

# MY LITTLE PONY™ COLLECTIBLE CARD GAME

## MULTIPLAYER RULES V1.41

**My Little Pony™ CCG** is fun for two players, but what happens if you have an odd number of people who want to play? Do you take turns, with one person sitting out each game? You could do that, but with a few additions to the basic rules, it's possible to include three or more players in a single game! No one sits out, and everyone plays!

### INTRODUCTION

Below are the rules for playing MLP CCG with 3-5 players. While you could *technically* use these rules to play with more than five players, a game so large can get complicated and lead to a lot of time between your turns, so we don't recommend it.

These are *beta* rules. This means that they're playable, but aren't necessarily carved in stone. We want to make sure that they give you, the players, the multiplayer experience that's the most fun for you. Try these rules out with your friends, then let us know what you think: what works, what doesn't, what's confusing, and what would make it even more fun. Once we've got enough feedback, we can revise these rules to shape them into the multiplayer game you most want to play.

Keep an eye on the website and Facebook pages for information on how to give your feedback.

### Setup

When setting up the game, rather than sitting across from each other, players should arrange themselves in a circle. When you place your starting Problem in front of you, make sure it's within reach of the player to your right.

Players randomly determine who will play first, after which play proceeds clockwise as normal.

The player who plays first draws a card on his first Ready Phase.

### GROUND RULES

#### Rivals

The player to your left is considered your *Rival*.

You can't play or move cards on or to Problems other than your own or that of your Rival.

You can't move cards controlled by an opponent to any Problem other than their own or that of their Rival.

#### Problems

A player is considered *adjacent* to a Problem if that Problem belongs to him or to his Rival.

When a Problem card's text refers to "your opponent" it refers to the opponent who is adjacent to that Problem. This may be your Rival or it may be the player to your right.

#### Troublemakers

When a Troublemaker's card text refers to "your opponent" it refers to the opponent who is adjacent to that Troublemaker's Problem.

When a Troublemaker card's text refers to "each player," it refers to any player who is adjacent to that Troublemaker's Problem.

#### Opponents

In all other cases, when a card refers to "your opponent" or "an opponent," you may choose any opponent, and when a card refers to "each player" it refers to all players.

### Double Problem Faceoffs

When a player confronts both his own and his Rival's Problem in the same Score Phase, that player has a double Problem faceoff against all opposing characters at each of the two confronted Problems. The combined power of those characters is totaled normally, regardless of which opponent controls them, but only the turn player and his Rival flip cards for the faceoff and add their power to the total. (**Note:** Because a double Problem faceoff involves three players, it will result in either one winner and two losers, or one loser and two winners.)

### STRATEGY TIPS

**Keep an eye on all your opponents.** Remember that while you're mostly interacting with the players to either side of you, all the other players are also your opponents. Don't forget to watch what points they're scoring and cards they're playing as well.

**Use table talk.** Part of the fun of multiplayer games is the ability to discuss strategy with other players. Point out when another player is getting close to winning or setting up a killer combo. That player won't appreciate it, but your other opponents will (and it distracts them from your own combo in progress!).

**Form an alliance.** Especially in a 4 or 5 player game, it can be fun to team up with another player. You can agree not to interfere with each other's plans, and to help each other out during faceoffs—at least until one of you is close to winning. No alliance lasts forever.

**Build a multiplayer deck.** Your multiplayer deck may look quite different from your usual two-player deck. You should build your deck with an eye towards interacting with your opponents in ways other than simply beating them in Problems. While you might be beating the players to either side of you, you still need some way to stop the player across the table from getting ahead.

### OPTION: SIMPLE TEAM PLAY

For a four-player game with two teams of two, amend these rules as follows:

- When setting up the game, arrange the players so that teammates are not next to each other.
- When a player scores 15 or more points, that player's team wins.

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