## 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>

Unlike most document updates, this one will take effect immediately, because it’s part of the release of Leaders & Legends, and we’re excited to get it into your hooves as fast as possible!

[**Tournament Floor Rules v3.6**](https://drive.google.com/open?id=1RSrRG5piVLsYDCXemnwNJWpX6GfPWy-C)

* Added a three minute time limit for performing Pre-Game actions to prevent issues with exceedingly large numbers of Pukwudgies.
* Added Leaders block.
* Rotated Odysseys block out of the Core format, replacing it with Leaders block.
* Added sections for Print and Play cards, and Officially Printed cards.
  + This includes specifications and requirements for proxies from Print and Play sets.
* Partially rewrote Legal Cards section to accommodate Print and Play cards.
* Made opaque sleeves required for decks including cards from Leaders block or CiM Promotional cards.

After considering the feedback from the community about the rules for Print and Play cards, we concur that some of the requirements are too strict and a number of requirements related to them are being relaxed. We’re also taking this opportunity to expand and clarify on some of the rules introduced to support Print and Play.

[**Tournament Floor Rules v3.6.1**](https://drive.google.com/file/d/1JYo1fcXm8-8KHmu_W0CEnUS2mA7ib1p5/view?usp=sharing)

* Simplified the distinction between Officially Printed cards and Print and Play cards to accommodate looser requirements for printing of Print and Play cards.
* Loosened requirements for attaching slips to Retail cards
* Loosened requirements for card back images
* Clarified opaque sleeve requirements

[**Official Card Reference v11**](https://drive.google.com/open?id=1m_UfBWAt7n9-KYDp34PTeadpQ47o-OUU)

* The OCR is now programmatically generated, which resulted in many minor spacing and ordering changes.
  + Added paragraph break between keyword abilities on cards with two or more keyword abilities.
  + Removed reminder text from keyword abilities.
  + Normalized all Problem requirements to be in color order and removed square brackets.
  + Explicitly list “Colorless” after power on Friends with no color.
* Removed parentheses from Doc Top’s ability as this is not reminder text.
* Added Leaders and Legends cards.
* Errata for Zecora, Curative Cache’s second ability, changing it to explicitly refer to cards banished face-down.
* Clarification to Skipping Class and Nightmare Moon (the Premiere Villain) that players should discard all the cards in their hand rather than their hand.

[**Official Card Reference v11.1**](https://drive.google.com/file/d/11ICSbnyiJ21M1qSbfgGanu2PPmcfwPiz/view?usp=sharing)

* Corrected mistakes in Nightmare Moon, [no subtitle]’s game text
* Corrected Amnity Ball’s confront requirements to match released card image
* Corrected misspelling in The Great Seedling’s subtitle to match released card image

[**Comprehensive Rules v3.10**](https://drive.google.com/file/d/1YUcz8ZI9ECVfZeYhGYwROeW5rsb5bspQ/view?usp=sharing)

* Defined when Uniqueness is checked after a Friend enters play and after a Troublemaker is uncovered.
* Defined “the same is true for” to codify the function of The Mean Six.
* Adjusted several rules relating to face-down cards and private information to allow players to look at face-down Troublemakers they control, and to codify the function of Zecora, Curative Cache’s abilities.
* Defined how random choices are made.
* Refactor the definition of Immediate to clarify Sonic Rainboom.
* Clarified how Bats! and Rarity, Booming Business work with being unable to retire friends to home limit. Players now retire until they are unable to.
* Removed "at that Problem" from (611.3) to make Fluttershy, Nurturing Nature, and Canterlot Citizens, Pony Populace work as intended. They can both confront a problem from home by themselves if they meet the problem requirements.
* Removed "Players can't choose to do things that can't be done" as it was confusing how it interacted with being able to play cards vs choosing targets for modifiers on cards.
* Specified that "one or more" triggers only trigger once if their trigger condition is met by multiple occurrences that happen simultaneously.
* Added “Royal Rare” to (213.3).

[**Limited Rules v4.1**](https://drive.google.com/open?id=1odotyqk3Bz90Hcri-5SCPkPv09tO1xD_)

* Added uncommon Mane Characters from Leaders and Legends as Provided Cards for Leaders block.
* Added Buckball Strategy as a Provided Card for Leaders block.