

Crystal Games

Rules Update Summary v1.1

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 Crystal Games, 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: What does Prismatic mean?

A: Prismatic is a new keyword ability cards can have. It means “This card also has the colors of all your other Crystal characters.”

Q: What does Teamwork mean?

A: Teamwork is a new keyword ability cards can have. It means “Your other Friends here that share a Trait with this card also have its other printed abilities.”

Q: What is the “queue zone”?

A: A new zone exists in the game! Cards that are played are put into the Queue zone until they resolve. Friends, Resources, and Troublemakers are put into play as part of them resolving. Events are put into the Discard pile as part of them resolving.

Q: How have the rules regarding control and ownership changed?

A: If a character’s or un-attached Resource’s controller changes while it’s at home, that [thing] is sent to its new controller’s home during Pre-Priority Processing. (Version 2.1 of the Rules Document states only characters but this will be updated in the next rules set.)

Card-Specific Questions

Q: How does **A Hasty Retreat** (Faceoff: Put an opposing Friend involved in the faceoff on top of its owner's deck.) work?

A: This card can be played anytime during a faceoff in which a player has priority (either before or after the initial flip). If this card is played after cards are flipped, the Friend card that is put on top of the deck is now the top card, but is not automatically flipped. It is still face down and the flipped cards remain beneath it until the faceoff is wrapped up. If another flip occurred, the Friend card (not the topmost un-flipped card) would then be flipped.

Q: How does **Apple Bloom, Showstopper** (Main Phase: Exhaust this card to tell a joke and have all players shuffle a card from their hands into their decks.) work?

A: This card was written in the spirit of fun. Players are not required to actually tell a joke in order to resolve this card ;)

Q: How does **Applejack, Breeziefied** (If another of your Friends here would be dismissed, you may retire this card instead.) work?

A: This card can replace only one dismissal effect even if multiple would happen simultaneously.

Q: How does **Berry Punch, Very Convincing** (At the start of a faceoff involving this card, you may exhaust this card and pay [1 action] to gain control of an opponent's Friend here until the end of the faceoff.) work?

A: You control that card until the faceoff ends. At which point that card reverts back to its previous controller.

Q: When you use the first ability of **Boneless** (Play to your home.<P>Main Phase: Retire this card and pay [1 action] to have all players shuffle their decks. Draw 3 cards. <p> Main Phase: Retire this card to give one of your characters [pink] until the end of the phase.) who draws cards?

A: Only the player who activated the ability draws the 3 cards.

Q: How does **Call to Action** (Main Phase: Move a number of your Friends up to the number of action tokens your opponent has.) work?

A: The player chooses the number of Friends before moving them. Then the Friends move simultaneously to their destination(s).

Q: How does **Cheese Sandwich, Heavy Artillery** (When this card enters play, dismiss a Friend at home with at least 3 power.) work?

A: Friends in your opponent's home can be dismissed with Heavy Artillery. He will be dismissed if he is the only valid choice.

Q: How does **Cheerilee, Homeroom Teacher** (When an opponent plays a Friend, gain [1 action].) work?

A: This effect does not trigger for Friends that are put into play, only Friends that are played. This triggered ability resolves prior to priority being given to a player. The action token will exist and be available to use if that player wanted to use it to react to the Friend that was just played.

Q: How does **Coco Pommel, Refurbisher** (When this card enters play, you may banish an Event in your discard pile. While that card remains banished, you may play that card as though it were in your hand.) work?

A: If that card leaves the banished zone, it is a different card and can no longer be played. See Queue Zone.

Q: How does **Comet Tail, Blaze of Glory** (Main Phase: Pay [1 action] to give this card +2 power until the end of the turn. You may move this card. At the end of the turn, retire this card.) work?

A: This ability resolves completely, in order, and creates a triggered modifier that waits until the end of the turn and retires the friend.

Q: How does **Crystal Forcefield** (Play on a Problem.<P>That Problem can't be confronted.<P>Main Phase: Pay [3 actions] to banish this card. Any player may activate this ability.) work?

A: Any player may activate this ability. It is a Main Phase ability for whoever wishes to activate it and can only be activated on their turn during their Main Phase.

