

FRONT PORCH  
CLASSICS®

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## INSTRUCTIONS



**WARNING:**

**CHOKING HAZARD** – Small Parts  
Not for Children under 3 years.

PLAYERS  
2-8

AGES  
8+

53303



## Contents:

- Wood Storage Box
- (1) Wood Train Station
- (8) Cast Metal Train Tokens
- Set of Double Twelve Dominoes (91 dominoes in total)
- Score Pad

**Number of Players:** 2–8 (Front Porch Classics® Mexican Train Dominoes is most fun when played by 4–8 players.)

**Object of the Game:** To be the player with the lowest total score after all rounds are played.

**Set Up:** The game is played in “rounds,” and at the beginning of each round players draw dominoes to create their “hand.” The number of dominoes drawn varies according to the number of players as follows:

- 2 players draw 16 dominoes each
- 3 players draw 15 dominoes each
- 4 players draw 14 dominoes each
- 5 players draw 12 dominoes each
- 6 players draw 11 dominoes each
- 7 players draw 10 dominoes each
- 8 players draw 9 dominoes each

Place the wooden train station in the middle of the game table. In round #1, the double 12 is pulled from the deck and placed in the center of the wooden train station. This starter double 12 (or whichever double is used to start a particular round) is referred to as the “engine.” In round #2 the double 11 is pulled and becomes the “engine,” in round #3 the double 10, and so on until all 12 rounds are completed.

Shuffle the remaining dominoes face down (so spots don’t show) after which players will draw their hand as directed above. The remaining dominoes are set aside and are referred to during the game as the “bone pile” and used as additional tiles are required.

**Scoring:** The first player to rid their hand of all their dominoes wins the round and all other players then count the total pips on the remaining dominoes in their “hand” and note the number on the score pad under the correct round. (“Pips” are the dots on the dominoes.) At the end of 12 rounds (or however many rounds the group decides to play) total points are tabulated and the player with the lowest score is the WINNER!

**Game Play:** To determine who plays first, all players draw one domino and the highest pip count goes first with play rotating clockwise to the left. In round #2, the next player to the left of the starter in round #1 goes first and so on. Players start their train in one of the eight train station sidings and should select a station siding which allows them to build their train towards them. Players rid dominoes from their hand by matching ends of dominoes to each other (or to the “station” domino on the first turn).

• **Player’s First Turn:** Players may play a domino or string of dominoes from their hand as long as one domino matches the denomination of the station and all other dominoes in the chain have ends of matching denominations. For example, if the “station” is double 12, then a domino with 12 pips on one end can be played off the station. After all tiles in a matching series have been played, the leftover tiles in a player’s hand are extras and will be used on subsequent turns.

If a player cannot start their train with the dominoes initially drawn from the pile, then they must draw one additional domino from the “bone pile” and if that domino matches the engine, they may play it at that time. If, however, they still cannot start their train they end their turn by placing a train marker (cast metal train token) in the position where their train would have started. No player may play on an opposing players train during their first turn and they may only play on an opposing players train when marked with a cast metal train token.

• **Subsequent Turns:** Players may play only one domino. If a player is unable to play during their turn, they must draw one extra domino from the “bone pile.” If they are unable to play that domino, then they must place a train marker on their personal train designating that their turn is over. Their train is now open for play by the other players. A player may remove the train marker from their train on a future turn when they are able to play a matching end. Each player has one train marker for use during the game.

• **Playing Doubles:** If a player plays a double (tile with identical denomination 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 this second domino to be played on the double just played.) If the player cannot play a second domino, they must then place a train marker on their train and their turn is over.

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” and marked (by 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 extras, but must have one end that is the same denomination as the engine 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 within each round.

**Other General Rules:** Players must always play if they have an eligible tile. If there are no more tiles in the “bone pile,” a player must pass and place a marker on his train. The round is over when one player has played his final tile or when the game is blocked because no one holds a playable tile and all tiles in the “bone pile” have been drawn. Then all players count their pips and enter their score on the scorecard accordingly.

It is possible, though unlikely, that a player may rid their hand of 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.