



# KOOSEKORT

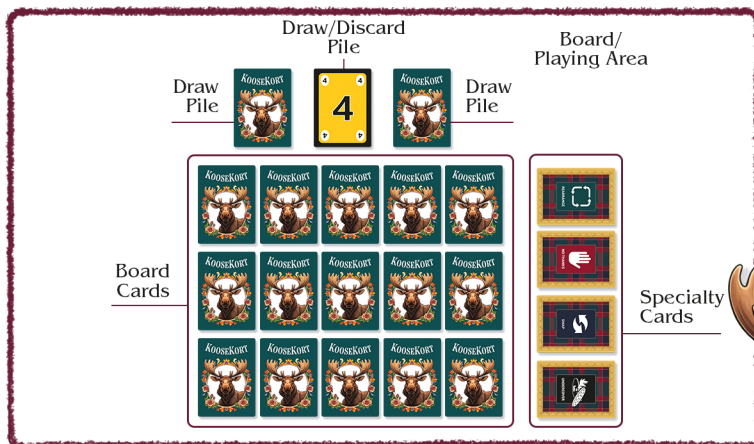
## GAME OBJECTIVE

The objective of KooseKort is to form sets in order to have the lowest points after four rounds of gameplay. To achieve this, 2-6 players make vertical sets of three of a kind (5, 5, 5) or three cards straight in ascending or descending order (9, 10, 11 or -2, -1, 0). These completed sets can be cleared off players' boards and result in zero points, but 5, 5, 6 results in 16 points and remains on their board.

Another way to get the least amount of points is by having low or negative numbers remaining on your board at the end of each round. For example, a column of -1, -2, -1 must be left on your board because it is not a set and this will help to achieve a lower score (-4 points).

## GAME SETUP

The dealer deals 15 cards face down to each player to set up their board. These are called board cards and are only revealed during gameplay. The dealer then divides the remaining cards (face down) into two draw piles and flips one card over to start a discard/draw pile.



Players set up their board by positioning all 15 cards face down into five vertical columns in three rows (5 by 3). The dealer also gives each player four specialty cards positioned faceup that can be used once per round during gameplay, then flipped over when used.

Next, players flip over any two board cards on their board and may move one of those two cards anywhere they like in order to start forming a set. Once a board card is revealed and face up, it is **"locked"** and cannot be moved, unless you use a specialty card. If one or both of the cards turned over is a Wild card, it/they can be used as any number between -3 and 11.



For example, when setting up my board, I moved the 5 over to the column with the 7 so I could start to form a new set. Then I moved the facedown board card to the spot where the 5 was.

## HOW TO PLAY

1. After players set up their board, play starts with the player clockwise from the dealer.
2. The player draws a card from the top of the discard pile or one of the two draw piles. If the player does not want to use their draw card, the card is discarded and their turn is over. Then, the next player takes their turn.
3. If the player decides to use their draw card, it can be exchanged with ANY face down board card on their board to form sets or make columns with low points.
4. The player can continue exchanging face down board cards on their board as long as they can use them to **start, continue, or complete** a set. When you run out of options and can no longer form a set, the card is discarded and the next player goes.  
(See *Gameplay Option 1*)

This is the most exhilarating part of the game, the flow and excitement that comes with flipping, exchanging, and eliminating sets to clear your board and go out first.



**5.** The next player draws a card and takes their turn. This continues until one player uncovers all their board cards and goes out. This player must announce that they are out. At this point, the remaining players complete one last turn, then add up their scores for that round. (See *Ending a Game* section)

**6.** The player clockwise to the dealer shuffles and deals next and, after four rounds, the player with the lowest cumulative score is declared the winner. (See *Scoring* section)

## GAMEPLAY OPTIONS

During your turn, the card you use, either a drawn card or board card, will determine your two options of gameplay.

### Option 1: Start, continue, or complete a set in a column.

*This option can be used with either a draw card or board card.*

#### Examples

Start a new set



Continue a set



Complete a set



### Option 2: Build a column with low points that do not form a set.

*This option can ONLY be used with a draw card.*

If I draw a low card, I can place it in a column with other low cards with the intention of having fewer points. Keep in mind that if the low cards form a set, they must be taken off the board, losing those points.

