

Monsters, Inc. Scene Guide

Part of what makes “Monsters, Inc.” so successful is the many memorable scenes. Kids thrive on their favorite scenes and want to watch them over and over. Here is a scene-by-scene guide to “Monsters, Inc.”

Scene 1: “Main Titles”

Short animated title opening to “Monsters, Inc.”

Scene 2: “Monster in the Closet”

A little boy imagines that there are monsters lurking in his room at night. Suddenly, a real monster towers over his bed and then ... an alarm goes off. The little boy isn't real; this is all a simulator for scaring practice at Monsters, Inc. The rookie “scarer,” a monster named “Bile” is scolded by his instructor for leaving the closet door open.

Scene 3: “Mr. Waternoose”

The president of Monsters, Inc., an octopus-monster Mr. Waternoose, explains to Bile and the monster class about the dangers of children. Then he tells them how monsters enter the human world through a closet door and scare children, and explains that the screams from children are converted into energy that Monsters, Inc. uses to power the city of Monstropolis. He says the best scarer is a monster named Sulley.

Scene 4: “Morning Workout”

We meet Sulley and Mike as they are waking up. Sulley is a blue furry monster and Mike is giant eyeball with two feet. Taskmaster Mike puts

“Monsters, Inc.” Scene Guide

Sulley through his morning scare exercises such as “Scary Feet” and “Don’t Let the Kid Touch You.” Afterwards they watch a Monsters, Inc. commercial (on TV) featuring themselves and their co-workers.

Scene 5: “Monstropolis”

Because there’s an energy crisis and the possibility of rolling blackouts, Sulley and Mike walk to work. As they say hello to neighborhood monsters, we meet some of the odder residents of Monstropolis.

Scene 6: “Monsters, Inc”

Sulley and Mike arrive at their workplace, Monsters, Inc., a huge corporate building that houses the power plant. Sulley is treated like a hero by his co-workers and we see on the wall that he has been named “Scarer of the Month” many times. Mike chats with his monster girlfriend -- Celia -- a receptionist who has snakes for hair.

Scene 7: “Randall”

In the company locker room, Mike is scared by the serpentine/monster co-worker Randall, who can turn invisible and suddenly appear at will. Randall brags about how he is going to scare more kids than Sulley.

Scene 8: “Scare Floor”

The monsters who work as scarers go to work, each entering a different door prepared by their assistant (Mike is Sulley’s assistant). When they open the door, they can walk into a child’s bedroom in the human world. They scare the kids and walk back into Monsters, Inc. and close the door. Randall is doing well and actually inches ahead of Sulley in his “scream numbers.”

Scene 9: “23-19”

A scarer named Georgie steps back through a door with a child’s sock stuck on his back. Alarms are sounded on the scare floor. He is “contaminated.” The CDA, Child Detection Agency, descends onto the scare floor to destroy the sock and shave off Georgie’s hair. Waternoose is not happy; the plant will be shut down for a half an hour.

Scene 10: “End of the Day”

As Sulley and Mike walk out of work, Mike talks about the big date he has planned with Celia but suddenly realizes that he forgot to turn in his paperwork for the day. If he goes back to get it, he’ll be late for the date and the restaurant will give away his reservation. Sulley volunteers to get the paperwork.

Scene 11: “Boo!”

Sulley goes back to get Mike’s paperwork and finds one door still on the scare floor. Curious, he opens it and is frightened by a little girl (Boo) who sneaks out of her room and onto the scare floor. Sulley quickly puts her back in her room, but she sneaks out again. Sulley hears Randall coming, and stuffs the toddler into a suitcase and sneaks her out.

Scene 12: “Harryhausen’s”

Meanwhile, Mike and Celia are having their date at Harryhausen’s, a sushi restaurant filled with monsters. Sulley interrupts their date to tell Mike what happened, but the toddler escapes from his bag. With one “Boo!” she scares

“Monsters, Inc.” Scene Guide

all the monsters in the restaurant. Sulley and Mike sneak Boo out of the restaurant as the CDA descends.

Scene 13: “Back at the Apartment”

Sulley and Mike are terrified by Boo as she starts messing up their apartment. The monsters are convinced she is going to kill them. She cries loudly when they take a teddy bear away from her, causing the lights to go crazy, but when Mike injures himself, she laughs, providing even more power and shorting out the entire building.

Scene 14: “Bedtime”

Sulley says Boo can take the guest bed, but she takes his bed instead. The only problem is that Boo is scared that a monster, Randall, will come out of the closet to scare her. Sulley has to convince her that no monsters will scare her. After, she finally falls asleep; Sulley tells Mike that he doesn't think she's dangerous.

Scene 15: “Sneaking Boo to Work”

Disguising Boo as a little “monster,” Sulley and Mike sneak her back into Monster's Inc., which is crawling with the CDA team, looking for her. Her disguise works, but Boo gets loose and runs off on her own. Sulley eventually catches up with her.

Scene 16: “Potty Break”

Boo has to use the bathroom, so Sulley stands outside the bathroom stall keeping guard. While in the bathroom stall, Boo sings. They then play hide

“Monsters, Inc.” Scene Guide

and seek in the bathroom stalls. Mike finds them, but moments later, Randall enters.

Scene 17: “Randall’s Plot”

While hiding in a bathroom stall, Sulley, Boo, and Mike overhear Randall and his henchman looking for Boo. Randall looks through the stalls, but just misses the stall hiding Sulley, Boo, and Mike. While chatting with his toadie, Randall mentions a “machine.”

