

# My Little Pony Collectible Card Game Official Card Reference

## Version 3.0

"Princess Mi Amore Cadenza" (Canterlot Nights-156 R)

Troublemaker; 2, 5

Main Phase: Pay [4 actions] to dismiss an opponent's Friend. This card is sent to that Friend's controller's home and they gain control of it.

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 action].

800 Years of Sweltering Heat (Canterlot Nights-165 R)

Problem; [4 blue] + [3 non-blue], 8 [wild] , 2

When a player confronts this Problem, that player may pay [1 action] to frighten an opponent's Friend here.

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 Fiery Temper (Canterlot Nights-129 C)

Resource - Condition; 1, 1 Blue, 4

Play on a Troublemaker. <P>That Troublemaker has +2 power.

A Major Problem (Canterlot Nights-99 U)

Event - Gotcha; 1, 3 Pink, 4

Reaction: After an opponent plays a Friend to a Problem with one of your face-down Troublemakers, uncover that Troublemaker.

A Stitch in Time (Canterlot Nights-166 C)

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

When this Problem enters play, its owner may reattach a Resource from one of their Friends to another one of their Friends.

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.

A. K. Yearling, Adventure Writer (Canterlot Nights-191 UR)

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

Main Phase: Exhaust this card to draw 2 cards, then discard 2 cards.

Action Shot, Shutterbug (Premiere-65 R)

Friend - [Earth Pony] Earth Pony; 4, 0 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 Maresbury, Crystal Librarian (Canterlot Nights-53 U)

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

Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P>When you win a faceoff involving this card, you may spend any number of cards from beneath this card to gain [1 action] for each card you spent.

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)

Ancient Research (Canterlot Nights-167 U)

Problem; [2 purple] + [2 non-purple], 5 [wild] , 1

Starting Problem. At the start of this card's owner's turn, if their Mane Character is here, they may look at the top 2 cards of their deck and put them back in any order.

Angel, Serious Business (Canterlot Nights-83 R)

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

Supportive 2 (+2 power while at a Problem with your Mane Character that shares a color with this card.)

Anything I Can Do To Help? (Canterlot Nights-100 U)

Event; 4, 3 Yellow, 2

Main Phase: Put an opponent's Friend or Resource into its owner's hand.

Apple Brown Betty, Pastry Chef (Premiere-36 C)  
Friend - [Earth Pony] Earth Pony; 3, 0 Pink, 3

Apple Bumpkin, Caramel Coater (Canterlot Nights-24 C)  
Friend - [Earth Pony] Earth Pony; 2, 2 Orange, 3

Apple Cider (Canterlot Nights-130 U)  
Resource - Asset; 2, 3 Orange, 4  
Play on a Friend.<P>While that Friend is at a Problem, that Problem has 0 bonus points.

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].*)

Apple Strudel, Well Aged (Rock and Rave-1 F)  
Friend - [Earth Pony] Earth Pony, Elder; 3, 2 Orange, 2  
Reaction: After an opponent moves a character to this card's Problem, you may pay [1 action] to exhaust that character.

Applebucking Day (Canterlot Nights-168 C)  
Problem; [2 orange] + [2 non-orange], 5 [wild] , 1  
Starting Problem. While involved in a Problem faceoff, this card's owner's Mane Character has +2 power.

Applejack, Apple Vendor (Canterlot Nights-2 U)  
Mane Character - [Earth Pony] Earth Pony; Orange, 1/3  
Front: Home Limit 3<P>At the start of your Score Phase, you may pay [2 actions] to give one of your Friends +2 power until the end of turn.<P>At the end of your turn, if you have a Friend with at least 5 power, 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>Main Phase: Retire one of your Friends to reveal the top 3 cards of your deck, put a revealed Friend into your hand, and put all other revealed cards into your discard pile

Applejack, Applebucker (Canterlot Nights-26 U)  
Friend - [Earth Pony] Earth Pony; 3, 3 Orange, 2  
When this card enters play, choose a player. That player puts the top 4 cards of their deck into the discard pile.

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, Element of Honesty (Canterlot Nights-25 R)

Friend - [Earth Pony] Earth Pony, Unique; 6, 6 Orange, 5

When this card enters play at a Problem, you may dismiss an opponent's Troublemaker at that Problem. <P> If an opponent would force you to discard this card, you may put it into play instead.

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.

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, Reunion Organizer (Canterlot Nights-0 P)

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

While at a Problem with a [orange] Friend, this card has +1 power. <P> While at a Problem with Rainbow Dash, this card has +1 power and is also [blue].

Applejack, Steadfast Farmpony (Premiere-2 F)

Mane Character - [Earth Pony] Earth 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> **If one of your Friends here would be dismissed, you may put that Friend on top of your deck instead**

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.

Attitude and Pizzazz! (Canterlot Nights-169 C)

Problem; [3 white] + [2 yellow], 7 [wild], 2

Characters with Accessories on them here have +1 power.

Auntie Applesauce, Gum Flapper (Premiere-25 U)

Friend - [Earth Pony] Earth Pony, Elder; 2, 0 Orange, 1

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

Aura, Really Rambunctious (Canterlot Nights-39 C)

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

Random (*During a faceoff involving this card, if you flip a card with 1 power, you may ignore it and flip a new card.*)

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.

Bags Valet, Luggage Lackey (Canterlot Nights-27 C)

Friend - [Unicorn] Unicorn; 2, 0 Orange, 1

Score Phase: Exhaust one of your Resources at home to give this card +2 power until the end of the phase.

Bed Rest (Canterlot Nights-131 C)

Resource - Condition; 1, 2 Yellow, 4

Play on an opponent's ready Friend.<P>That Friend can't be exhausted.

Bell Tower (Canterlot Nights-132 R)

Resource - Asset; 2, 2 Pink, 5

Play to your home.<P>Main Phase: Exhaust this card to uncover one of your Troublemakers.

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

Friend - [Earth Pony] Earth Pony; 2, 0 Pink, 1

When you play this card, draw a card.

Berry Punch, All-Night Partier (Rock and Rave-2 F)

Friend - [Earth Pony] Earth Pony; 2, 1 Pink, 2  
When this card enters play, you may draw a card. <P> When you confront this card's Problem, you may exhaust this card to draw a card.

Biff! Pow! (Canterlot Nights-101 U)  
Event - Showdown; 0, 3 Blue, 5  
Main Phase: Challenge an opponent's Troublemaker with one of your characters.

Big Mac, Biggest Brother (Canterlot Nights-28 R)  
Friend - [Earth Pony] Earth Pony; 4, 3 Orange, 4  
Supportive 2 (+2 *power while at a Problem with your Mane Character that shares a color with this 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 **uncovered**, 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.

