



POLICE TELEPHONE
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POLICE



1: COME WITH ME... WHEREVER. YOU. LIKE.



DICING WITH DANGER

I like having adventures. They're not real ones, they're in games. People are always telling me games are a waste of time. But I know someone who saved a world – a real world – because he played games. Also, that someone (his name was Rory) married the most beautiful girl in the universe, so that was quite good too. You know, for someone who played games.

This is what happened. Rory, the beautiful girl and their friend the Doctor were investigating a series of daring thefts from all across the galaxy. An enormous diamond the size of my dad's shed. A pyramid. Some weird-shaped religious idol. Other stuff too.

Anyway, they turned the wrong way in space or something, and their time machine (it's called the TARDIS) landed inside a dungeon. The dungeon corridors were ten-feet wide. Or just over three metres if you insist.

Suddenly a man came running towards them, and behind the man they could see what looked like a giant cube of jelly! It was ten-feet by ten-feet by ten-feet and filled the corridor completely! 'Help, help!' the man shouted as he spotted the time travellers. 'Our whole underground city is being overrun by these cubiform killers!' The Doctor darted forward to try to save him, but he was far too late. As they watched, the wobbly cube bore down on the terrified man, and he was sucked inside with a hideous sluuurp!

The three time-travellers could only gaze on in horror as the jelly began to digest its unhappy meal.

'Ugh,' said Amy (that's the beautiful girl).

'Er, should we run, maybe?' suggested Rory. Because now the gelatinous monster was heading towards them!

They ran back into the TARDIS. Amy pulled the doors shut just as the jelly oozed over the time machine. For a few moments the scanner showed nothing but transparent gunk, and then the Doctor hit the dematerialisation switch and they were on their way again.

'But what about all the poor people being attacked by jellies?' said Rory. 'Aren't we going to help them?'

'Don't forget those "poor people" live in an underground dungeon city,' said Amy. 'So chances are, they're a bit weird.'

The Doctor frowned at her. 'I need to find out more about those monsters,' he said, pressing some buttons. A holographic representation of a cube appeared, spinning its three-dimensions in the air. It joined other holograms: a tetrahedron, a diamond-shape, a dodecahedron, an icosahedron...

'Hang on,' said Amy, 'That can't be right. Those images were supposed to be of all the stolen objects, but that's not a pyramid, it's only got four faces. Pyramids have got square bottoms. I have been to Ancient Egypt, remember?'

'Aha, but the stolen pyramid wasn't Egyptian, it was Martian,' the Doctor told her. 'Much more lax with their definitions – four faces, five, six, not a problem as far as pyramids go.'

Rory's brow was furrowed. 'These look really familiar,' he said, staring at the holograms.

'Yes, you saw them this morning,' said the Doctor, 'all except the cube. Well done, have a biscuit.'

'No, it's something else...'

The Doctor sighed. 'So they're nearly all regular polyhedra, does that make you happy?'

'Mmm,' said Rory, 'but they're all... they're all dice!'

Amy gave him a withering glance. 'Six sides, spotty – not seeing it.'



'Well, you can play games with only six-sided dice,' Rory said, 'but the more traditional roleplaying games usually have D4s, like that pyramid, D8s, like that diamond...'

'I met a dragon in a dungeon once,' put in the Doctor. 'Stuck there, too big to fit through the door, poor thing, must have arrived as an egg, hatched out, found some gold to sit on, a few adventurers to eat – I said I'd find it a new home. Dropped it off somewhere in Scotland, Loch Ness area... wonder whatever happened to it?'

'You just made that up,' said Amy. The Doctor grinned at her.

'Er, yes, can we get back to my discovery now?' asked Rory.

'It's not a discovery,' said Amy. 'You've not invented penicillin. You've just spotted a similarity between the stolen objects and dice from your weirdy childhood games.'

'They're not weirdy. Just because you didn't like me playing them and you hid all my rule books –'

'I did not!'

'Oh, right, so when they disappeared, they just fell through a space-time hole, did they? And anyway, it's not a similarity, they're exactly the same! Just bigger. A lot bigger.'

'What, dice for giants?' Amy was laughing, but the Doctor wasn't. 'That's brilliant!' he said. 'I'll just overlay the locations of the stolen objects on to a galactic map... There!'

