

MY LITTLE PONY™ COLLECTIBLE CARD GAME RULES

GAME OVERVIEW

The game revolves around Problem cards, which give points to the players who successfully overcome them. Players assign their Friend cards and Mane Character cards to these Problems to help confront them. Friend and Mane Character cards each have a color and a power value, which players use to meet the Problems' requirements.

Each Problem card has two sets of requirements: one for the card's owner and one for the owner's opponent. When a player meets a Problem's requirements, that player is said to *confront* that Problem and scores a point.

A Problem is *solved* either when both players have confronted it or a single player has confronted both Problems. Once a Problem is solved, it's replaced by a new Problem. **The first player to score 15 points wins.**

What You Need to Play

In order to play My Little Pony CCG, you need a Mane Character card, a deck of 10 Problem cards, a deck of at least 45 other cards, and a small number of counters.

Collectible Card Game

You may purchase decks that contain all the cards you need to start playing My Little Pony CCG. Many more cards are available in booster packs that allow you to discover exciting new strategies, personalize this deck, or create whole new decks of your own design!

The Golden Rule

If the text on a card conflicts with the text in these rules, the card text takes precedence.

THE CARDS

There are six types of cards in the game:



Problem Cards

Problem cards represent the various obstacles, difficulties, and challenges that ponies face during their adventures in Equestria. Each player has a deck of 10 Problems, and can have only one Problem in play at any time. Problems supply most of the points you'll need to win the game.



Mane Character Cards

Each player starts the game with a Mane Character card in play. A Mane Character has a color (indicated by the icon in the upper right corner) and a power value (the number next to the color). When assigned to a Problem, a Mane Character contributes its power and color toward solving that Problem.

Mane Characters are two-sided. They begin the game with the side marked "Start" face-up, then turn over to the other side when the conditions listed on the card are met.

Note that while Mane Characters are very similar to Friend cards, they are not Friends. Mane Characters can't be targeted by cards and effects that target Friends, and they can't be removed from play.



Friend Cards

Friend cards may be played either to a Problem or to your *home* (the play area directly in front of you). Friends are the primary way to solve Problems. Like Mane Characters, Friends each have a color and a power value. While they are assigned to a Problem, they contribute their power and color toward solving that Problem.

Friend cards are not unique or limited; you may have as many copies of a single Friend card in play as you wish.



Event Cards

Event cards have a one-time effect on the game and then go to the discard pile.

Events have a timing word or phrase in their text telling you when they can be played, such as "Main Phase" or "Any Phase." Events are played primarily on your turn. If an Event has either the "Faceoff" or "Reaction" timing words, it can be played when the trigger occurs during your opponent's turn. (See below for timing rules.)



Resource Cards

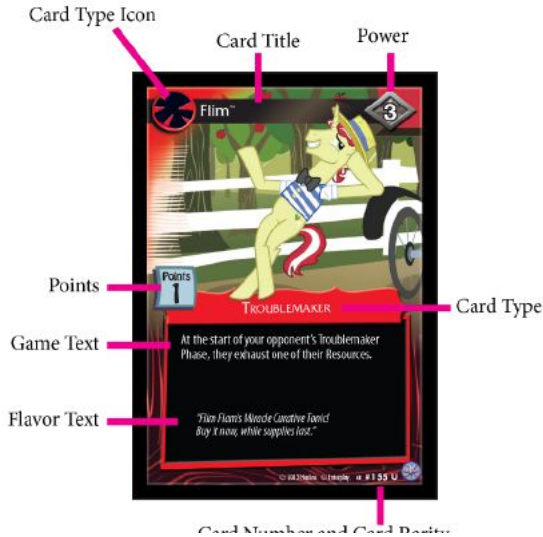
Resource cards represent objects, locations, and other assets. You play them either to your home or on other cards as instructed by their game text.



