

Twilight Sparkle's
Secret Shipfic Folder

Was Something 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 (see below) about whatever it was that confused you. We're always happy to find more ways to make TSSSF easy and fun!

Catch Up Online!

Get answers to rules questions, connect with other fans, and get resources and guidelines for making your own cards at <https://childrenofkefentse.com>

Contact Us!

TSSSF was created by Horrible People Games and is maintained by the Children of Kefentse. Please direct your questions, comments, and concerns to info@childrenofkefentse.com and [@KefentseTSSSF](https://twitter.com/KefentseTSSSF). Please direct your thanks and praise to [@SecretShipfic](mailto:secretshipfic@gmail.com) and @SecretShipfic.

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Completing a Goal

If a Goal card's conditions are already met when it's drawn, then that Goal card 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 toward 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 its starting position. Any cards that specify the Start card in their text are exceptions to this rule, like Derby Hooves.

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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. Play at least one card from your hand.
2. At the end of your turn, draw up to or discard down to your hand limit (usually 7) in any combination of Ships and Ponies. You must finish drawing before looking at them. If you won any Goals, turn over new ones.

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