KOSKI

Rules of Koski are as simple as that!

peura 🇫🇮

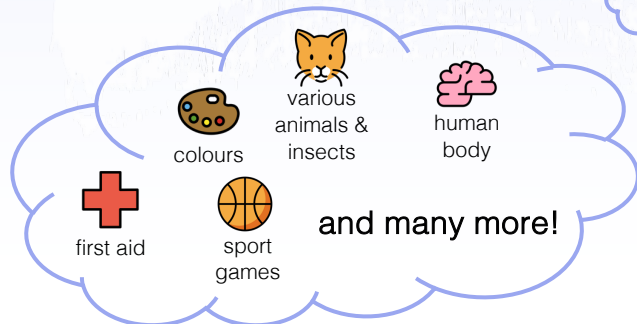deer 🇬🇧

Win!

Match images with their designations in primary and target (learning) languages to form a pair first (any two cards), along with the final triplet (three cards) afterwards. The one with more triplets in their shelf wins the game!

As Koski is a card-based game for two, a deck of cards is randomized on the table and each player's hand on the start.

With more than 5+ languages available (English, German, Finnish, Estonian, Russian and Ukrainian to be exact), learn new words from these default topical compilations in a playful way:

colours

various animals & insects

human body

first aid

sport games

and many more!

On your turn, you can:

✓ **form pair(s)** from cards available either on the table or in your hand (or both)

✓ **beat pair(s)** from your rival's shelf to form triplet(s)

✓ **lay out card(s)** from your hand on the table (regardless of how many cards are already there)

✓ **pass a turn** once done (or once there's nothing else to match)

You can pass a turn once at least one action from the list above is done. Turn is also passed when time for the move runs out.

Time is running out, so keep up with the cards! You have **up to 60 seconds** for your turn. Otherwise, a random card from your hand is automatically placed on the table.

Play with an AI bot of **easy**, **average** or **nightmare** levels for ultimate learning experience, other Koski players or invite your friends to join you for Koski!

Beat all your rivals and be the first one on the rating board earning a start after each win!

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Soon

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