



DREAMWORKS

the **BAD
GUYS**

ACTIVITY KIT

DREAMWORKS
A COMCAST COMPANY

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PIRANHA'S WORD SEARCH

HELP PIRANHA FIND ALL 15 HIDDEN WORDS OR PHRASES BELOW BY SEARCHING FORWARDS, BACKWARDS, UP, DOWN, AND DIAGONALLY!

SCAN ME FOR MORE FUN STUFF!



ANSWERS



D	K	E	X	E	H	N	W	M	U	S	C	L	E	B
C	Q	Z	B	J	D	B	S	I	O	N	E	O	C	M
A	A	C	A	A	E	I	T	H	F	D	L	C	O	N
P	M	C	D	I	S	I	S	S	A	H	L	L	C	B
E	S	V	G	K	A	Y	R	G	L	R	M	I	G	L
R	N	Z	U	E	P	H	R	R	U	M	K	J	R	N
E	U	I	Y	S	E	E	T	A	T	I	V	U	H	N
O	P	I	S	O	K	Q	Y	P	N	U	S	S	E	U
C	I	J	K	C	A	V	R	S	A	L	R	E	I	F
E	R	S	A	N	N	O	T	O	R	I	O	U	S	T
A	A	H	H	J	S	E	A	M	A	H	W	J	T	N
C	N	A	T	H	I	E	F	I	T	L	F	E	X	B
O	H	F	C	W	A	M	C	Q	E	A	I	L	J	O
S	A	F	E	C	R	A	C	K	E	R	J	I	O	A
C	E	R	Y	A	A	L	W	O	N	A	Q	C	K	W

WORDS TO FIND

- PIRANHA
- WOLF
- SHARK
- TARANTULA
- SNAKE
- BAD GUYS
- NOTORIOUS
- SAFE CRACKER
- DISGUISE
- HACKER
- THIEF
- HEIST
- CON
- CAPER
- MUSCLE

