

HS Recorded

June 17/15
@ DeR's

T.S. (takes 1-7)

Distribution:

As Recorded

July 15/15
@ DeR's
(takes 8-201)

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MY LITTLE PONY 6

"Dungeons and Discords"

Episode 618

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Locked Polish: June 10, 2015
Approved Polish: June 4, 2015
Polish: May 29, 2015
2nd Draft: May 19, 2015
1st Draft: May 1, 2015
Outline V2: April 1, 2015
Outline March 24, 2015
Premise: March 4, 2015

TEASER

SC. 1 - EXT. FLUTTERSHY'S COTTAGE - DAY

The sun shines down on a beautiful morning. Suddenly a dark, swirling CLOUD engulfs the cottage, filling the frame and...

SC. 2 - INT. FLUTTERSHY'S COTTAGE - SAME

...clearing to reveal...

8 1 9 DISCORD 10 11 12
(super fast)
A, b, c, d, e, f, g, h, i, j, k, l, m, n, o, p, q, r
s... tea?

He holds out a claw. A TEA TRAY set for two appears. On seeing this, FLUTTERSHY GASPS.

2 FLUTTERSHY
Discord! I'm so sorry.

He eyes the room, which is in a state of mid-pack for a trip.

3 DISCORD 13
Trendy coats, bedrolls,
saddlebags...
(GASPS, happy!)
A surprise vacation for just the
two of us? How thoughtful. I hear
Puerto Caballo is lovely this time
of year. Sand like powdered sugar.

Fluttershy hates having to say this, but...

4 FLUTTERSHY
Princess Celestia is taking us on
an overnight goodwill tour of
Yakyakistan. I just found out.

5 DISCORD
So what you're saying is... no tea.
That's fine. I wasn't thirsty
anyway.

He inspects his claws, trying to show how "not disappointed" he is. Fluttershy feels bad. But then brightens with an idea.

6 FLUTTERSHY
If you're looking for something to
do, you could spend the evening
with Spike and Big Mac.



8 7 9 DISCORD
Hahahahaha! Ha... uh... hmmm...

Discord POPS out of existence and REAPPEARS inches from Fluttershy's face, startling her. He studies her expression.

8 DISCORD (CONT'D)
You aren't kidding.

9 FLUTTERSHY 14
They're very nice. They have a "Top Secret" thing they do whenever we leave Ponyville-- although everypony knows about it, so it's not a very good secret. I think you'd have fun with them.

10 DISCORD 17 18
"Fun?" With... sidekicks? Ohhhh... you must think we're in a dimension where everything is opposite.

He SNAPS. The colors INVERT.

11 DISCORD 16 (CONT'D)
La dee da! I'm Opposite Discord and I want to "hang out" with Spike and Big Mac! "I'm sure I'd have fun."

12 FLUTTERSHY
WELL GUESS WHAT, SASSAFRAS?! I'M OPPOSITE FLUTTERSHY AND I'M SICK OF BEING NICE AND QUIET ALL THE TIME!

13 DISCORD 19
Yikes

Discord SNAPS again and everything's back to normal.

14 DISCORD (CONT'D)
Let me explain it to you as simply as I can. Me? Amazing. Them, hmmm... I've already forgotten who we're talking about. See?

15 9 FLUTTERSHY
All I'm saying is... it's an opportunity to expand your circle of friends.
(sly)
Unless you're afraid they won't like you.

Discord stares her down, bored, like "oh please."

8 16 ⁹ DISCORD

(Sigh)

Don't stoop to tedious reverse-psychology. You're better than that.

17 FLUTTERSHY

It never hurts to make new friends.

18 DISCORD ²⁰ ²¹

Hmph. ~~Consider~~ it considered.

22
18A

Satisfied, Fluttershy turns, takes her bedroll, and puts it in her saddlebags when she's STARTLED and <GASPS>.

REVEAL: Shrunken Discord looks up from in the saddlebag.

19 ⁹ DISCORD (CONT'D)

Couldn't I just come with you instead?

END TEASER

MAIN TITLES

ACT ONE

SC. 3 - EXT. PONYVILLE TRAIN STATION - DAY

Establish it, then we find Discord on the train platform. Fluttershy waits with him.

23 20 24 ²⁷ DISCORD

I suppose this is goodbye, then.

Have an absolutely fabulous voyage.

A FLASH OF LIGHTNING. Fluttershy looks behind her. On the horizon, the train tracks lead up a mountain and directly into a caldera... which spews plumes of LAVA.

21 FLUTTERSHY

Discord...

He looks shocked: "who me?!"

22 ²⁴ DISCORD

It's not my fault the new train route leads into an active volcano. Guess you'll have to stay.

Off her accusatory look...

24 23 27 DISCORD (CONT'D)
 Oh, you're no fun.

He SNAPS and the train tracks revert to their usual route.

