



Production Bible

PREMISE

Pony Princess Twilight Sparkle enters another dimension where all of our familiar MLP:FIM cast members have human teenager counterparts attending Canterlot High School!



The show is a character based comedy about friendship and relationships, with some magical adventure. It wouldn't be My Little Pony without a little magic thrown in! Stories are kept heartfelt and warming. That's not to say that there's lots of fun times and silliness to be had, especially when Pinkie is around. They learn to conquer their obstacles through the Magic of Friendship!

The focus is on our main 7 girls who are about 16 years old and all different personality archetypes. We get to see this diverse group of friends learning to get along and be supportive of one another. All at the same time coping with and mastering the newly introduced magic in their previously magic-less world.

KEY LOCATIONS



CANTERLOT HIGH

Your regular run of the mill North American suburban high school. Just with a lot more candy colours and a horse motif of course! Canterlot High has a reputation for co-operation, friendship, and inclusiveness and they take pride in.

It's also a place where weird magical things happen, which is like, getting less weird by the day.



CANTERLOT HIGH-MUSIC ROOM



The girls spend a lot of their spare time hanging out in the school's music room. Their band “The Rain-booms” hold music practice here. It’s also a great place to just chat, brainstorm and otherwise be regular care-free teens.



MAIN STREET



COFFEE SHOP



SWEET APPLE ACRES



Granny Smith, Apple Jack's grandmother, allows the Rainbooms to practice in one of the barns next to her house.



PINKIE PIE'S BEDROOM



CRYSTAL PREP ACADEMY



The fancy city rival school of Canterlot High. They're the best of the best, and highly competitive. After years of being under a strict regime that makes it every student for themselves, they have a lot to learn about friendship. Twilight spent years here as an isolated genius before transferring to the more accepting environs of Canterlot High.

TWILIGHT'S LAB



KEY CHARACTERS



Since this group of girls grew up differently (and human) in a world almost the same as ours, there will be times when they'll diverge from their pony doppel-gangers a bit.

PONYING-UP!

Being exposed to Equestrian magic has given the girls the ability to “Pony-up”, or transform into girls with pony ears and long tail like hair. This mostly happens when they’re behaving in unison as friends, usually when they get totally in sync as a band. Their magic comes from acting on the elements that makes each of them such good friends: Honesty, Loyalty, Laughter, Generosity, Kindness, Empathy. They can Pony-Up on their own when they are displaying one of those traits in particular.



TWILIGHT SPARKLE (Sci-Twi)

Role- the smart one

Good points- highly intelligent, disciplined, responsible, independent, sweet

Bad points- solitary, insular, socially awkward, insecure about anything not academic

Geode Power- Telekinesis

Lead vocals



Twilight is the newest member of the team. She transferred from the fancy city school of Crystal Prep Academy. Twilight had become a bit of a recluse. She would much preferred to spend all her time studying and at one point believed friends and socializing was an unnecessary distraction. Twilight is head and shoulders above everyone else in intelligence and academics, although not competitive she is still easily top of the class. Twilight has an obsessive nature. If a subject interests her, she has to know **EVERYTHING** about it.

School had become boring and too easy for Twilight, so she began to research the strange energy waves coming from nearby Canterlot High. She creates a device that was able to trap the energy to study it without knowing that the weird power was actually Equestrian magic. The more magic the device stole, the more it gained a life of its own, eventually breaking free! Twilight was overpowered by it and transformed into the evil Midnight Sparkle, a being so obsessed with understanding magic that she didn't care that she was destroying the world to do it!



After regaining control of herself and Midnight Sparkle (with our main six's help) Twilight decides to transfer to Canterlot High. There's more to life than studying, and now that she knows how important friendship can be, she wants to give it her best shot.

Even after everything she's accomplished, and despite her highly valued smarts and great problem solving skills, Twilight is still insecure. The pressure from being the best and being the one with all the answers is a pretty big responsibility. For that reason Twilight might take on too much alone, or clam up about a problem, rather than let her friends know she's struggling. Stemming from her previous isolation, Twilight is still learning to reach out for help, and to trust others to be understanding of what she sees as her shortcomings.

