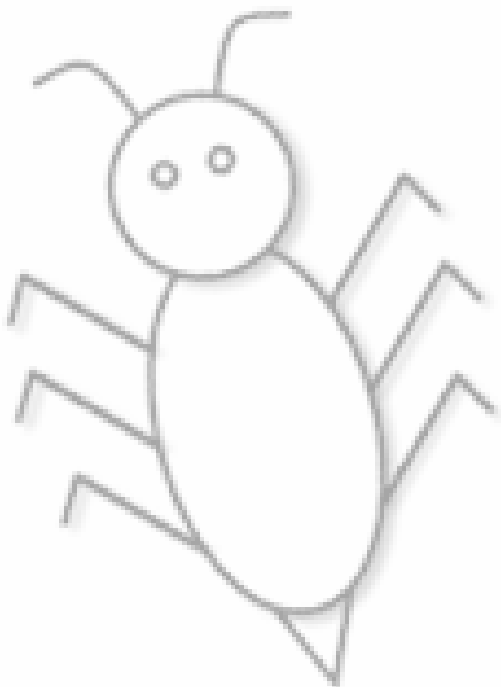



1st Harwell (St. Matthew's) Scout Group  
The Great Indoors Weekender – 11<sup>th</sup> – 12<sup>th</sup> July 2020

Beetle Drive Game Card	
1. 	2. 
Scores	
1.	2.
Total Score	

How to draw
<p>You need to roll a 6 to start, no parts can be drawn without a body. You need to roll a 5 for a head before you can add eyes or antenna. A complete beetle will have a <b>body</b>, a <b>head</b>, a <b>tail</b>, <b>2 eyes</b>, <b>2 antenna</b> and <b>6 legs</b>.</p> <p><b>1 = Eye   2 = Antenna   3 = Leg   4 = Tail   5 = Head   6 = Body</b></p>

