



my LITTLE PONY

ADVENTURES IN EQUESTRIA



Scholarly
SHENANIGANS
— EXPANSION —

RULEBOOK



ADVENTURES IN EQUESTRIA

DECK-BUILDING GAME

Scholarly SHENANIGANS EXPANSION

Class is in Session!

Put on your thinking caps and line up your quills, because it's time for a new curriculum for My Little Pony: Adventures in Equestria! The new cards included in this expansion will open up new adventures in My Little Pony, adding more Locations, Situations, Hurdles, and Challenges. But that's not all: Introducing Twilight Sparkle's School of Friendship! This new set of Locations will help you expand your horizons and spark your imagination! So, what's the first lesson? Befriending these six spirited students: Gallus, Ocellus, Sandbar, Silverstream, Smolder, and Yona!

Travel around Equestria and the School of Friendship as you recruit Allies, search for Artifacts, and work together to deal with Situations that appear in the Adventure Row! You will face a series of Hurdles and a Final Challenge together while building a powerful deck of Allies and Actions to help you. (Of course, it wouldn't hurt to have an Almanac around!)

To use all the cool new stuff in Scholarly Shenanigans, you'll need a copy of the core set, too.

New Additions to the Supply

These new materials are used just like the ones in the core set, with a few exceptions, as outlined in this Rulebook.



87 Standard Cards (58 Adventure Deck, 6 Starter, 10 Situation, 7 Location, 1 Reference)



21 Deluxe Oversized Cards (9 Hurdles, 5 Final Challenges, 6 Characters, 1 Guidance Counselor's Office/Principal's Office)



5 Classroom Cards



18 Yearbook Tokens



3 E.E.A. Tokens



6 Plastic Standee Bases



6 Character Standees



All-New Starting Characters

Each player chooses a Starting Character. With this *Scholarly Shenanigans* expansion, you can now play as **Gallus**, **Ocellus**, **Sandbar**, **Silverstream**, **Smolder**, or **Yona**. Of course, you can still choose one of the original Starting Characters from the core set: **Applejack**, **Fluttershy**, **Pinkie Pie**, **Rainbow Dash**, **Rarity**, or **Twilight Sparkle**. You may also use Starting Characters from any other set you have.

The new students use these unique cards to complete their starting decks:

- Gallus: ***Sarcasm in Spades***
- Ocellus: ***Shy & Misunderstood***
- Sandbar: ***Cool, Calm, Collected***
- Silverstream: ***Super Talon-ted!***
- Smolder: ***Rash, Yet Refined***
- Yona: ***Best Yak, Confirmed!***

Take the matching Character Card for your team and place it in front of you with the Starting Side face up. Insert the matching standee in the plastic base and place it on the ***Treehouse of Harmony*** Location card.

New Situations, Hurdles, and Challenges

A standard game of *My Little Pony: Adventures in Equestria* pits your team against **three Hurdles and one Final Challenge**. In this expansion, there are 9 new Hurdles and 5 new Final Challenges to add to the available pool of possibilities. Set up the Hurdles and Final Challenge as described in the core set rule book.

To further increase the difficulty, try adding an additional Hurdle or two to the Active Hurdle stack at the start of the game. This will give the Clouds more time to accumulate on the Final Challenge and you might also see the Adventure Deck run low, which could cause the game to end if it runs out!



Ocellus' Gameplay Tip: A good way to start your Adventure is a Level 1 Hurdle, then you can progress from there.

We don't recommend starting against a Level 2 or Level 3 Hurdle right away, as that's really, really difficult!

New Game Set-Up

Scholarly Shenanigans adds seven new Locations to your available Location options. You can now visit **Breezie Village**, **Changeling Kingdom**, **Mount Aris**, **Ponyville Spa**, **Seaward Shoals**, **Wonderbolts' Academy**, and **Treehouse of Harmony** to perform all-new Tasks that can guide your team to victory.



Place **Treehouse of Harmony** in the center of play as the Central Location. Shuffle the Location cards together, and randomly create a Location deck with 10 cards (return the unused Locations to the box without looking at them). Finally, draw the top three cards and arrange them around **Treehouse of Harmony**. Do not shuffle any other Central Locations into this deck if you have multiple expansions.

Below the Locations, place three Classroom cards out in a row, then place 1 E.E.A. Token on each of these cards. For your first game, we recommend including **Introductory Generosity**, **Introductory Kindness**, and a random Classroom. As you become more experienced with this expansion, you can use just one of **Generosity** or **Kindness** and two at random, or eventually select all three at random. Return the two unused Classroom cards to the box.

