

Princess Twilight Sparkle
There's A Spell For That! 1

START

ALICORN • ROYALTY
Home Limit 3

Main Phase: Reveal your hand. If no two cards in your hand have the same name, turn this card over.

"It might not be easy studying everything, but it makes you prepared for anything."

#4 U

Princess Twilight Sparkle
There's A Spell For That! 3

BOOSTED

ALICORN • ROYALTY
Home Limit 4

At the start of your turn, you may reveal the top card of your deck. If you do, you may pay 1 less to play the first card with that card's name this turn.

"It's actual magic!"

#4 U

Princess Twilight Sparkle
Conspiracy 3

COST
4
1

FRIEND
ALICORN • ROYALTY

Training 2 (When this card enters play, if you have a Friend with higher power than this card, you may draw 2 cards, then discard 2 cards.)
While you have two or more Events in your discard pile, you may pay 2 less to play this card.

"What do you mean you don't understand my 4,137-step plan to sneak into the castle?! I've been planning this for weeks! It's perfect!"

#34 U

Princess Twilight Sparkle
Conspiracy 3

COST
4
1

FRIEND
ALICORN • ROYALTY

Training 2 (When this card enters play, if you have a Friend with higher power than this card, you may draw 2 cards, then discard 2 cards.)
While you have two or more Events in your discard pile, you may pay 2 less to play this card.

"What do you mean you don't understand my 4,137-step plan to sneak into the castle?! I've been planning this for weeks! It's perfect!"

#34 U

Princess Twilight Sparkle
Conspiracy 3

COST
4
1

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ALICORN • ROYALTY

Training 2 (When this card enters play, if you have a Friend with higher power than this card, you may draw 2 cards, then discard 2 cards.)
While you have two or more Events in your discard pile, you may pay 2 less to play this card.

"What do you mean you don't understand my 4,137-step plan to sneak into the castle?! I've been planning this for weeks! It's perfect!"

#34 U

Ruffled Pages
Exchange Student 3

COST
3

FRIEND
PEGASUS

If you control no Friends, you may pay 1 less to play this card.

"The library at Cloudsdale University has nothing on the one here! Also, you don't have to dive off the clouds to catch books when they fall through."

#10 C

Ruffled Pages
Exchange Student 3

COST
3

FRIEND
PEGASUS

If you control no Friends, you may pay 1 less to play this card.

"The library at Cloudsdale University has nothing on the one here! Also, you don't have to dive off the clouds to catch books when they fall through."

#10 C

Ruffled Pages
Exchange Student 3

COST
3

FRIEND
PEGASUS

If you control no Friends, you may pay 1 less to play this card.

"The library at Cloudsdale University has nothing on the one here! Also, you don't have to dive off the clouds to catch books when they fall through."

#10 C

Angel Wings
Returning Fan 2

COST
3
2

FRIEND
PEGASUS

Training 1 (When this card enters play, if you have a Friend with higher power than this card, you may draw a card, then discard a card.)
When you discard this card, you may pay 1 to put it into play.

"I know some ponies have a lot on their minds, but I never mind trying to meet them later!"

#4 C

Angel Wings
Returning Fan

2

COST
3
2



FRIEND
PEGASUS

Training 1 (When this card enters play, if you have a Friend with higher power than this card, you may draw a card, then discard a card.)
When you discard this card, you may pay 1 to put it into play.

"I know some ponies have a lot on their minds, but I never mind trying to meet them later!"

#4 C

Angel Wings
Returning Fan

2

COST
3
2



FRIEND
PEGASUS

Training 1 (When this card enters play, if you have a Friend with higher power than this card, you may draw a card, then discard a card.)
When you discard this card, you may pay 1 to put it into play.

"I know some ponies have a lot on their minds, but I never mind trying to meet them later!"

#4 C

Gallus
Cleaning Up

1

COST
3
3



FRIEND
GRIFFON

Training 2 (When this card enters play, if you have a Friend with higher power than this card, you may draw 2 cards, then discard 2 cards.)
When you discard a card, put a +1 power counter on this card.

"Chores? More like an opportunity to work out!"

#5 U

Gallus
Cleaning Up

1

COST
3
3



FRIEND
GRIFFON

Training 2 (When this card enters play, if you have a Friend with higher power than this card, you may draw 2 cards, then discard 2 cards.)
When you discard a card, put a +1 power counter on this card.

"Chores? More like an opportunity to work out!"

#5 U

Daybreaker
Scorched Earth

3

COST
2
3
3



FRIEND
ALICORN • ROYALTY

Swift (You pay -1 to move this card.)
When you discard a card for the first time each turn, gain 1.

"All you have to do is get rid of anypony who stands in your way!"

#56 R

Daybreaker
Scorched Earth

3

COST
2
3
3



FRIEND
ALICORN • ROYALTY

Swift (You pay -1 to move this card.)
When you discard a card for the first time each turn, gain 1.

"All you have to do is get rid of anypony who stands in your way!"

#56 R

Twilight Sparkle's Balloon

4

COST
1
2
2



RESOURCE • ASSET

Play to your home.
When you move a character, look at the top card of your deck. You may put that card on the bottom of your deck.