Farther down the platform, the other MANE 6 mill about with saddlebags, luggage, etc. Big Mac and Spike are there too.

24 28 APPLEJACK
 (checking her saddlebags)
 Got my bedroll, parka, unattractive but functional hikin' boots.
 Anything I forgot, Pinkie Pie...?
 You're our resident Yakyakistan expert.

24 25 PINKIE PIE
 Nope! I brought Yeti food.
 (off their looks)
 Did I forget to mention there's a pony-eating Yeti on Frostfield Glacier?
 (beat)
 There's a pony-eating Yeti on Frostfield Glacier.
 (huge grin)
 We're gonna have so much fun!

26 28 RAINBOW DASH
 Psh. If he messes with us, I'll shred that Yeti into confetti.

Meanwhile, Big Mac noses Applejack onto the train.

27 APPLEJACK
 Somepony's in an awful-quick hurry to get us outta here.
 (with a knowing wink)
 Don't y'all have too much fun without us.

Twilight rubs Spike's head with affection.

28 29 TWILIGHT SPARKLE
 I bet you boys have big plans.
 Right, Spike?

24 29 28 SPIKE 29 30
 I'm sure I don't know what you're talking about.

But he can't resist leaning to Rarity, smug.

24 30 28 29 SPIKE (CONT'D) (31)
 Although if I did, I certainly
 wouldn't be allowed to discuss it
 with you girls.

30A Rarity rolls her eyes, which Spike does not see. Then the
 Mane 6 board the train...

6C 31 6C 25ABC 26ABC 3ABC
 AJ/PINKIE PIE/TWILIGHT/RAINBOW DASH
 Eye y'all! No parties without
 me! Stay safe. Stay dangerous.

And with that, the train CHUGS off to the great white north.

...Leaving Spike, Big Mac, and Discord alone on the platform.
 Discord, standing about five "Canadian Meters" away from SK
 and BM, watches the train disappear.

41 32 42 43 DISCORD
 Hmph.

48A B 32A Discord crosses his arms, taps his foot, not pleased.
 Meanwhile, Spike and Big Mac share a look and whisper to each
 other.

33 BIG MAC
Eyyyyyyyyyup.

Discord looks over. They wave. POOF! A magazine appears in
 Discord's claws. He leafs through it.

34 DISCORD
 Fascinating articles, yes, mmm...
 (glancing at SK and BM,
 sotto)
 Don't let them come over, please
 don't let them come over...

While he mumbles... they walk toward Discord.

35 DISCORD (CONT'D)
 (sotto)
 Please don't let them come over,
 please don't--
 (big, to the guys)
 Salutations, my friends! Wish I
 could stay and chat, but... I don't
 want to.

36 SPIKE
 Wait-- we were wondering... what
 are you up to tonight?

41 37 42 43 DISCORD
(sotto)
Nughhh... here we go.

38 SPIKE
Do you want to, I don't know...
hang out? Is that something you do?

43 39 DISCORD
(theatrical sigh)
Oh, "Twilight's Friend" and
"Applejack's Monosyllabic
Brother..." if only I weren't
suuuuuuper busy this evening.

40 SPIKE
Oh, okay. Maybe next time. Come on,
Big Mac...

Discord watches them go: "Whew." Spike talks to BM...

41 SPIKE (CONT'D)
...I guess Guys' Night will just be
you and me.

POOF! Discord appears in front them, intrigued.

42 DISCORD
A Guys' Night? You mean a rowdy
evening of reckless reveille?
(off Spike's nod)
...Zoot suits, fedoras, swing
dancing...

43 SPIKE
Something like that. You should
totally come! Three of us would be
way better than two.

44 DISCORD
That does sound fun, actually.

45 SPIKE
(genuine)
Too bad you're busy.

Discord suddenly transforms into a 1950s Mad Men-style
outfit, sitting at a desk with an vintage secretary-intercom.

46 DISCORD
I suppose I could squeeze you in if
I moved a few very important ponies
around.
(pressing buzzer)
(MORE)

49AB
40A

50 43
42A Spike
uh huh!

41 42 43 DISCORD (CONT'D)
 June, honey? Be a dear and
 reschedule Luna and Cay-Cay?
 (sotto to the guys)
 That's what I call Princess
 Celestia. What a hoot.
 (back to intercom)
 In fact, clear the whole evening.
 Tonight is Guys' Night. These
 fellas invited me to spice things
 up and bring a little class to the
 whole affair.

Spike and Big Mac exchange a dubious look.

47 DISCORD (CONT'D)
 (to SK and BM)
 Tonight will be the best night of
 your lives... and not just because
 you get to bask in my greatness.

48 SPIKE 45 46
 I do love basking in things. See
 you tonight!
 (low like it's a secret)
 ...Twilight's castle. The fun
 starts promptly at sundown.

