

HARRISON FORD



THE CALL
OF THE
WILD

IN CINEMAS SOON
ACTIVITY PACK

THE CALL OF THE WILD

IN CINEMAS SOON



Buck had a happy life with the Miller family, even if he sometimes caused trouble.

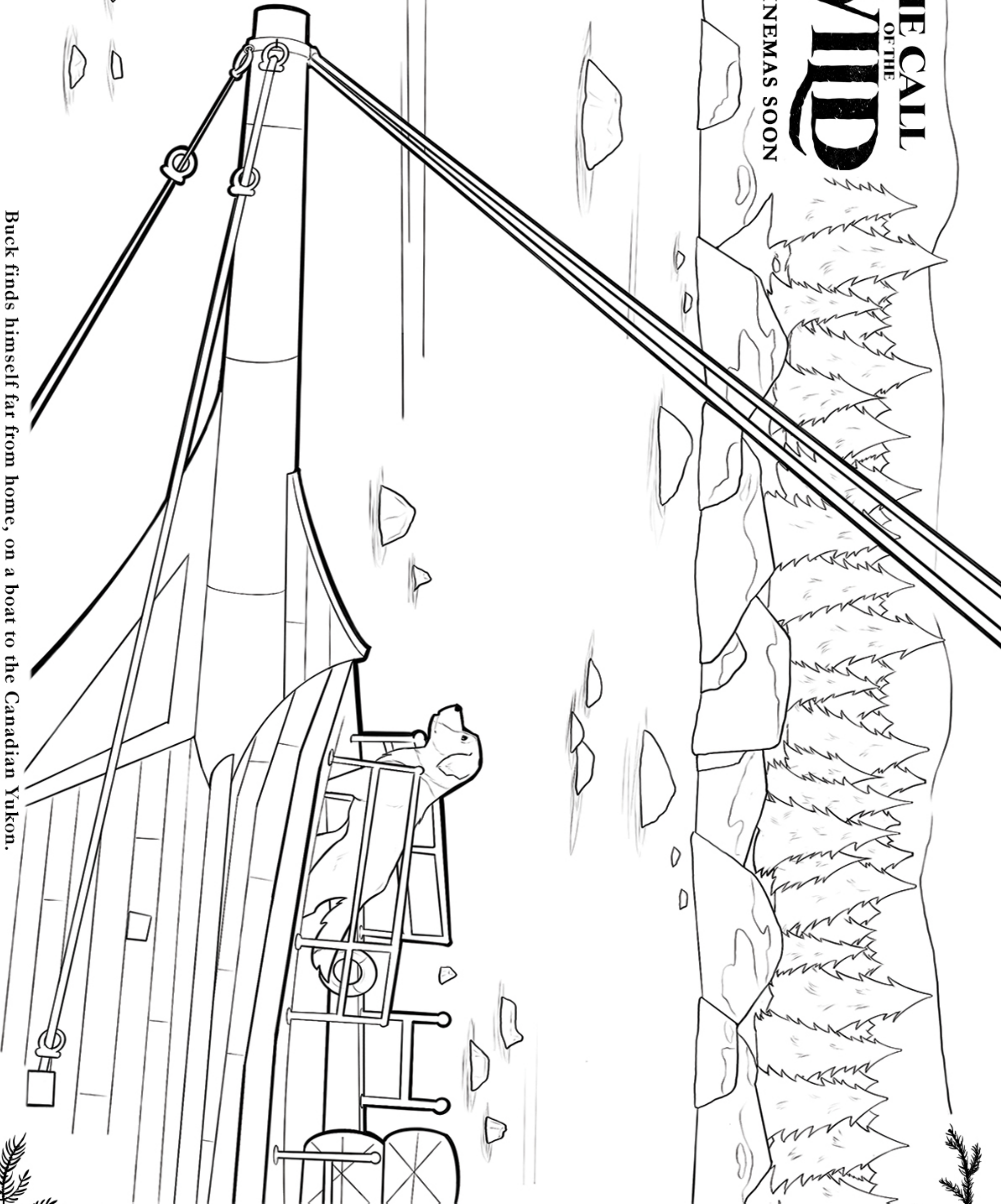
THE CALL OF THE WILD

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Strong dogs were in demand on the black market, and Buck is stolen at night by the gardener's helper.

