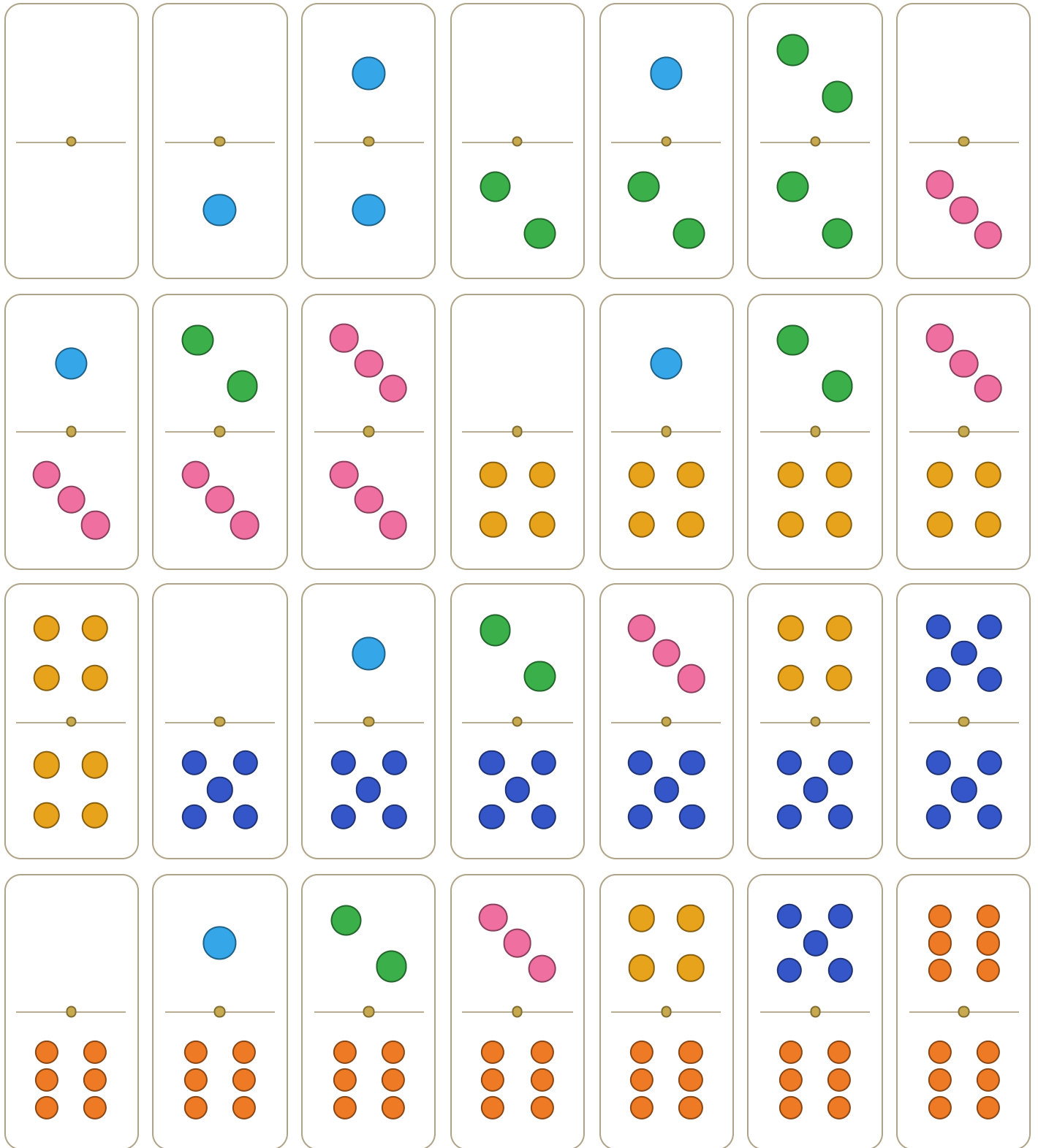


Printable Dominoes — Double-6

Page 1 of 4 · 28 tiles · a complete double-6 set



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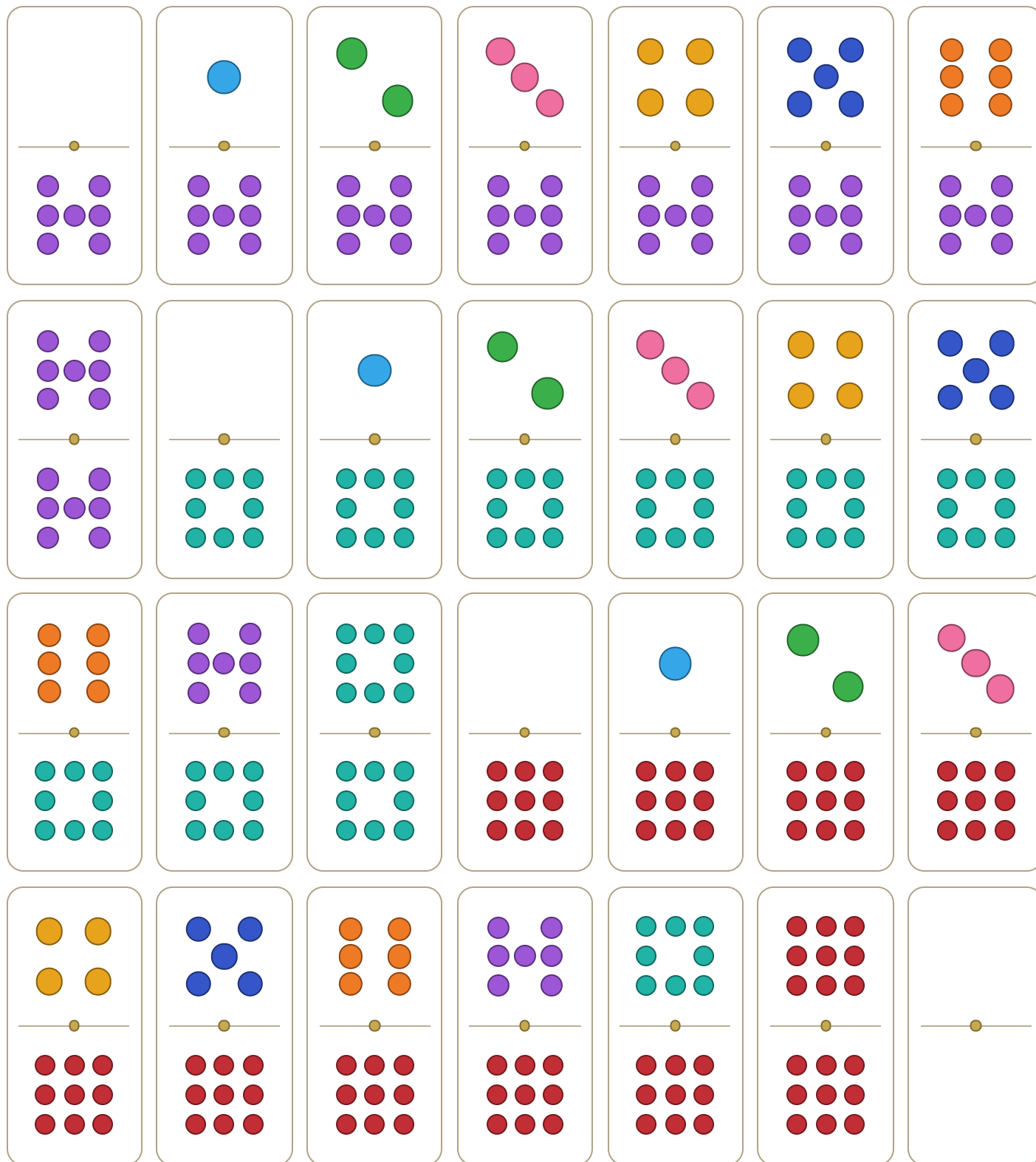
Start here. These 28 tiles are a full double-6 set — every pairing from 0-0 (double blank) to 6-6. Print on 65 lb / 176 gsm cardstock or heavier so the pips don't show through from the back, then cut along the printed borders. Pips are colour-coded by value, exactly like the tiles in our online game.

Dominoes — 7s, 8s and 9s

Page 2 of 4 · 27 tiles + 1 spare · pages 1–2 = double-9 (55 tiles)



