



WHODLE

**A WHODUNIT ADVENTURE
THROUGH TIME AND SPACE!**



**BY TIM DEDOPULOS,
ROLAND HALL AND DAVE KNOWLES**

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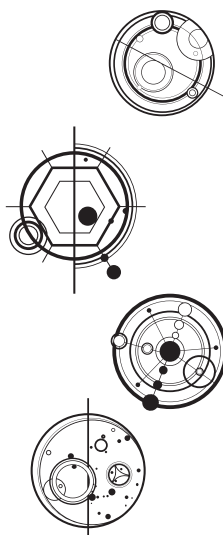
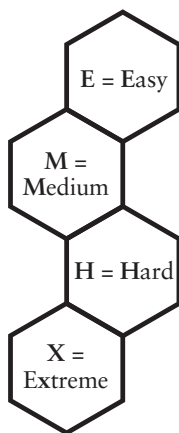
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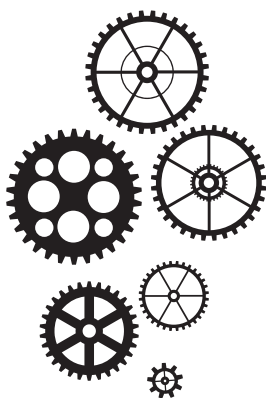
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Introduction

One of Britain's great contributions to science fiction, *Doctor Who* is a part of global culture. It has given us instantly recognisable images such as the Daleks and the TARDIS, and almost every sci-fi fan knows that the Doctor is a mysterious alien who travels through time and space protecting the good and the innocent.

Fittingly, the origins of *Doctor Who* are almost as mysterious as the Doctor's own history. We do know that legendary Canadian producer Sydney Newman came up with the basic elements of the show, including the Doctor and the TARDIS. But many others were critical to the Doctor's true birth – Donald Wilson, CE Webber, Verity Lambert, David Whitaker, Terry Nation, Ron Grainer and Delia Derbyshire, to name a few.

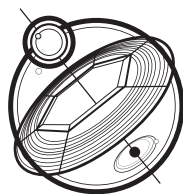
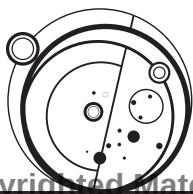
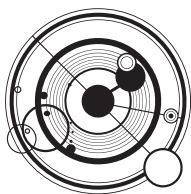
Over the course of this book, you'll be taken on a whistle-stop tour of the Doctor's history and companions. There are puzzles in here representing a wide selection of the Doctor's notable adventures, and including all of their incarnations.

While the puzzles are all inspired by specific story lines, it's best if you think of them as taking place in a parallel dimension one jump over. There's lots of reasons why we have to deviate a little from canon, ranging from making the answers too obvious through to the mechanical demands of crafting a fun puzzle to solve. We have kept as true to established facts as possible though, so please forgive us our little liberties.

If you're not familiar with solving logic-grid puzzles, the next few pages will explain the principles – refer back to it any time you need to.

Most importantly though, have fun!

– The authors.



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How to Solve

A logic-grid puzzle presents you with several lists of similar things – people, places, times, concepts, colours and more. Each of these lists has the same number of pieces, which, for people, could be the Doctor, Ruby and Rose, as in the example below.

The puzzle is to sort all the different pieces into groups. Each group is made up of exactly one piece from each list – for example, the Doctor, the TARDIS and the sonic screwdriver. No piece is used twice, so you end up with the same number of groups as the number of pieces in one list.

To help you figure out which pieces from the different lists go together in correct groups, you have clues and a grid. The grid is always arranged in blocks, so that every piece in each list can be compared against every piece in every other list. This lets you record the information in the clues, and quickly see, for example, which person is in which place.

	The Doctor	Ruby	Rose	TARDIS	UNIT HQ	Big Ben
Sonic screwdriver						
Psychic earring						
Time window						
TARDIS						
UNIT HQ						
Big Ben						

In the grid above, you can see that the puzzle it is for has three lists: people, places and tools. The blocks are set up as 3x3 squares, and so one block compares people with places, one compares people with tools and one compares places with tools.

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Typically, when you know that two pieces go together in the same group, you find the box where those two pieces intersect, and put a tick in it. Similarly, when you know that two pieces do not go together, you find the box where they intersect and put a cross in it.

