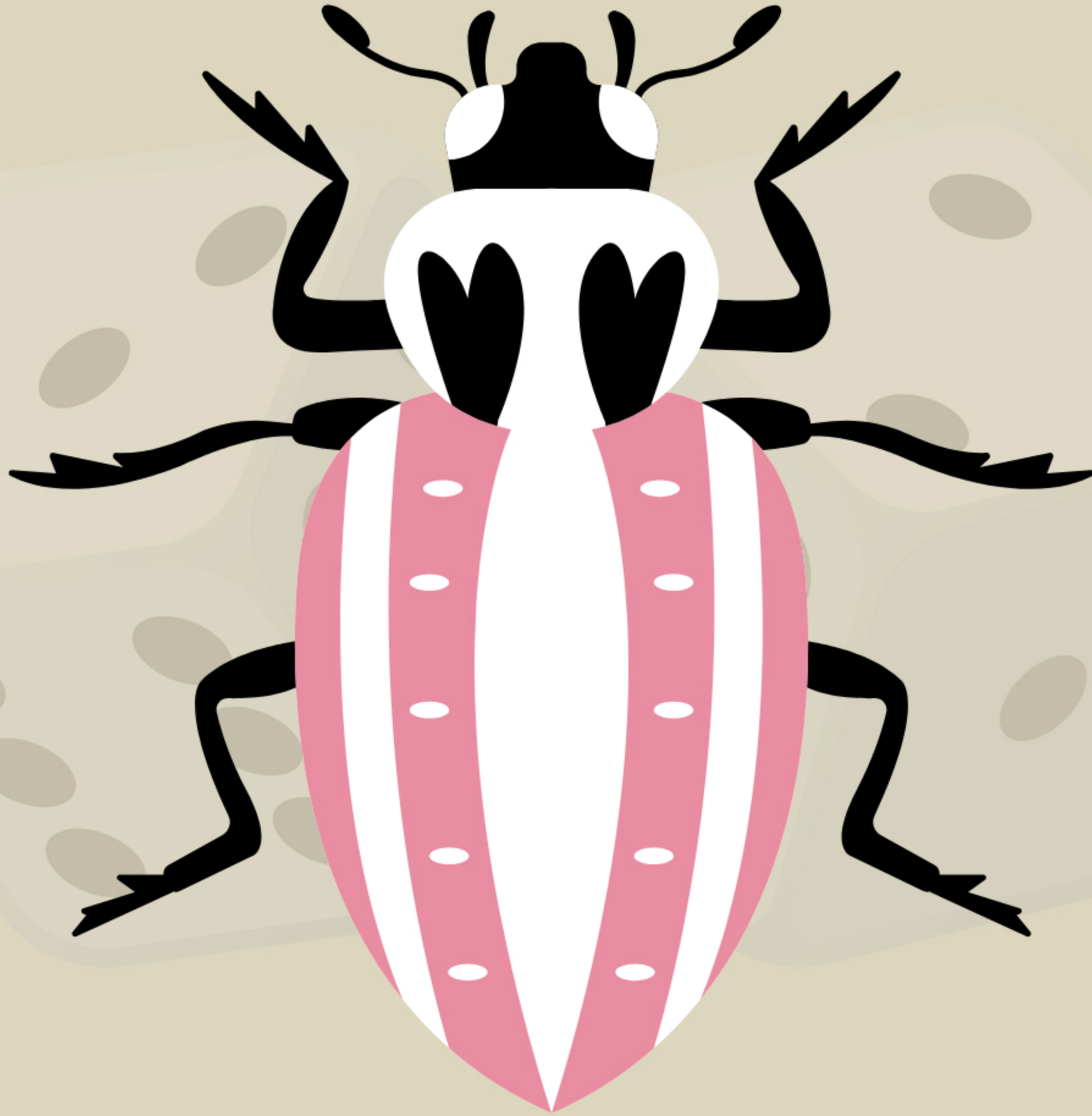


DEESIDE  
RAMBLERS



**B E E T L E   D R I V E**

**0 2 . 0 3 . 2 4 - 1 9 : 0 0**

The image features two white dice with grey pips, positioned diagonally against a light beige background. The dice are rendered with soft shadows and highlights to give them a three-dimensional appearance. Overlaid on the center of the dice is the text "WHAT IS IT?" in a bold, black, sans-serif font.

**WHAT IS IT?**

**‘Beetle’** is a simple game of rolling dice and drawing a beetle. It really is nothing more complicated than that. It makes for a lively, loud and fun sociable event for all the family.

The image features two dice, one slightly behind and to the right of the other, both rendered in a light beige color with darker beige pips. The dice are positioned behind the text. The text is centered and reads "HOW DOES IT WORK?" in a bold, black, sans-serif font, arranged in two lines.