49 DISCORD
 Technically the fun starts when I
 arrive, but I'll make sure it's
 around sunset. Adieu, fellas.

Discord SNAPS and disappears.

SC. 4 - EXT. TWILIGHT'S CASTLE - SUNDOWN

Twilight's castle glimmers in the sun.

SC. 5 - INT. TWILIGHT'S CASTLE - MAP ROOM - SAME

We find Spike and Big Mac in the map room.

51 50 52 SPIKE 56 57
 And... we have sundown. Repeat: we
 have sundown.
 (absurdly loud)
 I declare tonight's GUYS' NIGHT
 ceremonies officially... OPEN!

51 BIG MAC
 EYUP!!!!!!

They do a cute/lame pre-choreographed Guys' Night dance.

51 52 53 SPIKE 54 55
 (to the dance's rhythm)
 It's Guys' Night / aww yeah /
 havin' fun now / aww yeah.

53 BIG MAC
 (in between each of
 Spike's lines)
 Eyup, eyup, eyup, eyup.

Just then, an O.S. <DOOR BOOMING OPEN> sound, followed by
 <PARADE MUSIC>. Spike and BM exchange a confused look.

SC. 6 - INT. TWILIGHT'S CASTLE - MAIN ENTRANCE HALL - MOMENTS
 LATER

Spike and Big Mac enter, surprised by what they see.

54 61 SPIKE
 What the hay?

WHIP PAN: Two MINI-DISCORDS enter from outside, playing
 TRUMPETS. <FANFARE>. Another mini-discord scurries in,
 unrolling a parchment...

55 MINI-DISCORD
 (high-pitched voice)
 Announcing the much-anticipated
 arrival of the Spirit of Chaos and
 Disharmony, the Purveyor of
 Pandemoneum, Lord of Lawlessness,
 Earl of Turmoil, Bringer of
 Bedlam... DISCORD!!!

Lights go dim and a spotlight POPS on the door. <DRUM ROLL>.
 Spike and Big Mac watch the door expectantly. <DRUM ROLL> as
 the spotlight continues to shine on the empty door.

Spike is confused.

56 SPIKE
 Is he supposed to-- AH!

Suddenly, POOF! Discord startles them by appearing right in
 front of them (wearing a zoot suit and fedora).

57 626 DISCORD
 (claps his claws)
 Shall we hop to it? I've made a
 list of the rowdiest establishments
 in Ponyville. It's... rather short.
 (MORE)

596 (62) DISCORD (CONT'D)
But we'll shake things up, am I
right?

58 SPIKE
Actually we're staying here. I hope
you like... AWESOME GAMES!

59 DISCORD
Games! I love games. I am great at
games.

POOF! They sit at a card table.

60 (60) DISCORD (CONT'D)
Appleloosan Rummy?

POOF! They're seated in a in what looks like an 80s basement.

61 (62) DISCORD (CONT'D)
Famous Ponies Charades?

67 (68) 61A- Discord takes a slip of paper from a bowl. He grins as he
reads it.

62 (63) DISCORD (CONT'D)
Oh this is an easy one. Who am I?

He strikes a noble profile, sprouting a unicorn horn, crown,
and massive majestic pastel-rainbow hair that flows gently.

63 DISCORD (CONT'D)
Ah? Ahhh...? Ahhhhhhhhhh...?

Spike and Big Mac stare, confused.

64 DISCORD (CONT'D)
COME ON!!!!!!!

65 SPIKE (63)
I'm talking about a REAL game.

POOF! They're back in Twilight's Entrance Hall.

66 (62) DISCORD
(catching on)
Ah, you mean like trapping best
friend ponies in a hedge maze and
turning them against each other.
(sigh)
Those were the days...

67 SPIKE
Not exactly. Wait here.

Spike scurries off. Discord and Big Mac wait a tiny beat.

60 68 (62) DISCORD
 Whatever it is, it can only get
 better by adding me to the mix.
 69 SPIKE (O.S.)
 Okay!!!

SC. 7 - INT. TWILIGHT'S CASTLE - MAP ROOM - MOMENTS LATER

Discord and Big Mac enter. It's DARK. Discord is wary.

CLICK! A flashlight made of fireflies shines on Spike's face from below, like a camp-fire story-teller.

70 71 72 SPIKE 73 (74) (79)
 In a world where evil reigns
 supreme, a small band of warriors
 stands tall against the darkness.
 This is... Ogres & Oubliettes.

CLICK! All the lights come on, revealing, spread out on the table...

A COMPLEX FANTASY BOARD GAME. A foldout board. Character cut-outs. Multi-sided die.

71 SPIKE (CONT'D)
 Welcome to GUYS' NIGHT.

75 76 ABC 77 (78)

THUNDERCLAP. Discord is aghast. With an <AIR FRPING OUT OF A BALLOON> sound, his fedora deflates.

