

MEXICAN TRAIN



Deluxe DOMINOES RULES

Ages 8 and Up
1-8 Players

MEXICAN TRAIN

Number of players: 2-8.

Object of the game: Get rid of as many dominoes as possible during each round, to get the lowest total score at the end of all rounds.

Preparation: Place the highest double, Double 12, (*called the engine tile*) in the middle of the centerpiece included in the set (*designed for holding the double and starting the trains*). Turn the other dominoes face down and shuffle them. Each player draws an equal number of tiles based on the number of players (*Diagram 1*).

Number of Players	2	3	4	5	6	7	8
Tiles Per Player	16	15	14	12	11	10	9

Diagram 1

Each player's dominoes should be concealed from the other players. Gather the remaining dominoes into a bone pile which will be used for draws during play.

Starting: Designate a player to start the game. Thereafter, rotate the starter of each round in clockwise order. Each player selects one of the eight train station sidings to build their train towards them.

Players first turn: Players may play a domino or string of dominoes from their hand as long as the initial domino matches the initial train engine number and all subsequent dominoes match ends. For example, if the engine tile is a Double 12, then a domino with 12 dots (*pips*) on one end can be played off the engine tile. After all tiles in a matching

sequence have been played, the leftover tiles in a player's hand are extras and will be used in subsequent turns (*Diagram 2*).

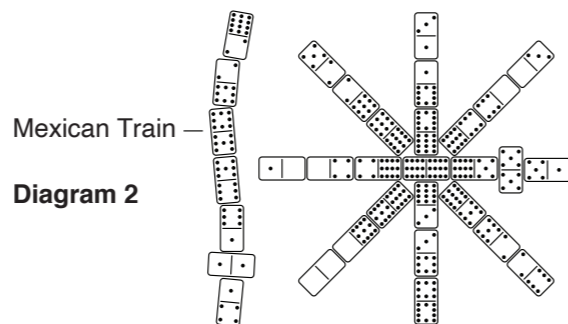


Diagram 2

If a player cannot start the player's personal train with the dominoes initially drawn from the bone pile, then the player must draw one additional domino from the bone pile. If the domino matches the engine tile, the player must play it at that time. If, however, the player still cannot start the train, the player ends the turn by placing his/her train marker in the position where the train would have started. No player may play on an opposing players train during the first turn and they may only play on an opposing players train when marked with a train token.

It is possible, though not likely, that a player can play all dominoes on the first turn. Should this occur, other players get to play their first turn before the round ends and scores are counted.

Subsequent turns: Players may play only one domino. If a player is unable to play, one extra domino is drawn from the bone pile. If the domino is a match, the player must play it at that time. If a player is unable to play a domino, then the player must place a train marker on the player's personal train designating that the turn is over. The player's train is now open for play by other players. A player may remove the train marker from the player's personal train on a future turn when the player is able to play a matching end. Each player has one train marker for use during the game.

Players may rid dominoes from their hand in one of three ways:

1. By playing an "end matching" domino to the engine and building their personal train.
2. By playing an "end matching" domino on the Mexican Train.
3. By playing an "end matching" domino on an opponent's train once it is made "public" (*marked by a train token*).

The Mexican Train: A train separate from all players' personal trains may be started on any turn (*except the first turn*) by any player who so chooses to play a domino from his/her extras, but must have one end that is the same number of dots (*pips*) as the engine tile in the center. The Mexican Train grows as others play. The Mexican Train is always "public," and there can only be one Mexican Train built with each round (*Diagram 2*).

Playing Doubles: If a player plays a double (same number of dots on both ends) it is placed sideways and the player must play a second domino perpendicular to the double or onto any other eligible train. It is not required for the second domino to be played on the double just played. If that player cannot play a second domino (*even after drawing one tile from the bone pile*), the player must then place a train marker on the player's personal train, and the turn is over.

If after the player's turn is completed, the double is open (*not played on*), all other trains become ineligible for all players until a player can play on the open double. The double must be closed before any other trains can be played on.

If subsequent players cannot play on the double after drawing, they must place a marker on their personal train. Once a player has satisfied (*played on*) the double, all players are then free to play on any eligible train.

