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

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

ANSWERS

IN THEATERS APRIL 22
TheBadGuysMovie.com

SCAN ME FOR MORE FUN STUFF!
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.
SPOT THE DIFFERENCE

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

ANSWERS
MS. TARANTULA’S SPIDER WEB MAZE

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

START

FINISH

IN THEATERS APRIL 22
TheBadGuysMovie.com

SCAN ME FOR MORE FUN STUFF!
MR. SNAKE

EXPERT SAFE CRACKER, AND MR. WOLF’S CYNICAL BEST FRIEND.
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. 19,14,11,5
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
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.
COLOR IN THE BAD GUYS

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

THE BAD GUYS ARE ON THE MOVE! COLOR THEM IN TO BRING THEM TO LIFE!
MR. SHARK
GENTLE GIANT, AND
MASTER OF DISGUISE.
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!
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.
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 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!