## What’s Changing?

For convenience, the newest versions of the documents are linked in the headings below, but they may also be found in the document repository, <https://drive.google.com/drive/folders/1pQdZjfWR782z4LQZxDwP5eJIFLWtscmK?ths=true>

[**Official Card Reference v13**](https://drive.google.com/file/d/1v1uOSSM-O51TF14KfUL2D0TMT2p9ZxYA/view?usp=sharing)

* Added Fond Memories cards
* Added Pinkie Pie, Still Partying which supersedes Pinkie Pie, Living to Laugh
* Added Melted Expectations which supersedes Heat Wave
* Added Spirit Siphon which supersedes Legacy Leech
* Removed home limits from the game text of New Dawn manes
* Removed slash separator between front and back side game text of print and play manes for consistency with older manes
* Added “Play to your home.” to Party Bomb
* Added missing Pegasus trait to Legion of Doom, Frightful Foes

[**Limited Rules v4.4**](https://drive.google.com/file/d/1_nQ2L8j1YRwHZc3kX6ITyD-fzxvaozu1/view?usp=sharing)

* Changed Provided Mane Characters to consist of only Starlight Glimmer, We’re All Equal Here to encourage selection of Manes from players’ limited pools
  + A Tournament Organizer may choose to offer additional Manes as Provided Cards, particularly for Sealed events
  + The previous lists of Manes were moved to Other Provided Cards as suggestions
* Added Let The Rainbow Remind You as a Provided Card

[**Comprehensive Rules v3.14**](https://drive.google.com/file/d/1BDm8PjiNkFplOkTQMdQkcdQnR9ZAF3Ab/view?usp=sharing)

* Corrected a placeholder rules reference in (607.3c)
* Inserted (511.6) to handle Claude allowing players to move non-attachment Resources around
* Adjusted (707.3) so that canceling events works within the confines of the rules
* Moved the hand limit from (616.2) to (404.2) and partially rewrote (616.2) to accommodate players being unable to discard cards
* Added (205.1b) to clarify that reducing a play requirement to zero effectively removes that play requirement
* Added (201.3b) to allow for addition or removal of “Princess” and “Queen” titles as desired; layout and art concerns occasionally demanded the removal of these titles which has mechanical impact. Queen Chrysalis also threatened to bite me.
* Added definitions for Training, Handy and Eager keywords
* Adjusted (513.5) to have a fallback to the card’s owner if it does not have a controller
* Added (707.3a) to clarify interaction of Rarity & Trenderhoof and abilities on opponent’s cards
* Explicitly reversed (710.4) to remove replacement modifiers allowing players to turn various effects into things that can’t be done and preventing any consequences from the effect entirely
  + The most significant impact most players will see with respect to this change is the interaction of Persistent and modifiers that say things can’t be frightened - you’ll be unable to “sink” the removal into the frighten which is then prevented wholesale
  + Apple Delivery has received function errata to maintain its current capability of optionally preventing your Friends from leaving play if Apple Delivery is played during your Main Phase

[**Comprehensive Rules v3.14.1**](https://drive.google.com/file/d/1KjWpIc0x9xNdh66RkGIfPoaGJwfqDw1e/view?usp=sharing)

* Reordered steps of (504.1) to put the turn face-down (and its associated consequences) last to make Plus One interact with Frightening as intended
* Adjusted several of the rules under (502) to codify spending action tokens and payment to another player
* Reapplied changes from [version 3.13.1](https://docs.google.com/document/d/1gW0Nbq9cMOlFyLl5UyhQwlzH0CLsCYe3Xy9s7pXYjK0/edit) which got lost somehow

[**Tournament Floor Rules v3.15**](https://drive.google.com/file/d/14y2vfwdYDVwTACOmDG3VgR_l8PXPTXSi/view?usp=sharing)

* Added Fond Memories to Leaders block
* More ban list reformatting
* Ban list changes as follows:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Adventure** | **Harmony**  **Adventure** | **Core**  **Harmony**  **Adventure** | Core  ~~Adventure~~ | **Core**  **Harmony**  **Adventure**  **Leaders** | **Core**  **Harmony**  **Adventure**  **Leaders** |

### Ban Dr. Hooves, Time Loop in Adventure

In the fledgling Adventure format, Purple/Orange control decks have shown their resiliency and consistency across long, dragged-out games, and a large part of this consistency comes from Dr. Hooves.

Being able to set a card with the same Chaos effect on top of your deck turn after turn while hiding behind a Troublemaker wall is a proven, if boring, strategy for success, and flipping a card you’d rather have drawn is no longer a concern. Additionally, the good Doctor is still an efficiently-costed Friend with resilience against one of Adventure’s more popular disruption effects: exhaustion. Combine with Same Day Delivery to turn Hooves into yet another AT generator, and you’ve got a recipe for trouble.

While we’re not trying to cut the Chaos Control archetype out of the game entirely, our current stance is that it is better regulated to the Harmony format’s shenanigans. To reduce the consistency of many of the top-performing control decks in Adventure and increase the difficulty of Chaos-based strategies, Dr. Hooves, Time Loop is banned in Adventure.

