

INT. HEADQUARTERS

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!

EXT. MINNESOTA LAKE, WINTER - DAY

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

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

INT. HEADQUARTERS

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.

INT. MINNESOTA LIVING ROOM - NIGHT

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!

INT. HEADQUARTERS

Goofball Island activates: lights, movement, etc.

INT. MINNESOTA LIVING ROOM

Naked Riley does the goofy dance on the sofa.

INT. HEADQUARTERS

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

Joy looks at FRIENDSHIP ISLAND.

EXT. SIDEWALK - DAY

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

INT. HEADQUARTERS

Joy inspects Honesty Island.

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

INT. MINNESOTA HOUSE - DAY

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

INT. HEADQUARTERS

Joy examines Family Island.

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

EXT. MINNESOTA KITCHEN TABLE - DAY

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

INT. HEADQUARTERS

The Emotions look out over the Islands of Personality.

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

INT. BATHROOM

Riley splashes in the bathtub.

YOUNG RILEY
Look out, mermaid!

INT. MINNESOTA LIVING ROOM

Riley climbs the couch. She looks at the floor.

INT. HEADQUARTERS

Joy projects an IMAGINATION of LAVA onto the screen.

INT. MINNESOTA LIVING ROOM

YOUNG RILEY

Lava!

Riley jumps from couch to chair to avoid the lava.

INT. MINNESOTA HOUSE

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...

EXT. MINNESOTA LAKE - DAY

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

MOM/DAD

Hey! Very nice! Where did you learn
that?

INT. HEADQUARTERS

Joy skates around the room, in sync with Riley.

EXT. MINNESOTA FRONT STEPS - DAY

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

INT. HEADQUARTERS

FEAR

Brain freeze!

The Emotions scream as Headquarters freezes over.

EXT. MINNESOTA LAKE - DAY

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

INT. HEADQUARTERS

JOY

Yaaay!

INT. RILEY'S MINNESOTA BEDROOM - NIGHT

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.

INT. HEADQUARTERS

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:

EXT. MINNESOTA HOUSE FRONT YARD - DAY

Moving sign: Sold!

INT. HEADQUARTERS

JOY

Wha...?

SADNESS/FEAR/ANGER/DISGUST

AAAAIIGHH!!!

EXT. DRIVEWAY - DAY

SLAM! A packed car hatchback closes.

INT. HEADQUARTERS

JOY

Huh?

SADNESS/FEAR/ANGER/DISGUST

AAAAIIGHH!!!

EXT. MINNESOTA STREET - DAY

VROOM! A moving van drives away.

INT. HEADQUARTERS

JOY

OK, not what I had in mind.

SADNESS/FEAR/ANGER/DISGUST

AAAAIIGHH!!!

EXT. AMERICAN HIGHWAYS

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.