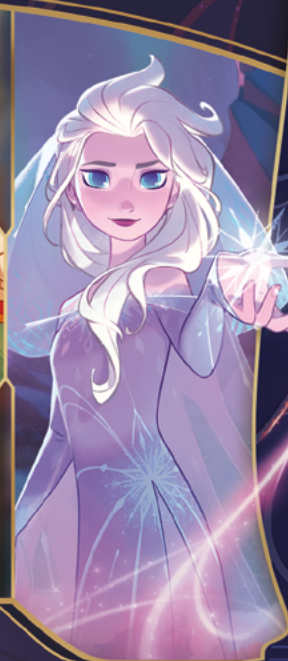


Disney

# LORCANA

TRADING CARD GAME



THE  
FIRST CHAPTER

PLAYER'S GUIDE


Disney  
**LORCANA**  
TRADING CARD GAME  
PLAYER'S GUIDE

**CONTENTS**

THE WORLD OF LORCANA.....	1
DECKBUILDING GUIDE.....	4
FEATURED CARD COMBOS.....	11
THE FIRST CHAPTER, COLLECTED.....	19


**THE WORLD OF  
LORCANA**

**W**elcome to Lorcana, an enchanted realm of imagination in a distant dimension. At the center of this realm is a wonder unto itself: the Great Illuminary. It is here Illumineers first wielded magical inks to create countless versions of Disney characters and items, which are summoned in this world as glimmers.



**T**he Great Illuminary houses endless marvels. Enormous whirling contraptions capture colorful story stars—fragments of Disney stories. Glowing lines of color flow from room to room. And an immense reservoir of magical ink, the source of Lorcana’s power, fills the lower reaches.

These wonders were created by a figure called the Curator, who sought to collect and reimagine stories by harnessing the power of story stars. By pairing their light with magical ink on the pages of a lorebook, he was able to create glimmers. He called a small group of imaginative apprentices to help him in this work, naming them Illumineers. Together they filled the halls with glimmers and the lorebooks they’re inkcast out of—all especially valuable lore in Lorcana.



**A**ges passed. The Curator and original Illumineers are now gone, but a power deep within the Great Illuminary has awakened. Its call sounds throughout the world, summoning extraordinary and creative people to master the power of Lorcana. New Illumineers must resume the great work of the Curator to collect and preserve lore. Glimmers will then roam the Illuminary again.

Come discover the wonder and magic of Lorcana. This age is yours.

## DECKBUILDING GUIDE

There are many strategies to explore in the world of *Lorcana*, starting with how you put your decks together. We've assembled a collection of valuable hints and guidance from our design team to help you level up your game.

### Carefully Manage Ink Resources

Magical ink is at the heart of *Lorcana*. It's what makes the game—and the world—come alive. Make sure your decks include enough cards that can be turned into ink. This helps improve your ability to play out your planned strategies reliably. Although cards without ink tend to have abilities that impact the game more, including too many in your deck will make it harder to build up enough ink to play your cards. You don't want to leave your big threats stranded in your hand!

Finding the right proportion of cards that can be used for ink will help ensure you'll be able to put a card into your inkwell each turn. Aim to keep the number of cards without ink under 16. Including fewer than 16 will help make your deck even more consistent.

### Follow the Ink Curve

It doesn't do a lot of good to have a hand full of cards you can't play. Make sure you have cards with a range of ink costs  $\diamond$  to increase the chances you'll have cards that you can play each turn.

The higher the ink cost of a card, the more powerful it tends to be. More powerful cards can swing the

game in your favor or help push you to victory, but having too many in your deck can backfire. While you're waiting to be able to play them, your opponents have the chance to speed ahead by playing card after card with low ink costs.

Be careful not to go too far in the other direction by putting too many low-cost character cards in your deck, though. They can help you gain an early lead, but if other players can slow your momentum enough, those low-cost cards could be quickly outclassed by higher-cost cards.

Finding the best ratio of different ink costs takes experimentation and testing. It can be different for each deck. In general, the number of cards of each cost should gradually rise, starting at 1  $\diamond$  and peaking just above the average ink cost of the cards in your deck, then gradually decline.

