

# Fond Memories - 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 Facebook group](#), in the [MLP:CCG Discord](#), or on the [MLP:CCG Subreddit](#). Full rules can also be downloaded at the [MLP:CCG Document Repository](#)

## New Concepts

Q: What does Training mean?

A: Training is a new keyword that's primarily associated with Blue and Purple which allows you to draw a small number of cards, then discard some different cards. Of note, Training only works with your other Friends, not your other Characters, so be careful to not consider your Mane when playing cards with Training.

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Q: What does Handy mean?

A: Handy is a new keyword that allows you to ready or exhaust Resources when you play a Friend with the keyword. It isn't restricted to just your resources, so there are a number of interesting possibilities if your opponent has an exhausted Resource which might be beneficial to you if it were not exhausted.

Also don't ask why it's "Handy". What even would this be for a pony? "Hoofy"?

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Q: What does Eager mean?

A: Eager is a new keyword that allows you to get additional value from your Friends at home in the form of up to one additional card drawn at the start of your turn. Note that Eager does not

stack - you'll only be able to draw one card, even if you have multiple Friends a home with Eager.

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Q: What does the bug pony mean?



A:

## Card-Specific Questions

Q: Why are there cards with Leaders & Legends and New Dawn set symbols included in the Fond Memories art package?

A: These cards serve to replace cards that were deemed too powerful as printed, but still fulfill an important place in the meta. They are, in some sense, power level errata, however the Print and Play model allows us to do so without actually doing power level errata: the new cards have new flavor, new numbers and adjusted abilities that are more in-line with other cards.

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Q: When I flip a Friend with Chaos triggers and control Mirror Pool, can I use Mirror Pool to make the Chaos triggers happen twice?

A: No. The Friend in the Flip Zone is not under your control because it is not in play, so it is not considered “your” Friend.

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Q: How do Chaos abilities interact with Spike, Grabby Claws?

A: Chaos triggers (“when this card is flipped”) will still trigger and be processed. Chaos continuous modifiers (“while this card is flipped”) will not remain in effect.

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Q: Is Starlight Glimmer, We’re All Equal here legal for constructed play?

A: Yes.

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Q: Can I look at the face-down cards banished by Derpy Hooves, Could Not Deliver?

A: You may look at the cards which you own that have been banished by her regardless of which player controls her.

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Q: Do multiple copies of Whoa Nelly's increase in hand size stack?

A: Yes, her owner's hand size increases for every copy of her in that player's discard pile.

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Q: Can Diamond Tiara, Scorched Friendships retire something that I have stolen from my opponent that gets frightened?

A: No. The act of frightening causes the card to become a different card, so Diamond Tiara's replacement modifier can't replace the "gain control" since the controller of the card does not actually change.

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Q: Rarity & Trenderhoof caused my opponent to discard something which has an ability that functions in a non-play zone e.g. Gallus & Silverstream, Seeing Things' "pay [3] less" ability. Can I use this?

A: Yes. You can use keyword abilities such as Hasty and Transform, as well as modifiers that allow you to pay less to play the card; however, additional costs to play the card also apply; see (707.3a).

You can't use other abilities (e.g. if your opponent discarded Golden Parachute, you would not be able to use its replacement modifier).

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Q: Claude turned a Resource into a Friend, which I moved up to a Problem. It then got frightened somehow. What happens?

A: By being frightened, it became a different card and lost the Puppet counter, so it is no longer a Friend. It is also possible for a similar situation to occur if Claude is frightened or removed from play. In either case, the face-down resource turns face up and is sent to its controller's home during Pre Priority Processing.

Claude's second ability is not restricted to "your" resources, so if an opponent takes control of a Puppet'd resource, it is still also a Friend with a Puppet counter on it.

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Q: Can I play Costume Change prior to any cards being flipped or when a player has no cards in their discard pile?

A: Yes. You'll follow as much of the instructions as you can which may result in cards only being removed from the Flip Zone or only being added to the Flip Zone.

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Q: Does Alternative Solution's ability allow me to cause a multi-problem faceoff by repeatedly confronting Alternative Solution?

A: No. You have to confront different problems in order to cause a multi-problem faceoff. Alternative Solution's ability just allows you to confront it multiple times.