

# My Little Pony Collectible Card Game Official Card Reference

Version 4.0

"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].

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.

This card has received errata

A Fiery Temper (Canterlot Nights-129 C)

Resource - Condition; 1, 1 Blue, 4

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

A Hasty Retreat (Crystal Games-91 F)

Event; 2, 4 Purple, 3

Faceoff: Put an opposing Friend involved in the faceoff on top of its owner's deck.

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 Simple Mix-up (Crystal Games-92 U)

Event; 2, 4 Pink, 4

Main Phase: Gain control of an opponent's Friend until the end of the Score Phase.

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.

Accessorize the Crystal Ponies (Crystal Games-167 C)

Problem; [2 white] + [2 not-white], [5 wild] White, 1

When a player confronts this Problem with characters that have at least 3 different colors among them, that player may exhaust their Mane Character here to score an additional point.

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)

Amethyst Star, Calming Presence (Crystal Games-77 C)  
Friend - [Unicorn] Unicorn; 2, 2 Yellow, 1  
Teamwork <P> Troublemakers here have -1 power.

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.)

Angel, Bossy Pet (Crystal Games-78 C)  
Friend - [Critter] Critter; 3, 1 Yellow, 2  
While with your Fluttershy, this card has +1 power.

Antiquing (Crystal Games-93 R)  
Event; 0, 3 White, 3  
Faceoff: The next time you would flip a card during this faceoff, choose a card in your discard pile and add its printed power to your power total for this faceoff instead. Then, banish that 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 Bloom, Showstopper (Crystal Games-19 C)  
Friend - [Earth Pony] Earth Pony, Foal, Performer; 2, 1 Orange, 2  
Main Phase: Exhaust this card to tell a joke and have all players shuffle a card from their hands into their decks.

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 Juice Break (Crystal Games-94 C)  
Event; 1, 3 Orange, 4  
Faceoff: Exhaust an opponent's character involved in a faceoff.

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-Pf3 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> When one of your Friends here would be dismissed, you may put that Friend on top of your deck instead. This card has received errata

Applejack, Summer Sun Caterer (Celestial Solstice-1 F)

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

Problem Faceoff: Discard a card to give another character +1 power until the end of the faceoff.

Applejack, Breeziefied (Crystal Games-20 U)

Friend - [Breezie] Breezie; 0, 2 Orange, 0

If another of your Friends here would be dismissed, you may retire this card instead.

Applejack, Crystallized (Crystal Games-21 U)

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

Prismatic <P> This card has +2 power for each color it has.

Applejack, Carbo-Loader (Crystal Games-194 UR)  
Friend - [Earth Pony] Earth Pony; 3, 4 Orange, 4  
Teamwork <P> Faceoff: Exhaust this card to flip an additional card.

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.

Backup Racer, Substitute Flier (Crystal Games-199 UR)  
Friend - [Pegasus] Pegasus; 4, 3 Yellow, 2  
Teamwork <P> When this card enters play at a Problem, you may send it home to put an opponent's Friend there with cost less than or equal to this card's cost into its owner's hand.

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.

Berry Punch, Very Convincing (Crystal Games-33 F)

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

At the start of a faceoff involving this card, you may exhaust this card and pay [1 action] to gain control of an opponent's Friend here until the end of the faceoff.

Biff (Crystal Games-156 R)

Troublemaker; 2, 4

Mane Characters can't be involved in Troublemaker faceoffs involving this card. <P>

Main Phase: Retire this card and pay [2 actions] to turn an opponent's Mane Character to its Start side.

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.

This card has received errata

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

Bolt, Pivot (Crystal Games-5 U)

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

Teamwork <P> Main Phase: Pay [2 actions] to ready this card.

Bon Bon, Side by Side (Crystal Games-34 C)

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

When you confront this card's Problem, if you have a [unicorn] character here, you may draw a card.

Boneless (Crystal Games-125 C)

Resource - Asset; 1, 0, 3

Play to your home.<P>Main Phase: Retire this card and pay [1 action] to have all players shuffle their decks. Draw 3 cards. <p> Main Phase: Retire this card to give one of your characters [pink] until the end of the phase.

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.

Braeburn, Appleloosan Apple (Crystal Games-22 C)

Friend - [Earth Pony] Earth Pony; 3, 5 Orange, 2

Teamwork, Supportive 2

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.

Bright Smile, One of the Gang (Crystal Games-79 C)

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

Your Crystal Friends here also have the colors of each opposing character here.

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.

This card has received errata

Bubbly Mare, Helping Hoof (Crystal Games-4 F)

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

FRONT: Home Limit 3 <P> When you confront a Problem, put a Postage counter on this card. Then, if there are at least 5 Postage counters on this card, remove them and turn it over. BACK: Home Limit 4 <P> Opponents can't play more than one card of each type per turn.

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

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

Main Phase: Exhaust this card to move it.

Bulk Biceps, Pumped Up (Crystal Games-6 R)

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

Pumped <P> This card has +1 power for each card beneath it.<P>At the start of the Score Phase, if this card has at least 4 power, you may 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.

Burst of Speed (Crystal Games-95 R)

Event; 0, 4 Blue, 4

Faceoff: Gain [3 actions]. At the end of the faceoff, lose all of your action tokens.

Call to Action (Crystal Games-96 U)

Event; 3, 3 Blue, 5

Main Phase: Move a number of your Friends up to the number of action tokens your opponent has.

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 [1 action].

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 activate this ability.

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.

Cart Crafting (Crystal Games-168 R)

Problem; [3 white] + [2 purple], [7 wild] White, 1

When this Problem is solved, each player with at least 1 Friend here may put a Resource from their discard pile into their hand.

Catch Me! (Crystal Games-97 F)

Event; 1, 3 Pink, 5

Faceoff: Retire one of your Friends involved in the faceoff to dismiss an opposing Friend involved in the faceoff.

Cerberus (Crystal Games-157 R)

Troublemaker; 2, 5

When this card is uncovered, pay [2 action] or dismiss it.<P>At the start of each player's Main Phase, that player frightens one of their Friends.

Ceremonial Headdress (Crystal Games-126 C)

Resource - Accessory; 2, 3 White, 3

Play on a Friend. <P> That Friend has +2 power and is Crystal.

