

 Princess Cadance
Friends of the Family **1** 

START



ALICORN • ROYALTY
Home Limit 2

At the end of your turn, if you have Friends at home in excess of your home limit, put any number of your Friends into their owners' hands and turn this card over.

"You come to me on the day of my daughter's Crystalling and you ask me a favor – for friendship. And I agree, because that's what friends are for."

#1 U

 Princess Cadance
Friends of the Family **3** 

BOOSTED



ALICORN • ROYALTY
Home Limit 4

When you play a Friend, if it is the second Friend you have played this turn, choose one: put a +1 power counter on that Friend and up to one of your other Friends, or draw a card.

"Any friend of yours is a friend of mine as well!"

#3 U

 Pipsqueak
Old College Try **1** 

COST
1
1 



FRIEND
EARTH PONY • FOAL

Eager (At the start of your turn, once per turn, if you have a Friend with Eager at home, you may draw a card.)

"Pip pip cheerio!"

#26 C

 Pipsqueak
Old College Try **1** 

COST
1
1 



FRIEND
EARTH PONY • FOAL

Eager (At the start of your turn, once per turn, if you have a Friend with Eager at home, you may draw a card.)

"Pip pip cheerio!"

#26 C

 Pipsqueak
Old College Try **1** 

COST
1
1 



FRIEND
EARTH PONY • FOAL

Eager (At the start of your turn, once per turn, if you have a Friend with Eager at home, you may draw a card.)

"Pip pip cheerio!"

#26 C

 Lyra
Totally Wired **2** 

COST
3
2 



FRIEND
UNICORN

Eager (At the start of your turn, once per turn, if you have a Friend with Eager at home, you may draw a card.)

When you draw a card, if you have drawn 3 or more cards this turn, you may pay **1** to put this card from your hand into play.

"I've already had like three cups of tea this morning! I have so much energy!"

#24 C

 Lyra
Totally Wired **2** 

COST
3
2 



FRIEND
UNICORN

Eager (At the start of your turn, once per turn, if you have a Friend with Eager at home, you may draw a card.)

When you draw a card, if you have drawn 3 or more cards this turn, you may pay **1** to put this card from your hand into play.

"I've already had like three cups of tea this morning! I have so much energy!"

#24 C

 Lyra
Totally Wired **2** 

COST
3
2 



FRIEND
UNICORN

Eager (At the start of your turn, once per turn, if you have a Friend with Eager at home, you may draw a card.)

When you draw a card, if you have drawn 3 or more cards this turn, you may pay **1** to put this card from your hand into play.

"I've already had like three cups of tea this morning! I have so much energy!"

#24 C

 Silverstream
Go Fish **2** 

COST
3
3 



FRIEND
ALLY • HIPPOGRIFF

Eager (At the start of your turn, once per turn, if you have a Friend with Eager at home, you may draw a card.)

When you draw your second card each turn, put a +1 power counter on this card.

"I'm not very good at catching fish. Dunno why. Hey, watch me do a belly flop!"

#27 U

Silverstream
Go Fish

2 

COST
3
3 

FRIEND
ALLY • HIPPOGRIFF

Eager (At the start of your turn, once per turn, if you have a Friend with Eager at home, you may draw a card.)
When you draw your second card each turn, put a +1 power counter on this card.

"I'm not very good at catching fish. Dunno why. Hey, watch me do a belly flop!"

#27 U

Arista
Old Habits

3 

COST
3

FRIEND
CHANGELING

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

"This will be a great place to collect love for Qu-wait, right, we don't do that anymore."

#46 C

Arista
Old Habits

3 

COST
3

FRIEND
CHANGELING

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

"This will be a great place to collect love for Qu-wait, right, we don't do that anymore."

#46 C

Arista
Old Habits

3 

COST
3

FRIEND
CHANGELING

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

"This will be a great place to collect love for Qu-wait, right, we don't do that anymore."

#46 C

Lyra & Bon Bon
There for the Other

1 

COST
1
1 
1 

FRIEND
UNICORN • EARTH PONY

When you play this card, you may put a Resource or Troublemaker into its owner's hand.
When you put a card into a player's hand, you may look at that player's hand.

Following their retirement from S.M.I.L.E., Lyra and Bon Bon settled down in Ponyville and have lived together happily ever after.

#72 U

Lyra & Bon Bon
There for the Other

1 

COST
1
1 
1 

FRIEND
UNICORN • EARTH PONY

When you play this card, you may put a Resource or Troublemaker into its owner's hand.
When you put a card into a player's hand, you may look at that player's hand.