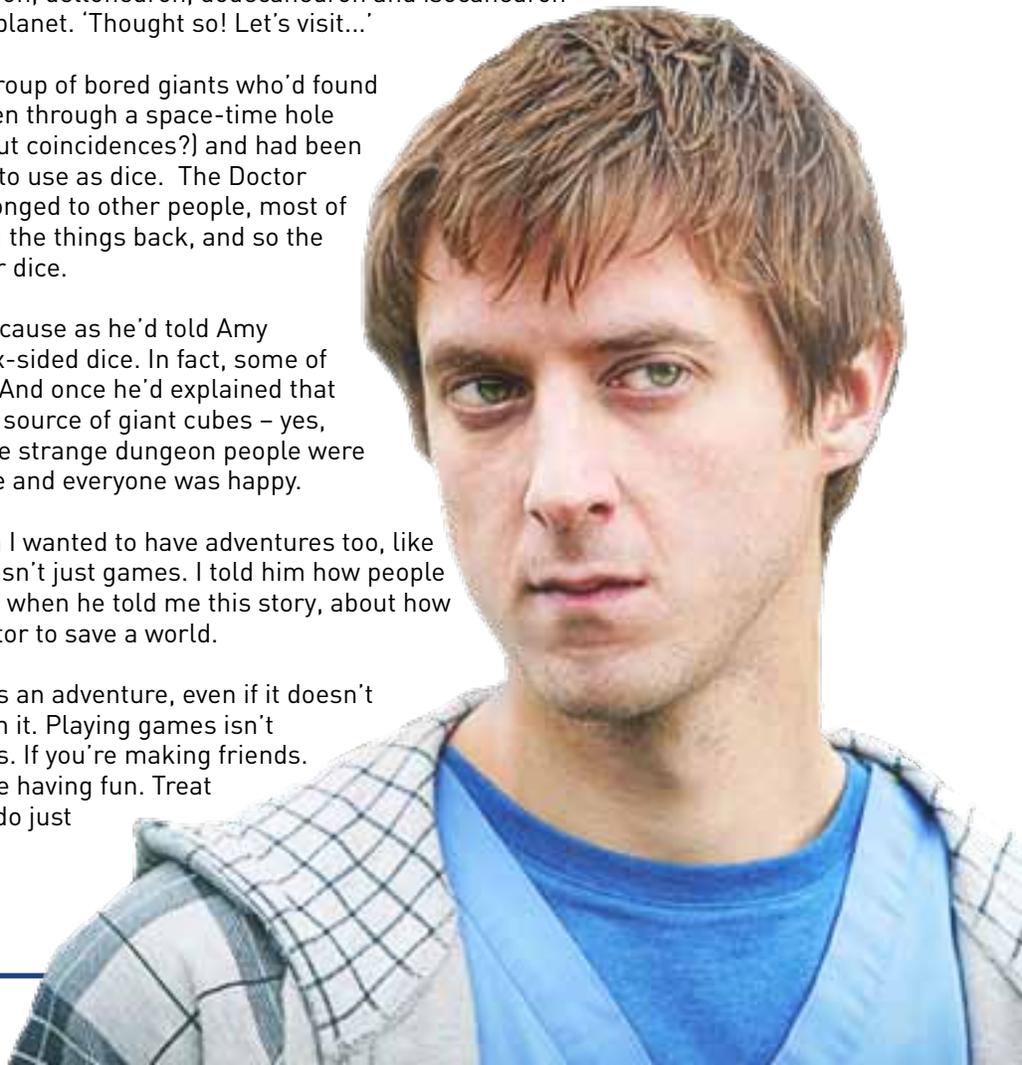
The tetrahedral pyramid, the octahedron, deltohedron, dodecahedron and isocahedron were circling around the hologram of a planet. 'Thought so! Let's visit...'

And when they arrived, they found a group of bored giants who'd found a set of gaming rule books that had fallen through a space-time hole (well, where would adventures be without coincidences?) and had been scouring the galaxy for suitable objects to use as dice. The Doctor pointed out that their 'dice' actually belonged to other people, most of whom were pretty anxious about getting the things back, and so the giants reluctantly agreed to give up their dice.

Which is when Rory saved a world. Because as he'd told Amy earlier, you can play games with only six-sided dice. In fact, some of the best games only use six-sided dice. And once he'd explained that to the giants, he offered to show them a source of giant cubes – yes, that's right, the monstrous jellies! So the strange dungeon people were safe, the giants had a new interest in life and everyone was happy.

When I met Rory, I told him how much I wanted to have adventures too, like he was having. How much I wished it wasn't just games. I told him how people said games were a waste of time. That's when he told me this story, about how playing games helped him help the Doctor to save a world.

But the other thing he said is that life's an adventure, even if it doesn't have monsters or aliens or time travel in it. Playing games isn't wasting your life if you're learning things. If you're making friends. If you're using your imagination. If you're having fun. Treat life as an adventure, he said, and you'll do just fine.





