

MONSTERS, INC. THE FACTORY TOUR

by

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An attraction concept expanding
on the Disney/Pixar film, MONSTERS, INC.

INT. HUMAN WORLD - PRE-SHOW

As the last guests enter the pre-show room, the lights dim. The screens glitch and static is heard as NEEDLEMAN and SMITTY appear on the monitors.

They are in a small room filled with electronic equipment. They do not know they are being seen.

NEEDLEMAN
Hurry up, will ya?

SMITTY
I'm sorry. I am trying to figure
out how to get the camera to work.

Smitty is completely immersed in a web of electrical wiring.

SMITTY
(to himself)
There are so many wires.

Smitty walks up to the camera, taps on the lens, and waves.

SMITTY
Testing. Hello? Is this thing on?
Hello?

Smitty MOVES the CAMERA AROUND and guests see video of the ceiling, floor, and a CLOSEUP of Smitty checking for food in his braces.

NEEDLEMAN
Would you stop that?!

The CAMERA RESUMES its original position. Needleman picks up a piece of paper with MI letterhead.

NEEDLEMAN
(re: the paper)
Didn't you follow the instructions
Mr. Sullivan gave us?

SMITTY
Of course, I did.

NEEDLEMAN
(reading from the paper)
Did you turn on the main power
supply?

SMITTY
(still investigating the
camera problem)
Yeah.

NEEDLEMAN
Did you bypass the auxiliary video
monitors?

SMITTY
Yeah.

NEEDLEMAN
Did you re-align the laugh intake
valve?

SMITTY
Yeah.

NEEDLEMAN
Did you--

SMITTY
(shaking Needleman)
I'm telling you I followed Mr.
Sullivan's instructions exactly.

NEEDLEMAN
Well, something's wrong. Otherwise,
the camera would be working and all
the people about to take the tour
are just standing there watching us
argue.

SMITTY
I'm telling you I followed the
instructions exactly. The camera
should be working and the red sign
that says "on the air" should be
flashing.

As he says this, Smitty - who is now completely entangled in
a maze of wires - points to the sign without looking.

Needleman follows Smitty's hand and sees that the sign is
obviously flashing. Needleman stands there - stunned.

NEEDLEMAN
It is flashing.

SMITTY
(wrestling with cords)
What?

NEEDLEMAN
The sign is flashing...

Smitty turns and see the sign.

SMITTY
Huh...whata ya know.

A moment. Then both slowly turn their heads toward the audience. They grin widely, laugh, and wave to the camera.

Needleman is extremely flustered.

NEEDLEMAN
Where are my notecards?

SMITTY
They're in your hand.

NEEDLEMAN
Oh... I knew that.

Needleman clears his throat. The anxiety of being on camera completely overwhelms him. He is extremely robotic as he reads from his notecards.

NEEDLEMAN
Welcome to Monsters, Incorporated.
(flips to the next notecard)
My name is
(next notecard)
Needle-
(next notecard)
man
(next notecard)
and here to my left...

Needleman motions to his left, realizes he is on the wrong side of Smitty, moves, then motions to his left again.

NEEDLEMAN
Here to my left is Smitty.

SMITTY
Hello.

Smitty motions as if to sneeze.

NEEDLEMAN
And we will be your tour guides on
this very special tour of the
Monsters, Incorporated factory. You
see...

Smitty sneezes and Needleman's notecards fly through the air.

SMITTY
Sorry. Allergies.

NEEDLEMAN
Now what are we going to do?! I don't remember what I was supposed to say next.

SMITTY
You mean you didn't memorize it?

NEEDLEMAN
I made notecards so I didn't have to memorize it.

SMITTY
Everyone knows that notecards are only for reference.

NEEDLEMAN
(stunned)
What? That doesn't matter. What are we going to do?

SMITTY
Uhhh....Just have them watch the video Mr. Sullivan gave us to play.

NEEDLEMAN
Already?

SMITTY
Why not? What else are we going to do?

Needleman finally agrees, and Smitty gets the video ready.

NEEDLEMAN
Uh...Everyone, I'm sorry, but..
(trying to sound official)
due to circumstances beyond our control, we are now going to have you watch a short informative video.

Once it is over and you have entered the factory, we will both meet up with you to begin your tour.