SUNSET SHIMMER



Role- the leader, empathy

Good Points- Empathetic, confident, smart, cares passionately, adventurous

Bad Points- hot temper, impulsive, cynical, suspicious, evil past, a little blunt

Geode Power- Mind reading (Empathy)

Rhythm guitar, singer

In the pony world Sunset Shimmer was a former student of Princess Celestia, who began her studies not long before Princess Twilight. A belief in her own magical superiority and arrogance made her impatient with the slow paced simple lessons Celestia was teaching her. Her ambition to gain magical power more quickly drove her to use cruel and dishonest means to achieve it. Celestia was forced to expel Sunset as her student. Embittered, Sunset travelled through a magical portal in a mirror to the human world to pursue her own path.



After Sunset became a human teenage girl at Canterlot High, she gathered power to herself by bullying and manipulating its students. She travels back to Equestria to steal Princess Twilight Sparkle's crown with a plan to use the magic within it to enslave Canterlot High as an army to invade Equestria in revenge.

But the crown's magic overtakes her and transforms her into a demon. Sunset is defeated by Twilight and her friends and she is humbled once and for all. She apologizes for her actions and begins to make amends and starts a path to redemption.



Sunset has now worked hard to reform herself and her reputation. She initially suffers a lack of confidence while trying to rebuild her relationships. She doesn't want to overstep by speaking her mind too bluntly. But eventually she learns her true power is in understanding others, and being a means of support. She can empathize with those who are misguided or lead astray in their ambitions. Although she can be a bit suspicious and cynical, Sunset is incredibly compassionate once she understands a situation.

Sunset becomes the leader of the now magic infused mane seven, as she's the one with the most magical experience, and has natural take charge tendency. Figuring out how to use this new magic is just the thing this adventurous girl loves! Seeing as she was once a magical unicorn pony, Sunset doesn't always have time for 'silly' school stuff. She can be a little insensitive to her friends' smaller concerns. But she always comes around quickly when reminded that even though it may not seem like a big deal to her, it can be to them, and therefore it's just as important.

Sunset Shimmer is a fiery, passionate girl and is always ready to take a crazy situation head on. As intelligent as Twilight in her own way, she uses her street smarts and gets hands on when problem solving.



RAINBOW DASH

Role- the competitor, loyalty

Good Points- Brave, loyal, a natural athlete.
self-confident

Bad Points- Impatient, arrogant, mischievous,
oblivious

Geode Power- Super Speed

Lead vocals and lead guitar, songwriting



Rainbow Dash knows she's awesome, and she doesn't have a problem showing it, or reminding everyone of it! Extreme confidence in her own abilities is Rainbow's M.O. She's up for any challenge because she'll win it every time **OF COURSE**. Incredibly athletic, name any sport and she's sure to have mastered it. She's also the lead guitarist and singer of the Rainbooms, and she excels at music just as much as she does at sports.

All this easy success can make her a little arrogant and oblivious to giving others a shot at being in the spotlight. You'd think someone who has that many activities mastered would be highly disciplined, but for Rainbow that's not the case. She can lose interest in a task pretty easily, especially if it's something she doesn't care about- like chores! She often doesn't make for the most reliable person, as she'll abandon a boring task to do something more interesting. Like showing off her wicked guitar skills! She's liable to cause some mischief just to entertain herself.



You won't find a more loyal friend than Rainbow Dash. If someone has done you wrong, she's the first to stick up for you. If you're in danger, she's the first on the scene bravely charging at it head on. When the chips are really down you can always count on her to be by your side offering whatever help she can. All while being totally awesome.

PINKIE PIE



Role- the free spirit, laughter

Good Points- fun, silly, enthusiastic, marches to the beat of her own drum, cheerful, party expert

Bad Points- Unrealistically enthusiastic, overly energetic, can get lost in her own world

Geode Power- Hyper-Energizing Sugary things
(Exploding cupcakes!)

