## 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>

The [Supplement Pack 6 Release](https://docs.google.com/document/d/1c3GayG2zitRr3hppnAVUbmccEbtYQnhO_HioR7Is-xw/edit)announcement has links to the image packs

[**Official Card Reference v16**](https://drive.google.com/file/d/1cCLLWfjnJfagMGZWIlKk7qhNqOcJcC6m/view?usp=drive_link)

* Changed Muffin Mare so that her start side ability to flip her makes sense.
* Corrected GroCord’s start side home limit to 3, matching the released image.
* Reordered Cutie Mark Vault’s second ability so the removal of counters happens before the retire.
* Changed Singing Barrel to use a standard play specification and reworded the first ability to accommodate the correction.
* Reworded the ability on You’re Locked In Here With Me so the replacement modifier actually works.
* The following cards have had their abilities reworded to avoid modifying confront requirements to make their interaction with The Staff of Sameness clear: The Element of Generosity, A Beautiful Heart; Apples to the Core; Find The Music In You; Smolder & Sandbar, Pillow Fight; Matilda, Backup Plan
* Added Prize Wheel Spin 3 / Supplement Pack 6 cards.

[**Tournament Floor Rules v3.22**](https://drive.google.com/file/d/1KHyr1e8zLXNo-OIBfYwwDwdVDSTSYZuc/view?usp=drive_link)

* Updated the Tier 3 match structure to align with the changes to let players choose whether to go first: the loser of the previous game is offered the choice instead of being obligated to go first.

[**Comprehensive Rules v3.17**](https://drive.google.com/file/d/1VojqAgHMH5QLoOEff44TVeja6KILIkIy/view?usp=drive_link)

* Added a clause in (514.5c) to allow the game to proceed if all players have no cards left in their draw decks.
* Restructured things under (511) Pre-Priority Processing to separate the instructions for how to perform PPP from when PPP runs. This is done to support running Pre-Priority Processing outside the context of a priority window.
* Added a step of running Pre-Priority Processing during (514.7) between the end of faceoff triggers triggering and the faceoff ending. This resolves several long standing issues with triggers attempting to manipulate flipped cards after they’ve already been put on the bottom of their owners’ decks.
* Split the instructions for ending a faceoff out into (514.7a) for readability.
* Changed (411.6a) to allow modifiers to track cards through frightening or being turned face down in addition to changing zones.
* Changed exhaustion counters to exhaustion markers to prevent counter manipulation mechanics from affecting exhausted cards.
* +1 power counters and -1 power counters on the same card annihilate each other during PPP to avoid having to track them separately.
* Adjusted the definition of Eccentric to make it textually match modifiers that change the amount of power needed to confront.