



COLLECTIBLE
CARD GAME

MARKS IN TIME

COMPREHENSIVE RULES

CARD ERRATA

LIMITED PLAY

TOURNAMENT FLOOR RULES

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My Little Pony CCG Comprehensive Rules

1. Fundamentals

(101) Deckbuilding

- (101.1) A Draw Deck has a minimum of 45 cards and no maximum number of cards.
- (101.2) A Draw Deck can include any number of Friends, Events, Resources, and Troublemakers. A Draw Deck can't include more than 3 copies of a card with the same name.
- (101.3) A Problem Deck must include exactly 10 Problem cards.
 - (101.3a) A Problem Deck can't include more than 2 copies of a card with the same name.
 - (101.3b) A Problem Deck can't include cards other than Problem cards.
 - (101.3c) A Problem Deck must include at least one Problem with the Starting Problem keyword.

(102) Starting a Game

- (102.1) Each player needs a Draw Deck, a Problem Deck, and a Mane Character. Each player starts the game with their Mane Character in play with its Start side face up.
- (102.2) Next, players simultaneously choose a Starting Problem from their Problem Deck and put it into play.
- (102.3) Players use an agreed-upon random method to determine which player will play first. Each player shuffles their Problem Deck and Draw Deck, then puts the top 6 cards of their Draw Deck into their hand.
- (102.4) Once per game, before the start of the first turn, each player may mulligan. Players choose whether or not to mulligan in turn order. Those that choose to mulligan then do so simultaneously, after which the first turn begins.
 - (102.4a) To mulligan, a player shuffles their hand into their draw deck, then puts the top 6 cards of their draw deck into their hand.
- (102.5) Once any mulligans have been completed, the game starts.

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(103) Winning and Losing

- (103.1) As a player wins the game, the game ends immediately and no further actions are performed. This can happen at any time, including during Pre-Priority Processing and while no player has priority.
- (103.2) A player wins the game if that player has a score of 15 or more points.
 - (103.2a) If multiple players would win the game simultaneously, the game is a draw.
 - (103.2b) If a game ends in a draw, no player wins.
- (103.3) A player wins the game if no opponents remain in the game.
- (103.4) A player may concede the game at any time. A player that does so loses the game.
- (103.5) If a player loses the game, that player is removed from the game. This can happen at any time, including during Pre-Priority Processing and while no player has priority.
 - (103.5a) As a player is removed from the game, all cards that player owns are removed from the game, any modifiers controlled by that player cease to exist, and all areas owned by that player cease to exist.

(104) Contradictions

- (104.1) If a card specifically contradicts these rules, that card takes precedence.
- (104.2) If a modifier or rule says something can't happen and another modifier or rule tries to make that thing happen, that "can't" modifier takes precedence.
 - (104.2a) If an occurrence can't happen, any cost requiring that occurrence can't be paid. Occurrences that can't happen can't be replaced.
- (104.3) Some rules cause actions to be performed "by the game". Something that is performed "by the game" can't be stopped, replaced, or prevented, even if that thing can't be done.

(105) Numeric Values

- (105.1) Players asked to choose a number can choose any non-negative integer.
- (105.2) A negative value is treated as zero except when calculating a character's power or a cost. When comparing numeric values between two or more cards, undefined values are treated as zero.
- (105.3) Zero is an even number.

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(106) Players

- (106.1) The turn player is the player whose turn it is. Other players are non-turn players.
- (106.2) A player's opponents are the other players in the game.

2. Parts of a Card

(201) Name

- (201.1) A card's name has two parts: a Title and a Subtitle. A card's Title is printed in the upper left-hand corner of the card, and a card's Subtitle is printed immediately beneath it. The name of a card is its Title followed by its Subtitle.
 - (201.1a) Two cards with the same Title but a different Subtitle (or vice versa) do not have the same name.
 - (201.1b) A player instructed to 'name a card' may describe that card to an unambiguous degree in lieu of giving the precise name; however, the description given must be clear enough to refer only to a single card.
- (201.2) Text which refers to "this" card is referring to the card on which it is printed, and not any other card with that name.
- (201.3) Text can refer to cards by their Title alone.

(202) Power

- (202.1) A card's power is the value printed in the upper right-hand corner of the card.
- (202.2) Problems do not have Power.

(203) Color

- (203.1) Cards can have one or more colors. A card's color is defined by the icon in the top right-hand corner.
 - (203.1a) The colors are blue, pink, white, purple, yellow, and orange.
- (203.2) A card with one or more colors contributes power of those colors.
- (203.3) A card which 'adds its power' to another card does not add its colors to that card.

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(204) Cost

- (204.1) A card's printed cost is the value printed in a white circle to the left of the card art. This value is the number of action tokens that must be paid to play the card.
 - (204.1a) Mane Characters, Troublemakers, and Problems do not have a printed cost.

(205) Play Requirement

- (205.1) A card's play requirement is printed immediately below the card's cost. A play requirement indicates a color and a value. A player must have characters with at least that much combined power of that color in order to play the card.
 - (205.1a) Cards without a cost do not have a play requirement, and not all cards with costs have play requirements.

(206) Type

- (206.1) A card's type is indicated by an icon in the top-left corner of the card.
 - (206.1a) Cards other than Mane Characters also have their card type printed on the card. For Problems, this information is to the left of the text box, and for other cards it is located beneath the art.
 - (206.1b) Text which references a card by type can reference that type either by the text on the type line or by the type icon in the upper left-hand corner.

- (206.2) Following is a list of card types and their respective icons.

- Mane Character



- Friend



- Problem



- Troublemaker



- Event



- Resource



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(207) Traits

- (207.1) Traits include all text listed on the Trait line under a card's art.
 - (207.1a) A card can have multiple Traits. These traits are separated by a "•".
 - (207.1b) Some traits have icons associated with them; these traits may also be referenced using the associated icon.

(208) Text Box

- (208.1) A card's text box is below its Type line and may include game text, reminder text, and flavor text. Flavor text is italicized beneath the game text and has no impact on gameplay. Reminder text is italicized text in parentheses that explains game text, and is not itself game text.

(209) Confront Requirements

- (209.1) Problem cards have two distinct sets of confront requirements; the set beneath the text box defines that Problem's confront requirements for its owner, and the set on the opposite side of the card defines that Problem's confront requirements for its owner's opponent.

(210) Problem Bonus

- (210.1) Problem cards have a Problem Bonus, which indicates how many points a player scores for winning a Problem Faceoff at that Problem.

(211) Point Value

- (211.1) Troublemakers have a point value, which indicates how many points a player scores for defeating that Troublemaker.

(212) Home Limit

- (212.1) Mane Characters have a home limit, which indicates how many Friends a player controlling that Mane Character can have in their Home at the end of their turn.

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(213) Collector Number and Rarity

- (213.1) Each card has a collector number and a rarity indicator at the bottom of the card frame.
- (213.2) The collector number indicates the card's number within its set.
- (213.3) The rarity indicator indicates the card's rarity; this may be "C" for Common, "U" for Uncommon, "R" for Rare, "SR" for Super-Rare, "UR" for Ultra-Rare, "F" for Fixed, or "P" for Promo.
- (213.4) Some foiled cards may have an "f" indicating their foil status in place of a rarity indicator.

3. Card Types

(301) Mane Character

- (301.1) Mane Characters start the game in play at their owner's home, with their Start side face-up.
- (301.2) Mane Characters have a Start side and a Boosted side, and may have text which instructs a player to turn them over. As a Mane Character is turned over, its opposite side becomes face-up.
- (301.3) Mane Characters have the card information of their face-up side.
- (301.4) Mane Characters are characters.
- (301.5) Mane Characters can't leave play.

(302) Friend

- (302.1) Friends enter play at your home or at a Problem.
- (302.2) Friends are characters.

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(303) Problem

- (303.1) Problems enter play at their owner's Problem area oriented so that their confront requirements are facing the players those requirements apply to.
- (303.2) Each Problem is associated with its owner's Problem deck.

(304) Event

- (304.1) Events have Timing Phrases which specify when they can be played.
- (304.2) As a player plays an Event, that player processes the Event's text box in order and then the Event is put into its owner's discard pile.

(305) Resource

- (305.1) As a player plays a Resource, that Resource enters play.
 - (305.1a) A Resource that is not an attachment enters play at its owner's home.
 - (305.1b) A Resource that is an attachment enters play attached to the card it was played on, at that card's Area.

(306) Troublemaker

- (306.1) Troublemakers enter play face-down at a Problem.
- (306.2) Players can control only one face-up Troublemaker at a given Problem. If a player controls more than one face-up Troublemaker at a given Problem, that player is violating uniqueness (516).

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4. Zones

(401) General

- (401.1) Cards can be in any one of seven zones: Draw Deck, Problem Deck, Hand, Play Zone, Discard Pile, Banished Zone, Flip Zone, and Queue Zone. A given card always exists in a distinct zone, and never exists in more than one zone at a time or 'between' zones.
- (401.2) Each zone exists at all times even if it contains no cards.
- (401.3) The Draw Deck, Problem Deck, and Queue zones are ordered. Players may not rearrange the order of cards in these zones, but may rearrange the order of cards in other zones.
- (401.4) Players share the Play zone and the Queue zone. Each player has their own instance of each other zone.

(402) Draw Deck

- (402.1) The Draw Deck zone contains a player's Draw Deck. If text refers to a player's deck, it is referring to that player's Draw Deck unless it specifies the Problem Deck.
- (402.2) Cards in the Draw Deck are not public to any player. The number of cards remaining in the deck is public.
- (402.3) If multiple cards are put on the top or bottom of a Draw Deck simultaneously, they may be put there in any order and are not revealed.

(403) Problem Deck

- (403.1) The Problem Deck zone contains a player's Problem Deck.
- (403.2) Cards in the Problem Deck are not public to any player. The number of cards remaining in the deck is public.
- (403.3) If multiple cards are put on the top or bottom of a Problem Deck simultaneously, they may be put there in any order.

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(404) Hand

- (404.1) Each hand zone contains the cards a player has drawn. Cards in players' hands are not public, but each player may look at the cards in his own hand at any time.

(405) Play

- (405.1) The play zone is where cards enter play. Each player owns 2 areas in the play zone: their home area and their problem area. Cards may enter play at any of these areas, and cards in play are public unless otherwise noted.

(406) Discard Pile

- (406.1) Each player's discard pile contains that player's cards which have been put there by any means. Cards in the Discard Pile are public

(407) Banished Zone

- (407.1) Each player's banished zone contains that player's cards which have been banished. Cards in the banished zone are public.

(408) Queue Zone

- (408.1) Cards which are resolving or waiting to resolve exist in the queue zone until they resolve.

