

OLL Train Rules

Object of the game: To rid your hand of all your dominoes and be the first to do so in each round. The other players must total the dots remaining on their unused dominoes and a running total of their score is kept by the score keeper. After the final round is played, the lowest score wins. If there are more than one table of players, each table declares its' own winner.

Equipment: Each table of players shall have a copy of the official OLL Train game rules, a double 12 set of dominoes, score sheet, a hub and 1 colored train marker per player & 1 colored train marker for the OLL Train.

Start of the Game: Each player selects a colored train marker that identifies their personal train. A colored marker is also selected to identify the OLL Train. **The OLL Train is the only train that is open to all players at all times. There are no other sub trains allowed.** The colored train markers are placed on the hub to identify the train as closed.

Each table of players decides which of the following game will be played at their table:

- a game starting with the double 12 domino and continuing in order to the double blank
- a game using just the even numbers starting with the double 12 domino and continuing in order with the double 10, 8, 6, 4, 2, blank
- a game using just the odd numbers starting with the double 11 domino and continuing in order with the double 9, 7, 5, 3, 1

Once the game is determined, the starting double domino is placed in the center of the table. The starting double domino is called the “engine.” Place the remaining dominoes face down and for the 1st round only, each player selects 1 domino. The player who selects the domino with the lowest number of combined dots will start the first round. The dominoes are returned to the pile face down.

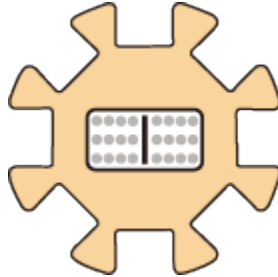
Number of players: Once the “engine” domino is removed and the starting player is selected, the remaining dominoes are placed face down and each player selects the appropriate amount based on the following:

- 2, 3 & 4 players select 15 dominoes
- 5 & 6 players select 12 dominoes
- 7 & 8 players select 10 dominoes

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Shuffle the remaining dominoes face down. The remaining dominoes are set aside in a “boneyard” to be drawn as needed during the game. The players then organize their dominoes in front of them so only they can see the dots.

The first round begins by the player who selected the lowest numbered domino then play continues to the left of that player. The first play for each player must play a domino that matches the “engine.” The first domino played is placed in the slot of the hub identified as the player’s personal train as shown below.



If the player does not have a matching domino, they must select 1 domino from the “boneyard.” If the player can play that domino, they are allowed to play it. If they cannot play that domino, their train is “open.”

Anyone can play on an open personal train until a player closes their personal train by playing a matching domino at the end of their personal train.

On each subsequent turn a player must match the number of any open domino on their train **or any other open train** as shown below. The domino is placed either on top, below or to the side of the matched domino. (In the example placing the domino to the side as shown below, only the 4 is open to be matched)



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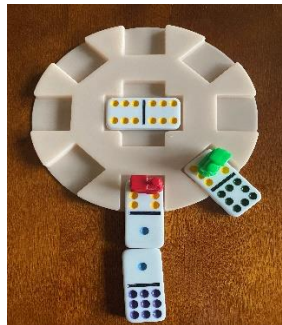
The OLL Train, or one's own "personal train," or another player's open "personal train" are the three options for playing one's dominoes to rid themselves of their dominoes.

The OLL Train is the only train that is open to all players all the time. An OLL Train may be started at any time with the first domino played by any player who so chooses to play a domino that matches the engine. It is always wise to start the OLL Train as soon as possible as it gives more options to play.

When a player cannot play on his own "personal train" or another player's open personal train, or the OLL Train, the player must draw 1 domino from the boneyard and try to play it immediately. If unable to play anywhere, the player's turn is over, and their personal train is "open" and any other player during their turn can play on the open train until the train is "closed".

Identifying a train as **OPEN** or **CLOSED**:

- An **OPEN TRAIN** has the colored train marker placed on the domino attached to the hub for that train (below both trains are open and can be played on by any player until closed)



- A **CLOSED TRAIN** has the colored train marker placed on the hub (below both trains are closed and only the owner of that train can play on it)



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A player may only close their train during their turn by playing a matching domino on the end of their train. Playing on the OLL Train or another player's personal train does not make that player eligible to close their personal train.

If a player plays a double (i.e., a tile with the identical denomination on both ends) on any open train, it is placed sideways as shown below.



The player playing the double **MUST** then play a matching domino perpendicular on one end of the double as shown below.



If that player plays a double but has no matching domino to play, the player must draw a domino from the boneyard if there are any there. If the player draws a matching domino, it can be played on the double.

Also, if the player who plays the double has 2 matching dominoes, they can be played as shown below. In this instance the player can play 3 dominoes at once.



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After a double is played and that player does not have a matching domino or can only play a second matching domino as shown below, the turn is over. All trains become unplayable until the next player can play a matching domino onto that double. If players cannot play a matching domino on the double domino, they must draw a domino from the boneyard and determine if they can play. If they are still unable to play on the double, their turn is over, and their personal train is open.



Once the second matching domino has been played on the double domino as shown below, everyone can resume normal play on their “personal train,” or anyone’s open train, or the OLL Train.



General rules: Players must always play if they have an eligible domino. They cannot at any time hold back and draw from the boneyard for a strategic reason.

When a player has only one domino left in their hand, they must announce to the other players that they have only one domino. If they fail to announce it prior to the next play, that player must select two dominoes from the boneyard. If no dominoes are available in the boneyard, that player skips the next turn.

The round is over when:

- one player has played their final domino or
- when the round is blocked because no one holds a playable domino and all of the dominoes in the boneyard have been drawn.

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It is possible for a round to end by someone playing a double domino as their last play without a matching domino.

Scoring: Once the round is over, all players must count the combined dots on the dominoes left in their hands (0, in the case of the player who has played all their dominoes) and give that number to the scorekeeper. Every dot on a domino is counted as 1. For example, if you have a domino in your hand that has a 5 on one end and a 4 on the other end, that domino counts as 9. The double blank domino is counted as 50.

Next Round: Once each round ends and the scores are recorded, the next round begins by selecting the next double domino as the engine. The dominoes are placed face down, shuffled and each player selects the appropriate number. The player from the previous round who played the last domino begins the next round.

Winner: The player with the lowest total score after all the rounds are played is the winner.