



# THE CALL OF THE WILD

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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.



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SOME VIOLENCE, FEAR, INTENSIVE ELEMENTS AND WILD LANGUAGE  
Some Material May Be Inappropriate for Children Under 7





# 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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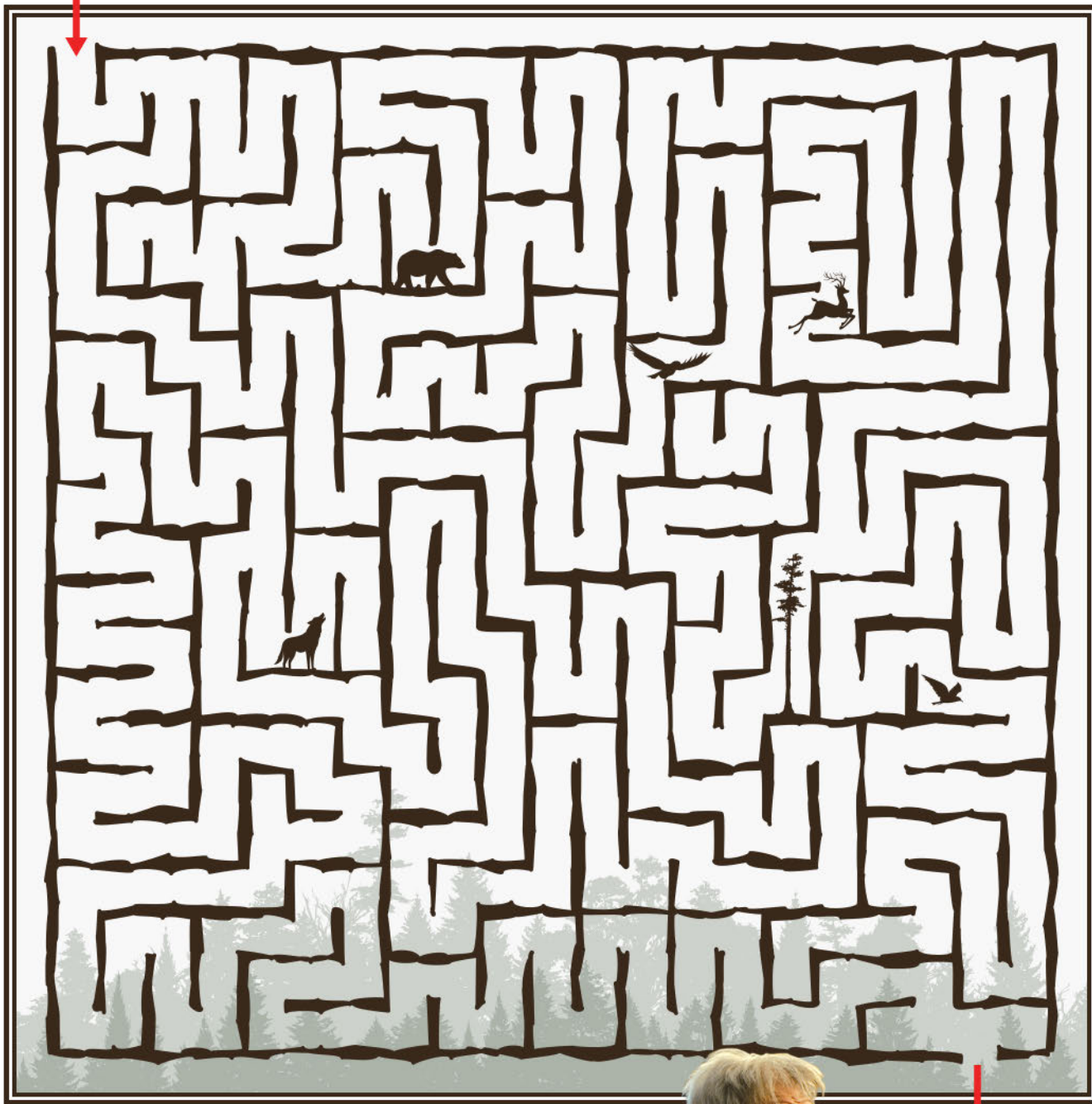
# THE CALL OF THE WILD

