

# Livrinho para Colorir





**RYDER**

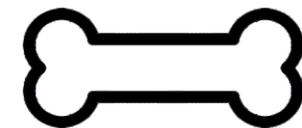
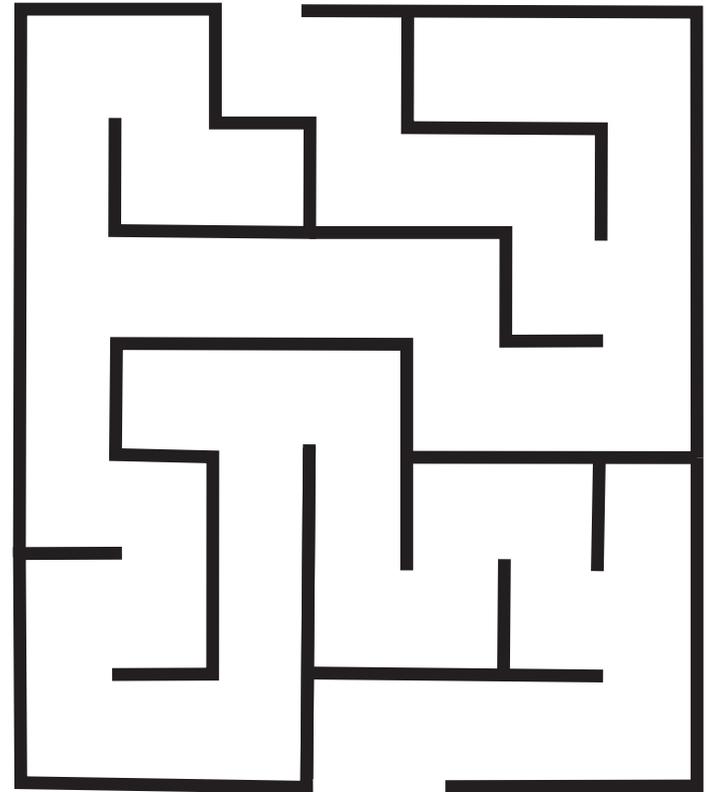
Ajude o Ryder a chegar até o farol

