

Chapter 1: After the Storm

In the town of Huntsville there lived six friends: Blaze the tiger, Amelia the panther, Scout the badger, Sally the squirrel, Tracker the meerkat, and Lucy the owl. Together they loved to go on exciting outings, hang out at their club tree house, or spend time with their friend and mentor, Mr. Morrie. They called themselves the Adventure Club.

One evening a heavy wind blew dark clouds over the tree house. The storm rocked the tree back and forth, tearing off branches and twisting the trunk. Weakened, the trunk finally snapped, and the majestic tree crashed to the ground. The kids arrived the next morning to find their clubhouse destroyed.

"What are we going to do now?" asked Sally. "We don't have a place to meet anymore."

Blaze lifted a broken plank and noticed a few sheets of paper and some crayons that had survived the storm. He picked them up and turned to the others. "Let's build a new one! We can draw up the plans ourselves and make it even better."

The whole group thought this was a great idea, and together they spent hours drawing what they hoped would be the best tree house ever.

"We should show this to Mr. Cumberland and ask him how much it will cost to build," suggested Amelia.

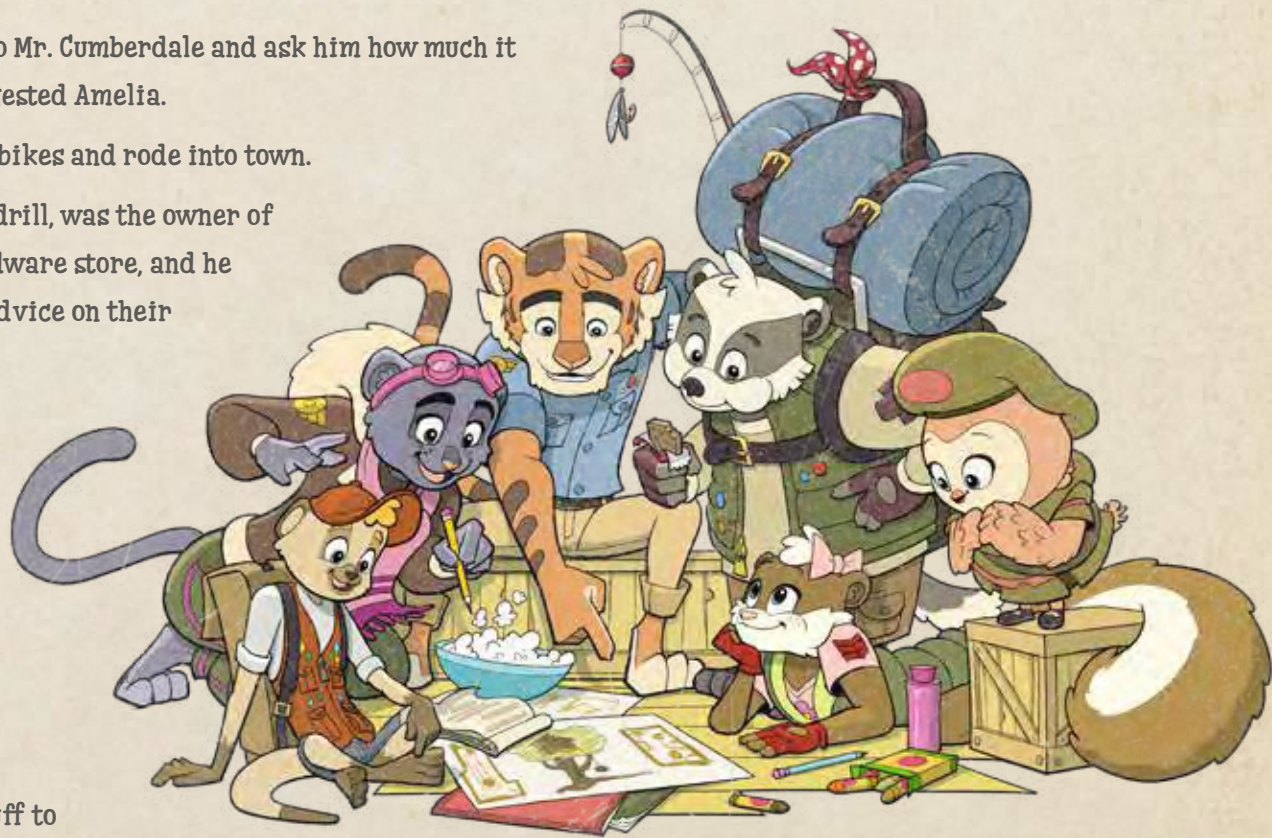
They all leapt on their bikes and rode into town.

