



**THE COLLECTABLE
TRADING CARD GAME**

Energy Value

Substance
Value

Support Value

Name

Creature's
Race

Innate Ability



Timeless
Creatures
have a mainly
white frame

Unique rating

Energy Value

Substance
Value

Support Value

Name



Future
Creatures
have a
mainly blue
frame

2

Energy Value

Substance
Value

Support Value

Name

Innate Ability

Creature's
Race



Present
Creatures
have a
mainly red
frame

Unique rating
Special Ability

Energy Value

Substance
Value

Support Value

Name

Creature's
Race



Past
Creatures
have a
mainly green
frame

Special Ability

3



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Doctor Who is a collectable trading card game for two players. There are 60 cards in this starter deck. Each player requires a starter deck in order to play the game.

There are also booster packs of 12 cards. The starter decks and booster packs are randomly compiled from three hundred different cards. Starter decks and booster packs contain common, uncommon, rare and ultra rare cards.

Starter decks can be enhanced for play with further cards from other starter decks, booster packs or from trading with friends.

OBJECT OF GAME

The object of the game is for each player to use their Creature, Episode, Flash and Resource cards to force their opponent to lose all of their Time cards.

Creature cards attack and defend using their abilities and powers of Energy, Substance and Support. Resource, Flash and Episode cards aid the Creature cards in their battles.

THE CARDS

Creature

Creature cards are the main combatants in a player's attack or defence. The cards are played in specific Time Zones which are indicated on the cards by coloured frames. Green for Past, red for Present, blue for Future and white for any Time Zone.

These cards state their Creature Race which are Aliens, Assistants, Humans, Robots and Time Lords. It is possible for a Creature to be dual Race. For example, one such Creatures is a DALEK which has the dual Race of Aliens and Robots.

There is one type of creature called THE WATCHER which is not of any Race.

Creature cards have three values which are Energy, Substance, and Support. Energy and Substance values determine the outcome of combat and the life of the Creature. The Support value is used to quantify the additional Energy or Substance that a Creature is allowed to take in or give out. Alternatively, the Support value can be used in conjunction with other Creatures to solve an Episode.

If a Creature has both its Energy and Substance reduced to 0 or less, then that Creature is destroyed. If a Creature card has its Energy, Substance or Support reduced to a negative value, the resulting value becomes 0.

A Creature card can only be played in the relevant phase.

A Creature can be sided in the turn in which it is played in order to give Support, but cannot be sided for any other purpose in this turn.

A Creature card which is sided can only do one of the following at one time: Give Support, use a Special ability, or solve an Episode.

A player's Creature card which for any reason has been Sided by an opponent cannot activate its Special abilities.

Episode

These cards have a purple frame and can be played in any Time Zone, in the relevant phase of your turn, to affect your opponent's play.

The effects the Episode card creates can be stopped by using

the Support value of Creature cards.

The player on whom an Episode card is played is referred to as the Solver. Any references on the Episode cards to the opponent refer to the player of the card. Cards placed under Episode cards for any reason are considered out of play.

The effects of Episode cards only affect the Time Zone in which they have been played.

Flash

Cards with yellow frames which cause immediate effects and can be played at any time and in any Time Zone. These effects last until the end of the turn in which the Flash card is played. However, if the effect causes a card to be moved or discarded, the effect is permanent. Flash cards are immediately discarded after use.

Resource

Cards with a grey frame that can be played in any Time Zone during the relevant phase. Resource cards have abilities written on them which can strengthen an attack or defence.

Time

These cards represent the lives of a player and also provide bonus card opportunities for the player.

The player who forces their opponent to discard their last Time card to the discard pile, is the winner.

The upturned card on the Time card stack shows a player's bonus Time Zone, which is indicated by coloured frames. Green for the Past, Red for the Present and Blue for the Future.

KEY ELEMENTS

Time Zones

There are three Time Zones; Past, Present and Future. Each turn a player chooses a new Time Zone which is then known as the chosen Time Zone.

Cards are played into the chosen Time Zone where play takes place for that turn.

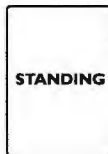
Side / Stand

Side (turn through 90°) a card to activate an effect or give support to a Creature card. A sided card indicates that the card has been used in a turn and cannot be used again until it Stands.

Stand (return to original position) a card at the start of a turn to use the effect or support again.

A player cannot Side an opponent's cards.

DIAGRAM SHOWING STANDING AND SIDED CARDS



Abilities

Creature and Resource cards may have abilities written on them. The abilities are either Innate or Special and cause effects which can strengthen an attack or defence.

