Beetle Drive
Throw a six to start!

EUAN MACDONALD CENTRE
Vital research into motor neurone disease

Thank you for hosting a Beetle Drive in aid of the Euan MacDonald Centre for Motor Neuron Disease Research. The goal of Beetle Drive is to be the first player to draw a complete beetle and score points based on the parts drawn. The game is played in rounds, and the player with the highest total score at the end wins.

You'll need
Dice: Either one dice per player or one per team
Score Sheets: To keep track of scores for each round (plain paper will suffice!)
Pencils: A pencil for each player
Beetle Template: A template of the beetle to be drawn

Setup
Ideally, gather 4 to 6 players at each table. Each player receives a score sheet and a pencil. The team usually share a dice, but it can be played with a dice each. The youngest player starts the game by rolling the dice first, and play continues clockwise.

Rolling the Dice
Players take turns rolling the dice and drawing parts of the beetle based on the number rolled. Each player must roll a six to start.

Shouting 'BEETLE!'
The first player to complete their beetle shouts "BEETLE!" and the round ends. All players then count their drawn parts and score 1 point for each part completed.

Scoring
The player who completed their beetle scores the maximum points for that round (14 points if all parts are drawn). Other players score based on the number of parts they have drawn.

Moving Tables
After each round, players may move to a different table to play with new opponents, adding a social element to the game.

The person with the highest score moves clockwise. The person with the lowest score moves anti-clockwise. If two people on the table have the same highest or lowest score, then the youngest person moves.

Winning the Game
After a predetermined number of rounds, players total their scores. The player with the highest score wins. In case of a tie, tied players can roll the die, and the highest number wins.

⚅	6. Draw the body	You must have the body, before drawing any other body parts.	x1
⚄	5. Draw the head		x1
⚃	4. Draw a wing		x2
⚂	3. Draw a leg		x6
⚁	2. Draw an antenna	You must have the head, before drawing the antenna.	x2
⚀	1. Draw an eye	You must have the head, before drawing the eyes.	x2

Antenna · Antenna · Eye · Eye · Leg · Leg · Head · Wing · Wing · Leg · Body · Leg · Leg · Leg
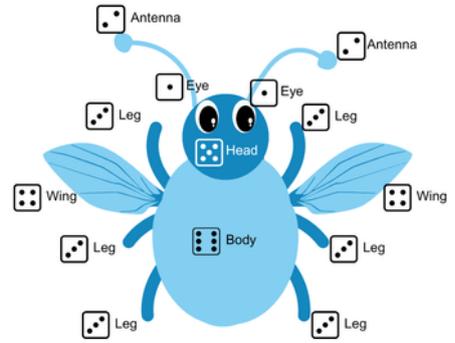
Round 1

Round 2

Round 3

SCORES

1

2

3

4

5

6

7

8

9

Round 4

Round 5

Round 6

Round 7

Round 8

Round 9

Total

Thank you for donating.