Left   Right

Length

Viktor

Good Things Come To Those Who Wait

Race Rules

Choose a snail and any 6 coins from
your change, (after buying a round of Guinness).
Decide the race track (a table length is good)
and line up the snails side by side on the start line.
Players take turns to move their snails.
To move a snail, choose 2 to 6 coins,
shake them in your hands and drop them on the table.
If there are an equal number of heads & tails your snail does not
move but you may turn it once, left or right, for each pair rolled.
If there are less heads, turn your snail to the left for each head.
If there are less tails, turn your snail once to the right for each tail.
Then move your snail 1 length forward for each other coin.
*Eg. If you get 2 heads and 1 tail, turn your snail once to the right
and move it forward 2 lengths. If you get 3 tails and 2 heads,
turn your snail twice to the left and forward by 3 lengths. If you
get 2 heads and 2 tails you may turn your snail once or twice to
either left or right.*
Any snail that is about to leave the track cannot move forward
until it turns enough to bring it back onto the track.
A snail that moves onto another snail (so that beer mats
overlap) is riding. When the snail underneath turns
or moves, turn or move the snail on top as well by
the same amount.
Celebrate your win or commiserate your
loss with a Guinness.

Left   Right

Length

Hank

Good Things Come To Those Who Wait

Race Rules

Choose a snail and any 6 coins from
your change, (after buying a round).
Decide the race track (a table length is good)
and line up the snails side by side on the start line.
Players take turns to move their snails.
To move a snail, choose 2 to 6 coins,
shake them in your hands and drop them on the table.
If there are an equal number of heads & tails your snail does not
move but you may turn it once, left or right, for each pair rolled.
If there are less heads, turn your snail to the left for each head.
If there are less tails, turn your snail once to the right for each tail.
Then move your snail 1 length forward for each other coin.
*Eg. If you get 2 heads and 1 tail, turn your snail once to the right
and move it forward 2 lengths. If you get 3 tails and 2 heads,
turn your snail twice to the left and forward by 3 lengths. If you
get 2 heads and 2 tails you may turn your snail once or twice to
either left or right.*
Any snail that is about to leave the track cannot move forward
until it turns enough to bring it back onto the track.
A snail that moves onto another snail (so that beer mats
overlap) is riding. When the snail underneath turns
or moves, turn or move the snail on top as well by
the same amount.
Celebrate your win or commiserate your
loss with a Guinness.

Race Rules

Choose a snail and any 6 coins from
your change, (after buying a round of Guinness).
Decide the race track (a table length is good)
and line up the snails side by side on the start line.
Players take turns to move their snails.
To move a snail, choose 2 to 6 coins,
shake them in your hands and drop them on the table.
If there are an equal number of heads & tails your snail does not
move but you may turn it once, left or right, for each pair rolled.
If there are less heads, turn your snail to the left for each head.
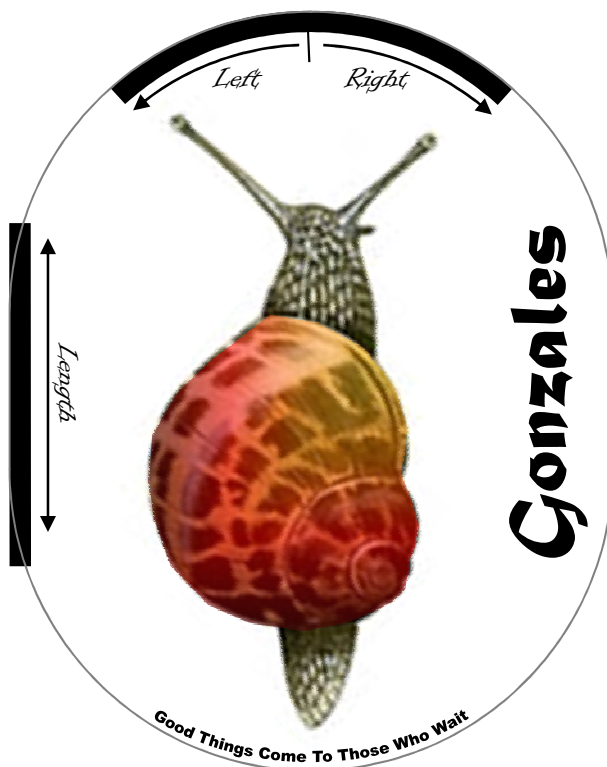If there are less tails, turn your snail once to the right for each tail.
Then move your snail 1 length forward for each other coin.
*Eg. If you get 2 heads and 1 tail, turn your snail once to the right
and move it forward 2 lengths. If you get 3 tails and 2 heads,
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Any snail that is about to leave the track cannot move forward
until it turns enough to bring it back onto the track.
A snail that moves onto another snail (so that beer mats
overlap) is riding. When the snail underneath turns
or moves, turn or move the snail on top as well by
the same amount.
Celebrate your win or commiserate your
loss with a Guinness.

Left   Right

Length

Gonzales

Good Things Come To Those Who Wait

Race Rules

Choose a snail and any 6 coins from
your change, (after buying a round).
Decide the race track (a table length is good)
and line up the snails side by side on the start line.
Players take turns to move their snails.
To move a snail, choose 2 to 6 coins,
shake them in your hands and drop them on the table.
If there are an equal number of heads & tails your snail does not
move but you may turn it once, left or right, for each pair rolled.
If there are less heads, turn your snail to the left for each head.
If there are less tails, turn your snail once to the right for each tail.
Then move your snail 1 length forward for each other coin.
*Eg. If you get 2 heads and 1 tail, turn your snail once to the right
and move it forward 2 lengths. If you get 3 tails and 2 heads,
turn your snail twice to the left and forward by 3 lengths. If you
get 2 heads and 2 tails you may turn your snail once or twice to
either left or right.*
Any snail that is about to leave the track cannot move forward
until it turns enough to bring it back onto the track.
A snail that moves onto another snail (so that beer mats
overlap) is riding. When the snail underneath turns
or moves, turn or move the snail on top as well by
the same amount.
Celebrate your win or commiserate your
loss with a Guinness.

Left   Right

Length

Bruce

Good Things Come To Those Who Wait