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## REACH THE CABIN

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

START



FINISH



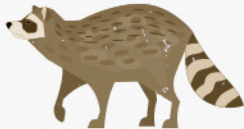


# THE CALL OF THE WILD

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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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ELEMENTS AND WILD LANGUAGE  
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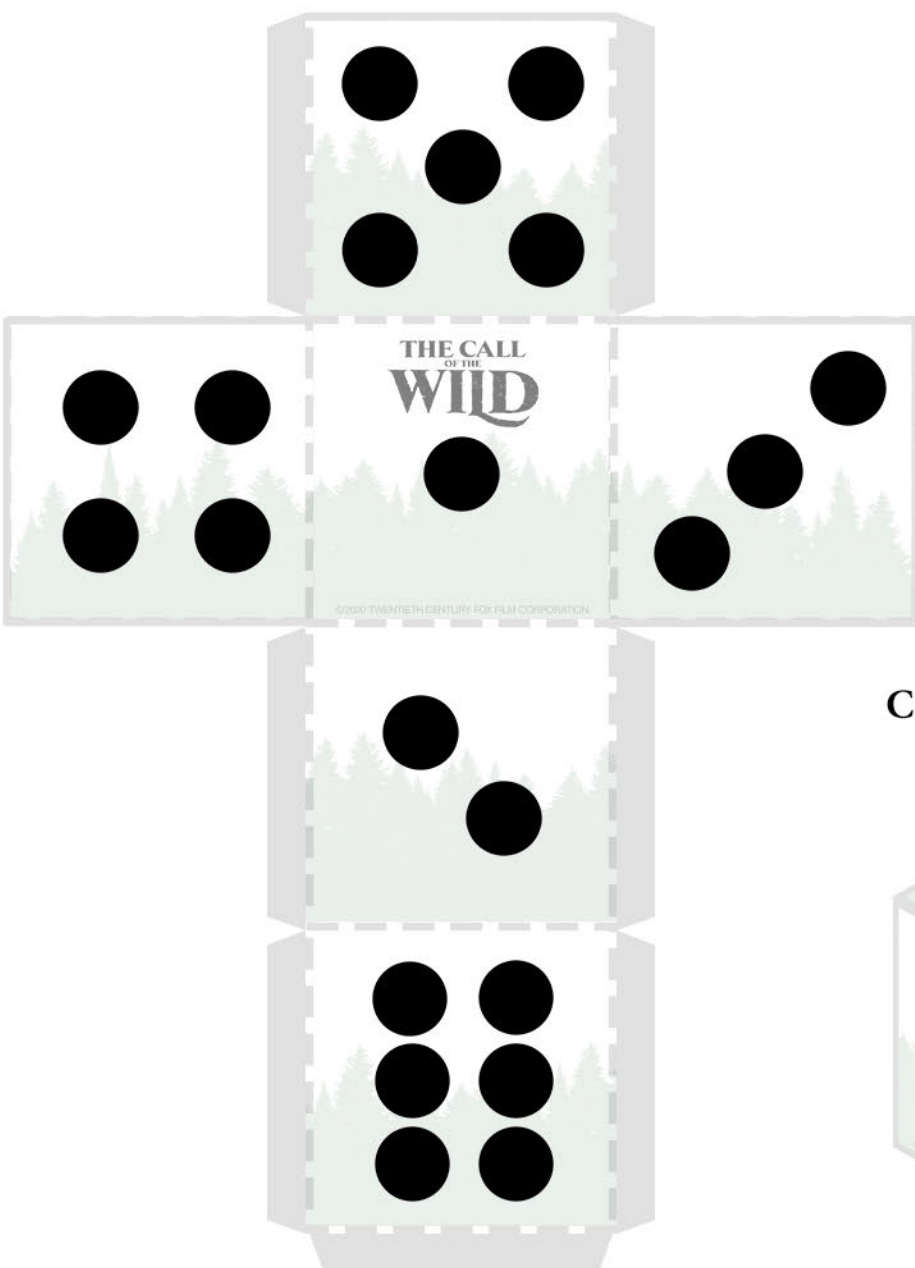
# THE CALL OF THE WILD