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Buck finds himself far from home, on a boat to the Canadian Yukon.



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Buck is given a job delivering mail in the Yukon, and he's very good at it.



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Buck's new owner, John Thornton, shows Buck where they're going – off the map and into the wild!





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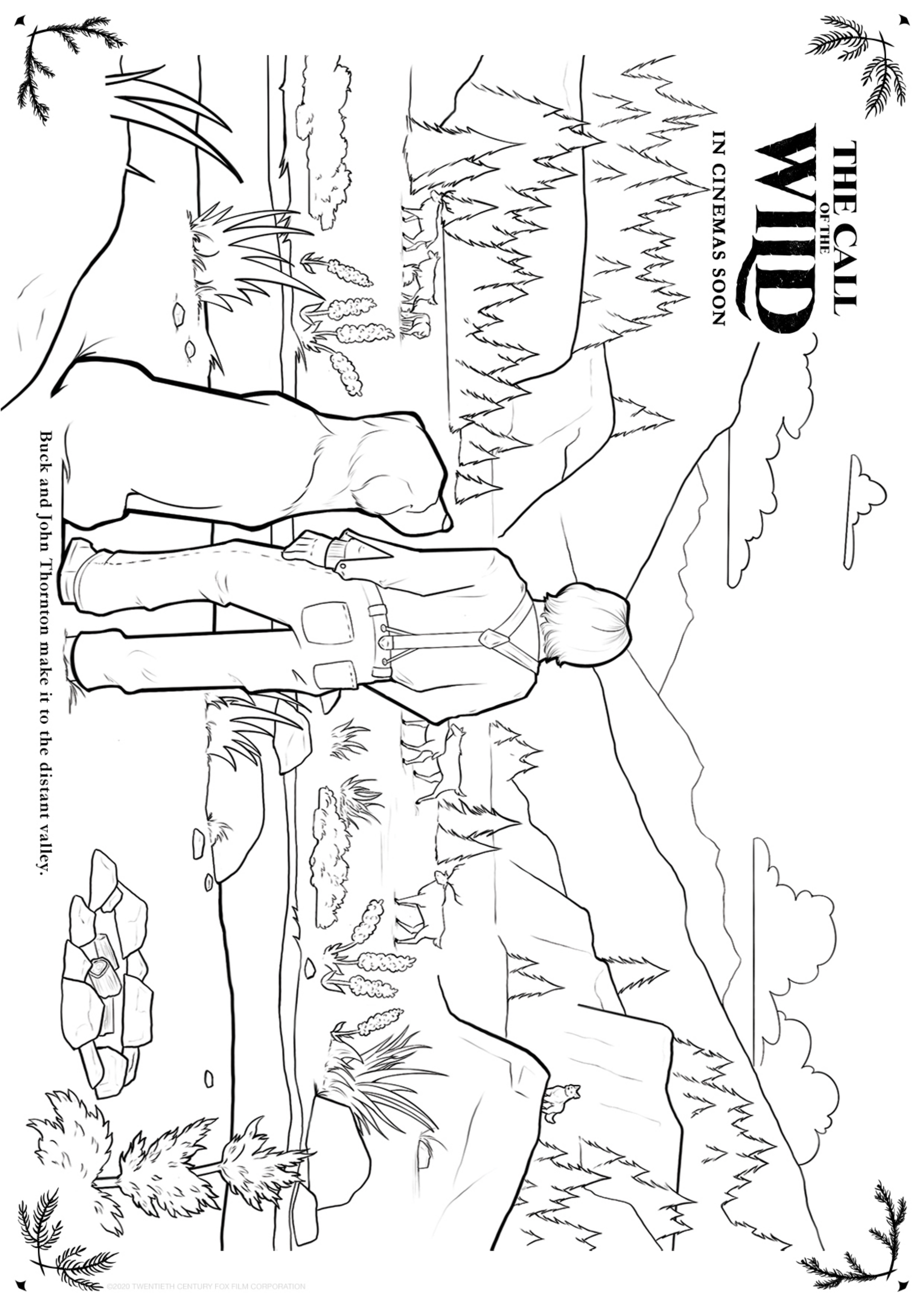
Buck enjoys the whitewater more than John Thornton does.





