

# HERO COUPON BOOK

**BE A HERO IN YOUR HOUSE AND  
GIVE THESE CHORE COUPONS  
TO YOUR PARENT!**

## **DIRECTIONS:**

- PRINT OUT THE FOLLOWING TWO PAGES
- WITH THE HELP OF AN ADULT CUT OUT ALL THE COUPONS
- SIGN YOUR NAME TO EACH COUPON AND STACK THEM IN A PILE
- PUT THE COVER PAGE ON TOP AND USE A PAPER-CLIP OR BINDER CLIP TO HOLD THEM TOGETHER
- GIVE THE COUPONS TO YOUR PARENT SO THEY CAN REDEEM THEM FROM YOU







COUPON GOOD FOR

HELP WITH DOING THE DISHES

FROM:

A cartoon illustration of Mr. Incredible in his red superhero suit, running to the right.

COUPON GOOD FOR

HELP FOLDING THE LAUNDRY

FROM:

A cartoon illustration of Mr. Incredible and Baby Jack-Jack. Mr. Incredible is on the left, and Baby Jack-Jack is on the right, holding a black laundry bag.

COUPON GOOD FOR

CLEANING THE BATHROOM

FROM:

A cartoon illustration of Baby Jack-Jack in his red superhero suit, standing with his arms raised.

COUPON GOOD FOR

VACUUMING THE LIVING ROOM

FROM:

A cartoon illustration of Mrs. Incredible in her red superhero suit, with her hands raised as if using her super strength.

COUPON GOOD FOR

DUSTING THE HOUSE

FROM:

A cartoon illustration of Mrs. Incredible in her red superhero suit, with her hands raised as if using her super strength.

COUPON GOOD FOR

CLEANING UP MY ROOM

FROM:

A cartoon illustration of Baby Jack-Jack in his red superhero suit, using his super vision to clean up.

COUPON GOOD FOR

PLAYING A BOARD GAME TOGETHER

FROM:

A cartoon illustration of Mr. Incredible in his red superhero suit, running to the right.

COUPON GOOD FOR

GIVING THE PETS FOOD AND WATER

FROM:

A cartoon illustration of Mr. Incredible in his red superhero suit, running to the right.

COUPON GOOD FOR

WATCHING A MOVIE TOGETHER

FROM:

A cartoon illustration of Mrs. Incredible in her red superhero suit, running to the right.



COUPON GOOD FOR

EATING ALL MY VEGETABLES

FROM:



COUPON GOOD FOR

NO ELECTRONICS AT THE TABLE

FROM:



COUPON GOOD FOR

NO COMPLAINING FOR ONE DAY

FROM:



COUPON GOOD FOR

ANY CHORE OF YOUR CHOICE

FROM:



COUPON GOOD FOR

ORGANIZING MY CLOSET

FROM:



COUPON GOOD FOR

GIVING YOU ONE HOUR OF QUIET

FROM:



COUPON GOOD FOR

MAKING MY BED FOR A WEEK

FROM:



COUPON GOOD FOR

TAKING OUT THE TRASH

FROM:



COUPON GOOD FOR

WATERING THE PLANTS

FROM:



COUPON GOOD FOR

A HUG ANYTIME YOU WANT

FROM:





# SUPERS DOOR HANGERS

MAKE THESE DOOR HANGERS TO SIGNAL HOW YOU'RE FEELING



Disney · PIXAR  
**INCREDIBLES 2**

IN THEATERS JUNE 15

**STEP 1:**  
PRINT THE  
FOLLOWING  
THREE PAGES  
OUT ON THICK  
PAPER.

CUT OUT  
ALONG THE  
DOTTED LINES.