(to Smitty)

(MORE)

NEEDLEMAN (cont'd)
Are you ready?

SMITTY
Yeah.

NEEDLEMAN
(not knowing what to say)
Enjoy everyone!

Both Needleman and Smitty wave goodbye. A moment. They believe they are no longer on camera.

NEEDLEMAN
I can't believe you sneezed on my notecards.

SMITTY
I can't believe you didn't memorize what you were going to say.

Needleman and Smitty start to leave, arguing as they walk OUT OF FRAME.

NEEDLEMAN
Where did you ever hear that?

SMITTY
Have you never taken a public speaking class?...

The screens glitch and STATIC is heard as before. The informative video begins.

NARRATOR (V.O.)
A new era has begun at Monsters, Inc. Under the leadership of James P. Sullivan, the company has soared to new heights.

Innovative energy techniques have made scaring human children the way of the past. Today, making them laugh is company business.

Once refined, the laugh of a human child produces the cleanest, most dependable energy ever generated for the monster world.

MI film clip: "And the fact that laugh is ten times more powerful than scream had nothing to do with it..."

NARRATOR (V.0.)
Strict barriers once separated the
monster world from human
interference. Human kids were
thought to be highly toxic and even
deadly.

MI film clip: "That thing is a killing machine -
lalalalalalala."

NARRATOR (V.0.)
Recent events have disproved these
claims. And today, we are taking
another step into the future. For
the first time in monster history,
we are granting humans access to
tour the Monsters, Inc. factory.

Combining top- quality vehicle
technology,

The ride vehicle enters the boarding area.

NARRATOR (V.0.)
highly-trained tour guides,

Needleman and Smitty turn around and give cheesy smiles.

NARRATOR (V.0.)
and state-of-the-art safety
equipment,

Seated in the ride vehicle, Needleman puts on his safety
goggles/3-D glasses and gives thumbs up to Smitty.

Smitty, who is holding a remote that controls the ride
vehicle, gives thumbs up back. He pushes one of the levers
and the ride vehicle speeds off.

NARRATOR (V.0.)
this unprecedented opportunity will
guide you through the entire
process that powers the monster
world.

Once you have boarded your touring
tram, please buckle your safety
belt, place any loose personal
items in the bin in front of you,
and refrain from eating and
drinking. Failure to do so could
lead to disastrous results.

Needleman boards the ride vehicle. He does not buckle his safety belt. His arms are loaded with Disney memorabilia, a tub of popcorn, and a large soda. He eats and drinks as the vehicle speeds off.

The vehicle comes to a sudden stop. Needleman and all of his belongings go flying through the air.

He lands. The soda spills all over him, and the popcorn tub covers his head like a helmet as the other items fall around him.

A moment. Then a Mickey Mouse doll hits Needleman on the head and he falls over completely.

NARRATOR (V.O.)

Also, for the safety of our employees, please no flash photography or external video camera lighting.

Inside the factory, Phlegm - a monster with many arms - approaches the touring vehicle. Needleman is on board with a camera.

He takes a flash picture.

Phlegm freaks out and runs around hysterically with his arms flailing.

NARRATOR (V.O.)

And finally, for your safety, please do not put on your safety goggles until you are instructed to do so.

Needleman is running around while wearing his safety goggles/3-D glasses. He does not see the camera and runs straight into it. STATIC.

"Epic aerial shots" of the factory are seen as the music builds to an end.

NARRATOR (V.O.)

Now, please join us as we begin writing another chapter into the pages of monster history. On behalf of the entire Monsters Incorporated family, welcome to our world.

The music finishes. On the last note, the MI logo appears on all of the monitors. A slight pause. The lights come up on the back wall to reveal another, much larger MI logo.

Loud MECHANICAL NOISES are heard as the wall begins to unlock - the gray bars on the sides move apart and the giant M rotates ninety degrees counter-clockwise.

The wall separates - the M moving to the left, the lettering moving to the right - to reveal a typical door station.

The red light on the door frame illuminates. A moment. The door knob turns and the door opens automatically.

INT. MONSTERS, INC. FACTORY - MAIN ATRIUM

Once the guests have boarded their touring trams, they will proceed down a short hallway. At the end, the hallway opens into the main atrium.

