

BLACK.

JOY (V.O.)
Do you ever look at someone and
wonder, "What is going on inside
their head?" Well, I know. I know
Riley's head.

WHITE.

FADE IN:

1 INT. HOSPITAL - DAY

1

A newborn baby swaddled in a blanket, held by her parents.

Push in and ZOOM IN TO HER HEAD.

2 INT. HEADQUARTERS

2

Out of the blackness steps a glowing figure. This is JOY.
The room is black except for a bright CONSCIOUSNESS SCREEN.

JOY
Hmm?

In front of Joy is a single large BUTTON. She pushes it.

3 INT. HOSPITAL - CONTINUOUS

3

The baby gurgles and wiggles happily.

JOY (V.O.)
And there she was --

4 INT. HEADQUARTERS - CONTINUOUS

4

ON THE CONSCIOUSNESS SCREEN:

MOM
Hello, Riley.

DAD
Oh look at you. Aren't you a little
bundle of joy?

A GOLDEN GLOWING SPHERE rolls from behind the screen. It's a MEMORY of what we just saw: Mom and Dad cooing at Riley.

JOY
Whoa.

Joy rolls the memory on its track, illuminating the room. She turns back to the button and pushes it again.

5 INT. HOSPITAL - CONTINUOUS

5

Baby Riley gurgles happily.

JOY (V.O.)
It was amazing. Just Riley and me,
forever --

6 INT. HEADQUARTERS - CONTINUOUS

6

Baby Riley CRIES.

JOY (V.O.)
-- for 33 seconds.

Joy looks to her side. There's a new, droopy, blue character touching the button.

SADNESS
I'm Sadness.

JOY
Oh, hello. I'm Joy.

Joy tries to muscle past Sadness to press the button.

JOY
Can I just -- if you could -- I
just want to fix that. Thanks.

The two struggle.

JOY (V.O.)
And that was just the beginning.
Headquarters only got more crowded
from there.

7 INT. MINNESOTA HOUSE - DAY

7

Riley, now age 3, barrels through the house pulling a wagon.

8 INT. HEADQUARTERS

8

ON THE SCREEN: Riley's POV as she runs through the house.

Fear "supervises" Joy, who drives.

FEAR

Very nice. Okay, looks like you got this. Very good, sharp turn --

Riley approaches a POWER CORD on the ground.

FEAR

Ahh! Look out!!! No!

Fear leaps to the console.

JOY (V.O.)

That's Fear. He's really good at keeping Riley safe.

9 INT. MINNESOTA HOUSE - CONTINUOUS

9

Riley stops. She cautiously steps over the power cord.

FEAR (O.S.)

Easy -- we're good! We're good.

10 INT. HEADQUARTERS

10

A fear memory (purple) rolls in.

JOY/SADNESS

Whew!/Nice job.

FEAR

Thank you! Thank you very much.

Joy jumps back into driving position.

JOY

And we're back!

11 INT. MINNESOTA HOUSE - CONTINUOUS

11

Riley continues her sprint through the house.
Suddenly she's picked up.

12 INT. KITCHEN - CONTINUOUS

12

PLOP into highchair. Bib. Tray. Bowl.

DAD
Here we go. Alright, open.

Dad lifts a spoonful of food to Riley's mouth.

13 INT. HEADQUARTERS

13

JOY
Hmm. This looks new.

FEAR/SADNESS
Do you think it's safe?/What is it?

ON THE SCREEN: a spoonful of broccoli.

DISGUST enters.

DISGUST
Okay, caution! There is a dangerous smell, people. Hold on, what is that?

JOY (V.O.)
This is Disgust. She basically keeps Riley from being poisoned, physically and socially.

DISGUST
That is not brightly colored or shaped like a dinosaur -- Hold on guys -- It's broccoli!

Disgust GAGS and pulls a lever.

14 INT. KITCHEN

14

YOUNG RILEY
Yucky!

Riley swats the broccoli. It flies into Dad's face.

15 INT. HEADQUARTERS

15

A disgust memory (green) rolls in.

DISGUST

Well, I just saved our lives. Yeah.
You're welcome.

16 INT. KITCHEN

16

DAD

Riley, if you don't eat your dinner, you're not going to get any dessert.

17 INT. HEADQUARTERS

17

ANGER looks up from reading his newspaper.

ANGER

Wait. Did he just say we couldn't have dessert?

JOY (V.O.)

That's Anger. He cares very deeply about things being fair.

ANGER

So that's how you want to play it, old man? No dessert? Oh, sure, we'll eat our dinner, right after YOU eat this! GrrrraaaAAHH!!!!

Anger takes the controls as FLAMES blast out of his head. An anger memory (red) rolls in.

18 INT. KITCHEN

18

Riley throws a fit. Dad distracts her.

DAD

('flying' the spoon)
Hey, Riley, Riley, here comes an airplane!

19 INT. HEADQUARTERS

19

Anger stops screaming.

ANGER
Oh, airplane. We got an airplane,
everybody.

DISGUST/FEAR/SADNESS/JOY
Ohh! /Ahh!

20 INT. KITCHEN

20

Dad "lands" the food into Riley's smiling mouth.

21 INT. HEADQUARTERS

21

A happy memory (golden) rolls in.

The others leave Joy alone at the console with Sadness.

JOY (V.O.)
And you've met Sadness. She --
well, she --

FLASH CUTS of Riley crying: broken toy, spilled ice cream, tantrum in the supermarket, wanting out of her car seat.

JOY (V.O.)
I'm not actually sure what she does. And I've checked, there's no place for her to go, so she's good, we're good. It's all great!

Sadness exits. Joy turns to the wall of golden memories.

JOY (V.O.)
Anyway! These are Riley's memories -- and they're mostly happy, you'll notice, not to brag.

She inspects one of the golden memories: Riley and her friend MEG (both age 3) going down a slide. She REWINDS it, relishing the happy moment.

JOY (V.O.)
But the REALLY important ones are over here. I don't want to get too technical, but these are called CORE MEMORIES.

Joy pops up the CORE MEMORY HOLDER. Inside are five intensely bright golden memories.

JOY (V.O.)

Each one came from a super-important time in Riley's life.
Like when she first scored a goal?
That was so amazing!

22 EXT. MINNESOTA LAKE - WINTER - DAY

22

Two-and-a-half-year-old Riley shoots a hockey puck across the ice. She trips and accidentally scores a goal.

MOM/DAD
(cheering)
Heeeeey! Would you look at that?! We got a future center here!

23 INT. HEADQUARTERS

23

A super-bright CORE MEMORY rolls in.

It rolls to the Core Memory Holder. Clicking into position, a LIGHTLINE shoots out. The Emotions follow it to the back window and watch a new ISLAND OF PERSONALITY form.

JOY (V.O.)
And each core memory powers a different aspect of Riley's personality. Like Hockey Island!

Five ISLANDS OF PERSONALITY float in space, miles from Headquarters, connected by LIGHTLINES, their power sources.

JOY (V.O.)
Goofball Island is my personal favorite.

24 INT. MINNESOTA LIVING ROOM - NIGHT

24

Toddler Riley runs naked from the bathroom, underpants on her head, laughing wildly. Dad chases her with a towel.

DAD
Come back here, you little monkey!

25 INT. HEADQUARTERS

25

Goofball Island activates: lights, movement, etc.

26 INT. MINNESOTA LIVING ROOM

26

Naked Riley does the goofy dance on the sofa.

27 INT. HEADQUARTERS

27

JOY (V.O.)
Yup, Goofball is the best!
Friendship Island is pretty good
too.

Joy looks at FRIENDSHIP ISLAND.

28 EXT. SIDEWALK - DAY

28

Riley and Meg walk leg over leg, arms linked, laughing.

29 INT. HEADQUARTERS

29

Joy inspects Honesty Island.

JOY (V.O.)
Oh, I love Honesty Island! And
that's the truth!

30 INT. MINNESOTA HOUSE - DAY

30

A guilty Riley stands by a broken plate. She reveals a HAMMER from behind her back.

31 INT. HEADQUARTERS

31

Joy examines Family Island.

JOY (V.O.)
And, of course, Family Island is
amazing.

32 EXT. MINNESOTA KITCHEN TABLE - DAY

32

The family decorate cookies together. Riley stuffs one into Dad's mouth.

33 INT. HEADQUARTERS

33

The Emotions look out over the Islands of Personality.

JOY (V.O.)
The point is, the Islands of
Personality are what make Riley --
Riley!

34 INT. BATHROOM

34

Riley splashes in the bathtub.

YOUNG RILEY
Look out, mermaid!

35 INT. MINNESOTA LIVING ROOM

35

Riley climbs the couch. She looks at the floor.

36 INT. HEADQUARTERS

36

Joy projects an IMAGINATION of LAVA onto the screen.

37 INT. MINNESOTA LIVING ROOM

37

YOUNG RILEY
Lava!

Riley jumps from couch to chair to avoid the lava.

38 INT. MINNESOTA HOUSE

38

Riley draws. Pull back to reveal she's drawing on the wall.

YOUNG RILEY
(singing)
Who's your friend who likes to
play? Bing Bong, Bing Bong --

39 EXT. MINNESOTA LAKE - DAY

39

Six-year-old Riley skates across the ice backwards.

MOM/DAD
Hey! Very nice! Where did you learn
that?

40 INT. HEADQUARTERS

40

Joy skates around the room, in sync with Riley.

41 EXT. MINNESOTA FRONT STEPS - DAY

41

Riley and Meg slurp frozen drinks. Riley grimaces: ice headache!

42 INT. HEADQUARTERS

42

FEAR
Brain freeze!

The Emotions scream as Headquarters freezes over.

43 EXT. MINNESOTA LAKE - DAY

43

A kids' hockey game. Riley takes a shot and scores!

44 INT. HEADQUARTERS

44

JOY
Yaaay!

45 INT. RILEY'S MINNESOTA BEDROOM - NIGHT

45

Parents tuck Riley into bed and turn off the light.

DAD
Good night, kiddo!

RILEY
G'night, Dad.

She looks up at the stars on her ceiling and falls asleep.

46 INT. HEADQUARTERS

46

Joy watches the screen go DARK. She inspects the shelves mostly populated with GOLDEN MEMORIES.

JOY
And -- we're out. That's what I'm talking about: another perfect day! Nice job everybody! Let's get those memories down to Long Term.

Joy pulls a lever. Memories cascade down the shelves.

FEAR

All right, we did not die today! I call that an unqualified success.

The memories pachinko down the shelves and up a tube. Joy runs to the back window to watch them glide through the distant tubes towards Long-Term Memory like falling stars.

JOY (V.O.)

And that's it! We love our girl.
She's got great friends and a great house. Things couldn't be better.
After all, Riley's 11 now. What could happen?

CUT TO:

47 EXT. MINNESOTA HOUSE FRONT YARD - DAY

47

Moving sign: Sold!

48 INT. HEADQUARTERS

48

JOY
Wha--?

SADNESS/FEAR/ANGER/DISGUST
AIIIIIGHH!!!

49 EXT. DRIVEWAY - DAY

49

SLAM! A packed car hatchback closes.

50 INT. HEADQUARTERS

50

JOY
Huh?

SADNESS/FEAR/ANGER/DISGUST
AIIIIIGHH!!!

51 EXT. MINNESOTA STREET - DAY

51

VROOM! A moving van drives away.

52 INT. HEADQUARTERS

52

JOY
OK, not what I had in mind.

SADNESS/FEAR/ANGER/DISGUST
AIIIIIGHH!!!

53 EXT. AMERICAN HIGHWAYS

53

A SERIES OF SHOTS: the family car drives across America.
The car passes corn fields and rolling hills.

TITLE CARD: A PIXAR ANIMATION STUDIOS FILM

Riley sleeps in the back seat. The car zips around a mountain curve, down a desert highway.

Riley looks out the back window.

The car emerges from a tunnel onto the GOLDEN GATE BRIDGE.

TITLE CARD: INSIDE OUT

The car drives across the bridge. Riley looks out the window.

JOY (V.O.)
Hey look! The Golden Gate Bridge!
Isn't that great?! It's not made
out of solid gold like we thought,
which is kind of a disappointment,
but still!

The car drives past the Ferry Building.

54 INT. HEADQUARTERS

54

FEAR
I sure am glad you told me
earthquakes are a myth, Joy.
Otherwise I'd be terrified right
now!

Everyone eyes each other behind Fear's back.

JOY
Uh -- yeah.

55 EXT. LOMBARD STREET - DAY

55

The car is stuck in traffic. Cars HONK and people YELL.

56 INT. HEADQUARTERS

56

ANGER
These are my kind of people!

57 EXT. MARKET STREET - DAY

57

DAD
All right, just a few more blocks.
We're almost to our new house!

58 INT. HEADQUARTERS

58

ANGER
Step on it, Daddy!

DISGUST
Why don't we just live in this
smelly car? We've already been in
it forever.

JOY
Which, actually, was really lucky,
because that gave us plenty of time
to think about what our new house
is going to look like! Let's review
the top five daydreams.

Joy plugs in DAYDREAMS showing fantasy houses: tree house,
water-slide house, etc.

FEAR
Ooh! That looks safe!

JOY
Ohh, this is will be great for
Riley! Oh, no, no, no, THIS one.

A gingerbread house.

DISGUST (O.S.)
Ugh, Joy. For the last time, she
cannot live in a cookie.

A castle.

ANGER
 THAT'S the one! It comes with a dragon!

59 EXT. SAN FRANCISCO HOUSE - DAY

59

JOY (O.S.)
 Now we're getting close, I can feel it. Here it is, here's our new house -- and --

The car stops and Riley steps out.

REVEAL: a run-down Victorian. Nothing like the daydreams.

60 INT. HEADQUARTERS

60

Everyone looks slack-jawed.

JOY
 Maybe it's nice on the inside.

61 INT. SAN FRANCISCO HOUSE - CONTINUOUS

61

Riley steps inside. The room is dark, dusty, uninviting.

ANGER (V.O.)
 We're supposed to live here?

SADNESS (V.O.)
 Do we have to?

DISGUST (V.O.)
 I'm telling you, it smells like something died in here.

62 INT. HEADQUARTERS

62

A disgust memory rolls in.

FEAR
 Can you die from moving?

JOY
 Guys, you're overreacting. Nobody is dying --

DISGUST

A DEAD MOUSE!!!

ON THE SCREEN: A dead mouse in the corner.

DISGUST (O.S.)
I'm gonna be sick --

ANGER (O.S.)
Great, this is just great.

FEAR (O.S.)
Ahhhhh!! It's the house of the
dead! What are we gonna do?! We're
gonna get rabies!!!

Fear jumps into Anger's arms. Anger fires up the flames.

ANGER
GET OFFA ME!!!

Fear runs around on fire. Joy puts him out with a fire
extinguisher.

JOY
Hey, hey, hey, all through the
drive Dad talked about how cool our
new room is. Let's go check it out!

FEAR/ANGER/DISGUST (O.S.)
You're right, Joy/Yeah!/That's
right!/Yes, yes, yes!

63 INT. SAN FRANCISCO HOUSE

63

Riley dashes up the stairs.

64 INT. RILEY'S ROOM - CONTINUOUS

64

It's tiny. Depressing.

FEAR/DISGUST/ANGER (O.S.)
No, no, no, no, no./I'm starting to
envy the dead mouse./Get out the
rubber ball, we're in solitary
confinement.

65 INT. HEADQUARTERS

65

SADNESS
Oh, Riley can't live here.

ANGER
She's right.

FEAR
Really bad.

DISGUST
It's the worst. It's absolutely the worst.

ANGER
This house stinks.

Memories roll in: anger, disgust, fear.

JOY
Hey, it's nothing our butterfly curtains couldn't fix. I read somewhere that an empty room is an opportunity.

ANGER
Where did you read that?

JOY
It doesn't matter. I read it and it's great. We'll put the bed there. And the desk over there --

Joy projects an IMAGINATION of Riley's furniture.

FEAR
The hockey lamp goes there --

ANGER
Put the chair there.

DISGUST
Well, the trophy collection goes there.

SADNESS
Posters --

FEAR
Stars! I like that.

JOY
Now we're talking! Let's go get our stuff from the moving van!

Riley dashes down the stairs as Mom and Dad enter the house. Dad is on the phone.

