

BBC

DOCTOR WHO



Rules for 2-5 players
Ages 10+

The background of the cover features a dramatic scene of Dalek invasions. Several Dalek units are shown in various poses, some firing energy beams. The scene is set against a dark, starry sky with a bright light source, possibly the sun or a star, creating a high-contrast, cinematic atmosphere. The Daleks are rendered in their characteristic metallic, dome-shaped forms with multiple eyes and mechanical details.

RISK

THE DALEK INVASION OF EARTH

BBC

Contents:

Gameboard, 3 Classic Dalek Armies, 2 New Dalek Paradigm Armies, 1 TARDIS, 42 Territory Cards,
15 Power Cards, 10 Mission Cards, 5 Dice, Cardboard Clara Token.

RISK

THE DALEK INVASION OF EARTH

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Many years ago, the Heart of Darkness, a device that causes a star system's sun to turn into a gateway to the Void and suck the whole solar system through, was hidden on the planet Earth. The Heart of Darkness would enable the Daleks to reign supreme and defeat any who would stand in their way, but it was so valuable that even the Daleks could not agree how best to wield it, and have split into renegade armies, each as cunning and determined as the next.

Play as one of 5 different armies, either Classic or New Dalek Paradigm, as you invade Earth seeking the ancient weapon. Only once all opposition has been wiped out can you complete the search - will you be the last Dalek army left?

As you fight for supremacy, the Doctor will do his best to stop you, bringing peace to a different territory each turn, and if your army is not victorious by his eleventh regeneration, then the battle is over and all Daleks must retreat as the Oncoming Storm saves the Earth. With special Power Cards to boost your forces or destroy your plans, and special missions to defeat other invading forces, this game of Risk is an epic battle for control of the planet Earth... and the universe.

HOW DOES DOCTOR WHO RISK WORK?

Simple - you place Daleks in a territory to try to control that territory. At the start of every turn you get more Daleks to place into territories across the board, and the more you control, the more Daleks you get! Use your Daleks to attack other players and conquer their territories. At the end of your turn, manoeuvre your Daleks to defend your territories and draw a card if you can. Use your Power Cards at any point in the game, and make strategic decisions on which territories to invade, based on your mission cards. Watch out for The Doctor, who will land in a different territory each turn and bring a ceasefire, and who will bring about the end of the game on his eleventh regeneration.



A LOOK AT THE GAME



Clara



The gameboard is a map of Earth, divided into 42 territories that are connected to each other by a border or sea line. During the game, Daleks attack enemy forces across these territory lines. The territories are grouped together in six continents of different colours. If you control a whole continent at the start of a turn, you get bonus Daleks. Some territories have secret missions within them. You are dealt Mission Cards at the beginning of a game, and you can decide whether to strategically invade and conquer those territories and complete the missions to get bonus Daleks.

The Doctor will regenerate ten times during the game as Clara travels through his time stream. If she reaches the Eleventh Doctor on the Regeneration Strip, the game is over.

The Doctor will land in a random territory on every turn, and bring about a ceasefire in that territory. On that turn, the TARDIS will be placed in that territory, meaning no fighting may take place there.

THE TROOPS



There are 5 different armies, and each army has two different sized Daleks.
Small = 1 Dalek, Large = 3 Daleks,

THE DICE



ATTACK DICE



DEFENCE DICE

You roll black dice if you are attacking a territory and red dice if you are defending.

THE CARDS

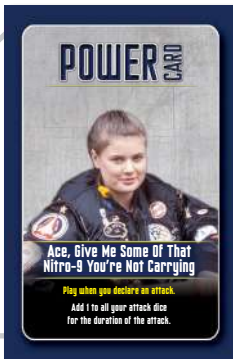


Territory Cards:

Each of these shows a territory and one or two stars (some also show Clara). During the game, you collect these cards and use them to get more Daleks at the start of your turn. Each player collects cards, and there is a single, main deck as well. These are also used to determine the Doctor's random landing place for the TARDIS by turning the first one from the main deck over at the beginning of every turn and placing the card in the TARDIS space on the board. Cards showing Clara cause her to advance on the Regeneration Strip.