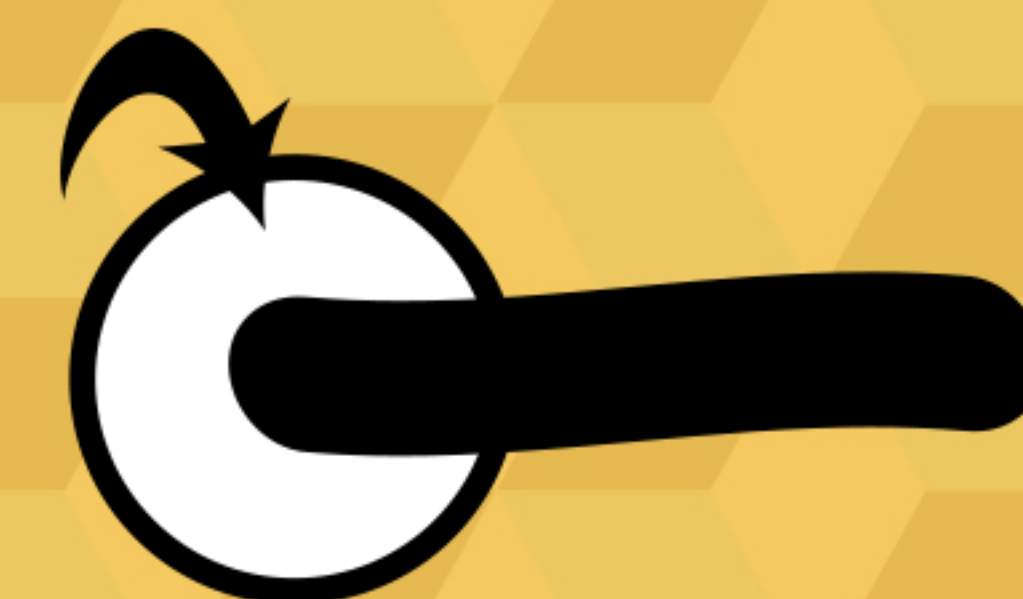


**STEP 2:**  
FOLD EACH  
HANGER IN  
HALF AND  
GLUE OR TAPE  
TOGETHER.



**STEP 3:**  
SLIDE THE  
DOOR HANDLE  
THROUGH THE  
SLIT TO HANG.

CHOOSE  
WHICH ONE  
REFLECTS HOW  
YOU FEEL.







