

# My Little Pony Trading Card Game - Official Rules

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## Section I: Game Concepts

### 101.0.0 General Rules

These rules are intended for a two-player game of the My Little Pony TCG and represent the standard and recommended way to play.

101.1.0 If a card's effect contradicts the rules, the card effect takes precedence.

If an official card clarification (Q&A;) contradicts either the rules or a card's effect, the Q&A; takes precedence.

### 102.0.0 Game Setup

Before starting the game, players must construct a game deck composed of My Little Pony trading cards, including:

- ① A 50-card Main Deck: includes Character, Event, and Item cards;
- ② A 15-card Scene Deck;
- ③ A 4-card Story Deck;
- ④ One Main Character Card.

These four parts together make up your complete game deck.

102.1.0 No more than 4 copies of any single card (same card number) may be included in a deck.

102.1.1 Foil or special versions do not count as separate cards—as long as the card number is the same, they are considered the same card.

102.1.2 Any number of 'Everyday Scene' cards may be included in the Scene Deck. See 204.4.0.

102.1.3 Your four story cards must all have the same main title, different subtitles, and no specified phase. See story card construction rules.

102.2.0 If both players agree, you may use another card or object to represent your Main Character.

### 103.0.0 Starting the Game

Before the first turn, players must perform the following setup:

103.1.0 Shuffle your Main and Scene decks thoroughly, then allow your opponent to cut each one. Place them face-down in your designated deck zones.

103.1.1 If either deck needs to be reshuffled during the game, allow your opponent to cut again afterward.

103.2.0 Place your Main Character card to the left of your Story Zone. Then place your four story cards from left to right in ascending phase order.

103.3.0 Determine who goes first. Use any agreed-upon method (e.g. coin flip, rock-paper-scissors).

103.4.0 Both players draw 5 cards from the top of their Main Deck as a starting hand. Then, place the top 4 cards of your Main Deck face-down—one on top of each story card. These are called Plans. Finally, draw and place 1 Scene card face-up in your Scene Zone.

#### 104.0.0 Ending the Game

The game ends when a player wins, or when both players meet a win condition at the same time (a draw).

104.1.0 You win the game if your Main Character reaches the fourth and final Story stage.

104.1.1 Most Stage IV Story cards include the phrase: 'You win the game.' This is a rule-based action, not a card effect.

104.2.0 You also win if your opponent tries to draw from an empty Main Deck.

## Section II: Card Types

### 201.0.0 Character Cards

Character cards are a key component of the Main Deck and are referred to as 'Characters.'

Characters enter the Adventure Zone when played and engage in Exchanges during the Exchange Phase.

They can also disrupt enemy Plans or progress your Story.

Each character includes:

- Card Name: The character's name.
- Card Type: Marked with a specific icon for Characters.
- Rarity: Purely visual and has no effect on gameplay.
- Keywords: Indicate the type and traits of the character. Effects may refer to cards with specific keywords.
- Harmony Cost: Located near the top, indicating how many Harmony Points are needed to play it. Harmony is generated by tapping Scenes.
- Effects: Some characters have one or more effects, which include:
  - Entrance Effect – Triggers when this card enters the Adventure Zone.
  - Farewell Effect – Triggers when this card leaves the Adventure Zone.
  - Preplan Effect – Triggers if this character is used as a Plan and is revealed.
  - Passive Effect – Continues while the character remains in the Adventure Zone.
  - Activated Effect – May be used by tapping the character during your Main Phase.
- Inspiration: Found at the bottom of the card; determines the character's strength during an Exchange.
- Card Number: Used to identify whether cards are duplicates.
- Print Info: Visual-only information, no gameplay impact.

### 202.0.0 Event Cards

Event cards are single-use effects played from hand. After resolving the effect, they are moved to the Rest Zone.

They include:

- Card Name
- Card Type (Event icon)
- Rarity
- Harmony Cost
- Effect: Resolved when played, then discarded.
- Card Number
- Print Info

### 203.0.0 Item Cards

Item cards are also part of the Main Deck. They are played by targeting a character in the Adventure Zone.

Once played, the item is attached to that character, and remains in the same grid space.

Only one item may be attached to a character at a time.

If a character already has an item and receives another, the previous item is discarded.

If an equipped character leaves the Adventure Zone, the item is also discarded.

Item card structure includes:

- Card Name
- Card Type (Item icon)
- Rarity
- Harmony Cost
- Effect (only active while equipped to a character in the Adventure Zone)
- Card Number
- Print Info

### 204.0.0 Scene Cards

Scene cards are the only card type in the Scene Deck. They generate Harmony and allow players to use Inspire abilities.

