the questing player gains lore equal to the ◆ of the questing character.

4.3.5.9. Effects that would occur as a result of the quest are added to the bag (see 8.7, "Bag").

4.3.5.10. Once all effects have been resolved, the quest is over.

4.3.6. Challenge

4.3.6.1. Sending a character into a challenge is a turn action. Only characters can challenge.

4.3.6.2. A character sent into a challenge is known as a *challenging character*, and the opposing character or location is *being challenged*. Both are considered to be *in the challenge*. Characters can challenge locations. For the differences in that process, see 4.3.6.19.

4.3.6.3. Only the challenging character and the character being challenged are in the challenge. If an ability or effect refers to a character "in a challenge," it's referring to one of the two characters in the current challenge.

4.3.6.4. A player who declares a challenging character is the *challenging player*. The player whose character is being challenged is the *challenged player*.

4.3.6.5. To challenge, the active player follows the steps listed here, in order.

4.3.6.6. First, the player declares one of their characters is challenging a character. The declared character must have been in play since the beginning of the turn (that is, they must be dry), ready, and otherwise able to challenge.

4.3.6.7. Second, the player chooses an exerted opposing character to be challenged.

4.3.6.8. Third, the players check for challenging restrictions. If any effect prevents the challenge, the challenge is illegal.

4.3.6.9. Fourth, the challenging player exerts the challenging character.

4.3.6.10. Fifth, the challenge occurs.

4.3.6.11. Sixth, "while challenging" effects apply.

4.3.6.12. Seventh, effects that would trigger are added to the bag. This includes effects from abilities that occur "when this character is banished in a challenge" or "when this character is challenged and banished."

4.3.6.13. Eighth, once all effects in the bag have resolved, each character deals damage equal to their Strength ✪ to the other character. This is known as the "Challenge Damage step." This isn't an ability or effect and isn't added to the bag.

4.3.6.14. To determine the damage each character in the challenge deals, first calculate the total Strength ✪ of each, taking into account any current modifier effects. If a character's ✪ is negative, it counts as 0 ✪ for the purpose of determining damage.

4.3.6.15. Apply effects that adjust the amount of damage dealt (e.g., **Resist**).

4.3.6.16. The resulting number is the final amount of damage that character deals. When damage is dealt to a character, place a number of damage counters equal to that damage on that character. (See 9.1, "Representation of Damage.")

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4.3.6.17. Any effects that would trigger as a result of a character being banished in or during a challenge that apply trigger and resolve.

4.3.6.18. Once all effects have been resolved and there are no more waiting to be added, effects that apply "while challenging" or "while being challenged" end, and the challenge is over.

4.3.6.19. Players can choose to have a character challenge a location. This follows all of the normal rules and steps of challenging with the following exceptions.

4.3.6.20. When a challenger is declared, the player chooses an opposing location to challenge instead of a character.

4.3.6.21. Locations are never ready or exerted. They can be challenged at any time in the Main Phase.

4.3.6.22. Locations don't have a Strength ✪ characteristic and don't deal damage to the challenging character.

4.3.6.23. If a character in a challenge is removed from the challenge for any reason, that challenge ends. First, resolve any remaining triggered abilities in the bag. Then, all "while challenging" effects end and the game proceeds to the Main Phase (see 4.3).

Example A: *The active player has a ready Stitch - New Dog in play, and an opponent has an exerted Milo Thatch - Clever Cartographer in play. The active player announces Stitch is challenging and chooses Milo Thatch as the character being challenged. There are no restrictions or requirements to satisfy. No effects trigger as a result of these declarations. The active player exerts Stitch.*

Both Stitch and Milo Thatch deal damage equal to their Strength ✪ to the other. The active player and the opponent each place damage counters on their character.

A game state check is performed. There are no effects that trigger from the check. The challenge is over.

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Example B: *The active player declares Marshmallow – Persistent Guardian is challenging an opposing Cheshire Cat – Not All There. Cheshire Cat's ability Lose Something? reads, "When this character is challenged and banished, banish the challenging character." Marshmallow's ability Durable reads, "When this character is banished in a challenge, you may return this card to your hand."*

Marshmallow has 5 ✪, so he deals 5 damage to Cheshire Cat, who has 3 ⛊. When the game state check is made, Cheshire Cat is banished. This triggers Cheshire Cat's ability, and the opponent adds it to the bag.

The opponent resolves the ability's effect, banishing Marshmallow. Because the players haven't reached the step of the challenge in which the bag is resolved, they're still in the challenge, and Marshmallow's ability is added to the bag by the active player. The active player can then resolve it, returning Marshmallow to their hand. There are no more effects to add, and the bag is empty. The challenge is over.

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Example C: *The active player declares Rafiki – Mystical Fighter is challenging an opposing Shenzi – Hyena Pack Leader, who has 0 ⯎ and is at De Vil Manor – Cruella's Estate. De Vil Manor has no abilities, but Shenzi's ability I'll Handle This gives her +3 ⯎ while she's at a location.*

Rafiki's ability Ancient Skills reads, "Whenever he challenges a Hyena character, this character takes no damage from the challenge." After restrictions and requirements are checked, the active player adds this ability to the bag. The active player then resolves that effect. When the challenge proceeds to the Challenge Damage step, Rafiki won't be dealt any damage.

4.3.7. Move a character to a location.

- **4.3.7.1.** A player can move only their characters. A player can move characters only to their locations. A player can't move opposing characters, and they can't move their characters to opposing locations.
- **4.3.7.2.** Moving a character to a location is a turn action. To move a character to a location, the active player follows the steps listed here in order.
- **4.3.7.3.** First, the player chooses one of their characters and one of their locations and declares that the character will move to that location.
- **4.3.7.4.** Second, the player pays the chosen location's move cost. Once the cost is paid, the character moves to the location.
- **4.3.7.5.** Third, any effects that would happen as a result of the character moving are added to the bag for resolution.
- **4.3.7.6.** Once all effects have been resolved, the move is complete.

4.3.8. Use activated abilities on cards in play.

- **4.3.8.1.** The use of activated abilities is a turn action provided by cards in play. To use the abilities of characters, follow the steps listed in section 7.5, "Activated Abilities."
- **4.3.8.2.** ⟲ abilities of characters can be used only if the character is dry.

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4.3.8.3. Activated abilities of items can be used during the turn the item is played.

4.3.8.4. If an activated ability can be used "for free," ignore all ink costs when paying for it. Other steps required to use the ability and non-ink costs still apply.

4.4. End of Turn Phase

4.4.1. To end a turn, there must be no abilities currently waiting to resolve. The active player declares the end of their turn. This creates the start of the End of Turn Phase (see 4.1.4).

4.4.1.1. Effects that would occur "At the end of the turn" and "At the end of your turn" and abilities are added to the bag.

4.4.1.2. Resolve all triggers in the bag.

4.4.1.3. Effects that would end at the end of your turn end. This includes effects with a stated duration of "this turn" (e.g., **Support**). If this causes any new triggers, return to step 4.4.1.2.

4.4.1.4. The turn ends for the active player, and the next player begins their turn.

5. CARDS

5.1. Conditions

5.1.1. *Ready* – Cards enter play ready. A player can't use any of an exerted card's abilities that include ⟲ as part of the cost.

5.1.2. *Exerted* – When a card is exerted, it's turned sideways. A player can use an exerted card's abilities that don't require ⟲ as part of the cost.

5.1.3. *Damaged* – A card that has at least 1 damage is considered damaged.

5.1.4. *Undamaged* – A card that has no damage is considered undamaged.

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5.1.5. *Under* – A card that has one or more cards on top of it is considered to be *under* the top card in a stack (see 5.1.7). A player can't choose any card that's under the top card (see 5.1.6) in a stack.

5.1.6. *On Top* – A card that has one or more cards under it is considered to be *on top* of all cards under it. A card that's on top of one or more cards doesn't gain the text of any card under it. The card that's on top of all other cards in a stack is called the *top card*.

5.1.7. *In a Stack* – When a card is placed on top of one or more other cards in play, it and all cards under it are considered to be *in a stack*. These cards are considered to be in a stack only while in play. If the top card in a stack leaves play, all cards in the stack move to the same zone as the top card, and these cards are no longer considered to be in a stack.

6. CARD TYPES

6.1. Characters

6.1.1. *Characters* are a type of card that can be in play. A character card that's in the Play zone is a character; in all other zones it's a character card.

6.1.2. Characters don't list "Character" on their classification line. A card needs to have both characteristics outlined in 6.1.2.1 and 6.1.2.2 to be a character. If not, the card isn't a character.

6.1.2.1. A character has a ✪ value and a ⛊ value.

6.1.2.2. A character has at least one of the following listed on the classification line: Alien, Ally, Broom, Captain, Deity, Detective, Dragon, Dreamborn, Entangled, Fairy, Floodborn, Hero, Hyena, Illusion, Inventor, King, Knight, Madrigal, Mentor, Musketeer, Pirate, Prince, Princess, Puppy, Queen, Racer, Robot, Seven Dwarfs, Sorcerer, Storyborn, Tigger, Titan, Villain.

6.1.3. Only characters can quest or challenge.

6.1.4. A character must have been in play at the beginning of the Set step of their player's turn in order to quest, challenge, or ⟲ as part of a cost (see 4.2.2, "Set").

6.2. Parts of a Card

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6.2.1. Most parts of a card appear on all card types. Specific differences are noted in the entry for the relevant card type.

6.2.2. *Art* – The art isn't used for gameplay.

6.2.3. *Ink Type* – The ink type of the card, identified by the ink type symbol. The colored bar behind the card's name reflects the associated color. A card's ink type is important for building a deck and may be referenced in card rules.

6.2.3.1. Some cards have more than one ink type. Cards with two ink types have two ink type symbols.

6.2.4. *Name* – The name of the card appears in larger print. An effect that looks for a card or character with a specified name looks only at this line and ignores the version. The whole character or location name must be the same as the specified name to be a match. A character's or location's name and version together constitute its *full name*. (See #2 in the diagram under 6.2, "Parts of a Card.")

Example A: *Tinker Bell – Peter Pan's Ally has an ability called Loyal and Devoted that reads, "Your characters named Peter Pan gain* ***Challenger*** *+1. (They get +1 ✪ while challenging.)" If you have Peter Pan – Fearless Fighter and Peter Pan – Never Land Hero in play with this Tinker Bell, she gives both versions of Peter Pan* ***Challenger*** *+1.*

Example B: *The Sorcerer's Hat is an item with an activated ability that lets you name a card, then reveal the top card of your deck and put that card into your hand if it's the card you named. If you use The Sorcerer's Hat to look for a card named Lucky and then reveal Lucky Dime, that's not a match and you don't get to put it into your hand.*

6.2.4.1. Some characters have two names. These characters have an ampersand (&) between the two names listed on the name line. If an effect looks for a card or character with a specified name, the specified name only needs to match one of the two on the character.

6.2.4.2. A character with multiple names is still a single character.

Example: *Flotsam & Jetsam is a character that has two names. The card is both a character named "Flotsam" and a character named "Jetsam" in all zones where the card would normally have one name. The names are separated by an ampersand (&) to denote that this character has two names.*

6.2.5. *Version* – A card's version differentiates cards with the same name. A character's or location's name and version together constitute its full name. (See #3 in the diagram under 6.2, "Parts of a Card.")

