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# MY LITTLE PONY EQUESTRIA GIRLS

## Friendship Games

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**TEASER**

**SC1 EXT. CANTERLOT HIGH – DAY**

The Rainbooms (SUNSET SHIMMER, RAINBOW DASH, APPLEJACK, FLUTTERSHY, RARITY, and PINKIE PIE) rehearse in the school auditorium. The girls play their instruments and one by one they Pony-Up (i.e., sprout ears and tails in a magical transformation). When it gets to Sunset, her blazing SUNS fill the stage, blinding everyone and forcing them to stop the song. As Applejack uses a fire extinguisher on the curtains, Sunset asks the gang if that was any better. Rainbow licks her fingers to put out the flaming end of one of her guitar strings, "Maybe bring it down just a little more." Sunset is discouraged. She's been having trouble toning down her magic when they are all together and not every show needs a giant sky-alicorn shooting all-powerful beams of light. The others tell her not to worry about it, they're sure she'll be able to rein in her powers if she keeps working on it. Plus, they tell her, it makes sense that her magic is so powerful. Just like Twilight Sparkle, Sunset Shimmer is really from Equestria and that's where magic comes from. Sunset admits they are right and wonders if, just to be safe, she should stop playing in the band. Pinkie Pie: "Are you kidding? You have to play with us, I mean, who in the world could take your place?" CUT TO:

**SC2 INT. LAB – NIGHT**

CLOSE on the seismograph from the post-credit scene in EG2. The needle finishes recording a substantial disturbance and the sheet is torn off. "These are getting more and more frequent." Reveal: the TWILIGHT of this world studying a collection of data with Canterlot High School at the center. "I have to get to Canterlot High."

**END TEASER**

**OPENING TITLE SEQUENCE**

**ACT 1**

**SC3 EXT. CANTERLOT HIGH – DAY**

Sunset and the Gang work to prepare Canterlot High to receive students from their rival school, Crystal Prep Academy, for the upcoming Unity Games. The two schools have been rivals since their founding and the Unity Games were developed as a way to keep things civil, though the competition has never really lived up to its name. Every four years the schools merge for an intense competition in ACADEMICS, ATHLETICS, and SCHOOL SPIRIT. The tradition goes back as far as any of our girls can remember, and so does CHS's losing streak. The competition has never seemed fair, CPA is a private boarding school for the gifted with vast resources. But the girls are all determined to make this the year that Canterlot wins. Rainbow Dash laments that the Games didn't happen when Sunset was evil. She could have used her powers to make sure they won. Applejack points out that they all have their own magic now and don't really need Sunset's. "Especially not my set-fire-to-the-whole-school magic," Sunset adds. They finish decorating the hallway and think they are done until Pinkie leads them to the empty Gymnasium where stacks of streamers, banners, chairs, and balloons sit, all still in their packages. Discouraged, the gang fears they'll never finish and wonder if it's even worth it. Rarity inspires them with a song about how winning the Unity Games starts with *the little things*. She rehashes the storied rivalry between the two schools along with some of Canterlot's more epic losses and what "little things" could have been done to prevent it. At the end of the song, she explains that right now they have to decorate better than Crystal Prep would ever decorate even if it takes the whole night. The others CHEER… right before we SMASH CUT to all of them asleep on the floor of the gym.

**SC4 INT. CANTERLOT HIGH – HALLWAY – NIGHT**

We cut outside the gym and track down a long hall to the front doors. A light FLASHES through the space between the doors and a moment later they open a crack. A shadowy figure steps through and silently moves down the hall to the gym where it slips inside, nearly knocking over a rack of basketballs. The figure uses MAGIC to catch the balls and place them back in the rack. A shadow falls across Sunset's sleeping face and she opens her eyes to see—TWILIGHT (the original one, or OGT). OGT tells Sunset she just dropped in for a surprise visit, but didn't realize everyone would be sleeping. Sunset explains the situation and in a quick montage she and Twilight Pony-Up and use

magic to finish decorating while the others sleep. Waves of Twilight's STARS wash across the gym, leaving streamers hung in their wake. With Twilight there, Sunset doesn't have any trouble with her magic at all. Sunset's SUNS fill the space leaving banners and balloons behind. Finally the stars and suns combine in a shower of SPARKS that gently fall to the ground as the entire gym is perfectly decorated. Afterward, Sunset asks Twilight not to tell the others, but she's starting to doubt whether Canterlot High is really where she belongs. Her magic just seems to be too much for this world and maybe it belongs in Equestria. After all, that's her real home and sometimes she misses it. Besides, she came to this world with an evil agenda that no longer applies. Maybe it's time to leave. Before Twilight heads back through the portal, she urges Sunset to tell the others before making a rash decision, but whatever she decides will be fine—she has friends in both places.

