



# THE NARWHALS®

## COOL DOWN WHEN IT MATTERS MOST

The Narwhals are a palm cooling device engineered to accelerate in-game recovery and improve performance by mitigating heat.

Why cool the body via the palms? Our palms are natural radiators. They contain special vasculature for quickly offloading excess body heat. By exploiting this physiology under the right conditions, you recover heart rate faster, lower core body temperature, and reduce muscular fatigue.

The Narwhals maintain the ideal temperature range for effective palm cooling that lasts the entire game, works outdoors in the heat, and travels well.



## KEY FEATURES



Maintains  
surface temp  
of 50-60°F



Reusable  
freeze packs  
last 2 hours



Provides  
continuous  
heat removal



Setup takes  
less than 60  
seconds



Works in  
tough, hot  
conditions



No batteries  
or electrical  
components





# DON'T LET HEAT SLOW YOU DOWN WHEN THE PRESSURE IS ON!

## GENERAL

**Model:** Next Gen Narwhals  
**Color:** Black, Copper & Blue  
**Height:** 11 inches (28 cm)  
**Height with Cover:** 12 inches (30.5 cm)  
**Diameter:** 4.3 inches (11 cm)  
**Weight (filled):** 3 lbs (1.4 kg)

## TECHNICAL

Heat pipes for efficient heat transfer  
 Reusable CNC packs  
 No moving parts  
 No electrical components  
 No batteries

## FEATURES

Maintains surface temperature at 50-60°F  
 Provides ~2 hours of cooling per CNC pack  
 Setup 2-4 hours in advance  
 Freeze packs on ice or in a freezer

## PACKAGE CONTENTS

2 Narwhals (2 bases, 2 handles)  
 2 Insulating Covers  
 4 Cool-not-Cold® (CNC) Packs  
 Instruction Manual

## USAGE

Hold Narwhals for 3-10+ minutes  
 Avoid squeezing the handles  
 Swirl occasionally to maintain temperature

## SETUP

### From Freezer

- Freeze CNC packs for at least 8 hours
- Place frozen CNC pack in the base
- Fill with room temperature water

### On Ice

- Freeze CNC packs for at least 4 hours
- Place frozen CNC pack in the base
- Fill with cold water (keep a water bottle on top of ice used to freeze packs)