## 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 v3.12**](https://drive.google.com/file/d/1cyLqNnjizfNikPHsZ9X6Q9RAkX9AeFvt/view?usp=sharing)

* Ban list changes as follows:

|  |
| --- |
| **Harmony** |

### Ban **Salina Blue, Sink or Swim** in Harmony

Shoo Bee Doo, Shoo Shoo Bee Doo. Don’t call upon this particular seapony, because you’ll be in even more distress.

Much like Day Shift, the previous 2-cost Friend added to the banlist, Salina Blue has proven time and time again that the value she provides is significantly out of proportion with the cost and ease of playing her.

Besides just providing card advantage by virtue of drawing three cards but only returning two to the deck, Salina allows a player to remove unwanted cards from their hand, lets a control player dodge unwanted single Problem faceoffs by exhausting at immediate speed *and* making it more difficult for the opponent to confront that problem, enables powerful Chaos triggers reactively rather than proactively, AND can even provide AT advantage thanks to Same Day Delivery and Ambassador of Friendship.

Basically, this is everything Pink and Purple have ever wanted on a single 2-cost card that, unfortunately, can land as soon as turn one on the play in Harmony thanks to Trading Traditions. There’s really no other single card that can match Salina for pure value, and this has led to a dominant, relatively stale deck near the top of the Harmony meta for the last 3 years or so.

Thankfully, Salina’s impact in Core seems to be lessened due to fewer and/or weaker available Chaos effects, fewer farm players (whom she is more effective against) in place of more aggro players (whom she is weaker against), and a higher barrier to - aha - entry, due to the absence of Trading Traditions.

That being said, Salina still represents an immensely powerful tool in Pink and Purple, one that often constrains design space by forcing artificially lower power caps on other cards in the same two-color combination in order to avoid a single dominant metagame strategy, so she’s not out of the frying pan yet.  
  
For now, in the interest of restoring some of the balance to control-focused Friend options and continuing to chip away at oppressive, stale deck strategies, Salina Blue is banned in Harmony.