1st EXTRACT: S: 38:18 F: 40:51

CHARACTERS:

- Carl Fredricksen
- Russell
- Dug

CARL: I see your back there.

Go on! Get out of here! Shoo! Go annoy someone else for a while.

DUG: Hey, are you okay over there?

CARL: Hello?

Oh! Hello, sir! Thank goodness.

It's nice to know someone else is up here.

DUG: I can smell you.

CARL: What? You can smell us?

DUG: I can smell you.

CARL: Hey.

RUSSELL: You were talking to a rock.

Hey, that one looks like a turtle.

Look at that one! That one looks like a dog.

Oh! It is a dog.

CARL: What?

RUSSELL: We're not allowed to have dogs in my apartment.

Hey, I like dogs.

CARL: We have your dog.

RUSSELL: Whoa!

CARL: Wonder who he belongs to.

RUSSELL: Sit, boy. Hey, look, he's trained. Shake.

Speak.

DUG: Hi, there.

CARL & RUSSELL: Whoa!

CARL: Did that dog just say "Hi, there?"

DUG: Oh, yes.

CARL: Whoa!

DUG: My name is Dug. I have just met you, and I love you.

CARL: Whoa!

My master made me this collar. He is a good and smart master, and he made me this collar so that I may talk.

SOMEONE: Squirrel!

My master is good and smart.

CARL: It's not possible.

DUG: Oh, yes! Because my master is smart.

RUSSELL: Cool! What do these do, boy?

DUG: Hey, would you

I use that collar

(other language)..... to talk with.

I would be happy if you stopped.

CARL: Russell, don't touch that! It could be radioactive or something!

DUG: I'm a great tracker.

My pack sent me on a special mission all by myself.

Have you seen a bird?

I want to find one, and I've been on the scent.

I'm a great tracker. Did I mention that?

Hey, that is the bird.

I've never seen one up close, but this is the bird.

May I take your bird back to camp as my prisoner?

CARL: Yes, yes, take it. And on the way, learn how to bark like a real dog.

DUG: I can bark. (woof)

And here's howling. (howl)

RUSSELL: Can we keep him? Please, please!

CARL: No.

RUSSELL: But it's a talking dog!

CARL: It's just a weird trick or something. Let's get to the falls.

DUG: Please be my prisoner. Please, please be my prisoner!