

Mexican Train

Domino Game

GENERAL DOMINO INSTRUCTIONS

Domino games begin by shuffling the pieces that have been turned face down so the dots (pips) do not show. Players then draw the required number of pieces and the balance is set to one side for later use. The remaining face down pieces are called the "boneyard." Pieces are played end to end. Doubles are placed across the line, allowing for play in two new directions.

In almost all domino games, the players strive to block the game so that others cannot make a play. The goal is usually to make the sum of the ends equal to a given number when added together, a multiple of that number, or to make the ends of the line show pips of equal value. A player says "Domino" when he plays his last piece before any opponent.

MEXICAN TRAIN

For 2-8 players. Use a set of Double-Twelve dominos. With 2, 3, or 4 players, draw 15 dominos each; with 5 or 6 players draw 12 each; and with 7 or 8 players draw 11 each.

OBJECT: To play all your dominos. You play on your own train line from the Mexican Train hub and from other players' trains.

Open the Mexican Train station by placing your highest double in the center of the hub. You may then begin your train on one of the eight "sidings" of the station by playing off a domino matching the station number. Your train should "depart" the station heading towards you.

(If the first player has no double, the next player opens the station. If no one has a double, draw in turn until one is found.)

Continue to play off on your own train until you have no more matches. Any left over tiles are called "empties." These may be played later on the Mexican Train, a new siding that all players may use. (When all eight directions from the station have been taken, start new sidings off to the side and out of the way.)

Play always rotates to the left. At your turn, play on your own train or on other players' trains. You can play off a series of dominos only on the turn when you start your own train. After your train has "departed" the station, you may play only one domino per turn, unless you play a double (see Playing Doubles). If you have a choice of plays, make any.

Whenever you have no play, draw once from the boneyard. If you still have no play, place a train marker on the last tile of your train (if you've begun it). You may remove your marker by playing on your train later. As long as your train has a marker, you may not play on your train, but any other player can. However, you can play elsewhere.

PUBLIC TRAINS

Players also have the option, whether they can play on their own train or not, of playing a domino on any train currently marked "public." An unmarked train is "private" and can only be played on by its owner. If a player cannot or chooses not to make any legal play on an open train, the player must draw a domino, and if that domino is not playable, the player must then mark his/her train as "public" by placing a marker on the first car of the train. From this point, until the train's owner is again able to play on it, any player may add on to that train. A player whose train is marked cannot play on any train except their own. Once the player can play on the current endpoint of their train, the marker is removed, the train becomes "private" again, and the player on subsequent turns can place tiles on any open train.

THE MEXICAN TRAIN

When a player cannot make a play on any open train, but has have a domino matching the engine, the player may start a new train known as the Mexican Train instead of drawing a domino.

This train is always public, and any player may play on it providing an extra option for all players whose own trains aren't marked. The Mexican Train is usually marked with a train marker if one is available. Only one Mexican Train can exist and it can only be ended by playing the only remaining domino that matches the end point when all other dominos matching it had already been played. This train is optional.

PLAYING DOUBLES: When you play a double you must make another play on that double if you can. If you can't, draw one domino from the boneyard. If you can play it, go ahead. If not, place a marker on your train (if it does not already have one) and your turn is over. In this case, the next player must play on the double, and if unable, must also draw once from the boneyard. If the double still cannot be matched, that player's train also gets a marker. This action continues until someone plays off the double. Players already with a marker can play their drawn tile only to satisfy the double.

Exceptions to doubles requirement:

- 1) The double to play on is the last domino of its number;
- 2) If you play a double to remove the marker from your own train, there is no requirement to satisfy that double;
- 3) If the double is your last domino, the game ends.

SCORING: As soon as one player is out of dominos, all play stops, and players report the sum of their remaining dominos to the scorekeeper. A player that has no dominos left scores 0. All the other players score the total number of dots (1 dot = 1 point) on the dominos left in their hand. After an agreed upon number of rounds, whoever has the lowest score is the winner. (Note: begin each round with a new player, rotating to the left.)

For a fast paced game you may use either Double-Nine or Double-Six dominos. Draw an appropriate number of dominos so that at least a few are left in the boneyard.

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WARNING:

CHOKING HAZARD—Small parts.
Not for children under 3 years.



Cardinal

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• CARDINAL'S •
MEXICAN TRAIN™ GAME SET **DOMINO SCORE SHEET**



	12	11	10	9	8	7	6	5	4	3	2	1	0		
NAME															GAME TOTAL