**M**y Little Pony™ Collectible Card Game is a fun and exciting game based on the world of *My Little Pony: Friendship is Magic™*. In this game, players take on the roles of heroic ponies confronting challenges and solving problems in the magical land of Equestria.

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# Game Overview

The game revolves around *Problem* cards, which give points to the players who successfully overcome them. Players assign their *Friend* cards and *Mane Character* cards to these Problems to help confront them. Friend and Mane Character cards each have a *color* and a *power* value, which players use to meet the Problems' requirements.

Each Problem card has two sets of *solve requirements*: one for the card's owner and one for the owner's opponent. When a player meets a Problem's requirements, that player is said to *confront* that Problem and scores a point.

A Problem is *solved* either when both players have confronted it or a single player has confronted both Problems. Once a Problem is solved, it's replaced by a new Problem. ***The first player to score 15 points wins.***

## What You Need to Play

In order to play My Little Pony CCG, you need a Mane Character card, a deck of 10 Problem cards, a deck of at least 45 other cards, and a small number of counters, such as the cardboard tokens included in this starter deck.

## Collectible Card Game

This Canterlot Nights theme deck contains enough cards for one player to start playing My Little Pony CCG. Other sets, and many more cards are available in booster packs that allow you to discover exciting new strategies, personalize this deck, or create whole new decks of your own design!

## The Golden Rule

If the text on a card conflicts with the text in these rules, the card text takes precedence.
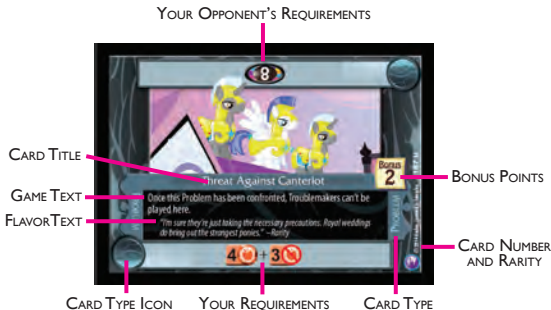
# THE CARDS

There are six types of cards in the game:



**Problems    Mane Characters    Friends    Resources    Events    Troublemakers**

## Problem Cards

Problem cards represent the various obstacles, difficulties, and challenges that ponies face during their adventures in Equestria. Each player has a deck of 10 Problems, and can have only one Problem in play at any time. Problems supply most of the points you'll need to win the game.



YOUR OPPONENT'S REQUIREMENTS

CARD TITLE

GAME TEXT

FLAVOR TEXT

BONUS POINTS

CARD NUMBER AND RARITY

CARD TYPE ICON    YOUR REQUIREMENTS    CARD TYPE

## Mane Character Cards

Each player starts the game with a Mane Character card in play. A Mane Character has a color (indicated by the icon in the upper right corner) and a power value (the number next to the color). While it is at a Problem, a Mane Character contributes its power and color toward confronting that Problem.

Mane Characters are two-sided. They begin the game with the side marked "Start" face-up, then turn over to the other side when the conditions listed on the card are met.

Note that while Mane Characters are very similar to Friend cards, they are not Friends. Mane Characters can't be targeted by cards and effects that target Friends, and they can't be removed from play or frightened.

CARD TYPE ICON    CARD TITLE    POWER

START/BOOSTER STATUS

COLOR

TRAIT TEXT

GAME TEXT

TRAITS

FLAVOR TEXT

CARD NUMBER AND RARITY

## Friend Cards

Friend cards may be played either to a Problem or to your *home* (the play area directly in front of you). Friends are the primary way to solve Problems. Like Mane Characters, Friends each have a color and a power value. While they are at a Problem, they contribute their power and color toward confronting that Problem.

Friend cards are not unique or limited; you may have as many copies of a single Friend card in play as you wish.

CARD TYPE ICON    CARD TITLE    POWER

COLOR

ACTION TOKEN COST

PLAY REQUIREMENT

CARD TYPE

TRAIT ICON

GAME TEXT

TRAITS

FLAVOR TEXT



Scootaloo™
Fan Club Founder

2

3

FRIEND
PEGASUS • FOAL

**Supportive 1** *(+1 power while at a Problem with your Mane Character that shares a color with this card.)* When you move your Mane Character to a Problem, you may exhaust this card to move this card there.

