Mexican Train quick reference

Roundhouse table rules for 2–8 players with a double-12 set.

Before you deal

Set 12–12 in the center as the engine. Deal 15 each for 2–4 players, 12 each for 5–6, or 10 each for 7–8. Keep the rest facedown in the boneyard. Give each player a marker.

Rounds (3, 6 or 13) _____ Double blank (0, 25 or 50) _____

Opening (Own Train First or Open Table) _____

On your turn

1. **Check for a double.** If one needs covering, play only on that train, even if it is private.
2. **Otherwise, choose a train.** During the first circuit with Own Train First, use your own train. After that, or from turn one with Open Table, use your own train, someone's marked train or the shared Mexican train.
3. **Match the open end.** To start a train, match the engine. A regular tile ends your turn. Playing on your own train removes your marker.
4. **Draw one if you cannot play.** Play it if it fits a legal train. If you still cannot play, or the boneyard is empty, pass and mark your own train.

When you play a double

If it was your last tile, end the round. Otherwise, immediately try to cover it with a matching tile on the same train. Draw once for the cover if needed, even if you drew the double. If you cannot cover, mark your own train and pass. The next player tries, and play stays on that train until someone covers it. A cover ends that player's turn.

End the round

Score when someone empties their hand, or when the boneyard is empty, everyone has passed in succession and nobody has a legal move. Total the pips left in each hand using your chosen double-blank value. Go down one engine number and move the starting seat clockwise. Lowest match total wins. Ties share the win.