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MY LITTLE PONY 6

Dungeons and Discords

618

Outline by: Nick Confalone

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TEASER**SC. 1 - INT. FLUTTERSHY'S HOUSE – DAY**

Fluttershy prepares to go on a trip with the rest of the M6. Celestia has invited them to come speak at her school in Canterlot. Discord hangs out and bemoans that he can't go too. He doesn't know what he's going to do with the M6 gone. It's going to be sooo boring. Fluttershy suggests he hang out with Spike and Big Mac. He's shocked. "You want me to hang out with sidekicks?" Fluttershy makes him promise to be nice. When she finishes packing her saddlebags, she realizes that Discord is...? Then she hears a rustling from one of her bags. She opens it to find Discord inside: "maybe I could just come with you...?"

END TEASER**MAIN TITLES****ACT ONE****SC. 2 - INT. SWEET APPLE ACRES BARN – DAY**

At the barn door, Spike makes peeks out, looks around, then ducks back in, whispering to Big Mac: "the coast is clear!" It's time to prepare! For what? Um, only the GREATEST NIGHT OF THEIR LIVES! With the Mane 6 leaving... tonight's gonna be GUYS' NIGHT! Spike makes a list of everything they'll need, and goes over a tentative schedule for the evening, along with some alternatives. He says that yes, he knows he's being hyperorganized about this—"I guess I've hanging around Twilight too much." But in this case, it's not a bad thing! They hardly ever get the chance for Guys' Night, and they want this one to be perfect. Not like the last one... which we quickly see in a flashback: Spike and Big Mac are buried under books in a wrecked library, while Cranky Doodle stands on top of a shelf as he blows a party favor and mumbles, "Woo... hoo... Guys' Night." BACK TO PRESENT: Spike says tonight's gonna make up for everything. He yells: "Tonight's top secret Guys' Night is gonna be great! And just to reiterate... it's TOP SECRET!"

REVEAL: Fluttershy has walked into the barn and stands right next to him. SK: "Fluttershy! You need to walk louder... how much of that did you hear?!" She demurs, but clearly she heard enough, because she asks them for a huge favor: would they mind hanging out with Discord tonight? Spike lets her down gently: "Are you KIDDING ME?" He and BM don't want ANYTHING ruining tonight's guys' night... and if there's one thing Discord is good at, it's ruining everything. But then Fluttershy tells them that Discord is going to be lonely with the rest of the Mane 6 gone. Spike and Big Mac are surprised. Discord doesn't seem like the... lonely type. Fluttershy assures them that deep down, he's just as shy and insecure as the rest of us. Spike laughs, then coughs... "Oh, you're being serious... okay." The guys eventually agree because hey, it's Fluttershy asking—how can they refuse? They promise to invite Discord to game night, and she thanks them.

SC. 3 - EXT. TRAIN STATION – DAY

It's time for the girls to board the train. Applejack says goodbye to Big Mac, noticing that he seems in an awful hurry to get her on the train, wondering what's he up to? Big Mac feigns innocent. Meanwhile, Spike does the same thing to Twilight, who smiles and whispers, "Have fun with Guys' Night," to which Spike overreacts like he's never heard of such a thing! Finally, Fluttershy and Discord say goodbye. He doesn't want her to go, offering all the fun things they could do together. Fluttershy reiterates her advice to Discord: Spike and Big Mac are fun... and what's more, they're really nice, and she has a "pretty good feeling that they'd love to hang out with you." (And she gives a pointed look to Spike, who gives her a secret thumbs-up.) Discord does not notice the exchange and is surprised to hear that the guys want him around, though he plays it off like, "of course... who wouldn't want to hang out with me?" And with that, it's time to go. The train pulls out, leaving Spike, Big Mac, and Discord alone on the platform. Awkward moment of stumbling conversation before suddenly Discord says he just remembered he left the oven on in another dimension and SNAP, he disappears. Spike and Big Mac shrug: "hey, we tried!" With that, they head off with Spike's list to get supplies for guys' night. They don't realize that a ghostly version of Discord is following them (or chameleon version would be cool too—think: Randall from Monster's Inc.).

