## 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 [New Generation Release](https://docs.google.com/document/d/1WTaaQcU1gbzuATxBTUpDAB_RZWzagr_2Yh6ACuDZetc/edit) announcement has links to the image packs

[**Official Card Reference v17**](https://drive.google.com/file/d/1FgbYKw3fPo57JuTvq_PJbfvZmNo9F_kz/view?usp=drive_link)

* Corrected the correction to The Element of Generosity to make it affect both players again.
* More rewording of You’re Locked In Here With Me.
* Corrected malformed action token cost on Amusement Factory.
* Assorted corrections related to Chaos abilities and traits to sync OCR with printed cards.
* Removed some slashes that crept into game text on manes
* Added New Generation cards.

[**Tournament Floor Rules v3.23**](https://drive.google.com/file/d/1IayrIStTKSiaQSNLNLM-duwhMvj-tEev/view?usp=drive_link)

* Added Generations block and New Generation.
* Core definition updated to rotate out Defenders block in favor of Generations block; welcome to Core 4.0.
* Ban list for Core reset to only cards that would otherwise be legal in the format.

[**Comprehensive Rules v3.18**](https://drive.google.com/file/d/1MEBF_jTYpbjKT_qAqvtcg7kti78J3lVy/view?usp=drive_link)

* Added “and markers” to several places under (519) to handle differentiation of markers and counters.
* Adjusted the definition of Hasty to handle it getting put on a Troublemaker.
* Corrected the name of what’s now (201.1a).
* Added (202.2) and subrules to handle modifiers that set a card’s power.
* Added (519.5) and subrules to handle moving and redistributing counters or markers.

[**Limited Rules v4.5**](https://drive.google.com/file/d/1e3I1gbzi85PK8uloUshAExd9HgecyMwF/view?usp=drive_link)

* Added Provided Cards for Generations block.