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25
YEARS

ONE
SHOT

my LITTLE PONY

CLASSICS Reimagined



BROWN • AYOUB • FROESE • BRECKEL

Valentine's Day Special,
Romeo & Juliet



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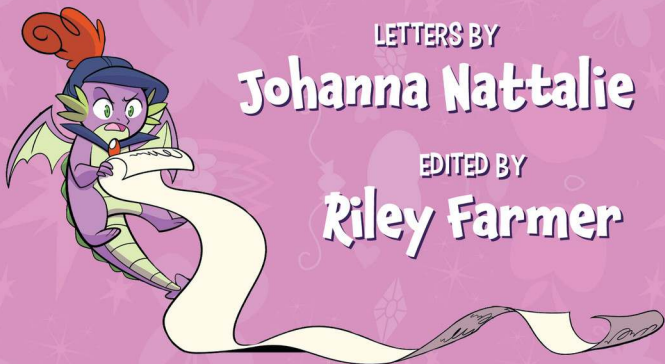
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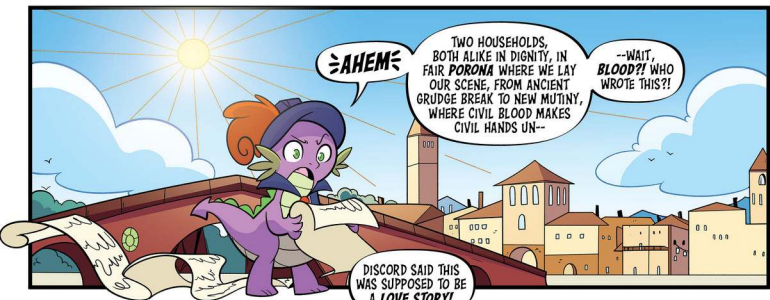
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"THE CAPULETS ARE THROWING A PARTY TONIGHT!"



COZ, LISTEN! THERE'S **NOTHING** TO WORRY ABOUT--NO CREATURE'LL EVEN NOTICE WE'RE THERE.



I DUNNO, CAPPER-- I THINK A BUNCH OF **MONTAGUE EMPLOYEES** SHOWING UP TO A **CAPULET PARTY** WILL BE PRETTY OBVIOUS...

WHO CARES! THE CAPULETS ARE GONNA BE SO OCCUPIED WITH MAKING SURE THE PARTY GOES OFF WITHOUT A HITCH, NO WAY ARE THEY GONNA NOTICE US TAKING NOTES.



THEN WE THROW A BETTER PARTY, GET THE ATTENTION OF **PRINCESS CADANCE**, GET PICKED TO PLAN **PRINCESS FLURRY HEART'S FIRST BIRTHDAY**, AND GO DOWN IN PARTY-PLANNING HISTORY. SIMPLE AS THAT!

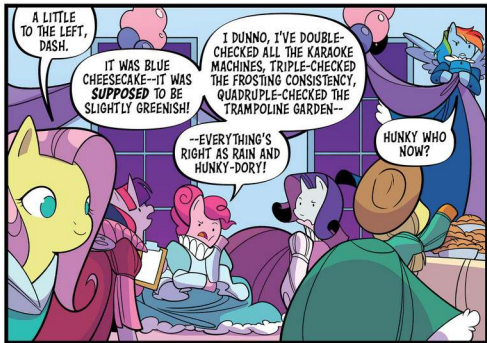
SIMPLE?!