DAD
Alright. Goodbye.
(hangs up; to Mom)
Well, guess what? The moving van
won't be here until Thursday.

MOM
You're kidding.

67 INT. HEADQUARTERS

67

FEAR
The van is lost?! This is the worst
day ever!

ON THE SCREEN: Mom and Dad ARGUE.

MOM
You said it would be here
yesterday!

DAD
I know that's what I said. That's
what they told me!

FEAR (O.S.)
Mom and Dad are stressed out!

FEAR/ANGER/DISGUST/SADNESS
They're arguing! /What are we going
to do? /This is so stressful. /What
is their problem?

Joy runs to storage and grabs what looks to be a LIGHT BULB.

JOY
I've got a great idea!

She clicks the IDEA into the console.

68 INT. SAN FRANCISCO LIVING ROOM - DAY

68

Riley's face lights up. Riley grabs her hockey stick. Puts a wad of paper in play.

MOM
Did you even read the contract?

DAD
Honey, you act like this is my
fault --

RILEY
Andersen makes her move. She's
closing in!

DAD
(grabbing a broom)
Hey! Oh, no you're not!

RILEY
She's lining up for the shot!

DAD
Coming behind you! Watch out!

She slides past him. Knocks the "puck" into the fireplace.

RILEY
She shoots and she scores! Yeah!

69 INT. HEADQUARTERS

69

The Emotions cheer. Out the back window, Family Island runs.

70 INT. SAN FRANCISCO LIVING ROOM - CONTINUOUS

70

RILEY
(taunting Mom)
Come on, Grandma!

MOM
Ha! "Grandma?"

71 INT. HEADQUARTERS

71

JOY
Uh-oh, she put her hair up, we're
in for it!

72 INT. SAN FRANCISCO LIVING ROOM

72

They all play hockey, Mom using a pillow to guard the "goal." Dad picks her up to shoot past her.

MOM

(laughing)
Woo! Hey, put me down!

Dad scoops up Riley, too. Riley giggles.

73 INT. HEADQUARTERS

73

A happy memory rolls in. Joy's back in charge.

74 INT. SAN FRANCISCO LIVING ROOM

74

Dad's cell phone beeps.

DAD
Ugh. Sorry, hold on, hold on.
(answers)
Hello?

75 INT. HEADQUARTERS

75

JOY
Wait. Wha--?

76 INT. SAN FRANCISCO LIVING ROOM

76

DAD
You're kidding. All right. Stall
for me, I'll be right there.
(hangs up)
The investor's supposed to show up
on Thursday, not today! I gotta go.

77 INT. HEADQUARTERS

77

Joy is disappointed.

78 INT. SAN FRANCISCO LIVING ROOM

78

MOM
It's okay. We get it.

DAD
You're the best. Thanks, Hon.
(to Riley, as he leaves)
See you, Sweetie.

79 INT. HEADQUARTERS

79

FEAR
 Dad just left us.

SADNESS
 Oh, he doesn't love us anymore.
 That's sad. I should drive, right?

JOY BLOCKS HER.

SADNESS
 Joy? What are you doing?

JOY
 Uh, just uh, gimme one second --
 You know what I've realized? Riley
 hasn't had lunch!
 (takes a memory off the
 wall and plays it)
 Remember?

MEMORY: A PIZZA SHOP.

80 INT. SAN FRANCISCO LIVING ROOM

80

RILEY
 Hey I saw a pizza place down the
 street. Maybe we could try that?

MOM
 Pizza sounds delicious!

81 INT. HEADQUARTERS

81

FEAR/ANGER/DISGUST
 Yeah!/Pizza!/Good idea, Joy.

Joy smiles.

82 INT. PIZZA PLACE - DAY

82

Riley and Mom get their pizza. On it: broccoli.

83 INT. HEADQUARTERS

83

FEAR/JOY/DISGUST

What the HECK IS THAT?!/Who puts
broccoli on pizza?/That's it. I'm
done.

ANGER
Congratulations, San Francisco,
you've ruined pizza! First the
Hawaiians, and now YOU!

84 EXT. SAN FRANCISCO STREET - LATER

84

Mom and Riley walk home. Riley looks disappointed.

MOM
What kind of a pizza place only
serves one kind of pizza? Must be a
San Francisco thing, huh?

85 INT. HEADQUARTERS

85

Joy glances at the wall of multi-colored memories. She sighs: things are not going well.

86 EXT. SAN FRANCISCO STREET - CONTINUOUS

86

MOM
Still, it's not as bad as the soup
at that diner in Nebraska.

RILEY
Oh yeah. The spoon stood up in the
soup by itself! That was
disgusting.

87 INT. HEADQUARTERS

87

Joy looks out the back window. Family Island is going.

JOY
Oh good. Family is running.

88 EXT. SAN FRANCISCO STREET

88

MOM
The drive out was pretty fun, huh?
What was your favorite part?

89 INT. HEADQUARTERS

89

ANGER
Spitting out the car window!

DISGUST
Definitely not when Dad was
singing.

FEAR
Wearing a seat belt!

JOY
What about the time with the
dinosaur!

Joy pulls up a memory.

SADNESS/FEAR/ANGER/DISGUST
Yeah./Yup./That's the one.

ON THE SCREEN: Riley and Mom pose in front of a roadside cement dinosaur in Vernal, Utah.

DAD (ON SCREEN)
Say cheese!

Behind Dad, the car rolls down the hill. No brakes!

RILEY (ON SCREEN)
Dad! Dad! Look behind you.

MOM (ON SCREEN)
Honey. The car! The car!

DAD (ON SCREEN)
Hold still. Huh?
(runs off after the car)
Stooooop! No no no nononono!!

Stegosaurus tail through the back window. The family laughs.

Enjoying the memory, Joy and the others chuckle.

FEAR
Nice one, Joy.

90 EXT. SAN FRANCISCO STREET

90

RILEY

(smiling)
I liked that time at the dinosaur.
That was pretty funny.

91 INT. HEADQUARTERS

91

Joy's cheer is cut short when the dinosaur memory TURNS BLUE.

92 EXT. SAN FRANCISCO STREET - DAY

92

Riley's smile fades.

93 INT. HEADQUARTERS

93

JOY
Wait. What? What happened?

Joy looks back. Sadness is touching the memory.

FEAR
She did something to the memory.

Joy tries to fix the memory.

JOY
What did you do?

SADNESS
I just touched it.

JOY
That shouldn't make it change.

FEAR
Change it back, Joy!

Joy rubs it, but the memory stays blue.

JOY
I'm trying.

ANGER
You can't change it back?

JOY
No, I guess I can't!

DISGUST

Good going Sadness. Now when Riley thinks of that moment with Dad, she's gonna feel sad. Bravo.

SADNESS
I'm sorry Joy -- I don't really know -- I thought maybe, if you -- if I -- if -- I mean --

DISGUST
Joy, we've got a stairway coming up.

94 EXT. SAN FRANCISCO STREET - DAY

94

Riley runs towards a stairway and handrail.

95 INT. HEADQUARTERS

95

JOY
Just don't touch any other memories until we figure out what's going on.

SADNESS
Okay.

JOY
(stepping up to controls)
Alright. Get ready, this is a monster railing, and we are riding it all the way down!

96 EXT. SAN FRANCISCO STREET - CONTINUOUS

96

Riley sits on the railing, ready to slide.

97 INT. HEADQUARTERS

97

Joy looks back: GOOFBALL ISLAND is whirring like crazy.

98 EXT. SAN FRANCISCO STREET

98

Riley goes to slide but hops off and walks down instead.

99 INT. HEADQUARTERS

99

JOY
Wait, what? What happened?

Suddenly a CORE MEMORY ROLLS up to Joy's feet.

FEAR
A core memory!

JOY
Oh no!

Out the back window, GOOFBALL ISLAND GOES DARK. Joy rushes to the Core Memory Holder.

JOY
Sadness! What are you doing?

SADNESS
It looked like one was crooked so I opened it and then it fell out!

Joy pops the memory back in. GOOFBALL ISLAND comes back on.

100 EXT. SAN FRANCISCO STREET

100

Riley jumps back on the railing and slides down.

RILEY
Woo hoo!

101 INT. HEADQUARTERS

101

SADNESS
It's just that -- I wanted to maybe hold one.

She reaches out to touch one, AND IT STARTS TO GO BLUE.

FEAR
JOY!

Joy pushes Sadness away before she can touch it.

JOY
Whoa, whoa, whoa!

The core memory TURNS BACK TO YELLOW.

JOY

Sadness! You nearly touched a core memory. And when you touch them, we can't change them back!

SADNESS

I know. I'm sorry. Something's wrong with me. It's like I'm having a breakdown.

JOY

You are not having a breakdown.
It's stress.

SADNESS

I keep making mistakes like that.
I'm awful --

JOY

Nooo, you're not.

SADNESS

-- and annoying.

JOY

Well -- uh -- You know what? You can't focus on what's going wrong. There's always a way to turn things around, to find the fun!

SADNESS

Yeah. Find the fun. I don't know how to do that.

JOY

Okay. Well, try think of something funny!

Long pause.

SADNESS

Oh! Remember the funny movie where the dog dies?

JOY

Yeah, that's not --

(tries another approach)

What about that time with Meg, when Riley laughed so hard milk came out of her nose? I mean come on --

INSERT: Riley spitting milk out of her nose, Meg laughing.

SADNESS

Yeah, that hurt. It felt like fire.

JOY

Okay, okay, don't think of that.
Let's try something else. What are
your favorite things to do?

SADNESS

My favorite? Um, well, I like it
when we're outside.

JOY

That's good! Like there's the beach
and sunshine -- Oh!

JOY

Like that time we buried Dad in the
sand up to his neck?

INSERT: Riley at beach, Dad buried in sand.

SADNESS (V.O.)

I was thinking more like rain.

INSERT: Riley stands in a downpour.

JOY

Rain? Rain -- is my favorite too!
We can stomp around in puddles --

INSERT: Riley happily jumps through puddles.

JOY

There's cool umbrellas, lightning
storms --

SADNESS (V.O.)

More like when the rain runs down
our back and makes our shoes soggy.
And we get all cold and shivery --

INSERT: Riley's shoes fill with water. She looks miserable.

SADNESS

-- and everything just starts
feeling droopy --

Sadness melts to the floor, crying.

JOY

Oh, hey, hey -- easy. Why are you
crying? That's really the opposite
of what we're going for here.

SADNESS

Crying helps me slow down and
obsess over the weight of life's
problems.

JOY

Ugh, you know what? Let's think
about something else. How about we
read some mind manuals, huh? Sounds
fun!

She drags Sadness over to a shelf of technical manuals.

SADNESS

I've read most of them.

JOY

Well have you read this one? This
seems interesting: "Long-Term
Memory Retrieval, Volume 47?"

SADNESS

No.

JOY

Ohhh! A real page turner!

SADNESS

(opens manual; reads)
"Long-Term Memory Data Selection
via channel sub-grouping?"

JOY

See? Fun already! You lucky dog,
you're reading these cool things
and I gotta go work. Life is so
unfair.

Joy walks away. But just as she thinks things are handled.
DING! Another memory -- Disgust -- slides in. Joy groans.

102 INT. SAN FRANCISCO HOUSE - NIGHT

102

Riley hops down the stairs towards the living room.

DAD (O.S.)

(on phone)

What can we do? We've only got
capital to last a month, maybe two.
If we can't find investors by then,
we're going to have to lay people
off.

Riley hears the stress in Dad's voice.

RILEY
Mom! Dad! Come kiss me g'night!

MOM
Be right there!

DAD
(on phone)
I know, I know! We've got to land
this, okay?

Riley heads back upstairs.

103 INT. RILEY'S ROOM - MOMENTS LATER

103

Riley climbs into her sleeping bag.

104 INT. HEADQUARTERS

104

FEAR
Did you hear Dad? He sounded really
upset.

105 INT. RILEY'S ROOM

105

STRANGE NOISES from outside. Headlights cast shadows on the wall. Riley looks scared.

106 INT. HEADQUARTERS

106

FEAR
What was that? Was it a bear? It's
a bear!

DISGUST
There are no bears in San
Francisco!

ANGER
I saw a really hairy guy. He looked
like a bear.

FEAR
Oh, I'm so jumpy, my nerves are
shot!

DISGUST

Ew, I don't want to hear about your nerves!

ANGER
I'll tell you what it is. This move has been a bust.

FEAR
That's what I've been telling you guys! There are at least 37 things for Riley to be scared of right now!

DISGUST
The smell alone is enough to make her gag.

ANGER
I can't believe Mom and Dad moved us here!

JOY
Look, I get it. You guys have concerns. But we've been through worse! Tell you what: let's make a list of all the things Riley should be HAPPY about!

ANGER
Fine. Let's see -- this house stinks, our room stinks --

DISGUST
Pizza is weird here --

SADNESS
Our friends are back home --

FEAR
And all of our stuff is in the missing van!

JOY
Oh c'mon, it could be worse --

DISGUST
Yeah, Joy. We could be lying on the dirty floor. In a bag.

108 INT. HEADQUARTERS

108

JOY

Okay, I admit it, we had a rough start. But think of all the good things that --

ANGER

No, Joy. There's absolutely no reason for Riley to be happy right now. Let us handle this.

FEAR

I say we skip school tomorrow and lock ourselves in the bedroom.

DISGUST

We have no clean clothes. I mean, no one should see us.

SADNESS

Yeah, we could cry until we can't breathe.

ANGER

We should lock the door and scream that curse word we know. It's a good one!

JOY

Now hold on! Look, we all have our off days. You know, I --

ON THE SCREEN: Mom opens Riley's bedroom door.

MOM

Hi honey.

ANGER

The Mom Bad News Train is pulling in! Toot toot!

109 INT. RILEY'S ROOM

109

Mom sits next to Riley.

MOM

Still no moving van. Now they're saying it won't be here 'til Tuesday, can you believe it?

110 INT. HEADQUARTERS

110

ANGER
 Toot toot toot!

111 INT. RILEY'S ROOM

111

RILEY
 Where's Dad?

MOM
 On the phone. This new venture is
 keeping him pretty busy. Your dad's
 a little stressed -- you know,
 about getting his new company up
 and running --

112 INT. HEADQUARTERS

112

ANGER
 I rest my case!

Joy sighs. She falls back from the controls. Anger steps up
 to the console.

ANGER
 Now for a few well-placed withering
 scowls.

113 INT. RILEY'S ROOM

113

MOM
 I guess all I really want to say
 is: thank you.

114 INT. HEADQUARTERS

114

ANGER
 Huh?

Anger drops the controls.

115 INT. RILEY'S ROOM

115

MOM
 You know, through all this
 confusion you've stayed -- well,
 you've stayed our happy girl!

Mom brushes Riley's cheek.

MOM
 Your dad's under a lot of pressure.
 But if you and I can keep smiling,
 it would be a big help. We can do
 that for him, right?

116 INT. HEADQUARTERS

116

Joy, smiling with renewed purpose, steps back to the console.

JOY
 Whoa! Well.

117 INT. RILEY'S ROOM

117

RILEY
 (smiles)
 Yeah! Sure.

MOM
 What did we do to deserve you?
 (kisses Riley)
 Sweet dreams.

RILEY
 Good night.

118 INT. HEADQUARTERS

118

ANGER
 Well, you can't argue with Mom.
 "Happy" it is.

FEAR
 Team Happy! Sounds great!

DISGUST
 I'm totally behind you, Joy.

119 INT. RILEY'S ROOM

119

Riley goes to sleep.

120 INT. HEADQUARTERS

120

The screen goes black.

JOY

Looks like we're going into REM. I got Dream Duty, so I'll take care of sending these to Long Term. Great day today, guys! Sleep well TEAM HAPPY!

The team heads off to bed.

Harp music plays.

JOY

Alright, what's on tonight, Dream Production?

ON THE SCREEN: a DREAM COMES UP.

The family FLIES happily through the air in the car. They land in front of the house --

DAD

Well, this is it. The new place.

-- except it's haunted! Organ music. Ghosts howling. The dead mouse rises up into frame.

MOUSE

Come live with me, Riley!

The mouse falls over, dead. A bear enters, holding a pizza.

PIZZA BEAR

Somebody order a broccoli pizza?

The pizza slices hop up and dance a jig.