### Be Prepared

*Lorcana* has an amazing array of cards and abilities, making every game an adventure. Sometimes you'll know what to expect from an opponent's deck, but often you won't. To make your deck more versatile, include cards that are likely to give opponents trouble—character cards with Evasive, Ward, or high Willpower  $\heartsuit$ , for instance—as well as those that will deal with your opponents' troublesome cards, like ones that can banish their items or characters.

Over time, the kinds of decks others are playing will change, whether due to new releases coming out or other factors. Adapting your deck to anticipate and better meet these changes can make it more effective and help you achieve victory.

### Choose Your Inks Wisely

Each ink type has special traits related to its identity. When creating a deck, selecting inks that complement each other and support your strategy will increase your deck's effectiveness. Don't be afraid to try different ink type partnerships! You might choose inks that work well together while each strengthens your deck's overall theme, or you might want to use inks with differing identities that both help fill gaps in your strategy.

For example, if you want to play a deck that has more high-cost character cards with powerful abilities

or high Strength  $\spadesuit$  and Willpower  $\heartsuit$ , Sapphire is a strong choice as one of your ink types. Sapphire cards allow you to play additional ink, helping you build up your inkwell quickly and play higher-cost cards earlier in the game.

Alternatively, if you want to play a deck that focuses on challenging opposing characters and keeping threats under control, Amethyst fits the bill. The ability of many Amethyst cards to exert opposing characters can help ensure your opponent has something you can challenge each turn.

## TOP 12 CARDS

*Disney Lorcana* inspires a variety of strategies and play styles, but everyone can appreciate a card that earns its place in a deck! Although all cards have their uses, we think these 12 are the most useful in each ink type of *The First Chapter*.

### Be Our Guest: Find a Character

If you're stressed and need a chance to draw a certain character to be at your best, it's this card we suggest! The song *Be Our Guest* is a low-cost way to help you find important character cards in your deck. One of your characters can exert to sing it, letting you keep ink available to play the one you find. Fill your Amber deck with a high number of powerful character cards and let this card provide the rest.





### Stitch – Carefree Surfer: Draw Cards

Starting with impressive stats of 4 ⚡ and 8 ♥ that ensure he'll be around for multiple turns, Stitch – Carefree Surfer is a powerful character card that can help you coast to victory! Drawing more cards helps your deck function effectively, and this card allows you to draw 2 cards so long as you have 2 other characters in play. Stitch – Carefree Surfer is great in any Amber deck filled with other character cards to help ensure you're always able to get the benefit of drawing extra cards.



### Friends on the Other Side: Draw More Cards

Drawing cards is fun! Drawing additional cards gives you the chance to play more cards over the course of a game, allowing you to outpace your opponents. Additionally, you'll have more choices of what to play or put into your inkwell each turn and a better chance of having the perfect card to help you through a particularly challenging moment. Friends on the Other Side is especially powerful, as it can be played as a song, saving you 3 ⚡ to use for the cards you draw. This is a staple for any Amethyst deck, drawing cards to change the future in your favor!

### Elsa – Spirit of Winter: Exert Characters

Prove to your opponents that their characters never bothered you anyway! Elsa – Spirit of Winter exerts up to 2 characters the turn she comes into play, providing an impressive immediate advantage. Exerting opposing characters gives your characters the chance to challenge them or (since they won't ready) ignore them. The 2 characters you affect with Elsa's ability remain frozen on their player's next turn, allowing you to quest more safely or to challenge your opponents' most threatening characters on your next turn.



### Mad Hatter - Gracious Host: High Lore

In a game full of wonder, mystery, and danger, sometimes you need a card to be mad as a hatter to survive it and win! Mad Hatter – Gracious Host is a character who demands to be dealt with immediately, as his lore value of 3 ♠ can quickly propel you to victory. For that extra touch, you get to draw a card every time another character challenges him, which is sure to drive your opponents mad, too!





### Genie - On the Job: Remove a Character from Play

Want a great character that's difficult to challenge and makes problems vanish? Abracadabra, your wish is granted!

Genie - On the Job is a powerful part of any Emerald deck seeking to gain immediate advantages from its characters. When he comes into play, you can immediately return a character to their player's hand. This is useful to significantly slow down your opponents, and it can sometimes be valuable to use on one of your own characters. With Evasive and 4 ♠, Genie - On the Job is likely to stick around to gain you plenty of lore against a variety of decks.



