



## **WALL'S ICE CREAM 1967 SKY RAY/ DOCTOR WHO PROMOTION**

### **INTRODUCTION**

In late 1966, just as Patrick Troughton was making his first appearance in *The Power of the Daleks*, T. Wall & Son (Ice Cream) Ltd of Gloucester contacted BBC Enterprises indicating that they would be interested in arranging a *Doctor Who* promotion the following year to tie in with their newly-shaped Sky Ray ice lolly. Their initial idea was to create a series of 36 collectable picture cards, each one featuring an instalment of a specially-written *Doctor Who* and the Daleks story, together with an accompanying full-colour illustration. One card would then be contained a special pocket inside each Sky Ray wrapper. It was later decided that Wall's would also produce an accompanying 28-page album in which the cards could be stuck, along with 30-second television advert (which you'll find on the Special Features menu of this DVD).

Agreement was quickly reached with the BBC and with Terry Nation that the Daleks would only feature in the illustrations on twelve of the 36 cards, although they could be referred to in the accompanying story on a further six cards. It was also agreed that Wall's would not use the likeness of either William Hartnell or Patrick Troughton in their representation of the character.

The artist chosen by Wall's to illustrate the cards was Patrick Williams, who would later go on to draw a number of *Doctor Who* comic strips for Polystyle Publications *TV Comic* Holiday Specials and Annuals between 1967 and 1970. On 22 November 1966, the BBC were sent a copy of the story synopsis for the promotion, entitled *Dr. Who on Zaos*, as well as Patrick Williams' drawings showing their intended characterisation for the Doctor. Given the restrictions, it was very clear that Williams' had chosen to go for an amalgam of Hartnell and Troughton's appearance in his depiction.

Initially, the contract was for a six-month promotion to run between April and September 1967. Later, as the promotion had proven to be a successful one for Wall's, the company had been hoping to extend their rights so that they could also feature *Doctor Who* on their Australian products. However, around this time, Terry Nation was planning to create his own independent television series starring the Daleks, due to be filmed in colour, which he hoped would launch his creations into the American market. As such, Nation had informed the BBC that he would be withdrawing his permission for the BBC to exploit the Daleks, both in the UK and worldwide, as of 31 December 1967. This rather shocked the Wall's management, as they anticipated they still had enough stock of the Sky Ray promotion to see them through to March 1968. Their contact was duly altered to allow them to sell the product up until the end of 1967, but it's not known if any further extension beyond this was granted.

In July 1967, Wall's wrote to the BBC informing them that "pirate ice cream retail vans have been operating in the London area with red and orange Daleks prominently displayed on the roof above the driver's cab." Wall's and BBC Enterprises joined forces to try and track down the pirates, with Wall's agreeing that "perhaps your own Daleks may be the best people to trace and exterminate these foreigners!"

With thanks to Unilever UK, BBC Written Archives, Colin Young, Philip Bhullar,  
Gordon Hendry & James Price



## DR. WHO ADVENTURE

1 A SERIES OF 36

### DALEKS ON ZAOS!

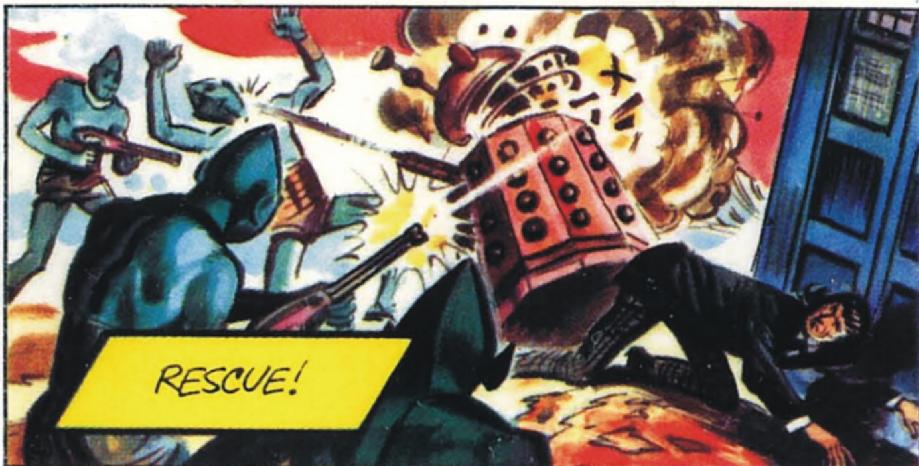
Dr. Who finds himself once more on Zaos, among his old friends, the Zaons. No sooner does he discover that Zaos has been invaded by a huge detachment of Daleks, than he walks straight into one!

He throws himself to the ground just as the spine-chilling cry of "HALT-OR-BE-EXTERMINATED" rings out, and the deadly ray smashes into the side of the Tardis!



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## DR. WHO ADVENTURE

2 A SERIES OF 36

### ZAONS TO THE RESCUE!

As Dr. Who lies helpless on the ground, expecting to be annihilated by the Dalek's second lethal ray, a dozen Zaon warriors rush fearlessly to his aid from a concealed tunnel.

After a brief but vicious battle, during which the Dalek wounds or kills several of the Zaons, it is destroyed. Unfortunately, it has managed to send off a distress signal!



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## DR. WHO ADVENTURE

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### EARTH IN DANGER!

Dr. Who is taken by the Zaon warriors to their secret hideout where he meets Arkadus, their leader. He learns that the Daleks intend to make Zaos their chief base from which to attack Earth—an assault which, due to the nearness of Zaos, would destroy Earth completely.

As Dr. Who outlines a daring counterplan, the hideout is attacked by a strong force of Daleks. Dr. Who escapes with the surviving Zaons.



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## DR.WHO ADVENTURE

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### EMERGENCY! CALL SPACE RAIDERS

Dr. Who realises that the Zaons are no match for the invaders, and decides to enlist the aid of the Sky Ray Space Raiders—an elite band of Special Duty Space Commandos formed to deal with any planetary emergency.

Dr. Who radios an urgent SOS to Earth, requesting immediate action. Within minutes, a special detachment of Space Raiders led by Commander Clay, are speeding on their way to the relief of Zaos.



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## DR.WHO ADVENTURE

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### LANDING ON ZAOS

The Sky Ray Space Raiders arrive on the planet Zaos. They were summoned by Dr. Who to help the people of Zaos combat the deadly Daleks who have invaded their planet, intending to use it as a base from which to destroy Earth.

Space Raider Commander, Clay greets the Doctor. "I have had time to muster only a small task force," he says. "Then every man must fight like ten!" replies the Doctor, grimly.



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## DR.WHO ADVENTURE

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THE SECRET WEAPON!

Space Raider Commander Clay proudly shows Dr. Who the new weapon on which he pins his faith. "This will help to reduce the odds against us," he says: "the new anti-personnel nuclear carbine—the only one in existence as yet. Without this we would have no chance of defending Zaos with so few men."



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## DR.WHO ADVENTURE

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### SURPRISE ATTACK!

Even as the Space Raider Commander shows Dr. Who the new secret weapon brought from Earth to combat the merciless Daleks, there is a deafening explosion, and the nuclear carbine is shattered into fragments.

"ATTACK-ATTACK-ATTACK!" comes the staccato order, and with ruthless and inhuman efficiency, wave upon wave of Daleks pour over the brow of a hill, driving the outnumbered Earth men before them!



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## DR.WHO ADVENTURE

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RETREAT!

In the face of the advancing mass of robot machinery, there is only one answer—retreat! Their secret weapon destroyed, the newly arrived Space Raiders and Dr. Who flee from the horde of Dalek invaders. "We must regroup at the Zaons' underground Headquarters!" cries the Doctor. "We cannot stand against such numbers! Keep together! It is the only way we can be sure of reaching the secret opening to the tunnel before them!"



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## DR. WHO ADVENTURE

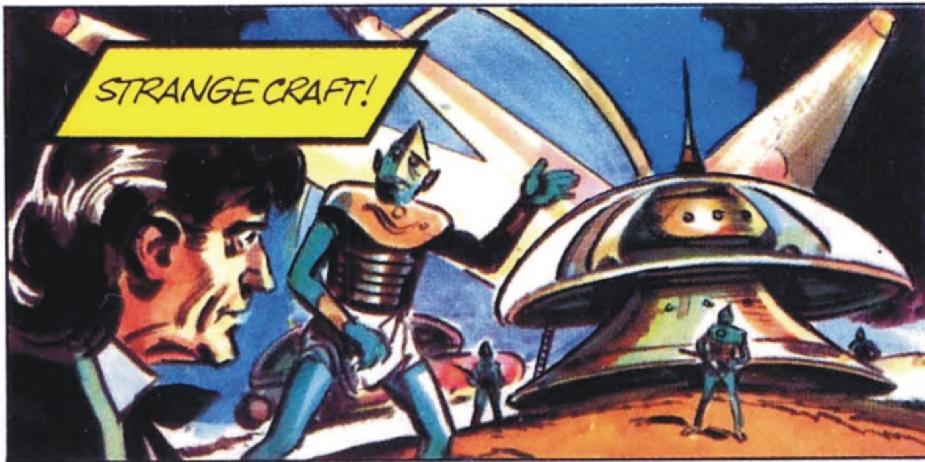
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CONFERENCE

Dr. Who tells Arkadus, the Zaon ruler, that their secret weapon is destroyed. "There is only one hope," says Arkadus. "The Giant Armoured Astro-beetles on the other side of Zaos. They can neither speak nor hear, but the rays from their eyes are lethal—many expeditions have been lost. Great Doctor, will you make them understand that we are their friends, and that we need help against the common enemy?"



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## DR.WHO ADVENTURE

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### THE HOVERDROME

Arkadus, the Zaon leader, escorts Dr. Who to an underground hangar.

"This Hoverdrome will take you and the Space Raiders to the distant mountains where the Giant Armoured Astrobeetles live," he says. "We have never been able to talk with them for they can neither speak nor hear and are savagely hostile to strangers. Let us hope you may find a way to communicate with them—without their help we shall all perish!"



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## DR. WHO ADVENTURE

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### IN SEARCH OF THE ASTROBEETLES

Dr. Who's Hoverdrome leaves the Zaon underground headquarters to search for a tribe of ferocious Armoured Astrobeetles. He must cross the planet, over the great boiling inland sea, to reach the mountainous region on the other side where the Giant Astrobeetles live. No-one has ever communicated with them before.

Without their help, Dr. Who and the Space Raiders cannot hope to save the noble Zaons from the invading hordes of Daleks.



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## DR.WHO ADVENTURE

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A PERILOUS JOURNEY

Over the boiling inland sea, and into the region of constantly erupting volcanoes, the Hoverdrome carries Dr. Who and his crew of Space Raiders towards the mountains where the Giant Armoured Astrobeetles live, without whose help they cannot hope to fight off the merciless hordes who have invaded the planet Zaos.

On the way, Dr. Who points out the curious nests of giant reptilian birds who breed under the volcanoes.



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## DR.WHO ADVENTURE

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### **COLLISION!**

The distant mountain range is in sight when a monstrous winged reptile suddenly flies into the path of Dr. Who's Hoverdrome, and collides with a sickening impact which throws the Doctor and his companions into a struggling heap. The Hoverdrome plummets downwards.

"Bale out!—Autojets!" cries the pilot, and every man straps to his back the small retro-rocket set that, they hope, will get them safely down to the rocky terrain below.



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## DR. WHO ADVENTURE

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### BALE OUT!

Dr. Who and the crew of the shattered Hoverdrome quickly strap on their autojets and hurl themselves out of the stricken Hoverdrome which is falling like a stone after colliding with the great winged reptile.

In the distance lie the mountains inhabited by the monster Armoured Astrobeetles for whom Dr. Who is searching. The Astrobeetles have deadly rays to defeat the impregnable invaders who threaten first Zaos, then Earth!



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## DR.WHO ADVENTURE

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### RESCUE!

The remains of the Hoverdrome, shattered in collision with the monster flying reptile, hits the ground with a tremendous explosion. Some of the gallant Space Raider crew fall into a seething sulphur lake, in which they can survive for only three minutes.

Dr. Who immediately organises rescue operations, and the explorers set off, shaken but determined to try to contact the Giant Astrobeetles, on whom all their lives now depend.



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## DR. WHO ADVENTURE

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### THE LAND OF THE ASTROBEETLES!

The exhausted party reach the foot of the mountain range. Suddenly Dr. Who stops—they have sighted their first Giant Armoured Astrobeetle—a sentinel high above them!

Dr. Who decides to go on alone. He sets off up the mountain to confront the monster, mustering all his mental strength for the task before him—he must quickly find a way to communicate, or face instant death from the Astrobeetle's deadly rays.



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## DR.WHO ADVENTURE

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### DR. WHO AND THE ASTROBEETLE!

As Dr. Who approaches the Giant Armoured Astrobeetle, with its impenetrable hide, the monstrous eyes begin to swivel round to him, shattering rocks as they travel. At any moment he will feel the deadly rays drilling into him!

The Doctor concentrates on only one thing—getting through to the monster's brain—making it realise that he is a friend, not an enemy. If he cannot do this, he will certainly die!



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## DR. WHO ADVENTURE

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### MIND AGAINST MONSTER!

Confronted by the giant and deadly Astrobeetle sentinel, Dr. Who desperately exerts the full strength of his mind. His powerful brain and will *must* get through to the great dumb creature that is threatening him, before the Astrobeetle can bring the lethal rays from its eyes to bear on him. With almost superhuman intensity the Doctor puts all his strength into one thought—"I come as a friend."



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**CONTACT!**

Dr. Who has been wrestling to project his thoughts into the brain of the monster armoured Astrobeetle, to show the creature that he comes as a friend. The speechless Astrobeetle's small motive centre is pierced by the power of the Doctor's mind moments before the lethal rays from its eyes fall on him.

"Now come and meet my new friend!" cries the Doctor, and the Space Raiders emerge from hiding.



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## DR.WHO ADVENTURE

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**ASTRO-CITY!**

The monster Armoured Astrobeetle—until recently a possible deadly enemy—has been transformed by Dr. Who's thought-projection into a trusting ally.

The lethal rays from its eyes now directed harmlessly ahead, it allows the Doctor and his Space Raider team to mount its back and takes them with vast strides over the rocks to the Astrobeetle City, hidden at the base of a great volcano.



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## DR.WHO ADVENTURE

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### COUNCIL OF WAR

Beneath the Astrobeetle City, Dr. Who and his small party of Space Raiders meet the High Astrobeetle Counsellors. Only his mind can communicate with these fearsome creatures who can neither speak nor hear, but who can deliver a ray with their "eyes" which *nothing* can withstand.

In the face of the common enemy, Dr. Who finally manages by telepathy to persuade the Astrobeetles to help drive out the Dalek invaders.



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## DR. WHO ADVENTURE

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INTO BATTLE!

Astride the King Astrobeetle, Dr. Who telepathically directs the small army of armoured creatures as they set off to join battle against the remorseless invaders of the planet Zaos.

Deaf, fumbling, dumb but deadly, these great armoured monsters have been convinced by the Doctor that the Zaon people are not their enemies, and that they must try to help the Zaons defend the planet against the dreaded invasion.



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23      DR. WHO ADVENTURE  
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EMERGENCY!

Two Zaon messengers meet Dr. Who and his Space Raider companions as they arrive back from the Astrobeetles' mountainous home. They have swum across the boiling inland sea on the back of the great armoured creatures that the Doctor has managed to recruit to save the people of Zaos from the dreaded invaders.

"Come quickly, great Doctor!" shouts the messenger. "Our headquarters are surrounded—our leader is making a last stand."



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## DR.WHO ADVENTURE

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### DALEKS!

Dr. Who leads the assault upon the Daleks, who have all but overrun the Zaon underground headquarters. Mounted upon the Giant King Astro-beetle, he reaches the battle-field just as the Dalek army is closing in for the final attack.

"EXTERMINATE — EXTERMINATE ALL PEOPLE OF ZAOS," comes the automatic order. "ATTACK —ATTACK—ATTACK!" Dr. Who knows that once the ruthless machines have occupied Zaos, Earth could never survive a bombardment from it.



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## DR.WHO ADVENTURE

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### THE DALEKS WEAKEN

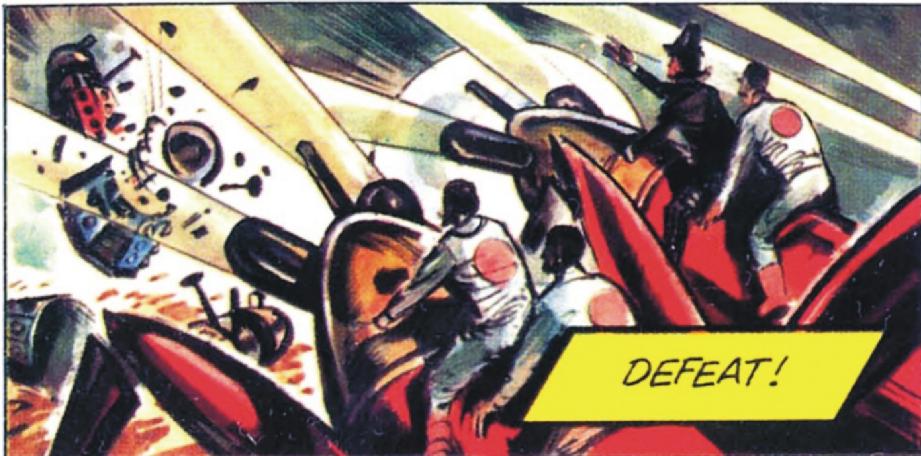
The paralysing rays from the Armoured Astrobeetles' eyes clear a path through the Dalek army as Dr. Who and his Space Raider companions break through in a desperate attempt to rescue the Zaon people, holding out in their underground headquarters against the seemingly invincible Daleks.

Hopefully, the Zaon people watch as the deadly rays of the approaching Astrobeetles cut to pieces the ranks of the falling robots.



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## DR. WHO ADVENTURE

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DEFEAT!

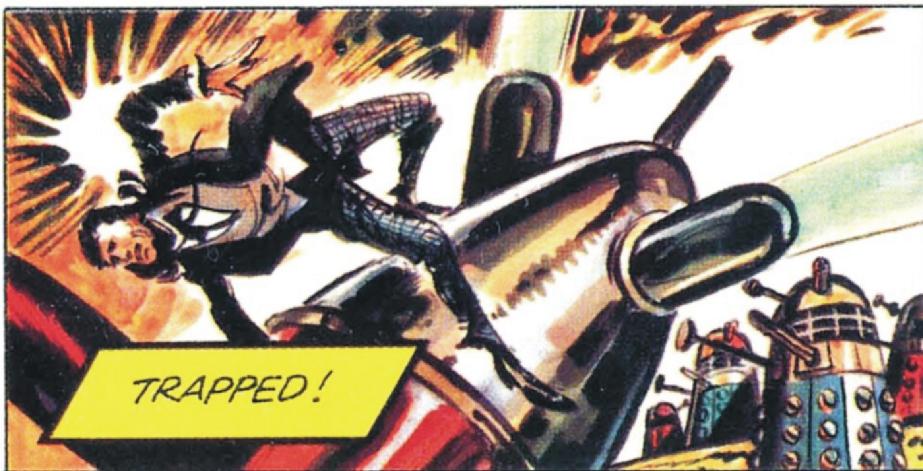
A merciless struggle is raging between the Dalek invaders and Dr. Who's small rescue force of Space Raiders, mounted on the Giant Armoured Astrobeetles. Arkadus, the Zaon leader, is captured by the Daleks and carried away as the Dalek ranks begin to waver and fall back under the inexorable rays from the Astrobeetles' eyes.

