

KAYOU MY LITTLE PONY TRADING CARD GAME

The Complete Guide

How to Play • Deck Lists • Full Rules

Version 1.0

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Part One: How to Play

Your Adventure Starts Here

A fan-made companion to help you learn fast and have fun!

No experience needed. No jargon. Just friendship and fun.

Works with any Friendships Begin starter deck.

What Even Is This Game?

You and a friend each pick a pony hero. You build a team, play cards, and race to complete your pony's quest. The first player to finish their quest wins. That's it!

Each game takes about 20–30 minutes. If you've ever played any card game, you can learn this. And if you're already into Magic or Pokémon, you'll pick it up in about five minutes.

The game tells a story. Your pony goes on an adventure through **four stages**. Along the way, your characters face off against your opponent's characters in three **lanes**. When one of your characters is standing alone in a lane with nobody across from them, they can push your story forward. Reach Stage IV and you win!

"Every great adventure starts with opening a book—or in this case, a starter deck!" — Twilight Sparkle

◆ Spike's Translation (For TCG Nerds)

If you play Magic: The Gathering, this is like a lane-based contact game with a quest win condition instead of life points, and your lands come from a separate auto-flipping deck. If you play Pokémon, think of it as a 3-bench battle where you race to complete prize-card-like objectives.

Building Your Friendship Squad

Your full game deck has 70 cards in four parts:

Component	#	What It Does
Main Deck	50	Characters (your pony team), events (one-time effects), and items (gear you equip to characters).
Scene Deck	15	Your power source! Locations in Equestria like Golden Oak Library or Cloudominium. Flip one per turn.

Story Deck	4	Your quest! Four cards numbered I → II → III → IV. Reach Stage IV to win.
Main Character	1	Your pony hero. Sits next to your Story cards and tracks your quest progress.

★ Twilight's Library

You can have up to 4 copies of any card in your deck (Shining * variants count as the same card!). If you're using a starter deck, it's already built and ready to play—just open it and go!

How to Read a Card

Every card in the game is laid out the same way. Here's where to find the important stuff:

Where to Look	What It Tells You
Top-left corner	The card's cost (called Force of Harmony). This is how many Scenes you tap to play it.
Top-center	The card's name. Scene boosts target characters by name, so this matters!
Card art	The big beautiful illustration in the middle. Purely for fun!
Text box	The card's abilities and keywords (Appear, Farewell, Adventure Zone, etc.).
Bottom of card	For characters: the power number (called Inspiration). This decides who wins conversations.
Bottom-right corner	The card number and rarity code (like BP01-SR01 or SD01-CR01).

★ Twilight's Library

The two numbers that matter most: top-left = what it costs to play, bottom = how strong it is in a conversation. That's it! Everything else is bonus info.

Ready Your Adventure!

Setting up takes about 2 minutes. Here's what to do:

1. **Shuffle** your Main Deck and your Scene Deck. Let your opponent cut them.
2. **Place your Main Character** card to the left of your play area. This is your quest tracker.
3. **Lay out your 4 Story cards** in a row: Stage I, then II, then III, then IV. Left to right.
4. **Flip for who goes first.** Coin flip, rock-paper-scissors—dealer's choice.

5. **Draw 5 cards** from your Main Deck. Don't like them? You get one free do-over (shuffle them all back and draw 5 new ones).
6. **Set your Plans.** Take the top 4 cards of your Main Deck and put them **face-down** on your Story cards—one on each stage. Don't look at them! These protect YOUR quest—your opponent has to clear them before THEY can advance.
7. **Place 1 Scene.** If you go first, put the top Scene card face-down. If you go second, put it face-up.

★ Twilight's Library

Here's how Plans work: YOUR Plans (on your Story cards) block your OPPONENT from advancing. THEIR Plans (on their Story cards) block YOU. To advance your own quest, you need to clear your opponent's Plans by Intervening. Some Plans even have surprise Pre-plan abilities that fire when destroyed!

Your Equestria Unfolds

Your side of the field has **3 lanes** (Left, Middle, Right). Each lane holds exactly 1 character. Your lanes face your opponent's lanes directly. Left vs. Left, Middle vs. Middle, Right vs. Right.

Once you play a character to a lane, **they stay there**. You can't move them around (unless a card says otherwise). When all 3 lanes are full, you have to wait for a character to get retired before you can play a new one.

When a character loses a conversation, they go to your **discard pile** (the game calls it the Retirement Area). Think of it as three side-by-side conversations happening in order—Left, then Middle, then Right.

Your Turn to Shine

Every turn has the same rhythm. Once you play a few turns, it becomes automatic:

Step 1: Wake Up (Untap)

Stand all your sideways cards back up. In this game, **“tap” means turn a card sideways** (to show it's been used), and **“untap” means stand it back up** (ready to use again).

Step 2: Draw a Card

Draw 1 card from your Main Deck. (Skip this on the very first turn of the game. If your deck is empty when you need to draw, you lose!)

Step 3: New Scene

Flip the top card of your Scene Deck face-up onto your field. Congrats—you just got more power to spend!

◆ First Game Feat!

You automatically get a new Scene every turn. No getting stuck with nothing to play! Turn 1 you have 1 Scene, Turn 2 you have 2, Turn 3 you have 3... it just keeps growing.

Step 3.5: Upkeep (Unwrap Presents)

Some card abilities create special tokens called **Presents**. Each pony has their own kind—Twilight's Present lets you peek at the top 2 cards of your deck, Rainbow Dash's lets you move a character to an empty lane, and so on. If you have any Presents, you unwrap them now! (Don't worry about this until you see a card that creates one.)

Step 4: Main Phase — Play Your Cards!

This is where the action happens. Look at the **number in the top-left corner** of a card in your hand. That's how many Scenes you need to tap (turn sideways) to play it.

- Play **characters** to empty lanes—like Spike (costs 1) or Twilight Sparkle (costs 5)
- Play **events** like Friendship Report (costs 2, draw 2 cards if you have a Twilight or Spike on the field)
- Equip (the game says "Adorn") **items** like Today's Homework to a Twilight or Spike (lets them tap to draw a card each turn!)
- Use **tap abilities** on characters already in your lanes—like SR Twilight's "Tap: draw 1, discard 1"

You can play as many cards as you can afford. Go wild!

"Hard work wins over luck every time. Build your field steady and strong, sugarcube."
— **Applejack**

Step 5: The Contact Phase

This is the exciting part of your turn! After you're done playing cards in the Main Phase, it's time for Contact. Your characters have **conversations** with your opponent's characters—the game's word for when two characters face off. The game checks each lane, one at a time: Left first, then Middle, then Right.

Important: skip the Contact Phase entirely for the first 2 turns. Everyone needs time to set up!

When Both Lanes Have a Character: **CONTACT!**

1. **Boost time!** You can flip any of your face-up Scenes face-down to activate their special Inspiration Boost. For example, flip Golden Oak Library and your Twilight Sparkle gets +1 power for this conversation.
2. **Your opponent boosts too.** They flip their Scenes for their own boosts.

3. **Compare power!** Look at the Inspiration number (bottom of the card) plus any boosts. Whoever has the higher total wins!
4. **Winner stays. Loser retires.** The losing character goes to your discard pile (the Retirement Area). If it's a tie, **both** characters retire!

★ Rainbow's Playbook

Here's the big decision: your Scenes are BOTH your power source (to play cards) AND your conversation boosts. If you flip Golden Oak Library for +1 Twilight power, it goes face-down—it can still tap for mana later, but can't boost again. Every Scene you flip is a choice!

"Give it everything you've got! But maybe save a little for next turn, heh." — **Rainbow Dash**

When Only YOU Have a Character: TAKE ACTION!