SC. 4 - EXT. STORE – DAY

Spike and Big Mac come out with bags of supplies... they got everything on Spike's list! Just then, Discord pops up directly in their path, startling them into dropping the bags... which explode in a huge mess. Spike holds in anger, but then Discord SNAPS and the bags rewind back together and up into their hands. "Thanks," Spike says. Discord says, "No problem," and nonchalantly asks what they're up to while the girls are away. Spike and Big Mac share a knowing nod, then explain that whenever the girls head out of town they have a rip-roaring guy's night. Discord plays it cool: "Oh." And awkward moment, then Spike offers: "You wouldn't want to come would you?" Discord: "I suppose. I mean, I'm really quite busy, but I could probably squeeze you guys in." Spike: "Great. See you tonight." They take off. When they're gone, Discord wonders to himself if the invitation is genuine (literally wonders to himself, as a doubled version of him appears, sprouts out of his side, etc.). He wonders why those "sidekicks" weren't over the moon about his attendance. Well, either way... they are sure to be impressed when he shows up.

REVEAL: Spike and Big Mac, looking back over their shoulders. Spike says... "Do you think he'll show up? I sure hope not..."

END ACT ONE**ACT TWO****SC. 5 - INT. TWILIGHT'S CASTLE – DAY**

Discord shows up with monocles for the guys and three bottles sparkling apple juice in crystal goblets. Spike and BM are like... "sweet!" But they're clearly not so happy he's here. They tell D that they are going to play a game. D immediately tosses all his stuff. "I love games. I am great at games." He pitches a few game ideas, magically making them appear: "Appleloosa Hold'Em? Slides and Climbers? Famous Pony Names in a Bowl?" No, Spike says, not a game like that. A REAL game... the best game ever created. He opens a trunk and dumps out a complex board game with lots of stylized pieces and 20-sided dice. Spike: "And so it begins. Big Mac, or should I say, 'Sir Mackenroe,' are you ready to play Ogres & Oubliettes?" – "eyup." The game is a Dungeons & Dragons-esque RPG (where Spike is like the Dungeon Master).

They all sit down and get ready to play, but Discord can't figure the game out. Spike helps him roll up his character, but Discord can't seem to get what all the numbers are for or why they are important. SK and BM impatiently hurry him along and tell him not to worry about it.

They start to play and Discord has trouble following what's happening. He keeps asking questions and breaking up the action as he tries to do things that aren't right because he can't visualize the 'world' Spike is describing. Spike and Big Mac aren't super patient and soon all three of them are frustrated to the point that Discord has to excuse himself.

In a conversation with another head that sprouts out of his shoulders, Discord bemoans promising FS that he'd try to have fun with Spike and BM—since it's impossible as long as they play that infernal game. The it hits him. He'll just have to show them how much fun guys night can be without that dumb game. They'll see. He's going to give them a guys' night to remember.

SC. 6 - INT. TWILIGHT'S CASTLE – DAY

In a series of beats, Discord does more and more escalating attempts to move them off of the game. For example:

- conjures them all into a chocolate Jacuzzi
 - o S & BM explain that now all the game stuff is messed up (covered in chocolate)
- transports them to a 1920s-style pony speakeasy cabaret club
 - o S & BM explain that they can't hear each other talk over the noise.
- transports them to an island getaway where he's behind a tiki bar
 - o explain that they can't roll dice on uneven sand.

Spike and Big Mac are clearly struggling it put up with D, and ask to just go back to the Castle. Hiding his frustration behind a non-plussed attitude, Discord magicks them back to the castle, then excuses himself again to “freshen up”—aka think about new ideas to dazzle the guys (and avoid playing the game that he can’t stand/understand).

While he’s gone, Spike & Big Mac bemoan that fact that they promised Fluttershy they would hang out with Discord. He’s ruining the night. All they want to do is play their game and he’s making it impossible.

