

Sequestria and Beyond  
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 a new set, 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://enter-play.com/products/mlpccg.html)! Full rules can also be downloaded at <http://enter-play.com/products/mlpccg.html>

### **New Concepts**

Q: How does Transform work?

A: A card with Transform specifies a cost (Transform X). You can play that card from your hand for the specified cost by putting a Friend with the same title but a different subtitle from play back into your hand. This means, for example, that you can play Rainbow Dash, Loyal Seapony for its Transform cost by returning any Rainbow Dash Friend from play to your hand, provided you control it and it isn't another copy of Rainbow Dash, Loyal Seapony.

Q: Will effects that allow me to pay less for Friends apply if I am playing a Friend for its Transform cost?

A: Yes, cost reduction can apply to alternate costs.

Q: What does Traveler do?

A: Traveler says "When you move this card, you may put a +1 power counter on it." Traveler triggers each time you move the card, and triggers regardless of whether you moved it with the Move action or by another means. It does not trigger when the card is moved by another player, or if it is moved or sent somewhere by the game.

## Card-Specific Questions

Q: What happens if I use Berry Punch, Off-Balance's replacement modifier to make an opponent choose a different Problem to move their character to, and there is no legal Problem for them to move to?

A: Your opponent can choose any Problem other than the one they initially attempted to move to. If they choose a Problem that their character can't move to (such as the Problem their character is currently at), the character remains in its original area. If the character does not change areas, it has not been moved, and will not trigger effects that trigger when a character is moved.

Q: When I move Party Mare, Living it Up to a random Problem, can I randomly select its current Problem?

A: Yes. If that happens, the card does not move.

Q: Can I play Pinkie Pie, Joyous Seapony during my opponent's turn if I am playing it for its Transform cost?

A: Yes, cards with Hasty can be played as Immediate actions even if the card is being played for an alternate cost.

Q: Can Sea Poppy, Guessing Game score points from random choices with only one possible result, such as selecting a random card from the hand of a player with only one card in their hand?

A: Yes. A choice or selection is a random choice or selection if the text referencing it instructs that it be made randomly, even if there is only one possible result. A choice or selection does not, however, become random simply because a player elects to make it at random without being instructed to do so by the text.

Q: What does copying an Event's effects do?

A: Those effects will be duplicated and processed a second time, doubling its effect. The Event is still only played once.

Q: Can I use Starlight Glimmer, Magic Instructor to copy Star Swirl Research?

A: Magic Instructor can copy Events with a cost of 0. However, Event effects that cause the Event to change zones cannot be applied a second time, because the first zone change effect causes the Event to become a different card.

Q: Can Capper Dapperpaws, Smooth Talker have its power doubled more than once?

A: Yes. If there are two Troublemakers at Smooth Talker's Problem, its power will be doubled twice (to eight, if there are no other effects modifying that card's power.)

Q: What happens if a card's power is both increased by an effect, like +2 power, and doubled?

A: Doubling takes place last because it is dependent on additive and subtractive modifiers. If Smooth Talker had a +1 power counter on it and was at a Problem with a Troublemaker, it would have 6 power.

Q: If an opponent cancels my Event with Octavia, Harmony and Dissonance, will my Starlight Glimmer, Magic Instructor's triggered ability still trigger?

A: No. Triggers which trigger when a player plays a card trigger as part of resolving that card; if the card is not allowed to resolve, they will not trigger.

Q: Can Princess Twilight Sparkle, Pirate Pony be used to selectively frighten some Friends at a Problem?

A: No. The trigger is optional and you may choose either to not frighten anything, or to frighten each other Friend at the Problem.

Q: Does the triggered ability on Pinkie Pie & Rarity, Deep Currents trigger Traveler?

A: Deep Currents' ability does not prevent the initial movement, so that movement will still trigger effects like Traveler, but the act of sending the card back to its previous area will not trigger such effects a second time, because 'sending' a card to an area is not the same as moving it.

Q: What happens if a token Troublemaker is turned face-down?

A: A token that is turned face-down ceases to exist.

Q: How does Queen Novo, Benevolent Ruler interact with Night Glider, Overpowering?

A: Benevolent Ruler reverses the criteria for winning, but Night Glider, Overpowering checks only the magnitude. As a result, a player who wins a faceoff by having at least 5 power less than their opponent will trigger the ability on their Night Glider, Overpowering.

Q: If I have a Princess Luna, Midnight in play and my opponent plays Rainbow Dash & First Mate Mullet, Swinging Wonders to move two of their characters, do they need to pay [1] twice?

A: Yes, Princess Luna, Midnight's [1] must be paid for each character that is moved.

Q: If I have a Desert Road in play and my opponent plays Octavia, Harsh Judge, do they still name a card?

A: Yes. All abilities that occur as a card enters play are checked at the same time; one will not prevent another from being applied unless it is gained after that check. Because Harsh Judge's continuous ability is a separate ability, it will not prevent the named card from being played until Desert Road's modifier has ceased to apply to it.

Q: When do the token Friends from Friendship Festival enter play if the Problem is replaced after a Multi-Problem faceoff?

A: All Problems are replaced simultaneously after a Multi-Problem faceoff, and any abilities that trigger as result are processed afterward. The token Friends will enter play after all Problems have been replaced, and be able to enter play at home or at any of the new replacement Problems.

Q: If I have Protect the Princess in play, do I flip additional cards for faceoffs that are not at that Problem?

A: Yes.

Q: What happens if I have Applejack and Fluttershy, Treading Water in play and a Dilemma is solved?

A: Your Friends at that Dilemma will be sent home by the game, because the area they are at will cease to exist.

Q: Can I use Princess Celestia, Day Shift's triggered ability to move a Friend to a Dilemma that has entered play?

A: Yes. Dilemmas are Problems while in play, and so enter play as Problems and will trigger abilities that look for Problems entering play.

Q: If I have a Friend with Petrified attached to it, can my opponent move it with Burning Bridges or a similar card?

A: No. A Friend with Petrified attached to it can't be moved by any player. It can, however, still be sent from one area to another, such as when that Friend's Problem is replaced.