CUT  
CIRCLE  
OUT

CUT

**FEELING  
INCREDIBLE  
TODAY**



**ENTER**

Disney · PIXAR  
**INCREDIBLES 2**

FOLD



CUT  
CIRCLE  
OUT

CUT

**CHILLIN',  
IN  
HERE**



**STAY OUT**

Disney · PIXAR  
**INCREDIBLES 2**







CUT

CUT  
CIRCLE  
OUT

FOLD



CUT

CUT  
CIRCLE  
OUT

**MAKE IT  
QUICK**



**COME IN**

Disney · PIXAR  
**INCREDIBLES 2**

**FORCE  
FIELD UP  
TODAY**



**STAY OUT**

Disney · PIXAR  
**INCREDIBLES 2**





CUT



CUT  
CIRCLE  
OUT

**KICKIN'  
BACK**



**COME IN**

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**INCREDIBLES 2**

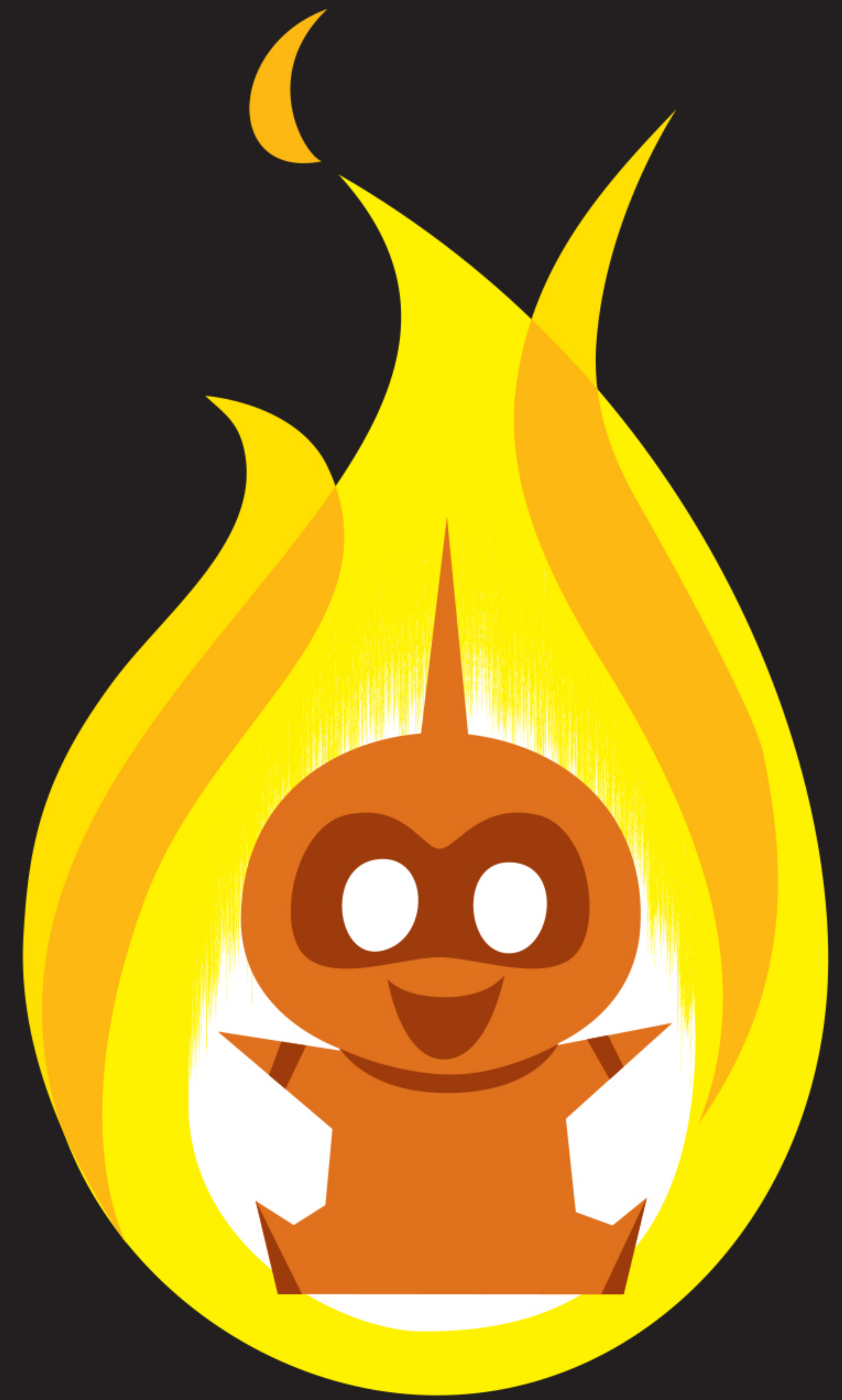
FOLD



CUT  
CIRCLE  
OUT

CUT

**ANYTHING  
COULD  
HAPPEN**



**STAY OUT**

Disney · PIXAR  
**INCREDIBLES 2**

CUT



# INCREDIBLE MEMORY CARD GAME



FOLD

Disney · PIXAR



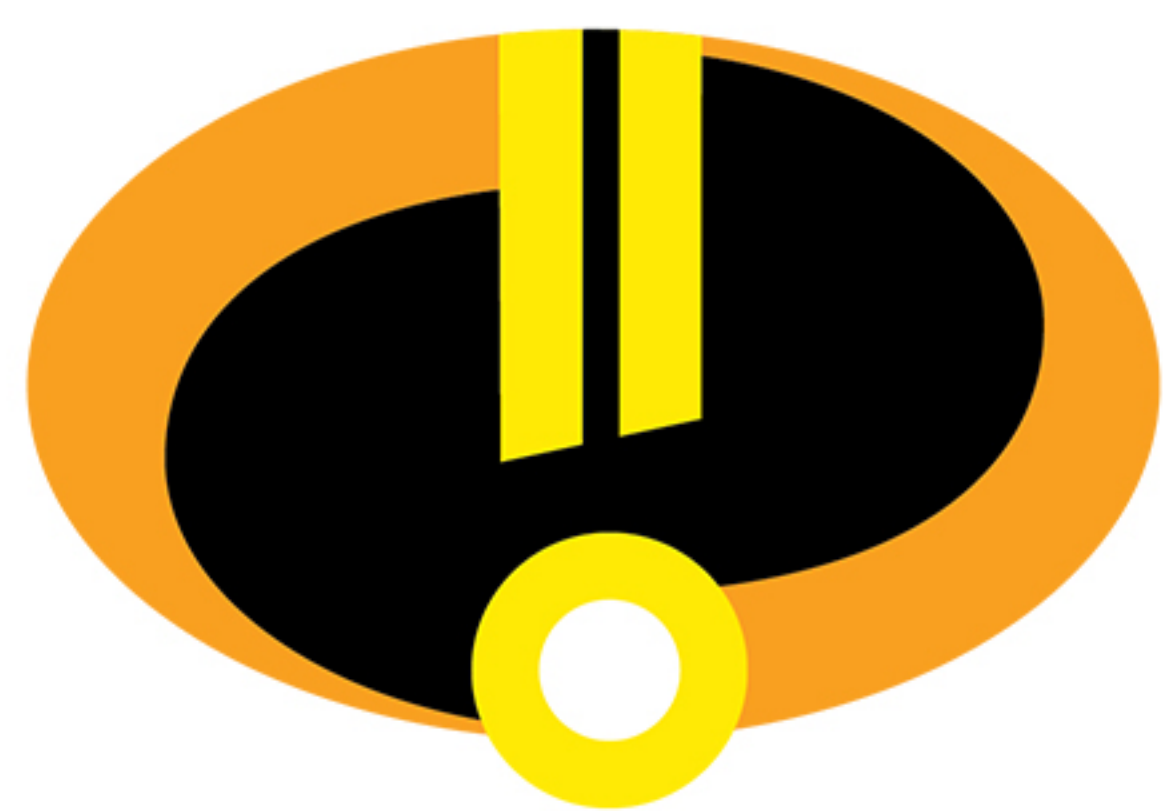
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FOLD



IN THEATERS JUNE 15  
**INCREDIBLES 2**



Disney · PIXAR

Have an adult cut out the cards from all six pages. Fold each card on the indicated line and glue or tape the inside to make a two-sided card with the logo on one side and the character on the other. Place the cards character-side down on a smooth surface and mix them up. Turn over two cards at a time to see if they match exactly. If they don't, turn them face down again. Take turns turning over cards using your memory to recall where a matching card may be located. The person who matches the most pairs wins!