Ending a round and scoring:

- A round ends when a player has "Dominoed" (*played his/her last tile*), or when the game is blocked, i.e.: the bone pile is depleted and all players have passed on their turn.
- Each player adds up the numbers appearing on the dominoes in his/her hand and gives the total to the scorekeeper.

- Keep score with paper and pencil.

Subsequent rounds: Dominoes are reshuffled before each round. Each new round begins with the next-lowest double tile being placed in the center engine tile location. With the first round starting with a Double 12, the second round starts with a Double 11, and so on until the last round, starting with the blank (Double 0) tile.

Final scoring and winning: After the last round, the player with the lowest score wins the game.

CASTLE ROCK (SOLITAIRE)

Number of players: 1.

Object of the game: Rid yourself of all the dominoes in the set.

Preparation: Turn the dominoes face down and shuffle them. Gather all the dominoes into a bone pile which will be used for draws during play. Draw 3 random tiles from this bone pile and place them face up and side by side, vertically, to form a row.

Play: For explanatory purposes, as shown in Diagram 3, these 3 dominoes, from left to right will be called, "Domino 1," "Domino 2," and "Domino 3."

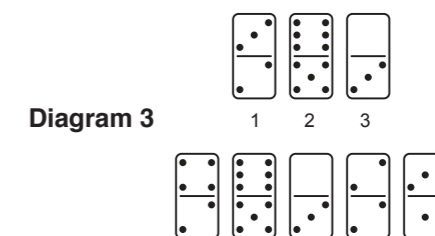


Diagram 3

There are 2 removal options:

- Option 1 - Removal of the middle domino. If the number on one end of Domino 1 matches (for example, the 3) the number on one end of Domino 3 (the 3), then Domino 2 is removed from the row. Continue to draw dominoes from the bone pile, one at a time, always adding them to the right side, or end, of the row. When a match occurs between the ends of

any 2 dominoes being separated by 1 domino, the domino in the middle of the matching dominoes is removed.

- Option 2 - Removal of 3 adjacent dominoes. When a match occurs between the ends of 3 dominoes in a row, all 3 dominoes can be removed from the row. You may decide it is not the best strategy to remove all 3 dominoes, depending on what the situation will be like after either move. However, you must always remove at least 1 domino when the opportunity arises.

Discarding all the dominoes during play: Should you discard all the dominoes from the array during play, while the bone pile is not depleted yet, simply draw 3 tiles and start a new array (*see the Preparation point above*).

End of play: Play ends when the bone pile is depleted and you cannot discard any more dominoes from the array. The game is won if only two dominoes remain.

FORTY-TWO®

In this game, keep only tiles with a 6 or lower, so only 28 tiles remain. A team of 2 players attempts to win all 7 of the tricks played (*1 point per trick*) and each of the 5-count dominoes (*2 tiles worth 10 points each and 3 tiles worth 5 points each, for a total of 35 points*) in the course of one hand, giving the team a total of 42 points ($7 + 35 = 42$). Thus, the name of the game.

Number of players: 4 players play as 2 teams of 2 players. Each player draws 1 domino, the highest total shuffles first. Reshuffle the tiles.

Object of the game: To be the first team to reach 250 points or win 7 hands.

Number of dominoes drawn: Each player draws 7 tiles. All players, except for the shuffler, simultaneously draw 7 tiles from the deck. The shuffler, then, draws the 7 remaining tiles. The person to the shuffler's left has the first option to bid. The bid is a prediction of how many of the 42 points the bidder will win in that hand. The bid should be based almost entirely on the bidder's own hand. However, if

the bidder wins the bid, any points won by the bidder's partner during that hand will also count towards the bid. If the bidder holds at least 3 tiles from the same suit in ones hand, that is considered a potential bidding hand. That suit will be the bidder's trump suit if the bid is won. If the bidder holds 1 or 2 doubles in addition to 3 tiles from the same suit, this is considered a strong hand. The word "trump" comes from the word "triumph." A domino from the trump suit automatically "triumphs" over other dominoes. Once trumps for the hand have been declared, all 7 dominoes of that trump rank higher than all 21 of the other dominoes. Regardless of who plays it, the highest trump played wins any trick. A trump domino only belongs to the trump suit and not also to the other suit represented on its face. The other number on the trump domino only serves to rank trumps among themselves.

