

# Archazia's Island *Unofficial* Set Notes

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(Updated 3/17/25 to reflect CRD changes on 2/28/25 & more)

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As always, a huge thank you to the Rules Advisors on the [Lorcana Rulebook Hub Discord](#) for helping to collate questions and proofread the Set Notes!

## Table of Contents

[General Rules Updates/Clarifications](#)

-

[New Keywords](#)

-

[General Rules Questions](#)

-

[Specific Character Questions](#)

-

[Specific Item Questions](#)

-

[Specific Action/Song Questions](#)

-

[References](#)

## General Rules Updates/Clarifications

Q: How do “if you do” effect clauses know if they should resolve? ([Ref. 1.1.](#))

A: Effects that start with “if you do” look to see if the effect in the previous clause was completed exactly as described. If that first effect was not done *or was replaced by something else*, the “if you do” check fails and the following effect cannot be done. The current rules do not cover this conditional, so expect it to be added in a future update.



Q: How do “once during your turn” abilities work with “may” effects? Do I lose the chance to resolve an effect if I don't do it the first time? ([Ref. 1.2.](#))

A: “Once during your turn” abilities will continue to trigger and go in the bag until all the effects are resolved. For mandatory abilities this will always be the first time the ability triggers, but for “may” abilities you will continue to get the opportunity to resolve the effect until you actually choose to do so. The current rules do not cover this conditional, so expect it to be added in a future update.

Q: How do Belle/Scrooge's “play for free” abilities really work? ([Ref. 1.3.](#))

A: Belle and Scrooge both have activated abilities that can be used on your turn while they are still in your hand. The rules do not currently allow for activated abilities that can be used from hand, so expect this to be added in a future update.





Q: Can I arrange my inkwell to help me remember which cards I have inked, and where they are? ([Ref. 1.4.](#))

A: Yes. You are allowed to arrange your inkwell in any manner you choose, as long as the status (ready or exerted) of all the cards is clear to all players.

Q: What is “a stack” in Lorcana? How can cards be “under” or “on top of” other cards? ([Ref. 1.5.](#))

A: The 2/28/25 update to the Comprehensive Rules Document (CRD) added new definitions for these terms, although some were previously defined in the glossary. Currently, the only mechanic that uses “stacks” of cards is the Shift mechanic, so these terms only apply to characters played by Shifting.

Q: Are characters with strength values reduced below zero counted as having zero strength? ([Ref. 1.6.](#))

A: Yes. The 2/28/25 update to the Comprehensive Rules Document (CRD) corrected an oversight in the previous CRD. Until this revision, characters with negative strength *only* counted as having zero strength for the purposes of determining damage. That has now been correctly expanded to all circumstances with the exception of applying new modifiers. Negative strength values are now *always* counted as zero unless you’re changing the strength again. Yokai now works as intended with his stolen Microbots.

## New Keywords



Q: What is “Vanish”? ([Ref. 2.1.](#))

A: “Vanish” is a new keyword on characters that acts to balance particularly strong character stats. When a character with “Vanish” is chosen by an opponent’s action card effect, that character is banished. It is a triggered ability and uses the bag like any other triggered ability.

Q: What if a character with “Vanish” leaves play before the trigger is resolved? ([Ref. 2.2.](#))

A: If the character with “Vanish” leaves play after being chosen by an action card effect, such as *Let It Go* or *Mother Knows Best*, then “Vanish” will resolve to no effect.

Q: Do “Universal Shift” and “Puppy Shift” trigger abilities that occur when something is played using “Shift”? ([Ref. 2.3.](#))

A: Yes! “Universal Shift” and “Puppy Shift” are just special kinds of Shift, so they still trigger any ability that refers to “Shift” in its text.

Q: If I shift Baymax - Giant Robot onto a character with a triggered ability, like Bucky - Squirrel Squeak Tutor, can that triggered ability go into the bag before it is covered up? ([Ref. 2.4.](#))

A: Yes! Baymax would be considered played as soon as his cost is paid, and *just* before he is put into the Play Zone on top of Bucky. Bucky’s ability, *Squeak*, would trigger right then and go into the bag to be resolved after playing Baymax is completed.





## General Rules Questions

Q: Does paying for a song with ink mean it's not being played as a song?  
([Ref. 3.1.](#))

A: No. No matter how you pay to play a song card, it is still a song. The characters in this set that refer to playing an "action that isn't a song" only mean actions that do not also have song in their classifications.



## Specific Character Questions

### Baymax - Giant Robot

Q: If I use Universal Shift to play Baymax on top of a character that has 5 damage, will Baymax be banished? ([Ref. 4.1.](#))

A: Yes. There is a Game State Check (GSC) that will occur after playing Baymax and before the Bag is checked to resolve his triggered ability, *Functionality Improved*. This means he will be banished by that GSC before you can remove any damage counters from him.



