If a player cannot complete the double they must draw one box car. If this box car cannot complete the double, the player marks their personal train and says, “pass.” The next player tries to complete the double. If unable to do so, they must also draw. If they cannot match the double with the drawn box car, they mark their train and say, “pass.” This continues until the double is completed.

When the double is finally completed, regular play resumes with the player to the left of the player who completed the double. NOTE: The only exception to the double rule is if a player ends the game playing a double. The double does not have to be completed because that player has won.

**Last Box Car**

When any player is left with only one box car, they must give notice to the other players by tapping it on the table. If a player fails to do this and is caught, they must draw two box cars from the train yard. This allows other players an opportunity to lower their ending score by playing high numbered box cars on their next turn. NOTE: If a player has a double and a box car to complete the double remaining in their hand, it would be courteous to give notice with 2 box cars remaining (one play).

**WINNING THE GAME**

The game is over when one player plays their last box car or when the game is blocked because no one has a playable box car and the train yard is gone. If a player has no remaining box cars, they are the winner. If the game is blocked then all players must total the number of hips on their remaining box cars. Each blank scores 25 points and the double blank box car scores 50 points. The player with the lowest score wins. The winner of the game then gets the honor of pressing the center domino, to hear the “Toot Toot!”

If playing several rounds, keep a running points total. The player with the lowest overall score after the predetermined number of rounds is the winner. A player that wins a round by using all their box cars will score zero points for that round.

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**DOMINO BASICS**

Each domino is divided into two halves, or ends. The “side” is the lengthwise area of the domino. The dots, which are called “pips,” are grouped in a suit. A domino without pips is called a “blank.” Dominos that have matching ends (6-6, 5-5, etc.) are known as “double dominos,” or “doubles.”

Dominos are called “box cars” in the Mexican Train Game. When a box car is “played” it means that it is placed so that the pips on one end of the box car match the pips on the “open” box car (the box car on which it is butted against). The box cars are positioned so that they form a line called a “train.”

**ANATOMY OF A DOMINO**

- **Pips:** Each half of the domino has pips (dots) that match the opposing side.
- **Ends:** Each domino has two ends, one of which is closed and the other is open.
- **Side:** The lengthwise area of the domino.
- **Doubles:** Double dominos have matching ends.
- **Blank:** A domino without pips.

**GAME PLAY**

**Beginning the Game**

The player who has the highest double begins the game by placing it in the center of the hub to be the “engine.” This player may also start their own personal train (a line of box cars) if they are able (the player gets the privilege of playing two box cars on their first turn). If no player has a double to start the game, players must draw one box car from the train yard in turn until a double is found.

A player starts their personal train by playing a box car with an end that matches the engine. Players build their personal train out from the nearest “track” on the hub. Play passes to the left. A player may play on the Mexican Train and other player’s marked trains (see Box Cars) even if they have not started their own personal train.

**Example of 4 player game.**

1. **Box Cars:** Box cars are played on a player’s personal train, other player’s marked trains or the Mexican Train. Each player plays one box car per turn; the only exception is when a double is played (see Doubles). If a player cannot play any of their box cars, they must draw one box car from the train yard and play it. If the new box car is not playable, the player adds it to their hand and ends their turn by marking their train (see Train Markers).

2. **Train Markers:** If a player cannot play on their personal train, they must place a train marker on their last box car. This notifies other players they may now play on this train. When the player is able to play on their personal train again, they remove the marker so that other players may no longer play on it. The black train marker is always placed on the Mexican Train once it is started (see Mexican Train).

3. **Mexican Train:** If a player has another box car that matches the engine, they may begin the Mexican Train. This should be started on an open track of the train hub or another area convenient to all players if the hub is full. 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. Place the black train marker on the last box car of the Mexican Train, to remind players that they may play on the Mexican Train throughout the game.

4. **Whenever a player plays a box car on the Mexican Train, they get to press the engine (center domino) on the train station hub, which emits a series of train sound effects and a “Toot Toot!”

5. **Doubles:** Anytime a player plays a double the double must be “completed” before regular play can resume. This means the player must play a second box car with an end that matches the double (see Domino Basics on how to play the double correctly).