

# PONYQUEST

(Working Title)

*A My Little Pony - Friendship is Magic RPG*

by Neonair Games

[Message Boards](#)

[Facebook Group](#) (dev team only)

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About Us  
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Thank you for your interest in our game! This is an abridged version of our full game design document, since 90+ pages is longer than necessary to explain what our project is about, and we don't want to reveal all our spoilers before the game is even released!

This game is currently being worked on by a team of six individuals, made from scratch using an engine built entirely from the ground up in Java (thus multiplatform). We have most of the game engine coded, pony character sprites drawn and animated, the story almost entirely planned out, and the gameplay close to balanced. We have a wonderful musician and a very skilled professional programmer behind us already; most of what we need right now is art. If you're reading this, and you're capable of making pixels look like buildings and monsters and environmental pieces, and this sounds like a project you'd like to see finished someday soon, then please send an email to [skytil@gmail.com](mailto:skytil@gmail.com) with the subject heading [MLRPG GAME DEVELOPMENT], and we'll respond as soon as we possibly can. We'll discuss applicants at our weekly meetings, and we look forward to seeing samples of your work!

Of course, even if you can't do art, if you have another skill you'd like to share with us, you're more than welcome to drop us a message about it. Have fun looking over our document, and thanks once more for taking the time to look at our project.

To state clearly, we definitely need:

- 1-2 Artists for backgrounds/objects
- 1 Artist for monster sprites and battle effects (magic etc)
- 1-2 Dialogue writers

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## Project Standards

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### *The Feel of the Game*

This is an SNES-style RPG based on *My Little Pony - Friendship is Magic*. We will stick to canon as closely as possible, and keep things clean and appropriate for the show's original target audience. Thus, no swearing or foul humor, or anything that could be considered too adult for the show to touch.

Our goal is to create a legitimately good game that just so happens to have *My Little Pony*. We believe the golden era of RPGs was in the SNES and PS1 age, so classics like *Chrono Trigger*, *Earthbound*, *Mother 3*, *Zelda:ALttP*, early *Final Fantasys* and *Final Fantasy Tactics* all have had strong influence, while also borrowing ideas from more recent games we enjoy.

We won't be referencing memes solely for the sake of referencing memes, characters will stay in character, and no unjustified fanservice. If we use an idea, it's because that idea legitimately fits the game; if it seems a stretch, then the answer is no.

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### *Game Concept Brief*

Since this document is so huge, I'll try to summarize in less than two pages our vision for the final result.

Players will be able to create their own OC and play their ponyselves as the silent protagonist, with a party of six diverse background ponies (instead of the mane6 like every other pony RPG out there). We want to make Ponyville feel alive, give speaking roles to background characters and suggesting what may have happened off-camera during the show. Since this fanwork takes place in the middle of Season 2, events from episodes will occur from a non-mane6

POV as our story unfolds alongside it. This doesn't mean the episodes are the script, just that episode events are worked in as bonus fun for the players, and to enhance our own story.

For example, The Last Roundup happens shortly after our game begins, and Town Hall is in shambles because of an earthquake. Due to repairs needed all across town, materials are scarce, so Applejack's prize money is vital to buy supplies from out of town, and thus her reaction in the episode is more justified, in our universe. Our story stays in Ponyville, and if the player wishes, they can attend the sending-off party and welcome-back party, but it plays out regardless of the player's participation. Same with other episodes.

Combat will be turn-based, but based on each character's speed, CT shamelessly stolen from *Final Fantasy Tactics*. Since we're adhering to canon, our ponies don't fight with weapons, instead relying on their innate abilities, and even using diplomacy to pacify enemies, since conflict is rarely resolved by violence in the show. There are 3 races and 15 player classes (9 of which are race-specific, 3 each), ranging from your standard fighter and magic users, to Diplomats and Pranksters, and to Confectioner, a class specializing in cakethrowing. Yes, pastries are weapons! Inspired by *Over A Barrel* where the settler ponies fought the native buffalo with apple pies, all sorts of baked goods are used as weaponry for ranged attack damage, but the key factor is the status ailments they can inflict on enemies, and are used to heal/buff allies. The Diplomat specializes in being able to talk down enemies and solving things peacefully. After you become friends with monsters, they will no longer attack you, so eventually you can go through an area with no random encounters at all, reducing the painful EXP grind most RPGs have. To compensate for the lack of mob drops, players receive gifts from monsters for being so kind to them. This pacifist system will be fully fleshed out to be just as enjoyable as the more traditional hack'n'slash approach.

Our focus on character development means our main storyline is fairly simple and straightforward, just like in the show. You are an adventurepony, and after an earthquake centered in the Everfree Forest, are hired to investigate ruins that were unearthed in the quake. Ponyville is a mess and you will help in rebuilding efforts, making friends with all the townsponies and interacting with the mane6 as well as favorite background ponies. Bit by bit, you will uncover the secrets of the Everfree Forest, and unveil history lost to all of ponykind, including the origins of Everfree itself.

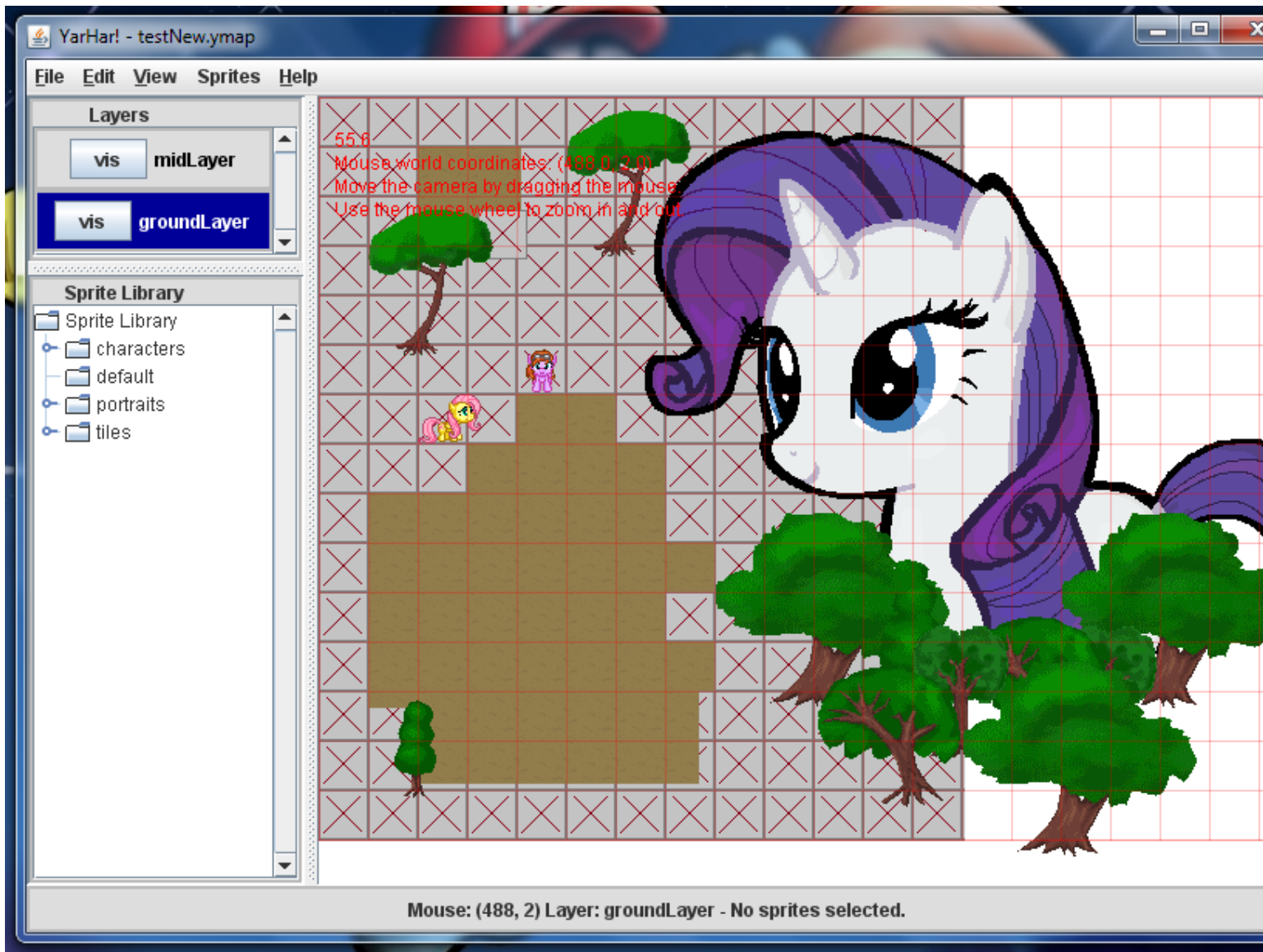
**Screenshots, Animation test, Mockups, etc**

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Putting shiny colorful things up top. Continue scrolling to the Table of Contents and meat of the document.

Please do not steal our assets. We've worked really hard on them. If you want to use them, please wait until we release and post the assets for public use.



← Pieces of the OC Pony Creator





Early character animation test





Beautiful Character Portraits





HUD concepts









Star Hunter

HP: 938 / 938

SP: 74 / 246

58 Strength

47 Vitality

62 Dexterity

61 Agility

43 Knowledge

39 Insight

22 Charisma



A friend to all; a strange and lazy but good-hearted stallion who couldn't tell a lie even if he tried.



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## SECTION 1: THE MAIN GAME

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### Adventurers Gather in Ponyville!

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Something's happened in the Everfree Forest! After a massive earthquake devastates Ponyville and the surrounding countryside, stranger and stranger things seem to be happening in the haunted forest, even more often than usual. Adventurers from all across Equestria gather in the quaint town in an effort to discover--and perhaps profit from--the source of these events: a rift has opened up in the ground at the heart of the forest revealing the remnants of a lost civilization, and unknowable treasures or impossible peril await those brave enough to seek it.