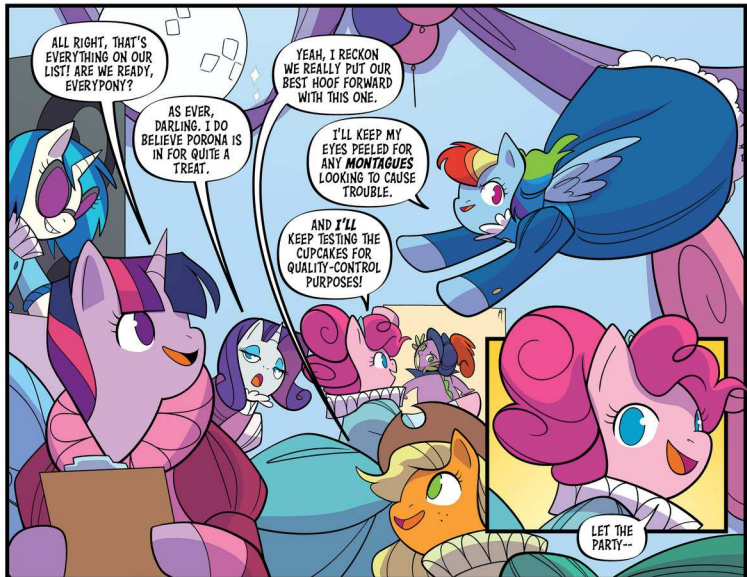
BESIDES, THE **GREAT AND POWERFUL TRIxie** HAS THE **PERFECT DISGUISES**. NO PONY'LL EVEN RECOGNIZE US!

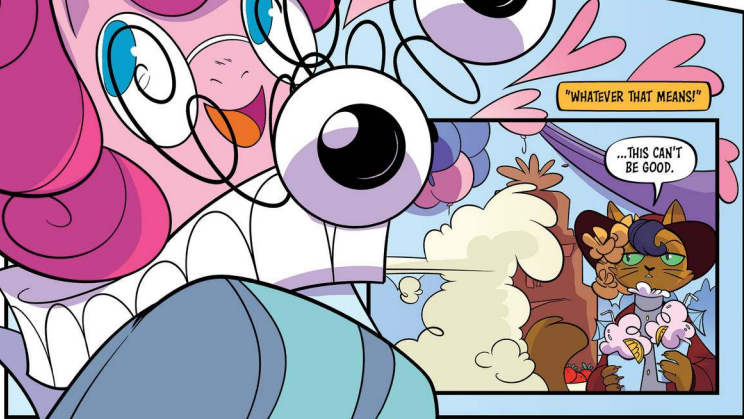


YOU'RE RIGHT, TRIxie. HOWEVER WILL ANYPONY RECOGNIZE US NOW?

I GOT NOT-A-GOUDA FEELING ABOUT THIS...



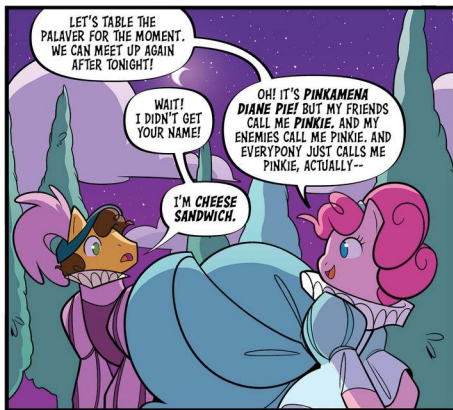














NOW CHEESE IS BELOVED AND LOVES AGAIN, ALIKE BEWITCHED BY THE CHARM OF LOOKS, BUT TO HIS FOE SUPPOSED HE MUST COMPLAIN, AND SHE STEAL LOVE'S SWEET BAIT FROM FEARFUL HOOKS--

--"FOE"?
"FEARFUL"? C'MON, I THOUGHT LAST NIGHT WOULD FIX THE STORY!

WHERE'S DISCORD WHEN YOU NEED HIM?

MAYBE I CAN CONVINCE PINKIE TO--



THEY WHAT?!

"OH, FUDGE."



I CAN'T BELIEVE THIS! NU-UH! NO WAY!

YOU'RE TELLING ME THOSE **NO GOOD, SOMETHING ROTTEN** MONTAGUES SHOWED UP TO OUR PARTY LAST NIGHT?!

IF YOU DON'T COME DOWN FROM THERE, SUGAR CUBE, I RECKON YER GONNA BREAK SOMETHIN'.

I AM PERFECTLY CALM!



WELL, DARLING, I'D HATE TO SEE YOU PERFECTLY INCENSED.

I JUST THINK IT'S UNFAIR.

I MEAN, ALL THE WORK WE PUT IN TO IMPRESS CADANCE, AND THEY'RE JUST GONNA TRY TO ONE-UP US--

WELL, I MEAN, WE DON'T KNOW THAT FOR SURE--

OF COURSE WE DO! IT'S THE MONTAGUE M.O.! WE CAN'T EVER TRUST 'EM OR WORK WITH 'EM!



