

Dalek Programme Para Game 1

Introduction

This is a programmed paragraph game – to play it you will only need a little suspension of disbelief! Follow the paragraph numbers to one of it's possible conclusions.

Although the Warlords will not be running it's popular Dalek game at Salute Zero Four, as Doctor Who is scheduled to make its reappearance next year, we thought the subject matter would be appropriate!

The game begins at UNIT (United Nations Intelligence Taskforce) HQ. The TARDIS, which has been sitting in the corner of the Doctor's laboratory for a while, de-materialises: the Doctor's latest incarnation has gone off to examine a disturbance in the time vortex. Suddenly the room shimmers and your team of UNIT personnel (The Brigadier, Captain Hawkins, Sergeant Benton, Corporal Bell and privates Wright, Robins and Perkins) are suddenly swept up by this anomaly and find themselves in....

- 1)a strange corridor with metal walls and floor. It looks dirty and disused. "Where are we?" says Sergeant Benton. "I'm not sure." replies the Brig "Caught up in some of the Doctor's infernal nonsense, I dare say, but we'd better try and find a way out fast." There are three exits to this room: through the door in front (go to 8), to the corridor to the right (go to 19), or the corridor to the left (go to 42).
- 2) This passage opens out into a junction. From here there are two options: a doorway or a metal ladder descending into darkness. Do the team take the ladder (go to 63) or pass through the doorway (go to 44).
- 3) As the men examine the room they see one of their greatest enemies: Daleks! Emerging from alcoves around the perimeter! Does the team make a rush for the Time Destructor and hope to activate it before the Daleks can intervene (go to 39) or try an alternative approach (go to 25)
- 4) The vortex begins to dissipate - the moment has passed! (go to 14).
- 5) Towards the end of the corridor, your team observes an orange glow. The Professor whips out a small device from his jacket pocket which produces a loud clicking sound: "My Geiger Counter indicates that there is a degree of radiation coming from the far end, I wish I had my radiation gloves, err, drugs, erm". Do the team double back (go to 58) or rush on past? (go to 47)
- 6) The group of Daleks follow Captain Hawkins and Private Robins down another corridor. The Brigadier examines the control console " Look!" says the Brigadier, "this contraption incorporates a space time visualiser like the one in the Doctor's TARDIS; I can see UNIT HQ on one of the screens. This could be our chance to get home! I think some sort of time vortex is forming: this looks like the sort of thing that brought us here and it maybe our only chance to get out of here if we act now, but it is risky!". Does the team enter the swirling time vortex that has formed in the centre of the room, leaving behind their two comrades that have lured away the Daleks (go to 52) or wait for their brothers in arms (go to 56)
- 7) You back away in pairs, covering your team's retreat into an alcove with a hail of fire and – as they turn to run - your men see a set of metal stairs. Do they stand their ground (go to 18) or do they ascend the staircase to 'who knows where'? (go to 31).
- 8) The door opens to reveal a viewing balcony with a magnificent vista of stars filling their gaze. "Blimey", says Sergeant Benton "We must be on some kind of space station, the Doc has showed me pictures of these things". There are no other exits to this room so you leave where you came in and are back in the corridor. Pick one of the exits. (go to 19 or go to 42)
- 9) The swirling vortex dissipates like a Sea Devil's plan for world dominance. However ravening beams suddenly strike out from the far side of the room: another unit of Daleks! You are surrounded and your men are out of ammunition. The team are rounded up and led away by the Daleks and - after interrogation by Davros - the UNIT team live out the rest of their days as live firing targets for Daleks at the withered hand of the ruler of Skaro. **THE END.**
- 10) The swirling vortex dissipates like early morning dew on a summer's day. The two remaining Cybermen, which are standing impassively (the Professor's guiding hand no longer working the controls of his device), are suddenly cut down by blazing beams from the far side of the control room: another unit of Daleks! You are surrounded and, your men announce that they are virtually out of ammunition. As the Professor backs away in horror, he is exterminated! The team are rounded up and led away by the Daleks and – after a suitable amount of brutal interrogation – they are all converted into Robo-men: slaves of the Daleks. The UNIT team live out the rest of their days as servants of their heartless masters, oppressing their enemies, doing their bidding and, where necessary, polishing their balls on request. **THE END**

