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# TRANSPORT ROULETTE: LONDON

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A GAME OF CHANCE

Draft v1.5

“Transport Roulette – Let The Dice Decide”  
Developed by [www.CallingAllStations.co.uk](http://www.CallingAllStations.co.uk)©

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## 1. IMPORANT STUFF

### 1.1 EQUIPMENT

1. 4 standard 6-sided die (or an app that will roll 4 die...)
2. A smartphone with Tube WiFi set up. This is invaluable for finding out information whilst underground!
3. The CityMapper©, GoogleMaps© and National Rail Enquiries© Apps.
4. Oyster Card (you may want to put a travel card on it).
5. A note pad is also useful.

### 1.2 USING THIS GUIDE

This game is a work in progress. Read through the guide or you'll just get confused. Trust me...

Use these boxes to help you...



**Exclamation Boxes:**

*Information I think you should pay particular attention to.*



**Information Boxes:**

*Provides additional guidance and advice in interpreting the rules.*



***If you're feeling particularly renegade:***

These boxes suggest additional bonus rules or **XTREME©** adaptations should you live on the wild side.



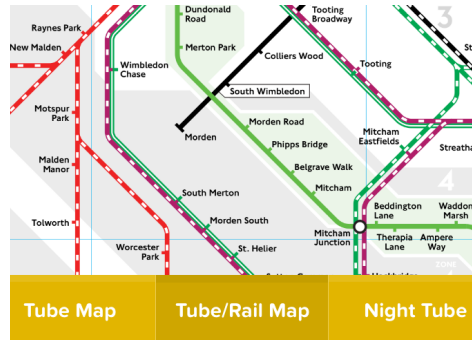
**The don't end up in Milton Keynes box:**

*I have warned you...*

# LET US BEGIN...

## 2. START

**Transport Roulette** is to be played within the **Oysterzone**. *i.e. wherever the Oystercard is valid*. This area is sometimes defined by the *London Rail Connections* map. (Or the Tube/Rail map tab in CityMapper©).



The aim of the game is simple: to take a journey through Greater London based completely on chance. There are no winners or losers in **Transport Roulette** (that is unless you end up in Penge...), this is a game purely designed on helping you explore the city. It can be played solo or with any number of friends.

The game is played out over several *Rounds* using die to randomly determine all aspects of your travel including mode of transport, direction and distance. For example, a *Round* may instruct you to travel **5 stops North on the Bakerloo line** or take the **DLR towards Beckton for 3 stops**. You may string as many *Rounds* together as you like, though it's recommended to pre determine how many Rounds you are going to do before you set off.

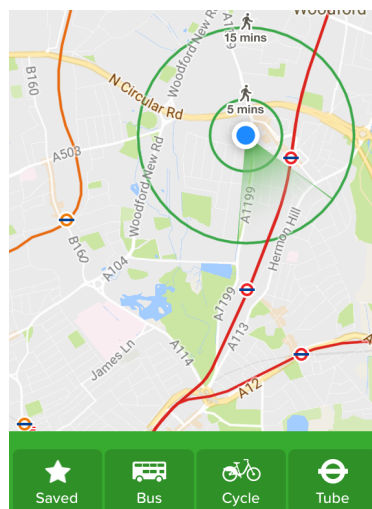
Hopefully the die will take you further and further from your starting point, but don't be surprised if you end up going round in circles or even doubling back on yourself – remember this is a game of chance after all!

So without any further fanfare or ado, and with absolutely no more filling from me – Let's start the adventure.

Good Luck.

**Choose your starting point.** This could be *literally* anywhere in London you like, but it's recommended to start near a tube, rail station or at the very least a bus stop in Zone 1. This will make your first round a lot easier.

**Choose your maximum walking distance.** The reason for this will become very apparent soon. This is the maximum distance you are willing to walk to any mode of transport. It can be as long as you like, but we recommend either Half A Mile or use the CityMapper© 15 minute radius function to encompass nearby modes of transport.



