



A COOPERATIVE ADVENTURE GAME OF TIME AND SPACE, FOR 1-5 PLAYERS
by Sean Patten

A. SETUP

Determine number of players. This affects your total points to buy Adventurers, number of Event Cards played per turn, Number of Capture Cards, etc.

| | | | | | |
|---------------------------|----------------|----------------|--------------|--------------|--------------|
| # of Players | 1 | 2 | 3 | 4 | 5 |
| Total Player Pts. | 5 | 6 | 7 | 10 | 12 |
| # of Capture Cards | 2 | 2 | 3 | 3 | 4 |
| Event cards / Turn | 1 | 1 | 1 | 2 | 2 |
| Enemy Rating | 1 | 2 | 2 | 3 | 3 |
| Minions are: | Neutral | Neutral | Enemy | Enemy | Enemy |

Select an Adventure. Adventures will indicate the goal to win, and any special setup or rules for the game session.

Choose an environment. This determines what kind of room tiles you'll use. Some adventures specify an environment type.

Choose an enemy or enemies. This determines what kind of enemies will spawn. Some adventures specify an enemy type or types.

Determine Minion Type. Choose what kind of minions you want to encounter for your adventure (Scientists, Soldiers, Robots, Ood, etc). Use the Player chart above or just choose if your minions start out Neutral or as Enemies. This is a fun way to adjust the difficulty.

Assemble your team. Players should divide up the total points to purchase a Doctor, Companions, and Allied Minions- your Adventurers. **Cost** is indicated on the card in the upper right corner- the number of gold coins is the cost. Players will typically have 2 to 3 points each to spend, depending on the number of players. Note that some adventurers get starting items- they should select these from the Items deck now.

Room Tile Setup. To prepare the room tile deck, pull out the Prison Tile and Control Room tile. Then shuffle the Control Room with 4 random tiles and place face down. Then shuffle the Prison with 4 random tiles and place face down on top of that. Then add 1 more random tile face down per player on top of that. Then put the remaining tiles face down at the bottom of the deck. The deck should be stacked like this once you're done:

| | |
|----------------------|--|
| ON TOP: | One extra random tile per player |
| UPPER MIDDLE: | Prison Tile and 4 random tiles (shuffled) |
| LOWER MIDDLE: | Control Room and 4 random tiles (Shuffled) |
| ON BOTTOM: | All Remaining Tiles |

Event Card Setup. Shuffle the Event cards, draw 10 randomly face down, and set the rest aside. The 10 cards are your Event Card deck for the game. If you run out of Event cards, shuffle the discards to make a new deck.

Item and Gadget Card Setup. Items should be separated into standard items and Gadgets (which are marked with a gold coin). After taking any starting equipment, shuffle the two decks separately and place them face down.

Starting Room Setup. Draw the bottommost room tile, place it face up on the table, and start the Adventurers there. Place the TARDIS in the start room unless otherwise noted by the Adventure. Adventurers go first unless otherwise noted by the adventure.

B. ABOUT YOUR ADVENTURERS

All Doctor characters... have the following two rules, regardless of which Doctor: 1. Unless otherwise noted, a Doctor may NEVER take or use a Weapon item. 2. Each Doctor may select TWO GADGET cards to have at the start of the game.

Fight, Wit, Run. Many cards have a Fight, Wit, or Run value. This is how many dice that individual rolls when performing a Fight, Outwit, or Outrun action. Some actions are CONTESTED rolls, where both parties roll dice and compare the result. Other times a roll must equal or exceed a TARGET number.

C. ACTIONS x3

Each turn, your Adventurers may go in any order they choose. Each adventurer may perform up to **three actions**, chosen from the list below. Note that some actions are not available at certain times, as noted.

PICK UP You may pick up an Item, Gadget, or Shard in the room by spending an action. NOTE that you may take or give items to other Adventurers in a room **without spending any actions**, as long as the item has not been used yet that turn.

MOVE If you are in a room **with no Enemies, Traps, or non-allied Minions**, you may MOVE through any connected rooms. If you enter a room with an unrevealed Encounter Blip, a Trap, an Enemy, or a non-allied Minion, you must **end your move**.

FIGHT You may fight a single enemy in the room you are in with a Fight action. (See FIGHTING below for details).

OUTWIT Some encounters, event cards, etc. can be completed or defeated with a n Outwit action.

OUTRUN This action is the only way you can leave a room with an enemy or trap in it. Roll your Run dice vs. the enemy Run dice- if you win, you may leave the room. For Traps, roll a 1 or more to outrun a Trap. You may only move one room on a successful outrun. You do not have to Outrun all enemies or traps in a room- beat any one of them and you can move out! You may NOT run when in a Narrow room.

RESCUE You may attempt to free a captured adventurer in the same room. Use a Fight or Outwit action and roll a 2 or better to free them.

ESCAPE You may attempt to free yourself if captured. Use an Outwit action and roll a 2 or better. Note that any successful Escape or Rescue in the Prison room frees ALL captured allies!

BOOST You may spend an action **to add one die to any die roll** you make on your turn.

D. ENCOUNTER TOKENS and ACTIONS



All players must IMMEDIATELY stop what they are doing until the alarm is resolved. Draw an Event card and apply it. After the Event card is resolved, you may resume the Adventurers turn and continue with any remaining actions.