REVEAL: Discord overhears this and is shocked to discover that they promised Fluttershy as well. How could they not want to hang out with him? How can they possibly think hanging out with him isn’t fun? Discord resolves to show them just how fun he can be. All they want to do is play their stupid game? Fine. He’ll play their game. He’ll play it like it’s never been played before! CUT TO:

SC. 7 - EXT. GAME WORLD – NIGHT

A stylized world, designed like a table-top game come to life, giant dice, moving game pieces, etc... and suddenly POOF—Spike, Big Mac, and Discord appear. Spike and BM are amazed. They’ve transformed into their characters, and they have fun in their new bodies. But then they realize Discord isn’t done... he’s got a little something else planned for them. Reveal an army of TBD game piece-style bad guys cresting a hill as Spike and Big Mac look on terrified. As the danger mounts, Discord looks to them. “You’re welcome,” and vanishes.

END ACT TWO

ACT THREE

SC. 8 - EXT. GAME WORLD – SAME

We play out the adventure scene with Spike and Big Mac barely escaping with their lives. They get to a quiet spot and Discord reappears and the start to lay into him. He’s defensive. “What are you talking about? Isn’t this what every fantasy nerd wants? To live the game. Here, like this!” Discord snaps his fingers and...

Suddenly they’re surrounded by the TBD bad guys and their leader, the goblin king (or whoever we decide!). Now Spike and Big Mac must battle him, while arguing with Discord at the same time, trying to convince him to send them home! They are in real danger and finally Spike tells him that he needs to stop because this is the worst thing he’s done so far. Hurt, Discord transports them back to...

SC. 9 – INT. TWILIGHT’S CASTLE – DAY

Spike and Big Mac go off on Discord: “We know you think we’re lame, but that doesn’t give you the right to ruin our guys’ night.” Discord is shocked. He doesn’t know what they mean... he hasn’t been intentionally trying to ruin anything just because he found out that they didn’t genuinely want to hang out with him in the first place. They don’t believe him and list everything he’s done from the chocolate Jacuzzi to nearly getting them killed. Finally he admits that he’s been trying to prove to them how fun he is, since Fluttershy forced them to hang out with him the same way she forced him to hang with them.

This diffuses the situation as they realize that they made things hard on him by playing this game that isn’t really easy for anyone to get the first time. (Another Quick flashback to a moment of Cranky Doodle’s first and only attempt at the game, that quite possibly lead to them being covered by that mountain of books.)

Now that everything is out in the open, Spike and BM offer to help Discord through the game like they should have from the beginning. They start a new game and this time, they’re going to take it slow. Discord asks if he can be DM someday and Spike says sure, “Just no more game coming to life. That... was terrifying.” Discord says fine. But then Spike and BM confer... and decide, okay, maybe the “game coming to life” was kind of awesome, at first... just not the dangerous almost-dying part. So... how about a compromise?

SC. 10 - INT. GAME WORLD - SAME

Discord SNAPS and they're back in the game world, back in character. Spike, BM, and Discord have found a happy medium and achieved balance to their new friendship. Spike tosses Discord's character a weapon and says it's time to begin training... slow and steady. As they begin, Spike asks: "were you really going to let the goblin king eat us?" Discord: "Of course not! I mean... probably not. Maybe. Meh."

SC. 11 - EXT. TWILIGHT'S CASTLE – DAY

THE NEXT DAY... the girls come home, open the door to the throne room and look in on the O&O world made real (think: Holodeck). Discord, Spike, and Big Mac are mid-battle (but it's fun and safe now—maybe they're even rolling dice, but giant dice that D has to use his magic to roll). The guys see the girls and Discord freezes the action. Twilight asks what's going on and Spike explains they're just having some good, old-fashioned, guy-fun. Discord thanks Fluttershy for asking him to hang out with such cool dudes. Spike and BM agree. They all ask the girls to close the door so they can finish the game. Rainbow Dash and Pinkie Pie tell them no way. This looks like fun and they want in. Spike says the more the merrier. Discord snaps his claws and they all pick up where they left off.

END