### 3. PLAYING A ROUND

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To start off a **single die** should be rolled to determine your method of transport for the *Round* as below. For example if you roll a 5, you're taking the bus. Once the method of transport has been determined please see the individual rules overleaf for completing a *Round* on that mode of transport.

- |                             |   |
|-----------------------------|---|
| 1. Tube                     | <b><i>Go to Page 6:</i></b> 3.1 <i>Completing A Round On The Tube</i>                 |
| 2. Overground or Dangleway* | <b><i>Go to Page 7:</i></b> 3.2 <i>Completing A Round On The Overground/Dangleway</i> |
| 3. DLR or Tram*             | <b><i>Go to Page 8:</i></b> 3.3 <i>Completing A Round On The DLR/Tram</i>             |
| 4. Rail                     | <b><i>Go to Page 9:</i></b> 3.4 <i>Completing A Round By Rail</i>                     |
| 5. Bus                      | <b><i>Go to Page 11:</i></b> 3.5 <i>Completing A Round By Bus</i>                     |
| 6. Boat                     | <b><i>Go to Page 13:</i></b> 3.6 <i>Completing A Round By Boat</i>                    |

If a mode of transport is unavailable at your location (e.g. you are in West London and you roll a 3 for the DLR), roll again.

*\*As the DLR and Tramlink networks are in separate parts of the city, it is safe to amalgamate these modes of transport into one category. The same applies to The Overground or Dangleway. (Unless of course you have agreed to walk obscene distances, in which case I can't help you..... or I guess you could roll odds and evens to subdivide... who cares...).*

### 3.1 COMPLETING A ROUND ON THE TUBE

#### 3.1.1 STEP 1: GO TO THE NEAREST TUBE STATION.

Nominate how far you are willing to walk to the nearest Tube station before you start the game.

If no tube stations are available within your nominated walk, roll again to determine a new mode of transport.  
(See **Part 3: Playing A Round**)



**Suggested Length:** Half A Mile

#### 3.1.2 STEP 2: LINE

Assign lines alphabetically to the die.

For example, if you are at King's Cross assign the lines as follows:

1. Circle Line
2. Hammersmith & City Line
3. Metropolitan Line
4. Northern Line
5. Piccadilly Line
6. Victoria Line

Roll a **single die** to determine the line you take.



*If you are at a station with less than 6 lines, assign as many lines as you can starting from 1.*

*If you roll a number that does not have a corresponding line, roll again.*

*If the tube station you are at only has one line, skip to **Step 3** (3.1.1).*

#### 3.1.3 STEP 3: COMPASS DIRECTION

Roll a **single die** to determine your compass direction as follows:

- Odd: North, West, Anticlockwise  
Even: South, East, Clockwise



*Please see the appendix for stations with unusual compass directors.*

#### 3.1.4 STEP 4: NUMBER OF STOPS

Roll **two die** to determine the number of stops to travel and off you go!

The round is now complete. Start a new round.



*Always take the first train. If your line has multiple branches, ignore the destination - just get on and count stops...*



*Should the result of the roll be greater than the number of stations left on the line, travel to the terminus and the round is complete.*

*Should the train terminate early (be this through normality or TfL banter), travel as far as the train is going and then the round is complete.*



***If you're feeling particularly renegade:***

*You can opt to use 3 die. You can also opt to roll for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> trains. This spices things up on complex lines.*

## 3.2 COMPLETING A ROUND ON THE OVERGROUND OR DANGLEWAY

### 3.2.1 STEP 1: GO TO THE NEAREST OVERGROUND STATION OR DANGLE POINT.

Nominate how far you are willing to walk to the nearest Overground station or Dangle point before you start the game.

If no Overground stations or Dangle points are available within your nominated walk, roll again to determine a new mode of transport.  
(See **Part 3: Playing A Round**)

If you are using the Overground proceed to **Step 2** (3.2.3).

If you are using the Dangleway, **go for half a dangle** – that is cross the river and don't come back. Your round is now complete. Start a new round.