PIZZA SLICE

Eat me! I'm organic!

121 INT. RILEY'S ROOM

121

Riley frowns in her sleep.

122 INT. HEADQUARTERS

122

JOY

Ah, NO, who is in charge of
programming down there?! I know I'm
not supposed to do this, but --

Joy ducks behind the console and REBOOTS it. The dream
ends.

123 INT. RILEY'S ROOM - NIGHT

123

Riley still looks troubled.

124 INT. HEADQUARTERS

124

JOY
We are not going to end the day
like this.

Joy has a thought. She recalls a memory.

ON THE SCREEN: Riley ice skates with her parents.

Joy watches, loving this kid. She shadows Riley, "skating"
around headquarters.

JOY
Don't you worry. I'm gonna make
sure that tomorrow is another great
day. I promise.

125 INT. RILEY'S ROOM - NIGHT

125

Riley SMILES in her sleep.

126 INT. KITCHEN - MORNING

126

Riley excitedly snarfs down breakfast cereal.

127 INT. HEADQUARTERS - MORNING

127

Joy plays the accordion around Headquarters. The others
appear, looking grumpy. Joy yells over the noise.

JOY
Hello! Did I wake you?

ANGER
DO you have to play that?

JOY

Well, I have to practice. And I don't think of it as playing so much as hugging.

She tosses aside the accordion and runs off.

JOY

Okay, first day of school! Very, very exciting! I was up late last night figuring out a new plan. Here it is.

(to Fear)

Fear! I need a list of all the possible negative outcomes on the first day at a new school.

FEAR

Way ahead of you there. Does anyone know how to spell "meteor?"

JOY

Disgust! Make sure Riley stands out today -- but also blends in.

DISGUST

When I'm through, Riley will look so good the other kids will look at their own outfits and barf.

JOY

(addressing herself)

Joy! Yes Joy? You'll be in charge of the console, keeping Riley happy all day long. And may I add I love your dress, it's adorable. Oh, This ol' thing? Thank you so much, I love the way it twirls --

TOOT TOOT! A TRAIN rushes by outside.

JOY

Train of Thought! Right on schedule.

The engineer waves from the cab and drops off a large bag.

JOY

Anger! Unload the daydreams. I ordered extra in case things get slow in class.

ANGER

Might come in handy, if this new school is full of boring useless classes, which it probably will be
--

Sadness walks by. Joy stops her.

JOY
Oh, Sadness! I have a super important job just for you.

SADNESS
Really?

JOY
Mmm-hmmm. Follow me.

CUT TO:

128 INT. THE BACK OF THE ROOM

128

Joy draws a chalk circle on the floor around Sadness's feet.

SADNESS
What are you doing?

JOY
(finishing the circle)
And -- there. Perfect. This is the circle of Sadness. Your job is to make sure that all the Sadness stays inside of it.

SADNESS
So -- you want me to just stand here?

JOY
Hey, it's not MY place to tell you how to do your job. Just make sure --

(nudging Sadness' foot back over the line)
-- ALL the Sadness stays in the circle.

Sadness stands there.

JOY
See? You're a pro at this! Isn't this fun?!

SADNESS
No.

JOY
(heading to the console)
Atta girl. Alright everyone, fresh start! We are gonna to have a good day, which will turn into a good week, which will turn into a good year, which turns into a good LIFE!

129 INT. SAN FRANCISCO HOUSE - MORNING

129

Mom helps Riley on with her backpack. Dad is on the phone.

MOM
So, the big day! New school, new friends, huh?

RILEY
I know! I'm kinda nervous, but I'm mostly excited! How do I look? Do you like my shirt?

130 INT. HEADQUARTERS

130

Joy looks back at Family Island, working away.

131 INT. SAN FRANCISCO HOUSE - CONTINUOUS

131

MOM
Very cute! You gonna be okay? You want us to walk with you?

132 INT. HEADQUARTERS

132

DISGUST
Mom and Dad? With us in public? No thank you.

JOY
(operating console)
I'm on it.

133 INT. SAN FRANCISCO HOUSE

133

RILEY
Nope, I'm fine. Bye Mom! Bye Dad!

DAD
(covering phone)
Have a good day at school, Monkey!

All three make monkey sounds at each other.

134 INT. HEADQUARTERS**134**

Goofball Island works out the back window.

135 INT. SAN FRANCISCO HOUSE**135**

Riley giggles as she exits.

MOM
Have a great day, sweetheart.

136 EXT. SCHOOL - MORNING**136**

Riley walks up to her new school. New kids everywhere. She hesitates.

FEAR (O.S.)
Are you sure we want to do this?

JOY (O.S.)
In we go!

FEAR (O.S.)
Okayyy! Going in! Yes.

Riley perks up and walks in.

137 INT. CLASSROOM - MORNING**137**

Riley sits at her desk and looks at the other kids in class.

DISGUST (O.S.)
Okay, we've got a group of cool
girls at 2 o'clock.

138 INT. HEADQUARTERS - CONTINUOUS**138**

JOY
How do you know?

DISGUST
Double ears pierced, infinity scarf
--

A group of makeup-wearing girls look back at Riley.

JOY
Whoa. Is she wearing eye shadow?

DISGUST
Yeah, we want to be friends with them.

JOY
Let's go talk to 'em!

DISGUST
Are you kidding?? We're not TALKING to them, we want them to like us.

JOY
Oh!
(then)
Wait, what?

FEAR
(drops a giant stack of paper on the console)
Almost finished with the potential disasters. Worst scenario is either quicksand, spontaneous combustion, or getting called on by the teacher. So as long as none of those happen --

139 INT. CLASSROOM

139

TEACHER
Okay, everybody. We have a new student in class today.

140 INT. HEADQUARTERS

140

FEAR
Are you kidding me?! Out of the gate? This is not happening!

141 INT. CLASSROOM

141

TEACHER

Riley would you like to tell us something about yourself?

142 INT. HEADQUARTERS

142

FEAR
Noooooooo! Pretend we can't speak English!

JOY
Don't worry. I got this.

Joy pushes a lever.

143 INT. CLASSROOM

143

RILEY
Uhh -- okay. My name is Riley Andersen. I'm from Minnesota. And now I live here.

TEACHER
And how about Minnesota? Can you tell us something about it? Well you certainly get a lot more snow than we do.

144 INT. HEADQUARTERS

144

JOY
(laughs)
She's hilarious!

She turns a lever.

145 INT. CLASSROOM

145

Riley smiles, in spite of all the eyes on her.

RILEY
Yeah, it gets pretty cold. The lake freezes over, and that's when we play hockey. I'm on a great team. We're called the Prairie Dogs. My friend Meg plays forward. My Dad's the coach. Pretty much everyone in my family skates.

146 INT. HEADQUARTERS**146**

Joy recalls a MEMORY: the family skating together.

147 INT. CLASSROOM**147**

Riley "watches" the memory, smiling.

RILEY

It's a kind of family tradition. We go out on the lake almost every weekend.

148 INT. HEADQUARTERS**148**

Joy smiles. Then, mysteriously, the IMAGE TURNS BLUE.

149 INT. CLASSROOM**149**

Riley's smile fades, her brow furrows.

RILEY

Or we did, 'til I moved away.

150 INT. HEADQUARTERS**150**

Confused, Joy looks around.

FEAR/DISGUST/ANGER

Huh?/Hey, what gives?/What?

JOY

Hey --

She spots Sadness, who is guiltily touching the memory.

JOY

Sadness! You touched a memory?! We talked about this.

SADNESS

Oh yeah, I know. I'm sorry.

JOY

Get back in your circle.

(trying to eject memory)

Gnnh! What's going on? Why won't it eject?!!

She fiddles with the console, but the blue memory won't move.

FEAR
Get it out of there, Joy!

151 INT. CLASSROOM

151

RILEY
(sniffling)
We used to play tag and stuff --

152 INT. HEADQUARTERS

152

DISGUST
Cool kids whispering at 3 o'clock!

153 INT. CLASSROOM

153

The other kids whisper and stare.

154 INT. HEADQUARTERS

154

FEAR
Did you see that look?!? They're judging us!

JOY
Oh no.

Joy tries pulling the memory. Anger, Fear and Disgust help.

JOY
Somebody help me. Grab that -- everybody --

They pull with all their might, but the memory's not budging.

155 INT. CLASSROOM

155

RILEY
But everything's different now.
Since we moved --

TEARS stream down Riley's face.

156 INT. HEADQUARTERS

156

FEAR
Oh no! We're CRYING AT SCHOOL!!!

Joy turns to the console. SADNESS IS DRIVING.

JOY
What? No! Sadness, what are you
doing?

Joy finally yanks the memory out. She runs to the console
and pulls Sadness away from the controls.

SADNESS
Oh no, I'm sorry -- I -- oh --

PING! A memory is created. BRIGHT BLUE.

JOY
Huh?

ANGER
Whoa!

FEAR
It's a core memory!

DISGUST
But it's blue!

The bright blue core memory rolls through the memory shelf
and STARTS TOWARDS THE CORE MEMORY HOLDER!

JOY
No wait -- stop it! No! Ahh!

Joy leaps to the holder and pops it open, preventing the
new blue core memory from going in. Joy grabs it.

She pushes the end-of-day "memory flush" button. The tube
comes down from the ceiling.

SADNESS
(trying to take her
memory back from Joy)
Joy, no. That's a core memory, Joy!

JOY
Hey! Stop it. Let go.

As they struggle, they bump into the Core Memory Holder,
KNOCKING ALL OF THE CORE MEMORIES OUT onto the floor.

FEAR/DISGUST/ANGER

Ahh!

FEAR

The core memories!

Out the window, the ISLANDS OF PERSONALITY GO DARK.

157 INT. CLASSROOM

157

Riley, her face tear-stained, looks up.

158 INT. HEADQUARTERS

158

JOY

Ahh!

Joy tosses the blue core memory aside to collect the yellow core memories.

Sadness grabs the blue core memory and heads to the Core Memory Holder to plug it in. Joy lunges, knocking the blue core memory out of Sadness's hands. It's SUCKED UP the vacuum tube.

Joy trips backward. In the chaos a yellow core memory rolls toward the tube.

JOY

No, no, no, no!

She reaches to grab it and gets sucked up the tube herself, along with the other core memories -- and Sadness!

Fear, Anger and Disgust now stand alone in Headquarters. A stunned silence as the tube retracts.

159 INT. CLASSROOM

159

Riley sits and wipes her tears.

TEACHER

Thank you, Riley. I know it can be
tough moving to a new place, but
we're happy to have you here.
Alright everyone, get out your
history books and turn to chapter
seven.

Riley hides behind her book.

160 INT. HEADQUARTERS

160

ANGER
Can I say that curse word now?

161 INT. TUBE

161

Joy and Sadness scream as they rocket down the tube. Joy
desperately tries to hold on to the core memories.

The blue core memory is sorted to a side tube.

162 EXT. LONG-TERM MEMORY CLIFF EDGE

162

Joy lands in a bin of memories. Sadness crashes next to
her.

JOY
Oh no --
(gathering memories)
One, two, three -- okay, got 'em.
Wha-- where are we?

Joy takes in the shelving around her.

JOY
Long-Term Memory--!

Joy grabs the core memories and jumps out of the dumpster.
She sees GOOFBALL ISLAND, silent and dark.

JOY
Goofball Island.

Joy surveys the islands beyond. They're all dark.

SADNESS
Hoh -- Riley's Islands of
Personality. They're ALL down! This
is bad.

JOY

We -- we can fix this. We just have to get back to Headquarters, plug the core memories in, and Riley will be back to normal.

Joy and Sadness hurry towards headquarters.

SADNESS

Riley has no core memories, no personality islands and no--
(gasp)

JOY

Wha -- What is it?

SADNESS

You! YOU'RE not in headquarters.
Without you, Riley can't be happy.
We gotta get you back up there.

JOY

I'm coming, Riley.

They set off across the bridge to Goofball Island. We see the LIGHT LINE beyond it, leading towards Headquarters.

163 INT. KITCHEN TABLE - EVENING

163

Riley and her parents eat dinner.

MOM

So as it turns out the green trash can is not recycling, it's for greens. Like compost. And eggshells.

DAD

(not really listening)
Mmm.

MOM

And the blue one is recycling. And the black one is trash.

Riley pushes food around on her plate.

164 INT. HEADQUARTERS

164

DISGUST

Riley is acting so weird. Why is she acting so weird?

ANGER

What do you expect? All the islands are down.

DISGUST

Joy would know what to do.

FEAR

That's it! Until she gets back, we just do what Joy would do!

DISGUST

Great idea! Anger, Fear, Disgust. How are WE supposed to be happy?

MOM (O.S.)

Hey, Riley. I've got good news!

165 INT. KITCHEN TABLE - CONTINUOUS

165

MOM

I found a junior hockey league right here in San Francisco. And get this: try-outs are tomorrow after school. What luck, right?

166 INT. HEADQUARTERS

166

ANGER

Hockey?

DISGUST

Uh-oh. What do we do?

FEAR

Guys, uh, this -- Here, you pretend to be Joy.

Fear pushes Disgust forward. She steps up to drive.

ON THE SCREEN:

MOM

Won't it be great to be back out on the ice?

167 INT. KITCHEN DINING TABLE

167

RILEY
 (sarcastic)
 Oh yeah, that sounds fantastic.

168 INT. HEADQUARTERS

168

FEAR
 What was that? That wasn't anything like Joy.

DISGUST
 Uh, because I'm NOT Joy.

FEAR
 Yeah, no kidding.

169 INT. KITCHEN TABLE

169

Mom, taken aback, eyes Riley. Zoom in to Mom's head.

170 INT. MOM'S HEADQUARTERS

170

MOM'S SADNESS
 Did you guys pick up on that?

MOM'S ANGER
 Uh-huh.

MOM'S JOY / MOM'S FEAR / MOM'S DISGUST
 Oh yeah/Definitely.

MOM'S DISGUST
 Something's wrong.

MOM'S ANGER
 Should we ask her?

MOM'S SADNESS
 Let's probe. But keep it subtle, so she doesn't notice.

171 INT. KITCHEN TABLE

171

MOM
 So! How was the first day of school?

172 INT. RILEY'S HEADQUARTERS

172

ANGER
She's probing us.

DISGUST
I'm done.
(to Fear)
YOU pretend to be Joy.

FEAR
What? Uh -- okay -- hmm.

173 INT. KITCHEN TABLE

173

RILEY
(nervous)
It was fine, I guess, I don't know.

174 INT. RILEY'S HEADQUARTERS

174

DISGUST
Oh, very smooth, that was JUST like
Joy.

175 INT. MOM'S HEADQUARTERS

175

MOM'S ANGER
Something's definitely going on.

MOM'S DISGUST
She's never acted like this before.
What should we do?

MOM'S SADNESS
We're going to find out what's
happening. But we'll need support.
Signal the husband.

176 INT. KITCHEN TABLE

176

Mom clears her throat at Dad. He doesn't notice. Zoom in to
Dad's head.

177 INT. DAD'S HEADQUARTERS

177

All of Dad's emotions are watching a HOCKEY MATCH,
cheering.

SPORTS ANNOUNCER

-- with a nice pass over to Reeves,
he comes across center ice --

178 INT. KITCHEN TABLE

178

Again Mom stares, clears her throat. Dad looks up,
clueless.

179 INT. DAD'S HEADQUARTERS

179

DAD'S ANGER
Uh-oh. She's looking at us.
(turns off the memory)
What did she say?

DAD'S FEAR
What? Uh, sorry, Sir. No one was
listening.

DAD'S ANGER
Is it garbage night? We left the
toilet seat up? What? What is it,
woman, what?!?

180 INT. MOM'S HEADQUARTERS

180

MOM'S DISGUST
(re: Dad on the screen)
He's making that stupid face again.

MOM'S ANGER
I could strangle him right now!

MOM'S SADNESS
Signal him again.

181 INT. KITCHEN TABLE

181

Mom raises her eyebrows and tilts her head towards Riley.
Dad finally gets it.

DAD
Ahh, so, Riley! How was school?

182 INT. MOM'S HEADQUARTERS

182

Mom's Emotions give up.

MOM'S JOY / MOM'S SADNESS / MOM'S FEAR /
 MOM'S DISGUST
 You gotta be kidding me!/He really
 needs to start paying attention./
 Is he paying attention at all?