You are an adventurer-for-hire who lives in a small flat in lower Canterlot. For reasons known only to yourself, you've chosen to accept a contract which will take you into the heart of the forest in search of treasures from the ancient civilization. Your employer, who has chosen to remain anonymous, is willing to reward you for any information you can discover about the beings who inhabited this Lost Kingdom. And so your journey into the heart of the Everfree--and into the history of Equestria--begins!

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### World Map

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|-----------------------------------|---|
| -- <a href="#">Tutorial</a> ----- | o |
| Canterlot                         |   |
|                                   |   |
| V                                 |   |
| Old Canterlot Road                |   |

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V
Ponyville-----o
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|->Ponyville Inn
|->Sweet Apple Acres
|->Sugar Cube Corner
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|->Marketplace
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|->Fluttershy's Cottage
|->Blacksmith
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|
|-----o
|
V Everfree Forest-----o
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|
|->Zecora's Hut
|
V
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|
|-----o
Dungeons-----o
|->Sealed Gateway----->|--->Palace of the Sisters
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V
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Everfree Depths
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Bonus

V

V

V [Lost Kingdom](#)-----o [Bonus Ending](#)  
[Ruined Citadel](#) |  
 | |  
 V |  
[Ancient Keep](#) |  
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 V |  
[Forgotten Sanctum](#) |  
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[Normal/Lonely Endings](#)

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## Ponyville

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Ponyville acts as a sort of central hub for the game. It is the only refuge the player has from the dungeons of the [Everfree](#) and the [Lost Kingdom](#), and it's where much of the game's story unfolds.

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### *Ponyville Inn*

This is the player's home for the majority of the game. Their childhood friend [Airheart](#) is crashing with them. Players can store items, talk to Airheart, read books, receive mail from shops in town and packages from Derpy. Players must pay for Airheart since the employer is paying only for the PC to stay. This prevents abuse of time-skip mechanics, since events happen on certain days of the week, and you can sleep to advance time quickly. The room can be upgraded as you help repair Ponyville, giving you better and bigger rooms and thus storage, among other things.

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### *Sweet Apple Acres*



This is the player's very first home. Shortly after the opening scenes, the player finds themselves bunking with [Apple Honey](#) in Applejack's house. During the first several days, Applejack will ask the player to help with chores around the farm, most of which serve as tutorials for the game's various exploration elements, such as bucking objects and using [Field Abilities](#) to manipulate the environment.

Since item storage is limited, the player's first goal is to scavenge materials from Everfree to repair the inn, which they can continue to upgrade for better rooms. This advances the storyline to prompt Apple Honey, the first party member, to join, and more areas in Everfree are unlocked.

Even after moving out, Applejack always needs [help around the farm](#), and will pay for your labor. Players can also buy apple products, which are restorative items used outside of combat. Eventually, [Apple Family Cider](#), one of the most potent restorative items in the game, is available for purchase.

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### *Sugar Cube Corner*

This is one of the shops the player will be visiting most often if they're either playing a [Confectionist](#) character or are using [Apple Honey](#) in their regular party. While modestly useful for everyone, those two characters by far draw the most power from abuse of sugary treats. As you progress through the game and repair the Corner, new confections will become available for you to bake or purchase.

This is also where the player is most likely to find Pinkie Pie during the day, and where you can play her [baking minigame](#) to create more potent confections for your party to use. Many scenes also take place here, as it's a popular spot for a horse and their friends to relax with a snack. When not helping at the farm or in your party, Apple Honey spends time with Pinkie Pie here quite often, as they share a mutual interest in baking, and Pinkie's friendliness is deeply appreciated.

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### *Twilight's Library*

The town's library serves numerous purposes throughout the course of the game. Firstly, books found for Twilight's subquest are stored here, and they

can be [circulated amongst your party](#) for your teammates to gain wisdom and permanent stat boosts from their words.

Players can also bring enchanted items found in dungeons to Twilight for identification. The party can tell if an item is enchanted, but an expert in magic is needed to identify the specifics of said enchantment.

Lastly, this is where many of the game's scenes take place. [Mochaccino](#) and [Star Hunter](#) frequent the library when not in the player's active party, and a handful of mid- to late-game scenes occur within, as Twilight works to study the origins of the artifacts you bring her.

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### *Fluttershy's Cottage*

As you progress through the dungeons, you're likely to come across rare [Monster Eggs](#) from enemies you've frightened off. The chances of receiving an egg increase with each successive defeat of a monster type. Every kind of enemy can drop one and only one egg, and eggs which might have been permanently missed from enemies which only show up during a certain window will instead appear in the Market on weekends. Boss monsters always drop a Boss Egg if they have one.

Fluttershy will reward the player for every egg brought to her, as she loves all the creatures of the forest, even the scary ones, and would like as many new animal friends as possible. Rewards include rare items, equipment and books, while Boss Eggs mean permanent health upgrades for the whole party. Additionally, each egg unlocks a new bestiary entry as Fluttershy will happily tell you all about the wonderful creatures it came from.

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### *Blacksmith's Shop*

The blacksmith will forge items for you from [materials](#) found in dungeons. Smithing basic items is virtually free, provided you've the materials, but for a small fee, higher quality items can be crafted. Many factors affect the blacksmith's efficacy in creating high quality gear, including the shop's repair level, the blacksmith's mood, and the [day of the week](#).

[More detail on Blacksmith in the full document.]

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### *Carousel Boutique*

Rarity's fashion shop is where you'll find many useful accessories, as well as buying or crafting clothing of all varieties. Rarity also has sidequests related to an upcoming fashion show since the earthquake set her back so far in preparation.

Clothing is an alternative to armor which increases the Style stat much more than it does Defense. Clothing is most effective worn in town, but against some enemies, a higher Charisma/Style stat is more effective even in combat, especially if the player's class is Diplomat.

While her stock of regular items for sale increase proportionally with the shop's [repair level](#), Rarity will custom-make items of any tier for you, so long as you provide the requisite materials. Occasionally you will receive fliers in the mail urging you to come to Rarity's shop, as she's feeling especially inspired and will be able to craft higher quality equipment than normal.

The rules for item crafting at the boutique are identical to those for the [blacksmith](#), so scroll up to that section for further elaboration.

[More detail on Boutique in full document.]

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### *Enchanter's Shop*

As the name suggests, the player can bring existing equipment to be enchanted with rare magical materials found in dungeons to add special effects to items, for a nominal fee. Items can also be disenchanting, and can be re-enchanted multiple times, until all Enchantment Slots are filled. The maximum Enchantment Slots per item are dependent upon the items' tier and random factor. Components are consumed in the process.

Unlike other crafting shops, the mood of the owner has no effect on the output. However, the shop's Repair level still affects how many enchantments can be added at once.

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### *Joke Shop*

The Joke Shop is a small stand in Ponyville selling prank supplies, which the player can use to craft potent confections in Pinkie's Baking Minigames, best used by [Apple Honey](#) or a player [Confectionist](#). For example, sticky buns with sneezing powder inflict the Sneezing status effect, or a cupcake with sleep tonic icing puts an enemy to sleep on contact.

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### *The Marketplace*

The Market, only active in Town Square on [weekends](#), offers randomly enchanted equipment and rarer items at higher costs than normal. It will be possible to obtain items of a tier above your current dungeon progression in this market, but the cost will be 50% higher than the cost of creating an unenchanted +0 item and then upgrading it one step at a time, all the way to its current capabilities. Occasionally you'll find rare named equipment here, which is slightly better than an equivalent item that you might be able to create yourself, but also even pricier.

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### *Zecora's Hut*

While technically located in the [Everfree Outskirts](#), Zecora's Hut functions very much like any of the shops in Ponyville proper. You can buy potions here, and have Zecora brew up new ones with herbs you bring her from the forest.

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### *Other Locations*

#### The Clubhouse and Ponyville Elementary:

The school is where Cheerilee teaches the children of Ponyville, and it's where you'll find the Crusaders during the weekday. Many of [their subquests](#) have scenes both there and at their clubhouse.

#### Ponyville Hospital:

This is where [Twinkleshine](#) works. Even though she mostly makes house calls, she still spends a lot of her working day back at the hospital itself.

Players wanting to talk to her when she's not in the party can often find her here.

#### Town Square and the Park:

Throughout the day, many ponies come and go from the large park on the west end of town. This is where you'll often find Rainbow Dash and [Airheart competing with one another](#), and many events with many characters take place here and at the Town Square, involving nearly every character.

#### Lyra and Bon Bon's House:

While we won't specify the exact nature of their relationship, we'll nod to the fanon enough for them to live together, and is up to the player to believe if they are just roommates, or otherwise. You'll see both of these fan favorites around town on a regular basis.

#### Town Hall:

Starting around the halfway point in the game, the player will begin working for the Town of Ponyville, rather than for a private employer. From this point forward, the player will sometimes have to report their progress to Mayor Mare in the Town Hall.

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### **Reconstruction**

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Prior to the start of the game, [Ponyville](#) is caught in a very powerful earthquake, destroying much of the town. Ponies are camping in the streets as their homes are slowly rebuilt, and most of the shops and services are no longer open for business. Throughout the game, the player is to donate resources gathered in their journey through the [Everfree Forest](#) to the town, hastening recovery, which then unlocks all sorts of services.

Several buildings around town are improved individually, and as the buildings in a district are repaired, the district itself is gradually upgraded as a whole, until the entire area is back to normal. The player will interact with and help all the characters as they go about repairing their lives.

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## Weekly and Monthly Events

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### Weekend Market:

Every weekend, the [Market](#) opens up in the Town Square for two days. During these days, the player can find items not normally found elsewhere, including things their current progress in the game wouldn't otherwise permit them to obtain yet. On Saturdays, the first day of the Market, all shops close so that their owners can peruse the stalls and make deals with traveling merchants.