Mr. Cumberland, a mandrill, was the owner of the Helping Hands Hardware store, and he always gave the kids advice on their building projects.

Mr. Cumberland looked over the kids' tree house plans carefully.

"Well," he said, scratching his chin, "it's a very grand tree house, but how are you going to pay for the stuff to build it?"

"How much will it cost?" asked Lucy timidly.



Mr. Cumberland squinted at the plans. "I'll have to make a list of all the materials you need, but it will cost a lot more than you spend on comic books each week!"

The kids were disappointed, but they thanked Mr. Cumberland, got on their bikes, and started riding back.

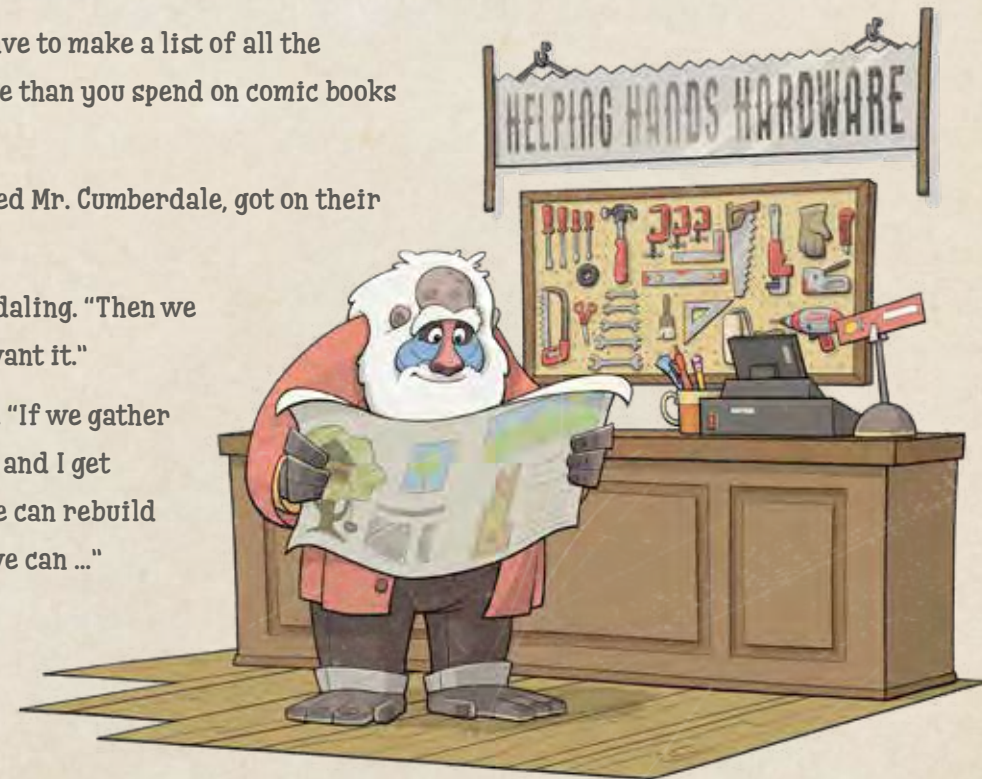
"I wish we had a money tree," said Scout, pedaling. "Then we could build our tree house just the way we want it."

"Well, that's not going to happen," said Blaze. "If we gather up the lumber from the wrecked tree house, and I get some nails and tools from my dad, maybe we can rebuild it in one of the other trees nearby. I think we can ..."

Suddenly, a newspaper caught by the wind spun down the street and flew right into Tracker's face.

"Aah, I can't see!" Tracker yelled.

He swerved left and right as he clawed at the newspaper. His bike ran off the road, plowing into a nearby tree. All his friends hurried over to make sure he wasn't hurt. As they pulled the newspaper from his face and picked him up, one of them noticed the exciting headline: "Find the Lost Compass; Large Cash Reward." They all gathered around and read about the Grand Compass, older than the town of Huntsville, which led to a lost city. The museum was offering a lot of money to anyone who could find it.



"Whoa," said Lucy, her beak falling open and her eyes going wide. "If we found that compass, I bet we could build a hundred tree houses!"

"Let's go ask Mr. Morrie about it!" said Scout.

They all hopped back on their bikes and raced toward the town's museum.