Drums

Pinkie is one big ball of endless energy. Giggly, playful and frankly a little weird. Pinkie is always on the lookout to maximize the fun in ANY situation. Marching to the beat of her own drum her desire to entertain and unique view on situations make her the most likely source of humor. If she misunderstands something, her take is sure to be funny. Nothing make her happier than evoking a giggle and a smile from her friends. Pinkie acts on her whims and always follows her heart.



Need a party? Pinkie is your girl. Any little mundane situation will do, good weather, new haircut, gum on your shoe? You name it! Pinkie's down for any excuse to eat sweets, and a constant supply of cupcakes, rock candy and gumdrops is always to be found...in her hair. All that sugar just makes this fast talker even faster- you may find yourself with your head spinning after a conversation with her.



As rapid and random as that mind is, Pinkie is no dummy. She just sees the world a little differently than everyone else. That's why she's usually the first to really understand a situation that just got weird. And she is often more perceptive than she comes across. She's just got different priorities. While her positive attitude keeps her friends going when they're about to give up, it can also make her unrealistic, and sends her head first into trouble before she's thought things through.

APPLE JACK

Role- the dependable one, honesty

Good Points- honest, friendly, practical, hard-working, positive, calm, cuts to the heart of the matter

Bad Points- Bluntly honest, set in her ways, close minded, stubborn, slightly insensitive

Geode power- Super Strength

Bass



Apple Jack grew up as a hard working girl on her family's famous apple farm, Sweet Apple Acres. AJ has come to be known as the most down to earth, resourceful and dependable gal around. She's incredibly honest and would never stoop to tell a lie. She's always got some practical advice and a strong shoulder to lend to her friends, all delivered with a folksy country-ism. She has an ability to break down a situation to its core and fix it fast. And her pragmatic take on life makes her a great sounding board.

Apple Jack is never afraid to get her hands dirty. Literally. She's a talented arboriculturist and doesn't shy away from the sweaty outdoorsy farm work. You could say that's where she's most comfortable, rolling up her sleeves and getting down to business.



However, all Apple Jack's honesty and practicality keeps her from being as sensitive of others feelings as she could be. Her stubborn streak can hold her back from time to time. She can also be a bit old fashioned and set in her ways, as she prefers to stick to the tried and true way of doing things. If it ain't broke don't fix it.

But when it comes to helping her friends, this no-nonsense gal will do whatever it takes, even if it means using that new-fangled magic stuff.

RARITY



Role- the debutante, generosity

Good Points- Sophisticated, beautiful, generous, creative, ambitious

Bad Points- Vain, a little entitled, fussy, dissatisfied

Geode Power- Crystal Shields

Keyboard/piano/costumes

Rarity is your quintessential girly girl. She puts a lot of work into her appearance, and she loves the attention that she gets for it. However she certainly doesn't think this makes her better than anyone else. In fact, Rarity doesn't just care about her own beauty she cares about making everyone else look their best too! She uses her creativity and keen eye for detail and channels it into her unique fashion designs. Rarity is very generous with her talents and if she believes one of her outfits would be perfect for somebody, she simply gives it away! And her generosity to her friends knows no bounds.



A slave to inspiration she simply can't help herself. She sees so much potential in her friends she's always trying to make them over. She'll make over their hair, she'll make over their rooms, she's make over the whole town if they'd let her!



This seeming dissatisfaction in how everyone dresses or looks makes Rarity seem like a kind of a snob. Especially since she isn't shy about voicing her opinions on what's lacking in the style of those around her. She'll also complain about AJ's dirty boots, squeal at the sight of bugs and turn her nose up at going out in the rain (and risk ruining her hair?! Never!) When at band practice she seems more concerned about making something fabulous for everyone to wear than the music. All this makes her come off as entitled and prissy. And maybe she is a little, but deep down it comes from a place of wanting everyone and everything to look as beautiful on the outside as she knows they are on the inside. Rarity will do anything for her friends, and they don't even have to ask.

