DISC OVER

A tactical board game for 2 players

Capture the Disc and bring it to the opposite side of the board: "Disc Over".

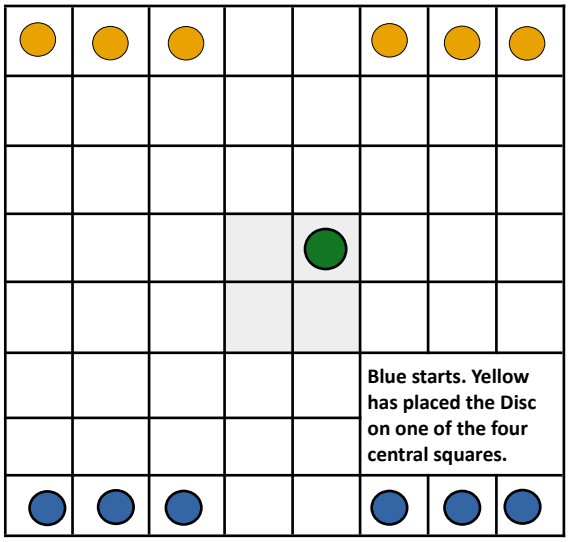
1. Components

- An 8 × 8 board (chessboard).
- 6 blue and 6 yellow playing pieces: the *runners* (or use white and black checkers).
- 1 green disc: the Disc (or mark a checker).

2. Starting position

- Each player places six runners on the starting squares shown in the setup diagram.
- Decide at random who goes first.
- The player who goes second places the Disc on one of the four central squares.

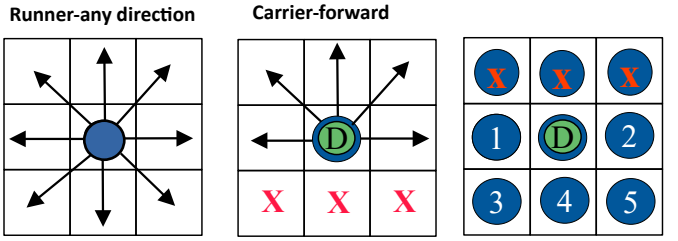
Setup: Yellow's starting squares



3. How to play

- Players take turns moving one runner or carrier.
- A runner that captures the Disc becomes a carrier. When it loses or passes on the Disc, it becomes a runner again.

4. Movement



- A runner may move one square in any direction.
- A carrier may move one square forward, sideways or diagonally forward.
- A carrier may pass the Disc sideways or backward (including diagonally) to an adjacent friendly runner. Passing forward is not allowed.
  Passing the Disc counts as a full move and takes the place of moving a runner or carrier.
- Runners may jump over friendly runners or the Disc to the empty square immediately beyond.
- A runner may jump over a carrier, including the opponent's carrier (but not over an opponent's runner).
- You may make multiple jumps in a single turn, provided that each jump goes over another piece to an empty square. You may change direction after each jump.
  You may end a jump sequence even if further jumps are possible.
- During a jumping sequence, a runner or carrier may not land on the same square twice.
- A carrier may jump only forward, sideways or diagonally forward.
  Moving or jumping backward is not allowed.

Extra move

After capturing the Disc, you may make one extra move with the new carrier or any of your own runners.
You may also use this extra move to pass the Disc from the carrier to one of your own runners.

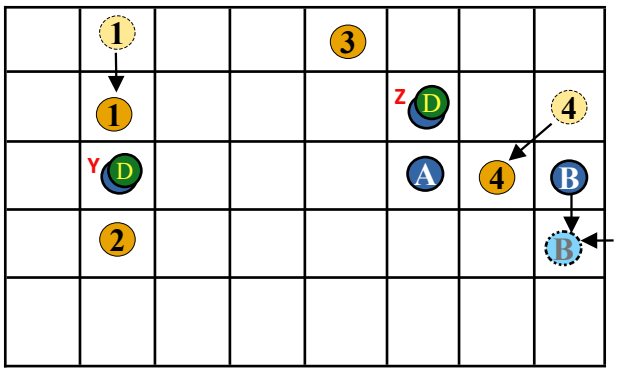
Note: An extra move can never earn another extra move.

5. Capturing the Disc

- The Disc can be captured by enclosure or complete surrounding, whether it is lying free or held by a carrier.

Enclosure

- The Disc can be captured from an **opponent** by enclosure (Enclosing your own carrier has no effect).
  Either player may capture a Disc lying free on the board.
- An enclosure occurs when moving one of your runners places the Disc between two of your own runners, horizontally, vertically or diagonally.
- The runner completing the enclosure captures the Disc and becomes the carrier (place the Disc on that runner).



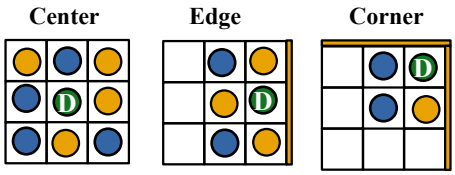
Runner **Yellow 1** encloses blue carrier **Y**.
Runner **Yellow 1** takes the Disc and becomes the carrier.

The blue carrier **Z** is enclosed by runner **Yellow 4**.
Runner **Yellow 4** takes the Disc and becomes the carrier**.**

Blue can then recapture the Disc by moving **runner B** to enclose **Yellow 4**.

Complete surrounding

The Disc can also be captured by surrounding it completely.
The Disc is completely surrounded when all adjacent squares are occupied.
The runner whose move completes the surrounding takes the Disc and becomes the carrier.
If the Disc is held by a carrier, it does not matter which player owns that carrier.
In this case too, the new carrier may make an extra move.



Examples of moves over several squares

Runner jumps

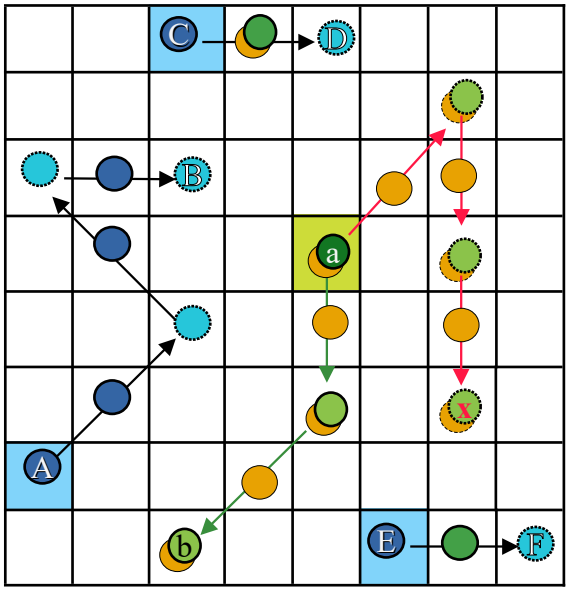
Blue

- Runner A jumps over friendly runners to B.
- Runner C jumps over the opposing carrier to D.
- Runner E jumps over the Disc to F.

Carrier jumps

Yellow

- Carrier a jumps to b and wins the game.
- Carrier a cannot jump to x because the first jump would be backward.



Winning the game

You win the game when your carrier reaches the opponent's starting row, or when one of your runners on that row captures the Disc by enclosure or complete surrounding.

If the same board position occurs three times with the same player to move, the game ends in a draw.

DISC OVER is a game designed by Ron Hendriksen. Version 24-11-2026. For the latest rules: **https://spelspelspel.nl/disc-over**