

DOCTOR WHO

BBC

CARD GAME

INTRODUCTION

Daleks, Cybermen, Sontarans... the list of threats is endless and no place in the universe is ever truly safe from danger. However, there is one being who has made it his mission to defend the defenceless, help the helpless and save everyone he can: a mysterious stranger, a force of nature who has seen his own planet die, a madman in a box!

The Doctor Who Card Game is an action packed adventure for three to four players. To win the game you will have to use your wits and courage to:

- Defend the universe as the Doctor and his companions.
- Send the Doctor's enemies to conquer the places your competitors are trying to protect.
- Save the universe!

COMPONENTS

Rule book

Four sets of player pieces, each one consisting of five TARDIS counters and five Dalek counters

One set of Game cards (one hundred and twenty seven in all)

Four Starting Location cards

One Game End card

Thirty Time tokens



OVERVIEW

In The Doctor Who Card Game you take on the role of the Doctor and his companions in defending locations across time and space from a variety of enemies AND you also play the role of the forces of evil by sending enemies to invade the locations belonging to other players.

During the game players will take it in turns to perform actions, which will involve playing cards. These cards come in four types, which are:

Defenders – the Doctor, Amy Pond, Rory, and River Song.

Locations – you wish to defend your locations while attacking those of other players.

Enemies – a variety of aliens and creatures intent on conquest.

Support – allies, gadgets, and events that will help (or hinder) the Doctor.

The number of actions you can perform in your turn varies depending on how many cards you are able to play. This will vary as you can retain cards from earlier turns in your reserve and you can buy extra cards with Time Points. What is most important to remember is that you can never have less than three cards in your hand. Once you have finished your actions you must pass on your remaining three cards to the player to your right. Play continues in this manner until the end of the game.

During the course of the game you will create a display of cards in front of your position. The main part of your display will be made up of Location cards that you have played down. Other players can attack your locations with Enemy cards. Defender cards can either already be placed on locations or played to repel attacks. Behind your line of Location cards you can also keep up to two cards in reserve.

Here is an example of what a display might look like during the game:



At the end of the game you score points for locations that you have protected and locations that you have conquered. The player with the most points wins the game.

STARTING THE GAME

Each player should choose a colour and take the matching set of Dalek and TARDIS counters.

Find the four Starting Location cards and the Game End card.

Shuffle the Starting Location cards and deal one to each player (if there are three players then place the last card to one side).

All of the players reveal their card and place it in front of them. The player with the highest value Starting Location, as shown in the gold bar, becomes the first player.



Shuffle the Game cards and deal out five cards to each player EXCEPT the person sitting to the right of the first player, who only receives two cards.

Count out twenty Game cards, face-down, and place them in the centre of the table. Place the Game End card face-up on top of these cards, then the remaining Game cards on top to create a draw deck. During the course of the game players will need to discard cards. The discard pile should be created next to the draw deck.

Place the Time Points by the side of the draw deck.

You are now ready to begin playing the game!

PLAYING THE GAME

Play starts with the first player taking their turn. Once they have finished the next player, going clockwise around the table, takes their turn. Play continues in this manner until the end of the game. The game ends when either the Game End card has been revealed or a player has all five of their Dalek or TARDIS counters in play.

When it is your turn you can perform as many actions as you want. However, at the end of your turn you MUST pass on three Game cards to the player to your right, leaving yourself with no cards in hand. Thus you can never have less than three cards in your hand. You then draw two cards from the draw deck. The player to your left then starts their turn.



The actions that you can choose from are:

- Play a Location card
- Place one or more Defender cards on one of your Location cards
- Place one or more Enemy cards against another player's Location card
- Play a Support card
- Place cards in your Reserve
- Buy cards with Time Points
- Discard one or two cards in exchange for Time Points

Each action is discrete and can be performed more than once during your turn. Normally you must complete one action before performing your next action, although some Support cards can be played during an action (which will be clear from the text on the card).

