

HARRISON FORD



THE CALL  
OF THE  
**WILD**

IN CINEMAS FEBRUARY 20

ACTIVITY PACK

**PG** Mild themes and violence



# THE CALL OF THE WILD

IN CINEMAS FEBRUARY 20



PG  
Mild themes  
and violence

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

# THE CALL OF THE WILD

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PG

Mild themes  
and violence

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





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**PG**  
Mild themes  
and violence

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





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**PG**

Mild themes  
and violence

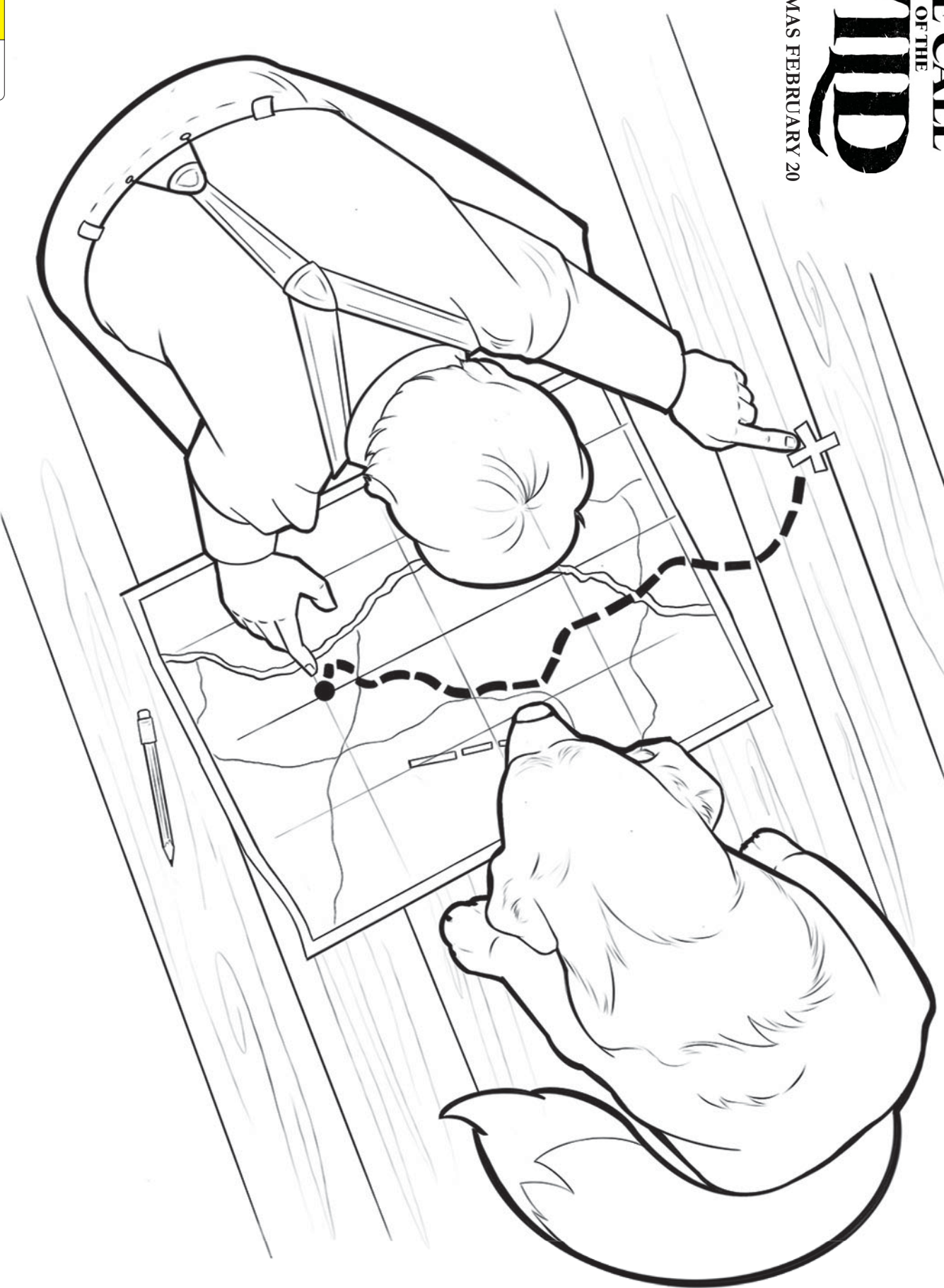
Buck is given a job delivering mail in the Yukon, and he's very good at it.





