

TEASER

- Open on SB doing research. The text in his book starts glowing and he thinks he's discovered some new magical thing—until he sees the glow is actually coming from his flank!

ACT ONE

- FADE UP on SB with TS in the map room. We discover that both SB and SG are called. It's kind of a big deal for SB, who can't believe he's been called by THE map. SG isn't excited and we quickly discover why when SB sees:
 - o They've been called to their HOMETOWN. Both SB and SL are less than enthusiastic.
- On the way there we learn SB and SL have issues with their parents and rather than confront them, have both been avoiding them and haven't been home in a while.
- They arrive and discover their parents are at odds.
 - o SB's mom has been trying to push the town into the future.
 - o SL's dad wants the town to be preserved just as it was in the past.
 - o Neither SL or SB are surprised, their parents are doing to the town what they've always done to them. They quickly identify this dispute as the friendship problem they've been sent to fix.
 - o Both parents are wary, but pleased to be a part of their children's calling.
- In a quick MONTAGE we see the comedic manifestations of their parents' visions for the town, along with SL and SB providing compromises.
- After the montage we CUT TO the parents shaking hands, agreeing that their children's suggestions make sense. In fact they couldn't be more proud of them and are happy they could help. It looks like this problem was an easy fix, except...
 - o SL and SB's cutie marks DO NOT GLOW. UH-OH!

ACT TWO

- SL and SB: "Um... now what?" Both parents are super invested at this point and can't wait to help out – after all, this is their children's calling. Plus, they both know the town really well. SL and SB begrudgingly agree.
- SL's Dad takes her home and walks her through everything he knows about the town's extensive history, looking for possible problems there.
 - o He treats her like a kid the whole time and it drives her CRAZY!
- SB's Mom takes him all around town, showing him all the things that she has problems with. When that fails she starts making problems up so he can solve them and regain his confidence.
 - o She treats this like a test he has to pass to improve his status and it's driving him CRAZY!
- SL and SB ditch/take a break from their parents and find each other.
 - o They express their frustrations and agree they'll never figure out the actual friendship problem with their parents around.

- They resolve to try to solve the problem without their parents' help – or even letting them know about their efforts.
- Unfortunately, they're discovered by their parents who confront them and demand to know why they are sneaking around trying to solve friendship problems behind their backs.
 - Both SL and SB immediately blow up and admit it's because their respective parents drive them INSANE!

ACT THREE

- Their parents are shell shocked.
 - SB's mom runs off, hurt.
 - SL's dad gives up trying to help since obviously SL doesn't need him anymore.
- Exasperated and more than a little guilt-ridden, SL and SB can't believe they have to smooth things over with their folks ON TOP OF still having to figure out a friendship problem and solve it.
 - "It's almost like our parents ARE the friendship problem!" (beat) "Oh... wait."
 - They agree that coming clean with their parents and addressing the issues they have in an effort to improve their relationships could, you know, maybe be the problem they've been sent to solve.
 - SL, "Ugh. Why couldn't we have been sent to stop a war?"
- They each face the music
 - SL and SB admit their failings and promise to do a better job communicating in the future.
 - The parents promise to try not to do the things that drive their kids crazy.
 - There's a big feelsy coming together and SL and SB's marks GLOW!
 - The parents point out that since they were the friendship problem SB and SL were sent to solve it means that they and their children are... FRIENDS!
 - SL and SB have to admit it's true.
- Wrap up scene back at the castle with TS and SK in which Spike boasts about his expertise with map friendship quests. Off everyponies' eye rolls we...

FADE OUT.