Action – Play a Location card

During the course of the game you will create a line of Location cards in front of your position. You already have one Starting Location card in front of you. When you play a Location card you place it next to one of your other Location cards. You then take a number of Time Points as indicated on the card. If the supply of Time Points is exhausted then you take the points required from other players, you choose who (and you could choose to take from more than one player).

The other symbol on the Location card shows how many Victory Points it is worth at the end of the game.



Action – Play Defender cards

There are four different types of Defender cards in the game; the Doctor, Amy Pond, Rory, and River Song. As an action you can place one or more Defender cards on one of your Location cards. However, you can never play two or more of the same type of Defender card on a Location card.



If you place the Defender card or cards on a Location card that is not being attacked then you place them face-down. Make sure the Location card is not completely covered. It is important that all players should be able to see the Victory Point value of the card.



You can place Defender cards on a Location card that already has defenders on it, as long as you do not end up duplicating the same type of defender (you can always peek at your own Defender cards). Once placed you cannot withdraw Defender cards from a Location (with the exception of Rory, who will be explained in more detail later on). You can also play Defender cards on a Location that has a TARDIS counter on it.

If you place the Defender card or cards on a Location that is subject to an enemy attack then you resolve the conflict immediately. Note that it is important that you declare all of the Defender cards you wish to play before revealing any Enemy cards.

You will find the rules on how to resolve a conflict explained on pages 7 and 8.

Action – Play Enemy cards

As an action you can play one or more Enemy cards to attack one Location belonging to another player. All Enemy cards must be of the same type (Daleks are an example of an enemy type) or state on them that they can be combined with a different enemy type (e.g. Roboforms and the Master).

If you place your cards against a Location that is not defended then you place them face-down. You then take one of your Dalek counters and place it on top of your cards to show that you control that attack. The cards should be placed so that it is clear which Location card they are attacking but not obscure the victory point value of the card.

Example: Karen decides to attack one of Matt's locations, 1940s London, with two Enemy cards, which are the Cybermen and Roboforms. This is a legal play as Roboforms can be played with any other type of Enemy card. After placing the cards face-down Karen places one of her Dalek counters on top.

You can add Enemy cards to one of your attacks, as long as the card or cards you play can be legally played with the cards already in place (you can peek at your Enemy cards if you wish). The card or cards you add are placed face-down.

Note that you cannot attack a Location that is already under attack from another player, nor can you join with another player's attack. You cannot attack your own locations. Once placed you cannot withdraw Enemy cards from an attack.

If you place your Enemy cards against a Location that is defended by one or more Defender cards then you must resolve the conflict immediately (see pages 7 to 8).

If you place your Enemy cards against a Location that has a TARDIS counter on it then you immediately discard the cards you intended to place and return the TARDIS counter to the owning player (hint: always best to remove a TARDIS counter with a weak Enemy card). Any Defender cards on the Location card remain face-down.

Example: Here Karen is able to remove the TARDIS on the National Museum Location card by attacking it with the Saturnyns. The Enemy card is discarded and the TARDIS counter is returned to its owner, Arthur.

Arthur's Location card
and TARDIS counter



Karen's Enemy Card

Action – Play a Support card

Support cards have a range of different effects, which are described by the text on each one. The majority of Support cards are played as actions, you just follow the text on the card. You can never play a Support card face-down on a Location card. The effect of each Support card is explained in more detail later on in these rules.

Action – Place cards in your Reserve

It may be that you want to keep back one or more cards to play in a later turn. As an action you can place one or two cards from your hand in to your Reserve. You can keep up to two cards in your Reserve. A card played to your Reserve should be placed face-down in front of your position, and clearly behind your line of Location cards. You must make sure it is clear to other players which cards are in your reserve [you do not want to give the impression that they are defending a location].

Any card in your reserve can be picked up and added to your hand at any point during your turn – it's like having a larger hand to play from. Picking up a card from your Reserve does not count as an action and can be done while performing an action.