Troublemaker Cards

Troublemaker cards represent the disruptive characters in Equestria. You play these cards *face-down* at a Problem. They have no effect until they're turned face-up ("uncovered") at the beginning of your Troublemaker Phase. Each player can have no more than one Troublemaker at each Problem, regardless of whether that Troublemaker is face-up or face-down. (See below for details on playing and defeating Troublemakers.)

Important: You can't score points from a Problem that has an opponent's face-up Troublemaker.



Reference Cards

In addition to the cards used to play the game, each deck includes a Turn Card and Score Slider card. Your Turn Card lists the actions you can take during your Main Phase and how many action tokens it costs to take them. Your Score Slider card is used to track your score, and displays the number of action tokens you collect each turn, as determined by the score of the player with the highest score among the players. (See below for details on collecting action tokens.)



IMPORTANT CONCEPTS

To play the game, you should understand the following concepts:

Home:

The play area directly in front of you is your home. Your home has a limit to how many Friend cards you can have in it, as determined by your Mane Character card. If you have more Friends at home than allowed, you must dismiss one or more of them from play at the end of your turn.

Action Tokens:

To play cards or take certain actions, you must spend *action tokens*. You gain action tokens at the start of your turn, based on the score of the player with the most points. (See the Ready Phase section of these rules for details.) Unspent action tokens accumulate from one turn to the next. In game text, action tokens are represented by icons, such as this: ①.

Faceoff:

To overcome Troublemakers or determine which player most helps solve a Problem, you must have a *faceoff*. To resolve a faceoff, add up the power values of all your cards involved in the faceoff plus the power of the top card of your deck. Compare this total to your opponent's faceoff total. The player with the highest total wins the faceoff. (See below for faceoff triggers and rewards.)

Characters:

The term *characters* refers to both your Mane Character card and your Friend cards.

Confront:

If your characters at a Problem fulfill that Problem's requirements, you successfully *confront* that Problem. (See the Score Phase section for details on confronting Problems and scoring points.)

Exhausted Cards:

While a card is *exhausted*, it can't be involved in faceoffs or help you confront Problems. Once exhausted, a card is marked with a counter and can't be exhausted again until it is *readied* (see below for readying cards).

Frightened Cards:

While a card is *frightened*, it is flipped face-down and is considered to be blank (having no color, power, or any text). It can't be involved in faceoffs or help you confront Problems. While frightened, a card can't be exhausted. When a card becomes frightened, any Resources on it are dismissed.

Ready Cards:

When you *ready* a card, it's no longer exhausted or frightened.

Dismissed:

When a card is *dismissed*, it is removed from play and put into its owner's discard pile.

Banished:

When a card is *banished*, it is removed from play entirely.

GAME SETUP

In addition to your cards, you will need a small number of beads, coins, or other counters to use as action tokens and to mark exhausted cards.

Each player will also need a Mane Character card.

To set up the game, both players follow these steps:

1. Place your reference cards in front of you on the right. Slide the score slider under the turn card so that only the "0 points" row is visible.
2. Place your Mane Character, "Start" side up, in your home.
3. Choose a Problem card marked "Starting Problem" from your Problem deck and place it, face-up, between yourself and your opponent. (Make sure that the game text is facing you and not your opponent.) Shuffle the rest of your Problem deck and set it beneath your starting problem.
4. Randomly determine which player will take the first turn.
5. Shuffle your draw deck and draw six cards. If you don't like this hand, you may shuffle it back into your deck and draw six cards again. You may do this once.



PLAYING THE GAME

The game is played in a series of turns. Each player takes a full turn before the other player takes a turn.

Turn Order

Each player's turn is divided into four phases, which are played in the following order:

1. **READY PHASE**
2. **TROUBLEMAKER PHASE**
3. **MAIN PHASE**
4. **SCORE PHASE**

Ready Phase

This phase is divided into three steps:

Step 1. Draw a card. (**Exception:** On the very first turn of the game, the first player does not draw a card.)

