

Canterlot Nights

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 Canterlot Nights, 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](http://www.mylittleponyccg.com)! Full rules can also be downloaded at <http://enter-play.com/products/mlpccg.html>

New Concepts

Q: What does Pumped mean?

A: Pumped is one of the new keywords in Canterlot Nights. It means “Once per faceoff, during a faceoff involving this card, if you would put a flipped card on the bottom of your deck you may banish it to beneath this card instead.”

Q: What does banishing a card to beneath another card mean?

A: A card that is banished to beneath another card is in the banish zone, but is flagged by that card as being ‘beneath’ it. This is used for a number of mechanics, but most prominently for Pumped cards, which either count or ‘spend’ cards banished to beneath them in order to enable other abilities.

A card that is banished to beneath another card remains in the banish zone until it is put somewhere else, even if the card that it is banished beneath changes zones or becomes frightened.

If a card that has cards banished beneath it changes zones or becomes frightened, that card becomes a different card, and the cards banished beneath it remain banished but are no longer beneath that card.

Q: What does ‘spending’ a card mean?

A: To spend a card from beneath a card with Pumped is to put that card from the banish zone into the discard pile. The spent card is no longer beneath any card.

Q: What does Supportive mean?

A: Supportive is one of the new keywords in Canterlot Nights. It has an integer value associated with it, appearing on cards as “Supportive X”, and it means “This card has +X power while with your Mane Character that shares a color with it.” Multiple instances of Supportive stack.

Q: What does “challenge” mean?

A: To challenge a Troublemaker is to start a faceoff involving that Troublemaker and some number of additional cards, usually specified by the card that allowed you to challenge a Troublemaker. This faceoff is a Troublemaker faceoff and carries all the normal consequences for winning or losing a Troublemaker faceoff.

Q: What is a counter?

A: A counter is a marker placed on a card to track a quantity. Counters with the same name are indistinguishable from one another, and counters remain on a card until they are removed. Counters on a card that becomes a different card, such as by being frightened or changing zones, are removed.

Q: What does “Any player may activate this ability?” mean?

A: Some abilities in Canterlot Nights include the sentence “Any player may activate this ability.” To do so, a player activating that ability must have priority, be able to pay any applicable costs, and must be activating that ability within the timing allowed by that ability’s timing phrase. Timing phrases like “Main Phase:” on these abilities apply to each player individually, such that any player would be able to activate that ability on that player’s own Main Phase, as a Main Phase action.

Q: How do Showdown cards work?

A: “Showdown” is a trait that appears on some cards, and many of those cards have text that starts a faceoff. As a card which starts a faceoff resolves, the faceoff begins, some number of cards become involved in the faceoff, abilities which trigger at the start of a faceoff trigger, and the turn player receives priority. None of this opens or closes a priority window – the priority window in which the card was played simply becomes the first priority window of the faceoff. The turn player receives priority even if that player is the player who just had priority and played

the card initiating the faceoff. During the first priority window of the faceoff, reactions can be played as long their conditions have been met since the close of the most recent priority window, even if that condition occurred prior to the start of the faceoff.

Card-Specific Questions

Q: If my opponent uses Sweet Apple Acres to have me choose and discard a card, can I choose to discard Applejack, Element of Honesty and put it into play instead?

A: Yes. Applejack, Element of Honesty's replacement modifier can be applied any time an effect or modifier controlled by an opponent causes you to discard that card. A modifier you control (such as one generated by an Avalanche that you control) which requires you to discard that card will not allow you to apply the replacement modifier from Applejack, Element of Honesty's ability.

Q: How does Changeling Infiltrator work?

A: Normally, abilities on cards are not active while the card is face-down. The exception to this is if the ability must be present on the card while the card is face-down in order for the ability to function. Changeling Infiltrator's ability triggers when the card is played face-down.

Q: Can I retire a Troublemaker with the Villain keyword with Changeling Swarm?

A: Yes. You can retire any Troublemaker you control at the Problem to which you played Changeling Swarm.

Q: Can I activate DJ Pon-3, Everypony's Shufflin's ability after the start of a phase on an opponent's turn?

