

or 18s are used. **After the starter has played, the next player to the left does likewise** by playing on or beginning the Mexican Train; or by beginning his own "personal train," which leads off from the engine towards him; or by playing on another player's "personal train" if it has a marker on it. It is always wise to start the Mexican Train as soon as possible as it gives more places to play. This means that you have at least two dominoes in your hand that match the engine and you can use one to start your "personal train" and one to start the Mexican Train. When a player cannot play on his own "personal train" or the Mexican Train, he must draw one tile and try to play it immediately. **If unable to play anywhere, the player passes and must put a marker on the end tile of his "personal train"** (even if it has not been started, he places a marker next to the engine where his train is intended to begin), marking it so that others can play indefinitely on his marked train until he can play on it at which time he removes the marker. To remove a marker from one's "personal train," that player must play only on his "personal train" when it becomes possible and then he removes the marker. Playing on the Mexican Train or some other player's train does not make him eligible to remove his marker. **If a player plays a double (a tile with the identical denomination on both ends) it is placed sideways and he must then play a second domino perpendicular onto the double or onto some other eligible train.** If he plays a double and has no playable follow-up domino to play, he must draw and if he draws a playable domino he can play it on the double or on any eligible train. If he doesn't draw a playable tile, he must pass and place a marker on his personal train. After a double is played and that player has completed his turn and if he has left a double not played upon, all trains become unplayable until the next players can play onto that double. If players cannot play a tile on the double tile, they must draw once and determine if they can play. If they are still unable to play on the double, they pass and must place a marker on their "personal train." Once a tile has been played on the double tile, then everyone can resume play on his or her "personal train," or anyone's train that has a marker on it, or the Mexican Train and the game resumes as normal. **A player can play two doubles consecutively onto two different trains if that player is able to play an additional third tile from his hand (without drawing) onto one of those double tiles. This means that a player could play 3 tiles in one turn.** The next player must play a tile on the open double tile, or draw and play on it, or if he doesn't draw a playable tile, he passes and puts a marker on his personal train. All players must always play when possible even if they have to play a tile out of their train lineup in their hand (which is disrupting, but mandatory). **When any player is left with just one tile in his hand, he must give notice to the other players by tapping his final tile on the table.** This allows other players a chance to lower their score by ridding themselves of a higher numbered tile on their next turn. **General rules:** Players must always play if they have an eligible tile. They cannot at any time hold back and pass and/or draw for

some strategic reason. If there are no more tiles in the bone pile, a player must pass if he does not hold a playable tile, and then place a marker on his train. The game is over when one player has dominoed (played his final tile) or when the game is blocked because no one holds a playable tile and all of the tiles in the bone yard have been drawn and everyone passes and the game is totally stalled. It is possible for a game to end by someone playing a double or two doubles as his last play and without a follow-up domino. When any player has played his last domino no matter if it normally requires a follow-up, the game is over and no other players can play. Then, all players must count the number of pips or numbers on the tiles left in their hands (0, in the case of the player who has dominoed), and give that number to the scorekeeper. As soon as the first round is completed, the next game begins by pulling out the 11-11 if playing with a double-12 set, or 8-8 if playing with a double-9 set, or 14-14 with a double-15 set, or 18-18 with a double-18 set. The starter tile is placed in the middle of the table as the engine, and the rest of the deck is shuffled before drawing hands. All "personal trains" and the Mexican Train must be started with this same numbered tile as the new, center engine tile. Each new game thereafter should begin with the next-lowest double being played as the engine, with the 0-0 tile being the final engine for the last game. **The player with the lowest total score after all the games have been played is the winner.**

SuperTrain™

Double-12 Number Dominoes™ with 21 Wild Dominoes

Number of players: 2 to 8 players or more, using the Puremco SuperTrain™ game set which consists of 91 Double-12 Number Dominoes™ with 21 wild dominoes for a total of 112 dominoes. Adaptations can be easily made if there are more than 8 players. **Additional equipment:** A score sheet and one train marker per player. The Puremco Dual-Sound Electronic Centerpiece comes with the SuperTrain™ Set and is used to hold the center "engine" domino and the personal train lines that radiate from it. The use of the centerpiece sounders is described in the Centerpiece instructions found elsewhere on this sheet. **Principle of the game: SuperTrain™ is basically played by Puremco's Mexican Train® rules** (found elsewhere on this sheet) **except with the addition of 21 "wild" and "special action" dominoes.** Of these 21, there are 14 wild dominoes that are used to play when unable to follow suit, and there are 4 special action dominoes that can be played to make an opponent be Skipped, or caused to Draw an extra domino, or to Reverse the direction of the game, or for the holder to play Twice. Three of these dominoes allow players to play Anywhere on anyone's train whether or not they have a marker on it. **Object of the game: The same as Mexican Train:** To rid your hand of as many dominoes as possible and to be the first to do