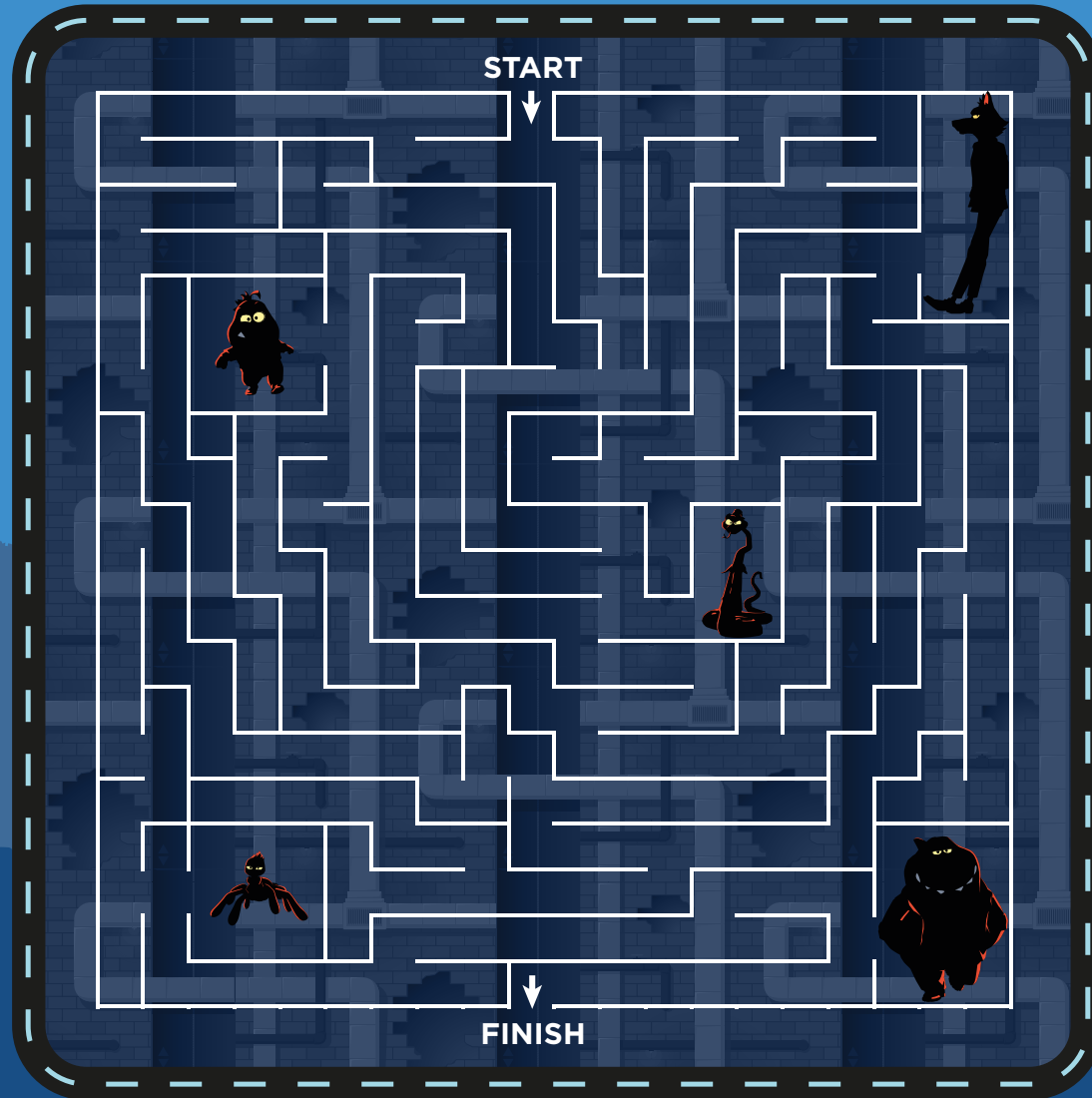


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MAZE ESCAPE

CAN YOU FIND ALL OF THE BAD GUYS AND
HELP THEM ESCAPE FROM THE MAZE?

SCAN ME FOR
MORE FUN STUFF!





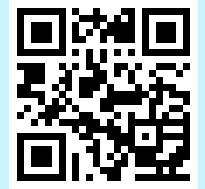
MR. WOLF
CHARISMATIC, IMPULSIVE
LEADER OF THE GANG,
AND GENTLEMAN THIEF.

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GUYS**

SPOT THE DIFFERENCE

THERE ARE 10 DIFFERENCES IN THE PICTURES OF THE BAD GUYS BELOW.
CAN YOU SPOT THEM ALL?

SCAN ME FOR
MORE FUN STUFF!



ANSWERS



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GUYS

MS. TARANTULA'S SPIDER WEB MAZE

CAN YOU FIND YOUR WAY THROUGH THE SPIDER WEB MAZE WITHOUT
CROSSING ANY BREAKS IN THE WEB?

SCAN ME FOR
MORE FUN STUFF!



ANSWER





MR. SNAKE
EXPERT SAFE CRACKER,
AND MR. WOLF'S CYNICAL
BEST FRIEND.

DREAMWORKS

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CRACK THE CODE

SEE IF YOU CAN CRACK ALL THE CODES BY SWAPPING THE NUMBER FOR THE LETTER USING THE KEY BELOW.

SCAN ME FOR MORE FUN STUFF!