6.2.6. *Classifications* – Categories that identify some characteristics of the card and may be referenced in card rules. (See #4 in the diagram under 6.2, "Parts of a Card.")

Example: *Hades – King of Olympus has an ability that references cards with the Villain classification. It reads, "This character gets +1 ✦ for each other Villain character you have in play."*

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6.2.7. *Card Cost* – The amount of ink needed to play the card. (See #1 in the diagram under 6.2, "Parts of a Card.")

6.2.8. *Inkwell Symbol* – If this swirl icon, ⟲, is present around the card's cost, the card can be put into its player's inkwell. Cards in the inkwell are referred to as ink. Each card counts as 1 ⬡. (See #1 in the diagram under 6.2, "Parts of a Card.")

6.2.9. *Strength* – Primarily, how much damage this character deals in a challenge, though card effects can also reference this value. Strength ✪ only appears on characters. If a character would deal damage equal to its Strength ✪ and it has 0 or less Strength ✪, it deals no damage.

6.2.10. *Willpower* – Damage on a character is persistent, which means it accumulates over the course of the game. If a character has damage equal to or higher than their Willpower ⛊, they are banished as a required action. Card effects can also reference this value. (See #6 in the diagram under 6.2, "Parts of a Card.")

6.2.11. *Lore Value* – How much lore the player gains when the character quests. The appearance of the Lore value symbol ✦ may vary on some cards (e.g., some enchanted or promo cards), but these variations don't affect gameplay. (See #8 in the diagram under 6.2, "Parts of a Card.")

6.2.12. *Abilities* – Any abilities the card has appear here. Some abilities have a cost to use them. Abilities can be keywords (see section 10) or have a story name, which is used for referencing the ability but otherwise isn't used for gameplay. (See #7 in the diagram under 6.2, "Parts of a Card" for where abilities appear on a card. See section 7 for more on abilities.)

6.2.13. *Flavor Text* – Flavor text isn't used for gameplay.

6.2.14. *Ancillary Information* – Ancillary information isn't used for gameplay.

6.2.14.1. *Artist Name* – Artist who illustrated the card.

6.2.14.2. *Collector Number* – Indicates where this card appears in the set. The number of unique standard cards in the set appears after the slash.

6.2.14.3. *Set Number* – What number set this card is from.

Example: The First Chapter, Rise of the Floodborn, Into the Inklands, *and* Ursula's Return *are indicated with 1, 2, 3, and 4 here, respectively.*

6.2.14.4. *Language* – The language the card is in.

6.2.14.5. *Legal Text* – Copyright information.

6.2.14.6. *Rarity Symbol* – Indicates how common the card is among the cards in the set it was printed in.

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6.3. Actions

6.3.1. *Actions* are a type of card that can be played but can't be in play. An action is an action while being played; otherwise, it's an action card.

6.3.1.1. An action is defined as having "Action" on the card's classification line.

6.3.1.2. Actions are played from a player's hand, but they're not considered in play. An effect from an action doesn't enter the bag. (See 8.7, "Bag.")

6.3.2. Effects – Actions have effects rather than abilities.

6.3.3. Songs

6.3.3.1. *Songs* are actions that have a special rule in addition to the normal rules for actions (see 6.3.3.3).

6.3.3.2. A song is defined as having "Action" and "Song" on the card's classification line.

6.3.3.3. All songs allow the player to pay an alternate cost instead of their ink cost to play them. Being a song means "Instead of paying the ink cost of this card, you can ⟲ one of your characters in play with ink cost N or greater to play this card for free." This is called *singing* the song.

6.3.3.4. Some songs also have the keyword **Sing Together**, which functions similarly to the special rule. (See 10.10, "Sing Together.")

6.3.3.5. The standard reminder text for a song is *"(A character with cost N or more can ⟲ to sing this song for free.)"*

6.3.4. Any effect that's triggered because of an action being played is placed in the bag and will resolve after the effects of the action are fully resolved.

6.4. Items

6.4.1. *Items* are a type of card that can be in play. An item is an item only while in the Play zone; in all other zones it's an item card.

6.4.2. An item is defined as having "Item" on the card's classification line.

6.4.3. If an item has an ability, that ability can be used during the turn the item is played.

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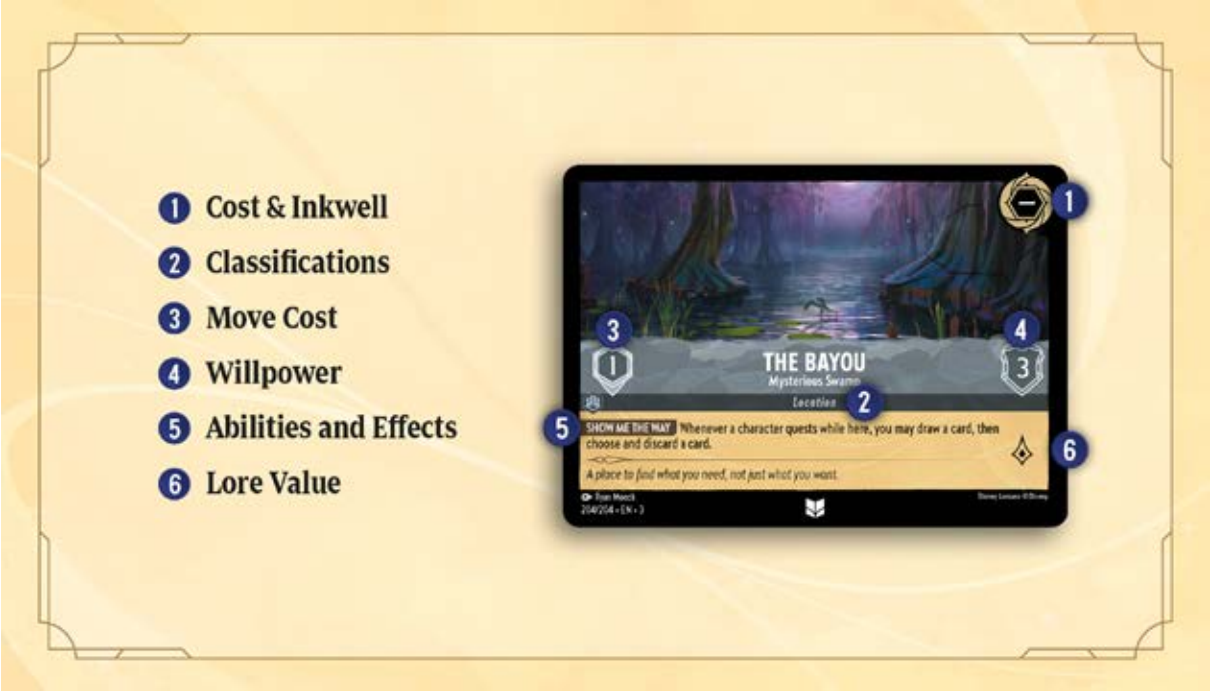
6.5. Locations



6.5.1. *Locations* are a type of card that can be in play. A location is a location while in the Play zone; in all other zones it's a location card.

6.5.2. *Classification* – A location is defined as having "Location" on the card's classification line. Locations are the only card type that is printed in landscape (i.e., with the longer sides on the top and bottom). (See #2 on the diagram under 6.5.)

6.5.3. *Cost* – A location's cost is in a different place on the card than the cost of other card types, but it works the same way. (See #1 on the diagram under 6.5.)

6.5.4. *Move Cost* – A location has a move cost. This is the amount of ink needed to move a character to this location. (See #3 on the diagram under 6.5.)

6.5.5. *Willpower* – Damage on a location is persistent, which means it accumulates over the course of the game. If a location has damage equal to or higher than its Willpower ⛊, it's banished as a required action. Note that locations don't have a Strength ✪ characteristic and don't deal damage. (See #4 on the diagram under 6.5.)

6.5.6. *Lore Value* – A location may have a Lore value ✦, which is how much lore its player gains at the start of their turn during the Set step. (See #6 on the diagram under 6.5.)

6.5.7. *Abilities* – If a location has an ability, that ability can be used during the turn the location is played. (See #5 on the diagram under 6.5.)

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7. ABILITIES

7.1. General

7.1.1. Each clause of a card is a separate effect and/or cost. Each clause is separated by a period.

7.1.2. Cards that list one or more costs or effects in a single clause resolve based on the intervening word.

7.1.2.1. Most cards are written as [A].

Example: *"You may have up to 99 copies of Dalmatian Puppy - Tail Wagger in your deck."*

7.1.2.2. [A] to [B] - The player must pay the cost described in the first part of the clause [A]. If they're unable to do that, they can't finish resolving the effect in the second part of the clause [B]. The first part of the clause [A] is a cost, not an effect. The second part of the clause [B] is an effect.

Example: *"Banish chosen item of yours to deal 5 damage to chosen character." If the player doesn't have an item in play that they can banish to pay the cost listed in the first part of the clause [A], they can't deal the 5 damage described in the second part of the clause [B].*

7.1.2.3. [A] then [B] - Resolve all effects as much as possible, even if some of the effects can't be resolved.

Example: *"Draw 2 cards, then choose and discard 2 cards."*

7.1.2.4. [A] and [B] - Resolve all effects as much as possible, even if some of the effects can't be resolved or "and" seems to tie the effects together as though the wording were [A] to [B]. Sometimes "and" simply serves its normal grammatical purpose.

Example A: *The Queen - Commanding Presence's ability Who is the Fairest? reads, "Whenever this character quests, chosen opposing character gets -4 ✪ this turn and chosen character gets +4 ✪ this turn." If the opponent doesn't have a character in play that can be chosen for the first part of this effect, the active player still gives a chosen character +4 ✪.*

Example B: *John Silver - Greedy Treasure Seeker's ability Chart Your Own Course reads, "For each location you have in play, this character gains* **Resist** *+1 and gets +1 ✦." This "and" doesn't have any special gameplay significance.*

7.1.3. If an ability or effect contains the word "may," the player who played the card that generated the effect can choose whether they want it to happen. If the player chooses not to have it happen, no part of the "you may" clause is performed.

7.1.4. If an ability or effect "puts a card into your hand" from any other zone, that is not considered drawing a card.

7.1.5. If an ability or effect refers to "another" or "other," it refers to a card that any card that effect or ability does not originate from, or one that was not already selected by the ability.

Example: *Mulan - Imperial Soldier reads, "During your turn, whenever this character banishes another character in a challenge, your other characters get +1 ✦ this turn." Mulan must banish a character that is not herself, and she doesn't gain the benefit of this ability herself because it only applies to your "other" characters.*

7.1.6. If an ability or effect instructs you to play a card as a part of resolving that ability, you must resolve the ability before playing the card. If the instruction is followed by additional steps for resolving the ability, the card doesn't resolve or come into play until the ability is fully resolved, even if it's moved to a different zone.