Following their retirement from S.M.I.L.E., Lyra and Bon Bon settled down in Ponyville and have lived together happily ever after.

#72 U

Salina Blue
Grand Exit

2 

COST
2
3 
3 

FRIEND
SEAPONY

Eager (At the start of your turn, once per turn, if you have a Friend with Eager at home, you may draw a card.)
When you retire this card to your home limit, draw a card for each of your characters at home.

"Those ponies sure knew how to throw a party. We should go visit!"

#70 R

Salina Blue
Grand Exit

2 

COST
2
3 
3 

FRIEND
SEAPONY

Eager (At the start of your turn, once per turn, if you have a Friend with Eager at home, you may draw a card.)
When you retire this card to your home limit, draw a card for each of your characters at home.

"Those ponies sure knew how to throw a party. We should go visit!"

#70 R

Fluttershy
Harboring a Fugitive

1 

COST
1
2 

FRIEND
PEGASUS

Immediate: Discard two cards to put a  Critter Friend token into play.

"I may have kept just one... I couldn't help myself, they're just so cute!"

#49 C

Fluttershy
Harboring a Fugitive 1

COST
1
2



FRIEND
PEGASUS

Immediate: Discard two cards to put a 1 Critter Friend token into play.

"I may have kept just one... I couldn't help myself, they're just so cute!"

#49 C

Fluttershy
Harboring a Fugitive 1

COST
1
2



FRIEND
PEGASUS

Immediate: Discard two cards to put a 1 Critter Friend token into play.

"I may have kept just one... I couldn't help myself, they're just so cute!"

#49 C

Feather Bangs
Mare Magnet 2

COST
2
1



FRIEND
EARTH PONY

When you confront this card's Problem, you may put a 1 Earth Pony Friend token into play.

"Can't a stallion visit the beach in peace?!"

#21 C

Feather Bangs
Mare Magnet 2

COST
2
1



FRIEND
EARTH PONY

When you confront this card's Problem, you may put a 1 Earth Pony Friend token into play.

"Can't a stallion visit the beach in peace?!"

#21 C

Feather Bangs
Mare Magnet 2

COST
2
1



FRIEND
EARTH PONY

When you confront this card's Problem, you may put a 1 Earth Pony Friend token into play.

"Can't a stallion visit the beach in peace?!"

#21 C

Pony Pet Playdate 4

COST
2
2
2



EVENT

Main Phase: Put two 1 Earth Pony Friend tokens into play at a Problem, then put two 1 Critter Friend tokens into play at another Problem. At the end of the turn, banish those Friends.

Winona is always up for a game of fetch!

#91 U

Pony Pet Playdate 4

COST
2
2
2



EVENT

Main Phase: Put two 1 Earth Pony Friend tokens into play at a Problem, then put two 1 Critter Friend tokens into play at another Problem. At the end of the turn, banish those Friends.

Winona is always up for a game of fetch!

#91 U

Pony Pet Playdate 4

COST
2
2
2



EVENT

Main Phase: Put two 1 Earth Pony Friend tokens into play at a Problem, then put two 1 Critter Friend tokens into play at another Problem. At the end of the turn, banish those Friends.

Winona is always up for a game of fetch!

#91 U

Song And Dance Routine 3

COST
2
3



EVENT

Main Phase: Gain control of an opposing Friend until the end of the Score Phase. If that Friend is exhausted, you may ready it.

Guaranteed to convince anypony, anywhere, anywhen! Even thousands of years in the future!

#99 C

Song And Dance Routine 3

COST
2
3

EVENT

Main Phase: Gain control of an opposing Friend until the end of the Score Phase. If that Friend is exhausted, you may ready it.

Guaranteed to convince anyone, anywhere, anywhen! Even thousands of years in the future!

#99 C

Baked Bads 5

COST
2
3

RESOURCE • ASSET • UNIQUE

Play to your home.

At the end of each player's turn, if this card is ready, that player retires a Friend with the least power among Friends they control.

Immediate: Exhaust this card.

*"Now I know why they were free."
 – Anonymous gray pegasus*

#109 U

Baked Bads 5

COST
2
3

RESOURCE • ASSET • UNIQUE

Play to your home.

At the end of each player's turn, if this card is ready, that player retires a Friend with the least power among Friends they control.

Immediate: Exhaust this card.