KEY

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z

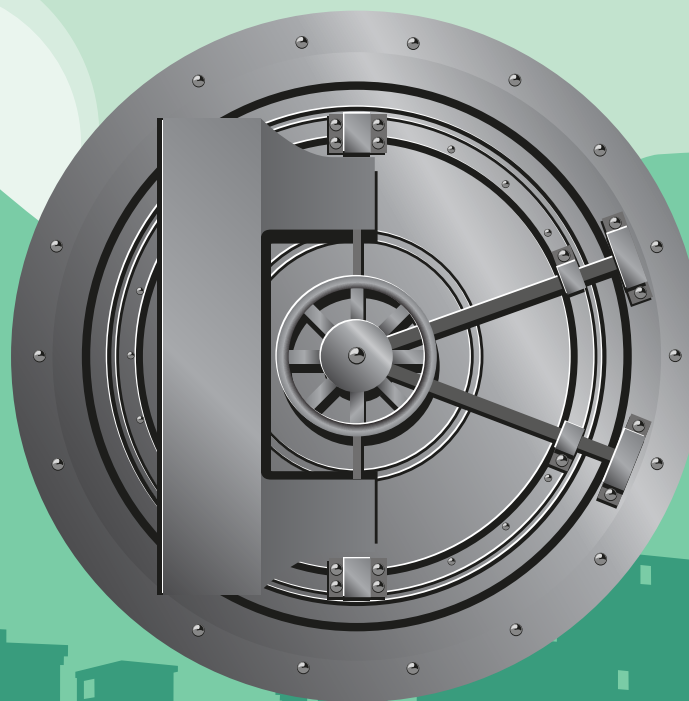
1. 23,15,12,6

2. 12,5,1,4,5,18

3. 20,18,9,3,11,19,20,5,18

4. 19,8,1,18,11

5. 20,1,18,1,14,20,21,12,1



6. 19,14,1,11,5

7. 18,15,2,2,5,18,25

8. 16,9,18,1,14,8,1

9. 1,3,18,15,2,1,20

10. 9,13,16,5,18,19,15,14,1,20,5

ANSWERS

- 1. WOLF
- 2. LEADER
- 3. TRICKSTER
- 4. SHARK
- 5. TARANTULA
