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MY LITTLE PONY 6

Viva Las Pegasus

620

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TEASER**SC. 1 - EXT. COUNTRYSIDE – DAY**

It's the perfect day for a picnic. "Hoo-eee," says APPLEJACK, looking out at the countryside, "who could ask for anything more than this?" PINKIE PIE agrees, though she's been itching for adventure in new lands. Applejack: "New lands? Who needs that?" FLUTTERSHY, tending to a small bunny, agrees. "New places can be scary," Applejack stares up at the sky, planning to spend the day watching the clouds roll by. Pinkie Pie looks up a beat, trying to do the same. Pinkie: "Uh, all day?" AJ: "Yep."

Just then (much to Pinkie Pie's relief) both Applejack and Fluttershy's CUTIE MARKS shimmer! Applejack is bummed her cloud watching is being interrupted, and Fluttershy was hoping to spend some more time with her animal friends, but duty calls. Pinkie Pie: "Duty? More like awesome friendship adventure! I'll pack up some treats and tag along to see where you're going—EXCITING!"

SC. 2 - TWILIGHT'S CASTLE, MAP ROOM – DAY

Applejack and Fluttershy enter the Map Room, followed by Pinkie Pie carrying her picnic basket. TWILIGHT SPARKLE greets them, saying "I have to tell you, I was pretty surprised that you two got called..." The ponies turn to the map to see they're being sent to: "Las Pegasus?!?!?" Pinkie is SOOO excited for them: "Las Pegasus is the biggest party destination in Equestria! 24 hours of non-stop games, lights, dancing!" Applejack and Fluttershy don't share her enthusiasm. Las Pegasus is about as far from the quiet countryside as Applejack could get and Fluttershy thinks it sounds like the kind of place that will give her a lot to feel shy about. "Could the map be on the fritz?" But Twilight encourages them: "I know Las Pegasus doesn't sound like your cup of cider, but I have total faith that the map wouldn't call you unless you two were the perfect ponies for the job... somehow." As Applejack and Fluttershy share a dubious look...

END TEASER**MAIN TITLES****ACT ONE****SC. 3 - EXT. LAS PEGASUS – DAY**

LAS PEGASUS! Lights! Music! Games! It's a sensory OVERLOAD! Exactly the opposite of what our country girl and introvert ponies could possibly want. AJ: "Now I know what it feels like to be inside Pinkie Pie's mind." Fluttershy: "Maybe the Map is on the fritz." Fluttershy suggests hopefully that they've been called to some small mom and pop establishment where they can help resolve a quiet friendship problem. Applejack turns a corner, "I don't know about mom and pop, but it definitely isn't small." Applejack points her hoof at the destination to which the map has sent them—GLADMANE'S: the LARGEST, SHINIEST, MOST ELABORATE resort on the Las Pegasus strip.

SC. 4 - EXT. GLADMANE'S – CONTINUOUS

At the entrance of Gladmane's, a BARKER PONY pitches the crowd on all the resort's great features: their high-class circus show, CIRQUE DU PONÉ, their exotic ANIMAL ACT, and their WORLD-CLASS CUSTOMER SERVICE. The Barker Pony then extolls the virtues of the owner, charming GLADMANE himself. He points to a Madame Tussauds-style statue of the proprietor: aviator sunglasses and a pompadour (think later era Elvis). Gladmane's is best resort in town because of it's owner, who's has documented every step that has lead to his massive success in his JOURNAL OF MASSIVE SUCCESS. With a flourish, the Barker gestures to a small book inside a gaudy glass display (think: see-through safe) surrounded by guards. According to the barker, every move Gladmane has ever made is in that book, though his true success is due to his world-renowned kindness and friendship to everypony everywhere.

SC. 5 - INT. GLADMANE’S – CONTINUOUS

Fluttershy and AJ enter the resort which is even more elaborate INSIDE! A realistic RIVER with BOATS, working HOT AIR BALLOONS, mid-way games, even an indoor swimming pool with water slides (or whatever production friendly indicators of an elaborate resort the directors care to come up with)! Gladmane’s clearly has the best of everything! Applejack and Fluttershy turn, staring like ponies in headlights, as they are greeted by none other than—GLADMANE himself! Gladmane: “I know that look anywhere! You’re from out of town and a little overwhelmed – trust me, I know, I grew up in the country where we used to watch clouds for fun!” Gladmane immediately charms them—even putting Applejack at ease with his humble origins. “If you’re looking for the best way to see Las Pegasus, I can’t think of a better tour guide than me!” As overwhelming as it all is, Applejack and Fluttershy decide sticking with Gladmane could be the best way to find the friendship problem they’ve been called to solve.