Blossomforth, Too Flexible (Canterlot Nights-84 R)  
Friend - [Pegasus] Pegasus; 1, 3 Yellow, 1  
During a faceoff involving this card, if you would put a flipped Friend card on the bottom of your deck, you may retire this card and pay [2 actions] to put that Friend into play at this card's Problem instead.

Blue Jay, Warbler (Premiere-81 C)  
Friend - [Critter] Critter; 2, 0 Yellow, 2

Blue Moon, Ol' Blue Eyes (Premiere-60 C)  
Friend - [Unicorn] Unicorn; 2, 0 Purple, 2

Bottom of the Well (Canterlot Nights-170 U)  
Problem; [2 blue] + [2 non-blue], 5 [wild] , 1  
Starting Problem.<P>While involved in a faceoff, this card's owner's Mane Character has +1 power.

Bright Bulb, Seasoned Strategist (Premiere-53 R)

Friend - [Unicorn] Unicorn; 3, 0 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.**

Bulk Biceps, All Muscle (Canterlot Nights-192 UR)

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

Main Phase: Exhaust this card to move it.

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.

Canterlot Archive Guard, Literate Lookout (Canterlot Nights-54 R)

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

Main Phase: Retire this card to move all other characters at its Problem home. Characters can't be moved or played to that Problem for the rest of the turn.

Canterlot Archives (Canterlot Nights-133 U)

Resource - Location; 2, 2 Purple, 5

Play to your home.<P>Main Phase: Exhaust this card to banish an Event from your hand to beneath this card.<P>Reaction: After the start of a faceoff, you may exhaust this card to put a banished card from beneath this card on the top of your deck and gain [

Canterlot Hedge Maze (Canterlot Nights-134 R)

Resource - Location, Unique; 2, 2 Orange, 5

Play to your home.<P>Main Phase: Exhaust this card and pay [1 action] to banish an opponent's Friend to beneath this card. <P>Main Phase: Pay [2 actions] to dismiss this card and put any cards beneath it into play at their owners' homes. Any player may ac

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.)

Changeling Infiltrator (Canterlot Nights-157 R)

Troublemaker; 1, 3

When you play this card to a Problem, you may retire a Friend there to uncover this card.<P>When this card is uncovered, all players shuffle their discard piles into their decks.

Changeling Swarm (Canterlot Nights-158 U)

Troublemaker; 2, 6

When you play this card to a Problem, you may retire a Troublemaker you control there to uncover this card.

Charged Up, Energizer Pony (Premiere-39 R)

Friend - [Earth Pony] Earth Pony; 3, 0 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.

Cheering Up a Friend (Canterlot Nights-171 C)

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

Players can't confront this Problem unless they have at least 4 characters here.

Cheese Sandwich, Wandering Partier (Canterlot Nights-40 R)

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

This card enters play exhausted.<p>Main Phase: Exhaust this card and put it into your hand to dismiss an exhausted Friend.

Cherry Fizzy, Stalwart Soldier (Canterlot Nights-29 C)

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

If this card would be frightened, you may exhaust it instead.

Cherry Jubilee, Queen of the Hill (Premiere-26 F)

Friend - [Earth Pony] Earth Pony; 1, 0 Orange, 1

This card gets +1 power for each Resource on it.

Chic Beret (Canterlot Nights-135 C)

Resource - Accessory; 3, 0 , 6

Play on a Friend.<P>That Friend has +1 power and is also [white].<P>Main Phase: Pay [1 action] to reattach this card to another Friend.

Chicken Costume (Canterlot Nights-136 C)

Resource - Accessory; 1, 2 Pink, 5

Play on a Friend.<P>When that Friend becomes exhausted, dismiss it.

Chief Thunderhooves, Buffaloin' Buffalo (Canterlot Nights-9 R)

Friend - [Buffalo] Buffalo; 3, 3 Blue, 3



Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P>Reaction: After an opponent plays a Friend to this card's Problem, you may spend a card from beneath this card to frighten that Friend.

Cipher Splash, Born Ready (Canterlot Nights-10 U)

Friend - [Unicorn] Unicorn; 3, 1 Blue, 3

Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P>At the start of each player's turn, if this card has at least 1 card beneath it, you may ready 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, 0 Blue, 1

Main Phase: Exhaust this card to reduce by [1 action] the cost of the next Friend you play this turn.

Cloudy Quartz, Concerned Mother (Canterlot Nights-30 C)

Friend - [Earth Pony] Earth Pony; 1, 1 Orange, 0

Supportive 2 (+2 *power while at a Problem with your Mane Character that shares a color with this card.*)

Cockatrice on the Loose (Canterlot Nights-172 R)

Problem; [4 yellow] + [3 non-yellow], 8 [wild] , 2

When a Troublemaker is played here, that Troublemaker's owner may put a Friend here into its owner's hand.

Coco Crusoe, Thick Skinned (Premiere-27 R)

Friend - [Earth Pony] Earth Pony; 3, 0 Orange, 2

When you **uncover** a Troublemaker at this card's Problem, an opponent discards 2 random cards.

Coco Pommel, Fashion Apprentice (Canterlot Nights-69 C)

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

Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P>Main Phase: Spend a card from beneath this card to give another character +4 power until the end of the turn.

Combat Hat (Canterlot Nights-137 U)

Resource - Accessory; 1, 2 White, 5

Play on one of your Friends.<P>Your opponent must pay +[1 action] to move a character to that Friend's Problem.<P>Main Phase: Pay [1 action] to reattach this card to another one of your Friends.

Comet Tail, Hale Bopper (Premiere-54 C)

Friend - [Unicorn] Unicorn; 1, 0 Purple, 1

Comforting Critters (Canterlot Nights-173 U)

Problem; [2 yellow] + [2 non-yellow], 5 [wild] , 1

Starting Problem. While at this Problem, this card's owner's Mane Character has +1 power during the Main Phase.

Compass Star, Geography Nut (Canterlot Nights-55 C)

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

Cookie Crumbles, Fancy Cooker (Canterlot Nights-68 C)

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

Supportive 2 (+2 power while at a Problem with your Mane Character that shares a color with this card.)<P>Opponents can't move this card or your Mane Character.

Crash Course (Canterlot Nights-174 C)

Problem; [3 blue] + [2 purple], 7 [wild] , 2

Characters here have Swift.

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.

Critter Stampede (Canterlot Nights-102 R)

Event - Gotcha; 2, 5 Yellow, 4

Reaction: After an opponent plays a Friend, put that Friend into its owner's hand.

Daisy, Mousy Mare (Canterlot Nights-31 U)

Friend - [Earth Pony] Earth Pony; 3, 0 Orange, 2

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

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.*)

Dark Dank Dungeon (Canterlot Nights-175 U)

Problem; [4 yellow + 3 white], 9 [wild] , 3

When a player confronts this Problem, that player puts one of their Friends here into its owner's hand.

Dark Moon, Moonlit Colt (Canterlot Nights-11 C)

Friend - [Unicorn] Unicorn; 3, 0 Blue, 2

Main Phase: Exhaust one of your Resources at home to ready this card.