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Example: *The active player has an Ursula - Deceiver of All in play and exerts her to sing Friends on the Other Side. Ursula's ability What a Deal reads, "Whenever this character sings a song, you may play that song again from your discard for free. If you do, put that card on the bottom of your deck instead of into your discard." Once the song has finished resolving, the player can resolve the triggered ability, which allows them to play Friends on the Other Side again. If they choose to do so, the effect of the song card waits to resolve until Ursula's triggered ability is resolved fully. Once Friends on the Other Side is put on the bottom of the active player's deck, then the player draws 2 cards.*

7.1.7. Sometimes a combination of abilities can be repeated indefinitely, called a "*loop*." If all players are aware of and understand the actions of each iteration of the loop, the player who maintains the loop proposes a specific number of iterations. The game is considered to proceed immediately through those iterations without the player performing each one. Then the game continues and a new action must be taken.

7.1.8. If resolving an effect allows a player to choose "up to" N of something, the player can't pick the same choice for each iteration of N. "Up to" includes 0 as a legal choice.

Example: *The song Painting the Roses Red reads, "Up to 2 chosen characters get -1 ✪ this turn. Draw a card." The same character can't be chosen twice. The card's player could also choose 0 characters.*

7.1.9. Some abilities and effects use "that" in their text to refer to a specific game term. When resolving abilities and effects, the determination of what "that [Game Term]" refers to occurs after choices are made as the ability or effect is resolving (see 1.2.4).

Example A: *Ursula - Deceiver of All's ability What a Deal reads, "Whenever this character sings a song, you may play that song again from your discard for free. If you do, put that card on the bottom of your deck instead of into your discard." Here, "that song" refers to the card sung by Ursula and not to any other song card that is in your discard pile.*

Example B: *Yzma - Above It All has the ability Back to Work, which reads, "Whenever another character is banished in a challenge, return that card to its player's hand, then that player discards a card at random." As the effect resolves, Yzma's player first determines that there are no choices to be made. Then, they determine "that card" is the character banished in a challenge and "that player" is the player whose character is banished. These determinations are made as the effect resolves.*

7.1.9.1. If card text references a specific zone where "that" card is put or located, only that zone is checked. If the card referenced by "that" has changed zones, the part of the effect checking the zone for "that" card fails and resolves with no effect, even if there are other cards whose full name matches the full name of "that" card. The player does as much they can when resolving the rest of the effect.

Example: *A player has 2 copies of Ursula - Deceiver of All in play and exerts them both to sing a song using its* ***Sing Together*** *ability. Ursula's ability What a Deal reads, "Whenever this character sings a song, you may play that song again from your discard for free. If you do, put that card on the bottom of your deck instead of into your discard." Because both copies of Ursula were exerted to sing together, both of their What a Deal abilities are triggered and added to the bag to be resolved.*

When the first triggered ability resolves, the song card played using ***Sing Together*** *is put on the bottom of the player's deck. When the second triggered ability resolves, "that song" card is no longer in the discard, so that part of the effect resolves with no effect. Similarly, "that song" doesn't refer to a specific song card anymore, so the latter part of the effect also does nothing. Even if there's another song card with the same name in the discard, "that song" refers only to the specific song card that was sung by Ursula when the triggered abilities were added to the bag, not any other song card with the same name.*

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7.1.10. Some effects instruct the active player to reveal a card or cards. To reveal a card, the player shows the face of the card to all other players in the game. The player can reveal cards only from the group of cards described earlier in the effect.

Example: *The song Look at This Family has an effect that reads, "Look at the top 5 cards of your deck. You may reveal up to 2 character cards and put them into your hand. Put the rest on the bottom of your deck in any order." The cards the player chooses to reveal can only come from the top 5 cards the player looked at. The player can't choose to reveal any cards from any other group of cards.*

7.2. Action Cards

7.2.1. Playing an action may trigger other abilities. In this case, the active player resolves the action immediately, and once that action has been fully resolved, players may resolve the triggered abilities as described in section 8.7, "Bag."

7.3. Keywords

7.3.1. Keyword abilities are abilities represented by short names that are the same wherever the ability appears. See section 10, "Keywords," for more information on individual keyword abilities.

7.3.2. Keywords are usually followed by reminder text describing what they do. This reminder text, enclosed in parentheses and set in italics, is not rules text but only a memory aid.

7.4. Triggered Abilities

7.4.1. Triggered abilities occur when their trigger condition is met. They trigger only once per trigger condition that is met.

7.4.2. Triggered abilities start with "When," "Whenever," "At the start of," or "At the end of" and describe the game state that causes the abilities to trigger and the effects of the abilities.

7.4.3. When an ability triggers, its effect is placed into the bag to be resolved in order as described in section 8.7, "Bag."

7.4.4. Some triggered abilities are written as "[Trigger Condition], if [Secondary Condition], [Effect]. These abilities check whether the secondary condition is true both when the effect would be added to the bag and again when the effect resolves.

7.4.4.1. If the secondary condition is false when the effect would be added to the bag, the effect is never added to the bag.

7.4.4.2. If the secondary condition is false when the effect would resolve, the triggered ability resolves with no effect.

Example: *Stitch - Carefree Surfer has an ability called Ohana that reads, "When you play this character, if you have 2 or more other characters in play, you may draw 2 cards." When the active player plays Stitch, the triggered ability checks to see if the player has two or more other characters in play. If not, the triggered ability isn't added to the bag. If the player has two or more characters in play, the ability is added to the bag. The triggered ability will check again when it resolves to see if the condition is still true. If it isn't, the triggered ability resolves for no effect.*

7.4.5. Some triggered abilities are written as, "[Trigger Condition], [Effect]. [Effect]." Both effects are linked to the trigger condition but are independent of each other.

Example A: *Moana - Of Motunui has an ability called We Can Fix It that reads, "Whenever this character quests, you may ready your other Princess characters. They can't quest for the rest of this turn." If the active player chooses to quest with Moana, none of their other Princess characters can quest this turn, regardless of whether they were readied by the effect or not.*

Example B: *Scar - Vicious Cheater has an ability called Daddy Isn't Here to Save You that reads, "During your turn, whenever this character banishes another character in a challenge, you may ready this character. He can't quest for the rest of this turn." Because the two effects are both tied to the trigger condition, if Scar doesn't challenge he can quest this turn as normal.*

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7.4.6. Some triggered abilities are written as, "[Trigger Condition] and [Trigger Condition], [Effect]." These abilities function as having two triggered abilities that are independent of each other but both resolve for the same effect.

Example: *John Silver - Alien Pirate has an ability called Pick Your Fights that reads, "When you play this character and whenever he quests, chosen opposing character gains* ***Reckless*** *during their next turn." The triggered ability occurs when John Silver is played and also when the active player quests with this character. The triggered ability doesn't need both trigger conditions to be true at the same time for it to occur, only one or the other.*

7.4.7. Some abilities and effects create a triggered ability that can occur only during a specific duration or when a specific condition is met at a particular moment later in the game. These are usually created as the result of resolving an action card.

7.4.7.1. *Floating Triggered Abilities* - Triggered abilities created to exist for a specified duration. These exist outside of the bag. Whenever the condition of the floating triggered ability is met, an instance of that triggered ability is added to the bag for resolution. Once that duration has expired, the floating triggered ability ceases to exist.

Example: *Steal from the Rich is an action that reads, "Whenever one of your characters quests this turn, each opponent loses 1 lore." When Steal from the Rich resolves, it creates the floating triggered ability defined by the card. This exists for the rest of the turn. Whenever the player quests with one of their characters that turn, the condition of the floating triggered ability is met and an instance of that triggered ability is added to the bag to resolve. The floating triggered ability continues to exist outside of the bag until the end of the turn, when the specified duration in the condition expires.*

7.4.7.2. *Delayed Triggered Abilities* - Triggered abilities created to resolve at a specific moment later in the game. This moment is specified in the condition of the delayed triggered ability. The ability exists outside of the bag until that condition is met. When the condition is met, the delayed triggered ability is added to the bag for resolution.

Example: *Candy Drift is an action that reads, "Draw a card. Chosen character of yours gets +5 ✡ this turn. At the end of your turn, banish them." When the action resolves, it generates a delayed triggered ability: "At the end of your turn, banish them." The triggered ability exists outside of the bag until the step of the End of Turn where end-of-turn triggers occur. At that point, the triggered ability is added to the bag and resolves.*

7.5. Activated Abilities

7.5.1. Activated abilities are abilities that a player chooses to use. They are normally written as [Cost] – [Effect].

7.5.2. While there are no effects waiting to resolve and a character isn't questing or in a challenge, the active player may use an activated ability.

7.5.3. To use an activated ability, the active player follows these steps in order. If any part of this process can't be performed, it's illegal to use the ability. These steps apply to all activated abilities. Only the active player can use activated abilities.

7.5.3.1. First, the active player announces the ability they intend to use.

7.5.3.2. Second, the player follows the steps described in 4.3.4.4 through 4.3.4.6, replacing any instance of the word "card" with the word "ability."

7.5.3.3. Once the total cost is paid, the ability is activated. The active player resolves the effect immediately.

7.5.4. If an effect would trigger as a result of any of the steps to using an activated ability, that effect waits to resolve until the ability is fully resolved.

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7.6. Static Abilities

7.6.1. Static abilities are effects that could alter characteristics of a card, game rule, or game state. These are continuously active for the stated length of time. A static ability that doesn't specify a duration is continuously active for as long as the card generating the effect is in play.

Example: *An ability that reads "Your exerted characters gain Ward until end of turn" and an ability that reads "Your exerted characters gain Ward" are both static abilities.*

7.6.2. Cards played that would be affected by a static ability have that effect as they come into play. If this modifies their ✪ or ⛊ they are considered to enter play with that adjusted ✪ or ⛊.

7.6.3. Some static abilities occur as the result of a resolving ability or effect. Once resolved, the static ability continues to apply to the affected cards for the specified duration. Cards that would be affected by a static ability but entered play after the ability or effect is resolved aren't affected by the static effect.

7.6.4. Some static abilities are part of the characteristics of a card. These static abilities remain "on" as long as the card generating the effect is in play. If a card generating a static ability leaves play, the effect ends as soon as the card is removed from the Play zone. There's no point at which an affected card will still have the ability and then lose it.

7.6.5. Some static effects apply outside of the Play zone. These specify the aspect and time they apply to.

Example: *An effect that reads "For each character card in your discard, you pay 1 ⬡ less to play this character" would apply outside of play.*

7.7. Replacement Effects

7.7.1. Some effects are considered *replacement effects*. These effects wait for the stated condition to occur and then partially or completely replace the event as the effect resolves.

7.7.2. Abilities that include the word "instead" are the most common type of replacement effect.

Example: *Stolen Scimitar's ability Slash reads, "⟲ – Chosen character gets +1 ✪ this turn. If a character named Aladdin is chosen, he gets +2 ✪ instead."*

7.7.3. Abilities that include the word "skip" are replacement effects.

7.7.4. Abilities that include "enter" or "enters" are replacement effects.

7.7.5. Replacement effects happen once and need to exist before the event would occur. If an event is replaced, it never happens. A modified event occurs, and the new event may trigger abilities. Abilities that would have triggered from the original event don't see it, and therefore they don't trigger.

7.7.6. Only one replacement effect can replace a specific effect. If there are multiple replacement effects for the same specific effect, the player who played the card that generated the effect being replaced chooses which effect replaces it.