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Buck and John Thornton make it to the distant valley.



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Buck becomes friends with wild wolves.



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BOOKMARKS

Have an adult help print this page out on heavy paper and cut along the dashed lines. Use a ruler to help fold each bookmark down the center. Ensure the two sides fold together cleanly before gluing together.





THE CALL
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SPOT THE DIFFERENCE

John and Buck journey down the river.
Can you spot the 7 differences around them?

IN CINEMAS SOON





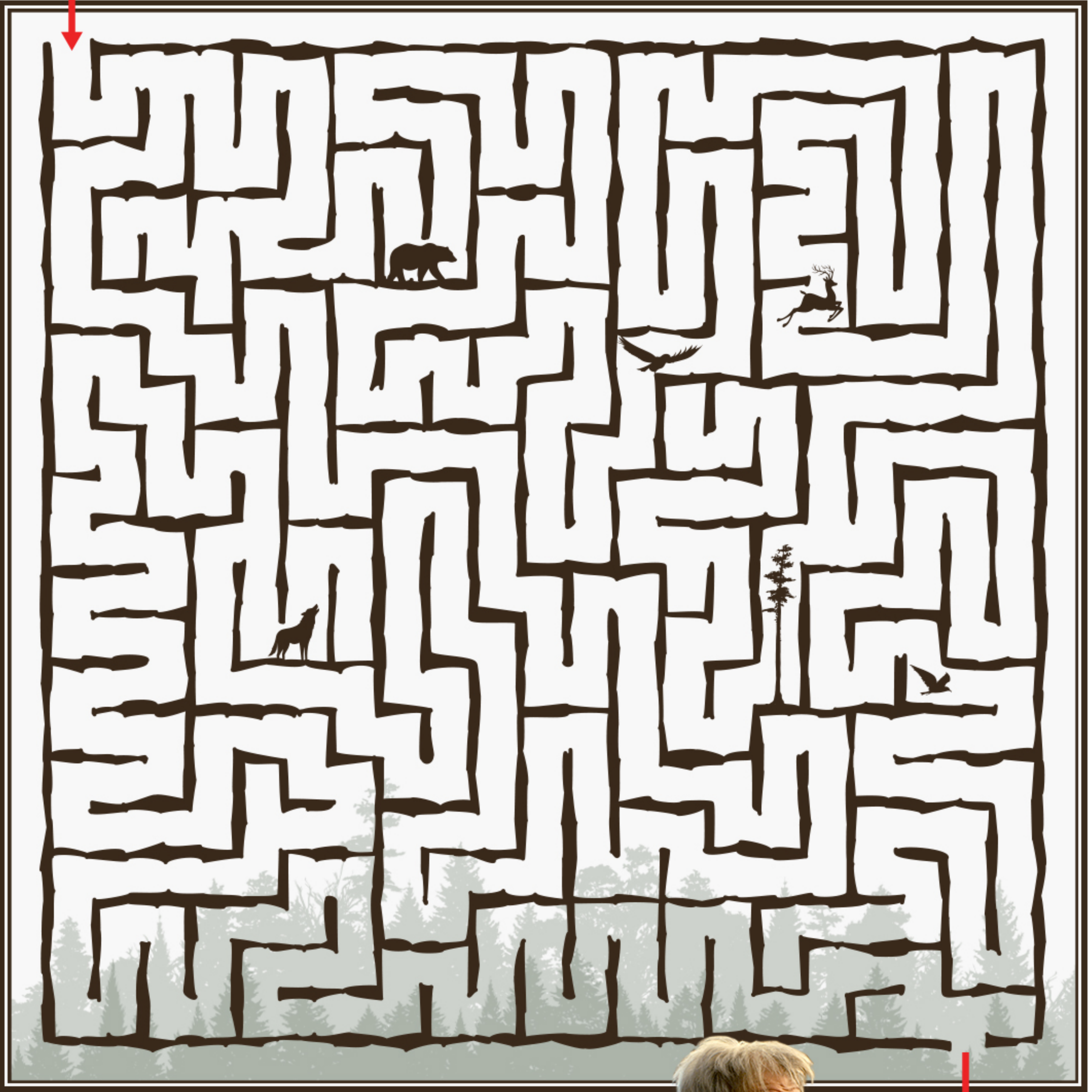
THE CALL OF THE WILD

IN CINEMAS SOON

REACH THE CABIN

Help Buck find his way back to John Thornton's cabin.