A: Yes. Reactions can be activated on either player's turn, and the condition for this reaction is met after the start of any phase, not after the start of any phase on your turn.

Q: If I use Dr. Hooves, Just In Time's activated ability to play it during a faceoff, do I still need to pay its cost?

A: Yes. That ability allows you to play the card at a time it could not normally be played, but still requires you to pay its costs and meet its play requirements.

Q: When I use Fancy Pants's triggered ability, how many points do I score?

A: You score points equal to the number of cards spent as part of that instance of the trigger, regardless of the number of cards that have been spent from beneath that Fancy Pants previously.

Q: Can I move an opponent's character home with the triggered effect from Lost in the Crystal Caves?

A: Yes. This ability requires you to move 'a character'; this can be a character you control or one that an opponent controls.

Q: Does each player discard the same number of cards for Fruit Bat Roundup?

A: No. Each player discards a number of cards equal to the number of action tokens that they themselves have; that number may be different for each player.

Q: If I use I've Got A Golden Ticket to put an Action Shot into play, does Action Shot's ability trigger?

A: No. Triggers which trigger when a card is played will not trigger when that card is put into play without being played.

Q: If I use Minuette, Clocked Up to start an additional Troublemaker Phase, can I challenge a Troublemaker that I challenged in the first Troublemaker Phase?

A: Yes. This card's ability creates an additional phase, so Troublemakers can be challenged a second time and any triggers that trigger at the start or end of a Troublemaker Phase will trigger again at the appropriate time.

Q: Does Minuette, Clocked Up's ability create a new priority window?

A: No. As that ability resolves, a new Troublemaker Phase starts, all start-of-phase triggers trigger and are waiting to resolve, and the turn player receives priority (even if you are the turn player). That priority window does not immediately close, but instead becomes the window at the start of that Troublemaker Phase.

Q: When does Out Of Control's triggered ability resolve?

A: Problems become solved as the solve step starts. This ability will trigger at that time, and resolve during the priority window at the start of the solve step, before characters are sent home and the problem is replaced.

Q: When revealing cards for Pinkie Pie, Element of Laughter's ability, how many cards are revealed?

A: When Pinkie Pie, Element of Laughter enters play, you reveal the top card of your deck, then reveal cards equal to that card's power. When revealing cards equal to that card's power, the top card is revealed again, such that if the top card had a power of 4, you would reveal it and the next 3 cards.

Q: Can I boost Pinkie Pie, Pokey Pony if that card is my only card at home?

A: No. Pinkie Pie, Pokey Pony boosts if it is with at least three of your Friends at the end of your turn, either at home or at a Problem.

Q: Can I activate Princess Luna, Princess of the Night's activated ability more than once per faceoff?

A: Yes. Non-Reaction activated abilities can be activated as often as you can pay their costs, so that ability can be activated as many times as you have Events to discard.

Q: How many cards do I draw if I control two Shooting Star, Tale Teller during my draw step?

A: If your opponent's Mane Character is at home, you would draw four cards and discard three, because the same instance of a given replacement modifier cannot be applied to the same occurrence twice, nor can it be applied again to any occurrence the first occurrence is replaced with; however, the modifier from the second Shooting Star can be applied to each draw from the first.

Q: If I replace a Problem with Snips and Snails, Problem Solvers, are Troublemakers at that Problem dismissed?

A: Yes. Replacing a Problem with a card's ability is the same as replacing it when it is solved – characters there are sent home, Troublemakers and Resources there are dismissed by the game, the Problem is placed on the bottom of the Problem deck, and a new Problem is put into play at that area.

Q: If I play Princess Luna, Night Mare to a Problem where my opponent has no Friends, do I have to frighten one of my own Friends?

A: Yes. She's very scary.

Q: If my Fleur Dis Lee, Trendy Follower is involved in a faceoff, does it have both Supportive 1 and Supportive 2?

A: Yes. Multiple instances of Supportive stack, so that card would have +3 power while involved in a faceoff and with your Mane Character that shared a color with it.

Q: If I play Hoofwrasslin' and win the faceoff, do I score any points?

A: No. Points are scored when a player wins a Problem faceoff or defeats a Troublemaker. If a player starts a faceoff that is not a Problem or Troublemaker faceoff, the results of winning or losing the faceoff are specified by the card that started the faceoff.