The effects of innate abilities are activated immediately a card is in play in a Time Zone.

Special abilities are preceded by the symbol ∞. The card must be Sided to activate the ability. If a card has more than one Special ability, only one is activated on being sided. The player must choose which one.

A player is not allowed to activate the Special abilities on a card which is outside the chosen Time Zone. Any Special abilities activated can only affect other cards in the chosen Time Zone.

A player's card which for any reason has been Sided by an opponent does not generate its Special abilities.

Support

Support is the temporary boosting of the Energy, Substance or Support values of Creatures, by other Creatures, Resource or Flash cards.

Support is required when a creature is under threat and cannot defend itself without aid.

The following is an example of Supporting a Creature outside combat.

A player has a Standing Creature card which is an Alien named DAEMONS in the chosen Time Zone. DAEMONS have the Special ability of inflicting 1 damage, to either the Energy or Substance of another Creature.

The player sides DAEMONS to activate its Special ability. The player targets an opponent's Standing Creature card to receive the activated effect. This is an Alien named DULCIENS, which is in the same Time Zone.

DULCIENS has neither received damage (which would reduce its values), or received Support (which would have increased its values). Therefore, it has its normal values of Energy, Substance and Support as written on the card.

DULCIENS has 0 Energy/ 1 Substance/ 1 Support. The player who sided DAEMONS states that DULCIENS must lose 1 Substance.

As the Substance of DULCIENS would be reduced to 0 and the Energy is already 0, the DULCIENS would be destroyed. The opponent decides to use the Resource FORCE FIELD which is in the chosen Time Zone, to support DULCIENS. FORCE FIELD has the Special ability to give 2 Substance to any Creature. The opponent Sides FORCEFIELD and chooses DULCIENS to receive the 2 Substance.

DULCIENS therefore survives and having gained 2 Substance and lost 1 Substance now becomes a 0 Energy/2 Substance Creature for the rest of the turn. DAEMONS remain Sided until their player's next turn and cannot use its Special Abilities until then.

A Creature may also need support when attacking or defending in a combat situation. (See p.19.)

DECK FORMATION

A play deck may be enhanced as a player wishes but each player must adhere to the following provisos.

1. There must be at least 55 cards.
2. There must be the same number of Time cards and each player must have an equal number of the three types of Time card denoted by their frame colours.
3. There must be at least three THE WATCHER cards with a minimum of one Past THE WATCHER card, one Present THE WATCHER card and one Future THE WATCHER card.
4. There cannot be more than four identical cards in the deck.
5. The sum of the solve numbers from each of the Episode cards included in a play deck must not exceed 25.

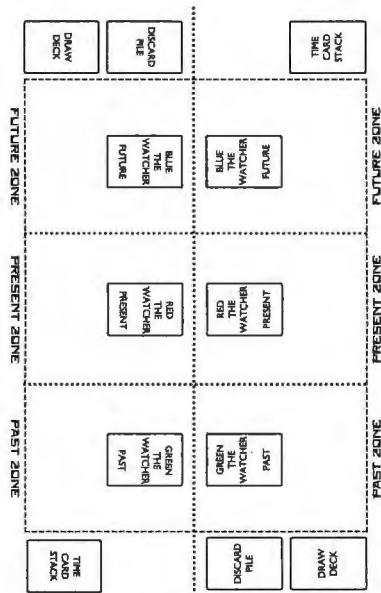
SET UP

Define play areas for the the Past, the Present and the Future Time Zones. Allow room for cards to be placed in the Time Zones and also room for your draw deck, discard pile and Time card stack at the side of the Time Zones.

Separate the Time cards from the deck and shuffle them thoroughly without viewing the faces. Place them face down. This then becomes your Time card stack. Turn over the top Time card the frame colour of which indicates your bonus Time Zone. Green for the Past, red for the Present and blue for the Future. Time cards cannot be added to the Time card stack after commencement of the game.

Separate three THE WATCHER cards from the deck and place them to one side ready to commence the game.

DIAGRAM SHOWING SET UP OF CARDS



Each player then randomly shuffles their remaining cards and then takes 7 of them from the top of their deck. This is their hand. During the game you will draw more cards and there is no limit to the number of cards that may be held in your hand.

The remainder of the cards are placed face down and become that player's draw deck.

STARTING

Each player places one of each of their three different THE WATCHER cards face up in the appropriate Time Zones. (see Set-Up diagram page 13.)

