## What’s Changing?

For convenience, the newest versions of the documents are linked in the headings below, but they may also be found in the document repository, <https://drive.google.com/drive/folders/1pQdZjfWR782z4LQZxDwP5eJIFLWtscmK?ths=true>

[**Tournament Floor Rules v3.5**](https://drive.google.com/open?id=1NsVxoI2HycsqcpXaRq7sGY5dlCtWpF7e)

* Rearranged sections to introduce concepts in a better order and minor formatting changes.
* Added section on Tiebreakers used during Swiss rounds.
* Corrected an issue with Deck Randomization rules which would allow cross-game interference and unintended destruction of position information.
* Ban list changes as follows:

|  |  |
| --- | --- |
| Banned in  **Harmony**  **Core** | Banned in  **Core** |

### Ban **Old Money, Particular Socialite** in Core and Harmony

Old Money is a card that has proven to enable an oppressive control deck which has secured and retained an overly dominant spot in the current Core metagame. Old Money’s combination of flexibility in banishing a Friend, Resource, or Troublemaker on entering play in conjunction with the consistency granted by its Meticulous 2 have resulted in a card that is far too efficient for the incredible value it provides.

With the multitude of ways to cause a Friend to leave and re-enter play, Old Money has constrained the viability of other styles of control decks. The impact of this card is not lessened in Harmony decks where it currently sees play, such as Reanimator, Paradox Pony, and other forms of Purple/White control.

Because of the continued dominance of Old Money-focused decks in both the Core and Harmony format, Old Money is banned in both Core and Harmony. It is anticipated, however, that the upcoming release of Set 11 and the rotation of the Core format will create a space where Old Money cannot be abused anywhere near the level it is now, allowing Old Money to become Core legal again in the near future.

### Ban **Interdimensional Portal** in Core

Although the ban on Old Money, as discussed above, was designed to reduce the power level of Tempest/White/X decks in the Core meta, our testing showed that this alone was not sufficient.

Since most Tempest/White/X control decks (especially the Pink variant) work by abusing effects like Interdimensional Portal to trigger “enters play” effects, numerous substitutes are available to fill the gap left by Old Money. In particular, Queen Chrysalis, Evil Twin proved to be a natural inclusion that, while only capable of banishing Friends and having an initial cost of 1 AT more than Old Money, provided even more value by entering play as a copy of the banished Friend.

With cards like Twilight Sparkle & Rarity, Exposed!; Twilight Sparkle, Zeroed Out; Princess Skystar, Friend to the End; and more, immediate-speed abuse of “enters play” triggers has defined much of control’s playstyle for the last two sets, and resulted in constrained design space for future cards. Though other “portal” effects exist, they are either slower (Luna’s Future), require more setup (Discord, Wrathful), or can be interacted with in additional ways (Discord, Party Clasher).

Interdimensional Portal does see play in many of the same Harmony decks as Old Money currently, but the pace of that format is different compared to Core, and a larger card pool means more viable alternative control strategies. For these reasons, Interdimensional Portal is banned in the Core format.

[**Official Card Reference v10.2**](https://drive.google.com/open?id=1Cjsi1nL_uD4mku1iXtgKEcOcpTpa5j-S)

* Clarified interactions between multiple copies of **Baby Flurry Heart, Newborn Nightmare**’s second ability.
* Removed duplicate (promotional) listing of **Rarity, Dragon Charmer**.
* Corrected “[1 Blue] Pegasus token” on **Wonderbolts Runway** and **In the Temple of Chicomoztoc** to “[1 Blue] Pegasus Friend token”.
* Added “until the end of the turn” language to **Blending In** and **Fluttershy, Nurturing Nature** to make their abilities fall off as intended.
* Cured another case of Fluttershyitis on **Pinkie Pie, Pokey Pony**.
* Reworded **Halt Evil Doers!**’ ability, **Call of the Cutie**’s ability, **Applejack & Fluttershy, Treading Water**’s ability and **Baby Flurry Heart, Newborn Nightmare**’s second ability so that they function within the comprehensive rules.
* Replaced instances of “your deck” with “owner’s deck” on **A Vision of the Future**, **Rainbow's Epiphany** and **Umbrella Hat**. Stealing is wrong! Unless you’re Queen Chrysalis.
* Removed unnecessary “for free” relating to movement from the following cards:
  + **Wild Fire, Speed Racer**
  + **Holly Dash, Flighty Filly**
  + **Rainbow Dash, Winged Wonder**
  + **Falcon, Fast & Furious**
  + **Mane Cureall, Veteran Vet**
  + **This Way, Little Ones**

Consider a situation where a Party Mare is at a Problem and there are three Flurry Hearts in play:

* Party Mare *must* roll to determine *if* she moves.
* Flurry Heart will replace a move *only if* the move being replaced is legal (due to 104.2a). The move it is replaced with does not necessarily need to be legal (which will stop further replacements).
* Multiple Flurry Hearts will queue up to replace the first movement each turn, whether or not that movement is legal, but will not apply to any further movements that turn. The first replacement with an illegal move stops all further attempts to replace movements that turn (due to 104.2a).

Example 1:

1. Party Mare moves to a random Problem, and chooses a move to a different Problem.
2. Flurry Heart #1 replaces that move with a move to a random area, choosing Party Mare’s home.
3. Flurry Heart #2 replaces that move with a move to a random area, choosing the opponent’s home. This move is illegal, so Party Mare remains at her current Problem.
4. Flurry Heart #3 can’t replace that move as it is illegal, and will not replace any further moves during the turn.

Example 2:

1. Party Mare moves to a random Problem, and chooses a move to her current problem. This move is illegal, so Party Mare remains at her current Problem.
2. Flurry Heart #1 can’t replace that move as it is illegal. No Flurry Heart will replace any further moves during the turn.

[**Comprehensive Rules v3.9**](https://drive.google.com/open?id=1DgksgoSREiq1rMVO7JjpeHSBcCxBhXRq)

* Defined “free” in (508.1e).
* Defined token ownership in (521.5).
* Removed (104.4)’s restriction to uniqueness violations to prevent unintended use of (104.3) in combo engines by playing resources on frightened Friends, and added a restriction to only allow replacement modifiers which banish cards to override (104.3), except for Problems.
* Changed (303.3) to handle uniqueness violations involving Problems.
* Adjusted (522.3a) to use similar language as (303.3).
* Added rules for cards entering play as a copy of another card in (520.3).
* Add parenthesis to (705.2g) around play(s) so it textually matches “When you play this card” trigger language.
* Added rules for exchanging control in (513.7).
* Clarified interaction between Meadowbrook’s Mask and Staff of Sacanas by adding (514.1) and shifting existing items under (514) down.
* Added (506.7) to codify the function of **Baby Flurry Heart, Newborn Nightmare**’s second ability in relation to cards like **Party Mare, Living it Up**.
* Added (523) and several subpoints to define random selection or choice, and to specify that it must be a uniform random method.
* Implemented (102.3) in terms of rules established in (523)
* Defined the duration of Problems being considered Solved in (613.1)

[**Limited Rules v4.0**](https://drive.google.com/open?id=19qXCeLKggkHqhZ-8r_jbkp_9DL0w90C_)

* Rewritten to bring it up to the same standards as the Tournament Floor Rules.
* Changes to Provided Cards to accommodate format definition changes.
* Added Team Sealed format.