*Scootaloo got in trouble for drawing Rainbow Dash next to astonishing, awesome, and bedazzling in the school dictionary. Cheerilee caught her before she could get to the rest of the alphabet.*

#21 U

CARD NUMBER AND RARITY

## Event Cards

Event cards have a one-time effect on the game and then go to the discard pile.

Events have a timing word or phrase in their text telling you when they can be played, such as "Main Phase" or "Any Phase." Events are played primarily on your turn. If an Event has either the "Faceoff" or "Reaction" timing words, it can be played when the trigger occurs during your opponent's turn. (See below for timing rules.)

CARD TYPE ICON    CARD TITLE    POWER

ACTION TOKEN COST

PLAY REQUIREMENT

CARD TYPE

GAME TEXT — Main Phase: Banish a Friend with 2 or less power.

FLAVOR TEXT — *"Predator only means invitation only!"*
—Twilight Sky

CARD NUMBER AND RARITY

Not On the List

2

EVENT

#113 U

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CARD TYPE ICON    CARD TITLE    POWER

ACTION TOKEN COST

PLAY REQUIREMENT

CARD TYPE — RESOURCE • LOCATION — TRAITS

GAME TEXT — Play to your home:
**Main Phase:** Spend a card from beneath one of your Friends with **Pumped** to give that Friend +2 power until the end of the turn.

FLAVOR TEXT — *"You pig dog Bran-fam!" —Cheese Sandwich*

Joe's Doughnut Shop

5

CARD NUMBER AND RARITY

#141 U

## Resource Cards

Resource cards represent objects, locations, and other assets. You play them either to your home or on other cards as instructed by their game text. Resources played on other cards are said to be "attached" to those cards.

## Troublemaker Cards

Troublemaker cards represent the disruptive characters in Equestria. You play these cards *face-down* at a Problem. They have no effect until they're turned face-up ("uncovered") at the beginning of your Troublemaker Phase. Each player can have no more than one face-up Troublemaker at each Problem. (See below for details on playing and defeating Troublemakers.)

*Important:* You can't score points from a Problem that has an opponent's face-up Troublemaker.

CARD TYPE ICON

CARD TITLE    POWER



POINTS

GAME TEXT

FLAVOR TEXT

CARD TYPE

CARD NUMBER AND RARITY

## Reference Cards

In addition to the cards used to play the game, your deck includes a Turn Card and Score Slider card. Your Turn Card lists the actions you can take during your Main Phase and how many action tokens it costs to take them. Your Score Slider card is used to track your score, and displays the number of action tokens you collect each turn, as determined by the score of the player with the highest score among the players. (See below for details on collecting action tokens.)

| Score | Action Tokens Per Turn |
|-------|-----------------------|

**TURN CARD**

During your **Ready Phase**, you collect a number of action tokens based on the score of the player with the most points, as displayed on that player's score slider card.

During your **Main Phase**, you may:

- Pay ① to draw a card.
- Pay ① to play a Troublemaker.
- Pay ② to move one of your characters.
- Pay ② to rally one of your frightened Friends.
- Pay the cost of a Friend, Resource, or Event to play it.

When you score a point, slide the score slider card beneath this card to display your new score.

### SCORE SLIDER CARD

| SCORE | ACTION TOKENS PER TURN |
|-------|-----------------------|
| 0 | 2 |
| 1 | 2 |
| 2 | 3 |
| 3 | 3 |
| 4 | 3 |
| 5 | 3 |
| 6 | 4 |
| 7 | 4 |
| 8 | 4 |
| 9 | 4 |
| 10 | 5 |
| 11 | 5 |
| 12 | 5 |
| 13 | 5 |
| 14 | 5 |
| 15 | You Win! |

# IMPORTANT CONCEPTS

To play the game, you should understand the following concepts:

## Home:

The play area directly in front of you is your home. Your home has a limit to how many Friend cards you can have in it, as determined by your Mane Character card. If you have more Friends at home than allowed, you must retire one or more from play at the end of your turn.

## Action Tokens:

To play cards or take certain actions, you must spend *action tokens.* You gain action tokens at the start of your turn, based on the score of the player with the most points. (See the Ready Phase section of these rules for details.) Unspent action tokens accumulate from one turn to the next. In game text, action tokens are represented by icons, such as this: ①.

## Faceoff:

To overcome Troublemakers or determine which player most helps solve a Problem, you must have a *faceoff.* To resolve a faceoff, add up the power values of all your characters involved in the faceoff plus the power of the top card of your deck. Compare this total to your opponent's faceoff total. The player with the highest total wins the faceoff. (See below for faceoff triggers and rewards.)