IN THEATERS JUNE 15  
**INCREDIBLES 2**



Disney · PIXAR

FOLD



FOLD

Disney · PIXAR



## INCREDIBLES 2

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# INCREDIBLE MEMORY CARD GAME



FOLD

Disney · PIXAR



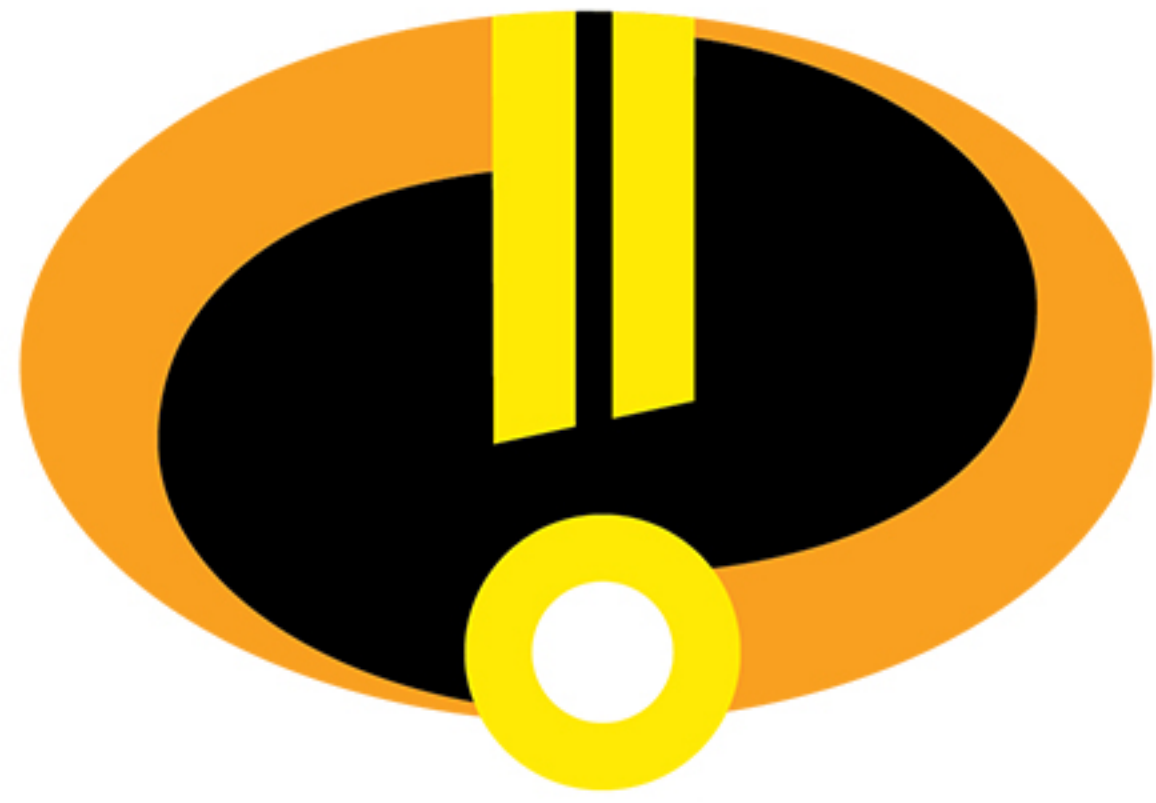
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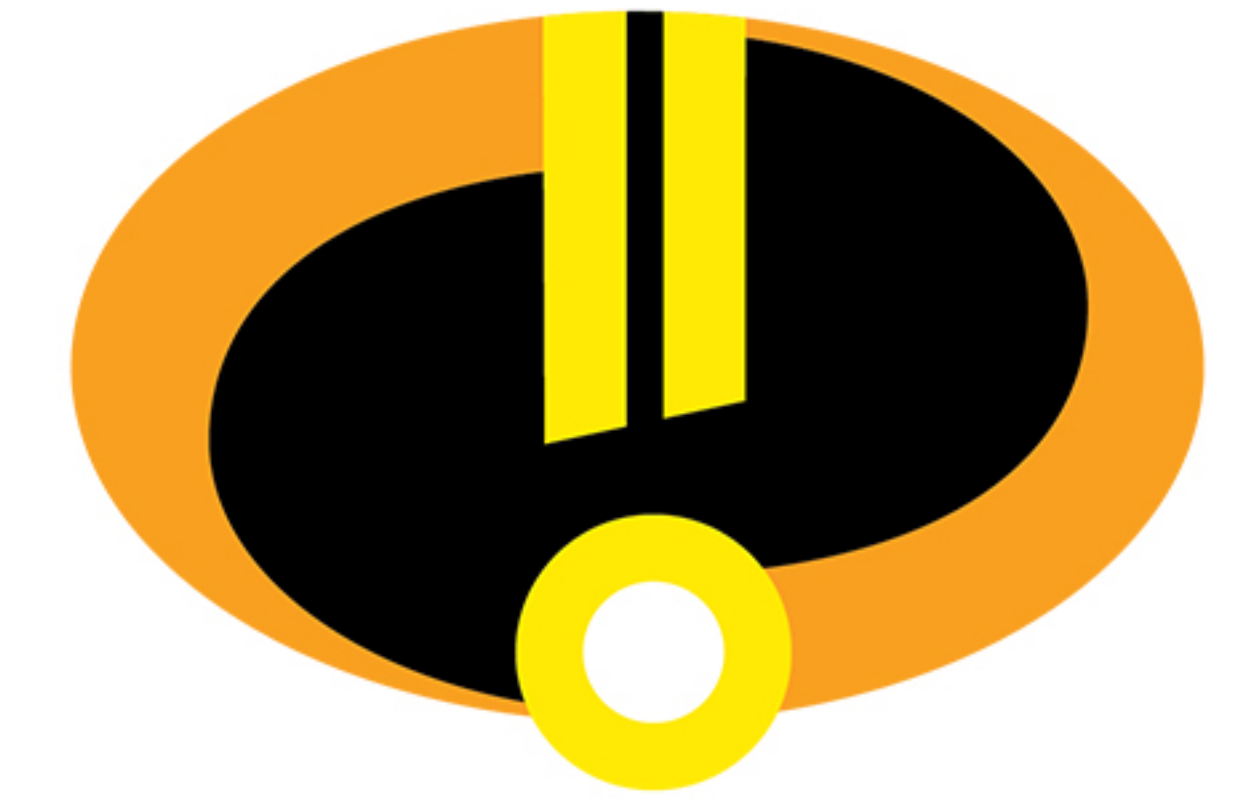
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FOLD

