

My Little Pony Collectible Card Game Official Card Reference

version 1.0

795 Wing Power (Premiere-171 U)

Problem - 2 [blue] + 2 [non-blue], 5 [wild], 2

Resources played on characters here have their costs reduced by [1].

A Bully and a Beast (Premiere-102 U)

Event - Gotcha; 0, 2 Orange, 5

Reaction: After you flip a card during a Troublemaker faceoff while your opponent is challenging a Troublemaker, ignore that card and flip another card.

A Thorn in His Paw (Premiere-161 C)

Problem - 4 [yellow] + 3 [non-yellow], 8 [wild], 3

Starting Problem. While a player has at least 3 [yellow] Friends at this Problem, that player's opponent must pay +[1 action] to play a Friend here.

A Touch of Refinement (Premiere-103 U)

Event - 1, 2 White, 5

Main Phase: Choose a character. That character gets +2 [white] until the end of the turn.

A Vision of the Future (Premiere-104 U)

Event - 1, 2 Pink, 5

Faceoff Reaction: Play when a faceoff begins. Put this card on the top of your deck.

Action Shot Shutterbug (Premiere-65 R)

Friend - [Earth Pony] Earth Pony; 4, White, 3

When you play this card to a Problem, choose another one of your characters at that Problem. It gets +4 power until the end of the turn.

Adventures in Foalsitting (Premiere-169 C)

Problem - 2 [pink] + 1 [non-pink], 4 [wild], 1

Starting Problem. The first player to confront this Problem may look at the top card of this Problem deck and put it on either the top or bottom of that deck.

Ahuizotl (Premiere-152 R)

Troublemaker – **Epic**; 2, 5

Villain <P> At the end of each player's Troublemaker Phase, that player moves one of their characters home from this card's Problem.

Amethyst Star Animal Leader (Premiere-80 C)

Friend - [Unicorn] Unicorn; 2, 2 Yellow, 2

Caretaker (+1 power while at a Problem with at least one of your [Critter] Friends)

Apple Brown Betty Pastry Chef (Premiere-36 C)
Friend - [Earth Pony] Earth Pony; 3, Pink, 3

Apple Cobbler Headstrong (Premiere-22 C)
Friend - [Earth Pony] Earth Pony; 1, 1 Orange, 1
Stubborn (*This card can still apply its power during faceoffs and the Score Phase even if exhausted.*)

Apple Stars Fruit Prodigy (Premiere-51 R)
Friend - [Unicorn] Unicorn; 4, 2 Purple, 3
Studious (*When you win a faceoff involving at least one of your characters with this keyword, gain [1 action].*)

Applejack Steadfast Farmpony (Premiere-2 F)
Mane - [Earth Pony] Earth Pony Pony; Orange, 1/3
Front: Home Limit 3 <P> When you confront this card's Problem with more power than required, turn this card over. Back: Home Limit 4, Stubborn. (*This card can still apply its power during faceoffs and the Score Phase even if exhausted.*) <P> When one of your Friends here would be dismissed, you may put that Friend on top of your deck instead.

Applejack Plant Leader (Premiere-23 C)
Friend - [Earth Pony] Earth Pony; 3, 2 Orange, 2
Stubborn (*This card can still apply its power during faceoffs and the Score Phase even if exhausted.*) <P> When you win a faceoff involving this card, your opponent discards a random card.

Applejack Barn Raiser (Premiere-24 R)
Friend - [Earth Pony] Earth Pony; 3, 2 Orange, 2
Main Phase: Exhaust this card to add its power to the power of another [orange] Friend until the end of the turn.

Applejack Farm Foremare (Premiere-pf2 P)
Friend - [Earth Pony] Earth Pony; 3, 1 Orange, 3
Stubborn <P> When you play this card, you may reveal the top 5 cards of your deck. You may put one revealed Resource into your hand. Put all remaining cards at the bottom of your deck in any order.

Apples and Oranges (Premiere-98 F)
Event - 1, 0, 4
Main Phase: Choose a [orange] or [purple] character. That character gets +1 [orange] and +1 [purple] until the end of the phase.

Assault Cake (Premiere-131 R)

Resource - Asset; 2, 3 Pink, 6

Play to your home. <P> Faceoff Reaction: When a faceoff begins, you may put this card on the top of your deck.

Assertiveness Training (Premiere-105 R)

Event -1, 0, 4

Faceoff: If you have Rarity or Pinkie Pie involved in this faceoff, flip an additional card. If you have Rarity and Pinkie Pie involved in this faceoff, flip 2 additional cards instead.

Auntie Applesauce Gum Flapper (Premiere-25 U)

Friend - [Earth Pony] Earth Pony, Elder; 2, Orange, 1

When this card is dismissed, put it into your hand.

Avalanche! (Premiere-162 C)

Problem - 2 [orange] + 2 [purple], 6 [wild], 2

Starting Problem. When a player confronts this Problem, that player's opponent discards a card.

Back Where You Began (Premiere-106 R)

Event - 1, 2 Purple, 5

Main Phase: Move an opponent's character.

Berry Dreams Pom-Pom Pony (Premiere-37 C)

Friend - [Earth Pony] Earth Pony; 2, Pink, 1

When you play this card, draw a card.

Big Mac Immense Apple (Premiere-199 UR)

Friend - [Earth Pony] Earth Pony; 5, 2 Orange, 4

Stubborn (*This card can still apply its power during faceoffs and the Score Phase even if exhausted.*) <P> During faceoffs involving this card, flip an additional card.

Big Shot Wildlife Photographer (Premiere-66 R)

Friend - [Pegasus] Pegasus; 2, 1 White, 2

When a Troublemaker at this card's Problem is revealed, you may exhaust this card to score a point.

Big Top Silly Pony (Premiere-38 F)

Friend - [Earth Pony] Earth Pony; 4, 2 Pink, 3

When you win a Problem faceoff involving this card, dismiss an opponent's Friend involved in that faceoff.