### Belle - Apprentice Inventor



Q: Does the Item banished for *What a Mess* need to have a banish ability? ([Ref. 4.2.a.](#))

A: No. The ability on the item does not matter for *What a Mess*. In fact, if the banished Item *did* have an activated ability, that ability could not be used since the item was not banished for the purpose of paying the cost of that ability. It was only banished to pay for *What a Mess*.

A2: Note that items with abilities that *trigger* when they are banished, such as *Unconventional Tool*, would still have their triggered abilities go in the bag if banished to pay for *What a Mess*.

Q: When I banish an Item to play Belle for free, can I play all the Belles that are in my hand? ([Ref. 4.2.b.](#))

A: No. Because *What a Mess* is an activated ability, you must pay the cost for each copy of the ability you wish to activate by taking the "Use Activated Abilities" turn action for each one individually.

Q: Can I use Belle's ability *What a Mess* to banish an item while she is already in play? ([Ref. 4.2.c.](#))

A: No. While using Belle's ability while she is in play is not specifically prohibited by the rules, it is not intended. We have a special ruling to clarify that *What a Mess* may only be activated while Belle is in your hand.

## Bolt - Superdog

Q: Can I play Lilo - Escape Artist during my Set Step to gain an additional lore when Bolt readies at the start of my turn? ([Ref. 4.3.](#))

A: Yes! While Bolt's ability, *Mark of Power*, is triggered during the Ready Step, it is not resolved until the Set Step. This is the same timing as Lilo's triggered ability, so they can be resolved in the order that allows you to have Lilo in play before counting your undamaged characters for *Mark of Power*.



## Donald Duck - Flustered Sorcerer



Q: Does my opponent need *exactly* 25 lore to win? ([Ref. 4.4.a.](#))

A: No, *Obfuscate!* is intended to change the opponent's win condition to 25 lore *or more* while Donald Duck remains in play.

Q: What happens if Donald is banished when my opponent has between 20 and 25 lore? ([Ref. 4.4.b.](#))

A: Your opponent would win during the next game state check. If multiple opponents meet the criteria, whichever is first in turn order starting from the active player would be the winner.

Q: Do multiple Donalds stack their effect? ([Ref. 4.4.c.](#))

A: No. Thank goodness.

## Elsa - Ice Maker

Q: Can I choose an already exerted character for *this* Elsa's ability? ([Ref. 4.5.](#))

A: Yes, you can. *However*, doing so means the character did not become exerted with this ability, and the second effect of making them unable to ready at the start of their next turn *will not* resolve even if you have a character named Anna in play. The words "if you do" on the second effect require the first effect to be resolved exactly as the effect describes in order for the second effect to resolve at all.



## Fa Zhou - War Hero



Q: Does Fa Zhou have to be in play during both challenges in order for *Training Exercises* to trigger? ([Ref. 4.6.a.](#))

A: No. *Training Exercises* will trigger when the second challenge of your turn is declared, even if he was not in play to see the first one.

Q: Will Fa Zhou's ability trigger if he is played after the second challenge has already occurred that turn? ([Ref. 4.6.b.](#))

A: No. Fa Zhou must be in play when the second challenge occurs. If he misses that one, he misses his opportunity, even if other challenges happen while he is in play.

Q: Do the challenges both need to be from/against the same character or location? ([Ref. 4.6.c.](#))

A: No. Fa Zhou does not care who challenged or what was challenged. Only that the second challenge has been declared.



## Gantu - Experienced Enforcer

Q: Does Gantu affect cards that I play? ([Ref. 4.7.a.](#))

A: Yes. Both of Gantu's abilities apply their effects to all players.

Q: If an action or item is played "for free", is the 2 ink from *Don't Get Any Ideas* included? ([Ref. 4.7.b.](#))

A: Playing a card "for free" means that you don't pay any ink costs at all. Even ones added by other abilities or effects. Gantu does not affect how much you pay for something played "for free".



## Heihe - Expanded Consciousness

Q: Is this the greatest Lorcana card of all time? ([Ref. 4.8.](#))

A: Yes.

## Kronk - Laid Back

Q: Can I still pay for abilities that require me to discard cards as part of the cost while Kronk is in play? ([Ref. 4.9.a.](#))

A: Yes! *I'm Lovin' This* only applies to the effect portion of an ability. If the ability has a cost that includes discarding, you must still discard, such as for Madam Mim - Truly Marvelous or to resolve Twin Fire's second effect. Cards such as Sudden Chill would have their effect prevented if it was attempting to make you discard.



Q: What about if I play Megara - Captivating Cynic while Kronk is in play? ([Ref. 4.9.b.](#))

A: Megara is banished. Kronk prevents you from being able to discard a card in order to keep her in play.



## Lady Tremaine - Bitterly Jealous



Q: Can I activate *That's Quite Enough* if there are no damaged characters in play? What happens if I do? ([Ref. 4.10.](#))

A: You can activate the ability when there are no damaged characters in play, as the only cost is to exert Lady Tremaine. If you do so, no characters will return to any player's hand, but each of your opponents will still have to discard a random card.

A2: Remember, though - if there *is* a valid choice, you must choose it. Even if it is your own character! That part of the ability is not optional.