## Characters:

The term *characters* refers to both your Mane Character card and your Friend cards.

## Confront:

During the Score Phase, if your characters at a Problem fulfill that Problem's solve requirements, you successfully *confront* that Problem. (See the Score Phase section for details on confronting Problems and scoring points.)

## Exhausted Cards:

While a card is *exhausted,* it can't contribute its power to faceoffs or confront-

ing Problems. Once exhausted, a card is marked with an exhaustion counter and can't be exhausted again until it is *readied.*

## Readying Cards:

When you *ready* a card, remove an exhaustion token from it. It's no longer exhausted.

## Frightened Cards:

While a card is *frightened*, it is turned face-down. Frightened Friend cards are still Friends, but have no color, power, traits, or game text so they can't help you win faceoffs or confront Problems. While frightened, a card can't be exhausted or readied. When a card becomes frightened, all counters are removed from it, and any cards on or beneath it are dismissed.

## Unfrightening Cards:

When you *unfrighten* a card, turn it face-up. It's no longer frightened.

## Dismissed:

When a card is *dismissed,* it is removed from play and put into its owner's discard pile.

## Retired:

When a card is *retired,* it is removed from play and put into its owner's discard pile. You can only retire a card you control. Retiring is not the same as dismissing.

## Banished:

When a card is *banished,* it is removed from play entirely.

# GAME SETUP

In addition to your cards, you will need a small number of beads, coins, or other counters to use as action tokens and to mark exhausted cards.

Note that this starter deck may come with more than one Mane Character

card. Choose one to use during the game and set any others aside; you only need one during the game.

**To set up the game, both players follow these steps:**

**1**. Place your reference cards in front of you on the right. Slide the score slider under the turn card so that only the "0 points" row is visible.

**2.** Place your Mane Character, "Start" side up, in your home.

**3.** Choose a Problem card marked "Starting Problem" from your Problem deck and place it, face-up, between yourself and your opponent. (Make sure that the game text is facing you and not your opponent.)

**4.** Randomly determine which player will take the first turn.

**5.** Shuffle your Problem deck and set it beneath your starting problem. Shuffle your draw deck and draw six cards from it. If you don't like this hand, you may shuffle it back into your deck and draw six cards again. You may do this once.

# Playing the Game

The game is played in a series of turns. Each player takes a full turn before the other player takes a turn.

## Turn Order

Each player's turn is divided into five phases, which are played in the following order:

*1. READY PHASE*

*2. TROUBLEMAKER PHASE*

*3. MAIN PHASE*

*4. SCORE PHASE*

*5. END PHASE*

## Ready Phase

This phase is divided into three steps:

**Step 1.** Ready your exhausted cards, if any, by removing an exhaustion token from each of them. (Frightened cards are not unfrightened at this time.)

**Step 2.** Collect action tokens. The number of action tokens you collect on your turn is determined by the score of the player with the most points, as detailed below:

| If the highest score is… | You collect this many action tokens |
|---|---|
| 0-1 | 2 |
| 2-5 | 3 |
| 6-10 | 4 |
| 11 or more | 5 |

*Example 1:* At the start of your turn, you have 1 point and your opponent has 2. During the Ready Phase of your turn, you collect 3 action tokens.

***Example 2:*** Later in the game, you start your turn tied with your opponent at 4 points. During the Ready Phase of your turn, you collect 3 action tokens.

***Example 3:*** At the start of your turn, you have 6 points and your opponent has 4. During the Ready Phase of your turn, you collect 4 action tokens.

Note that the above chart is part of each player's Score Slider card. To see how many action tokens are collected, the player with the most points looks at the visible portion of his/her score slider card and checks the number listed in the "action tokens per turn" column.

***Step 3.*** Draw a card. (**Exception:** On the very first turn of the game, the first player does not draw a card.)

## Troublemaker Phase

If you or your opponent have played Troublemaker cards during a previous turn, this is the phase when those cards may be resolved. (See the Main Phase section of these rules for details on playing Troublemakers at Problems.)

This phase is divided into two steps:

***Step 1:*** Uncover your Troublemakers. To *uncover* a Troublemaker card, turn it face-up. If you have any face-down Troublemaker cards, turn them face-up in any order you wish and resolve any game text that's triggered. If this results in you having multiple face-up Troublemakers at the same Problem, the excess Troublemaker must be dismissed (see below for details).

