


♀ Twilight, Princess of Shipping

Start  EVERYPONY'S A CRITIC
GRIFFIN? OF THIS ARTWORK



Princess, Twilight Sparkle

Place this card in the center of the table at the start of the game.
This card can be moved, but not discarded or otherwise removed from the grid. If there is any side of this card without a Ship card attached, you must ship a Pony there before you can play anywhere else. This power cannot be copied.

Multiplicity 0.0.1a; TSSSF by Horrible People Games. Art by Pixel Prism.

♀ Book Nerd Twilight

Start 




Twilight Sparkle

Place this card in the center of the table at the start of the game.
This card cannot be moved or removed from the grid. All Goals are worth 1 extra point. This power can't be copied.

Multiplicity 0.0.1a; TSSSF by Horrible People Games. Art by Fou Dubulbe.

♀ Time Traveler Twilight

Start  TWILIGHT FORGOT TO SAVE THIS ART



Twilight Sparkle

Place this card in the center of the table at the start of the game.
This card cannot be moved or removed from the grid. Once per game, each player may designate a single pony to be from a different timeline. This power can't be copied.

Multiplicity 0.0.1a; TSSSF by Horrible People Games. Art by Pixel Prism.

♀ Socially Awkward Twilight

Start  ARTWORK RELOCATED TO CELESTIA'S PRIVATE COLLECTION




Twilight Sparkle

Place this card in the center of the table at the start of the game.
This card cannot be moved or removed from the grid. During the game, no one Pony card can be shipped with more than two Pony cards. Discard any Goals that contradict this. This power can't be copied.

Multiplicity 0.0.1a; TSSSF by Horrible People Games. Art by Pixel Prism.

♀ Element of Magic Twilight

Start  EVERYPONY'S A CRITIC
GRIFFIN? OF THIS ARTWORK



Princess, Twilight Sparkle

Place this card in the center of the table at the start of the game.
This card cannot be moved or removed from the grid. During the game, all cards with the Villain keyword are discarded at the end of the turn they're played. All Goals involving Villains are +1 point. This power can't be copied.

Multiplicity 0.0.1a; TSSSF by Horrible People Games. Art by Pixel Prism.

♀ SCIENCE!! Twilight

Start  ART MISSING




Twilight Sparkle

Place this card in the center of the table at the start of the game.
This card cannot be moved or removed from the grid. Each Player starts with a hand of 9 instead of 7. This power can't be copied.

Multiplicity 0.0.1a; TSSSF by Horrible People Games. Art by Pixel Prism.

♀ Post-Grad Panic Twilight

Start  ARTWORK BURNED BY SPIKE TO PROTECT YOUR INNOCENCE.



Twilight Sparkle

Place this card in the center of the table at the start of the game.
This card can be moved and removed from the grid. If it is ever discarded, put this card back into the Multiplicity expansion pile and randomly draw a new Start from the same pile card to use. This power can't be copied.

Multiplicity 0.0.1a; TSSSF by Horrible People Games. Art by Pixel Prism.

♀ Teacher's Pet Twilight

Start  NOTHING IS HERE
NOTHING WAS EVER HERE




Twilight Sparkle

Place this card in the center of the table at the start of the game.
This card cannot be moved or removed from the grid. All Celestias must be shipped with a Twilight card. All Celestias count as having Replace powers instead of their usual power. This power can't be copied.

Multiplicity 0.0.1a; TSSSF by Horrible People Games. Art by Pixel Prism.

♀ bornly Self-Reliant Twilight

Start  EVERYPONY'S A CRITIC
GRIFFIN? OF THIS ARTWORK



Twilight Sparkle

Place this card in the center of the table at the start of the game.
This card cannot be moved or removed from the grid. Flip this card whenever a Goal is placed on the bottom of the Goal deck. As long as this side of the card is active, the game can only be won if three Twilights are shipped together. This power can't be copied.

Multiplicity 0.0.1a; TSSSF by Horrible People Games. Art by Pixel Prism.

<div data-bbox="94 44 162 113"> </div> <div data-bbox="162 52 521 94"> <p>Friendship is Magic Twilight</p> </div> <div data-bbox="94 113 162 182"> </div> <div data-bbox="84 199 129 310"> <p>Start</p> </div> <div data-bbox="162 119 487 231"> <p>NOTHING IS HERE NOTHING WAS <u>EVER</u> HERE</p> </div> <div data-bbox="267 237 521 394"> </div> <div data-bbox="350 394 521 422"> <p>Twilight Sparkle</p> </div> <div data-bbox="102 436 513 491"> <p>Place this card in the center of the table at the start of the game.</p> </div> <div data-bbox="90 489 524 625"> <p>This card cannot be moved or removed from the grid. Flip this card whenever a Goal is won. As long as this side of the card is active, all new ships played count as 2 ships for the purpose of Goals. This power can't be copied.</p> </div> <div data-bbox="178 678 535 695"> <p>Multiplicity O.Q.1a: TSSSF by Horrible People Games. Art by Pixel Prism.</p> </div>	<p>This Card Intentionally Left Blank</p>	<p>This Card Intentionally Left Blank</p>
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