*As the Overground and Dangleway networks are located in separate parts of the city, it is safe to amalgamate them as one mode of transport. (Unless you're choosing to walk absolutely obscene distances, and in that case I can't help you).*



**Suggested Length:** Half A Mile

### 3.2.3 STEP 2: COMPASS DIRECTION

Roll a **single die** to determine your compass direction as follows:

Odd: North, West, Anticlockwise  
Even: South, East, Clockwise



*Please see the appendix for stations with unusual compass directors.*

### 3.2.3 STEP 3: NUMBER OF STOPS

Roll **two die** to determine the number of stops to travel and off you go!

The round is now complete. Start a new round.



*Always take the first train. If your line has multiple branches, ignore the destination - just get on and count stops...*



*Should the result of the roll be greater than the number of stations left on the line, travel to the terminus and the round is complete.*

*Should the train terminate early (be this through normality or TfL banter), travel as far as the train is going and then the round is complete.*



***If you're feeling particularly renegade:***

*You can opt to use 3 die. You can also opt to roll for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> trains. This spices things up on complex lines.*

### 3.3 COMPLETING A ROUND ON THE DLR/TRAM

#### 3.3.1 STEP 1: GO TO THE NEAREST DLR/TRAM STATION.

Nominate how far you are willing to walk to the nearest DLR/Tram station before you start the game.

If no DLR/ Tram stations are available within your nominated walk, roll again to determine a new mode of transport.  
(See **Part 3**: Playing A Round)



**Suggested Length:** Half A Mile

*As the DLR and Tramlink networks are located in separate parts of the city, it is safe to amalgamate them as one mode of transport. (Unless you're choosing to walk absolutely obscene distances, and in that case I can't help you).*

#### 3.3.2 STEP 2: COMPASS DIRECTION

Roll a **single die** to determine your compass direction as follows:

Odd: North, West, Anticlockwise

Even: South, East, Clockwise

Unlike the rest of the Underground the DLR does not signpost Compass directions. It instead lists "towards destination." Use this guide to help you decipher an appropriate compass direction:

North: Towards Stratford or Stratford International

East: Towards Beckton or Woolwich Arsenal

South: Towards Lewisham

West: Towards Bank or Tower Gateway



*Sometimes the DLR may invent a non-mapped service which defies my listed definitions.  
(e.g. Beckton > Canary Wharf).*

*In all cases always board the first train in your original determined direction.*

*Please see the appendix for Stratford, Poplar and Canning Town.*

#### 3.3.3 STEP 3: NUMBER OF STOPS

Roll **two die** to determine the number of stops to travel and off you go!

The round is now complete. Start a new round.



*Always take the first train. If your line has multiple branches, ignore the destination - just get on and count stops...*



*Should the result of the roll be greater than the number of stations left on the line, travel to the terminus and the round is complete.*

*Should the train terminate early (be this through normality or TfL banter), travel as far as the train is going and then the round is complete.*



*If you're feeling particularly renegade:*

*You can opt to use 3 die. You can also opt to roll for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> trains. This spices things up on complex lines.*



## 3.4 COMPLETING A ROUND BY RAIL

### 3.4.1 STEP 1: GO TO THE NEAREST NATIONAL RAIL STATION.

Nominate how far you are willing to walk to the nearest National Rail station before you start the game.

If no National Rail stations are available within your nominated walk, roll again to determine a new mode of transport.  
(See Part 3: Playing A Round)



**Suggested Length: Half A Mile**

### 3.4.2 STEP 2: DEPARTURES

Roll a **single die** to determine which of the first 6 departures you take.



You may need CityMapper© or The National Rail Enquiries© App to help you with this.

This comes with the following caveats:



*If you are at a station with an infrequent service it is acceptable to take the first train and skip this step.*

*If any of the listed departures are on the Underground or Overground, IGNORE these as they are catered for under other modes of transport*



*It is recommended to **discount** any trains that have destinations OUTSIDE of the Oysterzone (Sometimes known as the London Rail Connections map). Feel free to take a few moments to work out where services go **before** rolling.*

**DON'T END UP IN MILTON KEYNES.** I am not responsible if you accidentally get on the wrong intercity train...

Continue Overleaf.....

