

THE FUNDEX MEXICAN TRAIN GAME INSTRUCTIONS

PLAYERS: 2 to 8

EQUIPMENT NEEDED: 1 train station hub and 9 mini train engine markers, set of Double Twelve dominoes (91 dominoes)

OBJECT: Be the first player to play all of your dominoes. Dominoes are played on your train, other players' trains, and the Mexican Train.

SET UP

Each player chooses a colored mini train engine to serve as his marker piece during game play. The black mini train engine marker is set aside to serve as a marker for the Mexican Train. Shuffle dominoes face down, this is known as the "train yard." The number of "box cars" (dominoes) dealt to each player, is determined by the number of players.

No. of Players	No. of Box Cars
2 to 4	15
5 to 6	11
7 to 8	8

After the box cars have been dealt, players organize their box cars face up. The player with the highest double begins the game. The highest double serves as the "engine" for the game and is placed in the center of the train station hub.

PLAY

The player who has the highest double begins the game by placing the double in the center of the hub (as the 'engine') and starting their own personal train (if they are able). Each player must begin building his personal train by playing a box car with an end that matches the engine. (example: with 12-12 as the engine: 12-5, 5-7, 7-8, 8-11, 11-1, 1-9, and so on). Players build their personal train out from a "track" on the train station hub nearest to them. If a player has no box cars to start his personal train, he may draw in turn from the train yard until he can begin play. Each player plays one tile per turn, the only exception of this rule is when a double is played (see 'doubles'). If a player has a tile that is playable, he MUST play that tile.

Box Cars


If a player cannot play any of his box cars, he must draw box cars from the train yard to play. Only one box car is drawn per turn. If it is playable, the player must play it. If it is not playable, the player adds the box car to his box car pile and play passes to the next player.

Other Players Trains

If a player can no longer play on his personal train, he takes his mini train engine from the train station hub and places it on the last box car in his personal train. This means that other players may now play their dominoes on this player's train. When the player is able to play on his personal train again, he returns the mini engine to the train station hub signaling that other players may no longer play on his personal train.

Mexican Train

If a player has another tile whose end matches the engine, he may begin the Mexican Train, on which all players may play (this is usually located on an open track of the train hub or another area convenient to all players). Place the black mini-train engine marker on the end tile of the Mexican Train, to remind players that they may play on it at all times. It is always wise to start the Mexican Train as soon as possible because it gives more play options. There is only one Mexican Train in a game.

 Whenever a player plays a box car on the Mexican Train, he gets to depress the center starter engine tile on the train station hub, which emits a series of train sound effects and an exciting "Woo Woo!"

Doubles

If a player places a double, it is turned sideways (perpendicular to the domino it was played on) and he must then play a second domino to complete the double. (ex. If a 9-9 is placed, then a 9-4 would "complete the double") If the player cannot complete the double he just placed, then he must draw box car from the train yard. If this box car is unable to be played, the player places his mini train engine marker on his personal train and says "pass."

The job of completing the double is then transferred to the next player to the left. **After a double is played, all regular play is suspended until someone can complete the double.**

If players cannot complete the double, they must draw once. If they are still unable to play a box car on the double, they pass and must place their mini train engine marker on their personal train, even if they had a matching tile to play on their train before the double was played.


When the double is finally completed, regular play resumes with the player to the left of the player who completed the double.

Last Tile

When any player is left with only one box car (one tile), he must give notice to the other players by tapping his final tile on the table or with his marker. If another player catches the player failing to do so, the player must draw another two box cars from the train yard. This allows other players an opportunity to lower their ending score by ridding themselves of high numbered tiles on their next turn.

WINNING THE GAME

The game is over when one player has dominoed (played his last tile) or when the game is blocked because no player has a playable tile and the train yard is gone. If a player has no remaining tiles, he is the winner. If there is no player that has dominoed, then all players must total the number of pips (dots) on their remaining tiles. Each blank scores 25 points and the double blank domino scores 50 points. The player with the lowest score wins.

 The winner of the game then gets the honor of depressing the center starter engine tile, to hear the "Woo Woo" win!

ALTERNATE PLAY

Playing in rounds

Before box cars are shuffled, the double twelve domino is set aside. It becomes the engine in the train station hub. Game play is the same. When the game is over all players record their score (the total of the pips on their remaining tiles). This is Round One. Round Two begins with the double eleven as the engine and so on, for a total of thirteen rounds. The last round will use the double blank domino. When all the rounds are completed, scores are tallied. The player with the lowest score is the overall winner.

Faster Game Play

To make each round go faster, each player may play as many tiles as possible onto his personal train on his first turn. After this first series of box cars are played, players may only lay down one domino for each turn.

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