Place one enemy in the room. You may **FIGHT** the enemy (see Fighting below). You may **OUTWIT** the enemy- if you win, move the enemy 1 room for each point you won by. You may **OUTRUN** the enemy (your run dice vs. theirs)- if you win, you may move 1 room. If multiple enemies are present, you must outrun EACH. If you lose any of these actions, you are captured (see below). If you tie, nothing happens- you and the enemy stay there.



If you can roll a **FIGHT** or **OUWIT** roll of 2+, you may remove the Spawn token. Otherwise, leave this token in the room- it might spawn more enemies on the enemy turn!



Place a random Item card in the room, face up. Picking up the item ENDS MOVE.



Minions are either Neutral (Black base) or Enemy (Red base), as indicated by the setup. You may Outrun or Outwit them. Outwitting them turns an Enemy minion to a Neutral one (black base), or a Neutral minion to an Allied one (blue base). You may immediately take control of an Allied minion.



Picking up a Shard ENDS MOVE. There cannot be any enemies in the room if you want to pick it up. What it does for you depends on the Adventure. If the adventure does not specify a use, you may discard a collected shard to turn all of your blank dice to 1s for any one roll of your choice.



You may remove a TRAP by making a wit roll of 1 or more. You may leave a room with a Trap only by making an Outrun roll of 1 or more. Enemies ignore traps, unless you move an enemy into a trap with an Outwit action- then remove both the enemy and the trap!

E. SPECIAL ROOMS

PRISON ROOM- Once revealed, move all captured Adventurers here. If anyone escapes or rescues in the Prison Room, ALL captured Adventurers are freed! Anyone with a Squareness Gun may automatically escape or rescue by spending an action to use it on the Prison Room.

CONTROL ROOM- The control room has no special rules on its own, but certain Event cards can be affected by spending actions in the control room, and certain Adventures require actions to be conducted in the Control Room.

LOST ROOM- ENEMY- place a RIVAL enemy. They will attack the main enemy any time they meet. ITEM: draw a random GADGET instead of a standard item!

F. THE ENEMY TURN

After the adventurers have taken their turn, the Enemies get a turn of their own! Complete these steps in order. When finished, it is the Adventurers turn again.

- 1. Traps.** Any adventurers in a room with a Trap Token are immediately captured!
- 2. Spawn.** Roll one die for each revealed Spawn Token. Place that many enemies in the room with the token.
- 3. Event Card(s).** Draw an Event card and follow the instructions on the card. For 4-5 players, draw two event cards, one at a time, and follow the instructions on the card.
- 4. Enemy Movement and Attacks.** Move each enemy on the board ONE room in the direction of the arrows, or if already in a room with a target (an adventurers or rival enemy), leave them there. Then each enemy will attack a target in the same room as them (if there's more than one target, the players decide who is attacked). Attacking enemies always use FIGHT and targets can only defend with their FIGHT value.
- 5. Repopulate Encounters.** Roll 1 die for each empty room (nothing in the room, not even encounter tokens): if you roll anything, place one random Encounter Token in the room, face down.

G. FIGHTING AND CAPTURE

Fighting. You may only fight one enemy per Fight action. Roll your Fight dice vs. Theirs- if you win, you may remove the enemy! If an enemy moves into a room with multiple Adventurers, the players may choose which Adventurer is attacked. Enemies will not attack Captured Adventurers. If your Adventurer ever loses a Fight, they are captured! If you tie, nothing happens- it's a standoff.

Captured. If you are captured, place a Capture Card under your model. (Minions may be removed from play instead of using a Capture Card). You must escape or be rescued before you can do anything else (see actions above). Once freed, discard the Capture Card to show they are freed. When the PRISON room is placed, move all captured Adventurers into the Prison. From then on, place all captured Adventurers into the Prison room when they are captured.

Losing the game. If one of your adventurers is captured and you don't have any more Capture cards, you lose the game! But don't despair- try playing the ESCAPE scenario next, to redeem yourselves.

H. WINNING THE GAME

The Adventure will indicate what you must do to win, called the OBJECTIVE, and may have additional rules for losing. Otherwise, complete the objective before all the Capture cards are used, to win!

I. IMPERSONATE RULES

When an Adventurer is IMPERSONATED, give their model a RED base to indicate they are an enemy.

- Any player responsible for an IMPERSONATED Adventurer may NOT control that adventurer while they are IMPERSONATED.
- On the enemy turn, move the IMPERSONATED as an enemy. If they end up in a room with a single Adventurer, they will attack that Adventurer.
- Adventurers may NOT attack the IMPERSONATED.
- Adventurers may attempt to OUTWIT the IMPERSONATED. The IMPERSONATED rolls a minimum of 3 dice when resisting an OUTWIT attempt. On a tie or lose, nothing happens.
- If an adventurer WINS a fight or outwit with an IMPERSONATED, replace the IMPERSONATED with a standard Enemy model. Then treat the Adventurer that was impersonated as CAPTURED instead. (You do NOT have to use a Capture card though).

J. QUICK START RULES

For first time adventurers, use the following setup instead of the standard setup rules.

ADVENTURE: Breakdown

ENEMIES: Cybermen

MINIONS: Neutral Soldiers

EVENT CARDS / TURN: 1

CAPTURE CARDS: 3

CHARACTERS (from 1 to 5 may play):

Player 1: 10th doctor with Sonic Screwdriver and Psychic Paper

Player 2: Rose Tyler

Player 3: Mickey Smith

Player 4: Sarah Jane Smith

Player 5: K-9