**HOW DOES  
IT WORK?**

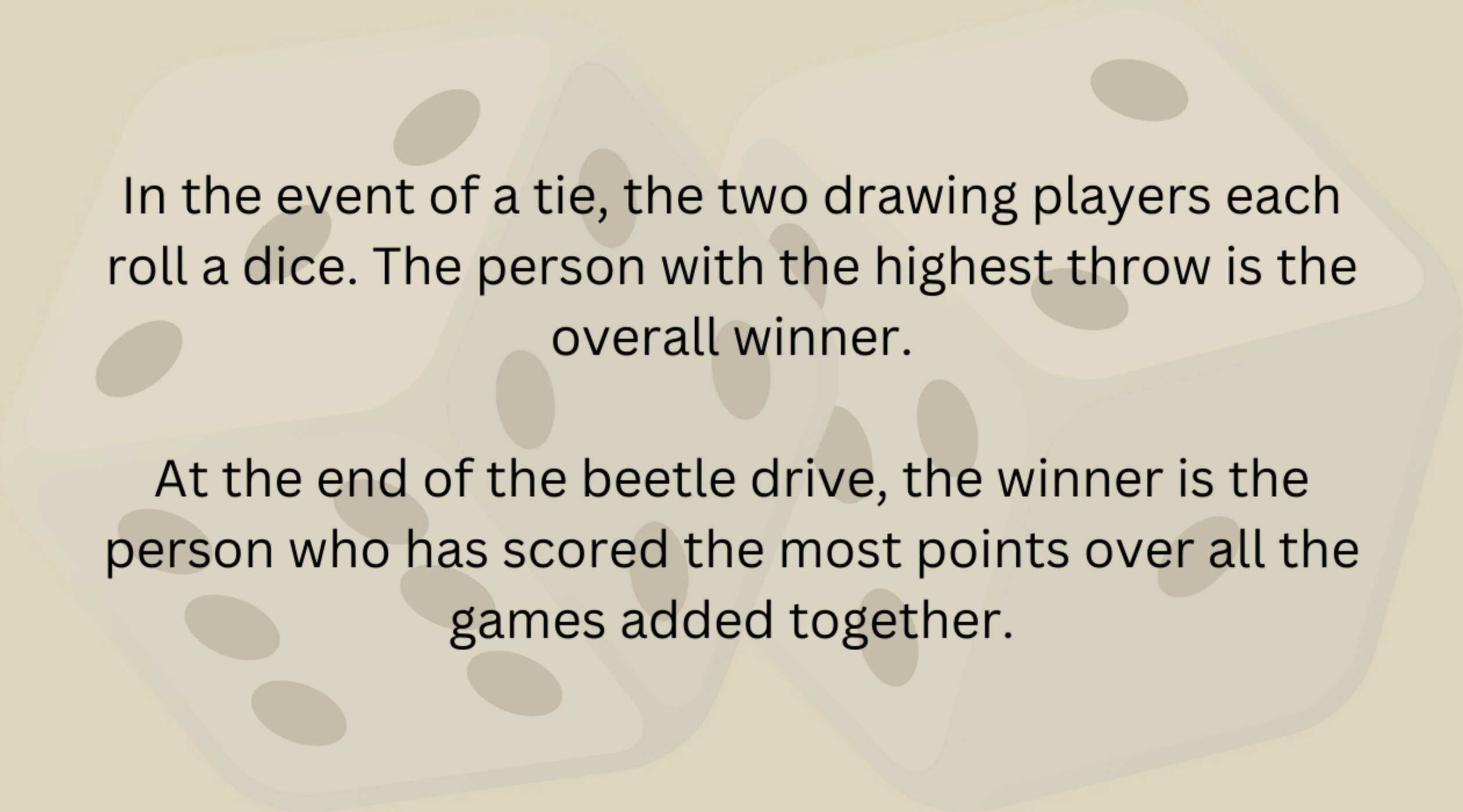
There are four players (or teams of two) on each table, with each one playing to finish their own beetle. Each table is numbered.

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, eg. the winner from Table 4 moves up to Table 5. The person with the least points from each table moves in the opposite direction.



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.

The image features two white dice with grey pips, positioned diagonally on a light beige background. The word "RULES" is written in a bold, black, sans-serif font across the center of the dice. The dice are rendered with soft shadows and highlights to give them a three-dimensional appearance.

**RULES**



Players throw the dice in turn and draw body parts of the beetle depending on the number they have thrown. There are a total of 14 body parts to draw.

You must draw the body before anything else, so you can't start until you throw a six. You must throw a five to draw a head before you can draw the eyes and antennae.

- Throw a **6** to draw the body
- Throw a **5** to draw the head
- Throw a **4** to draw the wings
- Throw a **3** to draw each leg
- Throw a **2** to draw an antennae
- Throw a **1** to draw an eye

