

My Little Pony CCG Limited Play

Version 1.0

Are you looking for a new and exciting way to play the My Little Pony CCG with your friends? You should try the new “limited” play format for a real change of pace!

What is Limited Play?

In limited play, the game is played and the tournament is run as they usually are, but players don't bring their own decks to the tournament. Instead, players open some booster packs and build their decks on the spot out of the cards they just acquired.

What Makes Limited Different and Fun?

In a limited event, everyone starts off on equal footing. It doesn't matter how many cards your opponent owns, or how finely-tuned his standard deck may be. When playing limited, he's building a new deck out of a limited pool of cards – just like everyone else.

Furthermore, because you're building a deck with a limited pool of cards, you may find yourself creating something outside your usual strategies. You may discover cards and play-styles you've never tried before, and become a better player for doing so.

How do Players Play a Limited Tournament?

See below for the official policies for opening packs and building decks in a limited format.

My Little Pony CCG Limited Tournament Policies

Limited Deck Construction

In limited formats, a draw deck must contain a minimum of 30 cards. There is no maximum draw deck size.

In limited formats, a Problem deck must contain exactly five cards, at least one of which must be a Starting Problem.

Mane Characters

The current Mane Characters which are legal for play in limited events are as follows:

Rainbow Dash, Hanging Out (CN1)

Applejack, Apple Vendor (CN2)

Pinkie Pie, Pokey Pony (CN3)

Twilight Sparkle, Gala Greeter (CN5)

Rarity, Dressmaker (CN6)

Fluttershy, Friend to Animals (CN7)

Players may request these Mane Characters to be provided to them by the Tournament Organizer for use during limited events. If the Tournament Organizer is unable to provide them, players may provide their own.

Players may also use any Mane Characters present in their limited pool, including those not listed above.

Starting Problems

Players may request Starting Problems to be provided to them by the Tournament Organizer for inclusion in their problem decks. If the Tournament Organizer is unable to provide them, players may provide their own. Players may include any number of these Starting Problems in their Problem decks, and may do so irrespective of the number of Starting Problems included in their limited pool.

The Starting Problems which may be provided in this way are as follows:

Bunny Breakout (PR164)

Cloudbursting (PR168)

Emergency Dress Order (PR170)

It's Alive (PR177)

Runaway Cart (PR190)

Special Delivery! (PR192)

Limited Formats

Sealed Deck

In a Sealed Deck event, each player constructs a limited deck from a pool of cards created by opening 8 booster packs. The current Sealed Deck format uses 4 Premiere boosters and 4 Canterlot Nights boosters.

Booster Draft

In a Booster Draft event, each player constructs a limited deck from a pool of cards created by drafting 4 booster packs. The current Booster Draft format uses 2 Premiere boosters and 2 Canterlot Nights boosters.

For Booster Draft events, judges will divide players into roughly equal pods; the recommended pod size is 8 players per pod. Each pod will be seated in a circular fashion. Once seated, players will open one booster pack and begin drafting. Boosters are opened in order of set recency, with the most recent set opened first. (Currently, this means that players will draft their Canterlot Nights boosters before they draft their Premiere boosters.)

To draft a card from a pack, each player chooses a card from that pack, places it face-down in front of them, and passes the remaining cards to the next player. The first and third boosters are passed to the left, while the second and fourth boosters are passed to the right. This process repeats until all cards in a pack have been drafted, at which time the players will open and draft the next pack.

During a draft, players may not communicate with or reveal private information to other players until all cards have been drafted. At Tier 2 or higher events, players may not review their drafted cards between picks, but at all event levels there is a brief period between each pack during which players may review their drafted cards.