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MY LITTLE PONY 6

Dungeons and Discords

618

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TEASER**SC. 1 - EXT. PONYVILLE TRAIN STATION – DAY**

The Mane 6 prepare to board the train. They'll be gone for the night... they have a royal birthday to attend and a princess's duty is never done. Twilight says goodbye to Spike, Applejack says goodbye to Big Mac, and Fluttershy says goodbye to Discord, who really wants to come with them. Fluttershy tells Discord he can have plenty of fun here with Spike and Big Mac, but he's not so into that idea—they're not exactly up to Discord's standards as "first tier friends."

Meanwhile, Spike and Big Mac seem downright eager for Twilight and AJ to get a move on. When asked what they've got planned, Spike demurs: "y'know... guy stuff." The girls roll their eyes and get on the train. Spike and Big Mac politely wave as the train pulls out of the station. As soon as it's out of sight, Spike turns to Big Mac and shouts "GUYS' NIGHT!" to which BM responds with a resounding "EEYUP!"

END TEASER**MAIN TITLES****ACT ONE****SC. 2 - EXT. PONYVILLE TRAIN STATION – MOMENTS LATER**

Spike and Big Mac are SO excited to have a guys' night. Things are gonna get wild! And then from down the platform, they hear COUGHING. It's Discord. Awkward moment. Finally Discord asks what this "guy stuff" is they're speaking of. Spike and Big Mac briefly confer and decide that Discord can join their "sacred order of happenin' dudes." He just needs to show up at the castle that night ready for some "crazy huge fun." Discord acts like he might have better things to do, but he'll try to "stop by." Spike and Big Mac aren't offended by his attitude—more indifferent: "Well... come. Or don't. Either way." Off Discord's miffed look... HARD CUT TO:

SC. 3 - INT. CHAOS DIMENSION – EVENING

"EITHER WAY?!" Discord is annoyed, talking to himself (literally—there's another copy of him just relaxing in the easy chair). He can't believe Spike and Big Mac aren't more excited by the mere prospect of his attendance! Discord brings up all the ways he is awesome, and how the... "sidekicks" should be fawning over him and appreciating what he brings to the table—again, literally, as he has a giant collection of super fancy snacks on a table. He's going to bring some real class to this "guy's night." He wants Spike/Big Mac to realize how lucky they are to have him.

SC. 4 - INT. TWILIGHT'S CASTLE – MAP ROOM – LATER

Spike and Big Mac hanging out in the map room. Spike says a solemn opening ceremony for the "order of the happenin' dudes." He thanks the map table for its sacrifice tonight and promises to use it well. Then they SWIPE the map table clear, sending markers and models tumbling all over the place. Spike opens a trunk: "And so it begins. Big Mac, or should I say, 'Sir Mackenroe,' are you ready to play Ogres & Oubliettes?" – "Eeyup." The game is a Dungeons & Dragons-esque RPG (where Spike is like the Dungeon Master), and they use the map of Equestria as their fantasy world game board. Spike dumps the trunk onto the table, spilling all sorts of game pieces and props (dice, tiny hour glass, figurines, cardboard cutout of monsters and set pieces).

Poof! Discord shows up with all of his amazing treats, but his cool attitude cracks when he discovers that they're going to be playing a role-playing game. This is what they call a Guys' Night? Spike says, "what else would happenin' dudes do?" Discord feels even less like he should be spending time with these... "second tier friends." But he's already there so fine, he'll give it a shot.

Spike asks Discord a series of questions to create a character, but Discord wants to be Discord—he's the best! Spike explains that the whole point is to become someone else. Big Mac's character is an armored black knight, the strong

silent type, with enchanted armor and a quick temper. Spike plays a super masculine sorcerer knight, betrothed to a peasant girl who looks a lot like Rarity even though Spike says of course she doesn't, that would be ridiculous. Finally Discord agrees to create a character; we see a funny evolving design sequence as he keeps changing his mind. Finally they're ready to play, and Spike begins narrating the campaign.

The game gets going, but instead of paying attention to Spike's fantasy-thick narration, Discord keeps checking in on what they think of the food he's brought. It's pretty cool, right? Spike and BM want him to focus on staying in character and concentrate on the game.

SC. 5 - INT. TWILIGHT'S CASTLE – KITCHEN – LATER

Discord makes an excuse to get away from the game and goes to the kitchen "to get more fantastic snacks." Spike and Big Mac talk about how Discord's attitude is binging things down... and Discord overhears. He talks to himself again (again, literally, he sprouts another head) about how they don't seem to think he's bringing anything to the table. "Other Discord" tells him that maybe it's time to step things up. Hmmm. He comes back out and suggests they spice things up. He knows he hasn't really been that into the game, so why not really get into the game. With that, he magics them right down into the map (like that scene in Beetlejuice), but they haven't just shrunk, as the cardboard cutout monsters start to move, they realize THE GAME IS REAL.

END ACT ONE

ACT TWO

SC. 6 - EXT. FORREST NEAR CAVE – (GAME WORLD) – LATER

Discord explains what he did (feeling like, "This'll show them a good time, and they'll realize how lucky they are to be hanging out with me."). Spike and Big Mac are certainly impressed. They've transformed into their characters and they have fun in their new bodies. They have a fantasy encounter with a TBD CREATURE, but it's Discord's idea of a fantasy encounter, so everything is a little off (maybe the monster talks like a pirate, maybe it wants to trade recipes, etc.). Spike appreciates what Discord is trying to do, but if he'd had been listening he would know the story that Spike (as the dungeon master) was leading them on. No problem, says Discord and PRESTO... everything changes again.