Dr. Who telepathically urges on the King Astrobeetle—victory is in sight!



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## DR.WHO ADVENTURE

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### DR. WHO IN DANGER

Urging on the King Astrobeetle, which he is riding, in an attempt to rescue Arkadus, the Zaon leader, from the Daleks, Dr. Who does not see a projecting rock before it is too late. He falls from his mount, temporarily stunned.

The Daleks close in, seizing the opportunity to regain the upper hand. "EXTERMINATE THE HUMAN LEADER AND ALL HIS COMPATRIOTS!" raps out the leading machine. "EXTERMINATE—EXTERMINATE!"



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## DR. WHO ADVENTURE

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### THE END OF DR. WHO?

Trapped by the merciless Daleks in the underground headquarters of the ruler of the planet Zaos, Dr. Who is about to meet his fate at the hands of the deadly Automatons, when, through the gloom and din of battle, he sees a Giant Armoured Astrobeetle lumbering to his aid, ridden by Commander Clay of the Space Raiders.

Dr. Who signals the Astrobeetle telepathically to turn its rays on the Dalek enemies.



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## DR. WHO ADVENTURE

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### SAVED BY THE ASTROBEETLES

Dr. Who is trapped in the underground headquarters of the Zaon people, at the mercy of the Dalek invaders, and is about to be destroyed, when in the nick of time, the Astrobeetle receives Dr. Who's telepathic message, and obediently turns the deadly rays from its eyes on the Doctor's enemies.

Even the Daleks cannot resist this strange power, and the Doctor sees his former captors disintegrate around him!



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### PEACE ON ZAOS

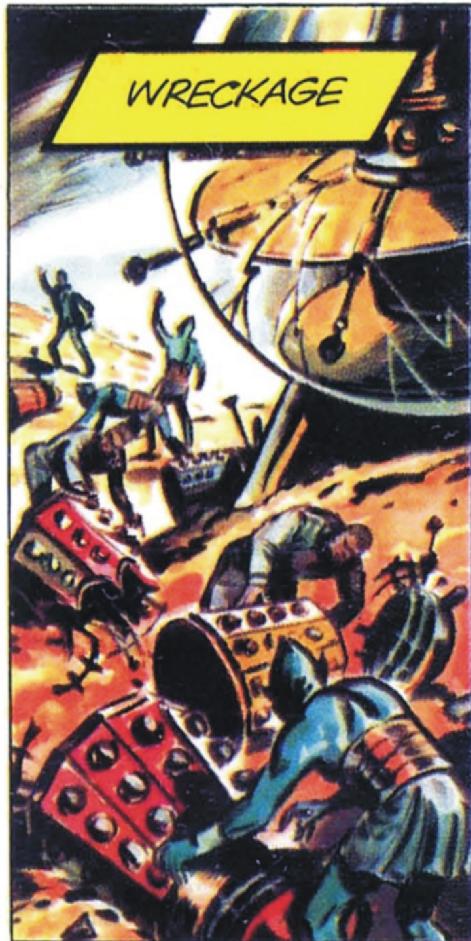
The Giant Armoured Astrobeetles, brought by Dr. Who to help fight off the Dalek invaders, have finally crushed the enemy with their lethal rays. The surviving Daleks have fled, leaving Arkadus, the leader of the Zaons, to lead his people in peace as he has done in war.

Mounted on his Astrobeetle, Space Raider Commander Clay looks down as Arkadus thanks Dr. Who for saving his people.



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## DR. WHO ADVENTURE

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### AFTERMATH OF WAR

After the savage struggle between the people of Zaos and the invading army of Daleks, the Space Raiders help the Zaons to clear away the wreckage of the defeated army around their underground headquarters.

The price paid by the Daleks has been heavy indeed. As the last remnants are being removed, Dr. Who sets off to search for the Tardis, hoping it has not been too badly damaged after being rayed by the sentinel Dalek.



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## DR.WHO ADVENTURE

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### TARDIS WRECKED

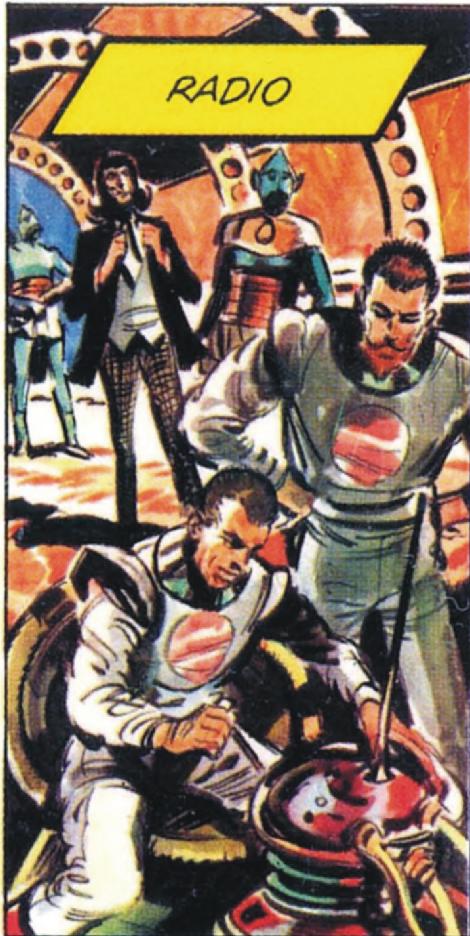
Reaching the surface of the planet Zaos, after helping to defeat the invasion of the Zaon people's underground headquarters, Dr. Who is horrified to discover that Tardis has been smashed by the retreating Automatons.

Fearful that he may not be able to resume his travels, he approaches the wreck to examine the damage more thoroughly, and his heart sinks as he sees that his enemies have done their work all too efficiently.



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## DR.WHO ADVENTURE

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RADIO FOR HELP

Dr. Who is aghast to discover his faithful Tardis is badly damaged by the retreating Automatons. In despair he wonders if he can ever resume his travels, but the Space Raiders again come to his aid.

Commander Clay orders his Communications Officer to contact Earth, and have all that Dr. Who needs to repair Tardis sent out to the planet Zaos by special Space Freighter.



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## DR.WHO ADVENTURE

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### SPARES FROM EARTH

From the balcony of the palace of Arkadus, leader of the Zaons, Dr. Who watches as a vast space freighter fires her retro-rockets to settle gently on the surface of the planet Zaos, with a cargo for himself!

Retreating Daleks have smashed the Tardis, but Space Raider Commander Clay has been able to hurry out from Earth all the necessary parts so that the Doctor can rebuild his equipment.



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## DR.WHO ADVENTURE

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### REPAIRS TO TARDIS

With the help of the Space Raiders, Dr. Who works day and night to repair the damage done to the Tardis by the remnants of the invading army of Automatons, whom he helped to defeat with his telepathically-controlled army of Giant Astrobeetles.

Gradually, he manages to reconstruct his mysterious machine, and when at last it is finished, Dr. Who surveys his handiwork with pride. It is as good as new!



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## DR. WHO ADVENTURE

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FAREWELL!

As Dr. Who climbs back into the repaired Tardis, the Space Raiders prepare to leave also. But then a strange sight meets their eyes! The terrible Giant Astrobeetles have allowed Arkadus and the people of Zaos to mount their backs.

Thanks to the Doctor, they are now allies for ever!

Dr. Who, waving farewell, projects the message to the Astrobeetles—"Thank you, good friends, for you have saved Earth as well as Zaos!"



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# Dr Who's Space Adventure Book

A SKY RAY publication by arrangement with **BBC tv**



## How Dr. Who met the Sky Ray Space Raiders...

The United Nations Space Authority created the Special Duty Space Commandos - the Sky Ray Space Raiders - to meet any threat from outer space. The terrible Daleks were considered to be the most likely hostile force to threaten our solar system. And the man who knew most about Daleks was, of course, Doctor Who. So Doctor Who was called in to advise the Sky Ray Space Raiders on how to tackle the Daleks. Since then he and the Sky Ray Space Raiders, led by Commander Clay, have faced the menace of the Daleks in battle after battle . . .

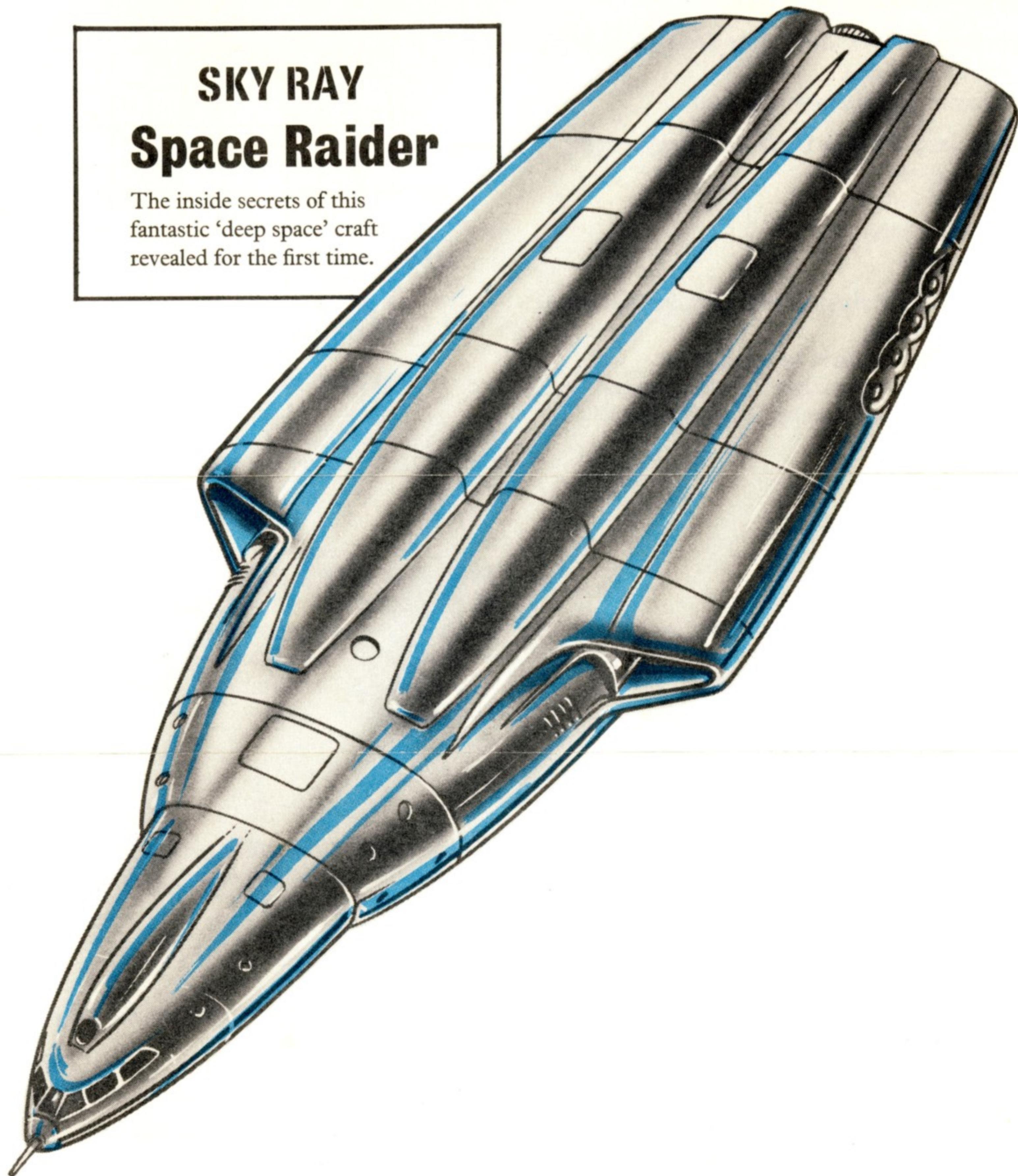


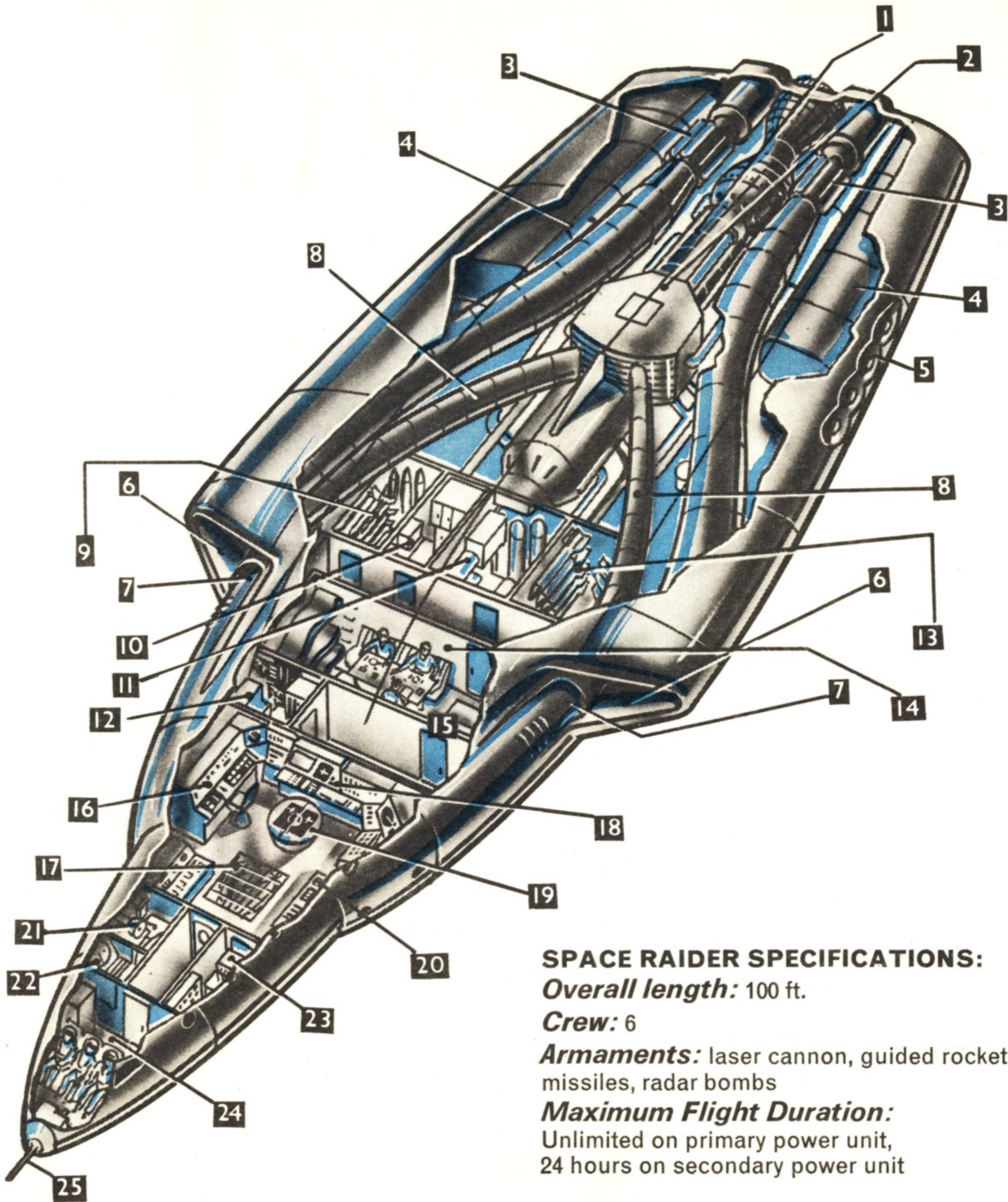
**WALL'S NEW SKY RAY - THE SHAPE OF THRILLS TO COME!**



# SKY RAY Space Raider

The inside secrets of this  
fantastic 'deep space' craft  
revealed for the first time.





#### SPACE RAIDER SPECIFICATIONS:

*Overall length: 100 ft.*

*Crew: 6*

**Armaments:** laser cannon, guided rocket missiles, radar bombs

**Maximum Flight Duration:**

Unlimited on primary power unit,  
24 hours on secondary power unit

# SKY RAY Space Raider Secret Data Sheet

## PROPELLION SECTION

### Primary Power Unit (for deep space flight)

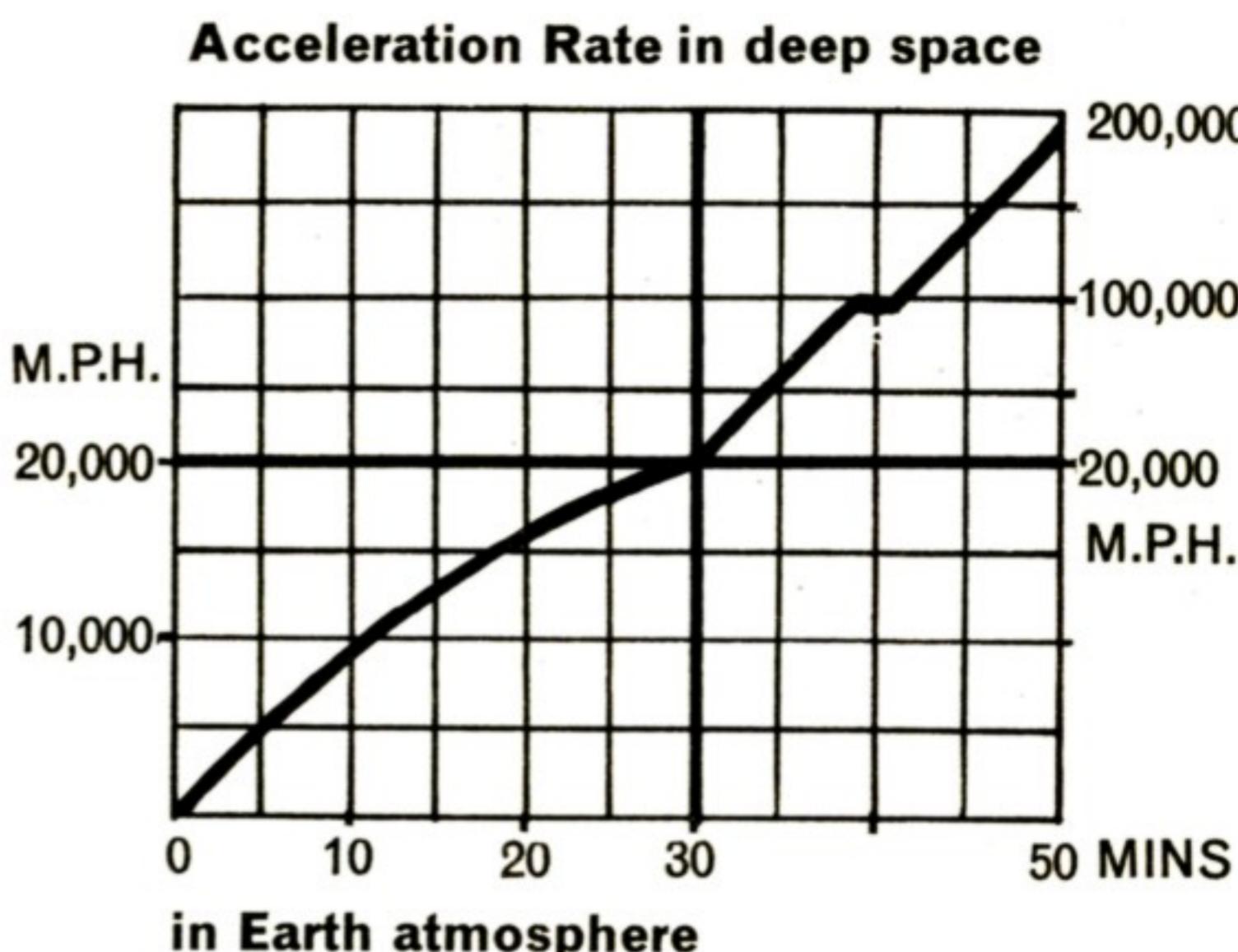
- 1 Atomic engine
- 2 Atomic pile (in lead casing)

### Secondary Power Unit (for Earth flight)

- 3 Jet engine
- 4 Jet fuel tank
- 5 Steering jets
- 6 Air intake

### Underwater Power Unit (limited duration)

- 7 Water intake
- 8 Duct taking water to atomic pile where it is converted to flash-heated steam for underwater jet propulsion



## HULL SECTION

- 9 Bomb chutes
- 10 Food store and galley
- 11 Combined water/air purifier and refrigeration unit
- 12 Armoury equipped with stun guns, thermo-guns, radar bombs, etc.

