

Rainbow Dash
Flight Instructor

1

START

PEGASUS
Home Limit 3

Immediate: If you control 3 or more characters with different power, turn this card over.

"Pick up the pace, rookies!"

#1 U

Rainbow Dash
Flight Instructor

3

BOOSTED

PEGASUS
Home Limit 4

When you move a character to any Problem for the first time each turn, you may move another one of your characters with 1 less power to the same Problem.

"No showboating! Stay together as a team!"

#1 U

Rainbow Dash
Professor of Loyalty

2

COST
2

FRIEND
PEGASUS

When this card enters play, if a player has 8 or more points, you may frighten a Friend.

"You can't learn teamwork at a desk! Let's get on the court and play!"

#12 C

Rainbow Dash
Professor of Loyalty

2

COST
2

FRIEND
PEGASUS

When this card enters play, if a player has 8 or more points, you may frighten a Friend.

"You can't learn teamwork at a desk! Let's get on the court and play!"

#12 C

Rainbow Dash
Professor of Loyalty

2

COST
2

FRIEND
PEGASUS

When this card enters play, if a player has 8 or more points, you may frighten a Friend.

"You can't learn teamwork at a desk! Let's get on the court and play!"

#12 C

Prince Rutherford
Best At Friendship

3

COST
3

1

FRIEND
ALLY • YAK • ROYALTY

Unity 5: **Swift** (You pay -1 to move this card.)
Unity 10: When you move this card to a Problem, you may move another one of your characters to the same Problem.

"YAKS BEST AT FRIENDSHIP! Well, Yak not like to say, but ponies best at teaching friendship."

#8 C

Prince Rutherford
Best At Friendship

3

COST
3

1

FRIEND
ALLY • YAK • ROYALTY

Unity 5: **Swift** (You pay -1 to move this card.)
Unity 10: When you move this card to a Problem, you may move another one of your characters to the same Problem.

"YAKS BEST AT FRIENDSHIP! Well, Yak not like to say, but ponies best at teaching friendship."

#8 C

Grampa Gruff
Griffon Leader

1

COST
1

FRIEND
GRIFFON • ELDER • CHAOTIC

Chaos: When this card is flipped, one of your characters gets +2 power and has until the end of the turn.
Unity 7: This card has +2 power. (While you have characters with total power 7 or greater, this card has the preceding text.)

"You want to go back to living in the Ruins of Griffonstone? No? Then we're going to help our friends."

#6 C

Grampa Gruff
Griffon Leader

1

COST
1

FRIEND
GRIFFON • ELDER • CHAOTIC

Chaos: When this card is flipped, one of your characters gets +2 power and has until the end of the turn.
Unity 7: This card has +2 power. (While you have characters with total power 7 or greater, this card has the preceding text.)

"You want to go back to living in the Ruins of Griffonstone? No? Then we're going to help our friends."

#6 C

Chancellor Neighsay
Unicorn Leader

1

COST 1

FRIEND
UNICORN • CHAOTIC

Chaos: When this card is flipped, one of your characters gets +2 power and has ☹ until the end of the turn.

Unity 7: This card has +2 power. (While you have ☹ characters with total power 7 or greater, this card has the preceding text.)

"I may not see eye to eye with Twilight, but none can doubt that she needs our friendship with utmost haste."

#30 C

Chancellor Neighsay
Unicorn Leader

1

COST 1

FRIEND
UNICORN • CHAOTIC

Chaos: When this card is flipped, one of your characters gets +2 power and has ☹ until the end of the turn.

Unity 7: This card has +2 power. (While you have ☹ characters with total power 7 or greater, this card has the preceding text.)

"I may not see eye to eye with Twilight, but none can doubt that she needs our friendship with utmost haste."

#30 C

Princess Twilight Sparkle
Headmare

2

COST 2

FRIEND
ALICORN • ROYALTY

When you play an Event with cost 2 or less, if a player has 8 or more points, you may banish this card to copy that Event's effects.

"It's easy to run the school when you have so many creatures helping you!"

#38 C

Princess Twilight Sparkle
Headmare

2

COST 2

FRIEND
ALICORN • ROYALTY

When you play an Event with cost 2 or less, if a player has 8 or more points, you may banish this card to copy that Event's effects.

"It's easy to run the school when you have so many creatures helping you!"

#38 C

Princess Twilight Sparkle
Headmare

2

COST 2

FRIEND
ALICORN • ROYALTY

When you play an Event with cost 2 or less, if a player has 8 or more points, you may banish this card to copy that Event's effects.

"It's easy to run the school when you have so many creatures helping you!"

#38 C

Tempest Shadow
Open Skies

3

COST 3

1

FRIEND
UNICORN

Unity 5: **Prepared** (When an opponent starts a faceoff here, gain ☹.)

Unity 10: When you play an Event, you may exhaust this card to move an opposing character.

"Even at my darkest, Twilight brought out the good inside of me and opened up my eyes to friendship."

