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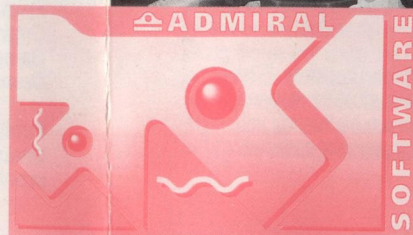
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DALÉK ATTACK

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THE STORY

The inhabitants of Earth had been blissfully unaware that from the depths of outer space, their progress was being carefully scrutinised by the evil leader of the most ruthless, vicious and technically advanced race in the universe.

Davros's knarled and twisted fingers switched on the intercom "Battle Commander Daleks report to the main control room!" he croaked.

The twelve Battle Commander Daleks glided into the main control room in the presence of Davros and the Emperor Dalek.

Davros glanced around the room menacingly, "How is the war with the Ginorms proceeding?" he shouted. "All but a few have been exterminated. Universe Sector Zeep 3 is now ours" replied the Emperor.

"Excellent! Excellent! Excellent!" screeched Davros, "Now is the time to invade and conquer Universe Sector Solar 1, we will start with the planet Earth which is infested with the friends of that meddlesome Timelord, the Doctor."

"We will launch the Battle Fleet on your command Davros" replied the Emperor.

"Then let it be," snarled Davros, "Exterminate all humans!" "Exterminate, Exterminate! EXTERMINATE!" cried the Battle Commander Daleks.

On the planet Gallifrey there is a meeting of the High Council of the Timelords. "The Daleks have conquered most of the Universe, their reign of terror must be stopped," speaks the President of the High Council "to this end Doctor, we are instructing you to go to the planet Earth and put a halt to this madness. We will offer you every assistance possible. Good luck!"

THE GAME

The Doctor's primary objective is to prevent the Daleks from taking full control of Earth, to do this he must gain access to each of the four cities captured by the Daleks and destroy the pods that are destroying the Earth's ozone layer ready for the main Dalek invasion. If he is successful, he will then have to go to the Dalek's home planet, Skaro, and capture the evil leader of the Daleks, Davros.

Each city has been sealed off by force field domes making access difficult for the Doctor. However, The Doctor can get under the force field around London by entering via the sewers.

The smart card collected in London will allow the Doctor (and his assistant) to make temporary "holes" in the force fields that surround the other cities.

GETTING STARTED

After the introduction sequence, (which can be shortened by pressing FIRE) make your choice of options following on screen instructions for music/sound effects, one/two players, choice of Doctor and choice of assistant.

THE SEWER

The Doctor (and his assistant) must work their way through the sewer to get into the centre of London. At the entrance to the sewers, the Doctor has found discarded hover pads that he has repaired to help him (and his assistant) move through the sewer.

The Doctor (and his assistant) must watch out for mutants the Daleks have put into the sewers to deter intruders. They must also hurry, as the Daleks will soon detect their presence and follow them along the sewer to try and EXTERMINATE them.

Along the sewer walls the Daleks have captured and encased humans in cocoons for the mutants to feed on. The Doctor (and his assistant) must try to rescue as many humans as possible. This is done by firing at the cord by which they hang from the roof. Be careful as at the end of the sewer, the Daleks have left a large vicious mutant that should be enough to stop anyone getting out alive.

LONDON

With all the commotion in the sewer, the Daleks arrange a reception committee to greet the Doctor (and his assistant) should they emerge from the sewer. Quick thinking, agile reflexes and a tactical use of weapons at their disposal are needed to survive the onslaught.

If the Doctor (and his assistant) survive, their task is to make their way to the Dalek pod which is destroying the ozone layer. They will need to explore buildings inside and out to find a route to their goal. Their progress will be constantly hindered by the Daleks and their henchmen.

To deal with the Daleks and their allies, the Doctor (and his assistant) need to collect grenades, smart bombs and laser power-ups. These have been "transbeamed" into the city at various locations by the Timelords to help the Doctor (and his assistant). Some are easily spotted and picked up, others are hidden behind objects and can only be found and collected by searching.