### 3.4.3 STEP 3: NUMBER OF STOPS

Roll a **single die** to determine the number of stops to travel and off you go!

The round is now complete. Start a new round.



*Should the result of the roll be greater than the number of stations left on the line, travel to the terminus and the round is complete.*

*Should the train terminate early (be this through normality or Southern Rail banter), travel as far as the train is going and then the round is complete.*



***If you're feeling particularly renegade:***

*You can opt to use 2 die. BUT DON'T FORGET TO STAY WITHIN THE OYSTERZONE!*

*If you are feeling confident you may get on a long distance service and go only as far as the last station in zone 6 at which it stops. Use the National Rail Enquiries© App to determine the calling points of the service.*

### 3.5 COMPLETING A ROUND BY BUS (OR ON FOOT)

Completing a round by bus is a little more complex. **Pay attention**

#### 3.5.1 STEP 1: DETERMINING A BUS STOP

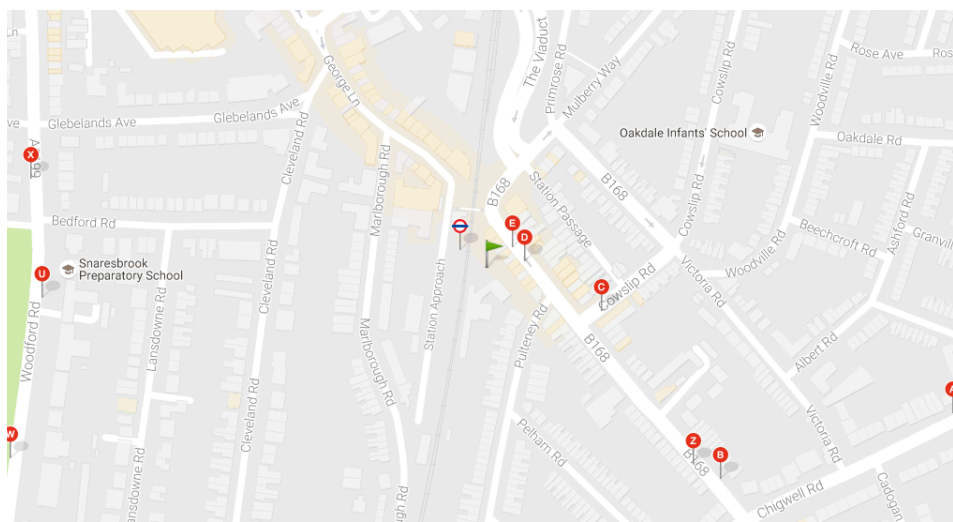
Nominate how far you are willing to walk to the nearest bus stop before you start the game.

If no bus stops are available within your nominated walk, roll again to determine a new mode of transport.

(See **Part 3**: Playing A Round)

Assign **the closest six** bus stops alphabetically to your die. Most bus stops are lettered, you will need CityMapper© to help you with this. If they are not lettered, make a mental note of where they are (An example is shown below). Role **a single die** to determine which bus stop to depart from.

Example:



1. E
2. D
3. C
4. Z
5. B
6. Roll Again?

#### 3.5.2 STEP 2: DETERMINING A BUS

Once you are at your bus stop you will need to determine which bus to take. If only one bus departs from the stop proceed straight to step 3.

Role **four die** (YES THAT'S RIGHT, FOUR!!!). Multiply the outcomes together. Take the bus route that is closest to your result.

For example: You role a 3, 5, 2 and 6.

$3 \times 5 \times 2 \times 6 = 420$ . Take the closest available bus route to 420.