**Exception:** If there is a Troublemaker with the "Villain" keyword at a Problem, face-down Troublemakers at that problem are *not* uncovered during this step. (See below for more details on Villain Troublemakers.)

***Step 2:*** Challenge Troublemakers. If you have at least one character at a Problem with *either* an opponent's face-up Troublemaker *or* a Villain Troublemaker, you may choose to challenge that Troublemaker to a faceoff. (See below for

details on resolving faceoffs.) If you win this faceoff, the Troublemaker is dismissed and you score the points listed on its card. If you lose, one of your characters at that Problem is sent to your home. **Note:** You can't challenge your own Troublemaker unless it has the "Villain" keyword.

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### A Note on Placing Troublemaker Cards

When you uncover a Troublemaker, turn it face-up and place it on the Problem so that it covers your opponent's requirements. This serves as a reminder that your opponent can't confront this Problem until the Troublemaker is defeated.

When you uncover a Troublemaker with the Villain keyword, place it across the Problem so that it covers both players' requirements as a reminder that neither of you can confront the Problem until it's defeated.



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## Main Phase

During this phase you can take the following actions in any order:

***Play Friends, Resources, and Events:*** Each of these card types has its action token cost printed on it. To play one of these cards, pay its action token cost,

then put the card into play. Friends are played to your home or to a Problem, Events take effect and are then put into your discard pile, and Resources are played wherever their text says they may be played.

Note that many cards have a play requirement. In order to play these cards, you must, in addition to paying its cost, already have in play the required power on characters of the required color. For example, a card may require 2 🟣 (purple) in order to be played. If you have at least two purple Friends with 1 power each, or one purple Friend with at least 2 power, you can play this card. Note that play requirements are merely prerequisites; their power is never "spent."

***Move:*** For 2 action tokens, you may move one of your characters from your home to a Problem, from a Problem to home, or from one Problem to another.

***Play Troublemakers:*** For 1 action token, you may play a Troublemaker card *face-down* at a Problem. This Troublemaker has no effect until it is uncovered, usually during the Troublemaker Phase of your next turn.

***Draw a card:*** For 1 action token, you may draw the top card of your draw deck.

***Rally frightened cards:*** For 2 action tokens, you may unfrighten one of your frightened cards.

***Use Game Text:*** You may also have cards in play whose game text can be executed in the Main Phase. This may require you to exhaust those cards and/ or pay action tokens.

You may end your Main Phase even if you still have action tokens remaining. Those action tokens will carry over to your next turn.

## Score Phase
During this phase, you may score points by successfully confronting Problems and winning faceoffs.

# Resolving Problems

The first step of the Score Phase is resolving each Problem at which you have at least one character. If you have characters at multiple Problems, you may resolve those Problems in any order you wish.

For each Problem at which you have at least one character, carry out the following steps:

*Step 1.* Check for Troublemakers. If there is an *opponent's* face-up Troublemaker, or *any* face-up Troublemaker with the "Villain" keyword at this Problem, you can't try to confront this Problem. In that case, you must resolve another problem or move on to the second part of the Score Phase, "Resolving Faceoffs."

*Step 2.* You must now check to see if your characters at the Problem are fulfilling the solve requirements on your side of that Problem. Those requirements vary based on whether the Problem is yours or your opponent's:

**For your Problem:** Your characters of certain colors are required to contribute a certain amount of power. Some problem require two different colors (such as $2\bigcirc + 2\bigcirc$). Others require one color to be a specific color while the other can be any color or combinations of colors *other than* the first (such as $2\bigcirc + 2\bigcirc$).

**For your opponent's Problem:** Your characters aren't required to be specific colors, but need to contribute the required amount of power in any color or combination of colors.

**Important Note:** *Exhausted and frightened characters don't contribute their power towards fulfilling a Problem's solve requirements.*

If you are fulfilling the requirements, you successfully confront that Problem and score 1 point. (**Note:** If you have any card effects that are triggered when you confront a Problem, they take effect after you have scored this point.)

**Step 3.** Check if you are the *first* player to successfully confront the Problem. If you are, score that Problem's bonus points. (**Note:** Neither player can score bonus points for confronting this Problem again.)

After you've resolved one Problem, go on to resolve the other Problem. After you've resolved both problems, it's time to resolve faceoffs, if any.

