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.

- (103) Winning and Losing

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- ○ (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 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 involving that occurrence can't be paid. Occurrences that can't happen can't be replaced.

    - ▪ (104.2b) Players can't choose to do something that can't be done.

  - ○ (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.

  ○ (105.3) Zero is an even number

- (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.

  ○ (201.2) 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 characters 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.

  ○ (203.2) A card of a color contributes power of that color, but a card which 'adds its power' to another card does not add its colors to that card.

- (204) Cost

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- ○ (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 and icons listed on the Trait line under a card's art. Problems do not have Traits.

    - —(207.2) A card can have multiple Traits. These traits are separated by a "•"

- (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 additional points the first player to confront that Problem scores.

- (211) Point Value

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

- (212) Collector Number and Rarity

  - (212.1) Each card has a collector number and a rarity indicator at the bottom of the card frame.

  - (212.2) The collector number indicates the card's number within its set.

  - (212.3) The rarity indicator indicates the card's rarity; this may be "C" for Common, "U" for Uncommon, "R" for Rare, "UR" for Ultra-Rare, "F" for Fixed, or "P" for Promo

  - (212.4) 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.

- (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.

- (306) Troublemaker

    o (306.1) Troublemakers enter play face-down at a Problem.

    o (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)

4. Zones

- (401) General

    o (401.1) Cards can be in any one of six zones: Draw Deck, Problem Deck, Hand, Play Zone, Discard Pile, and Banished Zone. A given card always exists in a distinct zone, and never exists in more than one zone at a time or 'between' zones.

    o (401.2) Each zone exists at all times even if it contains no cards.

    o (401.3) The Draw Deck and Problem Deck zones are ordered. Players may not rearrange the order of cards in these zones, but may rearrange the order of cards in other zones.

    o (401.4) Players share the Play zone. Each player has their own instance of each other zone.

- (402) Draw Deck

    o (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.

    o (402.2) Cards in the Draw Deck are not public to any player. The number of cards remaining in the deck is public.

    o (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.

    o (402.4) As a player shuffles a Draw Deck, flipped cards are set aside, the remaining cards are shuffled, and the flipped cards retain their order in the deck.

- (403) Problem Deck

    o (403.1) The Problem Deck zone contains a player's Problem Deck.

    o (403.2) Cards in the Problem Deck are not public to any player. The number of cards remaining in the deck is public.

- o (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.

- (404) Hand

  - o (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

  - o (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

  - o (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

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

- (408) Changing Zones

  - o (408.1) To dismiss a card is to put it from play into its owner's discard pile. Only cards in play can be dismissed.

  - o (408.2) 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.

  - o (408.2) 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.

  - o (408.3) 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.

    - ▪ (408.3a) An instruction which puts a card into a player's hand is a "draw" only if it specifically uses the term "draw"

    - ▪ (408.3b) If a player is instructed to draw multiple cards, each one is drawn one at a time, and each draw is a separate occurrence.

  - o (408.4) To banish a card is to put it into its owner's banish zone.

- o (408.5) A card that changes zones becomes a different card. Modifiers or effects which applied to it no longer apply, even if it returns to its original zone.

  - ▪ (408.5a) 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.

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 starts 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 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.

  - ○—(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.

⊖—(503.5) Exhausted cards do not contribute their power to Faceoffs or to confronting problems.

- (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.

    ⊖—(505.2) 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. (408.5)

- (506) Moving

    ⊖—(506.1) Moving is the act of putting a character from one area to another.

    ⊖—(506.2) Characters can't be moved or sent to their current area. Characters you control can't be moved or sent to an opponent's home.

- (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) Characters 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 characters are "sent" to an area. Sending a character to an area is not the same as moving it.

- (507) Power

  - (507.1) A card's power is the number in the top right-hand corner.

  - (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.

- (508) Costs

  - (508.1) A cost is anything a player must pay to take an action. An instruction to "pay" is always a cost. A player can't pay a cost unless he has the means to pay all of it.

    - (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 involving that action can't be paid.

- (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.

  - (509.5) 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.

  - (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. 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) Triggered effects that have been created and are waiting to be processed are processed.

    - (511.4a) 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.

      - (511.4a.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.

- (511.4b) If processing any triggered effects creates additional triggered effects, these additional effects wait to be processed until the next wave of Pre-Priority Processing.

  - (511.5) 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.

- (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 to open a priority window during the specified Phase of their owner or controller'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.

- (513) Control and Ownership

  - (513.1) Players own all cards which they start the game with.

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- ⊖—(513.2) Players control cards which they have played.

- ⊖—(513.3) Players control modifiers which have been created by cards or effects they control

- ⊖—(513.4) Players control triggered effects which have been created by cards they control.

- ⊖—(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 a priority window opens, and some number of cards become involved in the Faceoff.

    - (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 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.

  - ⊖— (514.3) As that priority window closes, each player simultaneously flips the top card of their draw deck and a priority window opens.

    - (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 and the combined power of all cards that player flipped during that faceoff.

- (514.4b) Flipped cards which are ignored are not added to a player's power total.

- (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 the highest power total wins the Faceoff, the other player loses the Faceoff, and one of the following things happens:

- (514.5a) If the challenger wins a Troublemaker Faceoff, the Troublemaker is defeated, the challenger scores points equal to the Troublemaker's point value, and the Troublemaker is dismissed.

- (514.5b) If the challenger loses a Troublemaker Faceoff, the challenger must choose one of his characters that was involved in the Faceoff to be sent home.

