



My Little Pony™ Collectible Card Game is a fun and exciting game based on the world of *My Little Pony™: Friendship is Magic™*. In this game, players take on the roles of heroic ponies confronting challenges and solving problems in the magical land of Equestria.

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GAME OVERVIEW

Object of the Game

The object of the game is to score 15 points. The first player to score 15 points wins the game!

What You Need to Play

In order to play My Little Pony CCG, you need a Mane Character card, a deck of 10 Problem cards, a draw deck of at least 45 other cards, and a small number of counters.

You can also use a Score Slider and a Turn Card to keep track of your score and what actions you can take on your turn.

Collectible Card Game

This *Marks in Time* rulebook covers the rules up through the most recent expansion set of My Little Pony CCG. Other sets, and many more cards, are available in booster packs that allow you to discover exciting new strategies, personalize this deck, or create whole new decks of your own design!

THE CARDS

There are six types of cards in the game:



Problems

Problem cards represent the various obstacles, difficulties, and challenges that ponies face during their adventures in Equestria. Each player has a deck of 10 Problem cards. You can score points by confronting your Problems and/or your opponent's Problems.



Mane Characters & Friends

Your Mane Character represents you in the world of Equestria. Friend cards represent those ponies and other creatures who are helping you overcome challenges and succeed in your adventures. During the game, you use these cards to confront Problems and score points.

Mane Characters start in play with their “Start” side up. You may play Friend cards from your hand either to your *home* (the play area directly in front of you) or straight to a Problem.



Resources

Resource cards represent objects, locations, and other assets that help you on your adventures. You may play a Resource either to your home or on another card as instructed by the Resource's game text.



Events

Event cards represent clever tricks and fun twists of fate that change the game in unexpected ways. When you play an Event, it has a one-time effect on the game, then goes to your discard pile. Events tell you in their game text when you can play them, and some can even be played during your opponent's turn.



Troublemakers

Troublemaker cards represent the disruptive creatures of Equestria. You may play these cards to Problems. Each player can have no more than one face-up Troublemaker at each Problem. Your Troublemakers prevent your opponent from confronting its Problem.



CARD ANATOMY



6 Mane Character



5 6 Friend



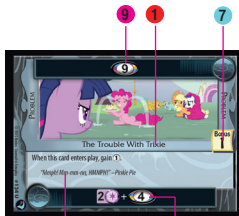
8 6 Troublemaker



5 6 Resource



5 6 Event



6 Problem

- 1 Title
- 2 Power
- 3 Color

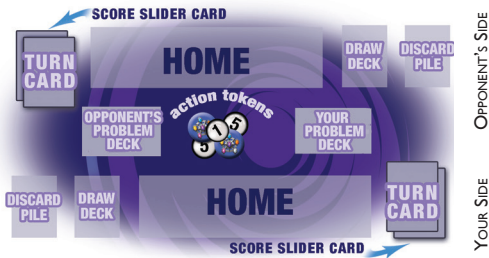
- 4 Cost
- 5 Play Requirement
- 6 Game Text

- 7 Bonus Points
- 8 Points
- 9 Confront Requirements

GAME SETUP

To set up the game, both players follow these steps:

1. Place your Mane Character, “Start” side up, in your home.
2. Choose a Problem marked “Starting Problem” from your Problem deck. Place it, face-up, between yourself and your opponent, so that the text faces you.
3. To keep track of your score, place your Score Slider and Turn Card where you can see them. Slide the Score Slider under the Turn Card so that only the “0 points” row is visible.
4. Choose a player at random to take the first turn.
5. Shuffle your Problem deck and set it beneath your starting Problem. Shuffle your draw deck and draw six cards from it. If you don’t like this hand, you may shuffle it back into your deck and draw six cards again. You may only do this once.



PLAYING THE GAME

The game is played in a series of turns. Each player takes a full turn before the other player takes a turn.

Turn Order

Each player's turn is divided into five phases, which are played in the following order:

1. READY PHASE

Ready your exhausted cards, receive action tokens, and draw a card.

2. TROUBLEMAKER PHASE

Uncover and challenge Troublemakers.

3. MAIN PHASE

Play cards and take actions.

4. SCORE PHASE

Confront Problems, score points, and resolve Problem faceoffs.

5. END PHASE

Check for number of cards in hand and Friends at home.

I. Ready Phase

This phase is divided into three steps:

Step 1. Ready all your *exhausted* cards by removing exhaustion counters from them. When a card becomes exhausted, it is marked with an exhaustion counter and can't be exhausted again until it is *readied*. (**Note:** On your first turn, you don't have any exhausted cards.)