**SC5 INT. CRYSTAL PREP – NIGHT**

Meanwhile across town, we meet the students of CRYSTAL PREP ACADEMY where no one is sleeping because late study nights are de rigueur. Crystal Prep Twilight (CPT) rushes through the halls, interrupting study groups who regard her disparagingly, and bursts through the door to her room, knocking her dog, SPIKE, into a trash can. She calls out to him and he doesn't answer (because he's a dog). He finally comes over and licks her face as he pants and wags his tail. Twilight tells Spike that her latest research confirms everything they've suspected. There is definitely a troubling energy signature emanating from Canterlot High. She's invented a special device (imagine a cross between a compass and the Deluminator from Harry Potter) to track and hopefully contain the unstable energy. All she needs to do now is get Crystal Prep's principal to send her to the school. Off Spike's growl, she recognizes that her dog doesn't like Principal Cinch, but feels certain she'll go along once Twilight tells her how important it is. And if that's not enough, Twilight has a ton of data supporting her case. As Twilight gathers a thick stack of scientific looking papers, there's a knock on the door. Twilight opens the door to find ASST. DEAN CADENCE. Cadence looks in at Spike and shakes her head. Even if there weren't a rule against pets, Principal Cinch is highly allergic. Twilight defends Spike as she zips him into her backpack. He's not a pet. He's her friend. But Twilight is glad Cadence brought the principal up because she needs to see her right away. Cadence tells her she's in luck. Principal Cinch has asked to see <u>her</u>.

**SC6 INT. CRYSTAL PREP – CINCH'S OFFICE – DAY**

The other CPA students regard Twilight suspiciously as Cadence leads her through the halls to the Principal's office. Twilight enters and is surprised to find her brother, SHINING ARMOR waiting for her. Twilight asks why he's there and he tells her that Cinch thought Twilight might need extra convincing. But before he can say for what, PRINCIPAL ABACUS CINCH enters. Principal Cinch apologizes for calling Twilight in so late, but she has important news. Cinch unveils a large board ranking all the students at Crystal Prep and Twilight's name is at the top. We learn how seriously everyone takes the rankings, especially Principal Cinch. Cadence and Shining Armor know the competitive nature of the school doesn't really encourage the students to be friends, but no one can deny that it gets results. Their student body is the best and the brightest and Twilight can help keep it that way. Cinch explains that Crystal Prep's rival school has been undergoing a renaissance. Test scores, grades, athletics—they've all been trending up. Something is going on over there and Cinch aims to find out what. For the first time in history, the Unity Games might just be competitive and Cinch can't have that. She asks Twilight to join Crystal Prep's team of competitors, but Twilight interrupts. She can't possibly abandon her work right now. Twilight describes the unstable and possibly dangerous energy she's uncovered. She opens her backpack, careful not to reveal Spike, and spreads her research across Cinch's desk, explaining how it shows the energy is coming from Canterlot High. Cinch sneezes and Twilight quickly zips Spike back up in the backpack. She begs Cinch to send her to Canterlot High—her work depends on it. In between sneezes Cinch explains that their rival school <u>is</u> Canterlot High. That's where the team is going. Twilight, "Oh. In that case, I accept."

**SC7 EXT. CANTERLOT HIGH – DAY**

Back at Canterlot, the Gang marvels at how well the preparations came together, even though they all fell asleep. Rarity is particularly impressed. With decorations like these, there's no doubt that this is Canterlot's year. In a *reprise* of Rarity's earlier song, they reveal how important winning the Unity Games is to each of them and what "little thing" they can do individually to help. At the end of the reprise, Sunset tells the others that she can really see how much the Unity Games mean to everyone and she's looking forward to helping Canterlot win, but she's come to an important decision. When the Games are over, she's going to return to Equestria. The others are shocked and

plead with her to reconsider. She explains that her mind is pretty much made up. It's obvious her magic doesn't belong here and Equestria is where she's from. She can't think of a good reason not to go back. Sunset exits and the girls all decide that if she needs a reason to stay, then they'll just have to come up with one.

**SC8 INT. CRYSTAL PREP – DAY**

Back at Crystal Prep, Cinch is pleased that Twilight has decided to join the team. She and Cadence introduce her to some of the other competitors: SUGARCOAT, whose blunt honesty boarders on insulting; FAIR TEE, who wants to ensure that no one ever has more of anything than anyone else; SPITFIRE, who thinks teamwork and peer pressure are synonyms; LEMON TART, who plans to chart the team's morale like wild animals in a catch and release study; and Self-righteous PEA CUES, who is always ready to point out inappropriate behavior. On her way out, Cinch reminds everyone (much to Twilight's chagrin) that although they are all top students, Twilight is number one. Afterwards, Twilight tries to reassure the team that she doesn't care about student rankings, or the Unity Games for that matter. She tries to convey the importance of her research and how worried she is that the energy she's discovered poses a threat. She's got to get to Canterlot High and the Unity Games are the only way. The others don't care what her motivations are, but if she ends up being the reason they don't win, she might as well stay at Canterlot, because she won't be welcome back at Crystal Prep.