START



FINISH



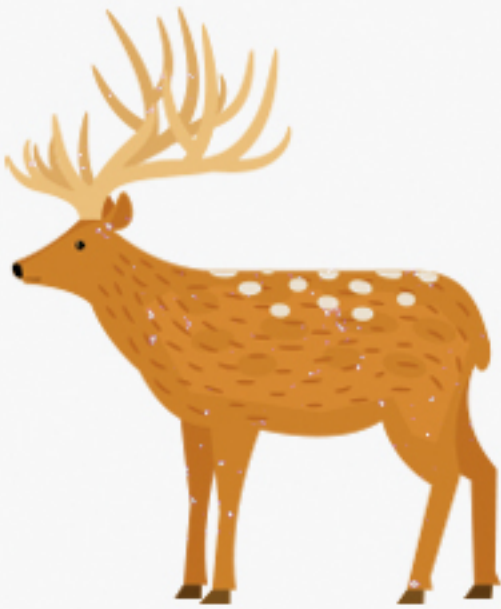


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ANIMAL TRACKS

Draw a line from the animal to its tracks.





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SPOT THE DIFFERENCE

Adventure is calling for John and Buck.
Can you spot the 7 differences around them?

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BUCK'S JOURNEY

GAME OBJECTIVE:

Be the first player to make it to the finish.

BEFORE YOU START, YOU WILL NEED:

- Tape or paper glue
- Scissors & an adult to use them

ASSEMBLY

GAME BOARD:

- Have an adult trim the excess paper from the inside edge of either side of the game board by cutting along the dashed line.
- Align the two sides so that the small arrows line up.
- Glue or tape the two halves of the game board together.

Completed board example:



GAME CARDS:

- Have an adult help cut out all 60 game cards along the dotted lines.
- Sort cards into same colored groups and place face-down on the game-board where indicated.

PLAYER TOKENS:

- Have an adult cut out the desired player tokens, cutting along the edge.
- Bring point "A" to overlap on point "B" & secure with tape or glue.
- Repeat for all desired player tokens.

DICE:

- Have an adult cut out along the outside of the solid grey lines (note the details on the corners).
- Pre-fold along all of the dashed lines, folding away from the printed side.
- Fold the 3, 4, and 5 sections up to 90° angles and glue or tape 3 & 4 to the grey flaps on the 5 side. Do the same thing with the 2 & 6, so that the 6 & 5 connect. Glue or tape any remaining flaps to the inside of the cube you have just formed.

GAMEPLAY

- Each player chooses a player token.
- Each player roles the die once. Highest number goes first, and play continues clockwise.
- First player roles the die and goes that number of spaces. The player will draw a single card corresponding to the color of the space they landed on and follow the instructions on that card.
- Only draw one card per turn (e.g. if drawn card instructs player to move to a new space, their turn ends once they move to the new space and they do not draw a 2nd card).
- Repeat the process with each player until one player reaches the finish.

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BUCK'S JOURNEY

Board game - Player Tokens

Have an adult help cut along the edge of the player token & glue point "A" over point "B" to form a loop.





