

START

Pinkie Pie
Having A Blast

1

EARTH PONY
Home Limit 3

Main Phase: Pay \otimes to turn this card over, where X is the number of cards in your hand minus 1.

"We've been over the games and the dances and the punch and I think this party will be perfect!"

#148 U

BOOSTED

Pinkie Pie
Having A Blast

3

EARTH PONY
Home Limit 5

At the start of your Score Phase, you may exhaust this card and discard any number of random cards to dismiss an opposing non-token Friend with cost equal to the number of cards discarded this way.

A face full of high-velocity confetti is nothing to sneeze at.

#149 U

Pinkie Pie
Professor of Laughter

2

FRIEND
EARTH PONY

When this card enters play, if a player has 8 or more points, you may dismiss a Friend with 2 or less power.

"Remember to keep your claws, hooves, paws, wings and tail inside the cannon at all times."

#31 C

Pinkie Pie
Professor of Laughter

2

FRIEND
EARTH PONY

When this card enters play, if a player has 8 or more points, you may dismiss a Friend with 2 or less power.

"Remember to keep your claws, hooves, paws, wings and tail inside the cannon at all times."

#31 C

Pinkie Pie
Professor of Laughter

2

FRIEND
EARTH PONY

When this card enters play, if a player has 8 or more points, you may dismiss a Friend with 2 or less power.

"Remember to keep your claws, hooves, paws, wings and tail inside the cannon at all times."

#31 C

Berry Punch
Earth Pony Leader

1

FRIEND
EARTH PONY • 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 mean we won't have any more parties? Not on my watch. Let's go help our friends!"

#21 C

Berry Punch
Earth Pony Leader

1

FRIEND
EARTH PONY • 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 mean we won't have any more parties? Not on my watch. Let's go help our friends!"

#21 C

Berry Punch
Earth Pony Leader

1

FRIEND
EARTH PONY • 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 mean we won't have any more parties? Not on my watch. Let's go help our friends!"

#21 C

Gilda
Bridging With Baking

3

FRIEND
GRIFFON

Unity 5: **Agile** (You can use the Move action to move this card as an Immediate action.)

Unity 10: Your characters here have **Eccentric 1** (Opponents need + to confront this card's Problem.)

"It doesn't take much to start friendships that last forever."

#24 C

Gilda
Bridging With Baking

3

COST
3

1

FRIEND
GRIFFON

Unity 5: **Agile** (You can use the Move action to move this card as an Immediate action.)
Unity 10: Your characters here have **Eccentric 1** (Opponents need +1 to confront this card's Problem.)

"It doesn't take much to start friendships that last forever."

#24 C

Rarity
Professor of Generosity

2

COST
2

FRIEND
UNICORN

While a player has 8 or more points, your opponent's home limit is reduced by 1.

"When one's ensemble is so fabulous, it simply must be displayed to the world!"

#48 C

Rarity
Professor of Generosity

2

COST
2

FRIEND
UNICORN

While a player has 8 or more points, your opponent's home limit is reduced by 1.

"When one's ensemble is so fabulous, it simply must be displayed to the world!"

#48 C

Rarity
Professor of Generosity

2

COST
2

FRIEND
UNICORN

While a player has 8 or more points, your opponent's home limit is reduced by 1.

"When one's ensemble is so fabulous, it simply must be displayed to the world!"

#48 C

Thorax
Changeling Leader

1

COST
1

FRIEND
CHANGELING • ROYALTY • 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 don't think I need to tell everything how much our friends have helped us. Now they need our help."

#47 C

Thorax
Changeling Leader

1

COST
1

FRIEND
CHANGELING • ROYALTY • 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 don't think I need to tell everything how much our friends have helped us. Now they need our help."

#47 C

Thorax
Changeling Leader

1

COST
1

FRIEND
CHANGELING • ROYALTY • 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 don't think I need to tell everything how much our friends have helped us. Now they need our help."

#47 C

Pharynx
Changed Changeling

3

COST
3

1

FRIEND
CHANGELING

Unity 5: **Showy 1** (Opponents must pay +1 to move characters to this card's Problem.)
Unity 10: As an opponent plays an Event, you may exhaust this card and pay (2) to cancel that Event.

"I actually get along with the rest of the hive now. Maybe there is something to all this friendship."

#41 C

Pharynx
Changed Changeling

3

COST
3

1

FRIEND
CHANGELING

Unity 5: **Showy 1** (Opponents must pay +1 to move characters to this card's Problem.)
Unity 10: As an opponent plays an Event, you may exhaust this card and pay (2) to cancel that Event.

"I actually get along with the rest of the hive now. Maybe there is something to all this friendship."

#41 C

Pharynx
Changed Changeling

3

COST
3
1

FRIEND
CHANGELING

Unity 5: **Showy 1** (Opponents must pay +1 to move characters to this card's Problem.)
Unity 10: As an opponent plays an Event, you may exhaust this card and pay 2 to cancel that Event.