So if the clues tell you that the Doctor and the TARDIS go together, but Rose and the psychic earring do not, your grid would look like this:

	The Doctor	Ruby	Rose	TARDIS	UNIT HQ	Big Ben
Sonic screwdriver						
Psychic earring			x			
Time window	✓					
TARDIS						
UNIT HQ						
Big Ben						

One important thing to remember is that each group has just one piece from each of the category lists. So if the Doctor is in the TARDIS, that means that Rose and Ruby are not in the TARDIS, and also that the Doctor is not at UNIT HQ or Big Ben. So each time two pieces definitely go together, you also find out where pieces cannot.

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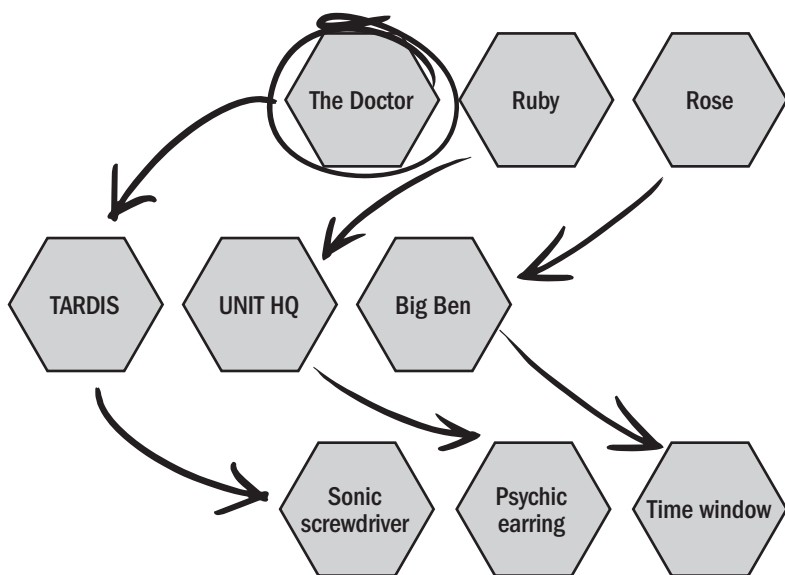
	The Doctor	Ruby	Rose	TARDIS	UNIT HQ	Big Ben
Sonic screwdriver						
Psychic earring			X			
Time window						
TARDIS	✓	X	X			
UNIT HQ	X					
Big Ben	X					

These two types of information can work together to show you when two other pieces have to be linked. For example, in the grid above, you can see that Rose is not using the psychic earring. So let's say that you then learn that the Doctor is using the sonic screwdriver, and mark that in along with the options it rules out.

	The Doctor	Ruby	Rose	TARDIS	UNIT HQ	Big Ben
Sonic screwdriver	✓	X	X			
Psychic earring	X		X			
Time window	X					
TARDIS	✓	X	X			
UNIT HQ	X					
Big Ben	X					

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Now when you look at the grid on the previous page, you'll see that Rose is not using the sonic screwdriver, but she is also not using the psychic earring. That means she has to be using the time window, and that only leaves the psychic earring for Ruby to be using. So although no clue has told you anything about Ruby's tool, you know which one it has to be. You can use all the information to complete the grid, and then fill in the answer diagram, as below. Each puzzle has a main question to answer, so indicate that by drawing round the correct shape too.



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And that really is all you need to know in order to solve logic-grid puzzles in general, and the ones in this book in particular.

The puzzles herein are split between easy (three lists of three pieces), medium (three lists of four pieces), hard (four lists of four pieces) and extreme (five lists of five pieces). The extreme grids will look daunting at first, but don't be put off – they work using the same principles as in this example. It just takes more blocks (of 5x5) to make sure each piece can be compared to each other.

Each puzzle in this book contains information about the puzzle's setting and a question; a correctly labelled logic grid of the right size; facts about each piece in each list; details that tell you how certain pieces do or do not fit together; and a block of hexagons – one for each piece – that you can use to track your final answer by drawing links.

Although the details are definitely the primary clues, you are going to need to refer to the facts given in the puzzle as well. For example, a clue might mention the heaviest object, so you'd need to refer to the facts about the list of objects to see which one that is.

