

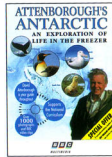
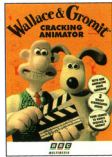
A promotional image for the Doctor Who story arc 'Destiny of the Doctors'. The background is a vibrant orange and yellow gradient. On the left is a large, metallic Dalek. In the center is the green, multi-eyed face of the Master. On the right is the silver, metallic head of the Cybermen. In the foreground, a character with a grey, textured head and a circular device on their chest is visible. The title 'DOCTOR WHO' is written in large, metallic, blue letters at the top, and 'DESTINY OF THE DOCTORS' is written in smaller, white letters below it. The BBC Multimedia logo is at the bottom center.

DOCTOR WHO

DESTINY OF THE DOCTORS

BBC

MULTIMEDIA



Doctor Who is one of a range of CD-ROMs produced by BBC Multimedia. The range also includes Noddy, Pingu, The Animals of Farthing Wood, Blue Peter and Live & Kicking. If you have an internet connection why not check out our website: www.beeb.com

BBC DOCTOR WHO – DESTINY OF THE DOCTORS

Minimum system requirements

The Destiny of the Doctors CD-ROM requires the following minimum system to work correctly:

- A multimedia PC with Pentium (or equivalent) 60MHz processor and 16 MB of RAM
- Double-speed CD-ROM drive
- 16-bit (64K) colour display
- Sound Blaster 16-bit audio card (or 100% compatible)
- Suitable loudspeakers or headphones
- Mouse or other pointing device
- Windows 95
- At least 50 MB of free hard disk space

Installation instructions

- Ensure that Microsoft Windows 95 is running with no other applications open.
- Insert the Destiny of the Doctors CD-ROM into your CD-ROM drive.
- From your Windows 95 desktop, choose Start and then Run.
- In the box labelled **Open**, type D:\setup.exe (where D is the letter indicating your CD-ROM drive) then click the **OK** button.
- You should then follow the instructions that appear on screen. If in doubt, choose the default options as you proceed through the installation.
- Once you have completed the Destiny of the Doctors installation, you may be prompted to shut down and restart your computer. If so, please do so.

- Once it's installed, you can run Destiny of the Doctors by double-clicking on the Destiny of the Doctors icon.
- Destiny of the Doctors can be uninstalled by selecting the uninstall icon or program listing.

System configuration

Please ensure that you run Destiny of the Doctors with your display set to 16-bit (64K) colour and that you are using the latest drivers available from your hardware supplier. If you need to change any settings, refer to the documentation for Windows and for your particular system. For further information, please open the **Read Me** file installed with this software.

Technical support

If you experience any problems after completing the installation procedure contained in this booklet, please check that your system and settings meet or exceed the minimum specification described above and refer to your Windows 95 system documentation. Having checked your system, please attempt to install Destiny of the Doctors again.

To do this you should first click the Destiny of the Doctors **Uninstall** icon to remove the program. You should now install the software again and make a note of the prompts displayed during the installation process. If you still have a problem and require further assistance you may call the BBC Multimedia UK Technical Support Line on 0181 308 6544.

When calling, please ensure you have a pen and paper at the ready and have made a note of any error messages displayed by your system. It will be extremely helpful if you have available any technical information about your PC configuration.

Doctor Who – Destiny of the Doctors: First Play

Once the installation is complete, your desktop should contain a set of icons.

You run the main program by double-clicking the Destiny of the Doctors icon. Destiny of the Doctors may also be run by selecting: **Start, Programs,** and then **Destiny of the Doctors.**

On starting up the program, you will be presented with an **Options** screen. From this screen you should select **Settings**. This gives you the opportunity to tailor **Destiny of the Doctors** to your computer's specification. There are four settings that you can change from the default values: **Graphics, Screen Resolutions, Sound System, Performance.**



Options screen

If your computer's specification does not exceed the minimum system requirements described above, you should not change the default settings.

For more information please see the **Read Me** file.



Settings screen

Having confirmed your settings, if it is the first time you have played **Destiny of the Doctors**, you should choose **New Game** from the **Options** screen. On subsequent occasions, you will be able to restart the action from a save point. Also note that should you fail during a particular stage of the game, you can restart the action from the beginning of your last saved level, without delay, by selecting **Replay**.

