

Twilight Sparkle's  
Secret Shipfic Folder

## Something Was Confusing!

Never fear! First be sure to check the full rules at <http://tinyurl.com/tsssf-rules>. If you are still unsure about the rules in a certain situation, discuss it amongst your fellow players and come up with a house rule. Then, please send us some feedback about whatever it was that confused you at [secretshipfic@gmail.com](mailto:secretshipfic@gmail.com). We're always happy to find more ways to make TSSSF easy and fun!

## Catch Up on our Tumblr!

For answers to rules questions and updates on future editions of Twilight Sparkle's Secret Shipfic Folder, check out our tumblr: <http://tsssf-tcg.tumblr.com>

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## Completing a Goal

If a Goal's conditions are already met when it's drawn, then that Goal goes to the bottom of the Goal deck and a new one is drawn to replace it.

Otherwise, the instant a Goal's conditions are met, the Goal is achieved. This can be before a Pony's power activates or after, but not during. When a Goal is achieved, the current player acquires the Goal by putting it on the table in front of them, face up.

A Pony card counts towards achieving a Goal if the card's name, symbols, and/or keywords match the requirements for the Goal.

## The Start Card

The Start card cannot be swapped, removed, moved, or otherwise budged from her starting position. As the author of all her fics, she is central to their creation. Any cards that specify the Start card in their text are exceptions to this rule, like Derpy Hooves.

## Setup

- \* Place the Start Card ("Fanfic Author Twilight") in the center of the table.
- \* Separate and shuffle the three decks: Ships, Goals, and Ponies.
- \* Turn 3 Goal cards face-up on the table.
- \* Deal to each player a hand of 4 pony cards & 3 ship cards. You can look, but don't show!

## On Your Turn

Play begins with the player to the left of the dealer. Each turn proceeds as follows:

1. If you start your turn with zero cards in your hand that can be played, you may reveal your hand, discard it, and redraw up to your hand limit (usually 7). You do not need to draw the same combination of Ponies and Ships.
2. Play at least one card from your hand.
3. At the end of your turn, draw up to or discard down to your hand limit in any combination of Ships and Ponies. You must finish drawing before looking at them.
4. If you won any Goals, turn over new ones.

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