### Episode Events:

While not not a rigid schedule, certain points in the game will trigger the commencement of episodes from Season 2. The events are optional and will play out on their own schedule whether or not the player participates, though sometimes it affects the characters available in town, including party members. For example, The Last Roundup occurs shortly after the game begins, after the player moves to the inn. Players can attend Applejack's sendoff party, and welcoming parties, but we see nothing of the mane6's adventure.

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## The Player Character

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The player character is whatever the player wants them to be. Their name, [race](#), sex, color scheme, mane and tail styles, [class](#), and even [cutie mark](#) is selected at the start of a new game. The player needs to think about what kind of character they want to play before creating them, as opportunities to recustomize their character later are rare, though not impossible.

The player is the only character who can utilize the fifteen classes, as the six [party members](#) who eventually join them are all hybrids of these classes and cannot be edited. No matter what you choose to specialize in, be it attacking, healing, defending, or an unconventional role like [diplomacy](#) or [animal taming](#), your playable party is varied enough to offer adequate support for your choices, so the player is encouraged to just create what they think sounds cool and then use party members who compliment that.

The creation itself pieces together a sprite and avatar from various parts, including all the mane and tail styles of the mane six, as well as many other popular characters, and some unique styles as well. There will be over twenty Cutie Marks to choose from, each conferring various minor augmentations upon the character's abilities.

In the storyline, the player character is a silent protagonist who is somehow able to see the Elements of Harmony in other ponies. Using this talent, they work with their teammates to perform [Harmony Magic](#), regardless of whether they are a unicorn or not, as the magic of friendship is not bound to a specific race as conventional Unicorn Magic is. The player's greatest strength is knowing their allies' greatest strengths, and it's this ability which carries them through the toughest situations.

The player is the least-developed character in the storyline so that the person playing the game is more easily able to project their OC onto them (which is why they're so customizable in the first place). They act more as the glue binding the other six characters together than anything else, and this is shown when the group disbands once the player leaves in the normal ending.

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**Your Friends**

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As you progress through the story, you will encounter six ponies willing to explore the Everfree Forest with you. Their story arcs will develop over the course of the game, and they will grow to become closer friends than any of them first realize.

Each is special and able to help the group in their own unique way, and they will eventually come to respect one another for their gifts. These ponies, while not physical embodiments of the EoH, still project particular aspects and it is reflected in their behavior and development.

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## *Apple Honey*

An innocent, self-loathing farm mare with a passion for baking.

### Detailed Bio

Even though she grew up on an apple orchard, her true calling is very much not the manual labor of the fields; rather, her greatest talent and passion lie in baking sweets. She is very self-conscious, and has the belief that she can never do anything right. She feels that she can't keep up with her family in any way other than cooking the products of their labor. Her specialty with confections is her greatest asset to the party, as she receives a bonus to all useable sweets and apple products in battle and in the field. Though her self-image won't allow her to believe it, she's actually one of the most talented bakers in all of Equestria. Even so, it's the one thing about herself she actually has confidence in.



Cutie Mark: Three green cupcakes

Occupation: Sweet Apple Acres workmare

Combat Specialization: Food/Confection Bonus

Element: Generosity

Typical RPG Class Specification: Chemist

[More detail on party member bio in full document, to avoid spoilers.]

Reason for Joining Up

Character Struggles

Character Arc and Resolution

Relationships

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## *Airheart*

Adventurous and sometimes pushy firecracker of a best friend.

### Detailed Bio

Hot-headed firecracker of a pegasus who grew up with you in Canterlot. She couldn't stand being stuck there alone so she invited herself to live with you and go on awesome fun adventures. Always wears sweet goggles. She's much like Rainbow Dash but doesn't feel a need to be COOL or let everyone know how awesome she is; she just lets her wings do the talking. Very stubborn and hardheaded, and set in her ways. She's warm toward everyone, though if anyone disagrees with her she will not quit until she wins the argument, even if that means getting mean. She loves to prank and is always up for a good joke. She often uses humor and laughter to hide her negative feelings. She is capable of laughter and bravery in any situation.



Cutie Mark: A raining cloud

Occupation: Freeloader

Combat Specialization: Quick/Aerial Combat

Element: Laughter

Typical RPG Class Specification: Ninja

[More detail on party member bio in full document, to avoid spoilers.]

### Reason for Joining Up

### Character Struggles

### Character Arc and Resolution

### Relationships

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## *Caramel*

A forgetful and worrisome, friendly and down-to-earth gardener.

#### Detailed Bio

Local gardener and Rarity's neighbor. Caramel tries to be a kind pony, but he's also a very forgetful one, and he has a bit of a temper that he sometimes has to control. While not as high-strung as Twinkle, he's always forgetting something, so even when he's not, he's worried he is. His specialty is with horseshoes, and he is easily the strongest buckler and fastest runner of the group. He is hesitant to join a fight (he'd rather run) but he can become incredibly fierce when he decides to stand his ground.



Cutie Mark: Three blue horseshoes

Occupation: Gardener

Combat Specialization: Bucking Bonus

Element: Loyalty

Typical RPG Class Specification: Warrior

[More detail on party member bio in full document, to avoid spoilers.]

Reason for Joining Up

Character Struggles

Character Arc and Resolution

Relationships

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## *Twinkleshine*

High-strung and nervous but also kind and genuinely caring.

### Detailed Bio

A prissy neat-freak of a unicorn who is nearly at all times uptight and worried and seems almost phobic of becoming dirty. She has an interest in fashion and won't leave her house without making sure she looks good. She gives the image that she's on the verge of a panic attack at any moment, but rarely seems to actually crack. Despite these faults, she is extremely kind, friendly and personable, and is capable of true empathy. She considers herself the responsible member of the group, and is genuinely concerned for friends and strangers alike and will do what she can to protect them, even if it means following them into a dark forest with a reputation for danger.



Cutie Mark: Three blue stars

Occupation: Free Freelance Nurse

Combat Specialization: Support Magic

Element: Kindness

Typical RPG class specification: Cleric/Healer

[More detail on party member bio in full document, to avoid spoilers.]

Reason for Joining Up

Character Struggles

Character Arc and Resolution

Relationships

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## ***Star Hunter***

Quiet, laid back, lazy, extremely friendly, vaguely creepy.

### **Detailed Bio**

Laid-back-to-the-point-of-lazy pegasus who loves star gazing and has a creepyfangirlcrush on Princess Luna. Friendly, though he usually doesn't say a lot. Very warm and accepting of everyone. Gets along with the entire group and generally none of them seem to have a major issue with him; within the group he plays the role of "everypony's best friend," and is the go-to stallion when someone in the party needs to vent about something, as he's very quiet and doesn't mind letting somepony else talk for a while.



Cutie Mark: Orion constellation

Occupation: Slacker

Combat Specialization: Cheering on allies, intimidating foes

Element: Honesty

Typical RPG class specification: Dancer/Bard

[More detail on party member bio in full document, to avoid spoilers.]

Reason for Joining Up

Character Struggles

Character Arc and Resolution

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## *Mochaccino*

Suave, snarky and egotistical, but also secretly insecure.

### Detailed Bio

A smug jerk who regularly hits on all the ladies except for his actual crush, Twilight Sparkle, who manages to somehow intimidate him while remaining ignorant of his feelings for her. Master of offensive magic and extremely charming, he prides himself on being able to talk his way in or out of anything. He's also a bit of a closet nerd; his regular trips to the library explain both why he's so great at magic and how he discovered his feelings for the town's dorky librarian, and he spends a great deal of his private time either studying or bemoaning to himself his unrequited love interest.



Cutie Mark: Four green pixelated gemstones

Occupation: Local big-shot

Combat Specialization: Offensive Magic

Element: Magic

Typical RPG class specification: Wizard/Sorcerer

[More detail on party member bio in full document, to avoid spoilers.]

Reason for Joining Up

Character Struggles

Character Arc and Resolution

Relationships

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## The Everfree Forest

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### *Everfree Outskirts*

Contains [Zecora's Hut](#) and the Ursa Den, the latter of which is only accessible during a late-game [Crusaders' Crusades](#) quest.

Until the player recruits Apple Honey, they cannot journey beyond Zecora's Hut. Airheart's prowess with weather is required to cross into the second half of the Outskirts, and Caramel needs to buck a dead tree to create a bridge to the Everfree Wilds.

#### Bosses:

- Manticore
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### *Everfree Wilds*

Contains the Sealed Gateway. Getting to this is the flag for the game's first rainstorm, which drastically alters the landscape. See [Weather and Time](#) for more details on how this works, and [The Bonus Dungeons](#) for information on the Sealed Gateway.

Twinkleshine's telekinesis is needed to cross into the second half of this area, which flags the events leading to Star Hunter and Mocha joining up.

#### Bosses:

- Timber Zord
- 

### *Everfree Depths*

Contains the entrance to the Lost Kingdom. The rival group lets you go in first, in case there's danger. They follow behind you, using the safe path you create.

Mocha leaves the party before the second half of this zone is cleared.

Bosses:

- Treasure Hunters (Round 1)
  - This fight will have been a long time coming, as they've been pestering you and deliberately trying to slow your progress in an effort to reach the Lost Kingdom first.

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**The Lost Kingdom**

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*Ruined Citadel*

Pitch black, puzzles in the dark, rival pony group in trouble. The players light torches along their way, but they eventually go out, and there are things lurking in the dark of which we dare not speak. There is a safe place here, about halfway through, an old building with a fireplace which can be lit and won't go out.

Mochaccino rejoins the group permanently at the end of this area. The party is now completely full.

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*Ancient Keep*

The grand palace of the Lost Kingdom, the party tracks the monster to this location. There must be a way beneath the keep...