### Dragon Fire: Banish a Character

Some problems will simply melt away with the use of Dragon Fire. An opponent has a problematic character who's too big for your characters to easily win against in a challenge? Hit them with Dragon Fire. An imposing character's not vulnerable because they've just been played? Dragon Fire can get them. An opponent holds a character back from challenging and questing to keep from exerting them? Banish that character with Dragon Fire, leaving only smoke and ash.

Although this card can't be put into your inkwell, its powerful effect is worth including in your decks to ensure you can immediately remove obstacles to victory.

### Maui - Hero to All: Strong & Durable

Your opponents' characters should worry if they're exerted when Maui shows up. Maui - Hero to All can quickly rush into battle, challenging all who stand in his way. With 6 ⚡ and the ability to challenge the turn he's played, this demigod has an immediate impact. His 5 ♠ means he's also likely to stay around for the next turn. All this power for the low cost of only 5 ○! What can we say, except "You're welcome!"



### Mickey Mouse - Detective: Extra Ink

The power of Mickey Mouse - Detective is in helping you outrace your opponents to more ink (letting you play more powerful cards before they can) while still putting a character into play who can challenge or quest on future turns. It doesn't take a detective to see why gaining more ink and additional characters can be a massive advantage! This Mickey is great for any Sapphire deck that wants to quickly build up ink in order to play powerful cards or multiple cards in one turn.





### Hades - Infernal Schemer: Move a Character to the Inkwell

Hades would love nothing better than to send your opponents' characters down to the deepest parts of Tartarus, but he'll settle for their inkwells. Any single card that lets you remove an opposing character from the table while adding your own powerful character is simply an incredible value. Hades - Infernal Schemer helps keep you in control of the table and boosts your chances of winning with high ⚡ and ♠️ as well as 2 ♦️, pushing you ever closer to glory . . . and possibly the throne of Olympus?



### Captain Hook - Forceful Duelist: Early Threat

*En garde!* Just because a card is simple doesn't mean it can't be powerful in play. Captain Hook - Forceful Duelist is a great example. Look to him when you need to make an early splash. With a cost of only 1 ⚡, he can get into play quickly to start staring down opponents. He's always eager to put pressure on them with the looming threat of using his Challenger +2 ability to challenge and banish higher-cost characters. Tick, tock—the clock's ticking for your opponents!

### Grab Your Sword: Broad Damage

Dealing 2 damage to all of your opponents' characters can open up many avenues to victory. Grab Your Sword is one of the best tools to make sure you're not swarmed by a horde of small characters early on. This allows you more time to get to your higher-cost cards and can even stop quick decks full of low-cost character cards in their tracks. The 2 damage can also make it easier for your characters to banish opposing characters who've been damaged but are still making trouble for your village. And who doesn't love a good, rousing song? With a character in play of cost 5 ⚡ or higher who can sing, you could damage or outright banish several characters without needing to spend any ink at all!





### Ariel – Spectacular Singer + Grab Your Sword

Ariel – Spectacular Singer has two abilities that help create her own combo: Musical Debut and Singer. When you play her, Musical Debut lets you take a song card from the top 4 cards of your deck and add it to your hand. On the following turns, she can exert to use her Singer ability to sing any song that costs up to 5  $\heartsuit$  for free. That means you'll be able to play it without having to pay ink! No matter which songs are in your deck, there's a good chance Ariel can sing them.

One powerful song for this combo is Grab Your Sword, which costs 5  $\heartsuit$ . Put this song in your deck, and Ariel may be able to find it when she enters play, as early as turn 3. On your following turn she can sing Grab Your Sword for free to deal 2 damage to all opposing characters a full turn earlier than you'd normally be able to play it, while leaving you all your ink for playing new cards!



### Aladdin – Heroic Outlaw + Ready abilities

What could be better than using Aladdin – Heroic Outlaw's powerful Daring Exploit ability to reduce your opponents' lore while also gaining lore yourself every time he banishes a character in a challenge? Doing it multiple times in a turn! Cards such as Fan the Flames or Shield of Virtue can ready Aladdin after a challenge. That allows him to challenge again, gaining you more lore

and putting your opponents even further from victory. Even if you don't want Aladdin back in the mix (or there's no one he can challenge), you can still use a ready ability to help keep him safe.