Blue Jay Warbler (Premiere-81 C)

Friend - [Critter] Critter; 2, Yellow, 2

Blue Moon Ol' Blue Eyes (Premiere-60 C)
Friend - [Unicorn] Unicorn; 2, Purple, 2

Bright Bulb Seasoned Strategist (Premiere-53 R)
Friend - [Unicorn] Unicorn; 3, Purple, 2
Reaction: When an opponent's character is played to this card's Problem, you may exhaust this card. If you do, move that character.

Brown Parasprite (Premiere-153 C)
Troublemaker - 1, 4
At the start of your opponent's Troublemaker Phase, they put the top card of their deck into their discard pile.

Bunny Breakout (Premiere-164 U)
Problem - 1 [yellow] + 1 [non-yellow], 4 [wild], 1
Starting Problem

Bunny Stampede (Premiere-165 C)
Problem - 2 [yellow] + 2 [non-yellow], 5 [wild], 2
The first player to confront this Problem may dismiss a Resource on an opponent's Friend here.

Carousel Boutique (Premiere-132 R)
Resource - Location; 2, 2 White, 5
Play to your home. <P> Main Phase: Dismiss this card to search your discard pile for a card and put it into your hand.

Cerulean Skies Skyward Soarer (Premiere-8 C)
Friend - [Pegasus] Pegasus; 1, 1 Blue, 1
Swift (*You may move this card for 1 fewer action tokens.*)

Charged Up Energizer Pony (Premiere-39 R)
Friend - [Earth Pony] Earth Pony; 3, Pink, 2
When you move this card to a Problem, you may look at the top 2 cards of that Problem's deck and put them back in any order.

Cherry Jubilee Queen of the Hill (Premiere-26 F)
Friend - [Earth Pony] Earth Pony; 1, Orange, 1
This card gets +1 power for each Resource on it.

Clearing Gloomy Skies (Premiere-167 U)
Problem - 4 [blue] + 3 [white], 9 [wild], 3
Players with at least 2 [Pegasus] characters at this Problem get +1 total power during faceoffs here.

Cloudbursting (Premiere-168 U)
Problem - 1 [blue] + 1 [non-blue], 4 [wild], 1
Starting Problem.

Cloudchaser Flexible Flier (Premiere-11 R)
Friend - [Pegasus] Pegasus; 2, Blue, 1
Main Phase: Exhaust this card to reduce by [1 action] the cost of the next Friend you play this turn.

Coco Crusoe Thick Skinned (Premiere-27 R)
Friend - [Earth Pony] Earth Pony; 3, Orange, 2
When you uncover a Troublemaker at this card's Problem, an opponent discards 2 random cards.

Comet Tail Hale Bopper (Premiere-54 C)
Friend - [Unicorn] Unicorn; 1, Purple, 1

Crème de la Crème (Premiere-107 U)
Event - Gotcha; 0, 3 White, 5
Problem Faceoff Reaction: Play when you win a Problem faceoff by at least 5 power.
Score an additional point.

Critter Cavalry (Premiere-108 U)
Event - Gotcha; 1, 2 Yellow, 3
Faceoff Reaction: Play after you flip a card. That card gets +5 power this faceoff.

Critter Cuisine (Premiere-134 U)
Resource - Asset; 2, 2 Yellow, 3
Play to your home.<P> Main Phase: Exhaust this card and pay [1 action] to give each of your [Critter] Friends +1 [yellow] until the start of your next turn.

Dance Fever Disco King (Premiere-40 C)
Friend - [Earth Pony] Earth Pony; 1, 2 Pink, 1
Random (*During a faceoff involving this card, if you flip a card with 1 power, you may ignore it and flip a new card.*)

Dig Deep (Premiere-97 F)
Event - 1, 0, 4
Main Phase: Choose a [blue] or [white] character. That character gets +1 [blue] and +1 [white] until the end of the phase.

Double-check the Checklist (Premiere-109 U)
Event - 1, 3 Purple, 5
Main Phase: Look at the top 3 cards of your deck and put them back in any order.

Downright Dangerous (Premiere-110 U)

Event - 2, 2 Pink, 5

Main Phase: Choose an opponent's Friend to get -2 power until the end of the turn. If it has 0 power or less, dismiss it.

Dr. Hooves Unblinking (Premiere-197 UR)

Friend - [Earth Pony] Earth Pony; 5, 3 Blue, 4

When this card is put into the discard pile from anywhere, you may search your deck for Dr. Hooves, play it to your home frightened for free, and shuffle your deck.

Drill Bit Destruction Worker (Premiere-30 C)

Friend - [Pegasus] Pegasus; 4, 2 Orange, 3

When you play this card, your opponent discards a random card.

Duck and Cover (Premiere-111 U)

Event - 1, 3 Orange, 5

Reaction: After you flip a card during a faceoff, ignore that card and flip a new card.

Eeyup (Premiere-112 R)

Event - 2, 4 Orange, 4

Main Phase: Choose a character. That character gets +4 [Orange] until the end of the turn.

Eff Stop Muckraker (Premiere-69 R)

Friend - [Pegasus] Pegasus; 2, 2 White, 1

Main Phase: Exhaust this card and pay [1 action] to search your discard pile for an Event and put it into your hand.

Emerald Green [was Green Gem] Cider Aficionado (Premiere-12 C)

Friend - [Earth Pony] Earth Pony; 2, Blue, 2

Emergency Dress Order (Premiere-170 U)

Problem - 1 [white] + 1 [non-white], 4 [wild], 1

Starting Problem.

Falcon Fast & Furious (Premiere-82 R)

Friend - [Critter] Critter; 1, 1 Yellow, 1

When you move this card to a Problem, you may move one of your [Critter] Friends to that Problem for free.

Fashion Feast (Premiere-186 U)

Problem - 4 [white] +3 [non-white], 6 [wild], 2

If a card flipped for a Problem faceoff here would be put on the bottom of its owner's deck, it is put into its owner's discard pile instead.

