





**Snack Stand** 2

**COST**  
2



**RESOURCE • ASSET**

Play to your home.  
As this card enters play, choose a color.

**Immediate:** Exhaust this card to pay 1 less to play your next Friend with the chosen color this turn.

*"What flavor do you want? I got blue raspberry, orange, bubble gum, grape, mint and mango!" – Bulk Biceps*

#123 U

**Snack Stand** 2

**COST**  
2



**RESOURCE • ASSET**

Play to your home.  
As this card enters play, choose a color.

**Immediate:** Exhaust this card to pay 1 less to play your next Friend with the chosen color this turn.

*"What flavor do you want? I got blue raspberry, orange, bubble gum, grape, mint and mango!" – Bulk Biceps*

#123 U

**Snack Stand** 2

**COST**  
2



**RESOURCE • ASSET**

Play to your home.  
As this card enters play, choose a color.

**Immediate:** Exhaust this card to pay 1 less to play your next Friend with the chosen color this turn.

*"What flavor do you want? I got blue raspberry, orange, bubble gum, grape, mint and mango!" – Bulk Biceps*

#123 U

**Summoning Bell** 5

**COST**  
1  
2



**RESOURCE • ACCESSORY**

Play on one of your Friends.

**Main Phase:** Exhaust this card to put a 10 Unicorn Friend token with **Prepared** into play at that Friend's Problem.

*Being a high society pony does have its perks.*

#125 C

**Summoning Bell** 5

**COST**  
1  
2



**RESOURCE • ACCESSORY**

Play on one of your Friends.

**Main Phase:** Exhaust this card to put a 10 Unicorn Friend token with **Prepared** into play at that Friend's Problem.

*Being a high society pony does have its perks.*

#125 C

**Pie Family Rock Quarry** 5

**COST**  
2  
1



**RESOURCE • LOCATION**

Play to your home.

**Main Phase:** Pay 1 to exhaust this card. When this card readies, put a 30 Rock Friend token into play.

*Please allow 4-6 weeks for delivery.*

#120 U

**Pie Family Rock Quarry** 5

**COST**  
2  
1



**RESOURCE • LOCATION**

Play to your home.

**Main Phase:** Pay 1 to exhaust this card. When this card readies, put a 30 Rock Friend token into play.

*Please allow 4-6 weeks for delivery.*

#120 U

**Applejack**  
Apple Jewel 1

**COST**  
1  
1  
1



**FRIEND**  
EARTH PONY

**Handy** (When this card enters play, you may ready or exhaust a Resource.)  
Opposing exhausted Resources lose and can't have abilities.

*"Ah'm sorry darlin', but that dress just don't work on you."*

#64 U

**Applejack**  
Apple Jewel 1

**COST**  
1  
1  
1



**FRIEND**  
EARTH PONY

**Handy** (When this card enters play, you may ready or exhaust a Resource.)  
Opposing exhausted Resources lose and can't have abilities.

*"Ah'm sorry darlin', but that dress just don't work on you."*

#64 U



**Applejack**  
Apple Jewel

**1**  

**COST**  
**1**   
**1** 

**FRIEND**  
EARTH PONY

**Handy** (When this card enters play, you may ready or exhaust a Resource.)  
Opposing exhausted Resources lose and can't have abilities.

"Ah'm sorry darlin', but that dress just don't work on you."

#64 U

**Princess Combo Meal**

**1**   
**4** 

**EVENT**

**Immediate:** Exhaust an opposing character or Resource.

"Double triple hayburger deluxe on a raft, four by four Appleosa style, extra shingles with a shimmy and a squeeze, light axle grease, make it cry, burn it and let it swim."  
— Princess Twilight Sparkle

#92 C

**Princess Combo Meal**

**1**   
**4** 

**EVENT**

**Immediate:** Exhaust an opposing character or Resource.

"Double triple hayburger deluxe on a raft, four by four Appleosa style, extra shingles with a shimmy and a squeeze, light axle grease, make it cry, burn it and let it swim."  
— Princess Twilight Sparkle

#92 C

**Princess Combo Meal**

**1**   
**4** 

**EVENT**

**Immediate:** Exhaust an opposing character or Resource.

"Double triple hayburger deluxe on a raft, four by four Appleosa style, extra shingles with a shimmy and a squeeze, light axle grease, make it cry, burn it and let it swim."  
— Princess Twilight Sparkle

#92 C

**Costume Change**

**0**  
**2** 

**EVENT**

**Immediate:** During a faceoff, choose a player. Put a card from that player's discard pile into their flip zone, then put another card from that player's flip zone into their discard pile.