Step 2. Ready your exhausted cards, if any, by removing the exhaustion tokens from them. (Frightened cards do not ready at this time.)

Step 3. Collect action tokens. The number of action tokens you collect on your turn is determined by the score of the player with the most points, as detailed below:

If the highest score is...	You collect this many action tokens
0-1	2
2-5	3
6-10	4
11 or more	5

Example 1: At the start of your turn, you have 1 point and your opponent has 2. During the Ready Phase of your turn, you collect 3 action tokens.

Example 2: Later in the game, you start your turn tied with your opponent at 4 points. During the Ready Phase of your turn, you collect 3 action tokens.

Example 3: At the start of your turn, you have 6 points and your opponent has 4. During the Ready Phase of your turn, you collect 4 action tokens.

Note that the above chart is part of each player's Score Slider card. To see how many action tokens are collected, the player with the most points looks at the visible portion of his/her score slider card and checks the number listed in the "action tokens per turn" column.

Troublemaker Phase

If you or your opponent have played Troublemaker cards during a previous turn, this is the phase when those cards may be resolved. If there are no Troublemakers at any Problems, you may skip this phase. (See the Main Phase section of these rules for details on playing Troublemakers at Problems.)

This phase is divided into two steps:

Step 1: Uncover your Troublemakers. To *uncover* a Troublemaker card, turn it face-up. If you have any face-down Troublemaker cards, turn them face-up, and then resolve any game text that's triggered. Those cards are now "in play."

Exception: If there is a Troublemaker with the "Villain" keyword at a Problem, face-down Troublemakers at that problem are *not* uncovered during this step. (See below for more details on Villain Troublemakers.)

Step 2: Challenge Troublemakers. If you have at least one character at a Problem with *either* an opponent's face-up Troublemaker or a Villain Troublemaker, you may choose to challenge that Troublemaker to a faceoff. (See below for details on resolving faceoffs.) If you win this faceoff, the Troublemaker is dismissed and you score the points listed on its card. If you lose, you must send one of your characters at that Problem to your home. **Note:** You can't challenge your own Troublemaker unless it has the "Villain" keyword.

A Note on Placing Troublemaker Cards

When you uncover a Troublemaker, turn it face-up and place it on the Problem so that it covers your opponent's requirements. This serves as a reminder that your opponent can't confront this Problem until the Troublemaker is defeated.

When you uncover a Villain Troublemaker, place it across the Problem so that it covers both players' requirements as a reminder that neither of you can confront the Problem until it's defeated.



Main Phase

During this phase you can take the following actions in any order:

Play Friends, Resources, and Events: Each of these card types has its action token cost printed on it. To play one of these cards, pay its action token cost, then put the card into play. Friends are played to your home or to a Problem, Events take effect and are then dismissed, and Resources are played wherever their text says they may be played.

Note that many cards have a play requirement. In order to play these cards, you must, in addition to paying its cost, already have in play the required power on characters of the required color. For example, a card may require 2 (purple) in order to be played. If you have at least two purple Friends with 1 power each, or one purple Friend with at least 2 power, you can play this card.

Move: For 2 action tokens, you may move one of your characters from your home to a Problem, from a Problem to home, or from one Problem to another.

Play Troublemakers: For 1 action token, you may play a Troublemaker card *face-down* at a Problem where you don't already have a Troublemaker. This Troublemaker has no effect until it is uncovered. (This usually happens during the Troublemaker Phase of your next turn.)

Draw a card: For 1 action token, you may draw the top card of your draw deck.

Ready frightened cards: For 2 action tokens, you may turn face-up and ready one of your cards that is frightened.

Use Game Text: You may also have cards in play whose game text can be executed in the Main Phase. This may require you to exhaust those cards and/or pay action tokens.

You may end your Main Phase even if you still have tokens remaining. Those tokens will carry over to your next turn.

Score Phase

During this phase, you may score points by successfully confronting Problems and winning faceoffs.