This is how you win the game. If your character is alone in a lane with **nobody across from them**, you get to pick one of these two powerful moves:

Move A: Promote Your Story — Move your Main Character forward one stage on your quest. Your character starts before Stage I, so your first Promote takes you to Stage I, then to II, then III, then finally **Stage IV—and you WIN!** BUT there's a catch! Check your opponent's Plans first. If they have a face-down Plan card on the same stage you're trying to reach, **you're blocked**. You have to clear their Plan first.

Move B: Intervene (Clear a Plan) — Remove your opponent's lowest-stage Plan card. Flip it face-up. If it has a surprise Pre-plan ability, it fires off (watch out!). If it doesn't, your opponent gets to add it to their hand.

★ Twilight's Library

Here's the rhythm of the game: you need to Intervene to clear Plans, THEN Promote to advance your quest. With 4 Plans to clear and only uncontested lanes to act from, it's a constant back-and-forth. Do you push forward or block your opponent?

When You Have No Character in a Lane: SKIP — Nothing happens. Move to the next lane.

Step 6: End Phase

Almost done! All "until end of turn" effects wear off. If you have more than 10 cards in your hand, discard down to 10. Then it's your opponent's turn!

The Ultimate Harmony: Claiming Victory!

1. **Complete your quest!** Promote your Main Character all the way to Stage IV (that's 4 Promotes total). The Stage IV Story card says "you win the game." That's it. Nobody can stop it.
2. **Run your opponent out of cards.** If they need to draw and their Main Deck is empty, they lose. This is the backup way to win if the game goes long.

"Plot twists are the BEST! You never know what's coming next!" — Pinkie Pie

What Makes Each Pony Special

Cards have special abilities. Here's what the keywords mean, with real card examples:

Keyword	What It Means (+ Example)
Appear	Fires when a character enters the field. Example: Owwowiscious—"Reveal the top card of your deck; put it on top or bottom."
Farewell	Fires when a character leaves the field. Example: GR Rainbow Dash—"Reveal the top 2 cards; put 1 Rainbow Dash or Scootaloo into hand."
Pre-plan	Surprise ability! Fires when this card is destroyed as a Plan. Cards with this icon are great as face-down shields.
Adventure Zone (always on)	Always working while the character is on the field. Example: CR Twilight—"If you have 2+ events in your discard pile, all your characters get +1 power."
Adventure Zone: Tap →	Tap the character during Main Phase to use this power. Example: SR Twilight—"Tap: Draw 1 card, then discard 1 card."
Plan (ability)	An ability you activate during your Main Phase (no tapping needed). NOT the same as the face-down Plan cards on your Story!
Ins Boost	A Scene's conversation power-up. Flip it face-down during Contact. Example: Golden Oak Library—"Your Twilight Sparkle gets +1 power."
Explore	A Scene ability you use during your Main Phase by flipping that Scene face-down.

Your First Game: A Full Walkthrough!

Let's play! Twilight Sparkle (Player 1) vs. Rainbow Dash (Player 2). We'll walk through enough turns to see every part of the game in action—setting up, having conversations, clearing Plans, and advancing the quest.

Setup

Both players draw 5 cards and place 4 Plans face-down on their Story cards. Twilight goes first (her starting Scene is face-down; Rainbow's is face-up). Let's go!

Turn 1 — Twilight

Untap (nothing to untap yet). **Skip** the draw step—it's the first turn. Flip a Scene face-up: Golden Oak Library! Tap it (that's 1 Scene spent) and play **Spike** (costs 1, power 2) to the Middle lane. No Contact Phase on Turn 1. Done!

Turn 1 — Rainbow Dash

Skip draw. Flip a Scene: Cleldominium! Tap it and play **Tank** (costs 1, power 2) to the Right lane. Done!

Turn 2 — Twilight

Untap Golden Oak Library. Draw 1 card. Flip a new Scene face-up—now she has 2 Scenes! Tap both and play **Twilight Sparkle** (costs 2, power 4) to the Left lane. Still no Contact Phase. Done!

Turn 2 — Rainbow Dash

Untap, draw, flip a Scene. Now Rainbow has 2 Scenes too. She plays **Scotaloo** (costs 2, power 3) to the Middle lane. The stage is set!

Turn 3 — Twilight (First Contact Turn!)

Untap, draw, flip a Scene (3 Scenes now). She plays Owlowsicious (costs 2, power 3) to the Right lane, using 2 of her 3 Scenes. Time for the Contact Phase!

- **Left Lane:** Twilight Sparkle (power 4) vs. nobody! Open lane! Twilight wants to Promote to Stage I, but first she checks Rainbow's Story area. Rainbow has a Plan on Stage I—that blocks Twilight from Promoting there. So Twilight **Intervenes** instead—she removes Rainbow's Stage I Plan. It flips up: it's an Applejack card with no Pre-plan ability, so Rainbow adds it to her hand.
- **Middle Lane:** Spike (power 2) vs. Scotaloo (power 3). Twilight could flip Golden Oak Library for +1... but that boosts Twilight Sparkle, not Spike. No help here! Scotaloo wins 3 to 2. Spike goes to the discard pile. Farewell, little buddy!
- **Right Lane:** Owlowsicious (power 3) vs. Tank (power 2). Owl wins 3 to 2! Tank goes to Rainbow's discard pile.

◆ First Game Feat!

Three different outcomes in one Contact Phase! A Plan cleared, a conversation loss, and a conversation win. Every lane tells a different story.

Turn 3 — Rainbow Dash

Untap, draw, flip a Scene (3 Scenes). Rainbow plays **Rainbow Dash** (costs 2, power 4) to the Left lane. Contact Phase!

- **Left Lane:** Rainbow Dash (power 4) vs. Twilight Sparkle (power 4). A tie? Not so fast—Rainbow flips Cleldominium face-down for its Ins Boost: "Your Rainbow Dash gets +1." That's 5 vs. 4—**Rainbow wins!** Twilight Sparkle retires.

- **Middle Lane:** Scootaloo (power 3) vs. nobody! Open lane! Scootaloo **Intervenes** and removes Twilight's lowest Plan (Stage I). It flips up—no Pre-plan, so Twilight adds it to her hand.
- **Right Lane:** Nobody vs. Owoowiscious. Rainbow has nobody here. Skip!

◆ First Game Feat!

Rainbow just used an Ins Boost to break what would have been a tie! Flipping Clouddominium gave Rainbow Dash exactly the +1 she needed. That one Scene flip changed the entire outcome.

Turn 4 — Twilight

Untap, draw, flip a Scene (4 Scenes now). Twilight taps 3 Scenes to play **SR Twilight Sparkle** (costs 3, power 4) to the Middle lane. She also taps her last Scene to play Spike (costs 1, power 2) to the Left lane. Contact Phase!

- **Left Lane:** Spike (power 2) vs. Rainbow Dash (power 4). Rainbow wins easily—Spike retires again. Poor little guy!
- **Middle Lane:** SR Twilight (power 4) vs. Scootaloo (power 3). SR Twilight wins 4 to 3! She could flip Golden Oak Library for +1, but she already wins—so she saves her Scene for later. Smart!
- **Right Lane:** Owoowiscious (power 3) vs. nobody! Rainbow's Stage I Plan was cleared earlier. The path is clear—Twilight **Promotes to Stage II!** The Story card fires: "Draw 1 card." Nice!

And the Race Continues...

From here, both players keep drawing cards, rebuilding their lanes, and chipping away at each other's Plans. Both players have Promoted to Stage I and cleared several Plans. The race is on!

Key moments still to come: Someone plays a big GR character (costs 7, power 8) that takes over a lane. A Pre-plan surprise ability fires when a Plan is destroyed. A perfectly-timed Friendship Report draws 2 cards right when someone needs answers. And finally, someone clears the last Plan, holds an open lane, and Promotes to Stage IV for the win!