Use any method you wish to determine which player goes first and then proceed to the first turn.

You should now view your hand to formulate your strategy for the game.

A TURN

Each turn consists of five phases.

Preparation - Episodes - Combat - Bonus - Normalise

The player whose turn it is must go through each section of each phase in order, unless directed otherwise. Phase 5 affects both players.

Phase 1 - Preparation

a. Stand cards

Stand your Sided Creatures and Resources, if any.

b. Choose a Time Zone

During this phase you must choose one Time Zone. Until a Time Zone is chosen in the next turn this will be the only Time

Zone in which you play Creature and/or Resource cards, in which combat takes place and in which Special abilities can be used.

The coloured frame of the top revealed card on your Time card stack indicates your bonus Time Zone. If you choose the Time Zone which is your bonus Time Zone, you may play or draw an extra card in the relevant phase.

c. Draw a card

Draw one card from your draw deck.

If your draw deck is exhausted you must immediately take a Hit (discard one of your Time cards).

d. Play Creature and Resource cards

If you cannot or do not wish to play any cards, proceed to phase 2.

You may place one Resource or one Creature card in your chosen Time Zone. However, if your chosen Time Zone is your bonus Time Zone, you may play two cards in total, of either Resource and/or Creature cards.

The maximum number of Creature and/or Resource cards that each player may have in a Time Zone is six.

Creature cards must be played in their respective Time Zones as defined by their frame colour. Timeless Creature and Resource cards may be played in whichever Time Zone you have chosen.

Each player may have no more than five Timeless Creatures in play in all the Time Zones. That is all Time Zones, not each Time Zone.

A card with a Unique rating cannot be played if there is an identical card in play in any Time Zone.

A card played in your chosen Time Zone this turn cannot be Sided to use its Special abilities until your opponent's turn, but it can be used for its Support value. If a card has an Innate ability, then it takes effect immediately.

Phase 2 - Episodes

a. Play an Episode card

If you do not have an Episode card in your hand or do not wish to play one, proceed to 2b.

This is the only phase in which an Episode card can be played. It can only be played if your opponent has at least one card in each Time Zone, other than THE WATCHER card. An Episode card does not count in your opponent's 6 card Time Zone limit.

If you cannot play an Episode card proceed to 2b.

An Episode card may be placed in any Time Zone and is always placed on your opponent's side. No more than one Episode card is allowed in each player's side of a Time Zone.

Only one Episode card may be played per turn.

The effect generated by an Episode card does not occur immediately, but only occurs in your opponent's turn if your opponent is unable to solve it in 2b.

b. Solve an Episode

If the player does not have any Episode cards to solve proceed to phase 3.

If the player does have Episodes to solve, that player is called

the Solver. To stop the effects of an Episode, the Solver may now choose one or more Episodes to solve. Each Episode has a Solve number and each must be solved separately and there are two possible methods.

1) The combined Support values of one or more Creatures, sided for this purpose, must equal or exceed the Solve Number of the Episode card.

2) Side one Doctor Who card and two Assistant cards, regardless of the Solve Number.

When Creatures have been Sided to solve an Episode, no other effects are activated.

If Episode cards are solved they are immediately discarded. Proceed to phase 3.

If the player has not been able to solve any Episodes or chooses not to solve them, the effects continue or are immediately activated. The effects remain until the Solver is able to solve the Episode card in one of their turns.

Phase 3 - Combat

a. Prepare for Combat

Combat must now be announced and you then become the attacker and your opponent becomes the defender.

The defender now prepares a defence in the chosen Time Zone. When the defender has completed their defence, they declare this fact to the attacker.

The attacker may now attack. If you are unable to attack or do not wish to, you will not now have the opportunity to attack in a combat phase until your next turn. Proceed to phase 4.

If the attacker does wish to attack you must announce this and you are then committed to combat.

The attacker must choose a Standing Creature in the chosen Time Zone to be their main combatant, and announce its name. The Creature must have been put in play in a previous turn.

The attacker may now choose a defender's Standing Creature as the defender's main combatant and must announce which has been chosen.

If the Attacker has chosen a defender's main combatant proceed to phase 3c.

Alternatively, the attacker may allow the defender to choose their own main combatant. The defender must announce the name of their main combatant or announce that they do not wish to choose a main combatant.

The main combatants may not Side during combat.

b. Commence Combat

If the defender has chosen a main combatant proceed to phase 3c.

