

Friends Forever
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 Group](http://enter-play.com/products/mlpccg.html)! Full rules can also be downloaded at <http://enter-play.com/products/mlpccg.html>

New Concepts

Q: What does Agile mean?

A: Agile is a new keyword. It means “You can move this card as an Immediate action”. In other words, you can move a card with Agile any time you could play a card or take an action with Immediate timing.

Q: What does Harmony [trait] mean?

A: Harmony is a tag word, like Chaos. It has no rules meaning on its own, but flags and groups card abilities of a certain type. Harmony tags abilities that have a greater effect when played with characters of a particular trait.

Q: What is a token copy?

A: A token copy of a card is a token which has all the printed information of another card except for its cost. This includes power, name, traits, and ability text, but does not include non-printed information such as temporary changes in power or other effects.

Card-Specific Questions

Q: How does Silverstream, Fish Out of Water work?

A: Silverstream puts a Problem from a Problem deck into play as a Dilemma. This works just like playing a Dilemma from your hand, except that when it becomes solved, it will be put back on the bottom of its Problem deck instead of into your discard pile.

Q: Can I use Stygian, Falsely Accused to copy my opponent's Resource? What about a Unique Resource?

A: Yes, you can copy either your own or an opposing Resource with Stygian. You can copy a Unique Resource, but the copy is also Unique and so copying a Unique resource you already have will create a uniqueness violation.

Q: What happens if Queen Chrysalis, Evil Twin copies a Friend with an ability that triggers when that Friend enters play? What about if it copies a Friend with an ability that happens as that Friend enters play?

A: Evil Twin's ability happens as it enters play, which happens before abilities that trigger 'when this enters play' would trigger. As a result, if Evil Twin copies a Friend with an ability that triggers when it enters play, that ability will trigger when Evil Twin enters play. However, abilities that happen 'as' a card enters play will not be copied until after they would have processed, and so will not be processed as Evil Twin is entering play. For example, if Evil Twin copies Mage Meadowbrook, Pillar of Healing, the copied ability will trigger, but if Evil Twin copies Octavia, Harsh Judge, no card will be named.

Q: Can I play cards with Immediate timing during my Main Phase while EEA Council is in play?

A: Yes. EEA Council prevents players from playing cards or activating abilities except as a Main Phase action. Cards and abilities with Immediate timing may still be played or activated as a Main Phase action, but EEA Council's ability will prevent them from being played or activated at any other time, such as during your opponent's turn, during a faceoff, or during a priority window opened by a player's Main Phase action.

Q: What happens if I play Reliving History and the character I want to send to its previous area has been moved multiple times this turn?

A: A character's previous area is the area it was most recently at. If a character has been moved to multiple areas in the same turn, Reliving History can only send it to the most recent one.

Q: How does Untested Magical Fireworks work?

A: Untested Magical Fireworks turns over both characters and Troublemakers, including face-down Troublemakers. Unfrightened Friends turned over this way become frightened, and frightened Friends turned over this way become unfrightened. Mane characters cannot become frightened; they are turned over and the opposite side becomes face-up. A face-up Troublemaker that is turned over becomes a face-down Troublemaker, and the face-down Troublemaker that is turned over is uncovered and becomes a face-up Troublemaker.

Q: Does Somnambula's Blindfold prevent me from revealing cards in my deck? What if I have Meticulous cards in play with Somnambula's Blindfold?

A: No. Somnambula's Blindfold prevents players from searching their deck or from looking at cards in it, but not from revealing them. These effects can be distinguished by their text – an ability which says 'look at' is prevented, but one which says 'reveal' is not. For example, Somnambula's Blindfold prevents players from looking at cards with the trigger from Meticulous, but does not prevent players from revealing cards with Sunset Festival.

Q: Can I use Tough Questions to start a faceoff with one of my characters and an opponent's Maulwurf?

A: Yes. Maulwurf can't be challenged except by two or more characters, but faceoffs started without the use of the word 'challenge' are not challenges.

Q: When I defeat a Pony of Shadows, Pure Darkness, when are my flipped cards put on the bottom of my deck?

A: The defeat trigger is processed before faceoff cleanup, so you first search your deck for a Friend and put it into play, then shuffle your deck, then put your flipped cards on the bottom of your deck. Because your flipped cards are in the flip zone during the search, rather than in your deck, flipped Friends cannot be put into play with Pony of Shadows' trigger.

Q: If I have Ember, Dragon Lord and a Cinders, Sitting Pretty with a +1 power counter on it, can I still use Persistent to prevent Cinders from being dismissed?

A: Yes. Replacement modifiers can replace an event with a second event even if that second event can't happen. In this example, Persistent would replace the dismissal event with one that frightened Cinders instead, but, since Cinders can't be frightened, nothing would happen and Cinders would remain in play.