"I actually get along with the rest of the hive now. Maybe there is something to all this friendship."

#41 C

Yona & Sandbar
Smashing Fashion

3

COST
3
2
2

FRIEND
ALLY • EARTH PONY • YAK

Showy 1 (Opponents must pay +1 to move characters to this card's Problem.)
 Opponents must pay +1 to play cards to Problems with one or more of your characters with **Showy**.

Yona's Yakyakistan-inspired fashions are taking Manehattan's runways by storm thanks to Sandbar's marketing genius!

#71 R

Yona & Sandbar
Smashing Fashion

3

COST
3
2
2

FRIEND
ALLY • EARTH PONY • YAK

Showy 1 (Opponents must pay +1 to move characters to this card's Problem.)
 Opponents must pay +1 to play cards to Problems with one or more of your characters with **Showy**.

Yona's Yakyakistan-inspired fashions are taking Manehattan's runways by storm thanks to Sandbar's marketing genius!

#71 R

Yona & Sandbar
Smashing Fashion

3

COST
3
2
2

FRIEND
ALLY • EARTH PONY • YAK

Showy 1 (Opponents must pay +1 to move characters to this card's Problem.)
 Opponents must pay +1 to play cards to Problems with one or more of your characters with **Showy**.

Yona's Yakyakistan-inspired fashions are taking Manehattan's runways by storm thanks to Sandbar's marketing genius!

#71 R

Princess Cadance
Lost-Parent

2

COST
2
2
2

FRIEND
ALICORN • ROYALTY

If an opposing Friend or Troublemaker would be dismissed, you may exhaust this card to banish that Friend or Troublemaker instead.

The foal knows exactly where it is – that's not the problem. The problem is the parent is lost and very, very upset.

#77 U

Princess Cadance
Lost-Parent

2

COST
2
2
2

FRIEND
ALICORN • ROYALTY

If an opposing Friend or Troublemaker would be dismissed, you may exhaust this card to banish that Friend or Troublemaker instead.

The foal knows exactly where it is – that's not the problem. The problem is the parent is lost and very, very upset.

#77 U

Princess Cadance
Lost-Parent

2

COST
2
2
2

FRIEND
ALICORN • ROYALTY

If an opposing Friend or Troublemaker would be dismissed, you may exhaust this card to banish that Friend or Troublemaker instead.

The foal knows exactly where it is – that's not the problem. The problem is the parent is lost and very, very upset.

#77 U

Chaos Magic Blast

4

COST
2
2

EVENT • CHAOTIC

Chaos: When this card is flipped, dismiss a random opposing Friend.
Immediate: Choose a number, then dismiss a random opposing Friend with cost equal to that number.

Biting pineapples are significantly more dangerous than most ponies would imagine.

#83 C

Chaos Magic Blast

4

COST
2
2

EVENT • CHAOTIC

Chaos: When this card is flipped, dismiss a random opposing Friend.
Immediate: Choose a number, then dismiss a random opposing Friend with cost equal to that number.

Biting pineapples are significantly more dangerous than most ponies would imagine.

#83 C

Surprise Summoning 4

COST
2
3



RESOURCE • DILEMMA

When you play this card, you may put a Friend with cost 2 or less from your discard pile into play here.

*"Whoever broke us out of Tartarus must be very powerful indeed."
— Lord Tirek*

Bonus 2

#116 U

Surprise Summoning 4

COST
2
3



RESOURCE • DILEMMA

When you play this card, you may put a Friend with cost 2 or less from your discard pile into play here.

*"Whoever broke us out of Tartarus must be very powerful indeed."
— Lord Tirek*

Bonus 2

#116 U

Gala Gown 3

COST
2
2



RESOURCE • ACCESSORY

Play on a Friend.
That Friend has +2 power.
If a player has 8 or more points, you may play this card from your discard pile.

Smolder refuses to admit that she owns a dress, and even if she did, would not admit to enjoying wearing it.

#107 C

Gala Gown 3

COST
2
2



RESOURCE • ACCESSORY

Play on a Friend.
That Friend has +2 power.
If a player has 8 or more points, you may play this card from your discard pile.

Smolder refuses to admit that she owns a dress, and even if she did, would not admit to enjoying wearing it.

#107 C

Gala Gown 3

COST
2
2



RESOURCE • ACCESSORY

Play on a Friend.
That Friend has +2 power.
If a player has 8 or more points, you may play this card from your discard pile.

Smolder refuses to admit that she owns a dress, and even if she did, would not admit to enjoying wearing it.

#107 C

Cheese Sandwich 2Q
Partied Out

COST
2
1Q



FRIEND
EARTH PONY

While you have a Pinkie Pie here, this card has +2 power and **Eccentric 2** (Opponents need +€2 to confront this card's Problem.)

*Who knew that laughter could be such serious business?
And not in a good way.*

#22 U

Cheese Sandwich 2Q
Partied Out

COST
2
1Q



FRIEND
EARTH PONY

While you have a Pinkie Pie here, this card has +2 power and **Eccentric 2** (Opponents need +€2 to confront this card's Problem.)