Step 2. Collect action tokens. The number of action tokens you collect on your turn is determined by the score of the player with the most points, as detailed below:

If the highest score is...	You collect this many action tokens
0-1	2
2-5	3
6-10	4
11 or more	5

For example, on the first turn of the game, both players are tied at zero points, so the first player collects 2 action tokens.

Unspent action tokens accumulate from one turn to the next. In game text, action tokens are represented by icons, such as this: ①.

Step 3. Draw a card. (**Exception:** On the very first turn of the game, the first player does not draw a card.)

2. Troublemaker Phase

This phase is divided into two steps:

Step 1. Uncover Troublemakers. If you have any face-down Troublemakers in play, turn them face-up in any order. (**Note:** On your first turn, you don't have any face-down Troublemakers to uncover.)

Step 2. Challenge Troublemakers. If you have at least one character at a Problem with an opponent's face-up Troublemaker, you may challenge that Troublemaker to a faceoff. (See below for details on resolving Troublemaker faceoffs.) If you win this faceoff, the Troublemaker is dismissed and you score the points listed on its card. If you lose, choose one of your characters involved in the faceoff. It is sent to your home.

Note: You can't challenge your own Troublemaker unless it has the "Epic" trait (see the Glossary section at the end of these rules for more details on "Epic").

3. Main Phase

During this phase you can take the following actions in any order:

Play Friends, Resources, and Events: To play one of these cards, pay a number of action tokens equal to its cost, then put the card into play. Friends are played either to your home or to a Problem. Events take effect and are then put into your discard pile. Resources are played wherever their game text says they may be played.

Play Requirements

Many cards also have a play requirement in the form of a power value and a color. In order to play one of these cards, you not only pay its cost, but also must have the required power in the required color already in play.



For example, *Rainbow Dash, Weather Leader* requires 2 blue in order to be played. If you have at least two blue Friends with 1 power each, or one blue Friend with at least 2 power, you can play this card.

Move: You may pay 2 action tokens to move one of your characters from your home to a Problem, from a Problem to home, or from one Problem to another.

Play Troublemakers: You may pay 1 action token to play a Troublemaker card *face-down* at a Problem.

Draw a card: You may pay 1 action token to draw the top card of your draw deck.

Rally frightened cards: You may pay 2 action tokens to unfrighten one of your frightened cards.

Use Game Text: You may also have cards in play whose game text can be executed in the Main Phase. These may require additional costs, such as exhausting cards, paying action tokens, and/or other costs.

4. Score Phase

During this phase, you may score points by confronting Problems and winning faceoffs.

Resolving Problems



The first step of the Score Phase is resolving each Problem at which you have at least one character, in order to see if you can confront that Problem.



For each Problem at which you have at least one character, carry out the following steps:


Step 1. Check for Troublemakers. If an opponent's face-up Troublemaker is at this Problem, you can't try to confront this Problem.

Step 2. Check if your characters at the Problem are fulfilling the confront requirements on your side of that Problem. Confront requirements include an amount of power, and may require a combination of one or more colors. Here are some examples:




 +  Requires 2 blue power and 2 pink power





 +  Requires 2 blue power and 3 power in any combination of colors (including blue)






 +  Requires 2 blue power and 2 power in any color except blue





 Requires 3 power in any combination of colors

If you're fulfilling the requirements, you successfully confront that Problem and score 1 point.

Example 1: The confront requirement on your side of a Problem is , so you need 4 power in any combinations of colors in order to confront it. You have two Friends at the Problem, one with  and the other with . You confront the Problem.

Example 2: The Problem's requirements are  + , so you need 1 blue power and 1 power of any color *but* blue. You have two Friends at the Problem, one with  and the other with . You confront the Problem.

Example 3: The Problem's requirements are  + , so you need 3 purple power and 3 power in any combination of colors. You have three Friends at the Problem: one with , one with , and the last with . While you have more than the 6 power required, you don't have 3 purple, so you can't confront the Problem.

Example 4: Your opponent has a face-up Troublemaker at the Problem. The Problem's requirements are  + , so you need 2 orange and 2 yellow. You have two Friends at the Problem, one with  and the other with . You would be able to confront this Problem, but your opponent has a face-up Troublemaker here, so you can't.



Example: You can confront this Problem with these Friend cards.

Resolving Problem Faceoffs

While all the characters at a Problem are working together to solve it, they are also competing to see who has helped solve it best. To resolve this competition, you and your opponent might have a Problem faceoff.

