

covered, no other player may also get points by covering the same coin. Continue play until one player gets 10 points. The first player to get 10 points is the winner. If there is a tie, continue play until one player is ahead by 2 points. If all coasters have been thrown before a player reaches 10 points, pick up all coasters not covering coins, reuse and continue play.

9. **WAITER RUN** – Each player, one at a time, carries a coaster, like a tray. On the coaster, a player must carry coins, or some other small items, to the finish line approximately 20 feet away. The most items carried to the finish line in one minute, wins the game.
10. **LONG TOSS** – Divide the coasters among the players. Players take turns tossing the coasters. The player who tosses a coaster the farthest...you guessed it, wins the game!
11. **PICTURE THIS** – Using the coasters, create a shape of a person, place or thing. If someone can guess the shape correctly in 30 seconds or less, the creator and the guesser each earn one point. The first player to earn 5 points wins the game.
12. **PYRAMID** – Take turns trying to make the tallest structure out of the coasters. The player who makes the tallest structure, after 5 turns, wins the game.



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PLAYERS
2-4



AGES
21+



GUINNESS
PUB GAME SERIES

EPIC COASTER GAMES

*12 Pack of Games
Instructions*

53634

CONTENTS: 40 GUINNESS Coasters and Epic Coaster Catcher (*game box that holds the coasters*).

12 PACK OF GAME INSTRUCTIONS:

1. **FREE THROW** – Divide the coasters among the players. From 10 feet away, players alternate throwing coasters into the Epic Coaster Catcher. The player with the most coasters in the Epic Coaster Catcher, wins the game. If tied, start over.
2. **COASTER CATCH** – Each player places one coaster over the edge of the table, then flips the coaster up in the air, from the bottom, and tries to catch it before it hits the table or ground. Amount of overhang before flipping is up to each player. If only one player is successful, that player wins the game. If no one is successful, everyone tries to flip/catch one coaster again. If two or more players are successful, play proceeds to a second round for the successful players, where two coasters, stacked on each other, are flipped. Subsequent rounds are played, if needed, adding one more coaster in each round. When only one player is left who has successfully flipped and caught the coasters, that player is the winner.
3. **HEAD BALANCING** – Before starting, the group should identify a start and a finish, approximately 20 feet apart. One player at a time balances one coaster on his/her head, moving as quickly as possible to the finish line. If the coaster falls off, that player's turn is over. The person who goes the farthest, wins the game. If more than one player finishes without a coaster falling off, then the fastest time wins.
4. **TIGHT SQUEEZE** – All players squeeze one coaster between their knees and run, at the same time, to a predetermined finishing line on the other side of the room/area. The player who reaches the finish line first,

without dropping the coaster, wins the game.

5. **RELAY RALLY** – Identify a starting point and a finish line (*across the room/area*). Place the bottom half of the Epic Coaster Catcher at the finish line. Players take one coaster each, and race to drop the coaster into the Epic Coaster Catcher, then race back to the starting point to get another coaster. The first player to put 5 coasters into the Epic Coaster Catcher wins the game.
6. **BOSS TOSS** – The group identifies a target to hit, at least 10 feet away, with a tossed coaster. Everyone, starting at the same point, tosses a coaster, one player at a time, and tosses it across the room/area trying to hit the target. If the player misses the target, he/she makes his/her second toss at the target from the landing spot of the coaster. This continues until a player has hit the target. The player whose coaster hits the target in the fewest moves, wins the game. If two or more players hit the target in the same number of moves, it is a tie, and all players start over.
7. **KANGAROO HOP** – This game plays like Relay Rally, except instead of running with a coaster in hand, players squeeze a coaster between their knees and hop. The first player to put 3 coasters into the Epic Coaster Catcher, wins the game.
8. **ON THE MONEY** – Divide the coasters among players. One player tosses 5 coins on the floor, then takes 2 steps back. Next, all players (*throwing from the same spot as the player who tossed the coins*) throw a coaster, taking turns, one at a time, to try to cover each coin. Each covered coin, partially or fully, counts as 1 point. If a coin is partially covered, another player may attempt to cover it fully. If this happens, the player who fully covers the coin gets the point. Once a coin is fully