END OF ACT ONE

ACT TWO

SC. 8 - INT. TWILIGHT'S CASTLE - MAP ROOM - SAME

Picking up where we left off... Discord SNAPS and all his Guys' Night outfit disappears. He POOFS around the map table, dubiously examining the pieces of Spike's game.

80 72 (81) DISCORD
 This looks like--
 73 SPIKE
 --the best game ever? You're right!



80 74 (81) DISCORD

(dry)

Yesssss. That's what I was going to say.

75 82 SPIKE 89 90 91 (92)

Ogres & Obliettes is a fantasy role-playing adventure game. Our goal? Defeat the evil Squid Wizard, or as we call him (little snort laugh) "The Squizard."

75A - (92) Spike and BM hold back geek laughter. Discord tolerates it.

(Note: A liberal use of SOUND EFFECTS and DRAMATIC MUSIC will bring this scene/the game to life, even though the guys are just sitting around talking-- which is the whole point.)

76 93 (94) SPIKE (CONT'D)

The Squizard has laid siege to the last free city in Spiketopia-- that's the name of the land. He's kidnapped a beautiful unicorn princess named Shmarity.

(hedging)

Which is like a normal name in Spiketopia, so, uh, don't think about it too hard...

77 82 DISCORD

Your romantic delusions are safe with me.

Discord literally uses a zipper to close his lips.

78 SPIKE

Good. First things first: you've got to create a character. Name?

POOF - The zipper's gone.

79 DISCORD

How about... "Discord."

Spike and Big Mac exchange a look like, "lol, this guy..."

80 SPIKE

The whole point of the game is you get to use your imagination and be someone you're not. I'm Garbunkle, a famous magician. Everyone treats me with the utmost respect.

80 81 ⁽⁸²⁾ DISCORD

(dry)

Just like in real life.

82

SPIKE ⁽⁸⁸⁾ ⁽⁴⁶⁾

Don't get jealous, but I'm a level
30 enchanter with major skill
points assigned to intellect and
perception.

Poof! A magazine appears in Discord's claws. He leafs through
it. Without looking up:

83

DISCORD

(without looking up)

Go on... I'm listening.

84

SPIKE

Big Mac's character is Sir
McBiggun, a level 27 black knight
from Castle Chadwick.

Discord is now deep in concentration as he sets a single
playing card atop a massive HOUSE OF CARDS.

85

DISCORD

(without look up)

...I'm listening

86

SPIKE

When his king aligned himself with
the Squizard, Sir McBiggun would
not besmirch his honor.

87

BIG MAC

Enope.

Discord is now lying in a bed, ⁽⁸⁷⁾ <SNORING LOUDLY>.

88

DISCORD

(without opening his eyes)

.....I'm listening

89

SPIKE

And so it came to pass... the
magician and black knight vowed to
rid Spiketopia of the evil
Squizard.

Back at the table now, Discord just blinks at him.

90

SPIKE ⁽⁸³⁾ ⁽⁴⁶⁾ (CONT'D)

Is this not making sense?

80 91 82 DISCORD
 Oh, it makes perfect sense.
 (sotto)
 Nonsense, that is.

92 SPIKE
 So, your character's name...

93 82 DISCORD
 I already have the best name in the universe. Why would I change it to something like Captain Wuzz?

94 SPIKE 84 85
 Captain Wuzz it is!

94A Spike and BM laugh. THUNDERCLAP! Discord is not happy.

95 82 SPIKE (CONT'D)
 What class are you, Captain Wuzz?
 There's archers, mages, rogues...

96 DISCORD
 Can I suggest we take a break and, I don't know, go out and actually have fun? Ponyville's not going to paint itself red.

97 SPIKE
 You'll love it once we get started.
 How about an archer?

98 DISCORD
 Sounds just as miserable as the other options, so fine.

- Spike CLEARS HIS THROAT. -

in line 98 99 99 100 SPIKE
 Big Mac-- or should I say, "Sir McBiggun," are you prepared to enter the world of Ogres & Oubliettes?

100 BIG MAC
 Eyup.

101 SPIKE
 Discord-- or should I say, "Captain Wuzz," are you--!

102 DISCORD
 Ch, get on with it.

94A

94B

Spike places their character cut-outs (which look kinda like them, but drawn by Spike) on a black square on the board.

98 103 ¹⁰⁰ SPIKE
We find ourselves trapped in the
dungeon of the evil Squizard. The
bars are locked tight.

Discord looks around, then raises an eyebrow.

104 ¹⁰¹ SPIKE (CONT'D)
The bars exist...
(jazz claws) ¹⁰² - re print from line 106
...in our imagination.

105 ¹⁰¹ DISCORD
You describe things and we pretend
it's real.

109 106 ¹⁰² SPIKE
It is real...
(jazz claws again)
¹⁰⁹ ...in our imagination.

¹⁰⁶ Discord sighs.

