

MY LITTLE PONY: EQUESTRIA GIRLS
 "The Friendship Games"
 Premise by
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EG2 Post-Credits Tag: In the darkness of a school science lab, a lone figure conducts an experiment confirming her theory that the source of a strange new energy field is Canterlot High—reveal EQUESTRIA GIRLS TWILIGHT!

Equestria Girls 3: THE FRIENDSHIP GAMES

Soon after the magical fireworks of Canterlot High's Battle Of The Bands (ie: the ending of EG2), SUNSET SHIMMER, FLUTTERSHY, RARITY, RAINBOW DASH, APPLEJACK and PINKIE PIE discover they can no longer access Equestrian Magic by simply playing their instruments. Instead, manifestations of magic are becoming more and more common and more and more unpredictable. In a quick montage we see each of the Main Six as they deal with out-of-control magical forces: Rainbow Dash kicks a soccer ball that bursts into butterflies; Fluttershy corrals underclassmen who pony-up and start to fly away; Rarity's dress hops off it's dress form and dances a jig, etc. The gang wonders how to keep Equestrian Magic from running amuck in their world. Sunset has a suggestion, but everyone agrees that they should call Twilight just to be safe. Twilight arrives and confirms that Sunset was right. Sunset admits to having doubted herself since she more or less feels like a second string Twilight. Even when Twilight isn't around, Sunset feels like she's just filling in.

Meanwhile across town, we meet the students of Canterlot High's rival school, CRYSTAL PREP, a highly competitive, magnet school for the gifted. It should come as no surprise that this is where the TWILIGHT OF THIS WORLD is enrolled. Crystal Prep Twilight (CP Twilight) has a group of Main Five counterparts, though the student rankings kept by the school's performance obsessed principal, ABACUS CINCH, keep anyone from actually being friends. Twilight's main five help with a series of energy containing science experiments that have earned Twilight the number one ranking at the school, but the group is more like a team of rivals than friends: SUGARCOAT isn't honest so much as blunt. She tells it like it is, even (read: especially) when the truth hurts. FAIR TEE wants to make sure that no one ever has more of anything than anyone else. SPITFIRE only cares that they work together as a team and won't hesitate to put pressure on her peers to ensure it. LEMON TART is

obsessed with keeping everyone's morale up and has charted the whole team's energy levels—like wild animals in a catch and release study. Self-righteous PEA CUES is always ready to let someone know when their behavior isn't appropriate.

Despite their differences, CP Twilight would be perfectly happy continuing to work with her team and never leaving her lab—learning and discovery are all she really cares about. However, Principal Cinch explains that as the top student, Twilight is required to perform the duties and responsibilities that come with representing her school as the Queen of Friendship in the upcoming Friendship Games. Every year Crystal Prep and its rival school, Canterlot High, merge for a week long competition meant to foster unity and school spirit. SHINING ARMOR, Twilight's older brother and a previous King of Friendship, proudly crowns his little sister, though no one else at Crystal Prep is happy for Twilight or her accomplishments. Principal Cinch has ensured that no one at Crystal Prep is ever happy for anyone else's achievements, ever.

Meanwhile back at Canterlot High, while Real Twilight works on a spell to solve the problem with random magic, Sunset is told that she's been voted Queen of Friendship and will represent the whole school by presiding over the Friendship Games. At Canterlot High, the Queen of Friendship is whomever the student body thinks has been the best friend that year. The gang all excitedly congratulate her and Sunset starts to feel like something other than a stand in for Twilight.

The students of Crystal Prep arrive at Canterlot High for the Opening Ceremonies of the Friendship Games. Pressured by Principal Cinch, who is eager to impress the rival school, CP Twilight demonstrates one of her energy containment experiments at the same time that Real Twilight casts her spell to control the outbreak of Equestrian Magic. Shrouded in a feedback storm of magical energy, Real Twilight and the Spike from this world (CP Twilight's dog) are sucked into the Friendship Games trophy—the Friendship Cup—where they are trapped in a limbo space between worlds. Meanwhile, CP Twilight scoops up Real SPIKE, mistaking him for her own dog, as the stunned students of Crystal Prep stare at what they think is the most impressive fireworks and laser-light show they've ever seen—much to the chagrin of an envious Cinch.