- 6. SNAKE
- 7. ROBBERY
- 8. PIRANHA
- 9. ACROBAT
- 10. IMPERSONATE

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ODD ONE OUT

LOOKING AT THE FOUR VERSIONS OF THE BAD GUYS BELOW
CAN YOU SPOT WHICH ONE IS DIFFERENT?

SCAN ME FOR
MORE FUN STUFF!



1.



2.



3.



4.



ANSWER ?



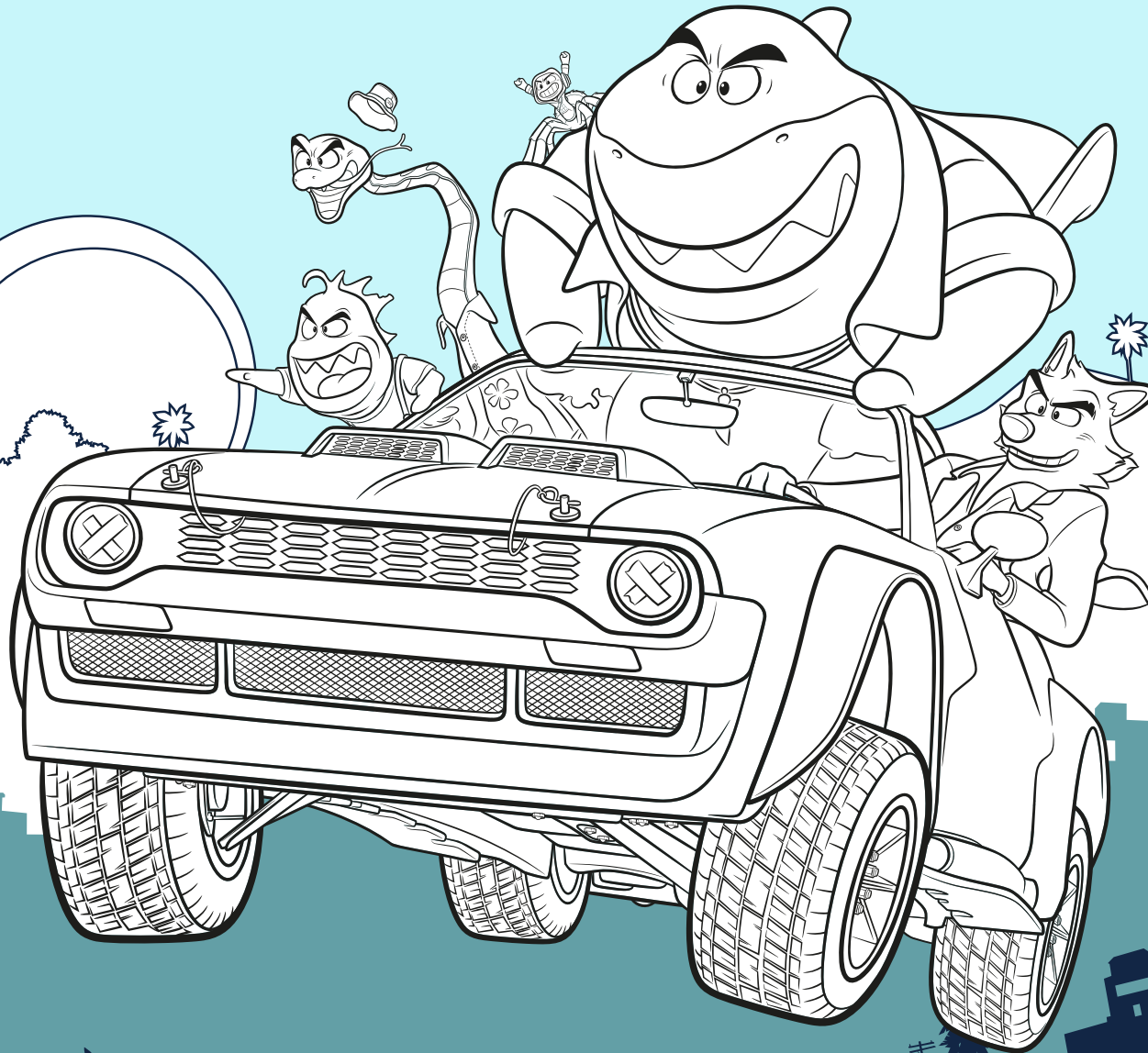
MR. PIRANHA
FRENZIED FISH, AND THE
"MUSCLE" OF THE GANG.