#37 C

Tempest Shadow
Open Skies

3

COST 3

1

FRIEND
UNICORN

Unity 5: **Prepared** (When an opponent starts a faceoff here, gain ☹.)

Unity 10: When you play an Event, you may exhaust this card to move an opposing character.

"Even at my darkest, Twilight brought out the good inside of me and opened up my eyes to friendship."

#37 C

Princess Celestia
Restricted Section

2

COST 2

4

FRIEND
ALICORN • ROYALTY

Immediate: Exhaust this card to banish an Event from a discard pile.

This card has +1 power for each Event in each Banished Zone.

"Over a thousand years of ruling Equestria has taught me that some knowledge must be carefully guarded."

#37 C

Princess Celestia
Restricted Section

2

COST 2

4

FRIEND
ALICORN • ROYALTY

Immediate: Exhaust this card to banish an Event from a discard pile.

This card has +1 power for each Event in each Banished Zone.

"Over a thousand years of ruling Equestria has taught me that some knowledge must be carefully guarded."

#37 C

Flash Magnus
Desperate Charge

3

COST
3

FRIEND
PEGASUS

Main Phase: Pay ① to draw 2 cards, then discard 2 cards.

"Here comes the cavalry!"

#4 U

Flash Magnus
Desperate Charge

3

COST
3

FRIEND
PEGASUS

Main Phase: Pay ① to draw 2 cards, then discard 2 cards.

"Here comes the cavalry!"

#4 U

Quibble Pants
Rules Lawyer

3

COST
3

FRIEND
EARTH PONY

Meticulous 1 (At the start of your turn, you may look at the top card of your deck and put it on either the top or bottom of your deck.)

While this card is at a Problem with a Troublemaker, this card has **Competitive 3**.
(While involved in a faceoff, this card has +3 power.)

"It says very clearly on page 647 of the Expanded Buckball Tournament Rules that..."

#63 U

Quibble Pants
Rules Lawyer

3

COST
3

FRIEND
EARTH PONY

Meticulous 1 (At the start of your turn, you may look at the top card of your deck and put it on either the top or bottom of your deck.)

While this card is at a Problem with a Troublemaker, this card has **Competitive 3**.
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"It says very clearly on page 647 of the Expanded Buckball Tournament Rules that..."

#63 U

Quibble Pants
Rules Lawyer

3

COST
3

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While this card is at a Problem with a Troublemaker, this card has **Competitive 3**.
(While involved in a faceoff, this card has +3 power.)

"It says very clearly on page 647 of the Expanded Buckball Tournament Rules that..."

#63 U

Dr. Hooves
Vice-Headstallion Applicant

2

COST
2

FRIEND
EARTH PONY

Meticulous 1 (At the start of your turn, you may look at the top card of your deck and put it on either the top or bottom of your deck.)

When you put a card on top of your deck, you may move this card.

"Every second that passes you've traveled a second into the future! We are all time travelers!"

#61 U

Dr. Hooves
Vice-Headstallion Applicant

2

COST
2

FRIEND
EARTH PONY

Meticulous 1 (At the start of your turn, you may look at the top card of your deck and put it on either the top or bottom of your deck.)

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COST
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When you put a card on top of your deck, you may move this card.

"Every second that passes you've traveled a second into the future! We are all time travelers!"

#61 U

Safety Lecture

4

COST
1

EVENT

Main Phase: Frighten a Friend. If a player has 8 or more points, you may dismiss a frightened Friend instead.

"And if you do that, you're gonna be in a full-body wing and hoof cast, DRINKING THROUGH A STRAW!" – Spitfire

#99 C

Safety Lecture 4

COST
1
2



EVENT

Main Phase: Frighten a Friend. If a player has 8 or more points, you may dismiss a frightened Friend instead.

"And if you do that, you're gonna be in a full-body wing and hoof cast. DRINKING THROUGH A STRAW!" – Spitfire

#99 C

Safety Lecture 4

COST
1
2



EVENT

Main Phase: Frighten a Friend. If a player has 8 or more points, you may dismiss a frightened Friend instead.

"And if you do that, you're gonna be in a full-body wing and hoof cast. DRINKING THROUGH A STRAW!" – Spitfire

#99 C

Levitation Meditation 4

COST
2
3



EVENT

Immediate: Move an opposing character. If you play this card during your Main Phase, you may move two opposing characters instead.

*"The hardest thing about knowing magic is knowing when not to use it."
– Star Swirl the Bearded*

#95 C

Levitation Meditation 4

COST
2
3



EVENT

Immediate: Move an opposing character. If you play this card during your Main Phase, you may move two opposing characters instead.

*"The hardest thing about knowing magic is knowing when not to use it."
– Star Swirl the Bearded*

#95 C

Twilighting 4

COST
1
2



EVENT

Immediate: Look at the top three cards of your deck. Put one into your hand, one on top of your deck, and one on the bottom of your deck.