MOM'S ANGER
 For THIS we gave up that Brazilian
 helicopter pilot?

183 INT. RILEY'S HEADQUARTERS

183

ANGER
 Move! I'LL be Joy.

184 INT. KITCHEN TABLE

184

RILEY
 (snarky)
 School was great, alright?

MOM
 Riley, is everything okay?

Riley rolls her eyes.

185 INT. DAD'S HEADQUARTERS

185

DAD'S FEAR
 Sir, she just rolled her eyes at
 us.

DAD'S ANGER
 What is her deal? Alright, make a
 show of force. I don't want to have
 to put "the Foot" down.

DAD'S FEAR
 No. Not the Foot.

186 INT. KITCHEN TABLE

186

DAD
 Riley, I do NOT like this new
 attitude.

187 INT. RILEY'S HEADQUARTERS

187

ANGER
Oh I'll show you attitude, old man.

FEAR
No, no, no! Stay happy!

Anger shoves him away and hits a button.

188 INT. KITCHEN TABLE

188

RILEY
What is your problem? Just leave me alone.

189 INT. DAD'S HEADQUARTERS

189

DAD'S FEAR
Sir! Reporting high levels of sass!

DAD'S ANGER
Take it to DEFCON 2.

Sirens begin to BLARE.

DAD'S FEAR
You heard that, gentleman. DEFCON 2.

190 INT. KITCHEN TABLE

190

DAD
Listen young lady, I don't know where this disrespectful attitude came from --

191 INT. RILEY'S HEADQUARTERS

191

ANGER
You want a piece of this, Pops?
Come and get it!

Anger grasps two levers with all his might.

192 INT. KITCHEN TABLE

192

RILEY
Yeah, well -- well --

193 INT. DAD'S HEADQUARTERS

193

DAD'S ANGER
 Here it comes -- Prepare the Foot!

Dad's Emotions uncover "Launch Station" buttons, insert keys.

DAD'S FEAR
 Keys to safety position! Ready to launch on your command, Sir!

194 INT. RILEY'S HEADQUARTERS

194

ANGER, flames and yell at full blast, pushes up the levers.

195 INT. KITCHEN TABLE

195

RILEY
 Just SHUT UP!

Dad and Mom are shocked.

196 INT. DAD'S HEADQUARTERS

196

DAD'S ANGER
 FIRE!

197 INT. KITCHEN TABLE

197

DAD
 That's it, go to your room! Now!

Riley pushes away from the table and goes upstairs in a huff.

198 INT. DAD'S HEADQUARTERS

198

DAD'S FEAR
 The Foot is down! The Foot is down!

They all CHEER.

DAD'S ANGER
 Good job gentlemen. That could have been a disaster.

199 INT. MOM'S HEADQUARTERS

199

MOM'S SADNESS
 Well, that was a disaster.

Mom's Anger recalls a memory: the Brazilian helicopter pilot.

HELICOPTER PILOT
 Come fly with me, gatinha.

They all SIGH.

200 INT. HALLWAY - CONTINUOUS

200

Riley slams her bedroom door.

201 EXT. MIND WORLD - LIGHTLINE

201

In the distance, Family Island RUMBLES.

Joy and Sadness have made it across Goofball Island and must now walk across the thin light line. Below is the darkness of the Memory Dump.

SADNESS
 We're gonna walk out there? On that?

JOY
 It's the quickest way back.

SADNESS
 But it's right over the Memory Dump. If we fall we'll be forgotten forever!

JOY
 We have to do this. For Riley. Just follow my footsteps.

SADNESS
 Hohh -- ok.

JOY
 (stepping onto lightline)
 It's not that high. It's totally
 fiii -- Whoa --

She loses her balance. Almost drops a memory over the side.

Sadness steps out onto the lightline. They inch along.

202 INT. RILEY'S ROOM - LATER

202

Dad knocks on Riley's door, peeks in.

DAD

Hey.

Riley's in her sleeping bag. She doesn't answer.

DAD

So uh, things got a little out of hand downstairs. You want to talk about it?

(still no answer)

Come on. Where's my happy girl? Monkey.

(he tries monkey noises)

203 INT. HEADQUARTERS

203

ANGER

He's trying to start up Goofball.

Fear looks at the empty Core Memory Holder, then out the window: GOOFBALL ISLAND is dark and silent.

204 INT. RILEY'S ROOM

204

DAD

Come on.

(tries more monkey noises)

Riley looks at Dad, but TURNS AWAY.

205 EXT. GOOFBALL ISLAND

205

Goofball Island crumbles and breaks.

206 EXT. GOOFBALL ISLAND LIGHTLINE

206

Joy sees the lightline breaking ahead.

JOY

Ahhh! Go back! RUN! RUN! RUN!

They run back onto Goofball Island as the lightline crumbles.

207 EXT. GOOFBALL ISLAND

207

Joy and Sadness frantically outrun collapsing debris.

208 EXT. LONG-TERM MEMORY CLIFF EDGE

208

They leap across the buckling bridge, making it over to the cliff just in time to see Goofball Island fall into the dump.

JOY

What-- ?

Joy watches it sink. FLASH CUTS of Young Riley:

- Riley twirling until she falls over.
- The family jumping on a trampoline.
- Riley riding on Dad's shoulders, making silly faces with ice cream all over her face.

209 INT. RILEY'S ROOM - CONTINUOUS

209

DAD

I get it, you need some alone time.
We'll talk later.

210 INT. HEADQUARTERS

210

The Emotions stare out the back window in disbelief.

DISGUST

We have a major problem.

FEAR

Ohh, Joy where are you?

211 EXT. LONG-TERM MEMORY CLIFF EDGE

211

Joy and Sadness stare down into the abyss.

SADNESS

We lost Goofball Island. That means
she can lose Friendship, and
Hockey, and Honesty, and Family!
You can fix this, right Joy?

JOY
I -- I don't know.
(Sadness sighs in
despair)
But we have to try. C'mon.

The sky darkens.

JOY
Riley's gone to sleep.
(more sighs from Sadness)
-- which is a good thing, when you
think about it, because nothing
else bad can happen while she's
asleep! We'll be back to
Headquarters before she wakes up.
We'll just go across Friendship
Island.

Shelves jut out over the cliff edge, making Friendship
Island inaccessible.

SADNESS
We'll never make it, hoh -- nooo --

JOY
No, no, no, don't obsess over the
weight of life's problems, remember
the funny movie where the dog
dies?!

Sadness face plants.

JOY
Uhhh, Sadness, we don't have time
for this.

She looks to her side. Memory shelves wind into the
distance. Joy heads off into the maze.

JOY
We'll just have to go around! Take
the scenic route.

SADNESS
Wait! Joy, you could get lost in
there!

JOY
Think positive!

SADNESS
Okay. I'm positive you will get lost in there. That's Long-Term Memory. An endless warren of corridors and shelves. I read about it in the manuals.

Joy stops. Sadness is right. But wait!

JOY
The manuals? The manuals! You read the manuals!

SADNESS
Yeah --

JOY
So you know the way back to headquarters!

SADNESS
I, guess --

JOY
You are my map! Let's go! Lead on, Mind Map! Show me where we're going!

SADNESS
Okay! Only, I'm too sad to walk. Just give me a few -- hours.

Joy grabs Sadness' leg and DRAGS her into the shelves.

JOY
Which way? Left?

SADNESS
Right.
(Joy turns right)
No. I mean, go left. I said left was right, like "correct."

JOY
Okay.

SADNESS
This actually feels kind of nice.

Joy heads off into the COMPLICATED LABYRINTH ahead of them.

JOY

Okay! Here we go. We'll be back to Headquarters before morning. We can do it. This'll be easy. This is working!

DISSOLVE TO:

212 EXT. LONG-TERM MEMORY - LATER

212

Joy, exhausted, drags Sadness through the maze of shelves.

JOY

This is not working. Are we getting close?

SADNESS

Yeah. Just another right. And a left. Then another left, and a right --

JOY

Are you sure you know where we're going? Because we seem to be walking AWAY from Headquarters --

The SKY BRIGHTENS. Day. And they're still lost.

JOY

Riley's awake.

Joy drops a core memory. Sadness reaches to grab it.

JOY

Ah ah ah, don't touch, remember? If you touch them, they stay sad!

SADNESS

Oh. Sorry. I won't --

Joy looks behind her. The bottom row of memories are BLUE.

SADNESS

-- starting now.

JOY

I can't take much more of this.

MALE FORGETTER (O.S.)

Forget 'em!

JOY

Mind Workers!

Joy runs off toward the voice.

SADNESS
But Joy we're almost- - ohhhh.

213 EXT. LONG-TERM MEMORY - LATER

213

Joy finds two workers vacuuming up memories from the shelves.

FEMALE FORGETTER
Phone numbers. We don't need all of these. They're in her phone.

MALE FORGETTER
Just forget all of that. Please.
Forget it!

JOY
Excuse me. Hi. I need to find Friendship Island --

FEMALE FORGETTER
(pointing to memories)
Look at this. Four years of piano lessons.

MALE FORGETTER
Yeah, looks pretty faded.

FEMALE FORGETTER
You know what? Save "Chopsticks" and "Heart and Soul," get rid of the rest.

Zoop! The memories get vacuumed up.

JOY
Are you--

FEMALE FORGETTER
U.S. Presidents. What do you think?

MALE FORGETTER
Eh, just keep Washington, Lincoln and the fat one.

FEMALE FORGETTER
Forget 'em!

JOY
 Hey! You can't throw those away!
 Those are perfectly good memories.

MALE FORGETTER
 The names of every "Cutie Pie
 Princess" doll?

JOY
 Yes! That is critical information!
 Glitterstorm, Honeypants, Officer
 Justice --

FEMALE FORGETTER
 Forget 'em!

He vacuums up the memories behind Joy.

214 EXT. CLIFFSIDE - CONTINUOUS

214

The memories shoot out a sewer pipe and fall into the darkness of the Memory Dump.

215 EXT. LONG-TERM MEMORY - CONTINUOUS

215

JOY
 Hey! Bring those back.

FEMALE FORGETTER
 They're in the dump. Nothing comes back from the dump.

MALE FORGETTER
 Yeah. Look lady, this is our job,
 OK?

FEMALE FORGETTER
 When Riley doesn't care about a memory, it fades.

JOY
 Fades?

FEMALE FORGETTER
 Happens to the best of 'em.

MALE FORGETTER
 (pulls memory from a cart)
 Except for this bad boy! This one will NEVER fade.

JOY
 (recognizing it)
 The song from the gum commercial?

MALE FORGETTER
 (conspiratorial)
 Sometimes we send that one up to
 headquarters for no reason.

FEMALE FORGETTER
 It just plays in Riley's head over
 and over again. Like a million
 times! Ha! Let's watch it again!

She rewinds it and plays it again. They sing along.

MALE FORGETTER
 Tripledent gum will make you smile!
 Tripledent gum! It lasts a while!
 Tripledent gum will help you,
 mister, to punch bad breath right
 in the kisser.

JOY
 We all know the song. Okay. Yup.
 Real catchy.

MALE FORGETTER
 (to Female Forgetter)
 What do ya think? Should we do it?

FEMALE FORGETTER
 Yeah! Ha ha!

MALE FORGETTER
 OK, here we go! Ha ha ha!

He tips the gum memory into the inner workings of the
 shelf. FWOOM! It shoots up towards Headquarters.

216 INT. HEADQUARTERS - CONTINUOUS

216

Fear, Anger and Disgust are having a peaceful morning. The
 memory drops into Headquarters, playing at full volume.

GUM MEMORY
 Tripledent gum will make you smile!
 Tripledent gum! It lasts a while--

ANGER
 Wha-- this again!?!?

217 INT. LONG-TERM MEMORY

217

The Forgetters walk away, laughing and singing.

JOY
(following them)
Wait! Do you know how to get to
Friendship Island?!

218 INT. RILEY'S ROOM - DAY

218

Riley, laptop on her stomach, hums the Tripledent gum song.

MEG (O.S.)
(on the computer)
Do you like it there? Did you feel
any earthquakes? Is the bridge
cool?

RILEY
Yeah, it's good. What happened with
the playoffs?

MEG
We won the first game. Coach says
we might actually go to the finals
this year. Oh, and we've got this
new girl on the team. She's so
cool.

219 INT. HEADQUARTERS

219

DISGUST
Oh, she did NOT just say that.

FEAR
A NEW GIRL? Meg has a new friend
already?!

Anger GROWLS.

DISGUST
Hey hey, stay happy! We do NOT want
to lose any more islands here guys!

220 INT. RILEY'S ROOM

220

MEG

We can pass the puck to each other
without even looking. It's like
mind reading!

221 INT. HEADQUARTERS

221

ANGER
You like to read minds, Meg? I got
something for you to read right
here!
(grabbing the controls)

DISGUST
No no no, what are you doing?!

FEAR
Wait, wait-- let's just be calm for
one second--

Anger snaps Fear's nose like a rubber band. Anger slams the
controls forward like a lunatic.

ANGER
GAAAAAAA!!!!

222 INT. RILEY'S ROOM

222

MEG (O.S.)
I heard they have parrots living
in-

RILEY
I gotta go.

MEG
What?

RILEY
I GOTTA GO.

Riley slams down the computer and SCOWLS.

223 EXT. LONG-TERM MEMORY

223

Joy follows the Forgetters, trying to get directions. They
ignore her, singing the gum-commercial jingle.

A horrible mechanical GROANING sound. Joy reacts.

JOY

What--?

224 EXT. LONG-TERM MEMORY

224

Joy rounds a corner and sees Friendship Island crumbling.

JOY
Friendship Island?

The FRIENDSHIP CORE MEMORY Joy holds fades. She runs forward.

JOY
Wh-- ?

She looks on in horror as Friendship Island falls.

JOY
Ohh, not Friendship.

Joy hugs the core memories. One of them is memory of young Riley and Meg walking together.

SADNESS
Oh, Riley loved that one. And now it's GONE. Goodbye friendship, hello loneliness.

Joy sees Hockey Island in the distance.

JOY
(trying to stay positive)
We'll just have to go the long way.

They turn to look back into the deep memory shelves.

SADNESS
Yeah. The long, long, looong way.
I'm ready.

Sadness lies down on the ground, offering her leg. Joy sighs. She doesn't want to do this again.

JOY
Ah, yes.
(pulling Sadness)
There's gotta be a better way.

BING BONG (O.S.)
(talking to the memories)
Ohhh, look at you, you're a KEEPER!

JOY
Huh?

Joy sees a strange figure up ahead, gathering memories.

BING BONG
I will take you, but not you.
(beat)
Oh who am I kidding, I can't leave
you!

JOY
Hello!

The figure sees Joy and bolts.

JOY
Wait! Hey, wait! Stop!

Joy chases after him.

225 EXT. LONG-TERM MEMORY DEAD END

225

Joy rounds a corner to find the figure crouched on the ground, hiding his face in his hands like a three year old.

JOY
Excuse me--?

BING BONG
(jumping up; cornered)
Ahhhh! Uh, I was looking for, uh --
(grabs a memory)
-- DIVERSION!

He THROWS IT and makes a run for it.

BING BONG
Ha ha! So long, sucker!

He immediately crashes into a cart of memories.

BING BONG
Ow! Oww, I hurt all over.

JOY
Wait. I know you.

BING BONG
No you don't. I get that a lot, I
look like a lot of people.

JOY

No, I do! Bing Bong! Riley's
Imaginary Friend!

BING BONG

You really DO know me!

JOY

Well of course! Riley loved playing
with you, you two were best
friends! Oh! You would know. We're
trying to get back to Headquarters

--

BING BONG

Headquarters? You guys are from
Headquarters?

JOY

(mock modesty)

Well, yeah. I'm Joy. This is
Sadness.

BING BONG

You're Joy? THE Joy?

JOY

Mm-hmm.

BING BONG

Well what the heck are you doing
out here?

JOY

That's a good question! You want to
answer that, Sadness?

BING BONG

Without you, Riley won't ever be
happy. We can't have that, we gotta
get you back! I'll tell you what,
follow me.

JOY

Oh, thank you!

Bing Bong leads them on through the memory shelves.

JOY

It is so great to see you again. I gotta tell you, I am such a huge fan of your work. Do you remember when you and Riley were in a band?