**SC9 INT. CRYSTAL PREP/EXT. CANTERLOT HIGH – CONTINUOUS**

In a cross-cutting DUET, Twilight and Sunset wonder *where they're meant to be*. In the school hallways, Twilight sings to Spike that even though she's the top student at Crystal Prep, being the top student doesn't mean much since Cinch has ensured that no one at Crystal Prep is ever happy for anyone else's accomplishments, ever. She's never really fit in at Crystal Prep and thinks it's odd how everything seems to be leading her to Canterlot High. At the same time, Sunset wonders if she's making the right decision. She's never really fit in at Canterlot High, especially since she originally went there to take over. But she's learned so much since then and made so many friends, it will be strange to leave. She knows that Equestria is her home, but she left so long ago, she wonders if it will feel the same.

**SC10 INT. CANTERLOT HIGH – DAY**

The next day the Rainbooms rehearse again. Rainbow Dash pretends not to be able to play her solo and asks Sunset to play it instead. Sunset isn't sure it's a good idea since she's having such trouble controlling her magic when she plays with them. Dash insists that they can't play the song without her and Sunset agrees to try. The girls all Pony-Up as they play, but when Sunset gets to the solo, she Ponys-Up bigger than ever, her whirling suns giving off sparks. Blinded by Sunset's magic, the other girls don't see one of the sparking suns burn a hole right through the fabric of space. Sunset stares at the hole and after a beat, a PARASPRITE flies through.

**SC11 EXT. CANTERLOT HIGH – SAME**

Meanwhile, Twilight rides in a bus with her CPA teammates on the way to Canterlot High. Twilight's energy sensor goes off just as the bus pulls onto campus. As the rest of her team disembarks and gathers their things, Twilight runs off to follow the signal.

**SC12 INT. CANTERLOT HIGH – SAME**

Back with the Rainbooms, the girls argue. Rainbow Dash insists that she was just trying to show Sunset that they needed her. Applejack tells her that maybe having her play a guitar solo that makes her super magic go all crazy wasn't the best way. They all turn to apologize to Sunset, but she's gone.

**SC13 INT. CANTERLOT HIGH – HALLWAY – SAME**

Inside the school, Sunset follows the Parasprite as it flies down a hallway. In another hallway, Twilight follows the signal of her tracking device. As the two hallways converge, another hole forms in mid-air. Sunset and Twilight stand in their respective halls and watch as the Parasprite flies through the hole and disappears. As the hole collapses into a glowing ball of energy, Twilight holds up her device and the ball of energy is sucked inside. "I can't believe

that worked," she says. Sunset follows the energy around the corner and she and Twilight see each other for the first time. As Sunset stares at Twilight, the rest of our girls catch up. The whole gang stares slack-jawed, trying to figure out what Twilight is doing there. Twilight tries to figure out what just happened and why this group of girls is making the sensors on her device light up like a Christmas Tree.

**END ACT 1**

**ACT 2**

**SC14 INT. CANTERLOT HIGH – DAY**

Sunset and the others ask Twilight what she's doing there just as Cinch, Cadence and the rest of the Crystal Prep team show up. Twilight looks at our girls, confused. "Do I know you?" Cinch, Cadence and her teammates answer. Twilight should know them. They're the competition. As the Crystal Prep posse leads Twilight away, our girls realize that this Twilight is not the one they know. Sunset tells the gang there's more. She saw a Parasprite flying through the halls. She explains how dangerous the insects are and how they should only exist in Equestria. She explains that the bug disappeared when Twilight showed up and she wonders if there's a connection. But since there doesn't seem to be an immediate threat, the other girls are more concerned that Crystal Prep has its own Twilight. How will they ever win the Unity Games now?

**SC15 EXT. CANTERLOT HIGH – DAY**

Meanwhile, Twilight and the Crystal Preppers head outside. Cinch asks what Twilight was doing with the competition. Twilight explains that she was tracking the unstable energy and she thinks it created a worm hole—maybe to another dimension. Twilight starts to explain how she was able to contain the energy, but her teammates tell her to stop droning on about her weird energy and focus on the upcoming games. Cinch, however, is interested. She asks Twilight if she has any idea where the energy was coming from. Twilight tells her she knows it's crazy, but it seemed to be coming from that group of Canterlot girls. Cinch suggests that Twilight get to know them better. Twilight resists the idea. She doesn't want to waste time getting to know them when she should be studying them. Cinch asks what's the difference.

