

Crystal Games

Frequently Asked Questions

New Keywords

Prismatic: A keyword ability cards can have. It means “This card also has the colors of all your other [crystal] characters.”

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.”

General Information

Queue Zone

A new zone exists in the game! Cards that are played are put into the Queue zone until they resolve. Friends, Resources, and Troublemakers are put into play as part of them resolving. Events are put into the Discard pile as part of them resolving.

Control and Ownership

The rules regarding control of a card have been revised. If a Character's or un-attached Resource's controller changes while it's at home, that [thing] is sent to its new controller's home during Pre-Priority Processing. Version 2.1 of the Rules Document states only Characters but this will be updated in the next rules set.

Specific Cards Listed Alphabetically

A Hasty Retreat -

Faceoff: Put an opposing Friend involved in the faceoff on top of its owner's deck.

This card be played anytime during a faceoff in which a player has priority (either before or after the initial Flip). If this card is played after cards are flipped, the Friend card that is put on top of the deck is now the top card, but is not automatically flipped. It is still face down and the Flipped cards remain beneath it until the faceoff is wrapped up. If another flip occurred, the Friend card (not the topmost unflipped card) would then be flipped.

Boneless -

Play to your home.<P>Main Phase: Retire this card and pay [1 action] to have all players shuffle their decks. Draw 3 cards. <p> Main Phase: Retire this card to give one of your characters [pink] until the end of the phase.

Only the player who activated the ability draws the 3 cards.

Call to Action -

Main Phase: Move a number of your Friends up to the number of action tokens your opponent has.

The player will choose the number of Friends before moving them. Then the friends will move simultaneously to their destination(s).

Crystal Forcefield -

Play on a Problem.<P>That Problem can't be confronted.<P>Main Phase: Pay [3 actions] to banish this card. Any player may activate this ability.

Any player may activate this ability. It is a Main Phase ability for whoever wishes to activate it and can only be activated on their turn during their Main Phase.

Dressed Up -

Play on a Friend. <P>That Friend has +1 Power, is also [white], and loses and can't gain abilities.

The phrase "loses and can't gain abilities" creates 2 modifiers. The first removes all existing abilities. The second is a continuous modifier that keeps that Friend from gaining any new abilities. Abilities include all things printed in the text box (including keywords). It does not effect any other parts of the card like Name, Traits, Power, Color, etc.

Inspiring Magic -

Starting Problem <P> The player with the most [unicorn] characters here can draw from the bottom of their deck.

If a player would draw a card, they may choose to draw it from the bottom of the deck.

Less Isn't More -

Main Phase: Exhaust one of your Friends to exhaust a number of opposing Friends up to the number of colors that Friend has.

The player will choose the number of Friends to exhaust. Then that player will choose which Friends and they will exhaust simultaneously.

Party Bomb -

At the start of your turn, you may put a Party counter on this card. <p> Main Phase: Pay a number of action tokens equal to the number of Party counters on this card and retire it to dismiss all Friends with printed power equal to the number of Party counters on this card.

Adding Party counters is a may effect. This card can be retired with 0 Party counters on it.

Pep Talk -

Reaction: After the start of a Score Phase, choose a Problem and ready any number of characters there.

The number is chosen, then the Friends are chosen, then the Friends ready simultaneously.

Ponyville Banner -

Play to your home. <p> Score Phase: Retire this card to choose a Problem. This turn, you meet the confront requirements of that Problem if you have at least one ready [unicorn], [earth pony], and [pegasus] character there.

This ability can be activated only during your Score Phase as per the timing rules (512).

Slick Shades -

Play on a Friend. <P> That Friend has +1 power for each Slick Shades in play.

This card counts the total number of Slick Shades in play among all players in the game.

Study Session -

Play to your home.<P>Opposing Friends enter play exhausted.

Cards that enter play exhausted have not become exhausted and do not trigger abilities looking for "When [something] becomes exhausted".

Tatzlwurm -

If a Friend would be dismissed, it is banished instead.

This is a global effect and is not optional.

Windigo -

At the end of your Troublemaker Phase, put a Unity counter on this card. <p> This card can only be challenged by a number of characters up to the number of Unity counters on this card.

The player must have the number of characters up to the number of unity counters on this card in order to challenge the Troublemaker. If this card has 3 counters and the player has 4 characters there, Windigo would not be able to be challenged.

Comet Tail - Blaze of Glory

Main Phase: Pay [1 action] to give this card +2 power until the end of the turn. You may move this card. At the end of the turn, retire this card.

This ability resolves completely, in order, and creates a triggered modifier that waits until the end of the turn and retires the friend.

Applejack - Breeziefied

If another of your Friends here would be dismissed, you may retire this card instead.

This card can replace only one dismissal effect even if multiple would happen simultaneously.

Pinkie Pie - Breeziefied

Reaction: After the start of the Score Phase, you may retire this card. If you do, your opponent needs +[2 wild] to confront this card's Problem this turn.

This ability can be activated during any player's turn.

