



## 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**

CEHAPTMONGOCKMONGCCKMOHECMWWWCOFF/T/OWNOGCKENT/CARMONG/T/OWNOGCKMONGCARM



**WORDS TO FIND** 

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







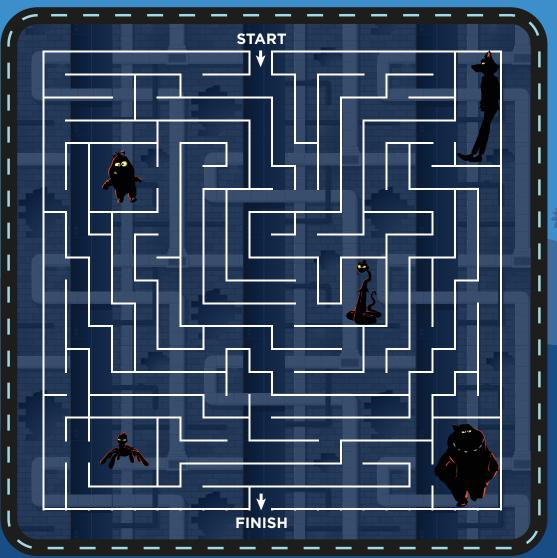


## MAZE ESCAPE

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















## SPOT THE DIFFERENCE

THERE ARE 10 DIFFERENCES IN THE PICTURES OF THE BAD GUYS BELOW.

CAN YOU SPOT THEM ALL?





the BAD GUYS

# MS. TARANTULA'S SPIDER WEB MAZE

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









### CRACK THE CODE

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





#### 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



the BAD GUYS

## ODD ONE OUT

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







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 DREAMWORKS MORE FUN STUFF!** COLOR IN THE BAD GUYS THE BAD GUYS ARE ON THE MOVE! COLOR THEM IN TO BRING THEM TO LIFE!

DREAMWORKS



the BAD
GUYS

## **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!



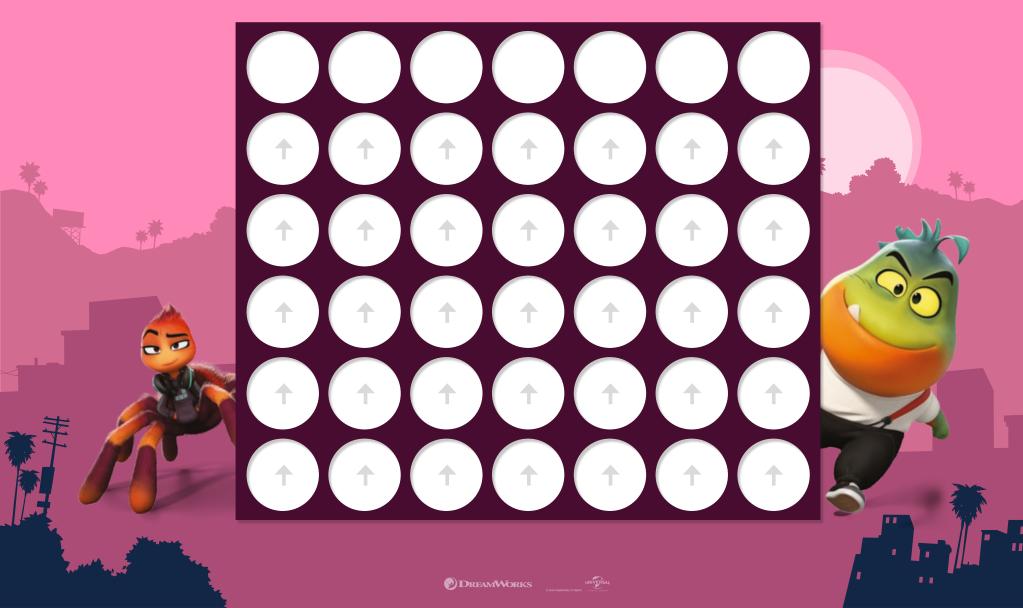




## **CONNECT 4**

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!







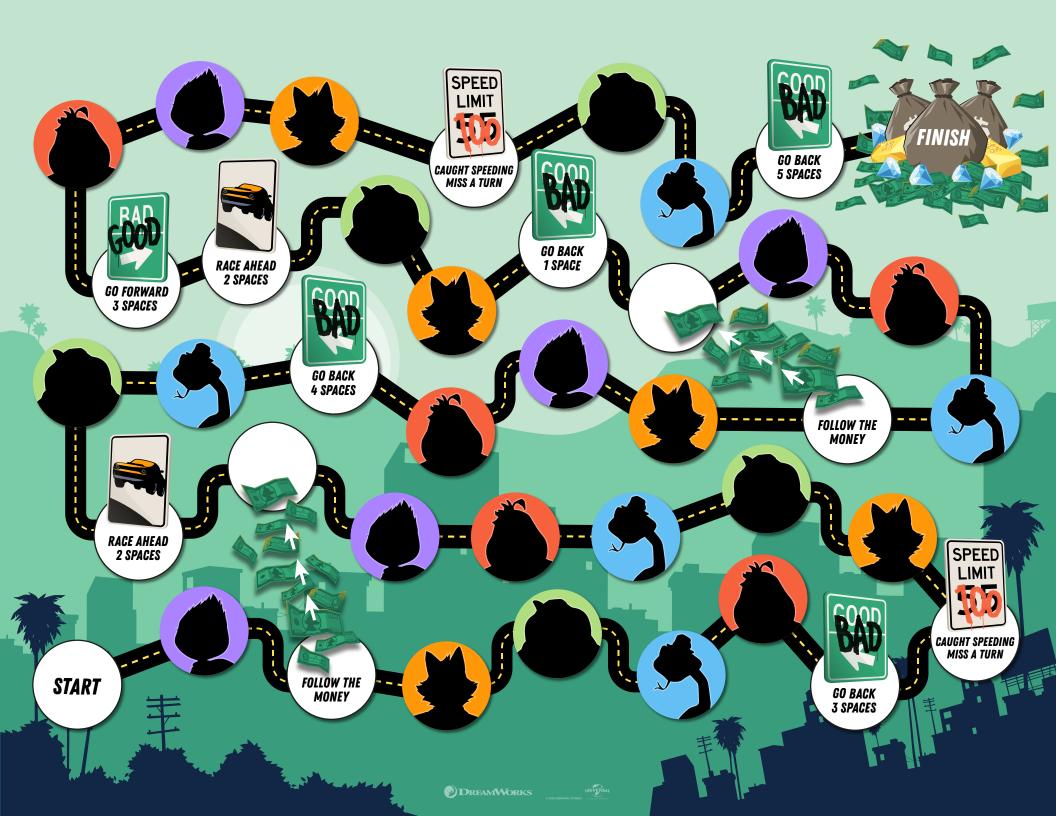
### SAFE CLIMB GAME

SCAN ME FOR MORE FUN STUFF!



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!





## THE BAD GUYS MATCHING PAIRS

FACE FLIPS I GETS PPED

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!





