# THE CALL OF THE WILD

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**PG**  
Mild themes  
and violence

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.

**PG**  
Mild themes  
and violence

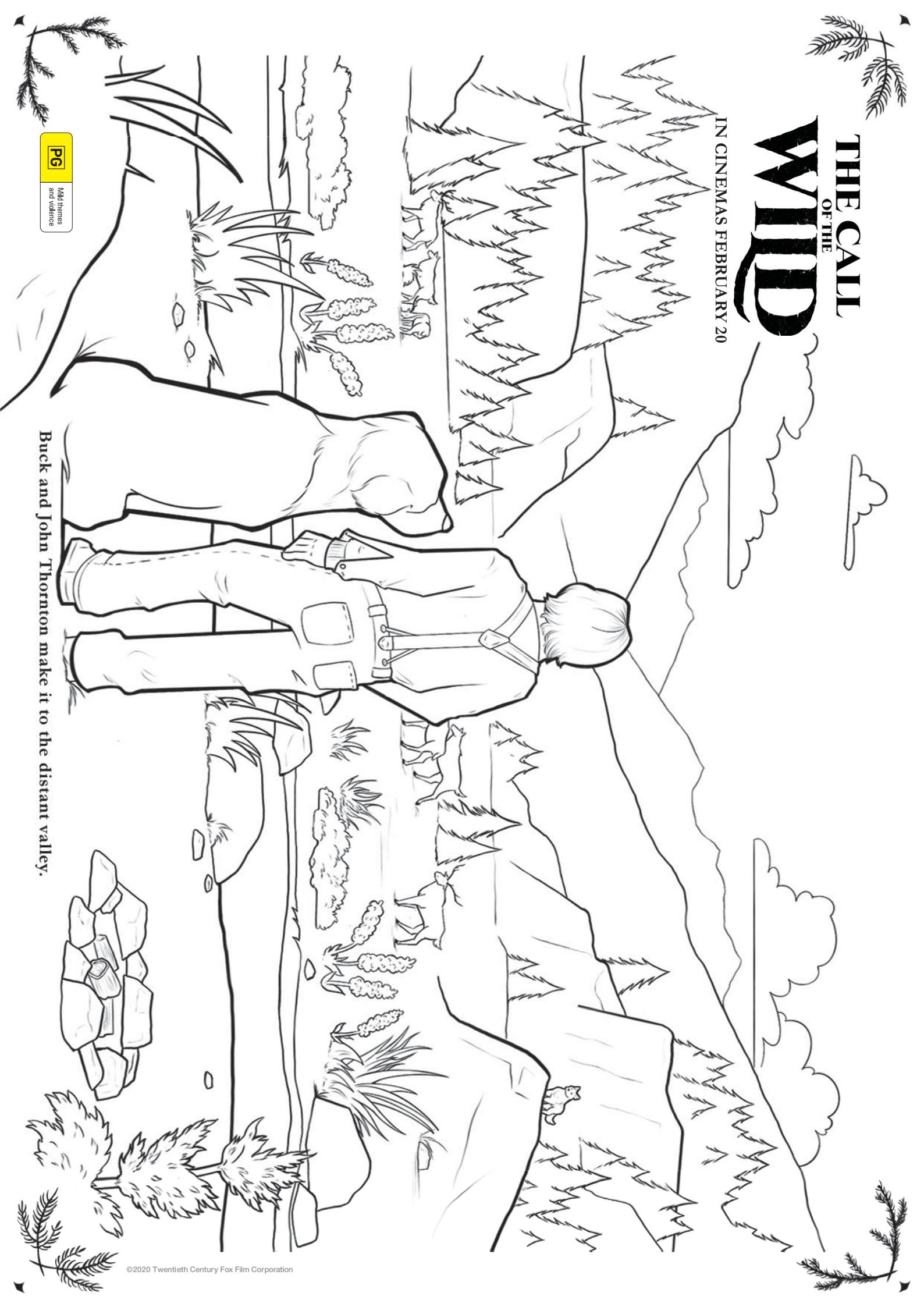






# THE CALL OF THE WILD

IN CINEMAS FEBRUARY 20



PG

Mild themes  
and violence

Buck and John Thornton make it to the distant valley.





# THE CALL OF THE WILD

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PG

Mild themes  
and violence

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 centre. Ensure the two sides fold together cleanly before gluing together.



