

RULES FOR MEXICAN TRAIN DOMINOES

MEXICAN TRAIN is most commonly played with double-12 dominoes which will provide a full evening of play. Double-nines and double-sixes may also be used for shorter play.

There are thirteen dominoes for each number (13 twelves, 13 elevens, 13 tens, etc) however, the total number of tiles in a double-twelve set equals 89 since most tiles have more than one number inscribed on the face (i.e., 12-11, 12-5, 9-3, etc).

Since two to six people can comfortably play the game it is important to calculate the number of tiles to be drawn by each player at the start of the game. This is to ensure that there is a workable surplus remaining after the draw for the "BONEYARD". Typically with two, three or four players: 15 tiles are drawn by each player. Five and six players draw 12 tiles and seven and eight players draw 10 tiles.

After the draw, the first round begins as soon as the double-twelve is revealed by the player drawing that tile. The double-twelve is placed in the center of the table and all players start forming their own train in their hand. If no one has the double-twelve, each player draws from the boneyard in turn until someone draws the double-twelve.

Each player's train is started with a tile whose left side matches the number of the center tile. The next tile is matched to the right side of the first tile in your train. For example: 12-5, 5-9, 9-blank, blank-3, etc. until all possible tiles in your hand are used. The remainder is called "SLOUGH" and is played on the MEXICAN TRAIN or other players' trains when possible.

As soon as all players have assembled their trains, (organized their tiles), play begins. The player who put the double-twelve in the center starts the play. All players are assigned a corner or side of the tile in the center (or hub) on which to play their own train. The first player has the option of playing on his train, or starting the MEXICAN TRAIN. (See note on page 2)

The MEXICAN TRAIN must be started with the left-hand number the same as the center double (in this case double-twelve) and is positioned at an unused side of the center tile. As the game progresses, all players can play on the MEXICAN TRAIN. If the first player chooses not to start the Mexican Train, any succeeding player may start it.

Play goes around the table clock-wise with each player playing on his personal train (beginning with a twelve domino) or on the Mexican Train.

If a player cannot play, he draws one tile from the BONEYARD. If he is unable to play that tile, he places a marker (penny, bean, or poker chip, etc.) on the last tile in his train, and then all players can play on his train when their turn arrives. If on a later turn he is able to play on his train, the penny is removed and once again only he can play on his train.

NOTE: Any player who plays a double must immediately play another tile. If a player plays a double followed by another double (not played in same place) he must play a third tile during that turn. If a player cannot cover the double, he must draw from the BONEYARD, if he still can not cover the double, his turn passes. This procedure continues until one of the players covers that double. A Player can go OUT with a double tile without playing a second tile.

As play proceeds, any player who has played all of his tiles but one must give notice to the other players that he has one tile remaining. This is usually done by clicking the domino twice on the table.

As soon as the first round is completed (double-twelve) the next round starts with the double-eleven, the next with double-ten, etc. with the last round being the double-blank.

As soon as someone “goes out” (plays all of his tiles), all other players must add up the total of their remaining tiles and report same to the scorekeeper. The player with the lowest score after all rounds have been played is the winner.

NOTES: Some groups don't start the Mexican Train until all players have their personal trains begun. It is a courtesy to play a tile from your hand to get another player started. The more places started, the more places to play if they have the penny marker in place. Then the MEXICAN TRAIN gets started. Optional? It works well and everybody is happy. We don't want any “unhappy” players.

The double-blank counts 50 points against you if you get caught with it at score time.

Using double-nine dominoes, six can play, but you can only draw 5 or 6 tiles.