



DREAMWORKS

the **BAD
GUYS**

ACTIVITY KIT

DREAMWORKS
A COMCAST COMPANY

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DREAMWORKS

the BAD GUYS

PIRANHA'S WORD SEARCH

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

ANSWERS



WORDS TO FIND

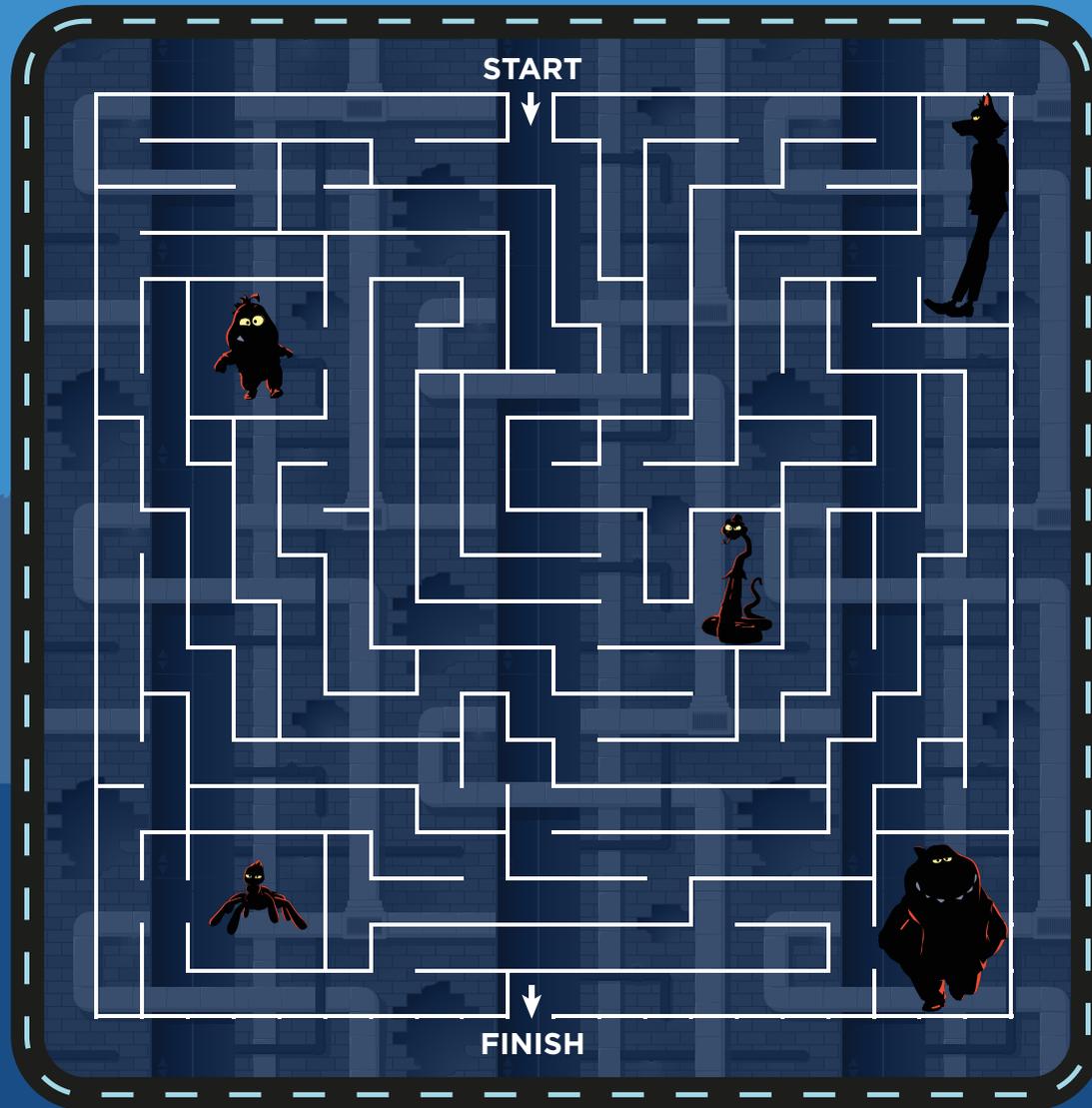
- PIRANHA
- WOLF
- SHARK
- TARANTULA
- SNAKE
- BAD GUYS
- NOTORIOUS
- SAFE CRACKER
- DISGUISE
- HACKER
- THIEF
- HEIST
- CON
- CAPER
- MUSCLE



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MAZE ESCAPE

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





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

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the **BAD GUYS**

SPOT THE DIFFERENCE

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



ANSWERS





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

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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.