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.

Charge! (Crystal Games-169 R)

Problem; [4 blue] + [3 not-blue], [9 wild] Blue, 2

Main Phase: Pay [1 action] to move one of your Friends to this Problem, then retire that Friend at the end of the turn. Any player may activate this ability.

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.

Cheer Up the Crystal Ponies (Crystal Games-170 C)

Problem; [2 pink] + [2 not-pink], [5 wild] Pink, 1

When a player confronts this Problem with characters that have at least 3 different colors among them, that player may draw a card.

Cheerilee, Homeroom Teacher (Crystal Games-47 F)

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

When an opponent plays a Friend, gain [1 action].

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.

Cheese Sandwich, Heavy Artillery (Crystal Games-35 R)

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

When this card enters play, dismiss a Friend at home with at least 3 power.

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, Buffaloing 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.

Chimera (Crystal Games-158 U)

Troublemaker; 2, 3

At the start of a faceoff involving this card, you may pay [1 action] to choose a color, then exhaust all characters involved in that faceoff that have only that color.

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.

Claude, Pulling the Strings (Crystal Games-195 UR)

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

Teamwork <P> Main Phase: Retire this card to gain control of an opponent's Friend with power less than or equal to this card's power until the end of the Score Phase.

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 (Crystal Games-159 U)

Troublemaker; 2, 2

When an opponent challenges this card, they retire one of their Friends here.

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.

This card has received errata

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.

Coco Pommel, Refurbisher (Crystal Games-62 R)

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

When this card enters play, you may banish an Event in your discard pile. While that card remains banished, you may play that card as though it were in your hand.

Coco Pommel's Thread (Crystal Games-127 C)

Resource - Asset; 1, 0, 3

Play to your home.<P>Main Phase: Retire this card and pay [2 action] to put a Resource from your discard pile into your hand. <p> Main Phase: Retire this card to give one of your characters [white] until the end of the phase.

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

Comet Tail, Blaze of Glory (Crystal Games-7 C)

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

Main Phase: Pay [1 action] to give this card +2 power until the end of the turn. You may move this card. At the end of the turn, retire this card.

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.

Cranky Doodle Donkey, Crankiest of Creatures (Crystal Games-23 R)

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

Players can't score points during faceoffs involving this card.

Crash Course (Canterlot Nights-174 C)

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

Characters here have Swift.

Creepy Creeping Crystals (Crystal Games-128 U)

Resource - Condition; 1, 4 Yellow, 3

Play on an a Problem. <p> Opponents must pay +[1 actions] to rally Friends here.

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.

Crystal Forcefield (Crystal Games-129 R)

Resource - Asset; 2, 4 Purple, 5

Play on a Problem.<P>That Problem can't be confronted.<P>Main Phase: Pay [3 actions] to banish this card. Any player may activate this ability.

Crystal Guard, On Duty (Crystal Games-8 R)

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

When you move this card to a Problem, you may exhaust this card and pay [1 action] to frighten an opponent's Friend there.

Cutie Mark Crusaders, Ponyville Flag Carriers (Crystal Games-1 F)

Mane Character - [Earth Pony] [Pegasus] [Unicorn] Earth Pony, Pegasus, Unicorn, Foal; Pink, 1/3

FRONT: Home Limit 3 <P> When you confront a Problem, put a Crusade counter on this card. Then, if there are at least 5 Crusade counters on this card, remove them and turn it over. BACK: Home Limit 4 <P> When a Problem enters play, you may exhaust this card and pay [2 actions] to replace it.

Cutie Pox Scare (Crystal Games-98 R)

Event - Gotcha; 3, 2 Purple, 5

Reaction: After the start of a Score Phase, move all characters at a Problem home.

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.*)

Daring Do, Professional Heroine (Crystal Games-9 R)  
Friend - [Pegasus] Pegasus; 3, 3 Blue, 3  
When this card enters play at a Problem, challenge an opponent's Troublemaker there with your characters there.

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 Magic Surge (Crystal Games-171 U)  
Problem; [2 purple] + [1 not-purple], [4 wild] Purple, 1  
Starting Problem <P> During faceoffs here, the player with the most [unicorn] characters here pays -[1 actions] to play Events.

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.

Dazzling Jacket (Crystal Games-130 U)  
Resource - Accessory; 2, 3 White, 5  
Play on a Friend.<P>While that Friend has power higher than any other Friend here, Friends can't be moved to this card's Problem.

Deep Dark Forest (Crystal Games-172 U)  
Problem; [2 pink] + [1 not-pink], [4 wild] Pink, 1  
Starting Problem <P> Troublemakers can't be played here.

Destiny Drain (Crystal Games-201 UR)  
Event; 3, 3 Purple, 6  
Main Phase: Choose a card in an opponent's discard pile. Search that player's hand, deck, and discard pile for each card with the same name, then banish those cards. Banish this card.

Diamond Dog (Rock and Rave-11 F)  
Troublemaker; 1, 4  
When this card is defeated, gain [2 actions]

Diamond Tiara (Crystal Games-160 C)

Troublemaker; 1, 4

This card has +1 power for each Foal character at its Problem.

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.

Distract the Crystal Ponies (Crystal Games-173 C)

Problem; [2 yellow] + [2 not-yellow], [5 wild] Yellow, 1

When a player confronts this Problem with characters that have at least 3 different colors among them, that player may reveal the top 2 cards of their deck, put a revealed Friend into their hand, and put the rest of the cards on the bottom of their deck.

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.

This card has received errata

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.

Doctor's Orders (Crystal Games-99 R)

Event; 2, 4 Yellow, 4

Problem Faceoff: Put the Friend with power higher than any other Friend involved in the faceoff into its owner's hand.

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.

This card has received errata

Dr. Hooves, Experienced Equine (Crystal Games-10 R)

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

When this card becomes unfrightened, you may move it to a Problem. <p> This card has +1 power for each Dr. Hooves Friend in your discard pile.

Dressed Up (Crystal Games-131 U)

Resource - Accessory; 1, 1 White, 3

Play on a Friend. <P>That Friend has +1 Power, is also [white], and loses and can't gain abilities.

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.

This card has received errata

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.