### Belle – Strange but Special + Amethyst card draw

Sapphire cards want to put as much ink in your inkwell as possible, which lets you play high-cost cards or more cards faster than usual. Belle – Strange but Special helps accomplish this by allowing you to put an additional card into your inkwell each turn, because she can also help you gallop to victory with her ability to quest for 5 ♦ once you have 10 cards in your inkwell!

Playing an additional card each turn can quickly deplete the number of cards in your hand, however, and what good is an inkwell full of ink you can't use? This is where Amethyst and its array of card draw abilities can serve you well. Look to cards such as Maleficent – Sorceress, The Queen – Wicked and Vain, and Friends on the Other Side for help in getting more cards to play.



### The Beast is Mine! + Any challenge/banish abilities or high-Strength character

There are times you want an opposing character to challenge one of your characters. Maybe your character has an ability that kicks in when they're challenged and banished, or maybe an opponent is keeping a character safe by not exerting them. In these situations, cards like The Beast is Mine! can help tip things in your favor by giving a character Reckless, which forces them to challenge on their next turn.

challenged and banished, you get to return a character to their player's hand! If your opponent doesn't find another way to exert the character you granted Reckless to or have them challenge a different character, they'll be forced to challenge Cruella, like it or not. At the very least, giving a character Reckless prevents them from questing for a turn, slowing your opponent down.

One use of this effect is playing The Beast is Mine! on an opposing character with 3 ⚡ or higher and exerting a character such as Cruella De Vil – Miserable as Usual. When Cruella is



### Ariel – Whoseit Collector + Lots of items

The *First Chapter* has several actions and abilities that allow you to ready a character but keep them from questing again that turn. Ariel – Whoseit Collector holds the unique position of being able to use her ability to ready and still be able to quest afterward. This gives you the chance to play multiple items in a turn while readying Ariel to quest between each one. The Whoseit Collector gets more stuff, and you get more lore.

Choosing low-cost items such as Dinglehopper or Magic Golden Flower lets you play several items in one turn without needing a lot of ink, while Eye of the Fates lets Ariel gain an additional 1  $\heartsuit$  every time she quests that turn!



### Dr. Facilier – Agent Provocateur + Rush cards

Combining characters with Rush, such as Peter Pan – Fearless Fighter, with Dr. Facilier – Agent Provocateur can be a very effective strategy. Dr. Facilier's ability Into the Shadows allows you to take any of your characters who are banished in a challenge and return them to your hand. If the banished character has Rush, you can play them again and challenge with them right away!

As long as you have enough ink to keep playing your character, this combo lets you challenge exerted characters over and over—an especially useful trick against characters with high Strength  $\heartsuit$  and Willpower  $\spadesuit$ .



## Tinker Bell – Giant Fairy + Beast – Wolfsbane

Tinker Bell – Giant Fairy is a force to be reckoned with. She deals 1 damage to every opposing character just by showing up! Then when she banishes a character in a challenge, she can deal 2 damage to another opposing character. But what's a fairy to do if opponents don't give her any targets to challenge? Call in her friend Beast – Wolfsbane, of course!

Not only does Beast have Rush, his Roar ability causes all opposing damaged characters to become exerted when he enters play, giving him and Tinker Bell plenty of characters to challenge.

Note that both Beast's and Tinker Bell's coming-into-play abilities hit all opposing characters rather than requiring you to choose characters to affect. That means this combo can be especially devastating against opponents who are clearly hoping their ready characters with Ward will be safe.



115  Base  Foil  **PROMO**

## THE FIRST CHAPTER, COLLECTED

This section contains full-color images of the cards in *Disney Lorcana: The First Chapter*. It doesn't include promo cards... or secret cards.

Use these pages as a checklist, for reference, or just to look at the card art. The cards are listed with their collector numbers, in order. Keep a close eye on your mischievous monkey friends, though, because every card in the set has a foil version as well as a standard version! We've included handy checkboxes for both versions of each card to help you keep track of your collection. There's also a write-in checkbox you can use for other versions, such as promo cards.