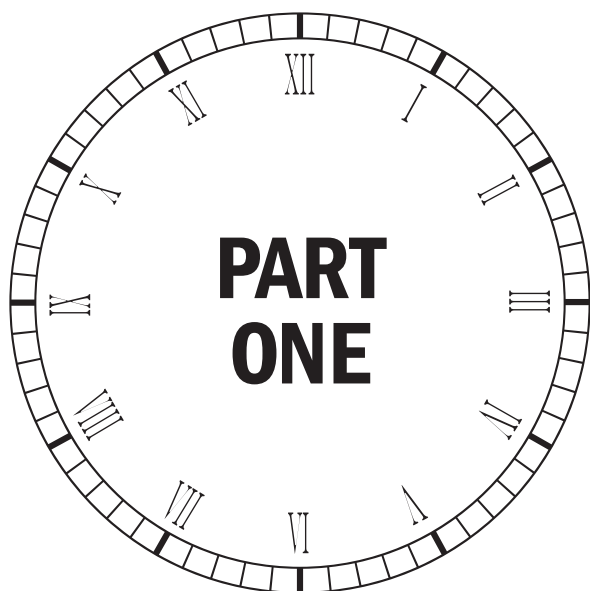
You'll also need to link information together in the more complex puzzles. For example, you might know that the Doctor is in a cafe, and that cafe has a power cut. You might then discover that the place with the power cut is not going to be flooded. With this information, you can then work out that the Doctor is not going to be flooded, and knowing this might be a vital piece of information to solving the puzzle.

As long as you keep your grid up to date by thinking about the implications of each new piece of information and how it slots into everything else you know, you'll be absolutely fine.

As the book goes on, the puzzles get tougher – for example, the detailed clues get a bit more difficult to untangle. In some places – particularly the last section – we'll even ask you to solve a small word or number puzzle first in order to fully understand a few of the clues.

Take heart! All the puzzles can be completely solved without any guesswork or prior knowledge of *Doctor Who*.

Happy puzzling! **Copyrighted Material**



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THE FIRST DOCTOR

THE SECOND DOCTOR

THE THIRD DOCTOR

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The Daleks

Details:

The anti-radiation drugs are in the petrified jungle
or the Thal camp.

?

The poisonous metal was last seen outside, surrounded by stone.

?

Nuclear weapons are the province of science.

?

It wasn't Barbara who thought of trying anti-radiation drugs.

?

The best potential weapon was found by the most chronologically
uncertain companion.



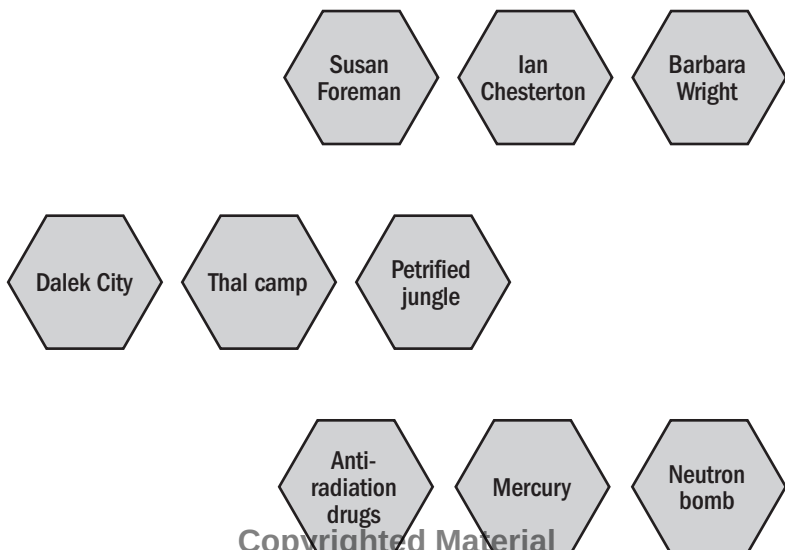
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Puzzle 1: Easy

Landing for the first time on the planet Skaro, the Doctor and his companions find themselves in a peculiar stone jungle. The futuristic city visible beyond the forest is the home of the Daleks. A formerly humanoid race horribly mutated by radiation, they move around in heavily armed travel machines. They are hell-bent on the extermination of all other life on Skaro. Their particular enemies are the still-humanoid Thals, whom they have been warring with for a thousand years.

As part of their efforts to save the Thals from the Daleks, the Doctor asks his companions to think about possible weapons that they might be able to use against them. Can you figure out who correctly identified a possible weapon, and where it is located?

Using the clues opposite and overleaf, fill in the grid on page 17 to work out who identified what, and where. Then draw lines below from box to box to show your answer. Finally, circle the box with the name of the person who correctly identified the weapon.