FLUTTERSHY

Role- the sweet one, kindness

Good Points- gentle, loving, a natural beauty, nurturing, helpful

Bad Points- shy, fearful, naïve, unconfident, easily manipulated

Geode Power- understand and talk to animals

Tambourine/Songwriting



Fluttershy may as well be a Disney Princess. She's naturally beautiful, humble, and kind. She has a sweet singing voice, and happens to be a great songwriter as well. But Fluttershy would rather not get any attention for all these attributes. Because Fluttershy is rather well...shy.

She prefers to spend her time volunteering at local animal shelters where her gentle serene ways make her perfect for the job. Fluttershy is the type of caregiver who is so preoccupied with the needs of others that she hardly takes time out for herself. As a certified homebody she only really likes to brave the busy streets on an errand for a pet in need. Of course she'd help anyone who asked her, even someone with a questionable motive, all they'd need do was shed a tear. Fluttershy never suspects anyone of anything nefarious, until proven wrong, and this sweet naiveté often gets her taken advantage of. Gentle and soft spoken she has difficulty finding the strength to see herself out of her own problems. To go along with her shyness she also lacks self-confidence.



But she does have an absolute and sometime scary iron strength that comes out when others are in trouble. If she witnesses someone being victimized or treated unfairly she suddenly overcomes her shyness steps in. She gets that look moms get when their kid is about to go over the line. That “Don’t even think about it, buster look” that stops kids in their tracks. And boy, is that look of hers effective. Although, she’s too uncontrollably honest to be able to fake that kind of confidence for manipulative reasons. Luckily for her friends! When she is able to overcome her shyness she’s an incredible diplomat. Her sweetness and charming sincerity can get past even the most stubborn stick in the mud.

Fluttershy has a lot of fears to overcome and some growing up to do but her strength of character and enormous heart make her someone to be reckoned with!



SPIKE



Spike is a talking dog! But more importantly he is Twilight's best, and at one time almost only, friend. That makes him pretty protective of her, and his number one concern (behind treats and chasing squirrels) is her happiness. He has a dog's understanding of the world, which can be pretty humorous at times, as his priorities are a little more canine in nature. But having gained the ability to talk he's also gained a slightly more human way of thinking, which makes him a little sassy and sarcastic from time to time.

All in all, Spike is the comic relief, (when Pinkie isn't around) and generally keeps the girls grounded in the now and the fun!



SECONDARY CHARACTERS

Family relationships and secondary friendships of MLP's Ponyville are all mirrored here.

PRINCIPAL CELESTIA



Celestia is a fair and kind Principal. She has a dry humor, no doubt from dealing with hormonal teenagers and school board administrators. Her main objective seems to be the health and happiness of her students. As long as they are giving it their best that's good enough for her.

VICE PRINCIPAL LUNA



A little more solemn and tough than her sister, V.P Luna is often the one laying down the law. Although she doesn't appear as cheerful or encouraging as Principal Celestia she still is very committed to her students.

PRINCIPAL CADENCE



Starting out as Dean of Students at Crystal Prep Academy, Cadence is a kind woman who befriended Twilight while still a student there herself. She has recently been promoted to Principal of CPA after the fall out of the Friendship Games. She and Luna are longtime friends despite their schools' rivalry.

FLASH SENTRY



Flash is an earnest, slightly dorky boy who is the lead of his high school rock band. Sunset Shimmer dated him briefly in her evil phase to capitalize on his popularity. He and Pony Twilight developed little crushes on one another not long after her arrival from Equestria. Too bad Sci-Twi doesn't seem to feel the same way, she hardly seems to notice him at all! This magical doppelganger stuff has been leaving poor Flash a little confused. But he's got other good friends and a band to distract him so nothing gets him down for long.