*Who knew that laughter could be such serious business?
And not in a good way.*

#22 U

Cheese Sandwich 2Q
Partied Out

COST
2
1Q



FRIEND
EARTH PONY

While you have a Pinkie Pie here, this card has +2 power and **Eccentric 2** (Opponents need +€2 to confront this card's Problem.)

*Who knew that laughter could be such serious business?
And not in a good way.*

#22 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 winterzillas turn into winterzillas after dark?!" — Rainbow Dash

#126 U

Winterzilla
Giant Gremlin

4

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 winterzillas turn into winterzillas after dark?!" – Rainbow Dash

#126 U

Winterzilla
Giant Gremlin

4

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 winterzillas turn into winterzillas after dark?!" – Rainbow Dash

#126 U

The Tree of Harmony
Trial by Friendship

5

Points 1

TROUBLEMAKER

Main Phase: Pay 2 to challenge this card with one of your characters here. Any player may activate this ability.

"You chose the challenges that you will face, and together you will overcome."

#125 U

The Tree of Harmony
Trial by Friendship

5

Points 1

TROUBLEMAKER

Main Phase: Pay 2 to challenge this card with one of your characters here. Any player may activate this ability.

"You chose the challenges that you will face, and together you will overcome."

#125 U

The Tree of Harmony
Trial by Friendship

5

Points 1

TROUBLEMAKER

Main Phase: Pay 2 to challenge this card with one of your characters here. Any player may activate this ability.

"You chose the challenges that you will face, and together you will overcome."

#125 U

Surprise Party Notes

5

COST 0

2Q

EVENT

Immediate: Look at the top card of each player's deck, then put each card on the top or bottom of its owner's deck. If a player has 8 or more points, you may draw a card.

Pinkie's library of party information and plans is second to none in all of Equestria!

#101 C

Surprise Party Notes

5

COST 0

2Q

EVENT

Immediate: Look at the top card of each player's deck, then put each card on the top or bottom of its owner's deck. If a player has 8 or more points, you may draw a card.

Pinkie's library of party information and plans is second to none in all of Equestria!

#101 C

Surprise Party Notes

5

COST 0

2Q

EVENT

Immediate: Look at the top card of each player's deck, then put each card on the top or bottom of its owner's deck. If a player has 8 or more points, you may draw a card.

Pinkie's library of party information and plans is second to none in all of Equestria!

#101 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

PROBLEM 7

Bonus 1

Party Science

Starting Problem. While none of your characters have a color other than 1, you may pay 1 less to play your first 1 Friend each turn, to a minimum of 1.

"11% funnier than the standard whitewash gag." — Sans Smirk

3 0 + 2

#134 C

PROBLEM 7

Bonus 1

Party Science

Starting Problem. While none of your characters have a color other than 1, you may pay 1 less to play your first 1 Friend each turn, to a minimum of 1.

"11% funnier than the standard whitewash gag." — Sans Smirk

3 0 + 2

#134 C

PROBLEM 9

Bonus 1

Mirror Pool Miscalculation

When this Problem becomes solved, your maximum hand size increases to 10 for the rest of the game.

Even with a bright pink mane, in Manehattan it's easy to blend in.

2 0 + 4

#130 C

PROBLEM 9

Bonus 1

Mirror Pool Miscalculation

When this Problem becomes solved, your maximum hand size increases to 10 for the rest of the game.

Even with a bright pink mane, in Manehattan it's easy to blend in.

2 0 + 4

#130 C

PROBLEM 7

Bonus 1

Prospecting Interruption

Opponents don't score points for confronting this Problem.

"Why didn't y'all tell me there was bats in the cave!" — Applejack

3 0 + 3

#135 U

PROBLEM 7

Bonus 1

Prospecting Interruption

Opponents don't score points for confronting this Problem.

"Why didn't y'all tell me there was bats in the cave!" — Applejack

3 0 + 3

#135 U

PROBLEM 9

Bonus 2

Cramped Caravan

You need 2 to confront opposing Problems.

"One caravan for two all set! Oh, you brought luggage..." — Trixie

4 0 + 2

#129 C

9

PROBLEM

PROBLEM

Bonus

2

Cramped Caravan

You need - (2) to confront opposing Problems.

"One caravan for two all set! Oh, You brought luggage..." — Trixie

4

+

2

#129 C

4

PROBLEM

PROBLEM

Bonus

0

Buckball Strategy

Starting Problem. While your Mane Character is not boosted, it has +1 power. While your opponent's Mane Character is boosted, opponents need + (2) to confront this Problem.

4

#128 C

4

PROBLEM

PROBLEM

Bonus

0

Buckball Strategy

Starting Problem. While your Mane Character is not boosted, it has +1 power. While your opponent's Mane Character is boosted, opponents need + (2) to confront this Problem.

4

#128 C