

MY LITTLE PONY
Season 8

Surf and/or Turf
Ep 806

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SURF AND/OR TURF

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Logline: The Cutie Mark Crusaders meet a young Hippogriff who has family on Mt. Aris as well as Sea Pony relatives in Sequestria. Able to go between both worlds, he’s torn about which to live in. It’s a made-to-order case for the CMC—if only THEY could agree on the right answer.

TEASER**SC. 1 - INT. THRONE ROOM**

THE MAP OF EQUESTRIA and beyond. TWILIGHT SPARKLE is looking it over when the CUTIE MARK CRUSADERS noisily enter. SCOOTALOO, over the top, proclaims to Twilight that the most awesome thing that’s ever happened to them just happened and it happened AWESOMELY. *“I didn’t even know we could DO this!”* remarks APPLE BLOOM. And SWEETIE BELLE proudly explains further—*“We’re positively GLOWING!”* With that, the three young ponies show their flanks to Twilight. Their Cutie Marks are, indeed, GLOWING!

But Twilight doesn’t seem impressed. *“I know,”* she tells them. They’re puzzled—how did *she* know? Because, Twilight explains, gesturing toward the map of Equestria behind her...you’ve been called!

Excited, the young ponies rush over to the map, where they see their CUTIE MARKS magically hovering above. Scootaloo literally JUMPS with excitement—our cutie marks! Right there, on the map! The map in the throne room! Somebody officially *needs* them! *“Sure looks like it,”* says TS, who seems as puzzled by this whole thing as they are. *“Go figure.”* Sweetie Belle whispers that she hopes they’re up to it...whatever IT is. Scootaloo assures her that they are, then asks cautiously—where exactly in Equestria are they needed? That’s what makes this even *weirder*, says TS—it’s strange enough that the CMC are being summoned in the first place—she didn’t even know they could be called by the map—but even more odd, they’re actually needed *outside* Equestria. She gestures to the outer edges of the Map, where the Cutie Marks hover above a rocky area where a MOUNTAIN meets the OCEAN. *“Whoaa!”* remarks Scootaloo. *“I don’t even know where that is!”* *“Almost off the table, that’s where!”* adds Sweetie Belle.

That’s Mt. Aris, explains Twilight Sparkle. Home of the Hippogriffs! As the young Crusaders stare at each other, mouths agape, we **END TEASER**.

ACT ONE**SC. 2 - EXT. PONYVILLE STATION**

Twilight Sparkle, Apple Bloom, and Sweetie Belle wait for the train to Mt. Aris—and for Scootaloo to show up. Twilight explains that she’s going along with them. AB protests—they don’t need a chaperone! *“You can trust us!”* she says, just as Scootaloo comes speeding in on her scooter, knocking over a cart full of luggage. *“You can trust some of us!”*

As Scootaloo recovers, Twilight says she’s not just going to keep an eye on them—she has some Friendship Academy business to see a student’s family about. Here he comes now!

SILVERSTAR, the Academy’s Hippogriff student, comes down the platform toward them. Even though the CMC have met Silverstar, Sweetie Belle’s still a little intimidated by him, and stands behind Twilight as she greets Silverstar: *“If we ever need to go on a friendship fieldtrip, we’ll need your family’s permission,”* she says, holding out a piece of paper. Silverstar apologizes for never getting it signed, but his family is kind of spread out, and, well, it’s kind of hard to get them all in one place. Though he’s not making the trip with them, he explains that his brother Terramar will meet them at the Mt. Aris station and take them to his family’s house—well, houses. Twilight’s not sure what he means by this, but before he can explain—all aboard!

SC. 3 - INT. TRAVELING TRAIN

As they pull out of the station and watch Silverstar fade into the distance, Apple Bloom tells Sweetie Belle that there’s no need to be afraid of Hippogriffs. Her sister Applejack told her all about them... and (with some visual assistance), tells about how all the Hippogriffs once lived on Mt. Aris, but, when the Storm King invaded, they used the magic pearl to turn into Sea Ponies and live safely under water in Sequestria. Then, in the Battle of Canterlot, when Applejack defeated the Storm King—RECORD SCRATCH and Twilight: *“Wait. She told you SHE defeated him? By herself?”* Apple Bloom admits her sister didn’t exactly say that, but AB likes the story better that way. Twilight shakes her head as they pull into the station. Scootaloo wonders exactly what they’ll do when they get there... if the Map called them, that means it’s a Friendship Problem right? That’s sort of out of their league. Twilight admits that she’s not sure, but she guesses that whoever needs their help will present themselves when they get there... that’s usually how it works.