## Maid Marian - Badminton Ace

Q: If one of my Ally characters is dealt damage, but has Resist that reduces it to 0 damage dealt, does *Good Shot* still trigger? ([Ref. 4.11.](#))

A: No. If Resist reduces an instance of damage to zero, then no damage is considered to have been dealt. *Good Shot* will not trigger if no damage is dealt.



A2: Note that this also includes moving damage and putting damage counters - neither of those effects “deal” damage, and do not trigger *Good Shot*.

## Mickey Mouse - Inspirational Warrior



Q: Does Mickey need to survive the challenge in order to play a character for free? ([Ref. 4.12.](#))

A: No. Even if Mickey is banished in the challenge, if he banishes the opposing character then *Stirring Spirit* will trigger and get to resolve. Mickey does not need to remain in play.

## Mother Gothel - Vain Sorceress

Q: Can *Now You've Upset Me* move a damage counter that was dealt in the challenge that triggered the ability? ([Ref. 4.13.a.](#))

A: No. Mother Gothel's ability resolves after the challenge has been declared, but *before* the Challenge Damage Step has dealt any damage to characters.

Q: What happens if the moved damage counter causes one of the characters in the challenge to be banished? ([Ref. 4.13.b.](#))



A: Remaining abilities are resolved from the bag, and then the challenge ends. It is an open question whether Gothel “gets credit” for banishing the character - stay tuned for updates!



## Pepa Madrigal - Sensitive Sister



Q: If I sing a song with Sing Together, do I get a lore for each character that sang? ([Ref. 4.14.](#))

A: No. Because *Clear Skies, Clear Skies* specifies "one or more" characters, singing a song with Sing Together would only ever grant one lore.

## Pepper - Quick-Thinking Puppy

Q: Can Pepper's ability put herself in the inkwell when she is banished? ([Ref. 4.15.](#))

A: Yes! Pepper is a puppy character, and her ability would trigger when she is banished. If you wish, you can put her into the inkwell.



## Pete - Space Pirate



Q: Does Pete get Resist +1 from *Frightful Scheme* when he challenges? ([Ref. 4.16.](#))

A: Yes! Pete is exerted before the challenge occurs, so he would immediately gain Resist +1 at that point and have it for the entirety of the challenge (and beyond).



## Pongo - Dear Old Dad

Q: What happens if some of my ink is exerted when I resolve Pongo's ability? ([Ref. 4.17.](#))

A: If you look at your inkwell and find that a Puppy was one of the cards you exerted, you can play that character for free and keep the same amount of ready ink - congratulations!

A2: If you are playing with ink tokens, you must select which cards from your *real* ink pile are the exerted ones before looking at your inkwell.



## Queen of Hearts - Unpredictable Bully



Q: If I shift a character onto Queen of Hearts, will it get a damage counter put on it? ([Ref. 4.18.a.](#))

A: Yes. Playing a character onto Queen of Hearts with Shift counts as "playing another character". It doesn't matter that she will herself be covered up by that character when the ability resolves.

Q: Does Resist or Ward prevent *If I Lose My Temper...* from putting a damage counter on a character? ([Ref. 4.18.b.](#))

A: No. Resist does not reduce placed damage counters, as they are not "dealt", and *If I Lose My*

*Temper...* does not "choose" a character so does not interact with Ward.

## Ratigan - Nefarious Criminal

Q: If I sing Try Everything with Ratigan and ready him, does *A Marvelous Performance* give me any lore? ([Ref. 4.19.](#))

A: Yes! *A Marvelous Performance* triggers and goes in the bag whenever an action is played while Ratigan is exerted. Since you have to exert him to pay the cost of the song before it is played, this condition is met. Resolving the effect of Try Everything does ready Ratigan after that, but the ability does not care if he remains exerted until it resolves. You get the lore!



## Scrooge McDuck - Resourceful Miser



Q: Do the items exerted for *Put It To Good Use* need to have an exert ability? ([Ref. 4.20.a.](#))

A: No. The abilities on the items do not matter for *Put It To Good Use*. In fact, if any of the items exerted *did* have an exert ability, it would not be used since they were not exerted for the purpose of paying the cost of that ability - only Scrooge's.

Q: Can I “exert” items that are already exerted to pay the cost of *Put It To Good Use*? ([Ref. 4.20.a.](#))

A: No. If you are not able to do what a cost requires you to do, then you cannot pay that cost. And you cannot exert an item that is already exerted.

Q: Can I use Scrooge's ability *Put It To Good Use* to exert items while he is already in play? ([Ref. 4.20.b.](#))

A: No. While using Scrooge's ability while he is in play is not specifically prohibited by the rules, it is not intended. We have a special ruling to clarify that *Put It To Good Use* may only be activated while Scrooge is in your hand.

## Snow White - Fairest in the Land

Q: What happens if I give Snow White Bodyguard?  
([Ref. 4.21.](#))

A: Bodyguard only affects opposing characters that are able to challenge the character with the keyword - no characters can challenge Snow White, so Bodyguard would not have any effect.



