

**Number of Players:** 2 - 8

**Type of Dominoes Used:** Number dominoes, double-15 set

**Additional equipment:** A domino rack and a train marker per player.

**Object of the game:** To rid your hand of as many dominoes as possible and to be the first to get rid of all their dominoes. The winner wins the pot.

**To start,** pull out the 15-15 (double-15) from the deck. This domino is called the “engine” and will be the starter domino for this game. Place the engine in the center of the table in the centerpiece. Each player pays \$.25 to the pot.

Shuffle the remaining dominoes (bones) face down. Number of tiles drawn using a double 15 set: 4 players - 20; 6 players - 15; 8 players - 12. Note that adjustments can be made so that the number of tiles drawn in each player's hand and the bone pile are reasonable.

The remaining tiles (not chosen by each player) are set aside in “bone piles” to be drawn as needed in the game. The players then organize the tiles in their hands in a playable progression beginning with the same denomination number as the engine. The ends of the tiles in your hand must match and form a line to be ready to play onto the engine as your “personal train” after the game starts. When you are no longer able to line up your tiles in a matching series, the leftover tiles are considered your “extras” and will be used on the “Mexican Train” or on other players’ “personal trains” during the game.

If you do not draw a domino with a playable end that matches the engine tile, you can begin the line-up in your hand with any domino that will make up the longest line of end-matching tiles and the fewest “extras” possible. Thus, you will be ready when an opportunity arises for all or some part of that line-up to become playable somewhere as the game progresses.

To begin, choose a player at random to play first and then rotate the starters clockwise thereafter. The starter player must begin by either playing a matching tile from the “line-up” in his/her hand onto the engine in a location that will point toward him, thereby beginning his/her “personal train,” or by playing one of his/her “extra” dominoes to be the first of the Mexican Train.

**The starter Mexican Train must be a domino that has one end that is the same denomination as the engine in the center.** (in round 1 it's a domino with 15 on one side) The Mexican Train is begun and is played in an area out-of-the-way from the center playing area. The Mexican Train then grows as others play on it, but it can only be played on from the tail end, opposite the end that matches the engine's denomination.

The “personal trains” are spokes that grow outward from the engine/centerpiece and appear as spokes on a hub. Special centerpieces/hubs are available to conveniently hold the engine, the train markers, and the beginning dominoes of the “personal trains.” The number of players participating determines the number of spokes or “personal trains” coming out from the engine/centerpiece. After the first person has played, the next player to the left does likewise by playing on or beginning the Mexican Train; or by beginning his/her own “personal train,” which leads off from the engine towards him; or by playing on another player's “personal train” if it has a marker on it. It is always wise to start the Mexican Train as soon as possible as it gives more places to play. This means that you have at least two dominoes in your hand that match the

engine and you can use one to start your "personal train" and one to start the Mexican Train. When a player cannot play on his/her own "personal train" or the Mexican Train, he/she must draw one tile and try to play it immediately. If unable to play anywhere, the player passes, pays a nickel and must put a marker (train) on the end tile of his/her "personal train" (even if it has not been started), marking it so that others can play indefinitely on his/her marked train until he can play on it at which time he removes the marker.

Playing on the Mexican Train or some other player's train does not make him eligible to remove his/her marker. If a player plays a double (a tile with the identical denomination on both ends) he must then play a second domino (a satisfier) onto the double. If he plays a double and has no playable follow-up domino to play, he must draw and if he draws a playable domino he can play it on the double.

If he doesn't draw a playable tile, he must pass and place a marker on his/her personal train and pay a nickel. The next player must then "satisfy" the double. If they can't satisfy they pay a nickel and place their marker on their "personal train".

Once a tile has been played on the double tile, then everyone can resume play on his/her "personal train", or anyone's train that has a marker on it, or the Mexican Train and the game resumes as normal.

All players must always play when possible even if they have to play a tile out of their train line-up in their hand (which is disrupting, but mandatory). When any player is left with just one tile in his hand, he must give notice to the other players by tapping his/her final tile on the table. This allows other players a chance to rid themselves of all or most of their tiles at their next turn.

The game/round is over when one player has played his/her final tile or when the game is blocked because no one holds a playable tile and all of the tiles in the bone yard have been drawn and everyone passes and the game is totally stalled. It is possible for a game to end by someone playing a double or two doubles as his/her last play and without a follow-up domino.

As soon as the first round is completed, the next game begins by pulling out the 14-14 if playing with a double-15 set. The starter tile is placed in the middle of the table as the engine, and the rest of the deck is shuffled before drawing hands. All "personal trains" and the Mexican Train must be started with this same numbered tile as the new, center engine tile. Each new game thereafter should begin with the next-lowest double being played as the engine, with the 0-0 tile being the final engine for the last game.