**PG** Mild themes and violence





# THE CALL OF THE WILD

## SPOT THE DIFFERENCE

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

IN CINEMAS FEBRUARY 20



**PG** Mild themes and violence





# THE CALL OF THE WILD

IN CINEMAS FEBRUARY 20

## SPOT THE DIFFERENCE

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



**PG** Mild themes and violence





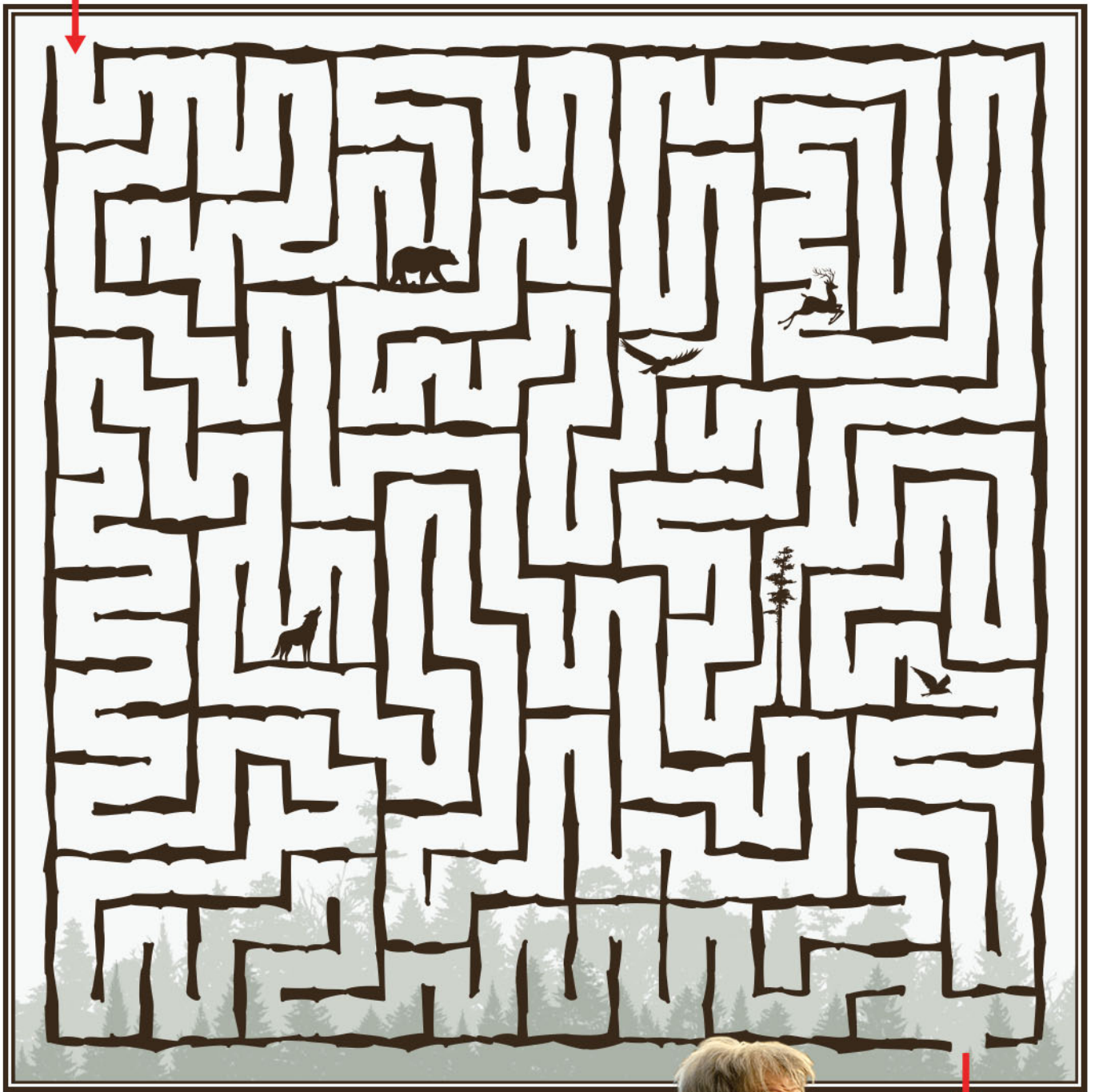
# THE CALL OF THE WILD

IN CINEMAS FEBRUARY 20

## REACH THE CABIN

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

START



FINISH



**PG** Mild themes  
and violence





# THE CALL OF THE WILD

IN CINEMAS FEBRUARY 20

## ANIMAL TRACKS

Draw a line from the animal to its tracks.



**PG** Mild themes and violence



# BUCK'S JOURNEY

## GAME OBJECTIVE:

Be the first player to make it to the finish.