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COLOR IN THE BAD GUYS

THE BAD GUYS ARE ON THE MOVE! COLOR THEM IN TO BRING THEM TO LIFE!

SCAN ME FOR
MORE FUN STUFF!



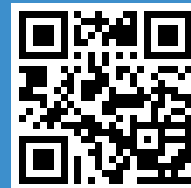
DREAMWORKS

the BAD GUYS

COLOR IN THE BAD GUYS

THE BAD GUYS ARE ON THE MOVE! COLOR THEM IN TO BRING THEM TO LIFE!

SCAN ME FOR
MORE FUN STUFF!





MR. SHARK
GENTLE GIANT, AND
MASTER OF DISGUISE.

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CONNECT 4

*CUT OUT ALL OF THE TOKENS BELOW. DECIDE BETWEEN YOU AND YOUR
OPPONENT WHO WILL BE MR. PIRANHA AND WHO WILL BE MS. TARANTULA.
READ THE INSTRUCTIONS ON THE NEXT PAGE TO LEARN HOW TO PLAY!*

SCAN ME FOR
MORE FUN STUFF!

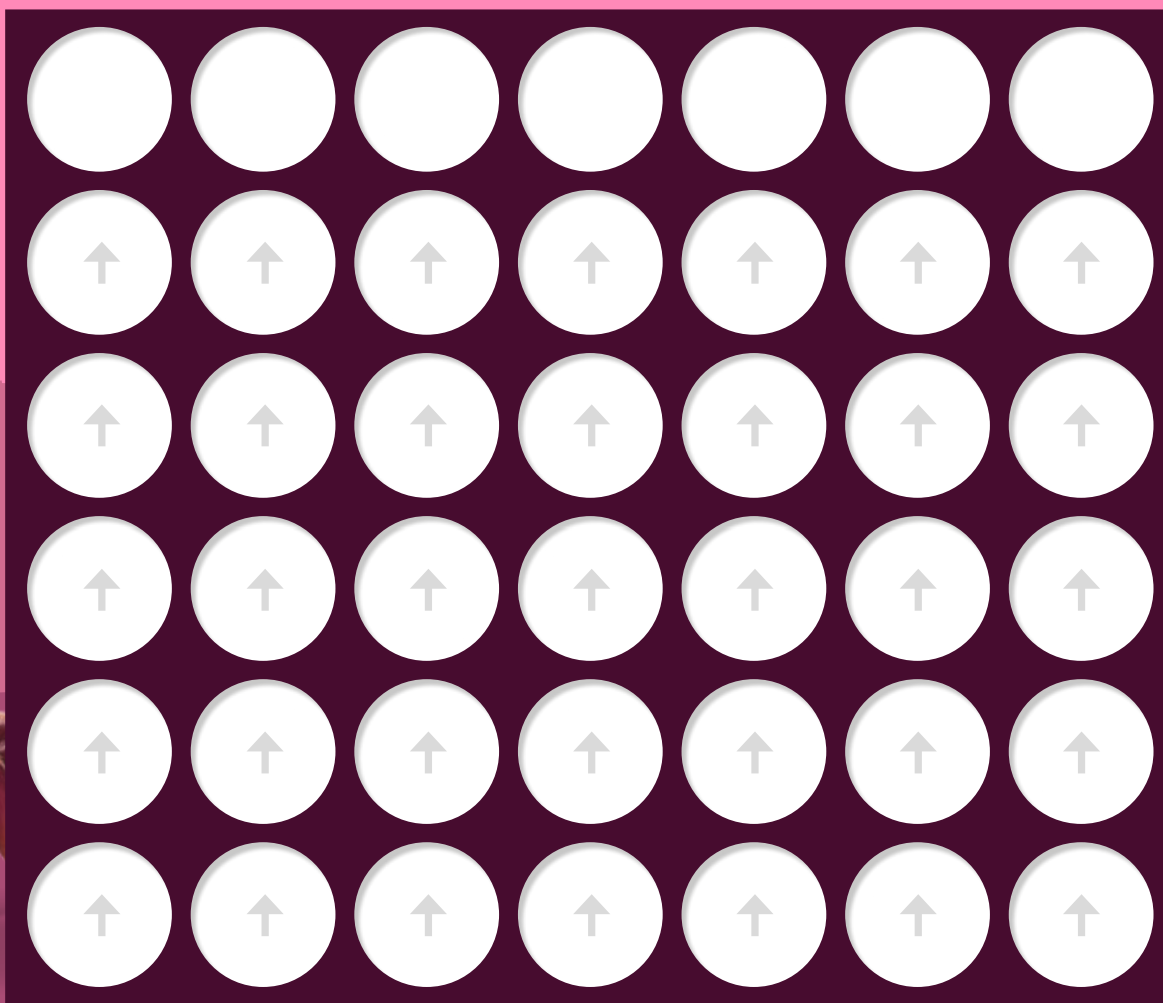


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CONNECT 4

TAKE TURNS PLACING YOUR TOKENS ON THE BOARD BELOW. THE FIRST TOKEN TO BE PLAYED IN A COLUMN MUST GO ON THE BOTTOM ROW. ONLY PLACE TOKENS ON THE NEXT ROW UP WHEN THERE IS A TOKEN BELOW IT. THE FIRST PLAYER TO GET 4 TOKENS IN A LINE (UP, DOWN, OR DIAGONALLY) WINS!

SCAN ME FOR
MORE FUN STUFF!





**MS. TARANTULA
(AKA WEBS)**

**SHARP-TONGUED, GENIUS
HACKER, AND EXPERT
MULTITASKER.**

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SAFE CLIMB GAME

A GAME FOR UP TO 5 PLAYERS! REQUIRES DICE. CUT OUT THE CHARACTER TOKENS FOR EACH OF THE BAD GUYS BELOW. EACH PLAYER PICKS A CHARACTER, AND THEN TAKES TURNS ROLLING THE DICE AND MOVING YOUR CHARACTER TOKEN THAT MANY SPACES ON THE BOARD (ON THE NEXT PAGE). FOLLOW THE INSTRUCTIONS ON THE SPACE YOU LAND ON. IF YOU LAND ON YOUR OWN CHARACTER YOU GET TO ROLL AGAIN!

SCAN ME FOR
MORE FUN STUFF!



