

Mexican Train Dominoes

Large Print Rules — standard rules, easy to read. Page 1 of 2.



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What You Need

- A **double-12 domino set** (91 tiles), 2 to 8 players.
- One **train marker** per player (coins work fine) — plus a center hub if you have one.
- Goal: **lowest total score wins** after all rounds.

Setup

- Place the **double-12 in the center** — the **engine**. Each new round uses the next double down, ending at double-blank: **13 rounds** (or as many as you agree).
- Shuffle the rest face-down. Everyone draws a hand:

Players	2–4	5–6	7–8
Tiles each	15	12	10

A common chart — boxed rules vary by a tile or two; everyone just draws the same number. Leftovers form the draw pile (boneyard).

Your Turn

- Play **one tile** that matches the open end of a train. Matching ends touch.
- You may play on: **your own train**, the **Mexican Train**, or **any train with a marker on it**.
- If you have a playable tile, **you must play**.
- Can't play? **Draw one tile**. Play it if it fits. If it doesn't, **put a marker on your train** — your train is now open to everyone until you play on it again.

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The Trains

- **Your train** builds out from the engine and belongs to you. Most groups let you lay your **whole starting chain** on turn one (some play one tile per turn — agree first).
- **The Mexican Train** is one extra shared train anyone may start (from the second turn on) and anyone may build on. It is always open.

Doubles

- Play a double **sideways** across the train. Then you must play **one more tile** (on any eligible train).
- Until an open double is **covered**, it is the **only place anyone may play**. If you can't cover it, draw one tile; if you still can't, mark your train.
- *Note: some boxed rules skip the blocking rule — agree before you start.*

Going Out & Scoring

- Down to **one tile**? Announce it — **tap the tile on the table**.
- The round ends when someone plays their **last tile**, or when nobody can play and the boneyard is empty.
- The player who went out scores **0**.
- Everyone else adds up the **dots (pips) left in their hand** — that is their score for the round.
- After the final round, the **lowest total wins**.
- *Popular house rule: the double-blank counts 50 points if left in your hand.*
- Next round: the next-lowest double becomes the engine. Play passes clockwise.