Fears Must be Faced (Premiere-115 U)

Event - 2, 3 Blue, 5

Troublemaker Phase: Choose up to 2 of your characters at home. Move each of them to a different Problem.

Featherweight Editor-in-Chief (Premiere-67 R)

Friend - [Pegasus] Pegasus, Foal; 3, White, 2

During Problem faceoffs involving this card, your opponent flips an additional card.
<P> During Problem faceoffs involving this card, your opponent ignores one of their flipped cards with the highest power.

Fiddly Faddle Country Twang (Premiere-68 R)

Friend - [Earth Pony] Earth Pony; 2, 2 White, 2

When you play this card, you may look at the top 2 cards of your opponent's deck and put them back in any order

Fighting for Friendship (Premiere-135 C)

Resource - Report; 2, 2 Purple, 3

Play on a Problem. <P> Your characters at this Problem each get +1 power during faceoffs.

Finish Line Jammer (Premiere-9 U)

Friend - [Earth Pony] Earth Pony Pony, Foal; 3, 2 Blue, 2

Swift (*You may move this card for 1 fewer action tokens.*)

Flam (Premiere-154 U)

Troublemaker - 2, 4

At the start of your opponent's Troublemaker Phase, they exhaust one of their characters at this card's Problem.

Flim (Premiere-155 U)

Troublemaker - 1, 3

At the start of your opponent's Troublemaker Phase, they exhaust one of their Resources.

Flitter Ribbon Wielder (Premiere-42 C)

Friend - [Pegasus] Pegasus; 1, Pink, 1

While involved in a Troublemaker faceoff, this card gets +1 power.

Fluttershy Beastmaster (Premiere-6 F)

Mane - [Pegasus] Pegasus; Yellow, 1/3

Front: Home Limit 3 <P> When you confront this card's Problem, if you have a [Critter] Friend at that Problem, turn this card over. Back: Home Limit 5, Caretaker (*+1 power while at a Problem with at least one of your [Critter] Friends.*) <P> At the start of a faceoff involving this card, you may move a [Critter] Friend to this card's Problem.

Fluttershy Guidance Counselor (Premiere-83 R)

Friend - [Pegasus] Pegasus; 3, 3 Yellow, 3

Reaction: When an opponent receives at least [1 action], you may exhaust this card. If you do, that opponent loses [1 action].

Fluttershy Animal Team (Premiere-84 U)

Friend - [Pegasus] Pegasus; 3, 2 Yellow, 2

Caretaker (+1 power while at a Problem with at least one of your [Critter] Friends.) <P>
When you play this card, the cost of your next [yellow] Friend this turn is reduced by [1 action].

Fluttershy Monster Tamer (Premiere-211 UR)

Friend - [Pegasus] Pegasus; 4, 4 Yellow, 2

**When you play this card to a Problem, you may banish a Troublemaker there.
When this card leaves that Problem, put that banished Troublemaker into play at a Problem and uncover it.**

Fluttershy Safe Haven (Premiere-pf6 P)

Friend - [Pegasus] Pegasus; 3, 1 Yellow, 2

Caretaker <P> While this card is in your home, your home limit is increased by 2.

Foal Free Press (Premiere-136 C)

Resource - Asset; 1, 2 Blue, 3

Play to your home. <P> When you uncover a Troublemaker, the next card you play that turn has its cost reduced by [1 action].

Focused Study (Premiere-137 U)

Resource - Report; 2, 3 Purple, 3

Play on a Problem. <P> Your opponent may not play Friends with 2 power or less to this Problem.

Forest Owl Novice Assistant (Premiere-85 C)

Friend - [Critter] Critter; 1, Yellow, 0

Each of your other characters at a Problem with this card gets +1 power.

Full Steam Smoke Stacked (Premiere-31 R)

Friend - [Earth Pony] Earth Pony; 4, Orange, 4

Gala Appleby Refined Farmer (Premiere-21 R)

Friend - [Earth Pony] Earth Pony; 1, 1 Orange, 1

When you move this card to a Problem, it gets +1 power until the end of the turn.

Getting Your Hooves Dirty (Premiere-96 F)

Event - 1, 0, 4

Main Phase: Choose a [white] or [pink] character. That character gets +1 [white] and +1 [pink] until the end of the phase.

Golden Oak Library (Premiere-138 R)

Resource - Location; 2, 3 Purple, 3

Play to your home. <P> Main Phase: Exhaust this card and pay [1 action] to reveal the top 3 cards of your deck. You may put 1 revealed Event into your hand and all remaining cards on the top of your deck in any order.

Goldengrape Popular Punster (Premiere-43 R)

Friend - [Earth Pony] Earth Pony; 2, Pink, 1

Reaction: When one of your Resources is dismissed, you may dismiss this card. If you do, play that Resource from your discard pile for free.

Good Hustle (Premiere-101 R)

Event - 1, 0, 5

Faceoff: Choose a [Pegasus] character. That character gets +2 power until the end of the faceoff.

Gotta Go Fast (Premiere-117 R)

Event - 1, 2 Blue, 4

Faceoff: Move one of your characters to a Problem.

Granny Smith Apple Elder (Premiere-28 C)

Friend - [Earth Pony] Earth Pony, Elder; 2, 1 Orange, 2

When you play this card, you may reattach a Resource from one Friend to another.

Gyro Poindexter (Premiere-56 R)

Friend - [Earth Pony] Earth Pony; 1, 3 Purple, 1

When you play this card, you may search your deck for an Event, reveal it, put it into your hand, and shuffle your deck.

Hard Hat (Premiere-139 U)

Resource - Accessory; 1, 2 Orange, 4

Play on a Friend.<P> This Friend has Stubborn.

Heart's Desire (Premiere-209 UR)

Resource - Asset; 2, 0, 4

Play to your home. <P> Faceoff Reaction: When you win a faceoff, you may dismiss this card to gain [4 actions].