## Te Kā - Elemental Terror



Q: Does *Ancient Rage* banish characters that are already exerted when she is played (or when my turn begins)? ([Ref. 4.22.](#))

A: No. "Is exerted" in the text of *Ancient Rage* refers to the event of going from the Ready position to the Exerted position. You also cannot "re-exert" an already exerted character.

A2: Notably, this also excludes characters that enter play exerted (if they happen to be played on your turn). Cards like *Sleepy - Nodding Off* do not go from Ready to Exerted, they simply enter play already sideways.

## The Queen - Jealous Beauty

Q: Can I move fewer than three cards from my opponent's discard if that's all they have? ([Ref. 4.23.](#))

A: No. In order to resolve *No Ordinary Apple* fully, you must move exactly three cards to the bottom of the deck. If you cannot move three cards, you cannot move any (and, of course, you won't gain any lore).





## Specific Item Questions

### Devil's Eye Diamond



Q: Does Devil's Eye Diamond need to have been in play when one of my characters was damaged? ([Ref. 5.1.a.](#))

A: No. *The Price of Power* will resolve successfully if one of your characters was dealt damage at any time during this turn, even before Diamond was played.

Q: Does the character that was damaged need to still be in play when Devil's Eye Diamond's ability is activated? ([Ref. 5.1.b.](#))

A: No. *The Price of Power* will resolve successfully even if the character that was damaged has been banished.

Q: Does moving damage counters to or putting damage counters on one of my characters make *The Price of Power* able to resolve and give me lore? What about characters that enter play with damage counters? ([Ref. 5.1.c.](#))

A: No. Only damage having been "dealt" will allow *The Price of Power* to resolve successfully. Moving damage counters and putting damage counters do not count as "dealing" damage. Characters that enter play with damage counters also do not count as having been dealt damage.

### Maurice's Machine

Q: Can I banish Maurice's Machine at any time? ([Ref. 5.2.](#))

A: No. Maurice's Machine must be banished by another ability, like Hiram Flaversham - Toymaker's *Artificer*.





## The Glass Slipper



Q: How many copies of The Glass Slipper can I play in Draft/Sealed? ([Ref. 5.3.a.](#))

A: No more than two.

Q: Can I banish The Glass Slipper to use *Search the Kingdom* if I don't have a Prince character to exert? Or if my Prince character is drying? ([Ref. 5.3.b.](#))

A: No. Banishing the slipper and exerting a Prince character is the cost to activate *Search the Kingdom*. You cannot only pay part of a cost - you must pay costs in their entirety.

Remember that drying characters cannot exert to pay costs that use the exert symbol.

## Unconventional Tool

Q: Can I banish Unconventional Tool at any time? ([Ref. 5.4.](#))

A: No. Unconventional Tool must be banished by another ability, like Hiram Flaversham - Toymaker's *Artificer*.



## Specific Action/Song Questions

### All Is Found



Q: Can I place the copy of All Is Found that I just played into the inkwell when I resolve its effect? ([Ref. 6.1.](#))

A: No. While a played action card is resolving, it is not in any zone, and does not enter the discard pile until its effect is completely resolved. When you are choosing cards from the discard to put into the inkwell, All Is Found is not there to be chosen.

### Ink Geyser

Q: How do I determine which cards stay in the inkwell? Do the inkwell cards have to be shuffled? ([Ref. 6.2.](#))

A: Which cards stay in the inkwell must be determined randomly, but shuffling is not *necessarily* required. Dice can be used to determine which cards to move to the hand without shuffling their order, for example, but any method that is acceptable to both players can be used. If players cannot agree on a method to determine the random cards, a judge can be called in tournament settings to do so for you.



## Restoring Atlantis



Q: Are characters that are played after Restoring Atlantis able to be challenged? ([Ref. 6.3.](#))

A: No. Restoring Atlantis essentially applies an effect to the player, which protects all characters they have in play. The characters do not need to have been in play when Restoring Atlantis resolved.

## So Much To Give

Q: If I give a drying character Bodyguard with So Much To Give, can I exert them? ([Ref. 6.4.](#))

A: No. The character gaining Bodyguard must already be in play to be chosen for the effect of So Much To Give - it is too late to use the "enter play exerted" effect that Bodyguard usually has.



## The Return of Hercules



Q: How do my opponent and I resolve this card in the correct order? ([Ref. 6.5.](#))

A: Starting with the active player, each player chooses and reveals a character card that they wish to play (if any - it is optional). Yes, that means your opponent will see what you're choosing to play before they make their choice. Then all revealed characters will be played in turn order, before finally resolving any triggered abilities as is usually done - in turn order, with each player choosing the order of resolution of their own abilities.

Q: What if we both play Maleficent - Dragon? ([Ref. 6.5.](#))

A: Both Dragons would enter play and trigger when they do so, adding their abilities to the bag. Then each player would get to resolve the banish effect even if the active player chose to banish the opposing Maleficent, since her ability doesn't care if she remains in play and will still resolve.





