

# Mexican Train Deluxe

## Game Parts:

**Hub:** The starting point for all trains. (see image below)

**Personal Train:** A chain of dominoes starting from the hub, specific to each player. No other player can play on this train unless a marker is on the train. (See Rules below)

**The Mexican Train:** A chain of dominoes that all players can play on. This train cannot be started until all players trains have been started.

**Markers:** A colored plastic train, used to mark a Personal Train as “open” to other players. Other players may play on any “open” train.

## GOAL OF A ROUND

The goal is to have the fewest points when a round ends. A round ends when a player plays all of their dominoes or the bone pile is empty and no more dominoes can be played. The first round starts with double 12. The second starts with double 11. Continues on through double blank.

## WINNING THE GAME

The player with the lowest total after 13 rounds is the winner.

## SETTING UP

1. To start the game, players each selects a marker.
2. Put all dominoes faced down on the table and mix them up. This is called the bone pile.
3. Players select 7 dominoes from the bone pile. This can be done randomly or you can take turns. Place your dominoes in front of you so no other players can see them.
4. The player with the starting double goes first. If no player has the starting double, players take turns drawing from the bone pile until the starting double is played.

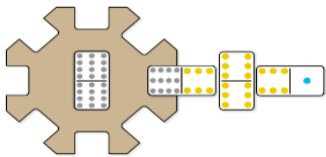
## HOW TO PLAY

Play starts in a clockwise manner.

The player that finds the starting double plays it in the center of the hub. If they have another domino that matches the starting double, they may play it. After you have started your train, you can start any other personal train that has not already been started (even if that players marker is not up). Once all personal trains have been started, the Mexican train can be started.

## PLAYING A DOUBLE

When you play a double, you need to play a second domino matching the double. If you are unable to play a matching domino, announce that you “can’t cover it”. The next domino played in the game must “cover” the double. If subsequent players can’t cover it, they draw from the bone pile. If still unable to cover it, they place their marker on their personal train.



## OPEN TRAINS

If you are not able to play a domino on your turn, Put your marker on the end of your train. Your train is now open and any player can play on your train. The marker will remain up until you play a domino on any available train.

## SCORING & WINNING THE ROUND

The round ends when a player plays their last domino or when the bone pile is empty and no player can play a domino. Add your total Points as follows

Numbered Dominoes = the total number of dots on the dominoes

Skip, Draw, Reverse, Trade = 30 Points Each

Twist, Derail = 40 Points

Wild = 50 points

# How to Play the word Dominoes

## SKIP

(30 Points) - Put the skip domino on the end of any players train. Your turn is now over. When it is that players turn, they will remove the **Skip** domino and place it out of play and end their turn.

## DRAW

(30 Points) - Show any player the **Draw** domino. They will draw a domino from the bone pile. Place the **Draw** domino out of play. Your turn is now over.

## REVERSE

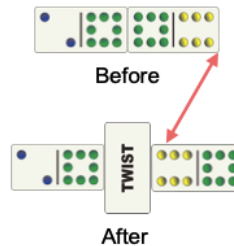
(30 Points) - Place the reverse on the center of the hub. Your turn is now over. Play now goes counter-clock wise. When the second **Reverse** is played, take both dominoes out of play. Play returns to clockwise.

## TRADE

(30 Points) - Give any opponent one of your dominoes and take one of theirs. (We allow the younger opponents a chance to mix up their dominoes before you take one making it a little harder for you to ruin their strategy). Place the **Trade** domino out of play. Your turn is now over.

## TWIST

(40 Points) - Select any opponents train. Place the **Twist** domino between their last two dominos and twist their last domino around. Your turn is now over. There is also a Before and After image below.



## DERAIL

(40 Points) - Show your opponents the **Derail** domino. Place the Derail Domino out of play. The last domino on each players train moves to the end of the train to the left (or right)

## WILD

(50 Points) - The **Wild** domino can be played as any numbered domino including doubles. Note: If you play the Wild as a double. You may cover it with another double that you need to cover. You can play 3 dominoes on one turn.

## Variations

- Before players draw, find the starting double and place it in the center of the hub.
- As players draw from the bone pile, the first player to find a double that has not been used to start game lets everybody know and will start the next round with that domino.
- A timed game. When time runs out, finish the round you are playing.

## MADE IN CHINA

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