

Mexican Train & Crowing Chicken Domino Hub Game Instructions



Mexican Train Introduction

Mexican Train Dominoes is the perfect mix of skill and luck. On the surface it appears that it only matters what tiles you draw but, experienced players know that it is how you play those tiles.

The goal of Mexican Train is to be the first player to lay down all your dominoes. Whatever tiles are left in your hand count against you, so play strategically and try to get rid of the high-numbered tiles.

Getting Set-up:

- Each player selects their own coloured mini train marker and lays it on the railway track closest to the starting slot facing their own train line.
- Place the double-12 domino tile to the side. Shuffle the dominoes, face down, on the table.
- The double-12 is then placed in the center of the hub. This domino is called the "engine".
- Each player takes the appropriate number of dominoes (see below) and stands them on edge, so that they can see the faces, but their opponents cannot. The remaining supply of face down domino tiles is known as the "boneyard" for players to draw from if they cannot make a play with their current hand of dominoes.

Recommended Tiles:

- For 2-4 players, choose 15 dominoes each
- For 5-6 players, choose 11 dominoes each
- For 7-8 players, choose 8 dominoes each

Play:

- The player with the highest double in their hand of dominoes now starts to build a "train" (a single row of dominoes) starting from the center domino and moving toward the player. Dominoes can be placed parallel or on a right angle to the same number to save table space, so long as they do not block other trains.
- The end of the domino placed near the engine in the hub must match the engine's double number. (Example: since the engine is a double-12, the end of the domino placed near the engine must be a 12. The other end can be anything at all.)
- Taking turns in a clockwise direction, the other players do the same.
- For the first turn, players can play as many of their dominoes that they can. After the first turn, they can only play one domino per turn unless a double is played. If a double is played, the player that placed it will earn an additional turn.

- If a player cannot start a “train” on the first turn, they can draw from the boneyard pile.
- If they pick the needed domino (in this case a 12) they must immediately play it.
- If they do not draw the tile they need, they place a train game piece where a domino would have been placed to indicate that they could not start a train. This train is now “public”, and any player can play off this player’s train.
- On each player’s second turn and all subsequent turns, any player can play dominoes on areas marked with a train piece.
- After Player 1 plays a domino on their train, it is Player 2’s turn to play on their train. If any player doesn’t have a 12 in their hand, then they must keep all their dominoes and draw one from the boneyard.
- If a player cannot play on their turn (either on their own train line or the “*Mexican Train*”; which will be explained in the “options for play” section below), then they must put a train game piece on top of the domino in their “train” that they could not play to indicate that it is now a public “train”. Players can resume play and remove public access to their train line once they are able to continue play on their own line with the appropriate connecting tile.
- At this stage most, if not all, the players will build their own “trains”, which is a personal playing area. The “trains” will lead out from the engine towards the player that laid them. This formation is known as the “roundhouse”.
- Eventually it will be player 1’s turn again. Each player, in turn, places a tile to make the “trains” longer and to try and empty their hand. When you cannot go you must draw one domino from the boneyard unless the boneyard is empty. If you can play, you must place a tile.

Options for Play:

1. Play on the end of your own “train”. If you cannot play from your hand you can draw from the boneyard and can play that tile if it matches. If it doesn't match, you place your train game piece on the end of your own “train” on top of the domino that you could not play off. This opens it to other players. When you play on your own train again, take the train game piece off your train and no one else can play on it.
2. If a double is played, the player who placed the double has earned another turn for a chance to “satisfy” the double by placing another tile that matches the double (ex. If a double 9 is played ‘9-9’ then the next domino must be ‘9-5’ or ‘9-2’ etc.) Doubles must be placed perpendicular (sideways) with the next domino played placed vertically with the correct end matching the double.
3. If you cannot play on your own “train” but somebody else has their personal train marker (game piece on the end of their line) in “public” play, then you can play on the end of that train.
4. You can also start or play on the “*Mexican Train*”. It must start with a twelve (matching the number of the engine). You play one domino to start it and mark it with the Mexican Train (the black or largest train in the set). From then on it is open season on the Mexican train, anyone can play on it at any time. Only one Mexican Train is allowed per game, but it can be started at any time after each player has taken their first turn.

5. When a round ends, either a player has played all their dominoes, or no player is able to continue. Each player counts the dots of each domino they have remaining. This is their score for the round. The player with the lowest score is the winner.
6. Double blank dominoes are worth 30 points.

Crowing Chicken Introduction

Chicken foot (also known as Chickie Dominoes) is a fun and easy to learn domino game. The goal is to try to get rid of as many dominoes as possible and have the lowest score based on the dominoes remaining before your opponents can do the same.

How to Play

- Each player draws a set of dominoes from a shuffled face down the pile to create their hand, making sure the domino values are concealed from their opponents. The number of dominoes each player draws varies with the number of players.

Recommended tiles:

- 2 players draw 21 dominoes each
 - 3 players draw 14 dominoes each
 - 4 players draw 11 dominoes each
 - 5 players draw 8 dominoes each
 - 6 players draw 7 dominoes each
 - 7 players draw 6 dominoes each
 - 8 players draw 5 dominoes each
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- The leftover dominoes are placed on the side and referred to as the “chicken yard.”
 - Chicken foot establishes a round with a starting “double” (a tile with the same number of “pips” or the same number on each end) placed in the centerpiece. For a double 9 set, you begin the first round with the double 9 domino.
 - The subsequent rounds begin with the next highest double, double 8, and the following round double 7, all the way to double 0 for a total of ten rounds. If no one has the required starting double then each player simultaneously draws a domino from the chicken yard until it is found, and a starting player is determined.
 - Going clockwise, the next player must play a domino from their hand off the starting double. This domino must have a matching end to the starting double. If they do not have one, they draw a domino from the chicken yard and play that if possible. If not, the player calls “Pass” and the turn moves to the next player. The following player repeats the process of trying to play off the starting double and this continues until all sides of the centerpiece are filled.
 - After all the sides are played off the starting double, plays can continue off any exposed end domino if the ends match.
 - If the player is unable to add a domino, then the player must draw a domino from the chicken yard and play that domino immediately if he is able to. Otherwise, he must pass. If there are no dominoes remaining to draw from, then the player must pass.

The Chicken Foot

- If a player plays a double, the double must be placed perpendicular to the domino played off.
- The player then calls “Chickie” plus the numbers played. For example, if a double 5 was played, the player would call “Chickie Fives.”
- The next three plays **must** be made off that double, creating an arrangement that resembles a chicken foot.



- If the player is unable to play on that double, he must draw from the chicken yard and play that domino if possible or else pass. Once the Chicken foot has completed, the plays can continue off any exposed matching end again.
- A round is completed when one player plays the last domino in their hand, or no players can make a play.
- At this point, each player records their points for the round by totaling the number of pips from the dominoes remaining in their hand. An optional rule is to score double 0 tiles as 50 points.
- The game ends after all 10 rounds are played. The player with the lowest total score for all the rounds wins.