For Example: If fours are trumps, the 4-4 is the strongest domino of the hand; the 4-6 beats the 4-5; the 4-5 beats the 4-3; and so on, the 4-0 being the lowest trump. The 4-0 for that hand would beat any tile that is not from the 4 suit. The double is the highest domino of each suit, followed in order by the 6, 5, 4, 3, 2, 1 and blank. A domino whose ends add up to five or a multiple of five is a "count" domino. There are two count tiles worth 10 points each: 5-5 and 6-4. There are three count tiles worth 5 points each: 5-0, 4-1 and 3-2. All 5-count tiles add up to a total of 35 points. A count scores extra points for the team that wins it in a trick. Bidding continues clockwise around the table, with the shuffler always having the last option to bid. Each player has only one opportunity to bid.

The minimum bid is 30: A player must pass if he/she is unable to bid at least 30 or raise a previous bid. If all 4 players pass, all tiles are returned to the deck and then reshuffled by the player to the left of the last player to shuffle. The player making the highest bid is the first player and the player to declare which suit is trump for that hand. (*A player never reveals the trump suit until he/she has won the bid and is ready to play the first tile*). The first player plays a tile from his/her hand. Play continues to his/her left.

The next three plays made by the other players at the table must "follow suit." This means those three players must play a tile that is of the same suit as the highest end of the first tile played in that trick, unless the first player plays a tile with at least one end from the same suit as what was declared "trumps" for that hand. In that case, the next three plays made must follow suit and be a trump tile with an end from the trump suit.

For Example: If the 6-4 were played first, the other players would have to follow suit with a 6 from their own hand. But if either end of the first tile played is of the trump suit, then the trump overrides the other number and everyone must follow suit with a trump. If a player holds more than one playable tile in his/her hand, he/she may play any one of them. If a player is unable to follow suit because he/she does not hold that suit in his/her hand, he/she may play any tile from his/her hand, even a trump. The player who plays the highest tile of the lead suit of the highest trump wins the trick. The winner of each trick plays the first tile for the next trick, at which time he/she may play any tile in his/her hand. When all four players have each played one tile, these four tiles are collectively a trick. There are seven tricks in each hand. Each trick is worth one point. One player from each team should collect all the tricks for that team, regardless of which players won the trick. After each trick has been won, the tiles should be moved to one side or corner of the table, the 4 tiles side by side and face-up. This simplifies scoring. Once all 7 tricks have been played, each team should total their number of tricks (*1 point per trick*) and their total number of points on count dominoes collected (*5 and multiples of 5*), respectively. If the bidding team makes or exceeds their bid, then that team receives credit for all the points they won during that hand. In that case, the opponents also receive credit for any points won during that hand.

For Example: If a team bids 30 and then takes 35 points in the hand, then it has successfully reached its bid and scores 35 points. The opponents receive credit for its 7 points. If a team fails to reach their bid, then that team scores nothing, and the opposing team receives credit for the

original bid they defeated, plus the actual points they won during the hand.

For Example: If your team wins the bid at the beginning of the game with a bid of 37 but took only 35 points in the hand, your team would score 0, and the opponents would score 44 points (*their 7 points plus your bid of 37 points*). After each hand, the player to shuffle the tiles rotates to the left (*clockwise*). Play continues in the same manner.

The first team to reach 250 points wins: If both teams reach 250 points on the same hand, the team that made the bid on the final hand is the winner of the game, regardless of the score.

MOON®

What's unique: 3 players and plays like 42, but without count dominoes or partners. In this game, bidding starts at 4 tricks and goes as high as 7, called "shooting the moon." There are only 3 players, and each bids or passes once. They can bid 7 or 21: **21 being the game**. Failing costs the bidder the points/tricks he/she bid. The opponents get points for the tricks they captured. Tricks are 1 point. All tiles with blanks, except the double blank, are removed from a double-6 set, leaving 22 tiles.

Players each draw 7 tiles. The extra is the "widow" for the bidder's hand. If the tile is used, the bidder discards another tile. Pips are used as suits, with the double being highest.

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