"Now go out there and make some magic happen!" — Twilight Sparkle

Play Like the Mane 6

Control the Lanes

You can only advance your quest from **uncontested lanes**—lanes where you have a character and your opponent doesn't. So the whole game comes down to: can you clear a lane AND have a character ready to take action? Fill all your opponent's lanes so they can't take actions. Keep one of yours open so you can.

Manage Your Scenes

Scenes do double duty. They pay for your cards AND boost your characters. If you tap Cloudominium to pay for a card, you can't flip it for Rainbow Dash's +1 boost later. If you flip Sweet Apple Acres for Applejack's boost, it goes face-down. Every Scene you use is a choice between playing more cards or winning the next conversation.

Build Your Discard Pile On Purpose

Some of the best cards get stronger when you have certain types of cards in your discard pile (the Retirement Area). CR Twilight Sparkle gives all your characters +1 power if you have 2 or more events in your discard pile. SR Twilight's tap-to-draw ability helps you fill your discard pile fast. Pay attention to what's in your pile!

Plans Create the Clock

There are 4 Plans blocking your path and 4 blocking your opponent's. Even if you control the field, you still have to spend actions clearing Plans before you can advance. The fastest win is around turn 8–10. Don't panic if your opponent gets ahead by one stage—there's time to catch up.

*“Even the smallest card can make the biggest difference... if you play it at the right moment.” — **Fluttershy***

Know Your Starter Deck

Each of the 6 starter decks plays differently. Here's what makes each one tick:

Twilight Sparkle — The Brainiac

Quest: Elements of Harmony — Consult the Guide → Through the Everfree → Confront Nightmare Moon → Ignite the Sixth Element

Strategy: Draw cards and fill your discard pile with events. CR Twilight gives all your characters +1 power when you have 2+ events in the discard pile. SR Twilight taps to draw and discard, fueling this engine. Pair with Owlwiscious and Spike for maximum card advantage.

Key cards: CR Twilight Sparkle (power 5, +1 to all if events in discard), SR Twilight (tap to draw/discard), Friendship Report (draw 2), Today's Homework (equip to Twilight/Spike for repeatable draws).

Fluttershy — The Pet Whisperer

Quest: Dragonshy — Ominous Smoke → Setting Out → Crossing the Gorge → Facing the Dragon

Strategy: Build a team of Pets (Angel, Tortoise, Philomena) and buff them with Fluttershy. CR Fluttershy can pull a small character from your discard pile straight to the field. Your characters get tougher on your opponent's turn, making them tough to out-talk on defense.

Key cards: CR Fluttershy (revive a small character), SR Angel (+2 power during your turn if Fluttershy is on the field), Bunny Pocket Watch (Fluttershy gets +1 per ally), Flower-Picking Day (send home a small opposing character).

Pinkie Pie — The Party Planner

Quest: Pinkie Sense — Premonition → Hydra Attack → Crisis Averted → Something Really Big

Strategy: Equip items to your characters and watch them power up. SR Pinkie gets +2 power while any of your characters holds an item. Stack Goofy Glasses on Pinkie to make her nearly impossible to retire, and use One-Mare Band and Pinkie's Balloon for cheap boosts.

Key cards: SR Pinkie Pie (+2 if any ally holds an item), Goofy Glasses (Pinkie survives conversations), Pinkie's Balloon (+1 power), Head-Mounted Umbrella (+2 on defense).

Applejack — The Workhorse

Quest: Applebuck Season — Harvest Alone → Stubborn Applejack → Asking for Help → Thanks & Apologies

Strategy: Keep your Scenes untapped for maximum flexibility. CR Applejack untaps a Scene when played if you control Winona. Winona (Copper) taps to untap a Scene, giving you an extra Scene to spend. This lets you play more cards than your opponent expects while still having Scenes ready to boost.

Key cards: CR Applejack (untap a Scene with Winona), Winona (tap to untap a Scene), Apple Barrel (+3 power on your turn, Applejack only), Lull the Trees (draw 2 if you have 5+ Scenes).

Rainbow Dash — The Speed Demon

Quest: Best Young Flyer — Anxious Rainbow → Race Time → Sonic Rainboom → Champion's Prize

Strategy: Aggressive removal. Multiple cards let you clear out opposing characters. CR Rainbow Dash retires all opposing characters that cost 1 or less when she enters. SR Rainbow Dash retires any character with power 4 or less if you control Tank. Training Mishap retires anyone with power 3 or less. Clear their lanes, then sprint through your quest.

Key cards: CR Rainbow Dash (retire all opposing characters with cost ≤ 1), SR Rainbow Dash (retire power ≤ 4 if you control Tank), Training Mishap (retire power ≤ 3), Shock Button! (+2 to Rainbow Dash).

Rarity — The Recycler

Quest: Dog and Pony Show — Gem Hunt → Kidnapped Rarity → Outwitting the Dogs → Home with the Goods

Strategy: Farewell abilities are your best trick. When your characters retire, they give you cards back. SR Rarity returns an event or item from your discard pile when she leaves. Opal boosts Rarity when entering. You actually want some characters to retire because their goodbye gifts keep your hand full.

Key cards: SR Rarity (Farewell: return event/item from discard), Opal (Appear: +2 to Rarity), Sweetie Belle (Farewell: return an event), Steam Therapy (return an event from discard), Dressed to Impress (draw 1 if Rarity is on field).

A Quick Word About Rarity

You'll notice cards have rarity codes like **C** (Common), **SR** (Silver Rare), **CR** (Colorful Rare), and **GR** (Gold Rare). Here's the thing: **rarity does NOT mean a card is stronger in gameplay.** A CR Twilight Sparkle might be more useful in your deck than a flashy GR card, depending on your strategy.

Rarity mostly affects how hard a card is to pull from booster packs and how cool it looks. GR cards have gorgeous 3D foil stamping and cinematic art. Shining (※) variants are alternate-art versions of existing cards with rainbow borders and premium finishes. They're the same card for gameplay and deck-building purposes—just prettier!

★ Rainbow's Playbook

The rarity ladder from most common to rarest: C → U → SR → RR → CR → ER → GR → SPR. Shining (※) versions of RR, CR, ER, GR, and SPR are even rarer. You do NOT need rare cards to win—starter decks are fully competitive right out of the box!

Mistakes Everyone Makes (And How to Avoid Them)

1. **Forgetting to skip Contact on Turns 1 and 2.** The first two turns have NO Contact Phase. Both players are just setting up.
2. **Tapping all your Scenes during Main Phase.** If you tap every Scene to play cards, you'll have nothing left to boost with during Contact. Always ask: do I need to save a Scene for its Ins Boost?
3. **Placing characters without thinking about Scene boosts.** Each Scene boosts a specific character by name. If you put Spike in a lane and your only Scene boosts Twilight, Spike gets no help. Match your characters to your Scenes!
4. **Forgetting Plans are random.** During setup, you put the top 4 cards of your deck face-down as Plans. You don't get to choose which cards become Plans—it's random.
5. **Trying to Promote without clearing Plans first.** You can't Promote to a stage if your opponent still has a Plan on that stage. You MUST Intervene first.
6. **Forgetting that ties retire BOTH characters.** In a tie, both go to the discard pile. Use your Ins Boosts to break ties—even +1 power makes the difference.

"Making mistakes is just another way of learning. Trust me, I've checked out every book on the subject!" — Twilight Sparkle

Questions You'll Definitely Ask

Can I Promote and Intervene in the same turn? Yes! Each lane resolves separately during the Contact Phase. If you have 2 uncontested lanes, you can Intervene with one character and Promote with another.

What happens on a tie in a conversation? Both characters retire! Use your Scene boosts to avoid them. Even +1 power from flipping a Scene can turn a tie into a win.

Can face-down Scenes still be tapped to pay for cards? Yes! Face-down Scenes work just like face-up ones for paying costs. The only thing they can't do is use their Ins Boost ability.

What if I don't want to have a conversation? Too bad! If both lanes have a character, the conversation happens automatically. But you DO get to choose whether to flip Scenes for boosts.