When you first play **Destiny of the Doctors**, following an introductory sequence, you will find yourself in the **Console Room** of the fourth incarnation of Doctor. You will then have the opportunity to set the **TARDIS** to travel through time to another time frame - and another incarnation of the Doctor. To do this, you will need to explore the functions on the **Console**.



Console - time travel setting

If you experience difficulties, please refer to the descriptions contained in the **Read Me** file.

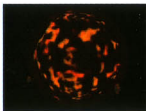
Having selected a Doctor, you can activate the **TARDIS** to take you to the corresponding time frame. This may take a minute or so, depending on your computer's specification.

Soon you will find yourself back in the **Console Room**, but in your chosen time frame. To progress further you will need to explore the **TARDIS** - but be warned: the ship is in a state of trauma. You will find that rooms within the **TARDIS** realign their spatial orientation at will . . .

Doctor Who – Destiny of the Doctors: The Story

The game is set in the orbit of the planet Siralos, one of the Seven Thousand Wonders of the Galaxy. Siralos is composed entirely of malleable psychic energy, which has been hijacked by the Master, allowing him to physically merge his TARDIS with the Doctor's.

Using the energy of Siralos, the Master has captured the first seven incarnations of the Doctor, scooping them out of their own time streams and placing their semiconscious forms at the far end of a vast combat arena known as the **Determinant**.



The Planet Siralos

You are the **Graak**, an energy-dependent, amorphous plasma matrix with telepathic links to the Doctor. It is your mission to release each incarnation of the Doctor, one at a time, via intelligent gameplay, physical and mental dexterity, and some working knowledge of Doctor Who mythology.

People not familiar with the mythology shouldn't worry – everything you need to know is easily accessed via the in-game **Monster Database** (located in the Master's TARDIS) or the Doctor's **TARDIS Log**, also known as the **City of Thoughts** (accessible from the Doctor's **Console Room**).

But be warned, your energy is not limitless and will deplete at various rates depending on your status; slowly when you are at rest – or quite rapidly when you are facing monsters or using either the **Monster Database** or **City of Thoughts**.

You will encounter ten of the Doctor's most fearsome enemies, all of which interact with you and respond to your movements with intelligent behaviour and, where appropriate, speech. You must find ways to disable them without losing too much energy.

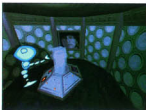
You play the Graak from a first-person perspective – in other words, you see the action as the Graak sees it. As the Graak, you possess a full range of directional moves and views. The Graak can also briefly transfer his energy into any of the security cameras inside the TARDIS, so he gets a different perspective of a room.



The City of Thoughts



A Dalek challenges the Graak



The Graak viewed from a camera

Both the Doctor's TARDIS and the Master's TARDIS feature a variety of different environments, where you may find objects the Master sends you to retrieve, puzzles that need to be solved, and power rods to replenish your own energy.

Confronting you on your quests will be the various alien menaces that the Master has captured, such as Daleks, Cybermen, and Autons. Often the puzzles you need to solve will involve defeating these monsters – so keep your wits about you . . . To learn their weaknesses (and strengths) use the Master's Monster Database – he's made useful notes on all of his 'pets' . . .



The Master's Monster Database

The corridors also contain psychic links – glowing energy matrices that enable you to communicate telepathically with the Doctor. Listen to him, and take careful note of what he says.



Telepathic communication with the Doctor

You can also locate a radio set to get in touch with the Brigadier back at UNIT HQ on Earth – he is one of Earth's most experienced monster-fighters, and has more than a few useful tips to impart.



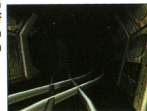
The radio set

Listen carefully to the Master's instructions and comments as well – but remember: he's never been the most trustworthy of fellows . . .



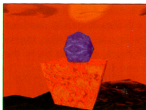
The Master

The **Determinant** is the vast arena created from the Master's imagination using the power of Siralos. He has built it to provide himself with amusement, and to taunt the Graak with a series of fiendish challenges.



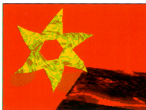
An underground zone in the Determinant

To enter the **Determinant**, you first have to cross the **Great Divide** – and this isn't possible until you've solved whatever task the Master has set for you. Select a task by choosing a 'Mind-Lock' symbol at the **Great Divide**.



