

Rules Update Summary

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 the Comprehensive Rules document, we expect a number of questions from the community, either because of one of the few adjustments to the rules or simply because of technical rules that are unchanged but were not previously covered by the starter rules. 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!](#)

Q: Do my face-up Troublemakers remain in play when their Problem is replaced?

A: No. Face-up Troublemakers are dismissed by the game as part of replacing a Problem. Only face-down Troublemakers will remain in play.

Q: Can I play a Troublemaker to a Problem where I already have a Troublemaker?

A: Yes. Players can control any number of face-down Troublemakers at a Problem, but only one face-up Troublemaker at a time. If a player ever controls two face-up Troublemakers at a given Problem, that player must choose one to be dismissed by the game before the game can proceed. If one of the two Troublemakers has the Villain keyword, that Troublemaker can't be chosen if there is a face-up Troublemaker without the Villain keyword that can be chosen.

Previously, players were not able to play Troublemakers to Problems at which they already had a Troublemaker. At a design level, we prefer that players be able to play their cards whenever possible; this rules change was made to ensure that while players could not control multiple face-up Troublemakers at a problem, they would be able to 'swap' Troublemakers should they so choose, preventing additional Troublemaker cards from being unusable cards in a player's hand.

Q: When can I play cards with the Faceoff: timing phrase?

A: Any time you have priority during a faceoff.

Q: Is a frightened Friend still a Friend?

A: Yes. A card which is frightened is turned face-down; a face-down card retains its type and name. Frightened Friends lose any abilities and traits, and have no power, but are still Friends and can still be affected by things which affect Friends.

Previously, frightened Friends lost the Friend type and their name, and simply became frightened cards, but this is unwieldy on the rules end, creates some unnecessary confusion, and can result in negative play patterns. This change was made in order to address those issues.

Q: Can I increase the power of my frightened Friends with cards like Action Shot or Forest Owl?

A: No. Frightened Friends have no power at all, which is not the same as having zero power. Since they have no power, they cannot be affected by cards which would increase or decrease their power.

Q: If I have a frightened Blue Jay at a Problem with another Friend with Caretaker, does the Friend with Caretaker get the +1 power from the keyword?

A: No. Frightened Friends lose any traits they may have, so a frightened Blue Jay loses the Critter trait until it is unfrightened.

Q: Can I exhaust or ready a frightened Friend?

A: No. Frightened Friends are neither exhausted nor ready, and cannot be exhausted or readied until unfrightened. As a Main Phase action, a player may pay 2 action tokens to unfrighten one of their frightened cards and turn it face-up; this action is called “rallying.”

Q: Can I turn Rainbow Dash Flier Extraordinaire over if I confront a Problem where I control a face-down Troublemaker?

A: No. Cards which refer to Troublemakers can only refer to face-up Troublemakers unless they specifically reference “face-down” Troublemakers.

Q: Does Picnic Lunch still let me flip an extra card during a faceoff if it is exhausted?

A: Yes. Exhausting a Resource does not cause its text to deactivate.

Q: Does Dig Deep give the character it is played on +2 power?

A: Yes. Power and color are separate, and Dig Deep gives a character +1 power and Blue, and +1 power and White. As a result, the character becomes blue and white and gains +2 power until the end of the phase.

Q: Do my opponent’s characters contribute their power to a double Problem faceoff if I control a Troublemaker at that character’s Problem?

A: Yes. Troublemakers prevent a player from confronting a Problem, but not from contributing power to any faceoffs that are resolved at that Problem.

Q: If my opponent controls Octavia at a Problem, and I move Wildfire to that Problem as a Main Phase action, then move Emerald Green there with Wildfire’s triggered ability, what additional costs do I pay?

A: You will pay the +[2 actions] from Octavia’s ability to move Wildfire, but you will not pay anything to move Emerald Green. Emerald Green is moving due to a card’s instruction, rather than as a result of the Main Phase action “Move” and as a result there is no cost being paid that can be modified by Octavia’s ability. Octavia’s ability can only modify the cost of the Main Phase action “Move”, because the use of that action is the only time a player is paying “to move.”

Q: If I use Gotta Go Fast to move Big Mac to a Problem during a faceoff, after the flip, and then something causes me to flip another card, do I flip two instead due to Big Mac’s ability?

A: No. Abilities which cause a player to flip additional cards “during faceoffs” affect only the card(s) flipped at the flip point between the two priority windows of a faceoff. If Big Mac becomes involved in the faceoff after that point, his ability will not cause a player to flip any

additional cards, even if more cards are flipped later (such as if the players have equal power when comparing power totals).

Q: When Pinkie “Responsibility” Pie is played to a Problem and dismisses a Bright Bulb, can Bright Bulb’s ability be activated as a reaction before he is dismissed?

A: No. Pinkie Pie’s ability is a triggered ability, while Bright Bulb’s is an activated ability. Players can activate activated abilities when they have priority, while triggered abilities resolve as part of pre-priority processing when a player is about to get priority. As a result, Pinkie “Responsibility” Pie’s ability will dismiss Bright Bulb before the player controlling Bright Bulb has priority to activate Bright Bulb’s power.

Q: Does Studios stack?

A: No. Studios says “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 Studios this faceoff.” This means that when a player wins a faceoff involving some number of cards with Studios, that player will gain one action, regardless of how many cards with Studios are involved.

Q: Does Random stack?

A: Random says “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.” This means that each card with Random can be used to ignore a card once per faceoff.

Q: Does Inspired stack?

A: Inspired says “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.” This means that once at the start of your Main Phase, you will look at the top x cards of your opponent’s deck (where x is the number of cards you control with Inspired), put any number of them back on top in the order of your choosing, and the rest on the bottom in the order of your choosing.