Elbow Grease, Street Sweeper (Crystal Games-24 C)

Friend - [Crystal] Crystal; 3, 0 Orange, 2

While with another of your Crystal characters, this card has Stubborn.

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.

Enchanted Parasprites (Crystal Games-161 R)

Troublemaker; , 1, 5

Your opponent's home limit is decreased by 1.

Encourage the Crystal Ponies (Crystal Games-174 C)

Problem; [2 orange] + [2 not-orange], [5 wild] Orange, 1

When a player confronts this Problem with characters that have at least 3 different colors among them, that player may unfrighten a Friend.

Entertain the Crystal Ponies (Crystal Games-175 C)

Problem; [2 blue] + [2 not-blue], [5 wild] Blue, 1

When a player confronts this Problem with characters that have at least 3 different colors among them, that player may ready a card.

Equestrian Mailmare, Special Delivery (Crystal Games-80 C)

Friend - [Pegasus] Pegasus; 3, 0 Yellow, 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.

Fake Crystal Heart (Crystal Games-132 U)

Resource - Asset; 2, 0, 4

Play to your home. <p> Main Phase: Pay [1 action] to gain control of an opponent's non-attachment Resource. That opponent gains control of this card.

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.

Fancy Pants, All Class (Crystal Games-63 C)

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

Teamwork, Supportive 1

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.

This card has received errata

Fashion Upgrade (Crystal Games-100 U)

Event - Gotcha; 0, 4 White, 3

Reaction: After an opponent moves a character, that opponent must pay [1 action] if able.

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.  
This card has received errata

Feedbag (Crystal Games-133 U)  
Resource - Accessory; 0, 4 Orange, 5  
Play on an [orange] Friend. <P> Main Phase: Discard a card to give that Friend +1 power until the end of the turn.

Fending Off Fiends (Crystal Games-176 U)  
Problem; [3 pink] + [2 orange], [7 wild] Pink, 2  
Players may look at face-down Troublemakers here.

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  
This card has received errata

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.

Finger Snap (Crystal Games-101 U)

Event; 1, 0, 3

Main Phase: Choose a counter on one of your ready cards. Put another counter of the same type on that card.

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.*)

Fire in the Sky (Crystal Games-102 U)

Event - Gotcha; 1, 2 Yellow, 6

Reaction: After the start of your Troublemaker Phase, uncover an opponent's face-down Troublemaker.

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.

Flamingo, Hot Pink (Crystal Games-81 C)

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

Teamwork, Supportive 1

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-0 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 Character - [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 Character - [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.  
This card has received errata

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.

Fluttershy, Breeziefied (Crystal Games-82 U)

Friend - [Breezie] Breezie; 0, 2 Yellow, 0

Main Phase: Retire this card to put one of your [critter] Friends into its owner's hand.

Fluttershy, Crystallized (Crystal Games-83 U)

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

Prismatic <P> Main Phase: Exhaust this card and pay [1 action] to reveal a number of cards from the top of your deck equal to the number of colors this card has. Put each Friend revealed this way into your hand and the rest of the cards on the bottom of your deck.

Fluttershy, Reliable Racer (Crystal Games-200 UR)

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

During faceoffs involving this card, players flip 1 fewer cards.

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.

Forced Gem Hunt (Crystal Games-177 U)

Problem; [4 white] + [3 not-white], [8 wild] White, 2

If the player with the most [unicorn] characters here would draw a card during their Ready Phase, they may put a Resource into their hand from their discard pile instead.

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.

Friendly Disagreement (Crystal Games-103 U)

Event; 1, 2 Orange, 5

Main Phase: Exhaust an opponent's Friend. That Friend loses Teamwork until it is readied.

Friends Forever (Crystal Games-104 R)

Event; 1, 0, 5

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

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.

Gilda (Crystal Games-162 U)

Troublemaker; 2, 5

If a player loses a faceoff involving this card and would send a Friend home, they retire that Friend instead.

Giselle, Thrillseeker (Crystal Games-36 C)

Friend - [Griffon] Griffon; 2, 0 Pink, 2

Pumped <P> Main Phase: Spend a card from beneath this card to uncover a Troublemaker.

Glamour Gleam, Deep Clean (Crystal Games-64 U)

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

When you play this card, reveal the top card of an opponent's deck. If the printed power of that card is 3 or less, you may banish it.

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.

Golden Wheat, Happy to Help (Crystal Games-84 C)

Friend - [Crystal] Crystal; 3, 0 Yellow, 2

While with another of your Crystal characters, this card has Caretaker.

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

This card has received errata

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.

Goldie Delicious, Dinner Time (Crystal Games-85 R)

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

When this card enters play at a Problem, you may choose a [critter] Friend from your discard pile with cost [1 action] or less and put it into play at that Problem.

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.

This card has received errata

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.

Green Dragon (Crystal Games-163 C)

Troublemaker; 2, 4

Faceoff: Pay [1 action] to give this card +2 power until the end of the faceoff.

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.

Gummy, Fun Pet (Crystal Games-37 C)

Friend - [Critter] Critter; 2, 3 Pink, 2

While with your Pinkie Pie, this card has +1 power.

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.

This card has received errata

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.

Haymaker, Tough Trainer (Crystal Games-48 R)

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

When you lose a Problem faceoff involving this card, gain [1 action].

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].

Helia, Marathon Mare (Crystal Games-65 U)

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

Teamwork <P> When you win a Problem faceoff involving this card, you may exhaust this card and pay [2 actions] to banish a Friend at that Problem.

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

Hummingbird, Nimble Flier (Crystal Games-86 F)

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

When an opponent flips a card while this card is involved in a faceoff, if that opponent has more flipped cards than you, flip a card.

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.

Hydra (Crystal Games-164 U)  
Troublemaker; 2, 5  
Pumped <P> This card has +2 power for each card beneath it.

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.  
This card has received errata

Ice Archery (Crystal Games-105 R)  
Event; 1, 0 , 3  
Main Phase: Your opponent chooses a card in their hand and you choose a card type. Then that opponent reveals their chosen card. If that card has that type, look at that opponent's hand and banish a card from their hand.