**SC16 INT. CANTERLOT HIGH – GYMNASIUM – DAY**

At a reception party for Crystal Prep, students from the two schools stand on opposite sides of the gym, sizing each other up. The students don't mingle and the tension of their rivalry is palpable. Twilight takes readings on the Canterlot High students and Sunset and the others wonder what she's doing. Pinkie decides to find out. She walks right up to "Not Our Twilight" and asks her. Twilight tells her she's taking readings. "Of the party?" Pinkie asks. Twilight looks out at the two sides clearly not getting along and doesn't think it's much of a party. Pinkie agrees. There is definitely something missing. She gets Twilight to help her move two giant canisters out from under the bleachers while Principal Celestia gives a short speech. Celestia welcomes the students and faculty of CPA and looks forward to the excellence, sportsmanship and fidelity that the Unity Games represent. While she talks, Pinkie and Twilight finish moving the canisters out and Twilight asks what they are. Pinkie, "They're confetti cannons of course." With that she fires them, covering the entire gym and everyone inside in confetti. Everyone LAUGHS as the competitive tension dissipates. "That's better," says Pinkie and she Ponys Up, sending a wave of magical BALLOONS out from the bleachers and across the party. Twilight and her sensors freaks out, but Pinkie assures her that Ponying Up is just "something that happens." Suddenly one of Pinkie's magical balloons POPS, tearing a hole in space in front of them. "But that isn't," Pinkie says as she and Twilight look through the hole and see—PONYVILLE. Meanwhile Principal Cinch interrupts the party to give a slightly insulting speech thanking CHS for their good sportsmanship after so many years of losses. Back by the bleachers, Twilight holds her device up to Pinkie and a rush of Equestrian magic drains off of her and gets sucked inside. Pinkie's Pony-Up goes away and the window to Ponyville collapses. Cinch finishes her speech, effectively killing the camaraderie that Pinkie made happen, and leads her team out. Sunset and the others find Pinkie by the bleachers and ask her what happened. Pinkie tells them about Twilight's sensor and the window to Ponyville. Sunset grows even more leery of this new Twilight.

**SC17 INT. CANTERLOT HIGH – MAIN OFFICE – DAY**

As Vice-Principal Luna and Asst. Dean Cadence announce over the PA the start of the Unity Games, we cut to both Crystal Prep and Canterlot students in classrooms all over campus. As the kids listen to Luna and Cadence, we shift into a big MUSICAL MONTAGE for the first event—an ACADEMIC DECATHLON! We cut to different scenes around the school as all the students compete in spelling bees, complete science experiments, and solve complex math problems. In a "Last Man Standing" structure, students who fail or give wrong answers are eliminated one by one from the *Learn-Olympics*, until eventually the field is narrowed to just Sunset and Twilight. The two of them work on dueling blackboards in an auditorium in front of the entire student body and faculty. The tension mounts as they attempt to solve the longest math equation that's ever existed (think Good Will Hunting). Finally, Twilight solves it first and is declared the winner—much to the delight of Principal Cinch, though the other Crystal Prep students only applaud politely. On the other hand the Canterlot girls rush up to Sunset to congratulate her and say how proud they are. As the friends lead Sunset out, Twilight can't help but notice the disparity and follows.

**SC18 EXT. CANTERLOT HIGH – DAY**

Sunset feels like she let everybody down. The gang all tell her it's quite the opposite. That's the farthest CHS has ever gotten in the Learn-Olympics. Usually they wash out in the spelling bee. Sunset still feels bad and Fluttershy tells her she has just the thing and hands her a bunny because bunnies always make you feel better. Another Canterlot student walks by holding a bunny and we learn that Fluttershy has been handing them out all day. She brought a giant crate of them to give to people when they were eliminated because she can't stand the idea of people feeling bad. Twilight appears and Spike sticks his head out of her backpack. Fluttershy fawns over him and asks if he can talk. Twilight looks at her like she's a lunatic. The other girls congratulate Twilight on her win, though they ask why none of the students from her school seemed happy about it. Twilight explains that's just how Crystal Prep is. Fluttershy thinks that's awful and hands her a bunny. Twilight thinks handing out bunnies is the weirdest thing she's ever heard of, but admits it does make her feel better. She thanks Fluttershy for her kindness. Fluttershy beams and Ponys Up, but as her wave of MAGICAL BUTTERFLIES washes across campus, they turn every bunny they touch into VAMPIRE JACKALOPES!

**SC19 EXT. CANTERLOT HIGH – QUAD – CONTINUOUS**

As students drop their rabbits and run, Sunset and the gang try to round up the vampire rodents. In the mayhem, Twilight follows Fluttershy who does her best to catch the biting creatures without hurting <u>them</u>. But when Fluttershy and Twilight are cornered, Spike leaps from Twilight's backpack barking and growling, and scares the Jackalopes away. Finally able to reach her device, Twilight holds it up to Fluttershy and funnels the Equestrian magic from her, turning the jackalopes back into bunnies. As Fluttershy's Pony Up fades, she spreads her arms to give Spike a hug. Spike jumps into her arms and THROUGH THE STREAM OF MAGIC flowing into Twilight's device. When Fluttershy thanks Spike for coming to their rescue, Spike tells her, "You're welcome." Totally weirded out, Twilight takes off and Spike runs after her.