Mission Cards:

Each player is dealt 2 Mission Cards at the start of the game. These will show a specific territory with a rival invader who must be defeated in order to complete your mission. If you are successful, you get bonus Daleks, but you do not have to undertake the mission - you can choose whether or not it is strategically wise.



Power Cards:

At the beginning of the game each player will be dealt 3 Power Cards. Power Cards will either boost your armies, or give you an advantage when attacking/defending. The cards can be held onto and played at any moment in the game when strategically wise.

GAME RULES 3-5 PLAYERS

If you have played Risk before, then a lot of this will be familiar to you, but there are several twists and additions in the Doctor Who edition, so take the time to read these rules thoroughly. If you are playing with 2 players, you should still read this section first before moving to the 2 player rules at the end of this booklet.

SET UP

1. Each player takes a Dalek army of one colour and places it off the board in front of them. This is your troop pile.
2. Decide who goes first. Play goes clockwise.
3. Shuffle the 42 Territory Cards and deal them to all players. If the card breakdown is uneven (in a 4 or 5 player game) make sure the players going last have the extra cards.
4. Players look at their cards and place their Daleks in the territories they have been dealt. Place 3 Daleks in each territory dealt to a player.
5. After placing Daleks, put all the Territory Cards back in a single deck and shuffle them. Place them next to the board face down.
6. Take the Mission Cards, and shuffle them, then deal 2 to each player. Look at them but keep them secret.
7. Take the Power Cards and shuffle them, then deal 3 to each player. Keep these secret as well.
8. Place Clara on the First Doctor space on the Regeneration Strip.

HOW TO PLAY:

The aim of the game is to be the player to control the most number of territories once the Doctor reaches his eleventh regeneration. If a player controls all 42 territories before this regeneration, then he or she is the winner (but that is unlikely).

What to do on your turn:

- 1) Land the TARDIS
- 2) Check for Regeneration
- 3) Place your Daleks
- 4) Attack
- 5) Manoeuvre your Daleks
- 6) Draw a Territory Card if you can

1. LAND THE TARDIS

Turn over the first card from the main Territory Deck. Place the TARDIS in the corresponding territory and the card on the TARDIS space. No combat can take place in that territory on this turn (ie, no attacking, defending or manoeuvring). At the end of the turn, put the card back at the bottom of the deck.



2. REGENERATE

If the card revealed from the Territory Deck shows an image of Clara, advance the Clara token one space on the Regeneration Strip.



3. PLACE YOUR DALEKS

Determine how many new Daleks you will place on the board. You always get 3 new Daleks on every turn, but if you are doing well, you get bonus Daleks. There are several ways to get bonus Daleks.



CONTROLLING TERRITORIES

The more territories you control, the more Dalek troops you get. You get 1 bonus Dalek for controlling 12-14 territories, 2 for 15-17 and so on. Check the chart in the lower left of the board every turn, to see how many bonus Daleks you can place.

DALEKS FOR TERRITORIES

12-14	15-17	18-20	21-23	24-26	27-29	30-32	33-35	36-39	40-42
+1	+2	+3	+4	+5	+6	+7	+8	+9	+10



CONTROLLING CONTINENTS

If you control every territory in a continent, you also get bonus Daleks. The number of Daleks you get for controlling a continent appears next to the continent on the board. It is good strategy to try and control continents at the start of a turn so that you get extra Daleks, or prevent other players from having full control of a continent, to reduce the number of new Daleks they are entitled to place.

COMPLETING MISSIONS

At the start of the game, you receive two Mission Cards. If you choose to try and complete a mission and are successful, you are entitled to some bonus Daleks. Each Mission Card has a territory and a rival invader on it. You complete a mission simply by gaining control of the territory in question – for example, if you receive the 'Defeat the Vampires' card at the beginning of the game, and you control Southern Europe, then you may reveal it to receive 2 extra Daleks at the start of your turn. You can only receive extra Daleks for that territory if you have the Mission Card, and the card can only be used once per game.



