

How to play

Each player takes turns rolling the dice. You need to roll a six to begin drawing. When you roll a six you can draw the beetle's body. Keep adding body parts as you roll the matching numbers.










When you complete your beetle, shout 'beetle' as loudly as you can! This ends the game for the entire room. If someone shouts beetle, you should stop playing and count the body parts you've drawn. Give yourself one point per body part. If you have completed your beetle - well done! - you get 14 points. Write your score on your sheet.

If you are the player on your table to receive the most points, move up one table (e.g. from table four to table five). If you are the lowest scoring player on your table, move down one table (e.g. from table two to table one). Now it's time to start again!

Once you've finished all of the games, count up your total score. The player with the highest score overall is the winner!



Player name _____

1  Score _____	2  Score _____	3  Score _____
4  Score _____	5  Score _____	6  Score _____
7  Score _____	8  Score _____	9  Score _____

Grand total _____



Throws (You MUST throw a six to start)

-  Body (1)
-  Tail (1)
-  Antenna (2)
-  Head (1)
-  Leg (6)
-  Eye (2)