Action – Buy cards with Time Points

As an action you can buy one or more Game cards by paying five Time Points for each card you wish to take. You draw the Game cards from the top of the draw deck. You retain any unspent Time Points.

Action – Discard cards for Time Points

As an action you can discard one or two cards, placing them on the discard pile. You take one Time Point for each card you discard.

CONFLICT!

Conflict occurs whenever a Location card has both Defender and Enemy cards played against it. The conflict should be resolved as soon as the active player has declared which card or cards they are playing on the Location.

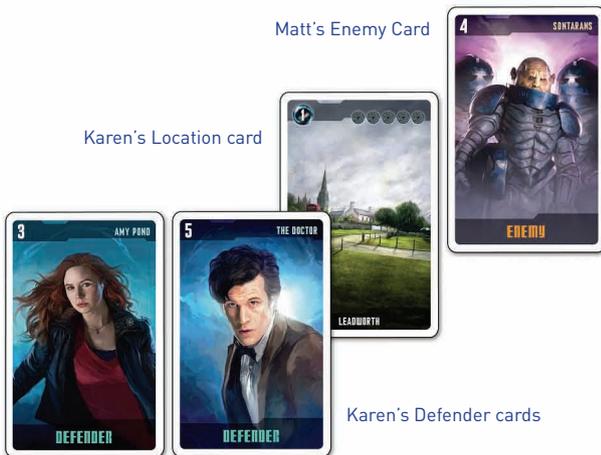
All Defender and Enemy cards at the Location in question should be turned face-up.

Each player takes Time Points if they revealed (which is the same as playing) a River Song or Weeping Angel card. If the attacker revealed a Sliitheen card then they take a Time Point from the defender, if possible.

Every Defender and Enemy card has a strength value, as indicated by the number on it. Each side now calculates their strength (some Support cards have the potential to add to the defender's total).

If the defender's total strength is equal or greater than the attacker's total then the defender wins. All defending and attacking cards are placed on the discard pile. The defending player places one of his TARDIS counters on the Location card to indicate that the Location is under the protection of the Doctor.

Example: Peaceful Leadworth is under attack! Matt has played one Enemy card against the sleepy village, owned by Karen. During her turn she decides to play two Defender cards in an attempt to defeat the attack, the Doctor and Amy Pond. Both her cards and the Enemy card are revealed. The enemy turns out to be a Sontaran, with a strength of four. The defender's strength is eight (the Doctor is worth five and Amy is worth three), so the Doctor and Amy easily win the day. All three cards are placed on the discard pile. The Dalek counter is returned to Matt. Karen now places one of her TARDIS counters on Leadworth.



If the defender's total strength is less than that of the attacker then the defender's have, temporarily, lost. If the defender already had a Rory card on the Location when it was attacked then he retrieves it and places it back in his hand. All of the remaining defending cards are discarded. If the attack consisted of more than one Enemy card then the attacker may also be forced to discard some cards. The attacker must discard one or more Enemy cards whose total strength is equal to or less than the total strength of the defender.

Example: In an earlier turn Alex launched an attack with two cards against Bowie Base One, owned by Arthur. These cards are still face-down. Arthur decides to play two Defender cards to attempt to defeat them, the Doctor and River Song. The two Enemy cards are revealed to be The Silence and Madame Kovarian. The effect of Madame Kovarian is to force River Song to switch to the side of the attackers, thus leaving the Doctor, with a strength of five, facing a total attack strength of eleven. This means that the Doctor card is discarded. However, the attacker must also discard The Silence, as it is the closest match in terms of strength to the Doctor card.

Alex's Enemy cards



Arthur's Location card



Arthur's Defender cards



Note that a Location card is never actually captured by a successful attack during the course of the game. The card stays exactly where it is. It is only at the end of the game that points are awarded for successful attacks, so if you lost to an enemy attack you can try to defeat it again in a later turn.

