



Mexican Train Strategies

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These strategies were written for the Mexican Train Rules at www.MexicanTrainRulesAndStrategies.com.

- Take a reasonable, sufficient time to build your personal train, lest the best possibility is lost to a more obvious one. Double check that all tiles are end-matched.
- In building your personal train, consider that it might be best to build a train with fewer tiles but with more pip points, especially toward the front of the train. Using the recommended alternate doubles rule, there is a greater chance you might have to break up your train to satisfy a double. If you have high pip tiles at the back of the train in your hand, you might then have a harder time playing those remaining tiles.
- Arrange the tiles in your hand in such a way that other players cannot easily tell the how many tiles you have in your train.
- When advantageous to you, use the Mexican Train and other eligible trains to unload high-point tiles. While you might be inclined to make it a priority to rid your hand of *all* extras (including low-point tiles) early in the round, optimistically assuming your train is a sure play, consider that you could be forced to break it up to satisfy a double. This could leave you with high point tiles that are not a sure play!
- When you have a choice of plays, consider what possible advantage or disadvantage your play will have for other players, especially those who are leading in the scoring. For example, if you play a double and are able to either satisfy it or play a non-double on another eligible train, consider which play will likely be most favorable for you.
- When it is an option, be open to playing off the back end of your train, especially if you can rid your hand of a high point tile, or there is another strategic advantage to doing so.
- Since playing a double from any location in your personal train does not break up the train, be open to playing it at any time it is playable.
- Monitor how close the other players might be to ending the round, and adjust your strategy if needed, e.g., if you can play a double and leave it unsatisfied, they might be forced to draw and put their markers on their trains.
- Open doubles must be satisfied in the order they were played. If you are going to play two or more doubles during your turn and you want to satisfy one of them to end your turn, play that double first.
- If you are obligated to satisfy a double and you suspect that all 13 tiles of the needed denomination have already been played, count before you draw, lest you unnecessarily acquire an extra tile. No need to advise other players to do the same!
- Although it's fun ending a round with your last tile, remember: The low *total* score wins the game. Too much risk in trying to end rounds can defeat you in the end.
- A good bluff on your part might lead another player to make a poor choice in play. A subtle smile might be all it takes. Use with discretion.