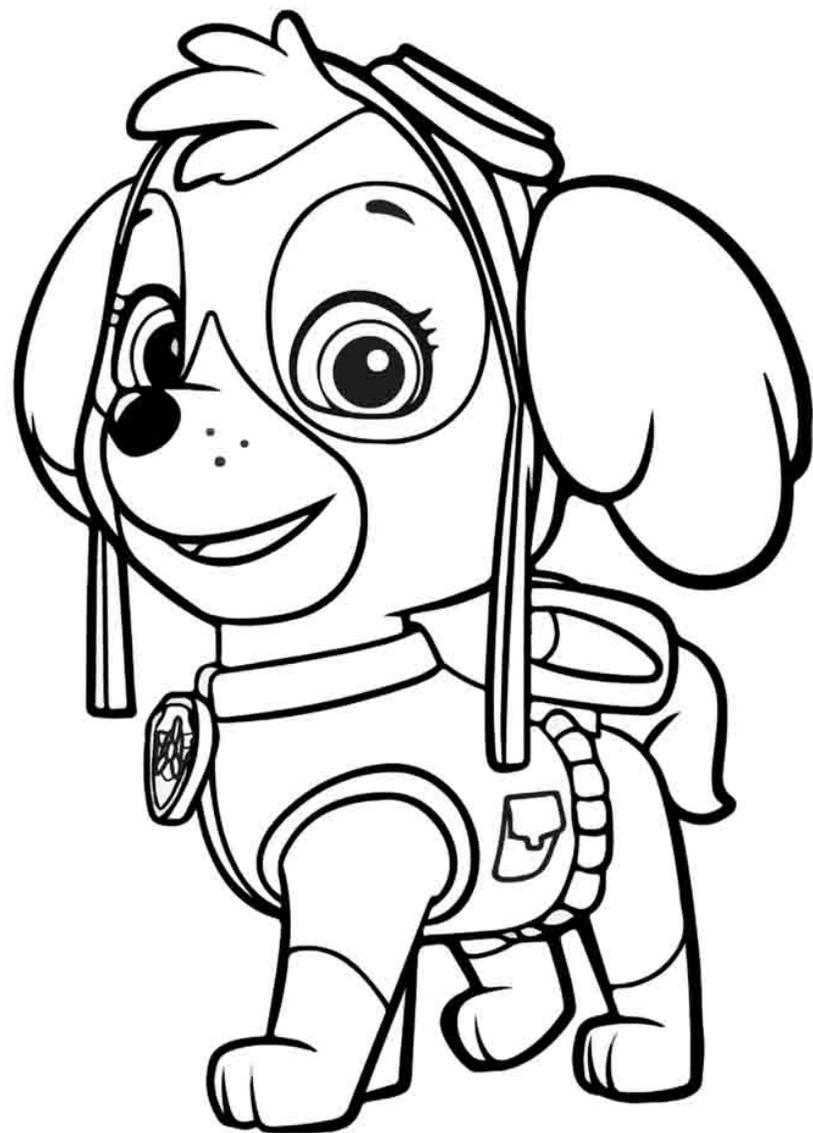




CHASE

Ajude o Chase a chegar até o osso





**SKYE**

Contorne as linhas pontilhadas do rastro deixado pela SKYE

Tracing practice section with five rows of dotted lines. Each row starts with a solid circle on the left. The first row is a wavy line, the second is a zigzag line, the third is a wavy line, the fourth is a sharp zigzag line, and the fifth is a wavy line. To the right of each row is a small illustration of Skye in a different pose: sitting with wings, sitting, running, flying with wings, and running.



**RUBBLE**

Ligue o RUBBLE as sombras corretas





**MARSHALL**

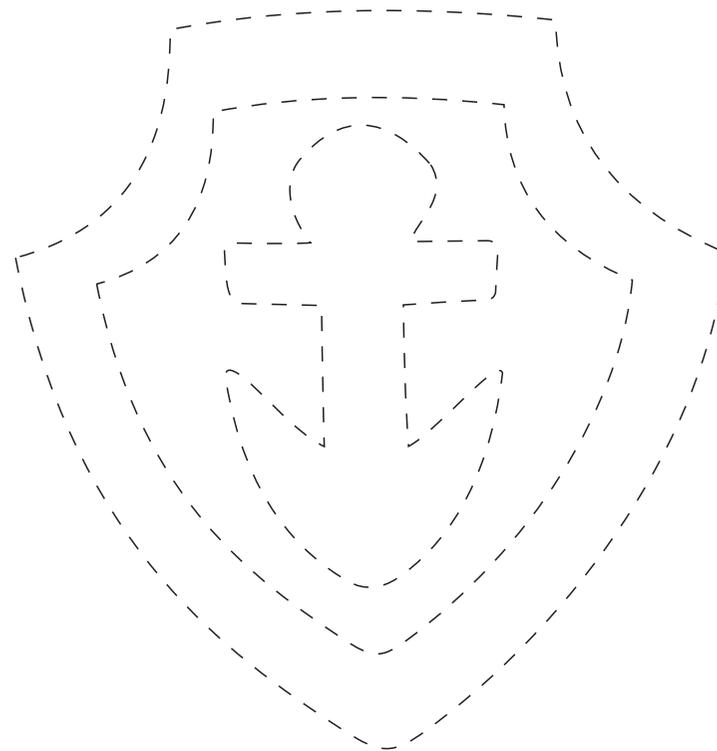
Contorne e pinte os olhos do  
MARSHALL





**ZUMA**

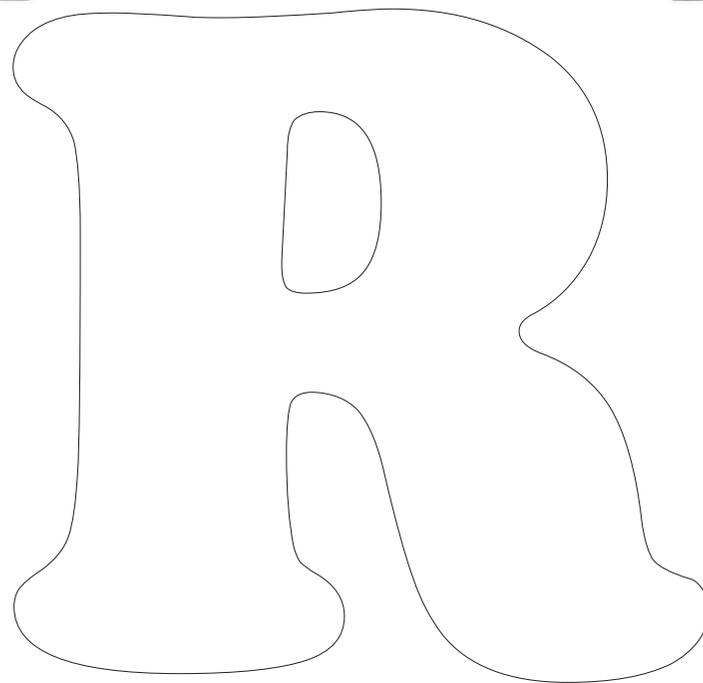
Contorne as linhas pontilhadas, e depois pinte o escudo da Zuma!





**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.