(409) Flip Zone

- (409.1) Each player's flip zone contains that player's cards which have been flipped. Cards in the flip zone are public.

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(410) Changing Zones

- (410.1) To dismiss a card is to put it from play into its owner's discard pile. Only cards in play can be dismissed.
- (410.2) To retire a card is to put it from play into its owner's discard pile. Players can only retire cards they control, and only cards in play can be retired. Retiring a card is not the same as dismissing it.
- (410.3) To discard a card is to put it from a player's hand into its owner's discard pile. Only cards in a player's hand can be discarded.
- (410.4) To draw a card is to put the topmost unflipped card of a player's draw deck into that player's hand. Only cards in draw decks can be drawn.
 - (410.4a) An instruction which puts a card into a player's hand is a "draw" only if it specifically uses the term "draw".
 - (410.4b) If a player is instructed to draw multiple cards, each one is drawn one at a time, and each draw is a separate occurrence.
- (410.5) To banish a card is to put it into its owner's banish zone.
- (410.6) A card that changes zones or changes position in an ordered zone becomes a different card. Modifiers or effects which applied to it no longer apply, even if that card returns to its original zone or position. A card is not considered to have changed position in an ordered zone unless that card is directly put in a particular position or the cards in the zone are shuffled.
 - (410.6a) If a modifier causes a card to change zones or an effect triggers from a card changing zones, and that effect or modifier later tries to affect that card, it can do so, but only if the card has since remained in the new zone continuously.
- (410.7) To cancel a card is to put it from the queue zone into its owner's discard pile. A card that is canceled before resolving does not resolve, and has no effect.

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5. Game Concepts

(501) Area

- (501.1) Each player owns two areas in the play zone: That player's home, and that player's Problem. A player's home is where that player's Mane character is located at the start of the game and a player's Problem is where that player's Problem cards reside while in play.
- (501.2) Cards that are played "to" or "at" an area enter play at that area.
- (501.3) Cards that are played "on" a card enter play at that card's area, attached to that card.
- (501.4) If text uses the phrase "here", it is referencing the area of the card that text is on.
- (501.5) If text uses the phrase "there" it is referencing the area specified in its text (which may or may not be the area of the card that text is on).

(502) Action Tokens

- (502.1) Action Tokens are accumulated during a game and are used to pay costs.
 - (502.1a) Action Tokens do not expire.
 - (502.1b) Action tokens may be spent in any order.

(503) Ready and Exhausted

- (503.1) All cards enter play ready unless otherwise stated. Cards in play with no exhaustion counters on them are ready.
- (503.2) As a card becomes exhausted, an exhaustion counter is placed on it.
 - (503.2a) Cards with exhaustion counters on them can't become exhausted.
- (503.3) To ready a card is to remove an exhaustion counter from it.
- (503.4) Cards which are not in the play zone are not ready or exhausted, and can't ready or exhaust.
 - (503.4a) Problems are not ready or exhausted, and can't ready or exhaust, even while in the play zone.
- (503.5) Exhausted cards do not contribute their power to Faceoffs or to confronting problems.

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(504) Frightened

- (504.1) As a card becomes frightened it is turned face down, all counters are removed from it, and all cards attached to it are put into their owner's discard piles.
- (504.2) While a card is Frightened it is neither ready nor exhausted.
 - (504.2a) Frightened cards can't ready or exhaust.
 - (504.2b) Frightened cards can't become frightened.
- (504.3) As a card is unfrightened, it is turned face up and ceases to be frightened.

(505) Face-Down Cards

- (505.1) Face-down cards retain their card information unless otherwise noted.
 - (505.1a) Face-down cards lose and can't have abilities and traits unless those abilities could only function while the card is facedown.
 - (505.1b) Face-down cards have no color or power; this is not the same as having a power of zero.
 - (505.1c) The printed information of face-down cards is public unless otherwise noted.
 - (505.1d) Face-down Troublemakers are not public.
 - (505.1d.i) Troublemakers that are face-down or being played face-down do not have names.
- (505.2) Face-down Troublemakers can't be referenced by cards, abilities, or effects except those which specifically reference "face-down" cards.
- (505.3) As a card is turned face-down, it becomes a different card. (409.6).

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(506) Moving

- (506.1) Moving is the act of putting a card from one area to another. A player moves a card by following the instructions below in order:
 - (506.1a) Any modifiers affecting the state in which the card is moved are applied, and the card is put at its new area.
 - (506.1b) Continuous modifiers generated by the card begin affecting the card's new area, and continuous modifiers affecting cards at the card's new area begin affecting the moved card.
 - (506.1c) Abilities that trigger "when [something] is moved" trigger.
- (506.2) Cards can't be moved or sent to their current area. Cards can't be moved or sent to the home of a player other than their controller.
 - (506.2a) Troublemakers can't be moved to the home of any player.
- (506.3) Characters can be moved via the Move main phase action. Modifiers which indicate that a player "pays" more or fewer action tokens to move a character only affect the cost of that main phase action.
- (506.4) Cards can also be moved by modifiers from cards or effects, which will meet conditions that check for a card to be moved.
- (506.5) Some text can state that cards are "sent" to an area. Sending a card to an area is not the same as moving it.

(507) Power

- (507.1) A card's power is the value in the top right-hand corner, which may be adjusted by modifiers or effects.
- (507.2) A player's power is the combined power of his characters in play.
- (507.3) A player's power of a color is the combined power of characters he controls in play of that color.
- (507.4) A card's printed power is the power value printed on the card, regardless of any modifiers which adjust that card's power.

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(508) Costs

- (508.1) A cost is anything a player must pay to take an action or to process an effect or modifier. An instruction to “pay” is always a cost.
 - (508.1a) Any part of a cost that would be replaced can’t be paid.
 - (508.1b) If an action has multiple costs, they may be paid in any order that allows all of them to be paid.
 - (508.1c) If an action can’t be taken, costs requiring that action can’t be paid.
 - (508.1d) A player can’t pay a cost unless he has the means to pay all of it.

(509) Attachments

- (509.1) Some cards are played “on” another card. These cards are attachments, and a card an attachment is played on is that attachment’s host.
- (509.2) An attachment enters play attached to its host.
- (509.3) Attachments are always at their host’s area.
- (509.4) Attachments have a host description, which is defined by the phrase “this [thing]” or “that [thing]” in the attachment’s abilities.
 - (509.4a) Attachments retain their host description even if that attachment loses its abilities.
- (509.5) Some cards instruct a player to “reattach” an attachment. To do this, a player must choose another card and attach the attachment to it. That card becomes the attachment’s host, and the attachment ceases to be attached to any other card.

(510) Priority

- (510.1) Priority is the opportunity for a player to take an action. Only one player may have priority at a time. While a player has priority, they may perform any action allowed by the timing rules or they may pass priority to another player. Players pass priority in clockwise order. Once a player takes an action priority is passed to the next player.
- (510.2) A priority window is the interval of time during which players receive priority. As a priority window opens, the turn player gets priority. The priority window closes as all players pass priority consecutively without taking actions.

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- (510.3) As a priority window closes, the turn player may choose to open another priority window by taking a legal action as defined by the timing rules. If the turn player chooses not to open another priority window, the game moves forward.

(511) Pre-Priority Processing

- (511.1) As a player is about to receive priority, Pre-Priority Processing (PPP) is performed. PPP is performed in a series of waves which check the following things in order:
 - (511.2) Attachments check whether or not they are attached to a host that matches their host description. Any that are not are dismissed by the game.
 - (511.3) Attachments which are attached to a face-down host are dismissed by the game.
 - (511.4) Non-Friends which are frightened are turned face-up.
 - (511.5) Characters which are in the home of a player other than their controller or in an area which has ceased to exist are sent to their controller's home by the game.
 - (511.6) Non-character cards which are in an area which has ceased to exist are dismissed by the game.
 - (511.7) Triggered effects that have been created and are waiting to be processed are processed.
 - (511.7a) If multiple triggered effects are waiting to be processed, the player that most recently had priority processes all of his waiting effects in the order of his choosing, followed by the next player in turn order, and so on.
 - (511.7a.i) If multiple triggered effects are waiting to be processed as a new priority window is being opened, the turn player instead processes all of his waiting effects in the order of his choosing, followed by the next player in turn order, and so on.
 - (511.7b) If processing any triggered effects creates additional triggered effects, these additional effects wait to be processed until the next wave of Pre-Priority Processing.
- (511.8) Successive waves of Pre-Priority Processing are performed until a wave is completed during which nothing happens. Then, Pre-Priority Processing ends and the player receives priority.

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(512) Timing Rules

- (512.1) Timing phrases specify when an activated ability can be activated. Timing phrases on Events specify when that Event can be played. The bold text preceding a “:” in a text box is considered the timing phrase.
- (512.2) Timing phrases on Events specify when that Event can be played.
- (512.3) Cards with the timing phrase “[x] Phase” can be played or have their corresponding ability activated only by the turn player, to open a priority window during the specified Phase of that player’s turn. The turn player may choose to do this as another priority window closes, in which case a new window opens before the game moves forward.
 - (512.3a) Cards with the timing phrase “[x] Phase” can’t be played or have their corresponding ability activated during a faceoff.
- (512.4) Cards with timing phrases including the words “Faceoff” or “Reaction” can be played or have their corresponding ability activated any time a player has priority and the card or ability’s other conditions are met. Cards or abilities with timing phrases including the word “Faceoff” may not be played or activated outside of a Faceoff.
 - (512.4a) Cards and effects with timing phrases which specify a type of Faceoff can only be played or activated during the specified type(s) of faceoff.
 - (512.4b) Cards or abilities with a timing phrase which specifies a Phase or step prior to the word “Reaction” can only be played or activated when the condition defined in their text occurs during the specified Phase or step.
 - (512.4c) A Reaction can only be played or activated once per instance of the condition being met.
 - (512.4d) You may only React to a condition that has been met since the close of the most recent priority window.
- (512.5) Cards with the timing phrase “Immediate” can be played or have their corresponding ability activated any time a player has priority.

(513) Control and Ownership

- (513.1) Players own all cards with which they start the game.
- (513.2) Players control cards in play which they own, unless a modifier or effect changes the controller of a given card.
- (513.3) Players control modifiers which are created by cards or effects they control. If a modifier is created by a card which has no controller, that modifier is controlled by the player who owns the card that created it.

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- (513.4) Players control effects which are created by cards they control. If an effect is created by a card which has no controller, that effect is controlled by the player who owns the card that created it.
- (513.5) Cards, modifiers, and effects are always read from the perspective of their controller.
- (513.6) Text which refers to “your” cards is referring to cards you control.