Upon entering the atrium, guests are greeted with the hustle and bustle of the Monsters, Inc. factory.

Monsters are everywhere - entering from the parking lots, heading to the laugh floors, stopping to talk to one another.

The monsters definitely take notice of the touring tram full of humans. Some are shy, while others make elaborate productions of greeting the guests.

A few moments before the tram stops in the middle of the atrium, the guests meet up with Needleman and Smitty.

Needleman is asleep standing up.

SMITTY
(to Needleman)
Wake up! Our tour group is here!

NEEDLEMAN
Huh?

Needleman smacks his lips and pouts.

NEEDLEMAN
But I don't want to go to school today, mom.

Smitty shakes Needleman.

SMITTY
Wake up, will ya?

NEEDLEMAN

Huh?

(wakes up)

Would you stop shaking me?! This is no time to be playing around. Our tour group is here.

(runs up to meet the guests)

Welcome to Monsters, Incorporated everyone.

(searching for what to say)

Uhhh...just in case you forgot, once again, my name is Needleman and this is Smitty.

Smitty waves.

NEEDLEMAN

As we tour the factory today, I will be describing the various areas.

SMITTY

And I will be guiding your touring tram.

Smitty holds up the large remote control in his hands.

NEEDLEMAN

(with perfection)

Now, for those of you who may be wondering, the area you have just entered is the main entrance for all factory employees. The hallways leading from this atrium connect to each and every laugh floor here at Monsters, Incorporated.

The atrium rises 50 feet in height, has a diameter that spans 210 feet, and construction on this area alone took over 1400 monster hours.

Smitty attempts to interrupt.

SMITTY

You needed notec...

Needleman pays no attention.

NEEDLEMAN

Also, if you direct your attention to the floor, you will notice the Monsters, Inc. logo. This

(MORE)

NEEDLEMAN (cont'd)
particular logo is the second
largest on company property.

Above you on the atrium ceiling is
a tile mosaic consisting of over
15,000 hand- painted pieces and--

SMITTY
You needed notecards for a
two-minute speech, and you know all
that?

NEEDLEMAN
(nonchalantly)
Yeah...What's your point?

SMITTY
What's my point?

The frustration builds in Smitty, but then figures it is a
lost cause. He is suddenly curious.

SMITTY
So where is the largest logo on
property?

NEEDLEMAN
I don't know.

There is a pause as Smitty stares at Needleman with
bewilderment.

In the distance, another monster, RICKY, enters.

RICKY
Hi, Sully.

SULLY enters.

SULLY
Hey, Ricky.
(to the guests)
Hi, everyone.

NEEDLEMAN
Mr. Sullivan, what are you doing
here?

SMITTY
Yeah, we're not supposed to meet up
with you until later in the tour.

SULLY

I know, but I wanted to come by and personally welcome everyone to the factory.

NEEDLEMAN

(to the guests)

Everybody, this is Mr. James P. Sullivan,

(with extreme emphasis)

the greatest scarer of all time.

SULLY

(to the guests)

I don't know about that.

(to Needleman and Smitty)

And guys, how many times have I told you? You can call me Sully.

SMITTY

I still don't think so.

Needleman cannot even comprehend the thought.

NEEDLEMAN

Yeah, I mean, you're Mr. Sullivan.

MIKE enters with an overwhelming amount of energy, as usual.

MIKE

I'm all ready for the tour. Quick Sully, blend in.

Mike reaches behind his back. He pulls out a Goofy hat and places it on Sully's head. He puts on a Mickey Mouse hat for himself and strikes a pose.

MIKE

(re: the apparel)

Whataya think?

Without waiting for a sign of approval, Mike continues. He stiffens his arms and legs and begins imitating an audio-animatronic figure.

MIKE

IT'S A SMALL WORLD AFTER ALL
IT'S A--

SULLY

Mike...

MIKE
Over the top? I guess I tend to do
that from time to time.

Mike takes off his hat, then Sully's.

SULLY
(highly sarcastic)
I hadn't noticed.

MIKE
You know--

Mike begins to react to Sully's comment when CELIA, who is
at her reception desk, calls to Mike.

CELIA
Oh, googley bear.

MIKE
Schmoopsie-poo!