THE APPLES

BIG MAC



AJ's dependable older brother Big Mac is the strong silent type. Really silent. He usually only replies with a "yup" or a "nope". Close with both his sisters he occasionally gets downright chatty when helping them with a problem. He can be seen at the school making deliveries to the cafeteria that Granny Smith runs.

GRANNY SMITH



Grandmother to the Apple Clan, Granny Smith runs the school cafeteria as well as oversees Sweet Apple Acres. She's a good bit kooky, but always has some great wisdom to share.

APPLE BLOOM



AJ's little sister- see the Crusaders for a more full description

THE CRUSADERS



APPLE BLOOM

Apple Bloom is the little sister of Apple Jack and the leader of her little friend group- the Crusaders. She has LOTs and LOTs of determination. Even if she has no idea what to be determined about, by gum she won't do anything by half measures! Apple Bloom is constantly experimenting with fun activities in a quest to find out what she wants to do with her life. All this impulsiveness frequently results in her leading her friends into situations they're really no good at. As a result she comes across as clumsy, accident prone and a good source for laughs. Luckily she's too stubborn to let it hurt her feelings and she definitely won't let it stop her!



SWEETIE BELLE

Sweetie Belle so badly wants to be like her beautiful, talented older sister Rarity! She looks up to her sister so much and seems constantly after her sister's praise and acceptance. Her persistence in gaining Rarity's approval and notice can make her a bit of a nuisance. She's always trying to 'help' Rarity with her latest fashion endeavor, but unfortunately she lacks her sister's raw talent and often ends up in Rarity's way. However, Sweetie Belle has a blossoming talent of her own, for singing! She just needs to learn some confidence to pursue the person she already is rather than be her sister's shadow.



SCOOTALOO

Scootaloo is the tomboy of the group, and she looks up to Rainbow Dash with a sisterly devotion. Almost as competitive and mischievous as her mentor, but not as naturally talented, she often feels the need to overcompensate for her 'shortcomings'. This makes her a little bit scrappy and confrontational. She has some growing up to do in order to accept her limitations and embrace her tenacity as her own special talent.

TRIXIE

The “Great and Powerful Trixie” is not actually all that great and powerful. But you’ll never convince her of that! No one is a bigger supported of Trixie than Trixie. Hilariously and theatrically conceited she speaks in the 3rd person, and is always trying advance her own agenda. She often throws a smoke bomb to create a dramatic entrance/exit. She’s mostly a comic foil to our more modest main girls.



SNIPS



Snips is excitable, dorky and goofy. He’s chatty and just a bit smarter than his friend Snails.

SNAILS



The taller of the 2 trouble-makers. He has a doofy low voice and he’s more laid back, than his buddy Snails.

They are sneaky, troublemaking, but not especially bright middle schoolers. Snips and Snails aren’t bad guys per say, just 2 dumb kids who will do anything if they think it will be ‘cool’ or ‘funny’. Because of this, they are often minor comedic antagonists. They’re rather susceptible to a pretty bad girl, and have ended up being the formerly evil Sunset Shimmer’s lackeys. Hey, anything to get a little attention, and cause a little (minor) trouble. They often get in over their heads and abilities, frustrating our other characters, and giving the audience a laugh in the process.

CONTRIBUTING INCIDENTALS

LYRA & BON BON



“Best friends”. They are almost always together. On occasion they are seen to get a little competitive with one another, but their friendship always wins out. Lyra is a little more sarcastic and has a quicker temper than sweeter natured Bon Bon.

DJ PON3



DJ speaks only through her music. She may seem like she's not paying attention to anything else, but she's actually very aware of what going on around her and is helpful and generous with her time and talents.

OCTAVIA

Classical cellist Octavia is very posh (with her upper crust British accent) and is a no-nonsense girl who is sophisticated and disciplined.



DERPY



Sweet wall-eyed Derpy loves muffins. She's a little flakey, but by no means stupid.

BULK BICEPS

Bulk is a sweet, if sometimes overly energetic guy! He's never shy to let his sensitive side or enthusiasm show.