Place the **Guidance Counselor's Office/ Principal's Office** below the Classroom cards. You may leave out this card if you believe there's enough complexity at hoof, and you can also choose to play with just this card and not the other Classroom cards. We'll let you decide how you learn best!



Choose one side of this card to play with, each providing a different way to strategize:

- The **Guidance Counselor's Office** allows you to spend  to save cards from the Adventure Row here. Any saved cards may be purchased for just their printed purchase costs. We recommend this side for your first game.
- The **Principal's Office** allows you to spend  to remove cards in your discard pile from the game in exchange for a reward.



We both have so much work to catch up on, so don't feel bad about picking one or the other!



The collage features several game cards:

- TREEHOUSE OF HARMONY** (LOCATION): Includes a Friendship Bonus and tasks to give or exchange Resource Tokens for Sugar Cubes.
- BREEZIE VILLAGE** (LOCATION): Task to pay up to 2 resources at the end of a turn.
- PONYVILLE SPA** (LOCATION): Task to pay up to 2 resources to shuffle a card from your hand.
- STEWARD SHOALS** (LOCATION): Task to pay up to 2 resources to gain a resource token.
- PRINCIPAL'S OFFICE** (CLASSROOM): Task to remove a card from the discard pile for a bonus. Includes Starter Card (Draw 1 card), Action Card (Gain 1 Resource Token), and Ally Card (Gain 1 Sugar Cube).
- INTRODUCTORY GENEROSITY** (CLASSROOM): Targeted card.
- INTRODUCTORY KINDNESS** (CLASSROOM): Targeted card.
- INTRODUCTORY LOYALTY** (CLASSROOM): Targeted card with a (3-4) star rating. Task: Target player may remove 1 card in their discard pile from the game.



Preparing the Adventure Deck

Scholarly Shenanigans features a ton of new Allies, Actions, Artifacts, and the brand-new Anthem and Almanac cards for you to buy. There are also new Situation cards that will cause some headaches.

To prepare the Adventure Deck with all these new cards, follow these procedures in order:

1. Shuffle all of the available Ally cards, then create a stack of 30 Ally cards.
2. Shuffle all of the available Action cards, then create a stack of 24 Action cards.
3. Shuffle all of the available Anthem, Almanac, and Artifact cards, then create a stack of 6 random cards.
4. Shuffle all of these stacks together into an Adventure Deck of 60 cards, then draw the top 6 cards and place them face up to form the initial Adventure Row.

If this is your first few times playing with this expansion and you've yet to win a game, leave the Situations out until you win. When you're ready to add them in, shuffle all of the Situation cards together, then take the top 2, 4, 6, or 8 cards from the stack (according to your desired difficulty level) and shuffle them into the Adventure Deck after placing the initial 6 cards into the Adventure Row.

You can always curate your Adventure Deck to fit certain playstyles and to see more specific keywords if you'd like!

If you're really feeling "Pinkie Keen," use only one copy of each Ally and Action card from the core set and expansions when creating these stacks of cards to shuffle into the Adventure Deck. Now you have a 60-card Adventure Deck where all of the cards are unique! However, the same should apply to those dastardly Situations! You may insert 2, 4, 6, or 8 Situations into the Adventure Deck after you've formed the initial Adventure Row.

Place all unused cards back in the box, unseen. Now you're ready to take on the game!





Silverstream's Gameplay Tip:

We recommend that you keep these stacks separate from their duplicate copies if you want to be Pinkie Keen all the time!


See "Build the Adventure Deck and Row" in the core rulebook (page 3) if you need a refresher on how to get your Adventure Deck and Row ready.

New Mechanics

THIS SCHOOL'S TOO COOL!

Collecting  will be crucial to your success, as all Classroom tasks require  (you're studying about Friendship, after all!). If a player decides to perform a Classroom's task, they will place their standee on the first available space.

Important Note: *The Classroom's second space cannot be used in 1-2 player games. In a 3-4 player game, both spaces are available. Any number of players may occupy the **Guidance Counselor's Office/Principal's Office** Classroom at any time.*

Like traditional Locations, players may only perform each Classroom's task once per turn. All game effects that refer to Locations also refer to Classroom cards. You may move to a Classroom by paying the  cost, but its task is optional.