**SC20 INT. CANTERLOT HIGH – HALLWAY – CONTINUOUS**

Spike catches up to her and asks why she's so freaked out. Twilight tells him that in addition to the fact that her dog can now talk, she can't keep sucking up unstable energy forever. She's certain it's coming from a parallel dimension and if she can't figure out how to stop it, she's worried it will totally take over their world. Cinch shows up and Twilight tells Spike to go hide. In between sneezes, Cinch congratulates Twilight on her win and is glad that her faith in her has been confirmed. Twilight starts to tell Cinch everything she told Spike, but Cinch is only interested in the part about draining energy from the Canterlot girls. She asks Twilight if this energy might be the reason why Canterlot has become so competitive. Twilight says she supposes so. Cinch is doubly glad that Twilight joined the team. Not only is she the smartest student Crystal Prep has ever had, but it sounds like she's been able to find and neutralize the one advantage Canterlot might have had. Twilight tries to tell Cinch about her concerns, but Cinch wants her to focus on the job at hand. There are two events left. Twilight is doing a great job, but she needs to keep it up—for the sake of her school.

**SC21 INT. CANTERLOT HIGH – LOCKERS – DAY**

Twilight goes looking for Spike and finds Rarity. Rarity asks her why she looks so worried and Twilight tells her there are a lot of reasons, but at the moment she can't find her dog. Rarity tells her stress can do horrible things to the complexion, but she has the perfect thing. Rarity opens a few lockers and pulls out a complete day spa. Before Twilight can object, Rarity has her hands and feet soaking and is applying a mud mask—complete with cucumbers for her eyes. "Now, isn't that better?" Rarity asks and Twilight admits that it is before remembering what she was doing. She sits up and wipes the mask from her face. She wasn't looking for a spa treatment, she was looking for her dog, Spike. Rarity opens another locker to reveal Spike relaxing in a spa-themed, diamond studded doggie bed. Spike tells Twilight not to worry, Rarity is taking good care of him. Twilight looks for Rarity's reaction to her dog talking and is surprised she's so nonplussed. "He's not the first talking dog I've met," Rarity tells her, then offers to let Spike stay in her locker whenever he wants. Spike told her the situation with Cinch and she honestly can't understand what kind of school would ban such an adorable fellow. Twilight is shocked at Rarity's generosity. As Rarity tells her not to mention it, she Ponys-Up sending out a wave of magical SPARKLING DIAMONDS. Unfortunately, as the diamonds travel along the hall they transform it into a FIRE-GEYSER SWAMP. Sunset and the other girls appear down the hall and see Twilight and Rarity trapped in the center of the swamp, jets of fire shooting all around them. In the middle of it, Twilight tells Rarity that she thinks she can fix it and Rarity asks her what she's waiting for. Twilight holds up her device and starts to siphon Rarity's magic away. From the end of the hall, the others watch as Rarity's Pony-Up fades away, along with the swamp. Rarity slumps to her knees and Twilight apologizes. As Sunset and the others approach, Twilight grabs Spike and runs off. Our girls ask Rarity what Twilight did, but Rarity has no idea. All she knows is that when her magic went crazy, Twilight was able to make it go away.

**SC22 EXT. CANTERLOT HIGH – DAY**

As Twilight heads back to her team, Spike asks her why she ran away—the Canterlot girls seem nice. Twilight admits that they do, but explains that that just worries her more. Cinch is right. Whatever is going on at Canterlot High, those girls are the source. She thinks that the more they access this strange energy, the more dangerous it could become. Still, she can't help but feel like containing it is wrong. Clearly the girls are having a positive impact on their school, but right now containing the energy seems like her only option.

**SC23 EXT. CANTERLOT HIGH – ATHLETIC FIELDS – DAY**

As students gather around the athletic fields and in the stands, Luna and Cadence announce on a PA system the start of the second event. In a three stage RELAY RACE, students from both teams will pair off, facing their opponents in an archery competition, a short-track roller skating race, and a mountain bike, slopestyle obstacle course.

Twilight and Pea Cues from CPA face Applejack and Fluttershy in the archery competition. As soon as each of them hits the bullseye, their teammates can start the next leg of the race. Fluttershy is surprisingly adept with a bow and scores a bullseye on her first try. Pea Cues is similarly skilled and hits her target. Unfortunately, Twilight's high intelligence does little to help her and she shoots wide. Applejack hits her mark and the Canterlot roller skating team of Rarity and Pinkie Pie takes off. Twilight tries again and again, but misses every time. As her teammates jeer, it becomes clear that in athletic competitions she is a liability. Finally, Applejack can't take it anymore. She gives Twilight some helpful advice, but Pea Cues tells Twilight not to listen, Applejack is obviously lying, she's the competition. Applejack tells her she <u>never</u> lies. Twilight takes Applejack's advice and finally hits the bullseye. Twilight smiles at Applejack who Ponys-Up, shooting out a plume of MAGICAL APPLES. As the cascade of apples spreads through the air, the sky starts to FLICKER.