The Doctor (and his assistant) will find human hostages that must be freed. The Daleks will be guarding many of them, knowing that the Doctor (and his assistant) will be trying to rescue them. All hostages must be freed by the Doctor (and his assistant) before the pod can be attacked.

The Daleks will protect the pod at all costs. So, the Doctor (and his assistant), will need to be very cautious as they near their primary target, as the Daleks will have a few surprises lined up.

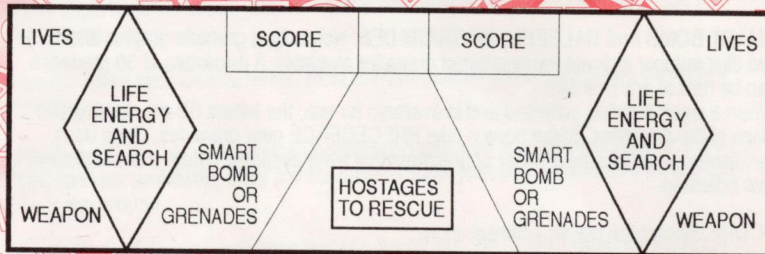
PARIS, NEW YORK AND TOKYO

The Daleks will be very aware of the threat posed by the Doctor if he has succeeded in destroying the pod in London. They will ensure the Doctor's task of destroying the pod in each city is far more difficult, and they hope impossible.

SKARO

Should the Doctor succeed in ridding the Earth of the Dalek threat, he must then go to the home of the Daleks, Skaro, to rid the universe of the Dalek threat once and for all by capturing their leader Davros. Tackling Daleks on Earth is one thing, confronting them on their home planet is quite another. Beware, the Dalek city can be very misleading. Best of luck Doctor.

STATUS PANEL



Panel arrangement may vary on 8 bit versions.

The panel's left side refers to the Doctor's status, the right side to his assistant's status.

LIVES: Shows the lives remaining.

LIFE ENERGY AND SEARCH: This normally indicates the life energy remaining in the form of a face. As energy decreases, so the face is replaced by the Doctor Who logo. When the face is completely replaced, that life is lost.

When searching, the life energy status is replaced by the object that has been found. At the start of the search, the object is blank, as the search progresses, the object becomes clearer. The object is collected only once the search is complete as shown by a completed object graphic.

PLAYER IN CONTROL: An arrow indicates the player in control. The player in control normally occupies the centre of the screen. (see controls)

WEAPON: Indicates the current weapon held. Either a gun that fires single, two way or three way shots, or a lazer indicated by a dot, that gets bigger the more lazer energy you have. The lazer has priority over a gun, and replaces the gun while the lazer has energy. When a lazer runs out of energy, the weapon reverts to the current gun being held. When a life is lost, the weapon power is reduced.

SMART BOMB and DALEKENIUM GRANADES: Normally, a grenade graphic and a two digit number indicate the number of grenades available. A maximum of 30 grenades can be held at any one time.

When a smart bomb is collected and is available for use, the letters SB are displayed in place of the grenades. Smart bombs take PRECEDENCE over grenades. Once used, the display reverts to the number of grenades that were available before the smart bomb was collected.

SCORE: Shows the player's current score.

HOSTAGES TO RESCUE: This indicates the number of hostages still to be rescued on the current level. When all hostages have been rescued, a smart card appears instead.

K9: K9 is at hand to give the Doctor (and his assistant) help when he can by giving them extra fire power. K9 only appears in certain cities and is restricted to moving in a certain area, because he cannot jump or climb.

WEAPONRY: The Doctor (and his assistant) are equipped with sonic screwdrivers that can only fire single shots initially. However, they can be upgraded to two way or three way shots (see collectables) or to lazars (see collectables and Timelords). The Doctor (and his assistant) can also collect and use grenades and smart bombs.

ENEMIES / ATTACKERS

Robomen: Quite easy to tackle, fire about half a dozen normal shots, one grenade or a single blast from the laser will eliminate them.

Ogrons: More difficult to destroy, and rather persistent at attacking the Doctor (and his assistant). Grenades and lazars can eliminate them in one go.

Daleks: Very difficult to destroy, and will ruthlessly attack the Doctor (and his assistant). Normal shots have no effect, it takes several laser blasts or a well placed grenade to destroy them.