RESOLVING PROBLEMS

First, you must resolve each Problem at which you have at least one character. If you have characters at multiple Problems, you may resolve those Problems in any order you wish.

For each Problem at which you have at least one character, carry out the following steps:

Step 1. Check for Troublemakers. If there is an *opponent's* face-up Troublemaker, or *any* face-up Troublemaker with the "Villain" keyword at this Problem, you can't try to confront this Problem. In that case, you must resolve another problem or move on to the second part of the Score Phase, "Resolving Faceoffs."

Step 2. You must now check to see if your characters at the Problem are fulfilling the requirements on your side of that Problem. Those requirements vary based on whether the Problem is yours or your opponent's:

For your Problem: You are required to fulfill a certain amount of power with characters of certain colors. Some problems require two different colors (such as 2 + 2). Others require one color to be a specific color while the other can be any color or combinations of colors other than the first (such as 2 + 2).

For your opponent's Problem: You aren't required to use characters of a specific color, but you need to provide the required amount of power in any color or combination of colors.

Important Note: *Exhausted and frightened characters can't help fulfill a Problem's requirements.*

If you are fulfilling the requirements, you successfully confront that Problem and score 1 point. (If you have any card effects that are triggered when you confront a Problem, they take effect after you have scored this point.)

Step 3. Check if you are the *first* player to successfully confront the Problem. If you are, score that Problem's bonus points. (Neither player can score bonus points for confronting this Problem again.)

After you've resolved one Problem, go on to resolve the other Problem. After you've resolved both problems, it's time to resolve faceoffs, if any.

Example 1: Evelyn has two Friends at a Problem. One of them is with 2 power, the other is with 2 power. The Problem's requirements are , so she can confront the Problem and score a point.

Example 2: Later Evelyn has those two Friends at a different Problem. The Problem's requirements are and , so again she can confront the Problem and score a point.

Example 3: Several turns later, when those Problems have been replaced with new ones, Evelyn has those two Friends at a new Problem with requirements of and . While she has characters with 4 power total, the Friend only has 2 power, so she can't confront the Problem.

Resolving Faceoffs

If you have confronted a Problem, there is a chance that you may have a faceoff at that Problem.

If you have confronted *both* Problems this turn, then you must have a *double Problem faceoff*, then replace both Problems. Double Problem faceoffs are detailed below. (Note that if you have a double Problem faceoff, you don't have a regular Problem faceoff, which is detailed below.)

If you have confronted *one* Problem this turn, and your opponent can *also* confront that Problem (that is, your opponent can fulfill its requirements), you must have a Problem faceoff, then replace the Problem (as detailed below). **Remember:** If you have a Troublemaker at the Problem, your opponent can't confront it.

Note: If you are fulfilling the requirements for a Problem, you will confront that Problem and score a point every turn until either that Problem is replaced or you can no longer confront it.

Example 1: Laura is playing against Victor. During the Score Phase, she has characters with **3** and **1** at the Problem, which fulfills its requirement. She confronts the Problem and scores a point. After scoring the point, she looks at what characters Victor has at the Problem and see that he has characters with **5**, which fulfills his side of the Problem. Since both players can confront the Problem, they must have a Problem faceoff.

Example 2: During another Score Phase, Laura has characters with **3** and **1** at one Problem and characters with **3** at the other Problem, fulfilling the requirements at both. Victor has characters with **4** at one of those Problems, also fulfilling its requirement. Laura confronts both Problems, one at a time in the order of her choosing, and scores a point for each one. Because Laura confronted both problems this turn, she and Victor must have a double Problem faceoff. (While Victor does fulfill his side of one of the Problems, it doesn't matter because a double Problem faceoff takes precedence over a regular Problem faceoff.)

Solving and Replacing Problems

After resolving a Problem faceoff, that Problem is considered "solved" and is replaced. First, all characters at that Problem go home and all Resources played on the Problem are dismissed. The Problem is then put at the bottom of its Problem deck and the next Problem in the deck is played. (Note that any face-down Troublemakers at the Problem remain in place, and will be at the new Problem.)

