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MY LITTLE PONY 5

Princess Spike

5##

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TEASER**SC1. INT. CANTERLOT BALLROOM – DAY**

There's a frenetic energy in the air. TWILIGHT SPARKLE has multiple clipboards floating before her and is frantically directing the GUARDIANS OF FRIENDSHIP to lead foreign delegations to different rooms. This is the GRAND EQUESTRIAN PONY CONVENTION (think ComicCon), a gathering of delegates from all corners of the land to attend panels on increasing hay production, diplomatic strategies with griffons, etc. SPIKE watches and wants to help, but just sort of gets shoved aside in the shuffle. Meanwhile, he notices how all the delegates are enthralled by Princess Twilight and her Guardians of Friendship. "It must be so cool to be a princess," he says. "Guess there's not much for lowly ol' Spike to do here." He notices a kiosk where PONY JOE is slinging his wares. "You know, if Twilight wasn't so busy, I bet she'd want me to make sure those donuts are up to her standards." As he gets a box of a dozen, Pony Joe says he saw how Spike got shoved aside. Must be tough to be at a place like this with all these important ponies. Spike, covered in powdered sugar and crumbs, says, "You get used to it."

END TEASER**MAIN TITLES****ACT 1****SC2. INT. CANTERLOT PALACE, TWILIGHT'S ROOM – DAY**

KNOCK KNOCK. Spike starts to get the door, but it slams open, knocking him against the wall. In trots PRINCESS CELESTIA using her magic to float a groggy and incoherent Twilight into her bed. Celestia explains that Twilight is completely and utterly burned out. She has been working so hard to organize the convention that she needs to rest. Spike agrees, saying she was up all night working on the schedule and never got a minute of sleep. Celestia makes Spike promise to allow no one to wake Twilight, no matter what. Celestia knows she can count on him. He promises he won't let her down. She exits and he takes up his post outside her door. He hears a BIRD chirping loudly and realizes it might keep Twilight awake...

SC3. EXT. CANTERLOT PALACE – LATER

Spike is up a tree talking to the bird. He asks her to move to another tree cause she's being too noisy. She flies off and lands in a tree CLOSER to Twilight's window. "Oh, where's Fluttershy when you need her?" Quick cuts of Spike shooing her from tree to tree and the bird getting louder and louder and closer and closer to Twilight, until she flies in the window. Spike is freaked – she's going to wake up for sure – but the moment the bird sees Twilight, she stops chirping and bows apologetically. Spike's happy she respected Princess Twilight, but he's a little perturbed the bird didn't listen to him in the first place. The branch cracks and he falls to the ground.

SC4. EXT. CANTERLOT PALACE – MOMENTS LATER

Spike finds a group of YOUNG PONIES playing hoofball and cheering loudly. He's in the middle of asking them to move to another location, really any other location, when some GROUNDSKEEPERS start clearing away old, dead trees. They're singing an EAR PIERCING work song while they do it. Spike runs over to them, but before he can hush them, the GROUND SHAKES and Spike rhythmically bounces away. It's a PUBLIC WORKS PONY using a JACK HAMMER to fix a water main. Spike looks up to the tower – there's no way Twilight can sleep through all this. He rounds the noisy ponies up and begs them to stop working. They start to give him a hard time until he tells them it's for Princess Twilight, and their tone immediately changes. They agree to go do other work so she can sleep.

SC5. INT. CANTERLOT PALACE, TWILIGHT'S ROOM – LATER

Spike's leaning on the door catching his breath. Twilight is still asleep and finally everypony's quiet... KNOCK KNOCK.

SC6. INT. CANTERLOT PALACE, OUTSIDE TWILIGHT’S ROOM – CONTINUOUS

Spike quickly hurries out and gently closes the door behind him. It is two PONY DELEGATES, one from Whinnysota and one from Manehattan. They hate to disturb the Princess, but they have a scheduling issue—they’re both scheduled to give very important speeches starting in five minutes IN THE SAME ROOM. Neither one will back down and it’s heading towards an inter-Equestria incident. Spike doesn’t know what to do...

SC7. INT. CANTERLOT PALACE, TWILIGHT’S ROOM – CONTINUOUS

He slinks into the room. Should he wake her up? When he leans in to get a look at her face, he JUMPS BACK, freaked out by her appearance—there are gross and highly stylized bags under her eyes. She is one CRACKED-OUT princess. He should let her sleep, right? But then he remembers he needs an answer ASAP for the important delegates! What to do?! The words of Celestia play back to us, “She is NOT to be disturbed.” CUT TO:

FANTASY SEQUENCE – Twilight is awake, looking like a zombie. She’s trying to answer questions and give advice, but she’s too tired to have a rational thought. Should they serve all the delegates rotten cabbage? Twilight loves the idea! A cranky old delegate wants to outlaw fun in Equestria. Sounds good to Twilight! Should we throw away all books and stop learning? Yes, Twilight hates books! As Twilight says crazier and crazier things we PULL OUT to reveal all of Equestria a wasteland of flames!