Ice Cloud Calamity (Crystal Games-178 U)

Problem; [2 blue] + [1 not-blue], [4 wild] Blue, 1  
Starting Problem <P> During faceoffs here, the player with the most [pegasus] characters here gets +2 power.

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.)

Inspiration Manifestation (Crystal Games-106 R)  
Event - Gotcha; 1, 3 White, 5  
Reaction: After an opponent's Friend is moved to a Problem, characters can't be moved to that Problem until the end of the turn.

Inspiring Magic (Crystal Games-179 U)  
Problem; [2 white] + [1 not-white], [4 wild] White, 1  
Starting Problem <P> The player with the most [unicorn] characters here can draw from the bottom of their deck.

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.  
This card has received errata

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.

Jester Suit (Crystal Games-134 R)

Resource - Accessory; 2, 0, 3

Play on a Friend.<P>That Friend has [pink] and +1 power for each of your other [pink] Friends here.

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.

Jewel Joy, Fair Feaster (Crystal Games-38 C)

Friend - [Crystal] Crystal; 3, 0 Pink, 2

While with another of your Crystal characters, this card has Random.

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.

Jousting Armor (Crystal Games-135 U)

Resource - Accessory, Armor; 2, 3 Blue, 5

Play on a Friend.<P>While involved in a faceoff, that Friend has +1 power.<P>Faceoff: Exhaust this card to move that Friend to a Problem. At the end of the faceoff, retire this card.

Juggling Routine (Crystal Games-107 U)

Event; 1, 2 Pink, 3

Main Phase: Each player shuffles their discard pile into their deck and draws a card.

King Sombra (Crystal Games-205 UR)

Troublemaker - Epic; 2, 5

Villain <P> When this card is uncovered, you may pay [2 actions]. If you do, dismiss each Friend here with cost 2 or less.

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.

This card has received errata

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.

Less Isn't More (Crystal Games-108 R)

Event; 2, 3 Orange, 5

Main Phase: Exhaust one of your Friends to exhaust a number of opposing Friends up to the number of colors that Friend has.

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.  
This card has received errata

Lilac Luster, Beautiful Beautician (Crystal Games-66 C)  
Friend - [Crystal] Crystal; 3, 0 White, 2  
While with another of your Crystal characters, this card has Inspired.

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 and Not Found (Crystal Games-180 U)  
Problem; [4 yellow] + [3 not-yellow], [8 wild] Yellow, 2  
When this card enters play, each player retires a Resource.

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, Very Excitable (Crystal Games-39 R)

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

When you play an [earth] Friend here, you may exhaust this card and pay [1 action] to dismiss an opponent's Friend here.

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].

Magical Mailbox (Crystal Games-136 R)

Resource - Mailbox; 1, 3 Yellow, 5

Play to your home.<P>Main Phase: Remove a counter from one of your ready characters to draw a card. If you remove the counter from a Dragon or Pegasus, draw 2 cards instead.

Magical Tantrum (Crystal Games-181 U)

Problem; [3 yellow] + [2 pink], [7 wild] Yellow, 2

Resources can't be played on this Problem or on Friends here.

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.

Matilda, Full of Hope (Crystal Games-67 U)

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

When this card enters play, the player with the fewest points scores a point.

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.

Maud Pie, Like a Rock (Crystal Games-25 R)

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

This card can't be dismissed, moved, or put into its owner's hand from play by opponents.

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.

Mayor Mare, Town Leadership (Crystal Games-49 C)

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

When you play an Event, you may exhaust this card to banish a Resource.

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.

Mercury, Crystal Messenger (Crystal Games-40 U)

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

During a faceoff involving this card, if you would put any number of flipped cards on the bottom of your deck, you may banish them to beneath this card instead. <p>

Main Phase: Pay [1 action] to put a card from beneath this card to beneath a Friend with Pumped.

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].

Mr. Cake, Loving Father (Crystal Games-41 C)

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

Teamwork, Supportive 1

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.

Ms. Harshwhinny, Officious Official (Crystal Games-50 R)

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

Teamwork <P> When you confront this card's Problem, you may exhaust this card and pay [1 action] to move an opposing character at this card's Problem home.

Multi-Goof Off! (Crystal Games-109 R)

Event - Showdown; 3, 4 Pink, 6

Main Phase: Start a faceoff involving your characters at a Problem and an opponent's characters at that Problem. The winner of that faceoff draws a card for each of their characters involved in the faceoff.

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.

This card has received errata

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 Light, Devoted Dad (Crystal Games-51 C)

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

Teamwork, Supportive 1

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.

This card has received errata

Nightmare Moon, New Moon (Celestial Solstice-8 F)

Troublemaker; 1, 4

When this card is defeated, you may search your deck for an [Alicorn] Friend, reveal it, put it into play, and shuffle your deck.

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.

Opalescence, Stylish Pet (Crystal Games-68 C)  
Friend - [Critter] Critter; 3, 1 White, 2  
While with your Rarity, this card has +1 power.

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

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

Orthros, Go Fetch (Crystal Games-87 R)

Friend - [Critter] Critter; 4, 4 Yellow, 3

Pumped <P> If you would flip a card during a faceoff involving this card, you may spend a card from beneath this card instead. If you do, add that card's printed power to your power total for that faceoff.

Out of Action (Crystal Games-137 R)

Resource - Condition; 1, 2 Orange, 3

Play on a Friend. <P> Exhaust that Friend. That Friend does not ready during the Ready Phase.

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].

Overgrown Everfree (Crystal Games-182 U)

Problem; [3 purple] + [2 white], [7 wild] Purple, 2

While a Troublemaker is at this Problem, Friends can't be played here.

Owlowiscious, Wise Pet (Crystal Games-52 C)

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

While with your Twilight Sparkle, this card has +1 power.

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.

Parcel Post, Pushing the Envelope (Crystal Games-88 C)

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

While you have at least one Mailbox Resource in play, this card has +2 power.

Party Bomb (Crystal Games-138 R)

Resource - Asset; 0, 1 Pink, 3

At the start of your turn, you may put a Party counter on this card. <p> Main Phase: Pay a number of action tokens equal to the number of Party counters on this card and retire it to dismiss all Friends with printed power equal to the number of Party counters on this card.

