

High Magic

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 High Magic, 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: How do tokens work?

A: Tokens are special cards (usually Friends) which are created by other cards. They have their own printed information, defined by the effect that created them. They can be represented by printed token cards or by any other small object that can represent any necessary game information.

Once they are created, the game considers tokens to be normal cards in all respects, with the following exceptions: A token has a cost of 0, a token which leaves play for any reason immediately ceases to exist, and a token which becomes frightened immediately ceases to exist. This means that if a token becomes subject to an effect which would put a token on top of a player's deck, into a player's hand, or into any other zone (such as the discard pile), that effect will work normally, but the token will not arrive in the intended zone and will simply no longer exist.

Q: If I play Flitter, Flutterer to a Problem at which my opponent has tokens, are the tokens dismissed?

A: Tokens do have a printed power; this value is whatever power the token is specified to have by the effect which created it. Many tokens have a printed power of 1 and would be affected by Flitter, Flutterer; however, while all tokens have a printed power, some effects (like Dip in the Pool) can create tokens with a printed power greater than 1.

Q: What does Persistent mean?

A: Persistent is a new keyword ability cards can have. It means "If this card would leave play, you may frighten it instead."

Q: What happens if I am violating my Home Limit, choose to retire a Persistent Friend, and choose to apply Persistent so that it becomes frightened instead of leaving play?

A: Since the number of Friends in your home has not changed, you would still be violating your Home Limit, and would need to continue choosing and retiring Friends in your home until you no longer had any in excess of your Home Limit.

Q: What happens if my opponent tries to dismiss a Persistent Friend that is already frightened?

A: Frightened friends lose their abilities while frightened, so that Friend would not be able to make use of Persistent, and would be dismissed.

Q: What does Hasty mean?

A: Hasty is a new keyword ability cards can have. It means “You may play this card as an Immediate action.” Doing so requires that you follow all the timing rules related to taking any other Immediate action – you must have priority to take an action, and no other action may be in the process of resolving.

Q: What does Prepared mean?

A: Prepared is a new keyword ability cards can have. It means “When an opponent starts a faceoff here, gain [1].”

Q: What happens if my opponent starts a faceoff at a Problem at which I have 3 Friends with Prepared?

A: Prepared triggers individually; you would gain 3 actions from your Prepared triggers.

Q: What happens if my opponent challenges my Troublemaker at a Problem at which I have a Friend with Prepared?

A: Prepared does not require that the card with Prepared be involved in the faceoff; by challenging your Troublemaker, your opponent is starting a faceoff at that Problem and your Prepared Friend(s) would trigger.

Q: Can I activate Cloudchaser, Wonderbolt’s ability while it is in play?

A: No, Cloudchaser, Wonderbolt’s activated ability may only be activated from your hand, and reduces the color requirements of your cards by [2 blue] until the end of the turn. If this reduces a card’s blue requirement to 0, you may play that card even if you have no blue power in play.

Q: What happens to a Friend banished by Opalescence, Royal Edict when Opalescence leaves play?

A: That Friend is returned to play immediately; this is not a separate trigger.

Q: What happens if I use Dr. Hooves, All in Due Time to turn a Troublemaker with Villain face-up?

A: This effect turns a Troublemaker face-up, but does not uncover it. As a result, Villain would not trigger.

Q: What information is copied by Dip in the Pool?

A: To copy a Friend is to copy all of its printed information; so, the token created by Dip in the Pool would have the copied Friend's printed power and abilities, as well as its name, traits, colors, and so on, but not any additional power, abilities, colors, and so forth granted to it by other text or effects. It is essentially a duplicate of the original un-modified card.

A token created by Dip in the Pool is still a token, however, and as such has a cost of 0 rather than the printed cost of the copied Friend.

Q: What does canceling a card mean?

A: A card which is canceled while being played is put into its owner's discard pile and has no effect. This happens after any costs for the card have been paid, but before the card's effects begin to resolve.

Q: If I play Pinkie Pie, Fili-Second and then draw a Friend later in the turn, is that Friend affected by Fili-Second's ability?

A: Yes, Fili-Second gives Friends in your hand Hasty until the end of the turn. Friends will begin or cease to be affected by that ability as they enter or leave your hand until the duration of that ability expires.