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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:



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SOME VIOLENCE,  
FURIL, THEMATIC  
ELEMENTS AND  
MILD LANGUAGE



# 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><b>Gold!</b> --- Move ahead 2 spaces</p>	<p>Deliver mail on time --- Switch places with another player</p>	<p><b>Missed a meal</b> --- Move back 2 spaces</p>	<p>Caught in a blizzard --- Lose your next turn</p>
<p><b>Canoe ride</b> --- Move ahead 3 spaces</p>	<p>Promoted on the team --- Steal next player's turn</p>	<p><b>Too much mail</b> --- Move back 1 space</p>	<p>Nothing to eat --- Lose your next turn</p>
<p><b>Perfect summer day</b> --- Move ahead 2 spaces</p>	<p>Ice is thick and sturdy --- Roll again</p>	<p><b>River too rapid to cross</b> --- Move back 2 spaces</p>	<p>Lost in the woods --- Lose your next turn</p>
<p><b>See snow for the first time</b> --- Move ahead 3 spaces</p>	<p>Fresh snow to play in --- Roll again</p>	<p><b>Tied to a post</b> --- Stay in place</p>	<p>New owner is cruel --- Next player can steal your spot on the board</p>
<p><b>Boat ride</b> --- Move ahead 4 spaces</p>	<p>Deer in the valley --- Switch places with another player</p>	<p><b>Lost in the woods</b> --- 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 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><b>Promoted to lead sled dog</b> --- <b>Move ahead 7 spaces</b></p>	<p><b>Found a snack</b> --- <b>Switch places with another player</b></p>	<p><b>Bear in the river</b> --- <b>Move back 3 spaces</b></p>	<p><b>You've been tricked and dognapped</b> --- <b>Lose your next turn</b></p>
<p><b>Make friends with a wolf</b> --- <b>Move ahead 5 spaces</b></p>	<p><b>Warm fire</b> --- <b>Switch places with another player</b></p>	<p><b>You're locked out of the house</b> --- <b>Move back 2 spaces</b></p>	<p><b>Avalanche</b> --- <b>Next player can steal your spot on the board</b></p>
<p><b>Caught a rabbit</b> --- <b>Move ahead 2 spaces</b></p>	<p><b>Afternoon nap</b> --- <b>Switch places with another player</b></p>	<p><b>Mail delivery cancelled</b> --- <b>Move back 3 spaces</b></p>	<p><b>New owner lacks survival skills</b> --- <b>Lose your next turn</b></p>
<p><b>Thanksgiving plate left unattended</b> --- <b>Move ahead 3 spaces</b></p>	<p><b>Big meal</b> --- <b>Steal next player's turn</b></p>	<p><b>Go to sleep hungry</b> --- <b>Move back 1 space</b></p>	<p><b>Thin ice</b> --- <b>Next player can steal your spot on the board</b></p>
<p><b>New owner lets you sleep in his bed</b> --- <b>Move ahead 2 spaces</b></p>	<p><b>Pack howls together</b> --- <b>Steal next player's turn</b></p>	<p><b>Fight with another dog</b> --- <b>Move back 3 spaces</b></p>	<p><b>Heavy snow</b> --- <b>Lose your next turn</b></p>



START



PLACE GREEN CARDS HERE

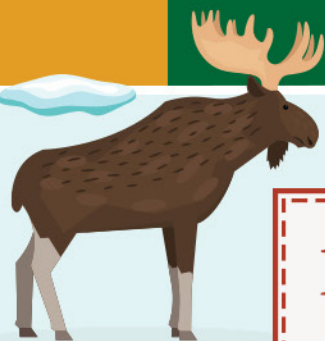
PLACE GOLD CARDS HERE



PG PARENTS STRONGLY CAUTIONED  
SOME VIOLENCE, PUNY, THREATS, DRUGS AND WILD LANGUAGE  
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PLACE  
RED  
CARDS  
HERE

PLACE  
BLUE  
CARDS  
HERE



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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.

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Buck enjoys the white water more than John Thornton does.