If the defender did not or could not choose a main combatant, the attacker may make a Hit, which immediately means that the defender must discard their top Time card. The defender must then turn over the new top Time card on their Time card stack. This indicates the defender's new bonus Time Zone.

If the new Time card is of the same Time Zone as the previous card, the attacker may immediately make another Hit. The defender must then discard their new Time card and turn over their next one and so on.

The attacker should proceed to phase 4.

c. Combat

The attacker must now attempt to destroy the defender's main combatant and the defender must either try to repel the attack or destroy the attacker's main combatant.

The outcome of combat is decided by which main combatant has the greater Energy and Substance values. The values of Energy and Substance in combat are not used to damage, but as degrees of strength, with the stronger main combatant the winner.

The table below shows the outcome of combat between a main combatant which has 1 Energy/3 Substance and a Main Combatant with various values.

Energy Value	Substance Value	
2	4	<i>Opponent wins</i>
0	2	<i>Opponent loses</i>
1	3	<i>Draw</i>
6	1	<i>Draw</i>

A losing player must discard their main combatant. In a draw neither player need discard a card.

The values of the Energy and Substance of both Combatants could be their normal values or values arrived at through damage or support.

Support can come from Resource and Flash cards directly given in the form of Energy or Substance. See p.10. This will be stated on the cards.

Support from Creature cards is dependent on the Support value of that card, not the cards Energy or Substance value.

The Support value on the Creature card, has two functions. A Creature may be Sided to add an amount equivalent to the Support value, to another Creature in the form of either Energy or Substance, but not both. Therefore a Creature with a Support value of 2 may be Sided and then add 2 to the Energy or 2 to the Substance of a target Creature.

The Support value of any target Creature is also a limit on how many Creatures may Support it. For example if a Creature has a Support value of 1, then it may take Support from one Creature only. If it has a Support value of 2, then it may take Support from two Creatures.

If a Creature is able to be Supported by more than one Creature, each Creature in its own right could add Energy or Substance. Therefore, one Creature with a Support value of 2 could add 2 to the Energy or Substance of the target Creature. Another Creature with a Support value of 2 could also add 2 to the Energy or the Substance of the target Creature.

The following is an example of Supporting main combatants.

A 1 Energy/3 Substance attacker's main combatant has a Support value of 2. In the chosen Time Zone the attacker also has two Standing Creatures which both have a Support value of 1. The defender's main combatant is a 1 Energy/3 Substance Creature.

The attacker Sides both of their 1 Support Creatures and adds 1 Support of one Sided Creature to their main combatant's Energy and 1 Support from the other Sided Creature to their main combatant's Substance.

This now makes the attacker's main combatant a 2 Energy/4 Substance Creature, which could destroy the defender's main combatant as it is 1 Energy/3 Substance.

The defender's main combatant has a Support value of 1. If the defender had a Standing Creature with a Support value of 3 and Sided it, this could add 3 Support to the defender's main combatant's Energy value. The defender would then have a defending main combatant with 4 Energy/3 Substance.

As both main combatants have gained support from Creatures equal to their Support values, and if neither player chooses to play any other cards, the result of combat is a draw.

d. Outcome of Combat

- The main combatant which has survived is now Sided, but without activating its Special abilities or generating any Support. Proceed to phase 4.

The main combatant which has lost in combat is placed on its owner's discard pile. Sided Creatures which were Supporting the main combatant are not destroyed.

Phase 4 - Bonus

If your chosen Time Zone was your bonus Time Zone, you may now draw one card, unless you played an extra card in phase 1d.

Your turn now ends.

Phase 5 - Normalise

All players' Creatures revert to their normal value. All the values written on a card are its normal values. These values may change several times while a Creature is in play, but revert back

to normal values at the end of each turn.

All Special abilities activated during this turn end. The effects of Flash cards played during this turn end, unless the effect caused a card to be discarded or moved or the effect has already ended.

EXAMPLE GAME

Julie (J.) and Steve (S.), having thoroughly read the rules, settle down to play their first game. They set up the play area. (See p.13.) J. and S. decide to use six time cards each, which therefore means they must each use two Past TIME cards, two Present TIME cards and two Future TIME cards. They both then turn over the top card of their TIME cards pile. J.'s top card is Future and therefore her bonus Time Zone. S.'s top card is the Present which becomes his bonus Time Zone. They place their three THE WATCHER cards in their respective Time Zone positions. Both players draw seven cards from their draw decks. It is decided that Julie should go first and she commences her turn.

