



THE CALL OF THE WILD

NOW AVAILABLE ON DIGITAL

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.



PG PARENTS STRONGLY CAUTIONED
SOME MATERIAL MAY BE INAPPROPRIATE FOR CHILDREN UNDER 10
SOME VIOLENCE, FEAR, INTENSE IMAGES, ELEMENTS AND WILD LANGUAGE



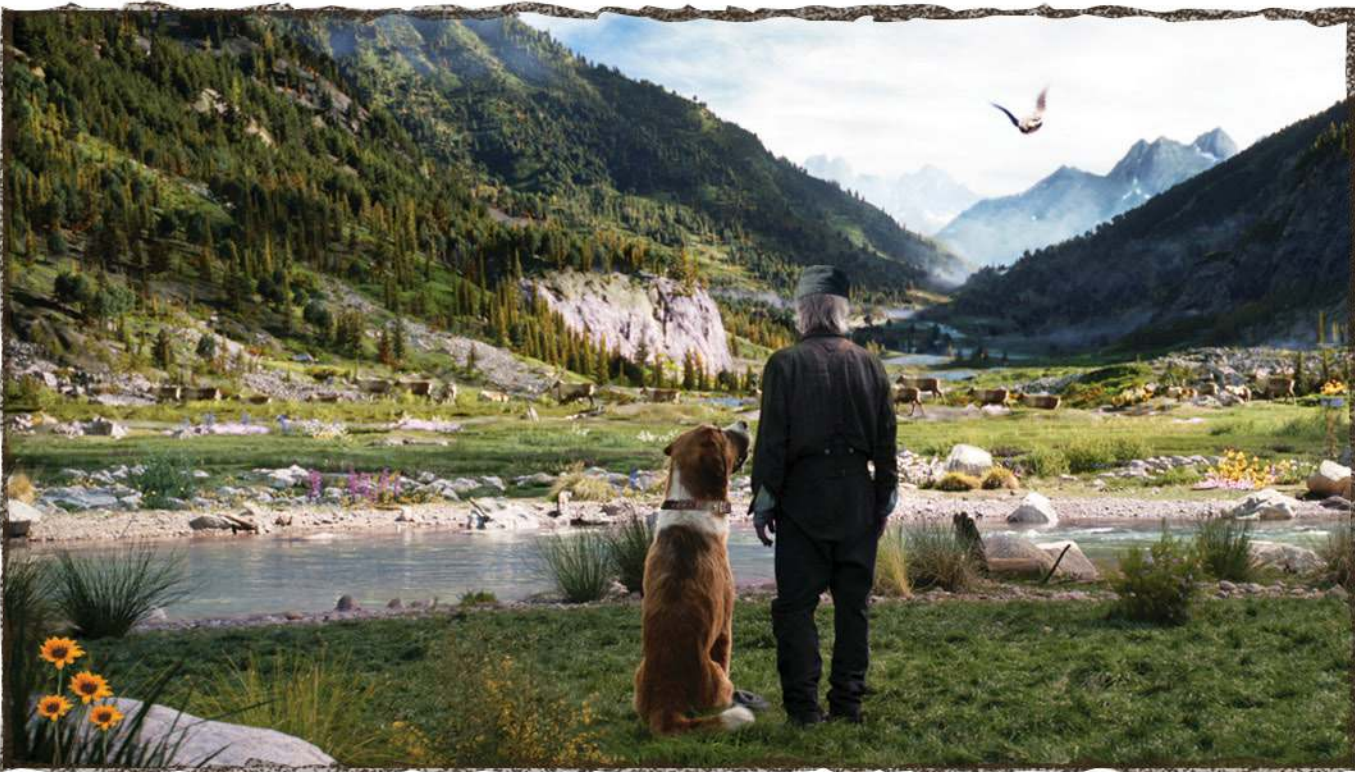


THE CALL OF THE WILD

SPOT THE DIFFERENCE

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

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PG PARENTS STRONGLY CAUTIONED
SOME MATERIAL MAY BE INAPPROPRIATE FOR CHILDREN UNDER 10
PARENTS STRONGLY CAUTIONED
