

Corcl Games Pack—For 26 more ways to play!

Download the following pages and use as is or make your own deck. Instructions follow. If you'd prefer, buy a ready-made pack of laminated cards on a metal ring in the store at Corcl.com.

REUSABLE GAMES PACK INSTRUCTIONS

- Print out
- Cut on the dotted lines of one page
- Put blank sides together, info facing out
- Laminate and cut around the outside of the card
- Punch hole in one corner
- Repeat for all pages
- Put all cards on a 1" book ring

GO HAVE FUN!



Corcl games pack for 2

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Disclaimer of Liability

Compliance with the Games Pack does not guarantee that an activity will be safe. All paddle sport activities include inherent risk that can cause injury, loss or death and participants assume the risks. Do not use a Corcl beyond your ability.

GENERAL INSTRUCTIONS

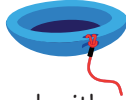
See manual for safety warnings



For calm waters



PFD on?



Corcl with tether rope?
(Slip line through loop.)



Keep body centered in boat



No uncontrolled flipping



Stay clear of paddles and swimmers

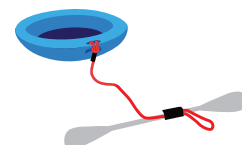
- Agree on a marker 30 ft/9 m out—a buoy, a dock, even a life jacket works.



GAME INSTRUCTIONS

For most games you need a Corcl, paddle, and tether rope, but to play every single game you'll need:

- A timer
- A tennis ball
- A beach ball
- A pinky ball
- A bunch of floating balls (the above would work)
- A person to throw a ball to the two of you



HOW TO CORCL

- Start in shallow water
- Keep body low and step into center of boat
- Put arms out for balance and sit cross-legged
- Use your kayak paddle to go forward



sit



spin



kneel



go with a friend

MORE WAYS TO USE



dangle legs—
body leans back
into boat



chill with your
friends

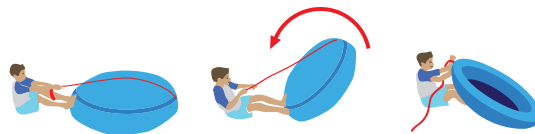



upside down



CHALLENGING!
stand or scull*

HOW TO RIGHT A CORCL



* Scull is a  motion in front of, or slightly on the side of, your body. The same side of the blade always faces the paddler.

BASIC RACES to marker

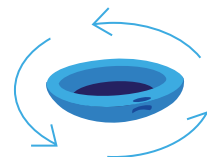
- Sit cross-legged with a kayak paddle and GO!
- Kneel with a kayak paddle and GO!
- Stand with a kayak paddle and GO!
- Sit cross-legged with a kayak paddle, and GO! backwards
- Switch - Paddle to marker in one position, add a spin and go back n another.



BASIC RACES to marker continued



- Sit cross-legged with a kayak paddle on an upside down CORCL and GO!
- Lie on your stomach with a kayak paddle on an upside down CORCL and GO!
- Sit cross-legged or kneeling, using one blade of a kayak paddle and SPIN!
- In deep water, and a distance from the other CORCL, stand and use one blade of a kayak paddle to spin as long as you can before falling out.



BASIC RACES to marker without paddles


- Without a paddle, body reclining back, bottom in center, use arms as paddles and GO!
- Without a paddle, body reclining back, shoulders back, use feet to kick and GO!
- Without paddle, 1/2 body in boat holding on, 1/2 in water kicking (like a kickboard at a pool) and GO!
- Without paddle, sit in center, lean forward using arms as paddles and GO!



CHALLENGING RACES to marker



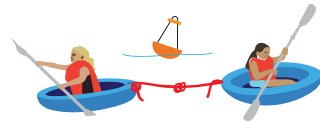
- Kneel with one blade (one side of kayak paddle or canoe paddle) and scull*, GO!
- Stand with one blade (one side of kayak paddle or SUP paddle) and scull*, GO!
- Kneel and wrap your right arm around 1/2 a kayak paddle (or canoe paddle). Left side of body closest to beach (right side faces out). Scull*, GO!

* Scull is a  motion in front of, or slightly on the side of, your body. The same side of the blade always faces the paddler.

Watch the How to Videos at Corcl.com.