### Ban Princess Twilight Sparkle, Cover to Cover in Harmony and Adventure

Put plainly, there’s not a single other action token-generating Friend in the game that can match Cover to Cover for sheer value. Not only is she yet another 2-cost Friend that can exhaust for AT and potentially gain even further AT through Prepared by hiding behind Troublemaker walls or just disincentivizing Problem Faceoffs, but Meticulous is a needless cherry on the overloaded ice cream sundae that is this card, adding additional card filtering and consistency.

Absolutely every non-Aggro Purple deck will automatically want to add a playset of this card, reducing deck diversity and the ability to print Purple AT gain effects in future sets. Paper Twi has also been a key element of many of the more recent Purple/Pink/X control lists in Harmony, who have all seen Mane Characters banned for similar reasons.

To stymie the arms race that is action token generation and broadly reduce the power of control as a whole without targeting specific lists further, Princess Twilight Sparkle, Cover to Cover is banned in Harmony and Adventure.

### Ban Princess Cadance, Family Matters in Core, Harmony and Adventure

Everything about this card is great...*too great*. A +2 AT tax on all Events means removing this card is unlikely to happen the turn she comes into play, and even if a single card like Belly Flop is accessible to your opponent to answer Cadance’s threat, you’ll at least replace her with one card draw. That value only gets magnified if your opponent has to dig deeper to find answers or handle other simultaneous cards you might have in play, letting decks running Cadance that are generally low on card draw (like Reanimator) suddenly fill their hands merely as a consequence.   
  
Equally problematic is the continuous discount on Friends she provides with, when combined with cards like Heartfelt Apology and Angel Wings, can lead to infinite loops with built-in protection. Additional sets like Fond Memories only increase the consistency of this combo in all formats (including Core) by providing redundant effects like retire engines or removal protection.  
  
Finally, Cadence is almost never played fairly, usually being put into play through decks like Reanimator, which has been overperforming recently and is still receiving additional tools in Fond Memories. Despite the fact that the deck has no shortage of good Friends to aim for, Cadence has consistently been at the top of that list since she was released, making it that much more difficult for any additional high-cost, high-impact Friends to find a home.  
  
To kill the Heartfelt Combo outright and bring top-performing decks that rely on cheating her into play down a notch or two, Princess Cadance, Family Matters is banned in Core, Adventure, and Harmony.

### Unban Princess Celestia, Day Shift in Adventure

In our initial introduction of the Adventure format, we noted that the ban lists it would start out with were a combination of the Core 2.0, Core 3.0 and Harmony ban lists, and that we did expect to make changes to it as the global meta really started to develop.

Due to the overall higher power of decks in the Adventure format which lends itself to be more control-oriented, aggro is having a harder time than expected being a competitive archetype.

To help aggro out in the Adventure format, Princess Celestia, Day Shift is being (re)introduced to the Adventure format only. We did suspect that this might have been correct initially, but wished to err on the side of caution following Yellow’s domination that occurred in Core.

If you’ve got any cake laying around, you probably want to hide it.

### Reform Heat Wave

No removal Event in Core or Adventure was really capable of measuring up to Heat Wave at a cost of 1 AT. That might seem like an exaggeration, but when mono-Pink decks running numerous Friends are choosing to run Heat Wave over Belly Flop because it’s that much better, you’ve got a sign a card might be overtuned. For that low cost of a single action token and card, any deck even remotely capable of splashing into two Orange requirement could swing a faceoff or potentially deny two separate Problem confronts, remove impactful abilities from any character, and even deny Manes from flipping off of their Start Side.   
  
While Heat Wave was definitely designed to be a flexible card capable of addressing multiple opposing threats through different means, it became fairly apparent that 1 AT to potentially disrupt two characters was too much value, and made it difficult for any future Orange disruptive Events to seem desirable in any real way. The reformed version of Heat Wave, named Melted Expectations, therefore has a cost of 2 AT, making it a much fairer cost-to-effect ratio.

### Reform Pinkie Pie, Living to Laugh

Living to Laugh created a new archetype which soared to the heights of popularity and consistency, thanks to numerous and plentiful draw effects in Core and other formats. However, the ability to bypass the traditional method of winning the game entirely (that is, scoring 15 points) meant that many decks running L2L opted for including minimal interaction with the opponent short of a handful of removal tools. Coupled with numerous protection tools like Golden Parachute and EEA Council, Living to Laugh decks could focus on making their card draw as efficient as possible and leave their opponents as the ones floundering and scrambling for every point they could get before, almost inevitably, the L2L player’s deck would empty first, and the game would be over.  
  
Card draw as a win condition is something that many players have taken a shine to, though, and we don’t want to remove the excitement of playing these more unique decks, but when a single card can turn numerous games into one-sided solitaire, that’s not a healthy gameplay experience. Committing to card draw at the exclusion of all else should not be enough to win on its own, and with the revised Pinkie Pie, Still Partying, players can banish the Friend to score 5 points upon drawing their last card, rather than winning the game outright. While the possibility of “one-turn kill” decks using Still Partying is still around, doing so will be much more disruptable and expensive, while decks that combine card draw with other aggressive strategies might still be able to close out a game with just a single copy.