POWER CARDS

Power Cards can give you bonuses at certain points during the game. The cards will instruct you as to when you may use them. You do not have to turn a Power Card over on every turn – only when you choose. You do not have to use all 3 cards in every game.





TRADING IN CARDS

You may collect a Territory Card on every turn, if you conquer enemy territories. Every card has one or two stars on it. You can trade these in for Daleks at the start of your turn. The Daleks for Cards chart on the board shows you how many Daleks you get for collecting stars. It is a good idea to build up your cards and trade them in for lots of Daleks at a critical moment. Trading in a Territory Card does not mean that you lose that territory.

4. ATTACK

Attacking is the main part of your turn. This is when you decide where to attack, who to attack and when to stop. You can attack as many, or as few times as you choose.

CHOOSE A TERRITORY

Pick a territory you control, and attack an enemy that is connected by a border or a sea line. You can only attack one territory at a time, and can only attack from one territory at a time. You cannot attack a territory that is not connected.

MOVE IN

Move the number of Daleks you want to attack with across the line into the defending territory. You can attack with up to 3 Daleks at a time but you must leave at least 1 Dalek standing guard in your territory. For example, if you have 3 Daleks in a territory, you may only attack with 2.

The defender uses up to 2 Daleks to defend a territory, and the battle lasts until the territory is conquered, or the attacker decides to call off the attack.

ATTACK EXAMPLE



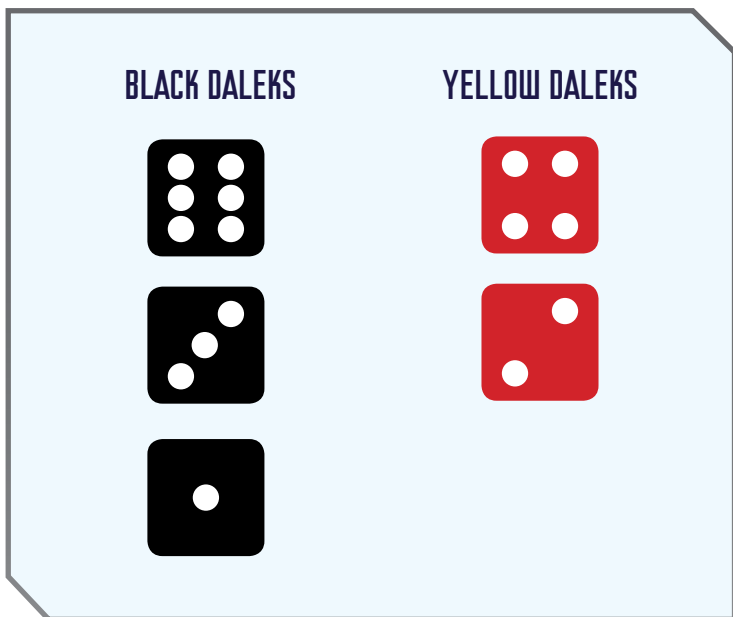
The Black Daleks are attacking Scandinavia from Russia with 3 troops, leaving one behind to stand guard. Scandinavia defends with 2 Daleks.

ROLL THE DICE

The attacker rolls a black die for each Dalek – to a maximum of three. The defender rolls a red die for each Dalek, to a maximum of two. Dice are rolled at the same time.

COMBAT

Pair up the dice, highest to lowest and look at each pair. If the Attack Die is higher than the Defence Die, remove one defending Dalek from the board. If the Defence Die is equal or higher, then one of the attacking Daleks is removed from the board as the defender wins ties.



BATTLE EXAMPLE



The Black Daleks roll 3 black attack dice and the Yellow Daleks roll 2 red defence dice. The dice are paired highest to lowest. Black 6 beats red 4 so the Yellow Daleks lose one troop. Black 3 beats red 2 so the Yellow Daleks lose their other army and the Black Daleks win the territory. If the Yellow Daleks had rolled a 3 or above, then the Black Daleks would have lost an army and would have to decide whether to continue attacking.