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FOLD



# INCREDIBLE MEMORY CARD GAME



FOLD

Disney · PIXAR



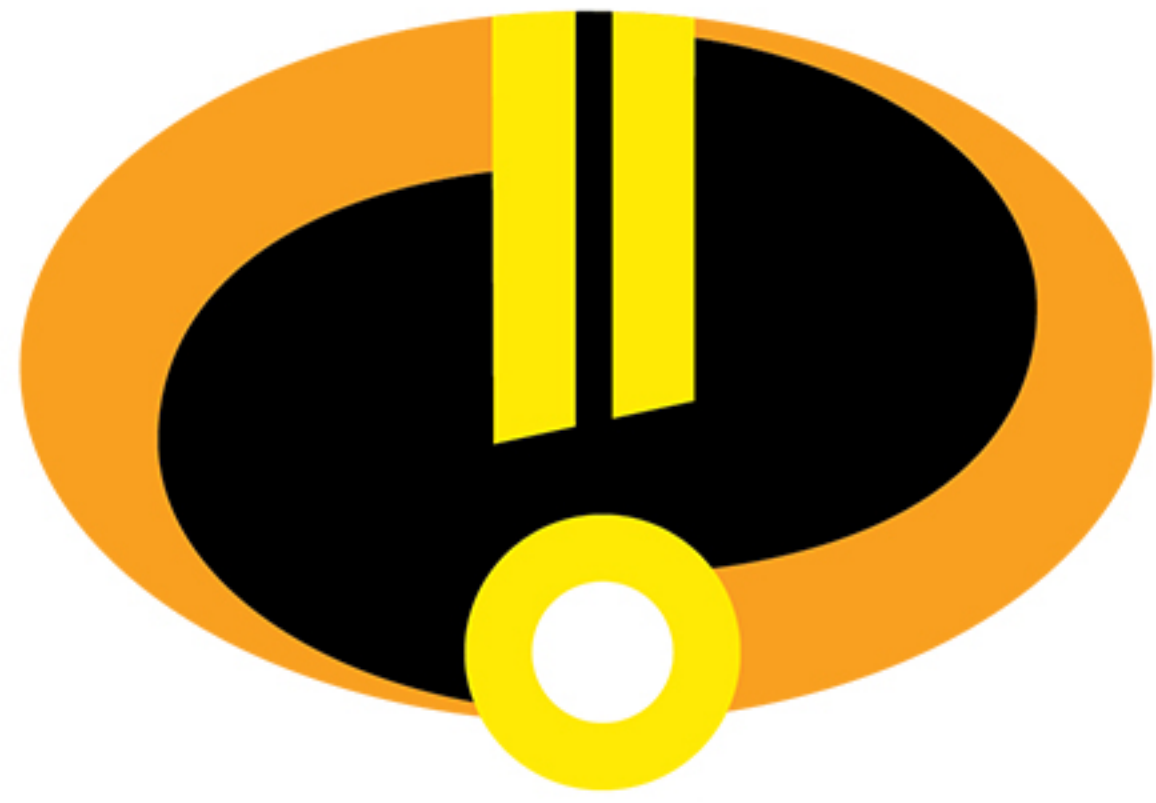
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FOLD



