

my LITTLE PONY™

COLLECTIBLE CARD GAME

Pony Primer

Welcome to the *My Little Pony Collectible Card Game*! The MLP: CCG is a fun and exciting game based on the world of My Little Pony: Friendship is Magic. In the game, players take on the roles of ponies overcoming challenges in the magical land of Equestria.

This document will teach you the basics of the *My Little Pony Collectible Card Game* by walking you and a friend through a demo game. To play this demo game, you will need the cards attached to this document and 15 coins or beads to use as tokens.

Getting Started

Before getting into the rules, let's look at an overview of the game:

The **object** of the game is to be the first player to score **15 points**.

The main way you score points is by **confronting Problems**.

Problems are represented by **Problem cards**, such as the one in the diagram below:



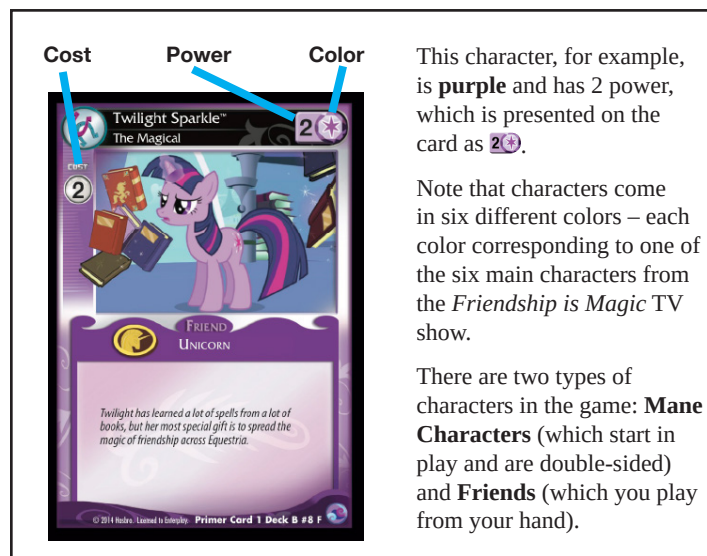
To confront a Problem, you must meet its **solve requirements**, which dictate what **colors** and how much **power** you need to confront that Problem.

On this Problem, for example, you need **2 Purple** (2~~P~~) and **2 of any color except purple** (2~~P~~) in order to successfully confront it.

Your opponent can also confront your Problem. On the opposite side of the card, the Problem lists your opponent's solve requirements, which don't require any specific colors, but just a certain amount of power. For example, on this Problem, your opponent's solve requirement is **5 power** in any combination of colors (5).

To confront a Problem, you need to have **characters at that Problem** with the proper colors and power to meet its solve requirements.

Each **character** card has a **color** and a **power** value.



This character, for example, is **purple** and has 2 power, which is presented on the card as 2~~P~~.

Note that characters come in six different colors – each color corresponding to one of the six main characters from the *Friendship is Magic* TV show.

There are two types of characters in the game: **Mane Characters** (which start in play and are double-sided) and **Friends** (which you play from your hand).



This Friend card is **blue** and has 2 power, which is presented on the card as 2~~B~~.

To **play** a card from your **hand**, you must pay its **cost** in **action tokens**.

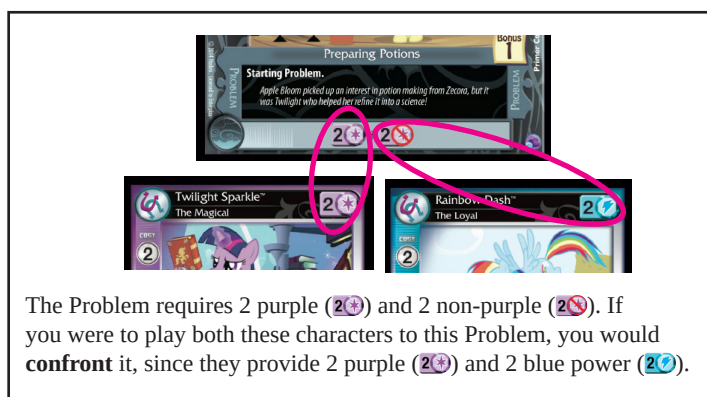
This card, for example, has a cost of 2, so you would need to spend 2 action tokens to put this card into play.

Action tokens are spent on several different things during the game, and are collected at the start of each turn.

When you confront a Problem, you **score a point**. Remember: You need 15 points to win.