There may be one extra die in any attack. The attacker can choose the higher two numbers and ignore the third die.

The attacker can keep attacking for as long as they like – until the territory is defeated or they decide to withdraw, or they are beaten. You roll with 3 dice until you have fewer Daleks than this – ie, if you attack with only 2 Daleks, you only roll 2 dice.

FURTHER ATTACKS

If the attack was victorious, or you withdraw, then you can attack further territories using the same process as above. If you are beaten and lose all your Daleks in an attack, you cannot make any further attacks.

POWER CARDS

Do not forget that whether you are attacking or defending, you may have Power Cards that you can use during combat. Each player may only use one Power Card during an attack.



5. MANOEUVRE YOUR DALEKS

Once attacking has finished, you may make one reinforcement manoeuvre. Daleks can move from one territory to any other that you control - providing it is joined by a border or sea line and you control the territories in between. Take as many Daleks as you like, after leaving one behind to maintain control, from one territory, and place them in an adjoining one. You may only make one move.



The Black Daleks choose to send reinforcements to India from Scandinavia, as India is likely to be attacked by the Orange Daleks. The Black Daleks control Russia and Afghanistan so their Daleks can redeploy across those territories.

6. DRAW A TERRITORY CARD IF YOU CAN

You may now draw a card from the main Territory Deck if you conquered at least one territory, and add it to your hand. This will not, however, correspond with a territory you just conquered.

Don't forget to also put the TARDIS Territory Card back at the bottom of the main pile, ready for the next turn.

HOW TO WIN

Defeating Another Player

When a player conquers the last territory controlled by another player, defeating them completely, the conquering player takes control of the defeated players remaining Mission, Power and Territory Cards.

Winning The Game

You win Doctor Who Risk by controlling the most territories when the game ends, or by controlling every territory. The game will usually end when Clara has advanced to The Doctor's eleventh regeneration.

As soon as the Clara token lands on the Eleventh Doctor, the game is over. Players should count up how many territories they control, and the one with the most is the **WINNER!**

All cards, dice and Daleks now go back in the box, ready for the next Dalek invasion!

GAME VARIATIONS:

For a longer and more complex game, you can choose not to use the Regeneration Strip, which means that the game continues until one army conquers all territories; total domination. In this version of the game, you may run out of Territory Cards, so reshuffle the discard pile, and make a new pile from which to draw.

2 PLAYER GAME

In a 2 player game, 5 armies are still in play on the board, even though there are only 2 players. Each player controls one army, and the other three remain neutral. Unless stated below, the rules of 3-5 player Risk apply in a 2 player game.

The object of a 2 player game is to control the most territories when the Doctor reaches his eleventh regeneration, or to eliminate the other player.