Scene 18: “The Wrong Door”

Sulley and Mike sneak Boo (still in disguise as a monster) onto the scare floor. They try to find Boo’s door, but get the wrong one. Boo disappears as they argue. Randall questions Sulley and Mike about her, but they throw him off the trail. Poor Mike isn’t out of the woods though; Celia chews him out for their disastrous date.

Scene 19: “Mike on the Run”

Randall tells Mike that he has half an hour, during the lunch break, to put Boo back in through her door. Searching for Boo in the building, Sulley finally sees her hiding in a garbage can, but she pops out (which he doesn’t see while distracted). Sulley freaks out when he sees the garbage can emptied into a compactor by two janitors.

Scene 20: “The Trash Compactor”

Thinking Boo is in the trash compactor, Sulley hurries down to the trash bin to save her. Sulley is horrified as he watches the trash being crushed and chopped up; he thinks Boo is done. But she’s actually in another part of the

“Monsters, Inc.” Scene Guide

building, still disguised as a monster, playing with some monster kids. Finally, Sulley and Boo find her.

Scene 21: “Mike Kidnapped”

Sulley, Mike, and Boo find Boo’s door waiting on the scare floor while everyone is at lunch, just as Randall said. Mike opens Boo’s door and walks into her dark bedroom to prove it is safe, but is mistakenly trapped (in a box) by Randall who thinks Mike is Boo. Sulley and Boo hide while Randall makes off with Mike in the box.

Scene 22: “The Scream Extractor”

Sulley and Boo venture into a dark room in Monsters, Inc. to look for Mike. Randall thinks he’s kidnapped Boo, but finds that he accidentally snatched Mike. Randall decides to turn his machine, “the scream extractor,” on Mike unless he tells him Boo’s location. Sulley saves the day and rescues Mike from Randall.

Scene 23: “Sulley Scares Boo”

During a scare training session with Mr. Waternoose and his trainees, Sulley tries to tell Waternoose about Randall, but Waternoose insists he demonstrate a scare, which he does, but accidentally scares Boo, who hides from him. Mike explains Randall’s plot to Mr. Waternoose.

Scene 24: “Banished”

Mr. Waternoose (working with Randall) double-crosses Sulley and Mike and pushes them through a door into a snowstorm (in the human world). The

“Monsters, Inc.” Scene Guide

abominable snowman welcomes them to the Himalayas. He tells them about a village (with kids) that is three miles away.

Sulley sees the kids’ closet doors as a way to get back to Monsters, Inc. and rescue Boo. Mike is furious about Sulley’s concern for Boo, and tells him that he is on his own. Sulley fashions a sleigh and heads down the mountain, in the blizzard, toward the village, but crashes when his “sleigh” hits a rock.

Scene 25: “Sulley Rescues Boo”

Back at Monsters, Inc. a door opens for a monster -- Georgie -- to scare kids, but suddenly Sulley comes running through it and is back on the scare floor. Meanwhile, in his secret room, Randall hooks Boo up to his scream-extractor machine and prepares to turn it on her. But before he can, Sulley rescues Boo. While Sulley and Randall engage in a fight, Boo slips away, and Mike returns to Monsters, Inc. to rescue Sulley from Randall.

Scene 26: “Schmoopsie Poo!”

Back together, Sulley, Mike, and Boo try to escape from Randall within the walls of Monsters, Inc. While on the run, Celia joins them briefly. Mike tells her about Randall’s plot. They finally make it to the scare floor and look for Boo’s door.

27: “The Door Vault”

Watching the doors rotate above them, they see Boo’s door, grab onto a moving door and try to catch Boo’s door, but Randall hops onto a door behind them and is in hot pursuit. The doors rotate into the vast door vault where thousands of doors are stored. Sulley and Mike push Randall into an

“Monsters, Inc.” Scene Guide

open door that leads to a trailer in Louisiana where he is mistaken for an alligator and clobbered.

Scene 28: “Tricking Waternoose”

Sulley, Mike, and Boo are almost trapped by Mr. Waternoose and the CDA security force, but Mike sends them on a wild goose chase. Sulley walks Boo through her door and returns the little girl to her room and bed, but Waternoose follows them into Boo’s room. While Sulley and Waternoose fight in Boo’s room, Waternoose reveals his plan to kidnap children and hook them up to the scream extractor. But the joke is on Waternoose. It’s not really Boo’s room, but the Monsters, Inc. simulation room where his confession is recorded on tape. The CDA security forces take him away.

Scene 29: “Goodbye”

Mike and Sulley say goodbye to Boo. Sulley walks Boo through her real door and into her real bedroom. Boo is excited to be home as Sulley tucks her in bed and says goodbye. Sulley walks out of her room and back onto the scare floor. The CDA security forces shred Boo’s door, but Sulley holds onto a small piece of the wooden door as a keepsake.

Scene 30: “The Laugh Floor”

Mike sneaks into a child’s bedroom at night, but instead of scaring the little boy, Mike tries to make him laugh with lame jokes. As a last effort, Mike produces an enormous burp, which makes the child laugh. It turns out that laughter produces ten times more energy for Monsters, Inc. than screams did, so now it’s the “laugh floor.”

“Monsters, Inc.” Scene Guide

Scene 31: “Kitty!”

Mike has a surprise for Sulley. He has put Boo’s door back together except for one piece, the part that Sulley has. Once he fits that in, Sulley is able to re-enter Boo’s room and, to his great surprise, she remembers him, and calls him by her pet name, “Kitty!”

Scene 32: “End Credits”

Animated credits of cast and crew

Walt Disney once said that every child loves to be scared. That's never been more true than with Monsters, Inc., a film that provides fun-filled frights again and again. After you and you child finish watching it, don't forget to close your closet door.