Julie's Turn 1

J. has no cards to Stand as her THE WATCHERS are Standing and they are the only cards she has in play.

J. must now choose a Time Zone to play in. She chooses the Future, which is her bonus Time Zone.

J. draws a card from her draw deck for her hand. On studying her cards J. decides to play a ZARBI. (1 Energy /1 Substance/0 Support, Future Alien)

J. does not play an Episode card as there is not the required one card (excluding THE WATCHER card).

in each of S.'s Time Zones and J. has no Episodes to solve.

J. announces the combat Phase and S. chooses not to respond. J. does not attack and so there are no main combatants, and consequentially no combat, so J. has no main attack creature to Side.

As J. only played one card in her play phase, and she played in her bonus Time Zone, she can now draw her bonus card. J. and S. have no cards to normalise as no cards have been revalued.

Steve's Turn 2

S. has no cards to Stand as his THE WATCHERS are Standing and they are the only cards he has in play. S. elects to play in the Present Time Zone which is his bonus Time Zone and draws a card for his hand.

As he is in his bonus Time Zone S. decides to play two cards now rather than draw an extra card at the end of his turn. He plays a YETI (2 Energy, 2 Substance, 0 Support, Present Robot) and a SIDRAT (Resource: Side Sidrat and one of your Creatures to move both to a neighbouring Zone).

S. does not play an Episode card as there is not the required one card in each of J.'s Time Zones (excluding THE WATCHER card) and he has no Episodes to solve.

S. announces the combat Phase. J. does not respond and S. decides not to attack, as although his YETI beats both the Energy and the Substance of J.'s THE WATCHER, the Yeti would have to Side after it attacked and no card may Side on the turn it is brought into play unless it is to use its Support value.

As S. did not attack there are no main combatants, and conse-

quentially no combat, so he has no main attack creature to Side.

S. cannot draw a card in this phase as although he is in his bonus Time Zone he played two cards earlier and so *S.* ends his turn.

S. and *J.* have no cards to normalise as no cards have been revalued.

Julie's Turn 3

J. has no cards to Stand as THE WATCHERS and a ZARBI are the only cards she has in play and are all Standing. Sensing danger in the Present Zone, *J.* chooses that Zone to play in. *J.* draws a card from her draw deck for her hand.

J. plays a U.N.I.T. Corporal (2 Energy/1 Substance/1 Support, Present Human).

J. does not play an Episode card as there is not the required one card in each of *S.*'s Time Zones (excluding THE WATCHER card). *J.* has no Episodes to solve.

J. announces the combat phase. *S.* does not reply and *J.* declines to attack and so skips the rest of the combat phase, As *J.* did not choose her bonus Time Zone she cannot draw an extra card and her turn ends.

J. and *S.* have no cards to normalise as no cards have been revalued.

Steve's Turn 4

S. has no cards to Stand and once again chooses to play in the Present, his bonus Time Zone. He draws a card for his hand and plays BOK (1 Energy / 1 Substance / 1 Support Present Alien).

S. does not play an Episode card as there is not the required one card in each of *J.*'s Time Zones (excluding THE WATCHER card). *S.* has no Episodes to solve.

S. announces combat to which *J.* does not respond.

S. chooses his YETI as his main combatant, targeting *J.*'s THE WATCHER which now becomes *J.*'s main combatant.

Things look bad for THE WATCHER but, on searching through her hand, *J.* discovers she has the Flash card BRAIN TRANSFORMER which gives +1 Support to any Creature until end of turn. As it is a Flash card, *J.* can play it anytime and so gives THE WATCHER +1 Support. Now she Sides her U.N.I.T. CORPORAL which lends its Support of 1 to THE WATCHER in the form of 1 Substance, (this may also have been 1 Energy), giving THE WATCHER a Substance value of 2, which *S.*'s YETI can only match, therefore leaving THE WATCHER alive to fight another day. As *J.* has used the Flash card - BRAIN TRANSFORMER she must now discard it to her discard pile.

S. Sides the YETI, his main attack Creature and draws a card as he chose his bonus Time Zone and did not play an extra card in his play phase. *S.*'s turn ends.

The Support value of *J.*'s THE WATCHER must now normalise and so reverts back to it's original 0. *S.* has no Creatures to normalise.

Julie's Turn 5

J. Stands the U.N.I.T. CORPORAL. THE WATCHER, (which is now back to it's normal Support value of 0), did not Side as it was defending. She opts to play in the Future, her bonus Time Zone, and draws a card for her hand.