Mike runs over to her desk and they begin their own
conversation.

SULLY
(to the guests)
Well, I guess I better be getting
back to work. But I'll see everyone
as soon as your tour reaches the
laugh floor. Once again, thanks for
coming.

Sully begins to exit.

NEEDLEMAN
(in awe)
He is so awesome.

SMITTY
(in full agreement)
Yeah.

Mike sees Sully leaving.

MIKE
Hey Sully, wait up!

SULLY
Come on, butterball.

MIKE
 (to Celia)
 I love you, schmoopsie-poo!

Mike runs to catch up with Sully. They continue their dialogue as they exit.

MIKE
 So Sully, when are we going to find
 you a nice lady friend?

SULLY
 Mike.

MIKE
 What? I was just asking.

Mike and Sully exit.

NEEDLEMAN
 Well everybody, it looks like we're
 ready to continue our tour. Smitty.

SMITTY
 (not paying attention)
 Oh.

3-D gag: Smitty extends the antenna of the remote toward the audience.

NEEDLEMAN
 (to Smitty)
 Would you stop messing around?

Smitty pushes a lever on the remote and the tram begins to move.

NEEDLEMAN
 And we're walking. We're walking...

SMITTY
 (to Needleman)
 You know, they're not really
 walking.

Just then, the tram jolts, sputters, and comes to a complete stop. The hood on the front of the touring tram pops up and out rolls a massive amount of smoke.

Needleman glares at Smitty.

NEEDLEMAN
What did you do wrong now?

SMITTY
Me? All I do is drive the thing.

Needleman investigates the problem under the hood.

NEEDLEMAN
The laugh canisters are empty!
(to Smitty)
Why didn't you check them before
the tour?

SMITTY
That was your job.

NEEDLEMAN
(beat)
Oh yeah, well...

Realizing he has no where to go with the comment, Needleman yells out to anyone who will listen.

NEEDLEMAN
Can we get a couple of canisters
over here, please?! Somebody?!

In the distance, a voice replies. It is PHLEGM.

PHLEGM
Coming!

He enters with a laugh canister under each arm - 4 total.

PHLEGM
Here ya go!

3-D gag: Phlegm tosses two canisters to Needleman, but they are overthrown. The canisters fly straight toward the guests - "air effect" - and land on the opposite side of the tram.

NEEDLEMAN
(to Phlegm)
What were you thinking? Can you
please just hand them to me?

PHLEGM
Okay.

Phlegm approaches Needleman and hands him the canisters both at the same time. It is too much weight. Needleman wobbles around struggling to support both laugh canisters.

During this time Phlegm's attention is directed solely at the audience. He is overly enthusiastic to say the least.

PHLEGM
(to the guests)
Hello, I just wanted to say how
excited I am about you being here.

3-D gag: Phlegm begins to wave to everyone in the touring vehicle with all four of his arms.

Continuing, Phlegm tries to interact with each guest.

PHLEGM
Oh, cute hat!
Hi, how ya doin'?
Thanks for coming.
Have you lost weight?

Smitty cuts him off and pushes Phlegm away.

SMITTY
Okay, that's enough.
(pointing to the canisters
Phlegm threw)
Pick up those laugh canisters.

Phlegm crosses to the opposite side of the touring tram and retrieves the canisters.

Meanwhile Needleman has begun to change the canisters on the touring tram. He has gotten the first canister out without any problems. The second canister, however, refuses to budge.

Needleman bends over the side of the touring tram and tugs with all of his might. The canister does not move.

He puts his feet on the tram for added leverage. The entire tram shakes. Without warning, the canister breaks loose.

Both Needleman and the canister go flying through the air.

Phlegm runs to the rescue.

PHLEGM
I got you!

Phlegm motions as if to catch Needleman, but at the last second moves to catch the laugh canister. Needleman hits the floor.

PHLEGM
Shew...that was close.

As the dialogue continues Phlegm gathers the old canisters and exits.

SMITTY
(to Needleman)
I'll put in the new canisters.

NEEDLEMAN
(still in a daze)
All right.

Smitty puts in the new canisters and closes the hood of the tram. However, he closes his thumbs of his lower arms in the hood. He grimaces with pain.

SMITTY
My...my...my thumbs...