"Did I put 'remove redundant lists' on my personal to-do list or my School of Friendship to-do list? I need another list!"

#103 C

Twilighting 4

COST
1
2



EVENT

Immediate: Look at the top three cards of your deck. Put one into your hand, one on top of your deck, and one on the bottom of your deck.

"Did I put 'remove redundant lists' on my personal to-do list or my School of Friendship to-do list? I need another list!"

#103 C

In The Zone 5

COST
1
3



RESOURCE • CONDITION

Play on a character.
When you play an Event for the first time each turn, put a Magic counter on this card.
Immediate: Exhaust this card to give that character +1 power for each Magic counter on this card until the end of the turn.

"Ask me another question! I want to stay in the zone. Sleep in the zone. Wake up in the zone!" – Twilight Sparkle

#114 C

In The Zone 5

COST
1
3



RESOURCE • CONDITION

Play on a character.
When you play an Event for the first time each turn, put a Magic counter on this card.
Immediate: Exhaust this card to give that character +1 power for each Magic counter on this card until the end of the turn.

"Ask me another question! I want to stay in the zone. Sleep in the zone. Wake up in the zone!" – Twilight Sparkle

#114 C

In The Zone 5

COST
1
3



RESOURCE • CONDITION

Play on a character.
When you play an Event for the first time each turn, put a Magic counter on this card.
Immediate: Exhaust this card to give that character +1 power for each Magic counter on this card until the end of the turn.

"Ask me another question! I want to stay in the zone. Sleep in the zone. Wake up in the zone!" – Twilight Sparkle

#114 C

Riled Up 4

COST
1 4

EVENT

Immediate: Ready one of your characters.
Unity 70: That character gets **Competitive 3** until the end of the turn.

"Well, well, well. Up to your old tricks again, huh?!" – Rainbow Dash

#96 C

Riled Up 4

COST
1 4

EVENT

Immediate: Ready one of your characters.
Unity 70: That character gets **Competitive 3** until the end of the turn.

"Well, well, well. Up to your old tricks again, huh?!" – Rainbow Dash

#96 C

Cragadile 5
Big Teeth

Points
1

TROUBLEMAKER

At the start of a faceoff involving this card, you may pay **2** to frighten a Friend involved in the faceoff.

Cragadile. Large reptile with stone scales. Do not approach from the front.
 – excerpt from *Monstrous Manual*, by Marey Hijinx

#122 C

Cragadile 5
Big Teeth

Points
1

TROUBLEMAKER

At the start of a faceoff involving this card, you may pay **2** to frighten a Friend involved in the faceoff.

Cragadile. Large reptile with stone scales. Do not approach from the front.
 – excerpt from *Monstrous Manual*, by Marey Hijinx

#122 C

Cragadile 5
Big Teeth

Points
1

TROUBLEMAKER

At the start of a faceoff involving this card, you may pay **2** to frighten a Friend involved in the faceoff.

Cragadile. Large reptile with stone scales. Do not approach from the front.
 – excerpt from *Monstrous Manual*, by Marey Hijinx

#122 C

Winterzilla 4
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 4
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 4
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

PROBLEM 7 5

Bonus
1

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 anypony here?"

#132 C

PROBLEM

Bonus 1

Buzzer Keepaway

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

"BANANAAAAAST!" – Twilight Sparkle

3 **4**

#130 U

PROBLEM

Bonus 2

Moving Out

When you frighten a Friend for the first time each turn, you may move one of your characters.

For a young filly, losing your life-long friends is unthinkable.

3 **3** **3**

#131 C

PROBLEM

Bonus 1

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

Harsh Accusations

Starting Problem. At the start of your turn, if none of your characters have a color other than ②, you may pay ① to move one of your characters at home.

It really stings when your adventure stories get compared to reference books.

3 **2**

#158 C

PROBLEM

Bonus 2

Moving Out

When you frighten a Friend for the first time each turn, you may move one of your characters.

For a young filly, losing your life-long friends is unthinkable.

3 **3** **3**

#131 C

PROBLEM

Bonus 2

Recipe Research

When this Problem is confronted, put an Ingredient counter on this card.

When you play an Event, you may remove 2 Ingredient counters from this card to copy its effects.

2 **4**

#133 C

PROBLEM

Bonus 1

Harsh Accusations

Starting Problem. At the start of your turn, if none of your characters have a color other than ②, you may pay ① to move one of your characters at home.

It really stings when your adventure stories get compared to reference books.

3 **2**

#158 C

PROBLEM

Bonus 1

Buzzer Keepaway

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

"BANANAAAAAST!" – Twilight Sparkle

3 **4**

#130 U

PROBLEM

Bonus 2

Recipe Research

When this Problem is confronted, put an Ingredient counter on this card.

When you play an Event, you may remove 2 Ingredient counters from this card to copy its effects.

2 **4**

#133 C