They include:

- Card Name
- Card Type (Scene icon)
- Rarity
- 'Everyday' Marker: Some Scenes are marked as 'Everyday' and may be included in any quantity in your Scene Deck.
- Scene Effects:
  - Harmony Generation – Tap a Scene to generate 1 Harmony Point.
  - Inspire – During the Exchange Phase, flip a Scene to activate its special effect.
  - Flipped (face-down) Scenes can no longer be used for Inspire, but can still be tapped for Harmony.
- Card Number
- Print Info

### 205.0.0 Main Character Cards

Each player chooses one Main Character to represent them. Any agreed-upon token can be used to represent the card.

Includes:

- Card Name
- Rarity
- Card Number
- Print Info

#### 206.0.0 Story Cards

Story cards define the path to victory and are placed in the Story Zone. Each deck includes 4 cards, all with the same main title and different subtitles.

They include:

- Card Name: Includes both a main title and a subtitle to indicate story phase.
- Rarity
- Story Stage (Roman numeral I–IV)
- Story Effect: Triggers when your Main Character reaches this stage.
- Card Number
- Print Info

## Section III: Zones

### 301.0.0 Main Deck Zone

This is where your 50-card Main Deck is placed, face-down. It is a hidden zone.

Players may not look at the contents or change the order of either player's Main Deck, but may check how many cards remain.

### 302.0.0 Scene Deck Zone

This is where your 15-card Scene Deck is placed, face-down. It is also a hidden zone.

Players may not look at or change the order of either player's Scene Deck, but may check the quantity of remaining cards.

### 303.0.0 Adventure Zone

This is where Characters are placed to participate in Exchanges.

Each player has 3 grid spaces aligned directly opposite the opponent's.

Each space can hold one Character at a time.

303.1.0 This is a public zone. All cards must be face-up and visible to both players.

303.2.0 Players may not move Characters freely between spaces. When a new Character enters, the player chooses which empty space to place it in.

303.3.0 If all 3 spaces are full, you cannot play another Character or move a Character into the Adventure Zone.

### 304.0.0 Story Zone

This is where you place your 4 Story Cards and Main Character. It represents your path to victory.

Each Story Card has a stage, from I to IV. Moving to the next stage is called Story Progression.

304.1.0 This is a mixed zone—some cards are public, others hidden.

304.2.0 Your Main Character and Story Cards are face-up and visible at all times.

304.3.0 Your Plans (face-down cards covering each Story) are hidden and cannot be looked at by either player.

304.4.0 Each Story stage may be protected by one Plan. You cannot progress to a stage if your opponent has a Plan at that same stage.

304.5.0 If your Main Character progresses to Stage IV, you win the game.

304.6.0 The order of Story Cards and Plans cannot be changed once set.

304.7.0 When adding a new Plan to the Story Zone, place it on the highest-numbered stage without a Plan.

### 305.0.0 Scene Zone



This is where you place active Scenes. All Scenes are face-up and visible.

Players may inspect both face-up and face-down Scenes in either Scene Zone.

### 306.0.0 Rest Zone

This is the discard pile for used cards: removed Characters, resolved Events, discarded Items, and used-up Plans.

306.1.0 This is a public zone. All cards are face-up and may be freely inspected.

306.2.0 Cards enter the Rest Zone when:

- Discarded from hand
- Events resolve
- Items are removed (e.g. Character leaves the board)
- A revealed Plan resolves
- Characters lose an Exchange
- Other effects force them there

306.3.0 Card order in the Rest Zone doesn't matter—you may rearrange your own Rest Zone freely.

### 307.0.0 Hand

This is a hidden zone. You may inspect your own hand but not your opponent's.

Players may count the number of cards in each other's hands at any time.

There is no maximum hand size during the game, but during the End Phase, if you have more than 10 cards, you must discard down to 10.

The order of cards in your hand is not restricted.

### 308.0.0 Resolution Zone

This is a temporary state for cards that are being resolved, such as:

- An Event currently resolving
- A Plan being revealed
- A Character with a Farewell effect

Cards in this zone are not in any other zone but still exist in the game.

## Section IV: Turn Structure

### 401.0.0 General Turn Rules

The player who goes first takes the first turn and is referred to as the Turn Player. Players alternate turns.

Each turn is divided into 4 phases:

1. Start Phase
2. Main Phase
3. Exchange Phase
4. End Phase

Even if nothing happens in a phase, you still proceed through each in order. Once all steps in a phase are completed, move to the next phase.

### 402.0.0 Start Phase

This phase includes the following steps:

#### 402.1.0 Untap Step

The Turn Player untaps all tapped Characters and Scenes.

#### 402.2.0 Draw Step

Skip this step on the first turn of the game.

The Turn Player draws 1 card. If the Main Deck is empty, that player loses the game.