(514) Faceoffs

- (514.1) To perform a Faceoff, follow the instructions below in order.
- (514.2) As a faceoff begins some number of cards become involved in the faceoff, the player who started the faceoff and that player’s opponent become involved in the faceoff, all triggers which trigger at the start of a faceoff trigger, and a priority window opens.
 - (514.2a) If the Faceoff is a Troublemaker Faceoff, the Troublemaker and the challenger’s characters at the Troublemaker’s Problem are involved in the Faceoff.
 - (514.2a.i) If a Troublemaker faceoff is started by an effect or modifier, the involvement of cards in that faceoff is governed by the instructions of that effect or modifier instead (514.2c).
 - (514.2b) If the Faceoff is a Problem Faceoff, characters at the Problem(s) where the faceoff is being resolved are involved in the Faceoff.
 - (514.2c) If the faceoff is started by an effect or modifier, cards are involved in the faceoff as specified by the effect or modifier that started it.
 - (514.2d) Involvement in a faceoff at a Problem does not flag any cards; which cards are involved in a faceoff is continuously checked, and cards can become involved or cease to be involved in a faceoff as they begin or cease to fit the description specified by the effect, modifier, or rule that started the faceoff. Players that become involved in a faceoff remain involved in the faceoff for the duration of the faceoff.
 - (514.2d.i) If a card becomes involved in a faceoff that is not occurring at a Problem, that card is flagged and will remain involved in the faceoff for the duration of the faceoff, even if it ceases to fit the specified description.
 - (514.2e) If the effect or rule that started the faceoff specified that all characters and/or Troublemakers involved must be at one or more particular Problems, the faceoff occurs at those Problems. This includes Problem faceoffs and Troublemaker faceoffs.
- (514.3) As that priority window closes, each player simultaneously flips the topmost unflipped card of their draw deck and a priority window opens.

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- (514.3a) Some modifiers instruct a player to flip a different number of cards “during faceoffs”. These modifiers affect only the number of cards flipped at this time.
- (514.4) As that priority window closes, players compare power totals.
 - (514.4a) A player’s power total is the sum of the combined power of all cards that player controls involved in that faceoff, the combined power of all cards that player flipped during that faceoff, and any modifiers modifying that player’s power total.
 - (514.4a.i) If a player is challenging a Troublemaker they control, that Troublemaker’s power is not added to that player’s power total; it is added to that player’s opponent’s power total instead.
 - (514.4b) Flipped cards which are ignored are not added to a player’s power total, but remain flipped.
 - (514.4c) If both players’ power totals are the same, each player flips another card and a priority window opens. As that priority window closes, players compare power totals again. Repeat this process until power totals are not the same.
- (514.5) Next, the player with a power total higher than that of any other player wins the Faceoff, all other players lose the Faceoff, the Faceoff becomes resolved, and one of the following things happens:
 - (514.5a) If the challenger wins a Troublemaker Faceoff and the Troublemaker is still involved in the faceoff, the challenger defeats the Troublemaker. To defeat a Troublemaker, a player scores points equal to the Troublemaker’s point value and dismisses the Troublemaker.
 - (514.5b) If the challenger loses a Troublemaker Faceoff, the challenger must send one of his characters that was involved in the Faceoff home.
 - (514.5c) If a player wins a Problem Faceoff, that player scores the highest Problem bonus from among Problems in play at which that Faceoff was resolved.
 - (514.5d) If a player wins or loses a faceoff started by an effect or modifier, that player also follows any corresponding instructions specified by that effect or modifier.
- (514.6) Then, a priority window opens. As that priority window closes, all triggers which trigger at the end of the faceoff trigger and the faceoff ends. To end a faceoff, perform the following instructions simultaneously: all flipped cards are put on the bottom of their owner’s decks and all cards and players cease to be involved in a faceoff.

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(515) Flipping

- (515.1) To flip a card, a player reveals the topmost unflipped card from that player's draw deck and puts it into the Flip Zone. If there are no unflipped cards remaining in a player's deck, that player does not flip a card.
- (515.2) Flipped cards are in the Flip Zone, and are not part of the draw deck while they remain flipped.
- (515.3) If a player is instructed to flip multiple cards simultaneously, each flip is a separate occurrence.
- (515.4) Some modifiers instruct a player to 'ignore' a flipped card. A card which is ignored remains flipped, but does not add its power to a player's power total.
 - (515.4a) A card which is ignored can't be ignored again.

(516) Uniqueness

- (516.1) Some cards can only be controlled in certain quantities. When a player controls an illegal configuration of these cards, a uniqueness violation occurs. Uniqueness is checked continuously throughout the game and a violation can occur at any time, including during Pre-Priority Processing and while no player has priority. When a Uniqueness violation occurs, the game pauses until the violation is repaired.
- (516.2) To repair a Uniqueness violation, the violating player must choose a violating card to be dismissed by the game. If this does not repair the violation, then that player chooses another violating card to be dismissed by the game, and so on, until the violation is repaired.
 - (516.2a) If a Uniqueness violation is created by a set of cards controlled by multiple players, the player who most recently had priority is the violating player. If no player has had priority since the start of the most recent priority window, the turn player is the violating player instead.
- (516.3) Some cards have the Unique trait. These cards are Unique cards, and if a player controls more than one such card with the same name, those cards violate uniqueness.
- (516.4) If a player controls more than one face-up Troublemaker at the same problem, those cards violate uniqueness.
 - (516.4a) If a player controls an Epic Troublemaker and any player controls another Troublemaker at that card's Problem, those cards violate uniqueness.
 - (516.4b) While repairing a Troublemaker uniqueness violation, players can't choose an Epic Troublemaker keyword to be dismissed by the game unless all violating Troublemakers are Epic.

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(517) Points

- (517.1) Players start the game with zero points. The game ends as a player reaches 15 points.
- (517.2) If a card or effect instructs a player to score some number of points, those points are scored with that card. If a modifier instructs a player to score some number of points, those points are scored with the card that created that modifier. If a player scores points as a result of winning a faceoff, those points are scored with their cards that were involved in the faceoff. If a player scores points as a result of confronting a Problem, those points were scored with the characters that player controlled at that Problem.

(518) Searching

- (518.1) To search a zone is to look at all of the cards in that zone. A player searching a zone for a card of a specified description may choose to fail to find a card.
- (518.2) If a player searches a deck, that deck's owner shuffles it after the player has finished searching.

(519) Counters

- (519.1) Counters are markers placed on cards. Counters may have different names, and modifiers may refer to counters with specific names.
- (519.2) If a card refers to a counter, it refers to a counter on itself unless it specifies otherwise.
- (519.3) Counters remain on a card until they are removed.
 - (519.3a) All counters are removed from a card as part of it becoming a different card (409.6).
- (519.4) Some unnamed counters increase or decrease the power of a card (" +1 power counters"). These counters generate continuous modifiers until they are removed.

(520) Copying

- (520.1) Some modifiers allow a player to copy an effect. To copy an effect, process its text again. No decisions made for the original effect are duplicated for the copy. Copied effects are controlled by the player who created them.
 - (520.1a) Copied effects are not played, and a copied effect is not itself a card.

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- (520.2) Some modifiers allow a player to put a token copy of a card into play. That copy is a token, and its printed information is the same as the printed information of the card it is copying, with the exception of its cost, which is zero for all tokens. Only the card's printed information is copied; modifiers affecting the card are not copied.

(521) Tokens

- (521.1) A token is an object representing a card created by a modifier. The modifier which creates a token will specify the token's power, type, and traits. It may also specify a token's colors, powers, and/or name. A token's cost is always zero. All of the specified information is considered to be printed information.
 - (521.1a) If no name is specified, a token's name is its traits.
- (521.2) A token entering, leaving, or in play behaves like any other card of its type, with the exception that it can be distinguished by text which references 'token' or 'non-token' cards.
- (521.3) A token may not exist in a non-play zone. A token which enters any non-play zone immediately ceases to exist.
- (521.4) A token which becomes frightened or is otherwise turned face-down immediately ceases to exist.

(522) Dilemmas

- (522.1) Dilemma is a trait cards can have; a card with the Dilemma trait is a Dilemma. While in play, Dilemmas become Problems and lose their other card types.
- (522.2) Dilemmas enter play at their own area; they do not enter play at home or at another Problem.
 - (522.2a) An area created by a Dilemma is in addition to any other areas, and does not overwrite or interfere with other areas.
 - (522.2b) An area created by a Dilemma is owned by the Dilemma's controller.
- (522.3) A Dilemma's area exists for as long as the Dilemma remains in play; if a Dilemma leaves play, its area immediately ceases to exist and no other Problem is put into play there. This is an exception to (613.2).
 - (522.3a) If a Dilemma would be put into a Problem Deck, including as part of replacing a Problem, it is put into its owner's discard pile instead.

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6. Turn Sequence

(601) General

- (601.1) Each turn is divided into Phases and Steps.
- (601.2) At the start and end of each Phase and Step a priority window opens and the turn player gets priority.
 - (601.2a) No player receives priority during the Ready Phase until after the Action Step.
 - (601.2b) No player receives priority during the Wrap-Up Step.
- (601.3) Following is an outline of a complete turn:

(602) Ready Phase

- **(603) Ready Step**

- (603.1) The turn player readies all of that player's cards.

- **(604) Action Step**

- (601.1) The turn player receives a number of action tokens based on the score of the player with the highest score, as follows:
 - (601.1a) The turn player receives 2 action tokens if the highest score is 1 or less.
 - (601.1b) The turn player receives 3 action tokens if the highest score is more than 1 but less than 6.
 - (601.1c) The turn player receives 4 action tokens if the highest score is more than 5 but less than 11.
 - (601.1d) The turn player receives 5 action tokens if the highest score is 11 or more.

- **(605) Draw Step**

- (601.1) The turn player draws a card.
 - (601.1a) The turn player does not draw a card on their first turn if they are the first player to take a turn.

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(606) Troublemaker Phase

- **(607) Uncover Step**

- (607.1) If there is a face-up Epic Troublemaker at a Problem, Troublemakers can't be uncovered at that Problem.
- (607.2) Any face-down Troublemakers controlled by the turn player are uncovered in the order of the turn player's choosing.
- (607.3) To uncover a Troublemaker, turn it face-up. If that Troublemaker is Epic, dismiss all other face-up Troublemakers at that Problem.

- **(608) Challenge Step**

- (608.1) The turn player may challenge up to one Epic Troublemaker or opposing Troublemaker at each Problem one at a time in the order of that player's choosing. That player is the challenger.
- (608.2) The turn player may challenge an Epic Troublemaker or opposing Troublemaker if that player controls at least one character at that Troublemaker's Problem.
- (608.3) Players can't choose to challenge the same Troublemaker multiple times during the same Challenge Step.
- (608.4) To challenge a Troublemaker, start a Faceoff at that Problem. That faceoff is a Troublemaker Faceoff.

