

Beetle drive: how to play

Have four players on each table. The youngest player rolls the dice first, then play continues clockwise.

Players throw the dice in turn and draw body parts of the beetle depending on the dice they have thrown.

- There are 14 body parts to draw: a body, a head, six legs, two wings, two antennae and two eyes
- You must throw a six to start – to draw the body
- Throw a five – draw the head
- Throw a four – draw the wings
- Throw a three – draw a leg
- Throw a two – draw an antennae
- Throw a one – draw an eye

You must draw the body before anything else, so you can't start until you throw a six. You must draw a head (five) before you can draw the eyes and antennae.

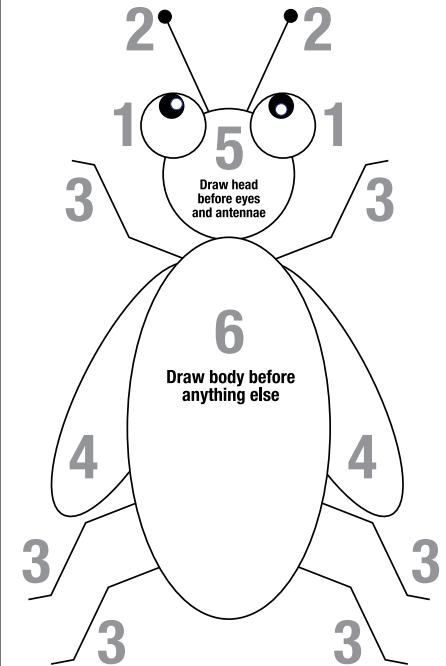
It doesn't matter what your beetle looks like!

The first player to draw a complete beetle shouts 'BEETLE' and scores the maximum 14 points for that round. Everyone else counts up how many body parts they have drawn, and scores one point per body part.

In the event of a tie, the two players with the same number of points rolls a dice and the one with the highest throw becomes the overall winner.

At the end of the beetle drive, the winner is the person who has accrued the most points across all the games played.

Tips and advice

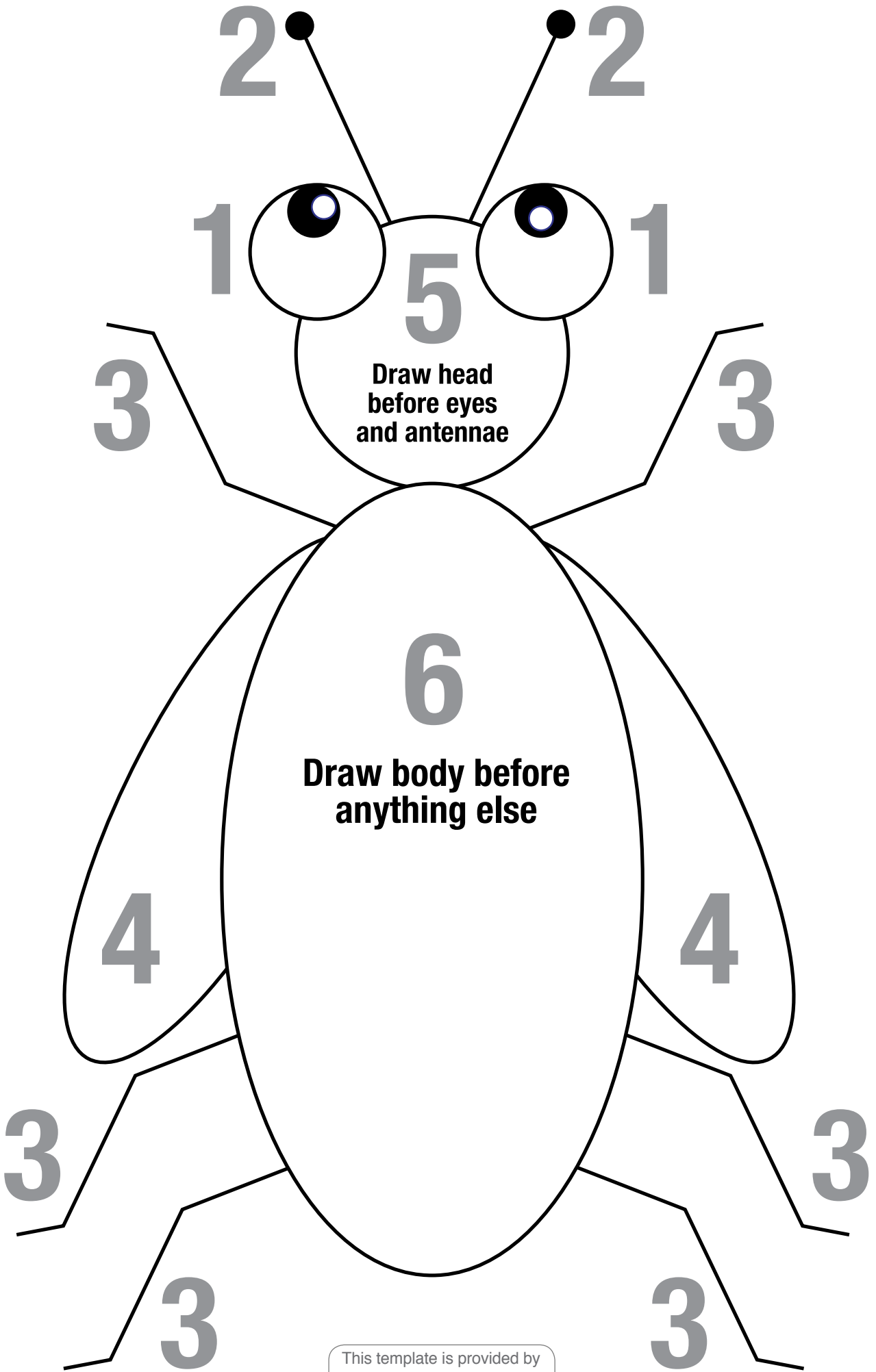


Template: Print off the A4 template supplied (page 2) and display it at your event. This will remind players which number corresponds to which body part and will demonstrate how the finished beetle should look!

Theme it: If you're a football club with an animal for a mascot, use this as a basis for your event. Similarly, if running a beetle drive around Christmas, consider asking players to draw a snowman or reindeer instead.

For more ideas and advice, visit letsgetfundraising.co.uk

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Draw head
before eyes
and antennae

Draw body before
anything else