## 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 v13.1**](https://drive.google.com/file/d/1iD7pL76qgcHCh9rhzLJJJvPILv4bcBX5/view?usp=sharing)

* Post-release hotfix to You’ll Play Your Part which requires *non-token* Alicorn Friends for the mandatory verse.
* Fixed spelling error in Sudden Fruition’s game text.

[**Comprehensive Rules v3.15**](https://drive.google.com/file/d/1DGhyiDm6BEV_U__KuKgJfBI0Js5jSj09/view?usp=sharing)

* Discarding cards, readying cards and exhausting cards are all now done one at a time, similar to drawing cards. 411.3a, 503.6 and 503.7 respectively.

[**Tournament Floor Rules v3.16**](https://drive.google.com/file/d/1jcDwwz5gz5-d9x3-Xww5lyYkvZ7ZhB7m/view?usp=sharing)

* Ban list changes as follows:

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

### Ban Infilitration Orders, with intent to reform

*“TANTABUSE BAD! CLONY BAD! CIM NO LIKE, CIM ANGY.”*

Infilitration Orders was a card originally designed to serve as combo bait, enabling all sorts of wacky card interactions and synergies with various token-creating cards. We were hopeful the intended uses for this card would be fun and novel, if not necessarily top-tier competitive, but the results posted by decks running this card in both Adventure and Core are concerning.

In Adventure, decks relying on Peewee, Firestarter and cards like Fluttershy, Birds of a Feather can create a repeatable situation where the opponent loses all of their action tokens after the first priority window on each of their turns. Decks that have the ability to completely lock the opponent out of action tokens for the entire game are among the most toxic strategies capable of existing in this game and lead to negative player experiences (NPE) almost every time they are successful.

In both Adventure and Core, there have been other versions of this deck focused instead on an infinite loop using Stygian and Rocket Scooter to make infinite token copies of AT-generating Resources like Saddle Row Storefront or Castle of Friendship before using Mistmane to win the game. While “OTK” decks aren’t necessarily an issue on their own, the consistency and relatively low number of cards required to perform the combo loop means decks of this style have the potential to be meta-warping in a negative way.

To address the issue of AT-draining “prison” combos alongside strong “OTK” lists, Infiltration Orders is banned in all constructed formats while we work on reforming its mechanics.  
  
We do not currently have any information to share at this point in time on what a reformed version of Infilitration Orders could look like.

### Reform Sonic Rainboom

*“ONE PACE BAD!”*

*“Iiiit needs to be about 20% more interactive.”*

Sonic Rainboom has incredibly powerful synergy with Trixie, Tricks of the Trade and a full suite of card draw/AT generating Events. This can result in a combo deck that at its most efficient, while being capable of reaching 15 points in a single turn, must recycle its discard pile by shuffling it back into its deck multiple times before drawing through the entire deck again.

When combined with protective cards like The Vote, this can often leave the opponent with no ability to interact, but forced to wait for an extended time for the combo to complete since there is no “loop” that can be demonstrated and no shortcuts applied - frustrating, to say the least.

This type of deck was unfun to play against back in Canterlot Nights, and it is unfun to play against today. As a result, Sonic Rainboom is banned in all Constructed formats while we work on reforming its mechanics.

The current plan for reforming Sonic Rainboom is to only allow one subsequent Event to be played at Immediate speed, while adjusting the card’s other characteristics to compensate.