*If bus services are infrequent you may opt to either roll again or take the first bus at that stop.*

*If there are no buses **at all** find the next nearest bus stop or go back to **Part 3** to determine a new mode of transport.*

### 3.5.3 STEP 3: NUMBER OF STOPS

Roll **two die** to determine the number of stops to travel and off you go!

The round is now complete. Start a new round.



*If the outcome of the roll is sufficiently low you may opt to walk instead.*



*Should the result of the roll be greater than the number of stops left on the route, travel to the terminus and the round is complete.*

*Should the bus terminate early (be this through normality or TfL banter), travel as far as the bus is going and then the round is complete.*



*If you're feeling particularly renegade:*

*You can opt to use 3 die.*

## 3.6 COMPLETING A ROUND BY BOAT

Boats ay? How very exciting...

### 3.6.1 STEP 1: GO TO YOUR NEAREST PIER

Nominate how far you are willing to walk to the nearest pier before you start the game.

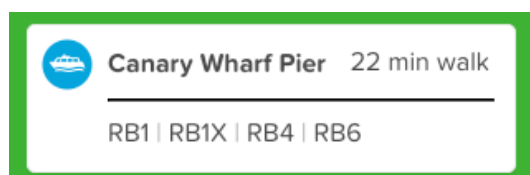
If no piers are available within your nominated walk, roll again to determine a new mode of transport.  
(See **Part 3**: Playing A Round)



**Suggested Length:** Half A Mile

### 3.6.2 STEP 2: DETERMINING A SERVICE

Assign boat routes alphabetically to the die. Use CityMapper© to help you. For example, if you are at Canary Wharf assign the lines as follows:



1. RB1
2. RB1X
3. RB4
4. RB6
5. –
6. –

Roll a **single die** to determine the route you take.



*Some routes are seasonal or don't run at peak times. If this is the case you can discount these.*



*If you are at a pier with less than 6 routes, assign as many lines as you can starting from 1. If you roll a number that does not have a corresponding line, roll again.*

*If the pier you are at only has one line, skip to **Step 3** (3.6.3).*

### 3.6.3 STEP 3: COMPASS DIRECTION

Roll a **single die** to determine your compass direction as follows:

Odd: West (Usually towards Westminster or Putney)  
Even: East (Usually towards North Greenwich)

Continued overleaf...

### 3.6.4 STEP 4: NUMBER OF STOPS

Roll a **single die** to determine the number of stops to travel and off you go!

The round is now complete. Start a new round.



*If the outcome of the roll is sufficiently low you may opt to walk instead.*



*Should the result of the roll be greater than the number of stops left on the route, travel to the terminus and the round is complete.*

*Should the bus terminate early (be this through normality or Boat banter), travel as far as the bus is going and then the round is complete.*



*If you're feeling particularly renegade:  
You can opt to use 2 die.*

## 4 COMPLETING THE GAME

Nominate how many rounds you are going to do before you start the game.

On completion of the final round move swiftly to the nearest pub for refreshment. (Use GoogleMaps© to help you).



*If you're feeling particularly renegade:*

*Assign the closest 6 pubs to the die and roll to determine which one you visit!*

## 5 APPENDICIES, CLARIFICATIONS, TERMS & OTHER TAT

### 5.1 UNUSUAL COMPASS DIRECTORS

Station	Description
<b>Baker Street</b>	Don't forget Baker Street has separate platforms for the Metropolitan and H&C + Circle Lines. This does not affect the rolling format laid out in Part 3.1.
<b>Camden Town</b>	<p>Camden Town is problematic because it has two north and two southbound platforms respectively. This allows trains from both northern branches to go via either Charing Cross or Bank. Instead of compass directions, roll in the following format:</p> <ol style="list-style-type: none"> <li>1. Platform 1</li> <li>2. Platform 2</li> <li>3. Platform 3</li> <li>4. Platform 4</li> <li>5. Roll Again</li> <li>6. Roll Again</li> </ol>
<b>Canning Town</b>	<p>The DLR at Canning Town has upper and lower platforms. Before rolling to determine a compass point, roll in the following format:</p> <p>Odd: Upper Platforms Even: Lower Platforms</p> <p>The Jubilee Line is not affected.</p>
<b>Cannonbury</b>	<p>Although it may not be immediately obvious there are two separate Overground routes at Cannonbury. Should you roll EAST for your compass direction, roll again in the following format:</p> <p>Odd: Platform 4 for services towards Stratford. Even: Platform 2 for services towards Canada Water &amp; beyond.</p> <p>Should you roll WEST for your compass direction always use Platform 3 and use the North London Line.</p>
<b>Clapham Junction</b>	<p>There are two separate Overground lines at Clapham Junction that ultimately head towards Highbury &amp; Islington. For compass direction roll in a Clockwise/Anticlockwise format:</p> <p>Odd: ANTICLOCKWISE via Willesden Junction Even: CLOCKWISE via Canada Water</p>

