

Twilight, Princess of Shipping



Start

ARTWORK BURNED
BY SPIKE. TO PROTECT
YOUR INNOCENCE.



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



Mane 6, 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.

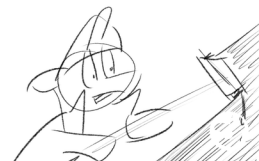
Multiplicity 0.0.1a; TSSSF by Horrible People Games. Art by Fou Dubulbe.

Time Traveler Twilight



Start

NOTHING IS HERE
NOTHING WAS EVER HERE



Mane 6, 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

EVERY PONY'S A CRITIC
OF THIS ARTWORK



Mane 6, 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



Mane 6, 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

NOTHING IS HERE
NOTHING WAS EVER HERE



Mane 6, 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.

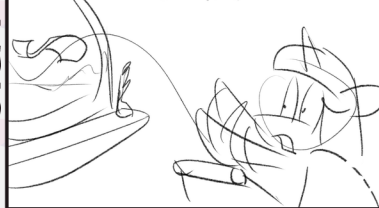
Multiplicity 0.0.1a; TSSSF by Horrible People Games. Art by Pixel Prism.

Post-Grad Panic Twilight



Start

TWILIGHT FORGOT TO SAVE
THIS ART



Mane 6, 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

EVERY PONY'S A CRITIC
OF THIS ARTWORK



Mane 6, 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

ART MISSING



Mane 6, 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="86 201 131 315"> <p>Start</p> </div> <div data-bbox="131 113 521 399"> </div> <div data-bbox="261 394 521 426"> <p>Mane 6, Twilight Sparkle</p> </div> <div data-bbox="102 436 513 495"> <p>Place this card in the center of the table at the start of the game.</p> </div> <div data-bbox="90 489 524 630"> <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="175 678 537 697"> <p>Multiplicity 0.0.1a : 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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