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MY LITTLE PONY IV
"Equestria Games"
Episode 424
Written by: Dave Polsky

Premise: November 16, 2012

“Equestria Games”

Premise by Dave Polsky

The Mane 6 plus Spike arrive in the Crystal Kingdom for the Equestria Games, and Spike, to his great surprise, is received like a superstar. And for good reason: he was the one who brought the Crystal Heart to Princess Cadence in time to save the Crystal Empire from destruction, and in the short time since that occurred, Spike's legend as a hero has been firmly cemented throughout the Empire. Spike is even asked if he would do them the honor of lighting the torch to open the Empire Games. Spike is thrilled to have this opportunity. He's also scared out of his wits.

The opening ceremonies are about to begin, and Spike nervously practices his fire-breathing. Twilight tries to coach him on how to manage his nerves, but the ceremonies begin so she must leave him to take her seat in the stands. Sure enough Spike, in front of a stadium full of ponies, chokes. He can't light the torch... so Twilight takes it upon herself to subtly use magic to light it for him. So subtly in fact that no one is the wiser... not even Spike.

Spike, elated, believes he can now create fire through the power of thought. Twilight is afraid to tell him the truth, but when Spike keeps trying to recreate this phenomenon and keeps failing, Twilight must bring herself to let him know what really happened. Spike is crushed. He can no longer enjoy being treated like a superstar, because now he feels like a numbskull and a fraud. Spike determines that he won't be able to feel right again about being lionized here till he does something really and truly and outstandingly right.

Spike keeps inserting himself into situations at the Games (i.e., competitions, etc.) attempting over and over again to do something outstanding and well, but each time he's not really satisfied. What's more, these aren't meant to be his opportunities to shine, so he only winds up messing things up for others. Feeling his legend is tarnished as a result, it makes him try all the harder to make up for his ever growing series of mistakes, digging this same hole ever deeper for himself. The Mane 6 try to put a positive, encouraging spin on everything Spike does so he'll stop this nuttiness... but Spike has decided it's no longer good enough to receive praise from others if he doesn't believe it himself. The Mane 6 finally resolve to intervene and stop Spike for his own good.

At a big ice-skating event, Spike has some fresh and ill-advised shenanigans planned, and the Mane 6 have their own plan to stop him. But both plans go horribly wrong and somehow result in the dangerous spread of ice, engulfing some of the competitors and freezing them within. Spike, thinking fast, breathes fire to release the frozen ponies unharmed. Once again he's praised throughout the Empire... however he's still not satisfied. He did what any fire-breathing creature would have under the circumstances, without giving it a thought. He sees nothing special about that. But, as a result, somepony graciously steps aside so Spike can now participate in the closing ceremonies. Spike, despite his nerves, fills his role in the closing ceremonies flawlessly, and thus finally feels like admirable dragon everypony in the Crystal Empire believes him to be.