What happens when my Scene Deck runs out? Just skip the "Add a Scene" step. You keep playing with whatever Scenes you already have on the field.

Do Farewell abilities trigger when a Plan card is destroyed? No! Plan cards are sitting in your Story area, not on the field. Farewell only triggers when a character leaves the Adventure Zone.

Can my opponent look at my face-down Plans? No! Plans are secret until they're destroyed by an Intervene action. Even you can't look at your own Plans once they're placed.

What does "Harmony" mean on some card effects? Harmony is the official name for a card's cost (the number in the top-left corner). When a card says "Harmony \leq 2," it means any card that costs 2 or less to play.

Can I have more than one of the same character on the field? Yes! You can have multiple copies of the same character in different lanes. Two Twilight Sparkles? Totally legal.

What are Presents and Treats? Presents are special tokens some card abilities create. Each pony has their own Present type. You "unwrap" Presents at the start of your turn. Treats are simpler tokens that some cards interact with but have no effect on their own.

Can I play cards during my opponent's turn? No! You can only play cards during your own Main Phase. There are no instants or interrupts.

What happens to Items when a character retires? They retire together. Any Items equipped go to the discard pile too.

Do I have to use an ability if it triggers? Triggered abilities (like Appear and Farewell) happen automatically. But activated abilities (like Tap abilities and Explore) are always your choice.

Can I look at my own face-down Scenes? Yes! Your face-down Scenes are just Scenes that have already been used for an Ins Boost. Scene areas are public information.

Quick Reference Card

Keep this handy during your first few games!

Step	What You Do
1. Untap	Stand everything back up.
2. Draw	Draw 1 card. (Skip on the very first turn.)

3. New Scene	Flip top of Scene Deck face-up. Unwrap any Presents.
4. Main Phase	Play characters, events, items. Tap Scenes to pay costs.
5. Contact Phase	Check each lane L → M → R: Both have a character? Contact! Compare power. Only you? Promote or Intervene. Only opponent? Skip.
6. End Phase	End “until end of turn” effects. Discard to 10 if over.

How to Win: Promote your quest to Stage IV (main way), or run your opponent out of cards to draw (backup way).

Key Numbers: Top-left corner = cost. Bottom of character = power. 3 lanes each side. 4 Story stages. 4 Plans to clear. 10-card hand limit.

Part Two: Deck Lists & Build Guide

Card-for-card lists built from the Friendships Begin card pool. Every card verified against the official database.

How to Use This Guide

Each of the 6 Friendships Begin starter decks (SD01) comes pre-built with 70 cards. This guide gives you the **optimized card-for-card list** for each deck, organized by card type so you can quickly check what you have, what goes where, and how the pieces fit together.

Remember your deck structure:

- **Main Deck** — 50 cards (characters, events, items)
- **Scene Deck** — 15 cards (locations that provide mana and boosts)
- **Story Deck** — 4 cards (your quest, Stages I through IV)
- **Main Character** — 1 card (your pony hero)

◆ Deck Building Rules

Maximum 4 copies of any card (Shining variants count as the same card). Your Main Character doesn't go in any deck—it sits next to your Story area. Scene Deck is separate from Main Deck. You can mix cards from different starter decks if you own them!

Twilight Sparkle — The Brainiac

Starter Deck SD01A • Quest: Elements of Harmony

Main Character (1)

Qty	Card Name	Card #	Notes
1	Twilight Sparkle	SD01-RR01	Your pony hero. Sits beside Story area.

Story Deck (4)

Qty	Card Name	Card #	Notes
1	Consult the Guide	SD01A-C06	Stage I: Draw 1 card
1	Through the Everfree	SD01A-C07	Stage II: Draw 2, discard 1

1	Confront Nightmare Moon	SD01A-C08	Stage III: Recover an event from discard
1	Ignite the Sixth Element	SD01A-C09	Stage IV: You win!

Scene Deck (15)

Qty	Card Name	Card #	Notes
4	Golden Oak Library	SD01-ER01	Ins Boost: Your Twilight gets +1
4	Canterlot Tower	SD01-ER07	Ins Boost: Your Twilight gets +1
4	Sugarcube Corner	SD01-ER03	Ins Boost: Your Pinkie Pie gets +1
3	Carousel Boutique	SD01-ER06	Ins Boost: Your Rarity gets +1

★ Strategy Notes

Stack 8 Twilight-boosting Scenes so your Twilight characters win conversations consistently. The remaining slots go to Scenes that boost any splash characters you include.

Main Deck (50)

Qty	Card Name	Card #	Notes
4	Twilight Sparkle	SD01A-C02	Cost 2, Power 4 — bread and butter
4	Twilight Sparkle	SD01A-C01	Cost 3, Power 5 — solid midrange
3	Spike	SD01A-C04	Cost 1, Power 2 — cheap early drop
2	Spike	SD01A-C03	Cost 4, Power 6 — late game powerhouse
2	Owlowiscious	SD01A-C05	Cost 2, Power 3 — Appear: peek at top card
2	SR Twilight Sparkle	SD01-SR01	Cost 3, Power 4 — Tap: draw 1, discard 1
2	CR Twilight Sparkle	SD01-CR01	Cost 5, Power 5 — AZ: all chars +1 if 2+ events in discard
2	U Twilight Sparkle	SD01A-U01	Cost 3, Power 4 — Appear: +2 Insp. this turn
2	U Twilight Sparkle	SD01-U01	Cost 4, Power 5 — Appear: if event on top, draw 2
2	U Twilight Sparkle	SD01A-U02	Cost 6, Power 8 — big finisher
2	U Spike	SD01A-U03	Cost 3, Power 4 — Farewell: draw 2, discard 1

2	U Spike	SD01A-U04	Cost 2, Power 3 — Appear: discard 1, draw 1
2	SR Owolescious	SD01A-SR02	Cost 3, Power 4 — Appear: Twilight gets +2
2	SR Twilight Sparkle	SD01A-SR01	Cost 5, Power 5 — w/ Owolescious: send home Insp ≤5
2	GR Twilight Sparkle	SD01-GR01	Cost 7, Power 8 — Plan: send home Harmony ≤3
1	Zecora	SD01-U07	Cost 1, Power 2 — handy lane helper
	Events (8–10)		
4	Friendship Report	SD01-SPR03	Cost 2 — Draw 2 (need Twilight/Spike in play)
2	Field Reference	SD01A-SPR01	Cost 2 — Twilight gets +2 Insp. this turn
2	Book Search	SD01A-SPR02	Cost 3 — Draw 2 cards
2	Field Notes	SD01A-SPR03	Cost 3 — One character survives conversation this turn
	Items (2–4)		
2	Today's Homework	SD01-SPR08	Cost 2 — Twilight/Spike: Tap to draw 1
2	Reference Tome	SD01A-SPR04	Cost 2 — Twilight only: neighbors get +1 Insp.

★ Strategy Notes

Your game plan: play cheap Twilights and Spikes early to fill lanes, use SR Twilight's tap-to-draw to churn through your deck and load events into your discard pile. Once CR Twilight hits the field, your whole board gets +1 power. Friendship Report is your best event—costs 2, draws 2, and it goes to discard to fuel CR Twilight's ability.

Fluttershy — The Pet Whisperer

Starter Deck SD01B • Quest: Dragonshy

Main Character (1)

Qty	Card Name	Card #	Notes
1	Fluttershy	SD01-RR02	Your pony hero.

Story Deck (4)

Qty	Card Name	Card #	Notes
1	Ominous Smoke	SD01B-C06	Stage I: Draw 1 card
1	Setting Out	SD01B-C07	Stage II: One character gets +2 Insp.
1	Crossing the Gorge	SD01B-C08	Stage III: Recover a Pet from discard
1	Facing the Dragon	SD01B-C09	Stage IV: You win!

