## 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>

We’re excited to bring everyone an oft-requested game mechanic: sideboards!

Sideboards allow you to make small adjustments to your deck at the start of each game to better answer your opponent’s deck. Worried about Tempest sending Grubber after you, but you’d really rather run something other than Fire of Friendship if you don’t have to deal with them? Now you can have your cake and eat it too!

Sideboards can have anywhere from zero to five draw deck cards (and can’t include Problems or Manes), so you’ll get to see both your opponent’s Mane and Starting Problem before making any decisions about sideboarding.

During this time, you can move or exchange cards between your deck and sideboard so long as both decks are legal when you start the game. Note that you don’t have to exchange cards one-to-one - if you think your opponent is running a mill deck, you can just add your sideboard to your draw deck and get a little extra buffer!

We feel that players will find the ability to bring a few silver bullets for difficult matchups a boon, and look forward to a meta where it’s more difficult for a player to find themselves in untenable situations.

[**Tournament Floor Rules v3.8**](https://drive.google.com/open?id=1c77kZs6-PFT_pQPpcyvE7ugIbd3Gouto)

* Adjusted Pre-Game Actions to accommodate sideboards.
  + Added a step for sideboarding
  + Split shuffling and presentation into separate steps. Presentation includes provisions for verifying an opponent’s decks have a legal number of cards following sideboarding.
  + Moved determination of first player to after sideboarding, shuffling and deck presentation
* Randomization now allows a cut prior to the start of the game to include a pile shuffle as a method of verifying the number of cards in the deck.
* Added a note under Game Loss penalties that sideboarding may be used to remedy illegal decks prior to the start of the game.

[**Comprehensive Rules v3.12**](https://drive.google.com/open?id=1cIEPv_nN6YRYp9d5Tz118WToNXCnlfD3)

* Added sideboards
  + Changes to Deckbuilding rules to support sideboards (101)
  + Added a new Zone to hold the Sideboard Deck (410)
  + Added a step during game startup where cards can be moved or exchanged between the Draw Deck and Sideboard Deck (102.4)

After review, we noticed a portion of the Limited rules that needed to be adjusted to accommodate sideboards.

[**Limited Rules v4.2**](https://drive.google.com/open?id=1kHsrlhjlS8ZTWlq6xMI8wvQLpNXRi5ZB)

* Clarified that there are no maximum number of copies of cards across the draw deck and sideboard deck.