- 13 Rocket missile magazine
- 14 Sleeping-quarters—three crewmen off duty. (Serves also as solar radiation shelter and as anti-compression chamber during acceleration and deceleration.)
- 15 Space-suit locker

## CONTROL SECTION

- 16 Orbit and flight computer
- 17 Automatic take-off/landing controller
- 18 Target predictor
- 19 Rocket missile control unit

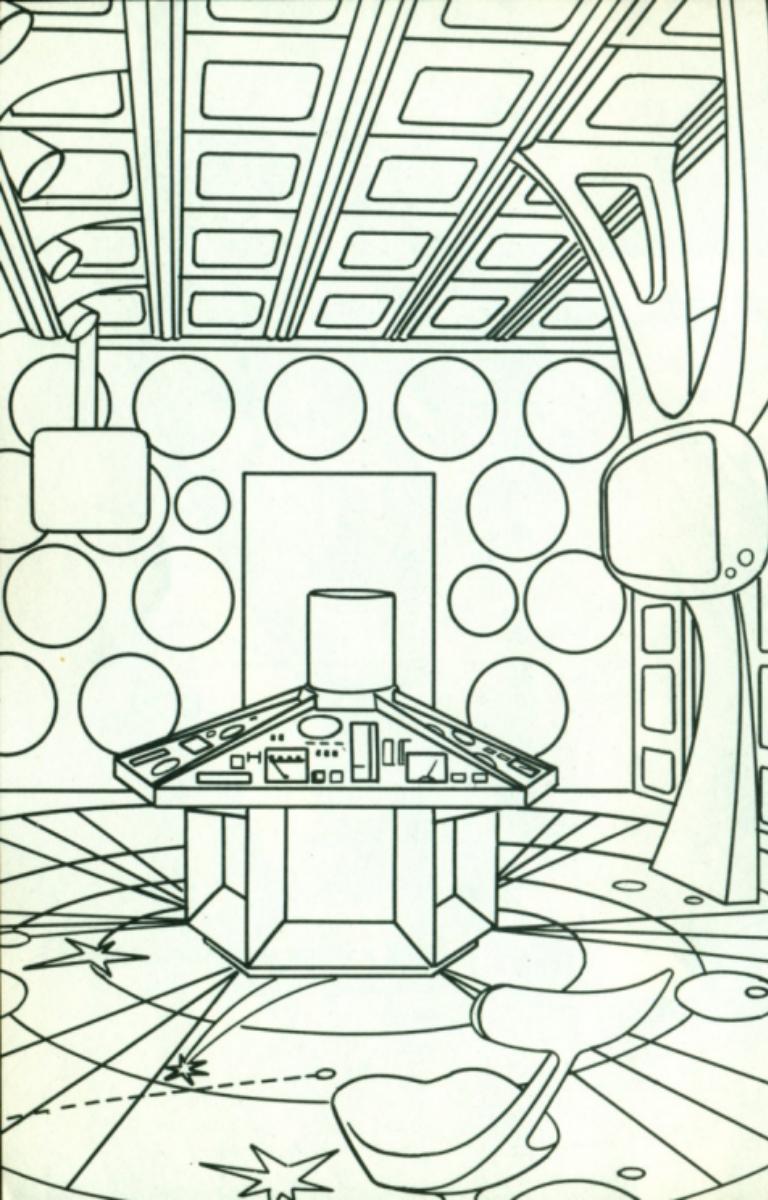
- 20 Jet-packs—miniature propulsion units used by crew when required to leave ship during space-flight
- 21 Stellar chart room
- 22 Radar telescope
- 23 Radio cabin
- 24 Flight deck—three crewmen on duty
- 25 Laser cannon

### Performance in Earth atmosphere

Cruising speed: 25,000 m.p.h.  
Attack speed: 35,000 m.p.h.

### Performance in deep space

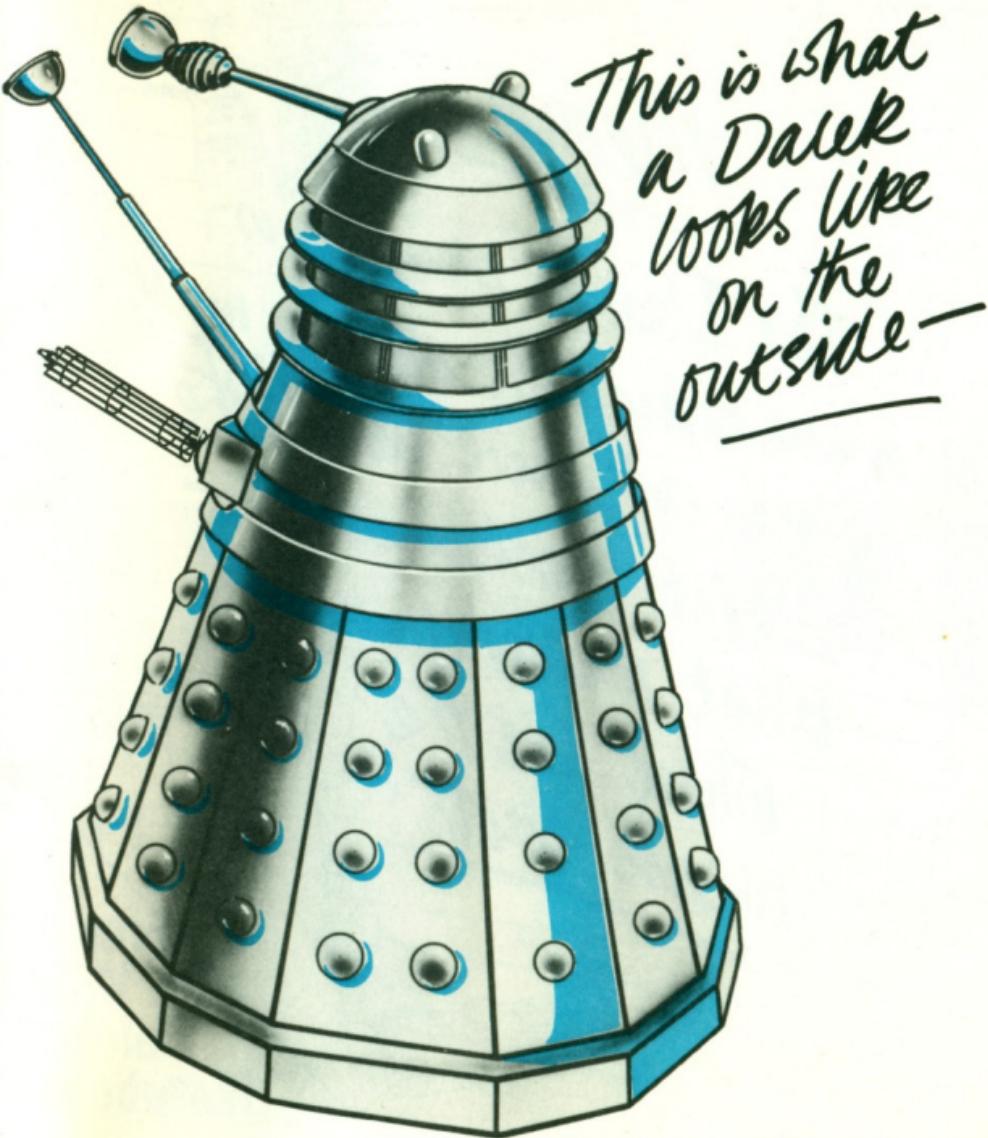
Cruising speed: 200,000 m.p.h.  
Attack speed: 250,000 m.p.h.



## INSIDE Dr. WHO'S TARDIS

What do you think it looks like in colour?  
Put in the colours yourself with paint or crayon.

**ENJOY A NEW-SHAPE  
SKY RAY  
WHILE YOU PAINT!**

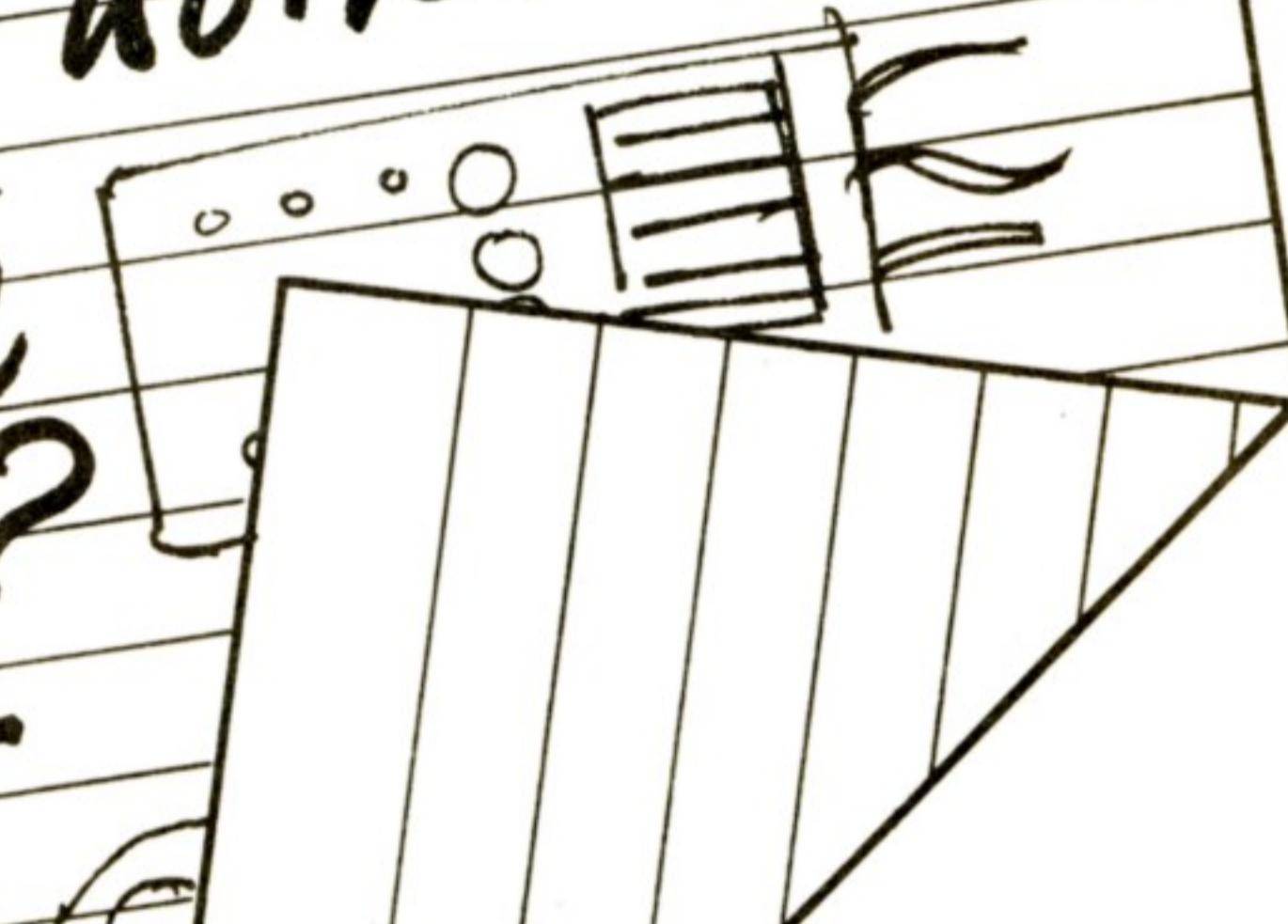
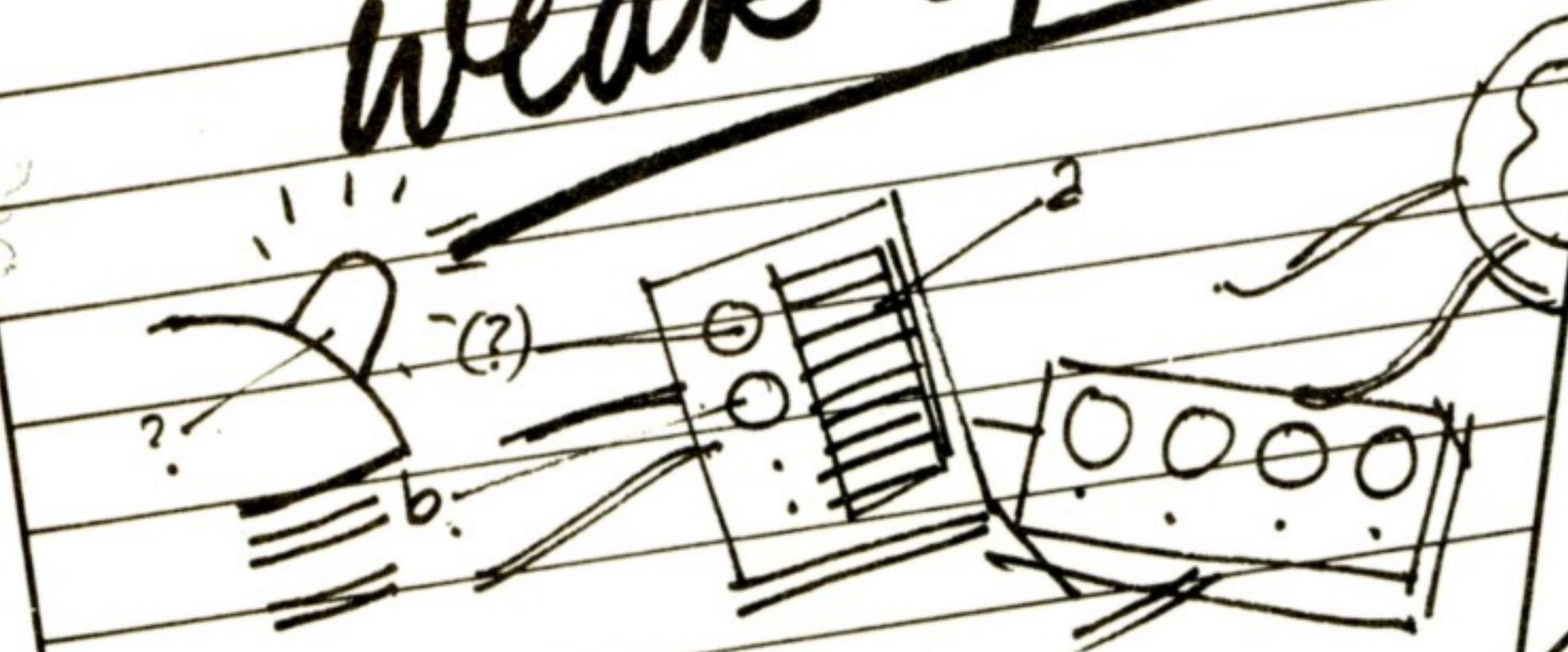