Diamond Dog (Rock and Rave-11 F)

Troublemaker; 1, 4

When this card is defeated, gain [2 actions]

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.

DJ Pon-3, Everypony's Shufflin' (Canterlot Nights-194 UR)

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

Reaction: After the start of any phase, you may put this card into your hand to have all players shuffle their hands into their decks then draw 4 cards.

DJ Pon-3, Party Starter (Rock and Rave-f2 F)

Mane Character - [Unicorn] Unicorn; Pink, 1/3

Front: Home Limit 3 <P> When you draw your third card during a turn, shuffle your deck and turn this card over. Back: Home Limit 4 <P> Main Phase: Exhaust this card to draw a card. <P> At the start of your Score Phase, if this card is with at least 3 of your Friends, you may ready this card.

Doc Top, Pony Pediatrician (Canterlot Nights-32 C)

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

Main Phase: Exhaust this card.<P>While this card is exhausted, you pay [1 action] less to rally your Friends (to a minimum of [1 action]).

Doctor Horse, M.D. (Canterlot Nights-85 F)

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

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.) Each of your other Friends at this card's Problem have +1 power for each card beneath this card.

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, Just In Time (Canterlot Nights-12 R)

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

Faceoff: You may play this card to an area where you have a character involved in a faceoff. If you do, it becomes involved in that faceoff.

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.**

Eagle, Soaring Raptor (Canterlot Nights-86 U)

Friend - [Critter] Critter; 3, 1 Yellow, 3

Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P>Reaction: After the start of any phase, you may spend a card from beneath this card to move this card.

Earth Pony Royal Guard, Arresting Officer (Canterlot Nights-33 R)

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

When this card enters play at your home, an opponent reveals their hand. You may choose a Friend card from their hand and they discard that card.

Eclair Crème, Vicarious Listener (Canterlot Nights-13 F)

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

Score Phase: Exhaust another one of your Friends and pay [1 action] to give this card +2 power until the end of the phase.

Eep! (Canterlot Nights-103 R)

Event; 1, 2 Yellow, 6

Main Phase: Banish this card to beneath one of your Friends with Pumped.

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, Cider Aficionado (Premiere-12 C)

Friend - [Earth Pony] Earth Pony; 2, 0 Blue, 2

Emergency Dress Order (Premiere-170 U)

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

Starting Problem.

Equestrian Mailmare, Special Delivery (Crystal Games-pf1 P)

Friend - [Pegasus] Pegasus; 3, 0 , 2

When you play your first card each turn, put a Postage counter on this card. <P> While this card has at least one Postage counter on it, it has +1 power.

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.

Fancy Pants, Trendsetter (Canterlot Nights-198 UR)

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

Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P>When you win a faceoff involving this card, you may spend any number of cards from beneath this card to score a point for each card spent.

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.**

Fashion Week (Canterlot Nights-104 U)

Event - Showdown; 0, 3 White, 5

Main Phase: Start a faceoff involving one of your Friends and an opponent's Friend with equal or greater power. The winner of the faceoff scores a point.

Fast Clip, Drill Instructor (Canterlot Nights-34 R)

Friend - [Pegasus] Pegasus; 2, 3 Orange, 2  
Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P>Main Phase: Spend a card from beneath this card to exhaust all characters at this card's Problem.

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, 0 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 Fiddle, 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.

Fine Line, Au Pair (Canterlot Nights-87 C)  
Friend - [Unicorn] Unicorn; 2, 2 Yellow, 2  
While an opponent's Mane Character is at home, each of your other characters at this card's Problem have +1 power.

Finish Line, Jammer (Premiere-9 U)  
Friend - [Earth Pony] Earth 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.

Fleur Dis Lee, Trendy Follower (Canterlot Nights-70 C)  
Friend - [Unicorn] Unicorn; 3, 3 White, 2  
Supportive 1 (+1 power while at a Problem with your Mane Character that shares a color with this card.)<P>While involved in a faceoff, this card also has Supportive 2.

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, 0 Pink, 1

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

Flutterbat (Canterlot Nights-00 UR)

Troublemaker; 2, 5

When this card is uncovered, move it to another Problem. <P> At the start of your opponent's Troublemaker Phase, move this card to a Problem with a number of characters equal to or less than the number of characters at this card's Problem.

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, 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, Critter Caregiver (Canterlot Nights-88 U)

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

[Critter] Friends don't count towards your home limit.

Fluttershy, Element of Kindness (Canterlot Nights-89 R)

Friend - [Pegasus] Pegasus, Unique; 6, 6 Yellow, 5

When this card enters play you may search your deck for up to 2 [Critter] Friends and put them into your hand. <P>Faceoff: Discard a [Critter] Friend to give a Friend +2 power until the end of the faceoff.

Fluttershy, Friend to Animals (Canterlot Nights-7 U)

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

Front: Home Limit 3 <P>Main Phase: Pay [3 actions] to turn this card over. <P> You pay 1 less action token to turn this card over for each [Critter] Friend you control. Back: Home Limit 4, Caretaker (+1 power while at a Problem with at least one of your [Critter] Friends) <P> Main Phase: Pay [1 action] to move this card to a Problem that has one of your [Critter] Friends there.

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, 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, Rainbow Chaser (Canterlot Nights-pf11 P)

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

While at a Problem with a [yellow] Friend, this card has +1 power. <P> While at a Problem with Pinkie Pie, this card has +1 power and is also [pink].

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.

Foggy Fleece, Cloud Crafter (Canterlot Nights-71 C)

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

You may play this card from your discard pile.

Forest Owl, Novice Assistant (Premiere-85 C)

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

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

Four Step, Dance Teacher (Canterlot Nights-56 C)

Friend - [Unicorn] Unicorn; 2, 0 Purple, 1

Reaction: After an opponent's Friend is moved to this card's Problem, you may exhaust this card to move a different character there home.

Frown Town (Canterlot Nights-177 U)

Problem; [4 pink] + [3 non-pink], 8 [wild], 2

When a player confronts this Problem, that player reveals the top card of their deck. If it's a Friend, they put it into their hand. Otherwise, they put it in the discard pile.



Fruit Bat Roundup (Canterlot Nights-178 R)

Problem; [2 orange] + [1 non-orange], 4 [wild] , 1

When this Problem enters play, each player discards a card for each action token they have.

Full Steam, Smoke Stacked (Premiere-31 R)

Friend - [Earth Pony] Earth Pony; 4, 0 Orange, 4

Funny Glasses (Canterlot Nights-138 U)

Resource - Accessory; 2, 0 , 4

Play on one of your Friends.<P>Main Phase: Exhaust that Friend to give your Friends [pink] until the end of the phase.

Furry Free-for-All (Canterlot Nights-105 R)

Event - Gotcha; 1, 3 Yellow, 4

Reaction: After the start of a faceoff, all players shuffle their decks.