Bosses:

- Treasure Hunters (Round 2)
  - [Spoilers]

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*Forgotten Sanctum*

<Final Dungeon>



### Bosses:

- Earth Pony Treasure Hunter (Round 3)
- Final Boss

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### Full Story Outline

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#### *I. Distant Flames Beckon*

The game opens on Canterlot, just after a massive earthquake in Ponyville, the fires and destruction below visible from one of the city's many terraces. You are one among a crowd of onlookers, watching the distant town smolder from so far away. A friend standing nearby, a pink pegasus, makes some remarks about the situation which while not ill-intended, indicate she might not fully understand the breadth of the seriousness of what's going on. Over the following week or so, you hear rumors of adventurers leaving for Ponyville and the Everfree Forest, hoping to find treasure or answers about the incident. Other ponies have been making way for the town too, some to visit family and others to help with the reconstruction. Whatever your own reasons, you accept a paying job to explore the Everfree Forest in the wake of the disaster in hopes of discovering newly-unearthed artifacts of any historical significance, and pack your things to leave for Ponyville.

According to your contract, you will be expected to write one letter each week detailing your progress so far. In exchange, you'll be compensated with a modest salary in order to help with lodging and food and equipment expenses, as well as the eventual promise of a huge share of any profits made as a result of anything you discover. What you do with this salary is up to you, but keep in mind that no lodging will be directly provided, so you're expected to spend it wisely and ensure you have enough to keep a roof over your head while in Ponyville. You don't know anything about your employer apart from the facts that they live somewhere in Ponyville, have an interest in science and history, and don't wish their identity to be known. Despite that last bit, they don't seem particularly villainous, merely cautious, so you have no qualms working for them and respecting their privacy.

You have a mostly uneventful trip, though at one point there is a brief monster attack. This zone is pretty short, and serves mostly as a tutorial about moving about the field, treasure, and basic combat. This area cannot be revisited once you reach Ponyville and enter the bulk of the game.

Upon arriving, you make your way to the inn, which like much of the town, seems to have been demolished; visitors to the town, including other adventurers, are camping around its former site instead. While pondering what to do, you are waylaid by Pinkie Pie, who quickly introduces herself as your new best friend and proceeds to drag you all over town to try and help you get acquainted. After showing you around and making sure you know your way to everything and have met everypony she can think you might need to know, Pinkie brings you to Sweet Apple Acres, where she asks Applejack if she has a place where you can sleep.

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## *II. Pullin' Yer Share*

Applejack says her home and barns are full right now, as she's already taken in half the town while their homes get rebuilt, but you can stay in Apple Honey's room, assuming she doesn't mind. This seems to make the green mare nervous, but she raises no audible objection, and so you officially become her roommate. Happy to have made and helped a new friend, Pinkie bounds off toward whatever crazy thing she has planned next, while you're introduced to the Apple family and shown around the farm a bit. After a long day, you finally get some rest, cozying up on some blankets on the floor of the guest bedroom where Apple Honey is staying.

As part of being allowed to sleep in her house, Applejack asks that you contribute to the daily chores--which, on a farm, take up most of the daylight hours. She understands that you have a lot of work to do in town though, and won't ask that you spend your whole day at the orchard, but if you could at least help in the mornings, well, that'd just be swell. While helping with the chores, you get to know the Apples and are introduced to apple-bucking. You're free to spend your afternoons and evenings however you like, exploring Ponyville on your own or even venturing into the Everfree Forest a little, though the prospect of exploring too far without a party isn't something you're crazy about. You make it about as far into the forest as the beaten trail goes, which ends at Zecora's hut. Her hut in shambles, she agrees to make and sell you potions as soon as she's able to begin brewing them again. You make a mental note to help her with rebuilding as soon as you're able.

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### *III. The Worst Apple*

As you help out in the mornings, you gradually get to know your roommate a little better. It isn't especially easy, given her shyness, but she eventually warms up to you a little at a time. You learn that Apple Honey isn't actually from Ponyville, and came into town only a few days before you did, in order to help her family after the disaster. She seems to be hiding something more about this, but you never find out what.

Apple Honey isn't the best at physical labor despite being an Earth Pony, but she pushes herself to do her best anyway. Occasionally she makes mistakes or her clumsiness gets in the way of things, which can get on Applejack's nerves as she's dealing with the stress of reconstructing the farm. One morning, Apple Honey makes a mistake that costs the farm half a day's work to clean up, and Applejack loses her temper at her. You find her in her room crying and trying to decide whether she should just go home. Wanting to cheer her up, you offer to go buy her a snack at what's left of Sugarcube Corner.

While out together, Apple Honey begins to open up to you a little more, partially because you've been so kind to her and partially because she's depressed and needs somepony to vent to. She explains that she isn't really very good at pretty much any of the things her family needs help with, and has always seen herself as a burden. Incidents like what happened this morning pretty much make up her whole life, and she isn't sure what she's supposed to do about it. She left her home thinking to escape it and start over, and really try her best to help her family this time, but no matter what she does or where she goes, everything she touches turns into a mess. She's worried that Applejack hates her now, just like she's pretty sure the rest of her family back home must, even though all she wants is to help.

You return to Sweet Apple Acres with Apple Honey, to find Applejack apologizing for the way she acted. She was just so stressed out after all the problems lately, and she knows Apple Honey was trying to help, and she didn't mean to go off on her like that. The green mare only quietly accepts this apology, and then goes to bed early, skipping supper. Applejack asks where you two went, and you tell her that you only took her to the sweets shop to try and take her mind off things.

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#### *IV. Picking Up the Pieces*

As much as you enjoy hanging out with the Apples and helping them with all their personal problems, it's been dawning on you for a while that if you can't escape all these obligations, you're never going to get any work done pertaining to the contract. You go back to the former site of the inn, where reconstruction seems to have begun, but is moving at a painfully slow pace. You ask if there's anything you can do to speed things up, and are told that the biggest problem right now is materials to build with--there are so many things around Ponyville which need rebuilt that materials are becoming scarce and costly, so if you can donate anything they can use to speed things up, they'll gladly hold a room for you when it's finished. While you don't quite have the money to accomplish this, you decided to go into the Everfree Forest some more and try your hoof at finding some materials the old-fashioned way.

While you're spending your evenings in the forest, your mornings still belong to the Apple family. After the incident with Apple Honey, the green mare seems to have really warmed up to you. She's still awkwardly quiet most of the time, but you've noticed that she now tags along behind you whenever she has noplacelse else to be, trying to be sneaky and nonchalant about it, but painfully obvious to anyone with a working set of eyes to see. Eventually, she begins following you as far as the Everfree Forest before turning back. Finally, you ask her what her deal is, why she's following you everywhere. She almost begins to cry at this, probably mistaking your tone for anger, but explains that she likes you and was just curious about where you keep going every day. You ask if she'd like to come with you instead of having to sneak behind, and while she's not sure at first, she eventually decides she'd like that. At this point, Apple Honey officially joins the party, and helps you gather materials in the forest each afternoon and evening.

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#### *V. Forging Ahead*

Soon enough, the inn is rebuilt, thanks in no small part to your contributions. As promised, you have a permanent room reserved at a reasonable rate; it only costs about half of the weekly salary you've been making, leaving you plenty for food and equipment. You say your goodbyes and thank-yous to the Apples and move into your new room at the inn. You're surprised then, when Apple Honey is waiting for you outside with Applejack the next morning!

Applejack leaves Apple Honey outside and explains to you in private that since she began following you, Apple Honey's mood has dramatically improved. Applejack is grateful for all the help you gave while you were with them, but she'd like to ask you one last favor: if you wouldn't mind, she'd be much appreciative if you'd keep hangin' around her cousin. From now on, unless you don't need her, Apple Honey is all yours whenever you need help with anything. Don't worry about the orchard either; Apple Honey's in a bad place right now, and it's much more important that she learn to be happy than that the orchard gets a little more help. You go back outside to greet Apple Honey, while Applejack heads back to the orchard.

With your new companion and fewer obligations sucking up all your time, you begin to explore the Everfree Forest with more tenacity, forging beyond Zecora's Hut and heading ever deeper into its dark expanse. When in Ponyville, you take note of all the various buildings and services which you might be able to help as you helped the inn, and you begin collecting resources as much as possible.

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## *VI. Layabout Partycrasher*

One evening, after getting particularly far into the forest, returning home, and saying your nightly goodbyes to Apple Honey, you're surprised to find that somepony has broken into your room! Not only that, but whoever it is, they're still here, and they're...sleeping in your bed? What is this, Goldmane and the Three Bears? Careful not to wake the intruder, you pull back the covers to reveal...

Aw, horseapples, how did you not guess? It's Airheart, an old pegasus friend from Canterlot (and in fact, the mare who watched the fire with you). You grew up together, having been friends since school. While you always enjoyed her company, she's definitely not the most responsible mare you've ever met. From what you understand, her family's pretty rich and her mom wanted her to be a weathermare in her footsteps, but she's just too lazy and never really cared about putting her talents to productive use. Instead, she spends all her spare time playing sports, pulling pranks, and flying lazily around lost in her own thoughts. And now she's here. Just great, this is sure to lead to your job getting done.

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## *[OLD] The Rest of the Act 1*

Eventually you make it to the ruins deep within the rift at the center of the forest. As you're picking up some dusty old artifact, a terrible sound echoes from deep within the city. Terrified at the thought of some horrible monster, you bolt back to the surface and run all the way back to Ponyville.

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*[OLD] Act 2*

Once you've returned with the artifact, you meet your enigmatic employer,

[Removed due to spoilers]

You continue between Ponyville and the ancient city, always wary of the monster that lurks at its heart. You also spend a sizable portion of your time in town, helping the citizens as they make an attempt to return to their normal lives. The town is looking better now, but rebuilding still isn't complete. You work tirelessly to help out around Ponyville whenever you're not furthering your expedition into the ruins.

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[Final Act and endings removed because SPOILERS]

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## SECTION 2: EXPLORATION

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### Exploring Ponyville

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Ponyville changes from day to night, and with the weather. On a sunny weekend, fillies and colts can be found playing in the park, and on a rainy weekday you'll find everypony who isn't at work or at school has boarded themselves up in their homes.

### Navigating the Dungeons

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The dungeons are randomly generated each time the player exits to Ponyville and returns. Each zone will be based on dozens of potential parts, arranged by an algorithm to form a solvable maze. Some parts are static and will always appear, such as Zecora's Hut and the Sealed Gateway.

