

DAD (CONT'D)

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)

INT. HEADQUARTERS

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.

INT. RILEY'S ROOM

DAD

Come on.

(tries more monkey noises)

Riley looks at Dad, but TURNS AWAY.

EXT. GOOFBALL ISLAND

Goofball Island crumbles and breaks.

EXT. GOOFBALL ISLAND LIGHTLINE

Joy sees the lightline breaking ahead.

JOY

Ahhh! Go back! RUN! RUN! RUN!

They run back onto Goofball Island as the lightline crumbles.

EXT. GOOFBALL ISLAND

Joy and Sadness frantically outrun collapsing debris.

EXT. LONG-TERM MEMORY CLIFF EDGE

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.

INT. RILEY'S ROOM - CONTINUOUS

DAD

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

INT. HEADQUARTERS

The Emotions stare out the back window in disbelief.

DISGUST

We have a major problem.

FEAR

Ohh, Joy where are you?

EXT. LONG-TERM MEMORY CLIFF EDGE

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 (CONT'D)

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 (CONT'D)

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 (CONT'D)

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:

EXT. LONG-TERM MEMORY - LATER

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 (CONT'D)
Riley's awake.

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

JOY (CONT'D)
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 (CONT'D)
...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.

EXT. LONG-TERM MEMORY - LATER

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.

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

EXT. LONG-TERM MEMORY - CONTINUOUS

JOY
Hey! Bring those back.