

Beetle drive scorecard

Name:

Score

5

1	2	3	
4	5	6	

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Throws
6 Body (x1)
5 Head (x1)
4 Wings (x2)
3 Legs (x6)
2 Antennae (x2)
1 Eyes (x2)

Maximum score per round: 14

2	
3	
4	

TOTAL

Throw a six to start your beetle, drawing the body first. Throw a five to draw the head. Additional body parts can be drawn by throwing the corresponding number. The winner is the player who completes the beetle the quickest.