

Deck Construction

To play the My Little Pony: Collectible Card Game, you need:

- One two-sided Mane Character card
- A 45-card Draw Deck made of Friends, Events, Resources, and Troublemakers
- A 10-card Problem Deck that includes at least 1 Starting Problem

Draw Decks can contain no more than 3 copies of a card, and Problem Decks can contain no more than 2 copies of a card.

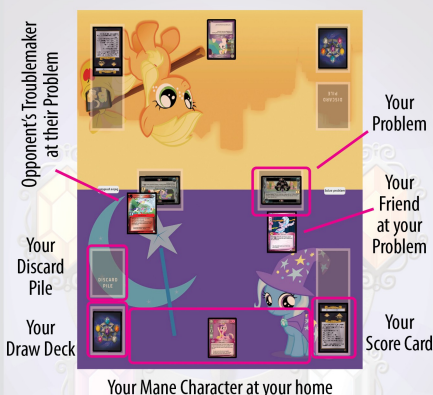
Setting Up

1. Reveal your Mane Character to your opponent, then choose and reveal your chosen Starting Problem.
2. Shuffle both your Draw Deck and Problem Deck. Next, place your chosen Starting Problem face-up on top of your Problem Deck.
3. Roll a die to decide which player goes first.
4. Each player draws 6 cards from their Draw Deck. Players have the option to mulligan once by shuffling these cards back into their deck and drawing 6 cards again.

Winning The Game

The object of the game is to be the first player to reach 15 points. Players gain points by confronting Problems with their Mane and Friends, winning Problem faceoffs, and defeating their opponent's Troublemakers.

Example Play Field



Community Resources

Interested in playing and learning more? Join us online!

- Discord and online play: <https://discord.gg/dVtTG4N>
- Reddit: <https://reddit.com/r/MLPCCG>
- Rules repository: <https://bit.ly/mlpccgdocs>

Draw Deck Cards

Power and Color – The amount of power within each color that a character has and can use towards confronting Problems and Faceoffs.

Cost – The amount of Action Tokens that you must pay in order to play this card.

Play Requirement – The amount of power in each color that you must have among your characters in play before you can play this card.

Type and Trait – The type and trait of a card determines when and where a card can be played.

Game Text – The abilities of the card. These range from things that happen when it first enters play to continuous effects that remain until the card leaves play.



Problem Deck Cards

Confront Requirements – The amount of power and color required to confront this problem.

Note that from your perspective, the bottom side shows your confront requirements Right-side Up, while the Opponent's requirements are shown Up-side Down.

Bonus – The number of points scored by the player who wins a Problem Faceoff here. Note that only one Bonus can be scored during a Problem Faceoff, so during a Multi-Problem Faceoff, the winning player scores the highest Bonus available while ignoring the others.

Game Text – The abilities of the card. These range from things that happen when it first enters play to continuous effects that remain until the card leaves play.

Opponent's Confront Requirement (6 Wild)



Game Flow 1/2

1. Ready Phase – Gain Action Tokens (consult the lead player's score card for the quantity), then draw a card from your Draw Deck. Note that on the first turn of the game, the player going first does not draw on their first turn.

Also, if a player has used an ability which caused any of your characters to become *exhausted*, they become *ready* at this time, and the *exhausted* effect goes away. (*Exhausted* characters cannot contribute their power to confronting Problems or faceoffs.)

2. Troublemaker Phase – Any face-down Troublemakers are uncovered at this time. If your opponent has any Troublemakers face-up at a Problem you have characters at, you may challenge the Troublemaker and start a faceoff against it during this phase.

3. Main Phase – This is where you can play Friends, Events, Resources, or perform one of these Main Phase Actions (which are also listed on your score card):

- For 2 Action Tokens, **move** one of your characters to another area.
- For 1 Action Token, **play a Troublemaker face-down** to a Problem.
- For 1 Action Token, **draw a card** from your Draw Deck.
- For 2 Action Tokens, **rally** a *frightened* Friend. (A Friend

continued on next card

Game Flow 2/2

becomes *frightened* from either a card's ability or by being at a problem when a Troublemaker with the Villain trait is uncovered. A *frightened* Friend has no color, traits, power, or abilities, and contributes no power to confronting Problems and faceoffs.)

4. Score Phase – During this phase, you attempt to confront both your and your opponent's Problems in the order of your choosing. For each Problem:

- If you meet the Confront Requirements for your side and there are no face-up Epic Troublemakers or Troublemakers controlled by your opponent, you confront the Problem and score a point.
- If you confronted a Problem and your opponent could also confront that Problem, you'll need to perform a faceoff at that Problem (see below).
- If you confronted multiple Problems this Score Phase, you'll need to perform a faceoff at all Problems instead.

After checking each Problem for any faceoffs to be performed, resolve them now (see **Faceoffs**), then continue.

5. End Phase – At the end of your turn, you must **discard** cards in your hand until you have no more than 8 cards in your hand, and **retire** Friends (send to the Discard Pile) until you have no more at your home than the Home Limit shown on your Mane Character card. Once this is done, your opponent begins their turn.

Faceoffs 1/2

A Faceoff occurs when a player challenges a Troublemaker, confronts a Problem that their opponent could also confront, confronts more than one Problem during the same Score Phase, or as a result of a card ability.

Faceoffs are performed in the following steps:

1. Both players add up the power of all characters involved in the faceoff.
 - For faceoffs at one Problem, this only includes characters currently at that Problem.
 - For faceoffs at all Problems, this includes characters at all Problems.
 - For Troublemaker faceoffs, this only includes your characters currently at that Troublemaker's Problem. Your opponent only uses the power shown on the Troublemaker being challenged.
2. Both players **flip** the top card of their Draw Deck face-up and add that card's Power to the power calculated in Step 1. If both players have the same total power after cards are flipped, both players **flip** another card and add that card's power as well. Continue flipping cards until one player has higher total power than the other.

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Faceoffs 2/2

3. When a player has higher power than their opponent after cards have been flipped, the following will occur depending on the type of faceoff:

- For faceoffs at one Problem, the player with higher power will score the Bonus shown on the Problem.
- For faceoffs at all Problems, the player with higher power will score only the highest Bonus out of all Problems and ignore the rest.
- For Troublemaker faceoffs, if the challenging player has higher power, the Troublemaker is placed in its owner's Discard Pile, and the challenger scores the Points shown on the Troublemaker. If the challenging player has lower power, they move one of their characters at that Problem to their home and score no points.

4. Put all flipped cards on the bottom of their owners' Draw Deck.

5. For faceoffs at one or more Problems, move all characters that were involved to their owners' homes. Then, each Problem where a faceoff took place is put on the bottom of that Problem's owner's Problem Deck, and the top card of that Problem Deck is turned face up.