**Example 1:** Emily has two Friends at a Problem. One of them is 🔵 with 2 power, the other is 🟠 with 2 power. The Problem's requirements are (4), so she can confront the Problem and score a point.

**Example 2:** Later Emily has those two Friends at a different Problem. The Problem's requirements are 1🔵 and 1🟠, so again she can confront the Problem and score a point.

**Example 3:** Several turns later, when those Problems have been replaced with new ones, Emily has those two Friends at a new Problem with requirements of 3🔵 and 1🟠. While she has characters with 4 power total, the 🔵 Friend only has 2 power, so she can't confront the Problem.

**Note:** If you are fulfilling the requirements for a Problem, you will confront that Problem and score a point *every turn* until either you can no longer confront it or that Problem is replaced after a Problem faceoff (see below).

## Resolving Faceoffs

If you have confronted a Problem, there is a chance that you may have a faceoff at that Problem.

If you have confronted *both* Problems this turn, then you must have a *double Problem faceoff,* then replace both Problems. Double Problem faceoffs are detailed below. (Note that if you have a double Problem faceoff, you don't have a regular Problem faceoff, which is detailed below.)

If you have confronted *one* Problem this turn, and your opponent can *also*

confront that Problem (that is, your opponent can fulfill its requirements), you must have a Problem faceoff, then replace the Problem (as detailed below). **Remember:** If you have a Troublemaker at the Problem, your opponent can't confront it.

*Example 1:* Brigid is playing against Ian. During the Score Phase, she has characters with 3⬦ and 1⬦ at the Problem, which fulfills its requirement. She confronts the Problem and scores a point. After scoring the point, she looks at what characters Ian has at the Problem and see that he has characters with 5⬦, which fulfills his side of the Problem. Since both players can confront the Problem, they must have a Problem faceoff.

*Example 2:* During another Score Phase, Brigid has characters with 3⬦ and 1⬦ at one Problem and characters with 3⬦ at the other Problem, fulfilling the requirements at both. Ian has characters with 4⬦ at one of those Problems, also fulfilling its requirement. Brigid confronts both Problems, one a time in the order of her choosing, and scores a point for each one. Because Brigid confronted both problems this turn, she and Ian must have a double Problem faceoff. (While Ian does fulfill his side of one of the Problems, it doesn't matter because a double Problem faceoff takes precedence over a regular Problem faceoff.)

## Solving and Replacing Problems

After resolving a Problem faceoff, that Problem is considered "solved" and is replaced. The Problem is put at the bottom of its Problem deck and the next Problem in the deck is played. All characters at that Problem are sent home, and all Resources played on the Problem and face-up Troublemakers at the Problem are dismissed. (Note that any face-down Troublemakers at the Problem remain in place, and will be at the new Problem.)

## End Phase

At the end of your turn, you must first check the number of cards in your hand.

If you have more than 8 cards, you must discard down to 8. Then check the number of Friend cards in your home. If you have more than the home limit listed on your Mane Character, you must retire Friends from your home until your have no more than your home limit. (Note that Resource cards and your Mane Character don't count toward your home limit.)

After you check these items, your turn is over and your opponent's turn begins.

## Faceoff Resolution

To resolve a faceoff, add up the power values of all your ready characters involved in the faceoff plus the power of the top card of your deck. Compare this total to your opponent's faceoff total. The player with the highest total wins the faceoff.

There are three types of faceoffs.

• **Troublemaker faceoffs** happen when you challenge a Troublemaker during your Troublemaker Phase. (Remember, you can only challenge your opponent's Troublemakers or your own Villain Troublemakers.)

• **Problem faceoffs** happen during the Score Phase if you confronted a Problem this turn and your opponent is fulfilling the requirements for the same Problem.

• **Double Problem faceoffs** happen during the Score Phase when you have confronted *both* Problems this turn, regardless of whether or not your opponent is fulfilling the requirements. (Note that a double Problem faceoff is a type of Problem faceoff.)

Regardless of the faceoff's type, it is resolved as follows:

**Step 1: Determine which cards are involved.**
• In a **Troublemaker faceoff,** when you challenge a Troublemaker, all your characters at the Troublemaker's Problem are involved. The Troublemaker is also involved, though your opponent's characters at that Problem are not.
• In a **Problem faceoff,** all your characters at the Problem are involved, as are

all your opponent's characters at the Problem.