#### 402.3.0 Add Scene Step

The Turn Player adds the top card of their Scene Deck to their Scene Zone.

If the Scene Deck is empty, skip this step.

### 403.0.0 Main Phase

The Turn Player may do the following, in any order, any number of times, as long as Harmony costs are paid:

- Play Characters into the Adventure Zone
- Use Event cards
- Attach Item cards
- Activate abilities with the Activate keyword

Harmony is paid by tapping a number of upright Scenes equal to the Harmony cost on the card being played.

#### 403.1.0 Activate Abilities

Activate abilities by tapping the Character in the Adventure Zone that has the effect.

#### 403.2.0 Play Character

Choose an empty grid space in your Adventure Zone, pay the Harmony cost, and place the Character there.

#### 403.3.0 Use Event

Pay the Harmony cost, then resolve the Event card's effect. Afterward, move it to the Rest Zone.

#### 403.4.0 Use Item

Pay the Harmony cost, choose a Character in your Adventure Zone, and attach the Item to them.

#### 404.0.0 Exchange Phase

Skip this phase during the first two turns of the game.

#### 404.1.0 Check Columns

For each column of the Adventure Zone (left to right), check if both players have Characters.

#### 404.2.0 If both players have Characters in a column:

→ Proceed to Exchange.

#### 404.3.0 If only the Turn Player has a Character in a column:

→ Choose an Action (Advance Story or Disrupt Plan).

#### 404.4.0 If only the opponent has a Character, or neither has one:

→ Skip that column.

#### 404.5.0 Exchange Steps

1. Turn Player may activate Inspire abilities by flipping face-up Scenes.
2. Opponent may do the same.
3. Add up each Character's base Inspiration plus bonuses.
4. The side with higher Inspiration wins. If tied, both lose.
5. Loser's Character is discarded to the Rest Zone, triggering any Farewell effects.

#### 404.6.0 Action: Advance Story

If the opponent has no Plan at the matching story stage, the Turn Player may move their Main Character forward one stage and trigger any Story effects.

Reaching Stage IV wins the game.

#### 404.7.0 Action: Disrupt Plan

Flip the opponent's Plan at the matching stage. If it has a Preplan effect, resolve it.

Then discard the Plan or return it to their hand, depending on the card.

#### 405.0.0 End Phase

405.1.0 Clear temporary effects that last until end of turn.

405.2.0 If the Turn Player has more than 10 cards in hand, they must discard until they have 10.

Discards due to hand size do not trigger any effects.

## Section V: Effects

### 501.0.0 Types of Effects

Card effects fall into four main categories depending on how they are used:

#### 501.1.0 Triggered Effects

These activate when specific conditions are met and must be used unless stated otherwise.

Examples: Entrance, Farewell, Preplan.

##### 501.1.1 If multiple Triggered Effects activate at once:

- If all belong to one player, they choose the resolution order.
- If effects belong to both players, the non-Turn Player resolves theirs first, then the Turn Player.

501.1.2 If an effect causes another effect to trigger mid-resolution, the new effect resolves after the current one finishes.

#### 501.2.0 Continuous Effects

These remain active as long as their conditions are met.

They start and stop automatically when the condition becomes true or false.

Example: 'While Sweetie Belle is in your Adventure Zone, she gets +1 Inspiration.'

501.2.1 If an effect changes whether the condition is met during resolution, the Continuous Effect updates after that resolution ends.

#### 501.3.0 Activated Effects

These are abilities players may choose to use during their Main Phase by tapping the card.

They typically include a 'Cost' and 'Effect'. The effect can only be used if the cost is paid.

#### 501.4.0 Static Rules Effects

These alter when or how a card can be played. They are always active.

Example: 'Can only be played if you control a Rarity character.'

#### 501.5.0 Conditional Checks

Some effects check for game conditions before activating or continuing:

- 'If X has keyword A' → Checks if one or more cards in zone X have keyword A. Common for Triggered/Activated effects.
- 'As long as X has keyword A' → Continuous condition, rechecked when zone contents change.
- 'If there is another A in X' → Checks for other cards with keyword A besides the one with the effect.

## 502.0.0 Effect Resolution Rules

502.1.0 When a player attempts to use an effect or play an Event:

- If the effect has multiple actions, resolve them in order.
- If part of the effect can't be completed, resolve as much as possible.
- If none of the effect can resolve, skip it.
- Even if an effect has no impact, it may still be played unless explicitly prohibited.

## Section VI: Keywords and Actions

### 601.0.0 Drawing Cards

When instructed to draw, take that number of cards from the top of your Main Deck and add them to your hand.

If there are fewer cards than needed, draw as many as possible. If you cannot draw when required, you lose the game.