Scene Deck (15)

Qty	Card Name	Card #	Notes
4	Fluttershy's Cottage	SD01-ER02	Ins Boost: Your Fluttershy gets +1
4	Ponyville Outskirts	SD01-ER08	Ins Boost: Your Fluttershy gets +1
4	Sweet Apple Acres	SD01-ER04	Ins Boost: Your Applejack gets +1
3	Golden Oak Library	SD01-ER01	Ins Boost: Your Twilight gets +1

★ Strategy Notes

Stack 8 Fluttershy-boosting Scenes. Fill remaining slots with Scenes that boost your splash characters. Even Scenes that don't name your characters still provide mana.

Main Deck (50)

Qty	Card Name	Card #	Notes
4	Fluttershy	SD01B-C03	Cost 2, Power 4 — solid character
4	Fluttershy	SD01B-C01	Cost 3, Power 4 — AZ: +2 Insp. on

			opponent's turn
4	Angel	SD01B-C05	Cost 1, Power 2 — cheap Pet
2	Tortoise	SD01B-C04	Cost 2, Power 4 — solid Pet
2	Fluttershy	SD01B-C02	Cost 1, Power 1 — Appear: a Pet gets +2 Insp.
2	SR Fluttershy	SD01B-SR01	Cost 3, Power 4 — Appear: w/ Angel, draw 1
2	SR Angel	SD01B-SR02	Cost 1, Power 1 — AZ: +2 Insp. w/ Fluttershy (your turn)
2	CR Fluttershy	SD01-CR02	Cost 5, Power 6 — Appear: revive Harmony ≤ 2 character
2	U Fluttershy	SD01B-U01	Cost 4, Power 5 — Appear: send home opp. Insp. ≤ 2
2	U Fluttershy	SD01B-U02	Cost 3, Power 5 — vanilla
2	U Philomena	SD01B-U03	Cost 4, Power 6 — big Pet
2	U Angel	SD01B-U04	Cost 2, Power 3 — AZ: +2 on opp's turn w/ Fluttershy
2	GR Fluttershy	SD01-GR02	Cost 7, Power 8 — Plan: one char gets +2 Insp.
2	U Fluttershy	SD01-U02	Cost 5, Power 5 — Appear: Pet gets +3 Insp.
2	Fluttershy	SD01-C02	Cost 4, Power 6 — shared pool helper
	Events (8–10)		
4	Friends Across the River	SD01-SPR01	Cost 1 — Search for Fluttershy or Pet
2	Frog Migration Aid	SD01B-SPR01	Cost 2 — Fluttershy gets +2 Insp.
2	Flower-Picking Day	SD01B-SPR02	Cost 1 — Send home opp. character Insp. ≤ 2
2	Nutritious Salad	SD01B-SPR03	Cost 4 — All Pets get +2 Insp.
	Items (2)		
2	Bunny Pocket Watch	SD01B-SPR04	Cost 3 — Fluttershy only: +1 per other char you control

★ Strategy Notes

Fill the board with friendly Pets (Angel at cost 1, Tortoise at cost 2), then drop Fluttershy variants that buff them. SR Angel + Fluttershy on the field = Angel is 3 power on your turn. CR Fluttershy's Appear ability lets you recycle retired small characters, so don't worry about losing early conversations. Your opponent's-turn bonuses make you tough to beat.

Pinkie Pie — The Party Planner

Starter Deck SD01C • Quest: Pinkie Sense

Main Character (1)

Qty	Card Name	Card #	Notes
1	Pinkie Pie	SD01-RR03	Your pony hero.

Story Deck (4)

Qty	Card Name	Card #	Notes
1	Premonition	SD01C-C06	Stage I: Draw 1 card
1	Hydra Attack	SD01C-C07	Stage II: Opp. character gets -2 Insp.
1	Crisis Averted	SD01C-C08	Stage III: Recover an Item from discard
1	Something Really Big	SD01C-C09	Stage IV: You win!

Scene Deck (15)

Qty	Card Name	Card #	Notes
4	Sugarcube Corner	SD01-ER03	Ins Boost: Your Pinkie Pie gets +1
4	Ponyville Street	SD01-ER09	Ins Boost: Your Pinkie Pie gets +1
4	Clouddominium	SD01-ER05	Ins Boost: Your Rainbow Dash gets +1
3	Golden Oak Library	SD01-ER01	Ins Boost: Your Twilight gets +1

★ Strategy Notes

Stack 8 Pinkie-boosting Scenes. Items are your core mechanic—include more items than other decks. Scenes that don't name Pinkie still tap for mana.

Main Deck (50)

Qty	Card Name	Card #	Notes
4	Pinkie Pie	SD01C-C01	Cost 2, Power 3 — AZ: w/ Gummy, draw

			1 at end
4	Gummy	SD01C-C05	Cost 1, Power 2 — cheap Pet enabler
2	Gummy	SD01C-C04	Cost 3, Power 5 — bigger Gummy
2	Mrs. Cake	SD01C-C03	Cost 4, Power 6 — solid character
2	Pinkie Pie	SD01C-C02	Cost 6, Power 8 — big finisher
2	SR Pinkie Pie	SD01C-SR01	Cost 2, Power 3 — AZ: +2 if any char holds Item
2	SR Gummy	SD01C-SR02	Cost 1, Power 1 — Farewell: draw 1, discard 1
2	CR Pinkie Pie	SD01-CR03	Cost 5, Power 5 — AZ: 2+ items in discard = opp -1
2	U Pinkie Pie	SD01C-U01	Cost 2, Power 4 — vanilla
2	U Pinkie Pie	SD01C-U02	Cost 3, Power 4 — AZ: +2 on your turn w/ item in discard
2	U Mrs. Cake	SD01C-U03	Cost 4, Power 5 — Appear: opp. char gets -2
2	U Gummy	SD01C-U04	Cost 3, Power 4 — AZ: +2 during your turn
2	GR Pinkie Pie	SD01-GR03	Cost 2, Power 3 — Plan: all your chars +1 Insp.
2	Pinkie Pie	SD01-C03	Cost 3, Power 5 — shared pool
	Events (4–6)		
2	Blue Curse	SD01C-SPR01	Cost 2 — Draw 2, discard 1
2	Mountain Path	SD01-SPR04	Cost 2 — Reveal top 3, take a character
2	Class Time	SD01-SPR05	Cost 2 — One character gets +1 Insp.
	Items (8–10)		
4	Goofy Glasses	SD01-SPR07	Cost 3 — Pinkie only: survives conversations!
2	One-Mare Band	SD01C-SPR02	Cost 1 — Holder gets +1 on your turn
2	Pinkie's Balloon	SD01C-SPR04	Cost 1 — Pinkie only: +1 Insp.
2	Head-Mounted Umbrella	SD01C-SPR03	Cost 3 — Holder gets +2 on opp's turn

★ Strategy Notes

Pinkie is the Item queen. Play SR Pinkie early (cost 2) and immediately equip her with One-Mare Band or Pinkie's Balloon—she jumps to 4–5 power. Goofy Glasses is your best trick: Pinkie can't be retired from conversations while wearing them (the Glasses go to discard instead). CR Pinkie debuffs all opposing characters when you have 2+ items in your discard

pile, so losing Items actually helps you.

Applejack — The Workhorse

Starter Deck SD01D • Quest: Applebuck Season

Main Character (1)

Qty	Card Name	Card #	Notes
1	Applejack	SD01-RR04	Your pony hero.

Story Deck (4)

Qty	Card Name	Card #	Notes
1	Harvest Alone	SD01D-C06	Stage I: Draw 1 card
1	Stubborn Applejack	SD01D-C07	Stage II: Untap 1 of your Scenes
1	Asking for Help	SD01D-C08	Stage III: Recover an Applejack from discard
1	Thanks & Apologies	SD01D-C09	Stage IV: You win!