• In a **double Problem faceoff,** all your characters at *both Problems* are involved, as are all your opponent's characters at *both Problems.* (Remember: If you have a double Problem faceoff, you don't have a regular Problem faceoff.)

In all faceoffs, characters that are exhausted or frightened are involved in the faceoff, but don't contribute their power to it. (The exception is characters with the Stubborn keyword, which still apply their power even while exhausted).

**Step 2: Flip.** Both players flip and reveal the top cards of their decks. (**Note:** Ignore everything on the card except its power value.)

**Step 3: Compare totals.** Each player adds up the total power of all their cards involved in the faceoff plus the power value of the card(s) they flipped. This is their total faceoff power. The player with the highest total faceoff power wins the faceoff. (If the total is a tie, both players flip again and add the new power value, and keep flipping until the tie is broken.)

At the end of the faceoff, all cards flipped for the faceoff are placed face-down at the bottoms of their respective owners' draw decks in the order their owners choose.

***Problem Faceoff Example:*** Brigid is playing against Ian and it is her turn. They are about to have a Problem faceoff, which means that all their characters at that Problem are involved. Brigid's characters have a total of 4 power; Ian's have a total of 5 power.

Both players flip: Brigid gets a card with 3 power, Ian gets a card with 1 power. Because it's Brigid's turn, Ian gets the first chance to take an action, and he plays an Event that lets him flip an additional card. He does so and flips a card with 2 power.

Brigid has no actions to take, so they move onto the final step and compare totals: Brigid has 7 total faceoff power; Ian has 8. Ian wins the faceoff.

***Troublemaker Faceoff Example:*** On Ian's turn, during his Troublemaker Phase, he decides to challenge the Troublemaker that Brigid played on a previous turn. His characters at the Troublemaker's Problem have a total power of 3; the Troublemaker has a power of 4. Both players flip a card: Ian gets a card with 2 power, Brigid gets a card with 5 power. Neither player has actions to take, so they compare totals: Ian has 5 total faceoff power; Brigid (on behalf of the Troublemaker) has 9. Ian loses the Troublemaker faceoff and Brigid wins the faceoff.

## Winning or Losing a Faceoff

The result of winning a faceoff depends on the faceoff type:

**Winning a Troublemaker faceoff:** When you challenge a Troublemaker and win the faceoff, the Troublemaker is dismissed and you score its points, as described above.

**Losing a Troublemaker faceoff:** When you challenge a Troublemaker and your opponent wins the faceoff, you must choose one of your characters involved in the faceoff. It is sent home.

**Winning a Problem faceoff:** The winner scores a number of points equal to the bonus points on the Problem, then the Problem is replaced (as detailed above).

**Winning a double Problem faceoff:** The winner scores a number of points equal to the greater of the two bonus points on the Problems, then both Problems are replaced (as detailed above).

# KEYWORDS

Some cards may have one or more keywords in their game text. These words give those cards special abilities as detailed below:

**Caretaker:** This card has +1 power while at a Problem with at least one of your Critter Friends.

**Inspired:** 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 in any order.

**Pumped:** During a faceoff involving this card, if you would put some number of flipped cards on the bottom of your deck, you may banish one of them to beneath this card instead.

**Supportive X:** This card gets +X power while at a Problem with your Mane Character, so long as that Mane Character shares a color with this card.

**Random:** 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.

**Starting Problem:** At the beginning of the game, you must choose a Problem with this keyword to be your first Problem of the game.

**Stubborn:** While exhausted, this card still contributes its power to Faceoffs and to confronting problems, just as if it were ready.

**Studious:** 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. (That is, when you win a faceoff, gain exactly one action token if you have at least one character with this keyword involved in that faceoff.)

**Swift:** You pay 1 less action token to move this card.

**Villain:** When this card is uncovered, dismiss all other face-up Troublemakers at its Problem and frighten all Friends at its Problem. While a Villain Troublemaker is face-up at a Problem, neither player can confront that Problem, and face-down Troublemakers can't be uncovered at that Problem. Players may challenge their own Troublemakers with the Villain keyword.

# TIMING RULES

When you take an action, that action must be fully resolved before another

action can take place.

Cards with game text you can execute while they are in play have a timing word or phrase in their text telling you when they can be used, such as "Main Phase" or "Any Phase." By default, you can only play cards and take actions during your own turn.

