



PLAYING PIECES:



FIELD MARKINGS:

PLAYER DOTS



SPECIAL PLAYER DOTS



PASS & INTERCEPTION TRACKS



ONE DIRECTIONAL TRACKS



HOW TO PLAY SOKHAZANIA

A game is played by 2 people, **PLAYER 1** and **PLAYER 2**. Players throw the dice and then move the playing piece (representing the ball) from one Player Dot to the next Player Dot along the numbered Red or Blue Pass Tracks or Yellow Intercept Tracks – not onto the numbers and not skipping a Player Dot. The object of the game is to score more goals than your opponent.

DURATION OF PLAY

A game lasts for **15 minutes**, there is no halftime or swopping colours.

If the score is level after 15 minutes, 5 minutes Extra Time can be played.

A Penalty Shoot-out can be used to decide the winner if the scores are level after extra time.

If you don't have a timer, play until the first player scores a 2nd or 3rd goal.

PLAYER DOTS & PASS TRACKS

Two teams, **TEAM RED** and **TEAM BLUE**, are represented on the board by **identically positioned Player Dots that are connected by numbered Pass Tracks** to form the grid.

The number thrown with the dice determines which path must be used. You **make a successful pass** if you throw a **3, 4, 5 or 6** – keeping possession of the ball and so having the next throw of the dice.

INTERCEPTION TRACKS

You always **lose the ball (and the dice)** by throwing a **1 or 2**. The **Interception Tracks** are marked **Yellow** and connect the Red and Blue Player Dots. There is a special interception track that gets activated when a shot at goal was made, giving away a corner.

ONE DIRECTIONAL TRACKS

Some Pass and Intercept Tracks are one directional. They are **indicated by an arrow** pointing in the direction of the pass.

All Shot on Goal Tracks are one directional.

STARTING THE GAME

The game starts by placing the ball on the centre spot between the **TEAM RED** and **TEAM BLUE** Kickoff Dots. The two players throw the dice in turn to determine who gets the kickoff. The player who throws the highest value wins the toss, gets the kickoff and becomes **PLAYER 1** on the score board. Player 1 also gets to choose their Team Colours for the game (Red or Blue).

Move the ball to Player 1's Kickoff Dot. Start the 15 minute countdown for the game to begin.

PLAYER 1 starts by throwing the dice and moving the ball along the numbered Pass Tracks until throwing a 1 or 2 (or having a shot on goal).

PLAYER 2 gets possession of the ball and throws the dice until losing the ball to **PLAYER 1** (by throwing a 1 or 2 or having a shot on goal).

DICE OUT OF BOUNDS (THROW-IN / OWN GOAL)

The dice must always be thrown into the arena (box) so that it lands on the playing field. If the dice is cast in such a way that it bounces over the edge of the box, the dice is considered to be out of bounds and the ball gets moved directly to the other player's **Throw-in Dot** from anywhere on the field.

If the dice is thrown out of bounds when the goalie is defending their goal, an **Own Goal** is scored.

SCORING GOALS & MAKING SAVES SHOTS ON GOAL

Each team has three **Striker Dots**, two in the Penalty Area and one from the Corner. **A Shot on Goal is made by throwing a 6 from one of the Striker Dots**, activating the **Shot on Goal Tracks** – Orange for Team Red and Purple for Team Blue. **Move the ball from the Striker Dot onto the Goalie Dot**. The goalie now defends their goal.

DEFENDING THE GOAL

The defending player now gets the opportunity to make a save by throwing the dice.

⚽ Difficulty Level : **NORMAL**

IF THE GOALIE THROWS A **1 OR 2**, THE **SAVE IS MADE** but the ball is lost over the end line outside the goal. The ball is moved to the **Corner Striker Dot** along the Orange and Yellow line (Team Red strike) or Purple and Yellow line (Team Blue strike). The attacking team gets another chance to take a shot at goal. **A corner from the Goalie Dot is only conceded when a shot at goal was made. During normal play, throwing a 1 or 2 from the Goalie Dot results in an up-field kick which is lost to the other team.**

IF THE GOALIE THROWS A **3 OR 4**, THE **GOAL IS SCORED**. The team that conceded the goal get the kickoff for the restart.

IF THE GOALIE THROWS A **5 OR 6**, THE **GOAL IS SAVED** AND THE BALL STAYS ON THE GOALIE DOT FOR A **GOAL KICK** – the goalie must throw the dice again to get the game restarted.

If the goalie throws the dice out of bounds on a save, an own goal is scored.

⚽ Difficulty Level : **HARD** (difficult to score)

- 1, 2** : gives away a corner
- 3** : the goal is scored
- 4, 5, 6** : gets a goal kick

Throwing the dice out of bounds does not result in the goal being scored – throw again.

⚽ Difficulty Level : **EASY** (easy to score)

- 1, 2** : gives away a corner
- 3, 4, 5** : the goal is scored
- 6** : gets a goal kick

Throwing the dice out of bounds results in an own goal being scored.

IF THE SCORES ARE LEVEL AT FULL TIME

There are 4 ways to get a result:

- a. The game is declared a **draw** at the end of Full Time and each player gets 1 Point.
- b. Continue playing after Full Time until the first player scores a goal – the **Golden Goal**.
- c. 5 minutes **Extra Time** can be played. If the scores are still level after 5 minutes, a Penalty Shoot-out must be taken.
- d. **Penalty Shoot-out** from the Striker Dot right in front of either of the two goals.

PENALTY SHOOT-OUT RULES

PLAYER 1 takes the first 3 penalties, followed by 3 penalties taken by **PLAYER 2**. Three penalties taken by each player forms a **Penalty Set**.

The Striker:

- 1, 2** or dice out of bounds – **no save required**
- 3, 4, 5 or 6** – **gets a shot on goal**

The Goalkeeper:

- 1 or 2** – **makes the save**
- 3, 4, 5, 6 or dice out of bounds** – **goal scored**

The player leading by a goal or more at the end of a Penalty Set wins the match. Play as many penalty sets as required to determine the winner.

POINT SCORING SYSTEM

- Win = 3 points
- Draw = 1 point each
- Lose = 0 points

Win by 3+ goals to get a BONUS POINT