Did somepony say toyetic?

#126 U

Twilight Sparkle's Balloon

4

COST
1
2
2



RESOURCE • ASSET

Play to your home.
When you move a character, look at the top card of your deck. You may put that card on the bottom of your deck.

Did somepony say toyetic?

#126 U

Tranquility

2

COST
1
1



EVENT

Main Phase: Gain 1, then gain an additional 1 for each card named Tranquility in your discard pile. Draw a card.

For just a few fleeting moments, the cares of the world washed away and everything was perfect.

#104 C

Tranquility 2

COST
1
1



EVENT

Main Phase: Gain 1, then gain an additional 1 for each card named Tranquility in your discard pile. Draw a card.

For just a few fleeting moments, the cares of the world washed away and everything was perfect.

#104 C

Tranquility 2

COST
1
1



EVENT

Main Phase: Gain 1, then gain an additional 1 for each card named Tranquility in your discard pile. Draw a card.

For just a few fleeting moments, the cares of the world washed away and everything was perfect.

#104 C

Royal Scorn 4

COST
2
2



EVENT

Main Phase: Move an opposing Friend at a Problem to its controller's home. If that Friend has 2 or less power, frighten it. When you discard this card, you may pay 1 to move or frighten an opposing Friend.

There aren't many ponies that have stood their ground against a Look like that.

#95 C

Royal Scorn 4

COST
2
2



EVENT

Main Phase: Move an opposing Friend at a Problem to its controller's home. If that Friend has 2 or less power, frighten it. When you discard this card, you may pay 1 to move or frighten an opposing Friend.

There aren't many ponies that have stood their ground against a Look like that.

#95 C

Dinky Doo Looking Up 2

COST
2
1



FRIEND
 Unicorn • Foal

Training 1 (When this card enters play, if you have a Friend with higher power than this card, you may draw a card, then discard a card.)

Not every foal is as lucky to have as many big sisters as Dinky Doo!

#31 C

Dinky Doo Looking Up 2

COST
2
1



FRIEND
 Unicorn • Foal

Training 1 (When this card enters play, if you have a Friend with higher power than this card, you may draw a card, then discard a card.)

Not every foal is as lucky to have as many big sisters as Dinky Doo!

#31 C

Dinky Doo Looking Up 2

COST
2
1



FRIEND
 Unicorn • Foal

Training 1 (When this card enters play, if you have a Friend with higher power than this card, you may draw a card, then discard a card.)

Not every foal is as lucky to have as many big sisters as Dinky Doo!

#31 C

Golden Horseshoe 4

COST
1
3



RESOURCE • ACCESSORY

Play on one of your characters.

Main Phase: Exhaust this card to move one of your characters to this card's area. When this card readies, you may reattach it to another character.

*"Relay races are easy. All you have to do is take the horseshoe, then go fast!"
 — Rainbow Dash*

#115 U

Golden Horseshoe 4

COST
1
3



RESOURCE • ACCESSORY

Play on one of your characters.

Main Phase: Exhaust this card to move one of your characters to this card's area. When this card readies, you may reattach it to another character.

*"Relay races are easy. All you have to do is take the horseshoe, then go fast!"
 — Rainbow Dash*

#115 U

Lotus Blossom
Full-Coat Scrub

2

COST
2



FRIEND
EARTH PONY

When this card enters play, choose one of your characters and a color. That character has that color until the end of the turn.

"Seaweed wrap and mud bath coming right up!"

#76 C

Lotus Blossom
Full-Coat Scrub

2

COST
2



FRIEND
EARTH PONY

When this card enters play, choose one of your characters and a color. That character has that color until the end of the turn.

"Seaweed wrap and mud bath coming right up!"

#76 C

Lotus Blossom
Full-Coat Scrub

2

COST
2



FRIEND
EARTH PONY

When this card enters play, choose one of your characters and a color. That character has that color until the end of the turn.

"Seaweed wrap and mud bath coming right up!"

#76 C

Rushed Makeover

3

COST
1



EVENT

Main Phase: Choose a color. One of your characters has that color until the end of the turn.

You may pay **1** less to play your next card this turn whose play requirement includes the chosen color.

It wasn't the fastest complete wardrobe replacement that Rarity has pulled off, but it was close.

#98 C

Rushed Makeover

3

COST
1



EVENT

Main Phase: Choose a color. One of your characters has that color until the end of the turn.

You may pay **1** less to play your next card this turn whose play requirement includes the chosen color.

It wasn't the fastest complete wardrobe replacement that Rarity has pulled off, but it was close.

#98 C

Rushed Makeover

3

COST
1



EVENT

Main Phase: Choose a color. One of your characters has that color until the end of the turn.

You may pay **1** less to play your next card this turn whose play requirement includes the chosen color.

It wasn't the fastest complete wardrobe replacement that Rarity has pulled off, but it was close.

#98 C

Baby Flurry Heart
Peas Was Never An Option

3

COST
3



FRIEND
ALICORN • ROYALTY • FOAL

When this card enters play, you may banish an opposing Resource. If you do, gain a number of action tokens equal to that Resource's cost.