Q: What happens if **Daring Do, Professional Heroine** (When this card enters play at a Problem, challenge an opponent's Troublemaker there with your characters there.) enters play in the middle of a faceoff?

A: Faceoffs can't be started during other faceoffs.

Q: How does **Dressed Up** (Play on a Friend. <P>That Friend has +1 Power, is also [white], and loses and can't gain abilities.) work?

A: The phrase "loses and can't gain abilities" creates two modifiers. The first removes all existing abilities. The second is a continuous modifier that keeps that Friend from gaining any new abilities. Abilities include all things printed in the text box (including keywords). It does not affect any other parts of the card like Name, Traits, Power, Color, etc.

Q: How does **Hummingbird, Nimble Flier** (When an opponent flips a card while this card is involved in a faceoff, if that opponent has more flipped cards than you, flip a card.) work?

A: This ability has a conditional check "if that opponent has more flipped cards than you". Having multiple Hummingbirds will not allow you to gain more flip than your opponent has.

Q: How does **Fluttershy, Crystallized** (Prismatic <P> Main Phase: Exhaust this card and pay [1 action] to reveal a number of cards from the top of your deck equal to the number of colors this card has. Put each Friend revealed this way into your hand and the rest of the cards on the bottom of your deck.) work?

A: Putting the Friends into your hand is not optional.

Q: How does **Fluttershy, Reliable Racer** (During faceoffs involving this card, players flip 1 fewer cards.) work?

A: Reliable Racer's modifier is a subtraction modifier that affects the number of cards flipped during 514.3.

o (514.3) As that priority window closes, each player simultaneously flips the topmost unflipped 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.

The combined flip includes modifiers that tell you to flip an additional card during a faceoff such as Night watch or Wild Manticore. If a player had 2 Nightwatches and his opponent had 2 Reliable Racers, that player would flip 1 card for the faceoff.

Q: How does **Inspiring Magic** (Starting Problem <P> The player with the most [unicorn] characters here can draw from the bottom of their deck.) work?

A: If a player would draw a card, they may choose to draw it from the bottom of the deck.

Q: How does **Less Isn't More** (Main Phase: Exhaust one of your Friends to exhaust a number of opposing Friends up to the number of colors that Friend has.) work?

A: The player chooses the number of Friends to exhaust. Then that player chooses which Friends and they exhaust simultaneously.

Q: What happens when **Matilda, Full of Hope** (When this card enters play, the player with the fewest points scores a point.) enters play but players are tied?

A: If players are tied, no player has the fewest points.

Q: Can **Maud Pie, Like a Rock** (This card can't be dismissed, moved, or put into its owner's hand from play by opponents.) be moved or removed from play by its controller?

A: Like a Rock can be dismissed, moved, or put into play by its controller.

Q: How does **Orthros, Go Fetch** (Pumped <P> If you would flip a card during a faceoff involving this card, you may spend a card from beneath this card instead. If you do, add that card's printed power to your power total for that faceoff.) work?

A: To spend a card is to put that card into the discard pile. This card is not put on the bottom of the deck with the rest of the flipped cards at the end of the faceoff.

Q: How does **Party Bomb** (At the start of your turn, you may put a Party counter on this card. <p> Main Phase: Pay a number of action tokens equal to the number of Party counters on this card and retire it to dismiss all Friends with printed power equal to the number of Party counters on this card.) work?

A: Adding Party counters is a may effect. This card can be retired with 0 Party counters on it.

Q: How does **Pep Talk** (Reaction: After the start of a Score Phase, choose a Problem and ready any number of characters there.) work?

A: The number is chosen, then the Friends are chosen, then the Friends ready simultaneously.

Q: When can the ability of **Pinkie Pie, Breeziefied** (Reaction: After the start of the Score Phase, you may retire this card. If you do, your opponent needs +[2 wild] to confront this card's Problem this turn.) be used?

A: This ability can be activated during any player's turn.

Q: When can the ability of **Pinkie Pie, Crystallized** (Prismatic <P> During faceoffs involving this card, you may flip a number of additional cards equal to the number of colors this card has, then choose one of the cards flipped this way and ignore the rest.) be used?