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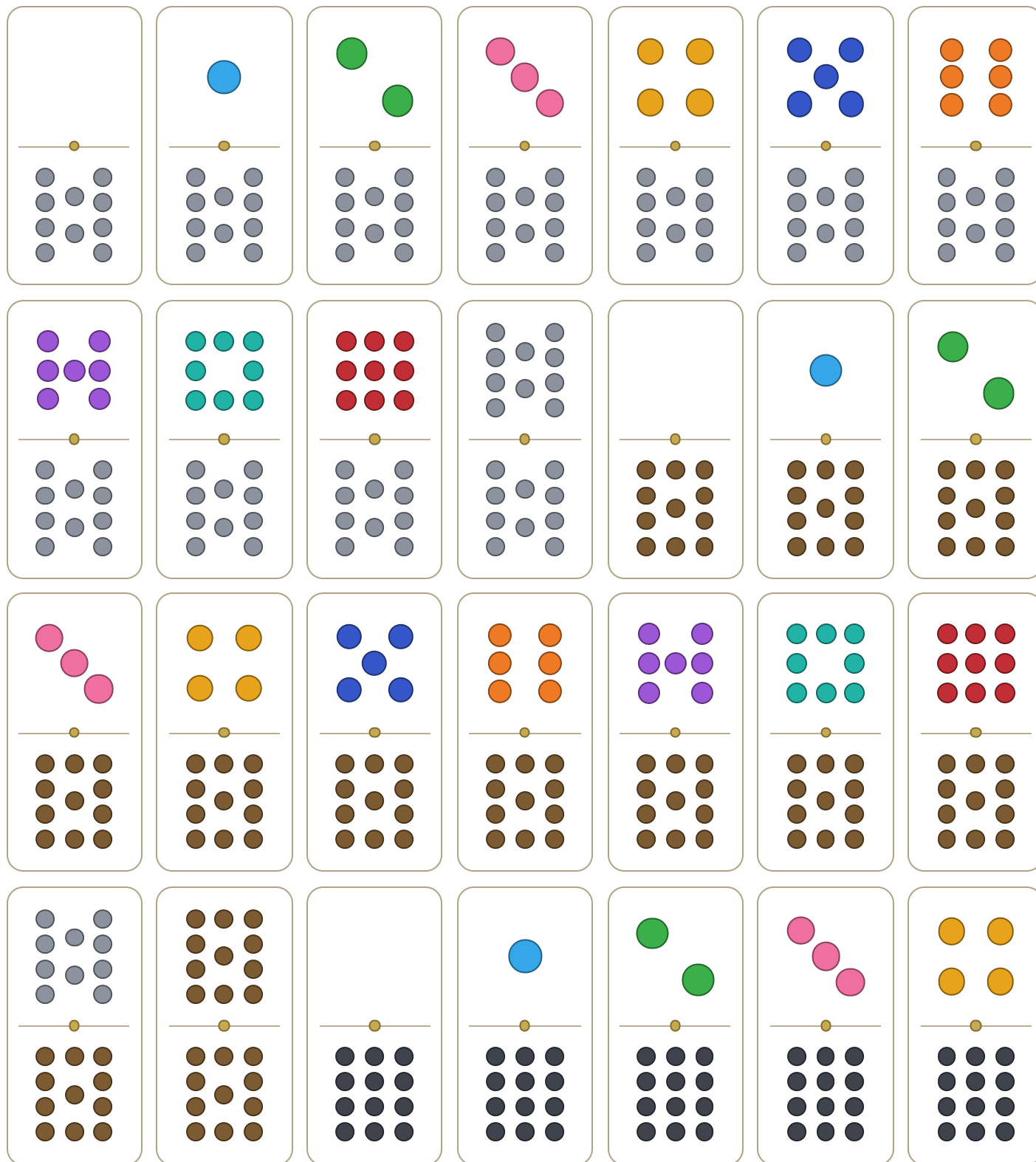
Adding these to page 1 gives you a complete double-9 set (55 tiles). High-value halves are laid out the way most double-9 and double-12 sets do it — two outer columns of pips with a centre column, so 7 is 3-1-3, 8 is 3-2-3 and 9 is 3-3-3. The last tile on this page is blank: keep it as a spare and draw the pips of whichever tile goes missing first.