7.7.7. An effect that skips a step or phase of the game is a replacement effect that replaces that step or phase with nothing. "Skip [Step/Phase]" means the same as "If a player would perform the [Step/Phase], do nothing instead." If the effect skips a step or phase, no part of that step or phase happens. Any abilities or effects that would occur because of that step or phase don't happen.

Example: *Arthur - Determined Squire has an ability No More Books that reads, "Skip your turn's Draw step." When a player would start their Draw step with Arthur in play, they skip their Draw step instead and move immediately to the Main Phase of their turn. However, if a player finds a way to play Arthur during their Draw step, the current Draw step isn't skipped and proceeds normally.*

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7.8. Ability Modifiers

7.8.1. Some abilities and effects can modify the characteristic of a character or location in play, such as ✪ or ◆.

7.8.1.1. A modifier applies to a card continuously, either for a fixed length of time or for as long as the card generating the modifier is in play. Whenever a modifier applies to a card's characteristic, that characteristic changes immediately. This process doesn't use the bag (see 8.7, "Bag").

7.8.1.2. When multiple modifiers apply to a card's characteristic, they don't apply in any specific order but all combine to apply together. If a new modifier would apply to a card's characteristic, it combines with all other modifiers that apply to it.

Example A: *The active player plays Grand Duke - Advisor to the King. He has an ability called Yes, Your Majesty that reads, "Your Prince, Princess, King, and Queen characters get +1 ✪." The +1 ✪ modifier generated by the ability's effect applies immediately to the ✪ of all characters the active player has in play with the Prince, Princess, King, and Queen classifications. If that player plays another character with one of these classifications while their Grand Duke is still in play, the new character enters play with the +1 ✪ modifier applied and keeps that modification until the Grand Duke leaves play.*

Example B: *The active player has a Heihei - Rambling Rooster in play with 2 ✪ and 2 ⛊. Heihei gets +1 ✪ from an effect. Heihei now has 3 ✪ and 2 ⛊. Later in the turn, an additional effect gives Heihei -5 ✪. Heihei's ✪ is modified to be -2 ✪. A later effect gives Heihei +1 ✪, bringing him to -1 ✪. Each time a modifier applies to Heihei, all other modifiers that apply to him combine with it at the same time.*

7.8.2. If a character has a negative ✪, it deals no damage during challenges and counts as having a Strength of 0 except for the purpose of applying modifiers to determine its ✪ (see 7.8.1.1 and 7.8.1.2).

Example: *The active player has a Yokai - Scientific Supervillain and a Microbots in play. Yokai has a triggered ability called Technical Gain that reads, "Whenever this character quests, draw a card for each opposing character with 0 ✪." Microbots has a triggered ability called Inspired Tech that reads, "When you play this item, chosen character gets -1 ✪ this turn for each item named Microbots you have in play." The opponent has a character with 1 ✪ and 1 ⛊ in play. The active player plays a second Microbots. When resolving the triggered ability, the active player chooses the opponent's character. It gets -2 ✪ and, after this modifier is applied immediately to its ✪, now has -1 ✪ and 1 ⛊. The active player then quests with Yokai. Because the opposing character's ✪ is negative, the opposing character counts as having a ✪ of 0 when resolving Yokai's triggered ability, and the active player draws 1 card. Even though the character's ✪ counts as 0 for the purpose of resolving Yokai's effect, it isn't changed to 0 and still has a ✪ of -1.*

7.8.3. If a character or location has a negative Lore value ◆, it counts as having a Lore value of 0 except for the purpose of applying modifiers to determine its ◆ (see 7.8.1.1 and 7.8.1.2).

Example: *The active player has a Flynn Rider - His Own Biggest Fan in play, and their opponent has 5 cards in their hand. Flynn has 4 ◆ and an ability called One Last, Big Score that reads, "This character gets -1 ◆ for each card in your opponents' hands." Because the opponent has 5 cards in their hand, a modifier of -5 applies to Flynn's Lore value of 4 (-1 for each of the 5 cards). Flynn now has a new Lore value of -1. Because Flynn's Lore value is negative, if the player exerts him to quest, Flynn counts as having a Lore value of 0 and the player gains 0 lore. This doesn't change Flynn's actual Lore value to 0, however. Flynn still has a Lore value of -1 until the number of cards in the opponent's hand changes or another modifier is applied to his Lore value.*

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8. ZONES

8.1. General

8.1.1. All zones are considered separate from one another. Some zones may physically be present within the same space but are still separate zones for gameplay purposes.

Example: *The table represents the game area of the players. Although the players' decks, inkwells, and discard piles physically occupy that space, they're not in play, as they're all separate zones.*

8.1.2. Cards in a *public zone* are publicly known. Players can look at or count the cards in any public zone at any time.

8.1.3. Cards in a *private zone* aren't publicly known. Players can't look at them unless directed by a game rule (e.g., drawing a card) or an effect. Players can count the number of cards in a private zone at any time. While a private zone is revealed, it's not considered private.

8.1.4. If an effect allows a player to look at one of their private zones for a specific card or a card of a specific type, they may "*fail to find*" that card.

8.1.5. If a card enters a private zone from play, any information on or connection to the original card is removed. All effects, damage, and other characteristics are removed and that card becomes a new card.

8.2. Deck

8.2.1. A player's deck is where cards they may use in a particular game are held.

8.2.2. The deck is a private zone. The cards in a player's deck remain facedown at all times and in a single pile. Players can't look at or change the order of cards in their decks during a game. Players can count the remaining cards in any player's deck at any time.

8.2.3. Whenever a card or game state instructs a player to draw a card follow the rules outlined in 4.2.3, "Draw."

8.2.4. If cards are added to the top or bottom of a deck in any order and the cards were publicly known to all players, the order in which the cards are added to the deck must be known by all players.

8.3. Hand

8.3.1. A player's hand is where drawn cards are held. Cards can be added to the hand by other effects as well. Players start the game with a hand of drawn cards (see 3.1, "Starting a Game").

8.3.2. The hand is a private zone. Players can look at the cards in their own hand but can't look at the cards in another player's hand at any time. Players can count the number of cards in any hand at any time. Players can hold and rearrange their hands in any comfortable and/or convenient fashion.

8.3.3. There's no maximum hand size. A hand can't have fewer than 0 cards in it.

8.3.4. If an effect instructs someone to discard, that player chooses the indicated number of cards from their hand and puts them into their discard pile.

8.4. Play

8.4.1. A player's Play zone is where their characters, items, and locations are played. Only characters, items, and locations can be in the Play zone. Players can't play cards into an opponent's Play zone.

8.4.2. Only cards in a player's Play zone are considered *in play*. Cards outside the game aren't in play. Cards in the bag and those in a player's deck, discard, hand, and inkwell aren't in play.

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8.4.3. The Play zone is a public zone. Players can look at the cards any player has in play at any time. Players can count the number of cards any player has in play at any time.

8.4.4. Whenever 1 or more cards would leave play, they first check whether any abilities would trigger from them or others leaving play.

8.5. Inkwell

8.5.1. A player's inkwell is where they put the cards they will use as ink throughout the game. These cards are *ink cards*. Each ink card must have the inkwell symbol ⟲ around its cost and represents 1 ⬡ the player can use to pay ink costs. Nothing on the front of an ink card affects the ink it generates. There's no limit to the number of cards a player can have in their inkwell.

8.5.2. Cards enter the inkwell facedown and ready. If multiple cards enter the inkwell at the same time, each card is treated as a separate instance.

8.5.3. The inkwell is a private zone. Players can't look at a card in an inkwell at any time, even their own. Players can count the number of cards in any inkwell at any time.

8.5.4. Players can arrange the cards in their inkwell in any comfortable and convenient fashion, provided that ink cards are kept facedown and separate from cards in all other zones at all times. The number of cards in an inkwell and the number of them that are ready can't be hidden from other players.

8.5.5. If a card allows a player to put an additional card into their inkwell on their turn, they announce they're using that effect, then follow the normal steps of putting a card into their inkwell.

8.5.6. Whenever an effect puts a card from another zone into the inkwell, the card isn't revealed and isn't required to have the inkwell symbol. It enters the inkwell facedown as ink.

8.6. Discard

8.6.1. A player's discard pile is where their cards that have left play are held.

8.6.2. Cards that are banished and action cards that are finished resolving are put into their player's discard pile.

8.6.3. The discard is a public zone. The cards in a player's discard remain faceup at all times and in a single pile. Players can look at and count the cards in any player's discard pile at any time. A player can look at and rearrange the cards in their own discard at any time.

8.6.4. If multiple cards enter a discard pile at the same time, their player adds them in any order.

8.7. Bag

8.7.1. Unlike other zones, the bag isn't a physical space but is only where triggered abilities created by the game wait to resolve.

8.7.2. Only triggered abilities can be added to the bag. Activated abilities, resolving actions, and playing characters, locations, or items aren't added to the bag.

8.7.3. Whenever a triggered ability's condition is met, the ability is added to the bag by the player who played the card with the triggered ability. If multiple triggered abilities happen at the same time, they're added to the bag simultaneously by the respective players.

8.7.4. Then the active player chooses and resolves any one of their triggered abilities and fully resolves it. If the resolution of an ability causes another ability to trigger, the new triggered ability is added to the bag once the current ability is finished resolving.

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8.7.5. If there are abilities from multiple players in the bag, the active player resolves all of their abilities first, one at a time, including any that were added as a result of resolving abilities.

8.7.6. The next player resolves all of their abilities following the guidelines in 8.7.5. If this causes new triggers, regardless of whose abilities triggered, the current resolving player keeps resolving their triggers.

8.7.7. Continue around the table in turn order as described in 8.7.5–8.7.6 until there are no more triggers to resolve.

8.7.8. Once the bag is empty and all players have no more abilities to resolve or turn actions to take, the players proceed to the next step or phase of the game.

8.7.9. If a player leaves the game while abilities are still waiting in the bag to resolve, those abilities cease to exist.

9. DAMAGE COUNTERS

9.1. Representation of Damage

9.1.1. Damage on a character is represented by damage counters. Each damage counter normally represents 1 damage; any damage counter intended to represent more than 1 damage counts as a separate damage counter for each 1 damage it represents.

9.2. "Put"

9.2.1. If an effect puts a damage counter onto a character or location, that doesn't count as dealing damage to that character or location and isn't affected by modifications to damage that is dealt (e.g., **Resist**).

9.3. Moving Damage Counters

9.3.1. Moving damage counters has the effect of removing a specified number of counters from a chosen character and putting the same number of damage counters on.

Example: *The active player has Simba - Protective Cub in play with 1 damage counter on him. The opponent has The Prince - Never Gives Up (which has **Resist** +1) in play. The active player plays the action Bestow a Gift which reads, "Move 1 damage counter from chosen character to chosen opposing character." The player then chooses to move 1 damage counter from Simba to The Prince. The player removes 1 damage counter and puts it on The Prince. The Prince's **Resist** keyword ability doesn't affect this damage as it isn't damage dealt.*

9.4. Leaving Play

9.4.1. When a card with damage leaves play, when game states are checked all damage counters on it cease to exist.

10. KEYWORDS

10.1. General

10.1.1. Keyword abilities provide an ability to the character based on that word. Some abilities *stack*, or combine; these abilities are followed by "+[N]." A keyword ability that doesn't have a +[N] doesn't stack with other effects that provide that keyword.