Meanwhile, Pinkie and Rarity quickly lose whatever head start they had due to Rarity's insistence that they wear traditional roller-skates instead of the inline variety being used by the CPA team. Pinkie and Rarity try several moves (reminiscent of roller derby) to get ahead, but prove no match for the efficient drafting and perfectly synced technique of Lemon Tart and Fair Tee who lap our girls again and again, finishing well ahead of the Canterlot duo.

Spitfire and Sugarcoat take off on their mountain bikes as Sunset and Rainbow Dash wait for Pinkie and Rarity to finish. The sky continues to flicker above them, almost like it's switching back and forth between competing versions. Sunset wonders if it has something to do with her and thinks she should bow out of the race. Dash tells her no way. Sunset is her teammate win or lose, even if the sky falls down on top of them. Sunset smiles and Dash Ponys-Up just as Pinkie and Rarity finish. Sunset and Dash take off, propelled by a blast of RAINBOW POWER.

As Dash's rainbows ricochet through the flickering sky above, it changes like a light switch and the clouds overhead turn from the wispy, diffused ones of Canterlot High's world to the solid, individual ones of Equestria. A single dark cloud follows the CPA team, raining down on them while Sunset and Dash shoot through the course at rainbow speed, crossing the finish line well ahead of the CPA team who get bogged down in mud.

As the Canterlot students cheer Sunset looks up at the sky, concerned. The single cloud continues to rain on the CPA mountain bikers and, while the other CPA students try to dig them out of the mud, Sunset pulls Twilight aside and leads her under the bleachers.

**SC24 EXT. CANTERLOT HIGH – ATHLETIC FIELD – BLEACHERS – DAY**

Sunset and the others tell Twilight that the sky definitely shouldn't look like it does and asks if she can do anything about it. Twilight holds her device up to Applejack and Dash, draining their magic away. As their Pony Ups fade, the sky returns to normal. Relieved, Sunset still suspects that she, herself, is somehow responsible for whatever is going on. The others never had any trouble with their magic until she started using hers. She asks Twilight to take her magic away too. Twilight doesn't understand what they all mean by "magic." The others look at her like she's crazy. After everything she's seen? What did she think was going on? Twilight lays out her theory about it being energy from another dimension. Twilight thinks that every time the energy, or "magic" is accessed, the barrier between dimensions weakens. Eventually, it could break apart all together. Sunset tells her that if by dimension, she means another world, then Twilight is pretty close. Sunset is from another "dimension" called Equestria, and it's full of magical energy. If Twilight takes Sunset's magical "energy" away then maybe all the craziness will stop. She also wouldn't mind being just another regular student and finally fitting in. But Twilight isn't convinced that Sunset or her magic is the cause of the impending inter-dimensional catastrophe. Her magical energy is clearly a positive force. Look at what it's done for the school. Maybe Sunset can use her magic to fix things, but Sunset is doubtful. Before they can continue, Cadence sticks her head under the bleachers. She tells Twilight that Cinch has called a team meeting.

**SC25 INT. CANTERLOT - NIGHT**

Cinch addresses the entire CPA team. She reiterates how important it is that they win the next event. She will not be the first Principal of Crystal Prep to lose the Unity Games. She dismisses everyone except Twilight. Cinch tells Twilight that she blames her for the loss. She could forgive the poor performance in the archery competition, but Rainbow Dash clearly won the bike race using the energy Twilight has been talking about. Why didn't Twilight take it away before the race? Twilight admits that she's starting to think containing the energy is wrong. The magic has obviously been beneficial for Canterlot High, maybe in the hands of the right person it could be used for good. Cinch laughs at her calling it magic, but capitalizes on Twilight's idea about the right person wielding it and insists the right person is Twilight. Cinch knows she hasn't always felt at home at Crystal Prep—her books, her dog (she knows about him too), etc. Despite being the smartest person there, Twilight feels like she doesn't belong. But in a villainous vampy song (think Mother Knows Best from Tangled or Poor Unfortunate Souls from Little Mermaid), Cinch tries to convince Twilight that *winners belong everywhere*. Release the "magic" and use it to win the Games—oh, and save the world too. As added incentive, Cinch offers to relieve her of any distractions by "taking care of Spike" while Twilight decides. Sneezing, she takes the dog away and hands him to Cadence.

