



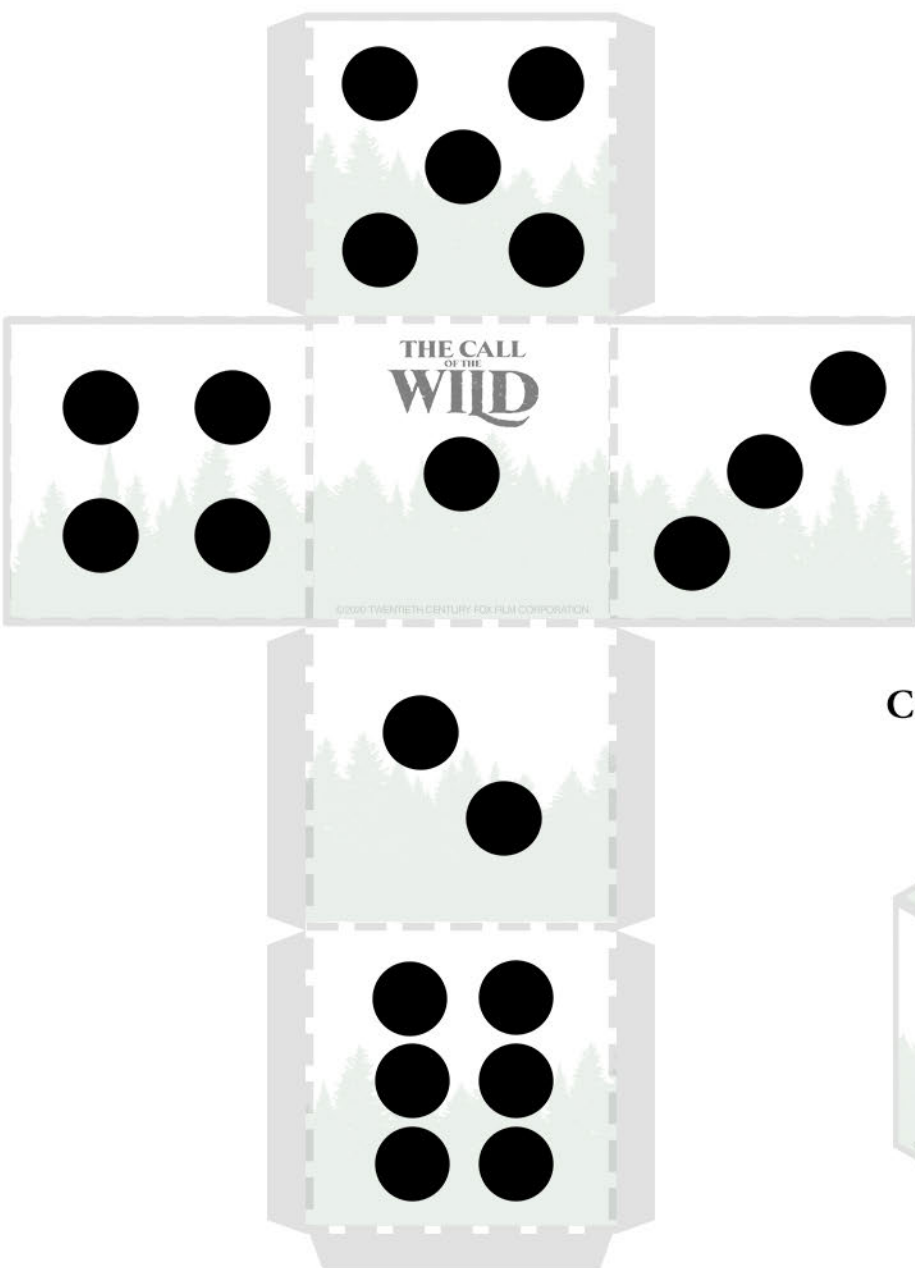
THE CALL OF THE WILD

NOW AVAILABLE ON DIGITAL

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:



PG
PARENTS STRONGLY CAUTIONED
SOME VIOLENCE,
FEAR, INTENSIVE
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>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>