Peachy Pitt, Suave Salesmare (Crystal Games-89 C)

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

When you win a faceoff involving this card, if you have a [pegasus] character here, you may exhaust this card to dismiss an opponent's Resource.

Pearly Stitch, Crotchety Crocheter (Premiere-73 C)

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

Your opponents can't move this card.

This card has received errata

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.

Pep Talk (Crystal Games-110 U)

Event - Gotcha; 3, 2 Blue, 4

Reaction: After the start of a Score Phase, choose a Problem and ready any number of characters there.

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.

Periwinkle Pace, Agile Athlete (Crystal Games-11 C)

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

While with another of your Crystal characters, this card has Swift.

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.

This card has received errata.

Pile of Presents (Crystal Games-139 U)

Resource - Resource, Asset, Unique; 0, 0 , 3

Play to your home. <P> When your opponent draws a card during their Main Phase, if that opponent has drawn at least 4 cards this turn, score a point. <P> When an opponent draws a card during their Main Phase, you may exhaust this card and one of your Friends to draw a 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 Character - [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, Breeziefied (Crystal Games-42 U)

Friend - [Breezie] Breezie; 0, 2 Pink, 0

Reaction: After the start of the Score Phase, you may retire this card. If you do, your opponent needs +[2 wild] to confront this card's Problem this turn.

Pinkie Pie, Crystallized (Crystal Games-43 U)

Friend - [Crystal] Crystal; 3, 3 Pink, 3

Prismatic <P> During faceoffs involving this card, you may flip a number of additional cards equal to the number of colors this card has, then choose one of the cards flipped this way and ignore the rest.

Pinkie Pie, Distracting Cheerer (Crystal Games-196 UR)

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

During the Score Phase, if this card is exhausted, opposing Friends here have -2 power.

Pinkie Pie, Pokey Pony (Canterlot Nights-3 U)

Mane Character - [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.

Plowing the Field (Crystal Games-111 U)

Event; 1, 3 Orange, 4

Main Phase: Draw 2 cards from the bottom of your deck.

Plum Tuckered Out (Canterlot Nights-114 R)

Event; 1, 3 Orange, 4

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

Poetry Slam (Crystal Games-112 R)

Event - Showdown; 3, 4 White, 6

Main Phase: Start a faceoff involving your characters at a Problem and an opponent's characters there. The winner of that faceoff may banish a Friend that was involved.

Ponies Without Parachutes (Crystal Games-183 U)

Problem; [2 yellow] + [1 not-yellow], [4 wild] Yellow, 1

starting Problem <P> Main Phase: Exhaust two of your [pegasus] characters here to move another one of your characters. Only the player with the most [pegasus] characters here may activate this ability.

Pony Charm (Crystal Games-140 R)

Resource - Condition; 3, 5 White, 4

Play on a Friend.<P>You control that Friend.

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 Banner (Crystal Games-141 R)

Resource - Asset; 1, 0 , 4

Play to your home. <p> Score Phase: Retire this card to choose a Problem. This turn, you meet the confront requirements of that Problem if you have at least one ready [unicorn], [earth pony], and [pegasus] character there.

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.

Ponyville Mailbox (Crystal Games-142 C)

Resource - Mailbox; 2, 2 Yellow, 5

Play to your home.<P>Main Phase: Remove a counter from one of your ready characters to give a Friend +1 Power until the end of the turn. If the counter is a Postage counter, give that Friend +2 Power instead.

Press Pass, On the Scene (Crystal Games-44 U)

Friend - [Unicorn] Unicorn; 3, 4 Pink, 0

Teamwork <P> While this card is ready, your opponent needs +[1 wild] to confront this card's Problem.

Prim Hemline, Precise Pony (Crystal Games-69 C)

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

While an opponent's Mane Character is at home, that opponent can't move Friends to this card's 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 Cadance, Loving Ruler (Crystal Games-3 F)

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

FRONT: Home Limit 3 <P> When an opponent's Friend enters play here, put a Shield counter on this card. Then, if there are at least 5 Shield counters on this card, remove them and turn it over. BACK: Home Limit 4 <P> Opponents pay +[2 actions] to play Friends here.

Princess Cadance, Crystal Princess (Crystal Games-198 UR)

Friend - [Alicorn] Alicorn, Royalty, Crystal; 4, 4 White, 4

Troublemakers can't be uncovered here.

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 unfrigten or ready a Friend.

Princess Celestia, Hoof Shaker (Canterlot Nights-f4 F)

Mane Character - [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, The Rising Sun (Celestial Solstice-4 F)

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

When you play a Friend, you may draw a card.

Princess Celestia, Solar Sister (Celestial Solstice-f2 F)

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

Front: Home Limit 3 <P> When one of your [Alicorn] Friends enters play, if you have at least 1 other [Alicorn] Friend, turn this card over. Back: Home Limit 4 <P> While you have Princess Luna, Princess Twilight Sparkle, or Princess Cadance, each of your [Alicorn] Friends has +1 power.

Princess Celestia, Bane of Evil (Crystal Games-90 R)

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

When this card enters play, put an opponent's Troublemaker here into its owner's hand.

Princess Celestia, Equestrian Leader (Canterlot Nights-190 UR)

Mane Character - [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.

This card has received errata

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, The Setting Moon (Celestial Solstice-2 F)  
Friend - [Alicorn] Alicorn, Royalty; 4, 5 Purple, 2  
If you would draw a card during a Main Phase, you may exhaust one of your Friends to gain [1 action] instead.

Princess Luna, Good Night's Sleep (Crystal Games-53 R)  
Friend - [Alicorn] Alicorn, Royalty; 3, 3 Purple, 3  
When this card enters play, banish one of your Friends. At the end of the turn, put that Friend into play.

Princess Luna, Dream Catcher (Canterlot Nights-189 UR)  
Mane Character - [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-f2 F)  
Mane Character - [Alicorn] Alicorn, Royalty; , Purple, 1/3  
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 Character - [Pegasus] Pegasus; Blue, 1/3  
Front: Home Limit 3 <P> When you confront this card's Problem, if you have a Troublemaker at that Problem, turn this card over. Back: Home Limit 4, Swift (*You may move this card for 1 fewer action tokens.*) <P> When you move this card from home to a Problem, you may pay [1] to move another one of your Friends from home to that Problem.