IMAGINE THAT YOU COULD GO ANYWHERE...

...Not just a nice trip to Barcelona on your summer holiday, imagine you could go anywhere. This world or countless others, encountering strange alien races, new cultures or hostile environments. Now imagine you could travel to any time. See the pyramids and the Sphinx (back when she had a nose!), discover who (or what) really built Stonehenge, meet the first Emperor of Japan, or travel into the far future as humanity spreads to the stars. Where would you go?

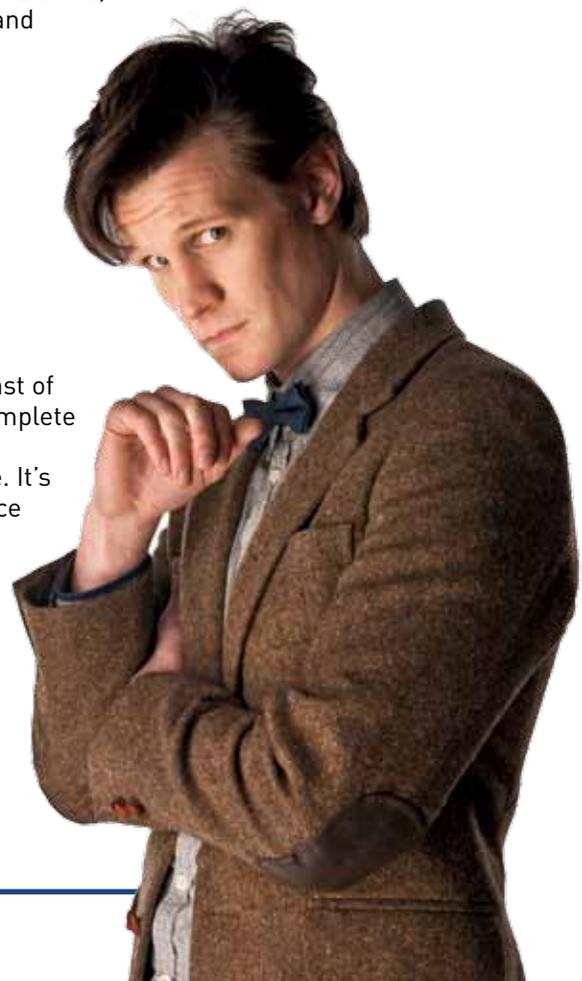
All of time and space, everything that ever happened or ever will, the choice is up to you. The only thing you need is the power of imagination and a key to the TARDIS. It's not going to be easy. It'll probably be dangerous. The universe is a hostile place, full of Daleks, Vampires, Sontarans and worse. There will be fear, heartbreak and excitement, but it'll also be amazing.

The Doctor has this tendency to assume you know what he's talking about, but we don't want to lose you on the way, so we'll take a second to explain everything. **Doctor Who: Adventures in Time and Space** is made up of two elements: the first is Doctor Who, the second is Roleplaying.

WHO IS THE DOCTOR?

We imagine that you are already familiar with the Doctor – the last of the Time Lords. He looks human, but has two hearts and is a complete genius. He travels through time and space in his ship called the TARDIS, which stands for Time And Relative Dimension In Space. It's complicated, but from the outside it looks like an old 1960's police public callbox. Inside it is vast and alive.

The Doctor travels the galaxy and history, doing good, stopping villainous aliens and showing the wonders of time and space to various companions who join him on his adventures. The Doctor's travels are usually more than a little dangerous, but he can replace his body when it is mortally wounded and has done so 10 times!



You don't need to know anything about the adventures the Doctor has had over his 900 years of travelling through time and space to play this game. Similarly, even if you're aware of the Doctor's adventures it doesn't mean that you'll have experienced roleplaying before. If you're familiar with roleplaying games, you may want to skip ahead, however if you've come to this new you may be wondering how you actually play.

WHAT IS ROLEPLAYING?

Roleplaying games are shared storytelling. You play the part of your character, but you don't need to dress up and leap about (well, not if you don't want to). You get together with a group of friends and create your own Doctor Who adventure, taking the heroes to any location in the universe, at any time. The action takes place in your imaginations, and the story is told through your interaction. You're in control and you can do anything, go anywhere, be anything. All that limits you is the power of your mind... and if you're a Time Lord, that's a lot of power!

Let's show you the basics of how this "roleplaying" thing works. It's not as scary as it sounds, and once you get started we're sure you'll have many years of exciting adventures ahead of you. The first element you need to know about is Characters.