FLASH CUTS of their adventures:

-Riley bangs on pots and pans, Bing Bong plays his trunk.

JOY (V.O.)
I went to all of your concerts.

BING BONG (V.O.)
Yeah, I blow a mean nose.

-Bing Bong runs on ceiling, Riley chases after him.

JOY (V.O.)
Watching you play tag was such a treat.

BING BONG (V.O.)
Two-time world champ.

*-Riley and Bing Bong sit in her wagon ("rocket").

JOY (V.O.)
Oh, and remember your rocket?!

BING BONG (V.O.)
Of course! It runs on song power.

JOY
That's right, your theme song!
(singing)
Who's your friend who likes to play?

BING BONG
(sings)
BING BONG BING BONG!

JOY
His rocket makes you yell "Hooray!"

BING BONG/JOY
BING BONG BING BONG!

Sadness eyes Bing Bong, who is a pink elephant made with a cat tail.

SADNESS

What exactly are you supposed to
be?

BING BONG
You know, it's unclear. I'm mostly
cotton candy, but shape-wise, I'm
part cat, part elephant, part
dolphin.

JOY
Dolphin?

Bing Bong does a spot-on dolphin impression.

BING BONG
You gotta remember, when Riley was
three, animals were all the rage.
The cow goes moo. The horse goes
neigh. That's all people talked
about back then.

JOY
Yeah, I guess that's true. What are
you doing out here?

BING BONG
Well, there's not much call for
imaginary friends lately, so, uh,
you know, I'm --

JOY
Hey, hey, don't be sad. Tell you
what, when I get back up to
Headquarters, I'll make sure Riley
remembers you.

BING BONG
You will?!

JOY
Of course, she'd love that!

BING BONG
Ha ha! This is the greatest day of
my life!

He launches into a jig, but hurts himself and bursts into
tears. Candy pours out of his tear ducts.

JOY
Are you okay?

SADNESS

What's going on?

BING BONG
I cry candy. Try the caramel, it's delicious.

JOY
Ooo.
(fumbles memories)
Woah!

BING BONG
Oh-- here-- use this.
(offers his satchel)

JOY
Thanks!

BING BONG
Oh, hold on. Wait a second.

He empties out an impossible amount of stuff: tons of memories, a boot, an anchor, a cat. Joy and Sadness stare in amazement.

BING BONG
What? It's imaginary.

Joy accepts the satchel and puts in the core memories.

JOY
Thanks! This'll make it a lot easier to walk back to Headquarters.

BING BONG
Walk? We're not walkin'! We're taking the Train of Thought!

He points to the train speeding towards Headquarters.

JOY
The train, of course! That is so much faster! But how do we catch it?

BING BONG
Well, it kind of goes all over the place, but there is a station in Imaginationland. I know a short cut. Come on, this way!

JOY

I'm so glad we ran into you!

A giant BUILDING blocks their progress. Bing Bong opens a door. It's dark inside.

BING BONG
The station is right through here.

The train station is visible through a door on the other side.

BING BONG
After you.

SADNESS
Joy --

JOY
What?

SADNESS
I read about this place in the manual. We shouldn't go in there.

JOY
Bing Bong says it's the quickest way to Headquarters.

SADNESS
No, but Joy, this is Abstract Thought.

BING BONG
What're you talking about? I go in here all the time. It's a shortcut, see?

He points to a "Danger" sign above the door.

BING BONG
D-A-N-G-E-R: shortcut. I'll prove it to you.
(he climbs in)
Look at me! I'm closer to the station 'cause I'm taking the shortcut!

SADNESS
Let's go around. This way.

She points: the building is huge, it's a long way around.

BING BONG

Almost there--!

Joy looks back at Bing Bong. The station is right there.

JOY

(to Sadness)

If you want to walk the long way,
go for it. But Riley needs to be
happy. I'm not missing that train.

(walks in)

Bing Bong knows what he's doing.
He's part dolphin. They're very
smart.

SADNESS

Well, I guess--

She climbs in.

227 EXT. SCHOOL LUNCH YARD - LUNCHTIME

227

Riley carries her lunch tray outside. The yard is full of chatty, happy kids, but Riley finds an empty bench and eats by herself.

228 EXT. ABSTRACT THOUGHT BUILDING - HATCH DOOR - MOMENTS LATER 228

Two Mind Workers approach the same door our trio entered.

ABSTRACT WORKER #1

Okay, what abstract concept are we
trying to comprehend today?

ABSTRACT WORKER #2

(checking a clipboard)

Um... loneliness.

ABSTRACT WORKER #1

Hm. Looks like there's something in
there. I'm going to turn it on for
a minute and burn out the gunk.

She closes the door.

229 INT. ABSTRACT THOUGHT BUILDING

229

BING BONG

What'd I tell ya? You'll be at
Headquarters in no time.

BAM! The door closes behind them. The LIGHTS GO ON.

BING BONG
Say, would you look at that!

Around them, strange SHAPES float into space.

JOY
Whoa! What's happening?!

SADNESS
Oh no. They turned it on.

BING BONG
Huh! I've never seen this before.

Bing Bong's head turns into a Picasso-like form. Joy and Sadness scream as they become Cubist versions of themselves.

BING BONG
My face! My beautiful face!

JOY
What is going on?

SADNESS
We're abstracting! There are four stages. This is the first: non-objective fragmentation!

BING BONG
Alright, do not panic! What is important is that we all STAY TOGETHER.

His arm falls off.

JOY
Ah!

Joy's head falls off. Sadness' leg goes. She topples.

SADNESS
We're in the second stage: we're deconstructing!

BING BONG
Run!

Bing Bing falls into pieces.

BING BONG
 Aaah! I can't feel my legs!
 (his disassembled arm
 finds them)
 Oh, there they are.

JOY
 Come here, me!

They gather their pieces as they rush to the exit.

SADNESS
 We've gotta get out of here before
 we're nothing but shape and color!
 We'll get stuck here forever!

JOY
 "Stuck?!" Why did we come in here?!

BING BONG
 I told you, it's a shortcut!

Though the window, the TRAIN OF THOUGHT pulls in.

JOY
 The train!

POP! They change into FLAT COLOR VERSIONS of themselves.

SADNESS
 Oh no -- We're two-dimensional!
 That's stage three!

JOY
 We're getting nowhere!

BING BONG
 Depth! I'm lacking depth!

It's hard to move. They struggle towards the window.

JOY
 Come on!

Sadness and Bing Bong follow and try to squeeze through.
 But because of the broken perspective, they are now all
 HUGE compared to the door.

JOY
 AUGH! We can't fit!

POP! They abstract into ABSTRACT COLORED BLOBS.

SADNESS

Oh no, we're non figurative. This
is the last stage!

BING BONG

We're not going to make it!

Sadness slumps to the ground and becomes a line!

SADNESS

Wait! We're two dimensional. Fall
on your face!
(crawls like an inchworm)

JOY

Oh!

They follow Sadness and inch safely out the window.

230 EXT. ABSTRACT THOUGHT BUILDING

230

The three lines land outside just as the train pulls out.
They get up to go, but as lines they can barely move.

JOY

Wait! Stop! Stop! STOP!

POP! Joy goes from non-representational to two-dimensional.
She falls down flat as the train speeds off.

POP! The three transform back to normal.

JOY

(to Bing Bong)
I thought you said that was a
shortcut.

BING BONG

I did, but wow, we should NOT have
gone in there. That was dangerous!
They really should put up a sign.

JOY

How long till the next train?

BING BONG

Who knows? But don't worry. There's
another station. That way!

BING BONG

(points O.S.)

The train always stops there right
before it goes to Headquarters. If
we hurry, we can catch it!

JOY
This isn't another one of your
short cuts, is it?

BING BONG
(laughing exuberantly)
Yeah!

Joy skeptically watches him head off.

JOY
(to Sadness)
Is there really another station?

SADNESS
Uh-huh. Through there.

Bing Bong leads them towards the impressive gates of --

BING BONG
Welcome to Imaginationland!

231 INT. IMAGINATIONLAND - CONTINUOUS

231

JOY
Imaginationland?

BING BONG
Sure! I come here all the time. I'm
practically the mayor. Hey, you
guys hungry? There's French Fry
Forest!

(starts eating)
Nom nom nom, delicious!

Joy is loving this.

JOY
No way!

BING BONG
Check it out! Trophy Town! Medals!
Ribbons! Everyone's a winner!

Bing Bong kicks a soccer ball into a giant goal and workers
appear out of nowhere to shower him with awards.

BING BONG

I won first place!

Workers give Joy a medal and Sadness a ribbon.

JOY

Me too!

SADNESS

Hohh -- Participation award --

JOY

Wait, is that-- Sadness, look, it's
Cloud Town! That is my favorite!

Joy rips off a chunk of cloud and floats up into the air.

JOY

It's so soft!

Joy jumps down and runs off.

BING BONG

Woah! Let me try!

Bing Bong rips off some cloud. A CLOUD MAN emerges from the house, angry.

CLOUD MAN

Hey! What's the big idea? You'd better fix that wall, or else you're in big troub--

POOF! Bing Bong blows the Cloud Man away and walks off nervously.

232 EXT. IMAGINATIONLAND - LAVA DAYDREAM

232

Joy and Bing Bong gleefully jump between couch cushions.

JOY

Oh no, lava! Whooo!

BING BONG

Whawhooooo! Imaginationland is the best!

Sadness tries to jump to a rock, barely makes it.

SADNESS

Is it all going to be so interactive?

233 EXT. IMAGINATIONLAND - HOUSE OF CARDS

233

BING BONG
Hey, look! The House of Cards!!
Ooh, wait, hang on just a minute --

From a nearby garage made of cards, Bing Bong pulls a wagon.

JOY
Your rocket!

BING BONG
Yeah! I stashed it in there for
safekeeping. Now I'm all set to
take Riley to the MOON!

He gestures proudly, accidentally knocking over the house.

BING BONG
Oh, I'm sorry.

HOUSE OF CARDS WORKER
Great.

234 EXT. IMAGINATIONLAND

234

JOY
I love Imaginationland!

BING BONG
Isn't it great? And there's always
something new, like --

A giant machine. A conveyer belt reveals a handsome teenager.

BING BONG
Who the heck is that?

BOYFRIEND GENERATOR WORKER
Imaginary Boyfriend.

IMAGINARY BOYFRIEND
I would die for Riley.

Joy grimaces.

BING BONG
I've never seen him before.

IMAGINARY BOYFRIEND
I live in Canada.

BING BONG
Anyway. This way, through Preschool
World! We're nearly to the train!

JOY
Riley, here we come!

235 EXT. HOCKEY RINK - FOOT OF GOLDEN GATE BRIDGE - SUNSET **235**

236 INT. HOCKEY RINK - BLEACHERS - CONTINUOUS **236**

Mom and Riley sit on the bleachers.

MOM
This should be fun. New team, new
friends! These kids look pretty
good -- considering they're from
San Francisco. Heh heh!

HOCKEY COACH (O.S.)
Okay Andersen, you're up!

RILEY
I gotta go.

Riley heads onto the ice.

MOM
Okay. Good luck, sweetie!

237 INT. HEADQUARTERS **237**

DISGUST
Luck isn't gonna help us now. If
she tries to use Hockey Island,
it's going down.

FEAR
Which is why I've recalled every
hockey memory I can think of.

The Emotions are standing ankle deep in memories.

FEAR
One of these has got to work in
place of the core memory.

O.S. Hockey whistle.

ANGER/DISGUST
She's about to play!/Hurry!

Fear loads a memory into the core holder.

238 INT. HOCKEY RINK

238

Riley skates onto the ice.

239 INT. HEADQUARTERS

239

Out the window, Hockey Island lights up feebly.

FEAR
Ha ha! We did it gang! It's
working--

BOOM! The Core Memory Holder ejects a memory, slamming Anger in the face. Hockey Island shakes. Fear SHRIEKS.

240 INT. HOCKEY RINK

240

Riley struggles to dribble the puck.

HOCKEY COACH
Line change! Line change! Change it
up! Change it up!

241 INT. HEADQUARTERS

241

Fear frantically loads memories into the Holder, which spits them out like dodge balls. Disgust and Anger run for cover.

The Holder spins furiously, flinging Fear against the window. Memories pelt him.

DISGUST
(hiding behind a sofa)
It's like we don't learn anything.

242 INT. HOCKEY RINK

242

HOCKEY COACH
Let's pick it up out there!

Riley attempts to slap the puck, misses, and TRIPS.

243 INT. HEADQUARTERS

243

ANGER
That's it!

FEAR
No, no, no, breathe! Find your
happy place--

Anger grabs Fear by the neck and ricochets him off the console, then furiously takes the controls.

244 INT. HOCKEY RINK

244

Riley angrily throws her stick to the ice and skates off. The other players stop and watch.

245 INT. HOCKEY RINK - BLEACHERS - CONTINUOUS

245

Mom stands up, concerned.

Riley heads to the stands and removes her skates.

MOM
Riley, what's wrong?

RILEY
Let's go.

MOM
You're not going to finish tryouts?

RILEY
What's the point?

MOM
Hey, it'll be alright. Let's just--

RILEY
Stop saying everything will be
alright!

Riley stomps towards the exit. She looks back at the rink. All the players cheer and high five.

Riley turns away from the rink and walks out.

246 INT. IMAGINATIONLAND - PRESCHOOL WORLD ENTRANCE

246

Boom! Joy turns around and watches Hockey Island crumble.

JOY

Hockey? Oh no -- no, she loves
hockey. She can't give up hockey.

Joy pulls out the HOCKEY CORE MEMORY: Riley's first goal.

247 INT. IMAGINATIONLAND - PRESCHOOL WORLD

247

JOY

Bing Bong, we have to get to that
station.

BING BONG

Sure thing. This way, just past
Graham Cracker Castle. Hey. That's
weird. Graham Cracker Castle used
to be right here. I wonder why they
moved it?

He walks on, concerned, LEAVING HIS WAGON BEHIND HIM.

BING BONG

Wow, that's not -- I would have
sworn Sparkle Pony Mountain was
right here. Hey, what's going on?

JOY

Yeah, yeah, I dunno, we'll have to
come back--

BING BONG

Princess Dream World!

A wrecking ball hits a pink castle. Glitter dust plumes.

BING BONG

Oh no! The Stuffed Animal Hall of
Fame!

RIIIP! The head of a bear comes off. Too late, Bing Bong
notices some construction workers CARRYING AWAY HIS ROCKET.

BING BONG

My rocket!

(running after them)

Wait! Riley and I, we're still
using that rocket! It still has
some song power left!!

(sings)
 Who's your friend who likes to
 play?

THE ROCKET RESPONDS weakly, propelling it forward. The workers toss it onto a junk pile. A bulldozer pushes the pile towards the CLIFF EDGE.

BING BONG
 Nooo!!! No! No! No! You can't take
 my rocket to the dump! Riley and I
 are going to the MOON! Ahhh!

Over it goes, into the darkness.

BING BONG
 Riley can't be done with me.

Bing Bong sits, stunned. Joy approaches gingerly.

JOY
 Hey, it's going to be okay. We can
 fix this! We just need to get back
 to Headquarters. Which way to the
 train station?

BING BONG
 (still stunned)
 I had a whole trip planned for us.

Joy tries another tactic.

JOY
 Hey, who's ticklish, huh? Here
 comes the tickle monster --

No response.

JOY
 Hey! Bing Bong, look at this!
 Dohoioih!

She makes a silly face. Nothing.

JOY
 Oh, here's a fun game! You point to
 the train station and we all go
 there! Won't that be fun? Come on,
 let's go to the train station!

Joy walks off, attempting to lead.

SADNESS

(sits beside Bing Bong)
I'm sorry they took your rocket.
They took something that you loved.
It's gone, forever.

JOY
Sadness, don't make him feel worse.

SADNESS
Sorry.

BING BONG
It's all I had left of Riley.

SADNESS
I bet you and Riley had great
adventures.

BING BONG
They were wonderful. Once we flew
back in time. We had breakfast
twice that day.

SADNESS
That's sounds amazing. I bet Riley
liked it.

BING BONG
Oh she did. We were best friends.

SADNESS
Yeah. It's sad.

Bing Bong puts his head on Sadness' shoulder and CRIES.
Sadness keeps her arm around him until he's done.