Rainbow Dash, 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 Character - [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.

This card has received errata

Rainbow Dash, Weather Leader (Premiere-15 U)

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

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

Rainbow Dash, Winged Wonder (Premiere-198 UR)

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

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

Rainbow Dash, Breeziefied (Crystal Games-12 U)

Friend - [Breezie] Breezie; 0, 2 Blue, 0

Troublemaker Phase: Retire this card to move one of your Friends to this card's Problem.

Rainbow Dash, Crystallized (Crystal Games-13 U)

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

Prismatic <P> Main Phase: Exhaust this card and pay [2 actions] to move a Friend you control for each color this card has.

Rainbow Dash, Relay Racer (Crystal Games-14 R)

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

When you lose a faceoff involving this card, you may move this card to a Problem.

Rainbowfied (Crystal Games-143 U)

Resource - Condition; 3, 0, 2

Play on one of your Friends.<P>Main Phase: Exhaust that Friend to choose a color. That Friend has that color until the end of the phase.

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.

Randolph, High-Flying Earth Pony (Crystal Games-15 C)  
Friend - [Earth Pony] Earth Pony, Elder; 2, 0 Blue, 1  
While with at least one of your [Pegasus] characters, this card has Swift.

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 Character - [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.  
This card has received errata

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 Character - [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.

Rarity, Mare of Action (Celestial Solstice-3 F)

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

This card has +2 power for each opponent's Troublemaker in play.

Rarity, Breeziefied (Crystal Games-70 U)

Friend - [Breezie] Breezie; 0, 2 White, 0

When you win a faceoff involving this card, you may retire it to score a point.

Rarity, Crystallized (Crystal Games-71 U)

Friend - [Crystal] Crystal; 3, 3 White, 3

Prismatic <P> Main Phase: Exhaust this card to choose an opponent. Look at a number of cards from the top of that player's deck equal to the number of colors this card has, then put any number of them back on top of the deck in any order, and the rest on the bottom.

Rarity, Equestria Games Designer (Crystal Games-72 R)

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

While this card has power higher than any other Friend here, you may pay [1 action] less to play Accessories.

Raven, Event Organizer (Crystal Games-54 C)

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

Teamwork <P> When you play an Event, this card gets +1 power until the end of the turn.

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.

Relay Race (Crystal Games-113 R)  
Event - Showdown; 3, 4 Blue, 6  
Main Phase: Start a faceoff involving your characters at a Problem and an opponent's characters there. The winner of that faceoff may move a character they control for each of their Friends involved in the faceoff.

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.  
This card has received errata

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.

Rockslide (Crystal Games-184 U)  
Problem; [2 orange] + [1 not-orange], [4 wild] Orange, 1  
Starting Problem <P> During faceoffs here, the player with the most [earth] characters here flips an additional card.

Rook Ramparts, Chess Champ (Crystal Games-55 C)  
Friend - [Crystal] Crystal; 3, 0 Purple, 2  
While with another of your Crystal characters, this card has Studious.

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 Peacekeeper, Watchful Eye (Crystal Games-26 U)

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

At the end of your turn, draw a card from the bottom of your deck.

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.*)

Royal Spyglass (Crystal Games-144 U)

Resource - Asset; 0, 1 Purple, 4

Play to your home. <p> Main Phase: Exhaust this card to have an opponent reveal a random card from their hand.

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.

Runaway Pony! (Crystal Games-185 C)

Problem; [4 pink] + [3 not-pink], [8 wild] Pink, 2

When this card enters play, each player retires a Friend with 2 or less power.

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.

Save the Crystal Ponies (Crystal Games-186 C)

Problem; [2 purple] + [2 not-purple], [5 wild] Purple, 1

When a player confronts this Problem with characters that have at least 3 different colors among them, that player may exhaust one of their characters here to gain [1 action].

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.

Scotaloo, Showstopper (Crystal Games-16 C)

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

Main Phase: Exhaust this card to do a little dance and have all players draw a card, then discard a card.

Scotaloo's Scooter (Crystal Games-145 R)

Resource - Accessory; 1, 4 Blue, 4

Play on a Foal Friend.<P>Any Phase: Exhaust this card to move that Friend to a Problem.

Scorpan's Necklace (Crystal Games-146 C)

Resource - Asset; 1, 0, 3

Play to your home.<P>Main Phase: Retire this card and pay [1 action] to put a card from your hand on the top of your deck. <p> Main Phase: Retire this card to give one of your characters [purple] until the end of the phase.

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.

This card has received errata

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.

Seabreeze's Flower (Crystal Games-147 C)

Resource - Asset; 1, 0, 3

Play to your home.<P>Main Phase: Retire this card and pay [1 action] to dismiss an opponent's Resource. <p> Main Phase: Retire this card to give one of your characters [yellow] until the end of the phase.

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.

Sheriff Silverstar, Confident Constable (Crystal Games-27 C)

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

While an opponent's Mane Character is at home, this card can't be frightened.

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.

Shining Armor, Crystal Prince (Crystal Games-56 U)  
Friend - [Crystal] Crystal, Royalty; 3, 3 Purple, 0  
This card has +1 power for each card in your hand.

Shining Armor/Princess Cadance, Fastball Special (Crystal Games-191 UR)  
Mane Character - [Unicorn]/[Alicorn] Unicorn, Royalty/Alicorn, Royalty; Blue, 1/3  
FRONT: Home Limit 3 <P> At the start of a Problem faceoff, you may pay [1 action] to put a Windup counter on this card. If you do, you may turn this card over. BACK: Home Limit 4, Swift <P> When this side of the card turns face-up, you may move it to a Problem. Then, remove each Windup counter from this card and you may move a number of your Friends to this card's Problem up to the number of counters removed this way.

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.  
This card has received errata

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.  
This card has received errata.

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 Shill's Coin (Crystal Games-148 C)  
Resource - Asset; 1, 0, 3  
Play to your home.<P>Main Phase: Retire this card and pay [1 action] to exhaust a character. <p> Main Phase: Retire this card to give one of your characters [orange] until the end of the phase.