Here's Your Invitation! (Premiere-113 U)

Event -1, 3 Pink, 5

Main Phase: Dismiss an opponent's Friend with 1 power or less.

High Spirits Life Enthusiast (Premiere-44 C)

Friend - [Pegasus] Pegasus; 1, Pink, 1

Hoity Toity Vogue Authority (Premiere-71 C)

Friend - [Earth Pony] Earth Pony; 3, 2 White, 2

Inspired (At the start of your Main Phase, look at the top card of an opponent's deck and put it on either the top or the bottom of that deck.)

Holly Dash Flighty Filly (Premiere-13 F)

Friend - [Unicorn] Unicorn; 4, 2 Blue, 4

When you move this card to a Problem, you may move another one of your characters to the same Problem for free.

House Mouse Little Pipsqueak (Premiere-86 C)

Friend - [Critter] Critter; 1, Yellow, 1

Hummingway Fine Feathered Friend (Premiere-87 F)

Friend - [Critter] Critter; 1, 4 Yellow, 1

During Troublemaker faceoffs involving this card and at least 2 of your other [Critter] Friends, flip an additional card.

Hungry Hungry Caterpillars (Premiere-173 C)

Problem - 2 [orange] + 2 [non-orange], 5 [wild], 2

When this Problem is played, each player discards a card.

I Can Fix It! (Premiere-174 C)

Problem - 2 [white] + 1 [non-white], 4 [wild], 1

Starting Problem. When a player wins a faceoff here by exactly 1 power, that player scores an additional point.

I Need Answers (Premiere-175 U)

Problem - 3 [purple] + 2 [non-purple], 6 [wild], 2

Main Phase: Dismiss one of your Friends here to gain [1 action]. Any player may activate this ability.

Igneous Rock Pebble Pusher (Premiere-29 C)

Friend - [Earth Pony] Earth Pony; 1, 2 Orange, 1

When you play this card, it gets +1 power until the end of the turn.

It's a Twister! (Premiere-176 U)

Problem - 2 [blue] + 2 [non-blue], 5 [wild], 2

At the beginning of a player's Score Phase, if that player has at least 2 [blue] characters, that player may ready a card at home.

It's Alive! (Premiere-177 U)

Problem - 1 [purple] + 1 [non-purple], [4 wild], 1

Starting Problem.

Jetstream All Heart (Premiere-7 C)

Friend - [Pegasus] Pegasus; 3, 1 Blue, 2

While involved in a faceoff, this card gets +2 power.

Kitchen au Flambé (Premiere-163 C)

Problem - 2 [white] + 2 [non-white], 5 [wild], 2

The first player to confront this Problem may put a Friend with 1 power from their discard pile into their hand.

Lady Justice Judge & Jury (Premiere-63 F)

Friend - [Earth Pony] Earth Pony; 4, Purple, 3

Your opponent's characters at this card's Problem each get -1 power during faceoffs.

Lead Pony Badge (Premiere-140 U)

Resource - Asset; 1, 2 Blue, 3

Play to your home. <P> Main Phase: Choose one of your ready cards. Exhaust this card and that card to ready an exhausted character.

Lemony Gem Sour Grapes (Premiere-57 R)

Friend - [Unicorn] Unicorn; 2, 1 Purple, 1

When you move this card to a Problem, you may move an opponent's character at that Problem to another Problem.

Let's Get This Party Started (Premiere-114 U)

Event - 1, 2 Pink, 3

Main Phase: Draw 3 cards.

Lilac Links Superstitious (Premiere-88 R)

Friend - [Earth Pony] Earth Pony; 2, 1 Yellow, 1

Problem Faceoff: Exhaust this card and choose a Friend involved in the faceoff with a Resource attached to it to give that Friend -5 power until the end of the faceoff

Looking For Trouble (Premiere-178 C)

Problem - 2 [blue] + 2 [non-blue], 4 [wild], 1

Starting Problem. When a player defeats a Troublemaker at this Problem, that player scores an additional point.

Lotus Blossom Sauna Expert (Premiere-74 R)

Friend - [Earth Pony] Earth Pony; 4, 3 White, 2

When you confront this card's Problem, you may search your discard pile for a card and put it on the top of your deck.

Lucky Streak One in a Million (Premiere-41 R)

Friend - [Earth Pony] Earth Pony; 1, 1 Pink, 1

When you play this card, you may uncover a face-down Troublemaker. <P> Main Phase: Exhaust this card to look at a face-down Troublemaker.

Lyra Heartstrings Bonafide (Premiere-201 UR)

Friend - [Unicorn] Unicorn; 5, 3 Pink, 4

Reaction: After your opponent draws a card, exhaust this card to draw 2 cards.

Mane Cureall Veteran Vet (Premiere-89 R)

Friend - [Earth Pony] Earth Pony; 2, 3 Yellow, 1

Caretaker (+1 power while at a Problem with at least one of your [Critter] Friends) <P>

When you play this card to a Problem, you may move one of your [critter] Friends to the same Problem for free.

Marvelous Chapeau (Premiere-141 U)

Resource - Accessory; 1, 2 White, 4

Play on a Friend. <P> While this Friend is at an opponent's Problem, if you have at least 3 [white] in play, you need **-1 [wild]** to confront that Problem.

May the Best Pet Win (Premiere-179 U)

Problem - 4 [yellow] + 3 [non-yellow], 8 [wild], 3

When this Problem is played, its owner may search their deck for a [Critter] Friend, reveal it, put it into their hand, and shuffle their deck.

Maybes are for Babies (Premiere-185 U)

Problem - 4 [pink] + 3 [white], 9 [wild], 3

When a player confronts this Problem, that player may draw a card.

Mayor Mare Elected Official (Premiere-58 C)

Friend - [Earth Pony] Earth Pony; 2, 2 Purple, 1

Main Phase: Pay [3 actions] to move an opponent's character.