Rainbow Dash - Breeziefied

Troublemaker Phase: Retire this card to move one of your Friends to this card's Problem.

This ability can only be activated at the beginning of the Troublemaker Phase prior to uncovering Troublemakers,

Princess Cadance - Crystal Princess

Troublemakers can't be uncovered here.

This card has three traits: Alicorn, Crystal, and Royalty.

Fluttershy - Crystallized

Prismatic <P> Main Phase: Exhaust this card and pay [1 action] to reveal a number of cards from the top of your deck equal to the number of colors this card has. Put each Friend revealed this way into your hand and the rest of the cards on the bottom of your deck.

Putting the Friends into your hand is not optional.

Pinkie Pie - Crystallized

Prismatic <P> During faceoffs involving this card, you may flip a number of additional cards equal to the number of colors this card has, then choose one of the cards flipped this way and ignore the rest.

The choice to flip the additional cards from this effect is made prior to flipping the first card for the faceoff.

Rarity - Crystallized

Prismatic <P> Main Phase: Exhaust this card to choose an opponent. Look at a number of cards from the top of that player's deck equal to the number of colors this card has, then put any number of them back on top of the deck in any order, and the rest on the bottom.

These cards are not revealed to both players. The order in which they go on the bottom of the deck is determined by the player looking at the cards.

Twilight Sparkle - Crystallized

Prismatic <P> At the start of a Problem faceoff involving this card, you may choose an opposing character involved in the faceoff with power less than or equal to the number of colors this card has. If you do, that character ceases to be involved in the faceoff.

That card ceases to be involved in the faceoff. It does not move areas or change zones. The ability creates a modifier that does not allow this Friend to be involved in the faceoff.

Matilda - Full of Hope

When this card enters play, the player with the fewest points scores a point.

If players are tied, no player has the fewest points.

Orthros - Go Fetch

Pumped <P> If you would flip a card during a faceoff involving this card, you may spend a card from beneath this card instead. If you do, add that card's printed power to your power total for that faceoff.

To spend a card is to put that card into the discard pile. This card is not put on the bottom of the deck with the rest of the flipped cards at the end of the faceoff.

Princess Luna - Good Night's Sleep

When this card enters play, banish one of your Friends. At the end of the turn, put that Friend into play.

Banishing is not optional. That Friend may be put into play at either Problem or at your home.

Cheese Sandwich - Heavy Artillery

When this card enters play, dismiss a Friend at home with at least 3 power.

Friends in your opponent's home can be dismissed with Heavy Artillery. It is possible to dismiss himself if he is the only valid choice.

Cheerilee - Homeroom Teacher

When an opponent plays a Friend, gain [1 action].

This effect does not trigger for Friends that are put into play, only Friends that are played. This triggered ability will resolve prior to priority being given to a player. The action token will exist and be available to use if that player wanted to use it to react to the Friend that was just played.

Maud Pie - Like a Rock

This card can't be dismissed, moved, or put into its owner's hand from play by opponents.

Like a Rock can be dismissed, moved, or put into play by her controller.

Hummingbird - Nimble Flier

When an opponent flips a card while this card is involved in a faceoff, if that opponent has more flipped cards than you, flip a card.

This ability has a conditional check "if that opponent has more flipped cards than you". Having multiple Hummingbirds will not allow you to gain more flip than your opponent has.

Daring Do - Professional Heroine

When this card enters play at a Problem, challenge an opponent's Troublemaker there with your characters there.

Faceoffs can't be started during other Faceoffs

Coco Pommel - Refurbisher

When this card enters play, you may banish an Event in your discard pile. While that card remains banished, you may play that card as though it were in your hand.

If that card leaves the banished zone, it is a different card and can no longer be played. See Queue Zone.

Rainbow Dash - Relay Racer

When you lose a faceoff involving this card, you may move this card to a Problem.

This trigger will resolve at the end of the faceoff (during the priority window created during 514.6 of the Comp. Rules).

Fluttershy - Reliable Racer

During faceoffs involving this card, players flip 1 fewer cards.

Applies to initial and combined flip.

Apple Bloom - Showstopper

Main Phase: Exhaust this card to tell a joke and have all players shuffle a card from their hands into their decks.

This card was written in the spirit of fun. Players are not required to actually tell a joke in order to resolve this card ;)

Scootaloo - Showstopper

Main Phase: Exhaust this card to do a little dance and have all players draw a card, then discard a card.

This card was written in the spirit of fun. Players are not required to actually dance in order to resolve this card ;) Both players will draw and discard a card.

Sweetie Belle - Showstopper

Main Phase: Exhaust this card and pay [1 action] to sing a song and have all players put a Friend from their discard piles into their hands.

This card was written in the spirit of fun. Players are not required to actually sing a song in order to resolve this card ;)

Berry Punch - Very Convincing

At the start of a faceoff involving this card, you may exhaust this card and pay [1 action] to gain control of an opponent's Friend here until the end of the faceoff.

You control that card until the faceoff ends. At which point that card reverts back to its previous controller.