- (514.5c) If a player wins a Problem Faceoff, that player scores points equal to the highest Problem bonus among Problems 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 flipped cards are put on the bottom of their owner's decks, all cards cease to be involved in a Faceoff, and the Faceoff ends.

- (515) Flipping

⊖—(515.1) To flip a card, a player reveals the topmost unflipped card from that player's draw deck. If there are no unflipped cards remaining in a player's deck, that player does not flip a card.

⊖—(515.2) Flipped cards do not change zones, and keep their order in the deck.

- (515.2a)If a deck is shuffled while some number of cards in that deck are flipped, the flipped cards are not shuffled. (402.4)

> - (515.2b)If a deck is drawn from while some number of cards in that deck are flipped, the topmost unflipped card is drawn. (408.3)

> ⊖— (515.3) If a player is instructed to flip multiple cards simultaneously, each flip is a separate occurrence.

- (516) Uniqueness

  > ⊖— (516.1) Some cards can only be controlled in certain quantities. When players control 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.

  > ⊖—(516.3) 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 a Troublemaker with Villain 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 a Troublemaker with the Villain keyword to be dismissed by the game unless all violating cards have the Villain keyword.

- (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 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 (408.5)

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

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- o (604.1) The turn player receives a number of action tokens based on the score of the player with the highest score, as follows:

    - ▪ (604.1a) The turn player receives 2 action tokens if the highest score is 1 or less.

    - ▪ (604.1b) The turn player receives 3 action tokens if the highest score is more than 1 but less than 6.

    - ▪ (604.1c) The turn player receives 4 action tokens if the highest score is more than 5 but less than 11.

    - ▪ (604.1d) The turn player receives 5 action tokens if the highest score is 11 or more.

- • (605) Draw Step

    - o (605.1) The turn player draws a card.

        - ▪ (605.1a) The turn player does not draw a card on their first turn if they are the first player to take a turn.

- • (606) Troublemaker Phase

- • (607) Uncover step

    - o (607.1) If there is a face-up Troublemaker with the Villain keyword at a Problem, Troublemakers can't be uncovered at that Problem.

    - o (607.2) Any face-down Troublemakers controlled by the turn player are uncovered in the order of the turn player's choosing.

    - o (607.3) To uncover a Troublemaker, turn it face-up. If that Troublemaker has the Villain keyword, dismiss all other face-up Troublemakers at that Problem.

- • (608) Challenge Step

    - o (608.1) The turn player may challenge opposing Troublemakers or Troublemakers with Villain one at a time in the order of that player's choosing. That player is the challenger.

    - o (608.2) The turn player may challenge an opposing Troublemaker or a Troublemaker with Villain if that player controls at least one character at that Troublemaker's Problem.

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- o (608.3) Players can't choose to challenge the same Troublemaker multiple times during the same Challenge Step.

- o (608.4) To challenge a Troublemaker, perform a Faceoff at that Troublemaker's Problem. That faceoff is a Troublemaker Faceoff.

- (609) Main Phase

  - o (609.1) The turn player may perform any Main Phase action by opening a priority window and taking that action.

  - o (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 power of any color that is not the prohibited color.

        ▪ (611.3d) Wild power can be contributed to by power of any 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 Troublemaker with Villain 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.

        ▪ (611.4a) The first player to confront a given Problem also scores the Problem Bonus of that Problem.

- (612) Faceoff Step

- ○ (612.1) If the turn player confronted both Problems in one score phase, perform a Double Problem Faceoff at both 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.

- (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 steps 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

- (616) Wrap Up Step

  - ○ (616.1) No player receives priority during the wrap up step

    - ▪ (616.1a) Triggers that occur during this step are resolved during Pre-Priority Processing at the start of the next turn

  - ○ (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) The turn ends.

7. Abilities and Modifiers

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- (701) Abilities

  - (701.1) A card's abilities include the game text inside it's 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.

- (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.

- (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".

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- (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) Determine the costs of the action

    - (705.2c) Pay those costs

    - (705.2d) 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.

    - (705.2e) As the last part of processing an action, one of the following things happens:

      - 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

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- An ability creates one or more modifiers

    - (705.2f) 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 modifiers that affect the state in which the card enters play are applied ("enters play face-down", "enters play exhausted", etc)

        - (706.1b) The card's continuous powers begin generating continuous modifiers, and any existing continuous modifiers that would affect the card are applied to it.

        - (705.1c) Abilities that trigger "when [something] enters play" trigger.

- **(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.

    - (707.3) 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 turn player receives priority.

- **(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.

- o (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.

- o (708.4) Triggered modifiers are a type of continuous modifier which may have a duration and/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)

- • (709) One-Shot Modifiers

    - o (709.1) One-shot modifiers affect the game once and then cease to exist. They do not have a duration.

    - o (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

    - o (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.

    - o (710.2) A replacement modifier can replace an occurrence at any time, even during Pre-Priority Processing or while no player has priority.

    - o (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.

    - o (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)

    - o (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 are ignored.

        - ▪ (710.5b) If one or more modifiers are still attempting to replace the occurrence, this process repeats until that is no longer the case.

- (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 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)

- (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.

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, then the next player in turn order, 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.

9. Credits

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This is a comprehensive document, but additional questions can be asked of the rules team at [My Little Pony CCG Rules](#).

10. Glossary

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Caretaker: A keyword ability cards can have. It means "This card has +1 power while at a Problem with at least one of your [critter] Friends"

Home Limit: Mane Characters have a home limit printed in their text box. 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."

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"

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 action token] to move this card."

Villain: A keyword ability cards can have. It means "When this Troublemaker is uncovered, Frighten each Friend at its Problem."