<b>Circle Line</b>	Some Circle Line compass points are referred to as Clockwise/Anticlockwise. Follow the rolling format laid out in Part 3.1.
<b>Earl's Court</b>	<p>For clarification trains heading to any of the following are considered...</p> <p>WESTBOUND: Ealing Broadway, Wimbledon, Richmond, Kensington Olympia. EASTBOUND: Edgware Road, Upminster (and Tower Hill, Barking etc).</p> <p>Always take the first train unless playing Renegade.</p>
<b>Edgware Road (Circle Line)</b>	Technically the Circle Line runs through Edgware Road twice. If the Circle Line is your determined line, take the first service as usual, working out which platform it will depart from.
<b>Edgware Road (Stations)</b>	Edgware Road has two stations: Bakerloo and District & Circle. Ascertain which entrance you are closest to before deciding lines.
<b>Euston</b>	<p>Like Camden Town Euston has two sets of north and southbound platforms. Instead of compass directions, roll in the following format:</p> <ol style="list-style-type: none"> <li>1. Platform 1 Southbound (To Charing Cross Branch)</li> <li>2. Platform 2 Northbound (From Charing Cross Branch)</li> <li>3. Platform 3 Northbound (From Bank Branch)</li> <li>4. Platform 6 Southbound (To Bank Branch)</li> <li>5. Roll Again</li> <li>6. Roll Again</li> </ol>
<b>Gospel Oak</b>	<p>Has multiple platforms for different lines. Before rolling to determine a compass direction, roll in the following format:</p> <p>Odd: North London Line (For Stratford &amp; Richmond) Even: Gospel Oak to Barking Line (For Barking)</p>
<b>Hainault Loop (Roding Valley, Chigwell &amp; Grange Hill)</b>	<p><i>Oh boy, how the hell did you end up out here?!...</i></p> <p>For Roding Valley, Chigwell &amp; Grange Hill trains heading to any of the following are considered...</p> <p>CLOCKWISE: Any London destination via Hainault. ANTICLOCKWISE: Any London destination via Woodford.</p> <p>Don't forget, if you end up at Woodford or Hainault on a terminating service the round is complete regardless of how many stops you have rolled.</p> <p>Note that most clockwise services may be advertised as terminating at Hainault when in fact they continue to Central London. If this is the case, you may continue on the same train once it has reached Hainault without starting a new round.</p>
<b>Hammersmith</b>	Hammersmith has two separate stations: Hammersmith & City and District & Piccadilly. Ascertain which entrance you are closest to before deciding lines.
<b>Heathrow</b>	Note it is only possible to travel in one direction at Heathrow T4