Example: *If you have a character with **Support** and an effect gives that character **Support**, only the first instance of the keyword applies. However, if the keywords were **Resist** +1 and **Resist** +2, the abilities would stack, and that character would have **Resist** +3.*

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10.1.2. The following entries include the technical definitions of keyword abilities. For a more generalized description of keyword abilities see section 7.3, "Keywords."

10.1.3. The standard reminder text for each keyword is included here for reference. Reminder text isn't rules text. It's only a memory aid and may vary without changing the meaning of keyword rules.

10.2. Bodyguard

10.2.1. The **Bodyguard** keyword represents two abilities.

10.2.2. The first of these is a static ability that functions while the character is being played and creates a replacement effect. This ability means "When you play this character, they may enter play exerted instead of ready."

10.2.3. The second is a static ability that creates a challenging restriction. This ability means "If an opponent would choose one of your characters to challenge, they must choose this character or another character with **Bodyguard** if able."

10.2.4. The standard reminder text for **Bodyguard** is *"(This character may enter play exerted. An opposing character who challenges one of your characters must choose one with Bodyguard if able.)"*

10.3. Challenger

10.3.1. The **Challenger** keyword represents a static ability that functions while a character is challenging. **Challenger** +N means "While this character is challenging, they gain +N ✪." Because this is a +N ability, it stacks with other **Challenger** effects.

10.3.2. The standard reminder text for **Challenger** is *"(While challenging, this character gets +N ✪.)"*

10.3.3. A character with **Challenger** doesn't gain +N ✪ if they are being challenged.

10.4. Evasive

10.4.1. The **Evasive** keyword represents a static ability that creates a challenging restriction. **Evasive** means "This character can't be challenged except by a character with **Evasive**."

10.4.2. The standard reminder text for **Evasive** is *"(Only characters with Evasive can challenge this character.)"*

10.5. Reckless

10.5.1. The **Reckless** keyword represents two static abilities.

10.5.2. The first ability means "This character can't quest."

10.5.3. The second ability means "You can't declare the end of your turn if this character is ready and can challenge an opposing exerted character or location."

10.5.4. The standard reminder text for **Reckless** is *"(This character can't quest and must challenge each turn if able.)"*

10.5.5. A player can still exert a character with **Reckless** to use its abilities or sing songs.

10.6. Resist

10.6.1. The **Resist** keyword represents a static ability that creates a replacement effect. **Resist** +N means "If damage would be dealt to this character or location, the character or location is dealt that much damage minus N instead." Because this is a +N ability, this stacks with other **Resist** effects.

10.6.2. The standard reminder text for a character with **Resist** is "*(Damage dealt to this character is reduced by N.)*" The standard reminder text for a location with **Resist** is "*(Damage dealt to this location is reduced by N.)*"

10.6.3. If damage dealt to this character or location is reduced to 0, no damage is considered to have been dealt.

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10.7. Rush

10.7.1. The **Rush** keyword represents a static ability. **Rush** means "This character can challenge as though they were in play at the beginning of your turn."

10.7.2. The standard reminder text for **Rush** is *"(This character can challenge the turn they're played.)"*

10.8. Shift

10.8.1. The **Shift** keyword represents paying an alternate cost to play a character instead of paying the character's ink cost. **Shift** means "If you have a character in play with the same name as this card, you may play this character by paying their **Shift** cost instead of their ink cost. If you do, put this card on top of another character you have in play with the same name." This is called *shifting*.

10.8.2. The standard reminder text for **Shift** is "*(You may [Pay Cost] to play this on top of one of your characters named [Character Name].)*"

10.8.3. A shifted character takes on the state of the character it was placed on (e.g., it's dry if the character it was placed on was dry, it's exerted if the character it was placed on was exerted).

10.8.4. If an effect on a shifted character causes it to enter play exerted, it becomes exerted as it enters play.

10.8.5. A shifted character retains whatever damage is on the character it's put on top of. It doesn't gain the text of the character it's placed on but keeps any effects that apply to that character when the shifted character enters play.

10.8.6. When a shifted character leaves play, all cards in its stack (i.e., any cards under it) move to the same zone as the shifted character card does, and the cards are no longer considered to be in a stack (see 5.1.7).

10.8.7. The **Shift** keyword has two variants: **[Classification] Shift** and **Universal Shift**. These variant keyword abilities are **Shift** abilities, meaning they follow all rules for the **Shift** keyword with the following exceptions.

10.8.7.1. **[Classification] Shift** means "If you have a character in play with the [Classification] specified by this ability, you may play this character by paying their **Shift** cost instead of their ink cost. If you do, put this card on top of another character you have in play with the specified classification." The standard reminder text for **[Classification] Shift** is "*(You may [Pay Cost] to play this on top of one of your [Classification] characters.)*"

10.8.7.2. **Universal Shift** means "If you have a character in play, you may play this character by paying their **Shift** cost instead of their ink cost. If you do, put this card on top of a character you have in play." The standard reminder text for **Universal Shift** is "*(You may [Pay Cost] to play this on top of one of your characters.)*"

10.9. Singer

10.9.1. The **Singer** keyword represents a static ability that allows a player to pay a lower alternate cost to sing a song. **Singer** N means "This character can ⟲ to pay the alternate cost of a song card as though they had cost N instead of their normal ink cost."

10.9.2. The standard reminder text for **Singer** is *"(This character counts as cost N to sing songs.)"*

10.9.3. This character counts as cost N only to sing songs and only during the process of playing a card. The character's ink cost doesn't change.

10.10. Sing Together

10.10.1. The **Sing Together** keyword represents a static ability that allows a player to pay an alternate cost to sing a song with 1 or more of their characters. **Sing Together** N means "Instead of paying the ink cost of this card, you can ⟲ a number of your or your teammates' characters with total ink cost N or greater to play this card without paying its ink cost."

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10.10.2. The standard reminder text for **Sing Together** is "*(Any number of your or your teammates' characters with total cost N or more may ⟲ to sing this song for free.)*"

10.10.3. When playing a song using **Sing Together**, add the ink costs of one or more of your ready characters together. If the total meets or exceeds the cost listed for **Sing Together**, the character or characters can sing the song.

10.10.4. When a character sings a song with **Sing Together**, any triggered abilities on it that have the condition "Whenever this character sings a song" occur when the trigger condition is met.

10.11. Support

10.11.1. The **Support** keyword represents a triggered ability. **Support** means "Whenever this character quests, you may add this character's ✪ to another chosen character's ✪ this turn."

10.11.2. The standard reminder text for **Support** is "*(Whenever this character quests, you may add their ✪ to another chosen character's ✪ this turn.)*"

10.12. Vanish

10.12.1. The **Vanish** keyword represents a triggered ability. **Vanish** means "When this character is chosen by an opponent as part of resolving an action's effect, banish this character."

10.12.2. The standard reminder text for **Vanish** is "*(When an opponent chooses this character for an action, banish them.)*"

10.12.3. The **Vanish** triggered ability resolves after the action's effect resolves. If the character has moved to a different zone before the triggered ability resolves, it resolves with no effect.

10.13. Ward

10.13.1. The **Ward** keyword represents a static ability. **Ward** means "Your opponents can't choose this card when resolving an effect."

10.13.2. The standard reminder text for **Ward** is "*(Opponents can't choose this character except to challenge.)*"

10.13.3. Effects that don't require the player to choose still affect a character with **Ward**.

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GLOSSARY

ability
Special rules explaining what the card can do that differs from the game rules, such as an effect that resolves as a result of the card being played.

action
A type of card that gives its player an immediate one-time advantage. When an action is played, its player resolves its effects and then puts it in their discard pile. Actions never enter the Play zone.

activate
To use an activated ability of a card.

activated ability
An ability that a player may use after paying its cost. An activated ability can't be used if its cost can't be paid. Activated abilities of items may be used during the turn the item is played.

active player
The player who has started their turn. When a player ends their turn, they're no longer the active player.

alter a starting hand
An optional choice made at the beginning of the game after each player has drawn their starting hand. Each player may take any number of those cards, put them on the bottom of their deck without revealing them, draw until they have 7 cards in their hand, and reshuffle their deck.

bag
A nonphysical zone where triggered abilities wait before determining how their effects resolve. Whenever a triggered ability's condition is met, the ability is added to the bag.

banished
A card that is put into a player's discard pile after it's banished. A card can be banished as a result of abilities or effects or if it has damage equal to or greater than its Willpower 🛡.

Beginning Phase
The first phase of the turn, where a player resets their cards for the turn. This is where all effects that end at the start of the player's turn end and where effects that occur or begin at the start of their turn happen. The Beginning Phase has three steps: Ready, Set, and Draw.

card type
The type that each card used in the game has, such as character, action, item, or location. A card's type determines the rules for how to play it.

challenge
When a player exerts one of their dry characters and chooses an exerted opposing character or an opposing location. Each character deals damage equal to their Strength ✪ to the other character or the location.

challenging/challenged character
A challenging character is the character declared by the active player to challenge an opposing character or location. A challenged character is the opposing character who is being challenged. Both the challenging and challenged characters are considered "in a challenge" throughout the duration of the challenge.

challenging/challenged player
A challenging player is the player who declared a challenging character. A challenged player is the player whose character is challenged.

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character
A card that has at least one of the classifications listed in 6.1.2.2 on its classification line and also has both ✪ and ⛊ characteristics. A character that's played is put into the Play zone and remains there until it's banished or removed from play by a game effect. A player may have multiple copies of a character with the same name in their deck but can't have more than 4 copies with the same full name.

classification
A category that identifies some characteristics of the card and may be referenced in rules of other cards. A card's classification is located to the right of a character's ink type symbol.

cost
What is required in order to play a card or use an activated ability. This may be an ink cost or an alternate cost such as exerting a character. An activated ability can't be used if its full cost can't be paid.

damage
Damage on a character or location is represented by damage counters and counts against its Willpower ⛊. Damage is dealt by characters in a challenge and by some effects. When a card with damage moves from in play to any other zone, the damage ceases to exist.

damage counter
A counter put on a character or location card to show how much damage it has. A single damage counter normally represents 1 damage; any damage counter intended to represent more than 1 damage counts as a separate damage counter for each 1 damage it represents. If an effect puts a damage counter onto a character or location, it does not count as damage dealt to the character or location and isn't affected by modifications to damage that is dealt.

damaged/undamaged
A character or location with 1 or more damage is considered damaged. A character or location with no damage on it is considered undamaged.

deck
A set of cards a player uses in the game. The parameters of the deck are defined by the format being played. For example, in Core Constructed a deck consists of 60 or more cards, up to two ink types, and up to 4 cards with the same name and version (together known as a full name). Other formats may have different construction rules. There's no upper limit to the number of cards in a deck. The deck is considered a private zone.

discard
noun. The single faceup pile where actions are put after they've finished resolving and where other cards are put after being banished from play or discarded. When a player puts a card from their hand into their discard, they're discarding that card. The discard is considered a public zone.
verb. When a player chooses 1 or more cards from their hand and puts them into their discard pile. A player can discard only from their hand.

discard pile
Another name for the discard.

draw
When a player takes the top card of their deck and puts that card into their hand. A player can draw only from their deck.