### 602.0.0 Discarding Cards

To discard, choose a card from your hand and place it in the Rest Zone. Unless stated, discarded cards have no effects.

Cards discarded due to hand size during the End Phase do not trigger Farewell or other effects.

### 603.0.0 Positioning

Characters are placed in your Adventure Zone by choosing an empty space. Once placed, they remain there until removed.

Characters cannot be moved freely between spaces unless an effect says so.

### 604.0.0 Becoming a Plan

During game setup, each player places the top 4 cards of their Main Deck face-down—one atop each Story stage. These are called Plans.

Plans are not considered part of the Story or the Main Deck once placed. They may be flipped during the Exchange Phase.

### 605.0.0 Removing Cards

Some effects cause cards to be removed from a zone. This typically means placing them into the Rest Zone.

If an effect specifies removal from play or exclusion, follow its text exactly.

### 606.0.0 Turn-Lasting Effects

Some effects last until 'end of turn.' These expire during the End Phase.

If a card with a lasting effect leaves play early, the effect ends at that time unless otherwise noted.

### 607.0.0 Increase/Decrease Inspiration

Inspiration increases and decreases apply until the end of turn, unless otherwise specified.

These apply before Exchanges are calculated. If a Character is removed or replaced, the changes no longer apply.

### 608.0.0 Harmony Requirement

Some cards have conditions like 'if you paid Harmony with 3 different Scenes.' This checks whether your Harmony cost was paid using the required mix.

#### 609.0.0 Top of Deck

The top card of a deck is the first card you would draw. When instructed to interact with the top card, use it without drawing unless stated.

#### 610.0.0 Tapped and Upright

Cards may be either upright (vertical) or tapped (horizontal).

- Tapped: Indicates the card has been used for the turn (e.g. spent for Harmony or to activate an ability).
- Upright: The card is ready to be used again.

#### 611.0.0 Reveal

To reveal a card is to show it to all players. This does not mean the card is played or moved.

After revealing, the card returns to its original zone unless specified.



## Glossary of Common Terms and Concepts

**Action** – A gameplay step taken during a phase, often involving card play, movement, or effect resolution.

**Adventure Zone** – The 3-space area where Characters are played and Exchanges take place.

**Attach** – To place an Item onto a Character. Only one Item may be attached at a time.

**Card Number** – A unique identifier at the bottom of each card. Used to enforce deck-building limits.

**Character** – A card type representing ponies and other beings that enter the Adventure Zone.

**Cut** – To allow the opponent to divide your shuffled deck before play begins or after reshuffling.

**Discard** – To place a card into the Rest Zone, either from hand or play.

**Effect** – The instructions written on a card. May be triggered, activated, or continuous.

**End Phase** – The last part of a player's turn. Hand size limits are checked and turn-ending effects expire.

**Everyday Scene** – A Scene card marked as 'Everyday' that can be included in unlimited copies in the Scene Deck.

**Exchange** – The comparison of Inspiration values between opposing Characters in the same column.

**Farewell Effect** – An effect that triggers when a Character leaves the Adventure Zone.

**Flip** – To turn a card face-up or face-down. Commonly used with Scene cards or Plans.

**Harmony** – The main resource in the game. Generated by tapping Scene cards.

**Hand** – The set of cards held by a player. Hidden from the opponent.

**Inspiration** – A numeric value used during Exchanges to determine outcomes.

**Main Character** – A unique card that represents the player. Progresses through Story stages to win the game.

Main Deck – A 50-card deck of Characters, Events, and Items. Drawn from during play.

Phase – A part of the turn sequence (Start, Main, Exchange, End).

Plan – A face-down card placed atop a Story stage during setup. Can be disrupted or revealed during play.

Progress – To move your Main Character from one Story stage to the next.

Public Zone – Any area where all cards are visible (e.g. Adventure Zone, Scene Zone, Rest Zone).

Reveal – To show a card to all players without playing it.

Rest Zone – The discard pile for used or removed cards.

Scene – A card that generates Harmony and can be flipped for Inspire effects.

Scene Deck – A 15-card deck made up entirely of Scene cards.

Scene Zone – The area where Scenes are placed, tapped, and flipped.

Stage – The level of a Story card, from I to IV. Players win by reaching Stage IV.

Story – A four-card sequence defining your victory path. Each stage has its own effect.

Story Zone – The area where your Main Character and Story cards are placed.

Tapped – A card that has been rotated 90° to show it has been used this turn.

Trigger – A condition that causes a specific card effect to activate automatically.

Turn – A full sequence of phases taken by one player.

Upright – A card that is not tapped and can still be used this turn.

Win Condition – The scenario by which a player wins the game. (e.g. reaching Story Stage IV).