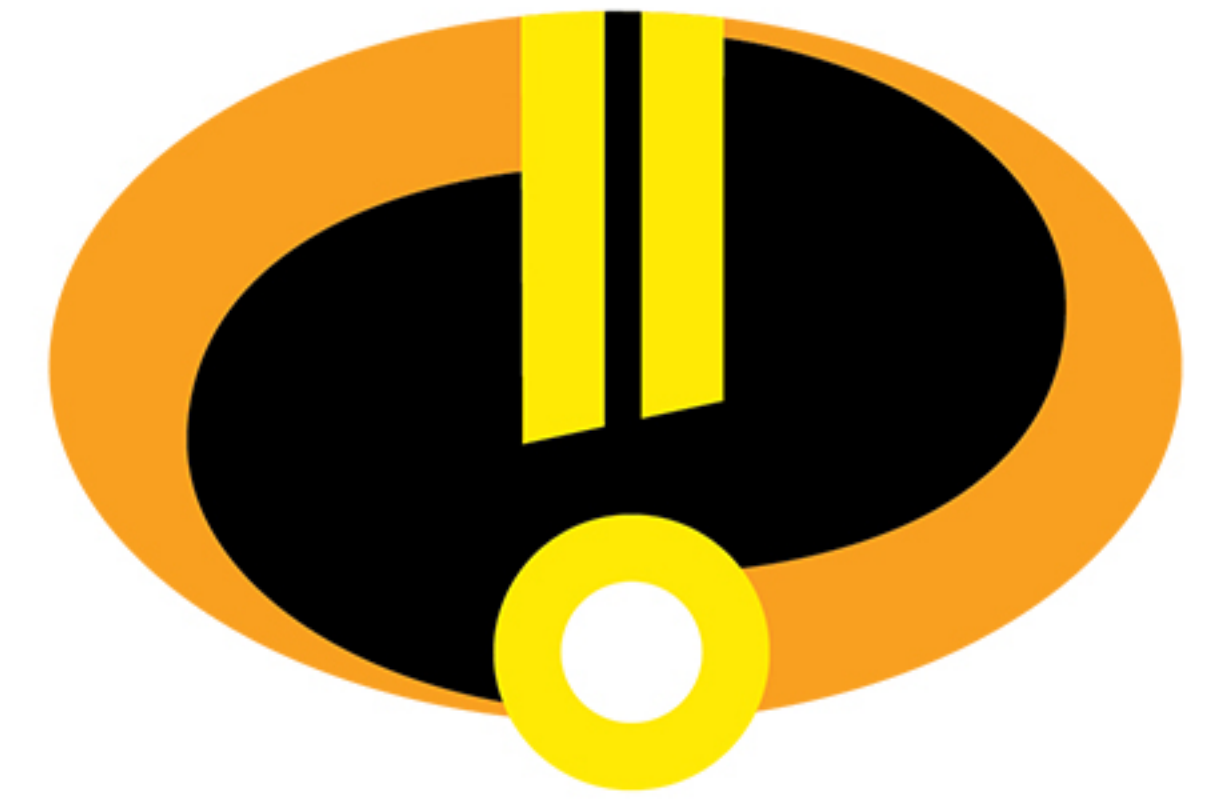
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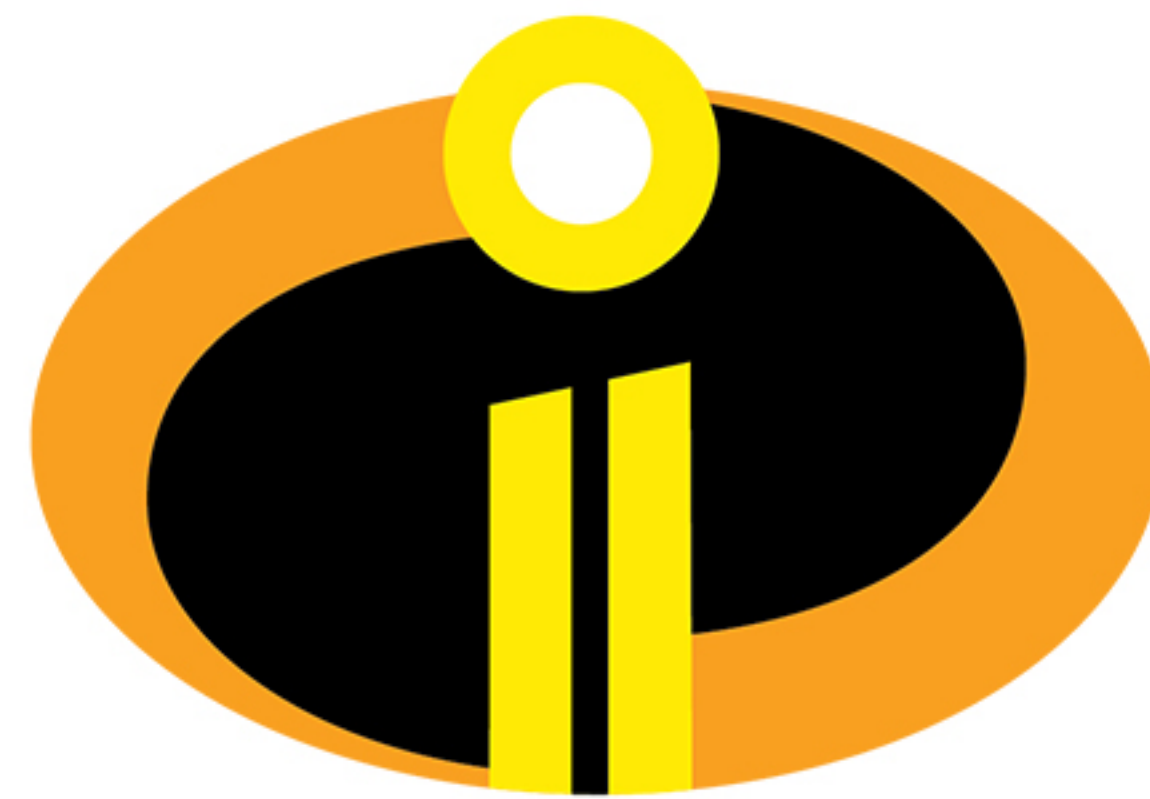
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FOLD