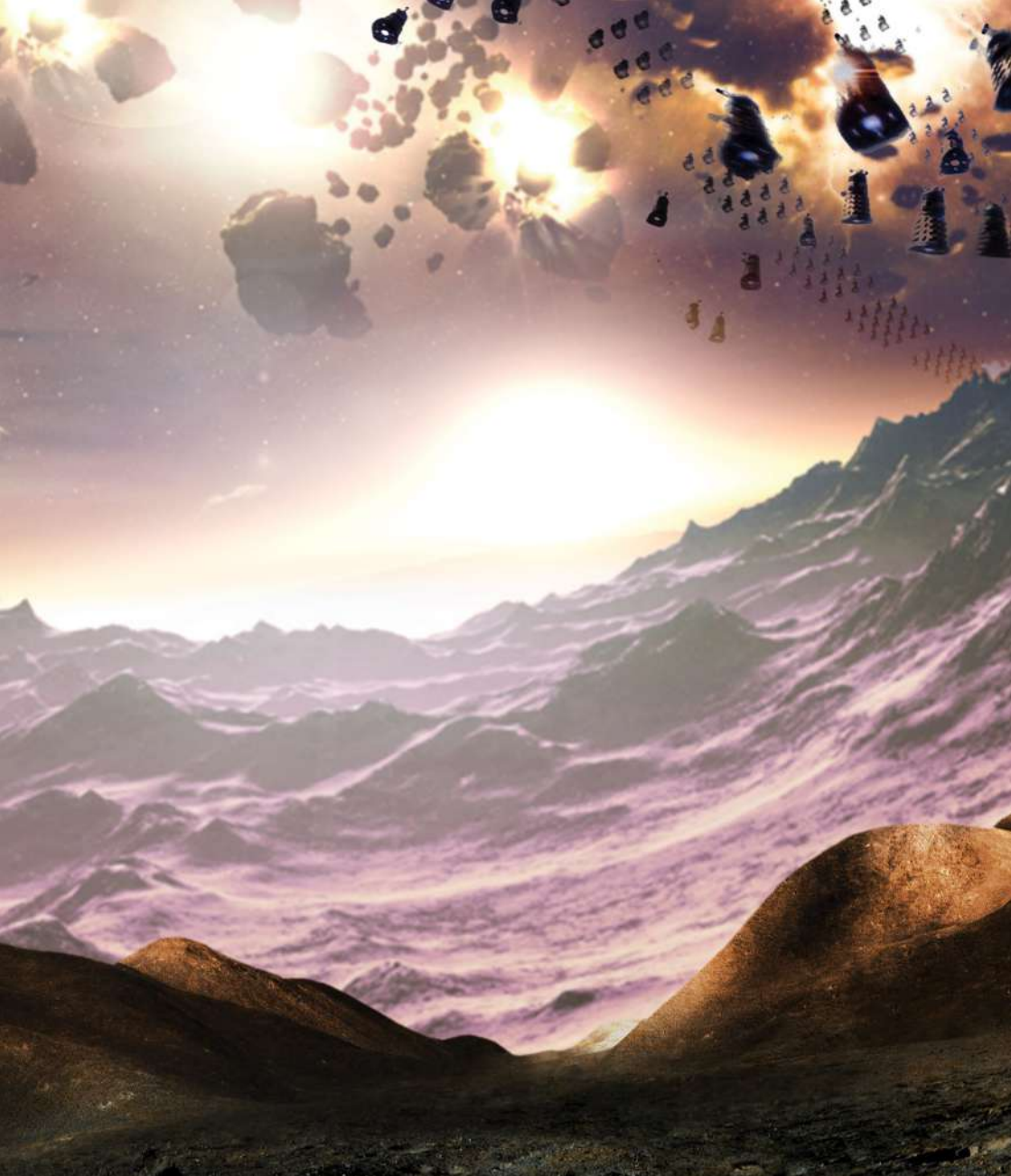
SET UP

- 1) The 2 players choose a colour army, and the remaining three colours remain neutral.
- 2) Shuffle the Territory Cards and deal 12 to each player. Look at the cards and then place 3 Daleks into the corresponding territories on the board.
- 3) Deal 6 cards for each of the neutral armies, and place their Daleks on the board in the same way.
- 4) Shuffle the Territory Cards together again and then deal 3 for each neutral army to the side of the board. Place one Dalek army on top of each pile so each neutral army has one pile of three. Keep the remaining Territory Cards in a draw pile.
- 5) Deal 3 Mission Cards to each player.
- 6) Deal 3 Power Cards to each player.
- 7) Place the Clara token on the First Doctor on the Regeneration Strip.

Play then continues the same as a 3-5 player game, with one exception. On every turn, before moving the TARDIS, 3 Daleks must be added to one neutral army's territories. The Daleks can be added in 1, 2 or 3 territories, but Daleks cannot be added to more than one neutral army. The active player's opponent will decide where to place the Neutral Daleks.

Defeating a Neutral Army:

If you conquer the last territory controlled by a neutral army, and defeat them completely, you get the 3 cards that were placed under their colour Dalek at the beginning of the game. Add them to your hand and trade them in when you choose.



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