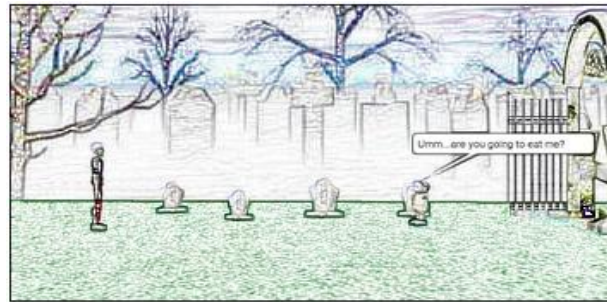The story opens in PJ's bedroom, panning the room and zooming in on him as he sleeps. A list of his abnormally large fears is on the wall next to his bed. The alarm goes off and he realizes that he is late for school.

As PJ heads to school, he encounters a zombie in the cemetery. PJ asks if the zombie is going to eat him, but instead they kick around a soccer back and forth until PJ says he is late.


Next, PJ meets a snake who also wants to play ball. PJ decides to kick the ball into the jungle and tells the snake to fetch, while he heads off to school. He worries he will not make it to school at this rate.
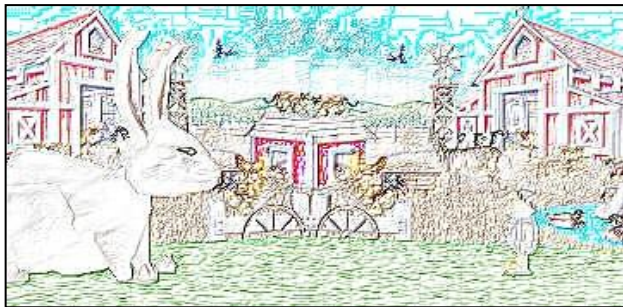
As PJ walks through a farm, he meets a giant rabbit who also wants to play ball. The rabbit bounces the ball to PJ, but it goes over his head. The rabbit chases after it, and JP keeps going to school.

PJ finally makes it to his school and opens the door to his classroom. His teacher taunts him and the class throws balls at him because he is late and is still wearing his pajamas.
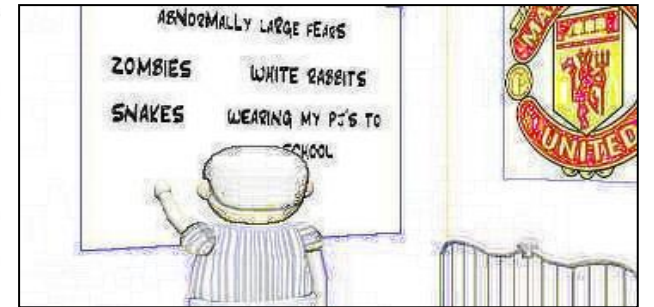
Finally, PJ wakes up in his room and realizes that it had just been a dream. The camera zooms in to see PJ's revised list of abnormally large fears, with the new addition of balls and wearing pajamas to school. The scene fades.

Note: The original Alice animation is by Michael Noto with modifications by Jan Pearce. The storyboards are by Jan Pearce.