SC. 6 - INT. GLADMANE’S – THEATER – CONTINUOUS

He takes them to the popular circus show Cirque du Poné. Backstage tension is running high. Everypony tells Gladmane that the director and star aren’t speaking to each other again. The star claims the director’s made script changes without consulting her, and the director believes the star’s selected costumes against his will! Gladmane explains to our girls that this happens a lot. Luckily he’s able to keep the show together. Even when the director and star won’t talk to each other, they’ll always talk to him. He suggests a compromise that satisfies everypony and though the director and performer still refuse to speak, they agree to go on with the show, thanks to their best friend Gladmane.

SC. 7 - INT. GLADMANE’S – ANIMAL TENT – CONTINUOUS

Gladmane then leads Applejack and Fluttershy to the resort’s EXOTIC ANIMAL exhibit. Two ANIMAL TRAINER PONIES work with WHITE TIGERS. The trainers were once best friends, but their relationship became strained when they started arguing over the routines. Thankfully, Gladmane has been able to convince them to continue working together and everyone agrees, the show is a success because of him. Gladmane humbly accepts the praise.

SC. 8 - INT. GLADMANE’S – HOTEL LOBBY – CONTINUOUS

Gladmane next takes Applejack and Fluttershy to his lobby where they meet the CONCIERGE and the BELL CAPTAIN. They’re the best in the hospitality industry, always anticipating guests needs, and offering amazing customer service—though they secretly hate each other. Instead of seeing each other’s efforts as good work, they both believe they’re locked in a bitter contest of one-upmanship. Both agree if it weren’t for Gladmane, they’d have parted ways long ago.

SC. 9 - INT. GLADMANE’S – MIDWAY – CONTINUOUS

Applejack and Fluttershy hit the midway a bit disheartened. The issue isn’t finding a friendship problem, it’s deciding which one to solve! Then Applejack hears a familiar carnival-style banter. She turns and sees FLIM! He’s running a crowded midway game where everypony who plays is a winner. Gladmane compliments Flim on his showmanship, but explains that if everypony wins, his resort will go out of business. Flim apologizes and promises to do better—definitely better than his lousy brother. Our girls perk up at this, then notice FLAM, down another aisle trying to drum up business for his own game—but no pony is interested since it’s impossible to win! Gladmane charmingly talks to Flam: “You’re the smartest pony I know, but folks won’t play a game they know they can’t win!” Just like Flim, Flam promises to do better—definitely better than his flank-stabbing brother. Gladmane asides to the girls how much it bothers him that these brothers don’t get along. “If they could work together, they’d give me a run for my bits. I guess it’s lucky for me that these two brothers are no longer friends.” Off Fluttershy and Applejack’s shock...

END ACT ONE

ACT TWO**SC. 10 - INT. GLADMANE'S – MIDWAY – RESUME**

After the initial shock, Applejack finds that she's actually relieved. With Flim and Flam at odds, Equestria is a far better place. Fluttershy disagrees, "It's never good for a friendship to fail!" In fact, Fluttershy wonders if it they haven't been brought to Las Pegasus to fix whatever's pushed the brothers apart. Applejack balks at this. She can't imagine what good can come from bringing them back together. But Fluttershy is firm: "resolving friendship problems is always a good thing." Furthermore, Fluttershy points out that, given their history, it can't be a coincidence that, of all the M6, the map called Applejack to where Flim and Flam are having a friendship problem. Applejack still refuses to believe anything could be made better by the brothers mending their split. Determined to find a DIFFERENT friendship problem, Applejack heads off.

SC. 11 - INT. GLADMANE'S – MIDWAY – LATER

Convinced she's right, Fluttershy talks with Film and then with Flam trying to tease out what the source of their acrimony is. Turns out, both ponies are under the impression the other doesn't respect their talents. Flim, who is a great showpony, believes Flam thinks he brings nothing to the table but flapping gums, and Flam, a great business-pony, thinks his brother values him about as much as a two-bit calculator.

SC. 12 - INT. GLADMANE'S – VARIOUS – DAY

Meanwhile, Applejack revisits all the other feuds she encountered earlier, really hoping one of them will turn out to be the map mission. At Cirque du Poné, the director and star separately describe how whenever they come close to a civil relationship, each does something to upset the other. From changing routines, to the placement of their name on the marquee, it seems as though they are destined to remain at odds—which is unfortunate, the crew explains. If they were ever on decent terms, they'd realize they could take their show all around Equestria and be far more successful than they are at Gladmane's.