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 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.

Globe Trotter, Sight Seer (Canterlot Nights-42 U)

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

Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P>Main Phase: Spend a card from beneath this card to draw 2 cards.

Go, Feed! (Canterlot Nights-139 R)

Resource - Condition; 1, 1 Blue, 4

Play on a Troublemaker.<P>If a player loses a faceoff involving that Troublemaker and would send a Friend home, they dismiss that Friend instead.

Golden Gavel, Fast Talker (Canterlot Nights-72 F)

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

Main Phase: Pay [1 action] to exhaust this card.<P>While this card is exhausted, your opponent must pay +[1 action] to play or move a character to this card's Problem.

Golden Harvest, Beyond Her Garden (Canterlot Nights-35 C)

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

Stubborn (*This card can still apply its power during faceoffs and the Score Phase even if exhausted.*)

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, 0 Pink, 1

**When you win a Problem faceoff involving this card, you may search your deck for a Friend, reveal it, put it into your hand, and shuffle your deck.**

Goldie Delicious, Cat Hoarder (Canterlot Nights-90 R)

Friend - [Earth Pony] Earth Pony, Elder; 3, 4 Yellow, 2

Main Phase: Exhaust this card.<P>While this card is exhausted, your [Critter] Friends at its Problem each have +1 power.

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.

Goof Off (Canterlot Nights-176 C)

Problem; [2 pink] + [2 non-pink], 5 [wild], 1

Starting Problem. This card's owner may exhaust their Mane Character at a Problem to look at the top card of that Problem's deck and may put that card on the bottom of that deck.

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.**

Granny Smith, Jar Judger (Canterlot Nights-193 UR)

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

When you confront this card's Problem you may pay [1 Action] to choose an opponent. That opponent chooses and discards a card.

Greeting Lots of Folks With Clout (Canterlot Nights-179 C)

Problem; [2 purple] + [1 non-purple], 4 [wild], 1

Main Phase: Pay [1 action] to move your opponent's Mane Character here. Any player may activate this ability.

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.**

Hairpin Turn, Blocker (Canterlot Nights-14 C)

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

Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P>While involved in a faceoff, this card has +2 power for each card beneath it.

Hard Hat (Premiere-139 U)

Resource - Accessory; 1, 2 Orange, 4

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

Hayseed Turnip Truck, "A" For Effort (Canterlot Nights-36 U)

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

Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P>During faceoffs involving this card, if this card has at least 1 card beneath it, flip an additional card.

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, 0 Pink, 1

Hoity Toity, Fashion Critic (Canterlot Nights-73 R)

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

Main Phase: Exhaust this card to put all cards from beneath a Friend with Pumped into the discard pile.

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.

Hondo Flanks, Big Daddy (Canterlot Nights-45 C)

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

Supportive 4 (+4 power while at a Problem with your Mane Character that shares a color with this card.)

Hoofwrasslin' (Canterlot Nights-106 U)

Event - Showdown; 0, 3 Orange, 3

Main Phase: Start a faceoff involving one of your Friends and an opponent's Friend with equal or greater power. The winner looks at their opponent's hand and chooses a card. That player puts that card on top of their deck.

House Mouse, Little Pipsqueak (Premiere-86 C)

Friend - [Critter] Critter; 1, 0 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.

Hungry Hungry House Guest (Canterlot Nights-180 C)

Problem; [2 yellow] + [1 non-yellow], 4 [wild] , 1

Friends with Resources on them can't be moved here.

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 Got a Golden Ticket! (Canterlot Nights-107 U)

Event; 2, 4 White, 3

Problem Faceoff: Choose a Friend in your discard pile. Put it into play at a Problem where a faceoff is being resolved. At the end of the faceoff, banish that Friend.

I Just Can't Decide! (Canterlot Nights-140 R)

Resource - Report; 1, 2 Purple, 5

Play on a Problem.<P>Main Phase: Exhaust this card and pay [1 action] to move an opponent's character away from that Problem.

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.

Impress the Inspector (Canterlot Nights-181 U)

Problem; [4 purple] + [3 blue], 9 [wild] , 2

The first time a player plays a Friend here each turn, that player may ready another Friend here.

In Your Dreams (Canterlot Nights-108 R)

Event; 1, 2 Purple, 4

Main Phase: Choose odd or even and then reveal the top card of your deck. If that card's printed power matches your choice, gain [1 action] and draw a card. Otherwise, draw a card. (*0 counts as even.*)

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.

It's Elementary! (Rock and Rave-5 F)

Event; 1, 0 , 4

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

Jet Set & Upper Crust (Canterlot Nights-159 C)

Troublemaker; 1, 0

Players can't challenge this Troublemaker unless they have at least 3 Friends at its Problem.

Jetstream, All Heart (Premiere-7 C)

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

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

Joe, Doughnuteer (Canterlot Nights-37 R)

Friend - [Unicorn] Unicorn; 2, 0 Orange, 1

Main Phase: Exhaust this card and pay [1 action] to reveal a card from your hand and banish it to beneath one of your Friends with Pumped.

Joe's Doughnut Shop (Canterlot Nights-141 U)

Resource - Location; 2, 2 Orange, 5

Play to your home.<P>Main Phase: Spend a card from beneath one of your Friends with Pumped to give that Friend +2 power until the end of the turn.

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, 0 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.

Learned Lessons (Canterlot Nights-142 R)

Resource - Asset; 1, 1 Purple, 4

Play to your home.<P>When you score a Problem's bonus points, banish the top card of your deck to beneath this card.<P>Main Phase: Spend all the cards beneath this card and retire it to gain a number of action tokens equal to the number of cards spent.

Lemon Hearts, Sweetheart (Canterlot Nights-91 C)

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

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

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.

Lightning Dust (Canterlot Nights-160 C)

Troublemaker; 1, 4

When this card is uncovered, you may move it to another Problem.

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.**

Lily, Panicked Pony (Canterlot Nights-43 U)

Friend - [Earth Pony] Earth Pony; 2, 0 Pink, 2

When this card enters play, you may retire one of your Friends to add that Friend's power to this card's power until the end of the turn.

Liza Doolots, Boundless Energy (Canterlot Nights-92 C)

Friend - [Unicorn] Unicorn, Foal; 2, 0 Yellow, 1

When this card enters play at a Problem, you may dismiss a Resource on a Friend at that Problem.

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.

Lost in the Crystal Caves (Canterlot Nights-182 U)

Problem; [4 purple] + [3 non-purple], 8 [wild] , 2

When a player confronts this Problem, that player moves a character here home.

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 Star, Charming Cheerer (Canterlot Nights-44 C)

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

While an opponent's Mane Character is at home, this card has +1 power.

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.

