DISC OVER

A tactical board game for 2 players

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

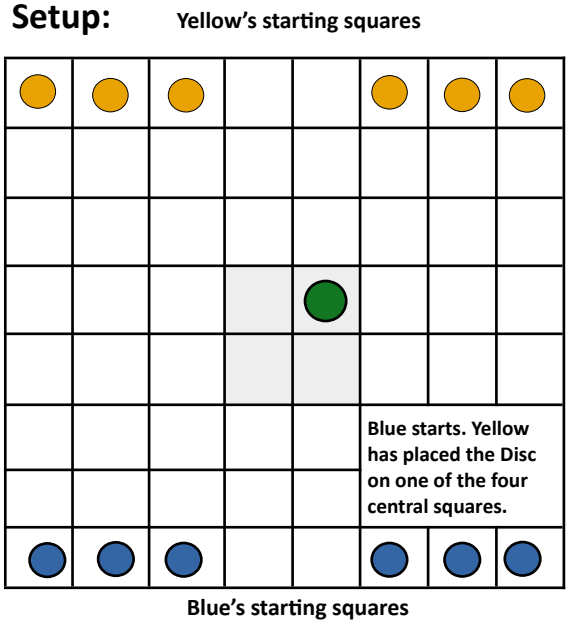
1. Components

- An 8 × 8 board (chessboard).
- 6 blue and 6 yellow discs: 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.
- Draw lots to decide who starts.
- The player who does not start places the Disc on one of the four central squares.

Setup:



3. How to play

- Players take turns moving one runner or carrier.
- A runner that takes possession of the Disc becomes a carrier.

  When it loses or passes 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 backwards (including diagonally) to one of your own runners on an adjacent square. Forward passes are not allowed.
- Runners may jump over their own runners or the Disc, landing on the empty square immediately beyond.
- A runner may jump over a carrier, including an opponent's carrier (but not over the opponent's runners).
- You may make several jumps in succession during one turn, provided each jump goes over another piece to an empty square. You may change direction after each jump.
- A runner or carrier may not land on the same square twice during one jumping sequence.
- A carrier may jump only forward, sideways or diagonally forward.

  Backward moves or jumps are not allowed.

Extra move

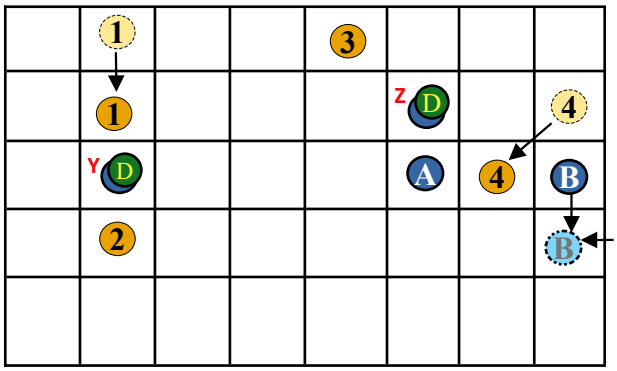
After capturing the Disc, you may make one extra move with the new carrier or any of your own runners.

5. Capturing the Disc

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

Trapping

- The Disc can be taken from an opponent by trapping or complete encirclement. Your own carrier cannot lose the Disc through encirclement. A free Disc can be captured by either player.
- A **trap** is formed when the Disc lies horizontally, vertically or diagonally between two of your runners because one of those runners has moved.
- The runner completing the trap takes the Disc and becomes the carrier (place the Disc on that runner).



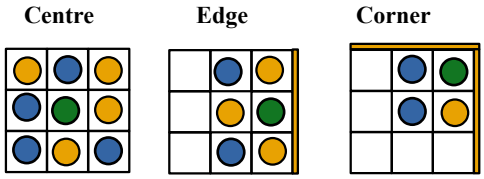
Yellow runner **1** traps the blue carrier **Y** .
Yellow runner **1** takes the Disc and becomes the carrier.

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

Blue can then recapture the Disc by moving **runner B** and thereby trapping **Yellow 4**.

Complete encirclement

When all the squares adjacent to the Disc are occupied, the runner whose move completes the encirclement takes the Disc.
If one of your own carriers is completely surrounded, it keeps the Disc.



Examples of moves covering several squares

Runner jumps

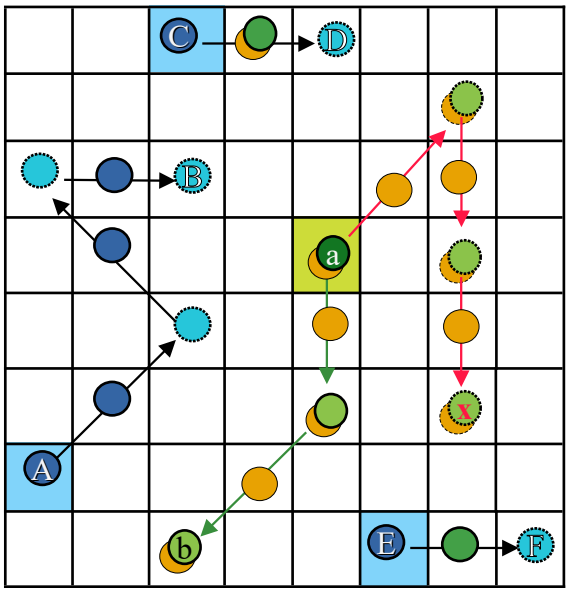
Blue

- Runner **A** jumps over its own runners to **B**.
- Runner **C** jumps over the opponent's 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 its first jump would be backwards.



You win the game when one of your carriers reaches the opposite side of the board.

If the same board position occurs for the third time with the same player to move, the game ends in a draw.