

tric trac Game instructions / game rules

Brettspielnetz.de Team
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Inhalt

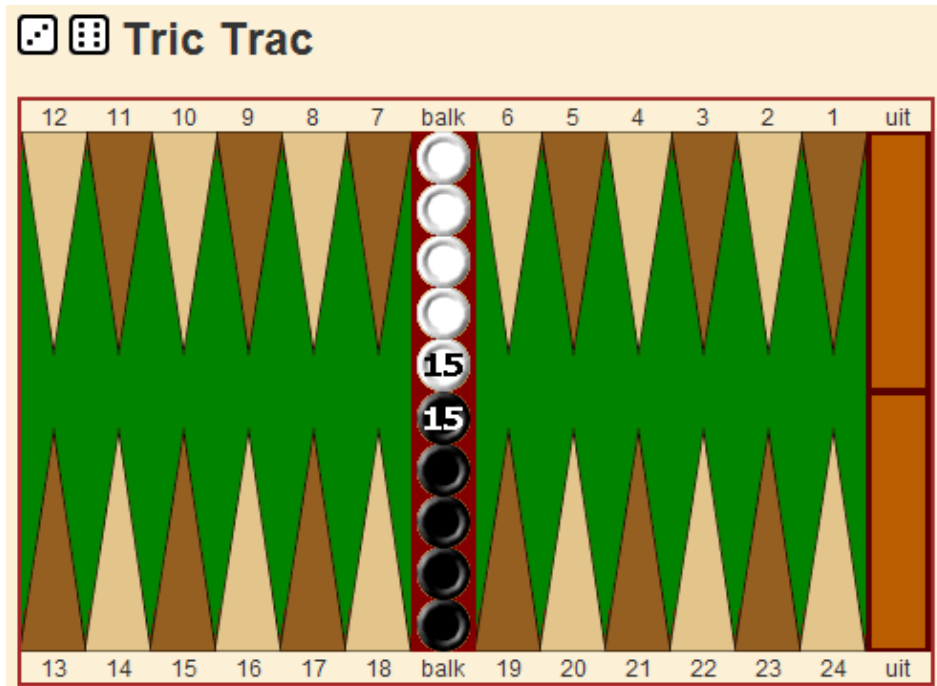
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tric trac

Spielregeln

Origin and goal of the game

Tric Trac is a variant of Backgammon. At first, you start with a board with 15 stones (also called discs) each. Unlike backgammon, no stones have been brought onto the board yet, all 15 stones of each colour are on the bar. See below for the starting position of the stones. The aim of the game is (as in backgammon) to bring out all your stones after you brought them on the board. The one who does so first has won.



Moving the stones

Both players may roll two dice in turn. After rolling the dice, a player may move his stones if possible (see below for the rules for this). The direction in which the player must move his stones is from 24 to 1 for black and from 1 to 24 for white.

Rules of moving the stones

This rule to which spots you may move is the same as in backgammon. A stone may only be moved to a spot that:

- is free, or
- is already occupied by one or more stones of your own colour, or
- occupied by exactly one opponent's stone (it is then captured and returned to the bar).

If you have stones on the bar, they must always be inserted first. If this is not possible, the turn passes.

Playing the dice roll is different from backgammon, the following rules apply:

- Throw 1 and 2, then you throw Tric Trac and may put two 1s, two 2s, two 5s and two 6s (also exactly in that order) and then you may throw again.
- If you throw a double, you may first move twice the number thrown and then move twice 7 minus the number thrown (so if you throw double 6, you may move 2x6 and 2x1). Then you may throw again.
- On a normal roll (no double and no tric trac), you must first set the lower die and then the higher.
- If you can choose between a move where you can also move the next roll and a move where you cannot move the next roll, you are obliged to make the move where you can also validly move the next roll. This applies only 1 move deep.
- If you can no longer use a die, you may not set the next roll either. However, you may still throw again, if you were entitled to do so.

Discarding stones and the end of the game

Once you have placed all your stones in squares 1-6 (for black) or 19-24 (for white), the discard phase begins. It is different from backgammon: you always have to throw out the stone exactly, that is, a stone on the 5 must be rolled out with a 5 (analogue for White) and you are not allowed to move stones within the area. The first player to throw out all his stones wins the game.