SC. 4 - MT. ARIS TRAIN STATION

They arrive at the station, which has the mountain on one side, the ocean on the other. The Crusaders get off the train, excited to find out precisely who they’ve been called to help. But how can they find out? Well, reasons Apple Bloom, it has to be somepony who’s looking for their cutie mark, right? Why else would they call us? Twilight’s not so sure. Hippogriffs don’t even HAVE cutie marks. That takes a bit of the wind from the CMC’s sails, but Scootaloo is undaunted. After all, they’re not *just* about finding cutie marks, right? What about when they helped Gabby the Griffon? She calls out loudly. *“Attention please!”* The few Hippogriffs in the station look at her. *“Anygriff here need help finding your life purpose?”* The Hippogriffs exchange confused looks. Sweetie Belle asks Twilight if maybe the map could be a *little* more specific about what their mission is? Twilight shrugs. The map works in mysterious ways. After all, she didn’t even know that the CMC could be *called* by the map. They’ll just have to look around and discover what their mission is. She leads them out of the station onto the BOARDWALK that runs parallel to the shore...

SC. 5 - BOARDWALK/Shore Line

...and while they look, Twilight explains, she’s going to head up the mountain to find Silverstar’s family, just as soon as his brother arrives to show her the way. That’s when they hear, coming from the shore... *“Twilight Sparkle! Over here!”* They turn to see a SEA PONY sticking out of the water. *“I think you’re looking for me.”* He introduces himself as TERRAMAR, Silverstar’s brother.

Wait...so a Hippogriff can have a Sea Pony for a sibling? How does *that* work, Scootaloo wonders. Sweetie Belle whispers that it’s rude to ask questions like that. Then a burst-of-light TRANSFORMATION occurs—and Terramar steps onto land as a full-fledged Hippogriff! Okay, NOW can we ask? Says Apple Bloom.

Twilight explains that after the Storm King was defeated—“by Applejack!” adds Apple Bloom. Um, yes, after *that*, some of the Sea Ponies changed back to Hippogriffs and returned to Mt. Aris, while others, having grown to like life under the sea, stayed in Sequestria. “*And me, well...I kind of go back and forth,*” says Terramar, joining them on the shore. Scootaloo wants to know how he made that awesome transformation. He shows them his NECKLACE—a special amulet made from a shard of the Magic Pearl. (If needed, we can get into how the Pearl was split into parts, the better to guard its safety). Terramar offers to take them up to meet his family. The CMC decide they might as well go up the mountain with them—maybe they’ll find whoever needs their help. “*Anybody you know up there have a problem?*” they ask Terramar. Nope, he replies. Everybody’s happy on Mt. Aris, he tells them with a sigh. “*It’s one great place to live.*”

SC. 6 - MT. ARIS - HIPPOGRIFF VILLAGE

Terramar leads Twilight and the CMC into the HIPPOGRIFF VILLAGE, where they see a bustle of activity—

Energetic HIPPOGRIFFS (both male and female) arm wrestling, a log-hurling competition, intense tug-of-war games...Sweetie Belle thinks they’re fighting, but Terramar explains—this is the “Glad to Be A Hippogriff Festival.” Scootaloo is stoked they happened to be here for it—what good luck! “*Not really,*” explains Terramar. “*They have it every weekend.*” Hippogriffs REALLY like being Hippogriffs. He starts to explain further but is interrupted by his UNCLE BIFF GRIFF, a hail-fellow-well-met sort of guy who greets the embarrassed Terramar with a playful noogie. “*My favorite little Hippogriff!*” his Uncle teases. “*Doesn’t come around nearly enough!*” Twilight introduces herself as Silverstar’s teacher, which elicits an enthusiastic response from Uncle Biff, who immediately YODELS to call everybody else over. “*Hey, everygriff! This here’s Silverstar’s teacher!*” She quickly finds herself surrounded by a friendly crowd, determined to show her some real Hippogriff hospitality. As they escort her off she manages to yell back to the CMC that she’ll join them later.

Once Twilight is gone, Terramar turns to the CMC. Now that he’s got Twilight set up on her task, he wanted to talk to them about—Sweetie Belle stops him. What is that *wonderful* sound? Some spa-like sounds of nature draw her to...

SC. 7 - A HILLSIDE FIELD

A hillside field adjacent to the village, where the birds tweeting, the brooks babbling, and the wind whistling through the trees combine into an ALMOST MUSICAL HARMONY. Terramar, “*Oh, that’s just the Harmonizing Hills – the hippogriffs are especially proud of it.*” Smitten, Sweetie Belle rushes into the field, turning in circles a la “The Sound of Music.” Afterwards, she dashes back to them, bubbling about how wonderful Mt. Aris is. This has to be the most beautiful place on the planet! “*You get to live here, AND you get to swim, too. You have TWO great places to live. You are SO lucky! How do you make up your mind?*”

“I can’t,” he says. “*That’s the problem.*” The CMCs all turn to him. Wait—problem? YOU have a PROBLEM? “*We found you!*” says Scootaloo. **END ACT ONE.**

ACT TWO

SC. 8 - HILLSIDE FIELD - CONT.

