

RULES FOR MEXICAN TRAIN

CONTENTS

91 COLOR-DOT DOUBLE 12 DOMINOES

9 TRAIN MARKERS

1 TRAIN STATION "HUB"

SETUP:

DOMINOES ARE PLACED FACE DOWN AND MIXED UP
WITHIN REACH OF ALL PLAYERS. NEXT, EACH PLAYER DRAWS TILES:

2-6 PLAYERS—12 TILES EACH

7-8 PLAYERS—10 TILES EACH

ANY REMAINING TILES BECOME THE "BONEYARD" AND MAY BE DRAWN AS PLAY CONTINUES.

LETS PLAY:

THE PERSON WITH THE DOUBLE-TWELVE DOMINO GOES FIRST. IF NO ONE HAS THE DOUBLE-TWELVE THEN PLAYERS DRAW A SINGLE DOMINO EACH UNTIL THE DOUBLE-TWELVE IS FOUND. PLAY STARTS IN THE MIDDLE OF THE MEXICAN TRAIN HUB PIECE. GAME CONTINUES WITH EACH PLAYER PLAYING A TILE ON AN OPEN END OF THE DOMINO LAYOUT. DOMINO ENDS MUST CONNECT WITH A MATCHING NUMBER OF PIPS/DOTS.

EACH PLAYER BUILDS THEIR OWN TRAIN THAT BRANCHES OFF THE MEXICAN TRAIN HUB, PERSONAL TRAINS START WITH THE NUMBER OF PIPS MATCHING THE NUMBER OF PIPS ON THE STARTING DOMINO. (IN GAME #1, THE STARTING DOMINO OR "ENGINE" IS 12) UNLESS OPEN, THIS TRAIN CAN ONLY BE ADDED TO BY THAT PLAYER.

SOMEONE CAN START A "PUBLIC TRAIN" THAT STARTS WITH THE SAME NUMBER OF PIPS AS THE STARTING DOUBLE AND BRANCHES OFF THE OTHER END. IT CAN BE ADDED TO BY ANY PLAYER. THE SEPARATE MEXICAN TRAIN OF TILES RUNS AROUND THE PLAYING AREA AND CAN ONLY BE PLAYED ON ONE END.

THE PERSONAL TRAIN OF A PLAYER BECOMES OPEN WHEN THAT PLAYER CANNOT PLAY A TILE ON THEIR TURN. IF A PLAYER CAN'T PLAY ON AN OPEN END THEN THEY DRAW ONE TILE FROM THE "BONEYARD". IF THE DRAWN DOMINO CAN'T BE PLAYED THEN IT IS THE NEXT PERSON'S TURN AND A TRAIN MARKER IS PLACED ON THAT PERSON'S TRAIN TO MARK IT OPEN. ONCE A PLAYER HAS MADE A PLAY, THEY REMOVE ANY MARKER FROM THEIR OWN PERSONAL TRAIN OF TILES.

WINNING:

TO WIN THE GAME, BE THE FIRST PLAYER TO GET RID OF ALL THE DOMINOES IN YOUR HAND AND THEN YELL "DOMINO!". IF PLAY IS BLOCKED AND NO PLAYER CAN ADD A TILE TO THE LAYOUT THEN THE GAME IS OVER. THE WINNER OF THE ROUND IS THE PLAYER THAT HAS DOMINOED OR THE PLAYER WITH THE LEAST AMOUNT OF PIPS REMAINING. ALL PLAYERS THEN ADD UP THEIR REMAINING PIPS AND RECORD THEIR SCORE.

THE NEXT ROUND STARTS WITH DOUBLE 11'S, THIRD ROUND STARTS WITH DOUBLE 10'S...SO ON. THE PLAYER WITH THE LEAST AMOUNT OF POINTS AT THE END OF THE LAST ROUND WINS.

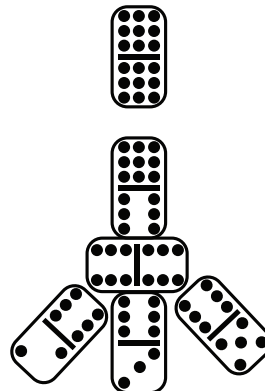
DOUBLES:

DOUBLES DO NOT BECOME SPINNERS AND CAN ONLY BE PLAYED OFF TWO ENDS. IF A PLAYER PUTS DOWN A DOUBLE, THEY MUST PLAY ANOTHER TILE ON THE DOUBLE TO "SATISFY" IT. SHOULD A PLAYER PLAY ANY DOUBLE AND BE UNABLE TO SATISFY IT THEN THE PLAY MOVES TO THE NEXT PLAYER. IF THAT PLAYER CANNOT "SATISFY" THE PLAY THEN IT MOVES TO THE NEXT PLAYER UNTIL SATISFIED. IF NO ONE CAN MAKE THE PLAY THEN THE PLAYER WHO PLACED THE DOUBLE HAS TO DRAW FROM THE BONEYARD UNTIL IT IS SATISFIED. THEN PLAY CONTINUES AS NORMAL.