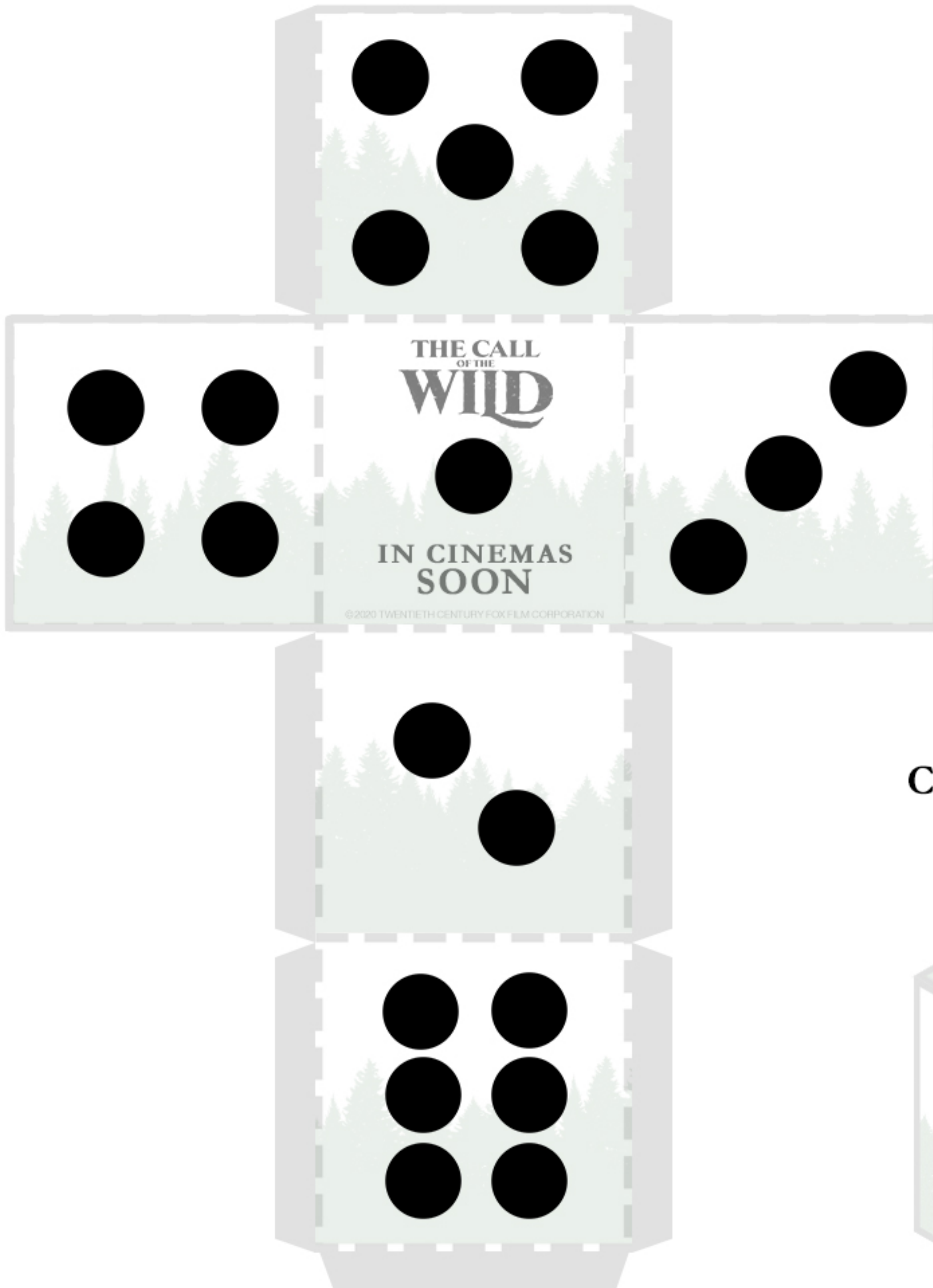
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BUCK'S JOURNEY

Board game - Dice

Have an adult help cut along the edge of the die and fold along the dotted lines. Bring the die together to form a cube and glue the solid gray flaps inside the shape.



Completed die example:





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BUCK'S JOURNEY

Board game - Playing Cards Page 1

Have an adult help cut along the dotted line of the playing cards and sort into groups with the same colored cards.