The tiger Trainers tell Applejack that they used to love working together, but creative difference have driven them apart. They've even been offered a chance to headline at another resort, but they just can't agree on what their headlining act would be!

With the Concierge and the Bell Captain, Applejack finds they both are leaders in customer service, and if they ever got together they could easily open a hotel that would rival Gladmane's... but they'll never get there, since they're so determined to outshine the other.

Applejack quickly realizes that every one of these failed friendship seems to benefit Gladmane. But whenever she mentions that fact, everypony thinks she's crazy. Gladmane is their best friend and Applejack is just some pony from the country.

SC. 13 - INT. GLADMANE'S – MIDWAY – MOMENTS LATER

Applejack finds Fluttershy and explains all she's learned. From the circus to the hotel to the tigers, every friendship problem seems to benefit Gladmane, but she can't prove he's actually done anything. Fluttershy offers to help if Applejack promises to consider helping Flim and Flam. Applejack agrees to consider it. QUICK CUT TO Fluttershy in a conversation with the tigers who confirm that it's been Gladmane who's been changing the routines to make it seem like the Trainers didn't agree.

Applejack is convinced that Gladmane's done something similar with the others, but can't figure out how to convince everypony else—since they're all so sure he's their best friend. Gladmane must be a master con-pony. They'd have to somehow trick him into confessing. Fluttershy muses, if only there was some other pony who was capable of tricking a trickster—or maybe a pair of ponies. Applejack looks up to find Fluttershy has lead her back to Flim and Flam and finally concedes. It looks like bringing the two con-ponies together is their mission after all (or at least a big part of it).

Fluttershy and Applejack bring the brothers together and quickly learn that, indeed, it was their best friend Gladmane who was honest enough to tell each of them what their brother really thought of the other. Applejack shares everything she's learned and Flim and Flam are stunned. In fact, if they didn't know Applejack was incapable of lying, they wouldn't believe it. Why would Gladmane drive them apart? Fluttershy reminds them all of what Gladmane himself said: Flim and Flam together could be more successful than he is. He manipulated them to knock out the competition. This strikes the brothers to the core! "No pony cons the con-ponies!" The brothers quickly put their heads together, throwing around con-man lingo for possible scams they could pull: "What about the 'Canterlot Two-step?'" "Nah, we don't have the fake chickens," etc. They're stumped until Fluttershy remembers Gladmane's Journal of Massive Success. If he really has documented every secret to his success, his manipulations must be written down in there. When Applejack wonders how they're going to get their hooves on it, Flam explains that all they need is a suit jacket, a giant mirror, and... possibly an umbrella. Applejack asks if this is some kind of joke. "Nope," say the brothers, "that's exactly what we need to take Gladmane down!"

END ACT TWO

ACT THREE

SC. 14 - INT. GLADMANE'S – DAY

There's a big hubbub on the resort floor and ponies break off from playing games to check it out. Gladmane rushes out to see what all the fuss is about. Flim explains that IMPOSSIBLY RICH, one of the wealthiest business-ponies in Equestria (and the Grand-Matriarch of the Rich family), is visiting Las Pegasus. Rumor has it she's interested in opening a resort of her own and is scouting the competition. With her money, she'd be able to recruit anypony she wanted—she'd be able to take over the entire strip. "Don't worry," promises Flim, "I'll stay at Gladmane's no matter how much Impossibly offers... Though I can't say the same for my disloyal ex-brother!"

Gladmane pushes through the crowd of curious onlookers to see Flam walking around with Impossibly Rich, a pony in a smart suit jacket, dark sunglasses, a cash-green mane, and a cutie mark of a TOWER OF BITS. Angry, Gladmane inadvertently lets slip that it's his plan to take over the entire strip and no rich pony is going to come along and get in his way.

SC. 15 – INT. GLADMANE'S – BACK ROOM – CONTINUOUS

Flam and Impossibly Rich step into a private room, where Applejack is waiting for them. "Did he buy it?" asks Applejack. "Looks like it," confirms Flam. "But I think I smudged my fake cutie marks," says Impossibly, taking off her fake mane and sunglasses to REVEAL she's Fluttershy! Fluttershy nervously questions the wisdom of this plan, but Flam assures her. "Just don't talk and trust us," says the con-pony. "Can't Applejack wear the costume?" Fluttershy wonders. Flam points out that being incapable of lying means that Applejack won't ever have a career as a con-pony, though she too will have a roll to play. "Meanwhile, if my brother's done a good job setting up the mark, and he always does, I'd better get out there."