First, check if you have confronted *at least two* Problems this turn. If so, you must have a *multi-Problem faceoff*.

If not, then check if you have confronted *one* Problem this turn. If so, *and* your opponent can *also* confront that Problem (that is, your opponent can fulfill its confront requirements), you must have a *single Problem faceoff*. **Remember:** If you have a Troublemaker at the Problem, your opponent can't confront it.

Problem faceoffs are detailed later in these rules.



Example: Because you have confronted this Problem and your opponent can also confront it, you will have a single Problem faceoff.



Example: Because you have confronted two (or more) Problems, you will have a multi-Problem faceoff.

Solving and Replacing Problems

After resolving a single Problem faceoff, that Problem is considered “solved.” All characters at that Problem are sent home. All Resources on the Problem and all face-up Troublemakers at the Problem are dismissed. (Note that any face-down Troublemakers at the Problem remain in place, and will be at the new Problem.) The Problem is put at the bottom of its Problem deck face-down and the next Problem in the deck is put into play in its place.

After a multi-Problem faceoff, you would perform all the above steps for each Problem.

Note: When a Dilemma is solved or replaced, put it into its owner’s discard pile *without* putting a new Problem into play in its place (see the Glossary section at the end of these rules for more details on “Dilemmas”).

5. End Phase

If you have more than 8 cards in your hand, you must discard down to 8. If you have more Friends in your home than the home limit on your Mane Character, you must retire Friends from your home until you do not exceed your home limit. (Note that Resource cards and your Mane Character don’t count toward your home limit.)

The Basics

These rules cover the basics of how to play the My Little Pony CCG. For additional rules, read on! For more comprehensive rules, frequently asked questions, and more, visit **www.enter-play.com**

Want More Tips?

The Pony Primer is a downloadable print-and-play tutorial for one or more players! You can find the Pony Primer at **www.enter-play.com/learntoplay**

FACEOFFS

Adventures in Equestria are full of conflict. Brave heroes stand up to bullies, scoundrels, and monsters. Rival ponies argue over who is the fastest, smartest, or most talented. Even friends sometimes compete to see who can be the most helpful.

In My Little Pony CCG, these conflicts are resolved with faceoffs.

To resolve a faceoff, flip over the top card of your deck, revealing its power value. Add that value to the power values of all your characters involved in the faceoff. Your opponent does the same. The player with the highest total power wins the faceoff!

Types of Faceoffs

There are three types of faceoffs.

- **Troublemaker faceoffs** happen when you challenge a Troublemaker during your Troublemaker Phase.
- **Single Problem faceoffs** happen during the Score Phase if *you* confronted just one Problem this turn and *your opponent* is fulfilling the confront requirements for the same Problem.
- **Multi-Problem faceoffs** happen during the Score Phase when you have confronted *at least two* Problems this turn, regardless of whether or not your opponent is fulfilling the confront requirements of any of them.

Note: You check if you are having a multi-Problem faceoff *before* you check if you are having a single Problem faceoff. If you are having a multi-Problem faceoff, then you will *not* check for a single Problem faceoff this Score Phase.

Resolving a Faceoff

Regardless of the faceoff's type, it is resolved as follows:

Step 1: Determine which cards are involved.

- In a **Troublemaker faceoff**, when you challenge a Troublemaker, all your characters at the Troublemaker's Problem are involved. The Troublemaker is also involved, though your opponent's characters at that Problem are not.
- In a **single Problem faceoff**, all your characters at the Problem are involved, as are all your opponent's characters at the Problem.
- In a **multi-Problem faceoff**, all your characters at *all Problems* are involved, as are all your opponent's characters at *all Problems*.

In all faceoffs, characters that are exhausted or frightened are involved in the faceoff, but don't contribute their power to it.

Step 2: Flip. Both players flip and reveal the top cards of their decks.

Step 3: Compare totals. Each player adds up the total power of all their cards involved in the faceoff plus the power value of the card(s) they flipped. This is their total faceoff power. The player with the highest total faceoff power wins the faceoff. (If the total is a tie, both players flip an additional card and add its power value to their total faceoff power. Repeat this until the tie is broken.)

At the end of the faceoff, all cards you flipped for the faceoff are placed face-down at the bottom of your deck in any order you choose.

Winning or Losing a Faceoff

The result of winning a faceoff depends on the faceoff type:

Winning a Troublemaker faceoff: When you challenge a Troublemaker and win the faceoff, the Troublemaker is put into its owner's discard pile and you score its points.