Magic Duel (Canterlot Nights-109 U)

Event - Showdown; 0, 3 Purple, 5

Main Phase: Start a faceoff involving one of your Friends and an opponent's Friend with equal or greater power. The winner of the faceoff gains [1 action].

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.

Mane-Raising Experience (Canterlot Nights-110 R)  
Event; 3, 0, 3  
Troublemaker Faceoff: Frighten a Friend involved in the faceoff.

Manny Roar, Mild Manticore (Canterlot Nights-93 C)  
Friend - [Critter] Critter; 4, 2 Yellow, 3  
When this card enters play, dismiss a Resource.

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.

Maud Pie, Rockin' (Rock and Rave-f1 F)  
Mane Character - [Earth Pony] Earth Pony; Orange, 1/3  
Front: Home Limit 3 <P> At the end of your Main Phase, if you have a Friend and a Resource, turn this card over. Back: Home Limit 4 <P> This card has +1 power for each card type in your discard pile.

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

Minuette, Clocked Up (Canterlot Nights-57 R)



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

Reaction: At the end of a Troublemaker Phase, you may retire this card to start a new Troublemaker Phase.

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.

Monstrous Cave (Canterlot Nights-143 U)

Resource - Location; 1, 3 Blue, 5

Play to your home.<P>Main Phase: Exhaust this card and pay [1 action] to search your deck for a Troublemaker, reveal it, put it into your hand, and shuffle your deck.

Monstrous Manual (Canterlot Nights-144 C)

Resource - Asset; 2, 1 Purple, 5

Play to your home.<P>Reaction: After the start of your Troublemaker Phase, you may exhaust this card and pay [2 actions] to turn a Troublemaker face-down.

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].

Mrs. Cake, Dessertier (Canterlot Nights-94 C)

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

Supportive 1 (+1 power while at a Problem with your Mane Character that shares a color with this card.)<P>Your Mane Character has +1 power while at a Problem with this card.

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.**

Nice Moves, Kid (Canterlot Nights-111 R)

Event; 1, 1 Blue, 5

Main Phase: Draw a card for each action token your opponent has, then discard the same number of cards.

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.

Not On the List (Canterlot Nights-112 U)  
Event; 2, 2 White, 2  
Main Phase: Banish a Friend with 2 or less power.

Noteworthy, Humdinger (Premiere-76 C)  
Friend - [Earth Pony] Earth Pony; 1, 0 White, 1

Nothing to Be Afraid Of (Canterlot Nights-113 U)  
Event; 0, 3 Orange, 5  
Main Phase: Unfrighten a Friend.

Nurse Redheart, Cantankerous Caretaker (Canterlot Nights-95 R)  
Friend - [Earth Pony] Earth Pony; 3, 4 Yellow, 3  
Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P>Reaction: After the start of a Score Phase, you may spend a card from beneath this card to put an opponent's Friend into its owner's hand.

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, Star Cellist (Canterlot Nights-74 U)  
Friend - [Earth Pony] Earth Pony; 2, 0 White, 1  
Main Phase: Exhaust one of your Resources at home to give this card +2 power until the end of the phase.

Octavia, Sweet Symphony (Rock and Rave-4 F)  
Friend - [Earth Pony] Earth Pony; 3, 3 White, 2  
When you confront this card's Problem, if your opponent controls more characters here than you, you may exhaust this card to score a point.

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, 0 Pink, 1

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

Opalescence, Curtain Shredder (Premiere-92 C)

Friend - [Critter] Critter; 2, 0 Yellow, 1

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

Orange Swirl, Dizzy Daredevil (Canterlot Nights-15 C)

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

Out of Control (Canterlot Nights-183 C)

Problem; [2 orange] + [1 non-orange], 4 [wild] , 1

When this Problem is solved, dismiss a random Friend here.

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, each player 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.

Perfect Pace, Time Master (Canterlot Nights-58 C)

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

Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P>Faceoff: Spend a card from beneath this card to give this card +4 power until the end of the faceoff.

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.

Photo Finish, Picture Perfect Pony (Canterlot Nights-75 U)

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

Pumped (**After a faceoff involving this card, you may banish a card you flipped to beneath this card.**)<P>When you win a faceoff involving this card, you may spend a card from beneath it to banish an opponent's Friend.

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.

Pie Family Rock Farm (Canterlot Nights-145 R)

Resource - Location; 2, 3 Pink, 5

Play to your home.<P>When this card enters play, draw a card.<P>**At the start of each player's turn, that player draws an additional card.**

Pinkie Pie, Clonie Pie (Canterlot Nights-195 UR)

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

Supportive 2 (+2 power while at a Problem with your Mane Character that shares a color with this card.)<P>Faceoff Reaction: **After** you flip a card, you may pay [1 action] to ignore that card's power and flip a new 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.

Pinkie Pie, Element of Laughter (Canterlot Nights-46 R)

Friend - [Earth Pony] Earth Pony, Unique; 6, 6 Pink, 5

When this card enters play, you may reveal the top card of your deck. If you do, reveal cards from the top of your deck until you reveal a number of Friends equal to that card's printed power. Put any number of revealed [pink] Friends into your hand and shuffle all other revealed cards into your deck. All opponents draw 1 card for each Friend you put into your hand.

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, Party Animal (Premiere-3 F)

Mane - [Earth Pony] Earth 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, Pokey Pony (Canterlot Nights-3 U)

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

Front: Home Limit 3 <P> When you end your turn, if this card is at home or a Problem with at least 3 of your Friends, turn it over. Back: Home Limit 4, 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 confront this card's Problem, you may retire one of your Friends there to dismiss an opponent's Friend there.

Pinny Lane, Bowl'em Over (Canterlot Nights-47 R)

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

When this card enters play, you may retire one of your Friends to gain a number of action tokens equal to that Friend's cost.

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.

Pipsqueak, Scrappy Squirt (Canterlot Nights-16 R)

Friend - [Earth Pony] Earth Pony, Foal; 1, 2 Blue, 1

Reaction: After an opponent's Troublemaker is uncovered at this card's Problem, you may challenge that Troublemaker with all your characters there.

Plum Tuckered Out (Canterlot Nights-114 R)

Event; 1, 3 Orange, 4

Reaction: After an opponent plays or moves a character, exhaust that character.

Pony of Shadows (Canterlot Nights-161 U)

Troublemaker; 3, 5

When this card is uncovered, you may frighten a Friend at its Problem.

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.

Prim Posy, Fond of Fronds (Canterlot Nights-76 C)

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

Prince Blueblood (Canterlot Nights-162 U)

Troublemaker; 2, 4

When a player challenges this card, that player moves one of their characters at this card's Problem home.

Princess Celestia, Bringer of Light (Canterlot Nights-96 U)

Friend - [Alicorn] Alicorn, Royalty; 4, 2 Yellow, 3

When this card enters play at a Problem, you may unfrighten or ready a Friend.

