Rules for running a beetle drive

Easily run this classic family favourite.

# The basics

The aim of the game is to be the first player to draw a complete beetle. There are 14 body parts to draw, and they’re each given a number:

One for an eye (two in total)

Two for an antenna (two in total)

Three for a leg (six in total)

Four for a wing (two in total)

Five for the head (one in total)

Six for the body (one in total)

# Gameplay

There are four players (or teams of two) on each table, with each one playing to finish their own beetle. Each table is numbered.

The youngest player rolls the table’s communal dice first, then play continues clockwise, with the other players throwing the dice in turn.

Each player draws the body parts of their beetle depending on the dice they’ve thrown. The body must be drawn before anything else, so players can’t start until they’ve thrown a six. They must draw a head (five) before they can draw the eyes and antennae.

The first player in the room 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.

Each round, the person with the highest score from each table moves **up** to the next table, e.g. the winner from table four moves up to table five.

The person with the least points from each table moves **down** a table, e.g. the lowest scorer from table six moves down to table five. Table one moves down to your highest table number, and your highest table number moves up to table one.

In the event of a tie, the two drawing players each roll a dice. The person with the highest throw is the overall winner.

At the end of the beetle drive, the winner is the person who has scored the most points over all the games added together.

Note: Remind players that it doesn't matter what their beetles look like! Go through the rules clearly before you start and ask if anyone has questions.