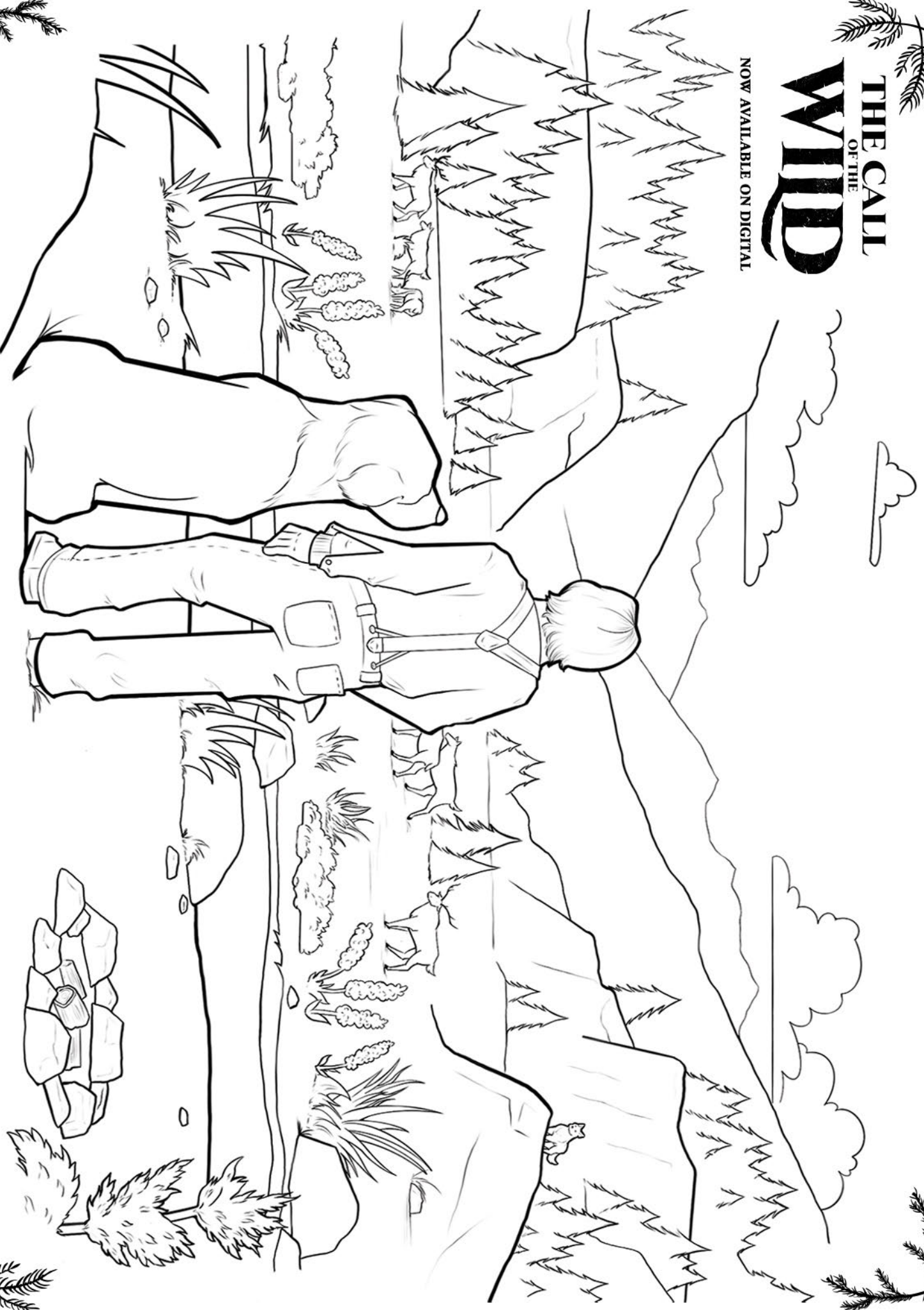
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# THE CALL OF THE WILD

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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?



