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MY LITTLE PONY 6

"Dungeons and Discords"

Episode 618

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TEASER

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

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

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

...clearing to reveal...

1 DISCORD
(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
Trendy coats, bedrolls,
saddlebags...
(GASPS, happy!)
A surprise vacation just for you
and me? 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.

*
*
*

7 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
They're very nice. You'd have fun. *

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

He SNAPS. The colors INVERT.

11 DISCORD (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
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? Cool. Them? Nerds. *

15 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." *

16 DISCORD *
(sigh) *
Your reverse-psychology borders on *
tedium. *

17 FLUTTERSHY
It never hurts to make new friends.

*

18 DISCORD
Hmph. Consider it considered.

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 DISCORD (CONT'D)
Couldn't I just come with you
instead?

END TEASER

MAIN TITLES

ACT ONE

SC. 3 - EXT. PONYVILLE TRAIN STATION - DAY

The MANE 6 are on platform with saddlebags, luggage, etc. Big
Mac, Spike, and Discord are there too.

*

*

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

21 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!

*

*

*

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*

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

Meanwhile, Big Mac noses Applejack onto the train.

23 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.

24 TWILIGHT SPARKLE
Have a good Guys' Night, Spike.

25 SPIKE
I hate to <MAKES A POPPING NOISE>
"burst" your bubbles, LADIES, but
Guys' Night doesn't exist.

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

26 SPIKE (CONT'D)
Although if it did, I wouldn't be
allowed to discuss it with girls.

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

27 AJ/PINKIE PIE/TWILIGHT/RAINBOW DASH
Bye 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.

Spike and Big Mac approach. Discord visibly slouches.

*

28 DISCORD
 (sotto)
Here we go.

*

*

*

29 SPIKE
Um, Hi Discord. What are you up to
tonight?

*

*

*

Discord SNAPS, summoning sunglasses. He lies on a chaise
lounge that appears under him.

*

*

30 DISCORD
Nothing really. Just bein' my cool
self.

*

*

31 SPIKE
We're being our cool selves too!

*

Spike trips, face-plants, brushes himself off...

*

32 SPIKE (CONT'D)
In fact, we just happen to be doing
the coolest thing in all of
Equestria tonight. It's called...
GUYS' NIGHT.

*

*

*

33 BIG MAC
Eyup.

Discord lowers his sunglasses to look at them, intrigued.

*

34 DISCORD
A Guys' Night? You mean a rowdy
evening of reckless reveille?
(off Spike's nod)
...Tuxedos, bowler hats, dancing...

*

*

*

*

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

*

*

*

*

36 DISCORD
That does sound fun, actually.
(suddenly coy)
I mean-- I'll think about it. I
have a very full schedule, you
know.

*

*

*

*

*

*

A milkshake appears in Discord's paw, which he promptly
<SLURPPPSSSS> for a long time, until finally...

*

*

37 SPIKE
...okay. Some other time I guess.

*

*

38 DISCORD
No no no! You're supposed to beg me
to come. I drink a milkshake, you
beg. It's a classic "nerd asking a
cool guy to come to his party"
setup. Try again.

*

*

*

*

*

*

He <SLURRRPPPSSSS> his milkshake, giving them a pointed look.

*

39 SPIKE
But you said you're busy.

*

*

40 DISCORD
Ugh. Since you appear to be
mentally incapable of begging...

*

*

*

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

*
*

41 DISCORD (CONT'D)
I suppose I could possibly squeeze
you in if I moved a few very
important ponies around.
 (pressing buzzer)
June, honey? Be a dear and
reschedule Luna and Cay-Cay?
 (sotto to the guys)
That's what I call Princess
Cadence. What a hoot.
 (back to intercom)
In fact, clear the whole evening.
Tonight is Guys' Night. I've been
invited to spice things up with...
 (to Spike)
What did you call it? "Coolness?"

*

After a moment of being weirded out, Spike nods.

42 SPIKE
I'm not sure I used those exact
words, but sure.

*
*
*

POOF! Discord is back to normal.

*

43 DISCORD
That settles it. Tonight we tear up
the town.

*
*
*

44 BIG MAC
Eyup!

45 SPIKE
Alright! See you tonight.
 (low, like it's a secret)
...Twilight's castle. The fun
starts promptly at sundown.

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

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.