THE CHARACTERS

Each player creates a character, an alternative persona that they will play as in the game. During the course of the game, you make this character's decisions, speak for them, and describe their actions. Each character has a character sheet that describes what they are like, what they are good at and other details. If you like, you can play the Doctor, or any of his companions that have accompanied him during his adventures (you'll find ready-made character sheets for them in the box this book came in).

You might take on another role, perhaps one you've seen in a movie or read in a book, or you could just get creative and make up a character of your own. In this case, you choose the character's strengths and weaknesses, abilities and limitations, and – in particular – personality. They can look like anyone, dress in anything you choose, they can even be you.

You could decide to have a game with or without the Doctor in it. Perhaps a UNIT Task Force operating alone somewhere in the world, or maybe one of the Doctor's previous companions continuing their struggle to protect the Earth from alien invaders. Anything is possible.

With us so far? Good. So we've established that the players all adopt the roles of their characters. But one of the players is different - they're going to be the Gamemaster.



THE GAMEMASTER

All the players and their characters are important, but one of you is in charge, the one who makes it all work. That key player is called the Gamemaster. The Gamemaster starts the story by deciding the plot for the adventure, sets the scene by describing to the other players what is going on, interprets the outcomes of the players' actions and has the final decision on how the rules of the game are applied. The Gamemaster is so important that he gets a whole book to himself that goes into more detail about the rules and all the nasties that characters may face in the course of their adventures.

The Gamemaster speaks for the other people in the story, anyone else that the characters meet in their adventures. They can be helpful, informative or just witnesses to the events. As they don't have a player (other than the Gamemaster) they're usually called Non-Player Characters, or NPCs. NPCs could be helpful friends of one of the player characters, like Jeff, affiliated organizations

like UNIT, or random strangers, like the nosy policeman wondering why there's a 1960's Police Call Box on his beat. They can help, hinder or just be a great source of information.

If the Gamemaster-controlled characters are out for universal domination or worse, they are called Villains. These include the aliens, critters, and other nasties. They are the evil that pervades the universe, trying to dominate, destroy or corrupt the peace loving civilizations, and their schemes usually result in some much needed intervention from our time-travelling heroes.



GAME SESSIONS

Game sessions in the *Doctor Who: Adventures in Time and Space* can take anywhere from a couple hours to an entire weekend (depends on how into it you get!). There is no formal start or end – that's up to the Gamemaster and players to decide. Also, in roleplaying, there are no winners or losers. The objective is to create a story, engage in some spontaneous and often hilarious conversations, and have a good time with friends. And no, no electronics of any kind are necessary. It's a social activity and doesn't involve computers. It has even been shown to aid team building, social interaction and problem solving skills!

It all sounds a little chaotic, but it is far more logical than it seems. The game is divided into Adventures, resolved in one or more gaming sessions that play out just like the Doctor's adventures you're familiar with but the dialogue and action are all created purely by the interaction between the players' characters and the Gamemaster.

THE BASICS

The example of play on the next page will give you some idea of how play might proceed in the game. You talk, describe your actions and, any time you want to do something that you may or may not succeed at, you need to roll some dice.

When you roll some dice, you also add some numbers from your character sheet that define how good you are at certain things. To succeed, you have to beat a number defined by the Gamemaster. The harder the thing you are trying to do, the higher the number. If you beat the number you succeed and can perform the task, whether it's jumping a gap, winning an argument or dodging a gun blast. If you don't beat the number, you fail to accomplish the task. This could have severe effects on your character and change the course of the game, but it makes for an interesting story! Either way, rolling dice and adding some numbers is about all you'll have to do when it comes to rules. So you're going to need some dice.

You should find a handful of six-sided dice (known in the gaming world as D6's) inside the game box, though if you need more you can pick up dice in many different colours and styles from hobby game stores, some department stores and bookstores, places where they sell those fantasy tabletop wargames or in any copy of Risk, Cluedo or Monopoly you might have lying about the house.

Besides dice, you need something to keep track of Story Points. Again, we've thought of everything and provided some handy counters for you to keep track of the fast and furious exchanges of Story Points that'll occur during the average game. If you need more, you can photocopy the counter sheet or use poker chips, markers, tiddlywinks or even jellybabies. Further story point counters will also be available in future supplements. These Story Points could save your character's life at some point, so it's vital to keep track of how many you have. We'll explain Story Points in **Chapter Three: Geronimo!!!**

You'll also need some pencils, paper, an eraser or two and you're good to go. Have fun, and don't forget your sonic screwdriver!

