During this Game Review, some of the changes we wish to make require alterations to the Official Card Reference and Comprehensive Rules. The same policies that apply to the Tournament Floor Rules will apply to these documents as well: changes must be unanimously agreed on and will be effective no less than four weeks from the date of the announcement.

## What’s Changing?

We have established a repository for all official documents we have copies of, including old versions. It can be found here: <https://drive.google.com/drive/folders/1pQdZjfWR782z4LQZxDwP5eJIFLWtscmK?ths=true>

For convenience, the newest versions of the documents are linked in the headings below.

[**Tournament Floor Rules v3.4**](https://drive.google.com/open?id=1B8Nr1C35ef-K0Hh611ix8Fc9aw7jQ7Pz)

* Points awarded for losses were changed from 1 to 0. This allows ties to be worth slightly more than losses for purposes of tiebreakers.
* Moved Defenders of Equestria to Beyond block, and renamed Beyond block to Defenders block; Core remains unchanged - it still consists of Equestrian Odysseys through Friends Forever. This was done to more closely match the blocks with where design philosophies changed.

[**Official Card Reference v10.1**](https://drive.google.com/open?id=1Ujx22ztanbb70AHd07u6F0nPCyc9bomx)

* Errata to Star Swirl Research to say “owner’s deck”.
* Errata to Starlight Glimmer, Great + Powerful Assistant to ensure that the event is only banished if it reaches the discard pile.
* Clarified that the cards from Scope Things Out and the Troublemaker from Twinkleshine, Experimental Magic come from the player’s hand.
* Cured Fluttershy, Ambassador of Kindness of Fluttershyitis (she now flips herself instead of the Problem.)
* Altered Clever Calculator’s ability to have putting her on top of her owner’s deck be a cost, to avoid a problematic interaction with Bats!

[**Comprehensive Rules v3.8**](https://drive.google.com/open?id=1hPGAU5QIFuLnZiIIEVYdHOB8aHxR-4U-)

* Changed modifiers affecting amount of AT paid to allow players to choose what order to apply them in after all opposing modifiers have been applied.
  + This allows you to always be able to pay 3 less with a “Pay -1 AT … to a minimum of 1 AT” modifier and a “Pay -2 AT ...” modifier.
* Added an exception to 104.3 to eliminate its unintended use in combo engines.

Additionally there have been a number of housekeeping changes: these merely codify existing interactions and should not impact how you play the game.

* Changes related to Problems and Dilemmas to allow Problems put into play as Dilemmas by Silverstream, Fish out of Water to work within the confines of the rules.
* Removed “Main Phase Timing” bullet from (609.2a) so cards with the **Immediate** timing phrase can be played like cards with the **Main Phase** timing phrase.
* Prevented additional priority windows from opening after the End of Phase priority window.
* Added missing keyword definitions to glossary.
* Clarified that cards in the Queue Zone are controlled by the player who put them there.