Draw step
The third step of the Beginning Phase of a player's turn where the player puts the top card of their deck into their hand. Once all effects have been resolved and there are no more waiting to be added, the game moves into the Main Phase. On the first turn of the game, the active player skips this step.

dry
A character that was in play at the start of its player's current turn is considered to be dry.

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drying
A character that was played after the start of its player's current turn is considered to be drying. Drying characters can't quest, challenge, or ⟲ to pay any cost. Non-activated abilities on drying characters, including abilities that trigger "When you play this character," are still in effect while the character is drying. Drying characters may still be affected by card effects.

effect
What happens as a result of resolving an action or ability.

End of Turn Phase
The third phase of the turn structure that begins when the active player declares the end of their turn.

exert
To turn a card sideways, such as to quest, challenge, or pay the cost of a card or ability. Some abilities use the ⟲ symbol to show that the card must be exerted as part of the ability's cost. While a card is exerted, its player may still use abilities on it that don't require them to ⟲.

exerted
A card that has been turned sideways.

"for free"
An effect that allows a player to play a card or use an activated ability without having to pay its listed ink cost. A player who plays a card or uses an activated ability for free must still pay any other costs.

full name
For cards that have a version in addition to a name, the combination of the two.

game state check
The check the game performs to verify a set of conditions and the required actions when one or more of those conditions are met. This check occurs at the end of any step, after any action or ability is finished resolving, and after each effect in the bag is finished resolving (see 1.9, "Game State Check").

hand
The zone where cards drawn by a player are held.

in play
A term used to describe a card that has been put into the Play zone.

ink
The resource that players use to pay the cost of playing cards and using certain abilities. A player's ink is represented by the cards they've put into their inkwell.

ink type
The ink type of a card as shown by the ink type symbol at the left edge of the card, just above the text box. The six ink types are Amber, Amethyst, Emerald, Ruby, Sapphire, and Steel, and each has its own symbol on the cards. A card can have one or two ink types. A deck can't contain more than two ink types.

inkwell
The private zone where a player puts their ink cards, facedown. Each card in a player's inkwell represents 1 ⬡, no matter what's on the front of the card, and players can't look at the front of the cards in any inkwell.

inkwell symbol ⟳
A circular symbol that's present around a card's cost if that card can be put into its player's inkwell and used as ink.

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is/was damaged
Is/was dealt damage.

item
A card that lists "Item" on its classification line. When a player plays an item, they put it in their Play zone, where it remains until it's banished or removed from play by a game effect. Items can be exerted during the turn they're played. A player can't have more than 4 copies of an item with the same name in their deck.

keyword ability
An ability or abilities represented by a short, bolded name that is the same wherever the ability appears. Examples of keyword abilities include **Bodyguard**, **Challenger**, **Evasive**, **Reckless**, and **Rush**.

location
A card that lists "Location" on its classification line. When a player plays a location, they put it in their Play zone. Locations have a cost to play, a move cost to move a character to the location, and Willpower ⛊. Locations can be challenged; when a location has damage equal to or greater than its Willpower ⛊ that location is banished. A location may have a Lore value ✧, which is how much lore its player gains at the start of their turn during the Set step. If a location has an activated ability, that ability can be used the same turn the location comes into play. A player may have multiple copies of a location with the same name in their deck but can't have more than 4 copies with the same full name.

lore
The resource players race to gain as they play. The first player to reach 20 lore wins the game.

Lore value ✧
A card characteristic that indicates the amount of lore its player can gain from it each turn. If it's a character, the lore is gained by questing. If it's a location, the lore is gained at the start of its player's turn during the Set step.

Main Phase
The second phase of the turn structure, where a player can perform any of the Main Phase turn actions (see 4.3, "Main Phase").

move cost ⬢
The cost to move one of your characters to one of your locations.

multiplayer game
A game played with three or more players.

name
A card's name appears in large text above its classification line. On actions, items, and locations, the name is located in the center of the card. On characters, the name is located on the left of the card, across from its ✪ and ⛊. A character's or location's name and version together make up the card's full name.

opponent
Anyone a player is playing against. Also known as opposing player.

opposing character
A character played by an opponent.

opposing player
Anyone a player is playing against. Also known as opponent.

phase
One of the three main parts of a turn. The phases of a player's turn are the Beginning Phase, Main Phase, and End of Turn Phase.

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play
The act of playing a card. A card can only be played from a player's hand. If the card played is an action, the player reveals the card, pays its cost, resolves its effects, and then discards it. If the card played is a character, item, or location, the player reveals the card, pays its cost, and puts that card into play.

player
Anyone playing the game.

private zone
A zone where the cards aren't publicly known. Players can't look at them unless directed by a game rule (e.g., drawing a card) or an effect. Players can count the number of cards in a private zone at any time. While a private zone is revealed, it's not considered private.

public zone
A zone where the cards are publicly known. Players can look at or count the cards in any public zone at any time.

quest
When a player exerts a character to gain lore equal to that character's Lore value ◆. A character can't quest the same turn it's played.

ready
A card that has been put in the ready position (upright) or the act of putting a card in the ready position. A player readies all of their exerted cards in the Ready step of their turn.

Ready step
The first step of the Beginning Phase of a player's turn where effects that apply "during your turn" start applying and the active player readies all their cards in play. Effects that would end "at the start of your turn" and "at the start of your next turn" end. Effects that trigger at the start of your turn trigger. However, they wait until the Set step to start resolving.

reminder text
Italicized text following a keyword and enclosed in parentheses. It's not rules text and serves only as a memory aid.

replacement effect
An effect generated by some static abilities that replaces one effect with another.

reveal
Showing the face of a card or cards defined in the effect to all other players.

Set step
The second step of the Beginning Phase of a player's turn where characters that are in play are no longer drying and can quest, challenge, or ⟲ to pay costs for activated abilities or song cards. During this step, the active player gains lore from locations they have in play with a ◆ characteristic. Effects that would occur "At the start of your turn" or "At the beginning of your turn" and abilities that triggered during the Ready step are added to the bag, then all triggers are resolved.

shuffle
Randomizing the order of cards in a deck.

simultaneous turns
A turn in some multiplayer formats, in which all players on the same team progress through the phases and steps of the game at the same time. Triggered abilities and effects are added to the bag by the team as a whole, and the team chooses the order they resolve in.

skip
To do nothing instead of performing a step or phase of the game.

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song
A type of action that can be played by exerting characters or by paying the song's ink cost.

stack
noun. A grouping of cards created when a card is placed on top of one or more other cards in play. Such cards are considered to be in a stack only while in play. If the top card in a stack leaves play, all cards in the stack move to the same zone as the top card, and these cards are no longer considered to be in a stack. A card that's on top of one or more cards doesn't gain the text of any card under it, but it retains all damage counters placed on any card under it as well as all abilities that it gained from resolved effects.
verb. When multiple effects combine. Keyword abilities that stack are followed by "+[N]."

starting hand
The initial 7 cards that a player draws at the start of the game, before they choose whether to alter their hand.

starting player
The player who takes the first turn of the game, determined randomly before the game begins. The starting player doesn't draw on that turn.

static ability
An effect that could alter characteristics of a card, game rule, or game state. A static ability is continuously active, either for a fixed length of time or for as long as the card generating the effect is in play.

Strength ✪
The amount of damage a character deals in a challenge. A character's Strength ✪ may be referenced in abilities or effects.

top card
A card that's on top of all other cards in a stack.

triggered ability
An ability that causes an effect to be added to the bag when a particular condition is met. Triggered abilities start with "When," "Whenever," "At the start of," or "At the end of" and describe the game state that causes the abilities to trigger and the effects of the abilities. When an ability triggers, its effect is placed into the bag to be resolved.

turn
The unit of time each player takes to complete the following three phases: Beginning Phase, Main Phase, and End of Turn phase. Each player takes their turn before passing the turn to the next player.

turn action
An action that the game allows a player to take during the Main Phase of their turn. A player may take any number of turn actions on their turn, in any order. Turn actions include putting a card into the inkwell, playing a card, questing, challenging, moving a character to a location, and using activated abilities.

version
A descriptor that can differentiate cards with the same name for purposes of building a deck. A character's or location's name and version together constitute the card's full name.

Willpower ⛊
How much damage it takes to banish a character or location.

zone
A physical or nonphysical space used for gameplay purposes. Whether a zone is public or is private determines what information can be shared about the cards there. Each player's zones are: deck, hand, play, inkwell, discard, and bag. All zones are considered separate from one another.

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UPDATE SUMMARY

May 27, 2025

To prepare for the release of *Reign of Jafar*, the following updates were made to the *Disney Lorcana* Comprehensive Rules.

- New Rule: Delayed Triggered Abilities
- New Rule: Skip

Delayed Triggered Abilities

Added the following language to section 7.4.7.

7.4.7. Some abilities and effects create a triggered ability that can occur only during a specific duration or when a specific condition is met at a particular moment later in the game. These are usually created as the result of resolving an action card.

7.4.7.1. *Floating Triggered Abilities* – Triggered abilities created to exist for a specified duration. These exist outside of the bag. Whenever the condition of the floating triggered ability is met, an instance of that triggered ability is added to the bag for resolution. Once that duration has expired, the floating triggered ability ceases to exist.

Example: *Steal from the Rich is an action that reads, "Whenever one of your characters quests this turn, each opponent loses 1 lore." When Steal from the Rich resolves, it creates the floating triggered ability defined by the card. This exists for the rest of the turn. Whenever the player quests with one of their characters that turn, the condition of the floating triggered ability is met and an instance of that triggered ability is added to the bag to resolve. The floating triggered ability continues to exist outside of the bag until the end of the turn, when the specified duration in the condition expires.*

7.4.7.2. *Delayed Triggered Abilities* – Triggered abilities created to resolve at a specific moment later in the game. This moment is specified in the condition of the delayed triggered ability. The ability exists outside of the bag until that condition is met. When the condition is met, the delayed triggered ability is added to the bag for resolution.

Example: *Candy Drift is an action that reads, "Draw a card. Chosen character of yours gets +5 ✪ this turn. At the end of your turn, banish them." When the action resolves, it generates a delayed triggered ability: "At the end of your turn, banish them." The triggered ability exists outside of the bag until the step of the End of Turn where end-of-turn triggers occur. At that point, the triggered ability is added to the bag and resolves.*

Skip

Added the following language to section 7.7.

7.7.3. Abilities that include the word "skip" are replacement effects.

7.7.4. Abilities that include "enter" or "enters" are replacement effects.

7.7.5. Replacement effects happen once and need to exist before the event would occur. If an event is replaced, it never happens. A modified event occurs, and the new event may trigger abilities. Abilities that would have triggered from the original event don't see it, and therefore they don't trigger.

7.7.6. Only one replacement effect can replace a specific effect. If there are multiple replacement effects for the same specific effect, the player who played the card that generated the effect being replaced chooses which effect replaces it.