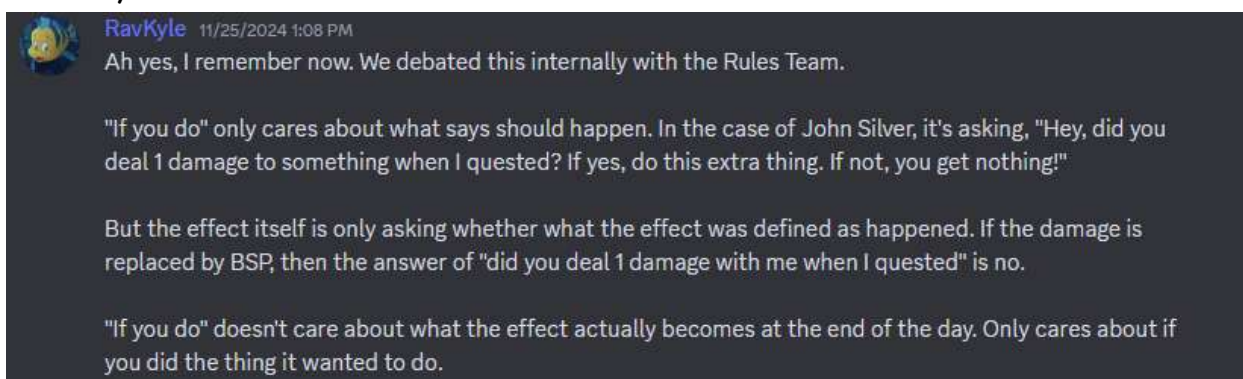
## References

Note: All Discord links will be to the Official Disney Lorcana TCG Server, which you will need to join in order to view those references in their original context. You can join the server at [this link](#).

Both "RavKyle" and "RAV\_Kyle" are Kyle Gorbski, the Disney Lorcana Rules Manager - pre and post username update.

## General Rules Updates/Clarifications

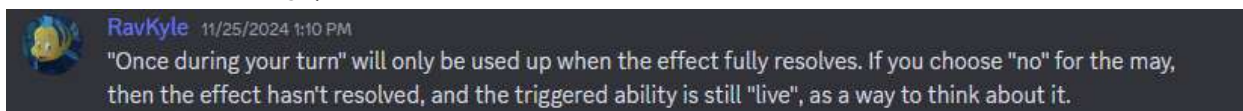
### 1.1. - "If you do":



A screenshot of a Discord message from user RavKyle, dated 11/25/2024 at 1:08 PM. The message explains the "If you do" rule. It states that the rule only cares about what was intended to happen, not what actually occurred. For example, if an effect asks "did you deal 1 damage" and the player says "yes", the effect proceeds. If the player says "no", the effect does not proceed, even if damage was dealt. The message also notes that the effect itself only asks whether the defined event happened, and if replaced by a different effect (BSP), the answer to the original question is "no". Finally, it states that "If you do" doesn't care about the final outcome of the effect, only about whether the player intended to do it.

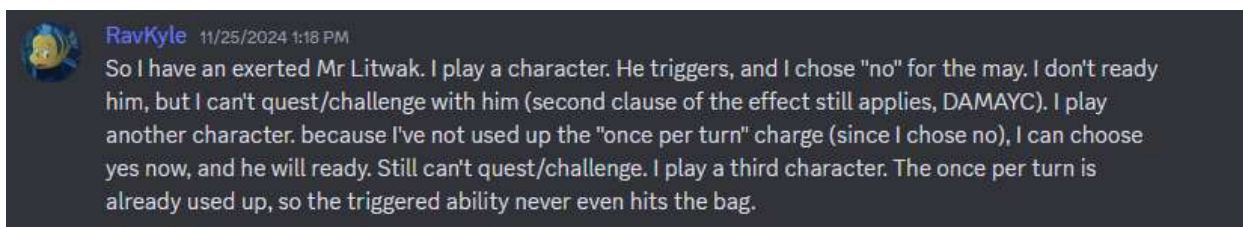
[Discord Reference Link](#)

### 1.2. - "Once during your turn"



A screenshot of a Discord message from user RavKyle, dated 11/25/2024 at 1:10 PM. The message explains the "Once during your turn" rule. It states that this rule is only used up when the effect fully resolves. If a player chooses "no" for a may effect, the effect has not resolved, and the "once during your turn" charge is still "live", meaning the player can still choose to do it later in the turn.

[Discord Reference Link 1](#)



A screenshot of a Discord message from user RavKyle, dated 11/25/2024 at 1:18 PM. The message provides a scenario for the "Once during your turn" rule. It describes a player who has an exerted Mr Litwak. They play a character that triggers an effect with a "once per turn" charge. The player chooses "no" for the may effect, so the charge is not used up. They then play another character, and the effect still applies because the charge was not used. Finally, they play a third character, and the effect is no longer available because the charge was used up in the previous step.

