

My Little Pony CCG Limited Play

Version 2.0

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 opponents own, or how finely-tuned their constructed decks may be. When playing limited, everyone's starting 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 for 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 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)
Scootaloo, Cutie Mark Crusader (MT1)
Apple Bloom, Cutie Mark Crusader (MT2)
Sweetie Belle, Cutie Mark Crusader (MT3)

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 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 3 packs Equestrian Odysseys, 2 packs High Magic, 3 packs Marks In Time.

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 2 packs 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.

Special Formats

If your limited event is using a special limited pool, such as the Make Your Mark Pack Drafter, then each player keeps the additional included cards. They are part of that player's limited pool, and may be included in decks for the event.

Rainbow Dash™
Ambassador of Loyalty

1 ⚡

START



PEGASUS
Home Limit 3

At the start of a faceoff involving this card, turn it over.

There isn't a braver or more loyal pony in Ponyville, though Applejack is a very close second.

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Rainbow Dash™
Ambassador of Loyalty

3 ⚡

BOOSTED



PEGASUS
Home Limit 4

Competitive 2 (While involved in a faceoff, this card has +2 power.)

Main Phase: Exhaust this card to move it.

Rainbow Dash will bring a message of loyalty anywhere in Equestria, though she prefers places where dangerous monsters are on the loose.

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Scotaloo™
Cutie Mark Crusader

1 ⚡

START



PEGASUS • FOAL
Home Limit 3

When you confront this card's Problem, turn this card over.

Scotaloo proved that you don't have to fly to achieve sky-high dreams.

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Scotaloo™
Cutie Mark Crusader

3 ⚡

BOOSTED



PEGASUS • FOAL
Home Limit 4

At the end of your turn, you may move up to two of your characters at home. If you do, exhaust those characters.

"I'm so proud of you, little buddy! You've taught me a thing or two." —Rainbow Dash

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Applejack™
Ambassador of Honesty

1 🍎

START



EARTH PONY
Home Limit 3

At the start of a faceoff involving this card, turn it over.

If there's a hard truth to be told, Applejack is just the pony for the job!

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Applejack™
Ambassador of Honesty

3 🍎

BOOSTED



EARTH PONY
Home Limit 4

Diligent 2 (When you win a faceoff involving this card, you may put 2 +1 power counters on this card.)

Main Phase: Remove a +1 power counter from this card to put a +1 power counter on one of your Friends.

Applejack is the worst liar in Ponyville, and proud of it!

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Apple Bloom™
Cutie Mark Crusader

1 🍎

START



EARTH PONY • FOAL
Home Limit 3

When you confront this card's Problem, turn this card over.

Apple Bloom showed that hard work and dedication aren't just the Apple Family way, they're also the Cutie Mark Crusader way!

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Apple Bloom™
Cutie Mark Crusader

3 🍎

BOOSTED



EARTH PONY • FOAL
Home Limit 4

When you confront this card's Problem, you may exhaust an opposing character at each Problem.

"Oh, sugarcube, if Mom and Dad were here, they'd be so proud of ya." —Applejack

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Pinkie Pie™
Ambassador of Laughter

1 🍷

START



EARTH PONY
Home Limit 4

At the start of your turn, if you have more Friends than an opponent, turn this card over.

Who better to bring laughter and fun to the ponies of Equestria than Pinkie Pie?

No pony, that's who!

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Pinkie Pie™
Ambassador of Laughter **3**

BOOSTED

EARTH PONY
Home Limit 5

Eccentric 2 (Opponents need +2 to confront this card's Problem.)
You may pay 1 less, to a minimum of 1, to play your first Friend to this card's Problem each turn.

Pinkie Pie will literally go to any lengths to plan the perfect party and bring a smile to every face around!

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Princess Twilight Sparkle™
Ambassador of Friendship **1**

START

ALICORN • ROYALTY
Home Limit 3

When you put a card on top of your deck, turn this card over.

Twilight Sparkle used to think that magic and friendship were completely separate concepts.

Things sure have changed!