Scene Deck (15)

Qty	Card Name	Card #	Notes
4	Sweet Apple Acres	SD01-ER04	Ins Boost: Your Applejack gets +1
4	Apple Orchard Trail	SD01-ER10	Ins Boost: Your Applejack gets +1
4	Golden Oak Library	SD01-ER01	Ins Boost: Your Twilight gets +1
3	Fluttershy's Cottage	SD01-ER02	Ins Boost: Your Fluttershy gets +1

★ Strategy Notes

Stack 8 Applejack-boosting Scenes. Applejack's untap synergies mean your Scenes do double duty—both mana and boosts in the same turn.

Main Deck (50)

Qty	Card Name	Card #	Notes
4	Winona	SD01D-C05	Cost 1, Power 2 — cheap Pet

4	Applejack	SD01D-C01	Cost 2, Power 2 — Farewell: w/ untapped Scene, draw 2
3	Apple Bloom	SD01D-C03	Cost 3, Power 5 — solid
2	Big McIntosh	SD01D-C04	Cost 4, Power 6 — big body
2	Applejack	SD01D-C02	Cost 5, Power 7 — late game
2	SR Applejack	SD01-SR04	Cost 2, Power 3 — Plan: recover AJ from discard
2	SR Winona	SD01D-SR02	Cost 1, Power 1 — Appear: Applejack gets +1
2	CR Applejack	SD01-CR04	Cost 4, Power 6 — Appear: w/ Winona, untap a Scene
2	U Applejack	SD01D-U01	Cost 3, Power 4 — AZ: +2 w/ untapped Scene
2	U Applejack	SD01D-U02	Cost 4, Power 6 — vanilla
2	U Apple Bloom	SD01D-U03	Cost 2, Power 3 — Appear: Winona gets +2
2	U Winona (Copper)	SD01D-U04	Cost 3, Power 4 — AZ: Tap → untap a Scene
2	GR Applejack	SD01-GR04	Cost 3, Power 3 — AZ: Tap → all chars +1
2	Applejack	SD01-C04	Cost 3, Power 5 — shared pool
1	SR Applejack	SD01D-SR01	Cost 1, Power 1 — Farewell: search for AJ/Apple Bloom
	Events (8–10)		
4	Lull the Trees	SD01D-SPR03	Cost 2 — Draw 2 if you have 5+ Scenes
2	Colorful Campaign	SD01D-SPR01	Cost 2 — Applejack gets +2 Insp.
2	Lasso Trick	SD01D-SPR02	Cost 3 — AJ and Apple Bloom each get +2
	Items (2)		
2	Apple Barrel	SD01D-SPR04	Cost 3 — AJ only: +3 Insp. on your turn

★ Strategy Notes

Applejack's secret is mana efficiency. Play Winona early (cost 1), then use U Winona's tap ability to untap Scenes you already spent. This lets you play 2 characters in one turn while your opponent can only afford 1. CR Applejack + Winona combo untaps a Scene on entry. Lull the Trees is your power draw card—by mid-game you'll easily have 5+ Scenes.

Rainbow Dash — The Speed Demon

Starter Deck SD01E • Quest: Best Young Flyer

Main Character (1)

Qty	Card Name	Card #	Notes
1	Rainbow Dash	SD01-RR05	Your pony hero.

Story Deck (4)

Qty	Card Name	Card #	Notes
1	Anxious Rainbow	SD01E-C06	Stage I: Draw 1 card
1	Race Time	SD01E-C07	Stage II: Send home opp. char Insp. ≤ 2
1	Sonic Rainboom	SD01E-C08	Stage III: Recover a RD from discard
1	Champion's Prize	SD01E-C09	Stage IV: You win!

Scene Deck (15)

Qty	Card Name	Card #	Notes
4	Clouddominium	SD01-ER05	Ins Boost: Your Rainbow Dash gets +1
4	Cloudsdale Skyway	SD01-ER11	Ins Boost: Your Rainbow Dash gets +1
4	Sweet Apple Acres	SD01-ER04	Ins Boost: Your Applejack gets +1
3	Golden Oak Library	SD01-ER01	Ins Boost: Your Twilight gets +1

★ Strategy Notes

Stack 8 Rainbow Dash-boosting Scenes. Rainbow's removal-heavy strategy means you don't need as many boosts—you'll clear lanes with card effects instead.

Main Deck (50)

Qty	Card Name	Card #	Notes
4	Rainbow Dash	SD01E-C03	Cost 2, Power 4 — bread and butter

4	Rainbow Dash	SD01E-C01	Cost 1, Power 1 — Appear: +2 Insp. this turn (= 3)
4	Tank	SD01E-C05	Cost 1, Power 2 — cheap Pet
2	Scotaloo	SD01E-C04	Cost 3, Power 5 — solid
2	Rainbow Dash	SD01E-C02	Cost 4, Power 6 — powerhouse
2	SR Rainbow Dash	SD01E-SR01	Cost 4, Power 5 — w/ Tank: send home Insp. ≤4
2	SR Tank	SD01E-SR02	Cost 2, Power 3 — AZ: Tap → RD gets +1
2	CR Rainbow Dash	SD01-CR05	Cost 4, Power 5 — Appear: send home all Harmony ≤1
2	U Rainbow Dash	SD01E-U01	Cost 2, Power 3 — AZ: draw 1 when clearing a Plan
2	U Rainbow Dash	SD01E-U02	Cost 3, Power 5 — vanilla
2	U Scotaloo	SD01E-U03	Cost 2, Power 4 — Farewell: send home opp. Insp. ≤1
2	U Tank	SD01E-U04	Cost 3, Power 4 — Appear: RD gets +2 Insp.
2	GR Rainbow Dash	SD01-GR05	Cost 2, Power 3 — Farewell: search for RD/Scotaloo
2	SR Rainbow Dash	SD01-SR05	Cost 4, Power 6 — raw power
	Events (10–12)		
4	Training Mishap	SD01E-SPR03	Cost 2 — Send home opp. char Insp. ≤3
4	Shock Button!	SD01E-SPR01	Cost 2 — Rainbow Dash gets +2 Insp.
2	Swift Rescue	SD01E-SPR02	Cost 2 — Draw 1, RD gets +1 Insp.
	Items (2)		
2	Prank Sneezing Powder	SD01E-SPR04	Cost 3 — Holder gets +2 on your turn

★ Strategy Notes

Rainbow Dash is the speed deck. Training Mishap sends opposing characters home (Insp. ≤3). CR Rainbow Dash sends home all cost-1 characters on entry—amazing against decks that play lots of small characters. Your game plan: play fast, open lanes, Promote often. Don't worry about defense—you want to finish your quest before your opponent catches up.

Rarity — The Recycler

Starter Deck SD01F • Quest: Dog and Pony Show

Main Character (1)

Qty	Card Name	Card #	Notes
1	Rarity	SD01-RR06	Your pony hero.

Story Deck (4)

Qty	Card Name	Card #	Notes
1	Gem Hunt	SD01F-C06	Stage I: Draw 1 card
1	Kidnapped Rarity	SD01F-C07	Stage II: All your chars get +1 Insp.
1	Outwitting the Dogs	SD01F-C08	Stage III: Recover a Rarity from discard
1	Home with the Goods	SD01F-C09	Stage IV: You win!

Scene Deck (15)

Qty	Card Name	Card #	Notes
4	Carousel Boutique	SD01-ER06	Ins Boost: Your Rarity gets +1
4	Manhattan Street	SD01-ER12	Ins Boost: Your Rarity gets +1
4	Fluttershy's Cottage	SD01-ER02	Ins Boost: Your Fluttershy gets +1
3	Golden Oak Library	SD01-ER01	Ins Boost: Your Twilight gets +1

★ Strategy Notes

Stack 8 Rarity-boosting Scenes. Rarity's Farewell-heavy strategy means your characters dying is a feature, not a bug—every retirement triggers value.