SC. 16 - INT. GLADMANE'S – OFFICE – DAY

Flam walks by Gladmane's office, and the Pony calls him in. Gladmane: "after all I've done for you, you're in league with Impossibly Rich?!" But Flam says it isn't so. Impossibly did want to start a competing resort, but Flam—looking out for his best friend Gladmane—has almost convinced Impossibly NOT to start a new resort, but to instead invest in Gladmane's, buying a HUGE share of the resort. That would make Gladmane a lot of bits... But one thing is holding up the deal. "She loves the resort—the only problem... that diary. She's concerned that you have all your secrets out there, ready to be stolen!" But Gladmane assures Flam that no one could ever get into the vault—it's always guarded and only he has the key. He shows Flam that he holds the only copy of the key STUFFED into his pompadour! "It's on me at all times!" Flam smiles, saying "Impossibly Rich will be pleased to find that out... She'd love to meet with you."

SC. 17 - INT. GLADMANE'S – VARIOUS – CONTINUOUS

Flam finds Flim, Applejack and Fluttershy waiting for him. Flim: “Did it work?” Flam: “Hook, line and sinker!” When Applejack demands that the con-ponies to tell her what they’re up to, they start a...

MUSICAL MONTAGE: In classic Heist Movie style, they describe (in song) the steps as we watch them unfold (note: it’s a continuous song in which the brothers describe the following)...

- Flam brings Impossibly Rich (Fluttershy in disguise) to her meeting with Gladmane.
- Applejack truthfully tells the guards to keep tabs on Flim and Flam because they are trying to steal the diary.
- The guards spot “Flim and Flam” near one of the games, and go watch them—in reality, they are watching Flim in front of a well-positioned GIANT MIRROR!
- Fluttershy gets the white tigers to RUN AMUCK, causing a disturbance—requiring Gladmane to take “Impossibly Rich” to safety outside the resort.
- During the commotion, Flam uses his slight-of-hoof skills to slip the key out of Gladmane’s pompadour with the hooked end of an umbrella.
- While Flim and his reflection, along with the commotion caused by the tigers keep the guards busy—Flam uses the key to enter the vault and take the diary.
- Flim, Flam, and Fluttershy all meet backstage at the theater, to regroup with the stolen diary.

SC. 18 - INT. GLADMANE'S – THEATER – BACKSTAGE – CONTINUOUS

As the song ends, Flim, Flam and Fluttershy successfully meet backstage at the theater. They hold up the diary, pleased with their success, when—Gladmane arrives. He reveals that he knew from the start what the con-ponies were up to and went along to see what they knew. “Go ahead and open the diary,” he says. When our heroes do, they find that THE PAGES ARE BLANK!!! “Of course they are,” taunts Gladmane, “That diary is a sideshow attraction. Do you really think I’d write down how I got everypony to work for me by setting them all against each other?” Gladmane then taunts Flim and Flam by laying out exactly how he set every pony against their friend, just like he did with them. Fluttershy scolds him for convincing everypony that he was their best friend when really he was anything but. Gladmane explains that’s the best part, because no matter what they do or say, they’ll never get anypony to believe he’s behind all the acrimony.

From off stage Applejack shouts that they won’t have to since he’s already done it for them. With that she raises the curtain. Gladmane looks out to see that Applejack has gathered all the employees of the resort (the Director/Star, the Animal Trainers, the Consierge/Bell Captain) into the theater and they’ve all just heard Gladmane’s confession with their own ears! “Of course we knew your diary would be empty,” says Flim and Flam, “but we also knew we could use it to trick you into confessing in a villainous monologue!” The employees BOO Gladmane, then all storm off. The brothers tell him that not only is his resort ruined, but his plans to take over the entire strip are over as well.

SC. 19 - EXT. GLADMANE'S – LATER

Later, Applejack admits to Fluttershy that despite everything she thought, things did get better with Flim and Flam together. Flim and Flam are grateful to Applejack and promise to repay her someday. They leave. Applejack starts to think maybe they’re not so bad after all until... “Wait a minute, where’s my wallet?” (Shakes fists) “Flim and Flaaaaaam!!!!”

END