J. plays 2 cards. **MENOPTERA**, (1 Energy/1 Substance/1 Support, Future Alien), and **ICE WARRIOR**, (1 Energy/3 Substance/1 Support, Future Alien).

She does not play an Episode card as there is not the required one card in each of S's Time Zones (excluding **THE WATCHER** card) and still has no Episodes to solve.

J. announces the combat Phase. S. does not reply and J declines to attack, and so skips the rest of the combat phase. J. cannot draw a card in this phase as she played two cards in her play phase. J's turn ends.

J. and S. have no cards to normalise as no cards have been revalued.

WINNING

The player that causes their opponent to discard their last Time card to the discard pile is the winner.

LONGER GAME

If you wish to play a longer game simply use more Time cards. Ensure that each player has an equal number of Time cards and that the three Time Zones are equally represented.

ABOUT THE GAME

It is important to remember that unlike most games some cards contradict the rules. When this occurs cards are deemed to be correct.

Some cards are designed to make you think and will require your own interpretation, and the need to reach agreement with your opponent.

Owing to the nature of the game, disputes may arise. If both

players cannot agree a compromise then always assume that a card favours the person that played it and the last card played overrides the previous card. Assume that an Episode card is to the detriment of the Solver.

In this game, the word play and its derivatives have specific meanings in relation to game play.

Play or playing a card means a card being put into a Time Zone.

A card is *played* means a card which has been put into a Time Zone or used.

A card *in play* means a card which is in a Time Zone.

- Therefore any reference to a card *in play* does not mean any card in the game, such as in the draw deck, in your hand or Time cards, but means a card in a Time Zone. Any reference to discarding any card to the discard pile means that it should go to the owner's discard pile.

- When a card states that Support should be altered it means the Support value.

Throughout the rules and on cards, the values of Energy, Substance and Support are separated by the symbol / which should be read as *and*. Sometimes these values are represented in the short form of E/S/Sub or E/Sub/Sup.

Creature cards are sometimes described as Creatures.

Singular and plural names of Creatures have the same meaning.

NOTES

GLOSSARY

Abilities See p. 10.

Aliens A Creature race.

Alive Not discarded.

Assistants A Creature race.

Attacking The act carried out by the Creature or player whose combat phase it is.

Battle The fight between the two main combatants

Block The act of a Creature in a Time Zone which is chosen to be the target of an attack.

Blocking Creature The defending players main combatant

Bonus The capability to draw or play additional cards gained when playing in your bonus Time Zone.

Bonus Zone The Time Zone which matches your up-turned Time card.

Clone A card which can become an exact copy of another card or take on its abilities.

Combatants The main attacker or defender in combat.

Counter Prevents or stops

Creatures See p. 6.

Damage The act of inflicting an effect which could weaken an opponent.

Deal Damage Weaken the Energy, Substance or Support of a creature.

Defend Any action you take while it is not your turn.

Defending The act carried out by the Creature or player whose is being attacked during the combat phase.

Destroy Cause a card to be discarded.

Destruction Cause a card to be discarded

Discard pile Each player's cards which have been destroyed, discarded, or used make up their own discard pile.

Discard Place card on your discard pile.

Draw deck The deck of cards from which you draw cards during play.

Energy One of the powers of a Creature.

Energy value Quantifies this power of a Creature

Episode See p.7.

Flash See p.8.

Hit The action which causes an opponent to discard a Time card.

Humans A Creature race.

Inflict Cause Damage to a Creature or cause a player to take a Hit.

Innate Ability See p.10.

In Zone The Time Zone in which the card is.

Launch The act of commencing an attack.

Leaves Play, Lose, Loses, Lost. Discard.

Main combatant One of the two Creatures which engage in battle in the combat phase.

Out of Play This card remains in the Time Zone it is situated in. However, for all purposes it does not exist. Therefore it does not count in the six card Zone level and cannot be attacked destroyed or used in any way.

Races The collective term for each specific group of Creatures

Regenerate Allows a card which has been destroyed to be kept in play.

Resource See p.8.

Robots A Creature race.

Sacrifice Immediately discard one of your cards in play.

Save Not allow a card to be destroyed

Side/Sided See p.9.

Solve number/Solver See p.7.

Special Ability See p.10.

Stand See p.9.

Substance One of the powers of a Creature.

Substance value Quantifies this power of a Creature

Support See p.10.

Support value Quantifies this power of a Creature

The Watcher A Creature not belonging to any Race.

Time cards See p.8.

Time Lords A Creature race.

Time Zone See p.9.

Zone Same as Time Zone

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