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#### *Random Events*

Occasionally, a small area may generate with a special event, such as Derpy Hooves (who can mail your items back home for you, saving you a trip) or a parked TARDIS or a group of rival adventurers camping.

Bucking trees and using Field Abilities is critical in getting the most out of your experience in the dungeons. Searching every corner is going to be very strongly encouraged.

### Treasure-huntin'!

Areas in the dungeons might spawn as "Treasure Troves." Some areas will always spawn as these, but all areas have a chance to become one! A treasure trove is a peaceful clearing with loot to collect and no monsters to fear. Treasure can still spawn in other areas too, though.

### Treebuckin'!

Some trees in the forest will be easily visually-identifiable as buckable, meaning that it's possible something might happen if this tree is rattled hard enough. [Details in full document]

### Cake Eatin'!

For some unknown reason, it seems somepony's been leaving cakes and pastries scattered around the forest. Are you brave enough to eat them??? [Details in full document]

### Derpy Hooves!



In every section of the map, there will be a base chance for an area to spawn as a simple clearing in which everyone's favorite pegasus can be found wandering about (probably lost or something). This chance increases up to a yet-to-be-determined cap by 1% per muffin in the party's inventory. In exchange for exactly one delicious muffin, she will happily deliver anything from your inventory back home for you, so that you don't have to go back due to being out of space for more loot! There are other ways to encounter her, too, each sillier than the last...

### Boss Rematches

Some bosses, such as the mantichore which serves as the game's first boss, will appear in forest clearings once you've defeated them, sometimes with altered stats or movesets to keep them at least as challenging as the regular encounters of that area (if not a bit more), depending on the zone/section you're in. Bosses reappearing will be given shiny new drop lists, including lots of high-end resources, incentivising players to fight them again when encountered.

### Rival Adventurers

There are a handful of other parties of adventurers also out searching the forest in the wake of the disaster. What, you didn't think you were the only adventurers in Equestria, did you?



- **Treasure Hunters:** These guys are in it for the prize. They're being paid--and well--to find anything of value that might have been unearthed by the quake. As such, they'll go out of their way to get in yours, and will try to cause problems for you whenever they can if it means it'll slow you down and keep them in the lead. They actually beat the player's party to the ruins, though their cowardice is made apparent upon arrival. Still, they're a competent group who can get things done, so you're sure to have your share of problems with them. This group features heavily in the main story.
  - irredeemably nasty earth pony stallion
  - ditzy unicorn mare. not stupid, just spacy
  - ridiculously competitive pegasus stallion
  
- **Royal Assignment:** The Princesses are interested in what might have been uncovered by the disaster, and have commissioned a group to explore the forest and make sure everything is all right. They're hilariously inept and tend to get little actually accomplished, which is why your benefactors continue to pay you to do the same job. They're friendly enough though, and if you run into them they'll sell you some of their excess supplies.
  - competent unicorn who facehoofs a lot
  - pegasus twin dee
  - pegasus twin dum
  
- **Ecologists:** The final group that you can encounter are a party of scientists, dedicated to ensuring the stability of the forest's ecosystem after the incident, making sure that the monsters keep to the forest despite the wreckage, and taking the opportunity to study and discover new species while they're at it. They'll tell you about the local flora and fauna, and perhaps give you tips on how to defeat or get away from some sticky situations you might find yourself in.
  - unicorn scientist. seems to be pretty sane.
  - earth pony botanist
  - earth pony wildlife expert

### Field Abilities

Areas will spawn randomly which require a field ability to get through. While there will always be at least one possible path to the next section (unless that section hasn't been unlocked yet) that you can reach without the use of these abilities, areas that lie beyond will almost certainly contain treasure or resources worth the trouble.

## Random Happenings

There are a huge number of random things that can happen in the dungeons which serve no purpose at all other than to add flavor to the game. These include:

- While exploring the Everfree Forest, you might run into Pinkie Pie dressed in her chicken costume from *Luna Eclipsed*. But are you sure that's even her? She'll insist that, no, she's just an ordinary chicken, and deny all knowledge of a "Pinkie Pie" when questioned. In fact, she probably shouldn't even be talking to you ponies to begin with! Chickens aren't known for being talkative, after all.
- Zecora sometimes wanders the areas of Everfree Outskirts, picking herbs to use in her potion-brewing. She's friendly as always when you see her, but can't brew any potions while away from her hut.

[More details in full document]

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## Weather and Time

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Time passes at around a day per hour. This is used for various game systems, and Ponyville and the Everfree Forest change drastically from day to night. The player can pass time more quickly by sleeping in their bed.

Weather plays a major role in exploration, as many areas can become flooded during rain. Some spots are blocked off, while others are opened up. Monsters are generally more violent during rain!

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## Field Abilities

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The player has many ways of manipulating the field outside of combat. The first to be gained is bucking, which can be done anywhere, even around Ponyville. Try kicking everything! You can smash crates and barrels to find items, some of which can only be found that way! Kicking a tree will

sometimes make fruit or Derpy fall out, or if your luck is rotten, monsters.

Once Apple Honey joins up, you'll be given the option to cook outside of battle using ingredients found growing around, once between each encounter. This uses no resources and can heal and buff the party quite a bit, so there's no reason not to!

Airheart can manipulate the weather, changing the environment. Her ability to do so increases as she hangs out with Rainbow Dash, and she'll be able to change the weather in more dangerous places, and possible to a wider variety of effects.

Caramel's ability is also bucking, but his are much more powerful than the player's. He can use his bucks to fell a dead tree to form a bridge, or to shatter a stone in the path.

Twinkleshine and Mocha both share the ability to use telekinesis outside of battle. This is useful if the player is not a Unicorn, as it's necessary to manipulate objects from afar to solve puzzles and move forward.

Star Hunter can carry the party in a hot-air balloon between certain predetermined points in the forest, saving a ton of backtracking.

Eventually, the player will receive an item that allows them to call on their friends for abilities whether they're in the active party or not, so this shouldn't have a major impact on who the player chooses to bring along, except at the beginning of the game.

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## SECTION 3: COMBAT

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### Playable Races

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There are three playable races in this game: Earth Ponies, Pegasi, and Unicorns. The three are pretty evenly balanced, each with its own benefits and drawbacks, as well as three unique character classes. A full chart of all the bonuses conferred by race and class can be found [here](#).

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#### *Earth Pony*

Earth Ponies are one with the land. Their magic is subtle, as theirs is the ability to understand nature beyond what the other races can usually comprehend (Fluttershy being a very rare exception). They tend to be bulkier and built tougher than ponies of other races, as physical labor is often a part of their everyday life, having neither wings nor Unicorn Magic to assist them.

Earth Pony characters receive bonuses to their HP, Strength, Vitality, and Dexterity, and take a penalty to their SP, Knowledge, and Agility. They are more likely to land a critical hit than other races, and less likely to be on the receiving end of one. Finally, they are more likely than the other races to pacify monsters through diplomacy.

Unique Classes: [Confectionist](#), [Stampeder](#), [Botanist](#)

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#### *Pegasus*

Pegasi are descended from fierce warriors of the sky, and to this day honor, bravery and strength are considered pinnacles that every pegasus should strive for. Their magic allows them to fly and to manipulate clouds and

weather, which they usually do to maintain a friendly environment for themselves and the other races. Many pegasi choose to live in the sky, in cities made entirely of clouds, through which a pegasus does not sink.

Pegasus characters receive bonuses to their Dexterity, Strength, and Agility, and take a penalty to their Insight and Charisma. Their ability to fly in combat gives them a great evasive advantage and allows them to deal with aerial enemies with far greater ease than the other races.

Unique Classes: [Bombardier](#), [Meteorologist](#), [Ace](#)

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### *Unicorn*

Though known widely for making up the majority of the noble class in Canterlot, most unicorns are actually just common-folk like everypony else. They have the most obvious kind of magic, and most of the time when a pony refers to “magic”, they specifically mean Unicorn Magic. They’re typically weaker but more graceful than Earth Ponies and Pegasi, having evolved to rely on their magic for the things other races have to do manually.

Unicorn characters receive bonuses to their SP, Knowledge, Insight, and Charisma, and take a penalty to their HP, Strength, and Vitality. They are the only race who can learn spells for combat apart from [Harmony Abilities](#), and are thus very useful for their ability to attack enemies in creative ways and to defend and heal using their magic.

Unique Classes: [Telekinetic](#), [Elementalist](#), [Medic](#)

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## Character Classes

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There are fifteen playable character classes to choose from when creating your character at the start of the game, though a player will only see nine of them at a time, as six can be played by any race and the other nine are exclusive to the three races. Each class has a listed preferred cutie mark;

while this mark will be chosen as the default for a character of this class, the player is free to use any cutie mark they like when creating their character.

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### *Brawler*

A heavy physical fighter with a focus on short-range bucking attacks. The power of their attacks often draws the attention of enemies, and while they're hardy enough to take a few hits, they have no damage mitigation abilities.

Race: All

Cutie Mark:

Stat bonuses: STR VIT DEX

Stat penalties: SP AGI

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### *Prankster*

An agile fighter who uses quick attacks and sneaky surprises to subdue their enemy. This character can inflict ailments and trick the enemy into attacking specific targets, including other enemies.

Race: All

Cutie Mark:

Stat bonuses: DEX AGI KNO

Stat penalties: HP STR

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### *Guardian*

Uses area attacks and defensive abilities to draw and keep enemy attention and then mitigate damage. This character's presence inspires unity in battle, offering a variety of buffs to the group.

Race: All

Cutie Mark: Shield

Stat bonuses: HP VIT INS

Stat penalties: AGI KNO

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### *Shadow*

A fighter who focuses on status ailments and an expert at being unseen. They deal additional damage when not the focus of enemy attacks, and are able to evade most attacks when they are the target.