Mean Meanie Pants (Premiere-172 C)

Problem - 2 [pink] + 2 [non-pink], 5 [wild], 2

When this Problem is played, each player draws a card.

Mint Jewelup A Cut Above (Premiere-55 C)

Friend - [Unicorn] Unicorn; 2, 2 Purple, 1

Studious (*When you win a faceoff involving at least one of your characters with this keyword, gain [1 action].*)

Monitor EVERYTHING! (Premiere-182 C)

Problem - 4 [purple] + 3 [non-purple], 8 [wild], 3

Starting Problem. Report Resources played on this Problem have their costs reduced by [1 action].

Monster of a Minotaur (Premiere-183 C)

Problem - 4 [yellow] + 3 [non-yellow], 4 [wild], 1

When this Problem is played, each player frightens an opponent's Friend.

Mr. Beaverton Beaverteeth Dam Builder (Premiere-90 R)

Friend - [Critter] Critter; 3, 3 Yellow, 3

Main Phase: Exhaust this card to dismiss a Resource in your opponent's home.

Mr. Breezy Fan Fan (Premiere-91 R)

Friend - [Earth Pony] Earth Pony; 3, 3 Yellow, 3

When you play this card, an opponent loses [1 action].

My Pinkie Sense is Tingling (Premiere-184 U)

Problem - 4 [pink] + 3 [non-pink], 6 [wild], 2

When a player wins a Problem faceoff here, they may look at the top 3 cards of this Problem's deck and put them back in any order.

Night Watch Vigilant Patrol (Premiere-35 R)

Friend - [Earth Pony] Earth Pony; 2, 2 Orange, 1

During faceoffs involving this card, flip an additional card.

Nightmare Moon (Premiere-210 UR)

Troublemaker – **Epic**; 3, 7

Villain <P> When this card is uncovered, all players discard their hands and draw 3 cards. <P> At the start of each player's Troublemaker Phase, that player discards a random card.

Not Enough Pinkie Pies (Premiere-181 C)

Problem - 2 [pink] + 3 [blue], 7 [wild], 3

When a player moves a [pink] character to this Problem, if they have a [pink] character here already, they may draw a card.

Noteworthy Humdinger (Premiere-76 C)

Friend - [Earth Pony] Earth Pony; 1, White, 1

Nurture With Knowledge (Premiere-116 U)

Event -1, 2 Yellow, 5

Main Phase: Choose a character. That character gets +2 [yellow] until the end of the turn.

Octavia Virtuoso (Premiere-205 UR)

Friend - [Earth Pony] Earth Pony; 5, 2 White, 4

Your opponent must pay +[2 actions] to move a character to or from this card's Problem.

Ol' Salt Salt Blocked (Premiere-48 U)

Friend - [Earth Pony] Earth Pony, Elder; 2, Pink, 1

Your opponent needs +[1 wild] to confront this card's Problem.

Opalescence Curtain Shredder (Premiere-92 C)

Friend - [Critter] Critter; 2, Yellow, 1

When you move this card to a Problem, you may dismiss a Resource on an opponent's character at that Problem.

Outshine Them All (Premiere-142 U)

Resource - Report; 1, 2 Purple, 3

Play on a Problem. <P> When you win a faceoff at this Problem, gain [1 action].

Parasprite Pandemic (Premiere-187 C)

Problem - 2 [purple] + 2 [yellow], 6 [wild], 2

When this Problem is played, its owner may search their deck for a Troublemaker, reveal it, put it into their hand, and shuffle their deck.

Parasprite Swarm (Premiere-156 R)

Troublemaker - 1, 4

At the start of your opponent's Troublemaker Phase, this card permanently gets +1 power. When this card has 8 power, frighten all your opponent's Friends at its Problem and dismiss this card.

Pearly Stitch Crotchety Crocheter (Premiere-73 C)

Friend - [Earth Pony] Earth Pony, Elder; 1, 1 White, 1

Your opponents can't move this card.

Pegasus Royal Guard Elite Sentry (Premiere-14 C)

Friend - [Pegasus] Pegasus; 1, 1 Blue, 1

While involved in a faceoff, this card gets +1 power.

Philomena Bird of a Feather (Premiere-207 UR)

Friend - [Critter] Critter; 2, 2 Yellow, 1

While this card is at a Problem, your other Friends at that Problem get the Critter trait during any Score Phase.

Picnic Lunch (Premiere-146 R)

Resource - Asset; 2, 2 Yellow, 3

Play to your home. <P> While at least 3 of your [yellow] Friends are at one Problem, flip an additional card during faceoffs at that Problem.

Pinkie Pie Party Animal (Premiere-3 F)

Mane - [Earth Pony] Earth Pony Pony; Pink, 1/3

Front: Home Limit 3 <P> When you confront this card's Problem, if none of your opponent's Friends are at that Problem, turn this card over. Back: Home Limit 5, Random (*During a faceoff involving this card, if you flip a card with 1 power, you may ignore it and flip a new card.*) <P> Your opponent needs +[1 wild] to confront this card's Problem.

Pinkie Pie Pinkie "Responsibility" Pie (Premiere-45 R)

Friend - [Earth Pony] Earth Pony; 4, 2 Pink, 2

When you play this card to a Problem, dismiss an opponent's Friend at that Problem.

Pinkie Pie Ice Cutter (Premiere-46 C)

Friend - [Earth Pony] Earth Pony; 4, 1 Pink, 3

Random (*During a faceoff involving this card, if you flip a card with 1 power, you may ignore it and flip a new card.*) <P> When your opponent confronts this card's Problem, draw a card.

Pinkie Pie Ear to Ear (Premiere-pf3 P)

Friend - [Earth Pony] Earth Pony; 3, 2 Pink, 2

Random <P> Main Phase: Exhaust this card to draw a card.