Losing a Troublemaker faceoff: When you challenge a Troublemaker and your opponent wins the faceoff, you must choose one of your characters involved in the faceoff. It is sent home.

Winning a single Problem faceoff: The winner scores points equal to the bonus points on the Problem. The Problem is now “solved,” as detailed above.

Winning a multi-Problem faceoff: The winner scores points equal to the bonus points on the Problem with the highest bonus. All Problems are now “solved,” as detailed above.

TIMING RULES

When you take an action, that action must be fully resolved before another action can take place.

Some cards have a timing phrase at the start of their text, such as “**Main Phase:**” or “**Faceoff:**,” that tells you when that card’s text can be used (or, in the case of Events, when that card can be played).

Main Phase: Actions with “Main Phase” timing can be used during the Main Phase of your turn.

Faceoffs: Actions with “Faceoff” timing can be used during faceoffs, even during your opponent’s turn.

Reactions: Actions with “Reaction” timing can be used at any time that their triggers are met, on any player’s turn. A reaction can’t be played until its trigger is fully resolved, and can only be used once per trigger.

Immediate: You can play “Immediate” timing cards (and activate Immediate-timing abilities) at almost any time, even during your opponent’s turn, as long as any other cards and abilities have finished resolving. Each player always has an opportunity to play or activate an Immediate-timing card or ability before that player’s opponent has the opportunity to play or activate a second one in a row.

GLOSSARY AND OTHER RULES

+1 Power Counter: While a card has at least one +1 power counter on it, that card's power is increased by 1 for each +1 power counter on it.

Banish: When a card is *banished*, it is removed from the game entirely.

Calming X: When an opposing Friend enters play here, that Friend gets -X power until the end of the turn.

Caretaker: This card has +1 power while at a Problem with at least one of your Critter Friends.

Characters: The term *characters* refers to both your Mane Character card and your Friend cards.

Chaos: When you flip a card with "Chaos" text on it during a faceoff, that text takes effect immediately. If two player flip cards with Chaos at the same time, the player whose turn it is resolves their card first.

Colorless Characters: Some characters have no color. While a character has no color, it can't contribute its power to confront requirements that require a specific color, and doesn't help fulfill other cards' play requirements.

Competitive X: While involved in a faceoff, this card has +X power.

Control: Players control the cards they start the game with and play. If a player takes control of an opponent's card that is in that opponent's home, the card is sent to the new controller's home.

Cutie Marking: To Cutie Mark a card, put a +1 power counter on it and it becomes Cutie Marked. You can't Cutie Mark a Cutie Marked card.

Dilemma: Dilemmas are special Resource cards which become extra Problems when played. Dilemmas in play are no longer Resource cards.

Diligent X: When you win a faceoff involving this card, you may put a number of +1 power counters on this card equal to X.

Dismiss: When a card is *dismissed*, it is removed from play and put into its owner's discard pile.

Eccentric X: Opponents need +X power in any combination of colors to confront this card's Problem.

Epic Troublemakers: When a Troublemaker with the "Epic" trait is uncovered, dismiss all other face-up Troublemakers at its Problem. While this Troublemaker is face-up at a Problem, neither player can confront that Problem, and face-down Troublemakers can't be uncovered at that Problem. Players may challenge their own Troublemakers with the "Epic" trait.

Exhaust: To exhaust a card, put an exhaustion counter on it. An exhausted card can't be exhausted again until it is readied. An exhausted character can't contribute its power to faceoffs or confronting Problems.

Face-up Troublemakers: When a card's text refers to Troublemakers, it refers only to face-up Troublemakers unless the text specifies that it refers to face-down Troublemakers. If you have multiple face-up Troublemakers at the same Problem, those Troublemakers (of your choice) must be dismissed until you have only one face-up Troublemaker at that Problem. If one of those Troublemakers has the "Epic" trait, you can't choose it to be dismissed unless all the others have "Epic" too.

Friend Tokens: Some cards create "Friend tokens." These tokens act as Friends, but if they are frightened or leave play, they are removed from the game. You may use dice, special "token" cards, or other counters to represent these tokens in play.

Frighten: When a card is *frightened*, it is turned face-down. Frightened Friend cards are still Friends, but have no color, power, traits, or game text so they can't help you win faceoffs or confront Problems. While frightened, a card can't be exhausted or readied. When a card becomes frightened, all counters are removed from it, and any cards on or beneath it are dismissed.

Hasty: You may play this card as an Immediate action.










Meticulous X: 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 in any order.

