

Beetle drive - game rules

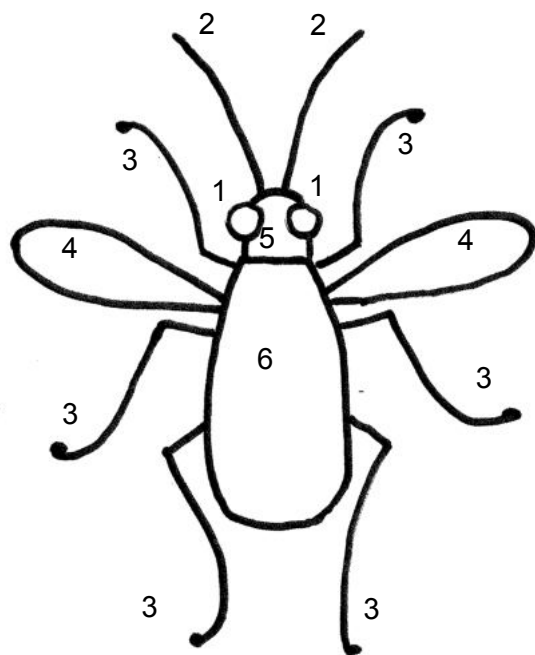
What do I need ?

You should have 4 players in your team, a dice, a beetle drive game sheet and a pen.

What is the game about?

The aim of the game is to be the first player to draw a complete beetle and shout 'BEETLE'. Each part of the beetle's body has a number that matches a number on the dice:

Dice	Beetle part	Important details
1	Eyes	you have to roll a 1 twice to draw both eyes
2	Antennae	you have to roll a 2 twice to draw both antennae
3	Legs	you have to roll a 3 six times to draw all six legs
4	Wings	you have to roll a 4 twice to draw both wings
5	Head	you have to roll a 5 to draw the head before you can draw the antennae and eyes
6	Body	you must roll a 6 first to draw the beetle body



How to play?

Within your group of 4 players, take it in turns to throw the dice and draw the beetle body parts. Remember you need to roll a 6 for the body to start the game. Keep rolling in turn until **either** someone in your group completes the full beetle and shouts 'BEETLE' (loud so the whole room can hear!) **or** someone on another table has shouted 'BEETLE'. Your steward will be on hand to help.

Don't forget to total your score...

Once 'BEETLE' has been called the game will end. Each member of the group works out their score; 1 point for each part of the beetle that you have drawn. The person with the highest score on your table has won your game and now moves to the next table (in an anti-clockwise direction, following the arrow). If 2 people on the table have the same highest score, then the youngest person moves.

Winners move anti-clockwise

The next game then starts with a new beetle being drawn.

Buglife - The Invertebrate Conservation Trust is a charity registered at Allia Future Business Centre, London Road, Peterborough, PE2 8AN.