This is what  
a Dalek  
looks like  
on the  
outside—

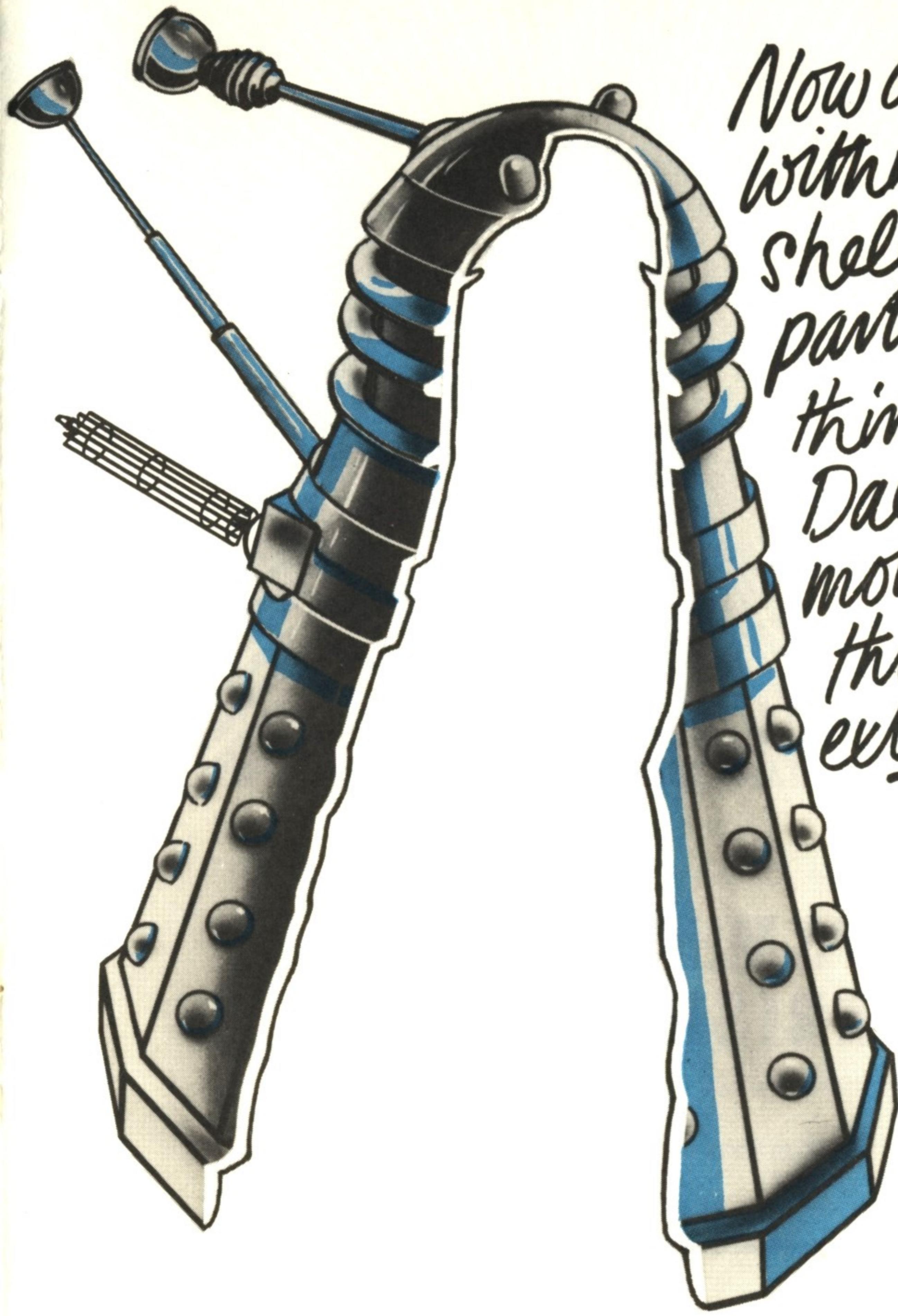
Memo



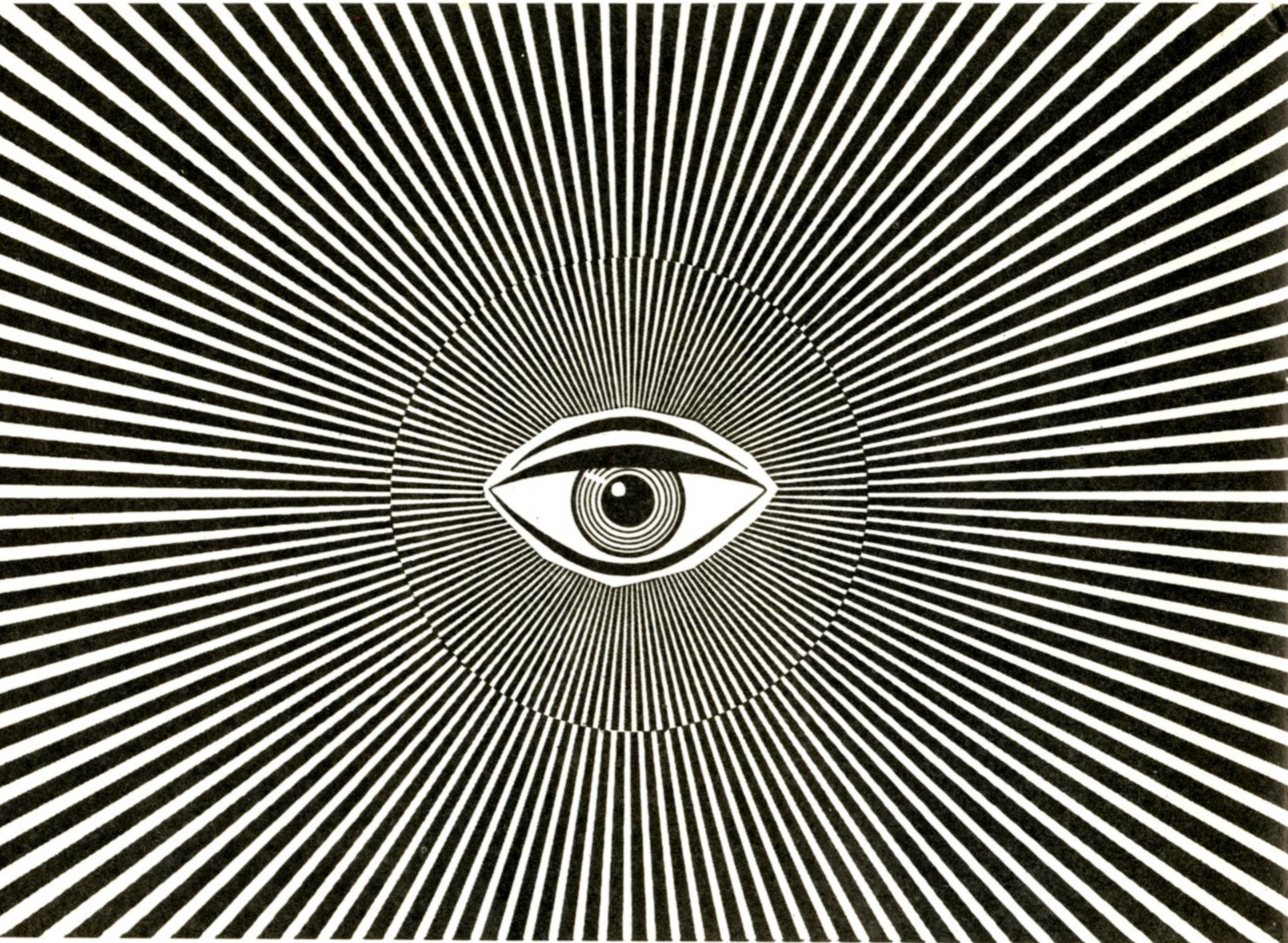
The Dalek menace is increasing! We simply must find out more about the Dalek mechanism — what makes it work? Where are the weak spots?



**From  
Dr. Who's  
Dalek  
Notebook**



Now draw  
within this  
shell all the  
parts you  
think a  
Dalek uses to  
move, talk,  
think - and  
exterminate!



# Dr. WHO'S MIND MESMERISER

Affects non-human minds by optical psycho-vibrations.

Move it in a circular motion in front of your eyes and see it 'vibrate'.

*Try it on your enemies!*

---

**HAVE FUN - HAVE A NEW-SHAPE SKY RAY!**



Enter this exciting Wall's **SKY RAY** Competition!

**1st Prize:**  
**All you can buy for £100!**

Just imagine! All that spending money to buy what **you want!**

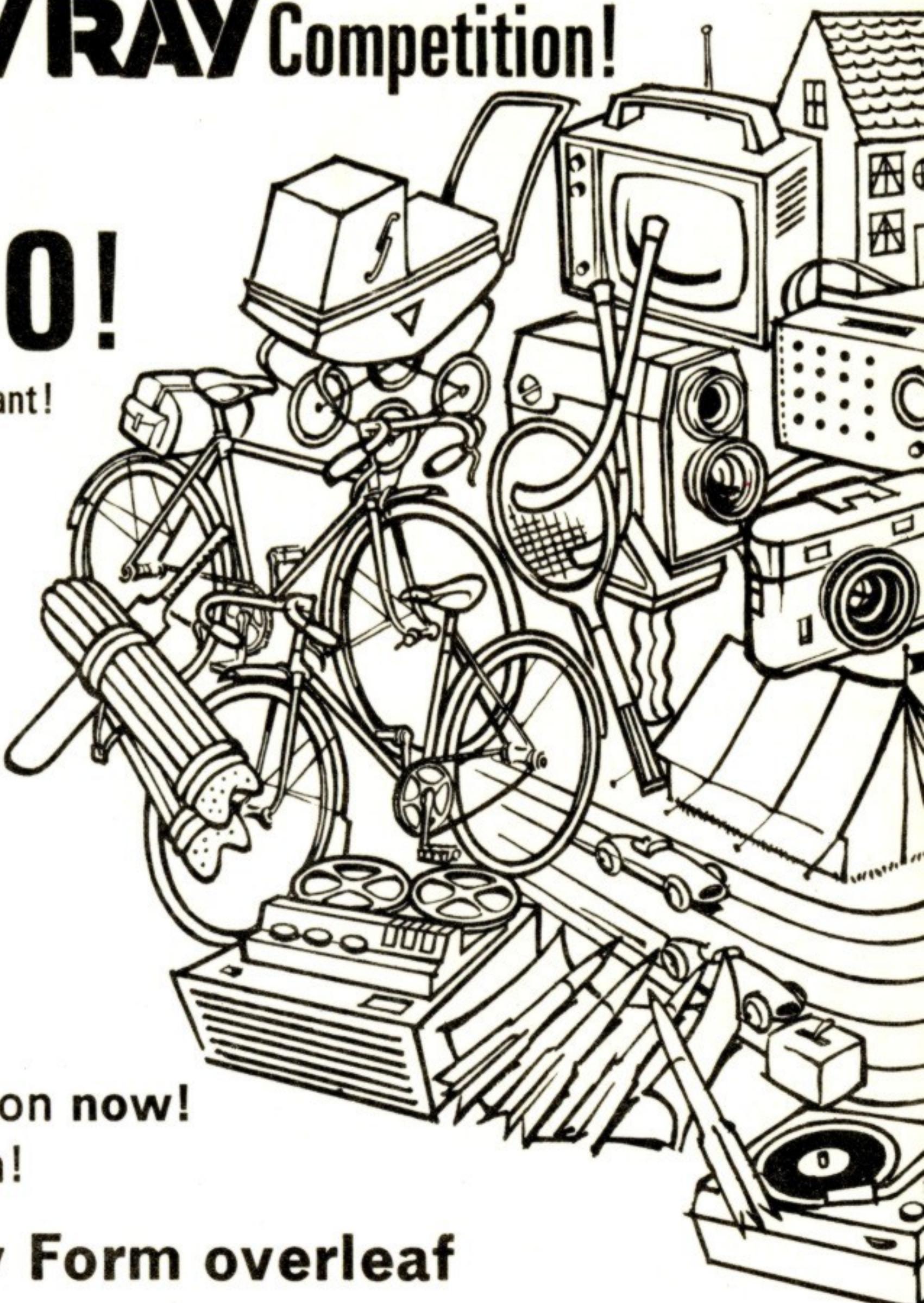
**100 2nd Prizes:**  
Boys' and girls' bicycles  
(value £15)

**500 3rd Prizes:**  
Sky Ray Space Raider pens

Enter this fabulous competition **now!**

It's easy! It's exciting! It's fun!

**Full details and Entry Form overleaf**



## **RULES**

1. Any boy or girl up to the age of 13 years on 1st August, 1967, may enter this competition organised by T. Wall & Sons (Ice Cream) Limited, Wall's House, Gloucester, except employees of T. Wall & Sons (Ice Cream) Limited and their associated companies and their advertising agents and members of their families.

2. Judges for this Competition have been appointed by T. Wall & Sons (Ice Cream) Limited. The decision of these judges will be final and binding on all competitors and no correspondence will be entered into. In making their decision the judges will take age into con-

sideration. All entries will remain the property of T. Wall & Sons (Ice Cream) Limited.

3. The winning competitors will be informed by letter sent to them at the address on their Entry Form. Unsuccessful competitors will not be informed of the result but details of major prize-winners will be published in the children's press.

4. You may enter the Competition as many times as you like. But each entry must be on a separate Entry Form. Extra entry forms will be obtainable shortly from your Wall's shop. If you send in three or more entries at any one time, one entry need not be accompanied by a wrapper.

5. Closing date for entries: 15th September, 1967.

# ENTER THE SKY RAY DR. WHO PICTURE CARD COMPETITION!



Never has there been such a mighty conflict! Roaring through outer space, the Space Raiders scream into battle!



Dr. Who and the Space Raiders face a violent battle to save a planet from the invading Scaly Monsters!



It's the Daleks again! Dr. Who and the Space Raiders must outwit them once more to save the Space Station!



Braving the deadly rays of the Daleks, Dr. Who and the Space Raiders prepare to defend the Earth from invasion!

## — ENTRY FORM —

Fill in this coupon, cut around the dotted line and send 1 Sky Ray wrapper with the completed coupon to:

SKY RAY SPACE RAIDERS, T. WALL & SONS (ICE CREAM) LIMITED,  
WALL'S HOUSE, GLOUCESTER

Picture 1

WORD:

Picture 2

WORD:

Picture 3

WORD:

Picture 4

WORD:

Now write in not more than twelve words your idea of the ideal ice lolly

NAME..... AGE (on 1st August, 1967).....

ADDRESS.....

TOWN..... COUNTY.....

I certify that this entry is the unaided work  
of the above and that he/she agrees to abide  
by the rules of the Competition. SIGNED.....

Parent or Guardian

— CUT ALONG DOTTED LINE —



## ALL YOU DO:

Study each of the four Doctor Who picture cards above. Then, from the list of ten words below, select the four words (one for each picture) that best describe the thrilling battle scenes shown. Enter each word in the space provided on the Entry Form (left). Note: you can keep a record of your entry by writing the words in the space provided on the pictures.

Action!  
Attack!  
Storm!  
Fight!  
Fire!

Strike!  
Shoot!  
Charge!  
Assault!  
Devastate!

# SKY RAY SPACE RAIDERS BATTLE GAME

*See playing board on next two pages*

In the exciting Space Raiders Battle Game you and your friends play the part of Sky Ray Space Raiders battling your way through the hazards of space on a journey between Planet X and Earth. So the winner is whoever is first to reach the Earth.

**All you need** to play this game is (1) your Dr. Who picture cards—the ones you get free with Wall's Sky Ray, (2) coloured playing counters (you can use ones from any game you have)—or buttons will do, (3) one dice or spinner (see diagram for home-made spinner on next page).

## HOW TO PLAY

Shuffle your Dr. Who picture cards which you will find in your Sky Ray pack and divide them into roughly equal piles. Put one pile where the arrow on the playing board indicates 'Pile A'. Put the other pile where the arrow on the playing board indicates 'Pile B'. Now you are ready to play.

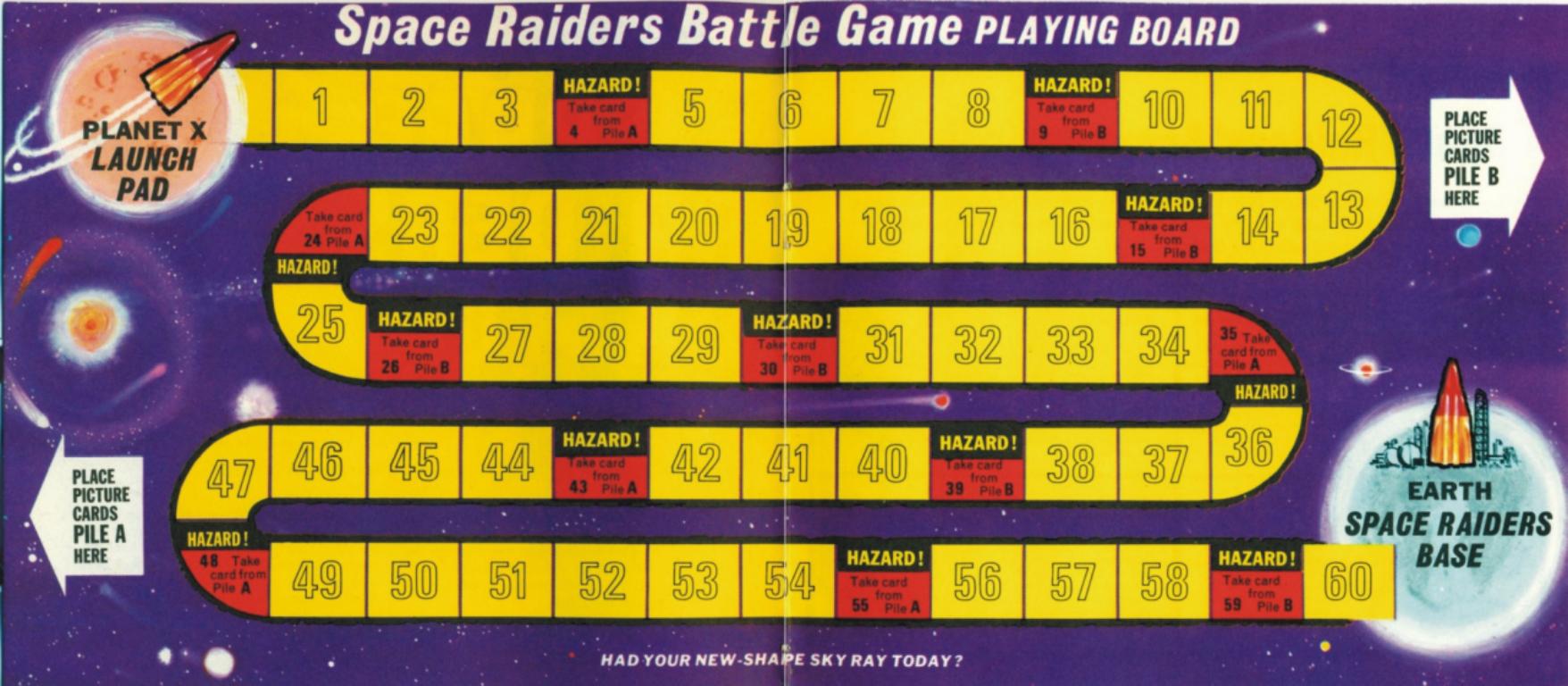
**To get onto the Planet X Launch Pad**, a Space Raider player must get a '6' with the dice or spinner. The first player to get '6' then has another go and the number he gets with the dice or spinner shows how many squares he moves out into space. As each of the other players gets a '6' he then gets a second go and moves out into space. From then on, each players gets one go per round.

When a player lands on a hazard square, he takes a card from 'Pile A' or 'Pile B' as indicated in the hazard square. The number on the card shows which number order he must obey. **Example** : If a player lands on hazard square number 15, he must take the card on top of 'Pile A'. Suppose this card is number 32. A glance at 32 on the list below the playing board shows this order : *move back 3 squares*. So the player returns the card to the bottom of 'Pile A', goes back 3 squares and waits for his go to come around again.

*ENJOY A NEW-SHAPE SKY RAY WHILE YOU PLAY!*



# Space Raiders Battle Game PLAYING BOARD



## HOW TO MAKE A SPINNER



Trace over this diagram with a thick lead pencil. Lay the tracing paper, penciled side down, on a piece of white card. Scribble hard on the paper where the tracing shows through. This will leave a print of the diagram on the card. Cut around the outline. Push a sharpened matchstick 1 1/2 inch through centre of spinner.

## CARD NUMBERS:

1. Exterminate!
2. Rescue!
3. Hideout!
4. Space Raiders!
5. Landing!
6. Secret Weapon!
7. Attack!
8. Retreat!
9. Conference!
10. Strange Craft!
11. Take Off!
12. Volcano!

## ORDERS:

- Miss next go.
- Move forward 1 square.
- Take card from other pile.
- Move forward 6 squares.
- Extra go.
- Move forward 1 square.
- Move back 3 squares.
- Move back 6 squares and miss next go.
- Miss next go.
- Move forward 2 squares.
- Move forward 4 squares and take extra go.
- Miss next go.

## CARD NUMBERS:

13. Collision!
14. Bale Out!
15. Help!
16. Challenge!
17. Astro Beetle!
18. Telepathy!
19. Contact!
20. Astro-City!
21. Allies!
22. Into Battle!
23. Emergency!
24. Daleks!

## ORDERS:

- Miss next 2 goes.
- Move back 5 squares.
- Extra go.
- Miss next go or take card from other pile.
- Take card from other pile.
- Take 2 cards from other pile.
- Extra go.
- Move forward 1 square.
- Take 2 extra goes.
- Move forward 6 squares and miss next go.
- Miss next go.
- Take 2 cards from other pile.

## CARD NUMBERS: ORDERS:

25. War!
26. Defeat!
27. Trapped!
28. The End!
29. Saved!
30. Peace!
31. Wreckage!
32. Tardis!
33. Radio!
34. Spares!
35. Repairs!
36. Farewell!