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.  
This card has received errata

Silver Spanner, Dumpster Diver (Crystal Games-57 C)  
Friend - [Unicorn] Unicorn; 1, 0 Purple, 1  
Main Phase: Exhaust one of your [Earth Pony] characters here to banish a card from a discard pile.

Silverspeed, Eye in the Sky (Crystal Games-28 R)

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

Stubborn <P> Main Phase: Exhaust one of your [earth pony] characters here to exhaust an opponent's Friend here.

Slick Shades (Crystal Games-149 C)

Resource - Accessory; 1, 3 Blue, 4

Play on a Friend. <P> That Friend has +1 power for each Slick Shades in play.

Smile and Wave (Crystal Games-150 R)

Resource - Condition; 1, 2 Yellow, 4

Play on a Friend. <P> When you play a Friend, the attached Friend gets +2 power until the end of the turn.

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.

Soarin, Team Player (Crystal Games-17 C)

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

Teamwork, Supportive 1

Social Networking (Crystal Games-114 U)

Event - Gotcha; 1, 3 White, 5

Faceoff: Banish a Friend from a discard pile. Add that Friend's power to one of your Friends involved in the faceoff until the end of the faceoff.

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.

Sound the Flugelhorn! (Crystal Games-115 R)

Event - Gotcha; 2, 3 Pink, 5

Reaction: After you play a Friend to a Problem, opposing Friends there have -1 power until the end of the turn.

Special Delivery! (Premiere-192 U)

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

Starting Problem.

Spell Off (Crystal Games-116 R)

Event - Showdown; 3, 4 Purple, 6

Main Phase: Start a faceoff involving your characters at a Problem and an opponent's characters at that Problem. The winner of the faceoff may move each opposing character involved in the faceoff home.

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, Crystal Hero (Crystal Games-2 F)

Mane Character - [Dragon] Dragon; Purple, 1/3

FRONT: Home Limit 3 <P> When a Troublemaker is uncovered, put a Hero counter on this card. Then, if there are at least 5 Hero counters on this card, remove them and turn it over. BACK: Home Limit 4 <P> Main Phase: Exhaust this card to turn an opponent's Troublemaker here face-down.

Spike, Statuesque (Crystal Games-29 R)

Friend - [Dragon] Dragon; 3, 3 Orange, 3

When this card enters play, it gets +3 power until the end of turn.

Spike - Start, The Brave and Glorious (Crystal Games-192 UR)

Mane Character - [Dragon] Dragon; Orange, 1/3

FRONT: Home Limit 3 <P> When you play a card, put a Dragon counter on this card. Then, if there are at least 4 Dragon counters on this card, remove them and turn it over. BACK: Home Limit 4 <P> If one of your Friends or Resources would be dismissed, you may turn this card over instead. If you do, that card is not dismissed.

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].

Spitfire, Cloudsdale Captain (Crystal Games-193 UR)

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

Teamwork <P> During faceoffs involving this card, this card has +1 power.

Spitfire's Badge (Crystal Games-151 C)

Resource - Asset; 1, 0, 3

Play to your home.<P>Main Phase: Retire this card and pay [2 actions] to frighten an opponent's Friend. <p> Main Phase: Retire this card to give one of your characters [blue] until the end of the phase.

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

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

Spring Step, Multitalented (Crystal Games-73 F)

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

While this card has power higher than any other Friend here, this card's Problem loses and can't have abilities.

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.

This card has received errata

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.

Stay Quiet the Longest (Crystal Games-117 R)

Event - Showdown; 3, 4 Yellow, 6

Main Phase: Start a faceoff involving your characters at a Problem and an opponent's characters there. The winner of that faceoff reveals a number of cards from the top of their deck equal to the number of their characters involved in the faceoff, puts each Friend revealed this way into their hand, and puts the rest of the cards on the bottom of their deck.

This card has received errata

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.

Stone Cold (Crystal Games-152 U)

Resource - Condition; 2, 3 Orange, 5

Play on a Friend.<P>That Friend can't be 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.

Study Session (Crystal Games-153 R)

Resource - Asset; 2, 2 Purple, 4

Play to your home.<P>Opposing Friends enter play exhausted.

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.

This card has received errata

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 owner's hand.

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.

Surprise, Outta Nowhere (Crystal Games-45 R)

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

When this card enters play, you may dismiss an opponent's exhausted Friend.

Surprise Party! (Celestial Solstice-6 F)

Event; 2, 4 Pink, 4

Main Phase: All players shuffle their hands into their decks and draw six cards.

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 Belle, Showstopper (Crystal Games-74 C)

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

Main Phase: Exhaust this card and pay [1 action] to sing a song and have all players put a Friend from their discard piles into their hands.

Sweetie Sunrise, Early Riser (Premiere-20 C)

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

Swindlers in Town (Crystal Games-187 C)

Problem; [4 orange] + [3 not-orange], [8 wild] Orange, 2

Friends here can't be frightened.

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.

Tall Tale, Too Tall (Crystal Games-30 U)

Friend - [Earth Pony] Earth Pony; 8, 4 Orange, 6

You may pay [1 action] less to play this card to a Problem for each of your [earth pony] Friends there.

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.

Tank, Loyal Pet (Crystal Games-18 C)

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

While with your Rainbow Dash, this card has +1 power.

Tatzlwurm (Crystal Games-165 C)

Troublemaker; 1, 5

If a Friend would be dismissed, it is banished instead.

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.

Telekinesis (Crystal Games-118 C)

Event; 2, 2 Purple, 3

Problem Faceoff: Move an opponent's character involved in the faceoff home.

Ten. Seconds. Flat. (Celestial Solstice-5 F)

Event - Gotcha; 2, 1 Blue, 4

Reaction: After the start of an opponent's Score Phase, you may move one of your character to a Problem.

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 Crystal Heart, Heart of an Empire (Crystal Games-154 R)

Resource - Artifact, Unique; 2, 0, 6

Play to your home. <p> When you play your first Crystal Friend each turn, put a Crystal counter on this card.<P>Reaction: After the start of any phase, remove 2 Crystal counters from this card to choose a color and a Friend. That Friend has that color until the end of the phase.

