

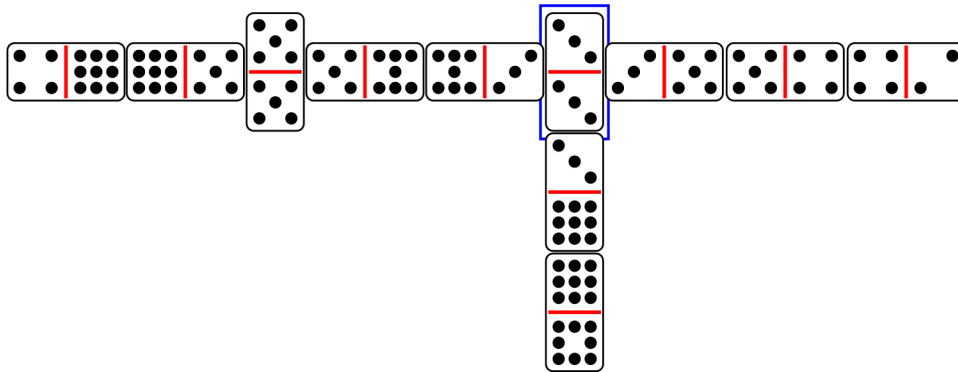
Engine 191

2-4 Players

Equipment Needed: A 2 player game uses a double six set of dominoes and a 3-4 player game uses a double nine set. You will also need up to 9 win tokens to keep score (coins, pawns...etc.).

Object: To be the first player to win 3 rounds and win the game.

Summary: Players will take turns building their own train line off the main station. A train line (or line) consists of dominoes called tracks and stations stretching out from the main station towards the player who owns it. Mostly you will be working on your own line, but you can play on your opponent's line too. Dominoes are placed following the basic rules of most domino games. (Numbers must end-match where they connect). Tracks are placed end to end and stations are placed side ways (see diagram).



*A 3 player game underway. The double 3 is the main station.
In addition to the main station there is 1 other station; the 5/5.*

Your goal is to have the lowest score when the round ends. As you play, you will have the dominoes in your hand (which will never increase and hopefully decrease) and eventually dominoes face up in front of you (not connected to your line) that make up your score yard (which will never decrease). Dominoes in your score yard are always face up and spread so all players can see. You can play dominoes from your hand or your score yard, but dominoes played from the score yard will be replaced with dominoes from your hand.

Setup (Start of a Round): Shuffle the dominoes face down. Players take the number of dominoes according to the number of players (2 players 9 each, 3 players 11 each, 4 players 9 each). These will make up your hand and are kept secret from your opponents. Place the remaining dominoes to create the bone yard.

All players take a double from their hand and place it face down in front of them; if you don't have one or choose not to use any of the ones you have place any domino. When all players are ready, reveal. The player that has the lowest double will start the round and he places his double in the center play area, he does not draw a domino. This is called the "main station" (doubles are called stations and the other dominoes are the tracks). Dominoes that did not win for the first player position are returned to the the hand from which they came. If no one played a double then reshuffle and start again.

On Your Turn

Remove Track: At the beginning of your turn you may remove a section of your own line. Remove all the dominoes back to the last station played and place those dominoes face up near the boneyard, if the boneyard ever becomes depleted these will be flipped over and shuffled to create a new boneyard. Now take a domino from the boneyard and place it face up in front of you in your score yard. You can continue removing dominoes back to other stations, but each time you do, you draw another domino and place it in your score yard. You can only remove parts of your own line. You can always remove no matter what domino is at the end (even if it's a incomplete station). You can never remove past the main station. *Example: The player on the left in the diagram above can remove up to the double 5 by removing the 4/9 & the 9/5. He can then remove again by removing the 5/5, 5/7, & the 7/3 and start at the main station again.*

Incomplete Station: An incomplete station is created when a double is played but a domino is not played on the other side of it. At the beginning of your turn if there is an incomplete station anywhere you must play a domino that continues that line. If there is more than one incomplete station, you only have to complete one, your choice which one. The player that creates the incomplete station does not have to complete the station on the same turn he created it, but if it is still there on his next turn he must. No one may play anywhere else until the station has been completed. The owner of that line can either complete the station or remove track (follow the rules for Remove Track). The incomplete station rule does not apply to the Main Station or a station that has had track removed from in front of it.

Play a Domino: Play one domino onto a line. You may play onto any line (your own or an opponent's line). However, anytime you play on opponent's line you must draw a domino from the boneyard and place it in your hand. (*Exception: If playing on an incomplete station in another player's line you do not draw a domino.*) If the boneyard is depleted (there are no dominoes left in the boneyard at all) you cannot play on another player's line unless it's an incomplete station. You can play a domino from your hand or a domino from your score yard. Anytime you play a domino from your score yard you must replace the domino in the score yard with a domino from your hand. If you play a track domino then your turn is over. If you play a station domino (a double) then you may immediately play another domino anywhere following the rules of play...and yes if you play another station domino as your next domino you get to play another domino (you do not have to complete the station on this turn, but can if you want).

If you cannot play or choose not to play at least one domino, you take a domino from the boneyard and place it face up in your score yard. If the boneyard is depleted then you don't take a domino. If after taking the domino to your score yard you can play that domino, you may and then replace the domino with one from your hand into the score yard.

Note: Always draw a domino when you are suppose to; before continuing with your turn. Sometimes the new domino gives you better options.

Drawing Dominoes: You draw dominoes into your hand anytime you play onto another player's line...the exception is to complete a station in which case you don't draw a domino. You draw dominoes into your score yard when you can't play or you remove track from your line.

End of the Round: The round ends if a player goes out (played all of his dominoes from his hand, dominoes in the score yard are not in your hand) or the boneyard is depleted and everyone agrees no more plays can be made and passes. The winner of the round is the player with the lowest score. Add up all the pips on your dominoes; both the dominoes left in your hand and the dominoes in your score yard. The player with the lowest score wins the round. The winning player takes a Win Token and places it in front of him. If there is a tie, all players in the tie get a Win Token *Note: It's a good idea to keep track of how many dominoes are left in your opponents' hand. If someone asks you how many dominoes you have left you must answer them. If they ask you which ones they are tell them to "bug off".*