Mutants: These take several forms. Most can be destroyed with one or two carefully aimed shots.

Large Rats: These are found in the underground and tend to chase and jump at the Doctor (and his assistant). They are not easy to shoot with single shots as they are too close to the ground.

Robotic Dogs: Annoying creatures that constantly sap the Doctor's (and assistants's) energy. They cannot be shot when at close range.

Gang Members: There are various types of gang members. Some shoot at the Doctor (and his assistant), others run up and punch them. They are not a serious threat, but as they are controlled by the Daleks, it is as well to get rid of them with several shots.

OTHER ENEMIES:

There are other enemies, it is up to you to find the best way to destroy them.

Taxis and Cars: These can not be destroyed, the Doctor (and his assistant) must try to avoid them.

COLLECTABLES

Collectables are seen floating at various locations, the Doctor (or his assistant) just need to touch them to collect them. They are as follows:

Two way shot:

Modifies the sonic screwdriver so it emits two shots at once, so doubling its fire power.

Three way shot:

Similar to the two way shot, except triples the fire power.

Power ups:

Collect three to convert the sonic screwdriver into a lazer weapon, but with limited power. Collect further ones to keep lazer power.

Dalekenium Granades:

Pack of ten grenades added to the arsenal.

Extra Life:

Extra life for the Doctor (or the assistant).

Outriders:

Useful for protecting against shots and for destroying Ogrons and Robomen

Jelly Babies:

These restore the current life to full energy.

Smart Bomb:

Very useful. Eliminates everything on screen when used.

SEARCHING There are hidden collectables that can only be found and collected by searching. Searching is done by using **DOWN** when the Doctor (or his assistant) is standing in front of an object, such as a chair, where it is thought something may be hidden. If something is there, the face in the status panel is replaced with a graphic that slowly reveals the hidden object. Collection is achieved by allowing the graphic to develop into the complete object, releasing **DOWN** before this point allows the object to remain for collection later. Always be on the look out for secret rooms and walkways.

TIME LORDS The Timelords will appear to help the Doctor (and his assistant) on achieving certain scores. One of seven choices can be made by using **UP** and **DOWN** followed by **FIRE** to select. The choices are extra energy (to restore the current life to full), an extra life, grenades, lazer energy, shield outriders, fire outriders and a smart bomb.

LOADING INSTRUCTIONS

Amiga: Switch on the computer and wait for the disk prompt before inserting disk 1.

ST: Insert disk 1 and switch on the computer.

PC: Load MSDOS. Insert disk 1 and type **DRWHO** at the prompt.
Hard disk owners can type **INSTALL** and follow on screen instructions. The original disk 1 will be needed each time the game is loaded.

C64: Press **SHIFT** and **RUN STOP** together.

Spectrum 48K: Type **LOAD""** and press **ENTER**.

Spectrum 128K: Switch on and press **ENTER** on loader.

Amstrad 464/664/6128: Press **CONTROL** and small **ENTER** together.

CONTROLS

Sewer:

LEFT - slow down
RIGHT - speed up
UP - move up
DOWN - move down
FIRE - fire shot

Main game:

LEFT - move/face left
RIGHT - move/face right
UP - jump or climb up
DOWN - crouch, drop or climb down
FIRE - Fire current weapon

UP while jumping - grab hold of ledge
UP at doorway - go through door
DOWN at object - search object
FIRE held down - release smart bomb or throw grenades

Amiga/ST:

Player 1 - Joystick 1
Player 2 - Joystick 2
Pause - F10
Esc - Quit

The space bar changes the player in control. ie: The Doctor or the assistant.

PC / Spectrum / Amstrad:

Controls are selectable. Follow on screen instructions.

C64:

Player 1 - Joystick 1
Player 2 - Joystick 2
Pause - F7
Restore - Quit

The space bar changes the player in control. ie: The Doctor or the assistant.

Please note. Certain features are not available in Commodore, Spectrum and Amstrad versions due to restrictions imposed by these computers.

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Game design and additional storyboard: 221b Software Development

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Published by Admiral Software

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