"Show's on girls! Break a leg!" — Cheerilee

#84 C

**Costume Change**

**0**  
**2** 

**EVENT**

**Immediate:** During a faceoff, choose a player. Put a card from that player's discard pile into their flip zone, then put another card from that player's flip zone into their discard pile.

"Show's on girls! Break a leg!" — Cheerilee

#84 C

**All Under Control**

**3**  
**3** 

**EVENT**

**Immediate:** Choose a Problem you confronted this turn. Score points equal to that Problem's bonus.

"I don't mean to alarm you but..." — Sassy Saddles  
"Already taken care of." — Rarity

#80 C

**All Under Control**

**3**  
**3** 

**EVENT**

**Immediate:** Choose a Problem you confronted this turn. Score points equal to that Problem's bonus.

"I don't mean to alarm you but..." — Sassy Saddles  
"Already taken care of." — Rarity

#80 C

**Globe Trotter**  
First in Line

**3**   
**3** 

**FRIEND**  
EARTH PONY

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

"Somewhere new to go and see? Just show me where I can get tickets!"

#17 C



**Globe Trotter**  
First in Line 3

**COST**  
3



**FRIEND**  
EARTH PONY

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

"Somewhere new to go and see? Just show me where I can get tickets!"

#17 C

**Globe Trotter**  
First in Line 3

**COST**  
3



**FRIEND**  
EARTH PONY

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

"Somewhere new to go and see? Just show me where I can get tickets!"

#17 C

**Bon Bon**  
Activation Signal 2

**COST**  
3  
2 🍎



**FRIEND**  
EARTH PONY

**Handy** (When this card enters play, you may ready or exhaust a Resource.)  
**Main Phase:** If you exhausted a card this turn, you may pay 1 to put this card from your hand into play.

"Secret agent Sweetie Drops reporting in. What's the mission, Big C?"

#16 C

**Bon Bon**  
Activation Signal 2

**COST**  
3  
2 🍎



**FRIEND**  
EARTH PONY

**Handy** (When this card enters play, you may ready or exhaust a Resource.)  
**Main Phase:** If you exhausted a card this turn, you may pay 1 to put this card from your hand into play.

"Secret agent Sweetie Drops reporting in. What's the mission, Big C?"

#16 C

**Bon Bon**  
Activation Signal 2

**COST**  
3  
2 🍎



**FRIEND**  
EARTH PONY

**Handy** (When this card enters play, you may ready or exhaust a Resource.)  
**Main Phase:** If you exhausted a card this turn, you may pay 1 to put this card from your hand into play.

"Secret agent Sweetie Drops reporting in. What's the mission, Big C?"

#16 C

**Rarity**  
Disturbing the Peace 3

**COST**  
3  
1 🔱



**FRIEND**  
UNICORN

**Showy 1** (Opponents must pay +1 to move characters to this card's Problem.)  
**Prepared** (When an opponent starts a faceoff here, gain 1.)

"Dear, just because I am a Lady does not mean I do not, how did you put it, 'know how to rock out'."

#43 C

**Rarity**  
Disturbing the Peace 3

**COST**  
3  
1 🔱



**FRIEND**  
UNICORN

**Showy 1** (Opponents must pay +1 to move characters to this card's Problem.)  
**Prepared** (When an opponent starts a faceoff here, gain 1.)

"Dear, just because I am a Lady does not mean I do not, how did you put it, 'know how to rock out'."

#43 C

**Rarity**  
Disturbing the Peace 3

**COST**  
3  
1 🔱



**FRIEND**  
UNICORN

**Showy 1** (Opponents must pay +1 to move characters to this card's Problem.)  
**Prepared** (When an opponent starts a faceoff here, gain 1.)

"Dear, just because I am a Lady does not mean I do not, how did you put it, 'know how to rock out'."

#43 C

**Rushed Makeover** 3

**COST**  
1



**EVENT**

**Main Phase:** Choose a color. One of your characters has that color until the end of the turn.  
You may pay 1 less to play your next card this turn whose play requirement includes the chosen color.

It wasn't the fastest complete wardrobe replacement that Rarity has pulled off, but it was close.

#98 C



**Rushed Makeover** 3

**COST**  
1

**EVENT**

**Main Phase:** Choose a color. One of your characters has that color until the end of the turn.

You may pay 1 less to play your next card this turn whose play requirement includes the chosen color.

*It wasn't the fastest complete wardrobe replacement that Rarity has pulled off, but it was close.*

#98 C

**Rushed Makeover** 3

**COST**  
1

**EVENT**

**Main Phase:** Choose a color. One of your characters has that color until the end of the turn.

You may pay 1 less to play your next card this turn whose play requirement includes the chosen color.

