Mexican Train Score Sheet

Thirteen rounds on a double-twelve set, every player for themselves

Date _____

Round	Engine	_____	_____	_____	_____	_____	_____	_____	_____
1	Double 12								
2	Double 11								
3	Double 10								
4	Double 9								
5	Double 8								
6	Double 7								
7	Double 6								
8	Double 5								
9	Double 4								
10	Double 3								
11	Double 2								
12	Double 1								
13	Double blank								
Total									
Rounds gone out									

SCORING

When somebody plays their last tile, the round is over, and everybody else pays the pips left in their hand.

A blocked round, with the boneyard empty and nobody able to play, ends the same way.

The double blank costs nothing in Fireside's standard game, or 25 or 50 if your table plays it that way.

WINNING

After the last round, the lowest total wins.

Level totals go to whoever went out in more rounds, then to whoever had the best single round.

For a seven-round game, stop after the double six.

Play Mexican Train on your phone or tablet: **Fireside Classic Games**

You play against the computer. No ads, and it works offline.

The rules, and score sheets for more games: ulshsolutions.com/rules/mexican-train/

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iPhone and iPad

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