

MEXICAN TRAIN

A set of double 12 dominoes will be used for all games. Two to eight people can play each game. The number of tiles to be drawn by each player is as follows:

2 players.....16 tiles	5 players.....13 tiles	8 players.....10 tiles
3 players.....15 tiles	6 players.....12 tiles	
4 players.....14 tiles	7 players.....11 tiles	

To Play—A double 12 is used to start a game. However for a shorter game, any double can be used. After each player has drawn their tiles, the player who has the double being used to start each hand, will place that double in the center (Start Position). If no one has the starting double in their hand, then all players will draw an additional tile, to find the starting double, this should be repeated until the starting double is found. The player who has the starting double, will then be the first one to play.

The first player has the option of placing a tile on their own train, or starting the Mexican train, by placing a tile with the number to match the starting doubles, facing the center. The next player, (in clockwise rotation) can start their own train, (in the same manner) or if no Mexican train has been started, they can start that one. Once the Mexican train has been started, they can start that one. Once the Mexican train has been started, any player can then match the outboard number of the train with the same corresponding number, (i.e., 12/7 to 7/9 to 9/4 etc.). A player's own train will be matched in the same way.

Any time a player cannot match any "free" tile, they must then draw one tile from the "bone" pile. If that tile can be played then they must place a marker on their train, signifying their train now has a "free" tile to play on. In order for player to remove their marker, they must play a tile on their own train.

Doubles—If a double is played, that player must "satisfy" that double by playing another matching tile, on the double. If they cannot, they must draw one tile from the "bone" pile, to see if it matches. If not that player must place a marker on his train. The next player must then try to satisfy that double in the same manner. This will continue until the double has been satisfied.

If a player plays a double, followed by yet another double, they must then satisfy the second double with another tile as before. The same satisfaction must be accomplished as above. The only exception to the requirements of "satisfying" a double is if the double being played is the last double in the players hand. In which case the player wins that game.

When a player plays their next to last tile, they must notify their opponents by tapping that tile on the table. If this is not done and another player notices, that player must draw one more tile. Once a player goes out (wins that round), then each player counts up the total points left remaining in their hand and gives the score to the score keeper, The player with the lowest score at the end of the game, is declared the winner.

Once the first round is complete, the next lower set of doubles is used to start the second round, etc.

Tournament Play—If time permits, all games will start with the double 12's and end with the double 0's. The winner of each game, depending on the number playing, will then play a playoff game with the other individual winners to determine the first, second and third place standing. If time is short, the referee will decide which doubles to start each round with and how many rounds to play.

Mexican Train Score Sheet

NAME								
Round								
12								
11								
Total								
10								
Total								
9								
Total								
8								
Total								
7								
Total								
6								
Total								
5								
Total								
4								
Total								
3								
Total								
2								
Total								
1								
Total								
0								
Grand Total								
Number of Players		8	7	6	5	4	3	2
Number of Dominos		10	11	12	13	14	15	1