## 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>

[**Tournament Floor Rules v3.21**](https://drive.google.com/file/d/1prFIqQdCQHNCaDL8CxXBvuTZDfWLHHMu/view?usp=sharing)

* Ban list changes as follows:

|  |  |
| --- | --- |
| **Core**  **Harmony**  **Adventure** | **Core**  **Harmony**  **Adventure** |

### Ban Latest Greatest Creation with intent to reform

*“Local mare’s hautest couture too much for the runway!” - Manehattan Times*

Sideboards have been an interesting addition to the strategy of the MLPCCG over the last couple of years, and with new game elements comes a desire to explore those elements through card effects and abilities. However, the power of being able to not only isolate key cards from interaction but then access those cards for specific tools later in the game has proven to be too powerful, especially in combo-centric decks.

With Latest Greatest Creation being reusable (and even within the same turn due to Handy effects), this means just about any 3-card combo can be easily assembled in a short period of time, constraining future design space. Even for more “fair” uses in “wishboard”-style control decks, the skill cap AND skill floor required to effectively use the card are both far too high to be of benefit to the majority of players, restricting the card’s usage even further.  
  
While we may eventually return to card effects that interact with the sideboard, now does not appear to be the appropriate time to do so. Instead, we’re aiming to go in a completely different direction with the reformed version of Latest Greatest Creation closer to its original (and arguably missed) purpose: a high-requirement build-around card in White.   
  
To avoid constraining future design space, reduce the consistency of top-performing combo decks, and lower the skill cap and floor required to effectively play certain cards, Latest Greatest Creation is banned in Core, Adventure, and Harmony.

### Ban Starlight Glimmer, Magic Instructor

*“Your magic? No comrade,* ***our*** *magic.” - Starlight Glimmer*

Magic Instructor was a beloved pet card for certain players for many years, always with a tantalizing effect but without the means to properly utilize it to its highest competitive peak. With the prevalence and proven success of Royal Tutor/White lists including this card, however, her true potential has become clear: not every Event needs to be copied, but the ones you CAN and SHOULD copy change the momentum of the game in a way that almost no other effect can.

Whether this be through additional Resource generation thanks to Tranquility or taking *all* *of the turns* with Lunch Break, Magic Instructor’s true usefulness has revealed itself and in doing so, has revealed why the card is problematic. Just as was the case for Zipporwhill within the last year, Magic Instructor either does very little for the game when not at her peak, or allows for complete domination when properly supported. The Adventure format presents broader opportunities for the latter to happen with more powerful events like Read the Manual.   
  
The strategy of Unicorn-focused decks is an interesting design space, and removing Magic Instructor should only reduce the speed and efficiency with which the decks can operate rather than rendering them obsolete. To reduce these decks’ complete reliance on a single card in order to produce overwhelming tournament results, however, Magic Instructor is banned in Core, Adventure, and Harmony.

### On Notice: Adoption Options

Being able to whistle up 3 of the 4-5 power Friends that most Yellow-primary decks want to run and would like to see in their hand is extraordinarily compelling. This is one of the things responsible for the high performance of mono-Thorax lists.

While this isn’t a problem at the moment, it’s possible the two bans will create a power vacuum and allow Yellow to reclaim the throne. If it becomes dominant again, Fluttershy may lose her exotic animal license because this is one of the first cards that will be considered for adjustments.