Princess Celestia, Hoof Shaker (Canterlot Nights-8 F)

Mane - [Alicorn] Alicorn, Royalty; Yellow, 1/3

Front: Home Limit 3<P>Main Phase: Exhaust 3 of your Friends to turn this card over.

Back: Home Limit 4<P>**At the end of your turn, if you have Friends at home in excess of your home limit, you may exhaust this card to put a Friend there into your hand.**

Princess Celestia, Protector of Equestria (Canterlot Nights-200 UR)

Friend - [Alicorn] Alicorn, Royalty; 3, 2 Yellow, 3

When this card enters play at a Problem with an opponent's Troublemaker, this card gets +2 power until the end of the turn. Challenge that Troublemaker with this card.

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 Celestia, Equestrian Leader (Canterlot Nights-190 UR)

Mane - [Alicorn] Alicorn, Royalty; Yellow, 1/3

Front: Home Limit 4<P>Main Phase: Pay [3 actions] to turn this card over. Back: Home Limit 4<P>When this side of the card is turned face up, you may ready a

Resource.<P>Main Phase: Retire one of your Resources to add its power to one of your [yellow] Friends until the end of this turn and turn this card over.

Princess Luna, Mare in the Moon (Canterlot Nights-196 UR)

Friend - [Alicorn] Alicorn, Royalty; 3, 3 Purple, 2

Reaction: After the start of any phase, you may banish this card and put it into play at the start of your next turn.

Princess Luna, Night Mare (Canterlot Nights-59 U)

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

When this card enters play at a Problem, frighten a Friend there.

Princess Luna, The Party's Over (Canterlot Nights-4 U)

Mane Character - [Alicorn] Alicorn, Royalty; Purple, 1/3

Front: Home Limit 3 <P> When you win a faceoff involving this card, turn this card over.

Back: Home Limit 4 <P> Opposing characters here have -1 power during Problem faceoffs.

Princess Luna, Dream Catcher (Canterlot Nights-189 UR)

Mane - [Alicorn] Alicorn, Royalty; Purple, 1/2

Front: Home Limit 4. Main Phase: Pay [3 actions] to turn this card over. Back: Home Limit 4<P>When this side of the card is turned face up, you may search your deck for an Event, reveal it, put it into your hand, and shuffle your deck.<P>At the start of your Main Phase, you may reveal the top card of your deck. If you do, reveal a card from your hand. If the printed power of the card from your hand is greater, put the card revealed from your deck into your hand and turn this card over.

Princess Luna, Princess of the Night (Canterlot Nights-4 F)

Mane - [Alicorn] Alicorn, Royalty; , Purple, 0

Front: Home Limit 3<P>When you confront this card's Problem, you may pay [2 actions] to turn this card over. Back: Home Limit 4, Studious<P>Faceoff: Discard an Event to give this card +3 power until the end of the faceoff.

Private Party (Canterlot Nights-146 U)

Resource - Location; 1, 3 White, 4

Play to your home.<P>Reaction: After an opponent plays a Troublemaker, you may exhaust this card and pay [1 action] to move that face-down Troublemaker to another 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.

Purple Waters, Prismatic Poet/Musician (Canterlot Nights-41 C)

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

Quarray Eels (Rock and Rave-12 F)

Troublemaker; 1, 4

Opponents must pay +[1 action] to move a character to this card's Problem.

Queen Chrysalis (Canterlot Nights-203 UR)

Troublemaker - Epic; 3, 6

Villain<P>At the start of a faceoff involving this card, exhaust a random character involved in the faceoff.

Raccoon, Scrounger (Canterlot Nights-97 C)

Friend - [Critter] Critter; 2, 0 Yellow, 1

Main Phase: Exhaust one of your Resources at home to move this card.

Rainbow Blaze, Dashing Mentor (Canterlot Nights-17 C)

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

Supportive 2 (+2 *power while at a Problem with your Mane Character that shares a color with this card.*)

Rainbow Dash, Dressing in Style (Canterlot Nights-pf13 P)

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

While at a Problem with a [blue] Friend, this card has +1 power. <P> While at a Problem with Applejack, this card has +1 power and is also [orange].

Rainbow Dash, Element of Loyalty (Canterlot Nights-19 R)

Friend - [Pegasus] Pegasus, Unique; 6, 6 Blue, 5

Reaction: After an opponent takes an action during their Main Phase, you may pay [1 action] to move this card.

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 action] to move another one of your Friends from home to that Problem

Rainbow Dash, Goosebump Giver (Canterlot Nights-18 C)

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

Reaction: After an opponent's Friend is frightened, you may exhaust this card to frighten another Friend.

Rainbow Dash, Hanging Out (Canterlot Nights-1 U)

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



Front: Home Limit 3<P>Any Phase: While there are at least 2 [Pegasus] Friends at this card's Problem, you may turn this card over. Back: Home Limit 4, Swift (You may move this card for 1 fewer action tokens.)<P>At the start of a faceoff involving this card, you may ready an exhausted Friend at this card's Problem.

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.**

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.

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, 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.

Rarity, Dragon Charmer (Canterlot Nights-77 U)

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

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 win a Troublemaker faceoff involving this card, score an additional point.

Rarity, Dressmaker (Canterlot Nights-6 U)

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

Front: Home Limit 3 <P>When you play a Resource on one of your Friends, 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>When you play a Resource on one of your Friends, that Friend gets +2 power until the end of the turn.

Rarity, Element of Generosity (Canterlot Nights-78 R)

Friend - [Unicorn] Unicorn, Unique; 6, 6 White, 5

When this card enters play you may choose 2 [white] Friends from your discard pile. An opponent chooses 1 to put into your hand. You may put the other into play at your home.

Rarity, Mover and Shaker (Canterlot Nights-8 U)

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

Front: Home Limit 3 <P> When you confront this card's Problem with at least 2 other [white] characters, turn this card over. Back: Home Limit 4 <P> Your opponent pays +[1 action] to play Events.

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.

Raze This Barn (Premiere-189 U)

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

Red Dragon (Canterlot Nights-163 U)

Troublemaker; 2, 6

At the start of your opponent's Troublemaker Phase, they may pay [2 actions] to turn this card face-down.

Red Gala, Favorite Cousin (Premiere-33 C)

Friend - [Earth Pony] Earth Pony; 2, 0 Orange, 2

Reformed (Canterlot Nights-147 U)

Resource - Condition; 1, 2 Yellow, 5

Play on an opponent's Troublemaker.<P>When you defeat that Troublemaker, you may add its power to your next faceoff this turn.

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 uncover a Troublemaker at its Problem.

Rock Solid Fashion (Rock and Rave-6 F)

Event; 1, 0, 4

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

Rock, Paper, Scissors, Shoot! (Canterlot Nights-115 U)

Event - Showdown; 0, 3 Pink, 5

Main Phase: Start a faceoff involving one of your Friends and an opponent's Friend with equal or greater power. At the end of the faceoff, the loser dismisses one of their Friends that was involved.

