

New Generation - Rules Update Summary v1.0

This document is a summary of the updated rules found in the Comprehensive Rules and frequently asked rules questions, presented in an easy-to-follow Q & A format.

With the release of a new set, we expect a number of questions from the community regarding the new mechanics in the set and how the cards interact with each other. In this document we have compiled and answered some of the more common questions in order to minimize any confusion.

Additional questions can always be asked at the [My Little Pony CCG Rules Facebook group](#), in the [MLP:CCG Discord](#), or on the [MLP:CCG Subreddit](#). Full rules can also be downloaded at the [MLP:CCG Document Repository](#)

New Concepts

Q: What does Magic Restored mean?

A: Magic Restored is part of this set's counter-centric mechanical theme - it's a keyword that adds Magic counters to *any* of your other cards when a card with Magic Restored enters play. It's shared amongst all colors and even card types, and often has synergy with other abilities that are more powerful or versatile when Magic counters are present.

Q: Why hasn't Chrysalis broken out of her statue and started wrecking up the place?



A:

Card-Specific Questions

Q: How does Hitch Trailblazer, Stakeout interact with abilities that allow a player to confront a Problem despite an opposing troublemaker e.g. Lacking Lesson Plans?

A: Lacking Lesson Plans handles the *presence* of a Troublemaker preventing confronts due to (611.3e), however this doesn't negate modifiers like Hitch's that prohibit confronting problems.

Q: What do the +1 power counters on Get Off My Stage do?

A: Nothing - they're only on the Problem as a place to keep them until they get redistributed later.

Q: After selecting a Friend or Troublemaker with Hitch Trailblazer, Bunny Cop's boosted side trigger, the number of Critter characters changes. Does the power modification also change?

A: Yes, the power decrease caused by the modifier will change if the number of Critters you control changes.

Q: Can Zipp's ability be used to give a Troublemaker Hasty?

A: Yes. The definition of Hasty was changed, so what this effectively lets you do is take the normal action to pay 1 AT and put it into play face-down at Immediate speed.

Anything that messes with the cost to play a Troublemaker (remember: Troublemakers don't have costs) or the state the Troublemaker enters play as will still apply.

Q: What happens if I copy the effects of Zero Bars during my main phase with Izzy Moonbow, Unicycling Delivered or Connection Board? What about Fry Brains?

A: Cards like Zero Bars or Levitation Meditation which specify "If you play this card during your Main Phase" will not have that portion of their text function if the card's effects were copied instead of played, even if the copying took place during the Main Phase. Cards with the text "As an additional cost to play this card" will likewise not have that portion of their text function if the card's effects were copied, meaning you do not need to pay that additional cost. Be careful; this isn't always a good thing (e.g. Blender Incident)!

Q: Can Zipp and Pipp, Wishday Carolers add their power multiple times to a faceoff if I would flip multiple cards?

A: Yes; adding a card's power to your power in the faceoff is different than a card becoming involved in that faceoff. Zipp & Pipp can add their power each time you would flip a card for the faceoff.

Q: How does Zoom & Thunder, Pull Yourself Together work?

A: Zoom & Thunder's first ability specifically contradicts the game rule stating that frightened Friends do not have power, so it overrides the game rule and your frightened Friends will have power. Note that Friends affected by this will not have their color, so all of the power is effectively colorless or wild.

Q: How does Angry Mob's second ability work?

A: During the Ready Step, players ready each of their exhausted cards in an order of their choosing. To ready a card means to remove one exhaustion marker from that card. In the case of Angry Mob, its controller will remove all exhaustion markers from their first Friend they ready each turn.

Q: What happens if The Marestream leaves play or loses abilities before I have progressed through my Troublemaker Phase, Main Phase, and Score Phase?

A: If The Marestream leaves play or loses abilities on its controller's turn before that player has completed each of the Phases listed on the card, its controller will complete the current Phase they are in, and then proceed to take any remaining phases in standard game order (Troublemaker Phase, then Main Phase, then Score Phase.) E.g: If The Marestream's controller chooses to take their Score Phase first (after their Ready Phase), and The Marestream leaves play during the Score Phase, after the completion of that Score Phase, the turn player will perform their Troublemaker Phase, followed by their Main Phase, before progressing to their End Phase.

Q: How does Prisbeam Lantern work with cards like Message From The Past?

A: Prisbeam Lantern's ability only causes cards with the Magic Restored ability to trigger that ability an additional time; Magic counters added through any other means (such as Message From The Past) are not duplicated.

Q: How does Sprouticus Maximus, Mechanical Mayhem work?

A: Starting with the player who most recently had priority, each player will publicly choose which three cards among the listed types they will keep in play. After all decisions have been made, any cards not chosen this way are retired simultaneously.