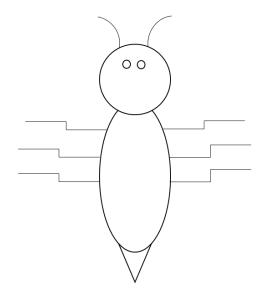
Beetle Drive Instructions

Equipment Required:

- 1 Game Sheet per player
- 1 pencil per player
- 1 dice for every 4 players
- Tables and chairs



Rules:

4 players per table. The youngest player rolls the dice first, and then each player takes a turn in a clockwise direction.

Players must draw the body first, so they cannot start playing until they've thrown a six. Players must also draw a head (throw a five) before they can draw the eyes or antennae on their beetle.

The first player from each table to draw a completed beetle shouts 'BEETLE' and scores 14 points. All other players at the table score 1 point per body part.

Players will compete in their tables for six rounds. At the end of the Beetle Drive, the winner is the player with the most points from all six rounds totaled. In the event of a tie, those two players throw the dice and the highest throw wins.





Beetle Drive Game Sheet

Rules:

- You need a 6 to start, no parts can be drawn without a body
- You need a 5 for a head before you can add eyes or antennas
- A complete beetle will have a body, a head, a tail, 2 eyes, 2 antenna and 6 legs.

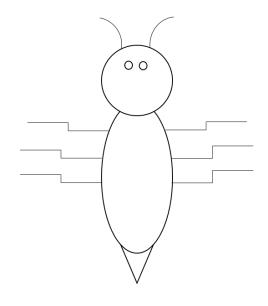
1: Eye

2: Antenna

3: Leg

4: Tail

5: Head



Game	1	2	3	4	5	6	Total
Score							









Beetle Drive Game Sheet

Rules:

- You need a 6 to start, no parts can be drawn without a body
- You need a 5 for a head before you can add eyes or antennas
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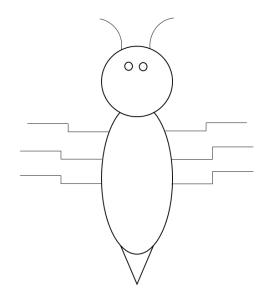
1: Eye

2: Antenna

3: Leg

4: Tail

5: Head



Game	1	2	3	4	5	6	Total
Score							







Beetle Drive Game Sheet

Rules:

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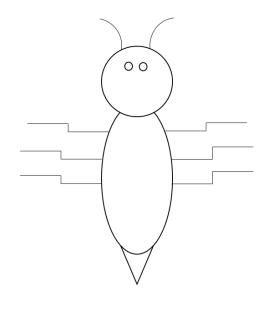
1: Eye

2: Antenna

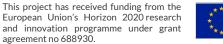
3: Leg

4: Tail

5: Head



Game	1	2	3	4	5	6	Total
Score							









Beetle Drive Game Sheet

Rules:

- You need a 6 to start, no parts can be drawn without a body
- You need a 5 for a head before you can add eyes or antennas
- A complete beetle will have a body, a head, a tail, 2 eyes, 2 antenna and 6 legs.

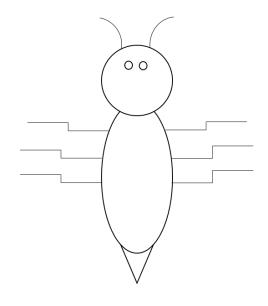
1: Eye

2: Antenna

3: Leg

4: Tail

5: Head



Game	1	2	3	4	5	6	Total
Score							







