

# My Little Pony CCG Limited Play

Version 3.0

## What is Limited Play?

In limited play, the game is played and the tournament is run as they usually are, but players don't bring their own decks to the tournament. Instead, players open some booster packs and build their decks on the spot out of the cards they just acquired. It's a great way to expand your collection and play with some new cards – or to see familiar cards in a new light!

## What Makes Limited Different and Fun?

In a limited event, everyone starts off on equal footing. It doesn't matter how many cards your opponent owns, or how finely-tuned their constructed decks may be. When playing limited, everyone starts from the same place, building a new deck out of newly-opened cards.

Furthermore, because you're building a deck with a limited pool of cards, you may find yourself creating a deck you hadn't considered, or one that's just different from your usual style. You may discover cards and play-styles you've never tried before!

## How do Players Play a Limited Tournament?

See below for the official policies for opening packs and building decks in a limited format.

# My Little Pony CCG Limited Tournament Policies

## Limited Deck Construction

In limited formats, a draw deck must contain a minimum of 30 cards. There is no maximum draw deck size.

In limited formats, a Problem deck must contain exactly five cards, at least one of which must be a Starting Problem.

## Mane Characters

Players may request these Mane Characters to be provided to them by the Tournament Organizer for use during limited events. If the Tournament Organizer is unable to provide them, players may provide their own.

The Mane Characters which may be provided in this way in Beyond block limited are as follows:

Captain Celaeno, Swashbuckler (SB1)  
Grubber, Royal Announcer (SB2)  
Princess Skystar, Out of Her Shell (SB3)  
Tempest Shadow, Storm Commander (SB4)  
Capper Dapperpaws, Charmer (SB5)  
Queen Novo, Sea Sovereign (SB6)

The Mane Characters which may be provided in this way in Odyssey block limited are as follows:

Rainbow Dash, Ambassador of Loyalty (EO1)  
Applejack, Ambassador of Honesty (EO2)  
Pinkie Pie, Ambassador of Laughter (EO4)  
Princess Twilight Sparkle, Ambassador of Friendship (EO5)  
Rarity, Ambassador of Generosity (EO7)  
Fluttershy, Ambassador of Kindness (EO8)

The Mane Characters which may be provided in this way in Premiere block limited are as follows:

Rainbow Dash, Hanging Out (CN1)  
Applejack, Apple Vendor (CN2)  
Pinkie Pie, Pokey Pony (CN3)  
Twilight Sparkle, Gala Greeter (CN5)  
Rarity, Dressmaker (CN6)  
Fluttershy, Friend to Animals (CN7)

Players may also use any Mane Characters present in their limited pool, including those not listed above.

## **Starting Problems**

Players may request Starting Problems to be provided to them by the Tournament Organizer for inclusion in their problem decks. If the Tournament Organizer is unable to provide them, players may provide their own. Players may include any number of these Starting Problems in their Problem decks, and may do so irrespective of the number of Starting Problems included in their limited pool.

The Starting Problems which may be provided in this way for Beyond block limited events are as follows:

Pearl Heist (SB129)  
Searching High and Low (SB130)

The Starting Problems which may be provided in this way for Odyssey block limited events are as follows:

Locked Out (EO191)  
Totally Lost (EO200)  
Winter Start Up (EO202)

The Starting Problems which may be provided in this way for Premiere block limited events are as follows:

Bunny Breakout (PR164)  
Cloudbursting (PR168)  
Emergency Dress Order (PR170)  
It's Alive (PR177)  
Runaway Cart (PR190)  
Special Delivery! (PR192)

Players may also use any Starting Problem present in their limited pool, including those not listed above.

## **Limited Formats**

### **Sealed Deck**

In a Sealed Deck event, each player constructs a limited deck from a pool of cards created by opening 8 booster packs.

The recommended Odyssey block sealed format is 2 packs Equestrian Odysseys, 2 packs High Magic, 2 packs Marks in Time, 2 packs Defenders of Equestria.

The recommended Premiere block sealed format is 2 packs Premiere, 2 packs Canterlot Nights, 2 packs Crystal Games, 2 packs Absolute Discord.

### **Booster Draft**

In a Booster Draft event, each player constructs a limited deck from a pool of cards created by drafting 4 booster packs.

The recommended Odyssey block draft format is 1 pack Defenders of Equestria, 1 pack Marks in Time, 1 pack High Magic, 1 pack Equestrian Odysseys.

The recommended Premiere block draft format is 1 pack Absolute Discord, 1 pack Crystal Games, 1 pack Canterlot Nights, 1 pack Premiere.

For Booster Draft events, judges will divide players into roughly equal pods; the recommended pod size is 8 players per pod. Each pod will be seated in a circular fashion. Once seated, players will open one booster pack and begin drafting. Boosters are opened in order of set recency, with the most recent set opened first.

To draft a card from a pack, each player chooses a card from that pack, places it face-down in front of them, and passes the remaining cards to the next player. The first and third boosters are passed to the left, while the second and fourth boosters are passed to the right. This process repeats until all cards in a pack have been drafted, at which time the players will open and draft the next pack.

During a draft, players may not communicate with or reveal private information to other players until all cards have been drafted. At Tier 2 or higher events, players may not review their drafted cards between picks, but at all event levels there is a brief period between each pack during which players may review their drafted cards.