

INTERNATIONAL EXPANSION PACK 1

CONQUER THE WORLD (Penalty shoot-out on a draw) (2 or more players)

Objective:

Defeat and take all the countries held by the other players to become Conqueror of the World.

How to play:

Decide how many countries each player will start the tournament with. You don't have to use all 40 countries, the more countries each player starts with, the longer the tournament can take to complete.

Shuffle the cards face down. Deal the agreed number of countries out to each player. The rest of the countries go back into the bag.

2 contestants play at a time. Each player nominates one of their countries for the match. Roll the dice to decide the kick-off. The player who throws the highest number is **PLAYER 1** and places their country in the MATCHES slot, the other player puts their country in the MATCHES slot for **PLAYER 2**.

Play the game as described in the Sokhazania rules.

If the scores are level after 15 minutes, a penalty shoot-out (see rules) is used to decide the winner. The victor gets to keep the defeated country.

The tournament ends when all the countries are held by one player, the winner and Conqueror of Sokhazania!

WORLD KNOCK-OUT (Penalty shoot-out on a draw) (1, 2, 4, 8, 16 or 32 players)

Objective:

Countries compete to go through to the next round until there are only two countries left in the final match that will decide who gets the Knock-Out trophy.

How to play:

Start with 32, 16 or 8 countries, depending on the time available or number of players involved. Using more than one board game for multiple players reduces the time required to host the tournament.

Shuffle the countries face down. Deal them into stacks of 2 countries - keep the cards face down.

Call the first 2 contestants, let them throw for the kick-off. Player 1 can choose one of the stacks, turn it over and choose the country that they will be representing throughout the tournament. The other country will be represented by the player who lost the toss.

Countries are eliminated from the tournament when they lose a match. The winning country and its contestant goes through to the next round.

When the first round is completed, the victorious countries are shuffled face down. Deal them again into stacks of 2 (this time face up) to determine the match groupings for the next round.

If the Final match is a draw after 15 minutes, 5 minutes Extra Time is played. If the score is still level, a Penalty Shoot-out (see rules) will decide who gets to be Sokhazania Knock-Out Champion.