She didn't say much, but the look said it all: "I'm about to ruin this mare's whole week."

#29 C

Baby Flurry Heart
Peas Was Never An Option

3

COST
3



FRIEND
ALICORN • ROYALTY • FOAL

When this card enters play, you may banish an opposing Resource. If you do, gain a number of action tokens equal to that Resource's cost.

She didn't say much, but the look said it all: "I'm about to ruin this mare's whole week."

#29 C

Olden Pony
Shoe Seeker

4

Points
0



TROUBLEMAKER

While your Mane Character is on its Start side, this card has +3 power.

"Who's got my rusty horseshoe?"

#130 C

Olden Pony
Shoe Seeker

Points **0**

TROUBLEMAKER

While your Mane Character is on its Start side, this card has +3 power.

"Who's got my rusty horseshoe?"

#130 C

Olden Pony
Shoe Seeker

Points **0**

TROUBLEMAKER

While your Mane Character is on its Start side, this card has +3 power.

"Who's got my rusty horseshoe?"

#130 C

Winterzilla
Giant Gremlin

Points **1**

TROUBLEMAKER

When this card is turned face-up, you may pay **1** to dismiss an opposing Resource.

"Does EVERYPONY other than me know that winterchillas turn into winterzillas after dark?!" - Rainbow Dash

#126 U

Winterzilla
Giant Gremlin

Points **1**

TROUBLEMAKER

When this card is turned face-up, you may pay **1** to dismiss an opposing Resource.

"Does EVERYPONY other than me know that winterchillas turn into winterzillas after dark?!" - Rainbow Dash

#126 U

Beat The Rush

COST **2**

2

EVENT

Immediate: Move up to two of your characters.

"We're already late! Go faster!" - Rainbow Dash

#81 C

Beat The Rush

COST **2**

2

EVENT

Immediate: Move up to two of your characters.

"We're already late! Go faster!" - Rainbow Dash

#81 C

PROBLEM

Bonus 1

Rookie Mistake

During a faceoff here, you may pay **1** less to play your first card during that faceoff.

"Looks like our newest member just got her callsign!" - Spitfire

3 **2**

#141 C

PROBLEM

Bonus 1

Rookie Mistake

During a faceoff here, you may pay **1** less to play your first card during that faceoff.

"Looks like our newest member just got her callsign!" - Spitfire

3 **2**

#141 C

PROBLEM

Bonus 1

Buzzer Keepaway

Main Phase: Pay **3** to score a point. Activate this ability no more than once per turn.

"BANANAAAAA!" - Twilight Sparkle

3 **4**

#130 U

PROBLEM

Bonus 1

6



PROBLEM

Buzzer Keepaway

Main Phase: Pay ③ to score a point. Activate this ability no more than once per turn.

"BANANAAAAAS!" — Twilight Sparkle

3 + 4

#130 U

PROBLEM

Bonus 0

9



PROBLEM

Alternative Solution

If you would perform a Confront Step at an opposing Problem, you may perform an additional Confront Step at this Problem instead.

"Is it really necessary to do all of that? I have a better idea." — Twilight Sparkle

2 + 2

#133 U

PROBLEM

Bonus 0

9



PROBLEM

Alternative Solution

If you would perform a Confront Step at an opposing Problem, you may perform an additional Confront Step at this Problem instead.

"Is it really necessary to do all of that? I have a better idea." — Twilight Sparkle

2 + 2

#133 U

Gourmand Ramsneigh
Tartarus' Kitchen

1

COST 4

3



FRIEND
UNICORN

When this card enters play, you may frighten a Friend here. If you do, put a number of +1 power counters on this Friend equal to the frightened Friend's printed power.

"These hay fries are so raw they haven't even sprouted yet!"

#7 C

Gourmand Ramsneigh
Tartarus' Kitchen

1

COST 4

3



FRIEND
UNICORN

When this card enters play, you may frighten a Friend here. If you do, put a number of +1 power counters on this Friend equal to the frightened Friend's printed power.

"These hay fries are so raw they haven't even sprouted yet!"

#7 C

PROBLEM

Bonus 1

6



PROBLEM

Pranking Opportunity

When you frighten a Friend for the first time each turn, you may draw a card, then discard a card.

"Bwahahaha! Did you see their faces?" — Rainbow Dash

3 + 4

#140 U

PROBLEM

Bonus 1

6



PROBLEM

Pranking Opportunity

When you frighten a Friend for the first time each turn, you may draw a card, then discard a card.

"Bwahahaha! Did you see their faces?" — Rainbow Dash

3 + 4

#140 U

PROBLEM

Bonus 1

7



PROBLEM

Mystery at Hope Hollow

Starting Problem. When this Problem becomes solved, you may search your deck for a card with no play requirement, reveal it, and put it into your hand.

"Is anyone here?"

5

#132 C

PROBLEM

Bonus 1

7



PROBLEM

Mystery at Hope Hollow

Starting Problem. When this Problem becomes solved, you may search your deck for a card with no play requirement, reveal it, and put it into your hand.

"Is anyone here?"

5

#132 C