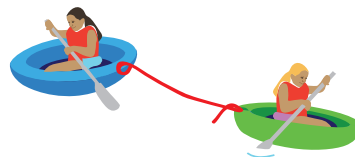
TUG OF WAR!

- Place a marker between the boats.
- Attach 2 ropes together at the end of their full length with Velcro paddle leashes.
- Face away from each other.
- Shout GO! and begin to paddle.
- First Corcl to pull the other past the marker wins.



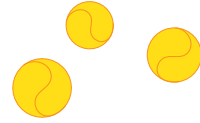
THE HERKY JERKY RACE

- Attach 2 Corcls one rope's length apart with the Velcro paddle leash. Sit Corcls side by side at water's edge.
- Give each Corcl only ONE HALF of a kayak paddle.
- Sit cross-legged or kneel with the attached rope at your hip. Hit the timer and GO! to the marker and back.
- How fast can you do it?



TRIPLE TOSS

You'll need 3 tennis balls



- Put 3 tennis balls in 1 of 2 Corcls. Set a timer and let the paddler in the boat without the balls paddle for 7 seconds (or count 1 chimpanzee, 2 chimpanzee, 3...up to 7) Then get in your Corcl and paddle toward the other. When nearby, throw the balls in to the other Corcl. No head shots!
- If you miss, retrieve the ball and try again.
- As soon as you get all balls in, stop the timer.
- Now paddle so the 2 boats are together.
- Repeat the race.
- Fastest wins!

3 FLIES IN GAME

You'll need a tennis ball.



- Remove the paddle and put aside.
- Put an inch of water in the Corcl. Players stand-in shallow water or swim holding their own Corcl.
- Person on shore throws a tennis ball high in the air overhead the players.
- Players move their Corcls so the ball lands in their boat. If the ball hits inside the boat (even if it bounces out), that is 1 point.
- First person to get 3 in their boat wins!

RETRIEVER RACE

You will need a bunch of tennis balls/anything that floats

- Throw balls in all directions on the water. Count to 3 before getting in your Corcl.
- On GO! Race to grab as many balls you can. When finished, return to land to count.
- Highest number wins!



CARRYOUT RACE

You'll need a bunch of balls that float

- Attach paddles to ropes and line empty Corcls up at the marker. Put paddles in water next to boat. Swim back to shore.
- Place balls in a pile on the shore.
- On GO! Grab as many balls as you can using your hands or bathing suit to transport them. Swim out to your Corcl and put the balls in it. Swim back and repeat until all the balls are gone.
- Get in Corcl and paddle back to shore.
- Corcl with the most balls wins!



SPIDER

- Each Corcl has 2 people in it, sitting back to back with their legs dangling in the water and one kayak paddle.
- Paddles should not be attached to tether rope for this game.
- On GO! 1st teams race to marker with one person paddling. After turning around, paddle is handed to other person, who paddles back to start.
- Race other CORCL duo or set timer.
- Fastest wins.
- Variation- Each take 1/2 a paddle and GO!



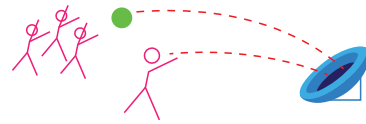
BASIC DOUBLES

- Each Corcl has 2 people in it, both facing the same direction, sitting cross-legged and one kayak paddle.
- Paddles should not be attached to tether rope for this game.
- On GO! person in front paddles to marker. After turning Corcl around, kayak paddle is passed to person in back, who paddles back to start.
- Race other CORCL pair or set timer.
- Fastest wins.



REBOUND GAME You'll need a Pinky ball

- Prop a chair behind the Corcl OR dig a hole by the beach and put your Corcl $\frac{1}{4}$ of the way down the deck into the hole, and secure it with sand. The deck should be at an upward tilt, facing the water.
- One person throws a Pinky ball at the bottom $\frac{1}{3}$ of the deck. The ball bounces into the air to 3 players waiting behind the thrower to catch the ball.
- Each time a player catches the ball they get one point.
- First to get to 11 points wins!



Note! You can play this on land or in the water.

ODDS AND ENDS

- On a picnic excursion or lazy float fill a Corcl with ice, drinks and lunch. It's a floating cooler!
- Use a rock or towel to tilt the Corcl up. Use a few bean bags or rocks to play Toss to hit the center hole or one of the circles on the deck.
- Put your dog in a Corcl attached to your canoe or kayak for an adventure!