*It wasn't the fastest complete wardrobe replacement that Rarity has pulled off, but it was close.*

#98 C

**Claude**  
Dance, Puppets! 2

**COST**  
2  
4

**FRIEND**  
UNICORN • ALLY

**Handy** (When this card enters play, you may ready or exhaust a Resource.)

When this card enters play, you may put a Puppet counter on a non-attachment Resource.

Resources with Puppet counters on them lose and can't have abilities and are Friends in addition to their other card types.

*"Just a simple matter of pulling strings."*

#39 U

**Claude**  
Dance, Puppets! 2

**COST**  
2  
4

**FRIEND**  
UNICORN • ALLY

**Handy** (When this card enters play, you may ready or exhaust a Resource.)

When this card enters play, you may put a Puppet counter on a non-attachment Resource.

Resources with Puppet counters on them lose and can't have abilities and are Friends in addition to their other card types.

*"Just a simple matter of pulling strings."*

#39 U

**Sirens**  
Repeat Offenders 5

**Points**  
1

**TROUBLEMAKER**

When this card leaves play, if it wasn't a token, put a token copy of this Troublemaker into play face-up.

*"What do you mean 'what's on the other side of the portal they were banished into?'"*  
— Star Swirl the Bearded

#131 C

**Sirens**  
Repeat Offenders 5

**Points**  
1

**TROUBLEMAKER**

When this card leaves play, if it wasn't a token, put a token copy of this Troublemaker into play face-up.

*"What do you mean 'what's on the other side of the portal they were banished into?'"*  
— Star Swirl the Bearded

#131 C

**Queen Chrysalis**  
Meddler 5

**Points**  
0

**TROUBLEMAKER**

You need -1 to confront this card's Problem for each trait among opposing characters.

*"No! This is perfect. Now, do exactly as I tell you..."*

#128 U

**Queen Chrysalis**  
Meddler 5

**Points**  
0

**TROUBLEMAKER**

You need -1 to confront this card's Problem for each trait among opposing characters.

*"No! This is perfect. Now, do exactly as I tell you..."*

#128 U

**Queen Chrysalis**  
Meddler 5

**Points**  
0

**TROUBLEMAKER**

You need -1 to confront this card's Problem for each trait among opposing characters.

*"No! This is perfect. Now, do exactly as I tell you..."*

#128 U



**Smolder**  
Percussive Maintenance **2**

**COST**  
**3**

**3**

**FRIEND**  
**DRAGON**

**Handy** (When this card enters play, you may ready or exhaust a Resource.)  
When you exhaust a Resource, you may put a +1 power counter on this card.

*Smolder takes a very claws-on approach to repair.*

#19 U

**Smolder**  
Percussive Maintenance **2**

**COST**  
**3**

**3**

**FRIEND**  
**DRAGON**

**Handy** (When this card enters play, you may ready or exhaust a Resource.)  
When you exhaust a Resource, you may put a +1 power counter on this card.

*Smolder takes a very claws-on approach to repair.*

#19 U

**PROBLEM**

**Bonus 1**

**8**

**Tagging Out**

When one of your Friends leaves play, if that Friend had any +1 power counters on it, you may put that many +1 power counters on another one of your Friends.  
*"Looks like I'm out. You're up, sugarcube!" – Applejack*

**4** **0** **+2**

#144 U

**PROBLEM**

**Bonus 1**

**8**

**Tagging Out**

When one of your Friends leaves play, if that Friend had any +1 power counters on it, you may put that many +1 power counters on another one of your Friends.  
*"Looks like I'm out. You're up, sugarcube!" – Applejack*

**4** **0** **+2**

#144 U

**PROBLEM**

**Bonus 2**

**7**

**Unsparking Cider**

When an opponent discards a card for the first time each turn, they discard another random card.  
*"It's more slumpin' than anythin' else!" – Applejack*

**4** **0** **+2**

#145 C

**PROBLEM**

**Bonus 2**

**7**

**Unsparking Cider**

When an opponent discards a card for the first time each turn, they discard another random card.  
*"It's more slumpin' than anythin' else!" – Applejack*

**4** **0** **+2**

#145 C

**PROBLEM**

**Bonus 1**

**7**

**Prospecting Interruption**

Opponents don't score points for confronting this Problem.  
*"Why didn't y'all tell me there was bats in the cave!" – Applejack*

**3** **0** **+3**

#135 U

**PROBLEM**

**Bonus 1**

**7**

**Prospecting Interruption**

Opponents don't score points for confronting this Problem.  
*"Why didn't y'all tell me there was bats in the cave!" – Applejack*

**3** **0** **+3**

#135 U

**PROBLEM**

**Bonus 1**

**7**

**Mystery at Hope Hollow**

**Starting Problem.** When this Problem becomes solved, you may search your deck for a card with no play requirement, reveal it, and put it into your hand.  
*"Is anyone here?"*

**5**

#132 C

