

# Livrinho para Colorir





**RYDER**

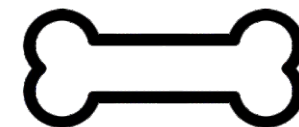
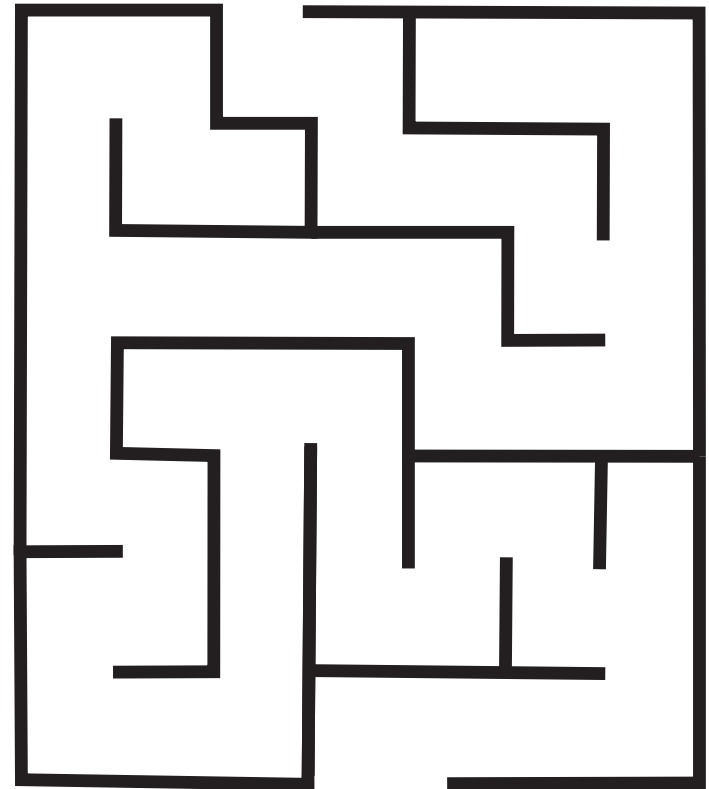
Ajude o Ryder a chegar até o farol



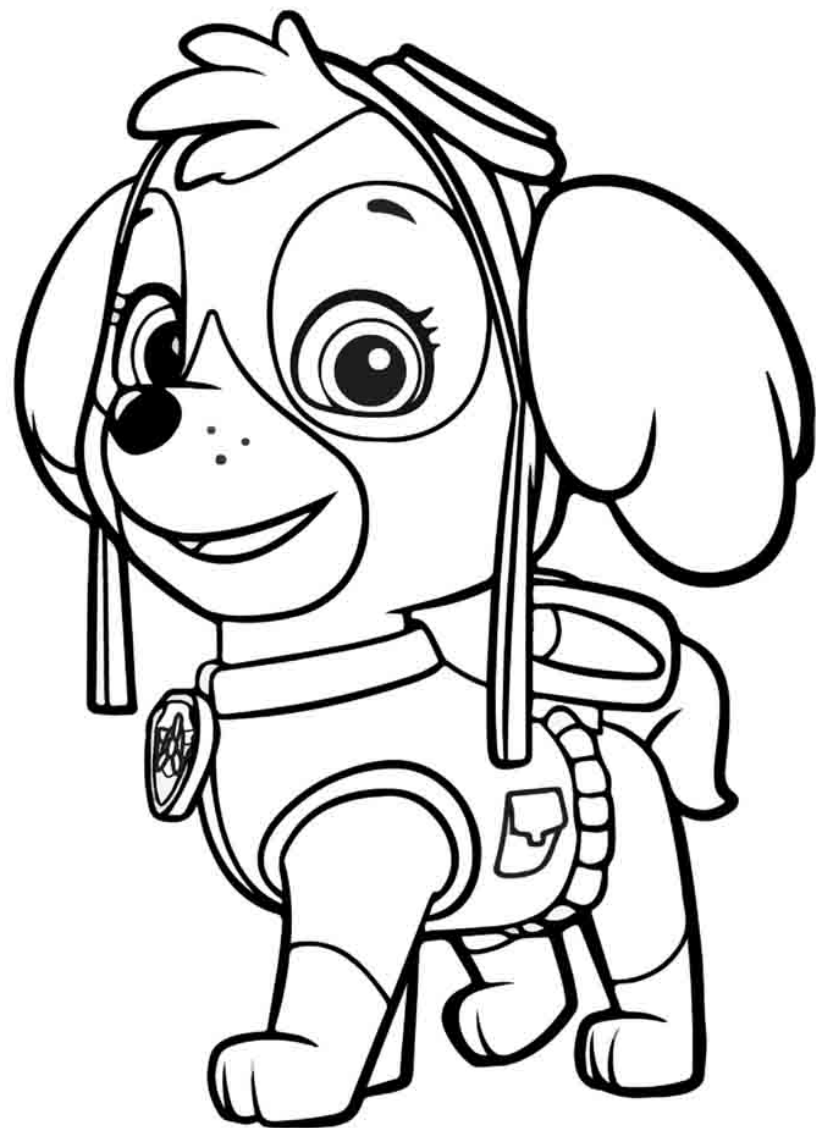


CHASE

Ajude o Chase a chegar até o osso







**SKYE**

Contorne as linhas pontilhadas do rastro deixado pela SKYE

Tracing practice section featuring five rows of dotted lines for tracing, each accompanied by a small illustration of the character Skye in various poses: holding a sword, sitting, standing, flying with wings, and running.