47 SPIKE
And... we have sundown. Repeat: we
have sundown.
(absurdly loud)
I declare tonight's GUYS' NIGHT
ceremonies officially... OPEN!

48 BIG MAC
EYUP!!!!!!

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

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.

49 SPIKE
What the hay?

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

50 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... not to mention, the
coolest dude in alllll Equestria...

Lights go dim and a spotlight POPS on. Discord slides into
the light, wearing a tuxedo and top hat.

*
*

51 DISCORD
Me.

*
*

A rowdy <BIG BAND SWING TUNE> erupts (think: the opening of
Ain't that a Kick in the Head).

*
*

52 DISCORD (CONT'D)
(Dean Martin-esque
singing)
(MORE)

*
*
*

DISCORD (CONT'D)

How lucky can you fellas be
hangin' out with a dude like me.
When all's said and done
I bring the coolest fun.
We'll saddle right up to the bar
chompin' our big cigars
(spoken aside)
Bubblegum, of course.

He snaps and bubblegum cigars pop into SK and BM's mouths.
The things he sings about appear in their claws/hoofs:

53 DISCORD (CONT'D)

(singing)
Three milkshakes,
ninety-nine-ounce steaks--

54 SPIKE

--Ew!

55 DISCORD

(singing)
I guess they could be vegan for
youuuuuuu.

Four mini-Discords appear doing a kick-line as the finale:

56 DISCORD (CONT'D)

(big finish)
It's Guys' Night.
Oh what a site.
Two nerds and Discord,
charting fun unexplored.
Yes, we're classy,
raise a glassy,
because cheers, (hey!)
Guys' Night is here!

POOF! Everything (except D's outfit) disappears. In the
sudden silence, Spike's lone CLAPPING echoes in the empty
hall.

Discord appears right in front of SK and BM, startling them.

57 DISCORD (CONT'D)

(claps his claws)
Shall we hop to it?

58 SPIKE

Heck yes! I hope you like awesome
games.

59 DISCORD

I love games. I am great at games.

POOF! They sit at a card table, green visors on their heads.

60 DISCORD (CONT'D)
Appleloosa Hold'Em?

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

61 DISCORD (CONT'D)
Famous Ponies in a Bowl Charades?

Discord draws a slip of paper. He grins as he reads it.

62 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
I'm talking about a real game.

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

66 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
Uh, not exactly. Wait here.

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

68 DISCORD
I'm sure whatever it is, my presence alone will make it even better.

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 SPIKE
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.

THUNDERCLAP. Discord is aghast.

With an <AIR FRPING OUT OF A BALLOON> sound, his bowler hat
deflates and his bubblegum cigar droops.

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.

72 DISCORD
This looks like--

73 SPIKE
--the best game ever? You're right!

74 DISCORD
(dry)
Yesssss. That's what I was going to
say.

75 SPIKE
Ogres & Obliettes is a fantasy role-
playing adventure game where we go
on a quest. The goal?
(MORE)

SPIKE (CONT'D)

Defeat the evil Squid Wizard, or as
we call him (little snort laugh)
"Squizard."

*

Spike and BM hold back nerd laughter. Discord is annoyed.

*

(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 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 the beautiful unicorn
princess named Shmarity.

*

*

(hedging)

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

77 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

No, see.. the game's fun cause you
get to use your imagination and be
someone you're not. I'm Garbunkle
the magician, a level 30 enchanter
with major skill points assigned to
intellect and dexterity. Everyone
treats me with the utmost respect.

*

*

*

*

*

81 DISCORD

*

(dry)

*

Just like in real life.

*

82 SPIKE
The Squizard sacked my hometown.
With nowhere to go, I became a
pickpocket to make ends meet until
Farlock the Great made me his
apprentice. The rest is history.

83 DISCORD
Fascinating.

84 BIG MAC
Eyup!

85 SPIKE
Big Mac's character is Sir
Mackenroe, a level 27 black knight
from Castle Chadwick. When his king
aligned himself with the Squizard,
Sir Mackenroe would not besmirch
his honor.

Discord looks up from leafing through a magazine

86 BIG MAC
Enope.

87 SPIKE
And so it came to pass... the
magician and black knight formed an
alliance. Together, they vowed to
rid Spiketopia of the evil
Squizard.

Discord just blinks at him.