In this example, I have already had several turns. I draw a -2 and strategically decide to use it under the -1 because it's a low card that will contribute to a lower score.



## SPECIALTY CARDS

Specialty cards are an integral part of the game and serve to make gameplay more strategic. Each player receives these four cards that can be used ONE time during each round of play. These cards are kept face up (showing their specialty) on the side of each player's board until they are used, at which point they must be turned over.

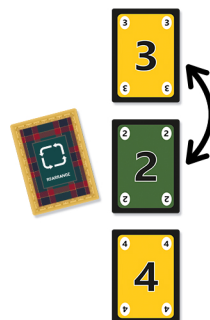
**NO THANKS** ~ Use this card when you decide to leave your board card on the board instead of exchanging it with the card in your hand.

For example: I drew a 1 from the draw pile that I want to put in a column with low numbers. I uncover a -3 and say "No Thanks" and leave the -3 in its place instead, since it's a lower number. (Now, instead of having 2 points when adding up that column later, I'll have -2 points.) Then, I discard the 1, or use it as a board card and continue playing.



**REARRANGE** ~ Use this card to change the position of cards in the same column to start forming or to complete a straight.

For example, I move the 3 to the middle and put the 2 at the top to make a straight that is in the correct order.



**SWAP** ~ Use this card to switch any two cards on your board one time.

For example: I turned over a 10 and realized that I could use it below the 11, so I swapped the 10 with the face down board card next to it.





**UNDERCOVER** ~ Instead of taking the top card of the discard pile, take the next card underneath.

For example: I saw that my mom discarded a 0. Then, my sister discarded a 10. I can play my Undercover card to pick up the 0.



## WILD CARDS

Wild cards are strategic in nature and can hold any value from -3 to 11. They can also change their value if moved to a different column (with the Swap card) during gameplay.

If you use a Wild card to complete a set, consider leaving the set on your board instead of clearing it because there is a chance you could pick up the card you need and then use your Swap card.

For example, if I draw a 5, I can use my Swap card and put the Wild card in a different position, then use my 5 to complete that set in the place where the Wild card was before. Then, I continue playing with the board card I swapped.

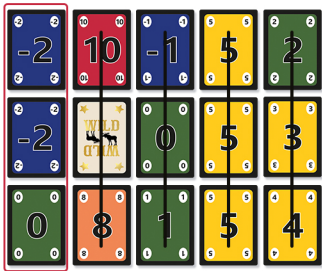


## ENDING A GAME

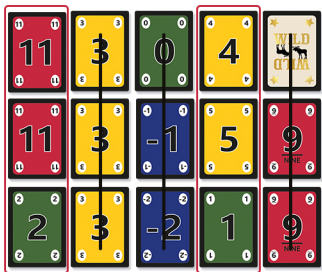
Play continues until a player uncovers all their board cards. This player must announce that they're out. Feel free to shout, "KooseKort!" The remaining players get **one more turn** to complete the round. After their turn ends, players uncover their remaining board cards and, if not already used, players can use their specialty cards to help eliminate sets and lower their total points.

# SCORING

At the end of each round, players add up their scores and tell the scorekeeper. Any remaining Wild cards on a player's board now have a zero value. If the player who went out first has a score greater than 0, it must be a score lower than any other player or 10 points will be added to their score. Below are examples of what your board might look like at the end of a round. Only the cards circled in pink would remain.



In this example, the player is left with -4 points:  $-2 + -2 + 0 = -4$



This player ends with 34 points:  $11 + 11 + 2 + 4 + 5 + 1 = 34$

After four rounds, the player with the lowest score wins. If someone clears their whole board during their very first turn of any round, this is called a **KooseKort Krush** and the entire game is immediately over for everyone and that player wins!

## Scoresheet Example

	Scott	Janet	Julie	Laura
Round 1	14	-2	8	24
Round 2	0	10	31	4
Round 3	42	0	3	12
Round 4	3	25	-4	0
TOTAL POINTS	59	33 WINNER!	38	40

## Contents



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