

EARNING LORCANA LEAGUE POINTS

One of the key differences between League play and tournaments is the different ways players can earn points toward prizes.

Here is a list of suggested *Lorcana* League activities and points to be awarded. Keep track of these points by adding point stickers to the League poster whenever points are earned (max 10 points per week).

Required Point Awards

- ♦ Sign up for a League round.....1 point
- ♦ Win a match.....2 points
- ♦ Lose a match.....1 point

Recommended Point Awards

- ♦ Teach someone how to play *Lorcana* in the store.....2 points
- ♦ Bring someone new to play in the League.....1 point

Other Options (1 point each)

- ♦ Wear something with a favorite animated Disney character on it
- ♦ Play a themed deck, such as one featuring specific character cards or classifications. Examples include:
 - **HEY, EVERYBODY!** Have a least three different Mickey Mouse and/or Minnie Mouse cards in play
 - **DOUBLE FEATURE:** Include cards from just two movie franchises
 - **STRENGTH IN UNITY:** Include only character cards that all share a classification, e.g., Dreamborn, Storyborn, Hero, or Villain (plus any item and action cards)
 - **ALL FOR ONE!** Have all three Musketeers in play (Mickey Mouse, Donald Duck, and Goofy)
 - **SECOND STAR TO THE RIGHT:** Have two different Tinker Bell cards in play
 - **BIBBIDI-BOBBIDI-BOO:** Have three different Sorcerers in play
 - **IT'S A GREAT ILLUMINARY AFTER ALL:** Have a Dreamborn, a Floodborn, and a Storyborn card in play
 - **UNEASY ALLIANCE:** Have a Hero and a Villain card in play
 - **COLD NEVER BOTHERED ME:** Have three different Elsa and/or Anna cards in play

Use these ideas to create your own League award!



Let us know how we can best support you by completing our *Lorcana* Organized Play survey!



HELLO, LORCANA LEAGUE HOST!

Thank you for hosting *Disney Lorcana* League play in your store! Your organized play kit for *Disney Lorcana: The First Chapter* includes support for 12 weeks of in-store play and *Disney Lorcana* League activities:

LEAGUE SUPPORT ITEMS

- ♦ This *Lorcana* League Welcome Letter
- ♦ 3 League posters, one for each round (four weeks each) of League play
- ♦ 3 sticker sheets, used to track League participation points

LEAGUE PRIZES

Round prizes

- ♦ 24 Mickey Mouse – Detective promo cards
- ♦ 24 HeiHei – Boat Snack promo cards
- ♦ 24 Yzma – Alchemist promo cards
- ♦ 6 Scar – Fiery Usurper promo pins
- ♦ 6 Ariel – Whoseit Collector promo pins

Season prizes

- ♦ 8 *Disney Lorcana* logo pins
- ♦ 6 Lore counters



Scar – Fiery Usurper pin



Ariel – Whoseit Collector pin



Disney Lorcana logo pin



Lore counter

Please note that this kit and its contents are not for resale. For details, please refer to the *Disney Lorcana Hobby Store Program Terms & Conditions*.

General information about League play and specific information about *Lorcana* League is included in this document. Retailer and organized play resources are also available at www.DisneyLorcana.com/Play/Events.

If you have any issues with or questions about this kit, please contact us at LorcanaOP@ravensburger.com.

Again, our sincere thanks. We look forward to working with you!

Team *Lorcana*

Many stores hosting *Lorcana* League have hosted leagues and tournaments for other games. Experienced stores may modify these instructions to best support their player base. If the kit is used for tournament support, the kit prizes should still be distributed broadly to most, if not all, participants. If this is your first time running organized play, we recommend paying special attention to the League instructions on the following pages.

WELCOME TO THE *DISNEY LORCANA* LEAGUE!

What is League play?

The *Lorcana* League gives your players a fun and friendly way to play, trade, and collect with other Illumineers.

How is League play different than tournament play?

- ♦ The *Disney Lorcana* League emphasizes fun and community over competition and winning.
- ♦ League play takes place over 12 weeks and is designed for casual play and collectors.
- ♦ Players collect points, win or lose, by participating in *Disney Lorcana* matches (best two of three games).
- ♦ Points can also be earned through *Lorcana*-related activities, such as teaching someone how to play *Lorcana* (see p. 4 for more details).
- ♦ Prizes are awarded to most or all League participants; top finishers receive a small additional prize.

Running a League – Best Practices

- ♦ Pick a 4-6-hour timeframe, one day per week, for people to play. Participants can drop in anytime during this window.
- ♦ Advertise your League using your usual methods for promoting in-store play. Go to www.DisneyLorcana.com/Play/Events for printable flyers, social media assets, and ideas. We recommend including a small note or flyer about your League whenever you sell *Disney Lorcana* product.
- ♦ While playing matches is important, players should be encouraged to participate in different activities.

Lorcana League Structure

- ♦ A League **round** is four consecutive weeks of play and activities.
- ♦ A League **season** consists of three consecutive League rounds (12 weeks total).
- ♦ Customers sign up for your League, then play games and participate in other activities to earn League points. Prizes are awarded to most of the participants. Those with the most points in a given round are given a modest additional prize.
- ♦ Participants play casual matches with other League players and/or participate in other *Lorcana*-related activities in your store. Please see a list of suggested activities on p. 4.
- ♦ Participants earn points for match play and activities. These points are tracked on a League poster using stickers (1 point = 1 sticker).
- ♦ At the end of each League round, promo cards and pins are awarded (see next page).
- ♦ At the end of three rounds of League play, season prizes and any remaining round prizes are awarded (see next page).



DISNEY LORCANA LEAGUE: THE FIRST CHAPTER

Before beginning the League season, set aside the Disney Lorcana logo pins and the lore counters. These will be given away as League season prizes (end of 12 weeks).

AT THE END OF EACH ROUND OF LEAGUE PLAY (FOUR-WEEK PERIOD)

Award these promo cards:

- ♦ **8 Mickey Mouse – Detective** promo cards
- ♦ **8 HeiHei – Boat Snack** promo cards
- ♦ **8 Yzma – Alchemist** promo cards

1. Count the number of stickers awarded to each participant and record those numbers in the “Total” column of the League poster.
2. The participant with the most points is the League round winner and chooses two **different** promo cards. If there is a tie for first place, randomly select ONE of the tied first-place finishers to choose the two cards.
3. Randomly award all other participants who earned **at least 3 League points** this round ONE promo card. **Save** any remaining promo cards to award at the end the **League season**.

Then, award these pins:

- ♦ **2 Scar – Fiery Usurper** pins
- ♦ **2 Ariel – Whoseit Collector** pins

1. The winner of this round of League play is awarded ONE pin of their choice. If there is a tie for first place, randomly select ONE of the tied first-place finishers to select their choice of pin.
2. Then, award the other three pins at random to three different remaining League players who earned at least 3 points. If there are any remaining pins, save them to award at the end of the League season.

AT THE END OF THE LEAGUE SEASON (ALL 12 WEEKS OF PLAY)

Award the third-round prizes as described above, then award these **season** prizes:

- ♦ **Lore counters** – **Calculate each participant’s point total over all 12 weeks of play.** Award a lore counter to the six participants with the most points.
- ♦ ***Disney Lorcana* logo pins** – **Randomly** award *Lorcana* logo pins to participants who earned **at least 8 total points** during the League season (limit one per person).
- ♦ **Remaining round prizes** – If there are any round prizes left over, randomly award them to players who earned **at least 8 points** during the League season. If you still have round prizes left over, give them out randomly to the League participants with fewer than 8 points.