Dominoes — 10s, 11s and 12s

Page 3 of 4 · 28 tiles · needed for a double-12 (Mexican Train) set



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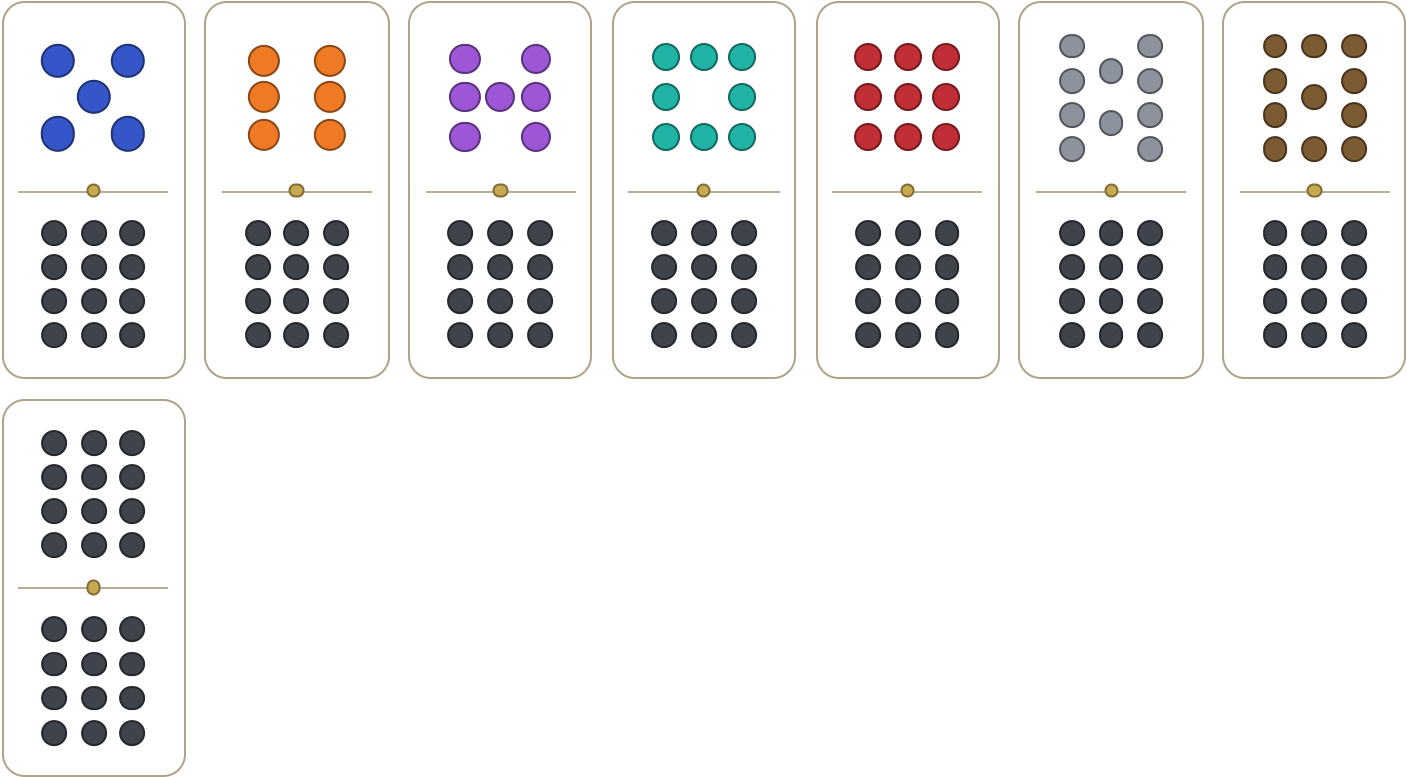
Pages 3 and 4 complete the double-12 set — the usual set for Mexican Train, Chicken Foot and other train games. Tens, elevens and twelves use four-pip outer columns: 10 is 4-2-4, 11 is 4-3-4 and 12 is 4-4-4. Print at 100% scale (not “fit to page”) so every sheet cuts to the same tile size.

Dominoes — the last 8 tiles

Page 4 of 4 · 8 tiles · pages 1–4 = double-12 set (91 tiles)



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Your set is complete — here's what you have

Set	Pages to cut	Tiles	Highest double	Typical players
Double-6	Page 1	28	6-6	2–4
Double-9	Pages 1–2	55	9-9	2–4
Double-12	Pages 1–4	91	12-12	2–8

Cutting and assembly

- **Cardstock matters more than anything else.** 65 lb (176 gsm) or heavier keeps the pips from ghosting through when tiles are face-down.
- A paper trimmer or guillotine gives straight edges that shuffle far better than scissors.
- Laminate a set that will be handled a lot, and store the tiles in a zip bag or small box — paper warps if it gets damp.

Playing with paper tiles

- Mexican Train is played flat on the table, so paper tiles play exactly like ivory ones — nothing has to stand on edge.
- Keep your hand face-down in front of you and lift tiles to look, or fold a spare strip of cardstock lengthwise as a rack.
- Pip colours match the tiles in our online game (1 blue, 2 green, 3 pink, 4 gold...), so a 12 reads at a glance instead of being counted.

Mexican Train quick start (double-12 set)

- Shuffle face-down and deal every player the same number of tiles — a common chart is 15 each for 2–4 players, 12 for 5–6, 10 for 7–8. The rest is the boneyard.
- Round 1 starts on the 12-12 engine, round 2 on 11-11, down to 0-0 in round 13.
- Play matching ends onto your own train, the Mexican Train or any train marked open. Can't play? Draw one tile; still can't, mark your train open and pass.
- A round ends when a player empties their hand or nobody can move. Everyone scores the pips left in hand — lowest total after the last round wins.