FOLD

Disney · PIXAR



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# INCREDIBLE MEMORY CARD GAME



FOLD

Disney · PIXAR



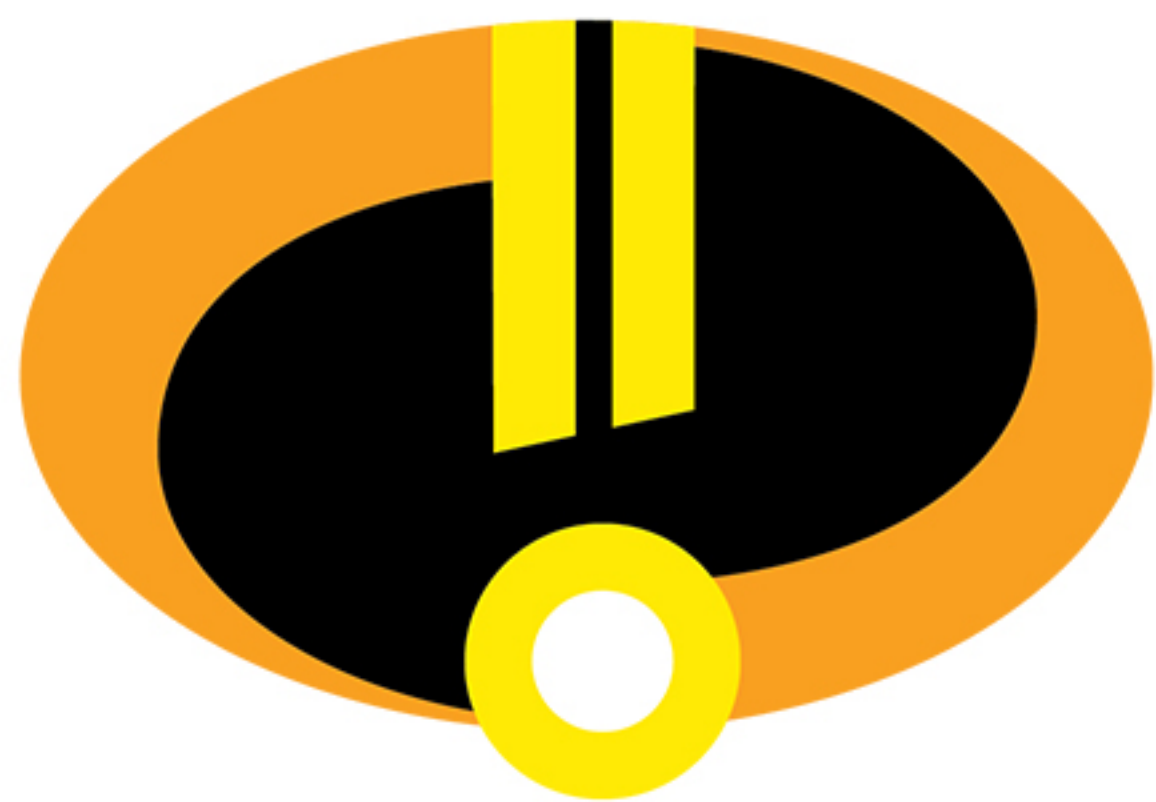
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**INCREDIBLES 2**



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FOLD



FOLD

Disney · PIXAR



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IN THEATERS JUNE 15





# INCREDIBLE MEMORY CARD GAME



FOLD

Disney · PIXAR



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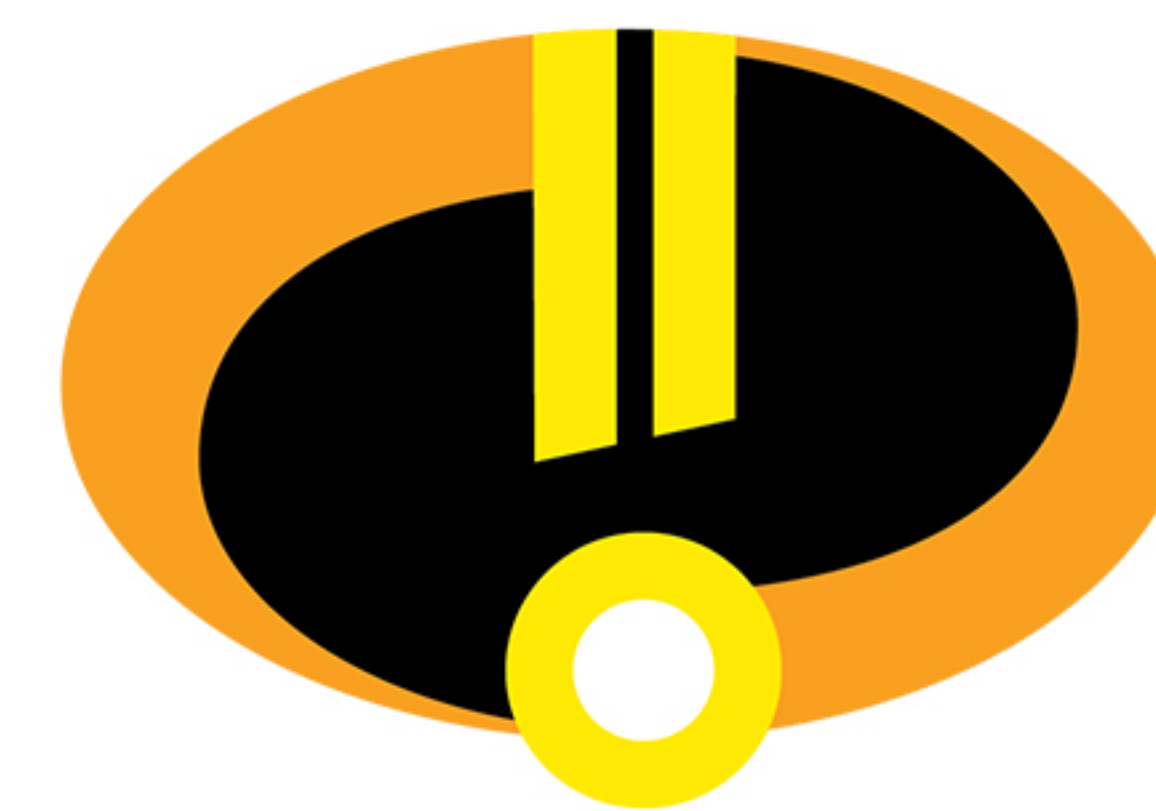