*"Now I know why they were free."
 – Anonymous gray pegasus*

#109 U

Diurnal Amulet 3

COST
2
1

RESOURCE • ARTIFACT

Play on one of your characters.

While this card is ready, characters here have +1 power.

While this card is exhausted, characters here have -1 power.

Immediate: Exhaust this card. Activate this ability only during your turn.

"Ooh! This doesn't confer a terrifying level of responsibility or anything!" – Pinkie Pie

#112 U

Diurnal Amulet 3

COST
2
1

RESOURCE • ARTIFACT

Play on one of your characters.

While this card is ready, characters here have +1 power.

While this card is exhausted, characters here have -1 power.

Immediate: Exhaust this card. Activate this ability only during your turn.

"Ooh! This doesn't confer a terrifying level of responsibility or anything!" – Pinkie Pie

#112 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

Cutie Campers 4
 Blank Flanks Forever

Points
0

TROUBLEMAKER

Your Friends with no play requirements have +1 power.

"Cutie marks? We'd rather just be free!"

#127 C

Cutie Campers 4
 Blank Flanks Forever

Points
0

TROUBLEMAKER

Your Friends with no play requirements have +1 power.

"Cutie marks? We'd rather just be free!"

#127 C

Cutie Campers
Blank Flanks Forever

4

Points
0

TROUBLEMAKER

Your Friends with no play requirements have +1 power.

"Cutie marks? We'd rather just be free!"

#127 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

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

Mint Jewelup & Lemony Gem
Backhooved Compliment

2

COST
5

3

FRIEND
UNICORN

This card enters play with three +1 power counters on it.
Main Phase: Remove a +1 power counter from this card to put a -1 power counter on an opposing Friend here. Activate this ability no more than once per turn.

"You must have gotten a good deal on that saddle! It was 300 bits in the bargain bin." – Lemony Gem
"I certainly did! Hey wait..." – Mint Jewelup

#51 U

Mint Jewelup & Lemony Gem
Backhooved Compliment

2

COST
5

3

FRIEND
UNICORN

This card enters play with three +1 power counters on it.
Main Phase: Remove a +1 power counter from this card to put a -1 power counter on an opposing Friend here. Activate this ability no more than once per turn.

"You must have gotten a good deal on that saddle! It was 300 bits in the bargain bin." – Lemony Gem
"I certainly did! Hey wait..." – Mint Jewelup

#51 U

PROBLEM

Bonus 1

Mirror Pool Mismatch

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.

20 + 4

#130 C

PROBLEM

Bonus 1

Mirror Pool Mismatch

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.

20 + 4

#130 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

Method Overacting

Opponents can't exhaust Resources.

"Could you, like, y'know, not?" – Fluttershy

30 + 2

#138 C

PROBLEM

Bonus 1

Silent Treatment

When this Problem is solved, you may put an opposing Friend into its owner's hand.

"Please tell me what I did wrong! I don't even know what I did!" – Discord

30 + 20

#142 U

PROBLEM

Bonus 1

Silent Treatment

When this Problem is solved, you may put an opposing Friend into its owner's hand.

"Please tell me what I did wrong! I don't even know what I did!" – Discord

30 + 20

#142 U

PROBLEM

Bonus 2

You're Locked In Here With Me

If this Problem would be replaced and it isn't a Dilemma, banish it, then put it into play as a Dilemma instead of putting it on the bottom of its owner's Problem deck.

"Actually I'm not locked in here, it's just funnier this way." – Pinkie Pie

20 + 20

#146 U

PROBLEM

Bonus 2

You're Locked In Here With Me

If this Problem would be replaced and it isn't a Dilemma, banish it, then put it into play as a Dilemma instead of putting it on the bottom of its owner's Problem deck.

"Actually I'm not locked in here, it's just funnier this way." – Pinkie Pie

20 + 20

#146 U

PROBLEM

Bonus 1

Method Overacting

Opponents can't exhaust Resources.

"Could you, like, y'know, not?" – Fluttershy

30 + 2

#138 C

PROBLEM

7

PROBLEM

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 anyone here?"

#132 C

Flashbee Swarm

3

COST

2

3

5

5

RESOLUCE • DILEMMA

Your flipped cards have +2 power.

"Oh no, not the bees! NO!"
— Nicoltas Cage

Bonus

2

#114 U

Flashbee Swarm

3

COST

2

3

5

5

RESOLUCE • DILEMMA

Your flipped cards have +2 power.

"Oh no, not the bees! NO!"
— Nicoltas Cage

Bonus

2

#114 U