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(609) Main Phase

- (609.1) The turn player may perform any Main Phase action by opening a priority window and taking that action.
- (609.2) The Main Phase actions are as follows:
 - (609.2a) Play a Friend, Resource, or Event Card
 - The turn player may pay a card's cost(s) to play it. Only Events with the timing phrase "Main Phase" may be played as Main Phase actions.
 - (609.2b) Move a Character
 - The turn player may pay 2 action tokens to move a character that player controls to another area. Characters can't be moved to their current area.
 - The cost of the move action can't be reduced to less than 1 action.
 - (609.2c) Play a Troublemaker
 - The turn player may pay 1 action token to play a Troublemaker face-down to a Problem.
 - (609.2d) Draw a card
 - The turn player may pay 1 action token to draw a card.
 - (609.2e) Rally a Frightened Card
 - The turn player may pay 2 action tokens to unfrighten a card that player controls. Cards which are not frightened can't be unfrightened.
 - (609.2f) Activate an ability
 - The turn player may activate an ability with the Main Phase timing phrase by paying its cost.

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(610) Score Phase

- (610.1) A confront step is performed for each Problem in the order of the turn player's choosing.
- **(611) Confront Step**
 - (611.1) The turn player confronts a Problem if that player meets the Problem's confront requirements.
 - (611.2) The confront requirements of a Problem owned by a player are listed at the bottom of the Problem card, beneath the text box. The confront requirements of a Problem owned by an opponent are listed at the top of the Problem card. These requirements may be different for each player.
 - (611.3) A player meets the confront requirements of a Problem if that player controls characters at that Problem contributing power in the required amounts of the required colors to confronting that Problem.
 - (611.3a) Characters contribute their power to confronting their Problem unless otherwise unable to.
 - (611.3b) Characters can't contribute power of more than one color, even if that character has more than one color.
 - (611.3c) Some problems have confront requirements that specify power of a color that is not a certain color. These requirements can be met by any power that is not the prohibited color.
 - (611.3d) Wild power can be contributed to by power of any color or no color, including excess power of the colors of the other listed requirements.
 - (611.3e) A player can't confront a Problem if there is an opposing face-up Troublemaker or a face-up Epic Troublemaker at that Problem.
 - (611.4) As a player confronts a Problem, that player scores a point. If an opponent also meets their confront requirements for that Problem (611.3), there will be a Problem Faceoff at that Problem.
- **(612) Faceoff Step**
 - (612.1) If the turn player confronted two or more Problems in one score phase, perform a Multi Problem Faceoff at all Problems. This is a type of Problem Faceoff.
 - (612.2) If the turn player confronted only one problem while the opponent could also confront that Problem, perform a Problem Faceoff at that problem.

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- **(613) Solve Step**

- (613.1) As the Solve Step starts, any Problems at which Problem Faceoffs were resolved become solved.
- (613.2) Replace any Problems which are solved. To replace a Problem, the following instructions are performed in order: Any characters (including Frightened Friends) there are sent to their controller's home, any face-up Troublemakers there are dismissed, and any Resources there are dismissed. Cards dismissed in this way are dismissed by the game. Then, put the Problem being replaced on the bottom of its owner's Problem deck, and put the top card of that deck into play at that area.

(614) End Phase

- **(615) End of Turn Step**

- (615.1) All triggers which trigger at the end of the turn trigger at this time.

- **(616) Wrap Up Step**

- (616.1) No player receives priority during the wrap up step.
- (616.2) If the turn player has more cards in hand than allowed by the maximum hand size, that player must discard cards until they no longer have more cards in hand than allowed. The default maximum hand size is 8.
- (616.3) If the turn player has Friends at their home in excess of their home limit, that player must choose and retire Friends at their home until they no longer have Friends at their home in excess of their home limit. A player's home limit is defined in the text box of that player's Mane Character.
- (616.4) All modifiers which last "this turn" or "until the end of the turn" end, the current turn ends, and the next player in turn order begins their turn.
 - (616.4a) If any triggers have occurred during this step, a priority window opens before the turn ends, and those triggers are processed. As that priority window closes, another Wrap Up Step begins. This is an exception to (616.1).

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7. Abilities and Modifiers

(701) Abilities

- (701.1) A card's abilities include the game text inside its text box, its keywords, and any text added to it by modifiers. There are three types of abilities: Continuous Abilities, Activated Abilities, and Triggered Abilities.
- (701.2) A paragraph break (indicated by "<p>" in rules and supplementary documents) in a card's text denotes a separate ability.
 - (701.2a) Keywords may be grouped together, but are always separate abilities.
- (701.3) Abilities function only in play unless they specify otherwise or could only function in a non-play zone.
- (701.4) Keywords are bold words in a card's text box that represent common card powers. Not all words in bold text are keywords; each keyword is defined in the glossary.
- (701.5) Tag words are italicized words in a card's text box that are sometimes used to group sets of similar card powers. Tag words have no specific game text. Each tag word is defined in the glossary.

(702) Continuous Abilities

- (702.1) Continuous abilities generate continuous modifiers, and function until the card that has them loses them or leaves the appropriate zone.

(703) Activated Abilities

- (703.1) Activated abilities are abilities that can be activated by a player as an action while that player has priority. Activated abilities can be identified by timing phrases indicating when they may be activated.
 - (703.1a) Timing phrases on Event cards do not indicate activated abilities.
 - (703.1b) Only the controller of a card may activate its activated abilities.
 - (703.1c) Abilities may be activated as often as a player can pay their costs.
 - (703.1d) The cost of an activated ability is defined by the text in the ability that precedes the word "to". If the word "to" does not appear in the text of the ability, that ability has no cost.

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(704) Triggered Abilities

- (704.1) A triggered ability watches for its trigger condition to occur, at which point it triggers. A triggered ability can be identified by the words “when” or “at”.
 - (704.1a) An ability which uses the words “when” or “at” but also has a timing phrase is not a triggered ability.
 - (704.1b) A triggered ability triggers once for each instance of its trigger condition, even if those instances occur simultaneously.
 - (704.1c) A triggered ability can trigger at any time, including while no player has priority. As a triggered ability triggers, it creates a triggered effect. The processing of these effects is ordered by Pre-Priority Processing.

(705) Processing Actions

- (705.1) To take an action is to play a card, perform a Main Phase Action, or activate an activated ability.
- (705.2) A player taking an action resolves it by following the steps below. No player has priority during these steps. If a player can’t complete one of these steps, the game state is rewound to the point immediately before that action was taken.
 - (705.2a) Announce the action and reveal its source if the source is not public.
 - (705.2b) If the action is a card being played, put that card in the queue.
 - (705.2c) Determine the costs of the action.
 - (705.2d) Pay those costs.
 - Effects which happen as a player plays a card resolve before moving past this step.
 - (705.2e) Follow the instructions of the card, action or ability in order.
 - Any decisions that must be made as part of following those instructions are made in order; if multiple un-ordered decisions are made, they may be made in an order chosen by the player taking the action. Players can’t choose to do things that can’t be done.
 - If parts of these instructions have different durations, or if some have durations while others don’t, separate modifiers are created for each part. Modifiers never have more than one duration.
 - (705.2f) As the last part of processing an action, one or more of the following things happen:

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- A Friend, Troublemaker, or Resource enters play.
 - An Event creates one or more modifiers and is then put into its owner's discard pile.
 - A Main Phase Action creates a modifier.
 - An ability creates one or more modifiers.
 - Abilities that trigger "when [a player] plays [something]" trigger if the action being resolved is a card a player has played.
- (705.2g) After an action has been resolved, priority passes to the next player.

(706) Entering Play

- (706.1) A card enters play as it is put into the play zone from another zone. A player puts a card into play by following the instructions below in order.
 - (706.1a) Any abilities that occur 'as [something] enters play' are applied. This is a one-time check; if one such ability causes a card to gain another ability with the same timing, the gained ability will not be processed.
 - (706.1b) Any modifiers that affect the state in which the card enters play are applied ("enters play face-down", "enters play exhausted", etc).
 - (706.1c) The card's continuous powers begin generating continuous modifiers, and any existing continuous modifiers that would affect the card are applied to it.
 - (706.1d) Abilities that trigger "when [something] enters play" trigger.

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(707) Modifiers

- (707.1) Processing an action or effect can create one or more modifiers.
- (707.2) Modifiers affect the game when applied to it. A player applies a modifier by processing its text in order. If part of its text can't be done, the parts which can be done are still processed.
 - (707.2a) Some modifiers have a cost. The cost of a modifier is defined as the portion of its text preceding the word 'to'. If the word 'to' does not appear in a modifier's text, that modifier has no cost. A modifier's cost must be paid in order to process the subsequent text.
- (707.3) Modifiers only affect cards in play unless they specifically affect cards in one or more other zones.
- (707.4) If a modifier starts a faceoff, as that modifier resolves, the faceoff starts. This does not cause a new priority window to open; this is an exception to (514.2). Instead, the current priority window remains open and the player whose modifier started the faceoff receives priority.
 - (707.4a) Faceoffs can't be started during a faceoff.

(708) Continuous Modifiers

- (708.1) Continuous modifiers affect the game over a period of time. Continuous modifiers can be definite or indefinite.
- (708.2) Definite continuous modifiers have a specific duration. They may also have a "while" condition, which is not itself a duration.
 - (708.2a) Modifiers which have "while" conditions only affect the game while their "while" condition is true within their duration.
 - (708.2b) Definite continuous modifiers which check game state information use that information as it was at the time the modifier was created.
- (708.3) Indefinite continuous modifiers affect the game for as long as they exist and any conditions they have are true.
 - (708.3a) Indefinite modifiers which check game state information always use information from the current game state.
- (708.4) Triggered modifiers are a type of continuous modifier which may have a duration or specify that it triggers the next time a specified thing occurs. Triggered modifiers can be identified by the words 'when' or 'at' and function like triggered abilities (704).

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(709) One-Shot Modifiers

- (709.1) One-shot modifiers affect the game once and then cease to exist. They do not have a duration.
- (709.2) One-shot modifiers that check game state information use that information as it was at the time the modifier was created.

(710) Replacement Modifiers

- (710.1) Modifiers that use the words “if”, “would”, and “instead” are replacement modifiers. A replacement modifier replaces a specified occurrence with a different occurrence. Replacement modifiers do not define what “can’t” happen.
- (710.2) A replacement modifier can replace an occurrence at any time, even during Pre-Priority Processing or while no player has priority.
- (710.3) Neither an occurrence which has been affected by a replacement modifier nor any occurrence that occurrence has been replaced with can be affected by that modifier again. Those occurrences can still be affected by other replacement modifiers or other instances of the same replacement modifier.
- (710.4) A replacement modifier can replace an occurrence even if the occurrence it is being replaced with can’t be done (That occurrence still can’t be done).
- (710.5) If multiple replacement modifiers would replace the same occurrence, the player that would be affected chooses one and applies it. If the occurrence affects a card, effect, or modifier, the controller of that card, effect, or modifier is the player that would be affected.
 - (710.5a) If one or more modifiers that were attempting to replace that occurrence no longer apply, they fail to resolve and do not affect the game.
 - (710.5b) If one or more modifiers are still attempting to replace the occurrence, this process repeats until that is no longer the case.