ENDING YOUR TURN

Although in theory you can have as many actions as you wish, in practice the number of actions you can perform is limited by the number of Game cards and Time Points you have. You **MUST** end your turn by passing on three cards to the player to your right, leaving yourself with no cards in hand (although you may have some in reserve). Once you have done this you draw two cards from the draw deck. The player to your left now starts their turn. When they have finished their turn they will hand you three cards, so you will have at least five cards in your hand to start your next turn with.

ENDING THE GAME

The game will end immediately if at the beginning of your turn you have all five of your Dalek counters or all five of your TARDIS counters in play. You do not take your turn. Each player adds up their victory points, as explained below, and a winner is declared.

The game is also close to ending if the Game End card is revealed. A special 'End Game' period must now be completed, where players play out their remaining cards. Once this period is over victory points are counted up and a winner is declared.

If the Game End card is revealed during your turn, as the result of performing actions that require the drawing of cards, then you place the Game End card to one side and continue with your turn normally, drawing as necessary from the cards that were covered by the Game End card. When you have ended your turn you pass on three cards to the player to your right, as you would do normally. However, you now pick up five cards instead of two.

If the Game End card is revealed at the end of your turn, as a result of you picking up two cards, then you place the Game End card to one side and pick up enough cards to bring your hand up to five cards.

The 'End Game' period now starts with the player to your left going first.

During the 'End Game' period when it is your turn you can only perform one action. Once you have completed your action play proceeds to the next player. You do not pass any cards to the player to your right, nor do you refill your hand. You can perform any of the actions described in the main body of these rules. You cannot choose to pass and do nothing.

The game will end when it reaches a player's turn who cannot perform an action, which means they have no cards in hand or sufficient Time Points to buy a card. If the draw deck is exhausted shuffle the discard pile to make a new deck.

WHO WINS?

Players now calculate how many victory points they have gained. You add up the victory points on each Location card you have that is not under attack, i.e. does not have any Enemy cards placed against it. You also add the victory points on each Location card that you have an attack against (as marked by your Dalek counters).

The player with the most victory points is the winner. There is no tie-breaker, so if two or more players have the same victory point totals then they share the honours of winning the game.

The example over the page shows Karen's card display at the end of the game. She has five Location cards, two of which are under attack from other players. Karen also has attacks against two locations. She gains ten victory points from her own locations and six points from the locations she is attacking, making a final total of sixteen victory points.

Alex's Location Cards



Arthur's Location Cards



Karen's Enemy Cards

Alex's Enemy Card



Arthur's Enemy Card



Karen's Location Cards

CARD EXPLANATIONS

Although most cards have text on them explaining how they work it is not possible to deal with all possible situations. Please take some time to check below about exactly how some of the more involved cards work.

DEFENDER CARDS

River Song - You gain one Time Point when the card is revealed, either because it was already on a location that was attacked or because you played it to defeat an already existing attack.

Rory - To gain the effect on the Rory card he must already be placed on a Location card. If that location is attacked and the defenders are defeated then you return the Rory card to your hand. Note that he still adds his value to the defence first. What you cannot do is place Rory on a location that is already under attack to reveal the attackers and then take the Rory card back into your hand.

SUPPORT CARDS

Unless stated otherwise, playing a Support card counts as an action. Normally the card would be discarded after use.

Sonic Screwdriver – You can turn face-up all of the cards in one attack against one of your locations. You also take one Time Point.

Psychic Paper – Same effect as Sonic Screwdriver.

Visual Recognition Device – Same effect as Sonic Screwdriver.

Cardiff – When you play this card you place it face-up in your reserve. You can now keep one extra card in your reserve, not including this card (so you could now keep up to three cards in your reserve). The effect of this card can be combined with that of The Face of Boe, which would allow you to keep four cards in your reserve.

The Face of Boe – The card has the same effect as the Cardiff card.

Teselecta – If you lose a conflict as the defender then you can play this card, either from your hand or reserve, and retrieve all of the Defender cards involved. You place the Defender cards back in your hand. Playing this card does not count as an action, it is part of the conflict resolution.