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- 11) The UNIT Troopers open fire with small arms but their bullets bounce off harmlessly. The creatures do not move. A stark voice from the corner, hidden behind a cabinet of equipment, shouts "Stop firing, Stop firing, hmm!". Do you stop firing (go to 21) or continue firing? (go to 50)
- 12) You keep up a steady hail of small arms fire at the immobile metal cyber-menaces. Go to 50)
- 13) As your team leaps into the tumbling vortex, they materialise back at UNIT Headquarters: thank your stars you have managed to get home. The TARDIS also appears, stepping out the Doctor says, "Good heavens, were you caught in that too? We've had a lucky escape, I have saved you all by reinitialising the TARDIS's time vector generator!" and he then disappears again. *Congratulations: you have been successful - THE END*
- 14) The swirling vortex evaporates like an Ice Warrior on a hot tin roof. Suddenly ravaging beams strike out from the far side of the control room: another unit of Daleks! You are surrounded and, your men announce that they are virtually out of ammunition. As the Professor backs away in horror, he is exterminated! The team are rounded up and led away by the Daleks and – after interrogation by Davros, their evil creator – the UNIT team live out the rest of their days as hosts for biological experiments at the withered hand of the ruler of Skaro. **THE END**
- 15) The Sontaran levels his meson ray-gun and opens fire, cutting one of the team to the ground crying "die earth scum". Do your men rush him (55), carry on firing (45) or break out the Bazooka (24)
- 16) Although they sell their lives dearly, your brave men are decimated by the Daleks evil ray weapons: **THE END!**
- 17) The remaining team leave the deadly blue glow behind them and enter a hexagonal room featuring impressive electrical equipment with a central console surrounded by a coruscating field of energy. "I wonder what that is" says the Brigadier. Does your team wait at the entrance and observe the room before entering (go to 54) or does the team enter the room (go to 60)
- 18) There are at least five of the metal menaces and, as your UNIT team opens fire with all the weapons available to them, the robotic fiends return fire with their ray guns wreaking havoc and death. Go to 29
- 19) Entering the corridor to the right, you turn a corner in the corridor and - passing through a tapering, square topped archway, they enter another room. The room is packed with high-tech signs of life. On a bench is a still warm half a cup of tea and a piece of celery. The room has a further door. Do you go back the way you came (go to 8 or go to 42) or exit through the far door? (go to 27)
- 20) The Brigadier shouts "You two men: make for that far corridor and see if you can lure these fiends away so we can get clear". Go to 6.
- 21) From the corner behind a cabinet an elderly, white haired, humanoid (who you don't recognise) in a black frock coat and check trousers appears holding some sort of control device in his hand. "I say, don't fire gentlemen! Put down your weapons. These mechanical men are under my influence!", he says exhibiting a control device, "I call this my reacting vibrator". The old gentleman explains that he was scooped up by a time vortex himself several years ago and has been working to free himself from this space prison. He found these damaged Cybermen – for such as they are - in one of the chambers and has been working on them to aid him to repair a "Time Destructor" – a device to aid his escape - that he has located on the station. If and when he fixes it, he hopes to use it to return him to his own time. He offers to show them his work. Does your team leave (go to 19), or take him up on his offer? (go to 58)
- 22) As the team back off from the furry fiends, the Brigadier spots something on the floor by the wall: a silver ball! "I do believe that's one of the Yeti's control spheres!" he exclaims, "pick it up soldier" he says to one of the remaining team members "and for Pete's sake see if you can get it to work!" Do you try this (go to 61) or continue backing off (go to 26)
- 23) The Professor examines the control console and, after pushing several levers, seemingly at random, there is the sound of sliding panels and – to your collective horror, a large number of Daleks appear in several previously unmarked alcoves around the edges of the room. "Exterminate!" they all shout in grinding unison. Does the team attempt to run back the way they have come (go to 16) or stand and fight the alien fiends (go to 39).