Roseluck, Fainthearted Filly (Canterlot Nights-79 U)

Friend - [Earth Pony] Earth Pony; 4, 0 White, 3

Reaction: After one of your Friends is retired, you may exhaust this card. If you do, put another Friend from your discard pile into your hand.

ROYAL CANTERLOT VOICE (Canterlot Nights-116 U)

Event; 1, 4 Purple, 5

Main Phase: Choose a Problem. Your opponent moves one of their Friends away from that Problem. If you control Princess Luna, gain [1 action].

Royal Dress Rehearsal (Canterlot Nights-184 U)

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

Friends without Resources on them can't be moved here.

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].

Rumble, Fast Learner (Canterlot Nights-20 C)

Friend - [Pegasus] Pegasus, Foal; 2, 0 Blue, 1

Main Phase: Exhaust this card to move it.

Runaway Cart (Premiere-190 U)

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

Starting Problem.

Sapphire Shores, Costume Changer (Canterlot Nights-80 C)

Friend - [Earth Pony] Earth Pony; 2, 0 White, 2

Main Phase: Retire an Accessory on this card to play an Accessory on this card for free.

Sassaflash, Striking! (Canterlot Nights-48 R)

Friend - [Pegasus] Pegasus; 2, 0 Pink, 1

When this card enters play at a problem, each player shuffles their deck and draws a card.

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.

Scotaloo, Creature Catcher (Premiere-17 R)

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

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

Scotaloo, Fan Club Founder (Canterlot Nights-21 U)

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

Supportive 1 (+1 power while at a Problem with your Mane Character that shares a color with this card.)<P>When you move your Mane Character to a Problem, you may exhaust this card to move this card there.

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.

Sealed Scroll, Studios Scribe (Canterlot Nights-60 C)

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

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

Secret Mission (Rock and Rave-7 F)

Problem; [2 pink] + [2 purple], 6 [wild] , 2

Players need +1 [wild] to confront this Problem for each of their opponent's Friends here.

Shining Armor, Captain of the Guard (Canterlot Nights-61 R)

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

Reaction: After you move this card to a Problem, you may exhaust this card to turn a Troublemaker there face-down.

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.**

Shooting Star, Tale Teller (Canterlot Nights-22 C)

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

**At the end of your draw step, if an opponent's Mane Character is at home, you may draw a card and discard a card.**

Silver Frames, Art Curator (Canterlot Nights-81 C)

Friend - [Earth Pony] Earth Pony; 2, 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.*)

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.**

Snails, Deep Thinker (Canterlot Nights-49 C)

Friend - [Unicorn] Unicorn, Foal; 3, 2 Pink, 2

Main Phase: Exhaust this card. <P>While this card is exhausted, your opponent needs +[2 wild] to confront this card's Problem.

Snips, Schemer (Canterlot Nights-50 R)

Friend - [Unicorn] Unicorn, Foal; 3, 2 Pink, 2  
Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P>Main Phase: Exhaust this card and spend 2 cards from beneath it to dismiss an opponent's Friend at this card's Problem.

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.

Snips & Snails, Problem Solvers (Canterlot Nights-51 R)  
Friend - [Unicorn] Unicorn, Foal; 2, 3 Pink, 3  
Main Phase: Exhaust and retire this card to replace its Problem.

Snooty Boutique (Canterlot Nights-148 R)  
Resource - Location; 3, 2 White, 4  
Play to your home.<P>Reaction: After the start of a Faceoff, you may exhaust this card to put a card from your hand on the top of your deck.

Social Obligations (Canterlot Nights-185 U)  
Problem; [2 white] + [2 non-white], 5 [wild] , 1  
Starting Problem. When this card's owner wins a faceoff involving their Mane Character, that player may exhaust that Mane Character to score an additional point.

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].

Soothe the Savage Beast (Canterlot Nights-149 R)  
Resource - Condition; 2, 2 Yellow, 5  
Play on an opponent's non-Epic Troublemaker.<P>That Troublemaker loses and can't gain abilities during your Troublemaker Phase.

Special Delivery! (Premiere-192 U)  
Problem; [1 pink] + [1 non-pink], 4 [wild] , 1  
Starting Problem.

Spike, Assistant Librarian (Canterlot Nights-62 R)  
Friend - [Dragon] Dragon; 2, 2 Purple, 1  
Main Phase: Exhaust this card to look at the bottom 2 cards of your deck. You may put 1 of them on top of your deck.

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, Companionable Filly (Premiere-61 R)

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

Studious (*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.

Sprinkle Medley, Drip Dropper (Canterlot Nights-23 C)

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

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

Stand Still! (Premiere-118 R)

Event - Gotcha; 0, 2 White, 5

Reaction: Play after an opponent's character has just been moved. **Send** that character to its **previous area**.

Staring Contest (Canterlot Nights-117 U)

Event - Showdown; 0, 3 Yellow, 5

Main Phase: Start a faceoff involving one of your Friends and an opponent's Friend with equal or greater power. At the end of the faceoff, the loser puts one of their Friends that was involved into its owner's hand.

Starry Eyes, Space Cadet (Canterlot Nights-63 C)

Friend - [Pegasus] Pegasus; 2, 0 Purple, 1

Faceoff: Exhaust one of your Resources at home to give this card +2 power until the end of the faceoff.

Steam Roller, Juggernaut (Canterlot Nights-38 C)

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

Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P> While this card has at least 1 card beneath it, it can't be dismissed or frightened.

Storming the Villain's Lair (Canterlot Nights-186 C)

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

When a Troublemaker is played here, its controller may pay [2 actions] to uncover it.

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, 0 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.

Sunset Shimmer (Canterlot Nights-164 R)

Troublemaker; 2, 5

When this Troublemaker is uncovered, you may pay 3 actions. If you do, banish an opposing Friend or Resource to beneath this card. Otherwise, dismiss this card. <P>

When this card leaves play or is turned face-down, put any cards beneath it into their own

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.

Swan Song, Fun-loving Debutante (Canterlot Nights-52 C)

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

Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P>This card has +1 power for each card beneath it.

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 Belle, Doting Sister (Canterlot Nights-199 UR)

Friend - [Unicorn] Unicorn, Foal; 2, 1 White, 1



When you win a faceoff involving this card and Rarity, you may exhaust this card to score a point.

Sweetie Sunrise, Early Riser (Premiere-20 C)

Friend - [Pegasus] Pegasus; 1, 0 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.

Tall Order, Council Colt (Canterlot Nights-64 F)

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

Pumped (*After a faceoff involving this card, you may banish a card you flipped to beneath this card.*)<P>Reaction: After an opponent plays or moves a Friend to this card's Problem, you may spend a card from beneath this card to move that Friend home.