End of Turn

At the end of your turn, you must first check the number of cards in your hand. If you have more than 8 cards, you must discard down to 8. Then check the number of Friend cards in your home. If you have more than the home limit listed on your Mane Character, you must dismiss down to your home limit. (Note that Resource cards and your Mane Character don't count toward your home limit.)

After you check these items, your turn is over and your opponent's turn begins.

Faceoff Resolution

To resolve a faceoff, add up the power values of all your cards involved in the faceoff plus the power of the top card of your deck. Compare this total to your opponent's faceoff total. The player with the highest total wins the faceoff.

There are three types of faceoffs.

- **Troublemaker faceoffs** happen when you challenge a Troublemaker during your Troublemaker Phase. (Remember, you can only challenge your opponent's Troublemakers or your own Villain Troublemakers.)
- **Problem faceoffs** happen during the Score Phase when *both* you *and* your opponent are fulfilling the requirements for the same Problem.
- **Double Problem faceoffs** happen during the Score Phase when you are fulfilling the requirements for *both* Problems (regardless of whether or not your opponent is fulfilling the requirements).

Regardless of the faceoff's type, it is resolved as follows:

Step 1: Determine which cards are involved.

- In a **Troublemaker faceoff**, when you challenge a Troublemaker, all your characters at the Troublemaker's Problem are involved. The Troublemaker is also involved, though your opponent's characters at that Problem are not.
- In a **Problem faceoff**, all your characters at the Problem are involved, as are all your opponent's characters at the Problem.
- In a **double Problem faceoff**, all your characters at *both* Problems are involved, as are all your opponent's characters at *both* Problems. (Remember: If you have a double Problem faceoff, you don't have a regular Problem faceoff.)

In all faceoffs, characters that are exhausted or frightened are *not* involved (with the exception of characters with the Stubborn keyword, which are still involved even if exhausted).

Step 2: Flip. Both players flip and reveal the top cards of their decks. (**Note:** Ignore everything on the card except its power value.)

Step 3: Take actions. Starting with the non-active player, the players take turns playing Events or taking other actions to affect the flip and the outcome of the faceoff. These Events and actions must have the timing word "Faceoff" on them in order to be used at this time. Players continue taking turns until both players pass sequentially.

Step 4: Compare totals. Each player adds up the total power of all their cards involved in the faceoff plus the power value of the card(s) they flipped. This is their total faceoff power. The player with the highest total faceoff power wins the faceoff. (If the total is a tie, both players flip again and add the new power value, and keep flipping until the tie is broken.)

At the end of the faceoff, all cards flipped for the faceoff are placed face-down at the bottoms of their respective owners' draw decks in the order their owners choose.

Problem Faceoff Example: Laura is playing against Victor and it is her turn. They are about to have a Problem faceoff, which means that all their characters at that Problem are involved. Laura's characters have a total of 4 power; Victor's have a total of 5 power.

Both players flip: Laura gets a card with 3 power, Victor gets a card with 1 power. Because it's Laura's turn, Victor gets the first chance to take an action, and he plays an Event that lets him flip an additional card. He does so and flips a card with 2 power.

Laura has no actions to take, so they move onto the final step and compare totals: Laura has 7 total faceoff power; Victor has 8. Victor wins the faceoff.

Troublemaker Faceoff Example: On Victor's turn, during his Troublemaker Phase, he decides to challenge the Troublemaker that Laura played on a previous turn. His characters at the Troublemaker's Problem have a total power of 3; the Troublemaker has a power of 4. Both players flip a card: Victor gets a card with 2 power, Laura gets a card with 5 power. Neither player has actions to take, so they compare totals: Victor has 5 total faceoff power; Laura (on behalf of the Troublemaker) has 9. Victor loses the Troublemaker faceoff and Laura wins the faceoff.