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(711) Modifier Interactions

- (711.1) One-shot modifiers are applied as they are created, then cease to exist.
- (711.2) Replacement modifiers are applied as the occurrence they replace would occur.
- (711.3) Continuous modifiers are applied in timestamp order from earliest to latest unless one is dependent upon another.
 - (711.3a) The timestamp of a continuous modifier is the time at which that modifier was created.
 - (711.3b) A continuous modifier is dependent upon a second continuous modifier if the presence of the second changes the result of the first. Modifiers that don't depend on any other modifiers are independent modifiers.
 - (711.3c) Modifiers are never dependent on replacement modifiers.
- (711.4) If a modifier is dependent on a second modifier with a later timestamp, it is not applied in timestamp order and instead applied immediately after the latest-timestamped modifier on which it depends
- (711.5) If some number of modifiers are dependent upon each other, they are interdependent. Apply the earliest-timestamped one in timestamp order, and apply the remaining ones as per dependent modifiers (711.4).
- (711.6) If multiple continuous modifiers would start to apply simultaneously, the player who most recently had priority chooses an order for the timestamps of those modifiers he controls. If no player has had priority since the start of the most recent priority window, the turn player instead chooses an order for the timestamps of those modifiers he controls. Those modifiers are timestamped prior to any other modifiers that would apply at the same time. Then, the next player in turn order chooses an order for the timestamps of those modifiers he controls, and so on, until all timestamps have an order.

(712) Triggered Effects

- (712.1) As a player is about to receive priority, any triggered effects that have been created since the last time a player had priority are processed during Pre-Priority Processing.
- (712.2) Triggered effects that check game state information use that information as it existed at the time that effect was created, irrespective of the game state at the time that effect resolves.
- (712.3) Some triggered effects state that a player “may” do something. Triggering these effects is not optional; the effect is created, and the player’s decision is made as the effect is processed.

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8. Additional Rules

(801) Simultaneity

- (801.1) If simultaneous decisions must be made by one or more players, the player who most recently had priority makes all of his decisions first. If simultaneous decisions must be made by one or more players as a new priority window is being opened, the turn player instead makes all of his decisions first. Then the next player in turn order makes all of their decisions, and so on, until all decisions are made. After all decisions have been made, they are resolved simultaneously.

(802) Loops

- (802.1) Game states can exist in which a series of actions can be performed indefinitely. Such series are loops.
- (802.2) If a loop involves one more optional actions, after a full iteration of the loop the next player who has the opportunity to perform an optional action in the loop must choose a number. Then, in turn order, each player with the opportunity to perform an optional action in the loop may choose a smaller number. The smallest number chosen is the number of times that the loop is repeated, ending just before the player who chose the smallest number has the opportunity to take an optional action in the loop; after that number of repetitions has been completed, that player can't take an action that would continue the loop.
- (802.3) If a loop involves no optional actions, the player who controls the first mandatory effect in the loop must choose a number greater than 24,567,837. The loop is repeated that many times, ending immediately before the first mandatory effect would trigger the next time after the repetitions. That effect instead does not trigger and play proceeds.
- (802.4) A player may break a loop before the specified number of repetitions by taking an action that would prevent the loop from continuing, at which point the loop ends and play proceeds.

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9. Glossary

- **Calming X:** A keyword ability cards can have. It means “When an opposing Friend enters play here, it gets $-X$ power until the end of the turn.”
- **Caretaker:** A keyword ability cards can have. It means “This card has $+1$ power while at a Problem with at least one of your [Critic] Friends.”
- *Chaos:* A tag word cards can have. It is used to group abilities which function when a card is flipped.
- **Competitive X:** A keyword ability cards can have. It means “This card has $+X$ power while involved in a faceoff.”
- **Cutie Mark:** A keyword action that can appear on cards. It means “Put a $+1$ power counter on this card and it becomes cutie marked. You can’t Cutie Mark a cutie marked card.”
- **Dilemma:** A trait cards can have. Dilemmas become Problems and lose their other types while in play. If a dilemma would be replaced, it is put into its owner’s discard pile instead.
- **Diligent X:** A keyword ability cards can have. It means “When you win a faceoff involving this card, put $X + 1$ power counters on this card.”
- **Eccentric X:** A keyword ability cards can have. It means “Opponents need $+ [X \text{ wild}]$ to confront this card’s Problem.”
- **Hasty:** A keyword ability cards can have. It means “You may play this card as an **Immediate** action.”
- **Home Limit:** Mane Characters have a home limit. The home limit of a player’s Mane Character defines how many Friends that player can control at their home at the end of their turn. If a player controls more Friends at home at the end of their turn than their home limit allows, they must retire Friends until they no longer have more at home than their home limit allows.
- **Inspired:** A keyword ability cards can have. It means “At the start of your Main Phase, look at a number of cards from the top of an opponent’s draw deck equal to the number of cards with **Inspired** you control. Put any number of them on top of the deck in any order, and the rest on the bottom.”
- **Meticulous X:** A keyword ability cards can have. It means “At the start of your turn, you may look at the top X cards of your deck and put them on the top or bottom of your deck in any order.”

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- **Persistent:** A keyword ability cards can have. It means “If this card would leave play, you may frighten it instead.”
- **Prepared:** A keyword ability cards can have. It means “When an opponent starts a faceoff here, gain ①”
- **Prismatic:** A keyword ability cards can have. It means “This card also has the colors of all your other [Crystal] characters.”
- **Pumped:** A keyword ability cards can have. It means “Once per faceoff, during a faceoff involving this card, if you would put a flipped card on the bottom of your deck you may banish it to beneath this card instead.”
- **Random:** A keyword ability cards can have. It means “Once per faceoff, during a faceoff involving this card, if you flip a card with 1 power, you may ignore it and flip a new card.”
- **Showy X:** A keyword ability cards can have. It means “Opponents must pay +[X] to move characters to this card’s Problem.”
- **Spend:** A word that can be associated with the **Pumped** keyword. To spend a card from beneath another card is to put it into the discard pile.
- **Starting Problem:** This is a flag which appears in bold text on Problem cards. Cards with Starting Problem can be selected as the Problem a player puts into play as a game is starting.
- **Stubborn:** A keyword ability cards can have. It means “While exhausted, this card contributes its power to Faceoffs and to confronting problems.”
- **Studious:** A keyword ability cards can have. It means “When you win a faceoff involving this card, gain an action token from this card unless you have already gained an action token from a card with **Studious** this faceoff.”
- **Supportive X:** A keyword ability cards can have. It means “This card has +X power while with your Mane Character that shares a color with it.”
- **Swift:** A keyword ability cards can have. It means “You pay –① to move this card.”
- **Teamwork:** A keyword ability cards can have. It means “Your other Friends here that share a Trait with this card also have its other printed abilities.”
- **Vexing:** A keyword ability cards can have. It means “If an opponent would confront this card’s Problem, you may retire this card instead.”
- **Villain:** A keyword ability cards can have. It means “When this Troublemaker is uncovered, Frighten each Friend at its Problem.”

10. My Little Pony CCG Card Errata

Marks in Time

Starlight Glimmer Chrono Trigger	OLD: "When a card is banished this way..." NEW: "When <u>one or more cards are</u> banished this way..."
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Trading Traditions	"When this card enters play, choose a color at the start of your next turn. "
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High Magic

Discord Party Clasher	OLD: "When this card enters play ..." NEW: "When <u>you play</u> this card..."
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Fancy Pants Respected Aristocrat	OLD: "When this card enters play ..." NEW: "When <u>you play</u> this card..."
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Moondancer Page Turner	Added "Chaotic" trait.
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Seabreeze Breezie Boss	Added "Chaotic" trait.
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Tantabus Night Terror	"Chaos: <u>When this card is flipped</u> , all players lose their action tokens."
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Equestrian Odysseys

Princess Twilight Sparkle Ambassador of Friendship	"When you put a card on top of your deck, <u>you may</u> turn this card over."
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Queen Chrysalis Changeling Pretender	"When this side of the card turns face up <u>for the first time each game</u> ..."
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Spike Number One Assistant	OLD: "... put all Events banished this way into your hand ." NEW: "... put each Event banished this way into <u>its owner's hand</u> ."
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The Cutie Map Equestrian Odysseys	Added subtitle "Equestrian Odysseys".
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My Little Pony CCG Card Errata

Absolute Discord

Babs Seed Bigger Bully	OLD: "...the power of the opposing character here with the highest power." NEW: "... the power of <u>an</u> opposing character here with the highest power."
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Chaos Capital of the World	"Chaos: <u>When this card is flipped</u> , turn each Mane Character over."
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Princess Luna Dream Guide	OLD: "... you may pay ① to choose an opponent . That opponent reveals their hand and separates it into two piles. Choose and banish one pile, then turn this card over ." NEW: "... you may pay ① <u>and turn this card to its Boosted side. If you do, choose an opponent</u> . That opponent reveals their hand and separates it into two piles. Choose and banish one pile."
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Tread Mill	OLD: "At the beginning of your turn..." NEW: "At the <u>start</u> of your turn..."
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The Crystal Games

Octavia Serious Musician	OLD: "...put this card into your hand ..." NEW: "...put this card into <u>its owner's hand</u> ..."
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Pile of Presents	"...if that opponent has already drawn at least 4 cards this turn..." "...exhaust this card and one of your Friends to to draw a card."
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Stay Quiet the Longest	"...The winner of that faceoff reveals a number of cards from <u>the top of</u> their deck."
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Rock and Rave

DJ Pon-3 Party Starter	"Main Phase: Exhaust this card to draw a card. <u><p></u> At the start of your Score Phase, if this card is with at least 3 of your Friends, you may ready this card."
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My Little Pony CCG Card Errata

