

Supplement Pack 4 - 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: Why is this release called Supplement Pack 4? I thought it was called Prize Wheel.

A: This is the fourth release of a supplement pack, which contains cards from one or more supplemental products - usually called supplements.

As with past releases, Supplement Pack 4 only includes cards from one supplemental product, which is Prize Wheel. Future supplement pack releases may include cards from multiple supplements.

Q: What's the difference between a supplement and a supplement pack?

A: A supplement pack contains cards from one or more supplements. Prize Wheel is the name of the supplement that we've associated with Core, Adventure and Harmony, and it currently includes 12 cards.

As the meta gets established and needs some stirring up or if our periodic review of the game indicates that the addition of cards is the best option for improving the health of the meta, it's much faster to do incremental additions to one or more supplements and ship it out in a supplement pack than waiting for the next big set.

Near the set symbol for supplements, there will be a series of small markers to indicate which incremental addition a card is from:



As new incremental additions are made, they'll get all the usual fanfare associated with a release so it will be easy to keep up to date!

Q: How does a supplement work? Which formats can I use supplement cards in?

A: Supplements are made up of cards that aren't associated with a particular set, are weakly associated with a particular block, and are strongly associated with formats such as Core. The game currently has several supplements:

0. Generic Fixed, legal in Harmony
1. Rock 'n Rave, legal in Harmony
2. Celestial Solstice, legal in Harmony
3. Sands of Time (Dr. Hooves and Twilight Sparkle, Time Paradox manes), legal in Harmony
4. Prize Wheel, legal in Harmony, Adventure and Core

Q: What about the other supplements?

A: We won't be messing with Rock 'n Rave, Celestial Solstice or Sands of Time - those will stay just as they are since they were released as retail products.

Generic Fixed, however, only contains an assortment of cards that were released as promos for the Harmony format, so any cards that we'd like to add to Harmony only would go here, and we do have some plans for it in future releases.

There's also room for a hypothetical supplement that would only be legal in Harmony and Adventure, or possibly supplements that would be specific to Core and/or Adventure.

Q:



A:

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Card-Specific Questions

Q: Why is there a card with the New Dawn set symbol included in the Prize Wheel 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.

Q: What's the additional text to the right of the card number on Fleetfoot and Pinkie Squeeze?

A: These cards were created by members of the MLP:CCG community, either through winning the Design-A-Card prize from major tournaments, or as part of a panel at various conventions about designing cards.