You will score a point every turn that you confront that Problem until your opponent **also confronts** that Problem. At that point, the Problem is **solved** and it is **replaced** with a new Problem.

Now that you've had an overview of the game, let's get ready to play!



The Problem requires 2 purple (2~~P~~) and 2 non-purple (2~~P~~). If you were to play both these characters to this Problem, you would **confront** it, since they provide 2 purple (2~~P~~) and 2 blue power (2~~B~~).

Learning to Play

For this demo game, you need two players:

- The **Fluttershy player** uses the Fluttershy deck, Problem deck, and Mane Character (labeled “Deck A” at the bottom of each card).
- The **Twilight Sparkle player** uses the Twilight Sparkle deck, Problem deck, and Mane Character (labeled “Deck B” at the bottom of each card).

Before starting the game, decide which player is Fluttershy and which is Twilight Sparkle.

Over the course of the demo game, when one or both of the players need to take an action, it will look like this:

- Action you should take.

Preparing the Cards

To set up your first demo game, follow these steps:

1. First, print and cut out the cards that came with this document.
2. Next, divide the cards into Deck A (Fluttershy’s yellow and white deck) and Deck B (Twilight Sparkle’s purple and blue deck).
3. Give each player a Score Slider and Turn Card.
4. Each player sets aside a number of cards, as follows.

The Fluttershy player sets aside the following cards:

- *Fluttershy, Caring and Kind* (note that this Mane Character card has two sides; put the “Start” and “Boosted” sides back-to-back)
- *Rarity, the Generous*
- *Fluttershy, the Kind*
- *Precise Instructions* (a Problem card)

The Twilight Sparkle player sets aside the following cards:

- *Twilight Sparkle, Magic Tutor* (note that this Mane Character card has two sides; put the “Start” and “Boosted” sides back-to-back)
- *Rainbow Dash, Weather Team*
- *Rainbow Dash, the Loyal*
- *Preparing Potions* (a Problem card)

5. Each player divides their remaining cards into a Problem deck (containing their Problem cards) and a draw deck (containing all the other cards), then shuffles their draw deck.

6. The Fluttershy player puts the cards *Rarity, The Generous* and *Fluttershy, the Kind* face-down on the top of their draw deck, and *Precise Instructions* on top of their Problem deck. The Twilight Sparkle player likewise places the cards *Rainbow Dash, Weather Team* and *Rainbow Dash, the Loyal*, face-down on the top of their draw deck and *Preparing Potions* on the top of their Problem deck.

Setting up the Game

Once the cards are ready, you can set up the game.

The players sit across from each other at a table to play. The play area is laid out like this:



- Place a small pile of beads or coins to serve as action tokens in the middle of the table.
- Both players place their Mane Characters, “Start” side up, in their home areas.
- Both players place their draw decks and Problem decks face-down where indicated, then turn the top cards of their Problem decks face-up and oriented so that those cards face their owners. (The Twilight Sparkle player’s top Problem card is *Preparing Potions* and the Fluttershy player’s top Problem card is *Precise Instructions*.)
- Both players arrange their Turn Cards over their Score Slider Cards so that the arrows on Turn Card are pointing to zero and 2.
- Both players draw six cards.

Playing the Game

For our demo game, the Twilight Sparkle player takes the first turn.

There are five phases of a player’s turn. They are, in order, the **Ready Phase**, the **Troublemaker Phase**, the **Main Phase**, the **Score Phase**, and the **End Phase**. Although we won’t get into specifics in this demo, you can learn more about phases, troublemakers and more by visiting the online rulebook at: <http://enter-play.com/products/mlpccg.html>.

Turn 1 (Twilight Sparkle)

At the start of their turn, players generally **draw** a card and receive **action tokens**. However, the first player doesn’t draw a card on the first turn. Therefore, the Twilight Sparkle player doesn’t draw a card, but does receive action tokens this turn.

Players receive a number of tokens based on the highest score any player has in the game. The Score Slider Card tells you how many Action Tokens each player receives on their turn.