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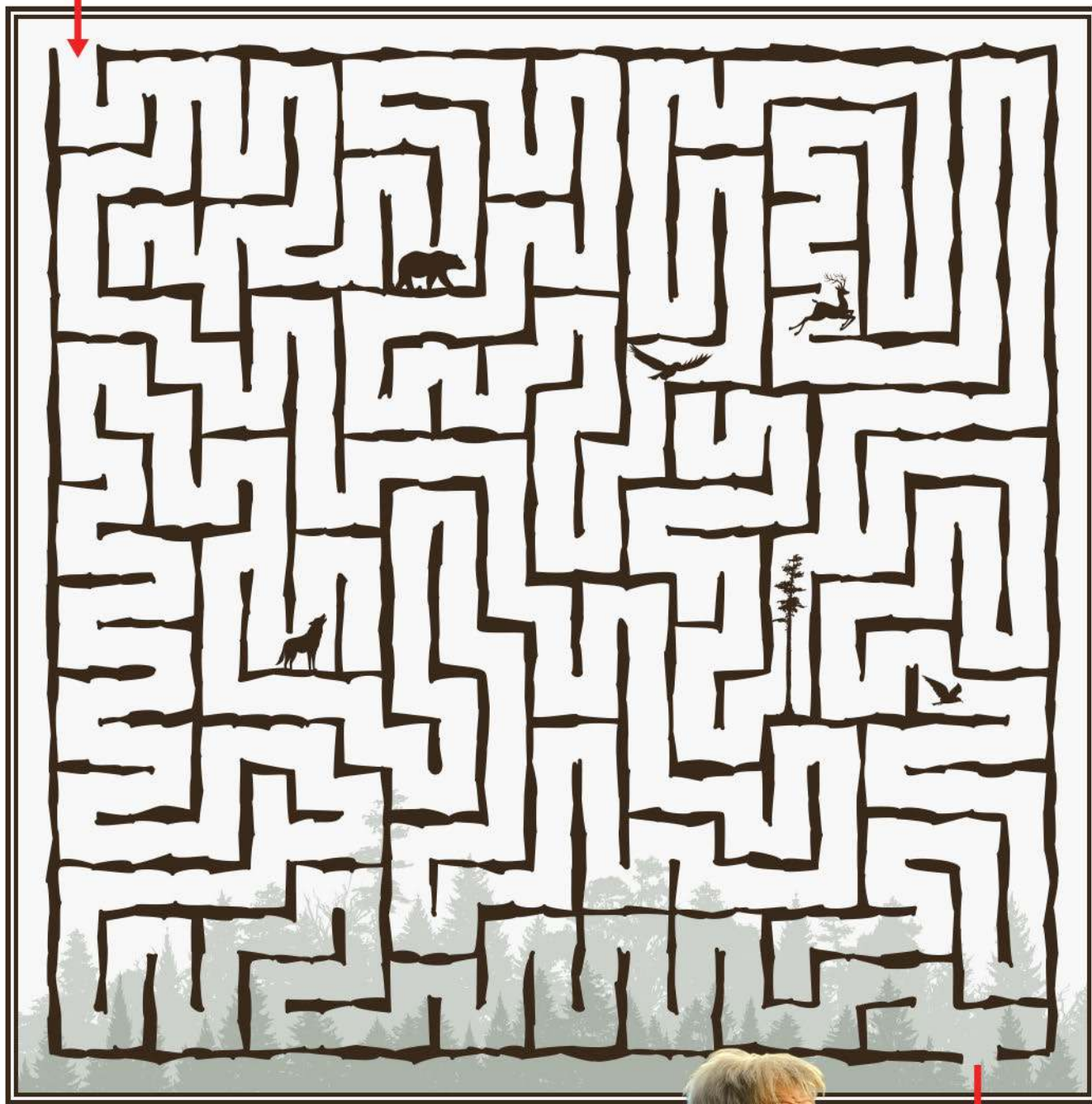
THE CALL OF THE WILD

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REACH THE CABIN

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

START



FINISH



MPAA RATING: PG PARENTS STRONGLY CAUTIONED SOME VIOLENCE, FEAR, DRUGS, LANGUAGE AND MILD LANGUAGE

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THE CALL OF THE WILD

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ANIMAL TRACKS

Draw a line from the animal to its tracks.