Canterlot Nights

Cheese Sandwich Wandering Partier	OLD: "Exhaust this card and put it into your hand ..." NEW: "Exhaust this card and put it into <u>its owner's hand</u> ..."
Daisy Mousy Mare	OLD: "When this card is retired, put it into your hand ." NEW: "When this card is retired, put it into <u>its owner's hand</u> ."
DJ Pon-3 Everypony's Shufflin'	OLD: "...put this card into your hand ..." NEW: "...put this card into <u>its owner's hand</u> ..."
Goof Off	"Starting Problem. <u><p> Main Phase:</u> This card's owner may exhaust..."
Pie Family Rock Farm	OLD: " If a player would draw a card during their Ready Phase, they draw 2 cards instead. " NEW: " <u>At the start of each player's turn, that player draws an additional card.</u> "
Pinkie Pie Clonie Pie	OLD: "Faceoff Reaction: When you flip a card..." NEW: "Faceoff Reaction: <u>After</u> you flip a card..."
Princess Celestia Hoof Shaker	OLD: " If one of your Friends would be dismissed for being in excess of your home limit, you may exhaust this card to put that Friend in your hand instead ." NEW: " <u>At the end of your turn, if you have Friends at home</u> in excess of your home limit, you may exhaust this card to put <u>a Friend there</u> into <u>its owner's hand</u> ."
Princess Luna Night Mare	OLD: "When you play this card to a Problem, frighten a Friend at that Problem ." NEW: "When this card <u>enters play at</u> a Problem, frighten a Friend <u>there</u> ."
Shooting Star Tale Teller	OLD: " While an opponent's Mane Character is at home, if you would draw a card during your Ready Phase, you may draw 2 cards and discard a card instead. " NEW: " <u>At the end of your draw step, if</u> an opponent's Mane Character is at home, <u>you may draw a card and discard a card.</u> "
Sunset Shimmer	"...If you do, they banish an opposing Friend or Resource..."
The Element of Kindness Sharing Kindness	"Play to your home. <u><p></u> You must control Fluttershy to play this card..." OLD: "...Harmony token ..." NEW: "...Harmony <u>counter</u> ..."
The Element of Magic Complete Magic	"Play to your home. <u><p></u> You must control Twilight Sparkle to play this card..." OLD: "...Harmony token ..." NEW: "...Harmony <u>counter</u> ..."
The High Ground	"...you may <u>exhaust this card to</u> ready one of your characters."

My Little Pony CCG Card Errata

Premiere

A Bully and a Beast	<p>OLD: “Troublemaker Faceoff Reaction: Play after you flip a card for the Troublemaker. Ignore that card's power and flip a new card.”</p> <p>NEW: “Reaction: After you flip a card <u>during a Troublemaker faceoff while your opponent is challenging a Troublemaker</u>, ignore that card and flip <u>another</u> card.”</p>
Ahuizotl	Added “Epic” trait.
Applejack Steadfast Farmpony	<p>OLD: “When one of your Friends with this card at home or a Problem is dismissed, you may put it on the top of your deck.”</p> <p>NEW: “When one of your Friends <u>here would be</u> dismissed, you may put <u>that Friend</u> on top of <u>its owner's deck instead</u>.”</p>
Auntie Applesauce Gum Flapper	<p>OLD: “When this card is dismissed, put it into your hand.”</p> <p>NEW: “When this card is dismissed, put it into <u>its owner's hand</u>.”</p>
Big Shot Wildlife Photographer	<p>OLD: “When a Troublemaker at this card's Problem is revealed...”</p> <p>NEW: “When a Troublemaker at this card's Problem is <u>uncovered</u>...”</p>
Brown Parasprite	<p>OLD: “...they discard a card from the top of their deck.”</p> <p>NEW: “...they <u>put the top card of their deck into their discard pile</u>.”</p>
Coco Crusoe Thick Skinned	<p>OLD: “When you reveal a Troublemaker...”</p> <p>NEW: “When you <u>uncover</u> a Troublemaker...”</p>
Dr. Hooves Unblinking	<p>OLD: “When this card is placed in the discard pile, you may search your deck for a Dr. Hooves Friend. Play it at your home frightened, and shuffle your deck.”</p> <p>NEW: “When this card is <u>put into the discard pile from anywhere</u>, you may search your deck for Dr. Hooves, play it <u>to</u> your home frightened <u>for free</u>, and shuffle your deck.”</p>
Duck and Cover	<p>OLD: “Faceoff Reaction: Play when you flip a card. Ignore that card's power and flip a new card.”</p> <p>NEW: “Reaction: <u>After</u> you flip a card <u>during a faceoff</u>, ignore that card and flip a new card.”</p>
Fashion Feast	<p>OLD: “Cards flipped for Problem faceoffs at this Problem are not put at the bottom of their players' decks, but discarded instead.”</p> <p>NEW: “<u>If a</u> card flipped for a Problem faceoff <u>here would be</u> put on the bottom of <u>its owner's deck</u>, it is <u>put into its owner's discard pile</u> instead.”</p>

My Little Pony CCG Card Errata

Premiere (cont.)

Featherweight Editor-in-Chief	<p>OLD: “During Problem faceoffs involving this card, your opponent flips an additional card but ignores one of the flipped cards with the highest power.”</p> <p>NEW: “During Problem faceoffs involving this card, your opponent flips an additional card. <u><p> During Problem faceoffs involving this card, your opponent</u> ignores one of their flipped cards with the highest power.”</p>
Fiddly Faddle Country Twang	<p>“...<u>you may</u> look at the top 2 cards of your opponent's deck...”</p>
Fluttershy Monster Tamer	<p>OLD: “...When this card is moved from that Problem, dismissed, or banished, play that banished Troublemaker to a Problem and reveal it.”</p> <p>NEW: “...When this card <u>leaves that Problem</u>, <u>put</u> that banished Troublemaker <u>into play at</u> a Problem and <u>uncover</u> it.”</p>
Goldengrape Popular Punster	<p>..search your deck for a Friend, <u>reveal</u> it, put it into your hand</p>
Granny Smith Apple Elder	<p>OLD: “...you may move a Resource from one Friend to another.”</p> <p>NEW: “...you may <u>reattach</u> a Resource from one Friend to another.”</p>
Gyro Pointdexter	<p>“When you play this card, <u>you may</u> search your deck for an Event...”</p>
I Need Answers	<p>OLD: “During their Main Phase, players may dismiss one of their Friends here to gain ①.”</p> <p>NEW: “<u>Main Phase:</u> Dismiss one of <u>your</u> Friends here to gain ①. <u>Any player may activate this ability.</u>”</p>
It’s a Twister!	<p>“Score Phase: At the beginning of a player's Score Phase...”</p>
Kitchen au Flam��	<p>OLD: “...take a Friend with 1 power from their discard pile and put it in their hand.”</p> <p>NEW: “...<u>put</u> a Friend with 1 power from their discard pile <u>into</u> their hand.”</p>
Lilac Links Superstitious	<p>OLD: “Problem Faceoff: Exhaust this card to choose a Friend with a Resource on it involved in the faceoff. That Friend gets -5 power until the end of the faceoff.”</p> <p>NEW: “Problem Faceoff: Exhaust this card <u>and</u> choose a Friend <u>involved in the faceoff with a Resource attached to it to give</u> that Friend -5 power until the end of the faceoff.”</p>
Marvelous Chapeau	<p>“...you need -[1 wild] to confront that Problem.”</p>

My Little Pony CCG Card Errata

Premiere (cont.)

My Pinkie Sense is Tingling	<p>OLD: “The winner of a Problem faceoff here may look at the top 3 cards of this Problem deck and put them back in any order.”</p> <p>NEW: “<u>When a player wins</u> a Problem faceoff here, <u>they</u> may look at the top 3 cards of this Problem's deck and put them back in any order.”</p>
Nightmare Moon	<p>OLD: “When you uncover this card...”</p> <p>NEW: “When this card <u>is uncovered</u>...”</p> <p>Added “Epic” trait.</p>
Pearly Stitch Crochety Crocheter	<p>“Your opponent's cards can't move this card.”</p>
Rainbow Dash To the Rescue	<p>OLD: “After a faceoff involving this card, you may put one of the cards you flipped for the faceoff into your hand.”</p> <p>NEW: “Once per faceoff, if you would put a card flipped for a faceoff involving this card on the bottom of your deck, you may put it into your hand instead.”</p>
Rarity Dazzling Fashionista	<p>OLD: “When you score at least 2 points at this card's Problem...”</p> <p>NEW: “When you score at least 2 points <u>with this card</u>...”</p>
Rising Star In the Spotlight	<p>OLD: “...Exhaust this card to reveal a Troublemaker...”</p> <p>NEW: “...Exhaust this card to <u>uncover</u> a Troublemaker...”</p>
Screwy Barking Mad	<p>OLD: “Your opponent needs at least 3 characters to confront this card's Problem.”</p> <p>NEW: “Your opponents can't confront this card's Problem <u>unless they have</u> at least 3 characters <u>at that Problem</u>.”</p>
Ship Shape Heavy Lifter	<p>“Faceoff-Reaction: When you flip a card, exhaust this card to ignore that card's power and flip <u>another</u> card.”</p>
Silver Spanner Nuts for Bolts	<p>OLD: “...you may dismiss this card to play that Resource...”</p> <p>NEW: “...you may dismiss this card. <u>If you do</u>, play that Resource....”</p>
Stand Still!	<p>OLD: “...Return that character to its original location.”</p> <p>NEW: “...<u>Send</u> that character to its <u>previous area</u>.”</p>
Sunny Rays One Bright Mare	<p>“...<u>you may</u> look at the top 2 cards of your opponent's deck...”</p>
Timberwolf	<p>OLD: “When you uncover this card, pay ② or dismiss it.”</p> <p>NEW: “When this card <u>is uncovered</u>, <u>its owner must</u> pay ② or dismiss it.”</p>
Twilight Sparkle Faithful Student	<p>OLD: “After a faceoff involving this card, you may put any Events you flipped into your hand instead of the bottom of your deck.”</p> <p>NEW: “<u>During</u> a faceoff involving this card, <u>if you would put a flipped Event card on the bottom of your deck</u>, you may put <u>it</u> into your hand instead.”</p>

My Little Pony CCG Card Errata

Premiere (cont.)

Twilight Sparkle
Ursa Vanquisher

OLD: "...you may exhaust and put it into ~~your hand~~."
NEW: "...you may exhaust this card and put it into its owner's hand."

What Went Wrong?

"~~Faceoff~~ Reaction: ~~Play~~ after your opponent flips a card during a faceoff, your opponent ignores that card's ~~power~~ and flips another card."

Whoa There Nelly!

OLD: "...Put it into ~~your hand~~."
NEW: "...Put it into its owner's hand."

Wild Manticore

OLD: "During faceoffs ~~against~~ this card, ~~the challenger's opponent~~ flips an additional card."

NEW: "During faceoffs involving this card, flip an additional card."

11. My Little Pony CCG Limited Play

Limited Deck Construction

In limited formats, a draw deck must contain a minimum of 30 cards. There is no maximum draw deck size. A Problem deck must contain exactly five cards, at least one of which must be a Starting Problem.