U.N.I.T. – When you play this card you place it face-up in your reserve. It counts as a card in your reserve. You can use the effect of the card whenever you are involved in a conflict as the defender. If you pay one Time Point you can add one to your defence strength. You can do this after all cards have been revealed. Employing the effect on this card does not count as an action, although playing it to your reserves does.

The Dreamlord – When you play this card you may remove up to three TARDIS counters from locations of your choice. You return the counters to the owning players. You also take two Time Points.

Captain Jack – When you play this card you can choose one Enemy card presently attacking one of your locations and discard it. The card you remove can either be face-up or face-down.

Collecting on Debts – Same effect as Captain Jack.

TARDIS – When you play this card you and the other players check to see how many TARDIS counters each of you have in play. For each TARDIS counter a player has in play they take one Time Point. You, as the player of the card, take an additional two Time Points.

Crack in Time – This card has a similar effect to the TARDIS card, the difference being that each player counts up the number of Dalek counters they have in play. You, as the player of the card, take an additional two Time Points.

Chameleon Arch – You may re-direct one attack from one of your locations to that of another player. You cannot re-direct the attack against the owner of the attack, i.e. a player can never end up attacking one of their own locations. It does not matter if the Enemy cards in the attack are face-up or down. Keep the cards the same way up when they are moved. You do not place a TARDIS on your location as you did not defeat an attack.

Dalek Sec – You automatically defeat one attack against one of your locations that contains one or more Dalek cards (which may be Davros or the Dalek Flagship). The Enemy cards would need to be face-up, as you need to know who is attacking. You place a TARDIS counter on the Location card in question.

Jammy Dodger – You automatically defeat one attack against one of your locations. It does not matter whether the Enemy cards are face-down or up. You place a TARDIS counter on the Location card in question.

K-9 - This card has the same effect as the Jammy Dodger card but you must also discard one Defender card to gain the effect.

Fish Fingers and Custard – When you play this card you can discard as many cards as you wish from your hand and draw the same number from the deck. You also draw a replacement card for this card, i.e. it counts as one of your discards.

ENEMY CARDS

Shadow Proclamation – If this card is in play against a Location card at the end of the game then that location does not score any victory points for either player.

Weeping Angels - You gain one Time point when the card is revealed, which will either be when you play it against a defended location or it already is on a location that is then defended.

Silurians – Any attack with at least one Silurian card in it is automatically defeated if one of the defenders is Amy Pond. All Enemy and Defender cards involved are discarded. You still place a TARDIS counter on the location in question.

Davros – You can play this card on a face-up attack that includes at least one Dalek card (which may be the Flagship) and take control of that attack. You remove the original Dalek counter and replace it with one of your own. You cannot take over an attack against one of your own locations. You can still play this card as a regular Enemy card, and can combine it with the Daleks or Dalek Flagship.

Madame Kovarian – If one of the Defender cards is River Song then she will immediately switch sides and add her strength to the attackers. This card can also be combined with The Silence, the Headless Monks, and the Clerics. Note that the defender still takes one Time Point when River Song is revealed.

Cyberking - You can play this card on a face-up attack that includes at least one Cybermen card and take control of that attack. You remove the original Dalek counter and replace it with one of your own. You cannot take over an attack against one of your own locations. You can still play this card as a regular Enemy card.

Slitheen – When you reveal this card you take one Time Point, if possible, from the owner of the location that you are attacking.

The Pandorica – This card can be combined with any other Enemy card/s in an attack. When this card is involved in a conflict then you first check to see if one of the defenders is Rory. If so then the Pandorica card is discarded, along with the Rory card. If there is no Rory card then any Doctor card in the defence is automatically discarded.

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Thanks to Julia Wallace, Georgie Britton and the BBC team, Angus Abranson, Christopher Dearlove and Stewart Pilling and Sigma

Cubicle 7 Entertainment Ltd: www.cubicle7.co.uk Treefrog Games: www.treefroggames.com

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