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 Best of Friends (Canterlot Nights-118 F)

Event; 1, 0 , 4

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

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 Brave and the Bold (Canterlot Nights-119 R)

Event; 1, 0 , 5

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

The Element of Kindness, Sharing Kindness (Canterlot Nights-201 UR)

Resource - Artifact, Unique; 2, 3 Yellow, 7

Play to your home. You must control Fluttershy to play this card.<P>At the start of your turn, put a Harmony **counter** on this card.<P>Reaction: After you play a Friend with 2 or less power, you may remove 1 Harmony **counter** from this card to give that Friend +2

The Element of Magic, Complete Magic (Canterlot Nights-202 UR)

Resource - Artifact, Unique; 2, 3 Purple, 7

Play to your home. You must control Twilight Sparkle to play this card.<P>At the start of your turn, put a Harmony **counter** on this card.<P>Main Phase: Remove 2 Harmony **counters** from this card to look at the top 3 cards of your deck. You may put any number of

The Hard Way (Canterlot Nights-120 R)

Event - Showdown; 1, 4 Blue, 4

Main Phase: Challenge an opponent's face-up Troublemaker with all your characters at its Problem.

The High Ground (Canterlot Nights-150 U)

Resource - Asset; 1, 2 Blue, 5

Play to your home.<P>Reaction: After a Troublemaker is played, you may **exhaust this card to** ready one of your characters.

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

Event; 1, 2 Yellow, 6

Main Phase: Dismiss an opponent's Resource.

The Magic of Adventure (Canterlot Nights-121 F)

Event; 1, 0, 4

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

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.

The Sun and the Moon (Canterlot Nights-122 R)

Event; 1, 0, 5

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

The Twilicane (Canterlot Nights-151 R)

Resource - Accessory, Unique; 2, 3 Purple, 6

Play on an opponent's Mane Character. <P> During the Score Phase, if that Mane Character is at home, that opponent's Friends each have -1 power.

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.

Threat Against Canterlot (Canterlot Nights-187 U)

Problem; [4 orange] + [3 non-orange], 8 [wild] , 2

Once this Problem has been confronted, Troublemakers can't be played here.

Thunderclap (Canterlot Nights-123 U)

Event; 2, 3 Blue, 3

Main Phase: Frighten a Friend with 2 or less power.

Timber! (Rock and Rave-8 F)

Problem; [4 orange] + [3 white], 8 [wild] , 2

At the start of a Problem faceoff here, each player chooses a character involved in the faceoff. Those characters have +2 power until the end of the faceoff.

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 Many Pinkie Pies (Canterlot Nights-188 R)

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

Problem Faceoff: Any player with a character involved in a Problem faceoff here may move a character here from another Problem.

Too Much Fun, (Canterlot Nights-124 R)

Event; 3, 2 Pink, 2

Main Phase: Dismiss a Friend with at least 4 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.

Trade Dispute (Rock and Rave-9 F)

Problem; [2 white] + [2 orange], 6 [wild] , 2

The player with the most Friends here can't move Friends to this Problem.

Train Tracks (Canterlot Nights-152 R)

Resource - Asset; 3, 3 Blue, 4

Play to your home.<P>Main Phase: Exhaust this card and pay [1 action] to frighten an opponent's Friend at a Problem.<P>While this card is exhausted, that card can't be unfrightened.<P>Main Phase: Exhaust 2 of your characters to dismiss this card. Any play

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 Sky, Stanchion Stallion (Canterlot Nights-82 R)

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

When an opponent moves a Friend to this card's Problem, that opponent may pay [1 action]. If they don't, exhaust that Friend.

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, Element of Magic (Canterlot Nights-65 R)

Friend - [Unicorn] Unicorn, Unique; 6, 6 Purple, 5

You pay [1 action] less to play Events.<P>When you play an Event, look at the top card of your deck. You may put that card on the bottom of your deck.

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

**card, if you would put a flipped Event card on the bottom of your deck, you may put it into your hand instead.**

Twilight Sparkle, Gala Greeter (Canterlot Nights-5 U)

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

Front: Home Limit 3<P>When you play an Event, turn this card over and exhaust it.

Back: Home Limit 4, Studios (*When you win a faceoff involving at least one of your characters with this keyword, gain [1 action].*) <P>When you move this card to a

Problem, you may move an opponent's Friend to that Problem.

Twilight Sparkle, Noted Speaker (Canterlot Nights-197 UR)

Friend - [Unicorn] Unicorn; 3, 3 Purple, 0

Play with the top card of your deck revealed.<P>This card's power is equal to the printed power of the top card of your deck.

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].

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 Velvet, Proud Mom (Canterlot Nights-66 C)

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

Supportive 2 (+2 *power while at a Problem with your Mane Character that shares a color with this card.*)

Twinkleshine, Overachiever (Rock and Rave-3 F)

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

While you have at least 3 cards in your hand, this card has +1 power.

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.

Varmint Barricade (Canterlot Nights-153 R)

Resource - Asset; 1, 1 Orange, 4

Play to your Home.<P>When a Troublemaker is played, banish the top card of your deck to beneath this card.<P>Main Phase: Spend a card from beneath this card to move one of your characters to a Problem with a Troublemaker.

Very Startling (Canterlot Nights-125 U)

Event; 0, 3 Pink, 3

Main Phase: Dismiss all Friends with printed power of 0.

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.

Vittles Stand (Canterlot Nights-154 C)

Resource - Asset; 2, 2 Orange, 4

Play to your home. <P>Main Phase: Exhaust this card and one of your characters to add that character's power to another character's power until the end of the turn.

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.

Wardrobe Malfunction (Canterlot Nights-126 U)

Event - Gotcha; 0, 2 Orange, 5

Reaction: After an opponent plays a Resource on a Friend, that opponent reattaches that Resource to another Friend.

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.

Welcome Wagon (Canterlot Nights-155 R)

Resource - Asset; 2, 3 Pink, 5

Play on a Friend. <P> Reaction: After an opponent's Friend enters play at that Friend's Problem, you may retire this Resource to exhaust the played Friend.

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.**

What's Old is New Again (Canterlot Nights-127 R)

Event; 2, 3 White, 4

Main Phase: Until the end of the phase, you may play Friends and Resources from your discard pile. If a Friend or Resource would enter your discard pile this phase, banish it instead. **Banish this card.**

Which Pinkie is Which (Rock and Rave-10 F)

Problem; [4 pink] + [3 purple], 9 [wild] , 2

When an opponent's character is moved from this Problem, you may draw a card.

Whitewash, Amiable Aviator (Canterlot Nights-98 C)

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

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, 0 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.

You've Been Up All Night (Canterlot Nights-128 R)

Event; 3, 3 Purple, 4

Main Phase: Put an exhausted Friend on top of its owner's deck.

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.

Zecora, Magical Mentor (Canterlot Nights-67 C)

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

Supportive 1 (*+1 power while at a Problem with your Mane Character that shares a color with this card.*)