[Discord Reference Link 2](#)

### 1.3. - Belle/Scrooge Abilities



RAV\_Kyle 2/20/2025 12:26 PM

Will confirm: Belle/Scrooge function like activated abilities from your hand, not alt. costs.

In short, the main difference is that an alt. cost is explicit in you are doing something *instead of* paying the ink, so it looks to do check during that part of the playing a card process. Belle/Scrooge are abilities that use the "[A] to [B]" construction.

I realize this may be confusing at first, especially when compared directly to the reminder text of things like songs, but our CR is clear on what singing/shifting are defined as in terms of being an Alt. Cost.

I am looking at how I can improve the language for the future though to reduce that confusion, since I do acknowledge it exists and I understand where it comes from!

#### [Discord Reference Link](#)

### 1.4. - Arranging Inkwell

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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."

### 1.5. - Stacks

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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."

Reference 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."

Reference 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."

Reference 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.”

## 1.6. - Negative Strength

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 7.8.2.

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

## New Keywords

### 2.1. - Vanish General

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 10.12. and subsections

- 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.””

### 2.2. - Vanish Leaving Play

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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.”

### 2.3. - Universal/Puppy Shift Triggers

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 10.8.7. and subsections

- 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.”

## 2.4. - "Covered" Triggers

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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."

## General Rules Questions

### 3.1. - Paying for a Song With Ink

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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)."

## Specific Character Questions

### 4.1. - Banishing Baymax

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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."

Clarifying note:

- The turn action of "playing the card" is what is causing a Game State Check to occur in order to banish Baymax before his ability resolves. It is not 100% clear that GSCs occur after turn actions and before the Bag is resolved, so expect this to be clarified in the future.



#### 4.2.a. - Banishing items for Belle

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 7.5. and subsections

- 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."

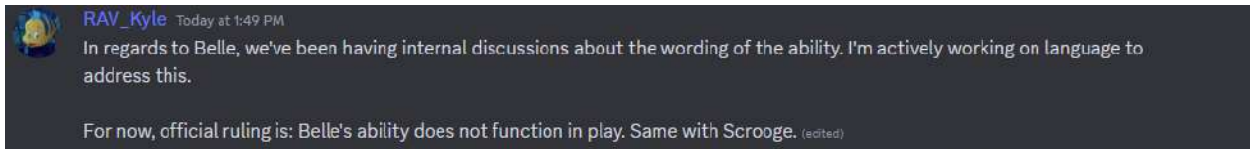
#### 4.2.b. - Playing Multiple Belles

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 7.5. and subsections

- 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.""
- 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."

#### 4.2.c. - Using Belle in Play



#### [Discord Reference Link](#)

Note: Screenshot has been edited to remove unrelated information. Check link for full context.

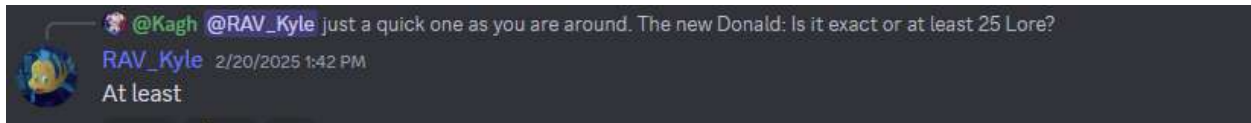
#### 4.3. - Playing Lilo with Bolt

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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."

#### 4.4.a. - 25 Lore or more



#### [Discord Reference Link](#)

#### 4.4.b. - Banishing Donald

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 1.9. and subsections

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

#### 4.4.c. - Stacking Donald

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 1.2.1.

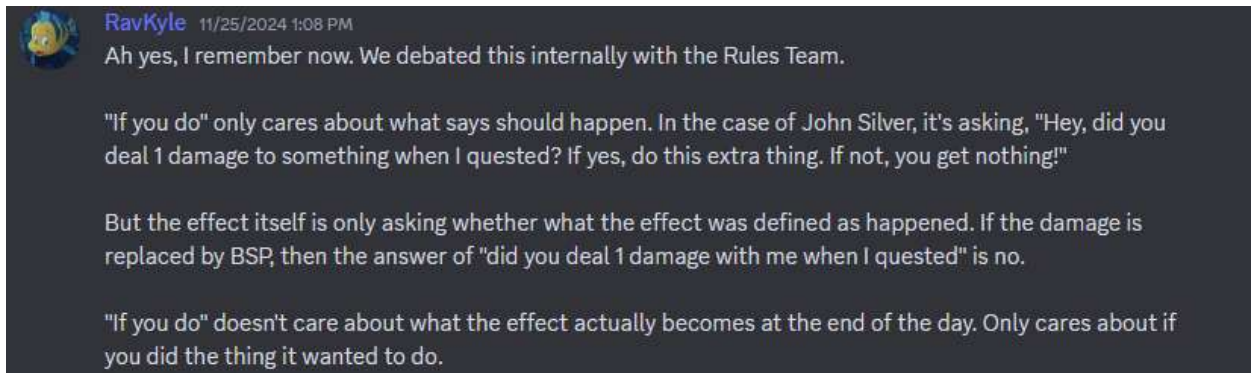
- "If the text of a card contradicts a game rule, the card effect supersedes that rule."