**RUBBLE**

Ligue o RUBBLE as sombras corretas





**MARSHALL**

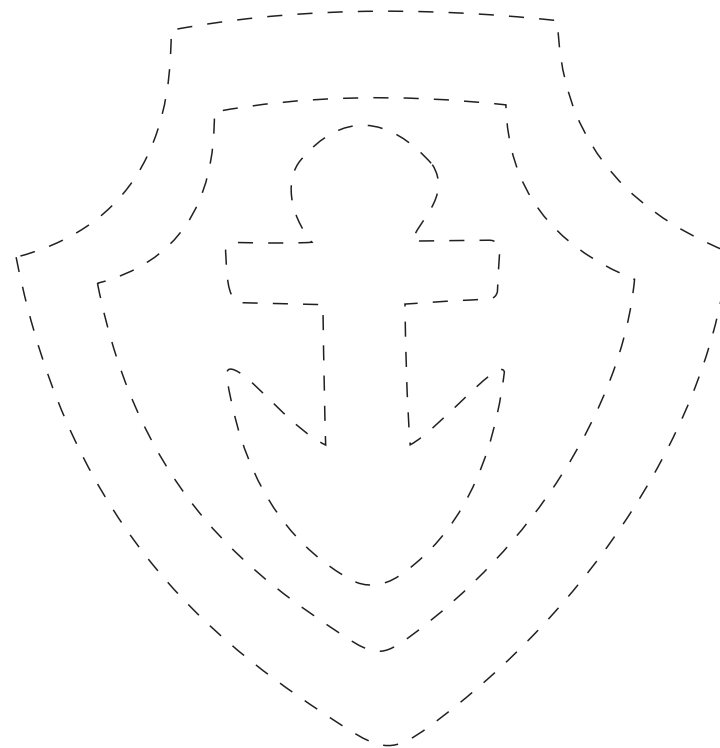
Contorne e pinte os olhos do  
MARSHALL





**ZUMA**

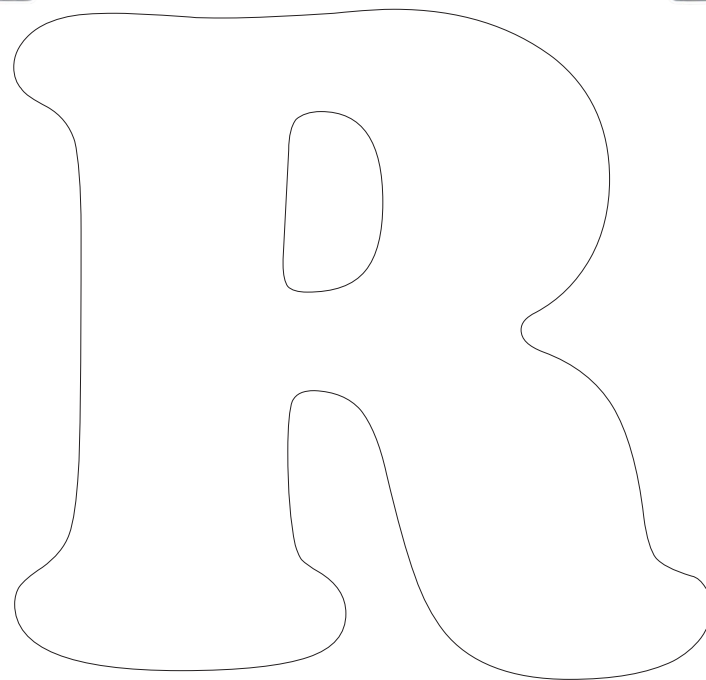
Contorne as linhas pontilhadas, e depois pinte o escudo da Zuma!





**ROCKY**

Pinte a Letra R, e deixe bem bonito a inicial do nome do ROCKY

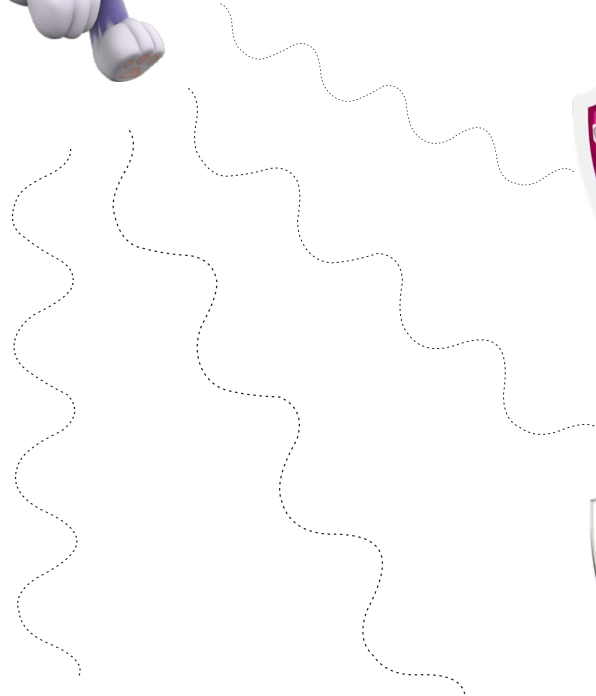






**EVEREST**

Ajude a EVEREST a encontrar o seu escudo  
Contorne com lápis o pontilhado até o  
escudo correto





**TRACKER**

Ajude o TRACKER a sair do labirinto e ir até a torre da patrulha canina





**REX**

Ajude o REX a encontrar o caminho correto até o osso.