The Element of Generosity, A Beautiful Heart (Crystal Games-204 UR)

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

Play to your home.<P>You must control Rarity to play this card. <p> At the start of your turn, put a Harmony counter on this card. <p> Score Phase: Remove 2 Harmony counters from this card to reduce the confront requirements of a problem by [3 wild].

The Element of Honesty, Faithful and Strong (Crystal Games-203 UR)

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

Play to your home.<P>You must control Applejack to play this card. <p> At the start of your turn, put a Harmony counter on this card. <p> Reaction: After one of your [orange] Friends enters play, put a number of +1 power counters on it equal to the number of Harmony counters on this card, then remove all Harmony counters from this card.

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 token from this card to give that Friend +2 power until the end of turn.

This card has received errata

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 tokens from this card to look at the top 3 cards of your deck. You may put any number of them on top of your deck in any order and the rest on the bottom of your deck in any order.

This card has received errata

The Equestria Games (Crystal Games-202 UR)

Resource - Location, Unique; 2, 5 White, 6

Play to your home.<P>At the end of your turn, put a Victory counter on this card.<P>At the start of your turn, you may retire this card. If you do, each player puts a number of Friends from their discard pile into play up to the number of Victory counters on this card.

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.

This card has received errata.

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 Power of Love (Crystal Games-119 R)

Event; 1, 0, 5

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

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 Show Must Go On (Crystal Games-188 R)

Problem; [5 wild], [5 wild] , 1

Starting Problem <P> When a player confronts this Problem, that player may banish a card from their hand to beneath one of their Friends with Pumped.

The Soup Incident (Crystal Games-120 U)

Event; 1, 4 Yellow, 4

Reaction: After an opponent plays a card, exhaust all opposing Friends with Resources attached to them and banish all cards in a discard pile.

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.

Through the Cave (Crystal Games-189 U)

Problem; [4 blue] + [3 not-blue], [8 wild] Blue, 2

When this card enters play, each player frightens one of their Friends.

Thunderclap (Canterlot Nights-123 U)

Event; 2, 3 Blue, 3

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

Thunderlane, Nerves of Steel (Crystal Games-31 C)

Friend - [Pegasus] Pegasus; 3, 4 Orange, 1

Teamwork <P> This card can't be frightened.

Tight Ship, Meticulous Planner (Crystal Games-58 R)

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

When this card enters play at a Problem, players can't confront that Problem that turn.

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

This card has received errata

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.

Top Marks, Long-winded Lecturer (Crystal Games-59 U)

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

This card's Problem has 0 bonus points.

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 player may activate this ability.

Tree of Harmony, Seeds of Friendship (Celestial Solstice-7 F)

Resource - Artifact, Unique; 3, 0, 7

Play to your home. <P> Main Phase: Exhaust this card and one of your Friends to put a Harmony counter on this card. <P> Main Phase: Retire this card to gain a number of action tokens equal to the number of Harmony counters on it.

Trenderhoof, Travel Writer (Crystal Games-75 U)

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

Teamwork <P> When this card leaves play, you may pay [1 action] to put another card from your discard pile into your hand.

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.

Trixie, The Great and Powerful Showoff (Crystal Games-197 UR)

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

When this card enters play, you may reveal any number of Events from your hand. Until the end of the turn, this card has +2 power for each Event revealed this way.

True Evil (Crystal Games-121 R)

Event; 4, 4 Purple, 2

Main Phase: Frighten all Friends.

Tug of War (Crystal Games-122 R)

Event - Showdown; 3, 4 Orange, 6

Main Phase: Start a faceoff involving your characters at a Problem and an opponent's characters there. The loser of that faceoff discards a card for each of their characters involved in that faceoff.

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

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

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

This card has received errata

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

Mane Character - [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, Studious (*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.

This card has received errata

Twilight Sparkle, Friendship is Magic (Celestial Solstice-f1 F)

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

Front: Home Limit 3 <P> When you play a Friend that is a different color from one of your other Friends, turn this card over. Back: Home Limit 4 <P> When this side of the card is turned face up, choose a color for each of your opponents. This card gains each of those colors.

Twilight Sparkle, Breeziefied (Crystal Games-60 U)

Friend - [Breezie] Breezie; 0, 2 Purple, 0

At the start of a faceoff involving this card, you may retire this card to put a card from your hand on top of your deck.

Twilight Sparkle, Crystallized (Crystal Games-61 U)

Friend - [Crystal] Crystal; 3, 3 Purple, 3

Prismatic <P> At the start of a Problem faceoff involving this card, you may choose an opposing character involved in the faceoff with power less than or equal to the number of colors this card has. If you do, that character ceases to be involved in the faceoff.

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.

Twist, Such a Treat (Crystal Games-46 C)

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

When you draw a card, this card gets +1 power until the end of the turn.

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.

Unending Nightmare (Crystal Games-123 R)

Event - Gotcha; 1, 3 Blue, 4

Reaction: After a Friend becomes unfrightened, frighten that Friend.

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.  
This card has received errata

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.  
This card has received errata.

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.

White Lightning, Flip Flapper (Crystal Games-76 C)  
Friend - [Pegasus] Pegasus; 2, 0 White, 1  
Your [unicorn] characters here can't be moved by opponents.

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.  
This card has received errata

Windigo, (Crystal Games-166 R)  
Troublemaker; 1, 3  
At the end of your Troublemaker Phase, put a Unity counter on this card. <p> This card can only be challenged by a number of characters up to the number of Unity counters on this 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.

Winona, Dependable Pet (Crystal Games-32 C)  
Friend - [Critter] Critter; 3, 2 Orange, 3  
While with your Applejack, this card has +1 power.

Wonderbolt Academy Invitations (Crystal Games-155 R)  
Resource - Asset; 2, 3 Blue, 5  
Play to your home. <p> Reaction: After the start of any phase, you may exhaust this card to ready one of your Friends. At the end of the phase, retire that Friend.

Wonderbolts Reserve Exam (Crystal Games-190 R)

Problem; [4 purple] + [3 not-purple], [8 wild] Purple, 0

The first player to confront this Problem may pay [3 actions] to score 2 points.

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.

Yoink! (Crystal Games-124 R)

Event - Gotcha; 0, 3 Pink, 3

Faceoff: Dismiss a Friend with power greater than its cost.

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.)