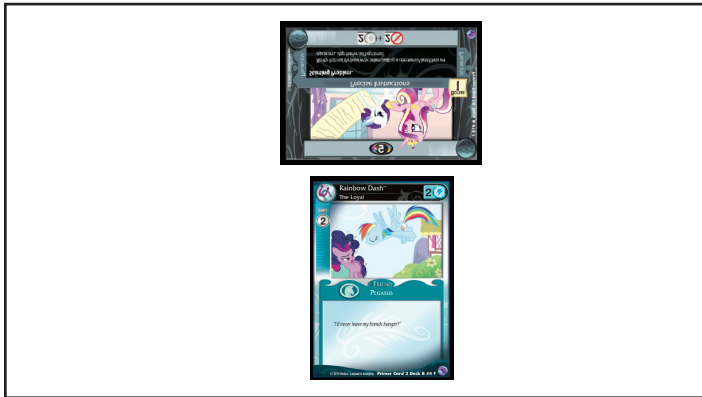


At the beginning of the game, the highest score held by any player is, of course, zero.

Find the 0 in the Score column on the Score Slider Card. Follow that row across to the Action Tokens Per Turn column, which lists a 2. This means that players will receive 2 Action Tokens at the start of their turn when the highest score in the game is 0.

- The Twilight Sparkle player takes 2 action tokens from the pile in the middle of the table.
- The Twilight Sparkle player pays 2 action tokens and plays *Rainbow Dash, The Loyal* from their hand to their opponent's *Precise Instructions* Problem card, on their side of the Problem.

The correctly played card looks like this:



Note that you may play Friends to your own Problem, to your opponent's Problem, or to your home for use later.

In this case, the Twilight Sparkle player has played *Rainbow Dash, The Loyal* to their opponent's Problem. The Twilight Sparkle player now has 2 power from a Friend with blue (2) at *Precise Instructions*, out of a needed total of 5 power of any color.

The Twilight Sparkle player is out of action tokens and has no further actions to take during their Main Phase. We'll talk about how to score at the end of each turn now.

Scoring

To score, you look at all the Problems in play and determine if you meet the solve requirements on any of them. Meeting the solve requirements on your side of a Problem is called **confronting** the Problem. The Twilight Sparkle player only has cards in play at *Precise Instructions*, so we'll check that Problem.

This Problem requires 5 overall power of any color to confront it. The Twilight Sparkle player only has 2 power here, so the requirements there are not met and no points are scored.

That is the only thing that the Twilight Sparkle player can do during their Score Phase, so we will move to the last step of the turn.

Turn 2 (Fluttershy)

The highest score in the game is still zero. Consulting the Score Slider Card, we see that players will receive 2 action tokens a turn.

- The Fluttershy player receives 2 action tokens and draws a card.

Now it's the Fluttershy player's turn to get some power at the *Precise Instructions* Problem.

- The Fluttershy player pays 2 action tokens and plays *Rarity, The Generous* to the *Precise Instructions* Problem.

The Fluttershy player now has 2 power in the color white (2) at *Precise Instructions*, and is all out of action tokens.

Scoring

Let's check to see if the Fluttershy player is successfully confronting either of the Problems in play.

The Fluttershy player has 2 power in the color white at *Precise Instructions*, but that Problem requires 2 white and 2 non-white (2 + 2), so it can't be confronted. The player has no cards at the other Problem, and no points are scored this turn.

Turn 3 (Twilight Sparkle)

- The Twilight Sparkle player receives 2 action tokens and draws a card.

In addition to playing cards from their hand, a player may choose to spend their action tokens on other things, as listed on the Turn Card.

For example, they may spend 2 action tokens to move a character (including the Mane Character) from one of their zones in the game to another.

- The Twilight Sparkle player pays 2 action tokens to move their *Twilight Sparkle* Mane Character card to their Problem, *Preparing Potions*.

Scoring

The solve requirements on *Preparing Potions* are 2 purple and 2 not-purple (2 + 2). The Twilight Sparkle player has 1 power in purple (1) from their Mane Character card. The player has 2 blue power (2) at the *Precise Instructions* Problem card out of 5 needed power and cannot confront either Problem. No points are scored.

Turn 4 (Fluttershy)

- The Fluttershy player draws a card and receives 2 action tokens.

- The Fluttershy player pays 2 action tokens to play *Fluttershy, The Kind* to the *Precise Instructions* Problem.

Scoring

Let's see if the Fluttershy player can confront either of the Problems in play.

At *Precise Instructions*, the solve requirements of 2 + 2 are being met. The Fluttershy player confronts the Problem! (Note: the Problem is not yet solved, but remains in play.)

When you confront a Problem, you score 1 point. Additionally, you score the Problem's **bonus points** if you are the first player to confront that Problem. The Fluttershy player was the first to confront *Precise Instructions*, so they will also score the bonus listed on the *Precise Instructions* Problem (which is 1 point), bringing the player's score to 2.

The Fluttershy player moves their Score Slider up to 2 and ends their turn.

