## 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 v3.9**](https://drive.google.com/open?id=1PdPt0P5v-GzLMpcqT9pn6wI6pkke7-Nn)

* Ban list changes as follows:

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| --- | --- | --- | --- | --- |
| **Core**  Harmony  **Defenders** | **Core**  **Defenders** | **Core**  Harmony  **Defenders** | **Harmony** | **Harmony** |

### Ban **The Mane Six, Party Planners** in Core and Defenders Block

Even without the numerous repeatable retiring engines and the strong synergy with Party Hard, The Mane Six still creates gameplay momentum shifts that are, in many cases, unrecoverable.

The lack of more powerful synergy cards is not a good enough reason to keep a card in the format which causes extreme negative player experience, especially with ways to play The Mane Six for zero action tokens, making it relatively simple to also retire an opponent’s entire board the same turn the Friends are stolen.

To address a recurring source of extreme negative player experiences, The Mane Six, Party Planners is once again banned in Core and Defenders Block

### Ban **Princess Celestia, Day Shift** in Core and Defenders Block

Yellow has emerged as the dominant aggro color in Core over the last two years, to the exclusion of many other non-Yellow strategies. Although there are many powerful cards in Yellow’s toolkit, we believe Day Shift to be the biggest culprit.

No other card in Core right now is capable of producing as much AT value as frequently as Day Shift does; after all, every multi-Problem faceoff means around 4 AT worth of value *per Day Shift*, and with the card not being Unique, stacking the effect only exacerbates the issue.

Combine this with her low cost and requirement, and you end up with a card that is not only a 100% auto-include in every deck running a Yellow Mane - and tournament results overwhelmingly support this - but so powerful that other aggro strategies can’t compete without dipping into Yellow themselves.

Even aggro decks where Yellow would normally be a secondary color for its Troublemaker and Resource removal options find themselves highly incentivized to run a playset of this card just to keep up. Her synergy with another one of Yellow’s strengths (dilemmas) can also create frustrating situations both when used as a control wall-breaker and in aggro-combo lists running Growing Confidence.

To encourage greater diversity among Core aggro decks and bring Yellow’s kit a bit more in line with other colors, Princess Celestia, Day Shift is banned in Core and Defenders Block

### Ban **Old Money, Particular Socialite** in Core and Defenders Block

Restrictionless removal on top of card filtering through Meticulous was previously deemed to be too powerful in a meta with multiple ways to cause Old Money to leave and re-enter play again, but even with the absence of Interdimensional Portal and Discord Party Clasher, Old Money simply provides too much value.

The consistency she creates in control lists is concerning, functioning as a catch-all disruption card and opening up too many card slots in decks for pure value-oriented inclusions, which often means the opponent can’t compete in terms of key game resources like action tokens or cards in hand. This is to say nothing of her role in decks running cards like Student Six, In My Head Like A Catchy Song, or Orchard Blossom, which are all capable of allowing the player to bypass Old Money’s cost and color requirements.

Because we believe potentially repeatable universal removal should not come so cheaply and with an upside to boot, Old Money, Particular Socialite is once again banned in Core and Defenders Block

### Ban **DJ Pon-3, Party Starter** in Harmony

Ever since the release of Rock & Rave back in 2014, Pink Manes have had extreme difficulty competing for viability with DJ Pon-3 in the Harmony format. Her incredibly simple flip condition combined with recurring free card advantage simply couldn’t be matched at a competitive level.

Over the last three years of major Harmony tournaments, only three non-DJ Pink Mane decks have managed to achieve top-cut places, and none of them have been able to usurp DJ in a tournament where she was also present. Results from non-Harmony tournaments show us that this isn’t due to other Pink Manes not being desirable; we’ve seen cards like Lyra, Princess Skystar, Silverstream, and Party Cannoneer used to great effect in a variety of archetypes. The issue is none of them can hold a candle to the flexibility and sheer value provided by DJ Pon-3.

In the early days of Harmony, the argument could be made that there simply weren’t other desirable Pink Manes to run, but with the card pool being as large and broad as it is now, it’s clear that allowing players to draw through their deck at twice the normal rate without any additional AT investment is unhealthy for deck diversity.

In the hopes of opening up opportunities for other Pink Manes to see play in Harmony, DJ Pon-3, Party Starter is banned in Harmony.

### Ban **Nightmare Moon** in Harmony

Random discard effects like Nightmare Moon and Yellow Parasprite have always been frustrating to play against, but recent developments have caused this villain to rise to unhealthy levels of play in Harmony.

In addition to the mill-focused strategy using Nightmare Moon and Untested Magic Fireworks, the ability to completely disrupt a player’s hand has forced almost mandatory inclusion of cards like Pinkie Sense in any deck that can afford the Pink entry, and even some that usually wouldn’t bother. This creates unsymmetric board states where one player with Pinkie Sense is able to safely keep whatever key pieces of their hand they desire (while discarding cards they may actually want to put in the discard pile) as the other player not only has their hand reset and likely shrunk, but is also at the mercy of the random selection turn after turn.

History has shown us that mass discard is an extremely powerful effect, and one that hasn’t been replicated at this power level or cost since the printing of Premiere for good reason: the counterplay is minimal, the disruption extreme. This is combined with her extremely high point value, making her one of the best villains in difficult-to-interact-with farming decks, since they can frighten opposing Friends, reset an otherwise lackluster hand, and set themselves up to gain a large point swing all in one fell swoop.

To reduce the strength of hand disruption, slow down farming decks slightly, and remove the meta-wide dependency on cards like Pinkie Sense, Nightmare Moon is now banned in Harmony.