- Miss next go.
- Move forward 2 squares.
- Move back 6 squares and take card from other pile.
- Take 2 cards from other pile.
- Move forward 2 squares and take extra go.
- Move forward 2 squares.
- Move back 3 squares.
- Miss next go or take card from other pile.
- Move forward 4 squares.
- Move forward 3 squares.
- Take 2 extra goes.

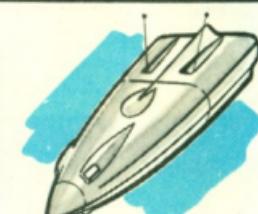
# Space Raiders' Armoury

These are the weapons issued only to Special Duty Space Commandos—the Space Raiders. Armed with these weapons, the Space Raiders are prepared to tackle any enemy—anywhere in our part of the Galaxy.



## Zeta Mk. 3 Thermo-gun

Ejects jet of neutrino particles to raise the heat of organic (living) target to point of disintegration within 10 milliseconds. Effect on inorganic (non-living) target is much slower and of little value in normal combat. Maximum range: 100 ft.



## Radar Bomb

Self-propelled, self-navigating proton bomb. Can be parked in orbit while the radar image and position of target are transmitted to it. On command, it will seek out and destroy without further instructions. Attack speed: 30,000 m.p.h.



## Stun Gun

Non-lethal. Paralyses the key nerve centres of humans, humanoids and sub-humans to produce state of suspended animation. Maximum range: 50 ft. Period of stun effect: 15 minutes.

## Ioniser

Causes temporary ionisation of target object resulting in complete 'black-out' of radio signals to or from object. Particularly useful for suppressing Dalek short-wave distress call. Period of effect: 1 hour.



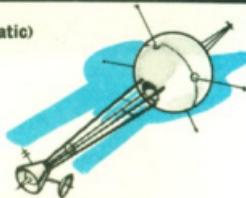
## Laser Lance Mk. 1

Emits razor-thin beam of high-energy laser light which will cut through even Dalek armour. But energy cell is quickly exhausted and takes considerable time to re-charge. Maximum range: 1 mile.



## Dalek Detector (Automatic)

Acts as 'sentry' either in orbit or on ground. Can identify all known types of Dalek, report their position, battle strength and apparent direction of attack. Transmits data direct to Space Raiders Anti-Dalek Control Centre.



**Note:** Entirely new anti-personnel nuclear carbine now undergoing tests.

YOU CAN'T BEAT A NEW-SHAPE SKY RAY FOR FLAVOUR!



## ENJOY THIS EXCLUSIVE DOCTOR WHO ADVENTURE IN COLOUR!

Make sure you keep the thrilling Doctor Who colour picture cards which you get *free* every time you buy Wall's new-shape Sky Ray. You can stick them in the illustration spaces provided in the special nine-page album section which follows. Or you can use them to play the exciting new Space Raiders Battle Game.

---

# ••'DALEKS INVADE ZAOS'••

---

This was the urgent signal Doctor Who sent to Earth  
—to bring the Space Raiders hurtling to his aid!

'ONCE more the Tardis has stranded me on an unknown planet!' thought Doctor Who as he stepped out onto the strange terrain. Yet there was something vaguely familiar about the landscape of this planet.

Stooping, he picked up a piece of rock and examined its surface closely.

Suddenly, he had an uncanny feeling that he was being watched. Turning

around quickly, he found himself looking straight into a startling green face!

'Of course!' exclaimed Doctor Who, slapping his thigh. 'This is the friendly planet of Zaos!'

'We will always be friendly with you, Doctor Who,' said the Zaon, as more Zaons came out from behind rocks to welcome Doctor Who, 'but now our lives are threatened . . . by Daleks!'

only chance!' Doctor Who concentrated on willing one thought into the creature's mind: *'Help me!'*

With only seconds to spare, the Astrobeetle turned its rays on the Daleks around the prostate Doctor, blasting open the armoured bodies of the invaders. Nothing could resist those terrible rays. Howling their hatred, the last Daleks toppled over, cracked and burst apart. 'Are you all right, Doctor?' called the Commander of the Space Raiders. Doctor Who sat up. 'I feared that was the end,' he said, breathing a sigh of relief. 'We have completely overwhelmed the Daleks,' said Commander Clay. 'Their plan to take over Zaos and invade Earth has been foiled. And my Space Raiders have rescued Arkadus, the Zaon leader. The people of Zaos need fear the Daleks no more.' The Doctor looked thoughtful as he watched the Astrobeetles gathering together for their return journey.

'Here comes Arkadus now,' said Commander Clay. 'Greetings, Doctor,' said Arkadus, extending a long green hand in thanks. 'You and your friends, with the aid of the Astrobeetles, have saved Zaos from a terrible enemy. This planet has never known such danger—nor seen such warfare. The damage is great—but so is the victory. My people thank you, Doctor Who. Without your help we would all be dead.'



Whilst Arkadus spoke, his warriors were at work removing the broken hulls of the destroyed Daleks from the battle scene. 'This wreckage will be thrown into the deepest sulphur lake,' said Arkadus. 'There will be no trace left of these monsters who came here to conquer us.' Then he noticed Doctor Who's look of concern. 'You seem troubled,' said the Zaon. 'Is there some way we can help?'

The Doctor frowned. 'I fear for the safety of the Tardis,' he said, 'we must set off at once to find it.' Declining the offer of help from Arkadus and the Zaons, Doctor Who and the Space Raiders began their search for the Tardis. Their task was not made easy by the fact that the battles fought against the Daleks had destroyed many landmarks. But before long, Doctor Who found the Tardis. It was almost wrecked! Doctor Who was shocked by the extent of the damage. 'Dalek vandals!' he cried, angrily. 'Even when they are beaten they cannot stop destroying.' Doctor Who threw up his hands in despair. 'Doctor Who,' said Commander Clay, 'all is not lost. If you can list the equipment you need to repair the Tardis, we might yet save your remarkable machine!'

Hurrying back to the city of the Zaons, Commander Clay set out his plans for the repair of the Tardis: 'A special ultra-fast



Obediently, the Astrobeatles swung their searing rays forward and charged into the mass of the Daleks.



Blasting through the ranks of metallic monsters, the rays carved a path for Doctor Who's small but formidable rescue force. In the Zaon stronghold, the surviving Zaons fought on with new energy. The invincible Dalek army was being cut to pieces before their very eyes! As the Astrobeatles continued their drive, through the hordes of Daleks, beaming their deadly rays mercilessly into the dense columns of robots, Doctor Who headed for the wrecked Zaon stronghold. He was searching for Arkadus, the Zaon leader. But he spotted him too late. Pinned down by wreckage, Arkadus had also been seen by a squad of Daleks. With the battle now turning against them, the Daleks wanted Arkadus for a hostage. Helplessly, Doctor Who saw Arkadus dragged away by the invaders.



By now the struggle against the Daleks was reaching its height. Bitter fighting raged all around. Picking their lumbering way over shattered robots, the Astrobeatles, guided by Doctor Who and the Space Raiders, surged across the battlefield, forcing the broken ranks of Daleks to waver and fall back. Final victory was near! But so was danger for Doctor Who . . .

In the smoke and confusion of battle, Doctor Who glimpsed Arkadus surrounded by his Dalek captors. Here was his chance to save the Zaon leader! Urging his mount, the King Astrobeetle, to hurry, Doctor Who set off to attempt the rescue.



Without warning, Doctor Who was struck a stunning blow. In his haste, he had not noticed an overhanging rock. Reeling backwards, he toppled from the charging Astrobeetle which forged on unaware of the accident. Seizing their last opportunity to avoid defeat, the Daleks rushed towards Doctor Who lying senseless on the ground. The Daleks knew the end of Doctor Who would mean the withdrawal of the deadly Astrobeatles! 'EXTERMINATE-THE-HUMAN-LEADER!' came the Dalek cry. 'EXTERMINATE-EXTERMINATE!'



Still dazed by the blow, Doctor Who looked up to see the menacing shapes of the Daleks advancing on him. 'This time,' he thought, 'I will not escape their disintegrators.' But even as he prepared to face a horrible death, Commander Clay was hurrying forward on the back of an Astrobeetle! The life of Doctor Who and the future of Zaos and Earth now depended on the speed of a lumbering monster beetle! 'Doctor Who!' Commander Clay shouted, desperately, 'direct my Astrobeetle to focus its rays on the Daleks! It's your

deaf and dumb. They understand only mental contact.' He concentrated his mind on the Astrobeetle's brain. 'We are to meet the High Astrobeetle Counsellors,' he said, finally, having read the great insect's mind. 'We will be taken underground to their Chamber of War.'



Doctor Who and the Space Raiders found the assembly of Astrobeetles massed in a vast cavern filled with the bright glow from their rays now turned safely upwards. Doctor Who was aware of his plea for help being communicated from the sentinel Astrobeetle to the brain of the Chief High Counsellor. Impatiently, Doctor Who waited for an answer. But the Astrobeetles seemed to be arguing together. 'Make no mistake,' Doctor Who's mind warned the insects, '*the Daleks could overrun even your great city.*' Suddenly, he received the message of assent. 'We will triumph together!' cried Doctor Who, aloud.



Within minutes, Doctor Who and the Space Raiders were mounted on the broad backs of the Astrobeetles and the hazardous march through the fiery volcanic regions began. 'We must hurry if we are going to save Zaos,' Doctor Who communicated to his mount, the King Astrobeetle. The horde of armoured monsters forged on—impervious to bubbling lava or scalding seas.



Before long, the army of Astrobeetles came to a boiling inland sea. And there on the other side waited two Zaon warriors! Fearlessly, the Astrobeetles plunged in and swam across. 'Hurry, there is little time!' called the Zaons as the Astrobeetles neared the shore. 'Our leader is making a last, desperate stand against the Daleks,' the Zaons told Doctor Who. 'But even now the Daleks are mustering their forces for a final all-out assault.' Doctor Who was worried. There was still some distance to go. 'Forward!' he commanded the Astrobeetles, '*nothing must delay us!*'



But when they reached the battlefield, a terrible sight greeted the eyes of Doctor Who and the Space Raiders. Regiments of Daleks surrounded the Zaons' last stronghold. Even as they watched, more Daleks arrived to strengthen the final attack. The air was filled with ruthless, robot-voice cries of: 'EXTERMINATE-EXTERMINATE-ALL-PEOPLE-OF-ZAOS! ATTACK-ATTACK!' Explosion after explosion battered the Zaon stronghold as the Daleks opened fire. Doctor Who knew that everything now depended on his control of the Astrobeetles. Would they obey or refuse his order to fight the Daleks? Using all his will-power, he projected the command: 'Charge!'

HIGH TIME YOU HAD A NEW-SHAPE SKY RAY!



Courageously, Doctor Who mounted the crag and approached the Astrobeetle. Its eyes began to swivel in his direction. Huge rocks were shattered by the path of the rays. Doctor Who tried to concentrate his mind on one thought: 'friendship'. More rocks burst apart as the terrible rays from the Astrobeetle's eyes moved closer to the brave Doctor. But he stood his ground. He could feel the monster's mind resisting the telepathic power of his own. Yet slowly but surely his concentrated thought and powerful will were penetrating into the alien brain.



The intense strain showed on the Doctor's face. With the deadly rays just inches away, he made a supreme effort. 'I come as a friend' was the thought he projected. And the Astrobeetle's motive centre seemed to grasp the message! But did the creature accept Doctor Who's peaceful approach? The movement of the deadly rays stopped as if the Astrobeetle was undecided. For a moment, the rays wavered. Suddenly, the Astrobeetle directed them upwards where they could do no harm. It was a peace sign! Doctor Who had succeeded in making contact with the great monster! He began his urgent plea: 'Mighty Astrobeetle, Zaos has been invaded by Daleks!

'Only with the Astrobeetles' aid can I and my

friends hope to defeat the Daleks and save both Zaos and my planet Earth. Will you help us?' The massive creature made no sign. Then from the Astrobeetle's brain came a promise to assist the Doctor—the only person ever to make contact with the giant insects. 'Thank you, my friend,' he said, projecting his thanks mentally. He turned to call up the Space Raiders. 'Come and meet our new ally!' he cried proudly. And the Commander led his men up the crag. The Space Raiders were full of admiration for Doctor Who's astonishing powers of telepathy. As he mopped his brow in relief, Commander Clay congratulated him: 'Great work, Doctor!' he said. But Doctor Who was only half listening. Concentrating hard, he received a telepathic message from the Astrobeetle towering above them.



'Our friend the Astrobeetle wishes us to mount its back,' said the Doctor. 'It then proposes to take us to Astrobeetle City—which no other creature has ever before set eyes on.' Quickly, the men obeyed and the lumbering monster soon brought them in sight of the tall, spiral towers of Astrobeetle City. As they drew closer, the Earthmen were struck by the weird silence of the insect capital.

'Remember,' Doctor Who told the Space Raiders when they dismounted on arrival, 'these creatures are

steering!" ordered Commander Clay. And a Space Raider leapt to the control panel.

But the Hoverdrome had been thrown into the path of the oncoming reptile-birds! As the Space Raider pilot wrestled with the controls, the others watched helplessly. Commander Clay pointed to a rack of equipment, 'Auto-jets!' he exclaimed. 'We may have need...' Just then there was a sickening impact as the Hoverdrome hit a winged monster. Doctor Who and his companions were thrown into a heap. 'Bale out!' shouted the pilot, 'Auto-jets!' As the shattered Hoverdrome dropped like a stone, Doctor Who and the Space Raiders tried frantically to put on their Auto-jet rocket sets. Then came a second crash as the falling Hoverdrome struck another reptile-bird. The sides of the vehicle gaped open. The Hoverdrome was breaking up with Doctor Who and the Space Raiders trapped inside it! The Earthmen had only seconds left! Miraculously, they managed to strap on their Auto-jets and hurl themselves clear of the disintegrating structure. Tumbling over and over through the air, Doctor Who desperately pressed the triggers to ignite the retro-rockets. The rocky terrain below was rushing up to meet him. With a sharp hiss and a roar, the rockets suddenly burst into life!



His descent quickly slowed. Then he saw the terrible danger waiting below!

A seething lake of sulphur stretched out beneath the descending Space Raiders. Doctor Who quickly steered himself clear and landed safely. But some of the Space Raiders were not quick enough. As the wreck of the Hoverdrome hit the ground with a fearful explosion, Doctor Who shouted to Commander Clay: 'This sulphur is so hot—no man will survive in it for more than three minutes!' Swiftly, they organised a rescue operation to save their companions from a terrible death. When the last one was safely ashore, the Space Raiders rested, worn out by their efforts. But Doctor Who was impatient to press on. Soon, they reached the foot of a tall mountain range. Suddenly, a fierce light blinded them. On a crag high above, a frightening sight waited. It was an Astrobeetle sentinel! The deadly rays from its eyes swung around menacingly. 'Keep back!' Doctor Who ordered the Space Raiders. 'To get control of this creature's mind, I must approach it alone.' With a nod to Commander Clay, he began to climb the slope, knowing too well that if he made one wrong move he would certainly die! The rays from the Astrobeetle's deadly eyes could instantly obliterate anything standing in their path!



Doctor, 'the tunnel is quite near'. And there was the opening just ahead of them!

Hearing the explosions overhead, the Zaons below ground presumed their allies to be exterminated. But then stumbling foot-falls were heard by the Zaons. They came from a tunnel leading into the Zaon emergency H.Q. 'Guard the tunnel-door,' commanded Arkadus, 'this may be a Dalek trick.' Then, from beyond the door came an unmistakable voice: 'Arkadus — it's I, Doctor Who — and the Space Raiders!'



Quickly, Arkadus ordered his warriors to bring in the panting Earthmen. 'The Space Raiders' secret weapon has been completely destroyed by the Daleks!' gasped Doctor Who, his face lined with worry. 'Then there's only one hope left,' said Arkadus. 'If you are prepared to face mortal danger and to use your great powers of telepathy you might be able to persuade the Giant Astrobeetles to help us. These savagely hostile creatures inhabit the mountainous side of Zaos. They cannot speak or hear but the rays from their eyes are deadly — even to Daleks!'



'Then I will get the Astrobeetles to fight on our side,' decided Doctor Who. Without delay, Doctor Who and the Space Raiders were led to a concealed hangar

where a gleaming anti-gravity Hoverdrome waited.

'The controls have been set so that the Hoverdrome will automatically transport you and your friends to the region where the Astrobeetles live,' explained Arkadus, as Doctor Who and the Space Raiders climbed aboard the strange craft. 'But remember — he continued, 'no-one has ever before communicated with these ferocious creatures.' Doctor Who nodded his thanks. 'The future of Zaos and Earth depends on the success of our expedition, Arkadus,' said the Doctor.



Taking off in the shining vehicle, Doctor Who and the Space Raiders embarked upon a perilous journey across great boiling expanses of inland sea and fiery volcanoes. Soon the Hoverdrome's sides became too hot to touch. The heat from below was so intense it was reaching the Hoverdrome! 'Keep away from the sides of the vehicle!' warned Commander Clay as some of his men approached the sides to see for themselves how hot the metal had become.



'Look below!' cried Doctor Who, excitedly ignoring the Commander's warning. Huge reptilian birds were flapping their way up to investigate the Hoverdrome. Suddenly, the vehicle was thrown off-course by a tremendous volcanic eruption. 'Switch to manual

So Doctor Who was able to assure the Zaons that help was on the way. In return, the Zaons undertook to lead him to a landing-area, not known to Daleks, where he could signal to the Space Raiders when they arrived. Immediately, they set off on the long journey through many twisting tortuous tunnels . . .

The Space Raider's powerful engines eased as the landing gear sprang out to grip the ground firmly. Doctor Who watched Commander Clay and his crew emerge from their ship as the other Space Raiders came roaring down to land. But the Commander's first words were not encouraging: 'I have had time to muster only a small task force,' he explained. 'Then every man must fight like ten,' the Doctor said grimly. 'The future of Zaos and of Earth depends on it. One more mass attack by the Daleks will make them masters of the situation.' The Commander looked grave. 'There is just a possibility,' he said, 'that we may have the answer to the problem.' He called to one of his men. Doctor Who had noticed the lethal-looking device the man was carrying. 'This will help reduce the odds against us—' the Commander said, taking the weapon from the man, 'the new anti-personnel nuclear carbine — the only one in existence as yet. Without this, we will have no chance to defend Zaos with so few men. It has enough power to obliterate whole regiments of Daleks. And it never needs recharging!' But Doctor Who was no lon-



ger listening. Something told him that they were being watched. Yet it couldn't be Zaons. They were still hiding in the maze of tunnels below ground!



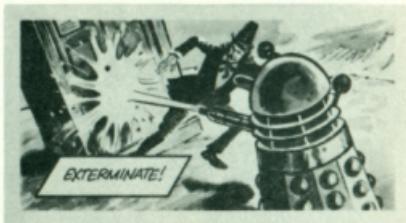
A stunning explosion blasted the nuclear carbine from Commander Clay's hands. 'ATTACK—ATTACK—ATTACK!' came the ruthless, mechanical command as wave upon wave of Daleks surged over the brow of a hill and bore down on the now defenceless Earthmen. 'Quick!' gasped Doctor Who, 'follow me. If we can reach the secret tunnel entrance, we can re-group with the Zaons—unless they are under attack too!' added the Doctor, ominously. 'That's a chance we must take,' gritted Commander Clay. 'If we stay out here in the open, we will be wiped out!'