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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:

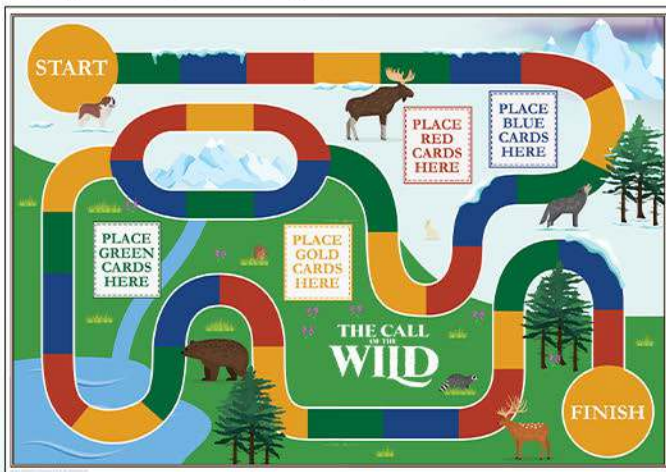
- Tape or paper glue
- Scissors & an adult to use them

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.
- Group cards by color and place face down on the game board where indicated.

PLAYER TOKENS:

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

DICE:

- Have an adult cut 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 rolls the die once. Highest number goes first, and play continues clockwise.
- First player rolls 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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SOME VIOLENCE, FEAR, INTENSE IMAGES, ELEMENTS AND MILD LANGUAGE
Some Material May Be Inappropriate for Children Under 7





