



# Mexican Train Dominoes



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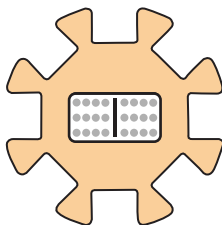
Mexican Train is an extremely popular domino game that's easy to learn and fun to play. Each player is dealt an equal number of dominoes, and the goal is to try to get rid of as many dominoes as possible while trying to achieve the lowest possible score based on the remaining dominoes.

## The Equipment

- **1 Train Hub:** A round centerpiece placed in the middle of the table.
- **8 Train Tokens:** Used to mark personal or public trains.
- **91 Double 12 Dominoes:** A set of double-12 dominoes consisting of all possible pairs of numbers, or dots called "pips," ranging from 0 to 12.
- **Scorepad:** Used for tracking points for each round.

## Starting Off Rounds

Mexican Train is played in 13 rounds, with each round established by the "engine," a domino that is placed in the center of the train hub. The engine in the first round is the double-12 domino.



In subsequent rounds, the engine is the next highest double: double-11 for the second round, double-10 for the third, and so on, all the way down to double-0.

Each player draws a set of dominoes from a shuffled, face-down pile to create their "**hand**," ensuring that the domino values remain hidden from other players. The number of dominoes each player draws varies depending on the number of players:

- **2-4 players:** Draw 15 dominoes each.
- **5-6 players:** Draw 12 dominoes each.
- **7-8 players:** Draw 11 dominoes each.

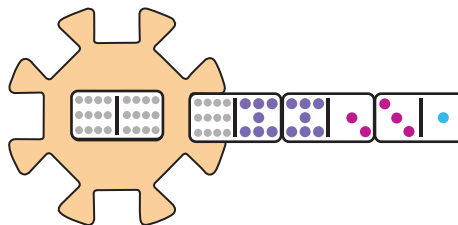
The leftover dominoes are placed to the side and are known as the "**boneyard**".

The player with the engine for that round places it in the center of the hub and becomes the starting player for that round. If no one has the required engine, each player **draws one domino from the boneyard, one at a time**, until it is found, and the player who draws it becomes the starting player.

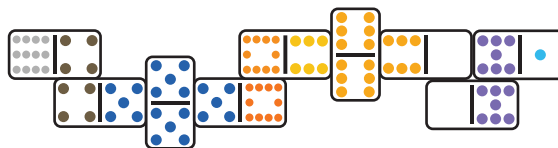
## Gameplay

### First Turn

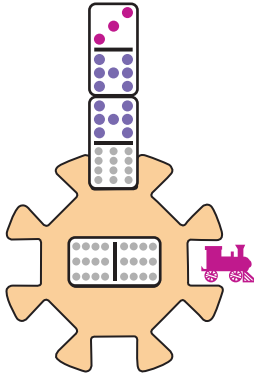
Beginning with the starting player and continuing clockwise, each player builds a "train" that extends out from the train hub towards themselves. This train must have an end that matches the engine in the center of the train hub. For example, if the engine in the train hub is a double-12, the train must begin with a domino that has a 12 on the starting end. The train can consist of any number of dominoes, as long as each domino in the train has a matching end to the adjacent domino.



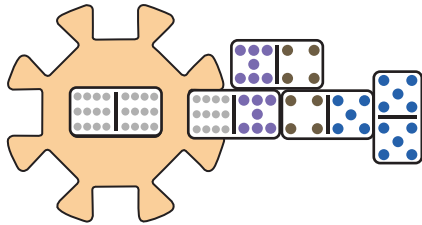
Dominoes with identical ends can be placed parallel to each other to save space, as long as they don't block anyone else's train. This technique is called "**bending**" the train, and it is entirely optional. If there is a "**double**" (a tile with the same number on both ends), it is placed perpendicular to the adjacent domino.



If a player does not have a domino that matches the engine to create a train, they place a train token at the hub to mark where their train would have extended out. This train token marks the spot as a public train (open to all players).



**Note:** If a player ends their train with a double on the first turn, everyone continues to complete their first turn as usual. However, on the second turn, players must “satisfy” the double (as explained in the "Playing Doubles" section) before making any other type of play.



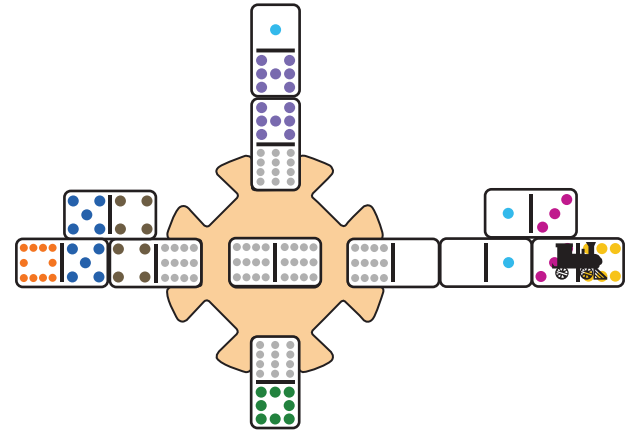
### Public Trains

A train that is marked with a train token is public, and any player can add to that train after it is marked, except during the first turn. A train that is not marked is considered “private,” and only the player who started the train can add to it. A player who has marked their train public may later change it back to a private train by removing the marker in subsequent turns, as long as they can play a domino that matches the open end of their train.

### Subsequent Turns

After everyone has played their first turn, starting with the first player, each player adds to their train or to a public train from their hand. Unlike the first turn, players can add only one domino at a time.

If a player cannot add a domino, draw one domino from the boneyard and play it immediately if they can. If they are unable to play the drawn domino, they must mark their train public. If there are no more tiles left in the boneyard, the player simply marks their train public.



### Playing Doubles

If a player plays a “**double**”, the double must be placed perpendicular to the train it is played on. The player must then immediately play another domino from their hand to satisfy the double, either on the double itself or on any public train.

If the player cannot satisfy the double, they must draw from the boneyard and play the drawn domino to satisfy it. If they are still unable to do so, their train becomes public.

If a player draws a second double and is able to play it, they must draw another domino from the boneyard and play that as well. This process continues until the player either plays a non-double or is unable to play the domino they just drew. If they fail to satisfy the double, their train becomes public.

If a player finishes their turn without satisfying a double, the next player must satisfy that double before making any other play. If the next player cannot satisfy the double from their hand, they must draw from the boneyard. If they are still unable, their own train becomes public, and the obligation to satisfy the double passes to the following player.

If multiple doubles need to be satisfied, they must be satisfied in the order they appeared.

### Mexican Train

A special “**Mexican Train**” may be started by any player using a domino from their hand that matches the engine. It extends out from the engine and is always public. It never becomes private, and it remains separate from all personal trains.

The Mexican Train may be started on any turn except the first turn or on a turn where a double needs to be satisfied.

Only one Mexican Train may be started per round.

## Scoring

A round ends when one player has played their last tile or when no one has a playable tile and the boneyard is empty.

Each player’s score is calculated by adding up the pips or numbers on their remaining tiles. A double-blank tile is worth **50 points**.

At the end of the final round, the player with the lowest total score across all rounds is declared the winner. If there is a tie, the winner is the player who achieved the most zero-point rounds. If there is still a tie, the player with the lowest non-zero single-round score wins.



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