

All Aboard Game Rules

Visit each of the fun destinations on your tickets using the SWR rail network. Can you overcome some of the barriers faced by disabled rail users? Race other players back to Southampton to win!

Playing the game

To start

Choose your coloured player piece.

Shuffle and then deal out the **Tickets** evenly to each player and keep them in your hand. (The “Finish” station that you need to travel to is at the bottom of your **Ticket**).

All players start at Southampton station. The highest throw of the dice decides who starts the game. Play then proceeds by turns in a clockwise direction.

To move

Shuffle **Journey** cards before each draw, return to the stack after your move.

1. Draw a **Journey** card and follow the “At the start station” instructions (top red box).
2. While travelling along the track, draw a **Journey** card and follow the instructions for “On the train” (middle blue box)
3. When you arrive at your finish station, draw a **Journey** card and follow the instructions for “At the finish station and onward” (bottom green box).
4. Once you have reached the destination on your ticket you can flip the **ticket** over and start your return journey from that station (now the start station) on your next turn.

You then need to make the return journey back to Southampton (steps 1 & 2). You do not need to follow step 3 at Southampton station.

The winner is:

The first person to visit all the destinations on their tickets and end up back at Southampton.

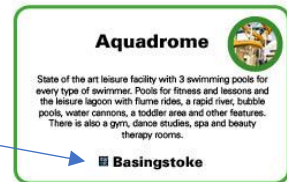
Game components

Tickets

There are tickets to 18 fun destinations that are easily accessible using the SWR rail network. Your **Ticket** tells you which destination you are travelling to.

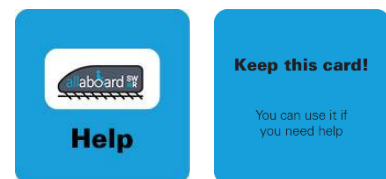


The “Finish” station that you need to travel to (the nearest SWR station to the attraction) is indicated at the bottom of your **Ticket**.



Help cards

If you have a **Help card** you can use it to get help from railway staff during the journey if you encounter a problem when travelling.



Play a **Help card** by showing it to the other players and then putting it back on the pile. You can then continue your journey by rolling the dice (if you are on the train) or go on to your destination (if you are at the finish station).

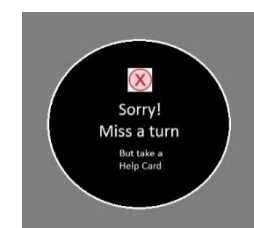
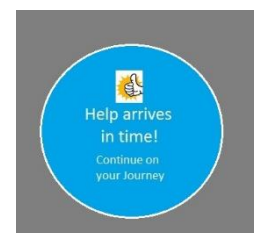


Spinner

Use the Randomise action to simulate a spinner

If your *spin* lands on the blue sections, rail staff arrive in time to help you and you can continue on your journey.

If your *spin* lands on the black sections unfortunately you will have to miss a turn, but you can take a Help card and put it in your hand to use later.



Journey Cards

You must pick up a Journey card at the start of each turn. The pack consists of 24 travel cards and 6 “Did you know?” cards



“Did you know?” cards give information about an aspect of rail travel for disabled users.

Did you know?

Ticket machines can be really difficult to use if you are a rail user with a visual impairment or a learning difficulty or fine motor control issues. The ticket choices may be too complicated and the machine may be difficult to see clearly.

If the Ticket Office is not open or the station does not have one this can be a barrier to using rail travel.



Read the information out to the other players

You can then continue your journey.

If you are at the start station or on the train

Roll the dice 

If you are at the finish station

Go to Destination 

The other Journey cards tell you what action you should take depending on which part of the journey you are on. Some of them also highlight issues experienced by disabled rail users.

At the start station Station has step free access **Roll the dice** 

On the train Enjoy the ride! **Roll the dice** 




At the finish station and onwards Go to your destination and have a lovely time for the rest of your turn **Go to destination** 

If you encounter an issue **At the start station** (red section), you must use the spinner to find out whether you can find help.

At the start station No blue badge parking spaces. You can still catch your train if you can find somewhere to park **Spin** 

If you encounter an issue **on the train** (blue section), there are 3 courses of action you can take:

- If you have a **Help card** you can choose to play it now and get help from rail staff. You can then roll the dice and continue your journey.
- You can spin the **Spinner** and take a chance!
- You can flip the **Emergency Button**. This sends **ALL** players back to Southampton!

On the train You need to use the toilet on the train but it is out of order. You need help! **Use Help Card Or Spin Or Press Emergency Button**   



If you encounter an issue **At the finish station and onwards** (green section) you can:

- Play a **Help card** (if you have one) and get help from rail staff. You can then continue on to your destination.
- Spin the **Spinner** and take a chance!



This game has been developed as part of the **All Aboard** project from The Rose Road Association and SWR to highlight issues experienced by disabled rail users and make rail travel more accessible for profoundly disabled people and their families.

Please visit <https://www.roseroad.org.uk/> for more information.

All components have been designed to be as accessible as possible using colour, text, easy read symbols and colour combinations with good contrast. The Game Board displays a simplified version of the SWR rail network and is not intended to be an accurate representation.



Rose Road Association
Bredbury Centre, 300 Alder Moor Road,
Southampton, SO16 5NA
Tel: 023 8072 1234 Fax: 023 8061 3473
www.roseroad.org.uk
Registered Charity Number: 276172 &
Registered Company Number: 1366534

