

# Tick Drive

Roll a 6 to draw the body.

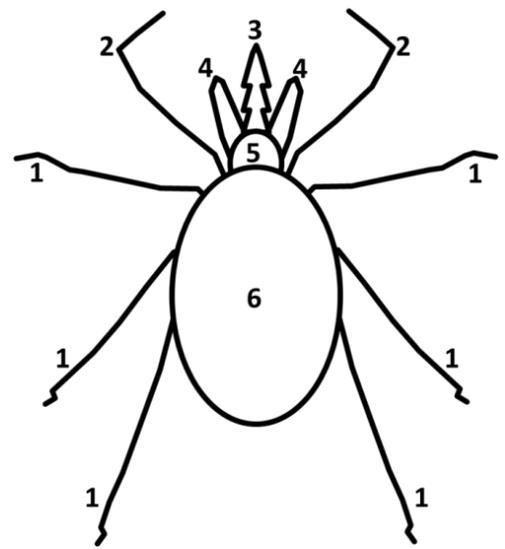
Roll a 5 to draw the head.

Roll a 4 to draw each palp.

Roll a 3 to draw the hypostome.

Roll a 2 to draw each front leg with the Haller's Organ.

Roll a 1 to draw each leg.



Take it in turns to roll the dice until someone in your group has completed their tick. Add up your score (e.g. each leg = 1 point). The winner of the round gets 32 points.

After 4 rounds, add up your scores to find out who was got the most Tricky Tick Points.

<p>Tricky Tick Points:</p>	<p>Tricky Tick Points:</p>
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