<p>Gold! --- Move ahead 2 spaces</p>	<p>Deliver mail on time --- Switch places with another player</p>	<p>Missed a meal --- Move back 2 spaces</p>	<p>Caught in a blizzard --- Lose your next turn</p>
<p>Canoe ride --- Move ahead 3 spaces</p>	<p>Promoted on the team --- Steal next player's turn</p>	<p>Too much mail --- Move back 1 space</p>	<p>Nothing to eat --- Lose your next turn</p>
<p>Perfect summer day --- Move ahead 2 spaces</p>	<p>Ice is thick and sturdy --- Roll again</p>	<p>River too rapid to cross --- Move back 2 spaces</p>	<p>Lost in the woods --- Lose your next turn</p>
<p>See snow for the first time --- Move ahead 3 spaces</p>	<p>Fresh snow to play in --- Roll again</p>	<p>Tied to a post --- Stay in place</p>	<p>New owner is cruel --- Next player can steal your spot on the board</p>
<p>Boat ride --- Move ahead 4 spaces</p>	<p>Deer in the valley --- Switch places with another player</p>	<p>Lost in the woods --- Move back 4 spaces</p>	<p>Owner is still asleep --- Lose your next turn</p>



BUCK'S JOURNEY

Board game - Playing Cards Page 2

Have an adult help cut along the dotted line of the playing cards and sort into groups with the same colored cards.



<p>Mail delivered in record time --- Move ahead 3 spaces</p>	<p>New owner is kind --- Steal next player's turn</p>	<p>Rabbit got away --- Move back 1 space</p>	<p>Sled goes off the trail --- Next player can steal your spot on the board</p>
<p>Fastest dog on the team --- Move ahead 5 spaces</p>	<p>Learned to hunt --- Switch places with another player</p>	<p>Hurt your paw --- Stay in place</p>	<p>Sled is too heavy --- Lose your next turn</p>
<p>Go beyond the map --- Move ahead 3 spaces</p>	<p>See snow for the first time --- Roll again</p>	<p>Pack has fleas --- Move back 2 spaces</p>	<p>Sled tracks frozen in ice --- Lose your next turn</p>
<p>Save a new friend --- Move ahead 3 spaces</p>	<p>Caught a fish --- Roll again</p>	<p>Paws are sore --- Stay in place</p>	<p>Kidnapped --- Next player can steal your spot on the board</p>
<p>Hear the call of the wild --- Move ahead 6 spaces</p>	<p>Enjoy a swim --- Roll again</p>	<p>Too tired to run further --- Stay in place</p>	<p>Canoe capsized --- Lose your next turn</p>



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BUCK'S JOURNEY

Board game - Playing Cards Page 3

Have an adult help cut along the dotted line of the playing cards and sort into groups with the same colored cards.



<p>Promoted to lead sled dog --- Move ahead 7 spaces</p>	<p>Found a snack --- Switch places with another player</p>	<p>Bear in the river --- Move back 3 spaces</p>	<p>You've been tricked and dognapped --- Lose your next turn</p>
<p>Make friends with a wolf --- Move ahead 5 spaces</p>	<p>Warm fire --- Switch places with another player</p>	<p>You're locked out of the house --- Move back 2 spaces</p>	<p>Avalanche --- Next player can steal your spot on the board</p>
<p>Caught a rabbit --- Move ahead 2 spaces</p>	<p>Afternoon nap --- Switch places with another player</p>	<p>Mail delivery cancelled --- Move back 3 spaces</p>	<p>New owner lacks survival skills --- Lose your next turn</p>
<p>Thanksgiving plate left unattended --- Move ahead 3 spaces</p>	<p>Big meal --- Steal next player's turn</p>	<p>Go to sleep hungry --- Move back 1 space</p>	<p>Thin ice --- Next player can steal your spot on the board</p>
<p>New owner lets you sleep in his bed --- Move ahead 2 spaces</p>	<p>Pack howls together --- Steal next player's turn</p>	<p>Fight with another dog --- Move back 3 spaces</p>	<p>Heavy snow --- Lose your next turn</p>