Race: All

Cutie Mark:

Stat bonuses: SP STR AGI

Stat penalties: HP VIT CHA

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### *Diplomat*

A character whose focus is on peaceful resolution; this pony can talk their way out of almost anything. In cases where peace cannot be achieved, they can use their silver tongue and sharp wit to confuse and intimidate their foes.

Race: All

Cutie Mark: Scroll

Stat bonuses: KNO INS CHA

Stat penalties: STR DEX

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### *Caretaker*

These ponies are able to communicate with animals on a level that allows them to call for their aid in battle.

Race: All

Cutie Mark:

Stat bonuses: STR INS CHA

Stat penalties: HP VIT

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### *Confectionist*

This character has a strong focus on combat via dessert. They are expert marksmen and masterfully knowledgeable about poisons and potions. The treats they sling can incapacitate their foes and invigorate and revitalize their allies as they choose.

Race: [Earth Pony](#)

Cutie Mark: Cupcake

Stat bonuses: HP DEX KNO

Stat penalties: VIT AGI

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### *Botanist*

An Earth Pony who is one with nature, especially plant life. This character can talk to trees and plants and convince them to aid their cause. They can hold their enemies in place or strangle them with vines, or even infect them with poisonous spores. Their abilities change with their environment.

Race: [Earth Pony](#)

Cutie Mark: Flower

Stat bonuses: SP KNO INS

Stat penalties: HP STR

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### *Stampeder*

This character becomes an absolute monster on the battlefield, where they're able to switch off their mind and lose themselves in combat. They have access to an augmented version of the Rage ability, which offers even more power in exchange for several temporary debuffs. This class is unmatched at dealing raw damage with their bucks, however costly the ability to do so.

Race: [Earth Pony](#)

Cutie Mark: Horseshoe

Stat bonuses: HP STR DEX

Stat penalties: INS CHA

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### *Meteorologist*



These ponies are capable of controlling the skies themselves, able to manipulate the environment in all sorts of devious ways. They can strike their foes with lightning or shroud their party in mist to enhance evasion. They can summon hailstorms and tornadoes to pelt and blow away their foes, freeze them with snow and ice, or blind them by wrapping their heads in fog.

Race: [Pegasus](#)

Cutie Mark: Thundercloud

Stat bonuses: SP KNO INS

Stat penalties: DEX CHA

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#### *Bombardier*

A Pegasus who specializes in high-speed tackles from extreme heights. Trained in how to take the heaviest crash landing in stride, they fire themselves at their enemies, using their entire body-mass as a massive projectile weapon as powerful as a cannon.

Race: [Pegasus](#)

Cutie Mark:

Stat bonuses: HP STR VIT

Stat penalties: SP AGI

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#### *Ace*

Endurance flyers, these Pegasi can remain airborne for incredible lengths of time. They specialize in aerial combat and speedy attacks, able to make quick work of most airborne foes unassisted. When their abilities alone aren't enough, they can also send airborne opponents crashing to the ground, allowing the rest of the party to gang up on them with ease.

Race: [Pegasus](#)

Cutie Mark: Tornado

Stat bonuses: DEX AGI CHA

Stat penalties: VIT INS

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#### *Elementalist*

These ponies can control the very elements which hold nature together, trained in commanding fire, water, air and earth at will. Able to incinerate or drown their foes, tear them to shreds with wind or crush and suffocate them in the earth, this is what a Unicorn trained for war is capable of.

Race: [Unicorn](#)

Cutie Mark:

Stat bonuses: SP KNO INS

Stat penalties: STR DEX

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### *Telekinetic*

While most Unicorns are capable of basic telekinetic abilities, these ponies have spent their whole lives honing that skill. Capable of levitation, binding, shield, and force spells, a pony well-versed enough in this school of magic is capable of taking down an army of foes without even opening their eyes or moving a muscle.

Race: [Unicorn](#)

Cutie Mark:

Stat bonuses: SP AGI INS

Stat penalties: STR VIT

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### *Medic*

Rather than focus on fighting, a medic spends their time learning to mend wounds and minimize damage caused by violence. Not entirely incapable of fighting back, they can reverse their abilities and cause lacerations and disease in their enemies if it comes to it, though they're not as effective at dealing damage as most other classes.

Race: [Unicorn](#)

Cutie Mark: Cross

Stat bonuses: SP KNO INS CHA

Stat penalties: HP VIT

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## Cutie Marks

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This list is by no means comprehensive. New suggestions for Cutie Marks are always welcome! We are also toying with the idea of letting players make their own cutie marks.

- **Apple Pie:** Same as Cupcake.
- **Asparagus:**
- **Banjo:**
- **Berries:**
- **Bubbles:** Derpy has a much higher chance of spawning in the dungeon. Also, random events like the TARDIS or the chicken dressed as Pinkie Pie have a much higher chance of appearing.
- **Candy:**
- **Carrot(s):** Same as Asparagus.
- **Cent Symbol:**
- **Cherries:** Same as Berries.
- **Chicken Feather:** [When danger reared its ugly head, you bravely turned your tail and fled.](#) 100% chance to flee from escapable battles, and increased evasion in combat.
- **Clover(s):** Same as Flower(s).
- **Coin(s):** This pony has very good luck, and receives a boost to all non-combat rolls. They are also likelier to find money among random loot.
- **Compass Rose:**
- **Cross:** Like on a first aid kit, not the religious kind. Healing spells

and items are much more powerful with this pony. If somepony is injured, this unicorn is capable of helping, and will do a better job than most others. Preferred class: Medic.

- **Cupcake:** Grants a bonus to confections in battle. Preferred class: Confectionist.
- **Dumbbell:** Preferred class: Brawler.
- **Eighth Note:**
- **Beamed Eighth Notes:** Same as Eighth Note.
- **Flower(s):** Grants a bonus to the Botanist class. Also increases chance of finding plants or herbs in loot.
- **Flames of Friendship:** This pony finds it easier to get along with others, and makes friends more quickly. They also receive a slight bonus to Friendship Magic used in battle. The mark itself I'm imagining as a simple heart-shaped flame.
- **Flask:** [SCIENCE!](#) Ignore n% damage from poison, higher chance to find alchemical ingredients as loot.
- **Fork:** This pony likes food...*a lot*. They receive a bonus to healing received from food, and are likelier to find food or ingredients among random loot.
- **Gemstone:** You're good at finding shiny rocks and you're a bit dense, but in a good way. Hidden items sparkle on ground when you are nearby. Your defense is also a bit higher than usual.
- **Guitar:**
- **Heart:** Same as Cross.
- **Horseshoe(s):** Reduced damage from environmental hazards. Normal attacks (bucks) are more powerful. Preferred class: Stampeders.
- **Hourglass:** Slightly increased Speed stat.
- **Key(s):** This pony is amazing at opening locks, and has n% chance not to consume keys when opening a chest with a Magic Key.

- **Lyre:** Same as Guitar.
- **Magnifying Glass:** This pony is very attentive to detail and tends never to miss a thing. They receive a bonus to the odds of finding items after battle, and are more capable of spotting secret areas in the field.
- **Mirror:** You're a bit vain, but also very charismatic. Talk and Charisma checks are much more likely to succeed, and shop prices are lower, but your Kindness stat increases more slowly.
- **Molecule:** Same as Flask.
- **Money Bag:**
- **Muffin:** Same as Bubbles.
- **Pocket Watch:** Same as Hourglass.
- **Question mark:** You're good at being terribly mysterious. Each day, you get a  $+n_1\%$  boost to a random stat. All of your elements of harmony are adjusted randomly by  $\pm n_2\%$  each day from their base stat.
- **Raining Cloud:** Grants a bonus to Meteorologist stuff.
- **Robot:** Same as Flask.
- **Scroll:** Same as Mirror. Preferred Class: Diplomat.
- **Shield:**
- **Star(s):** Astronomically-inclined. Bonus to combat at night; you also are more likely to discover beneficial areas in the forest on clear nights, due to enhanced navigation under the stars.
- **Stormcloud:** Same as Raining Cloud.
- **Sun and Cloud:** Special attacks are stronger during the day. In dark areas, such as the Ruined Citadel, visibility from light sources is increased dramatically.
- **Tap-Dancing Shoe:** Evasion bonus.

- **Tornado(s):** Grants a bonus to the Ace class.
- **Tree on Desert Island:**

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## The Magic of Friendship

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The main character is special in that they are representative of the bond that friends can share, and this representation is more than a metaphor: the player character is capable of unleashing actual magic fueled by the power of friendship and strengthened by their prowess in each of the Elements of Harmony. As such, this character has six stats unique to them: Friendship, Laughter, Honesty, Generosity, Loyalty, and Kindness. These stats do not increase or decrease as the character gains power; rather, they are determined by choices outside of battle, most often in or around Ponyville.

Harmony Abilities can be used in combat to pull off spectacular moves and combos which would normally be impossible. For one, despite being a form of magic, it is usable regardless of the character's race. This is due to the character's role as the avatar through which the Elements of Harmony bring ponies together. While not representative of an Element of Harmony themselves, this character is still a very rare sort of pony, chosen by the Elements for great things which cannot be accomplished alone. Each Element of Harmony bestows a different kind of power upon the player:

### The Element of Friendship

- Increased by: Bringing friends together and ending arguments.
- Grindable by: Talking to your party members around Ponyville each week.
- Example Ability: The power of your Friendship resonates with Mochaccino, assaulting the enemy with a rainbow burst of powerful magic.
- Special Item: Magic's Leadership

### The Element of Laughter

- Increased by: Enjoying jokes, making others smile, and lightening the

mood.