*There are two exceptions to this rule:*

**Faceoffs:** Cards and actions with the "Faceoff" timing word can be used during faceoffs, even during your opponent's turn. (See "Faceoffs" above for details.) Note that some cards and actions specify "Troublemaker Faceoff" or "Problem Faceoff"; these can only be used during the specified type of faceoff.

**Reactions:** Cards and actions with the "Reaction" timing word can be used at any time that their requirements are met, even if it's on your opponent's turn. For example, if an Event's text says "Reaction: After a character moves to a Problem, draw a card." You could play it on your turn (when you move a character) or on your opponent's turn (when your opponent does so). A reaction can't be played until its trigger is fully resolved.

A reaction can only be played once per trigger. Multiple different reactions may be played in response to the same trigger, but each reaction must be from a different card, and fully resolve before the next one takes effect.

When a trigger would allow a reaction, the player who did not activate the trigger has the first opportunity to react. Players take turns playing reactions until both players pass sequentially.

# Deck Building

While you may play the game using just this theme deck, you may wish to modify the deck or build a new deck from scratch according to the rules and strategies below.

## Mane Character
Every deck needs a Mane Character. Choose one for your deck, noting its game

text and color.

**Draw Deck**

You need a minimum of 45 cards in your draw deck, which is made up of Friends, Events, Resources, and Troublemakers. Your deck may be made up of any combination of these cards, though it should ideally contain about 25 Friends and 20 Resources, Troublemakers, and/or Events. There is a limit of three copies of any individual card in your draw deck.

When building a deck, be aware of your cards' colors and play requirements. It's essential to have enough Friends that either have no requirement or have a requirement that can be met by your Mane Character. Without them, you may find yourself with cards in your hand that don't meet the requirements to play. (Friend colors are also important for solving Problems, so make sure you have at least two different colors in your deck.)

**Problem Deck**

Your Problem deck is composed of exactly 10 Problem cards. There is a limit of two copies of any individual card in your Problem deck. At least one of your Problem cards must have the "Starting Problem" keyword. When building your Problem deck, note the color requirements and make sure that you have sufficient Friends in those colors to solve those Problems.

# OTHER RULES

**Movement:** When game text allows you to "move" a card, you may move it to a Problem from your home, to your home from a Problem, or from one Problem to another, unless otherwise specified. Furthermore, when game text says a card can't be moved, that card is still sent home when its Problem is replaced. Finally, note that playing a card is different than moving a card; if you want to trigger a card's movement text, you must first play it, then move it.

**Running Out of Cards:** If you run out of cards in your draw deck, just skip the draw step of your Ready Phase and keep playing. If you need to flip a card for a faceoff, but have no cards in your draw deck, skip the flip step of the faceoff.

(Your Problem deck will never run out of cards, since replaced Problems are put at the bottom of your Problem deck.)

**Power and Color:** Some game text gives bonus power, such as "Choose a Friend to get +2 power." Others give bonus power and a color, such as "Choose a Friend to get + 2⬤." Note that when a character receives both bonus power and a color, it has both its original color and that bonus color, as well the bonus power. For example, if you give a ⬤ Friend with 1 power + 2⬤, that Friend is both ⬤ and ⬤ and has 3 power. (Note, however, that when confronting a Problem, a character with multiple colors can still only apply its power to one color requirement. The example ⬤ / ⬤ Friend could apply its power to either a ⬤ requirement or a ⬤ requirement, but not both.)

**Face-up Troublemakers:** When a card's text refers to Troublemakers, it refers only to face-up Troublemakers unless the text specifies that it refers to face-down Troublemakers. If you have multiple face-up Troublemakers at the same Problem, those Troublemakers (of your choice) must be dismissed until you have only one face-up Troublemaker at that Problem. If one of those Troublemakers has the "Villain" keyword, you can't choose it to be dismissed unless all the others have "Villain" too.

**Spending Cards:** When a card is "spent" from beneath another card, it is put into its owner's discard pile.

**Unique Cards:** If a card has the "Unique" trait, you can only have one copy of

that card in play at a time. If you control multiple copies, those cards (of your choice) must be dismissed until you only have one in play.

**Negative Values:** It's possible for a character's power to be modified so that it is less than zero. However, negative power values are treated as zero unless used in a calculation. During faceoffs involving these Friends, when resolving their Problems, or using them to provide play requirements, their power is considered to be zero. For example, if you have two Friends in a faceoff, one with 3 power and another with -2, your total power in the faceoff would be 3.

# CREDITS