PHOTO FINISH



Euro-house fashion photographer extraordinaire. With the help of her 2 lackeys, Photo Finish is totally in charge of any situation she's in.

MAUD PIE



Monotone and practical to a fault, Maud is Pinkie Pie's older sister. You couldn't find two siblings less alike, she is the antithesis of everything Pinkie is. But she loves her sister dearly and will do anything for her.

DVDs 1-3 STORY RE-CAPS



DVD1 MY LITTLE PONY: EQUESTRIA GIRLS

On a visit to the Crystal Empire, Princess Twilight Sparkle's crown, that holds her Element of Harmony, is stolen by the scheming Sunset Shimmer. Twilight chases Sunset to a room in the castle that holds a magical mirror that is a portal to another dimension, which Sunset uses to escape.



Princess Celestia explains that Sunset Shimmer was former student who was too ambitious and impatient to continue learning from Celestia. Sunset abandoned her studies and disappeared to pursue her own bitter goals.

Celestia impresses on Twilight that she must come back with the crown from the other dimension before the portal in the mirror closes again for thirty moons. If Twilight doesn't succeed, the Elements of Harmony held by her friends will no longer protect Equestria. Despite Celestia's caution that Twilight travel there alone, Twilight's dragon assistant Spike, jumps in after her as she enters the mirror.

Twilight tumbles out of the portal onto the lawn of Canterlot High School to find she's been transformed into a teenage human girl! She and Spike, now transformed into a dog, set off in search of the missing crown.

Venturing into the school Twilight encounters a human version of Fluttershy who tells her that Sunset Shimmer showed up at the school a few years ago and is the most popular and feared girl in school. Fluttershy found Twilight's crown on the lawn and has given it to Celestia, the school principal. Celestia mistakes it for a prop meant for the elected Princess of the upcoming Fall Formal. Twilight decides to run for Fall Formal Princess against previous 3 time winner Sunset Shimmer to retrieve the crown.

Over the course of the movie Twilight encounters the human counterparts of her pony friends. She gets to know the girls and heals the animosity that Sunset has created between the former friends.



At the Fall Formal, Twilight wins the election and the crown, but Sunset is able to steal it back, by threatening to destroy the portal to Equestria. Upon donning the crown, its magic transforms Sunset into a demonic creature. She uses her new powers to bewitch most of the student body into becoming a personal army with which to invade Equestria. When Sunset attacks Twilight, the friends race to save her, evoking Friendship Magic. It forms a protective shield around them and temporarily grants them pony-like attributes. The magic of their friendship combines into a blast of rainbow light that de-transforms Sunset and breaks her spell on the other students.

A defeated Sunset admits she didn't know there could be another way to magical power and regrets her actions. Twilight grants her forgiveness and asks her new friends to teach Sunset about the value of friendship. With the task completed and the crown retrieved she returns to Equestria.



DVD 2 EQUESTRIA GIRLS: RAINBOW ROCKS

Canterlot High school is getting ready for a “Musical Showcase” that is to feature bands and musical acts formed by the students there. Twilight Sparkle’s human friends will be performing with their own band “The Rainbooms” at the event. The girls have discovered that while practicing their instruments they still “Pony-Up” which seems to be caused by some lingering Equestrian magic from Twilight’s crown.

Former villain Sunset Shimmer has been trying to make amends to the student body for her past behavior. Though she is still facing distrust and rejection from most of the students, Twilight’s friends have accepted her into their group. However they often slip a callous reference to her bad girl past that leaves Sunset feeling unsure of her place with them and a desire to behave as correctly as possible. She has not been given a role in The Rainbooms other than that of un-official roadie.



Eager to prove her reformed attitude, Sunset volunteers to show three new students Adagio Dazzle, Aria Blaze, and Sonata Dusk a singing trio who call themselves “The Dazzlings” around the school.