## BEFORE YOU START, YOU WILL NEED:

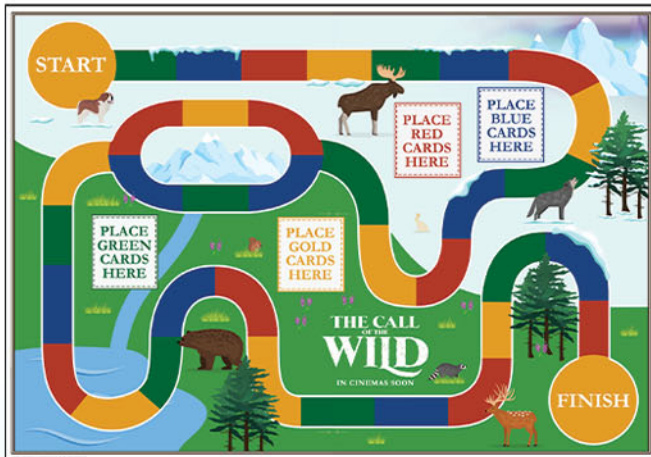
- Tape or paper glue
- Scissors and an adult to use them

## 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 coloured 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" and 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 rolls the dice once. Highest number goes first, and play continues clockwise.
- First player rolls the dice and goes that number of spaces. The player will draw a single card corresponding to the colour 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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PG

Mild themes  
and violence

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## BUCK'S JOURNEY

Board game – Player Tokens  
Have an adult help cut along the edge of  
the player token and glue point “A” over  
point “B” to form a loop.