Turn 5 (Twilight Sparkle)

Both players will now begin receiving 3 action tokens at the start of their turns. This is because the highest score in the game has increased from 0 to 2. You can follow along on the Score Slider to see how many action tokens you should receive at the start of each turn based on what the highest score in the game is.

► The Twilight Sparkle player receives 3 action tokens and draws the top card of their deck.

Let's look at the card *Rainbow Dash, Weather Team* which is in the Twilight Sparkle player's hand. There is something on this card that we haven't talked about yet. This card has a **color requirement**, listed just below the action token cost, that must be met before it can be played.

When a card has a color requirement, the player putting this card into play must have an amount of power in the required color already in play. In this case, the *Rainbow Dash, Weather Team* card requires the player to have at least 2 power from characters with blue (20), which is provided by *Rainbow Dash, The Loyal*. A card's color requirement may be met using power from multiple cards.

► The Twilight Sparkle player spends 3 action tokens to play *Rainbow Dash, Weather Team* from their hand to the *Precise Instructions* Problem.



Scoring

The Twilight Sparkle player has 3 power from *Rainbow Dash, Weather Team* at *Precise Instructions* and 2 power from *Rainbow Dash, The Loyal*. The Twilight Sparkle player is successfully confronting this Problem and scores one point.

Problem Faceoff

Both players are confronting the same Problem during one player's Score Phase. When this happens, a **Problem faceoff** occurs. Let's go through the steps of the faceoff:

First, each player adds up the power of their characters at the Problem where the faceoff is taking place:

- The Twilight Sparkle player has 5 power: 2 from *Rainbow Dash, The Loyal* and 3 from *Rainbow Dash, Weather Team*. (Note that the Twilight Sparkle player does **not** receive the power from the *Twilight Sparkle* mane character card at *Preparing Potions* because she's not at the Problem where the faceoff is taking place).
- The Fluttershy player has 4 power: 2 from *Rarity, The Generous* and 2 from *Fluttershy, The Kind*.

Once power totals are calculated, each player **flips over the top card of their draw deck**, revealing its power value on the top right corner. This number is added to the power total.

► Each player flips the top card of their draw deck and adds that card's power to their power total.

Because the decks are not set beyond the first two cards, the cards you draw will be random. Add their power values to the respective players' totals and compare overall power again. If there is a tie, repeat this step until the tie is broken.

When you win a faceoff at a Problem, you score points equal to the bonus listed on the Problem. *Precise Instructions* has a bonus of 1, so the player who wins the faceoff scores one more point this turn.

At the end of a faceoff, any cards flipped during the faceoff are placed on the bottom of their owner's draw deck.

► Both players place the cards they flipped during the faceoff on the bottoms of their draw decks.

After a faceoff has happened at a Problem, the Problem is replaced. Also, all characters at the Problem are sent to their controller's home. (Note: the *Twilight Sparkle* mane character stays at *Preparing Potions*.)

► The Fluttershy player replaces the *Precise Instructions* Problem by placing it on the bottom of their Problem Deck and revealing the new top card of their Problem deck.

► Send both players' characters at *Precise Instructions* to their respective homes.

Wrap Up

If this were a standard game, the players would continue the game by playing cards, moving characters, taking actions, and having faceoffs until one player scored 15 points. The first player to score 15 points wins the game. (You may continue to play if you wish, using this primer and the rulebook from the Enterplay website to guide you.)

This primer is a basic overview of the game. You can read more about the game on the Enterplay website at <http://enter-play.com/products/mlpccg.html>. You can find out about all sorts of different cards, strategies, and rules. Meanwhile, have a great time learning and playing the *My Little Pony Collectible Card Game*!



Fluttershy™
Caring and Kind

1

START

PEGASUS

Home Limit 3
Main Phase: Exhaust 3 of your Friends to turn this card over.
(Pony Pointer: Home limit is how many Friends you can have at home at the end of your turn.)

"I know you'll try your best!"

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Fluttershy™
Caring and Kind

3

BOOSTED

PEGASUS

Home Limit 4

For complete rules, helpful tips, and a retailer near you, visit www.enter-play.com

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Score **Action Tokens Per Turn**

TURN CARD

During your **Ready Phase**, you collect a number of action tokens based on the score of the player with the most points, as displayed on that player's score slider card.

During your **Main Phase**, you may:

- Pay 1 to draw a card.
- Pay 1 to play a Troublemaker.
- Pay 2 to move one of your characters.
- Pay 2 to rally one of your frightened Friends.
- Pay the cost of a Friend, Resource, or Event to play it.