With the blasts of the Daleks' disintegrators shattering the air around them, Commander Clay rapped out a command to his men: 'Retreat in order! Keep together at all costs!' Then began the Earthmen's race for survival. Dodging from rock to rock, with the Daleks close on their heels, Doctor Who and the Space Raiders made towards the secret tunnel entrance.

Quickly, Doctor Who realised that the blasts of the Dalek disintegrators could actually *help* them escape—if they could avoid their searing heat! The explosions around the fleeing Earthmen were providing a useful smokescreen! But not all the Space Raiders had managed to avoid the blasts . . . 'Keep going,' shouted the

'Here on Zaos!' scoffed Doctor Who. 'Daleks? But why? There are no valuable sources of energy here.' 'Yet they have landed,' said the Zaon. 'And in such force that we've had to retreat underground.' 'Surely they haven't discovered some special mineral . . .' the Doctor muttered, wandering towards some rocks. 'No . . . ! They've probably already left—' 'Doctor Who!' a Zaon voice shouted behind him. He looked up. Glinting evilly before him was the menacing form of a Dalek—not six feet away! 'HALT-OR-BE-EXTERMINATED!' crackled the chilling metallic voice of the Dalek.



As Doctor Who threw himself to the ground, the Dalek's deadly ray blasted, missing him—but smashing into the Tardis! Lying helpless, Doctor Who waited as the Dalek prepared a second fatal blast. Suddenly a dozen armed Zaon warriors rushed from a concealed tunnel to save him. The Dalek faced them, its disintegrator striking and killing the Zaon front rank. But the rest moved too fast. Quickly, they encircled the Dalek which fired wildly, attempting to drive them off.



Then the Zaons attacked from all sides, their small but effective weapons flashing fire. Howling its hatred the Dalek tried to retreat but the Zaons concentrated their fire and shattered it to pieces. Doctor Who was saved! But unknown to him and the Zaons, the Dalek

had sent a distress signal . . . Later, at the Zaons' hideout, their leader Arkadus had grim news for the Doctor.



'We know the reason for the Dalek invasion of Zaos,' said Arkadus. 'They intend to use our planet as a base to attack Earth!'

Doctor Who was stunned. With a whole planet as a base, the Daleks could destroy Earth! But a counter plan was already forming in his mind.

'How quickly can you organise your people into sabotage squads?' Doctor Who asked Arkadus. But before he replied, an explosion rocked the hideout. 'Daleks!' gasped a Zaon running in from a connecting tunnel. 'In force! They've found a way in!' In the short, confused battle which followed, Doctor Who realised the Zaons were no match for massed Daleks. So, while surviving Zaons implored him to escape with them, Doctor Who sent an urgent radio signal to Earth: Emergency! Call Space Raiders! Daleks invade Zaos! Earth in Danger!



The Sky Ray Space Raiders—an élite band of Special Duty Space Commandos—were formed for emergencies like this. Within minutes of receiving Doctor Who's signal they were hurtling towards Zaos, with Space Raider Commander Clay at the controls of the leading ship.

rocket Space Freighter can bring all the items you need, Doctor. All we have to do is contact Earth by radio.' Doctor Who had worked out which parts he needed by the time they reached the Zaon capital. The Space Raiders' Communications Officer quickly sent off the signal.

While they waited for the Space Freighter, Arkadus invited Doctor Who and the Space Raiders to rest in his palace. It soon became obvious that nothing would please Arkadus more than if Doctor Who decided to remain with his friends the Zaons. 'No, Arkadus,' said Doctor Who, smiling, 'I have much to do. Remember—there are always more Daleks ready to threaten civilisation!' Arkadus nodded sadly. Just then a mighty roar told of the arrival of the Space Freighter from Earth. From the balcony of the Zaon palace Doctor Who saw the gigantic ship settle down gently in the landing area. The new parts for Tardis had arrived! 'Now we shall see if it really is possible to make the Tardis work again,' said Doctor Who.

With the help of the Space Raiders and the Zaons, Doctor Who worked day and night to get the Tardis

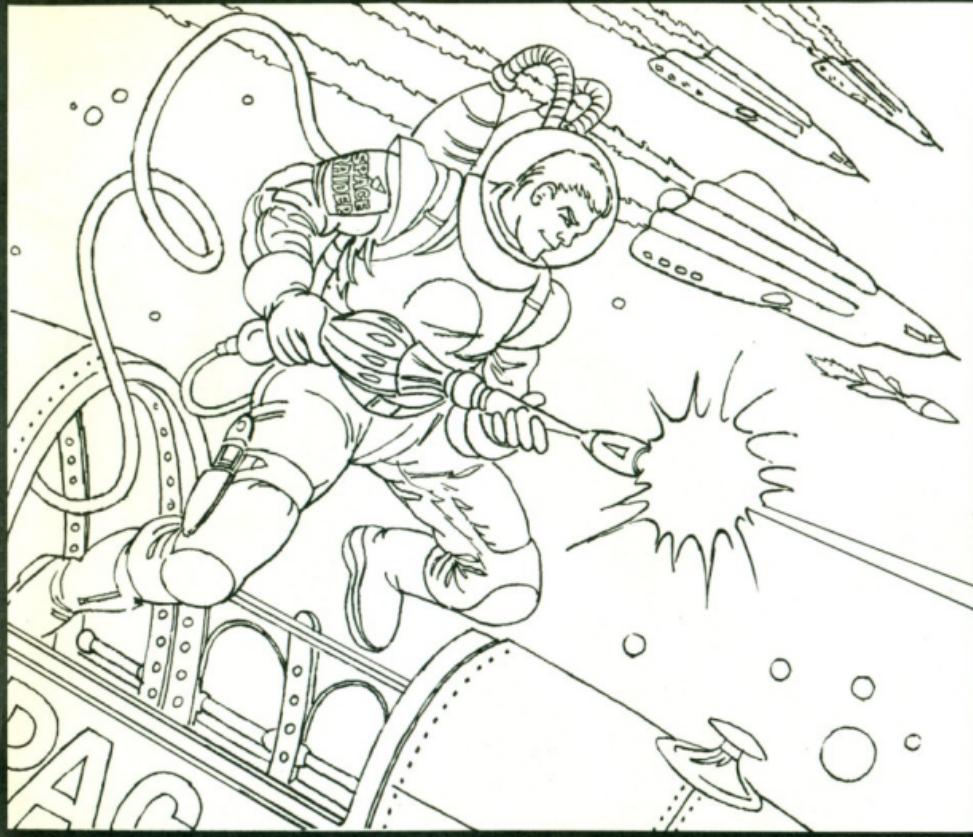
functioning again. The structure of the Tardis puzzled the Zaons, even though they were an advanced race. But Commander Clay assured them that not even Doctor Who fully understood the workings of his mysterious machine! Though Doctor Who would be the last person to admit it! When the repair of the Tardis was complete, Doctor Who bade farewell to the Zaons, and the Space Raiders prepared their ships for take-off. 'I have one regret,' Doctor Who said to Commander Clay. 'What's that?' asked the Space Raiders' leader. 'Our friends the giant Astrobeetles are not here. I would have liked to thank them for their help. Where would Earth be today if they had not agreed to fight for us?'



A vaguely familiar sound came to their ears. 'The Astrobeetles are marching!' cried Commander Clay, 'and look—on their backs—Arkadus and the Zaons!' The Astrobeetles and the Zaons had finally become allies! 'Thank you, friends,' Doctor Who's mind projected, 'you have saved Earth and Zaos!'



THE END

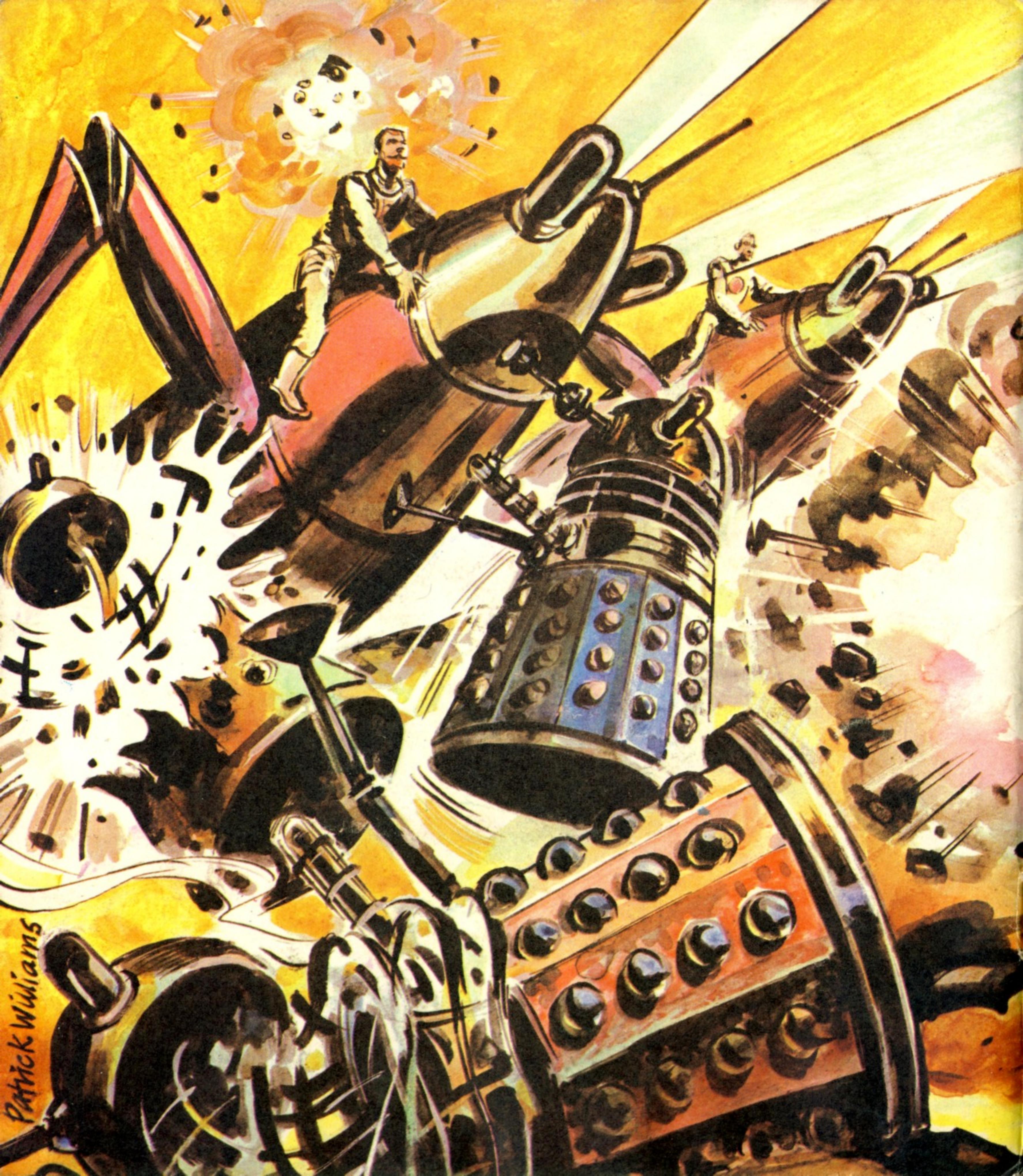


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Patrick Williams



# Dr Who's Space Adventure Book

A SKY RAY publication by arrangement with **BBC tv**



## **PROMOTIONAL MATERIAL**

This section features the promotional Sky Ray wrapper, as well as the variants of the advertising placed in comics as well as the various forms of shop display material.



Wall's

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PLUS  
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*28 BIG PAGES OF EXCITEMENT, ADVENTURE - AND DALEKS*



**Dr Who's  
Space**

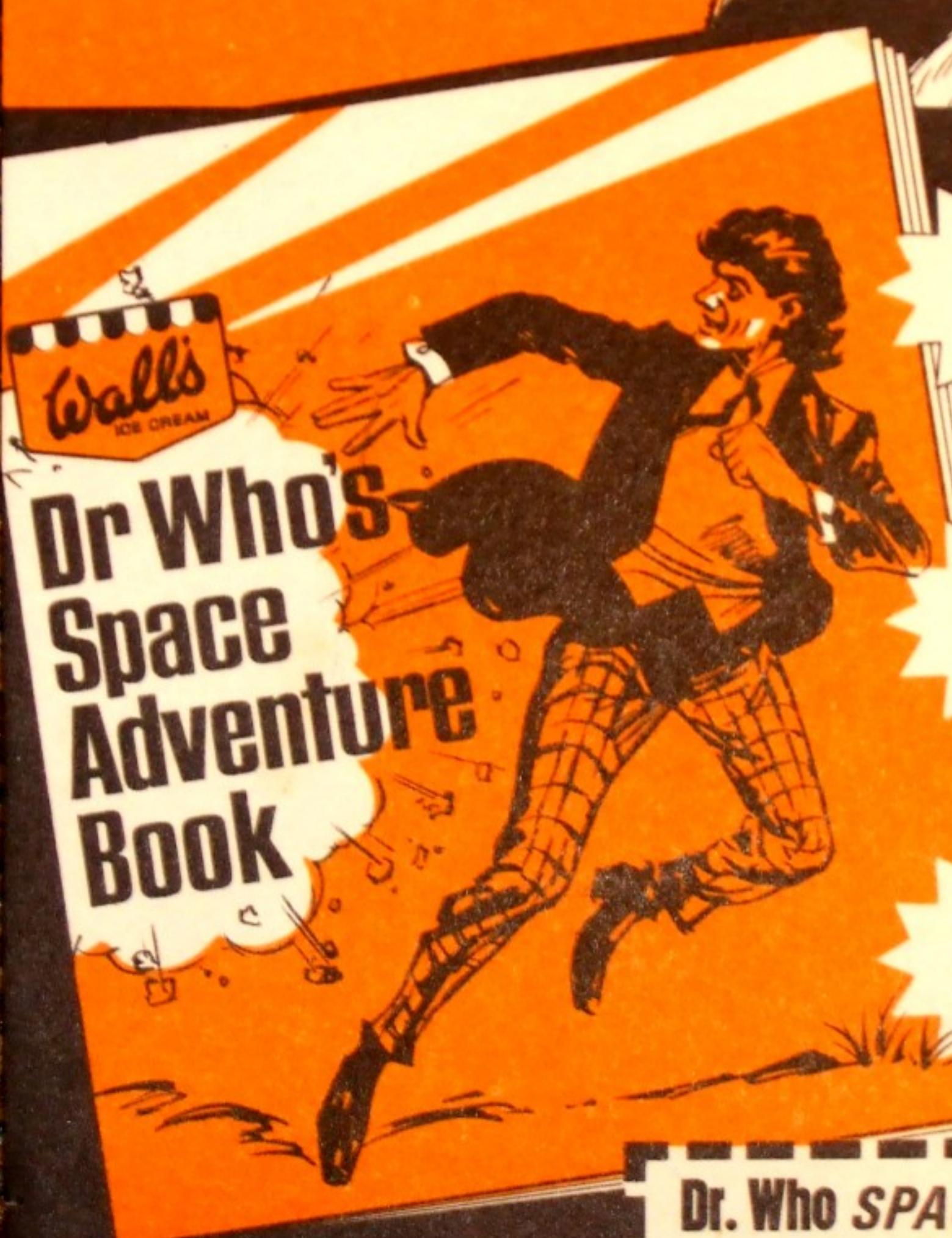
DOCTOR WHO  
PICTURE CARD  
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40/5/67

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Dept. E2, Wall's House, Gloucester.  
Please send my copy of Doctor Who's Space  
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NOW!



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1  
Never has there been such a mighty conflict! Roaring through outer space, the Space Raiders scream into battle!



2  
Dr. Who and the Space Raiders face a violent battle to save a planet from the invading Scaly Monsters!



3  
It's the Daleks again! Dr. Who and the Space Raiders must outwit them once more to save the Space Station!



4  
Braving the deadly rays of the Daleks, Dr. Who and the Space Raiders prepare to defend the Earth from invasion!

## All you do:

Study each of the four Doctor Who action pictures above. Then, from the list of ten words on the right, select the four words (one for each picture) that best describe the thrilling battle scenes shown. Enter each word in the space provided on the Entry Form.

**ACTION!  
STORM!  
FIRE!  
SHOOT!  
ASSAULT!**  
**ATTACK!  
FIGHT!  
STRIKE!  
CHARGE!  
DEVASTATE!**

# Enter this thrilling **SKY RAY** COMPETITION



### RULES

1 Any boy or girl up to the age of 13 years on 1st August, 1967, may enter this Competition organised by T. Wall & Sons (Ice Cream) Limited, 100 Gloucester Road, London SW3. Girls must be the children of employees of T. Wall & Sons (Ice Cream) Limited and their mothers, wives, sisters and other advertising agents and members of their families.

2 Judges for this Competition have been appointed by T. Wall & Sons (Ice Cream) Limited. Decisions of the judges will be final and binding on all competitors and no correspondence will be entered into. The names of the judges will not be made public.

3 The winning competitors will be informed by letter sent to them at the address on their Entry Form. Unsuccessful competitors will be informed by letter. The names of all major prize-winners will be published in the children's press or in a magazine from Walls on receipt of a stamped, addressed envelope.

4 You may enter the Competition as many times as you like. The Entry Form is obtainable from any Walls shop. Entry forms will be obtainable at any Walls' shop. If you send in three or more entries, each entry must be accompanied by a separate CLOSING DATE FOR ENTRIES: 15th SEPTEMBER, 1967.

### ENTRY FORM

Fill in this Entry Form, cut around the dotted line and send on a Sky Ray wrapper with the completed Entry Form to:

**SKY RAY SPACE RAIDERS, DEPT. E.A.T. WALL & SONS (ICE CREAM) LIMITED, WALL'S HOUSE, GLOUCESTER.**

Picture 1	WORD:	Picture 2	WORD:
Picture 3	WORD:	Picture 4	WORD:
Picture 3	WORD:	Picture 4	WORD:

Now write in not more than twelve words your idea of the ideal ice lolly.

NAME

AGE (on 1st August, 1967)

ADDRESS

TOWN COUNTY

I certify that this entry is the unaided work of the above and that he/she agrees to abide by the rules of the Competition.

SIGNED

Parent or Guardian

NOTE: To avoid cutting your comic you can get an Entry Form from your Walls' shop. Wall's Dr. Who's Space Adventure Book will be on sale there, too!

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NOW!*

**NEW  
SHAPE**

**SKY RAY**

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- Free Dr. Who picture cards!
- Thrilling double flavours of raspberry and orange!

**GET WALL'S NEW SKY RAY—  
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new  
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ADDRESS

TOWN

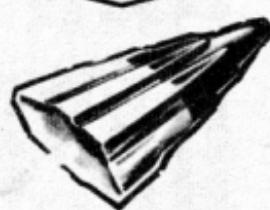
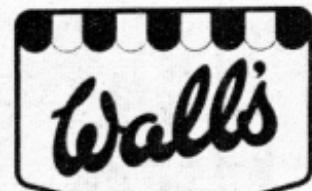
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**MOULTON BIKES**  
**Hundreds of other prizes!**



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**FIRE! DEVASTATE!**  
**ASSAULT! ATTACK!**  
**FIGHT! STRIKE!**  
**CHARGE! SHOOT!**



1. Never has there been such a mighty conflict! Roaring through outer space, the Space Raiders scream into battle!

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3. It's the Daleks again! Dr. Who and the Space Raiders must outwit them once more to save the Space Station!