Main Deck (50)

Qty	Card Name	Card #	Notes
4	Rarity	SD01F-C03	Cost 1, Power 2 — cheap drop

4	Rarity	SD01F-C01	Cost 4, Power 5 — Farewell: send home opp. Insp. ≤ 2
4	Opal	SD01F-C05	Cost 2, Power 4 — solid Pet
2	Sweetie Belle	SD01F-C04	Cost 1, Power 2 — cheap
2	Rarity	SD01F-C02	Cost 5, Power 7 — big
2	SR Rarity	SD01F-SR01	Cost 3, Power 4 — Farewell: recover event/item from discard
2	SR Opal	SD01F-SR02	Cost 3, Power 4 — Appear: Rarity gets +2 Insp.
2	CR Rarity	SD01-CR06	Cost 2, Power 4 — Appear: w/ Opal, find event from top 2
2	U Rarity	SD01F-U01	Cost 2, Power 3 — Farewell: draw 1
2	U Rarity	SD01F-U02	Cost 4, Power 6 — vanilla
2	U Sweetie Belle	SD01F-U03	Cost 3, Power 4 — Farewell: recover event Harmony ≤ 3
2	U Opal	SD01F-U04	Cost 2, Power 3 — Appear: Rarity gets +2 Insp.
2	GR Rarity	SD01-GR06	Cost 5, Power 5 — AZ: other chars +1 Insp.
2	U Rarity	SD01-U06	Cost 2, Power 3 — Farewell: recover event Harmony ≤ 2
2	Rarity	SD01-C06	Cost 1, Power 2 — shared pool cheap drop
	Events (10–12)		
4	Steam Therapy	SD01F-SPR03	Cost 2 — Recover event from discard Harmony ≤ 3
4	Dressed to Impress	SD01F-SPR02	Cost 1 — Draw 1 if Rarity in play
2	Tailor Made	SD01F-SPR01	Cost 2 — Rarity (Insp. ≤ 3) survives conversation
	Items (2)		
2	Dress Form	SD01F-SPR04	Cost 1 — Holder gets +1 on opp's turn

★ Strategy Notes

Rarity plays a value game. Your characters retiring isn't a problem—it's a feature. SR Rarity returns events/items from discard when she retires. U Sweetie Belle does the same. Steam Therapy recycles events too. You'll constantly loop your best cards. CR Rarity + Opal combo lets you dig for events from the top of your deck. Dressed to Impress at cost 1 is your cheapest draw engine.

Building Your Own Deck

Once you're comfortable with the starter decks, you can start mixing and matching cards. Here are the core rules and tips:

The Golden Ratios

- **Characters:** 34–40 of your 50 Main Deck cards. You need characters to fill lanes.
- **Events:** 6–12 cards. Too many and you'll have hands full of events with no characters to play.
- **Items:** 2–6 cards. Items are powerful but need a character to equip to. Pinkie is the exception—she can go heavier.
- **Scene Deck:** Prioritize Scenes that boost YOUR main pony. Fill remaining slots with Scenes that boost any splash characters.

Mana Curve Tips

Your deck should have a healthy spread of costs:

- **Cost 1–2:** 16–20 characters. These are your early plays. You need to fill lanes on Turns 1 and 2.
- **Cost 3–4:** 12–16 characters. Your midrange. These characters win conversations.
- **Cost 5+:** 4–8 characters. Your closers. Don't overload—you won't have mana to play them until mid-game.

Splashing Other Ponies

You can mix characters from different starter decks! If you own both Twilight and Fluttershy decks, try:

- Adding Spike and Owoowiscious to a Fluttershy Pet deck for card draw
- Adding Angel and Fluttershy variants to a Twilight deck for defensive turns
- Running Rainbow Dash's send-home events (Training Mishap) in any deck to open up lanes

◆ Cross-Deck Combos to Try

Twilight + Spike draw engine in any deck. Rainbow Dash send-home events to open lanes. Applejack's Scene untapping with any mana-hungry strategy. Rarity's Farewell recycling for long games. Fluttershy's friendly Pet team with any slow quest deck.

"The best deck is the one you understand inside and out." — Twilight Sparkle

Appendix: Complete Rules for TCG Players

A guide for Magic, Pokémon, and Yu-Gi-Oh players

The 30-Second Pitch

Imagine a 2-player TCG where your **lands come from a separate deck and flip automatically each turn**, your creatures fight in **3 fixed lanes** (like Legends of Runeterra), and instead of reducing your opponent's life to zero, you're **racing to complete a 4-stage quest**. Your opponent blocks your quest with face-down trap cards, and you block theirs. First to finish their quest—or to deck out their opponent—wins.

Games take 20–30 minutes. The learning curve is about one game if you already know any TCG. The game itself is clean and intuitive—this guide maps everything to concepts you already know.

The Rosetta Stone: Kayou → MTG / TCG Terms

The Kayou MLP TCG uses its own flavor-rich vocabulary. Here's how it maps to terms you already know:

Kayou Term	MTG / TCG Equivalent	Notes
Force of Harmony	Mana cost	The number in the top-left corner of a card. Pay it by tapping Scenes.
Inspiration	Power / Attack	The number at the bottom. Used to determine who wins combat.
Scene cards	Lands	They tap for mana AND have combat-buff abilities. Flip 1 per turn from a separate deck.
Adventure Area	Battlefield / Board	Where your creatures go. Has exactly 3 slots (lanes).
Contact	Combat / Battle	When two opposing creatures fight by comparing Inspiration.
Conversation	Combat (on card text)	Same as Contact. Cards say “leaves play because of a conversation.”
Retirement Area	Graveyard	Where defeated creatures, used events, and discarded cards go.
Promote the Story	Advance your quest	Move your leader token to the next stage. Reach Stage IV = win.
Plans	Face-down traps	4 random cards from your deck placed on your story during setup. They block your opponent.
Intervene the Plan	Destroy a trap	Remove an opponent's Plan so you can advance past that stage.

Main Character	Commander / Avatar	Your leader card. It's a game piece, not a fighter. Tracks your story progress.
Appear	ETB (enters the battlefield)	Triggers when a creature enters the Adventure Area.
Farewell	Dies / leaves play trigger	Triggers when a creature leaves the Adventure Area.
Adorn	Equip / Attach	Put an item on a creature. Max 1 item per creature.
Tap / Exhaust	Tap	Same as MTG. Turn card sideways.
Ins Boost	Combat trick (on Scenes)	Flip a face-up Scene face-down during combat to buff your creature.

Deck Construction

Your full game deck has 70 cards split into four components:

Component	Size	MTG Equivalent
Main Deck	50	Your library — Characters (creatures), Events (instants/sorceries), Items (equipment)
Scene Deck	15	A separate land deck that auto-flips. Like Flesh & Blood's pitch system but simpler.
Story Deck	4	Your quest chain: Stages I → II → III → IV. Reaching IV wins the game.
Main Character	1	Your commander/avatar. Sits in the Story Area as a progress tracker.

Deck-building rules

Max 4 copies of any card (by card ID; Shining * foil versions count as the same ID). Exception: "Everyday Scene" cards are unlimited in the Scene Deck. Story cards must share the same Main Title and be Stages I through IV.

Setup (5 Minutes, Tops)

1. Shuffle your Main Deck and Scene Deck separately. Opponent cuts.
2. Place your Main Character card on the left side of your Story Area.
3. Lay out your 4 Story cards left-to-right: Stage I → II → III → IV.
4. Flip a coin for first player.
5. Draw 5 cards. You may mulligan once (shuffle all 5 back, draw 5 new).
6. Each player puts the top 4 cards of their Main Deck face-down onto their Story cards. These are Plans — your opponent's shields. Think of them like set traps in Yu-Gi-Oh.

