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MY LITTLE PONY 6

Viva Las Pegasus

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Premise by: Michael Vogel

Premise: March 17, 2015

**VIVA LAS PEGASUS**

Premise by Michael Vogel

The map calls Applejack and Fluttershy to LAS PEGASUS to solve a friendship problem. Neither one is thrilled. Fluttershy finds all of the ponies, the lights and the noise a little overwhelming and Applejack thinks of it as “the most dis-honest city in Equestria.” Upon arrival they have no idea where to find the friendship problem, it’s like trying to find an apple in a bucketfull of apples. It seems like everypony is in a fight with somepony else. Eventually Applejack and Fluttershy run into two ponies having a friendship problem that they recognize: FLIM AND FLAM.

The two con-ponies have split up and are both running their own “somewhat legitimate business ventures” separately in the CANTERLOT GARDENS CASINO. However it’s clear that both of them aren’t quite complete without the other. Fluttershy feels bad for them and believes that this is most likely the problem they were summoned to solve but Applejack is adamantly against that idea. The purpose of a Map quest is to bring people together to make Equestria a better place, and there is clearly NOTHING good that can come from Flim and Flam being friends again. Applejack combs the casino, talking to everypony else to find a different friendship problem they need to solve. She finds two jealous showponies, a visiting couple in a tiff and two magicians who are in a custody battle over their white tiger, but none of the issues seem “Map worthy.” However ALL of the problems seem to trace back to the young flashy owner of the casino. Applejack and Fluttershy discover that the seemingly innocent Pony is running some type of TBD con that is affecting everypony in the casino and could potentially cause harm to the entire city. In order to stop him, they’re going to need to out-con the conpony... and there are only two ponies they know who could do that!

Fluttershy finally convinces Applejack that being kind to her enemies has a value all its own and they help Flim and Flam settle their differences. The four of them plan an OCEAN’S ELEVEN style con that exposes the casino owner, inadvertently resolving all the issues Applejack discovered in her hunt for an alternate friendship problem. Flim and Flam actually did something good! Applejack asks them if they’ve changed their ways. They say they have. They’ve learned there’s more to life and they are changed ponies. However as they leave, planning their next big “business venture” it’s pretty clear they’re the exact same ponies they’ve always been. Applejack wonders if they did the right thing, but Fluttershy is confident they did. Fixing a friendship is never a bad thing.