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Princess Twilight Sparkle™
Ambassador of Friendship **3**

BOOSTED

ALICORN • ROYALTY
Home Limit 5

Meticulous 1 (At the start of your turn, you may look at the top card of your deck and put it on either the top or the bottom of your deck.)
When you put a card on top of your deck, if you have a Friend at home, you may exhaust this card to gain 1.

Now Twilight's whole life revolves around friendship!

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Rarity™
Ambassador of Generosity **1**

START

UNICORN
Home Limit 3

At the end of your turn, if an opponent has more points than you, score 2 points and turn this card over.

Rarity is one of the most giving ponies around, and everypony knows that no good deed goes unrewarded!

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Rarity™
Ambassador of Generosity **3**

BOOSTED

UNICORN
Home Limit 4

Showy 1 (Opponents pay +1 to move characters to this card's Problem.)
Opponents' home limits are reduced by 1.

Rarity brings her spirit of generosity everywhere she goes, and when Rarity gives she gives in style!

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Sweetie Belle™
Cutie Mark Crusader **1**

START

UNICORN • FOAL
Home Limit 3

When you confront this card's Problem, turn this card over.

Sweetie Belle learned that by working together to help your fellow pony, anything is possible.

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Sweetie Belle™
Cutie Mark Crusader **3**

BOOSTED

UNICORN • FOAL
Home Limit 4

At the end of your turn, you may put a Resource from your discard pile into your hand.

"You've inspired everypony around you, and you've inspired me, too!" –Rarity

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Fluttershy™
Ambassador of Kindness **1**

START

PEGASUS
Home Limit 4

When you confront this card's Problem, turn it over.

While Fluttershy may be timid, that doesn't stop her from trying to share a kind word with anyone who will listen.

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Fluttershy™
Ambassador of Kindness **3**

BOOSTED

PEGASUS
Home Limit 5

Calming 2 (When an opposing Friend enters play here that Friend gets -2 power until the end of the turn.)
At the start of a Problem faceoff involving this card, each opponent loses 1.

Fluttershy just wants everypony to be happy and comfortable, not bickering over the small details.

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PROBLEM

Bonus 0

5

PROBLEM

Locked Out

Starting Problem.

"Honestly, they should have just called a locksmith..." —Open Sesame

4

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PROBLEM

Bonus 1

7

PROBLEM

Totally Lost

Starting Problem.

"Worst. Idea. EVER." —Sweetie Belle

5

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PROBLEM

Bonus 2

10

PROBLEM

Winter Start Up

Starting Problem.

Getting ready for winter requires help from nearly every pony in town, especially when somepony is trying to sabotage the operation.

8

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PROBLEM

Bonus 0

5

PROBLEM

Locked Out

Starting Problem.

"Honestly, they should have just called a locksmith..." —Open Sesame

4

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PROBLEM

Bonus 1

7

PROBLEM

Totally Lost

Starting Problem.

"Worst. Idea. EVER." —Sweetie Belle

5

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PROBLEM

Bonus 2

10

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PROBLEM

Bonus 0

5

PROBLEM

Locked Out

Starting Problem.

"Honestly, they should have just called a locksmith..." —Open Sesame

4

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PROBLEM

Bonus 1

7

PROBLEM

Totally Lost

Starting Problem.

"Worst. Idea. EVER." —Sweetie Belle

5

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PROBLEM

Bonus 2

10

PROBLEM

Winter Start Up

Starting Problem.

Getting ready for winter requires help from nearly every pony in town, especially when somepony is trying to sabotage the operation.

8

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Applejack™
Apple Vendor

1

START

EARTH PONY

Home Limit 3
At the start of your Score Phase, you may pay 2 to give one of your Friends +2 power until the end of turn.
At the end of your turn, if you have a Friend with at least 5 power, turn this card over.

Applejack's tasty treats are good enough for anyone willing to try them!

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Applejack™
Apple Vendor

3

BOOSTED

EARTH PONY

Home Limit 4, Stubborn (This card can still apply its power during faceoffs and the Score Phase even if exhausted.)
Main Phase: Retire one of your Friends to reveal the top 3 cards of your deck, put a revealed Friend into your hand, and put all other revealed cards into your discard pile.
She might need to find the right customers for her "carnival fare," though...

