

Supplement Pack 6 - 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 6? I thought it was called Prize Wheel 3

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

As with past releases, Supplement Pack 6 only includes cards from one supplemental product, which is Prize Wheel - increment 3 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 37 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: If Cherry Berry is at You're Locked In Here With Me (as a Problem and not a Dilemma) and it needs to be replaced, will her controller score a point from her third ability?

A: No. You're Locked In Here With Me uses a replacement modifier which concerns the occurrence of "replace [a] Problem", and when a replacement modifier replaces an occurrence, the occurrence being replaced does not happen. (710.1)

Q: What's the additional text to the right of the card number on Consolation Prize and Cumbersome Couch?

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 play a Twilight Sparkle if I already have a Twilight Sparkle in play while Trenderhoof, Bespoke Friendship is in play?

A: Trenderhoof refers to a card's name, which includes both the title and subtitle. As long as the two Twilights do not have the same subtitle, then this is a legal play.

Q: I played a Dilemma and/or did something that put a Problem into play. Does this count as playing a Problem for the purposes of Dodgy Shopkeeper?

A: No. Dilemmas only become Problems once they enter play, so this counts as playing a Resource. Similarly, Problems are generally put into play rather than played, so this will not count.

Q: Trix-



A: You got your card, shush.

Q: How does The Staff of Sameness interact with modifiers that increase or decrease confront requirements, or Eccentric?

A: Along with the release of Supplement Pack 6, we've adjusted several cards which modify confront requirements:

The Element of Generosity, A Beautiful Heart
Apples to the Core
Find The Music In You

Smolder & Sandbar, Pillow Fight
Matilda, Backup Plan

They now change the amount of power you need to meet the confront requirements rather than messing with the confront requirements themselves. This is analogous to how a card's cost is never modified, only how much you pay for it, and Eccentric already works this way.

This means that The Staff of Sameness will set the other Problems' confront requirements equal to the printed confront requirements of the selected Problem, then Eccentric or other modifiers will adjust how much power is needed.

This also results in a stealth buff to Fluttershy, Kind As Can Be due to a reinterpretation of what "confront requirements" means: if you are able to confront the Problem while your opponent has the equivalent of Eccentric 5 at it, you automatically meet Fluttershy's criteria for scoring an extra point.