NEEDLEMAN
(not comprehending)
Your thumbs what?

SMITTY
Under the hood...

NEEDLEMAN
What?
(realizing)
Ohhhhh.

Needleman rushes to Smitty's aid and unlatches the hood. Smitty pulls his hands out and looks at them in disbelief.

With his thumbs incredibly swollen and bright red, Smitty continues to make wincing noises.

NEEDLEMAN
Are you okay?

SMITTY
(biting back the pain)
Yeah.

Despite the fact that Smitty is still obviously hurt, Needleman continues as if nothing happened.

NEEDLEMAN
All right, well, let's get moving then.

Smitty picks up the remote, pushes the lever, and the tram begins to move. The tour proceeds down one of the halls leading from the atrium.

INT. MONSTERS, INC. FACTORY - HALLWAY

Before reaching their next "destination," the guests pass by several rooms filled with the typical day-to-day events of the factory.

Needleman and Smitty continue their dialogue.

NEEDLEMAN
(to Smitty)
Are you sure you don't want a
band-aid or some anti-bacterial
cream?

SMITTY
No, I'm fine. All though, I
could...

Smitty motions with his head to an unmarked room on the right - the men's room.

Needleman turns, then realizes what Smitty is implying.

NEEDLEMAN
You've got to be kidding me! Now?

SMITTY
I'm sorry. I had one too many
slurpies today.

NEEDLEMAN
Uhh...fine, but make it quick.

The tram stops.

NEEDLEMAN
We're giving a tour here ya know.

SMITTY
I know! Here, hold this.

Smitty gives Needleman the remote and exits to the bathroom.

NEEDLEMAN
(to the guests)
Uhh...everyone...Our tour will
resume in just a minute. Smitty had
to...

(searching for the words)
 uhhh...he needed to...
 (giving up)
 he had to go to the bathroom.

Needleman realizes he needs "to go" as well.

NEEDLEMAN
 Now, that I think about it... I'll
 be right back.

Needleman drops the remote and runs into the bathroom. There is a slight pause as some music begins. It has a distinctive sneaky quality.

A loud banging noise is heard and the last tram car shakes. This continues for every car in the tram line, until finally, the first tram car shakes.

The slits of two transparent eyes appear. It is RANDALL.

3-D gag: Randall appears seemingly out of thin air.

RANDALL
 Gotcha!

Randall laughs to himself. As he continues his dialogue, he "snakes" around the tram getting up close and personal with the guests.

RANDALL
 Well, well, well, what do we have
 here? Filthy, stinking humans. I
 guess once Sullivan let one into
 the factory, he decided to let them
 all in.
 (notices the remote control on
 the floor)
 What's this?

Randall picks up the remote, pushes a lever, and the tram jerks forward. He grins devilishly.

RANDALL
 I think you and I are going to have
 a little fun together.

Randall quickly slithers into the upcoming laugh floor and peaks his head back around the corner.

RANDALL
 Follow me, please.

The following sequence is extremely fast in comparison to the tempo of the ride thus far. Also, unless otherwise noted, the tram is constantly in motion.

Randall pushes the lever on the remote and the tram accelerates, taking a sharp left turn into the laugh floor. Randall jumps on the hood and goes along for the ride.

INT. MONSTERS, INC. FACTORY - LAUGH FLOOR F

Randall causes the tram to swerve repeatedly, but never makes an effort to avoid anyone or anything in its path.

Several 3-D gags take place during this sequence:

Monsters jump out of the way to avoid being hit by the tram.

Monsters spill their drinks - "water effects."

Objects are knocked out of the way and even run over.

Near the far end of the laugh floor, Sully is standing in front of a door station. Next to him is BOO. She is playing with a MI hardhat that is much too large for her head.

Sully bends down and takes the hardhat off of Boo's head.

SULLY
Look Boo, here comes the tour
group.

Sully realizes the situation and quickly stands back up.

SULLY
Oh, no. It's Randall.

RANDALL
Hello, Sullivan.

SULLY
(yelling)
Let them go, Randall!

Sully begins running toward the speeding tram.

RANDALL
What ever you say, Sullivan.
(to the audience)
Anyone else care to drive?

Randall tosses the remote toward the audience and turns invisible.