A: The choice to flip the additional cards from this effect is made prior to flipping the first card for the faceoff.

Q: When can the ability for **Ponyville Banner** (Play to your home. <p> Score Phase: Retire this card to choose a Problem. This turn, you meet the confront requirements of that Problem if you have at least one ready [unicorn], [earth pony], and [pegasus] character there.) be used?

A: This ability can be activated only during your Score Phase as per the timing rules (512).

Q: What traits does **Princess Cadance, Crystal Princess** (Troublemakers can't be uncovered here.) have?

A: This card has three traits: Alicorn, Crystal, and Royalty.

Q: How does **Princess Luna, Good Night's Sleep** (When this card enters play, banish one of your Friends. At the end of the turn, put that Friend into play.) work?

A: Banishing is not optional. That Friend may be put into play at either Problem or at your home.

Q: When can the ability of **Rainbow Dash, Breeziefied** (Troublemaker Phase: Retire this card to move one of your Friends to this card's Problem.) be used?

A: This ability can only be activated at the beginning of the Troublemaker Phase prior to uncovering Troublemakers, between uncovering Troublemakers and Challenging, and after Challenging. An [X] Phase ability can only be activated by the turn player to open a new priority window (see 512.3 in the comprehensive rules).

Q: How does **Rainbow Dash, Relay Racer** (When you lose a faceoff involving this card, you may move this card to a Problem.) work?

A: This trigger resolves at the end of the faceoff (during the priority window created during 514.6 of the Comp. Rules).

Q: How does **Rarity, Crystallized** (Prismatic <P> Main Phase: Exhaust this card to choose an opponent. Look at a number of cards from the top of that player's deck equal to the number of colors this card has, then put any number of them back on top of the deck in any order, and the rest on the bottom.) work?

A: These cards are not revealed to both players. The order in which they go on the bottom of the deck is determined by the player looking at the cards.

Q: How does **Scotaloo, Showstopper** (Main Phase: Exhaust this card to do a little dance and have all players draw a card, then discard a card.) work?

A: This card was written in the spirit of fun. Players are not required to actually dance in order to resolve this card ;) Both players will draw and discard a card.

Q: How does **Slick Shades** (Play on a Friend. <P> That Friend has +1 power for each Slick Shades in play.) work?

A: This card counts the total number of Slick Shades in play among all players in the game.

Q: How does **Study Session** (Play to your home.<P>Opposing Friends enter play exhausted.) work?

A: Cards that enter play exhausted have not become exhausted and do not trigger abilities looking for "When [something] becomes exhausted".

Q: How does **Sweetie Belle, Showstopper** (Main Phase: Exhaust this card and pay [1 action] to sing a song and have all players put a Friend from their discard piles into their hands.) work?

A: This card was written in the spirit of fun. Players are not required to actually sing a song in order to resolve this card ;)

Q: How does **Tatzlwurm** (If a Friend would be dismissed, it is banished instead.) work?

A: This is a global effect and is not optional.

Q: When triggering this **The Equestria Games**, in what order do players choose their Friends?

A: Decisions of which Friends is made all at once in turn order starting with the player who retired the card.

Q: How does **Twilight Sparkle, Crystallized** (Prismatic <P> At the start of a Problem faceoff involving this card, you may choose an opposing character involved in the faceoff with power less than or equal to the number of colors this card has. If you do, that character ceases to be involved in the faceoff.) work?

A: That card ceases to be involved in the faceoff. It does not move areas or change zones. The ability creates a modifier that does not allow this Friend to be involved in the faceoff.

Q: How does **Windigo** (At the end of your Troublemaker Phase, put a Unity counter on this card. <p> This card can only be challenged by a number of characters up to the number of Unity counters on this card.) work?

A: The player must have the number of characters up to the number of Unity counters on this card in order to challenge the Troublemaker. For example, if this card has 3 counters and the player has 4 characters there, Windigo would not be able to be challenged.

Q: Can I use the power of **Wonderbolts Reserve Exam** more than once?

A: No, this card has received errata to say, "When the first player to confront this problem does so, they may pay [3 actions] to score 2 points."