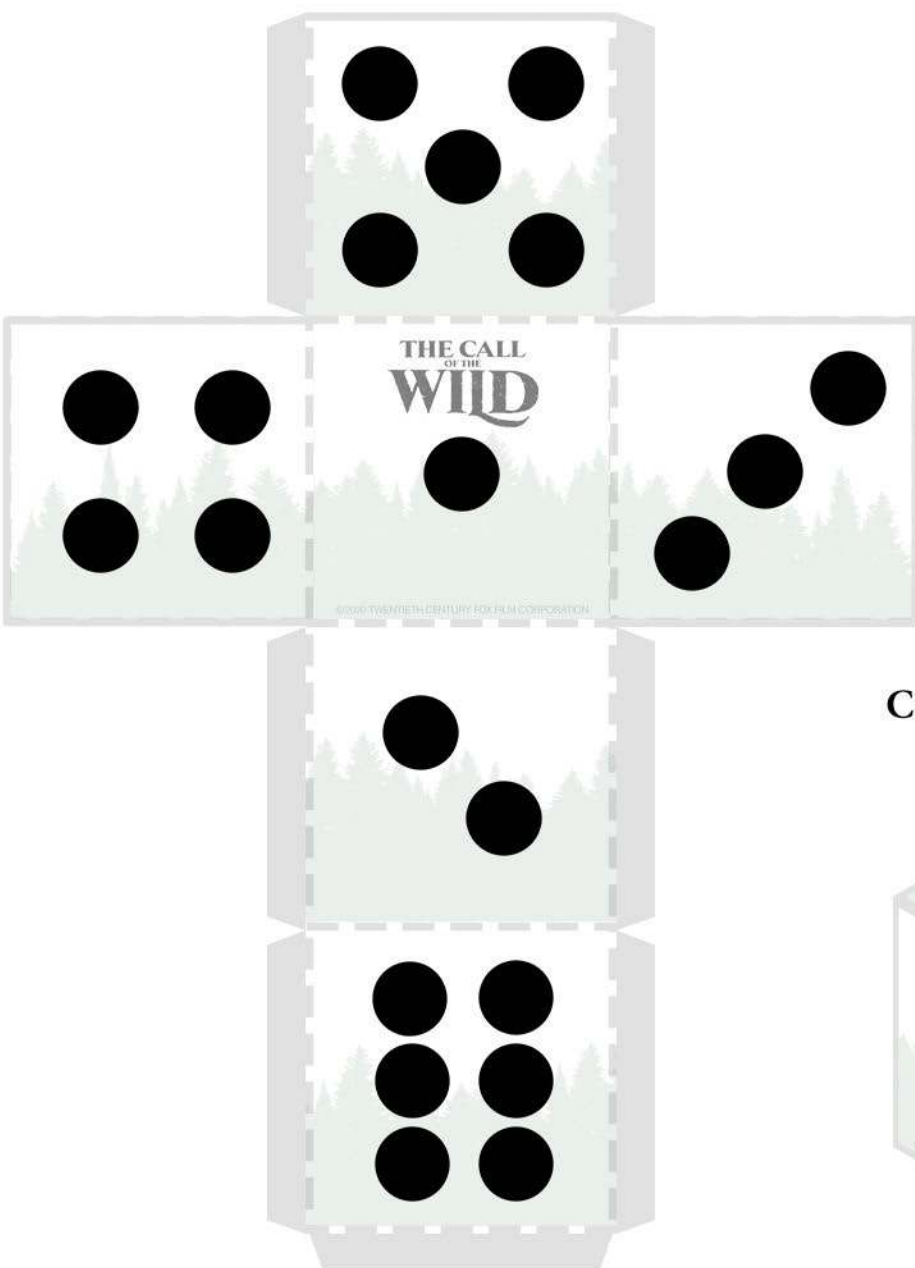
THE CALL OF THE WILD

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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 sides of the die together to form a cube and glue the solid gray flaps inside the shape.



Completed die example:



PG
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SOME MATERIAL MAY BE INAPPROPRIATE FOR CHILDREN UNDER 13





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BUCK'S JOURNEY

Board Game - Playing Cards Page 1

Have an adult help cut along the dotted lines of the playing cards and group cards by color.



<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>





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BUCK'S JOURNEY

Board Game - Playing Cards Page 2

Have an adult help cut along the dotted lines of the playing cards and group cards by color.



<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 lines of the playing cards and group cards by color.