THE DREADED E.E.A.

What's worse than your students not learning about Friendship?
Having the E.E.A. shut down your school!



The active player may attempt to remove an E.E.A. Token from their current Introductory Classroom. First, they must discard all cards played so far this turn that do not say "Ongoing." They will then reveal a Hurdle from the Chaos deck. If the players at this Classroom can alone meet the added

Chaos Requirement, on behalf of all players in the game, remove the E.E.A. Token and flip the Classroom. If unsuccessful, their turn ends immediately. Discard the Hurdle at the end of the turn.

The team collectively discards all Sugar Cubes of 1 color per remaining E.E.A. Token when the team has gained the Reward from the final Active Hurdle and has moved on to overcoming the Final Challenge. Players must choose Final Challenge-listed Sugar Cubes, if possible.

NEW CARD INTERACTIONS

Anthem Cards: Hear that? It's the sound of a song coming on, and your friends from Equestria know all about breaking into song! This new type of card can be mixed in along with Artifacts and Almanac cards when setting up the game.

The new keyword **Harmony** allows players at the same Location to perform the effect listed under each Trait, even if they're not the active player. During a turn that you control an Anthem card, you may announce that you're activating it, and all players at that Location are invited to join.

Every player at that Location **must** discard one Ally card with Trait(s) matching the Anthem to perform the matching effect(s). If a single player at this Location cannot / chooses not to discard an Ally with at least one matching Trait, the Anthem card cannot be activated, even if other players are able to Harmonize, so be aware of whom you can Harmonize with and when!



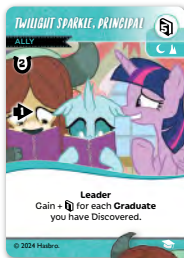
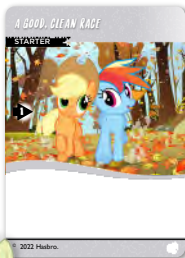
If you have multiple Anthem cards under your control, you cannot use the same Ally card to perform more than one Anthem card at a time.

These cards also contain the Keyword **Ongoing**, so they will not be discarded at the end of the turn, unless otherwise stated.



Example: Gallus controls **A True, True Friend** (one of our favorite songs of the show, by the way!) and he shares a Location with Silverstream. On his turn, if he discards **Smolder** from his hand, he can perform both effects of **A True, True Friend**, but hold on! Silverstream has three Harmonizing options: She can discard **Cloud Chaser & Flitter** to perform the **☾** Trait's effect, she can discard **Flim & Flam, No Plan to Sham** to perform the **★** Trait's effect, or discard **Starlight Glimmer, Guidance Counselor** to perform them both!

Almanac Cards: It wouldn't be a proper education without having some books to guide you (Twilight Sparkle nods enthusiastically while writing this), so we've added Almanac cards! When you play these cards, you'll immediately use the effect under the Keyword **This turn**. On your next turn, you'll use the effect under the Keyword **Start of next turn**, then discard this card to your discard pile.



Example: Sandbar plays **Journal of Friendship**, which has him discard one card. Well, that could be any card, so he chooses **A Good, Clean Race**—not a huge loss! On his next turn, the second effect of **Journal of Friendship** allows a target player to draw two cards. He lets Yona draw, who gets **Twilight Sparkle, Headmare** and **Silverstream**, before discarding **Journal of Friendship**.

Pick-A-Perk: When you play a card with this text, you must decide which of its two effects to use. You may not use both effects.



Example: Sandbar plays **Trixie & Starlight Glimmer**, which allows him to either draw one card or to pay one Resource Token to draw two cards. Of course, Sandbar, being the calm, cool, and collected of the crew, decides to take the risk and draws two cards for a +1 Token.

Challenge Accepted!: When played, ignore this card's game text unless your team attempts to overcome the Active Hurdle this turn. If you control this card, and you decide to attempt, do not discard this card. If the attempt was successful, resolve this card's game text before gaining the reward of the Active Hurdle!



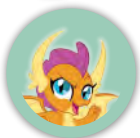
Sandbar's Gameplay Tip: As with any card in your deck, you'll want to maximize the efficiencies of your hand, so don't be afraid to lean on your teammates for their advice!

YEARBOOK TOKENS

When the players overcome the Active Hurdle, each player who contributed at least one Sugar Cube for the Hurdle or Chaos payment gains one of their Yearbook Tokens from their personal supply. They may distribute this token to another player, or keep it for themselves (in both solo and group games) before revealing the next Active Hurdle.