I'M GONNA TEACH 'EM A LESSON.

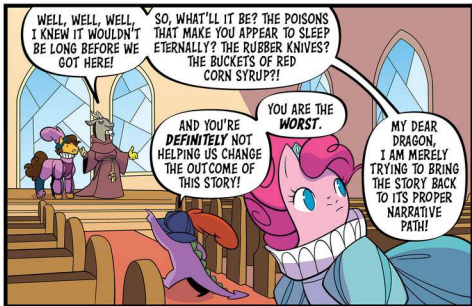
OH, I DON'T THINK THAT'S SUCH A GOOD IDEA.

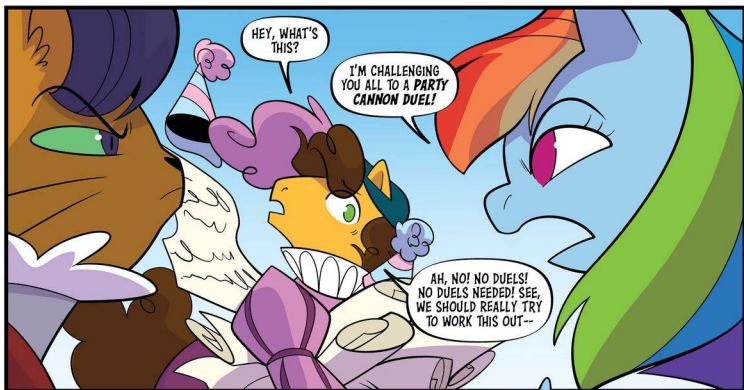
THAT HASN'T STOPPED HER IN THE PAST.

I'M GONNA CHALLENGE THEM TO A PARTY DUEL!











A PLAGUE ON BOTH YOUR
HOUSEEEEESSSSSSS...

WHAT IS
THE MEANING
OF THIS?!



CAN SOMEONY PLEASE TELL ME WHY PORONA LOOKS LIKE IT HOSTED A CLOWN CONVENTION? IT'S GOING TO TAKE US **WEEKS** TO CLEAN THIS MESS!

CHEESE SANDWICH?



YOUR HIGHNESS! IT'S, UM, IT'S JUST--



IT'S JUST THAT THE **MONTAGUES** TRIED TO RUIN--

THAT THE **CAPULETS** WANTED TO MAKE SURE WE COULDN'T--



ENOUGH!

THIS **PETTY RIVALRY** OF YOURS HAS GOT TO STOP! LOOK AROUND-- THERE'S NOTHING FUN ABOUT THIS!

UNTIL YOU CAN LEARN TO **WORK TOGETHER**, THERE WILL BE **NO MORE PARTIES** IN PORONA. EVERPONY IS ON **PARTY PROBATION!**



WHAT ABOUT **FLURRY HEART'S** BIRTHDAY?!

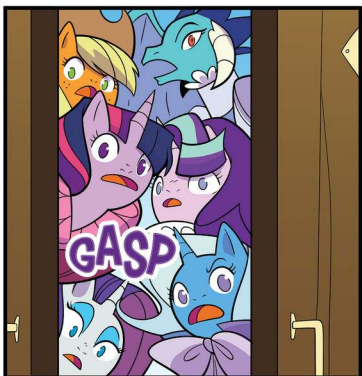
WE'LL HAVE A **QUIET CELEBRATION** AT HOME--

BUT IT SHOULD BE A **HUGE BASH!**

"AND I DESIGNED **THIS!**"









ALL OUR PARTY IDEAS SHOULD PASS INSPECTION BY PRINCESS CADANCE.

TAKE, FOR INSTANCE, THE *SITTING CORNER*, WHERE PARTY GUESTS CAN GO TO SIT.



OR THE GIFT BAGS, WHICH INCLUDE *SUGAR-FREE GUM* AND *GIFT CARDS* FOR *QUILLS* AND *SOFAS*.



THIS IS MAYBE THE WORST THING I HAVE EVER SEEN.

I CAN'T BELIEVE I'M SAYING THIS, BUT...YOU'RE *RIGHT*.