88 SPIKE (CONT'D)
Is this not making sense?

89 DISCORD
Oh, it makes perfect sense.
(sotto)
Nonsense, that is.

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

91 DISCORD
I already have the best name in the
universe. Why would I change it to
something like Mr. Marbles?

92 SPIKE
Mr. Marbles it is!

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

93 SPIKE (CONT'D)
What class are you, Mr. Marbles?
There's archers, mages, rogues...

*
*

94 DISCORD
Can I suggest we take a break and,
I don't know, go out and actually
have fun? These bubblegum cigars
aren't going to chomp themselves.

*
*
*
*
*

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

*
*
*

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

*
*
*

Spike CLEARS HIS THROAT.

97 SPIKE
Big Mac-- or should I say, "Sir
Mackenroe," are you prepared to
enter the world of Ogres &
Oubliettes?

98 BIG MAC
Eyup.

99 SPIKE
Discord-- or should I say, "Mr.
Marbles," are you--!

*
*
*

100 DISCORD
Oh, get on with it.

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

*

101 SPIKE
We find ourselves trapped in the
dungeon of the evil Squizard. If we
don't escape, his armies will march
on the last free city unopposed.
But the bars are locked tight.

*
*
*
*

102 DISCORD
(looking around)
Bars? What dungeon?

103 SPIKE
They exist...
(jazz claws)
...in our imagination.

104 DISCORD
Let me get this straight. You
describe things to us and we
pretend it's real. That's fun.

105 SPIKE
It is real...
(jazz claws again)
...in our imagination.

Discord sighs.

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

107 DISCORD
Jump off a bridge. Oh, you mean in
the game. I don't know, what can I
do?

108 SPIKE
Anything you want. And then I roll
this 20-sided die to see if you're
successful.

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

110 SPIKE
The guard is mean. That's a big
risk. You have to roll a seventeen
or higher for it to work.

Spike rolls a die, then checks a parchment.

111 SPIKE (CONT'D)
Ohhh... bad idea. The guard rushes
toward you with an ax and, well...
looks like you're not going to be
clapping any time soon.

Spike mimes only having one arm. Discord is stunned.

112 DISCORD
I cast a regeneration spell.

113 SPIKE
You're not intelligent enough to
cast that spell.

114 DISCORD
What?! I can cast any spell I want.

115 SPIKE
You're an archer. It's impossible.

116 DISCORD
I try anyway because this game is
stupid.

Spike rolls the die then checks the paper.

117 SPIKE
You say the magic words, but all
that happens is the guard tells you
to be quiet. See? I told you--

118 DISCORD
--I don't care. I shoot an arrow at
the guard.

119 SPIKE
You draw back your bow. It's hard
with only one arm, so you have to
roll a twenty or you fail.

Spike rolls. It's a 1. THUNDERCLAP as Discord frowns.

120 SPIKE (CONT'D)
(reading the parchment)
The bow snaps, knocking you on the
head. A lump grows and the guard
laughs at you. He calls his friends
over and they laugh at you too.

Big Mac chuckles. More THUNDER AND LIGHTNING.

121 DISCORD
Stop laughing at me! It really says
that? Stop it!

122 SPIKE
As you get angrier, the lump on
your head turns redder and makes
everypony laugh harder.

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

123 DISCORD
I throw an arrow at Sir Mackenroe's
lame laughing face to shut him up.

Spike and Big Mac <GASP>. Big Mac shakes his head no.

124 SPIKE
Big Mac's been playing this
character forever. If you hurt Sir
Mackenroe, it's permanent.

125 DISCORD
Good. I throw more arrows at him.
All my arrows.

Big Mac is MAD. Spike feels bad, but rolls the die.

126 SPIKE
I'm sorry, Sir Mackenroe. One of
the arrows hits you. You have a
wound on your face.

127 DISCORD
Ha!

Big Mac's nostrils flare. Spike rolls again.

128 SPIKE
Annnnnd it leaves a scar.

Big Mac grits his teeth. Spike rolls again.

129 SPIKE (CONT'D)
Annnnnd you lose 10 romance points
because fillies now find your face
repulsive.

Big Mac glares at Discord, who crosses his arms, pleased. A
beat, then Big Mac snaps and leaps for Discord. Discord SNAPS
and Big Mac is trapped in a bubble which floats into the air.