BING BONG
I'm okay now.
(stands)
C'mon, the train station is this
way.

He walks off. Joy and Sadness follow.

JOY
How did you do that?

SADNESS
I don't know. He was sad, so I
listened to what--

BING BONG (O.S.)
Hey, there's the train!

248 INT. TRAIN CAR - DAY**248**

Our trio climb aboard just as the train moves.

JOY

We made it! We're finally going to
get home!

Twirling, she knocks over two boxes labeled "FACTS" and
"OPINIONS." Small objects spill out of both.

JOY

Oh no! These Facts and Opinions
look so similar!

He dumps them into the "FACTS" box.

BING BONG

Eh, don't worry about it -- happens
all the time.

249 INT. RILEY'S ROOM - NIGHT**249**

Riley drops her gear and throws herself on her sleeping
bag.

250 INT. HEADQUARTERS**250**

DISGUST

On a scale of one to ten, I give
this day an F.

ANGER

Well why don't we quit standing
around and DO something?

DISGUST

Like what, genius?

Fear enters with a suitcase.

FEAR

Like quitting! That's what I'm
doing.

He stomps on the recall button.

FEAR

Sure, it's the coward's way out.
But this coward is gonna survive!

The tube drops over him, but pummels Fear with dozens of memories. The tube shuts off and retracts. Fear drops to the floor in pain.

DISGUST
Emotions can't quit, genius.

Fear spits up a memory.

DISGUST
Euch! I thought we were supposed to be keeping Riley happy.

ANGER
Wait a minute. Wait a minute!

Anger runs to the back and rummages through the ideas.

ANGER
Ah ha!

FEAR
What is it?

ANGER
(holds up the lightbulb)
Oh nothing. Just the best idea ever.

DISGUST
What?

ANGER
All the good core memories were made in Minnesota. Ergo, we go back to Minnesota and make more. Ta-da!

FEAR
Wait. You're saying we run away?

ANGER
Well, I wouldn't call it that. I'd call it, "The Happy Core Memory Development Program."

FEAR
You can't be serious.

ANGER
Hey. Our life was perfect until Mom and Dad decided to move to San Fran Stinktown.

FEAR

But, I mean, it's just so drastic!

ANGER

Need I remind you of how great
things were there? Our room? Our
back yard? Our friends?

He punches up a memory. It plays on the screen.

GUM MEMORY

Tripledent gum will make you smile!
Tripledent gum it lasts--

ANGER

Did I ASK for the gum
commercial?!?!

(he ejects the memory)
Anyway, it was better, that's my
point.

DISGUST

(considering)
Riley was happier in Minnesota --

FEAR

Wait, hold on. Shouldn't we just
sleep on this or something?

ANGER

Fine. Let's sleep on it. Because
hey, I'm sure jolly fun-filled
times are just around the corner.

251 INT. RILEY'S ROOM - NIGHT

251

Riley goes to sleep.

252 EXT. LONG-TERM MEMORY CLIFFS

252

The train slows to a stop.

JOY

Huh?

The engineer and his assistant hop off the engine.

JOY

Hey hey! Why aren't we moving?

TRAIN ENGINEER

Riley's gone to sleep. We're all on break.

SADNESS
You mean we're stuck here until morning?

BING BONG
Yeah, the Train of Thought doesn't run while she's asleep.

JOY
Oh, we can't wait that long!

SADNESS
How about we wake her up?

JOY
Sadness, that's ridiculous. How could we possibly --

She follows Sadness' gaze and spots DREAM PRODUCTIONS.

JOY
How about we wake her up!?

SADNESS
Great idea, Joy.

JOY
Thanks. Come on!

253 EXT. DREAM PRODUCTIONS - NIGHT

253

Pan down from the DREAM PRODUCTIONS GATE: a busy backlot.

JOY
Whoa! This place is huge.

SADNESS
Yeah, it looks so much smaller than I expected.

They walk past dream "movie posters."

BING BONG
Whoa! "I Can Fly"? I love that one!

Joy spots a Unicorn sitting in a director's chair.

JOY

Rainbow Unicorn! She's RIGHT THERE!

Joy tries to play it cool as they walk past.

SADNESS

My friend says you're famous. She wants your autograph.

JOY

No, no, Sadness, don't bother Miss Unicorn, okay?

(to unicorn)

Sorry, she's from outta town. So embarrassing, right?

She pushes Sadness away. Joy pops back in.

JOY

I loved you in Fairy Dream Adventure Part 7. Okay, bye. I love you.

They reach STAGE B. A sign below a red flashing light reads, "DO NOT ENTER WHEN LIGHT FLASHING."

BING BONG

Huh. Wonder what that means. Oh well, let's go in!

They enter.

254 INT. STAGE B - BUSTLING SOUND STAGE

254

Workers scramble to get ready for the production. A Director distributes scripts.

DREAM DIRECTOR (O.S.)

Set up the classroom set! Today's memories are in, we've got a lot to work with here. Riley dumped her best friend, had a miserable day at school, and quit hockey. The writers have put together a killer script!

255 INT. STAGE B - COSTUME AREA

255

Joy cringes at the news as the three hide behind costumes.

256 INT. HEADQUARTERS

256

Fear enters drinking tea.

FEAR
 (grumbling to self)
 Just because Joy and Sadness are
 gone, I have to do stupid dream
 duty --

257 INT. STAGE B - COSTUME AREA

257

Joy, Sadness and Bing Bong watch from behind boxes.

JOY
 Okay, how are we gonna wake her up?

SADNESS
 Well, she wakes up sometimes when
 she has a scary dream. We could
 scare her.

JOY
 Scare her? No no, she's been
 through enough already.

SADNESS
 But Joy--

JOY
 Sadness you may know your way
 around down here, but I know Riley!
 We're gonna make her so happy
 she'll wake up with exhilaration!
 We'll excite her awake!

SADNESS
 That's never happened before.

Joy spots a nearby dog costume and tosses it to Sadness.

JOY
 Ooh, Riley loves dogs. Put this on!

SADNESS
 I don't think that'll work.

JOY
 Bing Bong.

BING BONG
 Yeah?

She gives him the satchel containing the CORE MEMORIES.

JOY
Don't let anything happen to these.

BING BONG
Got it!

INT. STAGE B - STAGE AREA, CLASSROOM SET

DREAM DIRECTOR checks the monitor.

DREAM DIRECTOR
Mm hm. Add the reality distortion filter.

A WORKER slips a filter over the camera lens, transforming the MIND WORKERS into replicates of Riley's classmates.

DREAM DIRECTOR
Love it.
(to actors)
Remember, play to the camera,
everyone! Riley is the camera!
Makeup, get out of there, we are on
in 5,4,3 --

A UNION HARP PLAYER strums: the dream is starting.

From the camera's POV: the classroom set. STUDENTS at desks. An EXTRA playing Riley's teacher reads cue cards badly.

EXTRA
Hello class. Before we begin
today's pop quiz, which counts for
90% of your final grade --

258 INT. HEADQUARTERS - CONTINUOUS

258

FEAR
Man, she is one bad actress.

259 INT. STAGE B - CLASSROOM SET

259

The CUE CARD GUY flips over the next card.

EXTRA
-- I want to introduce our new student. Riley. Would you like to stand up and introduce yourself?

DREAM DIRECTOR

Camera.

The camera adjusts as if Riley is standing.

DREAM DIRECTOR
And -- cue Riley.

A CREW MEMBER clears his throat and reads into a megaphone.

RILEY VOICE
My name's Riley Andersen, I'm from Minnesota and now I live here.

A STUDENT points to the camera.

DREAM STUDENT #1
Ew, look! Her teeth are falling out!

A crew member drops handfuls of teeth in front of the camera.

260 INT. HEADQUARTERS

260

FEAR
(dismissive)
Pff, teeth falling out, I'm used to that one. Let me guess, we have no pants on.

ON THE SCREEN:

DREAM STUDENT #2
Hey look! She came to school with no pants on!

The camera adjusts down to reveal Riley's bare legs. Riley's hands try to block them.

FEAR
Called it!

261 INT. STAGE B - BACKSTAGE

261

Joy and Sadness are in the dog costume, waiting to go on.

JOY
Ready?

SADNESS

I don't think this happy thing is
going to work. But if we scare her--

JOY
Just follow my lead. Here we go!

Joy yanks Sadness onto the set.

262 INT. STAGE B - CLASSROOM SET

262

They run around in playful circles. Joy makes puppy noises.

DREAM DIRECTOR
(flipping through script)
Who is that?

263 INT. HEADQUARTERS

263

FEAR
What's going on?

264 INT. STAGE B - CLASSROOM SET

264

Joy and Sadness run around, Joy licking students and barking. Through the reality distortion they look like a happy puppy.

Joy looks at the sleep indicator: Riley is still asleep.

265 INT. RILEY'S ROOM - CONTINUOUS

265

Riley is sound sleep.

266 INT. STAGE B - CLASSROOM SET

266

JOY
(to Bing Bong)
Psst. You're on! Go!

Bing Bong pulls a rope. Balloons drop! A colorful backdrop!

JOY
Woo! Let's party! Let's dance. Woo!

267 INT. HEADQUARTERS

267

FEAR
Hey, a party!

268 INT. RILEY'S ROOM

268

Riley is still sound asleep.

269 INT. STAGE B - CLASSROOM SET

269

On stage, Joy and Sadness run in circles, barking.

SADNESS
Joy, this isn't working.

Bing Bong knocks over a light, causing spooky uplighting.

Sadness tries to stop. The dog costume RIPS IN HALF.

270 INT. HEADQUARTERS

270

Fear does a spit take. On screen, a real dog is in two pieces.

271 INT. STAGE B - CLASSROOM SET

271

Joy runs after Sadness.

JOY
Huh? Sadness, what are you doing?!
Come back here!

272 INT. HEADQUARTERS

272

On screen, the front half of a dog chases the rear half.

FEAR
It's just a dream, it's just a
dream, it's just a dream --

273 INT. RILEY'S ROOM

273

Riley stirs in her sleep.

274 INT. STAGE B - CLASSROOM SET

274

DREAM DIRECTOR
 They're trying to wake her up! Call security!

275 INT. HEADQUARTERS

275

Bing Bong appears on screen.

BING BONG (O.S.)
 Hi Riley, it's me! Who's your friend who likes to play? Bing Bong, Bing Bong!

FEAR
 Bing Bong?

276 INT. STAGE B - CLASSROOM SET

276

Bing Bong slips, tipping over the set wall.

JOY
 Sadness! You are ruining this dream! You're scaring her!

SADNESS
 But look, it's working!

The SLEEP INDICATOR is starting to tip. Joy's eyes widen.

JOY
 Whoa!

But before she can do anything, Security enters.

DREAM DIRECTOR
 (to Security)
 They are not part of this dream!
 Get them!

Sadness pulls Joy out of harms way as guards GRAB Bing Bong.

DREAM PRODUCTIONS COP #1
 Stop right there!

BING BONG
 Ow! Hey!

DREAM DIRECTOR
 (to camera operator)
 Pan away! Pan away!

The camera pans away to Rainbow Unicorn making off with a giant cupcake platter from the craft services table.

277 INT. HEADQUARTERS

277

FEAR
Booooo! Pick a plot line!

278 INT. STAGE B - CLASSROOM SET

278

Joy and Sadness watch as guards haul off Bing Bong.

279 EXT. STAGE B

279

Joy and Sadness exit Stage B.

BING BONG (O.S.)
Ow! Ow! Cut that out. Ow! Please --
you can't do this!

BING BONG (O.S.)
Do you like candy? You look hungry.
I can get you candy! Please! Ow.
Ow. Ow.

Joy and Sadness watch Bing Bong being dragged far off to the dark, menacing entry of SUBCONSCIOUS.

JOY
No, no no no, there go the core
memories --!

The door opens. SPOOKY LIGHT spills out.

BING BONG
I can't go in there. I'm scared of
the dark. Please!

He's thrown in and the door SLAMS SHUT.

Joy and Sadness head after him, down the long stairway.

280 EXT. SUBCONSCIOUS STAIRS

280

JOY
What is this place?

SADNESS

(hushed tone)
 The Subconscious. It's where they
 take all the troublemakers.

281 EXT. SUBCONSCIOUS GATE

281

Joy and Sadness hide. TWO CLUELESS GUARDS block the gate.

SUBCONSCIOUS GUARD DAVE
 My hat feels loose.

SUBCONSCIOUS GUARD FRANK
 Let me see.

How to get in? Sadness has an idea.

282 EXT. SUBCONSCIOUS GATE

282

Sadness leads Joy around and behind the guards.

SUBCONSCIOUS GUARD DAVE
 You got my hat? Or, or is that your
 hat?

SUBCONSCIOUS GUARD FRANK
 Yeah, it's my hat.

SUBCONSCIOUS GUARD DAVE
 You sure? I don't know, look in the
 label.

SUBCONSCIOUS GUARD FRANK
 Yeah, it says, "My Hat."

SUBCONSCIOUS GUARD DAVE
 Wait, it says, "My Hat"?

SUBCONSCIOUS GUARD FRANK
 "My Hat," it says.

SUBCONSCIOUS GUARD DAVE
 That's what I wrote in my hat.

SUBCONSCIOUS GUARD FRANK
 What are you talking about?

SUBCONSCIOUS GUARD DAVE
 You've got my hat on.

SUBCONSCIOUS GUARD FRANK

Okay, but it's my handwriting --

Sadness loudly SHAKES the door.

SUBCONSCIOUS GUARD DAVE
Hey! You!

SADNESS
Oh! You caught us! Heh.

SUBCONSCIOUS GUARD FRANK
Get back in there! No escaping!

The guards shove them through and slam the door.

283 INT. SUBCONSCIOUS CAVE

283

Joy gives Sadness an approving nod: nice work.

They head forward. This place is spooky.

SADNESS
I don't like it here. It's where
they keep Riley's darkest fears.

Joy spots a dark shape ahead:

JOY
It's broccoli!

Behind them:

SADNESS
The stairs to the basement!

They SCAMPER AWAY like frightened mice.

JOY
Grandma's vacuum cleaner!

The vacuum gives chase. Joy and Sadness lose it and hide behind a rock.

JOY
(catching her breath)
Okay, come on.

Sadness makes a loud CRINKLING NOISE with each step.

JOY
Would you walk quieter?

SADNESS
I'm trying!

JOY
What is going--
(looking down)
Candy wrappers.

They follow a trail of candy wrappers into the cave to find
--

284 INT. SUBCONSCIOUS CAVE - CLOWN LAIR

284

-- a crying Bing Bong in a balloon cage, atop a large mound.

JOY
Bing Bong!

BING BONG
Joy?

JOY
There you are.

BING BONG
SHHHHH!
(points)

They are standing in front of a giant SLEEPING CLOWN.

JOY
(terrified)
It's Jangles.

JANGLES
(talking in his sleep)
Who's the birthday girl, who's the
birthday girl --

They gingerly approach Jangles. Joy climbs up to Bing Bong.

JOY
Do you have the core memories?

He gives her the satchel. Joy holds them close.

BING BONG
All he cared about was the candy!

Joy helps Bing Bong squeeze through, but the balloon-bars make loud twisting noises. Jangles stirs. Joy freezes. She stretches them further.

Success! Joy and Bing Bong hurry down and the trio rush away.

BING BONG
We're out of here! Let's get to
that train.

JOY
Wait. The train's not running. We
still have to wake up Riley.

SADNESS
But how?

Joy and Sadness look back at the clown.

BING BONG
Oh no.

Together, Joy and Sadness approach Jangles and HONK HIS NOSE. His eyes open. He stands. He's HUGE, towering over them.

JOY
(loudly)
H-hhey Sadness, did you hear about
the p-pahh-party that we're having?

SADNESS
Ohhhh yeah, yes Joy! Isn't it a ba-
bahh -- birthday party?

JANGLES
Did you say -- birthday?

JOY
And there's going to be cake, and
presents and --

SADNESS
-- and games and balloons --

JANGLES
(pulls out a giant
mallet)
A BIRTHDAY?!?!

JOY
Okay. Follow us!

All three run towards the gate, followed by the giant clown!

JOY
Nothing like a good scare to wake
you up, right?

285 EXT. SUBCONSCIOUS GATE - CONTINUOUS

285

The guards inspect each others' hats.