**SC26 EXT. CANTERLOT HIGH – NIGHT**

Twilight considers her conversations with both Sunset and Cinch. If magic caused the problem, it's reasonable to think that magic can fix it. Sunset is either unwilling or unable to try. Maybe Cinch is right. If it's all up to her, there's no reason to put it off. If she is able to save the world <u>and</u> win the Games for her school, why shouldn't she? The Canterlot girls have been using their magic throughout and she's knows any other Crystal Prep student would jump at the chance. Twilight decides to try and releases all the energy she's collected from her device. As it flows into her in a massive PONY UP, Twilight's skin turns a darker shade of purple and she sprouts massive, NIGHTMARISH, black wings!

**<u>END ACT 2</u>**

**<u>ACT 3</u>**

**SC27 EXT. CANTERLOT HIGH – DAY**

On the morning of the last event, Cinch gathers the CPA team around and gives them another anti-pep talk. But before she can threaten to expel them all if they lose, she's interrupted by a slightly taller, more confident Twilight. Twilight tells Cinch not to worry, she has the situation well in hand. In a *reprise* of Cinch's song, Twilight explains that she's no longer bothered that no one at Crystal Prep is friends. Winning is all that matters and winning is what Crystal Prep does best. The Unity trophy might be up for grabs, but the only hands that will be grabbing it are theirs. The CPA students head off, a little inspired and a little scared. Twilight stops Cinch and Cadence. "I believe you have something of mine." Cadence returns Spike and Cinch tells Twilight she's impressed. Twilight tells her she hasn't seen anything yet and walks off. Spike asks Twilight if she's still worried that the barrier between their world and Equestria will fail. Twilight looks down at him, her eyes crackling with dark magic, and tells him that now she isn't worried about that at all.

**SC28 EXT. CANTERLOT HIGH – QUAD – DAY**

Competitors from the opposing schools mill about in front of a small stage where Principal Celestia and Principal Cinch stand. Celestia thanks all the participants for a successful Games thus far. Since both schools have already won an event, she encourages everyone to just have fun in the SPIRIT competition. As counterpoint, Cinch reminds everyone that the next event decides the winner of the Unity Games, though she has little doubt who that will be. Celestia describes the last event. The symbol of each school's spirit, their school pennant, has been hidden somewhere on campus. The first team to find their pennant and return it to their principal wins. With that, Luna fires a starter's pistol and the teams are off.

Twilight calmly waits, filing her nails, as the rest of the students start to frantically scour the campus for the pennants. Spike asks Twilight why she isn't doing anything. He thought she was totally bent on winning. Twilight assures him that she is, she just has it all under control. With that, she VANISHES in a burst of magic. Energy from spot where she disappeared arcs up and splits through the air, like cracks spreading over a plain of glass.

**SC29 INT. CANTERLOT HIGH – CLASSROOM – SAME**

Twilight and Spike re-appear in the classroom. Spike asks her what she's doing and she tells him she's looking for the pennant—using magic is just the most expedient way. Spike asks her if accessing all the magical energy will make the barrier between worlds collapse and she tells him to stop being such a worry-dog. When Twilight doesn't find the pennant, she vanishes again. Again, cracks of energy spread out from the spot where she disappeared.

**SC30 INT. CANTERLOT HIGH – HALLWAY – SAME**

All along the hallway, magical energy FLASHES shoot from the doorways as Twilight BAMFS from room to room looking for the pennants—cracks of energy winding their way up the walls and ceiling as she goes.

**SC31 INT. CANTERLOT HIGH – LIBRARY – DAY**

Meanwhile, both our girls and the main group of CPA students find themselves on opposite sides of the library. Unwilling to give ground and allow the opposing group to search their side, the competitors find themselves at a stalemate—until Twilight appears. As she pops in and out, between the stacks, more energy cracks form around her. Finally, she appears between the two groups and tells them all to relax—the pennants aren't here. With that, the cracks fall away and the entire group suddenly finds themselves standing at the top of PONYVILLE FALLS. Everyone freaks as the sheer drop of the PONYVILLE DAM stretches out in front of them. Spike rushes over to help, but Twilight just says "Oops," and pops off to keep looking for the pennants.

Standing on one side of the falls, Spike urges them all to hold hands and walk toward him. But as the competitors work together to inch toward safety, Pea Cues slips and falls over the side. Everyone stares in horror as Sunset dives after her, Ponying Up in mid-air. Sunset catches the falling girl as her Blazing Suns shoot out, transforming the dam back into… the Library. The girls all look around stunned. Faced with irrefutable proof, the CPA girls realize that Twilight's competing dimensions theory was right. What's more, Spike tells them that Twilight doesn't seem to care

anymore. She's changed somehow and it almost seems like she wants the barrier between the worlds to collapse. Both the CPA and the CHS students agree that they can't let that happen and set off to find Twilight.