7. First player places 1 Scene face-down. Second player places 1 Scene face-up.

Plans are the most unique mechanic

Neither player can look at Plans. They're random cards from your deck placed as shields on each Story stage. Your opponent must "Intervene" (destroy) your Plans before they can advance past that stage. Some cards have Pre-plan abilities that fire when removed—like a trap going off.

The Board: 3 Lanes

Each player has **3 slots** in their Adventure Area, arranged in lanes facing the opponent's 3 slots (like Legends of Runeterra or Artifact). Each slot holds 1 creature max. Once placed, **creatures cannot move between slots** unless a card effect explicitly allows it. When all 3 slots are full, you can't play more creatures until one dies.

Think of it as a smaller, fixed-lane battlefield. No attacking into any defender you want—your left creature fights their left creature, period.

Turn Structure

Phase 1: Starting Phase

(MTG equivalent: Untap → Upkeep → Draw)

- Untap all your tapped creatures and Scenes.
- Draw 1 card. (Skip this on the very first turn of the game. If your deck is empty, you lose.)
- Flip the top card of your Scene Deck face-up into your Scene Area. (This is automatic — you get +1 "land" every turn, guaranteed, no mana screw.)
- Process start-of-turn effects (unwrap Presents, etc.).

Phase 2: Main Phase

(MTG equivalent: Main Phase 1. There is no Main Phase 2.)

Play creatures, events, and items from your hand by **tapping Scene cards** to pay their Force of Harmony cost (the number in the top-left corner = mana cost). Use activated abilities on creatures already on the board (the ones that say "Adventure Area: [cost] → [effect]"). You can play and activate as many things as you can afford, in any order.

The mana system is elegant

No mana screw, no mana flood. You get exactly 1 new "land" per turn from your Scene Deck automatically. You start with 1 Scene, so turn 1 you have 1 mana, turn 2 you have 2, turn 3 you have 3, etc. The strategic depth comes from the fact that Scenes are also combat buffs (see Contact Phase below)—so tapping a Scene for mana means you can't use its buff in combat.

Phase 3: Contact Phase (Combat)

(MTG equivalent: *Combat Phase*, but positional. Skipped for the first 2 turns of the game.)

Process each lane one at a time, always in order: **Left** → **Middle** → **Right**. For each lane, one of three things happens:

If both players have a creature in the lane: **CONTACT (Combat)**

1. Active player may flip any number of face-up Scenes face-down to use their “Ins Boost” abilities (e.g., “Your Twilight Sparkle gets +1 Inspiration”). This is your combat trick window.
2. Opponent does the same.
3. Compare total Inspiration (printed power + all buffs). Higher total wins. Tied = both lose.
4. Winner’s creature stays. Loser’s creature goes to the Retirement Area (graveyard), triggering any Farewell (dies) abilities.

Think of it like blockers are pre-assigned by lane. No choice about who blocks whom—your Left fights their Left. The only choice is how many Scene buffs to burn.

If only you have a creature in the lane: **TAKE ACTION**

This is how you advance the game. You have an uncontested creature, so you pick **one** of:

a) **Promote the Story** — advance your Main Character one stage forward. BUT: if your opponent has a Plan (face-down trap) on the matching stage, you **cannot promote**. You must Intervene first. If you reach Stage IV, you win.

b) **Intervene the Plan** — remove your opponent’s lowest-stage Plan. Flip it face-up. If it has a Pre-plan ability (like a trap effect), it fires. Otherwise, your opponent adds it to their hand.

This is the core strategy loop

You need uncontested lanes to advance your story, but your opponent is trying to fill all 3 lanes to block you. Meanwhile, even with an open lane, their Plans still block you until you spend actions to Intervene them. The game becomes a resource tug-of-war: spend actions removing Plans (defense) or push for promotion (offense)?

If you have no creature in the lane: SKIP — Move on to the next lane. Nothing happens.

Phase 4: End Phase

(MTG equivalent: *End step + cleanup*)

- End all “until end of turn” effects.
- Discard down to 10 cards if your hand is over 10. (The hand limit is very generous.)

How to Win

1. **Promote your Main Character to Stage IV.** The Stage IV Story card says “you win the game” — it’s a rule action, not a card ability, so it can’t be countered.
2. **Your opponent tries to draw when their Main Deck is empty.** (Mill win, like MTG.)

In practice, most games end via story completion. Mill is the backup clock that prevents stalling.

Card Ability Glossary

Every ability in the game maps cleanly to something you already know:

Keyword	You Know It As	How It Works
Appear	ETB trigger	Fires once when the creature enters the Adventure Area. Like “When ~ enters the battlefield” in MTG.
Farewell	Dies trigger	Fires when the creature leaves the Adventure Area (combat loss, removal, etc.). Like “When ~ dies” in MTG.
Pre-plan	Trap trigger	Only fires when this card is removed as a Plan from the Story Area. Like a face-down trap in Yu-Gi-Oh.
Adventure Zone: (continuous)	Static ability	Always active while the creature is on the board. Like “Other creatures you control get +1/+1.”
Adventure Zone: Tap →	Activated ability	Tap the creature during your Main Phase to use it. Like “T: Draw a card” in MTG.
Plan (Main Phase)	Sorcery-speed ability	Activate during your Main Phase only. Like a sorcery-speed activated ability.
Ins Boost	Scene combat trick	Flip a Scene face-down during the Contact Phase to buff a creature. Like a land with a combat trick attached.
Explore	Scene activated ability	Flip a Scene face-down during your Main Phase for an effect.
Regulation text	Casting restriction	Conditions that must be met to play the card. Like “Cast only if you control a Dragon.”

Key Strategic Concepts

The Scene Tension

Scenes are your lands **and** your combat tricks. Every face-up Scene can either be tapped for mana (Main Phase) or flipped face-down for its Ins Boost (Contact Phase). Once flipped for a boost, a Scene is face-down—it can still tap for mana, but it **cannot boost again** until you get

new face-up Scenes. This means every time you boost, you're spending a future resource. Managing this tension is the core skill of the game.

The Retirement Area Is a Resource

Unlike most TCGs where the graveyard is passive, several key cards care about what's in your Retirement Area. For example, Twilight Sparkle's CR card reads: "If you have 2 or more events in your Retirement Area, all your characters get +1 Inspiration." Pinkie Pie's reverses it: "While you have 2 or more items in your Retirement Area, all opposing characters get -1 Inspiration." Build your graveyard deliberately.

If you've played Lorcana, Flesh & Blood, or any game with graveyard-matters themes, this will feel familiar.

Lane Control Wins Games

You can only Promote or Intervene from **uncontested lanes**—lanes where you have a creature and your opponent doesn't. This means keeping all 3 enemy lanes occupied is the best defense (they can't take actions), while clearing a lane for yourself is the best offense. The 3-slot limit creates natural tension: do you spread thin to contest all lanes, or stack one lane with your best creature?

Plans Create the Clock

There are 4 Plans blocking your path (one per Story stage). Even if you dominate the board, you must spend uncontested-lane actions to Intervene each Plan before you can Promote past it. With 4 Plans and 3 lanes, and Contact Phase skipped for the first 2 turns, the game has a natural pacing: **earliest possible win is around turn 8-10**, giving both players time to develop.

Turn Quick Reference

Step	What You Do
1. Untap	Untap all your creatures and Scenes.
2. Draw	Draw 1 card. (Skip on the very first turn.)
3. Add Scene	Flip top card of Scene Deck face-up into your Scene Area.
4. Upkeep	Process start-of-turn effects (Presents, etc.).
5. Main Phase	Play creatures, events, items. Activate abilities. Tap Scenes to pay costs.
6. Contact Phase	Process lanes L → M → R. Combat, Promote, Intervene, or Skip per lane. (Skip entirely for the first 2 turns.)
7. Erase	End all "until end of turn" effects.
8. Discard	Discard to 10 if over hand limit.

Based on the official Kayou Comprehensive Regulation v1.0.0

Translated into TCG-player-friendly language, April 2026