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FOLD



FOLD

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FOLD





# INCREDIBLE MEMORY CARD GAME



FOLD

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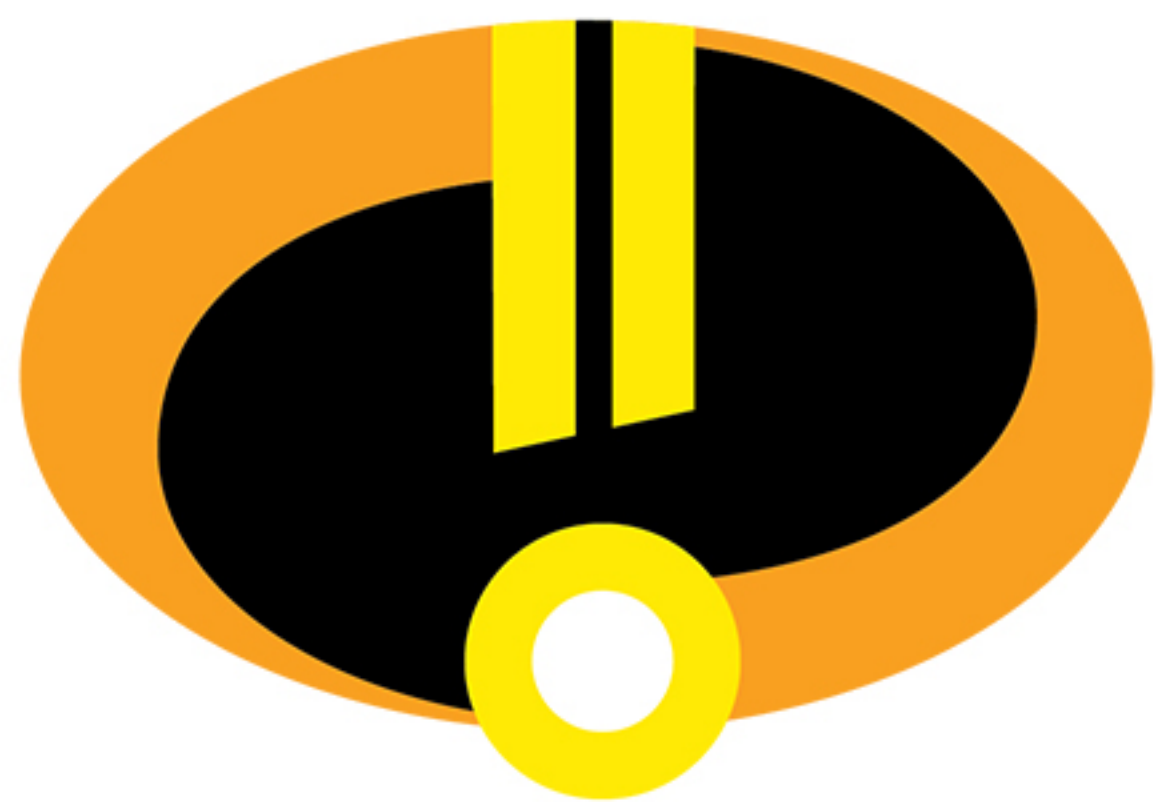
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FOLD



FOLD

Disney · PIXAR



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# MISSION: UNDERMINER

Find the path that leads the Incredibles to the Underminer's Drill. Use the arrows to move up, down, left or right. If you reach an explosion, try using a different route.

START

The maze is a 10x10 grid. The start is at the top right (row 1, column 10) and the finish is at the bottom left (row 10, column 1). Red explosion icons are located at (2,2), (3,1), (4,3), (5,1), (6,3), (7,5), (8,7), (9,9), and (10,10). Arrows indicate movement directions: up, down, left, and right. A path of arrows leads from the start to the finish.

FINISH

SOLUTION: E