

# Beetle Body Parts

## A beetle game with a twist!

**Each piece has a number showing how many of each a beetle has.**

Print out the body parts onto card or stick onto card and cut them out. (You don't need to be too precise!)

Taking turns, roll a dice. You'll need a 3 to start.

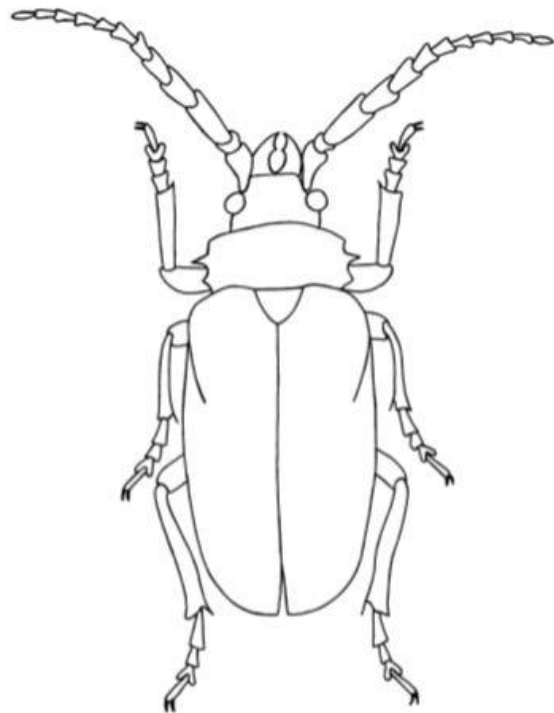
Start with a **head, thorax** or **abdomen**.

Jaws, eyes and antennae can only be added if you have a **head** in play.

Legs can only be added if you have a **thorax** in play.

Wings can only be added if you have an **abdomen** in play. The hind wings go underneath the forewings.

**The winner is the person who puts the final piece in place.**

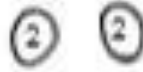




Jaws



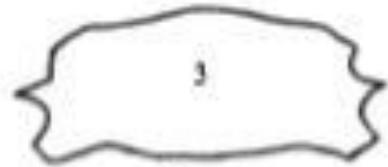
Head



Eyes



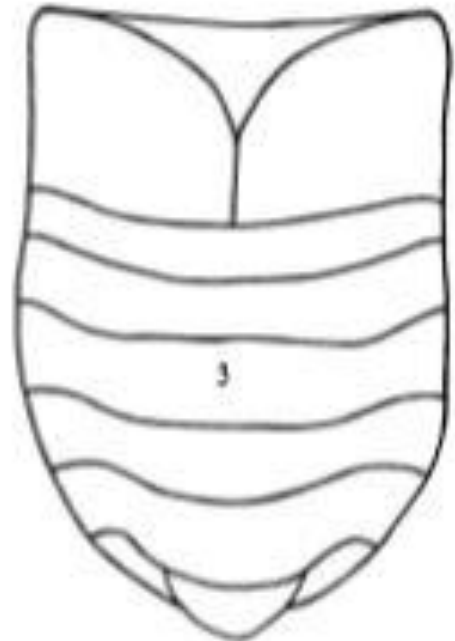
Left Antenna



Thorax



Right Antenna



Abdomen

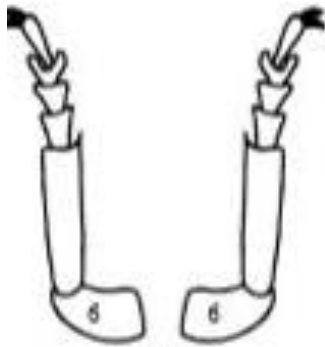


Left Elytron  
(Forewing)

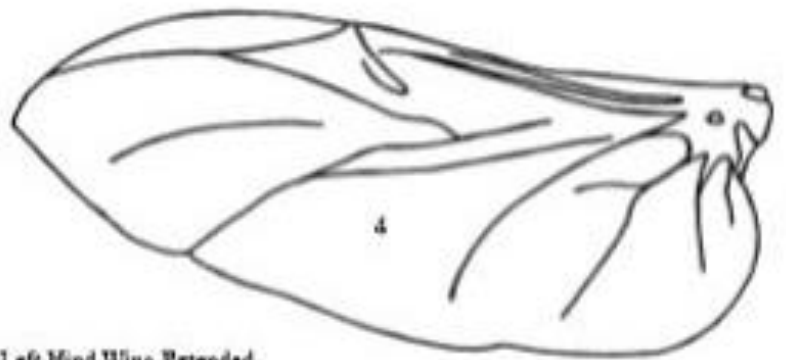


Right Elytron  
(Forewing)

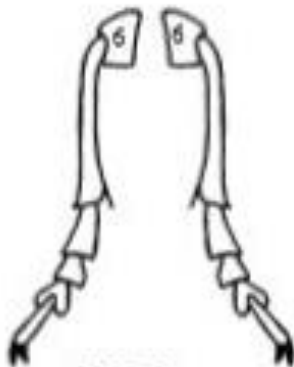
Component parts: Beetle page 1



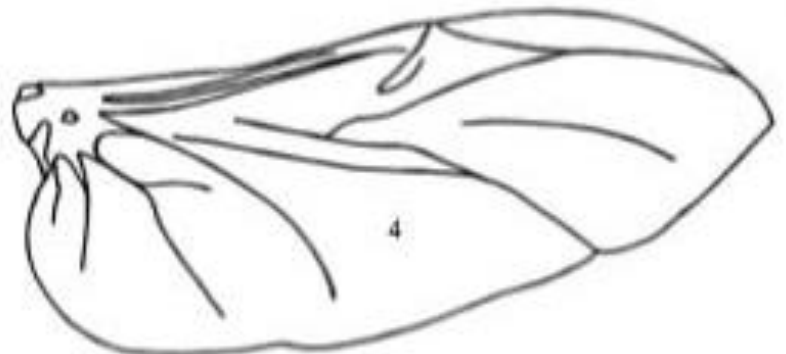
Front Legs



Left Hind Wing Extended

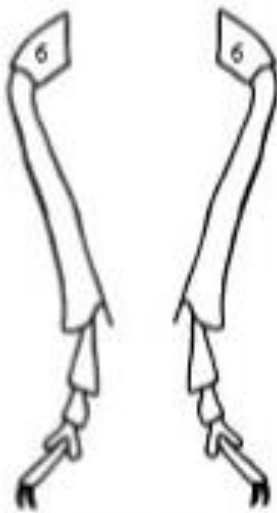


Middle Legs



Right Hind Wing Extended

Component parts: Beetle page 2



Hind Legs