- Grindable by: Playing pranks with Pinkie Pie and Airheart on Pinkie's days off.
- Example Ability: You team up with Airheart to pull off a master prank, causing all enemies sneeze uncontrollably for several turns.
- Special Item: Laughter's Optimism

#### The Element of Honesty

- Increased by: Rejecting the temptation to lie, always regarding the truth most highly.
- Grindable by: Working at Sweet Apple Acres with Applejack and Apple Honey.
- Example Ability:
- Special Item: Honesty's Integrity

#### The Element of Generosity

- Increased by: Acts of selflessness and charity.
- Grindable by: Donating money and resources to the Rebuild Our Town campaign.
- Example Ability:
- Special Item: Generosity's Charity

#### The Element of Loyalty

- Increased by: Standing by your friends, even when it's difficult.
- Grindable by: Cheering Airheart on as she races Rainbow Dash every weekend.
- Example Ability:
- Special Item: Loyalty's Devotion

#### The Element of Kindness

- Increased by: Being sympathetic and caring, genuinely worried about others.
- Grindable by: Safely delivering Monster Eggs to Fluttershy's animal nursery.
- Example Ability: The power of your Kindness resonates with Twinkleshine, miraculously healing wounds and constructing awesome barriers.
- Special Item: Kindness' Compassion

Completing a Mane Six quest line will award the player with a special item; these items will improve the Friendship Magic in the related category, possibly halving the SP cost or adding damage multipliers, or any other neat ideas we might think of.

Apart from abilities relating to one specific Element of Harmony, whenever the party consists of a full four members (excluding the Crusaders), the player will have a Friendship Meter which charges when certain conditions are met. When this meter is full, the party can pull off a spectacular attack of rainbow energy, not unlike that which the actual Elements of Harmony use in canon, though less showy and less powerful, as these ponies are not physical manifestations of the Elements themselves. The exact effects of this ability differ based on who is in your party, but it will almost always be a fair trade for four characters' turns in combat.

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### **Befriending Monsters**

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As an alternative to simply beating the hay out of a monster, it's completely possible to talk most of them out of fighting instead! If you pacify an enemy, it will no longer attack you, and will occasionally even give you a gift! This is, of course, to make up for the items that you won't get by killing it, though some of these items will be quite good for the point in the game at which you can obtain them, and many will be completely unique to this system altogether.

Pacifying as many monsters as possible in a zone can eventually lead to a situation in which almost nothing in that zone attacks you at all!

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### **Combat Mechanics**

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Turn-based combat, inspired by Final Fantasies X and Tactics, where the current turn is based on the entity's Speed and an invisible Charge Time stat, rather than what round it is. Every tic of combat during which nothing can happen, all entities' CT are increased by 50 plus their Speed values.



Once an entity's CT is  $\geq 1000$ , it is their turn, and then their CT is reduced by 1000. Most entities at the start of the game have a default Speed of 50.

In addition to bucking (a pony's normal attack), every race has a racial ability: Earth Ponies can become enraged to greatly increase Buck damage, at the cost of SP per turn; Pegasi can Fly to greatly increase accuracy and evasion, also at an SP/turn cost; Unicorns have access to basic telekinetic spells, even if they aren't of a magic-heavy class.

Food may not be consumed in battle unless a Confectionist or Apple Honey uses it on a character. Potions can serve this purpose if those characters are not in your active party. Food can be consumed by anypony outside of combat.

Skills are abilities learned from a character's class, and are available to everypony.

Status effects will exist, but are still being discussed. They are mainly inflicted by the player through Confections or occasional Skills.

A classical elemental weakness table (fire, water, etc) has not been discussed yet. Neither has the possibility for enemies to be weak to certain Elements of Harmony.

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## Diplomacy

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An alternative to fighting it out, players have the option of playing a pacifist, or of talking down enemies too threatening to fight head-on. There will be different approaches a character can take to pacifying an enemy. An enemy might be resistant to one form of persuasion (such as intimidation), but susceptible to another (such as empathy).

The monster's Disposition (DIS), which usually begins at a value of 200, will be affected with each attempt. Once an enemy's DIS reaches 300, that enemy is Pacified. Attacking an enemy will cause the DIS of it and all its allies to decrease. Once DIS is at or below 150, that enemy will become Angry until it's had time to cool down. The enemy can continue to lose DIS, down to the floor of 0. All this does is increase the number of turns before the Angry

state cancels back to Hostile.

At the start of each enemy's turn, DIS will slowly retreat back toward 200. An Angry enemy will revert back from the Angry state once the DIS has been allowed to return to a value equal to or greater than 200. At this point, the enemy is simply Hostile once more, and Diplomacy can be attempted again.

## STATS

### CHA - Charisma

The base stat used in calculation of all diplomacy attempts. If the Diplomacy system is an alternate form of combat, then a character's CHA would be a parallel to the ATK stat, determining the success of the Diplomacy attempts, while an enemy's CHA would be akin to DEF, determining their resistance to some parts of it.

### DIS - Disposition

A numerical value representing an enemy's current attitude toward the party. Begins at 200; exceeding 300, the enemy becomes Passive; exceeding 400, the enemy becomes Allied; below 150, the enemy becomes Angry.

### DPR - Diplomacy Resistance

A stat used as raw resistance versus all Diplomacy attempts. This differs from CHA in that it's a straight % resist value, meaning that at 100, an enemy is completely immune to Diplomacy. This stat is used to give some enemies, such as bosses, a nudge toward the proper difficulty, without having to tie it into their actual CHA and affect the success of the player's abilities.

## STATES

### Hostile

The enemy acts as normal, attacking you and assisting its allies. This is the default status of most enemies.

### Passive

The enemy will no longer attack you. It may still aid its allies, and can become Hostile again if its DIS is decreased below 250.

## Allied

The enemy is now an ally in your cause. Attacking its former allies will not cause its DIS to decrease, and it will assist you in further persuasion. It may also take damage for you and aid you in other ways.

## Angry

The enemy will refuse to respond to your Talk attempts. You'll have to either do something about that or wait for it to cool down before you can try again.

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## SECTION 4: SIDE CONTENT

This content is not necessary to complete the main game. There is always the chance something in here might not make it to the final cut due to constraints, but hopefully that doesn't happen. If everything from this section can't even make it into the game, then the [bonus content](#) is definitely bust. These two sections are full of all the ideas for fun things we'd love to see in the game in a best-case scenario, and for the most part nothing here will be fully developed until the rest of the game is close to finished.

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### Sidequest Map

Eventually going to have an image here showing the interconnectivity of all the side quests.

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### The Crusaders' Crusades

Throughout the game, you will occasionally be waylaid by these three young fillies who seem to have a knack for causing trouble everywhere they go. On a never-ending quest to find their cutie marks, they will assault you with questions about your adventures. They will never be in any fixed location; instead, their theme may begin playing whenever you're wandering around Ponyville. This means they are looking for you, and you can either let them come or decide to run away and not be bothered.

Based on how you treat them, the Cutie Mark Crusaders will form a collective opinion of you. If you always engage them with stories about your heroics, you'll find that they start to think you're awesome. However, if you ignore

them or refuse to humor them, they'll come to the decision that you're kind of a jerk. Both routes can lead to different quests involving them, but you're more likely to be left alone if you paint for them the image that you don't like their company.

As you make progress in the main story, the Crusaders will be having their own adventures that you're sure to hear about. Between their adventures, they may ask you for advice about their next plan, usually something to do with earning their cutie marks in some insane fashion. You can again either blow them off, or give good or bad advice. If you lead them into danger or get them into constant trouble, they'll start to think poorly of your advice, regardless of whether they think you're cool or not.

Some encounters with the Crusaders may end in more than just a conversation! It is very likely that you will be roped into at least a few of their schemes, so always be ready for a diversion when you hear them approaching. At one point, they may even join your party and force you to take them on an adventure, to earn their cutie marks in adventuring!

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### **Applejack's Chores**

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Applejack's quests will involve helping out around the farm. You'll have to buck, haul and harvest apples for her, as well as get the place fully repaired. To earn Honesty's Trust, you'll also have to complete all quests involving the Cutie Mark Crusaders; Apple Bloom's well-being is very important to Applejack, and keeping her sister safe is the best way to earn her trust.

Your reward is Honesty's Integrity, a key item which boosts Honesty-based Harmony Abilities, and is also necessary to enter the Palace of the Sisters.

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### **Rainbow's Challenges**

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Eventually, Rainbow Dash is sure to hear about the new pony in town who's been making extended trips into the Everfree Forest at all hours of the day and night, and who is tough enough to fight any creatures they come across.

Naturally, she is not cool with this. Somepony tougher than her? NOT. COOL. AT. ALL. So she tracks you down and challenges you to an athletic contest. If you beat her, you just might ruin her day, but you'll also gain her respect. She may even start doing favors for you, like clearing the weather or causing storms when you need them. The more you humiliate her, the more difficult the games she'll challenge you to. Keep winning her respect and she'll prove herself a valuable ally.

Completing every single challenge also earns you Loyalty's Devotion, an item needed to visit the Palace of the Sisters. Rainbow's item is probably the earliest to be available, but it's also likely among the hardest, as beating her should be fairly difficult (though hopefully not frustratingly so). Since she can change the weather for the player, parts of certain areas will only be accessible after being able to call on her, and therefore certain enemies and treasures can only be found after finishing this objective. This means that it is impossible to obtain Fluttershy or Twilight's completion item until after you've already earned Rainbow's.

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**Rarity's Fashion Dilemma**  
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Rarity would likely use the player to model dresses or outfits. Of course there could be some Fetch quests, retrieving materials for her from other shops or perhaps from out in the field (rare monster feathers?), but these should just be sprinkled in. The modeling could perhaps be a Repeat the Pattern minigame (adding a step with each cumulative success), the premise being Rarity needs you to move properly to strut your stuff at the Finale of her sidequests, a Fashion Show. And she thanks you for being so Generous with your time!

For helping her out, you receive Generosity's Gratitude.

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### Fluttershy's Nursery

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During your journey through the Everfree Forest, you're sure to come across helpless monster eggs. It would be a shame to let the creatures die, so you can bring them to Fluttershy's animal nursery, where she'll gladly reward you for rescuing them. Before giving her your first egg, Fluttershy will be too afraid to speak with you, but she opens right up afterward.

Rewards include unlocking a bestiary page for each monster you bring her, as well as items and power-ups with every egg. This includes Health- and Stamina-increasing items, making Fluttershy's nursery one of the most practical places to power up your pony party.