<b>Highbury &amp; Islington</b>	<p>Although it may not be immediately obvious there are two separate Overground routes at Highbury &amp; Islington. Should you roll EAST for your compass direction, roll again in the following format:</p> <p>Odd: Platform 8 for services towards Stratford. Even: Platforms 1 &amp; 2 for services towards Canada Water &amp; beyond.</p>
<b>Kennington</b>	<p>Another Northern Line station another spanner in the works. Like Euston and Camden, Kennington has two north and two southbound platforms. However, unlike the Euston and Camden one of the two southbound platforms is rarely used for through services. Even if it was it would not make much difference to the outcome of the game.</p> <p>If a Northbound compass direction is defined roll again in the following format:</p> <p>Odd: Platform 1 (Charing Cross Branch) Even: Platform 3 (Bank Branch)</p> <p>If a Southbound compass direction is defined, head straight to platform 4 and proceed with Step 3.1.4</p>
<b>Paddington</b>	<p>Paddington is technically two separate stations within a bigger station. Before determining your line, roll again in the following format:</p> <p>Odd: Hammersmith &amp; City + Circle Line Platforms Even: District + Circle Line Platforms</p>
<b>Poplar</b>	<p>Poplar is awkward because it technically caters for all 4 compass points. Roll in the following format:</p> <ol style="list-style-type: none"> <li>1. Platform 1</li> <li>2. Platform 2</li> <li>3. Platform 3</li> <li>4. Platform 4</li> <li>5. Roll Again</li> <li>6. Roll Again</li> </ol> <p>Take the first train at your determined platform and proceed to Part 3.3.3</p>
<b>Stratford</b>	<p>The DLR at Stratford has upper and lower platforms. Before rolling to determine a compass point, roll in the following format:</p> <p>Odd: Upper Platforms 4A &amp; 4B Even: Lower Platforms 16 &amp; 17</p>
<b>Willesden Junction</b>	<p>The Overground has upper and lower platforms. Before rolling to determine a compass point, roll in the following format:</p> <p>Odd: Upper Platforms (North London Line for Stratford &amp; Richmond) Even: Lower Platforms (Watford DC Line for Watford &amp; Euston)</p> <p>The Bakerloo Line is not affected.</p>
<b>Woodford</b>	<p>A service towards Hainault is counted as Eastbound (or Clockwise).</p>

## 5.2 CLARIFICATIONS & TERMS

### 5.2.1 WHEN TO ROLL

1. It is completely up to you when you roll for each step. London is a busy place, so don't stand around in passageways rolling die... Of course it does keep up the excitement if you postpone each roll until you absolutely have to make the choice; but for convenience sake you may opt to determine your method of transport, direction and number of stops at the start of each round by rolling each step consecutively.

2. At busy mainline stations you may wish to assign trains which are departing in 10 minutes time or more. This will give you time to work out where they are going and whether it is safe to take them. Remember this isn't a race, it's more a random way to see the city and there's no time limit.

3. It may also be a good idea to start rolling for the *following* round whilst you are in transit. This will allow you to stay on tubes and trains should the outcome determine that you keep heading in the same direction.

### 5.2.2 LOW NUMBERED STOPS

It's perfectly acceptable to walk to your destination on any method of transport if the number of stops rolled is sufficiently low. Particularly useful should you roll a 1 for number of bus or boat stops but perfectly applicable to tube and rail as well. This will help you not spend needless money or look like an idiot.

### 5.2.3 REACHING THE END OF THE LINE

It might be entirely feasible that you end up at one of London's outer reaches. Some areas in Essex and Hertfordshire may have bus services not provided by TfL and where the Oystercard is not valid. These can naturally be discounted for any further rounds. It's more than likely that should the game take you to the end of a tube or rail line the only direction you can logically head is back anyway.

### 5.2.3 COMPASS DIRECTIONS/DIRECTORS

Not an actual compass. These are the Northbound/Southbound etc. signs that are present at most tube stations (See Appendix 5.1 for unusual stations).

### 5.2.4 ENGINEERING WORKS & DELAYED SERVICES

If a line is closed because of engineering works, discount any modes of transports, lines or routes that are no longer available at this location. Do not worry about getting replacement buses.

If a service is disrupted, you may opt to terminate the round early.

### 5.2.5 "TFL RAIL" SERVICES

Should be treated as a Rail services and not The Overground.

### 5.2.6 TFL BANTER

A disruption of service or traffic jam.

### 5.2.7 DANGLEWAY

Emirates Air Line