Move: When game text allows you to “move” a card, you may move it to a Problem from your home, to your home from a Problem, or from one Problem to another without paying the standard 2 action tokens unless otherwise indicated. When game text says a card can’t be moved, that card is still sent home when its Problem is replaced. Finally, note that playing a card is different than moving a card.

Multicolored Characters: Some characters have more than one color. When trying to confront a Problem, you may only use one of those colors. In order to play such a card, you must fulfill all its play requirements.

Negative Values: It’s possible for a character’s power to be modified so that it is less than zero. However, negative power values are treated as zero except during calculations. During faceoffs involving these Friends, when resolving their Problems, or using them to provide play requirements, their power is considered to be zero. For example, if you have two Friends in a faceoff, one with 3 power and another with -2, your total power in the faceoff would be 3.

Persistent: If this card would be dismissed, banished, put into its owner’s hand, or otherwise leave play, you may frighten it instead.

Power and Color: Some game text gives bonus power, such as “Choose a Friend to get +2 power.” Others give bonus power and a color, such as “Choose a Friend to get +2 . Note that when a character receives both bonus power and a color, it has both its original color and that bonus color, as well the bonus power. For example, if you give a  Friend with 1 power + 2 , that Friend is both  and  and has 3 power. (Note, however, that when confronting a Problem, a character with multiple colors can still only apply its power to one color requirement. The example  /  Friend could apply its power to either a  requirement or a  requirement, but not both.)

Prepared: When an opponent starts a faceoff at this card's location, gain an action token.

Rally: During the Main Phase, pay 2 action tokens to unfrighten one of your frightened cards.

Ready: To ready an exhausted card, remove the exhaustion counter from it.

Retire: When a card is *retired*, it is removed from play and put into its owner's discard pile. You can only retire a card you control. Retiring is not the same as dismissing.

Running Out of Cards: If you run out of cards in your draw deck, just skip the draw step of your Ready Phase and keep playing. If you need to flip a card for a faceoff, but have no cards in your draw deck, skip your flip step of the faceoff. (Your Problem deck will never run out of cards, since replaced Problems are put at the bottom of your Problem deck.)

Showy X: Opponents pay +X actions to move characters to this card's Problem.

Starting Problem: At the beginning of the game, you must choose a Problem with this keyword to be your first Problem of the game.

Stubborn: While exhausted, this card still contributes its power to Faceoffs and to confronting problems, just as if it were ready.

Swift: You pay 1 less action token to move this card.

Unfrighten: When you *unfrighten* a card, turn it face-up. It's no longer frightened.

Unique Cards: If a card has the "Unique" trait, a player can only have one copy of that card in play at a time. If a player controls multiple copies, that player chooses to dismiss them one at a time until they only have one in play.

Villain: When this card is uncovered, frighten all Friends at its Problem.

Vexing: If an opponent would confront this card's Problem, you may retire this card instead.

DECK BUILDING

To build your own deck, you need a Mane Character, a minimum of 45 cards in your draw deck, and exactly 10 cards in your Problem deck. You may have no more than three copies of any one card in your draw deck, and no more than two copies of any one card in your Problem deck.

When building a deck, be aware of your cards' colors and play requirements. It's essential to have enough Friends that either have no requirement or have a requirement that can be met by your Mane Character. Without them, you may find yourself with cards in your hand that you can't play.

When building your Problem deck, note the confront requirements and make sure that you have sufficient Friends in those colors to confront those Problems.

DRAFT AND SEALED PLAY

Limited Play is another fun new way to experience My Little Pony CCG. Rather than you and your friends building a deck ahead of time, you get together and open up booster packs, or Pack Drafters, and use the cards you opened to assemble new decks and use interesting cards you may never have considered trying before. To learn more about Limited Play, please visit our website at www.enter-play.com/mlpccgdraft

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Special thanks to Lynda Connell, Jessica Brown, Olivia Feldman, Brad Bowman, and all of our friends at Hasbro for being so supportive!

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TURN ORDER

1. READY PHASE

- Ready your exhausted cards
- Receive action tokens
- Draw a card

2. TROUBLEMAKER PHASE

- Uncover your face-down Troublemakers
- Challenge Troublemakers (optional)

3. MAIN PHASE

In any order (all optional)

- Play cards from your hand
- Pay 1 to draw a card
- Pay 1 to play a Troublemaker
- Pay 2 to move a character
- Pay 2 to rally a frightened Friend
- Activate a Main Phase ability on a card in play

4. SCORE PHASE

- Confront Problems in any order
- Resolve any Problem faceoffs

5. END PHASE

- Discard down to 8 cards in your hand
- Retire Friends from your home in excess of your home limit



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