**SC32 EXT. CANTERLOT HIGH – QUAD – DAY**

They find her in the quad looking up at the Wonder Colt statue. Twilight can't believe this wasn't the first place she looked for a pennant. She levitates up to the top of the statue and pulls the CHS pennant out of the horse's mouth. "I guess for every winner there has to be a loser," she says as she incinerates the pennant in a burst of dark magic—energy cracks spreading out all around her. Cinch applauds and thanks Twilight for her efforts. She goes on to say that since CHS no longer has a pennant, Crystal Prep is the winner of the Unity Games by default. Twilight laughs. The Unity Games?! She's about to win a lot more than that. Cinch ask what she's talking about and Sunset explains that every time Twilight uses her magic, the barrier between her world and this one weakens. Which was Twilight's plan all along. Twilight confesses that she can't really be a winner if there's a whole other world out there that she doesn't control. Cinch demands that Twilight stop using magic at once, she was only supposed to use it to win the Games, not to destroy the universe. Luna and Celestia look at Cinch, shocked. Cinch tries to backtrack, but Twilight tells her to stop complaining. She won her silly games. All Crystal Prep is missing now is their trophy. With that she blasts Cinch with magic and turns her to stone.

Everyone stares in shock as Twilight PONYS-UP in an epic blast of dark, magical energy—transforming into NIGHTMARE SPARKLE. Nightmare Sparkle laughs as the cracks along the barrier stretch and warp, like melting cotton candy. As the separation between Canterlot High and Equestria starts to dissolve, Ponyville comes into view beyond the rapidly thinning barrier. The main five all look to Sunset. They know she doesn't really feel like this world is her home, but right now they need her to save it. Sunset Ponys-Up, her BLAZING SUNS shooting out in a wave that starts to repair the barrier. Nightmare Sparkle is impressed. She told Sunset that her magic could repair the damage. Too bad she didn't believe her. With that, Nightmare Sparkle sends a blast of dark magic at Sunset whose Pony-Up fades and the section of repaired barrier thins again revealing… ORIGINAL TWILIGHT SPARKLE.

She and the other ponies of Ponyville have gathered on the other side, staring in awe at the dissolving barrier. Sunset quickly tells OG Twilight to focus as much magic as she can on the portal. OG Twilight tells her she understands. OG Twilight summons the mirror portal and has all the unicorns in Ponyville send their magic into it. A giant beam of magic shoots out of the portal (i.e., the Wonder Colt statue) and into Sunset who sprouts wings herself, transforming into DAYDREAM SHIMMER.

Using her magic, combined with the magic of Equestria, Shimmer freezes Nightmare Sparkle in her tracks. She tells her that winning anything is meaningless if you aren't able to make friends along the way. Nightmare Sparkle's eyes go wide and, in a series of Ratatouille-style flashes, Shimmer's magic shows her all the instances when one of our main girls shared the magic of friendship with her (Pinkie with the confetti cannons, Fluttershy with the bunnies, etc.). Shimmer tells her that like Twilight, she's never quite known where she belonged, but now she does. She belongs wherever there is friendship. With that, Shimmer extends her hand and a teary-eyed Nightmare Sparkle takes it.

Like connecting a circuit, the magic shoots out of Twilight and into the main five, connecting them all to Sunset and the portal. In a chain reaction, the portal explodes in a blast that showers tiny bits of magic on everyone. Energy flows down over the barrier, like water over a wine glass, sealing it. The main five wave to their pony counterparts as the barrier returns to normal and Ponyville vanishes from view.

Twilight and Sunset return to normal. The main five rush to Sunset and thank her for saving both worlds. Sunset looks at the destroyed statue and says it looks like this world is her only home now—and she couldn't be happier. The CPA students rush to Twilight and lift her up. Cadence steps forward and tells her she's glad she made the right decision. Cinch turns back to normal, though Celestia and Luna tell her that if they have anything to say about, she'll never be a principal again.

**SC33 INT. CANTERLOT HIGH – DAY**

At the Unity Games closing ceremonies, now-Principal Cadence gives a speech thanking the students of Canterlot High, not only for their hospitality, but for teaching her and her students how powerful the magic of friendship can

be. She vows to turn Crystal Prep into an institution that celebrates the value of friendship above all things, just like Canterlot High. In that spirit, Celestia announces that hence forth the Unity Games will be re-named the Friendship Games and in recognition of everything that she's done, Sunset Shimmer is crowned the first Queen of Friendship.

Afterward, Cadence tells Twilight that she understands if she doesn't want to come back to Crystal Prep, but she would definitely appreciate the help. Their school has a lot to learn. Twilight tells her that she has a lot to learn too, and though she's made some new friends at Canterlot, she can't pass up the opportunity to make more back at Crystal Prep.

**TAG**

CLOSE on a few fragments of the WONDER COLT STATUE (aka, the portal). Two shards of the statue sparkle and glow. A parasprite flies out of one and into the other. MUSIC UP and… CREDITS.