Pinprick Pop Star (Premiere-47 R)

Friend - [Unicorn] Unicorn; 2, 4 Pink, 1

Random (*During a faceoff involving this card, if you flip a card with 1 power, you may ignore it and flip a new card.*) <P> When you win a Problem faceoff involving this card, dismiss an opponent's Friend involved in that faceoff.

Ponynapped! (Premiere-193 U)

Problem - 4 [white] + 3 [non-white], 8 [wild], 3

When a player confronts this Problem, they frighten one of their Friends at this Problem.

Ponyville in a Bottle (Premiere-188 C)

Problem - 2 [purple] + 2 [non-purple], 5 [wild], 2

Friends with less than 2 power can't be played to this Problem.

Princess Celestia Ray of Sunshine (Premiere-208 UR)

Friend - [Alicorn] Alicorn, Royalty; 5, 3 Yellow, 3

Studios, Swift <P> While this card is at a Problem, each of your other [yellow] characters at that Problem gets +1 power.

Princess Luna Night Mare (Canterlot Nights-pf1 P)

Friend - [Alicorn] Alicorn, Royalty; 4, 4 Purple, 3

When you play this card to a Problem, frighten a Friend at that Problem.

Professor Neigh Algebraic! (Premiere-52 C)

Friend - [Earth Pony] Earth Pony; 1, 1 Purple, 1

While at a Problem with a Report Resource, this card gets +1 power.

Purple Parasprite (Premiere-157 C)

Troublemaker - 1, 4

At the start of your opponent's Troublemaker Phase, they exhaust one of their characters.

Rainbow Dash Flier Extraordinaire (Premiere-1 F)

Mane - [Pegasus] Pegasus; Blue, 1/3

Front: Home Limit 3 <P> When you confront this card's Problem, if you have a Troublemaker at that Problem, turn this card over. Back: Home Limit 4, Swift (*You may move this card for 1 fewer action tokens.*) <P> When you move this card from home to a Problem, you may pay [1] to move another one of your Friends from home to that Problem.

Rainbow Dash Weather Leader (Premiere-15 U)

Friend - [Pegasus] Pegasus; 3, 2 Blue, 2

Main Phase: Exhaust this card to ready another one of your cards.

Rainbow Dash Winged Wonder (Premiere-198 UR)

Friend - [Pegasus] Pegasus; 3, 2 Blue, 2

Swift (*You may move this card for 1 fewer action tokens.*) <P> When you play this card to a Problem, you may move up to 3 of your Friends to that Problem for free.

Rainbow Dash To the Rescue (Premiere-pf1 P)

Friend - [Pegasus] Pegasus; 4, 2 Blue, 3

Swift <P> Once per faceoff, if you would put a card flipped for a faceoff involving this card on the bottom of your deck, you may put it into your hand instead.

Rainbowshine Cloud Wrangler (Premiere-16 C)

Friend - [Pegasus] Pegasus; 2, 1 Blue, 2

When you move this card to a Problem, ready one of your characters there.

Rare Find A Real Gem (Premiere-59 R)

Friend - [Unicorn] Unicorn; 1, 2 Purple, 1

This card gets +1 power for each of your opponent's characters at its Problem.

Rarity Dazzling Fashionista (Premiere-5 F)

Mane - [Unicorn] Unicorn; White, 1/3

Front: Home Limit 3 <P> When you score at least 2 points with this card during one Score Phase, turn this card over. Back: Home Limit 4, Inspired (*At the start of your Main Phase, look at the top card of an opponent's deck and put it on either the top or the bottom of that deck.*) <P> Your opponent must pay +[1 action] to move a character to this card's Problem.

Rarity Nest Weaver (Premiere-77 U)

Friend - [Unicorn] Unicorn; 3, 3 White, 2

Inspired (*At the start of your Main Phase, look at the top card of an opponent's deck and put it on either the top or the bottom of that deck.*) <P> When you play this card, you may search your discard pile for a card and put it into your hand.

Rarity Truly Outrageous (Premiere-206 UR)

Friend - [Unicorn] Unicorn; 3, 2 White, 2

When you confront this card's Problem, you may move this card home to score points equal to that Problem's bonus.

Rarity Dragon Charmer (Premiere-pf5 P)

Friend - [Unicorn] Unicorn; 4, 2 White, 3

Inspired <P> When you win a Troublemaker faceoff involving this card, score an additional point.

Raze This Barn (Premiere-189 U)

Problem - 4 [orange] + 3 [non-orange], 8 [wild], 3
[Orange] Friends here cannot be dismissed.

Red Gala Favorite Cousin (Premiere-33 C)

Friend - [Earth Pony] Earth Pony; 2, Orange, 2

Ridiculous Outfit (Premiere-143 U)

Resource - Accessory; 2, 3 Pink, 4

Play on a Friend. <P> While this Friend is at a Problem, your opponent's characters at that Problem each get -1 power during the Score Phase.

Rising Star In the Spotlight (Premiere-75 C)

Friend - [Unicorn] Unicorn; 1, 1 White, 1

Main Phase: Exhaust this card to reveal a Troublemaker at its Problem.

Royal Guidance (Premiere-99 C)

Event - 1, 0, 4

Main Phase: Choose a [yellow] or [purple] character. That character gets +1 [yellow] and +1 [purple] until the end of the phase.

Royal Riff Songster (Premiere-78 C)

Friend - [Earth Pony] Earth Pony; 1, 3 White, 1

Inspired (*At the start of your Main Phase, look at the top card of an opponent's deck and put it on either the top or the bottom of that deck.*)

Rubber Chicken (Premiere-144 C)

Resource - Accessory; 1, 1 Pink, 4

Play on a Friend. <P> While this Friend is involved in a Troublemaker faceoff, it gets +2 [pink].

Runaway Cart (Premiere-190 U)

Problem -1 [orange] + 1 [non-orange], 4 [wild], 1

Starting Problem.

Save Sweet Apple Acres (Premiere-191 U)

Problem - 4 [orange] + 3 [yellow], 9 [wild], 3

While a player has more power at this Problem than any opponent, that player's Friends here can't be dismissed.

