

# Supplement Pack 5 - Rules Update Summary v2.0

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 5? I thought it was called Prize Wheel 2

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

As with past releases, Supplement Pack 5 only includes cards from one supplemental product, which is Prize Wheel - increment 2 in this case. 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 with this update it will contain 25 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 Commentary is Magic develops, 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

-----

## Card-Specific Questions

Q: My opponent has zero cards in their Sideboard Deck. Do I get an extra point from Rocktorate?

A: No. Unless specified otherwise, a player's "deck" refers to their draw deck only. See (402.1).

-----

Q: What's the additional text to the right of the card number on Silverstream and Crystal Mindcage?

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.

-----

Q: Can I look at my sideboard before using Latest Greatest Creation?

A: No. Sideboards aren't public to any player. See (410.2).

Additionally, sideboards do count as a deck, so if a Somnambula's Blindfold is in play, it prevents you from searching your sideboard using Latest Greatest Creation.

-----

Q: What traits can I name while resolving Raccoon Rampage?

A: You can name any trait that appears on a MLP:CCG card. You can only name a given trait (i.e. Accessory) once while processing the game text from playing Raccoon Rampage. Flitter thanks you for not removing all of her hats.

It is expected that you do not name traits where no player has a Resource with that trait - this may be subject to penalties in a tournament setting.

You can name the same trait(s) again if you play a second copy of Raccoon Rampage i.e. to remove a second hat from Flitter.

-----

Q: Does City-wide Shield work on Troublemakers that are being played face-down?

A: Yes. City-wide Shield is a replacement modifier for the Troublemaker entering play, so it interacts with the Troublemaker before it is actually in play and is turned face-down.

-----

Q: What happens when Silverstream, I Has a Bucket would ready at the beginning of the turn, at the same time as an exhausted resource that she's borrowing?

A: Each card is readied one at a time in an order of the turn player's choosing, so the resource she's borrowing can be returned in either the ready or exhausted state.