The Daleks

Who was involved • Where they were • What was used:

Susan Foreman: The Doctor's granddaughter. She has been travelling with him in the TARDIS for quite some time. She is said to have multiple, equally valid dates and places of birth across Gallifrey's history. Five foot one inch tall, black hair, green eyes.

Ian Chesterton: Science teacher at Susan's school. Trying to puzzle out the truth behind his mysterious student leads him to travel with the Doctor. Six foot tall, black hair, blue eyes.

Barbara Wright: A teacher at Susan's school who is as curious about her as Ian is, and meets the same fate. Eventually, she and Ian left the TARDIS and got married. Five foot nine inches tall, brown hair, blue eyes.



The Dalek City: Interior. A futuristic maze of metal corridors populated by murderously genocidal mutants riding around in death robots. Still, it could be worse.

The petrified jungle: Exterior. Also a futuristic maze, but of razor-sharp stone. Not much life, apart from the occasional Thal looking for food. Nicer than the Dalek City.

The Thal camp: Exterior. Not actually a maze. Populated by the Thals who, although hungry, are much better company than the Daleks. If you simply must visit Skaro at the end of the neutronic war, this is the place to pick.



Anti-radiation drugs: A serum concocted by the Thals to fight the effects of radiation poisoning. Vital for life on Skaro in the aftermath of the neutronic war.

Mercury: The only pure metal that is a liquid at room temperature and pressure. Highly poisonous to many Earth species. Famous for driving hat-makers mad.

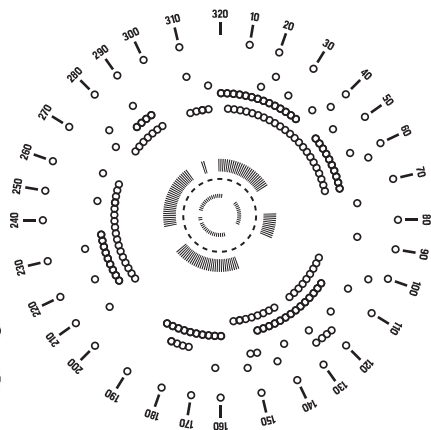
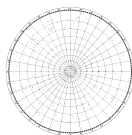
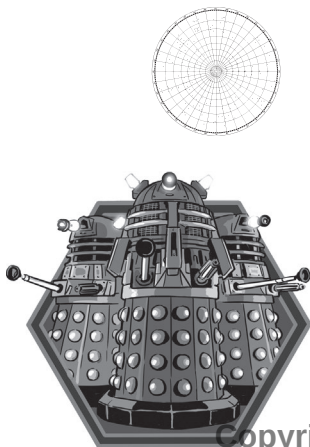
Neutron bomb: A lethally dangerous nuclear weapon that uses radiation rather than explosive force as its primary means of destroying enemies.

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Puzzle 1: Easy

Fill in the grid below as you work through the clues.

	Susan	Ian	Barbara	Dalek City	Petrified jungle	Thal camp
Anti-radiation drugs						
Mercury						
Neutron bomb						
Dalek City						
Petrified jungle						
Thal camp						



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The Myth-Makers

Details:

The plan with the greatest variety of vowels is not suggested by someone with dark hair, and it is not associated with the Dardanian Gate.

?

Vicki, who the Trojans mistook for a prophetess, feels good about the Temple of Athena.

?

The Doctor does not feel pulled towards the Lower City, and Steven does not suggest slipping through the Dardanian Gate.

?

The Lower City is not a place for subterfuge.

?

It makes sense that the shortest person is drawn towards remaining unseen.

?

The most successful plan involved an important building, but it was not sneaky.

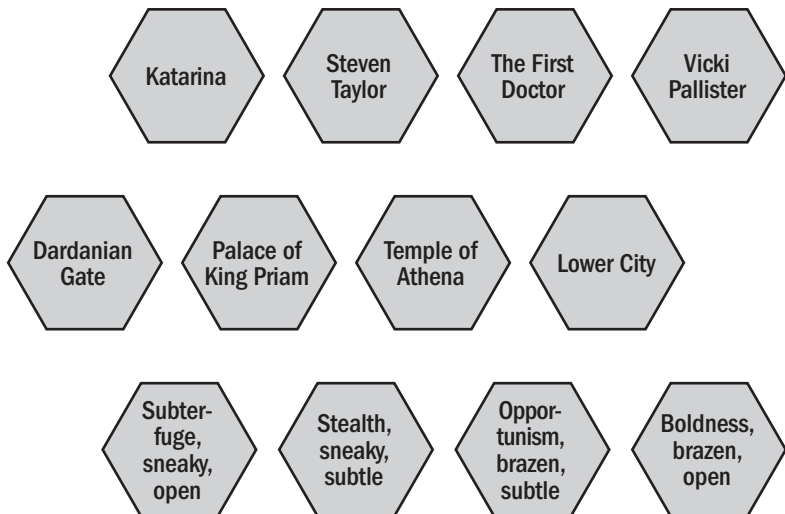
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Puzzle 2: Medium