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- 24) The Sontaran opens fire with his meson gun and lays waste to your entire team - UNIT are no more except for Sergeant Benton who is released from the force beam and taken away for unnatural experiments to further the cause of Sontaran science, "you will come with me weakling human!" he cackles. **THE END**
- 25) The Brigadier shouts "You two men: make for that far corridor and see if you can lure these mechanical fiends away so the rest can get clear". Go to 33.
- 26) Your team have backed up as far as they can to the foot of the ladder and are dismayed to find their way blocked by yet another Yeti! Running out of options UNIT open fire! (go to 30)
- 27) You seem to have entered a laboratory. A central console in the middle of the room is circled with half a dozen stationary, tall silver humanoids, with their backs to the wall. "My lord", says the Brigadier, "those look like Cybermen, by gad". Do your men give it "five rounds rapid" (go to 11) or investigate the scene (go to 21)?
- 28) As your team leaps into the swirling vortex, they materialise back at UNIT Headquarters: thank your stars you have managed to get home! *Congratulations: you have been successful* - **THE END**
- 29) Eventually, although they sell their lives dearly, your brave soldiers are cut down to a man: **THE END!**
- 30) The abominable furry horrors seem almost impervious to the weapons of the UNIT team and as they are quickly overwhelmed the Brigadier cries, "Just once I would like to meet an alien menace that isn't immune to bullets!". Sadly, those that survive are dragged off unconscious to the lair of the Great Intelligence: controller of the Yeti and master of what little he surveys from his mountain top in the Himalayas. **THE END**
- 31) The team enters a hexagonal room featuring impressive electrical equipment with a central console surrounded by a coruscating field of energy. "This is, I, um, err, the Time Destructor" says the Professor. Do your team wait at the doorway and observe the room before entering (go to 3) or does the team enter the room (go to 23)
- 32) The Professor presses some buttons on the controller he has been carrying and – suddenly – there is a stirring from the tomb like cabinets that line one side of the room and several of the Cybermen begin to smash their way out of the clear fronted containers. The Daleks turn to face this unforeseen intervention and – although they turn their death rays on the metal humanoids, the Cybermen – towering over the smaller Daleks – begin to smash them to pieces. Assisted by firing from the UNIT team the Cybermen, although they take many losses, are successful in totally destroying the half dozen Daleks that had been firing on the team. Go to 40.
- 33) The group of Daleks follow Privates Robins and Wright to the far side of the room and the rest of the team rush towards the Time Destructor. "Oh my goodness gracious, the, err, Terranium Core of the Time Destructor seems to be malfunctioning, what. I must reverse the polarity of the neutron flow..." babbles the Professor, on examination of the control console. "I think a, err, time vortex is forming: this might be the sort of thing that brought you here, umm, and it maybe a chance to get home if you act now, but it could be dangerous, you know!" Does the team enter the swirling time vortex that has formed in the centre of the room, leaving behind their two comrades that have lured away the evil Daleks (go to 52) or wait for their brothers in arms? (go to 4)
- 34) The Brigadier manipulates the orb he has been carrying and – remarkably - the Yeti attack! The Daleks turn to face this unforeseen intervention and – although they aim their death rays on the furry fiends, the Yeti – towering over the smaller Daleks – begin to smash them to pieces. Assisted by firing from the UNIT team the Yeti, although they take many losses, are successful in totally destroying the half dozen Daleks that had been firing on the team. (go to 62).
- 35) The sliding panel that the team entered has closed behind them with a swish. The only other way left is the ladder downwards. (go to 63)
- 36) From the gloom lurches a large and surprisingly fast creature. Covered in fur and forcing its way through the cobwebs the team are dismayed to see the dark faceless form of a Yeti, with several more coming up rapidly behind. Do the UNIT team open fire (go to 30) or run? (go to 22)
- 37) The Brigadier examines the control console and, after randomly pushing several levers, there is the sound of sliding panels and – to your collective horror, a large number of Daleks appear in several previously unmarked alcoves around the edges of

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the room. "You are enemies of the Dalek race!" they all ejaculate in grating unison. Does the team attempt to run back the way they have come (go to 16) or stand and fight the alien menace (go to 34).