The Dazzlings quickly prove they’re more than just new students when they sing a song that creates animosity amongst the Canterlot High students. The magic infused song sews the seeds of unhealthy competition amongst the student body, convincing them to change the friendly Musical Showcase into a Battle of the Bands. Our girls seem immune to the magic and run to warn Principal Celestia and V.P Luna. Only to find the Dazzlings have been there first, putting the Principals under their sinister spell.



Knowing they need back up, Sunset produces a magical book given to her by Princess Celestia that can communicate with the Equestrian world via an enchanted sister book. She reaches out to Twilight Sparkle for help.

On the other side of the portal Twilight receives Sunset's message and concludes that the Dazzlings are Sirens, exiled creatures who feed off negative emotions and control others through their songs. Twilight uses the enchantment on the book to re-open the portal between Equestria and the human world. Along with Spike, she travels back to Canterlot High to take charge of the situation.



However, once there, Twilight finds it's not as easy to evoke their Friendship Magic as she thought. With prompting from Sunset Shimmer, Twilight concludes that they will have to perform a musical counter spell to defeat the Dazzlings. Rainbow Dash makes Twilight the Rainboom's lead singer, and Twilight takes on the task of writing a counter spell in song form.

Unfortunately this proves to be much more difficult than she anticipated. Feeling the pressure to be the one with all the answers Twilight begins to lose more and more confidence as she struggles to find a solution in time.



Meanwhile, the Dazzlings become aware that their magic doesn't seem to effect the Rainbooms and set the rest of the student body against the band, causing tensions to rise within the group and upping their vulnerability to the Sirens' magic.





Just before the final round of the Battle of the Bands The Dazzlings manipulate Trixie into trapping the Rainbooms beneath the stage to prevent them from participating. Tempers amongst the friends reach a boiling point and they begin to bicker amongst themselves fueling the Dazzlings even more. Sunset who has been mostly left out of the band realizes that the hostility within their group is what's been preventing their friendship magic from activating. She finally finds her voice and points out how the Dazzlings have been manipulating them. Twilight in turn realizes she doesn't have to come up with all the answers alone, and she and Sunset remind the others that working together as friends is the true source of their power. The song they play isn't important, it's the intent behind it that makes the magic.

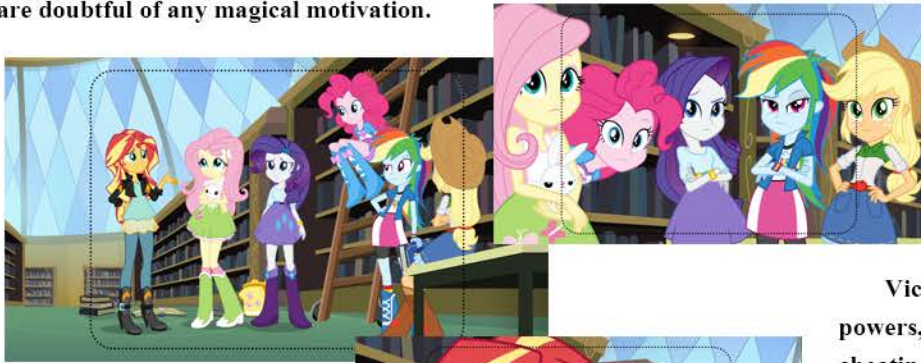
They are rescued from beneath the stage by Spike and DJ Pon-3, just in time to set up a makeshift stage provided by DJ. The Rainbooms begin to play and Pony Up, breaking the rhythm and magic of the Dazzlings' song. But the Dazzlings don't back down easily and transform themselves into their original siren form. A pitched magical and musical battle ensues. The Sirens end up gaining the upper hand over the Rainbooms, who are beaten back. Just when everything seems lost, Sunset begins to sing and the added power of her new friendship provides the boost they need. When Sunset Ponies-Up, the girls are able to break the Dazzlings' spell and destroy the gems that are the trio's source of magic.