#### 4.5. - Elsa + Exerted Character

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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)."



#### [Discord Reference Link](#)

#### 4.6. Fa Zhou Triggers

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 7.4.1.

- “Triggered abilities occur when their trigger condition is met. They trigger only once per trigger condition that is met.”

#### 4.7.a. Gantu Players

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 1.2.1.

- “If the text of a card contradicts a game rule, the card effect supersedes that rule.”

#### 4.7.b. Gantu + “For Free”

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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.”

#### 4.8. - Heihei

Self-evident.

#### 4.9.a. - Kronk + Costs

Disney Lorcana Comprehensive Rules (2/28/25)

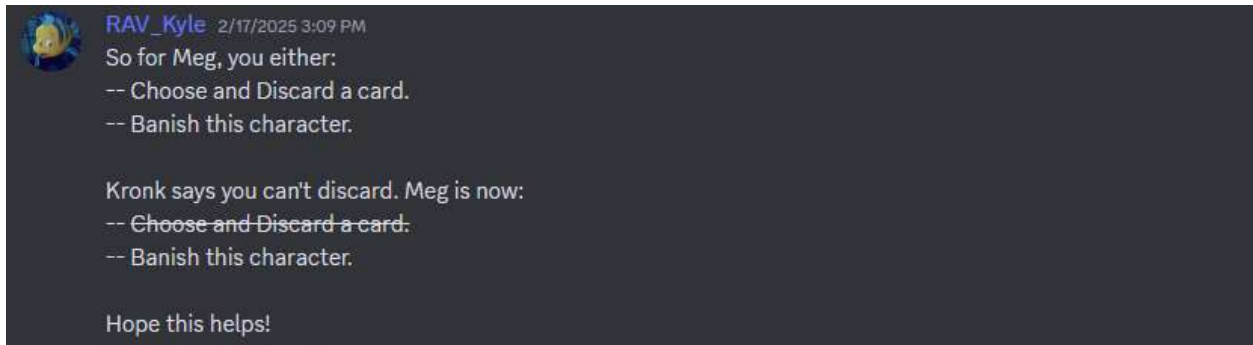
Reference 7.1.2.2.

- “[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.”

Reference 7.5.1.

- “Activated abilities are abilities that a player chooses to use. They are normally written as [Cost] — [Effect].”

## 4.9.b. - Kronk + Megara



### [Discord Reference Link](#)

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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.”

## 4.10. - Tremaine + No Characters

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 7.5.3.3.

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

## 4.11. - Maid Marian + Resist

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 10.6.3.

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

Reference 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).”

Reference 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.”

## 4.12. - Mickey is Banished

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 7.4.1.

- “Triggered abilities occur when their trigger condition is met. They trigger only once per trigger condition that is met.”

#### 4.13.a. - Gothel's Damage Moving

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 4.3.6.11.

- "Seventh, effects that would trigger are added to the bag."

Reference 4.3.6.12.

- "Eighth, once all effects in the bag have resolved, each character deals damage equal to their Strength {S} 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."

#### 4.13.b. - Gothel's Damage Banishing

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 4.3.6.22.

- "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)."

#### 4.14. - Pepa Singing Together

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 7.4.1.

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

#### 4.15. - Pepper Inking Herself

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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."

#### 4.16. - Pete's Self-Resist

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 4.3.6.8.

- "Fourth, the challenging player exerts the challenging character."

Reference 4.3.6.9.

- "Fifth, the challenge occurs."



## 4.17. - Pongo's Inkwell



RAV\_Kyle 2/18/2025 12:05 PM

You got it! Lilo has already been paid for, so if one of the exerted ink cards is a Puppy, since it's for free which I totally knew beforehand and didn't need to phone a friend to know because I am awesome and perfect in my card and rules knowledge, you won't have to "repay" for Lilo!

### [Discord Reference Link 1](#)



RAV\_Kyle 2/18/2025 11:51 AM

We actually cleared this situation with OP recently.

If you have exerted ink when you are allowed to look at your inkwell and you are using Ink Tokens as placeholders, you have to declare which ink cards are exerted **before** you look at the cards.

This gets it as close as it can to the state if you were just using the inkwell normally. You can arrange the inkwell however you like, so if you want to try and keep mental track of where you've inked your puppies, go for it.

### [Discord Reference Link 2](#)

## 4.18.a. - Shifting onto QoH

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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."

Reference 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."

## 4.18.b. - QoH + Resist/Ward

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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)."

Reference 10.12.3.

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

#### 4.19. - Singing with Ratigan

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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.”

Reference 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.”