this. The other players then must total the numbers on their remaining dominoes and the amounts for each wild symbol (Red Trains and Letters), which count 10 points each plus the number amount on the other end, and then keep a running total for their score. The lowest score wins. To start, pull out the 12-12 (double-12) from the deck. This domino is called the “engine” and will be the starter domino for this game. Place the engine in the center of the table or in the centerpiece. This start-up procedure will be followed in successive games with the 11-11 (double-11) being the next engine, then the 10-10, 9-9 and down to the 0-0 and finally the Train-Train (double Train) on which any domino in your hand can be used to start your personal train. After the engine domino for each game is placed in the centerpiece, shuffle the remaining dominoes face down, and then each player draws his hand. Number of tiles drawn: 2 players - 25 tiles each; 3 players - 23; 4 players - 18; 5 players - 16; 6 players - 14; 7 players - 12; 8 players - 11. Additional players can play by adjusting this numerical arrangement to fit. The remaining tiles are set-aside in “bone piles” to be drawn as needed in the game. The players then organize the tiles in their hands in a playable progression beginning with the same denomination number as the engine. The ends of the tiles in your hand must match and form a line to be ready to play onto the engine as your “personal train” after the game starts (example: 12-5, 5-7, 7-8, 8-11 and so on). To assist in forming your hands and line-ups, the “wild” dominoes can fill in the gaps and extend your line-ups for a more playable hand. When you are no longer able to line up your tiles in a matching series, the leftover tiles are considered your “extras” and will be used on the “Mexican Train” or on other players’ “personal trains” during the game. If you do not draw a domino with a playable end that matches the engine tile, you can begin the line-up in your hand with any domino that will make up the longest line of end-matching tiles and the fewest “extras” possible. Thus, you will be ready when an opportunity arises for all or some part of that line-up to become playable somewhere as the game progresses. Follow the rules of Puremc’s Mexican Train© from this point except with the following additional variations. Wild dominoes with a Red Train symbol can be played at anytime when it is a player’s turn and they can be used in any manner possible in your hand to assist in making the longest line-up of continuous playable dominoes. There are 14 basic Wild Dominoes and they are signified with a Red Train symbol on one end. They are the 0-Train, 1-Train, 2-Train, 3- Train...up to the 12-Train and then the Double Train or Train-Train. The Double Train can only be played perpendicular as a double just like any other double and cannot be played onto another double by playing it vertically at a right angle. There are 7 Special Action Wild Dominoes signified with a Red Train on one end and a Letter symbol on the other end. Both ends are wild and either end can be played onto a train line. Their meanings are:

A-Train (Anywhere) - Play on anyone’s train whether it is marked or not, or play on your own train or the Mexican Train. There are 3 of these dominoes.

D-Train (Draw) - Play on any eligible train. This requires the next player in rotation to draw a domino before he plays. He can then play as normal.

R-Train (Reverse) - Play on any eligible train. This reverses the rotation of the game from clockwise to counter-clockwise for the remainder of the game.

S-Train (Skip) - Play on any eligible train. This causes the next player in the rotation to be skipped and he misses his turn until the next time.

T-Train (Twice) - Play on any eligible train. This allows the holder to play twice, meaning one additional time after he plays the “T” domino. However, under unusual circumstances and if you hold certain playable dominoes, **it is possible to use this “T” domino to play up to 5 dominoes** at once. Example: Play a double, then as the follow-up, play another double elsewhere, and then play the “T” domino onto one of those doubles and then play a double as your second play onto the “T” and then a final domino onto either of the exposed doubles. Only one double can be left exposed after such a play. You may choose not to leave any double exposed by simply **using this same process and playing just 4 dominoes** consecutively onto the same train. You make that choice depending on strategy and how you want to control the next plays for your opponents. Under usual circumstances, after the “T” domino is played, only one additional play can be made. **Another special circumstance:** If you play a double and cannot play a second domino, and you draw a “T”, you may play it on the double or play it anywhere, and then play the follow-up domino anywhere eligible and not necessarily onto the double. Or you may play onto the double, depending on how you want to leave the next play for your opponents. **Special Rules for Wild Red Train Dominoes.** The Red Train ends of the dominoes can be played onto any number, symbol or double. You may also play the number end of the wild domino onto another playable domino if it correctly follows suit, and leave the Red Train exposed and use this to your advantage. Example: If playing the Train-3 onto another 3 you may play the 3 onto the 3 and leave the Train as the exposed end, which is wild and can be subsequently played onto by any domino. Or, you can play the Train onto the 3 and leave the 3 on the other end exposed and this requires that only a 3 or another wild domino can be played onto it. This option is especially useful when you are playing on another players’ train whereby you’d not want to leave the wild end exposed and make it easy for them to play on their next turn. If it were played on your own train you’d leave the wild end exposed to ease your next play. **Rules for Special Action Wild Dominoes.** These are the 7 dominoes with Red Trains on one end

