



Aim: To raise funds for persecuted Christians

Open Doors began in 1955 when Brother Andrew started crossing the Iron Curtain to bring Bibles to believers. When we remember Brother Andrew's first venture into Bible-smuggling using his VW Beetle, what better event to raise funds for persecuted Christians than a VW Beetle Drive?

What's a VW Beetle Drive?

It's a new take on the ever-popular family game: Beetle. The game is so simple you can play it with just a pencil, a piece of paper and a die. To turn it into an event for lots of players is very easy.

The game

The aim of the game is to be the first player to draw a complete beetle – in this case a VW Beetle! Instead of drawing an insect, as in the traditional game, you draw a car. Photocopy the design overleaf and give one copy to each player. The parts of the car are each given a number:

- 1 - The Body (1)
- 2 - The Windows (2)
- 3 - The Doors (2)
- 4 - The Wheel Arches (2)
- 5 - The Wheels (2)
- 6 - The Driver (1)

Players take turns to roll a die and use the number key to draw the corresponding part of their car. The first person to complete the drawing of the VW Beetle is the winner.

The event

A VW Beetle Drive is a mass game of 'VW Beetle'. Players sit around tables in groups of four. It helps to arrange the tables in a circle around the room. Each player has a copy of the accompanying sheet with nine boxes in which to draw their cars, over nine games.

When the event organiser says "Go!" the game starts with each group of players taking it in turns to throw the die in order to complete their VW Beetles.

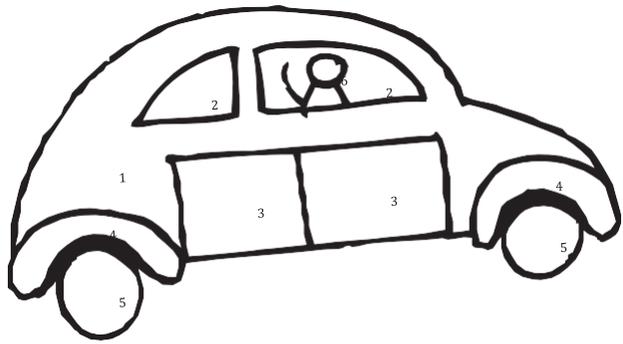
The minute any player in the room completes their car, they shout "Beetle!" and the game stops for everyone immediately. All players then add up the number of car parts they have added to their own VW Beetle, scoring one point for each part, to a maximum of ten for a completed car.

The highest scorer from each table then moves to the next table, in a clockwise direction, whilst the lowest scorer moves anti-clockwise.

When everyone is sitting at their new tables, the organiser shouts "Go!" and another round is played. This continues for up to nine rounds if time allows. Each player keeps a running total of their scores and at the end of the last round the person with the highest score is awarded an appropriate prize.

To raise funds, you can sell tickets as well as refreshments - and if you can arrange a bit of live music, it'll make things go with a swing! We'd love to hear about your event, so do tell us about it when using the downloadable Kidzone Donation Form at www.opendoorsuk.org/kidzone Thank you!

Kidzone VW Beetle Drive



The aim of a game of 'VW Beetle' is to be the first player to draw a complete VW Beetle.

Take it in turns to roll the die and use the number key above to determine which part you draw. For a 'one', you draw the body of the car. For a 'two', a window - and so on. You can only draw one part per turn - however, you need two windows, doors, wheels and wheel arches to complete the car.