Acknowledging her clear head and bravery, Sunset is fully accepted into the group of friends, and becomes part of their band as singer and guitarist. Twilight heads back to Equestria, leaving Sunset to write to her through the magical diary, in a mirror of Twilight's own letters to Princess Celestia.

DVD 3 EQUESTRIA GIRLS: FRIENDSHIP GAMES

Sunset spies a mysterious hooded figure snooping around the magical portal leading to Equestria. But the figure runs away before Sunset can investigate her further. Sunset tells the friends she is suspicious of the mystery person's motives regarding the portal, but they tell her it was probably just a spy from their rival school Crystal Prep Academy. Every 4 years the schools take turns hosting the "Friendship Games", an academic and athletic competition that is meant to foster good will between the 2 schools but ends up doing the opposite. Crystal Prep has never lost a game as they are highly competitive and intensely talented. The girls assure Sunset the spy was probably just there to prank CHS and they are doubtful of any magical motivation.



Vice Principal Luna gives Sunset the task of keeping control over the girl's Pony Up powers, as they would give CHS an unfair advantage and might lead to accusations of cheating. Sunset readily agrees, but secretly worries that her own lack of understanding of what makes magic tick at Canterlot High will cause her to fail just when she's gained back her schoolmates trust. She writes to Twilight Sparkle in Equestria for some advice and assurance, but no answer comes back. Sunset is beset by self-doubt in her ability to control or understand the magic she is now in charge of.



Meanwhile the mystery figure is revealed as Twilight's HUMAN counterpart- the most brilliant student at Crystal Prep. Human Twilight has begun studying the weird energy readings she's picked up from Canterlot high. She has been making her findings into a research paper she hopes will clinch her entrance into the prestigious Everton Independent Study Program. To that end, Twilight engineers a device that will help her collect and study the weird energy. Her only friends at the school seem to be her dog Spike, and Dean of Students Cadence.



Twilight is summoned to the office of Principal Cinch and asked to participate in the Friendship Games. It seems that CHS is more of a threat to CPA this year as their athletic and academic scores are up. With Twilight being the top student at CPA her involvement will ensure another win. Cold, calculating, and ambitious to a fault, Cinch promises to use her influence to help Twilight get into Everton as long as Twilight agrees to be on the CPA team. Backed into a corner, the reluctant Twilight agrees, with the ulterior motive of being able to be close to the source of her energy studies.



Once at CHS for the games, Twilight goes off on her own following the energy readings on her device. She encounters the main six, who initially mistake her for their Pony friend Twilight. Sunset finds Sci-Twi's snooping around suspicious, but there's no time to investigate as the Friendship Games swing into high gear.





Without anyone's being aware, Twilight's device siphons off the main six's Pony-Up power and begins to malfunction. The more magic it gains the more unstable it becomes, causing small tears inbetween the dimensions of human world and Equestria. Spike gains the ability to talk after accidentally jumping through one of the dimensional tears! Twilight becomes increasingly worried about what's happening, but has no one to turn to for help.



Everything comes to a head in the motocross competition where the malfunctioning magic causes huge holes to appear, releasing giant man eating plants. The CHS and CPA girls escape by the skin of their teeth, and a terrified Twilight decides to confess her part in the disaster to the main seven. However, Sunset, frustrated by feeling like she failed to protect her friends and keep her promise to Luna about controlling their magic, explodes at Twilight. Twilight runs away in tears.





At the final event Principal Cinch convinces Twilight to release her stolen magic to level the playing field against CHS and win the game for CPA. Once the magic is released however, it takes over Twilight and transforms her into the magic and power hungry Midnight Sparkle.



To stop Midnight Sparkle from ripping open even more portals to Equestria and destroying their world, Sunset overcomes her insecurity, and harnesses the Magic of Friendship to become Daydream Shimmer. After a short battle Daydream Shimmer is able to reach the real Twilight trapped inside Midnight Sparkle and talk her down, they both transform back into their regular selves.



Twilight decides to transfer to CHS, so she can have the help and support of her new friends the main six, and learn more about the Magic of Friendship.



END