

Beetle Drive Game Sheet

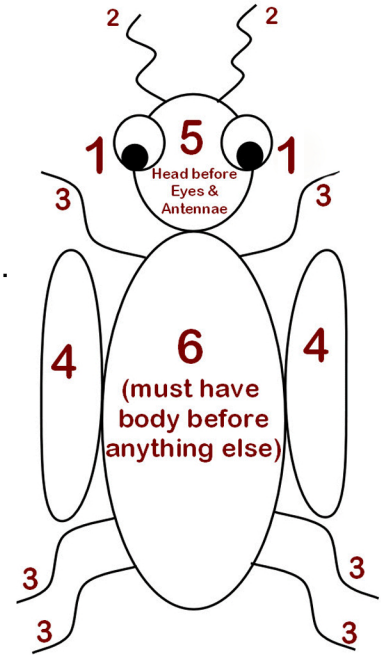
Rules:

You need a 6 to start, no parts can be drawn without a body.
 You need a 5 for a head before you can add eyes or antennae.

A complete beetle will have **a body, a head, a tail, 2 eyes, 2 antenna** and **6 legs**.

Dice Rolls:

- | | | |
|---------|------------|---------|
| 1: Eye | 2: Antenna | 3: Leg |
| 4: Wing | 5: Head | 6: Body |



Game 1	Game 2
Game 3	Game 4

Game	1	2	3	4	Total
Score					