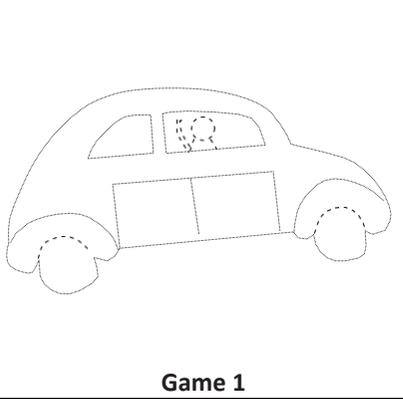
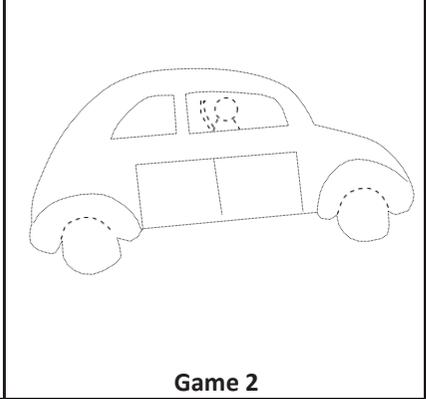
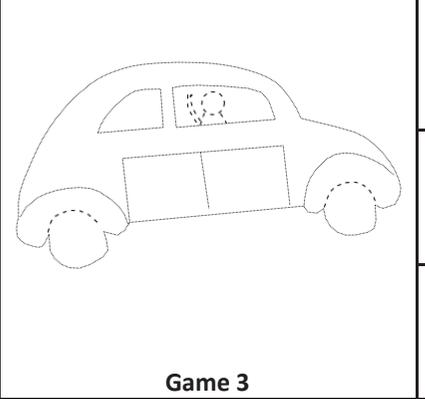
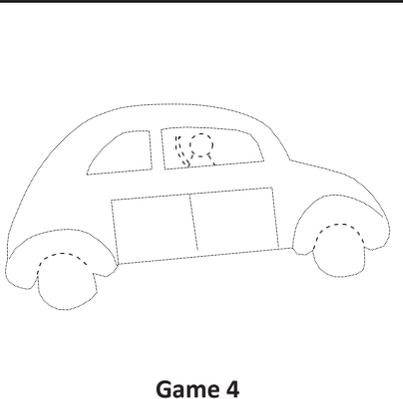
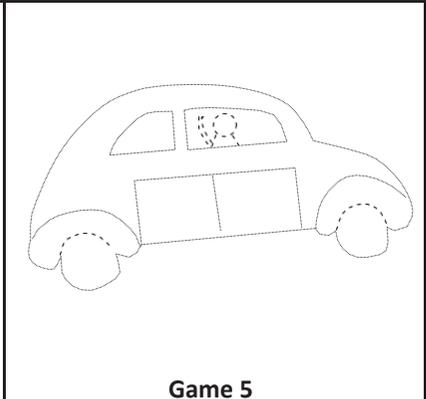
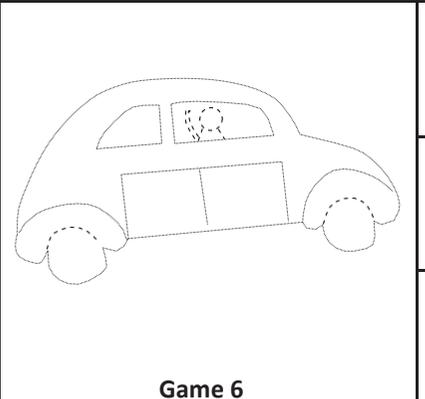
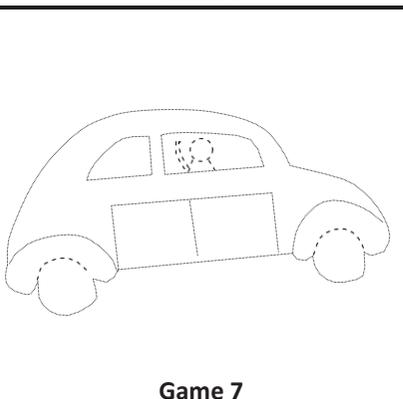
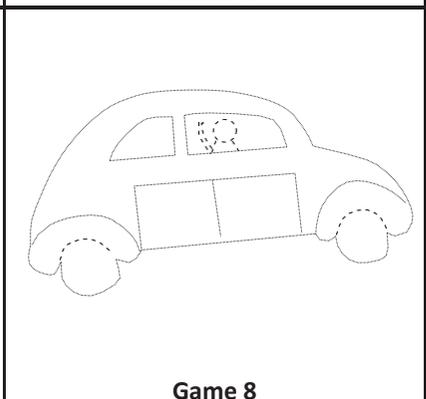
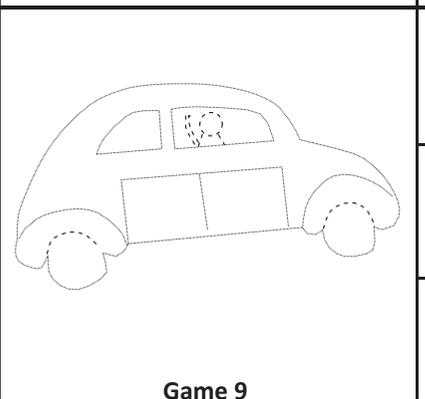
The first player to complete their picture shouts "Beetle!" and that is the end of the first game.

Add up the number of parts you've drawn for that game and enter the score in the column far right.

If there are several groups playing, the winner moves to the group on their left and the loser to the group on their right.

When the event organizer shouts "Go!" you start the next game.

After nine games, add up all your points. The overall winner of the event is the person with the highest score.

			Score
 Game 1	 Game 2	 Game 3	1
 Game 4	 Game 5	 Game 6	2
 Game 7	 Game 8	 Game 9	3
			4
			5
			6
			7
			8
			9



OpenDoors

60 years of serving persecuted Christians