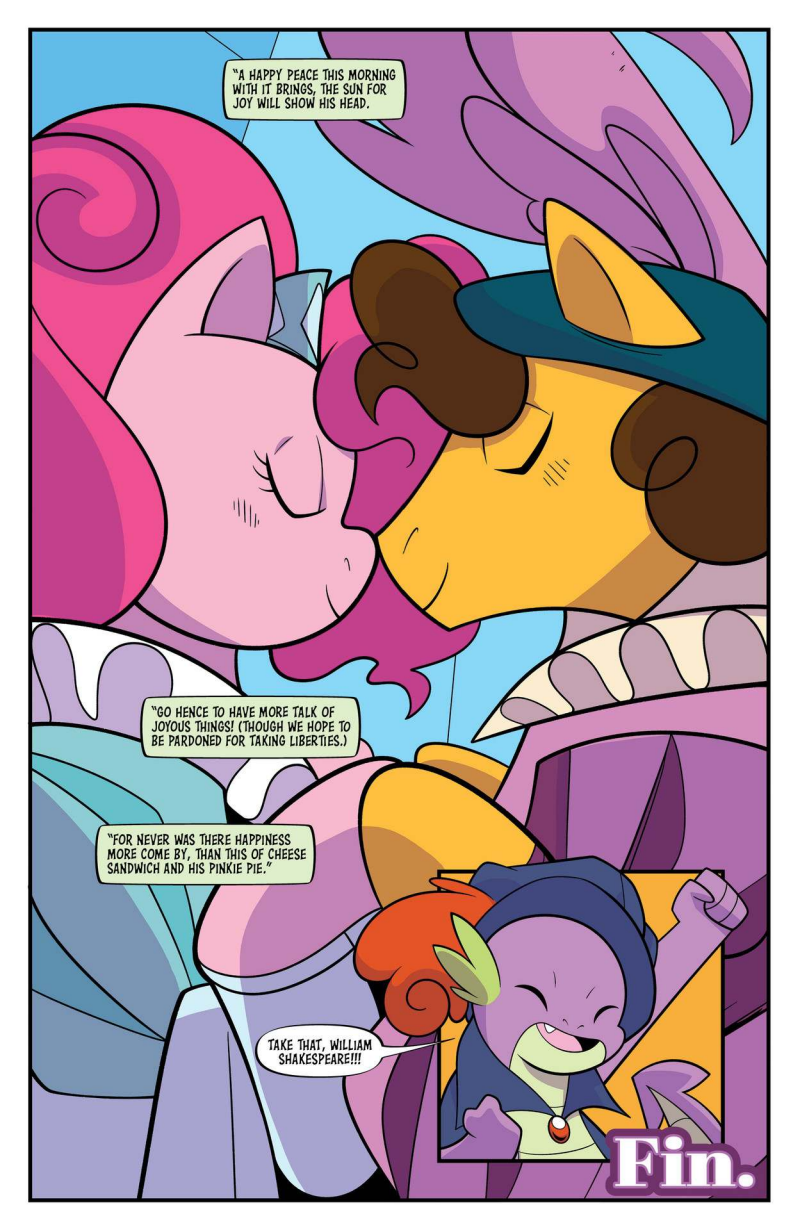
PINKIE WAS OUR *BEST* PARTY PLANNER! SHE WAS ALWAYS SO EXCITED TO MAKE PONIES HAPPY, AND NOW...

...NOW SHE AND CHEESE WANTED TO PLAN A PARTY TOGETHER SO BADLY THAT THEY WERE WILLING TO GIVE UP *EVERYTHING* FOR IT.









"A HAPPY PEACE THIS MORNING
WITH IT BRINGS, THE SUN FOR
JOY WILL SHOW HIS HEAD."

"GO HENCE TO HAVE MORE TALK OF
JOYOUS THINGS! (THOUGH WE HOPE TO
BE PARDONED FOR TAKING LIBERTIES.)"

"FOR NEVER WAS THERE HAPPINESS
MORE COME BY, THAN THIS OF CHEESE
SANDWICH AND HIS PINKIE PIE."

TAKE THAT, WILLIAM
SHAKESPEARE!!!