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

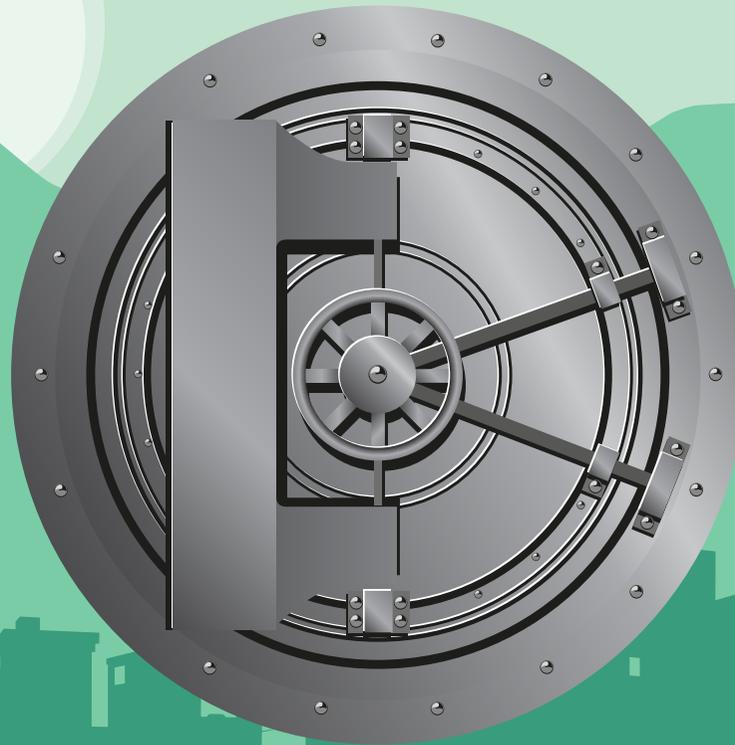
1. 23,15,12,6

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?

1.



2.



3.



4.



ANSWER



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

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COLOUR IN THE BAD GUYS

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



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the BAD GUYS

COLOUR IN THE BAD GUYS

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





MR. SHARK
GENTLE GIANT, AND
MASTER OF DISGUISE.

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CONNECT 4

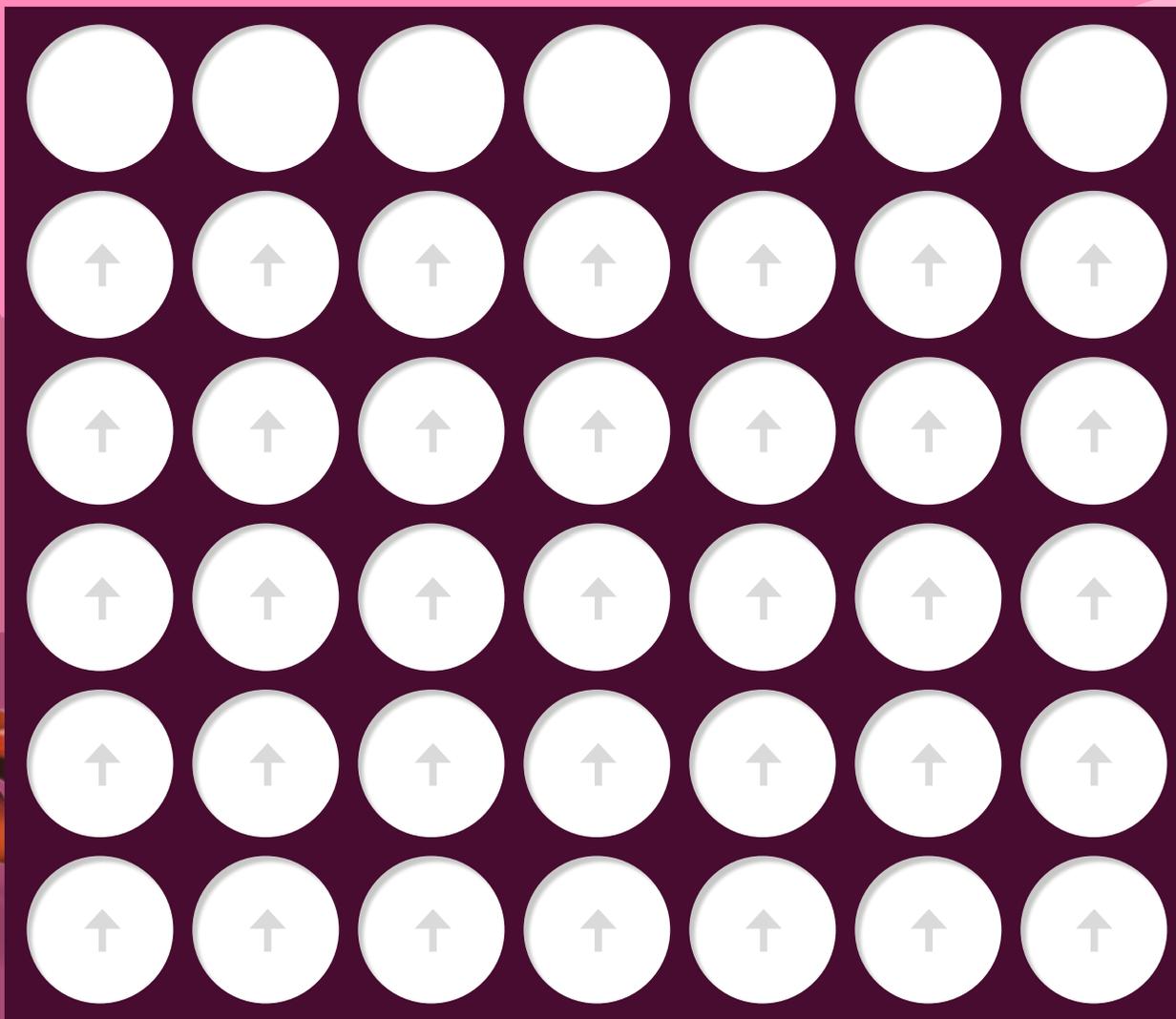
*CUT OUT ALL OF THE TOKENS BELOW. DECIDE BETWEEN YOU AND YOUR
OPPONENT WHO WILL BE MR. PIRANHA AND WHO WILL BE MS. TARANTULA.
READ THE INSTRUCTIONS ON THE NEXT PAGE TO LEARN HOW TO PLAY!*



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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!





**MS. TARANTULA
(AKA WEBS)**

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

the BAD GUYS

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!

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!