RULES FOR CHICKENFOOT

SETUP:

THE DOMINOES ARE SHUFFLED, FACE DOWN. THEN EACH PLAYER DRAWS A NUMBER OF TILES, THAT ONLY THEY CAN LOOK AT. THAT DIFFERS ACCORDING TO THE NUMBER OF PLAYERS TAKING PART AND THE TYPE OF DOMINO SET USED.



LETS PLAY:

DOUBLE-NINE

- + 2 PLAYERS DRAW 12 TILES EACH.
- + 3 PLAYERS DRAW 11 TILES EACH.
- + 4 PLAYERS DRAW 10 TILES EACH.

DOUBLE-TWELVE

- + 5 PLAYERS DRAW 12 TILES EACH.
- + 6 PLAYERS DRAW 11 TILES EACH.
- + 7 PLAYERS DRAW 10 TILES EACH.
- + 8 PLAYERS DRAW 9 TILES EACH.

REMAINING TILES ARE USED AS THE BONEYARD (OR CHICKENYARD) AND MAY BE DRAWN BY PLAYERS DURING THE GAME. THE LEAD PLAYER HOLDING THE HIGHEST DOUBLE IN THE SET, PUTS IT DOWN, AND THEN PLAYERS IN TURN LAY TILES ONTO THE OPEN ENDS OF THE DOMINO LAYOUT WITH SAME-NUMBER ADJACENT TO SAME-NUMBER (THE FIRST DOUBLE ALLOWING PLAY TO BRANCH FOUR WAYS IS KNOWN AS THE SPINNER). IF A PLAYER IS UNABLE TO SET A DOMINO FROM THEIR HAND ONTO THE LAYOUT, THEY MUST DRAW A TILE FROM THE BONEYARD AND ARE ALLOWED TO PLAY IT ONTO THE LAYOUT. THE NEXT ROUND STARTS WITH DOUBLE 11'S, THIRD ROUND STARTS WITH DOUBLE 10'S...SO ON. THE PLAYER WITH THE LEAST AMOUNT OF POINTS AT THE END OF THE LAST ROUND WINS.

DOUBLES ARE PLACED HORIZONTALLY ONTO TILE ENDS AND A PLAYER WHO PLAYS ONE SHOULD ANNOUNCE IT BY SAYING "CHICKENFOOT". NO FURTHER TILES MAY BE PLAYED ANYWHERE ELSE ON THE LAYOUT UNTIL THREE ARE PLACED TO THE CHICKENFOOT-DOUBLE FORMING THE PATTERN. ALL THREE TILE ENDS OF THE CHICKENFOOT "TOES" MAY BE PLAYED ON. IF A PLAYER IS HOLDING ONLY ONE TILE IN THEIR HAND, THEY MUST ANNOUNCE IT BY SAYING "UNO!"

ONCE A PLAYER HAS DOMINOED BY SETTING THEIR LAST TILE, OR THE GAME IS BLOCKED WITH NO PLAYER ABLE TO SET A TILE, THE ROUND IS OVER AND THE PLAYER WHO DOMINOED OR HAS THE LOWEST TOTAL OF PIPS LEFT IN THEIR HAND IS THE WINNER OF THAT ROUND. PLAYERS THEN SCORE THE TOTAL NUMBER OF PIPS ON ALL THEIR REMAINING DOMINOES EXCEPT FOR THE DOUBLE-BLANK WHICH SCORES 50 POINTS. A NUMBER OF ROUNDS ARE PLAYED, EACH STARTED WITH A SUBSEQUENTLY LOWER DOUBLE THAN THE PREVIOUS ROUND, DOWN TO DOUBLE-BLANK. THE PLAYER WHO SCORES THE GREATEST TOTAL OF POINTS, LOSES THE GAME, AND THE LOWEST SCORING PLAYER, WINS.

VARIATIONS:

THE FIRST INITIALLY SET DOUBLE IS PLAYED ON BOTH HORIZONTAL SIDES WITH 3 TILES ON EACH SIDE, FORMING A DOUBLE CHICKENFOOT. IF THE DOUBLE NEEDED TO START THE GAME IS IN THE BONEYARD (OR CHICKENYARD), PLAYERS MAY START WITH THE NEXT LOWEST DOUBLE OR RESHUFFLE THE DOMINO SET AND START AGAIN.