130 BIG MAC
Enope! Enope! Enope!

131 SPIKE
Cut it out, Discord!

132 DISCORD
This game is lame. I know you're
nerds, but come on. Let me show you
a real Guys' Night.

Big Mac's bubble pops and he falls. 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 speak-easy style bar, circa 1920-style. The ponies all wear hats and suits, the girls nice dresses. Swing music. Spike and BM are at a loss for words.

133 SPIKE
This wasn't here this morning.

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

*

Big Mac just glares at Discord.

*

135 DISCORD (CONT'D)
Cheer up, Sir Mackenroe.

*

*

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

*

136 DISCORD (CONT'D)
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?

No answer. Discord looks down at the guys. Spike has set up
the game on the table. Discord is horrified.

*

137 SPIKE
This table's perfect! And secluded.
And I love the atmosphere. This is
the perfect Guys' Night!

138 BIG MAC
Eyup.

*

139 DISCORD
Enope! Come on, let's get drinks.

*

*

**He SNAPS. They find themselves at the bar. Discord hands them
champagne glasses.**

*

*

140 DISCORD (CONT'D)
**Chocolate milkshakes in fancy
glasses?**

*

*

*

141 SPIKE
No, Ogres & Oub--

*

*

142 DISCORD
Ah! High stakes card game!

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

143 DISCORD (CONT'D)
I'd fold if I were you.

144 SPIKE
Stop it, we want--!

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

145 DISCORD
A dance contest?

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

146 DISCORD (CONT'D)
Surprise. We won.

147 SPIKE
DISCORD!!!

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

148 DISCORD
(menacing)
Yes...?

149 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
just-- I don't know, sit and watch.

150 DISCORD
Sit? and watch?

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

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151      DISCORD (CONT'D)
Fine! You can play your game. YOU
CAN PLAY IT RIGHT NOW!

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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.

*

152 SPIKE
Sir Mackenroe?!

153 BIG MAC
EYUP!

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

154 SPIKE
Sweetness! Do you know what this means?!?! We're our characters!
We're in the game! OUR GAME!!!

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

155 BIG MAC
Eyup! Eyup! Eyup!

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

156 SPIKE
(calling off)
Discord! Where are you?! This is great! You made the game real!
(to Big Mac)
I was worried cause he was using that scary voice but this seems totally cool and fun, right?

*
*
*
*

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

*

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

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

158 SQUIZARD
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. *

159 SPIKE
Ah, yes this makes much more sense. *

POP! Discord appears right in front of the guys and grins.

160 DISCORD
...You're welcome.

HE VANISHES. Spike and Big Mac exchange a look of fear.

161 SQUIZARD
...ATTACK!!!

On SPIKE AND BIG MAC cringing as we hear the sounds of the CHARGING ARMY AND WE FADE OUT...

END OF ACT TWO

ACT THREE

SC. 11 - EXT. GAME WORLD - SAME *

Picking up where we left off: pony skeletons CHARGE!

162 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.

163 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.

164 DISCORD (CONT'D)
Seventeen! You live!

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.

165 DISCORD
Boo.

166 SPIKE/BIG MAC
Ahhhhh!/Ahhhh!

167 SPIKE
Discord...!

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

168 DISCORD
Sir Mackenroe, I'd cover the
entrance if I were you...

Big Mac takes up defensive posture at the mouth of the cave. He swings his massive sword (think: Final Fantasy 7), shredding cardboard-cutout skeletons and goblins.

169 SPIKE
Why are you doing this?!

170 DISCORD
Isn't is what every gaming nerd
wants? To live the game. Like this!

He SNAPS, and suddenly the Squizard is IN THE CAVE WITH THEM. One tentacle BLASTS a beam at Spike, knocking him back.

171 SPIKE
Ahhhhh! That actually hurt. Like,
real pain!

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

Spike takes another ELECTRIC MAGIC BOLT and tumbles...

173 SPIKE
Discord, we can't survive this!

174 SQUIZARD
No one can! Spiketopia will be
mine! And Schmarity shall be my
bride!

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

175 SPIKE
You are the worst!

Discord puts on his sunglasses.

176 DISCORD
Then why'd you invite me?

177 SPIKE
Because Fluttershy asked us to!

*
*

178 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.