SC8. INT. CANTERLOT PALACE, OUTSIDE TWILIGHT’S ROOM – REALITY

He sneaks back out and closes the door. “What did the princess say? She sided with me, didn’t she, which would make sense because Manehattan has always been a great friend to Ponyville.” Spike’s anxiety increases. But then the pony from Whinnysota speaks up: “Ponyville and Whinnysota haven’t always seen blinder to blinder but we’ve made progress that should NOT be undone...” Spike takes a huge GULP...

END ACT 1**ACT 2****SC9. INT. CANTERLOT PALACE, OUTSIDE TWILIGHT’S ROOM – SAME**

Spike’s just where we left him – with these two annoyed delegates. Spike stalls while he tries to think of an answer: “Something that is *true* is that I spoke to Princess Twilight.” Before he can continue, they start arguing why she would have picked one over the other. Their voices start to get loud so Spike panics – he explains that the Princess wants them to combine their events and BOTH use the same room. It will show how two different lands can work together. The delegates look unsure, but if that’s what Princess Twilight said to do, they’ll do it! She’s always so helpful. They leave happy. Problem Solved. Wow, being a princess is STRESSFUL...

SC10. INT. CANTERLOT PALACE, OUTSIDE TWILIGHT’S ROOM – LATER

Spike’s nap is disturbed by the angry rumble of DELEGATES coming to see Twilight. By combining those speeches, dozens of other problems have opened up. He’s about to send everypony on their way, when he hears the first problem: “The meeting was so crowded, a pony took the seat I had reserved.” That doesn’t seem like much of a problem. He really doesn’t want to, but it looks like he’s going to have to speak for Twilight once again: “Princess Twilight would want you to forgive that seat-taker.” The pony thinks about it and agrees. Confidence growing, Spike handles a few more simple ones. Now he’s starting to feel like Twilight’s job is actually pretty easy. Any dragon could do this...

QUICK MONTAGE: Spike’s solving problems and giving answers. And while he does, he reminds himself, “I’m doing this for you, Twilight, so you can sleep. And when you wake up things will be easier since you won’t be behind. You’re lucky lowly ol’ Spike is here for you!” He watches the last happy pony leave, and he can’t help feeling a little disappointed: where’s the next pony who needs advice?

SC11. INT. CANTERLOT PALACE, TWILIGHT'S ROOM – MOMENTS LATER

Spike quietly sneaks in and finds Twilight's datebook. He sees a list of meetings she has set for that afternoon to discuss convention issues with various ponies. If he does those meetings for her, he'll be a real hero! Great thinking, Spike!

SC12. INT. CANTERLOT BALLROOM – LATER

Spike, Twilight's datebook in hand, runs up to PRINCESS LUNA. She's got an appointment with Twilight this afternoon, so what's her problem? Luna just wanted to give Twilight some advice to remember all the little ponies who help make the convention a success. It's easy to forget things like that when you have so much power and responsibility. She exits and Spike thinks about her words (and, of course, hears the wrong message). "I don't want Twilight to forget things because of her power and responsibility!" He'll help her by taking some of that power and responsibility onto his own shoulders. What a great friend!

CUT TO: Spike strutting through the convention telling everypony what to do "by order of the Princess." Still, ponies aren't exactly taking him seriously. He thinks they need to respond to his royal decrees much faster. He has an idea...

SC13. INT. CANTERLOT PALACE, OUTSIDE TWILIGHT'S ROOM – LATER

Spike sneaks out of the room WEARING TWILIGHT'S CROWN. He is super pleased with himself. Rainbow Dash flies up to check on Twilight and sees him. She laughs: "What are you, Princess Spike?" He replies, "As a matter of fact, I am. I speak for the Princess while she's indisposed." Dash says, "Okay, I've got a question for the Princess. Is it cool to use your friend's position of power to make yourself feel good?" Spike looks at her like he understands her meaning for a second before saying, "Yup, it's cool."

SC14. INT. CANTERLOT BALLROOM – LATER

Spike walks through the convention, and now he's getting the sort of reaction he wanted. The delegates are impressed with his sparkly crown. But why doesn't he feel as good as he thought he would? Rainbow Dash's words keep rolling through his head. He tries to justify it to himself: "I've done lots of good stuff today! Why should I feel guilty? Who cares if some delegates have to use the same room or some foals have to play hoofball somewhere else? What does it matter? I'm doing what Twilight would want!" CUT TO:

THE CANTERLOT EXPRESS. The CONDUCTOR happily whistles as he pulls into the majestic kingdom of Canterlot, when BONK! A hoofball flies into his window and hits him in the head. WHAT ARE THOSE PONIES DOING PLAYING THERE? He disappears from view as he looks for the ball on the floor.