<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

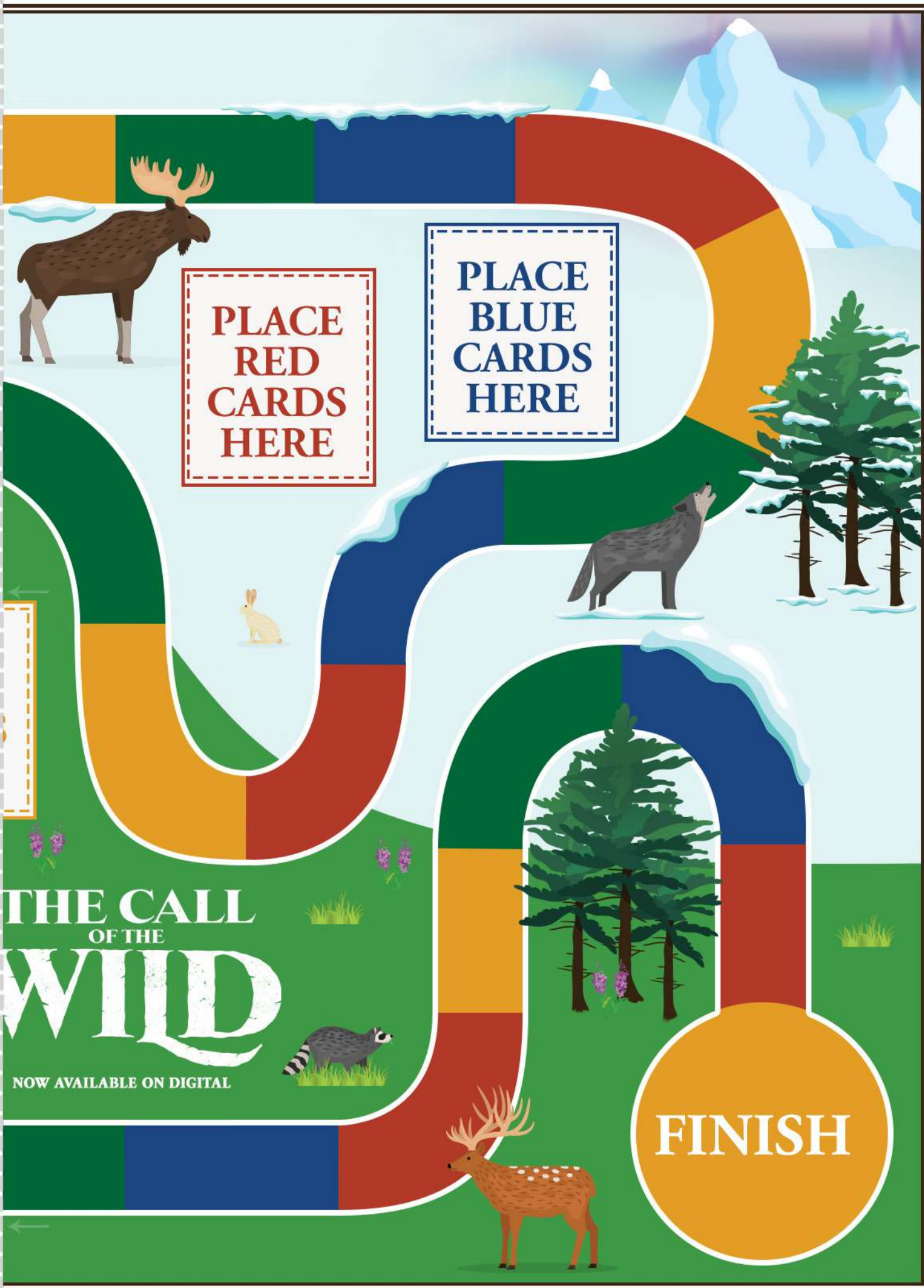
PLACE GOLD CARDS HERE



PG PARENTS STRONGLY CAUTIONED
SOME MATERIAL, LANGUAGE AND IMAGES MAY BE INAPPROPRIATE FOR CHILDREN UNDER 10 YEARS OF AGE

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PLACE
RED
CARDS
HERE

PLACE
BLUE
CARDS
HERE

THE CALL OF THE WILD

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FINISH

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

PG
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Buck enjoys the white water more than John Thornton does.



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THE CALL OF THE WILD

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Buck and John Thornton make it to the distant valley.