179 SPIKE
We're alive. We're alive...

*

Spike is exhausted. He slumps in a throne/chair.

180 DISCORD
The only reason you invited me is
because Fluttershy asked you to?
But... I'm cool... and you're...
you. You should have been begging
me to come.
 (sotto)
How embarrassing.

*
*
*
*
*
*

181 SPIKE
Yeah, you're real "cool." We almost
got zapped into nothing back there
cause of you!

182 DISCORD
I wasn't trying to be mean... or
end your nerdy existence. I simply
wanted you to see how I'm always
the coolest guy all the time
everywhere I go, and prove that
your game is boring and lame and
stupid and... OHHHHHHHHH I see why
you're mad.

A quiet moment. Discord fidgets.

183 DISCORD (CONT'D)
I'll... show myself out. Next time
I promise we'll do it YOUR way, no
matter how dorky it is... oh, if
there is a next time. Which I
suppose there won't be... a next
time, that is. Oh well. No hard
feelings.

(softer, tiny bit sad)
No hard feelings.

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

184 DISCORD (CONT'D)
Farewell, Garbunkle the Magician.
May providence smile upon thee and
thy quest to rid Spiketopia of the
dreaded Squizard.

(a nod to Big Mac)
Farewell, Brave Sir Mackenroe. And
um, sorry about your face.

Big Mac snorts. Discord SNAPS. He disappears in a puff of
smoke. Spike feels bad.

185 SPIKE
...It's better this way, though,
right?

186 BIG MAC
Eyup.

187 SPIKE
Because now we can finally play the
game [since 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.](#)

*

188 BIG MAC
.....Eyup.

After a sigh, Spike places their character cut-outs [on the board](#). He slouches and puts his chin on his claw, sad.

*
*

189 SPIKE
(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 BIG MAC
(happy)
Eyup.
(then, sly)
...Eyyyyyupppp?
(SO EXCITED)
EYUP!!!

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

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

192 SPIKE (CONT'D)
<AHM> [Mr. Marbles](#)!? Can you hear
me?!

*

Discord IMMEDIATELY APPEARS, eager and excited.

193 DISCORD
You want [me back](#) because you
realized I'm the best and I make
you cooler just by being around me?

*

194 SPIKE
...Something like that. [You can](#)
[rejoin the game... if you want.](#)

*
*

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

195 DISCORD
(mumble mumble)

196 SPIKE
What...?

197 DISCORD
I... (mumble....mumble).

198 SPIKE
We can't hear you.

199 BIG MAC
Enope.

200 DISCORD
I'm trying to say thank you,
alright? Now let's play before this
evening gets any sappier, shall we?

Discord sits at the board.

201 SPIKE
What if we forgot the board and the
pieces for a minute.

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

202 SPIKE (CONT'D)
I mean, the whole "game coming to
life" was completely terrifying,
but at the same time, kinda the
best thing ever. So Big Mac and I
were wondering... what if we worked
together?

*
*

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 black knight. And Discord... a one-armed archer elf.

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

203 SPIKE
I've got your back, Mr. Marbles!

ON THE GIRLS...

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

One of the pony skeleton warriors swings his sword at Big Mac's HELMET. It CLANGS, the impact vibrating the skeleton's entire body. CLOSE ON BIG MAC'S FACE, ANGRY.

205 DISCORD
Oh, you don't want to make Sir
Mackenzie angry. Believe me...

Big Mac heft his GIANT FF7-Buster-Sword-esque sword and SLICES through the pony skeleton warrior, then strikes an awesome anime-esque pose. The skeleton stands for a moment, then slides in two parts where Big Mac sliced it.

206 BIG MAC
(so tough)
Eyup.

207 DISCORD
Spike, with me! Attack!

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. The Squizard's eyes bug out comedically.

208 SPIKE
Bullseye!

209 DISCORD
Nice one!

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

Fluttershy smiles, proud. Spike, Big Mac, and Discord are too busy dancing to notice the girls. *

ON THE MANE 6, Where Twilight takes a step back for the door.

210 TWILIGHT SPARKLE
We should just close the door and
let them finish... whatever this
is.

211 RAINBOW DASH
No way! Did you see Big Mac's
sword! I totally want in! *

212 PINKIE PIE
Yeah, I don't know what it is, but
it looks super-duper fun!

They simultaneously come to the same conclusion: *

213 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