Savoir Fare Snooty Server (Premiere-72 R)

Friend - [Earth Pony] Earth Pony; 2, 2 White, 2

Inspired (*At the start of your Main Phase, look at the top card of an opponent's deck and put it on either the top or the bottom of that deck.*) <P> When you play this card to a Problem, choose another one of your characters at that Problem. It gets +2 power until the end of the turn.

Scootaloo Creature Catcher (Premiere-17 R)

Friend - [Pegasus] Pegasus, Foal; 2, 1 Blue, 2

Main Phase: Exhaust this card to play a Troublemaker for free.

Screwy Barking Mad (Premiere-202 UR)

Friend - [Critter] Critter, Earth Pony; 2, 2 Pink, 1

Your opponents can't confront this card's Problem unless they have at least 3 characters at that Problem.

Sea Swirl Porpoiseful (Premiere-93 R)

Friend - [Unicorn] Unicorn; 3, 1 Yellow, 2

Main Phase: Exhaust this card at a Problem to move up to 3 of your [Critter] Friends to that Problem.

Ship Shape Heavy Lifter (Premiere-200 UR)

Friend - [Pegasus] Pegasus; 3, 2 Orange, 2

Reaction: When you flip a card, exhaust this card to ignore that card and flip another card.

Silver Spanner Nuts for Bolts (Premiere-32 R)

Friend - [Unicorn] Unicorn; 3, 1 Orange, 2

Reaction: When one of your Resources is dismissed, you may dismiss this card. If you do, play that Resource from your discard pile for free.

Snips & Snails Dynamic Duo (Premiere-49 R)

Friend - [Unicorn] Unicorn, Foal; 4, 3 Pink, 3

Your opponent needs +[1 wild] to confront this card's Problem.

Solar Wind Enterprising Astronomer (Premiere-19 R)

Friend - [Pegasus] Pegasus; 1, 1 Blue, 1

When you play a [Pegasus] Friend to this card's Problem, you may exhaust this card. If you do, gain [1 action].

Special Delivery! (Premiere-192 U)

Problem - 1 [pink] + 1 [non-pink], 4 [wild], 1

Starting Problem.

Spike Baby Dragon (Premiere-18 R)

Friend - [Dragon] Dragon; 2, 1 Blue, 0

Swift (*You may move this card for 1 fewer action tokens*) <P> Main Phase: Pay [1 action] to give this card +1 power until the end of the turn.

Spike, Take a Letter (Premiere-124 U)

Event - Gotcha; 0, 2 Purple, 5

Troublemaker Faceoff Reaction: Play when you defeat a Troublemaker. Gain [2 actions].

Spread Your Wings (Premiere-95 C)

Event - 1, 0, 4

Main Phase: Choose a [blue] or [pink] character. That character gets +1 [blue] and +1 [pink] until the end of the phase.

Spring Forward [was Romana] Companionable Filly (Premiere-61 R)

Friend - [Earth Pony] Earth Pony; 3, 3 Purple, 2

Studios (*When you win a faceoff involving at least one of your characters with this keyword, gain [1 action].*) <P> This card gets +2 power for each of your opponent's characters at its Problem.

Stand Still! (Premiere-118 R)

Event - Gotcha; 0, 2 White, 5

Reaction: Play after an opponent's character has just been moved. Return that character to its original location.

Straighten Up & Fly Right (Premiere-119 R)

Event - 1, 0, 4

Faceoff: If you have Twilight Sparkle or Fluttershy involved in this faceoff, flip an additional card. If you have Twilight Sparkle and Fluttershy involved in this faceoff, flip 2 additional cards instead.

Sugar Twist Twister Sister (Premiere-79 C)

Friend - [Pegasus] Pegasus; 2, White, 2

Sunny Rays One Bright Mare (Premiere-62 R)

Friend - [Pegasus] Pegasus; 2, 2 Purple, 2

When you play this card, you may look at the top 2 cards of your deck and put them back in any order.

Sunny Smiles Iconic Friend (Premiere-34 R)

Friend - [Earth Pony] Earth Pony; 3, 2 Orange, 3

When an opponent discards a card, this card gets +1 power until the end of the turn.

Surprise Party Pegasus (Premiere-50 R)

Friend - [Pegasus] Pegasus; 3, 3 Pink, 1

When you play this card to a Problem with a face-up Troublemaker, turn that Troublemaker face-down.

Sweet and Kind (Premiere-100 F)

Event -1, 0, 4

Main Phase: Choose a [orange] or [yellow] character. That character gets +1 [orange] and +1 [yellow] until the end of the phase.

Sweet Apple Acres (Premiere-145 R)

Resource - Location; 2, 4 Orange, 3

Play to your home. <P> Main Phase: Exhaust this card and pay [1 action] to force your opponent to choose and discard a card.

Sweetie Sunrise Early Riser (Premiere-20 C)

Friend - [Pegasus] Pegasus; 1, Blue, 1

Swing Into Action (Premiere-120 U)

Event - 1, 2 Blue, 5

Main Phase: Choose a character. That character gets +2 [blue] until the end of the turn.

Tangled Coiffure (Premiere-133 U)

Resource - Condition; 2, 4 White, 3

Play on an opponent's Friend. <P> Your opponent can't move this Friend.

Team Effort (Premiere-121 R)

Event - 1, 0, 4

Faceoff: If you have Applejack or Twilight Sparkle involved in this faceoff, flip an additional card. If you have Applejack and Twilight Sparkle involved in this faceoff, flip 2 additional cards instead.

The Big Guns (Premiere-122 R)

Event - 1, 0, 4

Faceoff: If you have Rainbow Dash or Pinkie Pie involved in this faceoff, flip an additional card. If you have Rainbow Dash and Pinkie Pie involved in this faceoff, flip 2 additional cards instead.