When you score a point, slide the score slider card beneath this card to display your new score.

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SCORE SLIDER CARD

SCORE

0	2
1	2
2	2
3	3
4	3
5	3
6	3
7	4
8	4
9	4
10	4
11	4
12	5
13	5
14	5
15	5

Action Tokens Per Turn

You Win!

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Rarity™
The Generous

2

COST 2

FRIEND
UNICORN

Rarity is always willing to share what she has to help someone in need. (Especially if it's a mane emergency.)

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Fluttershy™
The Kind

2

COST 2

FRIEND
PEGASUS

Fluttershy's kindness knows no bounds. Be it friend or foe, filly or critter, there's nopony in need that Fluttershy wouldn't raise a hoof to help!

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Prim Posy
Fond of Fronds

2

COST 1 2

FRIEND
PEGASUS

"Actually, I'm the one who started the lily accessory craze in Ponyville! I don't mind all the copycats. Imitation is the sincerest form of flattery, after all!"

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Rarity™
Winter Weaver

3

COST 3 2

FRIEND
UNICORN

Rarity's creative spirit and nearly obsessive attention to detail are put to great use during Winter Wrap Up!

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Whitewash
Amiable Aviator

2

COST 1 2

FRIEND
PEGASUS

"I'm an umbrella in the wind. Watch how I soar."

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Winona™
Working Dog

1

COST
1

FRIEND
CRITTER

When there's herding to be done, Applejack knows she can count on Winona to put in an honest day's work!

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Anything I Can Do To Help?

2

COST
4
3

EVENT

Main Phase: Put an opponent's Friend or Resource into its owner's hand.
(Pony Pointer: You can only use this card on a card in play at home or a Problem. After you play an Event card, put it into your discard pile.)

"No! Nothing! In the name of Celestia, just sit there and do nothing!" —Rainbow Dash

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Sweetie Belle™
Savvy Student

1

COST
2

FRIEND
UNICORN • FOAL

Sweetie Belle is an excellent student... when she's not too distracted fantasizing about the day she finally gets her cutie mark.

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House Mouse
Little Pipsqueak

1

COST
1

FRIEND
CRITTER

"Mice make very nice house guests. Why, they're quiet as a mouse!" —Fluttershy

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Princess Cadance™
Calming Presence

2

COST
2
2

FRIEND
ALICORN • ROYALTY

"Just take a deep breath and relax, and I'm sure everything will work out in the end!"

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Fluttershy™
Winter Wake Up

3

COST
3
2

FRIEND
PEGASUS

"This is my favorite task of the whole season, when I get to see all my little animal friends again."

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Critter Cavalry

3

COST
1
2

EVENT • GOTCHA

Faceoff Reaction: Play after you flip a card. That card gets +5 power this faceoff.
(Pony Pointer: After you play an Event card, put it into your discard pile.)

Fluttershy's little animal friends are always there to lend a paw. Or a wing. Or a flipper. Or...

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Sugar Twist
Twister Sister

2

COST
2

FRIEND
PEGASUS

Sugar Twist earned her cutie mark when she made the largest tornado ever seen on the Ponyville school playground. She also earned two weeks of detention.

