

# Equestrian Odysseys

## 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 Equestrian Odysseys, 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 Immediate mean?

A: Immediate is a new timing word. A card or ability with the Immediate timing can be played or activated any time you have priority. This means you can play Immediate cards at almost any time, even during your opponent's turn.

Q: What does Competitive X mean?

A: Competitive is a new keyword ability cards can have. It means "While involved in a faceoff, this card has +X power."

Q: What does Diligent X mean?

A: Diligent is a new keyword ability cards can have. It means "When you win a faceoff involving this card, you may put a number of +1 power counters on this card equal to X."

Q: What does Eccentric X mean?

A: Eccentric is a new keyword ability cards can have. It means "Opponents need +X power in any combination of colors to confront this card's Problem."

Q: What does Meticulous X mean?

A: Meticulous is a new keyword ability cards can have. It means "At the start of your turn, you may look at the top X cards of your deck and put them on either the top or the bottom of your deck."

Q: What does Showy X mean?

A: Showy is a new keyword ability cards can have. It means "Opponents pay +X actions to move characters to this card's Problem."

Q: What does Calming X mean?

A: Calming is a new keyword ability cards can have. It means “When an opposing Friend enters play here, that Friend gets -X power until the end of the turn.”

Q: What does Vexing mean?

A: Vexing is a new keyword ability cards can have. It means “If an opponent would confront this card’s Problem, you may retire this card instead.”

Q: How to multicolored cards work?

A: To play a card with more than one color requirement, you must meet all of its color requirements. Once a multicolored Friend is in play, it provides power of both colors for things like meeting color requirements, but – like any Friend that has had additional colors added to it – when confronting a Problem, you must choose a single color for that Friend to contribute.

Q: When do triggers that trigger “at the start of the game” trigger?

A: These triggers occur after all pre-game actions – including mulligans – have been completed. They trigger at the start of the game’s first turn and resolve during the first wave of pre-priority processing.

Q: When do effects that occur “as the game starts” occur?

A: These triggers also occur after all pre-game actions including mulligans have been completed. They are processed as the game’s first turn starts.

Q: When naming a card, do I need to give the card’s exact name verbatim? Can I name a card that doesn’t exist?

A: You may not name a card that doesn’t exist. If you can’t recall the precise name of the card, you may describe it unambiguously, as long as the description you give is specific enough to refer only to a single card. Note that a card’s name is both its title and its subtitle – “Rainbow Dash” is not a card name, but “Rainbow Dash, Best of the Best” is.

### Card Specific Questions

Q: What happens if I play **Octavia, Harsh Judge** and name a Troublemaker? What happens if I name a Problem or a Mane Character?

A: In the 3.0 Comprehensive Rules, Troublemakers that are face-down or being played face-down do not have names. You may name a Troublemaker with Harsh Judge, but it would only prevent players from playing that card face-up (assuming an effect allowed them to do so).

You may name both Problems and Mane Characters with this effect, but both card types are put into play, not played, and as such Harsh Judge will have no effect if you name one.

Q: What happens if I play **Trashed** on a Resource attached to a Friend, and then that Resource ceases to be attached to that Friend?

A: Attachments that lose their abilities retain their host descriptions; an attachment that ceases to be attached to a legal host is dismissed during pre-priority processing as normal.

Q: What happens if I used **Twilight Sparkle Zeroed Out** to put a Troublemaker into play face-up at a Problem during a Troublemaker faceoff against another Troublemaker at that Problem?

A: Doing this will create a uniqueness violation. If the violation is resolved by dismissing the new Troublemaker, the Troublemaker faceoff will proceed as normal. If it is resolved by dismissing the Troublemaker being challenged, the faceoff will still proceed to conclusion as normal, but the Troublemaker will not be defeated and no points will be scored.

Q: What if I used **Twilight Sparkle Zeroed Out** to put an Epic Troublemaker into play at a Problem where my opponent already has a face-up Epic Troublemaker?

A: This will create a uniqueness violation. Since all violating cards are Epic, the violating player is allowed to choose and dismiss one of the violating Epic Troublemakers in order to resolve the violation. When cards controlled by multiple players are part of the same uniqueness violation, the violating player is the player who most recently had priority (or the turn player, if no player has had priority since the start of the most recent priority window). That player is the one who chooses which Epic Troublemaker is dismissed.

Q: What happens if I repeatedly flip **Queen Chrysalis, Changeling Pretender**?

A: This card has received template errata – its boosted side reads “When this side of the card turns face up **for the first time each game**, choose a color and an opponent's Mane Character. This card gains that color and that card's printed abilities.”

As a result, while it is possible to flip Changeling Pretender repeatedly, it will only gain the abilities of an opponent's Mane Character once, the first time it is flipped to its boosted side. When this happens, Changeling Pretender will gain the printed abilities of whichever side of the opponent's Mane Character is face-up at the time.