Having become mixed up in the final stages of the Trojan War, the Doctor and his companions Vicki and Steven are trapped in the city of Troy. The Trojan Horse has been brought inside the walls, so the city is filled with Greek and Trojan warriors fighting.

With the help of Katarina, one of Cassandra's handmaidens, the group plans to escape the destruction of the doomed city. Can you deduce who comes up with which plan and escape route, and which has the best chance of success?

Using the clues opposite and overleaf, fill in the grid on page 21 to work out the solution. Then draw lines below from box to box to show your answer. Finally, circle the box containing the name of the person who came up with the best plan.



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The Myth-Makers

Who was involved • Planned route • Style of escape:

Katarina: Having been lifted out of poverty by the Seventh Doctor as a child, Katarina joined the Doctor after the fall of Troy. She believed the TARDIS was a portal to the afterlife. Was she all that wrong? Five foot five inches tall, brown hair.

Steven Taylor: An ace pilot of space fighters from the twenty-fourth century. On his twenty-first birthday, he was shot in the legs by a space pirate. Not the best coming-of-age gift. Six foot one inch tall.

The First Doctor: An aging Gallifreyan Time Lord with a grumpy streak. Often mistaken for a god. Five foot eight inches tall.

Vicki Pallister: A brilliant twenty-fifth-century Earth orphan who grew up in New London and met the love of her life, Troilus, on this adventure. Five foot two inches tall.

The Dardanian Gate: Exterior. One of the six massive gates of the city. Usually well-defended, but it might be possible to slip out.

The Palace of King Priam: Interior. Kings are well-known for having handy hidey-holes that lead to safe places, particularly in troubled times.

The Temple of Athena: Interior. Where safer to escape the collapse of a city than in the arms of the gods? It is at the heart of Troy though, at the top of the hill it's built on.

The Lower City: Exterior. The poor always live in the smallest homes, and the warrens of the lower city are a good place to get lost in. Are they good to escape from, though?

Subterfuge, sneaky, open: Grab some disguises, keep your hair covered, and always, always walk as if you own the place. What could possibly go wrong?

Stealth, sneaky, subtle: Stick to the shadows, walk softly, try to move when no one is looking. Sometimes the old ways are the best.

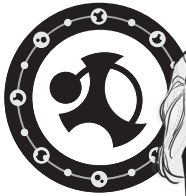
Opportunism, brazen, subtle: Look for patches of maximum chaos, try to dash past people who are already busy fighting for their lives.

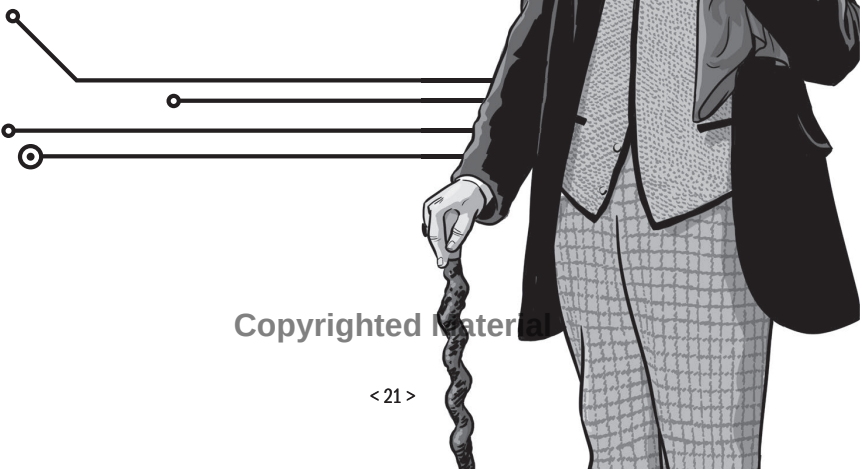
Boldness, brazen, open: You're someone else's problem, right? Don't sweat it. Just make calmly for your chosen destination.