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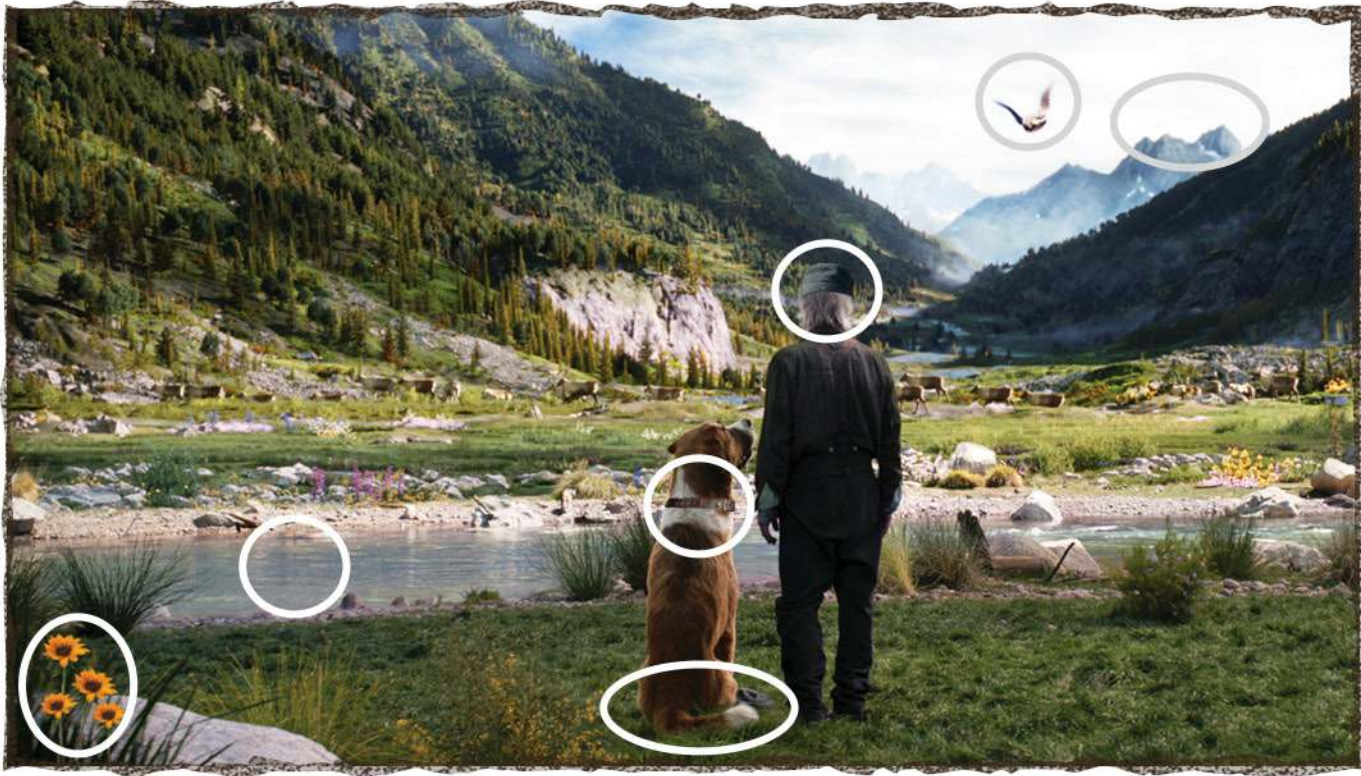
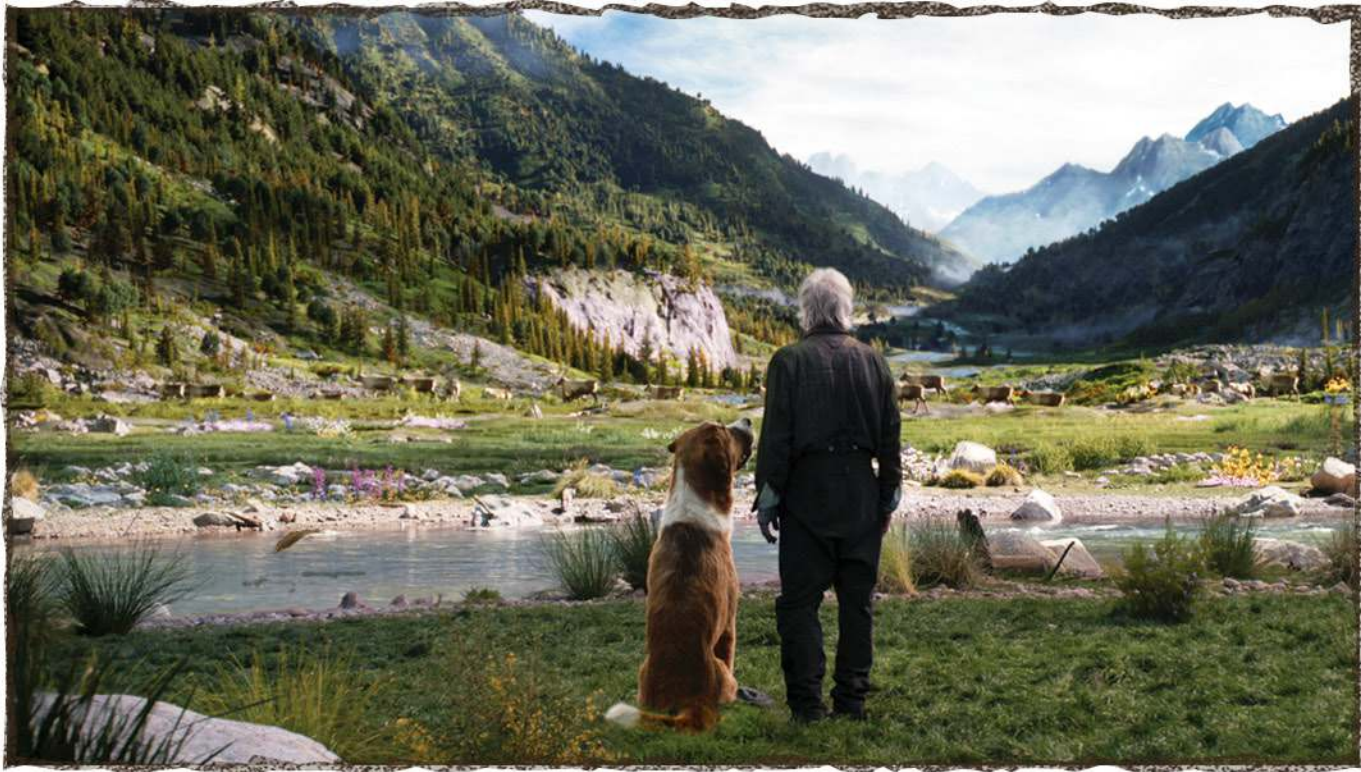
ANSWERS

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SPOT THE DIFFERENCE

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



PG PARENTS STRONGLY CAUTIONED
SOME MATERIAL MAY BE INAPPROPRIATE FOR CHILDREN UNDER 13
Some violence, brief smoking, elements and mild language

