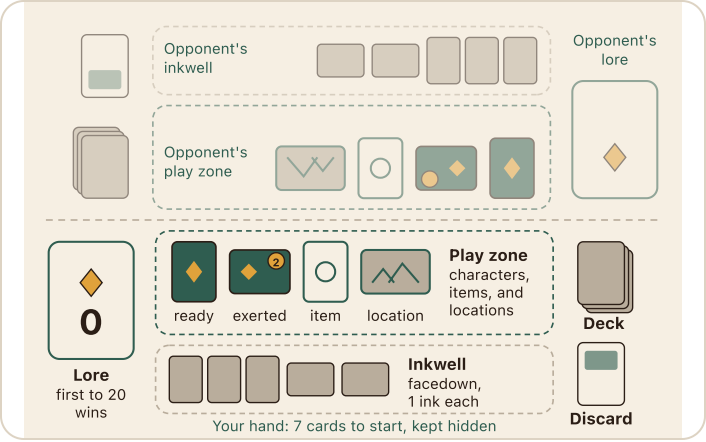
THE LUDARIUM · TEACH SHEET

Teach Disney Lorcana in ten minutes

2 (3 or more with the multiplayer rules) players · About 20 to 30 minutes a game · Ages 8 and up

The goal: Be the first to reach 20 lore, mostly by sending your characters on quests.



On your turn

1. Ready: turn all your cards and ink upright.
2. Set: new characters are dry now; gain lore from your locations.
3. Draw 1 card. The first player skips this on turn one.
4. Once per turn, put a card with the inkwell symbol facedown in your inkwell.
5. Play cards by exerting ink equal to their cost.
6. Quest: exert a dry character to gain its lore.
7. Challenge: exert a dry character to fight an exerted opposing character.
8. Sing a song free by exerting a dry character with enough cost.

Three tips for your first game

1. Put a card in your inkwell almost every turn, especially early.
2. Anything you exert can be challenged on your opponent's turn.
3. Watch your opponent's lore. Near 20, challenge their best questers.

Setup

1. Pick the starting player at random, with a coin or a die.
2. Shuffle your 60-card deck and offer your opponent a cut.
3. Set your lore tracker to 0 and draw 7 cards.
4. Mulligan once: put any cards on the bottom, draw back to 7, shuffle.
5. Keep your inkwell behind the space where your characters will go.

Scoring

- A quest gains lore equal to the character's lore value.
- Locations give you their lore at the start of your turn.
- In a challenge, each character deals damage equal to its Strength.
- Damage stays. Damage equal to its Willpower or more banishes the character.
- Each ink drop pays 1 ink, then leaves the game.

Game end: You win the moment you reach 20 lore. A player who ends their turn with no cards left in their deck loses.

Free course: theludarium.com/academy/lorcana/

Unofficial. Not affiliated with or endorsed by Ravensburger or Disney. Disney Lorcana is published by Ravensburger, an official licensee of Disney. Disney characters and names are trademarks of Disney. Rules as of the Disney Lorcana TCG Comprehensive Rules, version 2.3.0 (effective October 16, 2026, for Hyperia City).