107 SPIKE (CONT'D)
It's your turn first. What do you
want to do?

108 DISCORD
Curse myself for attending this
infernal evening? Oh, you mean in
the game.

109 SPIKE
You can do whatever you want. Then
I roll this 20-sided die to see if
you're successful.

110 DISCORD
I stick my head through the bars
and demand for the immediate
release of the Lord of Chaos.

111 SPIKE ¹⁰⁵ ¹⁰⁶
That's a big risk. You have to roll
a seventeen or higher to succeed.

Spike rolls a die, then checks a parchment.

112 SPIKE ¹⁰³ (CONT'D)
Ohhh. bad idea. The guard gets mad.

Discord randomly points to a spot on the parchment and reads.

98 113 ⁽¹⁰³⁾ DISCORD
This spell here... I transform him
into a Rutabaga.

114 ^{1/2} SPIKE
You need eleven intelligent points
to cast a "Transform into Root
Vegetable" spell.

115 DISCORD
I'm not intelligent?! I cast it
anyway because this game is stupid.

Spike rolls the die then checks the paper.

116 ⁽¹⁰⁴⁾ SPIKE
The spell backfires...
(trying not to laugh)
...so your claws grow leaves and
transform into Rutabagas.

Big Mac chuckles. Discord FUMES. Spike shrugs...

108 117 ⁽¹⁰⁸⁾ SPIKE (CONT'D)
Oh, there's more...
(reading the parchment)
The guard laughs. He calls his
friends over and they laugh too.

115 117A Big Mac laughs. More THUNDER AND LIGHTNING.

118 ⁽¹¹⁴⁾ DISCORD
Don't you laugh at ME, Big Mac!
Does it really say that? Let me
see!

119 ⁽¹¹⁵⁾ SPIKE
(laughing)
As you get angrier, everypony
laughs harder.

119A Big Mac laughs harder too. Discord shoots him an icy glare.

120 ⁽¹¹²⁾ DISCORD
I seal Sir McBiggun in a magic
bubble until he stops laughing.

121 ⁽¹¹²⁾ SPIKE
(laughing)
I told you, you can't do magic.

Discord SNAPS and Big Mac is suddenly floating upside-down in a magic bubble.

111 122 ¹¹² BIG MAC
Enope! Enope! Enope!

123 DISCORD
(grumbling)
...Not intelligent enough,
please...

124 ¹¹³ SPIKE
Cut it out, Discord!

125 ¹¹² DISCORD
Oh, this game is insufferable! Let
me show you a real Guys' Night.

Big Mac's bubble pops and he tumbles out [totally unhurt].
Discord pulls a book on Twilight's bookshelf, which ROTATES
THE SHELF and the FLOOR.

SC. 9 - INT. 1920'S STYLE PONY SPEAKEASY - SAME

The guys rotate into a supper club, circa 1940-style. The ponies all wear hats and suits, the girls nice dresses. Swing music. Spike and BM are at a loss for words.

117 126 ¹¹⁸ SPIKE ¹¹⁹ ¹²³
This wasn't here this morning.

127 DISCORD ¹¹⁹
Or was it? Who can keep track of
all the things I magically change
these days.

Big Mac just glares at Discord.

128 DISCORD (CONT'D) ^{122 ABC}
Cheer up, Sir McBiggun.

POOF! They appear at a table in the back. It's secluded.
<JAZZ> plays. Discord SNAPS and his fedora and suit reappear.
He leans back, head up to the ceiling, enjoying the night.

129 DISCORD (CONT'D) ^C
Ahhhhh, this is the life. Jazz,
dancing, and the best table magic
can buy. This is what Guys' Night
is all about, am I right, fellas?

118 130 ¹¹⁹ BIG MAC
(happy)
Eyup!

Surprised, Discord looks down at the guys. Spike has set up the game on the table. Discord is horrified.

131 SPIKE
I know you probably didn't do this on purpose, but this table's the perfect size and shape!

132 DISCORD
I don't think so. Let's get drinks.

He SNAPS. They find themselves at the bar [which totally looks like a soda fountain]. Discord hands them malt glasses.

133 DISCORD (CONT'D)
Chocolate milkshakes?

134 SPIKE
No, we want to go back to Ogres and-

135 DISCORD ^{124 AB} ¹²⁵
How about a different game!?

Discord SNAPS. They're at a card table with three gangster-type ponies playing go fish. Discord peeks at Spike's cards.

136 ¹¹⁹ DISCORD (CONT'D)
Ohhh, those are very bad cards.

¹¹⁸ 137 SPIKE
Stop messing with us, we want--!

Discord SNAPS. The guys are suddenly on the dance floor. A BIG BAND plays <SWING JAZZ>.

138 DISCORD ^{126 AB}
A dance contest?

Discord does the jitterbug with Spike. Music stops. Balloons fall. A TROPHY appears in Discord's claws.