3-D gag: The remote bounces along the tram and falls to the ground.

The tram cuts to the right and collides with several door stations.

A few stations down, Mike enters from a child's room.

MIKE
Sully, what is all the yelling
abou...Ahh!!!

Mike jumps out of the way as the tram demolishes his door station and finally comes to a stop.

MIKE
What's going on?

SULLY
It's Randall.

MIKE
Randall?

Randall makes himself visible, right in front of Mike.

RANDALL
Wazowski!

Mike screams. Before anyone can react, Randall grabs Boo.

RANDALL
Thank you.

Randall pushes a button on the door station console next to the first car in the tram. The audience feels some shaking, and the tram begins to be lifted off the ground.

Randall runs up to the next station and presses a button on its console. He grabs hold of the door as the hydraulic arm lifts it up onto the track.

BOO
(to Sully)
Kitty!

The lights flicker and dim from the power surge as Boo starts to cry.

SULLY
I'm coming, Boo! Come on, Mike,
grab a door.

Sully and Mike run toward another door station.

MIKE
You know, I distinctly remember
having done this before, and...

As Sully and Mike are being lifted up onto the track, Mike turns and looks back. He sees the guests being lifted up, as well.

MIKE
Uh...Sully. Look.

SULLY
(turns)
Hang on, everybody!

Boo screams and there is another power surge.

By this time, the hydraulic arms under the tram have elevated it to the correct height.

Boo screams louder than ever.

The massive power surge illuminates the lights on a series of empty, open door frames on the track directly above the guests.

The frames engage and clamp onto each car in the tram.

Once secured, the tram moves along the door track and into a short curved tunnel. Here, the technical elements needed for the roller-coaster lock into place.

As the door frames turn the corner, the tunnel ends
- revealing the factory's massive door vault.

INT. MONSTERS, INC. FACTORY - DOOR VAULT

Upon entering this area, the audience is given a moment to take in the enormous sight.

Mike and Sully ride on the door directly in front of the guests. Randall and Boo are several doors ahead.

The door frames reach the "boosters" and the high-speed coaster begins.

Thousands of doors traveling a multitude of different directions whirl past the guests.

Soon after, they approach a massive drop.

MIKE
Oh, boy. I definitely remember
this.

Mike and Sully's door speeds down the drop.

MIKE
I'm going to be sick. I'm going to
be sick.

As the track levels out, Sully executes his plan.

SULLY
Let's split up, Mike. I'm going
after Boo. You take care of the
tour group.

Sully immediately jumps to another track in an attempt to
catch up with Randall.

MIKE
Somehow that just doesn't seem
fair.
(to the guests)
Hang on, everyone, I'm coming
aboard.

Mike begins swinging his door. Right when he is about to
jump, his door frame switches tracks and goes to the left.
Guests are taken to the right.

MIKE
Don't worry, I'll catch up to you.

The following section is dictated mainly by the actual
layout and length of the coaster.

Focusing more on the environment, intermittent dialogue will
be used to keep the audience engaged in the story while
allowing them to enjoy the thrills of the experience.

Several 3-D gags take place during this sequence:

Randall and Boo get close to the tram, and Boo
reaches out to the audience.

Mike jumps onto the tram from the back end and
struggles against the wind on his way to the front,
just to roll all the way to the back again.

And as many more that are warranted.

Toward the end of the coaster section, Randall rides on a door traveling on the right side of the audience, parallel to their track.

He keeps a close lookout on the action in front of him. However, Sully is sneaking up behind him.

Sully grabs Boo.

Randall, knocked off balance from the surprise, jumps to the next door back.

Knowing she is now safe, Boo enjoys the ride, giggling and laughing. This engages the lights on each and every door frame in the door vault.

Randall opens the door of the frame on which he is riding and goes inside. A few moments later, the door directly in front of the audience opens and Randall appears.

3-D gag: Randall throws objects from inside the room toward the guests.

Mike returns riding on a door on the left side of the audience. He comes extremely close to Randall.

Randall jumps from his door onto the tram.

Here he tries to disconnect the latch that holds the first tram car onto the track, but it won't budge.

SULLY
Stop him, Mike!

MIKE
Don't even think about it, Randall!