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Primer Card 14 Deck A #18 F

Bonus
1

Problem

Precise Instructions

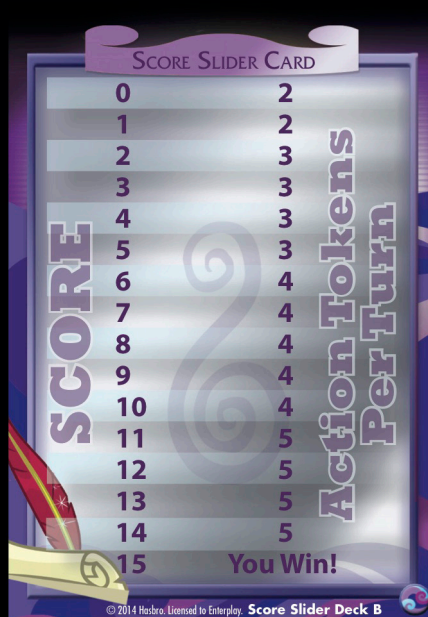
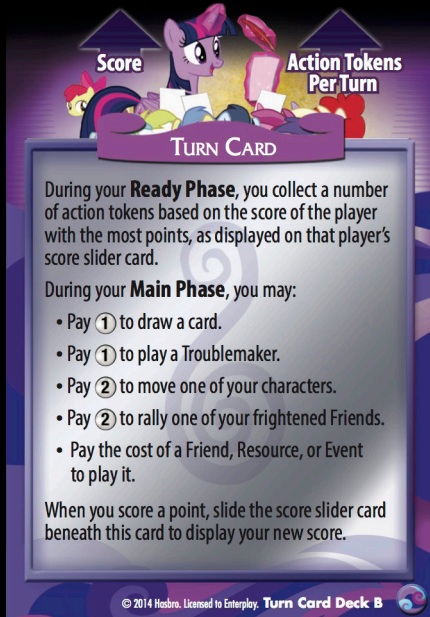
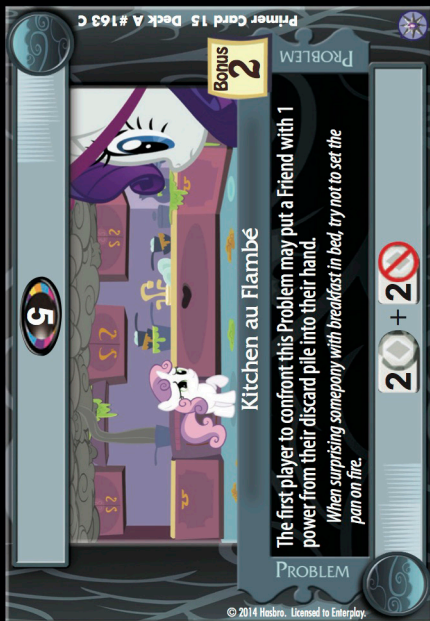
Starting Problem.
Rarity learned the hard way: when putting a ceremonial headress on a princess, step twelve isn't optional!

5

20 + 20

Problem

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Scootaloo™
Distracted Student

1

COST
2



FRIEND
PEGASUS • FOAL

Scootaloo has been known to get in trouble for daydreaming about riding her scooter instead of doing her schoolwork.

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Double-check the Checklist

5

COST
1
3



EVENT

Main Phase: Look at the top 3 cards of your deck and put them back in any order.
(Pony Pointer: After you play an Event card, put it into your discard pile.)

"Triple-check the checklist to make sure we didn't miss anything when we double-checked the checklist? Uh... check!" —Spike

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Rainbow Dash™
Weather Team

3

COST
3
2



FRIEND
PEGASUS

Rainbow Dash's weather team is efficient and well-coordinated with her at the helm.

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Sweetie Sunrise
Early Riser

1

COST
1



FRIEND
PEGASUS

"I don't know about you, but it takes more than a cup of orange juice to get ME going in the morning."
—Berry Punch

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Zecora™
Zebra Friend

1

COST
1
1



FRIEND
ZEBRA

Though she was once mistrusted by Ponyville, now there isn't a single pony in town who doesn't wave a friendly hoof when Zecora passes through.

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What Went Wrong?

5

COST
1
1



EVENT • GOTCHA

Faceoff Reaction: Play after your opponent flips a card. Your opponent ignores that card's power and flips a new card.
(Pony Pointer: The ignored card is also put at the bottom of the deck after the faceoff. After you play an Event card, put it into your discard pile.)

"Yeah. It's a mystery." —Rainbow Dash

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Compass Star
Geography Nut

3

COST
2
2



FRIEND
PEGASUS

He can name every capital in the world, but Compass Star couldn't tell you what he had for breakfast.

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Blue Moon
OI! Blue Eyes

2

COST
2



FRIEND
UNICORN

Canterlot insiders say that Blue Moon and North Star have been dating for months. When asked about their relationship, Blue Moon was quoted as saying, "She makes me feel so young!"

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Comet Tail™
Hale Bopper

1

COST
1



FRIEND
UNICORN

Comet is an expert at using his magic to speed himself up and run really, REALLY fast. He's NOT an expert at using his magic to slow back down.

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Primer Card 14 Deck B #19 F



5

Preparing Potions

Bonus 1

Starting Problem.


Apple Bloom picked up an interest in potion making from Zecora, but it was Twilight who helped her refine it into a science!

2 + 2

PROBLEM

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Primer Card 15 Deck B #17 F



7

Egghead Emergency

Bonus 2

The last thing in Equestria that Rainbow Dash wanted was for her friends to find out that an athlete like her loved something as "uncool" as reading!

3 + 2

PROBLEM

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