SUBCONSCIOUS GUARD FRANK
Okay, but it's my handwriting.

SUBCONSCIOUS GUARD DAVE
No, it isn't. That's my handwrit--
I wrote that!

SUBCONSCIOUS GUARD FRANK
No, but THIS one's my handwriting--

BASH! Jangles' mallet smashes through, laughing maniacally.

Our trio run up the stairs, Jangles close behind.

286 INT. DREAM PRODUCTIONS - STAGE B - MOMENTS LATER

286

The UNICORN DREAM is mid-production: a Glitter Dance Party, rainbows and sparkles aplenty. The crew is bored.

287 INT. HEADQUARTERS

287

Fear is practically asleep.

288 INT. STAGE B

288

The set begins to shake. BLAAAM! Jangles crashes in.

JANGLES
WHO'S THE BIRTHDAY GIRL?!?!

289 INT. HEADQUARTERS

289

Fear SHRIEKS, bashes a button and passes out.

290 INT. RILEY'S ROOM - NIGHT

290

Riley bolts upright in bed.

291 INT. STAGE B

291

The meter reads "AWAKE." Joy and Sadness do a happy dance.

BING BONG
Come on, let's go!

They bolt, leaving Jangles gleefully demolishing the sets.

292 EXT. TRAIN STATION - MOMENTS LATER

292

Our trio leap aboard just as the train picks up speed.

JOY
Ha ha! We made it!

SADNESS
Whoo-hoo! Ha ha!

JOY
Guess who's on their way to
Headquarters?!

Joy grabs Sadness and picks her up in celebration.

SADNESS
We are!

293 INT. RILEY'S ROOM - NIGHT

293

Riley sitting up in bed after being scared awake.

294 INT. HEADQUARTERS - MORNING

294

Anger and Disgust come out looking tired, rumpled.

DISGUST
What is going on?

ANGER
He did it again.

FEAR
(huddled on the floor)

We were at school, and we were naked, and there was a dog, and his back half was chasing him -- and then we saw Bing Bong.

ANGER

You idiot! It was a DREAM! This is ridiculous, we can't even get a good night sleep anymore. Time to take action.

He goes and gets the Idea Bulb he held up earlier.

ANGER

Stupid Mom and Dad. If they hadn't moved us, none of this would've happened. Who's with me?

Fear stammers nervously. Anger looks to Disgust.

DISGUST

Yeah, let's do it.

Anger plugs the Idea Bulb in.

295 INT. RILEY'S ROOM - NIGHT

295

Riley gets the idea. She takes out her computer.

296 INT. HEADQUARTERS

296

ANGER

She took it. There's no turning back.

DISGUST

So, how're we gonna get to Minnesota from here?

ANGER

Well, why don't we go to the elephant lot and rent an elephant?

FEAR

Hey! That sounds nice!

ANGER

We're taking the bus, nitwit!

297 INT. RILEY'S ROOM - NIGHT

297

On her laptop, Riley pulls up the Transway Bus Lines website.

298 INT. HEADQUARTERS

298

ANGER
There's a bus leaving tomorrow.
Perfect.

DISGUST
A ticket costs money. How do we get
money?

ANGER
Mom's purse.

DISGUST
You wouldn't.

ANGER
Oh, but I would. Where was it we
saw it last?

He punches up a memory. It comes up and plays.

GUM MEMORY (O.S.)
Tripledent gum will--

ANGER
NOOOO!!!
(slams his fist,
canceling the memory)
It's downstairs somewhere. Mom and
Dad got us into this mess. They can
pay to get us out.

299 INT. RILEY'S ROOM - NIGHT

299

Riley's face grows angry.

300 EXT. MIND WORLD - MORNING

300

The train speeds ahead. The trio look out the train door.

BING BONG

How about this, huh? Isn't this nice? You can see everything from up here! Look, there's Inductive Reasoning. There's Deja Vu. There's Language Processing! There's Deja Vu. There's Critical Thinking! There's Deja Vu. Hey look at this, guys! Memories!

Bing Bong ducks inside the train. Joy looks over to Sadness.

JOY

Hey, that was a good idea. About scaring Riley awake. You're not so bad.

SADNESS

Really?

JOY

Nice work.

Joy turns to sit on a crate inside the train.

JOY

I can't wait to get the old Riley back. As soon as we get there I'm going to fix this whole mess.

Bing Bong looks at a memory.

BING BONG

Whoa. Is this Riley?

A RECENT MEMORY: Riley hoisted in the air by her teammates.

BING BONG

She's so big now. She won't fit in my rocket. How're we gonna get to the moon?

JOY

(taking the memory)

Oh, it's that time in the twisty tree, remember? The hockey team showed up and Mom and Dad were there cheering. Look at her, having fun and laughing. I love this one.

SADNESS

Mmm. I love that one too.

JOY
Atta girl! Now you're getting it!

SADNESS
Yeah. It was the day the Prairie Dogs lost the big playoff game. Riley missed the winning shot. She felt awful. She wanted to quit.

Joy's smile fades.

SADNESS
Sorry. I went sad again, didn't I?

JOY
I'll tell ya what. We'll keep working on that when we get back. Okay?

SADNESS
Okay.

Joy puts the memory in the satchel.

301 INT. SAN FRANCISCO HOUSE - NIGHT

301

Riley sneaks down the stairs. Mom is on the phone in the kitchen with her back to Riley.

MOM
(on phone)
But I just don't understand, why did our moving van even go to Texas?

Riley spots Mom's purse on the table.

MOM
Multiple customers?

Riley opens the purse.

MOM (O.S.)
Well, we were promised delivery on the fifth. Uh-huh.

Riley takes out Mom's credit card. She pauses. Is she really doing this? Suddenly Mom turns. Riley panics.

Mom looks up. Empty room.

MOM

(still on phone)
 Excuse me, isn't there any way that
 you can rush it?

Riley slips off with the credit card.

302 EXT. MIND WORLD - CONTINUOUS

302

The train passes crumbling HONESTY ISLAND.

303 INT. TRAIN CAR

303

Honesty Island crashes into the train tracks. Joy, Sadness and Bing Bong scream.

Workers below see the train falling towards them.

WORKER #1
 LOOK OUT!

The train CRASHES onto the cliffside. It slips towards the edge. Joy struggles to get up, but the floor is pitching.

BING BONG
 Hold on!

Workers grab Joy, Sadness and Bing Bong just as the train slides off the cliff and drops into the dump below.

Joy looks towards Headquarters.

JOY
 That was our way home! We lost
 another island-- what is happening?

WORKER #1
 Haven't you heard? Riley is running away.

JOY
 What?!

304 INT. RILEY'S ROOM - MORNING

304

Riley packs her clothes when her expression changes to worry.

305 INT. HEADQUARTERS

305

Fear is driving.

FEAR

Wait, wait, hang on, guys. Are we really doing this? I mean, this is serious.

Anger pushes Fear aside and works the console.

ANGER (O.S.)

Look. We have no core memories. You want Riley to be happy? Let's get back to Minnesota and make more.

306 INT. RILEY'S ROOM

306

Riley's worried face goes angry. She packs and exits.

307 EXT. LONG-TERM MEMORY CLIFFS

307

SADNESS

If we hurry, we can still stop her.
(points)

JOY

Family Island. Let's go!

The trio run along the cliff edge towards the last island.

308 INT. SAN FRANCISCO HOUSE - STAIRWAY - DAY

308

Riley walks downstairs.

309 EXT. LONG-TERM MEMORY CLIFFS

309

Family Island shakes and crumbles.

SADNESS

Joy! Joy! It's too dangerous! We won't make it in time!

JOY

But that's our only way back!

The rumbling causes an END CAP of a nearby shelf to break, exposing an open tube. A memory gets sucked up and shot towards Headquarters.

JOY
A recall tube!

SADNESS
We can get recalled!

They run towards it.

310 INT. SAN FRANCISCO HOUSE - DAY

310

Riley goes to the front door. Mom and Dad are in the kitchen.

MOM
Have a great day, sweetheart.

DAD
See you after school, monkey.

MOM
We love you!

Riley doesn't respond. She turns and walks out the door.

311 EXT. LONG-TERM MEMORY CLIFFS

311

Family Island rumbles. A LARGE CHUNK of cliff edge breaks off behind them, driving Joy and Sadness forward.

JOY
Go! Run! RUN!

Joy steps into the disconnected TUBE, ready to sail up to Headquarters.

Sadness tries to climb in, but there's not enough room; she jostles, pressing against the satchel. The CORE MEMORIES start to turn blue.

JOY
Woah woah! Sadness!
(pushing her back)
Sadness, stop! You're hurting
Riley!

Joy pulls a core memory from the satchel. It is BRIGHT BLUE, but slowly fades back to normal.

SADNESS
Oh no, I did it again --

JOY
If you get in here, these core
memories will get sad!

Joy watches FAMILY ISLAND crumble. She looks down at Sadness.

Joy, pained, decides.

JOY
I'm sorry. Riley needs to be happy.

She pulls the tube closed and starts up alone.

Sadness and Bing Bong watch, betrayed and despondent.

Joy looks guilt-ridden, but looks on towards Headquarters.

Suddenly, the cliff side rumbles. Joy's tube BREAKS. Joy FALLS!

Bing Bong runs forward to help her, but the ground beneath him crumbles away.

Joy and Bing Bong tumble into the abyss.

SADNESS
Joy!!!

312 EXT. SAN FRANCISCO ALLEY - DAY

312

Riley walks off into the fog.

313 EXT. MEMORY DUMP - MOMENTS LATER

313

Joy falls, clutching the satchel of core memories.

She lands hard, rolling down a hill of faded memories. She sits up, looks around. The satchel! All the memories are still there. Panicked, Joy runs up the hills of memories.

Off in another part of the dump, Bing Bong comes to.

BING BONG
Joy?

Bing Bong notices his hand beginning to fade. He gasps.

BING BONG
Joy!

He finds Joy desperately clawing her way up the hill.

BING BONG
Joy? Joy, what are you doing? Will
you stop it please?

Joy ignores him; keeps trying.

BING BONG
Don't you get it, Joy? We're stuck
down here. We're forgotten.

This stops Joy. All around, memories are fading to dust.
Vapors blowing in the atmosphere, they disappear.

RILEY (O.S.)
We used to play tag and stuff.

Joy recognizes this. She finds Sadness' BLUE CORE MEMORY:
Riley crying in class.

RILEY (O.S.)
But everything's different now
since we moved.

Seeing Riley cry breaks Joy's heart. She falls to her
knees.

She picks up a nearby MEMORY of young happy Riley coloring.

JOY
Do you remember how she used to
stick her tongue out when she was
coloring?

Another memory: Riley talking to a bug.

JOY
I could listen to her stories all
day.

Another memory: Riley spinning.

JOY
I just wanted Riley to be happy.
And now --

She holds the recent blue memory of Riley in class. Joy
hugs them all until the memories fall out of her arms.

Joy cries. A long, deep, painful cry.

Joy has lost everything.

Around her, memories fade and disappear.

A tear falls onto the faded TWISTY-TREE MEMORY. Joy wipes it.

In wiping the tear, the memory rewinds. Its color CHANGES from GOLD TO BLUE.

IN THE MEMORY: Riley sits in the tree with her parents, the team approaching in the distance.

Joy looks closer. What's this? She rewinds more.

IN THE MEMORY: Riley sits in the tree, crying, alone.

Joy remembers what Sadness said about the memory...

SADNESS (V.O.)
It was the day the Prairie Dogs
lost the big playoff game. Riley
missed the winning shot. She felt
awful. She wanted to quit.

IN THE MEMORY: Mom and Dad come to console Riley.

Joy fast forwards.

IN THE MEMORY: The hockey team lifts Riley on their shoulders and cheers. Riley smiles.

JOY
Sadness. Mom and Dad, the team --
they came to help because of
Sadness.

She turns to Bing Bong, ready to take action.

JOY
We have to get back up there!

BING BONG
Joy, we're stuck down here. We
might as well be on another planet.

JOY
(getting an idea)
Another planet.
(sings)
Who's your friend who likes to
play?

Silence.

JOY
(sings louder)
Who's your friend who likes to
play?

BING BONG
(understanding; excited)
His rocket makes you yell "Hooray!"

Far off, BING BONG'S ROCKET answers. They run towards it.

BING BONG
Who's the best in every way and
wants to sing this song to say,
who's your friend who likes to
play? Bing Bong Bing Bong!

Joy and Bing Bong find the rocket!

314 EXT. MEMORY DUMP - LATER

314

They perch the wagon atop a hill. Joy looks resigned.

JOY
Hop in!

Both inside, Bing Bong pushes off. They speed down a slope to gain momentum, singing all the way. They reach the bottom and shoot up another hill, launching up towards the cliff top.

Joy and Bing Bong enthusiastically, if not desperately, sing at the top of their lungs.

Not even close. They crash back to the bottom.

JOY
C'mon!

315 EXT. MEMORY DUMP - MOMENTS LATER

315

They shoot down a taller hill for another go. They SING faster and louder.

Joy reaches for the ledge but they fall with a thud.

Bing Bong stands. There's no way they'll make it. He looks up at the ledge and then to his hand, it's disappearing!

BING BONG
 Come on, Joy. One more time. I've
 got a feeling about this one.

316 EXT. MEMORY DUMP - MOMENTS LATER

316

Hurdling down the largest hill yet, they continue to sing
 Bing Bong's song.

BING BONG
 Louder! Louder, Joy! Sing louder!

Bing Bong times it just right and jumps out of the wagon.

Without his weight, the Joy gains momentum. She's unaware
 of Bing Bong's absence.

JOY
 We're gonna make it!

The rocket makes it over the ledge! It crashes atop the
 cliff.

JOY
 Woohoo! Bing Bong, we did it! We --

She turns around. She's alone.

JOY
 Bing Bong? Bing Bong!

She runs to the cliff side. Below, Bing Bong laughs
 excitedly, happy to help Riley in the only way he can.

BING BONG
 Ya ha ha! You made it! Ha ha! Go!
 Go save Riley!
 (pause)
 Take her to the moon for me. Okay?

He waves as the last of him vanishes into the air. Joy's
 eyes widen in awe; he's sacrificed his life for her.

JOY
 I'll try, Bing Bong. I promise.

Joy gets up and soldiers on.

317 INT. SAN FRANCISCO HOUSE - EVENING

317

Mom and Dad walk in.

MOM
We're home! Riley? Riley!

318 INT. RILEY'S ROOM - EVENING

318

Dad opens the door. The room is empty.

MOM
I'll call her cell.

319 EXT. SAN FRANCISCO STREET - EVENING

319

Riley walks through a sketchy part of the city.

320 INT. HEADQUARTERS

320

FEAR
This is terrible. Wait. Is that
someone walking towards us? Let's
cross the street.

Riley's cell phone rings. MOM is calling.

321 INT. HEADQUARTERS

321

FEAR
It's Mom! She's on to us! Where's
my bag?

Fear finds a paper bag and breathes into it to calm
himself.

DISGUST
What do we do?

ANGER
Riley needs to get core memories.
We keep going.

322 EXT. SAN FRANCISCO STREET - CONTINUOUS

322

Riley ignores the call and walks on.

323 EXT. LONG-TERM MEMORY

323

Joy runs through the Long-Term Memory stacks.

JOY
Sadness!

She sees Family Island rumble, pieces beginning to break off.

She frantically continues on.

324 EXT. BUS DEPOT - EVENING

324

Riley walks into the bus depot.

325 EXT. LONG-TERM MEMORY

325

Joy runs through a long corridor.

JOY
Sadness? Sadness?
(no answer; desperate)
C'mon Sadness, where are you? Okay.
If I were Sadness, where would I
be?

Joy slumps to the ground. She kicks a leg up in the air.

JOY
(Sadness voice)
Ohhh -- everything is awful and my
legs don't work and you have to
drag me around while I touch all
the--

Joy stops. Something has caught her eye.

REVEAL: a path of blue memories on the bottom shelves.

Joy follows the path.

326 EXT. BUS DEPOT - MOMENT LATER

326

Riley walks out of the bus depot and into the advancing line. Her cell phone rings again: "Mom."

327 INT. HEADQUARTERS

327

Fear breathes faster into his paper bag.