Q: Would Twilight Sparkle, Noted Speaker be dismissed by Very Startling?

A: Yes. Printed power refers specifically to the power value printed on the card, and so Twilight Sparkle, Noted Speaker would have a printed power of 0 no matter what her current power was.

Q: Can I choose where an opponent's character moved by I Just Can't Decide's activated ability is moved to?

A: Yes. The character is moved away from that Problem, to an area of your choice.

Q: If I score points using Rarity, Truly Outrageous' triggered effect, can I banish the top card of my deck to beneath Learned Lessons?

A: No. Learned Lessons' trigger occurs when you score a Problem's bonus points, and Rarity, Truly Outrageous scores points equal to that bonus, rather than the bonus itself.

Q: Can I activate Monstrous Cave's ability if I have no Troublemakers in my deck?

A: Yes. When searching your deck, you can fail to find a Troublemaker, in which case you simply don't get to put a card in your hand and the game proceeds as normal after shuffling your deck. This can occur even if there are actually Troublemakers remaining in your deck.

Q: If I use Monstrous Manual to turn an opponent's Nightmare Moon face-down, do I still discard a card at the start of that Troublemaker Phase?

A: Yes. Monstrous Manual's ability is a Reaction which may be used after the start of your Troublemaker Phase; as such, any triggers that occur at the start of that Phase will have already occurred.

Q: If my opponent's "Princess Mi Amore Cadenza" is sent to my home and I gain control of it, does it count against my home limit?

A: No. Only Friends count against your home limit.

Q: If I use Princess Luna, Mare in the Moon's ability to banish her, is she put back into play at the same area?

A: No. When a card is being put into play, it can be put into play at any legal area unless a specific area is specified.

Q: Does Twilight Sparkle, Noted Speaker's power change when I flip a card for a faceoff?

A: No. Flipped cards keep their order in the deck, so her power will continue to be equal to the power of the top card of your deck until that card changes, which will occur as the faceoff ends, when flipped cards are put on the bottom of their owners' decks.

Q: When I use Princess Celestia, Protector of Equestria's ability to challenge a Troublemaker, are my other characters at that Problem involved in the faceoff?

A: No. If a card starts a faceoff, only the cards specified by that card are involved in that faceoff.

Q: When I start a Troublemaker faceoff against Queen Chrysalis, can her ability exhaust a frightened Friend?

A: No. Frightened cards can't be exhausted. Her ability will randomly exhaust a card that can be exhausted.

Q: If my opponent has a frightened Forest Owl and I play Very Startling, will the Forest Owl be dismissed?

A: Yes. Frightened Friends have no power, but Very Startling refers to printed power, which refers to the value actually printed on the card and is always the same, even if the card's power has been modified.

Q: How many cards do I draw if I have two Pie Family Rock Farms and two Shooting Star, Tale Tellers?

A: These cards have received errata. Each Pie Family Rock Farm causes each player to draw an additional card at the start of their turn, and each Shooting Star, Tale Teller allows you to draw an additional card and discard a card at the end of your draw step. If you have two Rock Farms and two Shooting Stars, you may draw two cards at the start of your turn and one for your draw step for a total of three, and then may draw one and discard one twice at the end of your draw step. Note that multiple Shooting Stars are processed individually – you draw a card and discard a card, then do so again, rather than drawing two cards and then discarding two cards.

Q: Can I ready a multiple characters with The High Ground if I play multiple Troublemakers?

A: No. This card has received errata. The High Ground must be exhausted to ready a character, and may only be used as often as you are able to exhaust it.

Q: If I play a Fiery Temper on a Parasprite Swarm that has 7 power, does it frighten all Friends at its Problem and get dismissed?

A: No. Parasprite Swarm's frighten effect triggers when it has 8 power. If Fiery Temper increases its power from 7 to 9, it never has 8 power and therefore will not trigger. It will, however, continue to gain power each turn. Additionally, the ability checks whether the card has 8 power after it gains +1 power from the first part of its text, so a Fiery Temper played on a Parasprite Swarm at 6 power will also not trigger the frighten effect.