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Picture 1 WORD:

Picture 2 WORD:

Picture 3 WORD:

Picture 4 WORD:

Now write in not more than twelve words your idea of the ideal ice lolly.

**NAME** ..... **AGE (on 1st August, 1967)** .....

**ADDRESS** .....

**TOWN** ..... **COUNTY** .....

I certify that this entry is the unaided work of the above and that he/she agrees to abide by the rules of the Competition.

**Signed** ..... **Parent or Guardian** .....

**NOTE:** To avoid cutting your comic you can get an Entry Form from your Wall's shop. Wall's Dr. Who's Space Adventure Book will be on sale there, too!



## **TELEVISION ADVERT**

As part of the contract with BBC Enterprises, Wall's were given permission to promote their Doctor Who connection, both in children's comics and by means of a television advertisement. The production of the advert (as per the rest of the promotion) was handled by the international advertising agency, Lintas Limited.

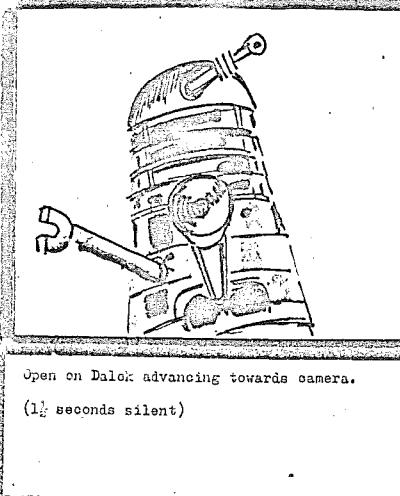
Although the BBC had initially stipulated that Wall's could not use the specific likeness of either Hartnell or Troughton in the promotion, it seems they had no problem with the idea of Lintas using Patrick Troughton to play the Doctor in the television advert, on the proviso that he didn't speak. The actor was duly contacted by the agency, but the fee Troughton asked for was deemed to be too high, and so a different actor was chosen for the role.

Both the BBC and Terry Nation agreed that the Daleks could also appear in the advertisement, for which they would be paid £250 for up to 275 transmissions across the commercial network. On this basis, the BBC agreed to loan two Daleks for the filming, one of which was already in Wall's possession in January 1967, having been used for the company's sales conferences that month. Lintas also asked if there was any possibility of borrowing the Doctor's costume from the BBC, but they were informed that as the Corporation didn't have a spare, they would have to prepare their own.

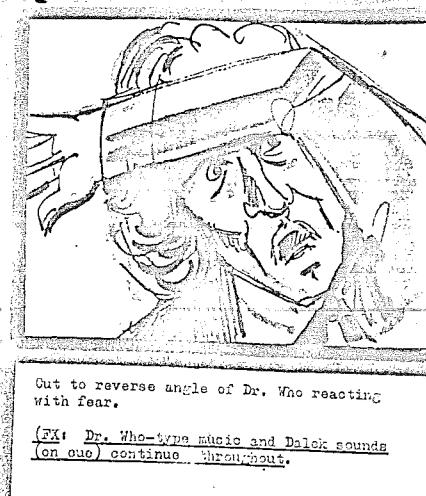
The advertisement was filmed at the beginning of March 1967 (and can be viewed on the Special Features section of his DVD) and was first seen on television at the beginning of June that year. The following illustration is the original storyboard submitted to the BBC for approval.

Production Company:	Rayant TV
Director:	Tony Lowes
Artists:	Gerry Grant, Monica Deitrich
Camerman:	Hilton Graig
Music:	Johnny Johnston

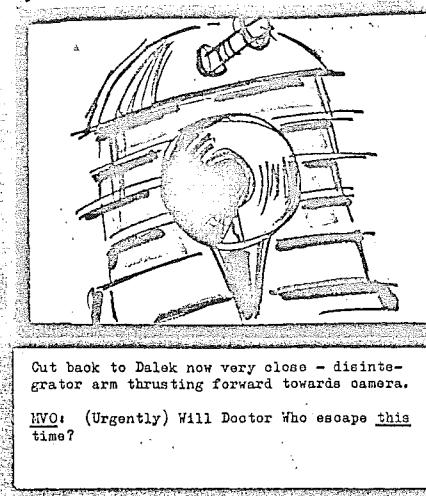
# WALLS SKYRAY DR WHO 30 SEC. TV



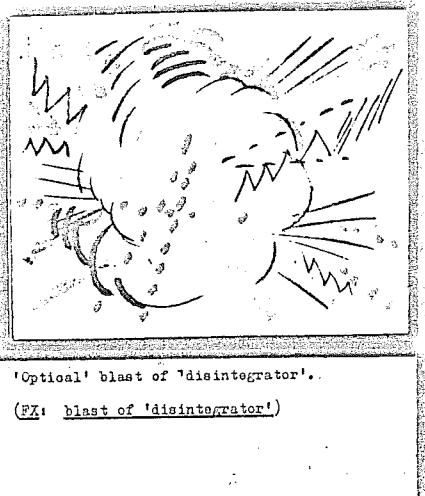
Open on Dalek advancing towards camera.  
(1½ seconds silent)



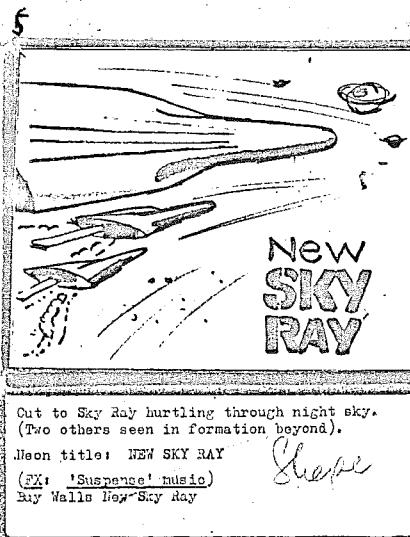
Cut to reverse angle of Dr. Who reacting with fear.  
(FX: Dr. Who-type music and Dalek sounds on cue) continue throughout.



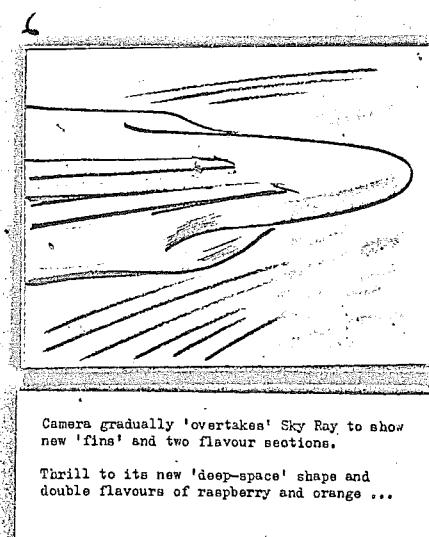
Cut back to Dalek now very close - disintegrator arm thrusting forward towards camera.  
MVO: (Urgently) Will Doctor Who escape this time?



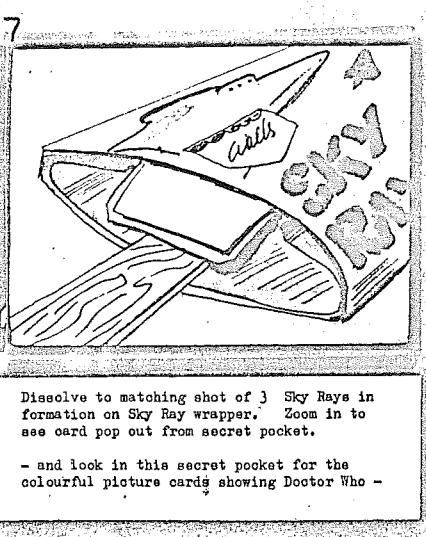
'Optical' blast of 'disintegrator'.  
(FX: blast of 'disintegrator!')



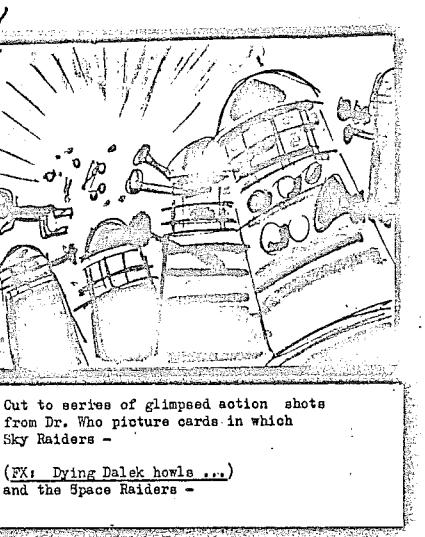
Cut to Sky Ray hurtling through night sky.  
(Two others seen in formation beyond).  
Moon title: NEW SKY RAY  
(FX: 'Suspense' music)  
Ray Walls New-Sky Ray



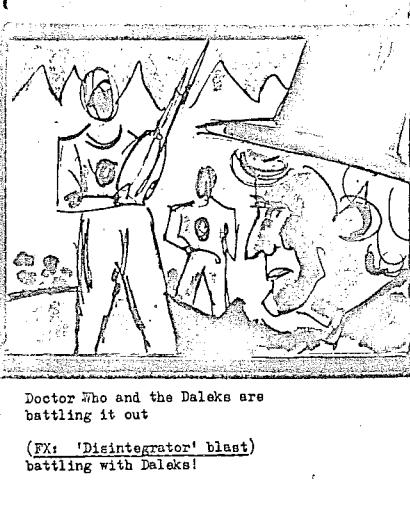
Camera gradually 'overtakes' Sky Ray to show new 'fins' and two flavour sections.  
Thrill to its new 'deep-space' shape and double flavours of raspberry and orange ...



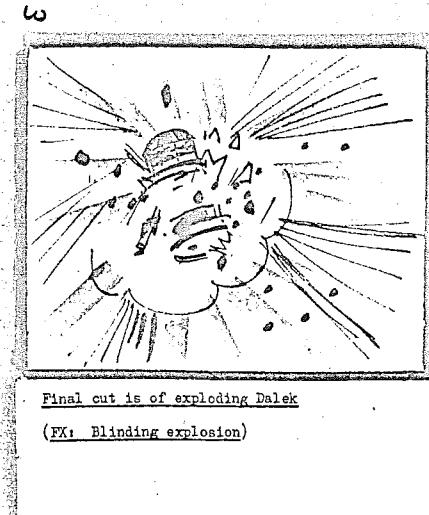
Dissolve to matching shot of 3 Sky Rays in formation on Sky Ray wrapper. Zoom in to see card pop out from secret pocket.  
- and look in this secret pocket for the colourful picture cards showing Doctor Who -



Cut to series of glimpsed action shots from Dr. Who picture cards in which Sky Raiders -  
(FX: Dying Dalek howls ...)  
and the Space Raiders -



Doctor Who and the Daleks are battling it out  
(FX: 'Disintegrator' blast)  
battling with Daleks!



Final cut is of exploding Dalek  
(FX: Blinding explosion)



Cut to CS Boy's eyes blinking in surprise.  
Full back to reveal him licking Sky Ray and holding 3 cards. Super! FREE!  
MVO: They're free -



Cut to wrapped Sky Ray and Super! 6d.  
- when you buy Walls new-shape Sky Ray - only 6d.



## **ORIGINAL DESIGN ROUGHS**

The following illustrations are the original design roughs from Wall's for the *Dr. Who's Space Adventure Book* album and the advertising that would appear in children's comics. This section also contains Patrick Williams' original concept drawing for the Sky Ray Doctor as well as the submitted story outline for *Dr. Who on Zaos*.

Wall's were asked by BBC Enterprises to remove all references to the Daleks from the Space Raiders Battle Game in the middle of the album as this conflicted with the rights given to another manufacturer who was producing a boxed game under licence.



# REFINED NEW CHARACTERISATION OF DR.WHO

18th November, 1966.

DR. WHO ON ZAOS

Dr. Who finds himself once more on Zaos, and is disturbed to find that his old friends, the Zaons, are being invaded by the Daleks, who wish to take over the planet for a sinister purpose. When Dr. Who lands, the Zaons have been reduced by constant Dalek bombardment. And to his horror, he learns that the reason why the Daleks are so eager to overthrow them, and take possession of Zaos is because they intend to make it a base from which to attack Earth.

Dr. Who realises that the Zaons cannot possibly withstand much more unaided, and he sends for the Space Raiders who arrive in force. Encouraged by this unexpected help, the Zaons mobilise their secret weapon - the dreaded Beetle Armoured Division.

This is a detachment of giant beetles which only breed in a remote part of the planet. They are huge, and fantastically strong, with impenetrable bodies. But their most important weapon is their eyes. They're so powerful they can stun and immobilise any moving thing in their path - even the Daleks are powerless against their paralizing rays.

There is a terrifying and immensely dramatic battle in which the Daleks charge desperately against the Zaons mounted on the beetles. Many fall stunned and helpless as the beetles advance. But many more break through the Zaon lines, only to meet fierce resistance from the Space Raider reinforcements.

Eventually, a great and glorious battle is won for the Zaons. But unfortunately, Dr. Who's Time Machine is sabotaged by the Daleks during the battle, and he cannot get back to Earth. Once more the Space Raiders come to the rescue. They radio back to their base on Earth, and the vital parts that Dr. Who needs are rushed to Zaos by Space Raider Special Delivery. Dr. Who and the Space Raiders leave Zaos in triumph, all having been made Honorary Citizens of the planet.

E. Mard,  
Dr. Who Licenses WALLS.

12/-  
**HEPE COMICS**  
**WALL'S**  
**NEW-SHAPE**  
**SKYRAY**

FREE PICTURE CARDS

6D

See Dr Who and  
the Space Raiders  
fight the DALEKS

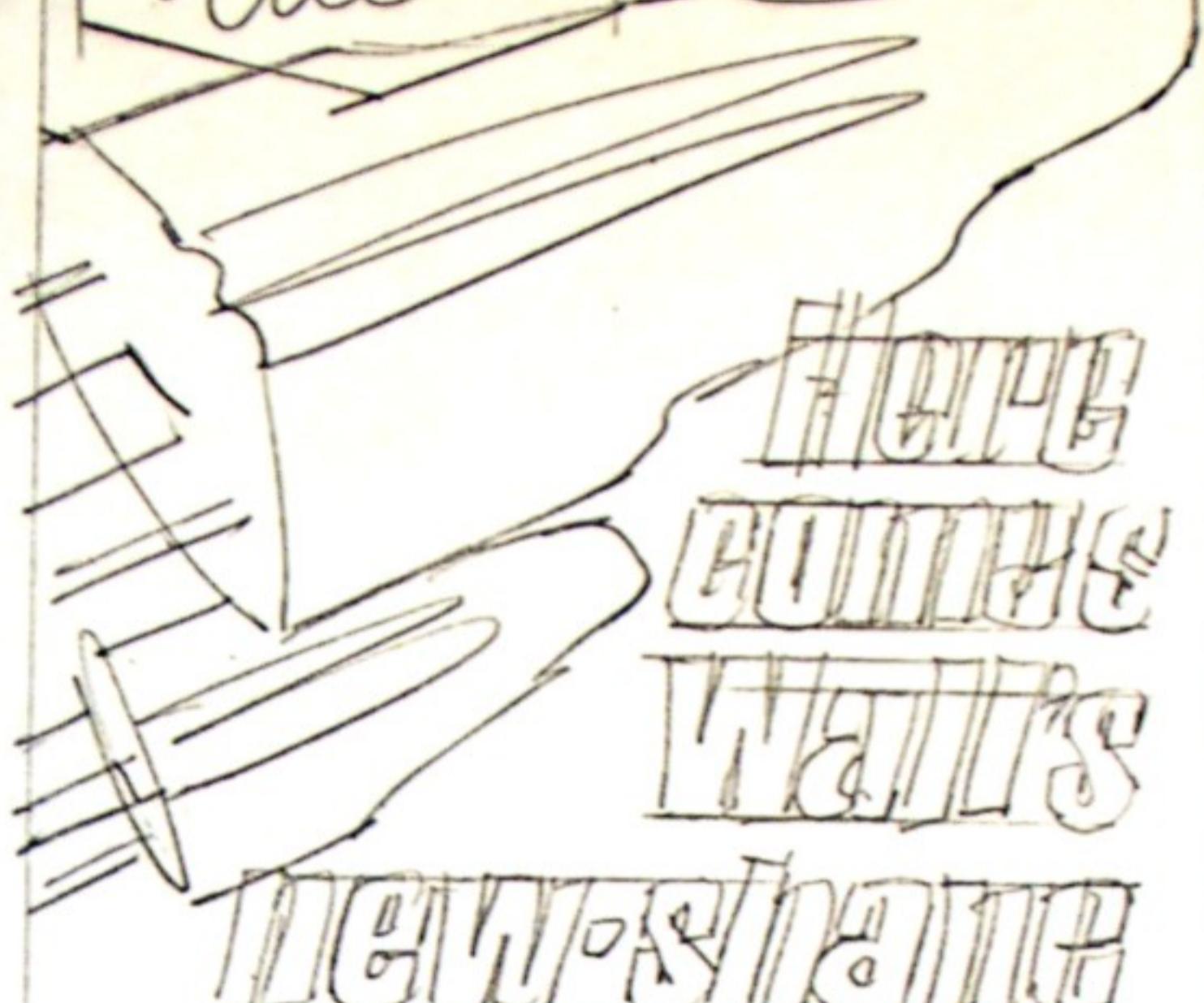
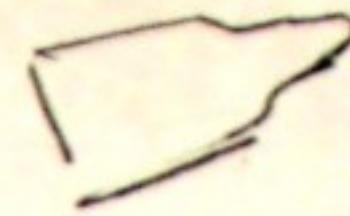
start collecting  
now!

