





NGDQCPPI
 VRDKJNP
 UVM MPVOCNP
 JWPNDSDN DT
 DI JGPVBDISN
 BVGVXY


SECRET MESSAGE FROM TIME LORDS

Use the code enclosed in this magazine to read this secret message. It's just for you – not part of the game.

DETAINED BY ANGRY SMILER
THROW 6 TO ESCAPE

PRISONER ZERO ESCAPED
THROW 2 TO GO ON

SENT TO SLEEP BY DREAM LORD
MISS 2 GOES



Dark, mischievous version of Dr. Who himself, brought to life by specks of alien psychic pollen in the Tardis machinery. Sent the crew into a collective dream state so real they almost lost their grip on reality forever.



Dangerous criminal on the run from the Atraxi, this gelatinous snake-like creature can take on the appearance of any creature in a dormant state such as a coma.



Vworpabix


3 STAND-UP CHARACTERS INSIDE

(SMILER – PRISONER ZERO – DREAM LORD)

Place them in the ACTION ZONES in any of the Dr. Who games in this magazine – or play with them on their own.

KEEP COLLECTING!

There are 12 different Dr. Who characters in this series.



Spooky androids who keep watch over Starship UK and advise its population from their glass booths. Their faces either appear happy, displeased, or very, very angry. Can leave their booths to attack.

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BEND FORWARD
ALONG THIS
LINE

**BEND BACK
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**IRONSIDE DALEK
GIVES ASSISTANCE**
TAKE EXTRA GO

IPU OCPA
RJUI QCP MSNOY
OCVDINUJMR
OJJFN V HPVI
RVGPF
NSKMPHR

SECRET MESSAGE
FROM
TIME LORDS

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**PARADIGM DALEK
OPENS FIRE**
THROW 2 TO GO ON



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**STONE DALEK
IS REACTIVATED**
**THROW EVEN NUMBER
TO GO ON (2, 4 OR 6)**

STONE DALEK



Fossil-like 'after-image' left when a Dalek ceased to exist after being consumed by energy spilling from cracks in the universe. Time energy from the Pandorica brought it back to life.

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**SLOT TAB INTO
ACTION ZONE
ON BOARD GAME**

PARADIGM DALEK



One of five Daleks created using pure Dalek DNA to lead a new super race of Daleks. The Strategist controls tactical planning, coordinating the 'drone' Daleks during battle.

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THIS TAB**

BEND BACK
ALONG THIS
LINE

**SLOT TAB INTO
ACTION ZONE
ON BOARD GAME**

VWORP

VWORP!



Vworpabix

3 STAND-UP
CHARACTERS INSIDE

(IRONSIDE DALEK – PARADIGM DALEK –
STONE DALEK)

Place them in the ACTION ZONES in any of the Dr. Who games in this magazine – or play with them on their own.

KEEP COLLECTING!

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IRONSIDE DALEK



Obedient robots invented to help the Allies win World War II? In reality they're Dr. Who's oldest enemies, the Daleks, and it's all part of an elaborate plan to entrap the Doctor and create a new Dalek empire!

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BEND BACK
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**SLOT TAB INTO
ACTION ZONE
ON BOARD GAME**

BEND FORWARD ALONG THIS LINE

BEND BACK THIS TAB

BEND FORWARD ALONG THIS LINE

HMN UDWWNPY
KJGDQPGY
MPLSPNQN
QCVQ QCP
RJOQJM KSQ
QCP WDIN JSQ

SECRET MESSAGE FROM TIME LORDS

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BEND FORWARD ALONG THIS LINE

**SILURIANS BEGIN TAKE-OVER
GO BACK 2**

BEND FORWARD ALONG THIS LINE

BEND BACK THIS TAB

BEND FORWARD ALONG THIS LINE

**BITTEN BY SATURNYNYS
THROW ODD NUMBER TO GO ON (1, 3 OR 5)**

**TRAPPED BY WEEPING ANGELS
THROW 3 TO ESCAPE**

SATURNYNYS

Last survivors of a race of vampire fish from the planet Saturnyne, who plan to kill the human inhabitants of 16th century Venice and create a new Saturnyn colony there.

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BEND BACK ALONG THIS LINE

SLOT TAB INTO ACTION ZONE ON BOARD GAME

SILURIANS

Humanoid reptilian race who ruled the Earth hundreds of millions of years ago, before humans evolved – and now, revived from hibernation, they want it back!

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BEND BACK ALONG THIS LINE

SLOT TAB INTO ACTION ZONE ON BOARD GAME

VWORP VWORP!

Vworpabix

3 STAND-UP CHARACTERS INSIDE

WEeping ANGELS – SILURIANS – SATURNYNYS!

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KEEP COLLECTING!

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WEEPING ANGELS

Ancient winged humanoids who 'kill' by sending people back in time and feasting on potential energy released. Appear as frozen statues but strike when their victims look away or blink.

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SLOT TAB INTO ACTION ZONE ON BOARD GAME



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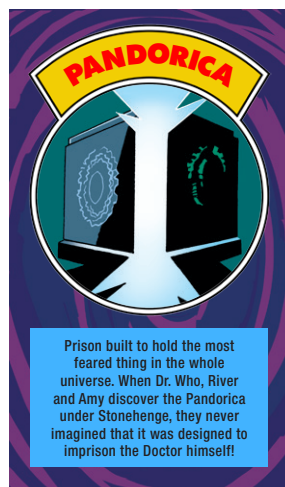
BEND FORWARD
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**CYBER SENTRY
MUST ASSIMILATE
MISS NEXT GO**

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magazine to read this secret
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not part of the game.

**AUTONS FIRE
TAKE COVER—
GO BACK 2**

**IMPRISONED IN
PANDORICA
THROW 3 TO GO ON**



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**SLOT TAB INTO
ACTION ZONE
ON BOARD GAME**



BEND BACK
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BEND FORWARD
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BEND BACK
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**SLOT TAB INTO
ACTION ZONE
ON BOARD GAME**



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BEND BACK
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**SLOT TAB INTO
ACTION ZONE
ON BOARD GAME**