38) The group of Daleks turn to face what seems to be the greater menace: the looming Yetis and begin to advance to advance the to the far side of the room to attack them. "Now's our chance" exclaims the Brigadier as he examines the control panel. "Look: this has a space time visualiser in it, just like in the Doctor's TARDIS. Gordon Bennett, I can see UNIT HQ on one of the screens. This could be our way back home" he continues, "I think some sort of space time vortex seems to be forming: it's risky, but it could be our only way out!" Does the team enter the swirling time vortex which has formed in the centre of the room (go to 28) or wait and examine the machine further to make sure it will take the team home rather than leave it to chance (go to 59).

39) "Pepperpots, men", shouts the Brigadier "twenty rounds rapid!" The team take up firing positions and empty their magazines at the Daleks. The Daleks begin to return fire and things are looking bad... "Hmm, err, look" says the Professor, indicating some cells along one wall, filled with large metal figures; "jumping jerhosiphat, the Daleks have found some Cybermen and they have been experimenting on as well! Shall I try to activate them with my reacting vibrator control device? If nothing else it might, you know, help to put the Daleks off!" If you agree to this, go to 32. If not, you must continue fighting go to 29.

40) Suddenly, the professor exclaims "Oh my giddy aunt: be careful Brigadier! - one of your men has inadvertently hit the Time Destructor control console and a meta-stable time vortex is forming!! This could be the sort of thing that brought you here, and it maybe a chance to get home if you act quickly, but it is, you know, risky!". Does the team rush across the floor (avoiding the remaining Cybermen) and enter the swirling time vortex that has formed in the centre of the room (go to 28) or – as the vortex seems to dissipate - allow the moment to pass (go to 10)?

41) As the men examine the room they see: Daleks! Emerging from alcoves around the edges of the room! Do the team take up firing positions (go to 57) or try an alternative approach (go to 49)

42) Taking the corridor to the left, you enter a circular, domed room. The door slams behind you and - in the centre of the room - a glowing column of red light traps Sergeant Benton in some malevolent grip. A panel on the far side of the room slides open and a squat, armoured figure appears: "Oh no, a Sontaran Warrior" shouts Corporal Bell. Do you open fire (43) or rush the creature (55)

43) The bullets seem to have no effect, and the Sontaran calls, "I am Field Major Styr, of the 5th Sontaran Battle group, lay down your weapons!". Do you rush him (go to 55), carry on firing (go to 15) or break out the Bazooka (go to 24)

44) The doorway leads to a narrow walkway which spans a yawning chasm. Above and below the team stretches a vertical shaft which is illuminated by an eerie blue glow. The Brigadier says "I say, this looks like a bad lot." Does the Brig order the men back (go to 35) or give the order to advance: "Let's get across this at the double, men, no slacking" (go to 51)

45) The Sontaran brings his meson ray-gun to bear and opens fire (go to 24).

46) As the party crosses into a wider corridor some menacing shapes from a side passage suddenly confront them: Daleks – lots of them! Do you run off (go to 7) or stay and face them down (go to 18)

47) The team rush past the glowing equipment, which the Professor has identified as a nuclear reactor unit "The, err, shielding seems damaged" says the Professor, "you, know, err, it could be nasty!". As the team reaches the end of the corridor, clear of the evil, ruddy glow, Private Perkins collapses. "It's too late for him I am afraid" says the Professor as the body begins to disintegrate into an oozing pulp "we will have to leave him, come on, quickly now". Go to 31.

48) The swirling vortex dissipates like early morning dew on a summers day. The two remaining Yeti, which are standing impassively (the brigadier's guiding hand no longer working the controls of his device), are suddenly burnt to a crisp by blazing beams from the far side of the control room: another unit of Daleks! You are surrounded and, your men announce that they are virtually out of ammunition. The team are rounded up and led away by the Daleks and – after a suitable amount of despicable taunting – they are all taken away to work on the mines of Skaro: slaves of the indomitable will of the Daleks. **THE END**

49) The Brigadier takes the control sphere and – twisting its surface this way and that – manages to reactivate the Yetis who follow the team into the room: "I'll try and use these abominable snowmen to lure the Daleks away" he theorises. (go to 38).