MS. TARANTULA



MR. WOLF



MR. SNAKE

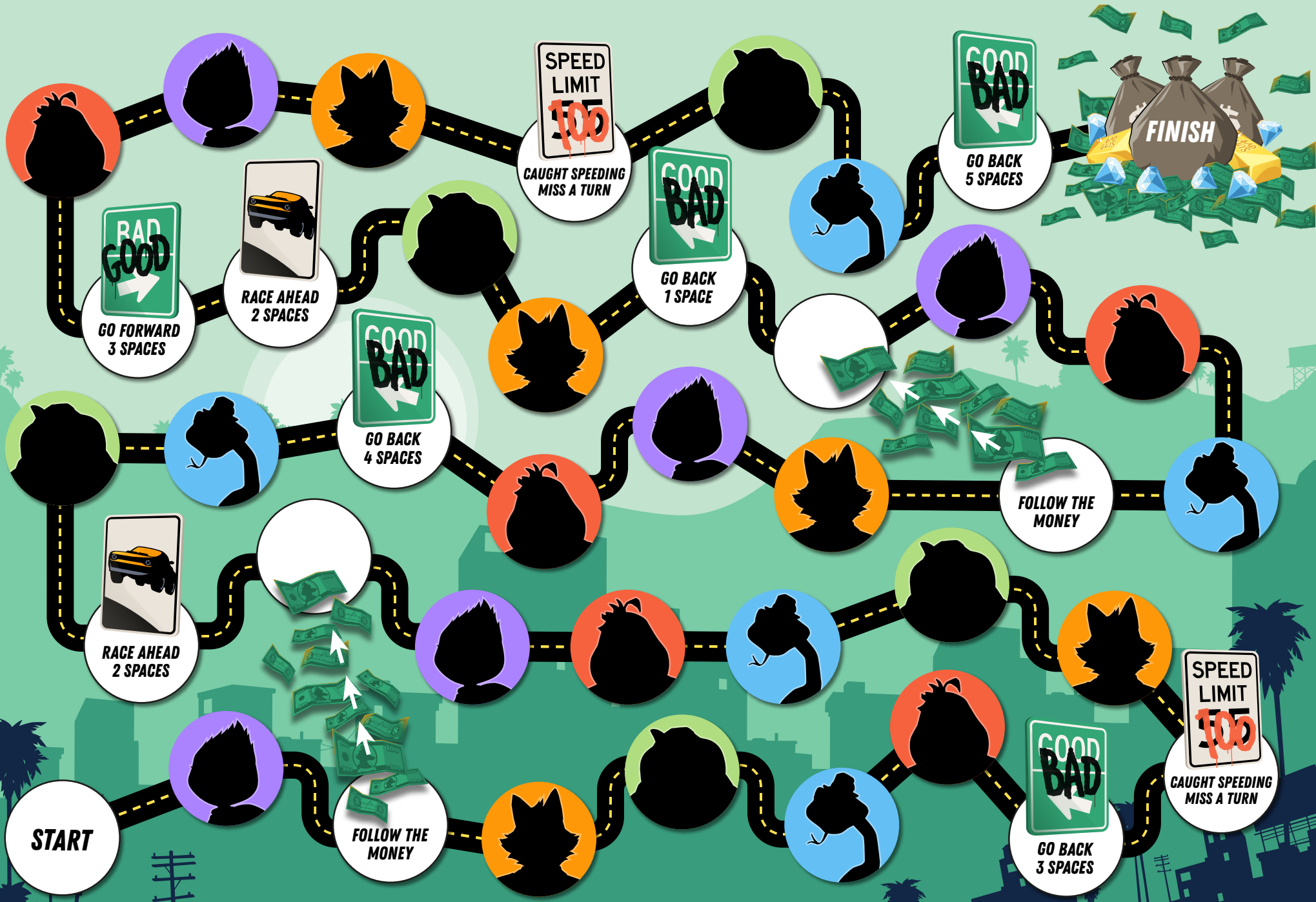


MR. SHARK



MR. PIRANHA





the BAD GUYS

THE BAD GUYS MATCHING PAIRS

CUT OUT ALL 10 CARDS BELOW. PLACE THE CARDS FACE DOWN ON A FLAT SURFACE AND SPREAD THEM OUT SO THEY ARE NOT ON TOP OF EACH OTHER. PLAYER 1 FLIPS TWO CARDS TO TRY TO FIND A MATCHING PAIR. IF THE CARDS MATCH, PLAYER 1 GETS A POINT AND GETS TO GO AGAIN. IF THEY DO NOT MATCH, THE CARDS ARE FLIPPED BACK OVER AND IT IS PLAYER 2'S TURN. CONTINUE UNTIL ALL THE PAIRS ARE DISCOVERED. WHOEVER HAS THE MOST PAIRS AT THE END WINS!

SCAN ME FOR MORE FUN STUFF!

