

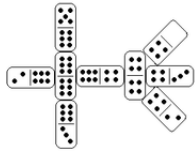
Chickenfoot (2-8) Double 9's (12's)

Initial Draw: $42 \div [\text{\# of players}]$, rounded to the nearest whole number, is the number of tiles with which each player begins the game.

Players	2	3	4	5	6	7	8	9
Draw	21	14	11	8	7	6	5	5

Double 6's	2 - 3 Players	5 each
Double 9's	4 - 6 players	7 each
Double 12's	7 - 10 players	7 each

1. Play D9; Then all draw until it is drawn and played
2. Then players play the *Double Chickenfoot* (play three toes on either end)
3. Players either Play or Draw from Boneyard and play; or pass.
4. When completed, Players continue to Play on any of the chicken's toes or Draw and play, or pass.
5. All Doubles played sideways: *Chickenfoot* – requires three toes before other play continues. Players Play or Draw
6. Last tile “Chicken Little” – tap on table before being called or be asked to draw a tile.
7. When one player is out – remaining players score remaining tiles in hands. DoubleBlank scores 25.
8. Repeat next round with subsequent doubles: D8, D7, etc)



(Variation uses a *Maltese Cross* – play 4 matching dominoes to top, sides and bottom instead of Dble Chknft)

Mexican Train: (2-8 players)

Players:	2	3	4	5	6	7	8
Double Six	9	8	6	-	-	-	-
Double Nine	9	9	9	7	7	7	6
Double Twelve	15	15	15	12	12	11	11

Remainder become the *Railyard* (boneyard)

1. Play Highest Double into center of *Round House* or all draw simultaneously till drawn. (Variation: Hold out the starting Doubles before shuffling and the initial draw) Hands drawn and players organize hands for play into “trains”
2. Player's Trains *start* with “Engines” to match center Double, and playing an additional tile onto it, or start or play onto the Mexican Train.
3. The Mexican Train is one train running around the table starting with the same number as the Round house. Its engine is marked with the whistling loco. Once a player has started it – anyone can play onto the Mexican Train, if able.
4. If unable to play onto their own train, the Mexican train, or “*board*” another player's “Marked” train – a player draws. If unable still to play, he marks the end of his train with a coin opening his train to “*boarding*” by others until he can play some where and remove the marker. When doubles are played, the player has to play another tile somewhere, or Draw and pass, if unable to play. Doubles have to be satisfied before any other playing by the other players continues. [Exceptions – end of round; or last of suit]
5. Last of suit is “*end of line*” -- double stack on previous tile.
6. Game is over when one player is out; or the game is blocked (no one can play), the rest score the pips left in their hands. DoubleBlank scores 50.
7. Play starts over (next round) with the next lower Double. One variation: Plays as long a train into the roundhouse as possible (the remainder of tiles are “empties”)