### RARITY KEY

- = Common
- = Uncommon
- = Rare
- = Super Rare
- = Legendary

### Companion App

Be sure to check out the *Disney Lorcana* Trading Card Game Companion app, where you can learn the game and more!



001  Base  Foil



002  Base  Foil



003  Base  Foil



007  Base  Foil



008  Base  Foil



009  Base  Foil



004  Base  Foil



005  Base  Foil



006  Base  Foil



010  Base  Foil



011  Base  Foil



012  Base  Foil



013  Base  Foil



014  Base  Foil



015  Base  Foil



019  Base  Foil



020  Base  Foil



021  Base  Foil



016  Base  Foil



017  Base  Foil



018  Base  Foil



022  Base  Foil



023  Base  Foil



024  Base  Foil



025  Base  Foil



026  Base  Foil



027  Base  Foil



031  Base  Foil



032  Base  Foil



033  Base  Foil



028  Base  Foil



029  Base  Foil



030  Base  Foil



034  Base  Foil



035  Base  Foil



036  Base  Foil





049  Base  Foil



050  Base  Foil



051  Base  Foil



055  Base  Foil



056  Base  Foil



057  Base  Foil



052  Base  Foil



053  Base  Foil



054  Base  Foil



058  Base  Foil



059  Base  Foil



060  Base  Foil





061  Base  Foil



062  Base  Foil



063  Base  Foil



067  Base  Foil



068  Base  Foil



069  Base  Foil



064  Base  Foil



065  Base  Foil



066  Base  Foil



070  Base  Foil



071  Base  Foil



072  Base  Foil



073  Base  Foil



074  Base  Foil



075  Base  Foil



079  Base  Foil



080  Base  Foil



081  Base  Foil



076  Base  Foil



077  Base  Foil



078  Base  Foil



082  Base  Foil



083  Base  Foil



084  Base  Foil

6



**LADY TREMAINE**  
Wicked Stepmother  
Dreamborn • Villain

1 5

**DO IT AGAIN!** When you play this character, you may return an action card from your discard to your hand.

"If your chores are done, then clearly you don't have enough of them."

© Leonardo Giambile 85/204 - EN-1

085  Base  Foil

5



**MAD HATTER**  
Gracious Host  
Storyborn

2 4

**TEA PARTY!** Whenever this character is challenged, you may draw a card.

Mad Hatter: "Would you like a little more tea?"  
Alice: "I haven't had any yet, so I can't very well take more."

© Bill & Barbara 86/204 - EN-1

086  Base  Foil

2



**MEGARA**  
Pulling the Strings  
Dreamborn • Ally

2 1

**WONDER BOY!** When you play this character, chosen character gets +2 this turn.

"A deal's a deal. But falling in love was never supposed to be part of it."

© Ashley Archer 83/204 - EN-1

087  Base  Foil

3



**PETER PAN**  
Never Landing  
Dreamborn • Hero

3 2

**Evasive** (Only characters with Evasive can challenge this character.)

"What's the matter, Hook? Can't you fly?"

© Eric 93/204 - EN-1

091  Base  Foil

2



**TAMATOA**  
Drab Little Crab  
Dreamborn

1 4

"Someday, I'll grow up to be the most crabulous crustacean the world has ever seen!"

© Jeff Martin 92/204 - EN-1

092  Base  Foil

4



**TINKER BELL**  
Most Helpful  
Storyborn • Ally • Fairy

2 3

**Evasive** (Only characters with Evasive can challenge this character.)

**PIXIE DUST!** When you play this character, chosen character gains Evasive this turn.

© Carol Spill 93/204 - EN-1

093  Base  Foil

7



**MICKEY MOUSE**  
Artful Rogue  
Floodborn • Hero

6 5

**Shift 5** (You may pay 5 to play this on top of one of your characters named Mickey Mouse.)

**MISDIRECTION!** Whenever you play an action, chosen opposing character can't quest during their next turn.

Quiet as a... well, you know.

© Alex Aronson | Kendall Hale 88/204 - EN-1

088  Base  Foil

3



**MICKEY MOUSE**  
Steamboat Pilot  
Storyborn • Hero • Captain

3 4

On rivers throughout the Inklands, the little steamboat's whistle answers the cheery tunes of its pilot.