A

B



A

B



A

B



A

B



A

B



A

B



PG

Mild themes  
and violence





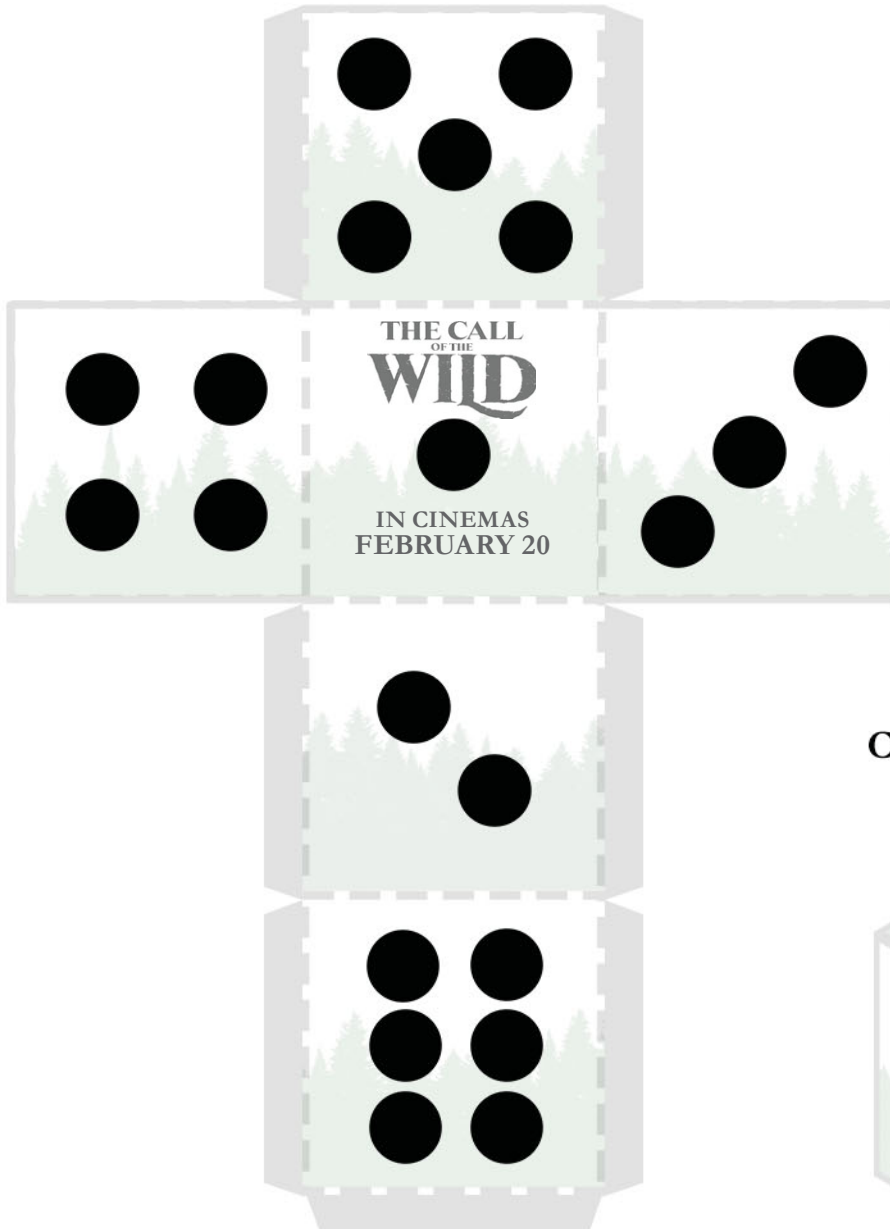

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## BUCK'S JOURNEY

Board game – Dice

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



Completed dice example:



PG

Mild themes  
and violence





# THE CALL OF THE WILD

## 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 coloured cards.

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<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>



