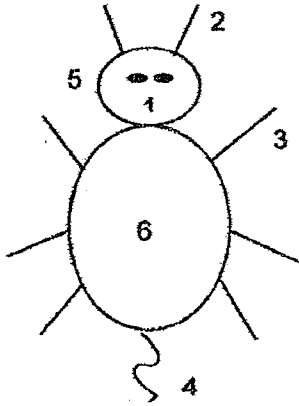


BETLE DRIVE



Each part of the beetle corresponds to a number on the dice, as shown. Players take it in turns to roll the dice. You need a six to start in order to draw a body. Then other parts can be added as the numbers are thrown. Only when a head has been drawn can feelers and eyes be added. The first player to complete a beetle shouts "Beetle!" and wins that game. All tables must immediately stop playing. Add up your score (1 point per body part) and enter it in the appropriate box on the right hand side of the sheet. From each table the highest scorer moves up a table and the lowest scorer moves down a table. Body - 6, head - 5, tail - 4, legs - 3, feelers - 2, eyes - 1.

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

PLAYERS NAME:

TOTAL SCORE