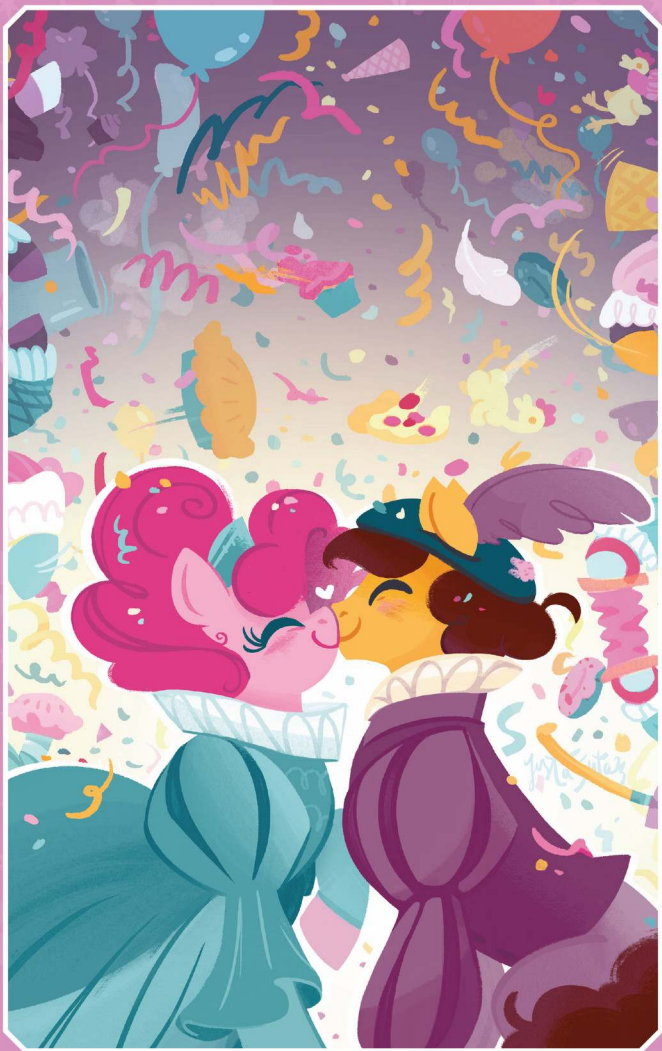
Fin.



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MY LITTLE PONY

KENBUCKY ROLLER DERBY

*Lace Up Your Skates and
Get Ready to Dodge, Dip, and Dive!*

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ON SALE FEBRUARY 7th

Twenty-five years. It's a mighty long time.

Some of you reading this might not have even been alive 25 years ago. For me, it's literally half a lifetime.

Comic books are a relatively young art form. The industry itself had barely passed the first-century mark when IDW was founded, so for the company to carve out such a significant chunk of comics' second century is fairly impressive. It all started with a love for comics, and quickly paid off with the success of *30 Days of Night*, the now iconic horror series from Steve Niles and Ben Templesmith. From there, many projects flowed. There were more creator-driven miniseries, like *Locke & Key* by Joe Hill and Gabriel Rodriguez, as well as licensed comics, stuff we still publish to this day—*Star Trek*, *Teenage Mutant Ninja Turtles*, *Godzilla*.

The letters in the company name stand for **Idea Design Works**, and those words are as much of a mission as a description of our products. For what are comics but ideas designed into works of art? As an employee here, I can have an idea, I can design its intent, and I can work to make it happen. **IDW**.

For IDW as a publisher, it's been a little bit of "anything goes" for the past two and a half decades. The company has a history of adventure and experimentation. We also have a history of engaging with great talent to achieve those things—talent in all aspects of the business, at the drawing board and in the office. Look at the credits pages in each comic, and you'll see a lot of talented people banding together to bring you the best comics. Writers, artists, editors, production people, marketers, salespeople, accountants, shipping and receiving—it takes a lot of people to bring you the comic you hold in your hands.

We do it because we love it. It's not always easy, and it's not guaranteed to be fun, but at the end of the day, we have something we are proud of, which we hope will entertain you. So, really, we aren't celebrating the time it took us to get here, but rather how all of that time has given us a foundation to keep doing this for the next 25 years and beyond.

Thanks for being a part of it with us.

Jamie S. Rich
editor-in-chief