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STUDIO CITY

ANSWERS



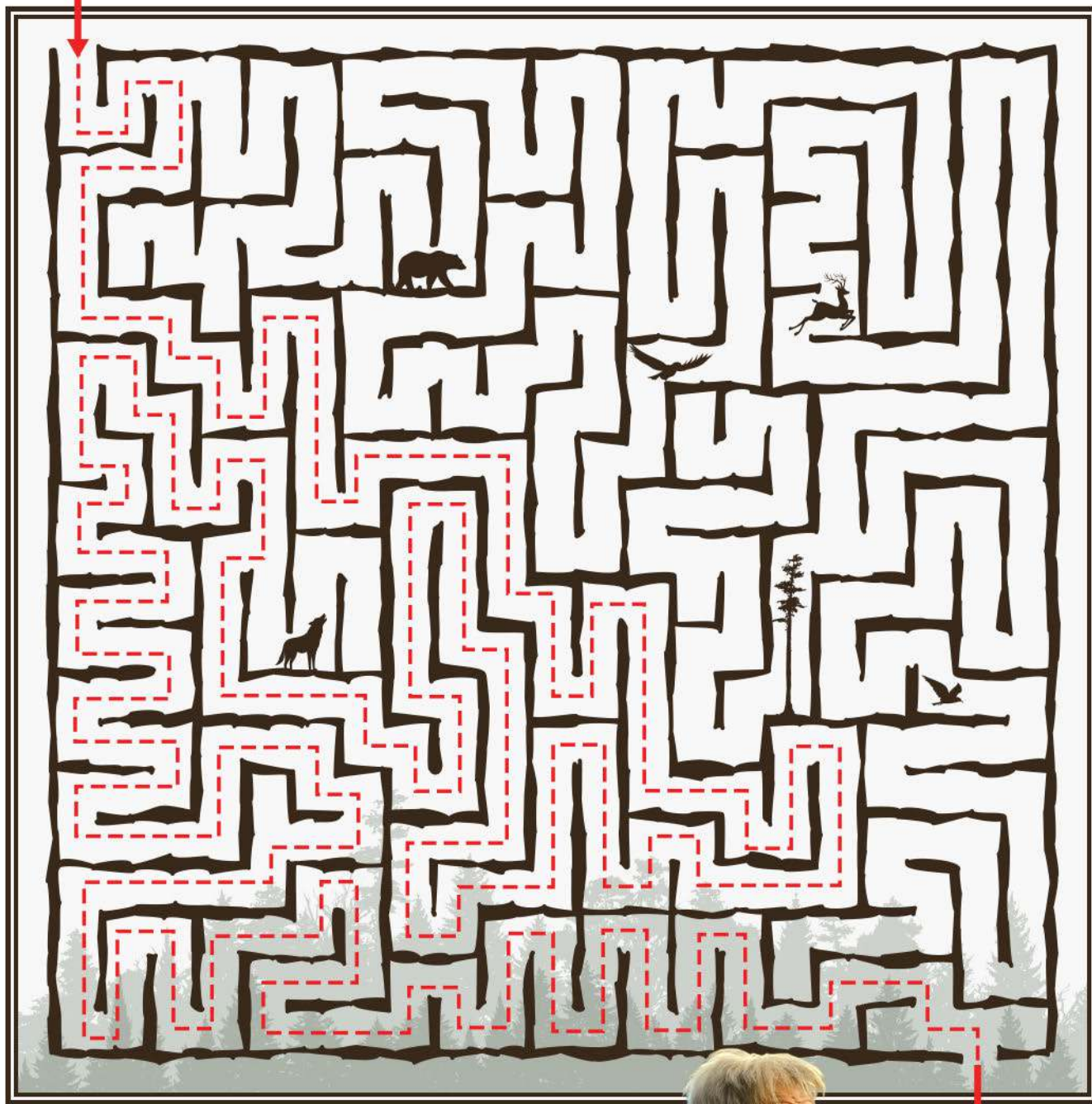
THE CALL OF THE WILD

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REACH THE CABIN

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

START



FINISH



ANSWERS

THE CALL OF THE WILD

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ANIMAL TRACKS

Draw a line from the animal to its tracks.

The image shows a matching exercise. On the left, there are seven animal illustrations: a dog, a wolf, a raccoon, a bear, a deer, a squirrel, and a rabbit. On the right, there are seven rows of tracks. Each track row has a unique pattern of prints. Red lines connect each animal to its corresponding track row. The connections are: Dog to the top row of paw prints; Wolf to the second row of paw prints; Raccoon to the third row of paw prints; Bear to the fourth row of paw prints; Deer to the fifth row of hand prints; Squirrel to the sixth row of paw prints; and Rabbit to the bottom row of paw prints.