Mane Characters

Players may request for Mane Characters to be provided to them by the Tournament Organizer for use during limited events. If the Tournament Organizer is unable to provide them, players may provide their own. The Mane Characters which may be provided in this way are listed in the table on the next page. Players may also use any Mane Characters present in their limited pool, including those not listed in the table.

Starting Problems

Players may request Starting Problems to be provided to them by the Tournament Organizer for inclusion in their Problem Decks. If the Tournament Organizer is unable to provide them, players may provide their own. Players may include any number of these Starting Problems in their Problem decks, and may do so irrespective of the number of Starting Problems included in their limited pool. The Starting Problems which may be provided in this way are listed in the table on the next page. Players may also use any Starting Problems present in their limited pool, including those not listed in the table.

Sealed Deck Format

In a Sealed Deck event, each player constructs a limited deck from a pool of cards created by opening 8 booster packs. The recommended sealed formats for each block are listed in the table on the next page.

Booster Draft Format

In a Booster Draft event, each player constructs a limited deck from a pool of cards created by drafting 4 booster packs. The recommended draft formats for each block are listed in the table on the next page.

For Booster Draft events, judges will divide players into roughly equal pods; the recommended pod size is 8 players per pod. Each pod will be seated in a circular fashion. Once seated, players will open one booster pack and begin drafting. Boosters are opened in order of set recency, with the most recent set opened first.

To draft a card from a pack, each player chooses a card from that pack, places it face-down in front of them, and passes the remaining cards to the next player. The first and third boosters are passed to the left, while the second and fourth boosters are passed to the right. This process repeats until all cards in a pack have been drafted, at which time the players will open and draft the next pack.

During a draft, players may not communicate with or reveal private information to other players until all cards have been drafted. At Tier 2 or higher events, players may not review their drafted cards between picks, but at all event levels there is a brief period between each pack during which players may review their drafted cards.

My Little Pony CCG Limited Play

Special Formats

If your limited event is using a special limited pool, then each player keeps the additional included cards (for example, the Make Your Mark Pack Drafter includes a Mane Character and a Kevin, Fitting In promo card). They are a part of that player's limited pool, and may be included in decks for the event.

	Odyssey Block	Premiere Block
Recommended Sealed Deck Format	3 packs Equestrian Odysseys 2 packs High Magic 3 packs Marks in Time	2 packs Premiere 2 packs Canterlot Nights 2 packs Crystal Games 2 packs Absolute Discord
Recommended Booster Draft Format	2 packs Marks in Time 1 pack High Magic 1 pack Equestrian Odysseys	1 pack Absolute Discord 1 pack Crystal Games 1 pack Canterlot Nights 1 pack Premiere
Provided Mane Characters	(EO #1) Rainbow Dash Ambassador of Loyalty (EO #2) Applejack Ambassador of Honesty (EO #4) Pinkie Pie Ambassador of Laughter (EO #5) Princess Twilight Sparkle Ambassador of Friendship (EO #7) Rarity Ambassador of Generosity (EO #8) Fluttershy Ambassador of Kindness (MT #1) Scootaloo Cutie Mark Crusader (MT #2) Apple Bloom Cutie Mark Crusader (MT #3) Sweetie Belle Cutie Mark Crusader	(CN #1) Rainbow Dash Hanging Out (CN #2) Applejack Apple Vendor (CN #3) Pinkie Pie Pokey Pony (CN #5) Twilight Sparkle Gala Greeter (CN #6) Rarity Dressmaker (CN #7) Fluttershy Friend to Animals
Provided Starting Problems	(EO #191) Locked Out (EO #200) Totally Lost (EO #202) Winter Start Up	(PR #168) Cloudbursting (PR #190) Runaway Cart (PR #192) Special Delivery! (PR #177) It's Alive! (PR #170) Emergency Dress Order (PR #164) Bunny Breakout

12. My Little Pony CCG Tournament Floor Rules

General Rules and Terms

Tournament System

Enterplay sanctioned tournaments are divided into different event Tiers. Each Tier has different rules and penalties. All tournaments are considered Tier 1 events unless otherwise noted. All Tier 2 and Tier 3 events will be properly noted in advance of the tournament date.

- Tier 1 – Local Tournaments
- Tier 2 – Local and Regional Championship Tournaments
- Tier 3 – National, Continental and World Championship Tournaments

Tournament Materials

Players must bring all materials required to play in a tournament. This includes but is not limited to the following:

- A valid deck for a Constructed Tournament
- Necessary event fees
- Materials necessary to keep score

Public Event Information

Enterplay reserves the right to publish any and all event information such as decklists, pictures, video, results, or transcripts of the event. This can also include any penalties associated with the event.

Enterplay Tournament Authority

The Enterplay Tournament Authority reserves the right to alter, interpret, modify or issue official changes to these rules without prior notice.

Tournament Organizer

The Tournament Organizer (TO) is the person who organizes a specific tournament or a series of tournaments. A Tournament Organizer organizing an event is required to find a Head Judge to run that event. A Tournament Organizer may be the Head Judge for any tournament he is organizing.

My Little Pony CCG Tournament Floor Rules

Judges

There are two types of judge for any specific tournament: one Head Judge and any number of Floor Judges. Floor Judges assist the Head Judge in running a tournament. Judges may play in Tier 1 events. Judges may not play in a Tier 2 or Tier 3 event that they are judging. Enterplay expects all judges to make rulings consistent with the rulings issued by Enterplay and the documents governing MLP: CCG. A player may appeal a ruling by a Floor Judge. It is the Head Judge's responsibility to issue a ruling on all appeals. A Head Judge's ruling in a tournament is final.

- **Head Judge** – The Head Judge is the person who has ultimate responsibility and authority for any specific tournament. A Head Judge's ruling in a specific tournament is final.
- **Floor Judge** – Floor Judges are one or more people who assist the Head Judge in running a tournament.

Deck Lists

Certain events and tournaments will require a deck list to be provided to the Head Judge prior to the start of the event. Deck lists must be filled out completely before being turned in. Deck lists must be written in English and include the complete name (including any subtitle) and quantity of every card included the deck. An incomplete or incorrect deck list will result in the deck or deck list having to be corrected which will incur penalties as described below. There are two types of deck list violations:

- **Incorrect deck list** – An incorrect deck list is a deck list that is filled out incorrectly with simple typos or omissions. Examples of an incorrect deck list include, but are not limited to: misspelling a card name, not filling out the total number of cards for a deck, using nicknames or acronyms that uniquely identify a card instead of the full title, or any decklist violation which is addressed prior to the start of the event at the discretion of the Head Judge. An incorrect deck list usually results in a Game Warning instead of a Game Loss.
- **Invalid deck list** – An invalid deck list is a deck list that describes a deck that is not legal for tournament play or that does not match the deck being played. Examples of an invalid deck list include, but are not limited to: omitting a card or cards, listing the incorrect card or cards, listing an incorrect number of cards, or creating a deck that is not legal for tournament play. Listing the incorrect subtitle or omitting a subtitle on a card that is not uniquely identified by its title will result in an invalid deck list. The minimum penalty for an invalid deck list is a Game Loss. A deck list penalty should only be issued and corrected once per decklist – multiple errors on the same list should not result in multiple penalties.

Deck Randomization

All players must sufficiently randomize their decks prior to the beginning of each game. Any shuffling method may be used to randomize a deck, as long as the faces of the cards cannot be seen. After a deck is randomized, it is presented to an opponent to be cut. That opponent must cut that deck.

A player may request for a judge to randomize an opponent's deck. This request is entirely at the discretion of the judge. If the judge decides to randomize the deck, the judge must randomize each player's deck and present it to that player's opponent to be cut.

Any time a deck is searched during a game, that deck must be randomized according to these guidelines.

My Little Pony CCG Tournament Floor Rules

Pre-Game Actions

Prior to the start of each game, players must perform Pre-Game actions. All of these actions and only these actions may be performed before the game starts. These actions include the following and must be performed in this order.

1. Put your Mane Character in play.
2. Select your Starting Problem and put it in play.
3. Randomly determine which player is going first.
4. Shuffle your Problem Deck and Draw Deck. Present those decks to be cut by your opponent.
5. Put six cards from the top of your Draw Deck into your hand.
6. In turn order, choose whether or not to mulligan (optional).

Conceding and Dropping

A player may choose to concede a game at any time. Once a judge records the match outcome, that outcome is final and may not be altered. A conceded game counts as a loss for the conceding player and a win for that player's opponent.

A player may choose to drop or withdraw from a tournament at any time. If this occurs during a game, that player is considered to have conceded that game. A player who is dropping out must notify the Head Judge prior to the next round being paired. If the round is already paired and a player drops, then that player is considered to have conceded that round.

Collusion or determining the outcome of a game by a random method is not allowed. Players may agree to split the advertised prize pool in any way, but may only split prizes offered to first and second place, may not include anything additional to the prize pool, and may not concede for prizes. All such negotiations must be done in the presence of the head judge. Players who collude or attempt to determine the outcome of a game randomly will be subject to penalties.

Outside Assistance

Note taking during a match is allowed provided it happens in a timely fashion. Notes taken prior to a match may not be used during that match. A judge may choose to not allow any outside devices or objects to be used during a game. This includes but is not limited to cell phones, tablets, laptops, drinks, or food.

My Little Pony CCG Tournament Floor Rules

Legal Cards

My Little Pony CCG cards are tournament legal upon release. The Official Card Reference contains tournament legal date(s) for all gameplay exclusive promotional cards. Alternate art and alternate treatment (such as foil) promotional cards are tournament legal with the corresponding product.

Only cards produced by Enterplay or their official partners are legal for play. Counterfeit cards, printed cards, and other proxies are not allowed.

To be legal for play, altered cards must be readable and discernible to all players. Legality of altered cards is at the discretion of the Head Judge.

Playing Surface

All cards must be visible from the playing surface. Cards may not be removed from view of the playing surface.

Card Sleeves

Card sleeves or deck protectors are allowed and encouraged for tournament play. All sleeves must be uniform and not visibly worn. All of a given deck's sleeves must be identical, but different decks may have different sleeves. Card sleeves with images or designs on the card back are allowed, provided they are not marked, worn, or reflective. No obscuring markings, images, or designs may be printed on the face of the card sleeve. The Head Judge may choose to not allow sleeves with images.

Game Markers

Game markers such as dice or counters are used to help keep track of the game state. Maintaining the accuracy of a game marker is the responsibility of the player using that marker. Game markers cannot be placed in a location to obscure the view of any game object in the field of play, but markers may be placed on top of decks as a player reminder as long as the marker does not obscure the deck. A judge may choose to not allow a game marker for any reason. Players are encouraged to keep a paper record of game state information tracked by game markers, such as points and actions.

