

# BATTLE FOR THE UNIVERSE

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One fully illustrated gameboard, thirty-two character cards, eight playing pieces, and one dice.

## OBJECTIVE

The Battle for the Universe is a game of skill and chance for two, three or four players. Your aim is to defeat your opponents in a series of individual battles and so control the Universe.

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If a player loses his main character in battle, that player is out of the game. If he still holds other characters, then those are also taken by the victor.

#### 6 The Doctor in Battle

If The Doctor is challenged, or challenges, then he can use only his own character, and any of his assistants he wishes, but not a character held captive. (i.e. all other characters he has collected). If he wins, then the characters he has defeated are destroyed and go out of the game, and any of The Doctor's assistants held captive by the loser are released to him.

If The Doctor loses, then the winning player takes all the characters held captive by The Doctor (except any of The Doctor's assistants). The Doctor then loses one of his regenerations.

### The Doctor's Regeneration

If The Doctor loses in battle, then he must lose one of his regenerations. He has four of these represented by his four white counters. If defeated, he places one of his white counters back in the box. Once The Doctor loses his last counter, he is out of the game.

### The Great Final Battle

When there are only two players left in the game (except in a 2 player game), the final great battle takes place as follows; -

The two players put forward their main characters (Davros etc.), and any of that character's assistants they hold, to do battle. Any other character cards held by the player are counted towards the total at a rate of five points per card. The battle then takes place as normal, with the highest total winning the game.

If The Doctor loses, he may battle again, if he still retains any of his regenerations. If it is a draw, then they must battle again until a final victor emerges.

### How to Play with 3 Players

As above, but remove the character of The Master from the game, and treat his assistants as a team in the same way as the Mutants etc.

### How to Play with 2 Players

In the game for two players, one player becomes The Doctor and the other player takes the remaining three main characters and tries to build a team with each.

He uses only one marker to do this.

In moving round the gameboard, The Doctor does not collect any cards other than his assistants, and all other characters he lands on are treated as being destroyed and take no further part in the game.

There is no Final Great Battle in the game for two players, the game being played out until one player has no characters left, or The Doctor has no lives left.

The following is a list of characters and their respective copyright owners:

Cyberman - Gerry Davies and Kit Pedler · Ice Warrior - Brian Hayles · Shockeye - Robert Holmes  
Dalek-Davros - Terry Nation · K9, Omega - Pamela Gillis · Rani - Pip and Jane Baker

Doctor Who and the Tardis and all other characters are BBC Copyright.  
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### 3 Selecting a Character for Battle

You now enter into battle with your opponent. The player challenging selects from the character cards in front of him, a character or characters, to represent him in battle.

A player may choose the following:

- 1 His main character (i.e. Davros etc.)
- 2 His main character + any of that character's four assistants.
- 3 One or more of a main character's assistants.
- 4 An individual warrior (i.e. Garron, Shockeye, Linx etc).
- 5 A single, or group of characters marked by the same coloured card (i.e. one or more Mutants, Ice Warriors etc.)

However, if a player chooses his main character (e.g. The Master) and that character loses in battle, the player is out of the game – **obviously a rash move!**

The challenging player selects a character and puts it forward on the board.

The challenged player then does the same. In the case of The Doctor, he must put himself forward along with any of his assistants he chooses to use that he has collected.

Note: The challenging players may not use any of their opponents main characters assistants against them (i.e. You may not use the Cybermen to fight against the Cyber Controller's team).

### Tactics

Bear in mind the current position of the silver counter, and your characters skills when selecting, it will pay you well.

#### 4 The Battle

Your attention now moves to the Ring of Weapons and Devices. The challenging player goes first. He rolls the dice, and moves the silver counter that number of spaces clockwise around the ring. That space represents his weapon in battle. He checks down his character's list of weapons and devices and if that weapon is listed, then he adds that extra power to his Inner Force giving that character's overall power. If he has used more than one character, his overall power is the sum of all the Inner Forces + all the extra power from each character's weapon.

Be aware of the following spaces though: – If the silver counter lands on **The Black Hole**, then that character/s is destroyed and placed face down in the box out of the game. (The battle no longer continues, and play returns to the main rings.)

If the silver counter lands on **The Time Warp**, then that reduces your character/s Inner Force by half.

Finally, if the silver counter lands on the **Magic Recorder**, then that adds 150 to each character's Inner Force – a device of phenomenal power.

After the challenging player has done this, the challenged player does the same, moving the silver counter further around the ring.

The player amassing the highest total score is the victor. If the characters draw, then each player must put forward further character/s to do battle again.

#### 5 Winners and Losers

The winner of the battle, except when an opponents character/s has been lost down **The Black Hole**, takes all the defeated characters from his opponent as his own, and may use them in future battles. Also, he has released to him any members of his main character's assistants, held by the losing opponent.

