

**TENNESSEE GAME RULES**  
**“MEXICAN TRAIN DOMINOES – EXPRESS VERSION”**

**1. EQUIPMENT:**

- a. Set of double-twelve dominoes
- b. Set of train car tokens
- c. A “Train Station” starting board

**2. TO START A GAME:**

- a. At the beginning of each round, dominoes are placed face down and “shuffled” by moving around the table to mix them up.
- b. Each player draws a single domino, high number will begin the play.
- c. Each player then draws a hand of dominoes
  - i. 2 - 4 players draw 15 dominoes
  - ii. 5 - 6 players draw 12 dominoes
  - iii. 7 - 8 players draw 10 dominoes

**3. RULES OF PLAY:**

- a. Play will start with the double-twelve domino being placed in the center of the “**Train Station**”. Each following round will begin with the next lower double being placed in the center of the “**Train Station**”.
- b. Player will then draw their dominoes. Then with the remainder of the dominoes being placed over to the side in a draw pile called the “**bone yard**”.
- c. Each player has his or her own train along with the main train in common for play.
- d. Player can either start their own train or go ahead and start the main (common train). Continuing with all their available moves. Can only play on one (1) player’s train at a time.
- e. If a player cannot make a play he /she must draw from the “**bone yard**”. If the drawn domino plays, he/she may do so. If the drawn domino does not play, then he/she must place their train token on their own train which allows the other players to make plays on his/her train.
- f. If a double is played and cannot be satisfied, then that person must draw from the “**bone yard**” and their train token goes up on their train, if it still is not satisfied. Each player in turn must follow suit until the double is satisfied.
- g. If a player has a playable domino, it must be played. Play continues in this manor until the first player to use all his/her dominoes.

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- h.** Players with dominoes remaining will then count their score.
- i.** Each domino counts **face value**. For example a domino with 5 dots at one end and 9 dots at the other end will count as 14. The double blank will count “0”. The player with the lowest score wins the game.
- j.** If all dominoes from the **“bone yard”** have been used and no players can make a play, then all players count their remaining dominoes for their score for that round.