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Puzzle 2: Medium

Fill in the grid below as you work through the clues.

	Katarina	Steven	The First Doctor	Vicki	Dardanian Gate	Palace of King Priam	Temple of Athena	Lower City
Subterfuge								
Stealth								
Opportunism								
Boldness								
Dardanian Gate								
Palace of King Priam								
Temple of Athena								
Lower City								



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The War Machines

Details:

The reliable, protracted investigation suggests that WOTAN will strike at first light.

?

Dodo believes that that the attack will come at sunset, while Ben thinks it will be six hours later, give or take.

?

The Doctor is investigating with the aid of the TARDIS's sensors and equipment.

?

Polly is not investigating from her place of work, but she is basing her estimate on her access to data.

?

The person in the nightclub is making an educated guess.

?

A lengthy, non-logical investigation suggests that midnight is the right time.

?

The correct time was actually discovered by the person investigating in the second-oldest location.

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Puzzle 3: Hard

When the Doctor arrives in London in 1966, the TARDIS lands near the Post Office Tower. Investigating the circular, glass-fronted building, they meet Professor Brett, the creator of a powerful new computer called WOTAN (Will Operating Thought ANalogue). WOTAN was designed to centralise control of the world's computers on C-Day, but the Doctor discovered that it had decided humans needed purging. To that end, it built a series of robotic War Machines.

Can you uncover who correctly deduced when this plan was to be put into action, with information gained from which location, and using what deductive method?

Using the clues opposite and overleaf, fill in the grid on page 25 to work out the correct solution. Then draw lines below from box to box to show your answer. Finally, circle the box containing the time WOTAN is planning to act.

The First Doctor	Polly Wright	Dodo Chaplet	Ben Jackson
Console Room	Professor Brett's offices	Inferno nightclub	Royal Scientific Club
Observation	Educated guesswork	Deduction	Elimination
Sunset tonight	Midnight tonight	Dawn tomorrow	Noon tomorrow

The War Machines

Who was involved · Where it takes place · How it was done · Timing:

The First Doctor: A centuries-old Time Lord prone to tripping over his tongue. A little stern, but very fond of his companions.

Polly Wright: A former model from Chelsea who works as Professor Brett's assistant. She briefly met her older self (and the Second Doctor) at the age of six.

Dodo Chaplet: A teenage runaway who was brought up by her distant great-aunt. Real name Dorothea, rather good at tennis.

Ben Jackson: Ben joined the Royal Navy at the age of fifteen, rising to Able Seaman before deciding to travel with the Doctor in 1966.

The Console Room: Inside the TARDIS. Where the Doctor has spent most of his time for centuries, when he's not outside exploring.

Professor Brett's offices: High in the new tower. There's a panoramic view across all of London. Don't the people look small?

The Inferno nightclub: A plush nightclub in Covent Garden, run by a woman named Kitty. She introduced Dodo and Polly to Ben.

The Royal Scientific Club: A well-respected institution based in a tasteful Victorian building, the Club is run by Sir Charles Summer.

Observation: You can't beat having unusual levels of access to the right data. Well informed is well prepared! Logical. Fast.

Educated guesswork: Many of the finest breakthroughs in human endeavour have been educated guesses. It's not luck, it's vast amounts of study, experience and talent. Intuitive. Fast.

Deduction: Given enough data, patterns can become visible. Following these patterns can reveal all sorts of information, and it's usually extremely reliable. Logical. Slow.

Elimination: When you have eliminated the impossible, as Sherlock Holmes was fond of saying, whatever remains, however improbable, must be the truth. Intuitive. Slow.

Sunset tonight.

Midnight tonight.

Dawn tomorrow.

Noon tomorrow.

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Puzzle 3: Hard

Fill in the grid below as you work through the clues.

	The First Doctor	Polly	Dodo	Ben	Observation	Educated guesswork	Deduction	Elimination	Console Room	Brett's offices	Inferno nightclub	Royal Scientific Club
Sunset tonight												
Midnight tonight												
Dawn tomorrow												
Noon tomorrow												
Console Room												
Brett's offices												
Inferno nightclub												
Royal Scientific Club												
Observation												
Educated guesswork												
Deduction												
Elimination												



The Abominable Snowmen

Details:

The person interested in the Abbot's chambers is
of middling height.