© Joel Shipek Lee 89/204 - EN-1

089  Base  Foil

6



**MOTHER GOTHEL**  
Selfish Manipulator  
Storyborn • Villain

3 6

**SKIP THE DRAMA, STAY WITH MAMA!** While this character is exerted, opposing characters can't quest.

"Great. Now I'm the bad guy."

© James Soto 90/204 - EN-1

090  Base  Foil

3



**DO IT AGAIN!**  
Action

Return an action card from your discard to your hand.

"... Then scrub the terrace, sweep the halls and the stairs, clean the chimneys. And of course there's the mending, and the sewing, and the laundry..."  
--Lady Tremaine

© Ellen Hira 94/204 - EN-1

094  Base  Foil

3



**MOTHER KNOWS BEST**  
Action • Song

(A character with cost 3 or more can to sing this song for free.)

Return chosen character to their player's hand.

One way or another  
Something will go wrong, I swear

© Bill & Barbara | Leonardo Giambile 95/204 - EN-1

095  Base  Foil

1



**STAMPEDE**  
Action

Deal 2 damage to chosen damaged character.

A wildebeest stampede is like a raging river: best experienced from a distance.

© Matt Chapman 96/204 - EN-1

096  Base  Foil



097  Base  Foil



098  Base  Foil



099  Base  Foil



103  Base  Foil



104  Base  Foil



105  Base  Foil



100  Base  Foil



101  Base  Foil



102  Base  Foil



106  Base  Foil



107  Base  Foil



108  Base  Foil



109  Base  Foil



110  Base  Foil



111  Base  Foil



115  Base  Foil



116  Base  Foil



117  Base  Foil



112  Base  Foil



113  Base  Foil



114  Base  Foil



118  Base  Foil



119  Base  Foil



120  Base  Foil



121  Base  Foil  \_\_\_\_\_



122  Base  Foil  \_\_\_\_\_



123  Base  Foil  \_\_\_\_\_



127  Base  Foil  \_\_\_\_\_



128  Base  Foil  \_\_\_\_\_



129  Base  Foil  \_\_\_\_\_



124  Base  Foil  \_\_\_\_\_



125  Base  Foil  \_\_\_\_\_



126  Base  Foil  \_\_\_\_\_



130  Base  Foil  \_\_\_\_\_



131  Base  Foil  \_\_\_\_\_



132  Base  Foil  \_\_\_\_\_



133  Base  Foil



134  Base  Foil



135  Base  Foil



139  Base  Foil



141  Base  Foil



136  Base  Foil



137  Base  Foil



138  Base  Foil



142  Base  Foil



143  Base  Foil



144  Base  Foil



145  Base  Foil



146  Base  Foil



147  Base  Foil



151  Base  Foil



152  Base  Foil



153  Base  Foil



148  Base  Foil



149  Base  Foil



150  Base  Foil



154  Base  Foil



155  Base  Foil



156  Base  Foil





157  Base  Foil



158  Base  Foil



159  Base  Foil



163  Base  Foil



164  Base  Foil



165  Base  Foil



160  Base  Foil



161  Base  Foil



162  Base  Foil



166  Base  Foil



167  Base  Foil



168  Base  Foil



169  Base  Foil



170  Base  Foil



171  Base  Foil



175  Base  Foil



176  Base  Foil



177  Base  Foil



172  Base  Foil



173  Base  Foil



174  Base  Foil



178  Base  Foil



179  Base  Foil



180  Base  Foil



181  Base  Foil



182  Base  Foil



183  Base  Foil



187  Base  Foil



188  Base  Foil



189  Base  Foil



184  Base  Foil



185  Base  Foil



186  Base  Foil



190  Base  Foil



191  Base  Foil



192  Base  Foil



193  Base  Foil



194  Base  Foil



195  Base  Foil



199  Base  Foil



200  Base  Foil



201  Base  Foil



196  Base  Foil



197  Base  Foil



198  Base  Foil



202  Base  Foil



203  Base  Foil



204  Base  Foil



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Welcome to the world, Robin and Gael.

*From the designers: Very special thanks to Edlyn Warner and Holly Milton for supporting us through the many sleepless nights we spent putting this game together.*

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