Resume: the stunned ponies take in this piece of news. He’s the one they’re here to help! “*All this time!*” says Scootaloo, “*And our mission was right in front of our noses!*” “*If it was an apple worm it would have bit us!*” adds Apple Bloom. “*First of all—eeew,*” says Sweetie Belle to AB, regarding the worm remark. “*I’ll never eat apples again. Second of all, maybe you could explain for those of us who don’t quite see the problem.*” Because she thinks Mt. Aris is paradise. Terramar agrees—like he said, it’s a great place to live. But unfortunately, Sequestria is ANOTHER great place to live. He has TWO worlds that are awesome—and eventually he’ll have to choose one over the other, like his older brother has done. And that’s going to be hard... But he’s glad they’re here and welcomes their help.

Sweetie Belle points out how happy everybody was to see him on the mountain, and how well they treat him. Terramar tells her it’s the same down under the water. “*My brother decided to stay a Hippogriff, and some of my cousins, too. But other cousins are Sea Ponies...and I love them just as much.*” The family members in both places miss him when he’s gone, and he misses them. No matter where he is, he always feels like he’s letting half his family down. “*I’m just not sure where I should be.*” Scootaloo has a brilliant idea on how to help. “*When in doubt...chart it out!*” (Is that a new catch phrase? wonders Apple Bloom.) From out of nowhere Scootaloo pulls out a large piece of paper, draws a picture of a mountain on one side, an ocean wave on the other. They just have to make a list of everything great and everything bad about each one...see which place has more pros than cons...and there you go! Decision made.

Sweetie Belle steps forward, takes the pen from Scootaloo, and starts writing. Her decision’s *already* made. The obvious winner is Mt. Aris. Pro: It’s So Beautiful! Con: Too far from Equestria. That’s all anyone needs to know! Apple Bloom sees Sweetie Belle’s point—Mt. Aris does have some sweet spots—but suggests that it might be fair if they looked over Sequestria before comparing the two? SB scoffs that no matter how good it is, it won’t match up to Mt. Aris, but in the interest of fairness and research...okay.

As they’re about to head off, Twilight Sparkle appears, holding a trophy—she won the TREE TOSS! ...And a dozen other Hippogriff games. She also got the signatures she needed on the forms. Now she just needs to collect them from Silverstar’s family in Sequestria. Terramar tells her they can all go together.

SC. 9 - BOARDWALK/Shore Line

Terramar transforms into a sea pony, then, using his shard necklace, changes all of them so that they can go underwater (either changing into sea ponies a la the Feature, or providing air bubbles around their head.)

SC. 10 - SEAQUESTRIA VILLAGE

As they all head down to the village, Scootaloo immediately LOVES being under the sea. She turns somersaults in the water, dives, swims—she doesn’t even miss her scooter, this is almost like flying!

And Terramar’s family members below are just as cool as the ones above, but in a different way. They’re like a commune of laid-back folks who celebrate working together rather than rugged individualism. Okay, they’re basically hippies. And they’re very happy to see Terramar, especially his cousin OCEAN FLOW, who gives him a big hug. *“No problem that you haven’t been around, dude, there’s always a spot for you here.”*

Twilight goes off to take care of collecting her signatures (a little difficult under water, but she handles it) while Terramar, Ocean Flow, and the CMC drop in on various Sea Pony activities—a game of hide-and-seek with some glow fish; an underwater community “farm” where neighbors help each other grow kelp, seaweed, and sea apples (which Apple Bloom thinks is pretty cool); a visit to Terramar’s home near a beautiful coral reef, where the cousins have all gathered to play blue-kelp music on the undersea equivalent of banjos and guitars. Scootaloo literally dives in all the activities, bubbling over how wonderful it all is.

Sweetie Belle, on the other hand, just doesn’t get it. Kind of dark, no grass to run in, no trees, no smells of nature—and the water makes all the music sound weird. No need to even finish drawing up a chart, the winner is obvious. Now, if Terramar would just change back, please, so they can return to the mountain? There’s more field-twirling to do! Scootaloo wants to stay and swim some more, but has no choice but to go with the others. They stop on the way up to pick up Twilight, who’s collected her signatures and is now offering to help the communal farmers harvest kelp with her magic. They politely decline, explaining how it’s not about the kelp, it’s about the satisfaction of work.

SC. 11 - BOARDWALK/ShORE

As they emerge, Terramar takes his Hippogriff form, and Twilight is immediately carried off by some Hippogriffs—she can’t miss the Yodeling Contest!

