

MEXICAN TRAIN DELUXE

Mexican Train Deluxe - Official Rules

The Traditional Game With a Twist

Game Overview

The center spot of the Game Hub is where the opening double Domino goes. The 8 slots are where players build their own train.

Included Pieces:

- 91 numbered dominoes
- 14 Deluxe Dominoes
- 1 Game Hub
- 9 markers
- Use the box top as the out of play area

The game is played in 13 rounds. Round 1 starts with double blanks. Round 2 - double one's, Etc. After each round, players add up the points for any dominoes left. After all rounds have been played, the player with the fewest points wins.

You will find that other people play with different rules. You may find a combination that works best for your group. We are all for playing by "house rules".

Playing a Round

- Draw your dominoes and organize them into your longest possible playable train.
- On your turn, you may play one domino onto your personal train, the public Mexican Train, or any opponent's train that currently has a marker on it.
- If you play a double, you must play a second domino to cover it. If you can't, say "I can't cover it" (do not put your marker up yet). The double must be covered before any other track can be played on. If opponents cannot cover it on their turn, they must put their markers up. If play returns to you and you *still* cannot cover it, you must now put your marker up.

Note: *If the last domino you play is a double, the round is over. You are not required to cover it.*

Deluxe Dominoes (Word Play)

The Deluxe Dominoes add strategy, risk, and reward. Hold onto these special dominoes to mess with your opponent's strategy or to help yourself win the round.

Wild (2)

This domino can be played as any numbered domino. Just make sure everybody knows what number(s) it represents.

Note: *You can play the wild as a double and cover it with a double.*

Derail (2)

This domino is much like a train wreck. It causes chaos on the board.

When you play this domino, you force all players to swap their current hand of unplayed dominoes. You choose the direction (left or right) and how many spaces to move (e.g., "Everybody, take your dominoes and move two spaces to the left!").

Note: *The tracks on the board remain exactly where they are; now, you are set for success while everyone else has been derailed!*

Variations (House Rules)

If you are looking for ways to shorten the game or mix things up, our family has enjoyed playing with these house rules:

- **Even Rounds Only:** Play rounds using only the even-numbered starting doubles.
- **Odd Rounds Only:** Play rounds using only the odd-numbered starting doubles.
- **Random First Double:** Play rounds using every double, but the starting double for the first round is simply the first double anybody draws (as long as it hasn't been used yet).
- **Set an End Time:** Agree on a hard stop (e.g., no new rounds started after 10:00 PM).
- **One-and-Done Derail:** When a Derail domino is played, take it out of play for the rest of the night to limit the chaos.