# DOCTOR WHO – BATTLE FOR THE UNIVERSE

## Summary of the Game

*Doctor Who, Battle For The Universe, is a game of battles and challenges for two, three or four players. One player takes the part of The Doctor, and the others become one of his three arch enemies, i.e. Davros, The Master or the Cyber Controller. Each of these characters has a team of four followers, Davros and four Daleks, The Doctor and his assistants etc. There are also many other characters in the game that may be recruited. By collecting these characters each player tries to build a powerful team. By a series of battles and challenges, players fight for control of the universe until only two players remain and a final great battle decides the victor.*

## Object of the Game

*To rule the universe by defeating all opponents to become the last player left in the game.*

## Characters

*There are four main characters in the game, each having a team of four loyal assistants. These are:*

- 1 The Doctor and his four assistants, Tegan, Ace, Romana and K9.*
- 2 Davros and the four Daleks.*
- 3 The Master and his evil Time Lords, Morbius, Borusa, Omega and Rani.*
- 4 The Cyber Controller with the four Cybermen.*

*The remaining cards comprise three Ice Warriors, three Mutants, two Marshmen, The Black Guardian, Linx, Shockeye and Garron. Each card lists the character's 'Inner Force' (his inherent strength), and a list of weapons and devices with which he is skilled.*

## Setting Up

*Each player rolls the dice – the highest scorer becomes The Doctor, and takes the character card of The Doctor and places it in front of them. The other players, in order of score, select one of the main characters, either Davros, The Master or the Cyber Controller, and place that card in front of them. (With 2 or 3 players see notes at the end of the rules).*

*The Doctor takes the four white counters – these represent his four regenerations, or lives. The other players take the appropriate coloured counters. The Master; (black), Davros; (red) etc.*

*Place the silver counter on the ring at the top of the board. (The Ring of Weapons and Devices) on the space marked by the Magic Recorder. The Doctor can then place **one** of his white counters on any one of the Tardis spaces on the three main movement rings on the board. Note: (The Tardis is The Doctor's travelling machine, which transports him through time and space)*

*The Doctor's other three counters are kept to one side.*

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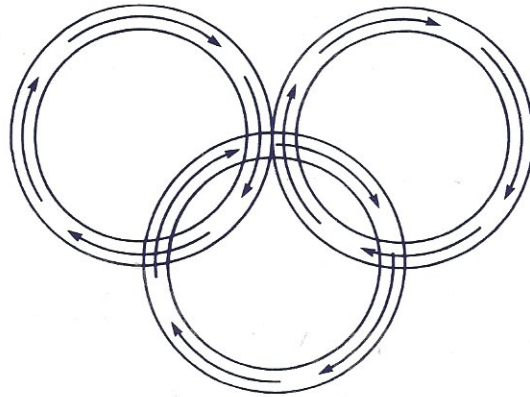
## 4 Battle

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The other players can now place their counters on any of the Hyperspace squares on the board, though not on the same space as another player. The other character cards are left in the box for easy access during the game. You are now ready to begin.

## Movement around the Rings

The Doctor rolls the dice first and play passes to the left. The Doctor moves his counter **clockwise** around the ring the number of spaces he has rolled on his dice. Movement on the three rings is **only** allowed in a **clockwise** direction. You may move freely from one ring to another as long as it does not involve an anticlockwise step on any ring.



These are the spaces you might land on—

### 1 A Space Marked by a Character's Name

You must then collect that character from the box and place it face up in front of you unless that card has been previously taken. Aim to collect as many characters as possible, especially your loyal assistants, for you will need them in the battles that lie ahead.

Note: If The Doctor lands on a character other than one of his assistants, then he places that card in front of him on a separate pile as his captive. Captives in captivity, may not be used in battle. The Doctor's assistants may be collected by other players, but these are also held on one side as captives and may not be used in battle.

### 2 Hyperspace

Any player landing here may jump freely to any other space marked Hyperspace if they wish.

### 3 Tardis

When landing here, The Doctor **only** may jump to any other Tardis space.

### 4 Battle Zone (1), (2), (3)

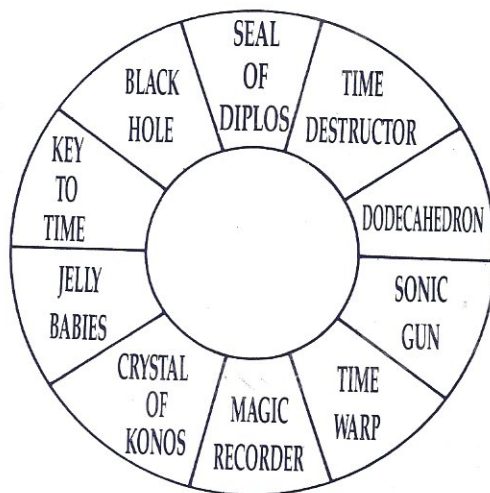
These are used for battles and are referred to in "Battles and Challenges".

## Battles and Challenges

### 1 The Ring of Weapons and Devices

This ring at the top of the board, is only used during battles and challenges. The ring consists of ten spaces on which are various weapons and devices. Your characters may be skilled with several of these, but if a device is not represented on your character card, then that character has no skill with that particular device.

Three spaces are not represented on any card. These are: The Black Hole, The Magic Recorder and the Time Warp. These spaces will be referred to later.



The game starts with the silver counter on the Magic Recorder, where it moves clockwise from thereon.

### 2 How Battles Occur

Landing your counter on a space marked by a battle zone allows you to challenge to battle other players in the following manner:

**Battle Zone 1** – You may, if you wish, challenge to battle any one player on the same ring as your counter (intersections of rings included).

**Battle Zone 2** – You may, if you wish, challenge to battle any one player on any of the two intersecting rings.

**Battle Zone 3** – You may, if you wish, challenge to battle any one player on any ring. Landing your counter on the space occupied by another player's counter, means you **must** challenge that player to battle. If a space is occupied by more than one counter, then you must choose an opponent to battle. To challenge, you must pronounce "Challenge", and specify your opponent.