139 ¹¹⁹ DISCORD (CONT'D)
Surprise. We won.

140 SPIKE
DISCORD!!!

Discord stops. The BG darkens, casting scary shadows on his face. He raises an eyebrow.

118 141 119 DISCORD 121
(menacing)

Yes...?

142 SPIKE
(letting him down easy)

We don't want to do these things.
We want to play our game. If you
don't want to play with us, you
can... I don't know, sit and watch.

143 DISCORD
Sit? and watch?

Dark clouds. Wind blows. Discord's eyes narrow. THUNDERCLAPS.
LIGHTNING FLASHES Spike and Big Mac cringe.

144 DISCORD (CONT'D)
Fine! We'll play your game. ARE YOU
READY TO ENTER THE WORLD OF OGRES &
OBLIETTES!?

LIGHTNING FLASH CUT TO:

SC. 10 - EXT. GAME WORLD - DAY

In a clearing near a castle. Except... this is a stylized
world, designed like a table-top game come to life: flat
cardboard-esque objects. Scribbled colors.

Looming like mountains: giant multi-sided dice.

POOF! Spike and Big Mac appear. Spike is in a cloak, wielding
a twisted staff. Big Mac looms GIGANTIC over him, all clad in
BLACK ARMOR. Spike looks wide-eyed up at Big Mac.

130 145 131 SPIKE 134 13
Sir McBiggun?!

146 131 BIG MAC
EYUP!

147 SPIKE
And... I'm Garbunkle? That means...

Astonished, Spike twirls in his cape, then zaps his staff. A
FIREBOLT BURSTS OUT.

148 SPIKE (CONT'D)
Sweetness! We're in the game! Check
it out! Ka-ZAM!

Spike zaps ELECTRIC AND FROST bolts. Big Mac swings his GIANT SWORD at a tree, which does a cool CUT-SLIDE and TOPPLES.

130
149 (131) BIG MAC
Eyup! Eyup! Eyup!

137AB (138) 144A They do their cute/lame pre-choreographed Guys' Night dance.

150 SPIKE
(calling off)
Discord! Where are you?! This is great! You made the game real!

151 DISCORD (O.S.)
(echoey and scary)
Yes... Aren't games fun?!

152 SPIKE
(sotto to Big Mac)
Should we be worried he's using his scary voice?

A RUMBLING IN THE DISTANCE. Spike and BM turn. Close money-saving shots of a hilltop: Three CARDBOARD PONY SKELETON WARRIORS crest the hill and bang swords on shields.

Eight giant tentacles come over the horizon, revealing a SQUID WITH A MAGICIAN'S HAT. Staffs in each tentacle.

153 SQUIZARD (132)
Behold... I AM THE SQUIZARD!

A wide shot, from behind Spike and Big Mac... looking out at this assembly of bad guys, who stand still at attention. POOF! Discord appears right in front of the guys and grins.

154 DISCORD (133ABC)
...You're welcome.

135AB 154A HE VANISHES. Spike and Big Mac exchange a look of fear.

155 SQUIZARD (132)
...ATTACK!!!

136AB 155A ON SPIKE AND BIG MAC cringing as we hear the sounds of the CHARGING ARMY AND WE FADE OUT...

155A END OF ACT TWO

ACT THREE

SC. 11 - EXT. GAME WORLD - SAME

Picking up where we left off: pony skeletons CHARGE!

139 140
156 SPIKE
RUN!!!

Spike and Big Mac run. On the hill, Skeleton Archers launch a barrage of arrows.

Big Mac sees the arrows block out the sun. He raises his shield and pulls Spike under, and just as the arrows are about to hit--

Suddenly everything FREEZES.

157 DISCORD (O.S.)
(voice booming all around)
You find yourselves on a battlefield. A barrage of arrows rains down on you. If you roll a fifteen or higher, the shield protects you. Fourteen or lower, and, well, you get the idea.

Spike and Big Mac exchange a fearful, confused look.

A RUMBLING BOOM as ONE OF THE MOUNTAIN-SIZED 20-SIDED DIE FLOATS IN THE AIR, SPINS IN A BLUR, then CRASHES DOWN.

Spike and Big Mac cringe.

158 DISCORD (CONT'D)
Seventeen! Lucky you!

The action UNFREEZES! Arrows THWACK into the shield and land all around them like rain.

SC. 12 - INT. GAME WORLD - A CAVE - SAME

Spike and Big Mac slide into a cave, out of breath. Just then, Discord appears, floating on the ceiling.

146 159 147
Boo. DISCORD

146A 160 SPIKE/BIG MAC — keep both.
Ahhhhh! Ahhhh!

146
161 ⁽¹⁴⁷⁾ SPIKE
Discord....!

<THE HOARD ROARS OUTSIDE>. Discord is utterly bored.