Winning or Losing a Faceoff

The result of winning a faceoff depends on the faceoff type:

Winning a Troublemaker faceoff: When you challenge a Troublemaker and win the faceoff, the Troublemaker is dismissed and you score its points, as described above.

Losing a Troublemaker faceoff: When you challenge a Troublemaker and your opponent wins the faceoff, you must choose one of your characters involved in the faceoff and move it home.

Winning a Problem faceoff: The winner scores a number of points equal to the bonus points on the Problem, then the Problem is replaced (as detailed above).

Winning a double Problem faceoff: The winner scores a number of points equal to the greater of the two bonus points on the Problems, then both Problems are replaced (as detailed above).

KEYWORDS

Some cards may have one or more keywords in their game text. These words give those cards special abilities as detailed below:

Caretaker: Characters with this keyword get +1 power while at a Problem with at least one of your Critter Friends.

Inspired: At the start of your Main Phase, look at a number of cards on the top of an opponent's deck equal to the number of cards you have in play with this keyword. Put each of those cards on either the top or the bottom of that player's deck in any order.

Random: During a faceoff, for each of your characters with this keyword involved in that faceoff, the first time you flip a card with 1 power, you may ignore that card's power and flip a new card.

Starting Problem: At the beginning of the game, you must choose a Problem with this keyword to be your first Problem of the game.

Stubborn: Even while exhausted, characters with this keyword can still apply their power during the Score Phase and be involved in faceoffs as if they were ready.

Studious: When you win a faceoff, if you have at least one character with this keyword involved in that faceoff, gain an action token.

Swift: Moving a character with this keyword costs you 1 less action token.

Villain: When you uncover a Troublemaker with this keyword, dismiss all other face-up Troublemakers at that Problem and frighten all Friends at that Problem. While a Villain Troublemaker is face-up at a Problem, neither player can confront that Problem, and face-down Troublemakers are not uncovered at that Problem. Any player may challenge a Villain Troublemaker during their Troublemaker Phase.

TIMING RULES

When you take an action, that action must be fully resolved before another action can take place.

Cards with game text you can execute while they are in play have a timing word or phrase in their text telling you when they can be used, such as "Main Phase" or "Any Phase." By default, you can only play cards and take actions during your own turn.

There are two exceptions to this rule:

Faceoffs: Cards and actions with the "Faceoff" timing word can be used during faceoffs, even during your opponent's turn. (See "Faceoffs" above for details.) Note that some cards and actions specify "Troublemaker Faceoff" or "Problem Faceoff"; these can only be used during the specified type of faceoff.

Reactions: Cards and actions with the "Reaction" timing word can be used at any time that their requirements are met, even if it's on your opponent's turn. For example, if an Event's text says "Reaction: Play this card when a character moves to a Problem," you could play it on your turn (when you move a character) or on your opponent's turn (when your opponent does so). A reaction can't be played until its trigger is fully resolved.

A reaction can only be played once per trigger. Multiple different reactions may be played in response to the same trigger, but each reaction must be from a different card, and fully resolve before the next one takes effect.

When a trigger would allow a reaction, the player who did not activate the trigger has the first opportunity to react. Players take turns playing reactions until both players pass sequentially.

DECK BUILDING

While you may play the game using nothing more than a purchased deck, you may wish to modify that deck or build a new deck from scratch according to the rules and strategies below.

Mane Character

Every deck needs a Mane Character. Choose one for your deck, noting its game text and color.

Draw Deck

You need a minimum of 45 cards in your draw deck, which is made up of Friends, Events, Resources, and Troublemakers. Your deck may be made up of any combination of these cards, though it should ideally contain about 25 Friends and 20 Resources, Troublemakers, and/or Events. There is a limit of three copies of any individual card in your draw deck.

