## 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>

[**Official Card Reference v12.3**](https://drive.google.com/file/d/1GZVIH6-pmVplJ1DJjRXpUT5nUYyyBCRk/view?usp=sharing)

* Corrected OCR text of **Spitfire, Response Team** to use “point value” rather than “bonus”, matching the released image
* Corrected OCR text of **Tempest Shadow, Open Skies** to Unity 5 Purple: Prepared instead of Showy, matching the released image
* Added missing “Play to your home.” to **The Fire of Friendship**’s OCR text, matching the printed card.
* Added reformed version of Party Cannoneer: **Pinkie Pie, Having A Blast**

[**Tournament Floor Rules v3.14**](https://drive.google.com/file/d/1ymwTt8oqkPBq8cN3YRke9LCSR0C2XqFp/view?usp=sharing)

* Added Adventure format
* Ban list changes as follows:

|  |  |
| --- | --- |
| **Core**  **Harmony**  **Adventure**  **Leaders** | **Core**  **Harmony**  **Adventure**  **Leaders** |

### Adventure format

Ponyhead has supported this for a while and essentially since we were changing the floor rules anyway, it was convenient to codify this as a format in the floor rules to support future events.

Adventure consists of the sets from Equestrian Odysseys and forward. The format is intended to have a higher power level than Core, but without including some of the most powerful cards available to Harmony from the supplemental products and Premiere Block

It inherits the union of the Core 2.0 and Core 3.0 ban lists, with two exceptions: Ambassador of Friendship is banned since she was removed from Harmony after Core 2.0 was obsoleted and Interdimensional Portal is still legal since it was legal in Harmony.

The Adventure meta is relatively young, so we do expect that some changes - possibly bans, possibly *unbans* - will be necessary as it develops.

### Ban **Legacy Leech** in Core, Harmony, Adventure and Leaders Block

Princess Luna is sad because Tirek bought all the stamps in the post office.

Basically, it’s possible to construct decks with the single-minded, possibly to the point of “degenerate”, purpose of getting as much value as possible out of a single Legacy Leech as possible. With some builds expecting to generate 12-15 AT worth of value out of a single copy, easily more than enough to fire most combos, Legacy Leech is clearly problematic.

The way this card can be used is both highly problematic with respect to value generated and counter to the design intent. Primarily due to the excessive value it’s capable of generating and the combo interactions that enables, we’ve elected to remove this card from all formats with the hope that we can either reform it or produce a new card that fills the same design intent without the unintended use that Legacy Leech has seen.

### Ban **Pinkie Pie, Party Cannoneer** in Core, Harmony, Adventure and Leaders Block

We tried using the Balance Gun on her, but, quite frankly, she started laughing at us because we brought a pistol to an artillery fight.

We’re reforming her, similar to Growing Confidence. The change here is that she will no longer be allowed to fire her cannon on your opponent’s turn. When she’s allowed to do so, several problematic things are true:

* Pinkie can exhaust during the opponent’s turn, prior to any confront steps and play confront chicken even more effectively than Silverstream can *even if she has no cards in hand*. If played correctly, she can consistently dodge single problem faceoffs.
* Pinkie has minimal or no opportunity costs for not using her cannon on her turn - if it isn’t necessary, she can simply wait and see what her opponent does on their turn - which minimizes her interesting strategic decisions.
* The sheer power and repeatability of her removal means that it is almost always correct for her to fire the cannon every turn cycle: her opponent will almost always be losing the most valuable Friend they control.
* Just the threat of Pinkie having her cannon available on the opponent’s turn means that they *must* overconfront Problems, because Pinkie will almost certainly be attempting to wreck any confront attempt by removing the Friend that adds the most power at the Problem.
* As a corollary to this, Pinkie can remove a Friend her opponent played on their turn before they even have a chance to confront a Problem with it, effectively turning a large number of Friends into Events.

As such, essentially any deck that would be interested in getting into single problem faceoffs or playing Friends, or even confronting Problem - which are most of them - is going to have a severe problem when playing against Party Cannoneer. Because she is so powerful, repeatable and directly contradictory to the game’s primary goal of playing Friends and confronting Problems, Party Cannoneer is banned in all formats. Her replacement - Pinkie Pie, Having A Blast - will be available simultaneously with Party Cannoner’s ban.

Check the pinned message in Discord’s #misc-announcements channel for the updated Leaders & Legends package for OCTGN. The print resolution art for Having A Blast will be included with the Fond Memories release.