Yearbook Tokens have an "active" and "inactive" side. A player may flip an active Yearbook Token they control to use that Character's Starting Side ability - without flipping any card over! However, a player cannot use a Yearbook Token if the pictured Character is already Flipped (the Starting Side ability must be visible), even if their Token is active.

When a player uses their Flipped Side ability, all matching Yearbook Tokens are flipped to the active side, regardless of who controls them.



← **Active Sides**

Example: Silverstream, Smolder, and Yona each contributed at least one Sugar Cube to overcome the Active Hurdle! As a reward, all three gain one Yearbook Token each and can now distribute them to the other players. Gallus cannot, as he didn't contribute, but he's still eligible to receive a token. Yona believes her token is best suited for Silverstream, Silverstream gives hers to Gallus, and Smolder decides to keep hers.

Important Note: A player cannot use the same Starting side ability more than once on their turn, regardless of controlling multiple active Yearbook Tokens.

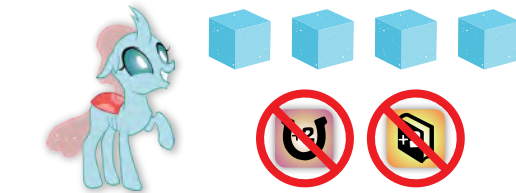
NEW SITUATIONS & HURDLES

We have all-new Situations to deal with—Situations, WITH AUTHORITY! They're all headlined by the worst of the worst in Equestria, befittingly so! While these cards are in the Adventure Row, the players must follow their directions with their Keyword: **Authority**. These effects will remain active until they are resolved or discarded, so it's best to resolve them as soon as you can.

The Hurdles also gained an upgrade (or downgrade, if you will) with the new keyword: **Nullify**.



When a player attempts to overcome the Active Hurdle, all Resource Tokens nullified by the Active Hurdle cannot be used to overcome the Chaos, in any way—not even flipped to the Wild side.



Example: Ocellus decides that she and Silverstream should overcome **Finding Your Place In This Time** as she has 4 and Silverstream has 2 . The Hurdle states “Nullify: All and Tokens.” Thus, no or Resource Tokens can be used to overcome the soon-to-be-revealed Hurdle used for Chaos. They can’t even be flipped to their Wild side. Upon its reveal, any Chaos payment for **Home, Sweet Home?** must only come from the cards they have in hand. Silverstream’s lone Token can still be flipped to its Wild side.

“DISCOVERING” A TRAIT OR KEYWORD

To “Discover,” you simply need to look for and count the named Traits or Keywords on any number of cards in your hand, cards under your control, in the hands of the other players, and cards under their control... all during your current turn. Seeing a Keyword or Trait on cards in the Adventure Row, discard piles, etc. does not count toward your “Discovered” total.

Ally cards in the core game and this expansion have a combination of Traits (★, ☾, ▲), and the Keyword **Graduate**. You may encounter cards that ask you to Discover a certain Trait or Keyword on cards.



Example: Yona plays **Twilight Sparkle, Principal**, and the card's effect allows her to gain +1 for each Graduate she Discovers. She sees Gallus has **Gallus** in his hand (naturally), she sees **Yona** in Silverstream's hand, and she sees **Student** in Sandbar's hand. Yona will gain +2 because she Discovers 2 cards with the Graduate Keyword and Sandbar's going to get an earful from Professor Applejack about not paying attention in class.



Smolder's Gameplay Tip:

Make sure you can see all of your teammates' cards in their entirety because you'll want to Discover to the best of your ability! If you don't have space for this, you can always ask your teammates to check for Traits and Keywords.



Solo Play Changes

When playing Solo, the new Discover ability is modified, allowing you to Discover Keywords and Traits on cards in the Adventure Row. However, cards in discard piles still do not count towards your Discover total.

If you are playing with any of the Characters from this expansion, you will give yourself your own Yearbook Token before the new Active Hurdle is revealed. You may flip your available Yearbook Tokens to their inactive sides if you wish to use your Starting Side ability, instead of flipping over your Character Card. As with all previous sets, you may only use your Character Card ability once per turn.



Yona's Gameplay Tip: Yona is strong Yak, she can win game by herself! Yona thinks players should look for ways to use Character Cards and Yearbook Tokens when time is right!





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Scholarly Shenanigans

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