

Disney Lorcana Pack Rush Rules

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THE RUSH IS ON!

Introducing Pack Rush, a quick, new way to play the *Disney Lorcana* trading card game using just a couple of booster packs! Featuring a faster pace, Pack Rush is the perfect way play between rounds at your local game store, make a game out of opening a booster display at home, or just a fresh way to enjoy *Disney Lorcana* anywhere.

To play, follow these setup instructions:

1. Each player needs two unopened *Disney Lorcana* booster packs. These can be from the same set or a mix of your favorite sets.
2. Determine the first player using any method that's convenient and comfortable for you. Examples include rolling dice, flipping a coin, taking turns naming Disney Princesses until someone can't, etc.
3. Open your booster packs. It's best if you don't look at the cards yet. That way the game can be a surprise for everyone.
4. Set aside the marketing/puzzle cards. You'll need them later.
5. Shuffle all the cards from your two booster packs together, again taking care not to look at them. There is no rule against mixing ink types in Pack Rush—you can play with them all!
6. Set your lore tracker to 0.
7. Draw 5 cards for your starting hand. If you want to alter your hand, you can do that now.
8. Remember those two marketing/puzzle cards you set aside? Alakazam—they're ink cards! Put them into your inkwell in the ready position. You start the game with 2 ink ready to go!

Once these steps are completed, the game begins. From this point on, Pack Rush uses the normal *Disney Lorcana* rules (which you can find [here](#)), with a couple of important exceptions:

- The first player to reach **15 lore** or more wins the game.
- If you need to draw and you've run out of cards in your deck, shuffle your discard and place it facedown as your new deck.

For even more adventure, try drawing your two booster packs at random from a mix of different sets—or developing your own takes on this fast-paced version of the game. When it comes to creativity in *Disney Lorcana*, the sky's the limit. Good luck, Illumineers!