Back ON SPIKE: "Is it really a big deal if I told a bunch of groundskeepers to work later by order of the princess?"

BACK ON THE TRAIN: The dying trees collapse in a domino effect, hitting the track and MOVING IT OVER. The conductor is still looking for the ball on the floor and doesn't notice...

ON SPIKE: "And should all these important ponies have to hear the sounds of a jackhammer? Not on this Princess's watch!"

BACK ON THE TRAIN: it's now barreling straight towards the water main break. As it runs over it, water blasts the TRAIN OFF THE TRACKS and into the streets of Canterlot! The conductor pops up and looks out the window, "I found the ball!"

SC15. INT. CANTERLOT BALLROOM – SAME

Mr. and Mrs. Cake wheel in the biggest cake ever in the shape of Equestria featuring all the delegates' home cities... they've never worked harder in their entire life...

ON THE TRAIN: The Conductor frantically tries to steer the runaway train through Canterlot, just managing to avoid hitting anything...

ON THE CAKES: Pinkie Pie looks over the Cakes' work. "This is going to be a showstopper!"

ON THE TRAIN: The Conductor finally has control of the train and is steering it back out of town when a pony sees the train bearing down and SCREAMS. As he jumps out of the way, he drops something... TWILIGHT'S DATEBOOK. The train hits the book and it's enough to reroute it straight into...

SC16. INT. CANTERLOT BALLROOM – CONTINUOUS

The TRAIN comes barreling through the open front door and SMASHES into the cake before coming to a gentle stop. Frosting flies everywhere. Mr. and Mrs. Cake are sad. Pinkie... is happy! She licks the icing off her face. "What a fun new way to serve cake!"

END ACT 2

ACT 3

SC17. INT. CANTERLOT BALLROOM – DAY

Like something out of Frankenstein, all the delegates are ANNOYED... and also... covered in frosting, which they admit tastes delicious. They're all chanting: "It's all Spike's fault!" He cowers next to the disabled train. The irritated delegates surround him: "You ruined our cake! And our convention!" Rainbow Dash swoops in and scoops him up, fleeing the scene. He feels awful for what he's done. "I should have known I couldn't be a Princess. I should have just stayed lowly ol' Spike..."

SC18. INT. CANTERLOT PALACE, TWILIGHT'S ROOM – LATER

Rainbow Dash delivers him to Twilight's room so he can face the music. He says he knows what he's got to do. It's not going to be easy, but he's got to take responsibility for... *taking* responsibility. He tiptoes into Twilight's room. He can't decide on how to wake her up. Alarm clock? Whisper in her ear? Drop something on the ground? He let's out a gentle sigh—AND THAT'S ENOUGH TO WAKE HER UP. She jumps up in a cold sweat: did the groundskeepers remember to get rid of those dead trees?? Spike explains everything. He says he wanted to make things easier for her, but instead he's made things way harder. And maybe he got a little mad with power? It happens when you're lowly ol' Spike. Twilight winces. She wouldn't be who she is without him. nopony thinks of him as lowly ol' Spike. Except maybe himself. He apologizes.

SC19. INT. CANTERLOT BALLROOM – LATER

Twilight is in shock, jaw hanging wide. She immediately goes into fixer mode and wants to use her magic to get the convention back "on track," but Spike says no. This was on him and he needs to fix it. It's the only way he won't be lowly ol' Spike anymore. Twilight's really proud of him... Although magic would be a lot easier...

MOMENTS LATER Spike speaks to the delegates. He asks for forgiveness. He thought it looked like fun to have power. So when he saw an opportunity, he took it. And he abused it. He has learned an important and valuable lesson! He waits for the delegates to applaud his personal growth, but he gets nothing. Everypony looks disappointed. Spike nods, "That's okay, maybe I wouldn't forgive me either. Someday I'll earn back your trust.... Now if you excuse me, I have some work to do."

Spike pulls on the train, trying to remove it from convention hall. He's not even close to strong enough. It's kind of sad, actually. CLOSE on a hoof pushing the train. Then another hoof and another and soon all the delegates are pushing the train! He doesn't understand? What changed their minds? And a delegate explains that the reason Twilight is in charge of this year's convention is that the theme is "The Spirit of Friendship." They wouldn't be very good friends if they couldn't work together to help somepony in need. Spike is forgiven!

SC20. INT. MEETING ROOM – THE NEXT DAY

Spike is giving a speech to a packed room about what he learned from his ordeal. He says the delegates taught him the power of forgiveness, and that with their help—

Suddenly, Twilight bursts in! “Spike, we need this room! I’ve double booked it!” As his speech collapses around him and delegates head for the doors, he notices Pony Joe outside his room. “Well, looks like it’s back to my old duties. Better make sure today’s donuts are up to par.”