The Horror! The Horror! (Premiere-123 U)

Event - 1, 2 Yellow, 6

Main Phase: Dismiss an opponent's Resource.

The Ponyville Express (Premiere-147 U)

Resource - Asset; 1, 1 White, 3

Play to your home. <P> Reaction: When you defeat a Troublemaker using only [white] characters, dismiss this card to score an additional point.

The Problem With Parasprites (Premiere-166 C)

Problem - 4 [blue] + 3 [non-blue], 8 [wild], 3

When a player defeats a Troublemaker here, that player may move a character involved in the faceoff.

This Way, Little Ones (Premiere-194 U)

Problem -3 [yellow] + 2 [non-yellow], 6 [wild], 2

When this Problem is played, its owner may move one of their [Critter] Friends here from home for free.

Timberwolf (Premiere-158 U)

Troublemaker - 3, 6

When this card is uncovered, its owner must pay [2 actions] or dismiss it. <P> Your opponent must pay +[2 actions] to play a Friend to this card's Problem

Too Many Bandages (Premiere-148 U)

Resource - Condition; 2, 2 Yellow, 3

Play on a Friend. <P> This Friend gets -2 power.

Too Much Pie (Premiere-149 U)

Resource - Condition; 1, 2 Orange, 3

Play on a Friend. <P> This Friend gets -5 power during the Score Phase.

Tricksy Hat (Premiere-150 U)

Resource - Asset; 3, 3 Purple, 3

Play to your home. <P> Main Phase: Exhaust this card and pay [1 action] to choose an opponent's character at a Problem. Move it home.

Twilight Sparkle Faithful Student (Premiere-4 F)

Mane - [Unicorn] Unicorn; Purple, 1/3

Front: Home Limit 3 <P> When you win a faceoff involving this card, turn this card over. Back: Home Limit 4, Studious (When you win a faceoff involving at least one of your characters with this keyword, gain [1 action].) <P>During a faceoff, if you would put a flipped Event card on the bottom of your deck, you may put it into your hand instead.

Twilight Sparkle All-Team Organizer (Premiere-64 C)

Friend - [Unicorn] Unicorn; 3, 2 Purple, 2

Main Phase: Exhaust this card to gain [1 action] until the end of the phase.

Twilight Sparkle Ursa Vanquisher (Premiere-203 UR)

Friend - [Unicorn] Unicorn; 3, 3 Purple, 4

Studious <P> Main Phase: While this card is at a Problem, you may exhaust this card and put it into your hand. If you do, move up to 2 of your opponent's characters home.

Twilight Sparkle Research Student (Premiere-pf4 P)

Friend - [Unicorn] Unicorn; 2, 2 Purple, 1

Studious <P> When you confront this card's Problem, you may move this card home to gain [1 action].

Two Bits (Premiere-151 R)

Resource - Asset; 1, 2 Blue, 3

Play to your home. <P> Main Phase: Dismiss this card to reduce the cost of the next card you play this turn by [2 actions].

Undercover Adventure (Premiere-125 R)

Event - 1, 0, 4

Faceoff: If you have Rainbow Dash or Rarity involved in this faceoff, flip an additional card. If you have Rainbow Dash and Rarity involved in this faceoff, flip 2 additional cards instead.

Vidala Swoon Mane Manager (Premiere-70 F)

Friend - [Earth Pony] Earth Pony; 4, 3 White, 3

Main Phase: Exhaust this card and pay [1 action] to search your discard pile for a Friend and put it into your hand.

Want it, Need it! (Premiere-195 U)

Problem - 3 [orange] + 2 [non-orange], 6 [wild], 2

The first player to confront this Problem with a [orange] character with at least 3 power scores an additional point.

Watch in Awe (Premiere-126 U)

Event - 1, 2 Purple, 5

Main Phase: Choose a character. That character gets +2 [purple] until the end of the turn.

What Went Wrong? (Premiere-127 U)

Event - Gotcha; 1, 1 Blue, 5

Reaction: After your opponent flips a card during a faceoff, your opponent ignores that card and flips another card.

Who is Gabby Gums? (Premiere-180 C)

Problem - 4 [white] + 3 [non-white], 8 [wild], 3

If there are at least 3 [white] characters at this Problem, characters without [white] can't move away from this Problem.

Whoa There Nelly! (Premiere-128 R)

Event - Gotcha; 0, 3 Orange, 5

Reaction: Play when one of your Friends has been dismissed. Put it into your hand.

Wild Fire Speed Racer (Premiere-10 R)

Friend - [Pegasus] Pegasus; 2, 2 Blue, 2

When you move this card to a Problem, you may move another one of your characters to the same Problem for free.

Wild Manticore (Premiere-159 U)

Troublemaker - 2, 4

During faceoffs involving this card, flip an additional card.

Winona On the Scent (Premiere-94 C)

Friend - [Critter] Critter; 1, Yellow, 1

Main Phase: Exhaust this card to look at a face-down Troublemaker at its Problem.

Working Together (Premiere-129 R)

Event - 1, 0, 4

Faceoff: If you have Applejack or Fluttershy involved in this faceoff, flip an additional card. If you have Applejack and Fluttershy involved in this faceoff, flip 2 additional cards instead.

Wrapping Up Winter (Premiere-196 U)

Problem - 4 [purple] + 3 [non-purple], 8 [wild], 3

The first player to play a Friend to this Problem gains [2 actions].

Yay! (Premiere-130 U)

Event - 0, 2 Yellow, 5

Faceoff: Each of your characters at an opponent's Problem gets +1 power until the end of the faceoff.

Yellow Parasprite (Premiere-160 C)

Troublemaker - 1, 4

At the start of your opponent's Troublemaker Phase, they discard a random card.

Zecora Everfree Guru (Premiere-204 UR)

Friend - [Zebra] Zebra; 3, 3 Purple, 1

Main Phase: Exhaust this card to draw 2 cards, then put a card from your hand on top of your deck.