?

The Holy Ghanta does not belong in the Yeti cave.

?

Victoria is not considering the coldest location.

?

The lightest object is associated with the most prestigious location
inside the monastery.

?

The correct solution was found by the blue-eyed human.



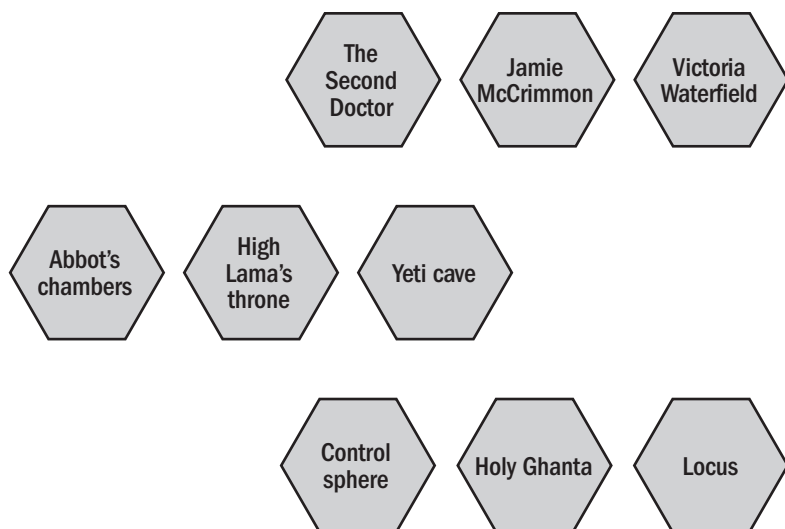
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Puzzle 4: Easy

The Yeti of the Himalayan mountains are peaceful creatures, shy of contact with humans. Arriving near the Det-Sen Monastery in 1935, the Doctor is astonished to find it besieged by the creatures. People have been killed, and the monks fear that they might have to evacuate.

The Doctor discovers that the Yeti are actually robots that look like the real creatures. They're being controlled by the Great Intelligence, an eldritch being from beyond the borders of reality. To foil its plans, the Doctor and his companions have to find a way to stop the robot Yeti. Can you deduce who has identified the right tool and where to use it?

Using the clues opposite and overleaf, fill in the grid on page 29 to work out the solution. Then draw lines below from box to box to show your answers. Finally, circle the box containing the right tool.



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The Abominable Snowmen

Who was involved • Where they were • Which tool:

The Second Doctor: Younger-looking, scruffier, and more whimsical than his previous incarnation. But then, nobody said Time Lords have to always be elegant. Five foot seven inches tall, black hair, blue eyes.

Jamie McCrimmon: A Highlander of Clan MacLeod from the eighteenth century, Jamie was a piper who joined the Doctor after the Battle of Culloden. Five foot eight inches tall, brown hair, brown eyes.

Victoria Waterfield: The daughter of a well-to-do Victorian scientist who was orphaned in 1866 when Daleks killed her father. Four foot eleven inches tall, brown hair, blue eyes.



The Abbot's chambers: Interior. The Abbot of Det-Sen Monastery, Songsten, is in charge of the daily affairs. Does he hold the key?

The High Lama's throne: Interior. The guru of Det-Sen, Padmasambhava, is an immortal master who has guided the monks for centuries. Surely he is above reproach?

The Yeti cave: Interior. An enigmatic frozen cave in the snowy mountainside. It appears to be of some importance to the robot Yeti, but how?



A control sphere: Five pounds, sphere. A mysterious silver orb that can be found inside the chest cavity of each Yeti robot. The robot shuts down if the sphere is removed. Not great if you're faced with a small army of them.

The Holy Ghanta: Two pounds, bell. The Holy Ghanta of Yeshe Tsogyal is a holy relic of the Det-Sen Monastery that the Doctor has had in his possession for a while. He's excited to return it.

A Locus: Six ounces, model. A chess piece – or something close to it – carved to look like a Yeti. There's a fair few of them. The plural term is 'Loci'.

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Puzzle 4: Easy

Fill in the grid below as you work through the clues.

	The Second Doctor	Jamie	Victoria	Abbot's chambers	High Lama's throne	Yeti cave
Control sphere						
Holy Ghanta						
Locus						
Abbot's chambers						
High Lama's throne						
Yeti cave						