7.7.7. An effect that skips a step or phase of the game is a replacement effect that replaces that step or phase with nothing. "Skip [Step/Phase]" means the same as "If a player would perform the [Step/Phase], do nothing instead." If the effect skips a step or phase, no part of that step or phase happens. Any abilities or effects that would occur because of that step or phase don't happen.

Example: *Arthur – Determined Squire has an ability No More Books that reads, "Skip your turn's Draw step." When a player would start their Draw step with Arthur in play, they skip their Draw step instead and move immediately to the Main Phase of their turn. However, if a player finds a way to play Arthur during their Draw step, the current Draw step isn't skipped and proceeds normally.*

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General Updates

- **1.10.2.3.** Updated language to clarify the process of a player losing in a multiplayer game.
- **4.3.6.4.** Added language to define challenging player and challenged player.
- **4.3.6.12.** Added language that more clearly identifies certain triggered abilities that can occur.
- **7.1.9.–7.1.9.1.** Adjusted language to include game terms other than “card” and defined when those determinations are made.

Glossary Updates

- challenging/challenged character: Modified to include definition for challenged character.
- challenging/challenged player: Added.
- skip: Added.

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PREVIOUS UPDATE SUMMARY

February 28, 2025

To prepare for the release of *Archazia's Island*, the following updates were made to the *Disney Lorcana* Comprehensive Rules.

- New Rules and Technical Definitions: Under, On Top, In a Stack
- New Rule: Cards with Multiple Ink Types
- New Rules: **Shift** Variants
- New Rule: **Vanish** keyword ability

Under, On Top, In a Stack

Added the following language and technical definitions to section 5.1.

5.1.5. *Under* – A card that has one or more cards on top of it is considered to be *under* the top card in a stack (see 5.1.7). A player can't choose any card that's under the top card (see 5.1.6) in a stack.

5.1.6. *On Top* – A card that has one or more cards under it is considered to be on top of all cards *under* it. A card that's on top of one or more cards doesn't gain the text of any card under it. The card that's on top of all other cards in a stack is called the *top card*.

5.1.7. *In a Stack* – When a card is placed on top of one or more other cards in play, it and all cards under it are considered to be *in a stack*. These cards are considered to be in a stack only while in play. If the top card in a stack leaves play, all cards in the stack move to the same zone as the top card, and these cards are no longer considered to be in a stack.

Cards with Multiple Ink Types

Added the following language to address cards with more than one ink type.

6.2.3.1. Some cards have more than one ink type. Cards with two ink types have two ink type symbols.

Shift Variants

Added technical definitions for **[Classification] Shift** and **Universal Shift**.

10.8.7. The **Shift** keyword has two variants: **[Classification] Shift** and **Universal Shift**. These variant keyword abilities are **Shift** abilities, meaning they follow all rules for the **Shift** keyword with the following exceptions.

10.8.7.1. **[Classification] Shift** means "If you have a character in play with the [Classification] specified by this ability, you may play this character by paying their **Shift** cost instead of their ink cost. If you do, put this card on top of another character you have in play with the specified classification." The standard reminder text for **[Classification] Shift** is "*(You may [Pay Cost] to play this on top of one of your [Classification] characters.)*"

10.8.7.2. **Universal Shift** means "If you have a character in play, you may play this character by paying their **Shift** cost instead of their ink cost. If you do, put this card on top of a character you have in play." The standard reminder text for **Universal Shift** is "*(You may [Pay Cost] to play this on top of one of your characters.)*"

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Vanish Keyword Ability

Added a technical definition for the **Vanish** keyword ability.

10.12. Vanish

10.12.1. The **Vanish** keyword represents a triggered ability. **Vanish** means "When this character is chosen by an opponent as part of resolving an action's effect, banish this character."

10.12.2. The standard reminder text for **Vanish** is "*(When an opponent chooses this character for an action, banish them.)*"

10.12.3. The **Vanish** triggered ability resolves after the action's effect resolves. If the character has moved to a different zone before the triggered ability resolves, it resolves with no effect.

General Updates

- **2.1.1.2.–2.1.1.3.** Updated the language for clarity.
- **6.1.2.2.** Added the Illusion classification.
- **7.8.1–7.8.3.** Updated the language for clarity so that abilities or effects that reference 0 ✪ or 0 ✦ apply to characters or locations with negative characteristic values as intended.
- **10.8.5–10.8.6**. Updated the language for clarity and to match the technical definitions of under and on top.
- **10.13.3.** Added language for clarity.

Glossary Updates

- ink type: Added language for clarity and to address cards with more than one ink type.
- is/was damaged: Added language to clarify that "was damaged" in card text means "was dealt damage," similar to how "is damaged" means "is dealt damage."
- stack: Updated the language for clarity and to match the technical definitions of under, on top, and in a stack.
- top card: Added.

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PREVIOUS UPDATE SUMMARY

August 9, 2024

To prepare for the release of *Shimmering Skies*, the following updates were made to the *Disney Lorcana* Comprehensive Rules.

- New Technical Definitions: Keyword Abilities
- Clarification: Game State Check
- New Rule: Reveal
- Clarification: Replacement Effects
- New Rule: Triggered Abilities with Two Conditions
- New Rule: Floating Triggered Abilities
- Updated Rule: [A] to [B]

Keyword Abilities

Added the following introductory language to section 10.1 and added technical definitions and standard reminder text for each keyword ability.

10.1. General

10.1.2. The following entries include the technical definitions of keyword abilities. For a more generalized description of keyword abilities see section 7.3, "Keywords."

10.1.3. The standard reminder text for each keyword is included here for reference. Reminder text isn't rules text. It's only a memory aid and may vary without changing the meaning of keyword rules.

10.2. Bodyguard

10.2.1. The **Bodyguard** keyword represents two abilities.

10.2.2. The first of these is a static ability that functions while the character is being played and creates a replacement effect. This ability means "When you play this character, they may enter play exerted instead of ready."

10.2.3. The second is a static ability that creates a challenging restriction. This ability means "If an opponent would choose one of your characters to challenge, they must choose this character or another character with **Bodyguard** if able."

10.2.4. The standard reminder text for **Bodyguard** is *"(This character may enter play exerted. An opposing character who challenges one of your characters must choose one with Bodyguard if able.)"*

10.3. Challenger

10.3.1. The **Challenger** keyword represents a static ability that functions while a character is challenging. **Challenger** +N means "While this character is challenging, they gain +N ✪." Because this is a +N ability, it stacks with other **Challenger** effects.

10.3.2. The standard reminder text for **Challenger** is "*(While challenging, this character gets +N ✪.)*"

10.3.3. A character with **Challenger** doesn't gain +N ✪ if they are being challenged.

10.4. Evasive

10.4.1. The **Evasive** keyword represents a static ability that creates a challenging restriction. **Evasive** means "This character can't be challenged except by a character with **Evasive**."

10.4.2. The standard reminder text for **Evasive** is *"(Only characters with Evasive can challenge this character.)"*

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10.5. Reckless

10.5.1. The **Reckless** keyword represents two static abilities.

10.5.2. The first ability means "This character can't quest."

10.5.3. The second ability means "You can't declare the end of your turn if this character is ready and can challenge an opposing exerted character or location."

10.5.4. The standard reminder text for **Reckless** is *"(This character can't quest and must challenge each turn if able.)"*

10.5.5. A player can still exert a character with **Reckless** to use its abilities or sing songs.

10.6. Resist

10.6.1. The **Resist** keyword represents a static ability that creates a replacement effect. **Resist** +N means "If damage would be dealt to this character or location, the character or location is dealt that much damage minus N instead." Because this is a +N ability, this stacks with other **Resist** effects.

10.6.2. The standard reminder text for a character with **Resist** is "(Damage dealt to this character is reduced by N.)" The standard reminder text for a location with **Resist** is "*(Damage dealt to this location is reduced by N.)*"

10.6.3. If damage dealt to this character or location is reduced to 0, no damage is considered to have been dealt.

10.7. Rush

10.7.1. The **Rush** keyword represents a static ability. **Rush** means "This character can challenge as though they were in play at the beginning of your turn."

10.7.2. The standard reminder text for **Rush** is "*(This character can challenge the turn they're played.)*"

10.8. Shift

10.8.1. The **Shift** keyword represents paying an alternate cost to play a character instead of paying the character's ink cost. **Shift** means "If you have a character in play with the same name as this card, you may play this character by paying their **Shift** cost instead of their ink cost. If you do, put this card on top of another character you have in play with the same name." This is called *shifting*.

10.8.2. The standard reminder text for **Shift** is "*(You may [Pay Cost] to play this on top of one of your characters named [Character Name].)*"

10.8.3. A shifted character takes on the state of the character it was placed on (e.g., it's dry if the character it was placed on was dry, it's exerted if the character it was placed on was exerted).

10.8.4. If an effect on a shifted character causes it to enter play exerted, it becomes exerted as it enters play.

10.8.5. A shifted character retains whatever damage was on the character it was placed on. It loses all text of the character it was placed on but keeps any effects that applied to that character when the shifted character enters play.

10.8.6. When a shifted character leaves play, all cards in its stack (i.e., the card it was played on and any other cards beneath that one) go to the same zone as the shifted character card does, and the cards are no longer considered to be in a stack.

10.9. Singer

10.9.1. The **Singer** keyword represents a static ability that allows a player to pay a lower alternate cost to sing a song. **Singer** N means "This character can ⟲ to pay the alternate cost of a song card as though they had cost N instead of their normal ink cost."

10.9.2. The standard reminder text for **Singer** is "*(This character counts as cost N to sing songs.)*"

10.9.3. This character counts as cost N only to sing songs and only during the process of playing a card. The character's ink cost doesn't change.

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10.10. Sing Together

10.10.1. The **Sing Together** keyword represents a static ability that allows a player to pay an alternate cost to sing a song with 1 or more of their characters. **Sing Together** N means "Instead of paying the ink cost of this card, you can ⟲ a number of your or your teammates' characters with total ink cost N or greater to play this card without paying its ink cost."

10.10.2. The standard reminder text for **Sing Together** is "*(Any number of your or your teammates' characters with total cost N or more may ⟲ to sing this song for free.)*"

10.10.3. When playing a song using **Sing Together**, add the ink costs of one or more of your ready characters together. If the total meets or exceeds the cost listed for **Sing Together**, the character or characters can sing the song.

10.10.4. When a character sings a song with **Sing Together**, any triggered abilities on it that have the condition "Whenever this character sings a song" occur when the trigger condition is met.

10.11. Support

10.11.1. The **Support** keyword represents a triggered ability. **Support** means "Whenever this character quests, you may add this character's ✪ to another chosen character's ✪ this turn."

10.11.2. The standard reminder text for **Support** is "*(Whenever this character quests, you may add their ✪ to another chosen character's ✪ this turn.)*"

10.12. Ward

10.12.1. The **Ward** keyword represents a static ability. **Ward** means "Your opponents can't choose this card when resolving an effect."

10.12.2. The standard reminder text for **Ward** is "*(Opponents can't choose this character except to challenge.)*"

10.12.3. Effects that don't require the player to choose still affect this character.

Game State Check

Added the following language to sections 1.9.1 and 1.9.2 to clarify how a game state check functions:

1.9.1. There is a set of conditions the game checks for with certain required actions happening when one or more of those conditions is met. This is called a game state check and is made up of two parts: the game state condition and the required action. A game state condition is a specific circumstance the game state can achieve. A required action is what happens in the game when a game state condition is met. The following are the conditions that the game state check looks for and the required action each creates.