SC. 7 - INT. DUNGEON – (GAME WORLD) – LATER

Now they are still in a game-made-real world, but back on the adventure that Spike had been describing when Discord was only half-listening—the quest to defeat the TBD BIG BAD. They enter a trapdoor and descend into the spooky oubliette, a prison labyrinth. Discord assures them it's all safe (and proves it by ripping up a piece of a cardboard set piece), so they can relax and have fun. They solve puzzles not unlike the end of Indiana Jones and the Last Crusade, and battle the TBD BIG BAD'S MINIONS (maybe nightshades who live only in shadow, or a basilisk that can turn you to stone). They work together, and to Spike's surprise, Discord proves himself a pretty good teammate. Finally, Discord conjures up the epic final battle with the TBD BIG BAD.

SC. 8 - INT. TBD VILLAIN'S PALACE – (GAME WORLD) – LATER

Spike and Big Mac are SO excited for this battle. They've been playing this one campaign for many, many, MANY moons, and it's all lead to this moment. All things considered, they say it's pretty cool that Discord is making it all so REAL. Discord appreciates their praise... it confirms what he always knew: "You're so lucky to be hanging out with a... 'friend' of my caliber." Spike and Big Mac agree. The battle begins, and in no time at all the guys win the battle... EASILY.

Party ribbons and balloons descend. Discord: "Congratulations!" But Spike and Big Mac are dissatisfied and unhappy. Discord can't understand why. Spike explains that he spent MONTHS planning an elaborate boss battle to cap off their long adventure (it was supposed to have seven parts, minibosses, and lots of other stuff). But Discord made it way too easy. It was supposed to be difficult. Now even if they did it again the right way, it would just feel

like a bad rehash. Discord gets defensive. He thought for sure he was proving how awesome everything is with him around. Spike suggests they just call it quits, but Discord is desperate to impress. “You want hard? I’ll give you hard.” Instantly Spike and BM find themselves facing the TBD BIG BAD reborn, more menacing than ever. And with a BLAST of magic from his dark eyes, the villain blasts a REAL hole in the wall behind Spike. The guys realize they’re now facing real danger. Stunned, they look to Discord who smiles and says, “You’re welcome,” then vanishes.

END ACT TWO

ACT THREE

SC. 9 - INT. TBD VILLAIN’S PALACE – (GAME WORLD) – MOMENTS LATER

Spike and BM pretty much get their butts kicked by the TBD BIG BAD. They’re using all their role-playing tricks... all their special weapons and enchanted items from throughout their quest, but it’s only stalling the inevitable. In the midst of the battle, Discord reappears. “Pretty sweet right?” to which Big Mac screams, “NOPE!!!” Discord looks at them, totally confused. “You two need to get your stories straight. First I wasn’t into the game enough so I literally got us into the game. Then you said it wasn’t right so I made it right. Then you said it was too easy so I made it hard. What is your problem?” Spike, still fighting for his life, screams that Discord is the problem. “Well, if that’s how you feel...” Discord snaps his claws and...

SC. 10 – INT. TWILIGHT’S CASTLE – MAP ROOM – SAME

...transports them all back home. “...maybe it’s best if I just get my things and go.” Spike, adrenaline still pumping as he catches his breath, agrees: “Maybe it is!” Discord wasn’t expecting Spike to be mad enough to call his bluff and it throws him off. “Oh, well, then, um, yes. Of course I’m going. I didn’t even want to come to your silly guys’ night in the first place. Now if you’ll excuse me, I have much cooler friends to hang out with.” Beat. “And I’m taking my snacks with me.” Discord exits to the kitchen. Big Mac looks to Spike kinda like... maybe that was a little harsh. Spike defends himself: “I know everyone has trouble playing this game the first time, but we could have gotten hurt just because Discord wants to feel important...” But Big Mac gives him an even more pointed look. Spike starts to feel bad...

SC. 11 - INT. TWILIGHT’S CASTLE – KITCHEN – MOMENTS LATER

As Discord collects all his fancy dinnerware, he talks to himself (yes, again, literally). He doesn’t understand why they’re being so childish about this... “it’s not like they have actual feelings and are upset because I thought I was to good to hang out with them and then ruined their game... that would be ridiculous, right? (sigh) ...Oh dear.” Discord realizes he ruined the evening by acting like he was better than everyone else, and that includes the fact that he didn’t take them or the game seriously. He feels bad. But at the same time, he feels like apologizing wouldn’t do any good because they’re too mad at him. In fact, it’s because they’re mad that he can’t apologize, so this is kind of their fault! Yeah! (he says, convincing himself, unconvincingly.)

Just then, he sees Spike and Big Mac in the doorway. Spike: "...Apology accepted." Discord is surprised, then grateful, but then of course (Discord being Discord) he says: "HA, me? Apologize to... you? How absolutely laughable. Listen to me laugh at how laughable that is... ha.... heh.... ahem.... thanks." Awww. Spike and Big Mac are happy to give Discord a second chance, but maybe this time... no more magic. “Fine,” says Discord and all his fancy snacks vanish. “Whoa, whoa,” Spike protests. “Snack magic is still okay.” DISSOLVE TO:

EXT. TWILIGHT’S CASTLE – DAY

THE NEXT DAY... the girls come home to see the guys have pulled an all-nighter at the game table surrounded by endless trays of snacks. Discord is rolling the dice playing O&O with them, enjoying it despite himself (probably annoyed by how much fun he’s having playing this wretchedly childish game). Well, they were close to the end, but with the girls back, they’ll have to wait until they can finally defeat TBD VILLAIN. Discord agrees, but then hedges... they could play sooner if the guys wanted to make guys’ night a regular thing... “I mean, I have lots of

very important stuff to do that you wouldn't understand, but I could... check my schedule." The guys grin, into that idea. With that, Spike declares this session of the Order of Happenin' Dudes to be adjourn. THE END!

END