DISGUST
Oh no. It's Mom again. What do we do?!

ANGER
Uh -- Uh --

Boom! Family Island rumbles behind them.

QUICK INTERCUTS between the line getting shorter, Riley declining Mom's call, and Family Island crumbling. Finally --

328 INT. HEADQUARTERS

328

Fear's bag POPS.

ANGER
This is madness! She shouldn't run away!

DISGUST
Let's get this idea out of her head.

They rush to unplug the idea.

329 INT. LONG-TERM MEMORY

329

Joy runs, following the path of blue memories.

JOY
Sadness!

Joy rounds a corner and spots Sadness far down the next row.

JOY
Sadness!

Sadness turns around.

SADNESS
Joy?

Inexplicably, Sadness turns and runs away.

JOY
Wait, Sadness!

Joy chases after her. Sadness doesn't stop.

SADNESS
Just let me go! Riley's better off without me!

Joy follows Sadness straight into --

330 INT. IMAGINATIONLAND - FRENCH FRY FOREST

330

Sadness topples giant french fries in Joy's path.

JOY
Come back!

Joy uses a super-long fry to vault over the mound of fries.

331 INT. IMAGINATIONLAND - CLOUD TOWN

331

Two MIND WORKER COPS are questioning a CLOUD WITNESS.

MIND WORKER COP #1
So you're saying your husband was blown away by an elephant.

The Cloud Witness nods. Sadness runs past the crime scene.

They don't notice.

MIND WORKER COP #1
Was he with anyone?

CLOUD WITNESS
Yes! And there she is!

Joy runs right through the Cloud Witness, dissipating her.

MIND WORKER COP #1
(runs after Joy)
Hey! Come back here!

MIND WORKER COP #2
Forget it, Jake. It's Cloud Town.

332 EXT. IMAGINATIONLAND - CLIFF EDGE

332

Joy searches for Sadness. Suddenly, rain falls on her. Above, Sadness is floating on a chunk of rain cloud, away from Headquarters.

JOY
What? Sadness!

SADNESS
(crying)
I only make everything worse!

JOY
Wait-- Sadness! We've gotta get you
back to --
(Sadness is too far away)
Ugh.

Joy looks back at Family Island crumbling. She looks around: what does she have to work with? The Boyfriend Generator --

333 INT. HEADQUARTERS

333

Anger tries to untwist the Idea Bulb, but IT WON'T MOVE.

ANGER
It's stuck!

DISGUST
Oh great.

FEAR
Whadayamean it's stuck?!?

DISGUST
Now what?

A strange BLACKNESS spreads over the console.

FEAR
Oh, no, no, no. What is THIS?!

334 INT. BUS - EVENING

334

Riley boards the bus.

335 INT. HEADQUARTERS

335

Anger slams a chair down on the console. It bounces off with no effect. Fear lunges in with a crowbar. He loses control and it smacks him in the face.

336 INT. BUS - CONTINUOUS

336

Riley walks down the aisle of the bus.

337 INT. HEADQUARTERS

337

FEAR
Oh, how do we stop it?

DISGUST
I got it! Make her feel scared!
That'll make her change her mind!

FEAR
Brilliant!

DISGUST
I know it's brilliant. Do it!

Fear frantically pushes buttons.

FEAR
Ahh! Nothing's working! Why isn't
it working??

ANGER
Let me try!

Disgust and Fear pound on the console buttons.

DISGUST
Great, you broke it!

FEAR
No, I didn't!

ANGER
Let me do it!

338 INT. BUS - CONTINUOUS

338

Riley takes a seat.

339 INT. HEADQUARTERS

339

By now, the console is mostly black.

FEAR
Guys. We can't make Riley feel
anything.

340 INT. BUS - CONTINUOUS

340

Riley sits on the bus.

341 INT. HEADQUARTERS

341

ANGER
What have we done?

342 EXT. IMAGINATIONLAND - BOYFRIEND GENERATOR

342

Joy runs up to Riley's Imaginary Boyfriend.

JOY
Hey! Hey, look at me. Did you mean
what you said before?

IMAGINARY BOYFRIEND
I would die for Riley! I would die
for Riley!

JOY
Yeah, yeah, okay, Haircut. Time to
prove it.

Joy scoops him into her satchel. She activates the generator. Imaginary Boyfriends pour out, directly into Joy's satchel.

343 EXT. IMAGINATIONLAND

343

Joy spots Sadness ahead, and runs past her.

344 EXT. IMAGINATIONLAND - BALLOON TREES

344

Joy pulls a balloon free from a TWISTY BALLOON PALM TREE. She aims it towards the approaching Sadness and unties it.

PTHHPT! The balloon blows Sadness back over the MEMORY DUMP. In the process, the HOUSE OF CARDS behind them collapses.

HOUSE OF CARDS WORKER
(angry)
That's it! I fold!

345 EXT. IMAGINATIONLAND - BOYFRIEND GENERATOR

345

Joy sprints by grabbing the SATCHEL, now full of boyfriends.

346 EXT. IMAGINATIONLAND - CLIFF SIDE

346

Sadness floats out over the Memory Dump. Joy runs along the cliff edge, parallel to Sadness, towards Family Island.

347 EXT. LONG-TERM MEMORY CLIFFS - NEAR FAMILY ISLAND

347

Joy sights Sadness and aligns herself with Family Island. She dumps the satchel, pouring out the Boyfriends. Their momentum pulls her to the top of a TOWER OF BOYFRIENDS.

JOY
 (to herself)
 This is crazy, this is crazy -- No,
 no, no! Joy! Be positive.
 (beat)
 I am POSITIVE this is crazy!

Joy spots the trampoline on Family Island, then Sadness floating away. She times it --

JOY
 NOW!

The tower tips forward.

IMAGINARY BOYFRIENDS
 For Riley!

Joy falls towards Family Island, bounces on the TRAMPOLINE, flying up towards Sadness. She intercepts Sadness midair.

JOY
 Gotcha!

SADNESS
 Joy?

JOY
 Hang on!

They launch towards Headquarters. Will they make it?

348 INT. HEADQUARTERS

348

Anger, Fear and Disgust watch the screen, worried.

FEAR
Ohhh, I wish Joy was here!

SPLAT! Joy and Sadness hit the back window and slide down, grabbing the window edge. The Emotions run to the window.

DISGUST
It's Joy!

ANGER
Stand back! Arrrrgh!

Anger throws a chair at the window. It bounces off.

DISGUST
(sarcastically)
That worked.

ANGER
Well, what would you do, if you're so smart?!

He's smoldering. Disgust's eyes light up.

DISGUST
I'd tell you, but you're too dumb to understand.

ANGER
What?!

DISGUST
Of course your tiny brain is confused. Guess I'll just have to dumb it down to your level. Sorry I don't speak "moron" as well as you, but let me try: Duuuuhhhhhh.

Anger explodes, bursting into full blowtorch flames. Disgust, sporting a welding mask, picks him up and blows a hole in the window. Joy and Sadness climb through.

Anger Fear and Disgust all talk at the same time, explaining:

FEAR
Oh, thank goodness you're back.

DISGUST
Things are really messed up.

ANGER

We found this idea, and now Riley's
on a bus heading for Minnesota!

Joy looks at the screen.

ON THE SCREEN: Riley stares vacantly out the bus window.

349 EXT. BUS DEPOT - NIGHT

349

The bus starts to pull away.

350 INT. HEADQUARTERS

350

DISGUST
Joy, you've got to fix this. Get up
there.

JOY
Sadness, it's up to you.

SADNESS
Me?

Joy pushes Sadness towards the console.

ANGER/FEAR/DISGUST
Sadness?!?

SADNESS
I can't, Joy.

JOY
Yes you can. Riley needs you.

Sadness looks at Joy. Really? Joy nods.

351 INT. BUS - CONTINUOUS

351

The bus pulls out onto the street.

352 INT. HEADQUARTERS

352

Sadness approaches the console and takes charge.

SADNESS
Okay.

She grips the Idea Bulb. The console is now completely black.

353 EXT. SAN FRANCISCO STREET - NIGHT**353**

The bus is on the road.

354 INT. HEADQUARTERS**354**

Sadness works and ejects the Idea Bulb. The blackness retracts.

355 INT. BUS - NIGHT**355**

Feeling comes back to Riley: her expression changes from listless to sad. She stands.

RILEY

Wait! Stop! I wanna get off.

The bus stops. Riley runs to the front and out the door.

356 EXT. BUS STOP - NIGHT**356**

Riley runs away from the bus.

357 INT. HEADQUARTERS**357**

The Emotions watch the screen in anticipation.

358 EXT. SAN FRANCISCO STREET - NIGHT**358**

Riley runs back towards home.

359 INT. SAN FRANCISCO DINING ROOM - NIGHT**359**

Mom sits at the table, on the phone. Dad hovers.

MOM

(on phone)

Alright. Thank you. We will.

(to Dad)

Her teacher hasn't even seen Riley all day.

DAD
What? I can't believe this.

MOM
What was she wearing last? Do you even remember what--

The door opens. Riley walks in. They rush over to her.

MOM
Riley!

DAD
Riley, there you are! Thank goodness!

MOM
Oh, we were worried sick! Where have you been? It's so late --

360 INT. HEADQUARTERS

360

Sadness drives. Joy walks to her, holding the golden core memories. She hands them over to Sadness.

The core memories turn BLUE.

Sadness places one in the recall unit.

THE MEMORY PLAYS ON SCREEN:

Young Riley and young Meg walk side by side.

361 INT. SAN FRANCISCO DINING ROOM - CONTINUOUS

361

Riley remembers.

362 INT. HEADQUARTERS

362

Sadness places another blue memory in the recall unit.

MEMORIES PLAY ON SCREEN:

Young Riley makes cookies with Mom and Dad. Riley runs around with underpants on her head, Dad chasing. Riley scores her first goal. Riley skates with Mom and Dad.

Sadness places her hand on the console. It turns BLUE.

363 INT. SAN FRANCISCO DINING ROOM

363

Riley cries.

RILEY
I know you don't want me to but --
I miss home. I miss Minnesota.

Mom and Dad, concerned, listen quietly.

RILEY
You need me to be happy, but -- I
want my old friends, and my hockey
team -- I wanna go home. Please
don't be mad.

MOM
Oh sweetie --

DAD
We're not mad. You know what? I
miss Minnesota too. I miss the
woods where we took hikes.

MOM
And the back yard where you used to
play.

DAD
Spring Lake, where you learned to
skate.

Riley cries harder.

DAD
Come here.

He pulls Riley towards them. The three hug.

364 INT. HEADQUARTERS

364

Joy steps forward with one more gift for Sadness: the blue
core memory.

Sadness pulls Joy by the hand and places it on the console.

365 INT. SAN FRANCISCO DINING ROOM

365

Still in an embrace, Riley smiles through her tears.

366 INT. HEADQUARTERS**366**

BING! Joy and Sadness hear the sound of a new memory being produced. It's a NEW CORE MEMORY: BLUE AND GOLD, swirled together. A first.

The Emotions react in awe.

The memory travels down the track and into the holder. A lightline extends out the back of Headquarters. It is a new FAMILY ISLAND, bigger than before.

Joy and Sadness turn back to the console together.

367 INT. SAN FRANCISCO DINING ROOM**367**

Riley, Mom and Dad embrace.

368 INT. HEADQUARTERS**368**

Watching the screen, Joy rests her head on Sadness. They're a team.

369 INT. HEADQUARTERS - DAYS LATER**369**

We see many new, multicolored core memories in the Core Memory Holder.

The Emotions admire the new Islands of Personality.

FEAR

Hey, I'm liking this new view.

ANGER

Friendship Island has expanded.
Glad they finally opened that
Friendly Arguments section.

SADNESS

I like Tragic Vampire Romance
Island.

DISGUST

Fashion Island. Everyone shut up!

FEAR

Boy Band Island. Hope that's just a
phase.

JOY
Say what you want, I think it's all
beautiful.

WORKER FRITZ
Alright!

The Emotions turn to see workers at a new, larger console.

WORKER FRITZ
There you go. Your new expanded
console is up and running.

The new console lights up.

JOY/SADNESS/FEAR/ANGER/DISGUST
Whoa!

DISGUST
Cool. Upgrade!

JOY
Ooohh.

Fear leans on the console. BEEP!

FEAR
Hey! Whoa! Whoops, wait. Did I just
do that?

DISGUST
(re: a warning light
label)
Hey guys? What's "pub-er-ty?"

JOY
I don't know. It's probably not
important.

ANGER
Whoa. I have access to the entire
Curse Word Library! This new
console is the sh--

FEAR
Sorry. I did it again. My bad.

DISGUST
(pointing to screen)
They're getting to the rink!

371 EXT. HOCKEY RINK - DAY

371

The same rink Riley left before. The Golden Gate gleams in the background.

372 INT. HOCKEY RINK

372

A pep talk from Riley's parents. We don't see their faces.

DAD
Now when you get out there, you be
aggressive!

RILEY
(embarrassed)
I know, Dad.

MOM
-- but not too aggressive.

RILEY
You know, you guys don't have to
come to every game.

REVEAL: Mom and Dad's faces are painted blue and green.

DAD
Are you kidding? I'm not missing
one! GO FOGHORNS!

MOM
GO RILEY! FOGHORNS ARE THE BEST!

RILEY
Okay, okay. I gotta go.

Riley walks away, mortified, as Dad makes foghorn noises.

373 INT. HEADQUARTERS

373

All the Emotions at the control panel.

JOY
Awww- -

FEAR
They love us!

ANGER
Yeah, Mom and Dad are pretty cool.

DISGUST
Guys, of course they are. But we
can't SHOW IT!

374 INT. HOCKEY RINK

374

Zoom in to Dad's head.

375 INT. DAD'S HEADQUARTERS

375

Dad's Emotions cheer. They all have their faces painted.

ON THE SCREEN: Mom beams at Dad.

DAD'S FEAR
She loved the face painting!

DAD'S ANGER
Ha! Told you it was a great idea!

Dad turns to Mom. She smiles, and we zoom in to her head.

376 INT. MOM'S HEADQUARTERS

376

All Mom's Emotions are also painted.

MOM'S ANGER
Best idea he's had in awhile.

MOM'S SADNESS
He's a really good guy.

They all sigh. Mom's Anger tosses the MEMORY of the Brazilian helicopter pilot. Mom's Fear retrieves it.

MOM'S FEAR
Just in case.

377 INT. HOCKEY RINK

377

Riley walks towards the ice and bumps into A TEEN BOY. He drops his water bottle. She picks it up for him.

RILEY
Oh. Sorry!

She smiles.

ZOOM IN TO THE BOY'S HEAD.

378 INT. BOY'S HEADQUARTERS

378

A dirty, chaotic room. Stuff everywhere.

GIRL ALARM
GIRL! GIRL! GIRL!

WARNING LIGHTS ARE BLARING. His Emotions run around in a panic, screaming. One of them is HUDDLED, CRYING.

379 INT. HOCKEY RINK

379

The boy stands stunned, unable to speak. Riley hands him the water bottle.

RILEY
Uhh -- Ooooo-kay. Bye!

Riley skates out onto the ice, looking back over her shoulder with a hint of a smile?

HOCKEY TEAMMATE (O.S.)
All set, Riley?

She HIGH-FIVES a new teammate. They skate into position as Mom and Dad cheer from the stands.

380 INT. HEADQUARTERS

380

Joy and Sadness stand side by side at the new console, flanked by the others.

JOY
You ready?

SADNESS
Yeah!

JOY
Alright. Let's play some hockey!

We ZOOM OUT of Riley's head.

381 INT. HOCKEY RINK

381

Riley faces off. The puck drops.

JOY (O.S.)
All right Anger, take it!

ANGER (O.S.)
Give us that puck or you're dead
meat!

Riley gets it!

FEAR (O.S.)
On our left! On our left!

An opponent steals the puck.

DISGUST (O.S.)
Let's just try not to get all
smelly this time.

SADNESS (O.S.)
Hooh, Mom and Dad are watching us
fail.

ANGER (O.S.)
Not today!

Riley regains the puck and skates off with a smile.

JOY (V.O.)
We've been through a lot lately,
that's for sure. But we still love
our girl. She has great new
friends, a great new house- -
things couldn't be better! After
all, Riley's 12 now. What could
happen?

THE END.