Scootaloo pulls out the checklist and adds all the wonderful things about Sequestria, which is the obvious answer to Terramar’s dilemma—he should live there. Sweetie Belle of course disagrees, and Apple Bloom sees where they both have their merits—and their apples—so it’s kind of a draw in her mind. It quickly leads into a SONG with a “Green Acres” type of structure—a dueling POV with Sweetie Belle and Scootaloo each trying to sell Terramar (and the other two ponies) on why her choice is the best. SB extols Mt. Aris—the scenery, the wonderful scents, galloping through the grass, the beautiful music! Scootaloo counters with virtues of Sequestria. The swimming! The cool music! The gorgeous colors! Through it all, Apple Bloom tries to mediate, seeing both sides...

The song builds to the point where it’s more about the two ponies’ argument than trying to help Terramar. By the end of the song, Sweetie Belle and Scootaloo are so far apart on the issue that they’re not even speaking to each other.

Terramar feels terrible—none of this would have happened if it weren’t for him. *“See how hard it is? Now you know how I feel inside. I’ll NEVER be able to decide,”* he says, turns, and heads

off. Now it’s Apple Bloom, Sweetie Belle, and Scootaloo’s turn to feel terrible as they watch him walk sadly down the beach. **END ACT TWO**

ACT THREE

SC. 12 - BOARDWALK/ShORE

Resume: On the beach, Sweetie Belle and Scootaloo stand back-to-back, still refusing to talk to each other, as an increasingly winded Apple Bloom scurries back and forth between the small space separating them, serving as messenger. They each blame the other for causing Terramar to give up hope. In the middle of this, a fatigued Twilight is returned to the shore by a group of Hippogriffs, who congratulate her on her log-rolling expertise and then head back up the mountain. She sees AB serving as a go-between for the two feuding ponies and wonders what’s going on. Apple Bloom explains Terramar’s problem and how it’s their mission, but that he’s given up and gone off by himself. Twilight tells them not to blame themselves. After all, it’s not their fault... is it? Sweetie Belle and Scootaloo look at each other and, embarrassed, admit that it is. They apologize to Twilight, and to each other—they lost focus of the mission and let Terramar down. *“It’s just so sad that he has to choose which world to live in,”* concludes Sweetie Belle. But, asks Twilight, who ever said that he does? Well...HE did, explains the girls, but...

Just then, Ocean Flow and a few other Sea Ponies pop up in the water and invite Twilight back down to Sequestria. Before she can answer, her Hippogriff friends return and asks if she wants to come back up for the oatmeal contest. She politely begs off from both groups, saying she’s had a great time today, in both places, but... There’s a tense moment as the Sea Ponies and the Hippogriffs look at each other silently, from land to sea...the Ponies ready themselves for a confrontation. *“Wow!”* whispers Twilight. *“This is how Terramar must feel all the time!”*

But the tension is broken when suddenly the Sea Ponies wave and give a big hello to the Hippogriffs, who warmly return the salutations. The CMC watch this...and suddenly three light bulbs go off at once over their heads and they all HIGH FIVE each other. They know how to solve this! DISSOLVE TO:

SC. 13 - ANOTHER PART OF THE BEACH

The CMCs find Terramar sitting on a rock on the mountainside, lost in thought. He thanks them for trying to help, but, as they can see, he’s a hopeless case. They look at each other, and tell him they disagree. If he thinks so, it’s partly their fault for confusing him, and they apologize for that, but...they have an idea. They ask him to come with them—it’s time for a party! He thanks them for trying to cheer him up, but... They’re adamant, though, so he reluctantly gives in and follows them to...

THE BEACH, where his family members are gathered—ALL his family members, the Hippogriffs on the shore, the Sea Ponies in the water—and they’re PLAYING TOGETHER: Knocking a beach ball back and forth along with Twilight; Hippogriffs taking Sea Ponies for “parasail rides; “Both sides playing keep away in the shallow water; Having a PICNIC on a RAFT; And sharing food from both worlds. Terramar can’t believe it! They all beckon him to join in, and he does, playing with BOTH families at once....this is great!

Later, Terramar thanks the ponies for making him realize—he doesn’t HAVE to choose between both worlds. His other family members, on both sides, confirm this—they never meant for him to think that he had to make a choice, and if they did, they’re sorry. Though they live in separate lands, they’re united in their love for him. And there’s no reason he can’t continue to go between worlds. Terramar’s so excited he jumps BACK AND FORTH several times, from the water to the shore, changing each time. He was obviously meant to bridge both worlds. Twilight congratulates the CMC on a job well done. If Hippo-Sea-Griff-Ponies *could* have Cutie Marks, Terramar would have one now. *(if warranted, Apple Bloom can remark on how it’s similar to what Applejack went through—having to decide where to live gave her her purpose.)*

Terramar thanks them and says goodbye, and the CMC tell him to visit them and his brother in Equestria any time. “*Who knows, you might even want to live there!*” says Scootaloo, and is immediately dragged off by her friends.

END EPISODE