My Little Pony CCG Tournament Floor Rules

Tournament Penalties

All players are required to follow the proper rules and procedures to participate in a sanctioned tournament. Any violation of the rules and procedures outlined in official documents may result in a tournament penalty. There are four types of tournament penalties:

Procedural Error

A Procedural Error is a minor violation of tournament rules and procedures that occurs unintentionally. Some examples of an action that will result in a Procedural Error include, but are not limited to, the following:

- Attempting to play a card that can't be resolved
- Attempting to uncover a Troublemaker that can't be uncovered
- Missing a mandatory trigger
- Handling your opponent's cards without permission

Game Warning

A Game Warning is used as a stronger penalty for violation of tournament rules and procedures. The second Game Warning for the same violation during a tournament will result in a player receiving a Game Loss. Some examples of an action that will result in a Game Warning include, but are not limited to, the following:

- Looking at extra cards
- Marked cards without pattern
- Rude or unsporting conduct
- Misrepresenting public information
- Failure to maintain game state
- Slow play

Game Loss

A Game Loss is the strongest penalty a player can receive and still be allowed to participate in the tournament. A Game Loss will result in a player losing the current game. When a player receives a Game Loss, his opponent for that game will receive a win. If a player receives a Game Loss between games, he will lose his next game. If both players receive a Game Loss penalty during the same game then both players will receive a loss. Some examples of an action that will result in a Game Loss include, but are not limited to, the following.

- An illegal deck
- Marked cards with pattern
- Drawing extra cards
- Outside assistance
- Playing a non-Troublemaker as a face-down Troublemaker
- Tardiness

My Little Pony CCG Tournament Floor Rules

Tournament Disqualification

A Tournament Disqualification is only to be given by the Head Judge. All other penalties are assessed on the assumption that they are committed unintentionally; intentionally committing any of the previous infractions for game advantage is considered cheating. Circumstances that may result in disqualification include but aren't limited to:

- Cheating
- Physically threatening or attacking another person

All penalties are subjective, based on the Head Judge's opinion of the specific violation. Penalties for severe offenses may be upgraded at the Head Judge's discretion.

Slow Play vs. Stalling

Players are expected to take their turn and perform actions in a timely matter. If a player is playing too slowly, regardless of intention, then a judge may, at their discretion, give a Game Warning for Slow Play. Intentionally playing slowly in order to gain a game advantage or manipulate the round time is considered stalling, and carries the same Disqualification penalty as other forms of cheating.

Tardiness Players are expected to begin their round on time. If a player is not present at the start of the round, judges should allow a five-minute grace period for the player to arrive and begin play. If a player is still not present five minutes after the beginning of round time, that player should be issued a Game Loss.

Tournament Policies

Match Time Limit

The standard time limit for a constructed MLP: CCG game is 35 minutes per game.

Match Structure

My Little Pony CCG features a one game match.

Participation Minimums

There must be a minimum of four (4) players for an MLP: CCG tournament to be sanctioned.

My Little Pony CCG Tournament Floor Rules

Scoring

My Little Pony CCG uses the following scoring for tournament play.

- Win (W) – 3 points
- Loss (L) – 1 points
- Draw (DR) – 1 points
- Bye (W) – 3 points

Swiss Rounds

All My Little Pony CCG games should use Swiss pairings. The number of players at the tournament determines the suggested number of rounds for the tournament. The Head Judge will announce the number of rounds prior to the start of the tournament.

Suggested number of Swiss rounds:

- 4 players – 3 rounds
- 5 to 8 players – 4 rounds
- 9 to 16 players – 5 rounds
- 17 to 24 players – 6 rounds
- 25 to 39 players – 7 rounds
- 40 to 56 players – 8 rounds
- 57 to 98 players – 9 rounds
- 99 or more players – 10 rounds

End of Match Procedures

If time is called in a match before the match has concluded, the current turn is completed. Then, if the current turn player was the first player to take a turn in the current game and the game has not ended, the next player in turn order takes a turn. If the game still has not ended, the player with the most points wins. If players have an equal number of points, the game is a draw.

At the discretion of the head judge, the time available for this procedure may be limited to 5 minutes; if this limit is reached before end-of-match procedures are complete, play stops immediately and the player with the highest score wins.

Matches in elimination rounds may not end in a draw; if a match would end in a draw in elimination rounds, players begin another game to determine a winner. If time has been called, this game is played until the first change in points

My Little Pony CCG Tournament Floor Rules

Tier 1 Rules

My Little Pony CCG Tier 1 events include any local tournament, side events at conventions, Pre-Release tournaments, and any event that is described as a Tier 1 event. Tier 1 MLP: CCG tournaments carry no additional rules or requirements. My Little Pony CCG Leagues are not sanctioned tournaments and therefore are not Tier 1 events.

Player Eligibility

All players not suspended by Enterplay are eligible to play in a Tier 1 tournament.

Tournament judges are allowed to play in a Tier 1 tournament. A judge or TO of a tournament should refrain from playing if they create an uneven number of players, thereby creating a bye for the tournament, or if their participation might make it difficult to effectively administer the tournament (such as with a large number of players per judge).

Swiss Pairings

Tier 1 My Little Pony CCG events should use Swiss pairings.

Elimination Rounds

Elimination Rounds are not recommended for a Tier 1 MLP CCG event. Elimination Rounds are allowed if the Tournament Organizer or Head Judge chooses. All players must be made aware prior to the beginning of the tournament if Elimination Rounds are going to be used. For events with 16 or fewer players, only the top four finishers from the Swiss portion of the tournament should be selected for the Elimination Rounds. For events with 17 or more players, the top eight finishers from the Swiss portion of the tournament should be selected for the Elimination Rounds.

During Elimination Rounds, players are paired against each other with the highest seed paired against the lowest seed, the next highest seed paired against the next lowest seed, and so on. Matches are played as single elimination with the winner moving on, until one player remains.

My Little Pony CCG Tournament Floor Rules

Tier 2 Rules

Tier 2 My Little Pony CCG events include Store Championships, Regional Championships, World Qualifier Tournaments, and any events described as Tier 2 events. Tier 2 events are championship-level or World Championship qualifying events.

Player Eligibility

All players not suspended by Enterplay are eligible to play in a Tier 2 tournament, with some exceptions.

The Tournament Organizer, Head Judge, and any other judges for a Tier 2 event are not allowed to play in the event. Enterplay employees are not allowed to play in any Tier 2 event. Some Tier 2 events require qualification and only those players that are qualified are allowed to play in those events. See the description for the specific Tier 2 event to see if there are any additional qualifications required.

Deck Lists

Deck lists are required for all Tier 2 events. Deck lists must be turned in prior to the advertised start time of a Tier 2 event. Changes may be made to a deck list after it has been turned in but only before an event starts and only with the Head Judge's approval.

Deck Checks

It is recommended that random deck checks are performed every round during a Tier 2 event. At the start of a round, at least one game is selected and judges then collect the decks from those games as they are presented to the opponent. Decks are then checked against their respective deck lists and returned to the players to begin their round. Any penalties resulting in an incorrect deck or deck list will be applied to that game. The selected players will be given extra time to finish the round.

Match Structure

Elimination Rounds for a Tier 2 event will be single-game matches.

Time Limit

For all Swiss rounds of a Tier 2 event, the normal 35-minute time limit will be used. Any single elimination rounds for a Tier 2 event will use a 45-minute time limit.

My Little Pony CCG Tournament Floor Rules

Tier 3 Rules

Tier 3 My Little Pony CCG events are the Continental Championships and any other event described as a Tier 3 event.

Player Eligibility

Only qualified players are eligible to play in a Tier 3 event. All Tier 3 events require prior qualification.

The Tournament Organizer, Head Judge, and any other judges for a Tier 3 event are not eligible to play in that event. Enterplay employees are not eligible to play in any Tier 3 event.

Deck Lists

Deck lists are required for all Tier 3 events. Deck lists must be turned in prior to the advertised start time of a Tier 3 event. Changes may be made to a deck list after it has been turned in but only before an event starts and only with the Head Judge's approval.

Deck Checks

It is recommended that random deck checks are performed every round during a Tier 3 event. At the start of a round, at least one game is selected and judges then collect the decks from those games as they are presented to the opponent. Decks are then checked against their respective deck lists and returned to the players to begin their round. Any penalties resulting in an incorrect deck or deck list will be applied to that game. The selected players will be given extra time to finish the round.

Match Structure

Elimination Rounds for a Tier 3 event will be best two (2) out of three (3).

Time Limit

For all Swiss rounds of a Tier 3 event, the normal 35-minute time limit will be used. Any single elimination rounds for a Tier 3 event will be untimed but expected to finish in two (2) hours or less.

My Little Pony CCG Tournament Floor Rules

Format Legality

Harmony Constructed

Cards from any released product or set are legal for play in the Harmony format. The Harmony format uses a banlist. The current Harmony banlist is as follows:

Premiere #16	Rainbowshine Cloud Wrangler	Effective January 30, 2015
Premiere #83	Fluttershy Guidance Counselor	Effective January 30, 2015
Canterlot Nights #42	Globe Trotter Sight Seer	Effective January 30, 2015
The Crystal Games #136	Magical Mailbox	Effective January 30, 2015
Canterlot Nights #65	Twilight Sparkle Element of Magic	Effective September 23, 2015
Equestrian Odysseys #103	Bulk Biceps Extra Strong Masseuse	Effective January 25, 2016
Premiere #175	I Need Answers	Effective June 1, 2016
Canterlot Nights #47	Pinny Lane Bowl'em Over	Effective July 27, 2016
High Magic #150	Tantabus Night Terror	Effective August 31, 2016

Block Constructed

The current blocks are Premiere block and Odyssey block; Block tournaments will use a single specified block. Only cards from set releases within that block are legal for play.

The Premiere block sets are: Premiere, Canterlot Nights, The Crystal Games, and Absolute Discord.

The Odyssey block sets are Equestrian Odysseys, High Magic, and Marks in Time.

Cards from supplemental products (Rock N' Rave, Celestial Solstice, etc) are not legal for play in the block format. Cards which are banned in the Harmony format are also banned in the Block format.

13. Credits and References

Rules Design: Rob Broughton, Amanda Craig, Darrell Hardy, Trevor McGregor, Pavel Smith

Rules Development: Adam Hollister, Victor Potter

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Errata List and Document Edits: Vincent Provost

References:

My Little Pony CCG Comprehensive Rules Version 3.4, Updated July 27, 2016

My Little Pony CCG Official Card Reference Version 7.2, Updated June 27, 2016

My Little Pony CCG Limited Play Version 2.0, Updated May 12, 2016

My Little Pony CCG Tournament Floor Rules Version 2.3, Updated July 18, 2016