When building a deck, be aware of your cards' colors and play requirements. It's essential to have enough Friends that either have no requirement or have a requirement that can be met by your Mane Character. Without them, you may find yourself with cards in your hand that don't meet the requirements to play. (Friend colors are also important for solving Problems, so make sure you have at least two different colors in your deck.)










Problem Deck

Your Problem deck is composed of exactly 10 Problem cards. There is a limit of two copies of any individual card in your Problem deck. At least one of your Problem cards must have the "Starting Problem" keyword. When building your Problem deck, note the color requirements and make sure that you have sufficient Friends in those colors to solve those Problems.

OTHER RULES

Movement: When game text allows you to "move" a card, you may move it to a Problem from your home, to your home from a Problem, or from one Problem to another unless otherwise specified. Furthermore, when game text says a card can't be moved, that card still goes home when its Problem is replaced. Finally, note that playing a card is different than moving a card; if you want to trigger a card's movement text, you must first play it, then move it.

Running Out of Cards: If you run out of cards in your draw deck, just skip the draw step of your Ready Phase and keep playing. If you need to flip a card for a faceoff, but have no cards in your draw deck, skip the flip step of the faceoff. (Your Problem deck will never run out of cards, since replaced Problems are put at the bottom of your Problem deck.)

Power and Color: Some game text gives bonus power, such as "Choose a Friend to get +2 power." Others give bonus power and a color, such as "Choose a Friend to get +2 . Note that when a character receives both bonus power and a color, it has both its original color and that bonus color, as well the bonus power. For example, if you give a  Friend with 1 power +2 , that Friend is both  and  and has 3 power. (Note, however, that when confronting a Problem, a character with multiple colors can still only apply its power to one color requirement. The example  /  Friend could apply its power to either a  requirement or a  requirement, but not both.)

Negative Values: It's possible for a character's power to be modified so that it is less than zero. During faceoffs involving these Friends, or when resolving these Friend's Problems, their power is considered to be zero. For example, if you have two Friends in a faceoff, one with 3 power and another with -2, your total power in the faceoff would be 3.

CREDITS

Original Game Concept - Amanda Craig, Pavel Smith

Art Direction/Graphic Design - Leslie Irwin, Dan Burns

Story and Concepting - Rob Broughton, Leslie Irwin, Dean Irwin, Gail Tilden

Game Design & Development - Amanda Craig, Darrell Hardy (Lead Designer), Trevor McGregor (Lead Developer), Rob Broughton, Pavel Smith

Additional Design - Justin Beal, Julie McGregor, Victor Potter

Editing - Jason Winter, Dean Irwin, Gail Tilden

Playtesting - Kayla Arthur, Erika Bashman, Justin Beal, Tracy Blanton, Julie Brammer, Daniel Chamberlain, Noah Chopper, James Denny, Mike Devanandan, Alexander Duncan, Nathaniel Fulton, Michael Girard, Ian Golden, Donna Hardy, Evelyn Hardy, Laura Hardy, Anna Hoffer, Dalton Hoffine, Adam Hollister, David Homan, Christine Hullemeier, Cambris Kain, Cheryl Kallenbach, Dakota Kessler, Jordan King, Jeffery Kinner, Ricardo Lopez, Anna McElroy, Emily McGregor, Julie McGregor, Andy Meier, Keyana Merrick, Matthew Myers, David John Pack, Michael Pembroke, Victor Potter, Joshua Reetz, Seth Rochling, Justin Simms, John Temple, Evan Watson, Jay Webb, and Andrew Zimmer

GenCon 2013 Volunteers -Ray Davis, Natassja King, David Nadler, Donnie Rose, Chris Russell, Jamie Song, Kenneth Weathington, John Williams, Randy Witte, Melissa Young.

NYCC 2013 Volunteers -Johnathan Chao, Nicolas Gonzalez, Andrew Harrington, Ulysses Lopez, Jillian Patterson, Vince Ravancho, Taz Sylvia, Macklin Xu, Jesse Young.

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