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Runaway Cart

Bonus 1

4

PROBLEM

Starting Problem.
The easiest way to stop an out-of-control cart full of ponies? Bucky McMillard and Kicks McGee.

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Fluttershy™
Friend to Animals

1

START

PEGASUS

Home Limit 3
Main Phase: Pay 3 to turn this card over. You pay 1 less action token to turn this card over for each Friend you control.

Fluttershy was more interested in the private garden than the Grand Galloping Gala.

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Fluttershy™
Friend to Animals

3

BOOSTED

PEGASUS

Home Limit 4, Caretaker (+1 power while at a Problem with at least one of your Friends)
Main Phase: Pay 1 to move this card to a Problem that has one of your Friends there.
She was going to meet a toco toucan, a spider monkey, and a meadowlark... or else!

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Bunny Breakout

Bonus 1

4

PROBLEM

Starting Problem.
Angel is the poster child for the phrase "quick like a bunny." nopony (or dragon) will catch him if he doesn't want to be caught.

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Pinkie Pie™
Pokey Pony

1

START

EARTH PONY

Home Limit 3
When you end your turn, if this card is at home or a Problem with at least 3 of your Friends, turn it over.

"You reach your right hoof in, you reach your right hoof out..."

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Pinkie Pie™
Pokey Pony

3

BOOSTED

EARTH PONY

Home Limit 4, Random (During a faceoff involving this card, if you flip a card with 1 power, you may ignore it and flip a new card.)
When you confront this card's Problem, you may retire one of your Friends there to dismiss an opponent's Friend there.
"You reach your right hoof in and you shake it all about!"

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Special Delivery!

Bonus 1

4

PROBLEM

Starting Problem.
Singing telegrams sounded like a fun idea at first...

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START

Rainbow Dash™
Hanging Out

1



PEGASUS

Home Limit 3
Any Phase: While there are at least 2 Friends at this card's Problem, you may turn this card over.

Hanging out with the Wonderbolts?

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BOOSTED

Rainbow Dash™
Hanging Out

3



PEGASUS

Home Limit 4, Swift (You may move this card for 1 fewer action tokens.)
At the start of a faceoff involving this card, you may ready an exhausted Friend at this card's Problem.

It was a dream come true for Rainbow Dash!

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Bonus 1

4



Cloudbursting

Starting Problem.

"Oh no! My wonderfully styled mane is ruined!" —Rarity

PROBLEM

M.P.: CCG LIMITED PLAY

START

Rarity™
Dressmaker

1



UNICORN

Home Limit 3
When you play a Resource on one of your Friends, turn this card over.

Rarity's dress designs are earning universal acclaim.

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BOOSTED

Rarity™
Dressmaker

3



UNICORN

Home Limit 4, Inspired (At the start of your Main Phase, look at the top card of an opponent's deck and put it on either the top or the bottom of that deck.)
When you play a Resource on one of your Friends, that Friend gets +2 power until the end of the turn.

When she makes custom dresses for her close friends, nothing else can compare.

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Bonus 1

4



Emergency Dress Order

Starting Problem.

Rarity may have sold the "pièce de résistance de la haute couture" to Sapphire Shores, but creating the more was not part of her sales pitch.

PROBLEM

M.P.: CCG LIMITED PLAY

START

Twilight Sparkle™
Gala Greeter

1



UNICORN

Home Limit 3
When you play an Event, turn this card over and exhaust it.

Twilight Sparkle attended the Gala so she could spend time with Princess Celestia.

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BOOSTED

Twilight Sparkle™
Gala Greeter

3



UNICORN

Home Limit 4, Studious (When you win a faceoff involving at least one of your characters with this keyword, gain 1.)
When you move this card to a Problem, you may move an opponent's Friend to that Problem.

It's too bad she spent more time greeting Gala guests than talking about her studies!

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Bonus 1

4



It's Alive!

Starting Problem.

Who knew that one little Come to Life spell could cause such a ruckus? "Fracas!" —Pinkie Pie

PROBLEM

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