1.9.1.1. If a player has 20 or more lore, that player wins the game.

1.9.1.2. If a player attempted to draw from a deck with no cards since the last game state check, that player loses the game.

1.9.1.3. If a character or location has damage equal to or greater than its Willpower ⛊, that character or location is banished.

1.9.2. A game state check is made at the end of every step, after any action or ability is finished resolving, and after each effect in the bag is finished resolving. During a game state check, first check and complete all win and loss conditions and required actions. Then if there are no win or loss conditions met, check and complete all other conditions and required actions. Once all required actions are complete, the game state check repeats until there are no further required actions to complete. Triggered abilities that occurred during this process are then added to the bag to resolve.

1.9.2.1. Any required actions generated from a game state check happen in turn order. If a player would win and lose the game at the same time as a result of the same game state check, that player wins the game.

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Reveal

Added rules text and an example to clarify effects that cause a player to reveal a card or cards:

7.1.10. Some effects instruct the active player to reveal a card or cards. To reveal a card, the player shows the face of the card to all other players in the game. The player can reveal cards only from the group of cards described earlier in the effect.
Example: *The song Look at This Family has an effect that reads, "Look at the top 5 cards of your deck. You may reveal up to 2 character cards and put them into your hand. Put the rest on the bottom of your deck in any order." The cards the player chooses to reveal can only come from the top 5 cards the player looked at. The player can't choose to reveal any cards from any other group of cards.*

Replacement Effects

Added the following language to section 7.7.1 to clarify the timing of replacement effects:

7.7.1. Some effects are considered replacement effects. These effects wait for the stated condition to occur and then partially or completely replace the event as the effect resolves.

Triggered Abilities with Two Conditions

Added rules text and an example to address triggered abilities that have two conditions:

7.4.6. Some triggered abilities are written as, "[Trigger Condition] and [Trigger Condition], [Effect]." These abilities function as having two triggered abilities that are independent of each other but both resolve for the same effect.
Example: *John Silver – Alien Pirate has an ability called Pick Your Fights that reads, "When you play this character and whenever he quests, chosen opposing character gains* ***Reckless*** *during their next turn." The triggered ability occurs when John Silver is played and also when the active player quests with this character. The triggered ability doesn't need both trigger conditions to be true at the same time for it to occur, only one or the other.*

Floating Triggered Abilities

Added rules text and an example to better explain abilities or effects that create a triggered condition that last for a specific duration of time:

7.4.7. Some abilities and effects create a trigger condition that lasts a duration of time where they exist and can occur. These are usually created as the result of a resolving action. They are functional only for the stated duration. Once that duration has passed, the trigger condition ceases to exist. These are known as floating triggered abilities.
Example: *Steal from the Rich is an action that reads, "Whenever one of your characters quests this turn, each opponent loses 1 lore." When Steal from the Rich resolves, it creates the floating triggered ability defined by the card. This exists for the rest of the turn.*

[A] to [B]

Added clarifying language to better simplify and explain this rules construction.

7.1.1. Each clause of a card is a separate effect and/or cost. Each clause is separated by a period.

7.1.2. Cards that list one or more costs or effects in a single clause resolve based on the intervening word.

7.1.2.1. Most cards are written as [A].

Example: "You may have up to 99 copies of Dalmatian Puppy – Tail Wagger in your deck."

7.1.2.2. [A] to [B] – The player must pay the cost described in the first part of the clause [A]. If they're unable to do that, they can't finish resolving the effect in the second part of the clause [B]. The first part of the clause [A] is a cost, not an effect. The second part of the clause [B] is an effect.

Example: *"Banish chosen item of yours to deal 5 damage to chosen character." If the player doesn't have an item in play that they can banish to pay the cost listed in the first part of the clause [A], they can't deal the 5 damage described in the second part of the clause [B].*

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General Updates

- 1.1.6. Added language to clarify the purpose of reminder text.
- 1.2.4. Clarified timing related to choices made as part of an effect.
- 1.6.1.1. Added “or abilities” here to clarify that a keyword can represent more than one ability or effect.
- 1.6.2. Added an example to 1.6.2.
- 6.1.2. Expanded the definition of character and updated the list of character classifications.
- 6.2.4.1.–6.2.4.2. Added text to address characters that have two names.
- 6.3.3.1.–6.3.3.5. Moved the definition of a song to this section from section 10 and modified it to be more technical. Added clarifying reminder text.
- 7.5.2.–7.5.4. Fixed an issue where the process for activating an ability wasn’t explained explicitly.

Quality-of-Life Updates

- 1.10.2.3. Added missing word.
- 3.1.2. Fixed an issue where the two-game format could have been interpreted to include the loser play/draw rule.
- 3.2.1.2. Clarified the rule to match the text regarding required actions in section 1.9.1 and 1.9.2.
- 4.3.4.10. Updated the language for clarity.
- 4.3.6.17. Updated the language to match similar rules.
- 4.3.8.4. Updated the language for clarity.
- 6.1.4. Updated the language for clarity.
- 6.2.9. Updated the text to clarify what happens when a character deals damage equal to its Strength.
- 6.2.10. Updated the language to match similar rules.
- 6.5.5. Updated the language to match similar rules.
- 7.1.5. Corrected spelling mistake in a card name.
- 9.3.1. Updated the example to match the language used in other examples.

Glossary Updates

- character: Updated the language to reference the classification list now in 6.1.2.2.
- deck: Updated language to include other formats.
- game state check: Added clarifying language to align with updates to 1.9.1 and 1.9.2.
- keyword ability: Added language to clarify keywords that represent more than one ability.
- reveal: Added.

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PREVIOUS UPDATE SUMMARY

May 20, 2024

To prepare for the release of *Ursula's Return*, the following updates were made to the *Disney Lorcana* Comprehensive Rules.

- New Keyword Ability: **Sing Together**
- New Rule: Simultaneous Turns
- New Rule: Loops

Sing Together
Added the following rules text:

10.10. Sing Together

10.10.1. Any number of your characters and your teammates' characters with total cost N or more, in any combination, can ⟲ to sing this song for free.

10.10.2. When playing a song using **Sing Together**, add the ink costs of one or more of your ready characters together. If the total meets or exceeds the cost listed for **Sing Together**, the character or characters can sing the song.

10.10.3. When a character sings a song with **Sing Together**, any triggered abilities on it that have the condition "Whenever this character sings a song" occur when the trigger condition is met.

Simulataneous Turns
Added the following rules text and example:

1.10.3. Some multiplayer game formats use simultaneous turns.

1.10.3.1. During a simultaneous turn, all players on the same team progress through the phases and steps of the game at the same time. During the Main Phase, the players can take any turn action they could take normally in any player order they wish. Players must complete one turn action in its entirety before moving to the next turn action.

1.0.3.2. If triggered abilities or effects are added to the bag by multiple players during a simultaneous turn, these triggered abilities or effects are added to the bag by the team as a whole, and the order in which they are resolved is chosen by the team. Otherwise, resolving follows the same rules found in section 8.7, "Bag."

Example: Three players are members of the same team taking a simultaneous turn. During the Ready step of the Beginning Phase, all three players ready their cards at the same time. During the Set step, all three players gain lore from locations they have in play with a ✦ characteristic and then add any effects or abilities that triggered during the Ready step to the bag at the same time. In the Draw step, all three players draw a card from their decks at the same time.

After the game moves into the Main Phase, the players take a simultaneous turn together. The first player wants to put a card into their inkwell. The second wants to quest, and the third has decided to have one of their characters challenge an opposing character. The players can decide the order of these turn actions, but each turn action must be completed in its entirety before the next player can act.

During the End of Turn Phase, the players declare the end of their turn. All triggers are added to the bag at the same time and all "this turn" effects end at the same time.

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Loops

Added the following rules text:

7.1.7. Sometimes a combination of abilities can be repeated indefinitely, called a "loop." If all players are aware of and understand the actions of each iteration of the loop, the player who maintains the loop proposes a specific number of iterations. The game is considered to proceed immediately through those iterations without the player performing each one. Then the game continues and a new action must be taken.

General Updates

- ◊ 4.2.1. Fixed an issue where certain effects could end before intended.
- ◊ 4.3.4.5. and 4.3.4.6. Clarified how the total cost of a card is determined and paid.
- ◊ 4.3.4.9. Added section to clarify the relationship between Singer and total cost.
- ◊ 4.3.4.10. Added section to clarify playing a card "for free."
- ◊ 4.3.8.2. Added section to clarify playing an ability "for free."
- ◊ 7.1.5. Clarified language in the example.
- ◊ 7.1.6. Added section to clarify how to play a card during a resolving effect.
- ◊ 7.1.8. Added section to clarify "up to" in card text.
- ◊ 7.1.9. Added section to clarify "that" in card text.
- ◊ 7.4.4. Added section to clarify triggered abilities with an intervening "if."
- ◊ 7.4.5. Added section to clarify triggered abilities with two effects separated by a period.
- ◊ 7.5.3.–7.5.6. Clarified the steps of paying the cost of an activated ability.
- ◊ 7.8.3. Added section to clarify what happens when a card has a negative Lore value.
- ◊ 10.8.1. Updated language to reference non-ink Shift costs.

Quality-of-Life Updates

- ◊ 1.1.5. Added a hyperlink to the Disney Lorcana TCG Tournament Rules and removed redundant references.
- ◊ 1.4.2. Clarified that teammates aren't opponents.
- ◊ 1.9.6. Moved this language to section 4.3.6.22.
- ◊ 2.1.2. and 3.1.3. Removed redundant language about tournaments in favor of consolidating language in 1.1.5.
- ◊ 4.2.1.1. Added "and in their inkwell." to the section.
- ◊ 4.2.1.1.–4.2.1.4. Reordered.
- ◊ 4.2.1.4. Added "and at the beginning of your turn" to the section.
- ◊ 4.2.2.2. Clarified that gaining lore from a location isn't a triggered ability.
- ◊ 4.3.6.13. Clarified that a negative ✪ value counts as 0 ✪ when dealing damage.
- ◊ 4.3.6.15. and 4.3.6.16. Combined these two entries into section 4.3.6.15.
- ◊ 6.5.6. Corrected the reference to the diagram.
- ◊ 7.1.5 Added "or effect."
- ◊ 8.3.2 and 8.3.4 Combined these two citations into section 8.3.2 and removed section 8.3.4.

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Glossary Updates

- damaged: Added the definition of “undamaged” to the entry.
- “for free”: Added language to include using activated abilities for free. Renamed from “play for free” and moved in the glossary.
- is damaged: Added.
- item: Added detail.
- location: Clarified using an activated ability and added deck limit.
- move cost: Added.
- play: Clarified that playing a card is normally only from the hand.
- play for free: Added language to include using activated abilities. Renamed “for free” and moved up.
- simultaneous turns: Added.
- stack: Added.
- turn action: Added.
- undamaged: Moved to the entry for “damaged.”

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