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# ANSWERS



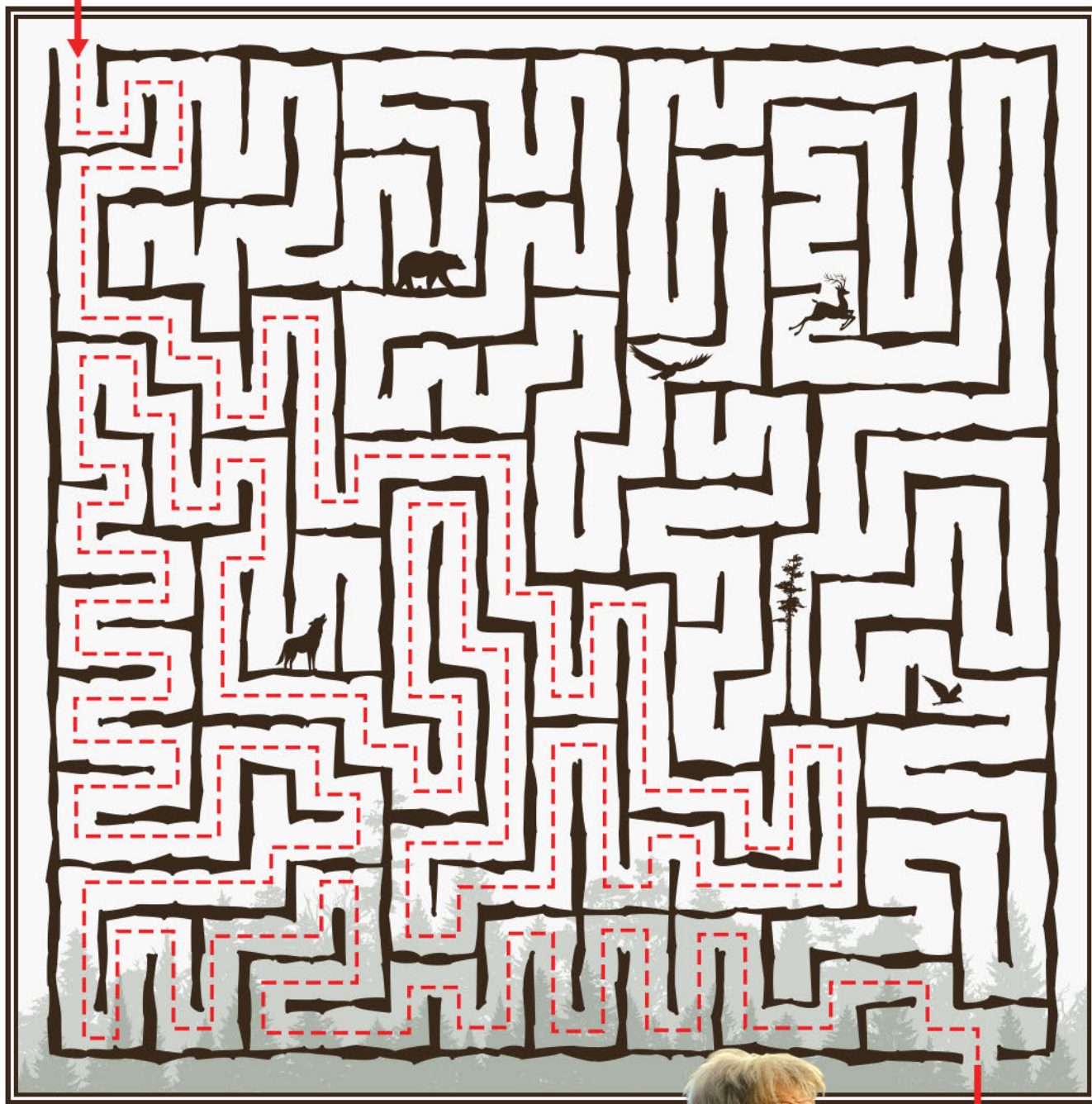
## THE CALL OF THE WILD

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## REACH THE CABIN

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

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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. Red lines connect each animal to its corresponding track: Dog to Dog tracks, Wolf to Wolf tracks, Raccoon to Raccoon tracks, Bear to Bear tracks, Deer to Deer tracks, Squirrel to Squirrel tracks, and Rabbit to Rabbit tracks.