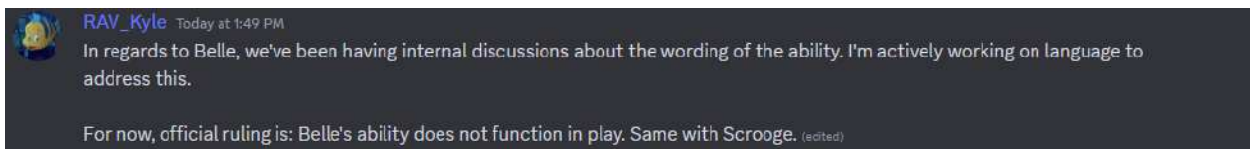
#### 4.20.a. - Scrooge and Items

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 7.5. and subsections

- 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.”
- 7.5.3.3. - “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.”

#### 4.20.b. - Using Scrooge in Play



#### [Discord Reference Link](#)

Note: Screenshot has been edited to remove unrelated information. Check link for full context.

#### 4.21. - Bodyguard Snow White

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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.””

#### 4.22. - “Is exerted”

Disney Lorcana Comprehensive Rules (2/28/25)

Reference Glossary Entry “Exert”

- “To turn a card sideways, such as to quest, challenge, or pay the cost of a card or ability. Some abilities use the {E} 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 {E}.”

Clarifying note:

- The rules do not do a great job of explaining the difference between “exerted” as an event and “exerted” as a condition. However, because this ability uses “is exerted” as a trigger condition it must be an event in order to work in context.

#### 4.23. - Paying Partial Costs



RavKyle 11/18/2024 1:11 PM

No, costs must always be paid in full. There's no "partial payment" avenue here. [A] **must** be paid in the effect. If the player can't do that, then they get nothing.

Because this is "may" then the player can choose whether they want to pay or not, but if they choose to pay, they have to pay everything. If they can't, they get nothing. And there's no allowance for "partial payments" for no effect either.

[Discord Reference Link](#)

## Specific Item Questions

### 5.1.a+b. - Diamond Timing

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 7.5.1.

- “Activated abilities are abilities that a player chooses to use. They are normally written as [Cost] — [Effect].”

Clarifying note:

- The reason Devil’s Eye Diamond can “miss” damage being dealt and still resolve is that it’s an activated ability and not a trigger. It just checks to see if something happened when you choose to use it. This is not well explained in the rules.

### 5.1.c. - Diamond + Damaging?

Disney Lorcana Comprehensive Rules (2/28/25)

Reference Glossary Entry “is/was damaged”

- “is/was dealt damage”

Reference 10.6.3.

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

Reference 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).”

Reference 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.”

Reference 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.”

Reference 7.7.3.

- “Abilities that read, “This character enters” or “This character may enter” are replacement effects.”

## 5.2. - Banishing Maurice

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 7.4.1.

- “Triggered abilities occur when their trigger condition is met. They trigger only once per trigger condition that is met.”

Clarifying note:

- Maurice’s Machine has a triggered ability, not an activated ability that you can choose to use.

## 5.3.a. - Limited Slippers

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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.”

## 5.3.b. - Slipper Costs

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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.””

Reference 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.”

Reference 4.2.2.1.

- “Characters that are in play are no longer “drying” and will be able to quest, challenge, or {E} to pay costs for activated abilities or song cards.”

## 5.4. - Banishing Tool

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 7.4.1.

- “Triggered abilities occur when their trigger condition is met. They trigger only once per trigger condition that is met.”

Clarifying note:

- Unconventional Tool has a triggered ability, not an activated ability that you can choose to use.



## Specific Action/Song Questions

### 6.1. - Where is it?

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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.”

### 6.2. - Randomness

Disney Lorcana Comprehensive Rules (2/28/25)

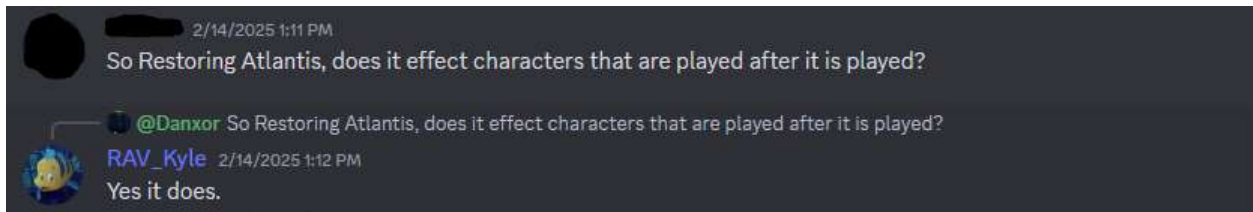
Reference 3.1.2.

- “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.”

Clarifying note:

- Lorcana’s rules do not specify how to randomize anything outside of selecting the first player of a game, so this question is more defined by the lack of guidance than anything explicit.

### 6.3. - Protection from Challenges



[Discord Reference Link](#)

#### 6.4. - Giving Bodyguard

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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.””

Reference 7.7.4.

- “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.”

#### 6.5. - Resolving Hercules

Disney Lorcana Comprehensive Rules (2/28/25)

Reference 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.”

Reference 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.”

Reference 7.4.1.

- “Triggered abilities occur when their trigger condition is met. They trigger only once per trigger condition that is met.”