162 DISCORD
Sir McBiggun, I'd cover the
entrance if I were you...

Big Mac takes up defensive posture at the mouth of the cave.
He takes out his massive sword (think: Final Fantasy 7) and
walks out. The sound of clanging swords quickly follows.

163 SPIKE
This isn't funny.

164 DISCORD
Isn't it what every gamer wants? To
live the game. Like this!

151 (152)
164A He SNAPS, and suddenly the Squizard is IN THE CAVE WITH THEM.
One tentacle BLASTS a beam at Spike, knocking him back. A
group of the cardboard pony skeletons rush in carrying Big
Mac over their heads.

153 (154AB)
165A 165 BIG MAC
NDOOOOPPE!

The skeletons toss Big Mac at Spike and they tumble to the
ground with a bowling pins falling SFX.

166 SPIKE
Hey! This kinda hurts. Like, real
pain!

167 DISCORD
How kind of you to notice. It's the
little details that really bring
alternate dimensions to life,
wouldn't you say?

155AB 156AB
167A The Squizard hits them with another ELECTRIC MAGIC BOLT...

168 SPIKE ⁽¹⁴⁸⁾
ARGH! Discord, this is awful!

147 169 SQUIZARD
Of course it is! Spiketopia will be
mine! And Rarity shall be my bride!
(off Spike's look)
I mean... "Schmarity."

157AB
169A The Squizard BLASTS SPIKE with a bolt of magic again. Spike
reels, pointing at Discord.

146 170 ⁽¹⁴⁷⁾ SPIKE
 Why are you doing this?! You're the worst!
 Discord puts on his fedora.
 171 DISCORD
 If I'm the worst, then why'd you invite me?
 172 ⁽¹⁴⁹⁾ SPIKE ⁽¹⁵⁰⁾
 Because we felt bad for you!
 173 ⁽¹⁴⁷⁾ DISCORD
 Because you-- WHAT!?
 A FLASH OF WHITE AND WE CUT TO:

SC. 13 - INT. TWILIGHT'S CASTLE - MAP ROOM - NIGHT

Everything is back to normal. Spike and Big Mac pat themselves down, terrified.

158 174 ⁽¹⁵⁹⁾ SPIKE
 We're okay. We're okay...! No thanks to you, Discord!
 175 ⁽¹⁵⁹⁾ DISCORD
 YOU felt sorry for ME?!
 176 SPIKE
 Who wouldn't? At the train station you practically begged Fluttershy to stay, then you were just standing around, all alone.
 177 ⁽¹⁵⁹⁾ DISCORD
 (to himself)
 This can't be. I'm supposed to feel sorry for you. Because I'm me, and you're... you.
 178 SPIKE ⁽¹⁶³⁾ ⁽¹⁶⁴⁾
 We only invited you to be nice. I mean, you're kind of a weirdo.
 179 ⁽¹⁵⁹⁾ BIG MAC ^(165ABC) ⁽¹⁶⁶⁾ ⁽¹⁶⁷⁾
 Eeyup.
 180 DISCORD
 I ruined your night, and you don't even think I'm cool.
 (MORE)

158 (159) DISCORD (CONT'D)
(softer)
How embarrassing.

A quiet moment. Discord fidgets.

181 DISCORD (CONT'D)
I should go. I have a lot of...
OTHER friends I need to see
tonight.

182 SPIKE
Good.

183 DISCORD (168) (169)
(softer, tiny bit sad)
Yes, sooooo many other friends.

Spike looks to Big Mac... feeling a little guilty. Discord
POOFS from Spike to Big Mac, shaking claws/hoves.

184 DISCORD (CONT'D) (170)
Farewell, Garbunkle the Magician
and Brave Sir McBiggun. May
providence smile upon thee and thy
quest to rid Spiketopia of the
dreaded Squizard.
(thoughtful)
When I say it that way, the game
doesn't sound half-bad. Oh well.

Discord SNAPS and disappears in a puff of smoke. When it
clears, Spike still feels guilty.

185 (159) SPIKE
...It's better this way, right?

186 BIG MAC
Eyup.

(158) 187 SPIKE
Because now he can't bother us
cause he's off somewhere by
himself... all alone. With no
friends.

Now Big Mac feels a little bad too.

(159) 188 BIG MAC
.....Eyup.

171
188A After a sigh, Spike places their character cut-outs on the
board. He slouches and puts his chin on his claw, sad.

158 189 ¹⁵⁹ SPIKE 172
(without excitement)
We find ourselves in the dungeon of
the evil Squizard. The bars are
locked, and oh who am I kidding...
we should give him another chance.

190 ¹⁵⁹ SPIKE (CONT'D)
<AHM> Captain Wuzz!? Can you hear
me?!

Discord IMMEDIATELY APPEARS, eager and excited.

191 DISCORD ¹⁷⁶ 177 178 ¹⁷⁹
Don't tell me you realized how
amazing I am and that I make you
cooler just by being around me?