Mike jumps from his door onto the front of the tram. At the same time, Sully jumps to the door directly in front of the audience.

Randall looks up at Mike, but Mike is the least of his concerns.

The doors are heading for a dead end, and they are not slowing down.

Randall immediately jumps to a track above - one that is traveling in the opposite direction.

MIKE
Well, that was easy.

Sully looks forward, realizing the situation.

SULLY
A little too easy, Mike. Look out!
We're not stopping!

MIKE
(half to Sully, half to the
guests)
Wonderful, the only thing left to
do is CRASH!

Sully opens the door his riding and yells to Mike.

SULLY
Get inside!

Mike leaps from the tram and through the door.

Sully follows.

SULLY
Hang on, everybody!

With that, Mike and Sully's door slams into the one in front
of it. As the door frame attached to the first tram car is
about to hit Mike and Sully's door, Boo screams.

This causes yet another power surge. Blackout.

The tram crashes through the door Mike and Sully were riding
and skids to a stop.

INT. HUMAN WORLD - MISC. ROOM

A long pause. The orientation of the tram cars resembles a
train wreck.

SULLY
Is everyone okay?

MIKE
I think I landed in something.

BOO
Eww.

MIKE
Where are we, anyway?

SULLY
I don't know.

Boo rustles around talking in her typical gibberish. The room is completely dark, but the audience sees her general outline.

She walks over to a side wall and yanks the curtains apart. Sunlight pours in. In the distance is the Eiffel Tower.

The door Mike and Sully, and now the guests, have entered is a little girl's room in Paris.

B00

Bonjour!

MIKE

Well, I guess that answers that question.

(walks into the light)

Now let's get out of here.

Mike is completely oblivious to the fact that he is now wearing a ballerina tutu and a princess tiara, both of which are on crooked.

Giggling, Boo approaches Mike and takes the tiara off of his head.

MIKE

What the...

Mike looks himself up and down, sees the tutu, then looks directly at Sully.

MIKE

Don't say a word.

B00

Mike Wazowski.

She giggles and Sully chuckles.

MIKE

Yes, yes, very funny.

Mike works his way out of the tutu.

MIKE

Let's all make fun of the short green guy with one eye. Can we get out of here now?

SULLY

All right, Mike. We just have to find another door.

A slight pause.

BOO

Kitty.

Boo stands at the end of a short hallway. She has found another door leading back into the factory.

SULLY

Good job, Boo. Come on, Mike.

MIKE

Uh...Sully, what about the people?
We don't have the remote.

SULLY

Not a problem, Mikey.

Mike and Boo exit the room as Sully grabs onto the front of the tram and pulls it back into the factory.

The CDA is there.

INT. MONSTERS, INC. FACTORY - LAUGH FLOOR B

CDA AGENT 002

Look, over there. There they are.

Several members of the CDA surround the tram. ROZ enters.

ROZ

Welcome back, gentleman.

In the background, two members of the CDA have Randall in custody and are taking him away.

RANDALL

I'll get you for this, Sullivan.
Mark my words. This is not over.

ROZ

Thanks to the action of two very
brave individuals, we were able to
apprehend the suspect.

MIKE

Well, you know, sometimes I even
amaze myself.

As Mike takes credit, members of the CDA break their huddle around the guests to reveal the true heroes - Needleman and Smitty.

Mike is stunned.

Needleman and Smitty, not knowing what to say or do with all the attention, simply laugh and wave.

ROZ
(to Mike and Sully)
I would hope that this concludes
your tour, gentleman. The number of
safety regulations broken here
today is overwhelming.

Sully nods in agreement. Needleman hits Smitty, who is holding the tram remote.

NEEDLEMAN
You heard the lady.

With that, the tram proceeds toward the back wall of the laugh floor.

As the door opens and the tram begins to enter another short hallway, Sully, Mike, Boo, Needleman, and Smitty all say their goodbyes to the guests.

Exit dialogue continues.

MIKE
(to Needleman and Smitty)
So how did all of this happen,
anyway?

SMITTY
Well, I had about six slurpies, and
Needleman...

The door closes behind the tram, and it makes its way to the unloading area. Here the audience meets "honorary monsters" who direct them to disembark the tram.

Finally, guests proceed through another door station which transports them back to the human world.