

THE OFFICIAL CORK MEISTER HANDBOOK Quick Start Guide



Single Cork™ & Double Cork™



LEARN THE GAME ★ ENTER THE KINGDOM ★ RULE THE ROUND

The First Bounce™

Every Corker™ Starts Here. The Official Guide to Single Cork™

Welcome to the Cork Meister Kingdom™ . The objective is simple: stand the cork upright before you run out of attempts.

WHAT'S INCLUDED?

- ✓ Two Official Cork Meister™ Certified Corks
- ✓ One Official Six-Sided Die
- ✓ One Sacred Cork™
- ✓ One Official Carrying Pouch

THE SACRED CORK™

Whoever holds the Sacred Cork™ is the Enforcer of the Rules. The Cork Meister™ explains the rules, rolls the die, establishes The Mark™ , resolves disputes, and keeps the game moving. The rulings of the Cork Meister™ are final.

BECOMING THE CORK MEISTER™

Volunteer or hold a simple Cork Off™ . Each player gets one attempt. The first player to stand the cork becomes the Cork Meister™ and receives the Sacred Cork™ .

ESTABLISH THE FRAMEWORK

Agree on fun, safe consequences and privileges before play begins.

THE MARK™

The Cork Meister™ rolls the die. The number rolled becomes The Mark™ and equals the maximum number of attempts each Corker™ receives.

PLAY

Stand the cork before reaching The Mark™ and you Corked It!™ Green passes clockwise. Red passes counterclockwise. If you fail, take the agreed consequence, keep the cork, and try the same Mark™ on your next turn.

THREE STRIKE RULE™

Three consecutive failures on the same Mark™ result in a doubled consequence, forced pass, and strike reset.

PUSH YOUR MARK™

If The Mark™ is 1–3 and you have two strikes, declare Push Your Mark™ before your third failure. The Mark™ increases by one. Success clears your strikes. Failure doubles the consequence.

OFFICIAL OPENING

Corkers Ready?

READY!

Corks Up!

LET'S CORK!

Rule the Round!™



Double the Cork™

When One Cork Isn't Enough. The Official Guide to Double Cork™

Double Cork™ uses two corks moving simultaneously under one Mark™.

SETUP

Choose a Cork Meister™, establish the framework, and roll one Mark™ for both corks.

PLAY

Each cork is played independently. Success passes according to the cork color. Failure keeps that cork with the player.

THREE STRIKE RULE™

Tracked separately for each cork.

PUSH YOUR MARK™

Applies to the cork for which you have two strikes. Any change to The Mark™ affects both corks.

CORKVERGENCE™

If both corks meet before either is received, play stops. The responsible Corkers™ each earn Immunity of the Cork™. A new Mark™ is rolled.

CORKED™

If one Corker™ receives both corks, that player is Corked™ and receives the agreed consequence unless protected by Immunity of the Cork™. A new round begins.

Stay aware. Two corks. One Mark™. Twice the challenge.

Rule the Round!™



Continue Your Journey

You've learned the basics.

Now discover everything that makes **Cork Meister™** more than just a game.

The **Official Cork Meister™ Handbook & Tournament Guide** contains over **160 pages** of official rules, history, traditions, tournament play, the Canon of the Cork™, the Language of the Corkleseum™, official ceremonies, and much more.

Join the Great Corkspansion™!

The Cork Meister Kingdom™ grows one Corker™ at a time.

As a thank you for helping expand the Kingdom, we'll send you the complete digital edition of **The Official Cork Meister™ Handbook & Tournament Guide** FREE when you do either of the following:

- **Refer a friend** who purchases an Official Cork Meister™ game, **or**
- **Purchase an Official Cork Meister™ game as a gift** for someone else.

- ✓ One new Corker™.
- ✓ One stronger Kingdom™.
- ✓ One Great Corkspansion™.

visit CorkMeister.com to participate.

**GO CORK DEEP™
RULE THE ROUND!™**

**Mark Brian Kline
Cork Meister General™**