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50) A member of your squad falls dead to the ground, hit by one of his own ricochets. Does the team stop firing (go to 21) or continue? (go to 12)

51) The team rush across the glowing chasm. "These beams look like some sort of radiation" proffers Private Perkins: "let's run for it". As the team reaches the end of the bridge and clear of the devilish, blue glow, Private Wright collapses. "Good grief, it's too late for him I'm afraid" says the Brigadier as the body begins to evaporate into a cloud of red mist "the radiation's got him: we'll have to leave the poor chap". Go to 17.

52) As your team leaps into the swirling vortex, they materialise back at UNIT Headquarters: thank your stars you have managed to get home, albeit at the cost of several brave men! *Congratulations: you have been marginally successful* - **THE END**

53) The Professor leads them through a series of small interconnecting rooms and passages – "hmm, this route should be, err, safe enough" he calls over his shoulder, grasping the lapels of his frock coat with both hands. (go to 46).

54) As the men examine the room they see one of the greatest enemies of mankind: Daleks! Emerging from alcoves around the perimeter of the room! Do the team take up firing positions (go to 27) or try an alternative approach (go to 20)

55) The Brig rushes up and pistol whips the Sontaran and he gets a lucky blow against its vulnerable 'probic vent'. The armoured warrior falls to the ground, immobile, dropping a small box in the process. This is evidently a control device for the force beam holding the Sergeant, which, after some analysis of the buttons, is used by the Brig to release Benton. The only exit available is the sliding panel through which the creature entered. The team moves through it (go to 2).

56) The vortex begins to dissipate - the moment has passed, go to 9.

57) "Daleks, men", shouts the Brigadier "open fire!" The team take up firing positions and empty their magazines at the Daleks. The Daleks begin to return fire and things are looking bad (go to 29).

58) The party sets off with the professor to find the so called "Time Destructor" however he seems unsure of the best direction. "Shall we, err, take the regular route I normally use (go to 53) or shall we, hmm, cut through this access-way which I think may be quicker? (go to 5)" he asks.

59) The swirling vortex dissipates like early morning dew on a summers day. The two Yetis are unexpectedly burnt to the ground by blazing beams from the other side of the room: more Daleks! You are surrounded, the Yeti are dead and your men have run out of ammunition. The team are rounded up and led away by the Daleks and - after a suitable amount of brutal interrogation - they are used as sparring partners for Ogrons, who are themselves mercenary soldiers fighting for the Daleks! The UNIT team live out the rest of their lives being used as punch bags in harsh training regimes for the brutal, ape-like soldiers of the Dalek race. **THE END.**

60) The Brigadier examines the control console and, after randomly pushing several levers, there is the sound of sliding panels and – to your collective horror, a large number of Daleks appear from several previously unmarked vacuum sealed deck panels, around the edges of the room. "You are enemies of the Dalek race!" they all shout in abrasive unison. Does the team attempt to run back the way they have come (go to 16) or stand and fight the alien menace? (go to 57).

61) With a few quick twists of the surface of the control sphere, the Yeti's stop motionless! Quickly, the team rushes past them into the room and exits by the door opposite. The team then enter the doorway of an hexagonal room featuring impressive electrical equipment with a central console surrounded by a variegating field of energy. "I wonder what that is" says the Brigadier. Do your team wait at the entrance and observe the room before entering (go to 41) or does the team enter the room (go to 37)

62) Suddenly, the Brigadier exclaims "Good grief! This strange control console has been hit and something is forming!! It looks like the swirling vortex thing which brought us here, and it maybe a chance to get home if we act now!". Does the team enter the swirling shape that has formed in the centre of the room (go to 13) or – as the vortex seems to dissipate - allow the moment to pass (go to 48)?

63) The ladder continues down a number of levels. The corridors off become progressively less illuminated and there are a large number of cobwebs. Eventually the team comes to the bottom of the ladder. To the left is a corridor which is dark for

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some distance but there is a light some way along. To the right is a dimly lit corridor. Does the team go to the left (go to 27) or to the right? (go to 36)