Selecting a 'Mind-Lock' symbol

If you would like to dive straight into a challenge without completing a quest you can do so by selecting the 'Blast' symbol at the **Great Divide**, but be warned: the energy cost of taking this short cut can be very high.



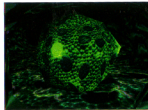
Direct access to a challenge

When you select a symbol the Master will give you a clue. This clue takes the form of a riddle or instruction, accompanied by a note. Study this note carefully, scribbling down anything you think might be important. It could save your life.



A clue from the Master

Once within the **Determinant**, you are compelled to face the Master in a challenge appropriate to the particular Doctor you've chosen to rescue. This could be anything from a joust against a Sontaran to a chase around the Celestial Toyroom with the Quarks; from an underground train ride with an Abominable Snowman to a battle against a Raston Warrior Robot inside the Doctor's brain . . .



Inside the Doctor's brain

Should you win, the Master will release the incarnation of the Doctor – then you can set the TARDIS to another time frame, and so try to free another incarnation of the Doctor. However, should you fail, the Doctor will be lost to all times past and future. He will never have even existed . . .

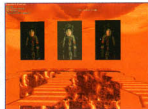
To wholly release the Doctor you must free all seven past incarnations – and cope with any final twists the Master may have lined up for you . . .

Doctor Who – Destiny of the Doctors: Gameplay

Controls

- Use the four arrow (cursor) keys for simple navigation
- Use **A** to jump up and **Z** to crouch down
- **Page Up** and **Page Down** to look up and down respectively
- **SHIFT** + forward and backward arrows increases speed
- **CTRL** + left and right arrows enables you to strafe
- **F1** moves the Graak's energy into a room surveillance camera
- **F2** shows you which incarnations of the Doctor you have released
- **SPACE BAR** will fire or otherwise activate or place an object
- To pick an object up, walk into it, or click on it with the mouse/pointer
- **TAB** to browse your inventory
- **CTRL** + **TAB** to browse backwards through your inventory
- **SHIFT** + **TAB** to remove an item from your inventory
- Note that objects carried in the inventory do result in an energy drain over time.
- Picking up an object you already possess, such as a fire extinguisher, does not give you two fire extinguishers, but does add to the life of the original.
- **ESC** is used to exit the game at any point.

- At the **Great Divide** you will sometimes have the opportunity to ask the Doctor questions. You will be presented with a range of question headings to choose from. Use the **TAB** key to select a question heading and **SPACE BAR** to ask the question.



Asking the Doctor questions

- Doors automatically open as you approach them, unless the zones behind them are closed off to you at that point in the game. In that case, the doors can be distinguished at some distance by a difference in their appearance.



The 'Triangle' symbol on the door shows that it will open

- Note that you can increase and decrease the area of screen dedicated to the Graak's view using the **MINUS** and **EQUALS** keys. You will, however, notice a decrease in screen refresh rate with larger screen areas which may make game-play difficult.

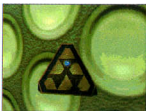


Decrease the screen area using the '-' key

Saving your game – Time Winders

To save the Graak's progress as you proceed, there is a **Time Winder** located close by at the start of each quest.

You can select a **Time Winder** simply by walking towards it. The **Time Winder** is then activated by entering a name in the space provided on screen.



A Time Winder

By activating a **Time Winder**, you save your progress and, should you die, you will be able to restart the game at any **Time Winder** save point. The **Time Winder** creates a **Time Dam**, stopping the action while you anchor your achievement. If you choose not to select a **Time Winder**, it will disappear after a short time.

When you restart the game, you can select any of your **Time Winder** save points.

DOCTOR WHO – Destiny of the Doctors

Key Doctor Who Facts

- Doctor Who is the world's longest-running science-fiction series. It was made by BBC Television between 1963 and 1989, and featured 156 different stories ranging from one-episode adventures to tales spanning fourteen weeks!
- Over the years it has been sold to over sixty countries worldwide.
- Items like Daleks and the TARDIS have become part of British culture – 'Dalek' even appears in the Oxford English Dictionary!



Out Now!

A new dimension of Doctor Who adventures from BBC Worldwide on video, audio and books.

For information, please call the BBC consumer information lines:

0181 576 2236 - for video and audio
0181 576 2570 - for books



DOCTOR WHO

DESTINY OF THE DOCTORS

BBC
MULTIMEDIA

© BBC Multimedia 1997