Unsure what happened, Sunset and the Main Five retrace the events that lead to the feedback storm and come across CP Twilight, who is looking into the storm, herself, unconvinced that what she saw was a part of the opening ceremonies. During a brief bout of mistaken identities, the Canterlot Gang and CP Twilight compare notes, but when CP Twilight thinks their "explanation" is ridiculous (since there's no such

thing as magic), they realize this isn't the Twilight they know. But before Sunset and the others can learn anything else, CP Twilight is ushered away by Cinch, who scolds her for fraternizing with the enemy.

Unaware of Real Twilight's situation, both schools continue with the Friendship Games' FIRST EVENT. In a big MUSICAL MONTAGE, students compete in all areas of school life, from cheerleading to math class, from sports to chemistry experiments—even stacking trays in the cafeteria. Every aspect of the high school experience is turned into a competition and at the end the points are tallied up. To no one's surprise (and Cinch's delight), Crystal Prep wins—they've won the Friendship Games every year since their inception. It is a school for the gifted, after all.

Meanwhile, Spike manages to escape and find Sunset and our gang. He explains real Twilight's situation and enlists our girls' help. Suspicious of CP Twilight, Sunset jumps to the conclusion that she is somehow responsible, though the others aren't so sure. Sunset confronts CP Twilight and though she has trouble with the unbelievable, super-natural aspect of it all, CP Twilight shows concern for Real Twilight and an honest desire to help them find their friend. She doesn't really know what it's like to worry about a friend, since she's never had any—at her school everyone pretty much only looks out for themselves. Sunset realizes that she might have been wrong about CP Twilight, though she doesn't have time to apologize before the start of the next event.

In the SECOND EVENT of the Friendship Games, the two Queens of Friendship and their courts (i.e., Sunset and our gang versus CP Twilight and her team) face off in an Amazing Race-style series of contests. Both sides split into teams of two as they compete head-to-head in Motorcross, a Rollerderby-style roller-skating race and Archery. Before the event gets underway Principal Cinch lets her team know that she expects peak performances from all of them. In fact, anyone who doesn't perform to their fullest potential might as well consider their enrollment revoked. But when the crazy, random magic of Equestria changes an archery target into a giant chocolate pie, causing a Crystal Prep student to miss, CP Twilight takes the fall. Though Cinch blames CP Twilight for the loss, she can't very well expel her top student. Inspired by Twilight's sacrifice, the Crystal Prep team comes away with an inkling of what it might feel like to care about each other.

Worried by the growing instability of the Equestrian Magic flowing into Canterlot High and eager to free Real Twilight, Sunset and our gang approach Twilight and her team. Sunset apologizes for her previous behavior, but now explains that they really need CP Twilight and her team's help—the only way to solve the magic problem is

for them to all work together. Unfortunately, the Crystal Prep team refuses, convinced by their Principal that all this “magic” is just a clever way for Canterlot High to cheat.

CP Twilight, however, is convinced that the Magic Problem is real. Unfortunately she can't persuade her team without threatening the tenuous relationships they're finally starting to form with each other. Ultimately, despite her knowledge of the magic problem and the bond she's formed with the Canterlot Gang, CP Twilight decides that the best thing to do is to help Crystal Prep win the games. Maybe she can help the Canterlot Gang free Real Twilight once her team wins the Friendship Cup.

At the start of the THIRD EVENT Principal Cinch becomes convinced that the Friendship Cup is somehow enabling Canterlot High to cheat. She runs one of CP Twilights experiments on it, unwittingly releasing even more crazy magic into the world. As the out of control magic from Equestria grows more and more powerful, the last event becomes less about winning the Friendship Games and more about surviving them. Originally intended as a version of Capture the Flag, both teams instead spend their time running from Timber Wolves, Hydras, and Manticores as Canterlot High starts to transform into the Everfree Forest. The Crystal Prep Team and their Principal quickly find themselves over their heads as they realize they were wrong not to trust the Canterlot High Gang. Sunset and CP Twilight figure out how they can all work together to free Real Twilight, stabilize the flow of magic, and restore order to the world.

In the closing ceremonies, everyone from Crystal Prep admits to having developed an appreciation for the value of friendship, though they confess they still have a lot to learn. CP Twilight decides to return to Crystal Prep and help spread the message of friendship that the students and their Principal are only beginning to understand. Real Twilight thanks Sunset Shimmer and hopes this experience proved to her that she is more than capable of handling the problems of this world on her own. Essentially passing the torch to Sunset, Twilight explains that though she loves her Canterlot friends, she has responsibilities in Equestria. With Sunset Shimmer in charge, Twilight feels like she's leaving Canterlot High in good hands.