PG

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# THE CALL OF THE WILD

## 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 coloured cards.

IN CINEMAS FEBRUARY 20



<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>



PG

Mild themes  
and violence





# THE CALL OF THE WILD

## 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 coloured cards.

IN CINEMAS FEBRUARY 20



<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>



PG

Mild themes and violence



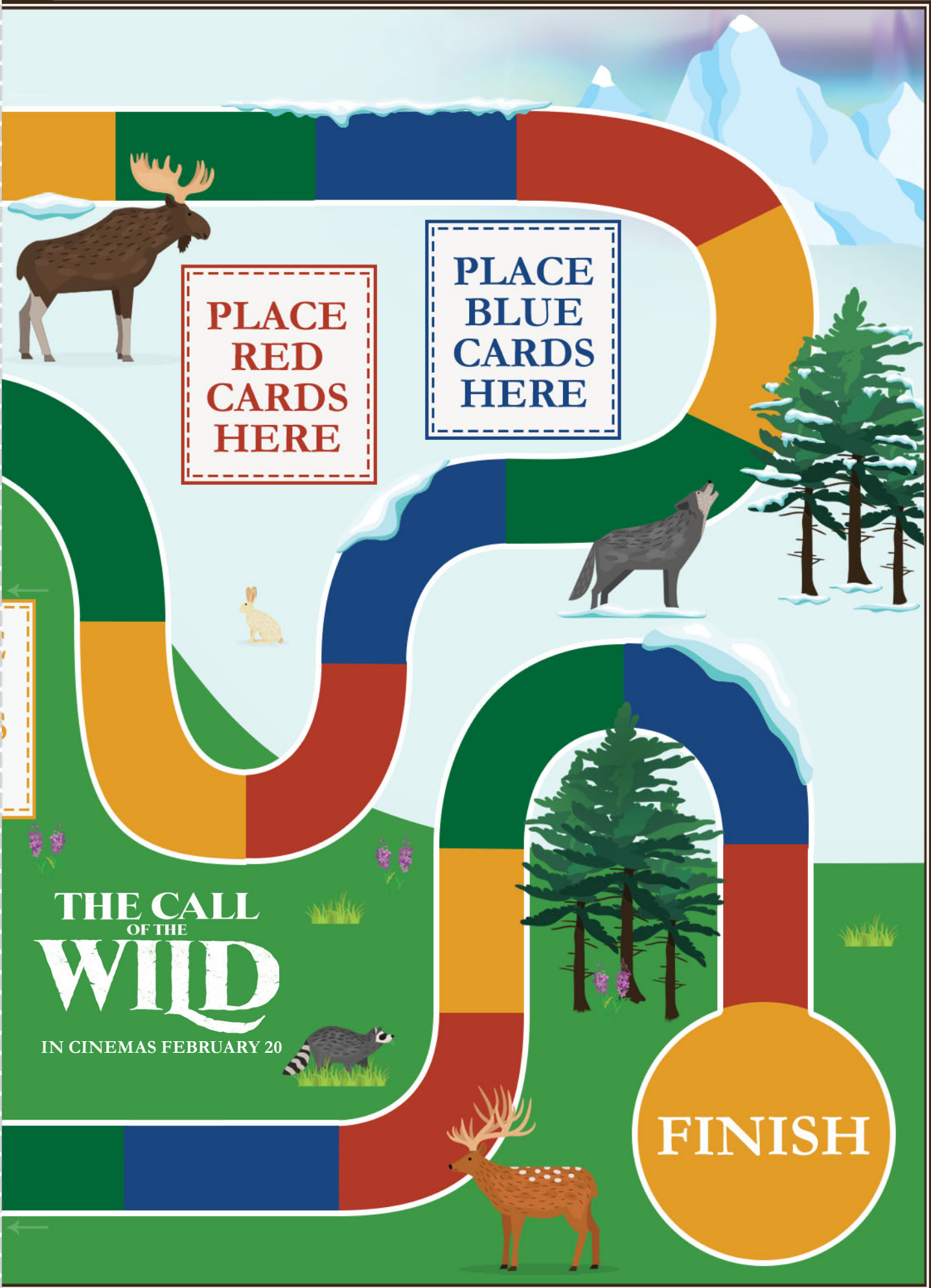


PLACE  
GREEN  
CARDS  
HERE

PLACE  
GOLD  
CARDS  
HERE







PLACE  
RED  
CARDS  
HERE

PLACE  
BLUE  
CARDS  
HERE

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FINISH





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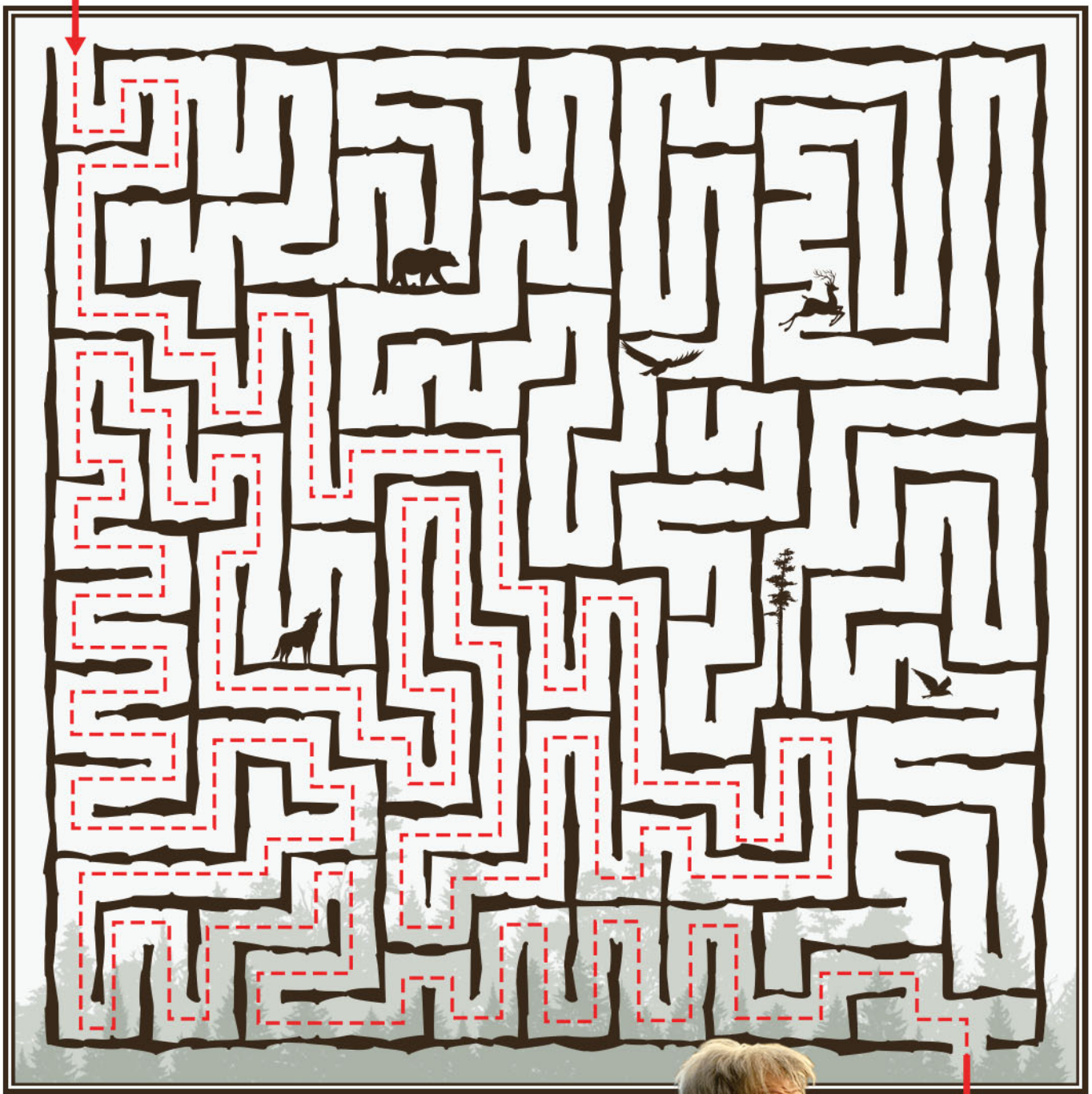
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