Mr. Morrie, a turtle, was the curator who ran the museum. He had assisted the Adventure Club before, so when all six of them came running into his office, he guessed they were interested in the compass.

"The compass," Mr. Morrie told them, "supposedly points to the Golden City. But no one has seen the compass for a long time." He pointed at a set of photos on the wall that featured an ocelot, a wolf, and a buzzard, all in adventuring gear. "Three adventurers," Mr. Morrie continued, "Ottmar von Ocelot, Lupen Valentino, and Benjamin Buzzard, searched for the compass all over these parts for years. They sent back notes and maps on their progress, but no one has heard from the explorers in some time."

"So we don't have any leads?" asked Blaze.

"It's not as hopeless as you think," said Morrie. "Here—take these." He handed the kids three notebooks. "These are their field notes telling where they searched. If you follow their work and the maps they drew, maybe you'll find the compass!" Mr. Morrie turned and pulled a box of walkie-talkies off the shelf. "Take these as well," he said, handing them several. "An old friend of mine gave them to me recently. We can use them to talk to each other over long distances, and you can call me for help if you ever need it."

The kids thanked Mr. Morrie and eagerly looked over the journals as they left the museum. They decided to search for the compass in groups of two: Tracker and Lucy would follow Buzzard's notes into Dodge Desert, Scout and Sally would follow Valentino's notes into Mossy Forest, and Blaze and Amelia would follow von Ocelot's notes into Green-Leaf Jungle.

They did not know it at the time, but this would be one of the Adventure Club's most exciting journeys yet.



TRACKERS



SCOUTS

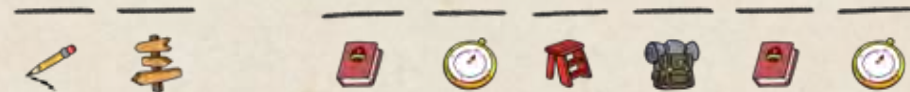
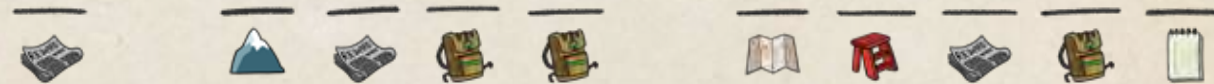


TRAILBLAZERS



LESSON 1: **THE CHURCH IS MADE UP OF CHRISTIANS**

MEMORY VERSE: **MATTHEW 16:18** – And I tell you, you are Peter, and on this rock *I will build my church*, and the gates of hell shall not prevail against it.



b c d h i l m r u w y

Use the letter key above to fill in the blanks and reveal the hidden message.



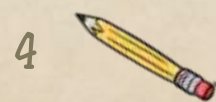
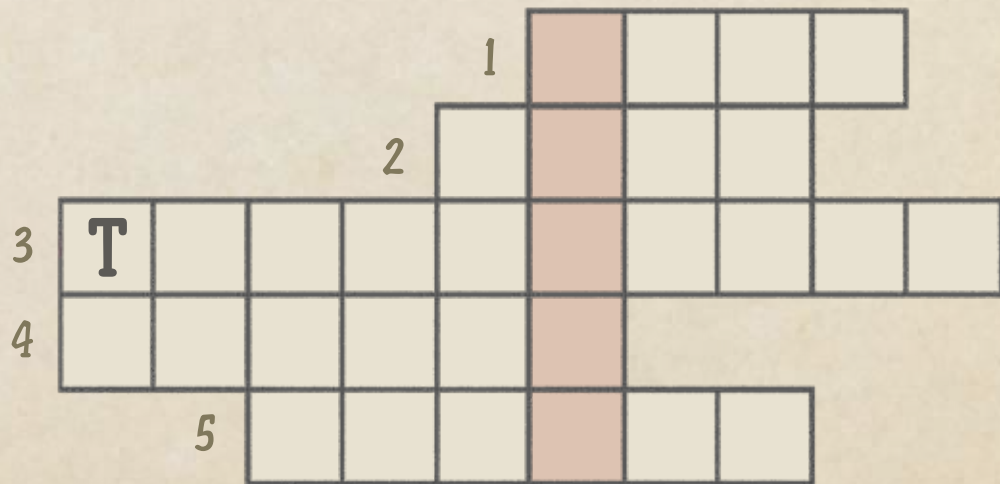
Can you find all of the hidden items in the picture?

Once you are done, make sure to color it in.