Spike and Big Mac exchange an annoyed look. Discord realizes
he's being a jerk.

192 DISCORD (CONT'D)
No, that's not what I meant to
say...

Discord gets uncomfortable, like there's something he wants
to say, but... ¹⁵⁹

193 DISCORD (CONT'D)
(mumble mumble)

194 SPIKE
What...?

195 DISCORD
I... (mumble....mumble).

196 SPIKE
We can't hear you.

197 BIG MAC
Enope.

198 DISCORD ¹⁸⁰
I'm trying to say I'm sorry,
alright? I'm sorry for ruining your
game, and I'm sorry I thought I was
better than you. Now let's play
before this evening gets any
sappier, shall we?

Discord sits at the table.

158 199 ¹⁵⁹ BIG MAC
 (happy)
 Eyup.
 (then, sly)
 ...Eyyyyyupppp?
 (SO EXCITED)
 EYUP!!!

200 SPIKE
 What!? You got an idea...?

Big Mac WHISPERS in Spike's ear. Spike's reaction: he LOVES this idea.

201 SPIKE (CONT'D)
 What if we forgot the board and the pieces for a minute.

Discord is confused. Spike and Big Mac exchange a sly smile.

202 ¹⁶⁰ SPIKE (CONT'D) | 161 |
 I mean, the whole "game coming to life" was completely terrifying, but also kinda the best thing ever. So Big Mac and I were wondering... | 162 |
 what if you toned it down just a teensy bit? | 163 |

Discord raises an eyebrow and we CUT TO:

SC. 14 - EXT. PONYVILLE TRAIN STATION - THE NEXT DAY

The train CHUGS back home and WHISTLES to a stop.

SC. 15 - EXT. TWILIGHT'S CASTLE - THE NEXT DAY

The Mane 6 return, talking amongst themselves. Twilight opens the door and they freeze, eyes going WIDE in CONFUSION.

Because they're looking at: THE GAME WORLD, now filling up the inside of the castle (Think: Star Trek's Holodeck)...

SC. 16 - EXT. GAME WORLD - DAY

The girls watch, blown away (and unnoticed by the guys). In the cardboard life-size game world: Spike the Magician, Big Mac the knight. And Discord... a rutabaga-handed archer elf.

They stand back to back, fending off three skeleton warriors. Floating above them is THE SQUIZARD, <CAKCLING>.

189 203 190 SPIKE
I've got your back, Captain Wuzz!

ON THE GIRLS...

6 204 196 TWILIGHT SPARKLE
I don't know what's going on, but
why do I feel like it has something
to do with Discord...?

204A One of the pony skeleton warriors brandishes his sword at Big Mac. BM pulls out his GIANT FF7-Buster-Sword-esque sword, striking an awesome anime-esque pose. The skeleton stares for a moment, then runs off, terrified.

189 205 190 BIG MAC 193
(so tough)
Eyup.

206 191 DISCORD
Spike, with me! Attack!

Gorbunkle

Spike leaps on Discord's shoulders. Discord draws back the bow with his feet and shoots an arrow at the Squizard. Spike BLASTS it with FLAME, turning it into a FLAMING ARROW. It ricochets off of the wall and hits the Squizard in the behind [Note: The Squizard getting hit by a flaming arrow in the butt should only be visually suggested. We shouldn't see it hit]. The Squizard's eyes bug out comedically and he starts to deflate with an leaking inflatable toy SFX.

207 SPIKE
Bullseye!

208 192 193 DISCORD
Nice one!

208A Spike and Big Mac do their choreographed Guys' Night dance... AND THIS TIME DISCORD JOINS THEM.

Seeing this, Fluttershy smiles, proud. Discord gives her a slight nod of thanks. She nods back, "you're welcome."

6 209 193 TWILIGHT SPARKLE
(backing away)
We should just close the door and
let them finish... whatever this
is.

32 210 33 RAINBOW DASH
No way! Did you see Big Mac's
sword! I totally want in!

32 211 (33) PINKIE PIE
Yeah, I don't know what it is, but
it looks super-duper fun!

They simultaneously come to the same conclusion:

212 RAINBOW DASH/PINKIE PIE
GUYS' NIGHT!!!

They gallop in to join. Super awesome music as they cross the threshold into the "holodeck" world and TRANSFORM.

Rainbow Dash transforms into a dagger-wielding HOODED THIEF (think: Assassin's Creed in an S&P friendly way). And Pinkie Pie transforms into a knight clad in BRIGHT PINK ARMOR with a cupcake shield (which she takes a bit out of).

The Squizard's eyes widen in fear, and then...

SPIKE, DISCORD, BIG MAC, RD, AND PP ALL LEAP IN THE AIR, STRIKING AWESOME BATTLE POSES! FREEZE-FRAME AS WE...

END

34 35 36
212A