Bringing Fluttershy one of every single egg in the main game also earns you Kindness' Compassion, an item needed to visit the Palace of the Sisters. Accomplishing this requires the player to have fought every single enemy, meaning that any quests that end in an optional fight will have to be completed before this quest is able to be. Due to the nature of this quest, it will likely be the last Mane Six objective to be cleared, and some (like Rainbow Dash's and Applejack's) will have to be finished to even be able to find every enemy.

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### Baking with Pinkie Pie

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Pinkie's sidequests should involve a confection-making minigame (it would be

possible to get confections with more potent effects if you make them yourself?) as well as bringing Rare Ingredients to bake particularly powerful confections. There would also be pranking sidequests, where you help Pinkie in her schemes to mess with other ponies.

Earning Laughter's Cheer should involve bringing a smile to everypony's face somehow. Whatever the final requirement is, it should be something big and amazing that the whole town notices and takes joy in.

For helping Pinkie spread joy and cheer, you are awarded Laughter's Cheer.

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### Twilight's Missing Books

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Twilight's favor is very simple, but will also take the longest to complete, and is much like Fluttershy's in nature. All she asks is that anytime you come across a new book, you donate it to her library. Her quest will be considered finished once you've brought her a copy of every book in the game. This includes both books that increase your Knowledge and books that appear as treasure, which are unreadable as they're in an ancient text. This means that you'll have to have access to every area to find certain hidden books, which requires you to finish Rainbow Dash's quest line first.

On top of this, Twilight will not reward you her item until you've first earned the other five. Despite being the Element of Magic, and therefore Friendship, Twilight has a difficult time truly befriending others. Only after proving yourself a true friend to each of the most important ponies in her life will she recognize you as a real friend herself.

Finishing these objectives nets you Magic's Leadership, the final item needed to enter the Palace of the Sisters.

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## The Doctor and the Changeling

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At some point, a quest will pop up involving the Doctor dealing with a stray Changeling causing trouble in Ponyville. This should be written to be like one of the stories from [his show](#), but perhaps a bit less dark and creepy than it can sometimes get. As this game takes place before Chrysalis attacks Canterlot, this is pretty much totally feasible.

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## SECTION 5: BONUS CONTENT

This section is for content that we'd love to put in the game, but is considered lowest-priority. It's extra dungeons and bonus bosses that would be really fun to include, but the game could stand on its own four legs without if absolutely necessary. That doesn't stop us from planning them out though, in the hopes everyone's not too worn out by the time we get here to make it happen!

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### The Elements of Harmony

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For completing the Mane Six quest lines, you're rewarded with items representing the Elements of Harmony. These items power up the Harmony Abilities of their respective elements, and are some of the most valuable treasures in the game, not to mention some of the hardest to obtain.

Collecting all six opens up the first of the Bonus Dungeons.

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### The Bonus Dungeons

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An optional set of zones to explore, much more difficult than anything available in the main game. This dungeon is intended for (and indeed, will only be available to) those who take the time to complete the game to 100%, and should be a serious challenge even at that level. [More detail in full document]

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## The Boss Arena

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Just a quick, neat feature unlocked when the final boss is defeated in the main story. Accessible from the Title Screen → Extras → Load Save → Arena, with a cleared save. This feature will allow a party to fight any enemy in their Bestiary using the items and equipment they've got in their save.

No progress is saved in the Arena, so feel free to use whatever items you like without fear of wasting them.

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## Chaos Mode

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A very difficult mode unlocked after clearing the Bonus Dungeon(s). The stats and gameplay will be rebalanced around a minmaxing player who takes advantage of every aspect of the gameplay in order to be as powerful as possible.

Needless to say, it will be extremely difficult for anyone who is unprepared, but totally possible for the right kind of player.

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## Alternate Endings

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We plan to have at least three endings for the game, depending on how you approach the final boss. Details left out for spoilers' sake!

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## SECTION 6: LISTS AND FORMULAS

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### Stats

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Many stats will be listed as Stat1/Stat2. In this case, Stat1 is the character's stat, or their natural ability, and Stat2 is the version of the same stat which appears on equipment. So STR is a stat of your character, while ATK is the stat your horseshoes might increase. In most calculations, they are totalled and used together.

HP: Health Points. The amount of damage a character can take before KOed.

SP: Skill Points. The pool used to perform skills and magic.

STR/ATK: Strength/Attack. Raw physical attack power.

VIT/DEF: Vitality/Defense. Ability to withstand physical attacks.

DEX/ACC: Dexterity/Accuracy. Likelihood of landing an attack.

AGI/EVA: Agility/Evasion. Likelihood of evading an attack.

KNO/SPC: Knowledge/Special. Raw nonphysical attack power.

INS/RES: Insight/Resistance. Ability to withstand special attacks.

CHA/STYLE: Charisma/Style. *HOW GLORIOUSLY FABULOUS YOU LOOK*. Also affects combat and stuff~

SPD: Speed. The default is 50, and most monsters have 50. Increasing this will allow a character to act more often.

CT: Charge Time. A hidden stat used to calculate whose turn it is. Stolen unapologetically from *Final Fantasy Tactics*.

Elements of Harmony: A stat for each one. Only the player has these, and they

determine the power of Harmony Abilities.

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## Leveling Up

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Leveling up is a process which involves combat far less than in most games. While combat does earn the party cExp (Combat Exp), this is not the primary source of experience, ie Exp. The party has a cExp cap, which is always equal to  $200 * \text{Level}$ . As it takes 1000 Exp to level up, this means that at most one in five levels can be earned purely through grinding in battle.

Rather, most Exp is gained through side quests and story progression. You get Exp by playing minigames and talking to the ponies around Ponyville, and for making others generally happier.

Limiting cExp and instead focusing on non-combat leveling might sound insane, but there's a very good reason for it: *My Little Pony - Friendship is Magic* is all about love and friendship and spreading joy and cheer. When we decided to make an RPG based on it, we looked at the standard means of leveling up--killing hundreds of hapless monsters--and decided it doesn't fit the message we'd like to get across. Rather, we determined, it'd be closer to the message of the program if Exp was rewarded every time you help someone.

This has an added benefit of challenging us, as developers, to come up with things other than the typical RPG combat grind to occupy our players' time. While our combat mechanics are deep and should be very fun, fighting is something we want the player to know is usually optional, and this is handled even in allowing them to talk to their enemies and attempt to find diplomatic solutions, pacifying and even befriending the "monsters" of the forest. In the meantime, we can focus on the various ways the player can help around town as the primary means for gaining Exp. Overall, the growth of the player should be about the same as in any other game; the only thing drastically changed is how that Exp is earned.

Combat Experience hasn't been removed entirely, though, and should still be incentive for a completionist to do all the grinding they're naturally predisposed to doing. In fact, to reach the level cap, cExp must be maxed, so for the [bonus dungeons](#) a bit of a grind will likely still be a necessary thing, but hopefully for the bulk of the game our message of friendship over

violence will be clear, while not affecting the fun of the experience.

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## Reading Books

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This has not been fully fleshed out. Books increase KNOWLEDGE stat, and likely hold other purposes.

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## Equipment

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[More details for all in full document]

### Slots:

Horseshoes: Increase ATK. The primary weapon for everypony in the game. Some also increase SATK and/or SPD.

Head: Hats, helmets, etc. Helmets increase DEF, hats increase Style.

Body: Clothing, armor, etc. Armor increases DEF, clothing increases Style.

Other1/Other2/Other3: Accessory slots.

### Equipment Tiers:

Equipment comes in several tiers, from the default gear at the start of the game, to the final tier in the last bonus dungeon. The exact tiers are based on the materials they are crafted from. Equipment that cannot be crafted is still usually based on one of the craftable items of its type, which in turn gives it a hypothetical tier. A list of item material tiers can be found [here](#).

Armor, Helmets, and Horseshoes are made from Metal.

Clothing, Hats, and Capes are made from Cloth.

Necklaces, Earrings, and Anklets are made from Gemstones.

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## Items

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There are five major types of items in our game: Usable, Confections, Equipment, Resources, and Important. Equipment is further divided into the subcategories Shoes, Head, Body and Other, and Other is divided into categories for Necklaces, Earrings, Capes, and other accessory items.

Usable items are basic. They're the potions and food and scrolls and what have you--items you'd typically use either from your menu or in battle in any RPG. Confections are the cakes that you can throw in battle to deal damage and/or inflict negative status effects. Equipment is self-explanatory. Resources are like crafting materials: you use them to rebuild the town and create equipment and items to help you out. Important items are things like keys or other things you couldn't get through certain parts the game's story without.

Inventory management will be a moderately important aspect of gameplay, and a major part of what limits how effective any single trip into the dungeon can be. Rarity can upgrade the player's saddlebag to carry more items, but each upgrade becomes available around the time new items begin turning up, to keep the player striving toward the next upgrade.

Usable items can stack up to a certain limit per inventory slot, as can Resources and Confections. Equipment can have variable stats, meaning that, for example, two sets of Iron Horseshoes can potentially offer different bonuses. Due to this, Equipment cannot stack, because no two items are guaranteed to be identical. Important items also do not stack, as they tend to be plot devices (like the Ancient Artifact found in the ruins) or serve unique purposes (like the Elements of Harmony), and are generally one of a kind.

Usable items, Equipment, and Resources share a compartment in your saddlebag, forcing the player to choose what they wish to keep while exploring a dungeon. Confections and Important items are unique in that they have their own compartments, and thus do not take up conventional inventory space. Room for carrying Confections will increase with upgrades. Important items don't

actually take up any space at all and can never be removed from the player's inventory.

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## Treasure Chests

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Each type of chest can be opened a number of ways. First off, every chest can be opened with a Magic Key or with a certain [Cutie Mark](#), though some may have requirements before the key can be used (such as the Vine-Covered chest) or have a situation in which a key might be rendered useless (such as Iron-Plated chests). Most chests can also be opened via use of abilities such as bucking or casting spells. [Details in full document]