LESSON 2: THE CHURCH IS THE BODY OF CHRIST

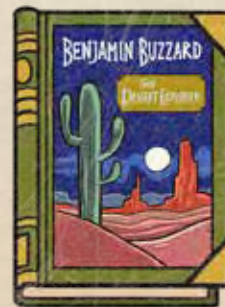
MEMORY VERSE: **EPHESIANS 5:23** – For the husband is the head of the wife even as *Christ is the head of the church*, his body, and is himself its Savior.



Ask someone to help spell the words and fill in the boxes to this crossword puzzle to reveal a hidden word.

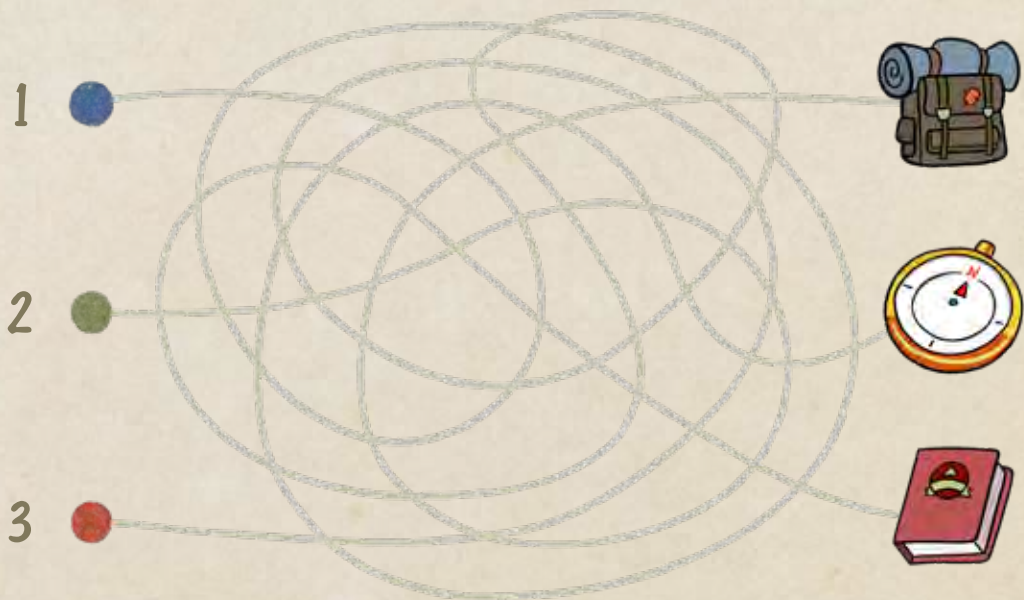
Find the Matching Books

Look at all these books by Benjamin Buzzard! There are two books that are exactly the same. Those two are the correct books for Tracker and Lucy to use on their adventure. Can you find them?



LESSON 3: THE CHURCH IDENTIFIES WITH CHRIST

MEMORY VERSE: **MATTHEW 28:19** – *Go therefore and make disciples of all nations*, baptizing them in the name of the Father and of the Son and of the Holy Spirit.



Can you find which line goes to the red book? Is it number 1, or 2, or 3? Trace the lines with your finger or a pencil.



Tracker and Lucy are packing to go on their adventure. What items would you pack into their backpack?

LESSON 4: THE CHURCH IS UNITED IN CHRIST

MEMORY VERSE:



1 CORINTHIANS 1:10 – I appeal to you, brothers, by the name of our Lord Jesus Christ, that all of you agree, and that there be no divisions among you, but that you *be united in the same mind and the same judgment.*



S	U	N	I	T	E	D	F
J	U	D	G	M	E	N	T
X	L	G	A	I	N	W	H
P	T	S	C	N	M	B	E
L	J	F	B	D	D	K	C

Be • United • In • The • Same • Mind • And • Judgment

Can you find all of the words above in this "Word Search" game?

Penny Matching Game



Rules of play on page 115.

LESSON 5: THE CHURCH REMEMBERS CHRIST

MEMORY VERSE: 1 CORINTHIANS 11:26 – For as often as you eat this bread and drink the cup, you *proclaim the Lord's death until he comes.*



Play this game with a another person. Choose a backpack and then take turns dropping pennies onto them from four inches above your backpack. The first one to completely cover their backpack wins. Hint: you will have to stack pennies.

Start



Tracker's Eye Maze



Wow! Look at all the Trackers. Beginning at the "Start" arrow, follow Tracker's eyes as they look at the next Tracker (left, right, up and down) through the whole maze all the way to the one Tracker that is looking right at you.