START



PLACE
GREEN
CARDS
HERE

PLACE
GOLD
CARDS
HERE





PLACE
RED
CARDS
HERE

PLACE
BLUE
CARDS
HERE

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FINISH



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SPOT THE DIFFERENCE

John and Buck journey down the river.
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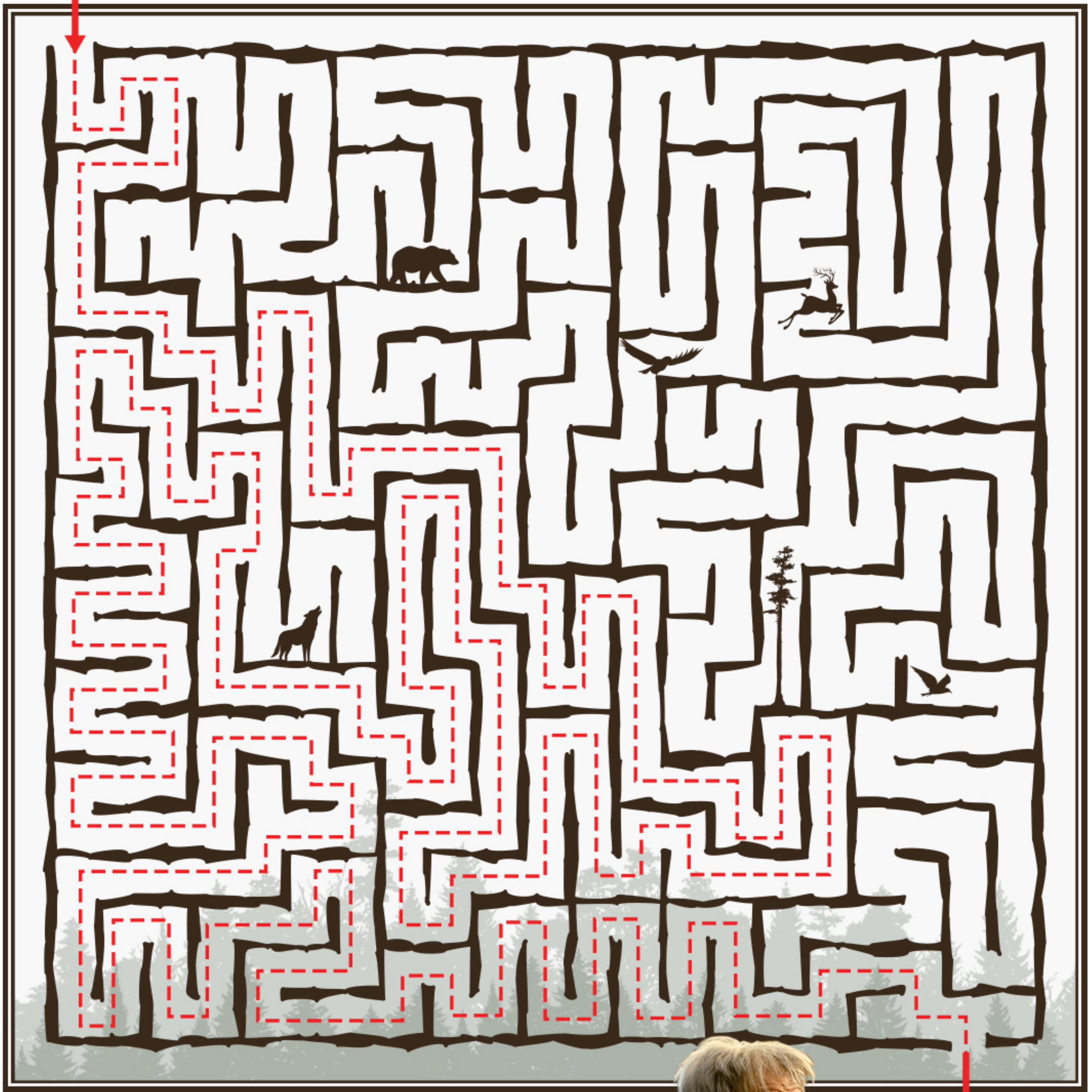
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REACH THE CABIN

Help Buck find his way back to John Thornton's cabin.

START



FINISH





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ANIMAL TRACKS

Draw a line from the animal to its tracks.

The sheet contains the following items from top to bottom:

- Animal Illustrations:** A brown and white dog, a brown wolf, a raccoon, a brown bear, a spotted deer, a squirrel, and a white rabbit.
- Tracks:**
 - Row 1: Dog tracks (four-toed paw prints).
 - Row 2: Wolf tracks (two-toed prints).
 - Row 3: Raccoon tracks (two-toed prints).
 - Row 4: Bear tracks (five-toed prints).
 - Row 5: Deer tracks (hoof prints).
 - Row 6: Squirrel tracks (five-toed prints).
 - Row 7: Rabbit tracks (two-toed prints).





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