

Marks In Time 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 Marks in Time, 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](#)! Full rules can also be downloaded at <http://enter-play.com/products/mlpccg.html>

New Concepts

Q: How do Dilemmas work?

A: Dilemmas are special Resources which become Problems while in play. They are included in your draw deck just like any other Resource; they have a cost and are played from your hand, also just like any other Resource. While they're in a non-play zone, such as your deck, hand, or discard pile, they are Resources and can be found by cards and effects which look for Resources in those zones.

However, once they enter play, they stop being Resources and become Problems instead. While in play, effects which interact with Resources will not find them, but effects which interact with Problems will. This means, for example, that a Dilemma in play can't be dismissed by a card like Bewitched Beavers, but can be replaced by a card like Snips and Snails, Problem Solvers.

Dilemmas in play do not 'overwrite' or replace any other Problem – they simply create a new, additional Problem area. If a Dilemma would be replaced, whether by a Problem faceoff or a card like Snips and Snails, it is retired instead, normally ending up in its owners discard pile; it does not get put on the bottom of the Problem deck, but the other effects of replacing a Problem (characters being sent home, etc.) still occur. Also, facedown Troublemakers at the Dilemma go to their owner's discard pile. In all other ways, a Dilemma in play acts like any other Problem – you can move characters to or away from it, play Troublemakers to it, confront it, and have Problem faceoffs at it.

Q: How do double faceoffs work with Dilemmas?

A: Double faceoffs are now multi-faceoffs; they work just like before, except that confronting at least two Problems on the same turn initiates a faceoff at *all* the Problems in play, even if there are more than two. So, for example, if there is a Dilemma in play and you confront the Dilemma and your opponent's Problem, you will start a Problem faceoff at all three Problems, involving all characters at all three Problems – even the Problem you did not confront. At the end of that faceoff, all Problems will be replaced.

Q: How does Cutie Marking work?

A: A number of cards in the set have an ability that allows them to become Cutie Marked. To Cutie Mark a character, you activate this ability and pay the appropriate cost. This will cause it to become Cutie Marked, putting a +1 power counter on the card and triggering or activating some other ability. You can't Cutie Mark a card that is already Cutie Marked – attempting to do so will not re-trigger any triggered abilities, nor will it put an additional +1 power counter on the card.

It's important to note that while the +1 power counter can be a helpful way to keep track of which Friends you've Cutie Marked, it is *not* tied to the card's Cutie Marked status – removing the counter will not un-Cutie Mark a card, and adding a +1 power counter through some other means than the Cutie Marking ability will not cause a non-Cutie Marked card to become Cutie Marked.

Card-Specific Questions

Q: Can I use Sweetie Belle, Cutie Mark Crusader's ability to put a Dilemma from my discard pile into my hand?

A: Yes; Dilemmas are Resources while in non-play zones.

Q: Can I remove more than one +1 power counter from the same card with Coloratura, Razzle Dazzle?

A: No – you can't select the same character more than once or remove more than one counter from a selected character.

Q: What happens if I use Cracking the Case or Battlesnakes, Hissy Fit to remove a Troublemaker from play while it is being challenged?

A: Faceoffs always proceed to conclusion – the faceoff will process normally, even if there is no longer any Troublemaker being challenged. The appropriate players will still win or lose the faceoff; if the challenging player loses, that player will still send an involved character home. However, should the challenging player win, there will be no Troublemaker to defeat, and since a Troublemaker was not defeated, no points will be awarded for defeating a Troublemaker.

Q: How many characters can I move with Ever Vigilant?

A: One for each Problem in play, including any Dilemmas. For example, with two Dilemmas in play, you can move four characters, each to a different Problem.

Q: What happens if I use Alicorn Amulet to move an Epic Troublemaker to a Problem with another Epic Troublemaker?

A: This will create a uniqueness violation, which will need to be resolved by dismissing face-up Troublemakers until there is only one at the Problem. If any non-Epic Troublemakers are violating uniqueness, those must be dismissed first. If there is more than one Epic Troublemaker, the player who most recently had priority (or the turn player, if no player has had priority yet) will choose which one is dismissed. In general, this will be the player who activated Alicorn Amulet to create the violation.

Q: When I gain control of an opposing Friend with Queen Chrysalis, Hive Tyrant, does that Friend contribute its power to the faceoff?

A: Generally, no – when a Troublemaker is challenged, the Troublemaker and all characters challenging it contribute their power to the faceoff. When the Friend changes controllers, it will cease to be involved in the faceoff, because it will no longer be one of the challenger's characters. As a result, that Friend will not contribute its power to either side of the faceoff.

Q: Does Hysterical Recreation increase the power of my Troublemakers at other Problems?

A: Yes. Hysterical Recreation increases the power of all your Troublemakers by 1 for each of your characters at Hysterical Recreation.