WALL'S

NEW  
SHAPE

SKYRAY

Walls



HIGH-SHADE

SKY/RAY

SKY/RAY

FREE PICTURE CARDS



THREE

THREE

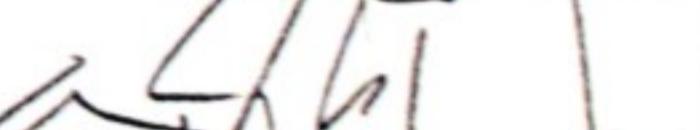
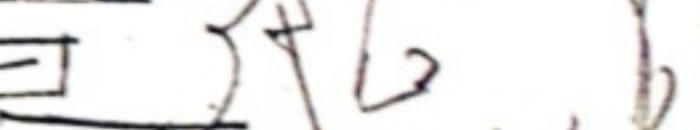
THREE



THREE

THREE

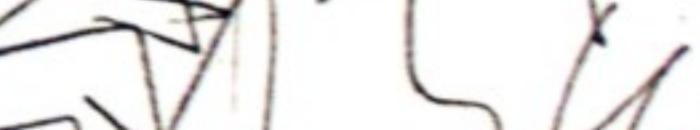
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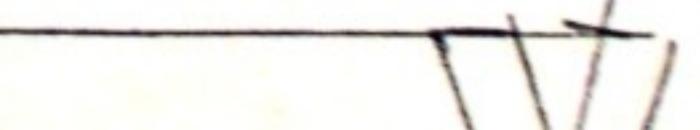
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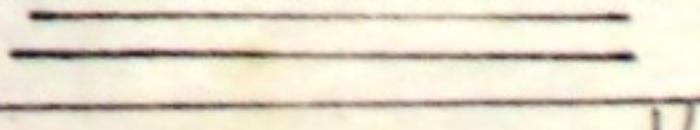
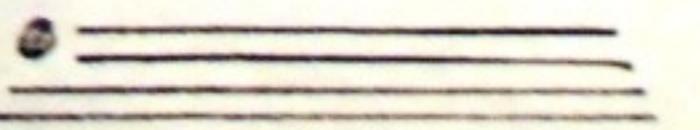
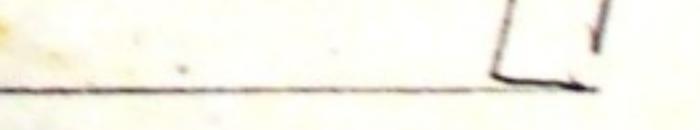
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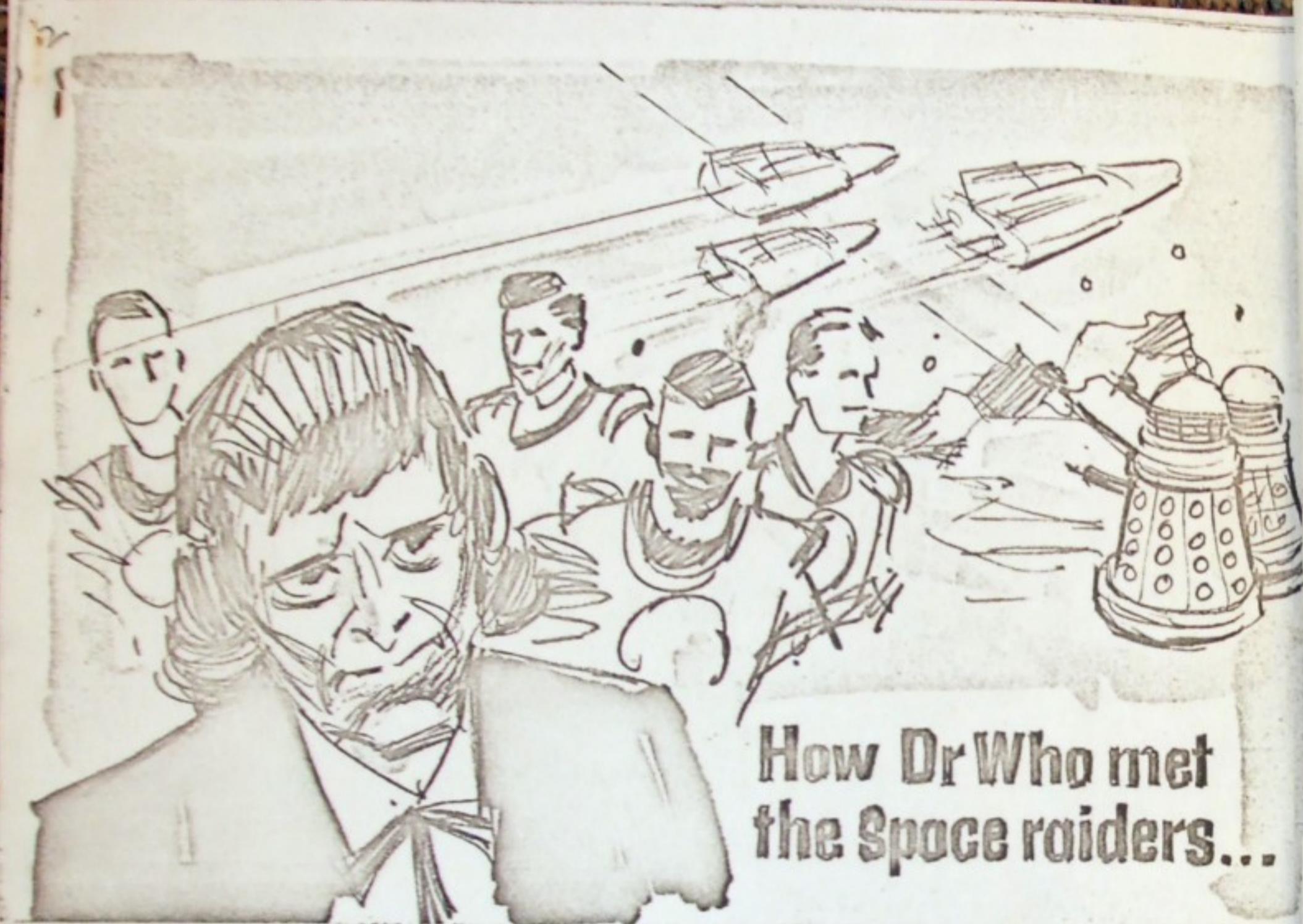
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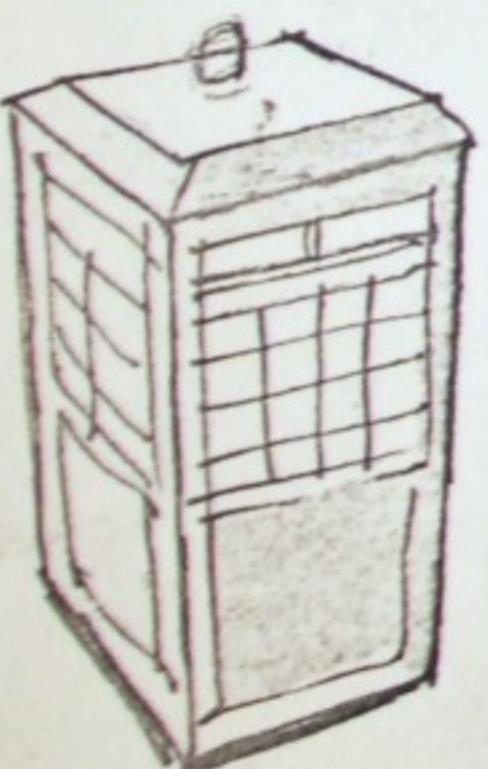
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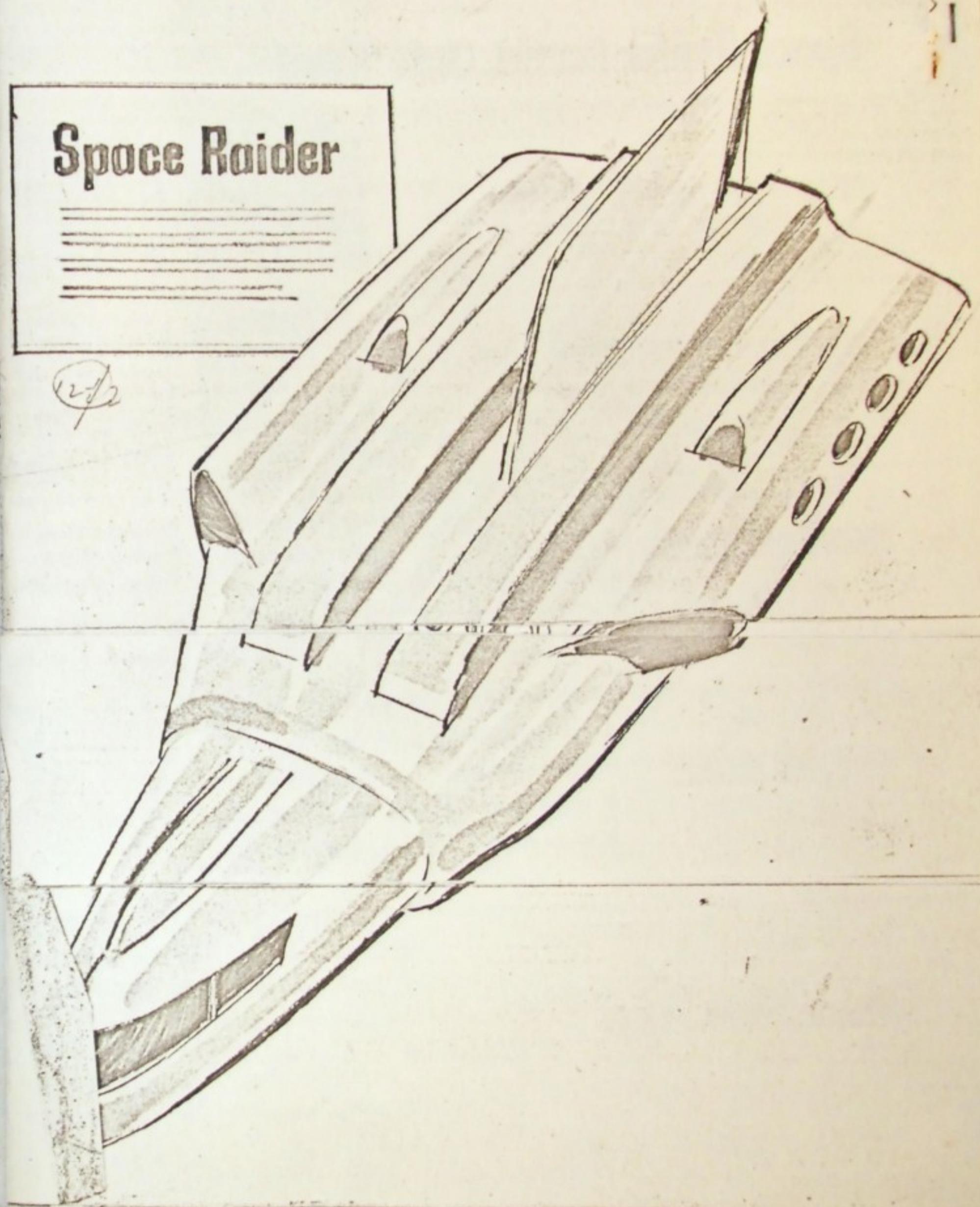


How Dr Who met  
the Space raiders...



## Space Raider

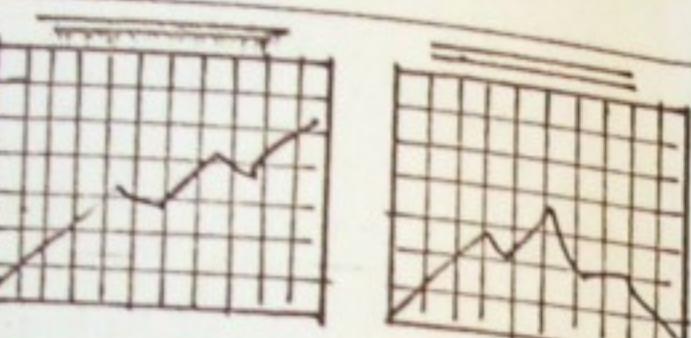
2/2



# 14 Space Raider Secret Data Sheet

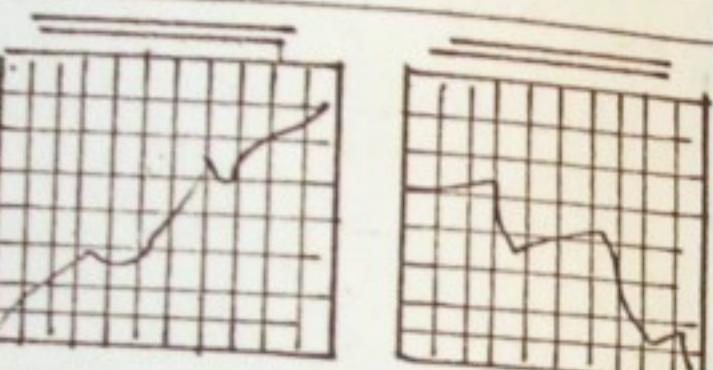
PERFORMANCE IN EARTH ATMOSPHERE

CRUISING SPEED 20,000 M.P.H.

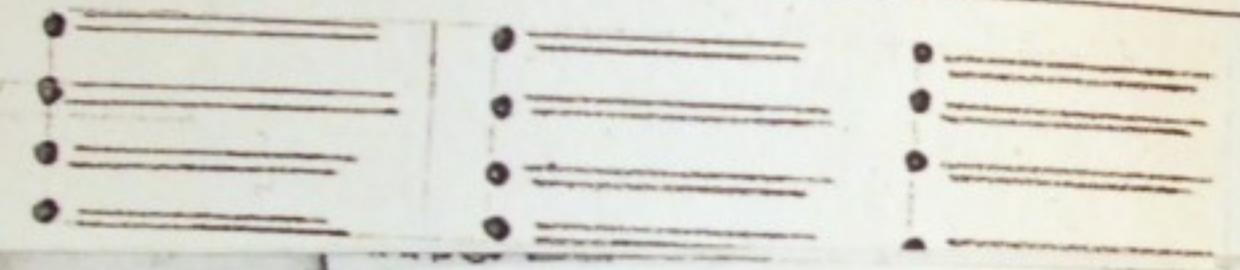


PERFORMANCE IN DEEP SPACE

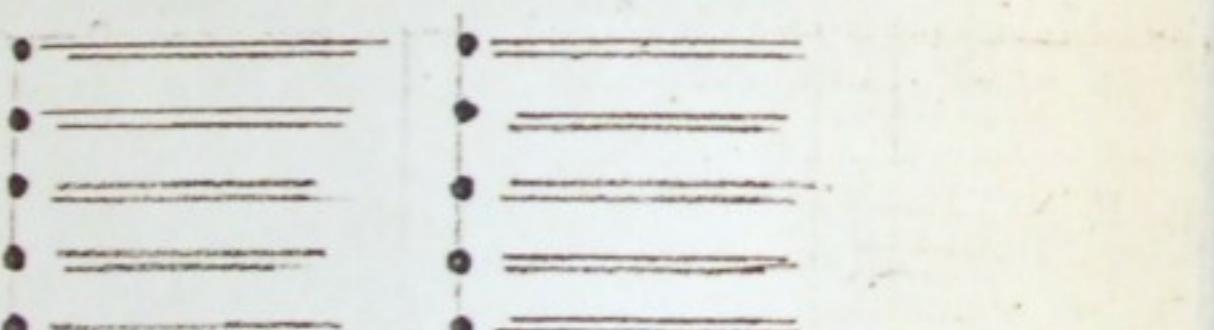
CRUISING SPEED 20,000 M.P.H.



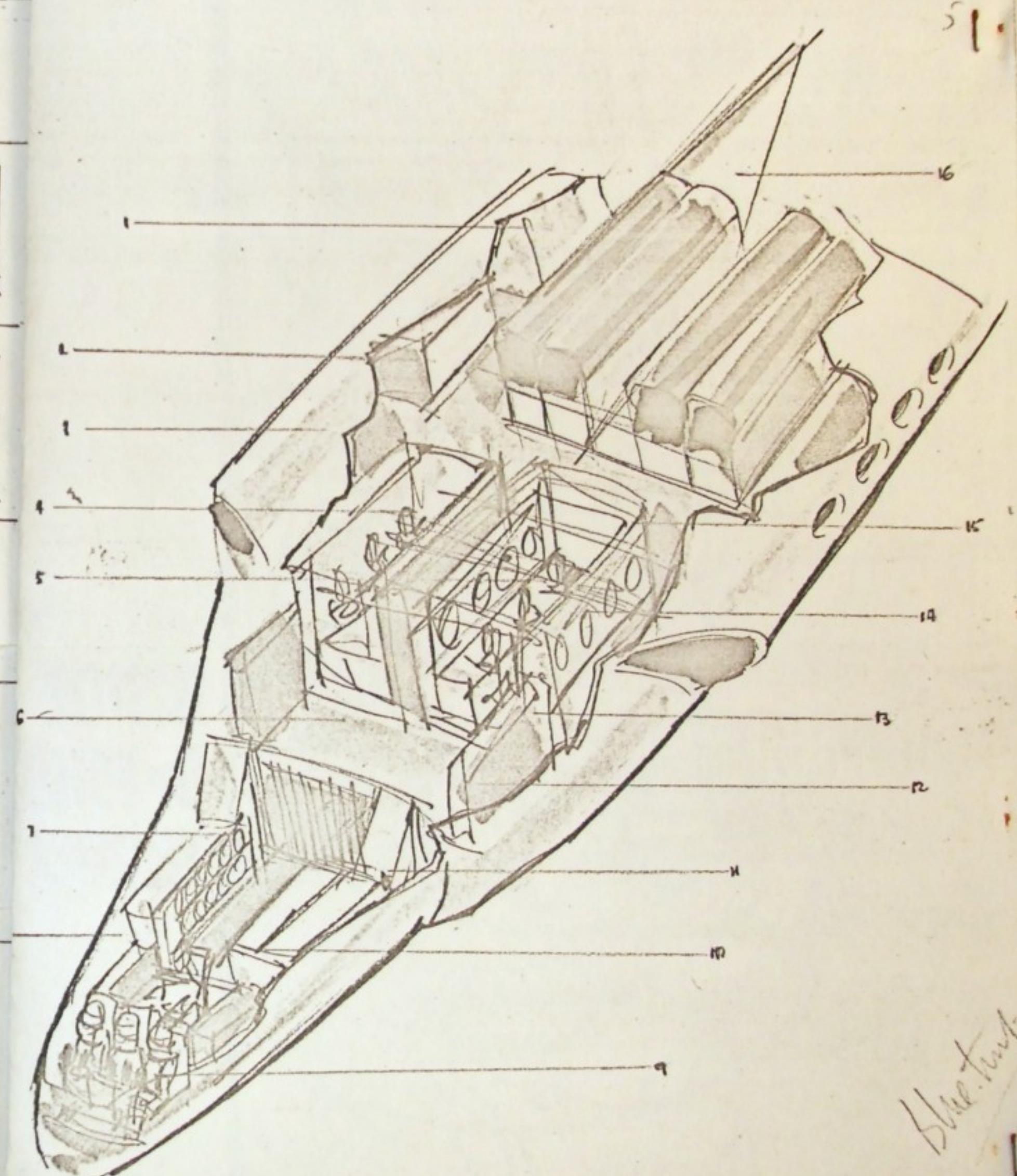
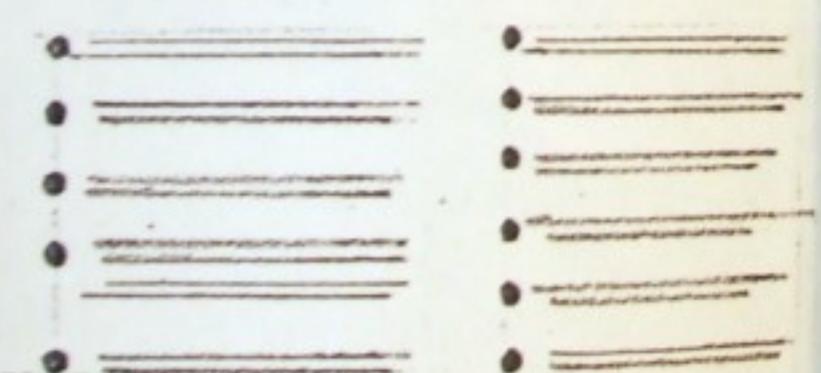
PROPELLION SECTION

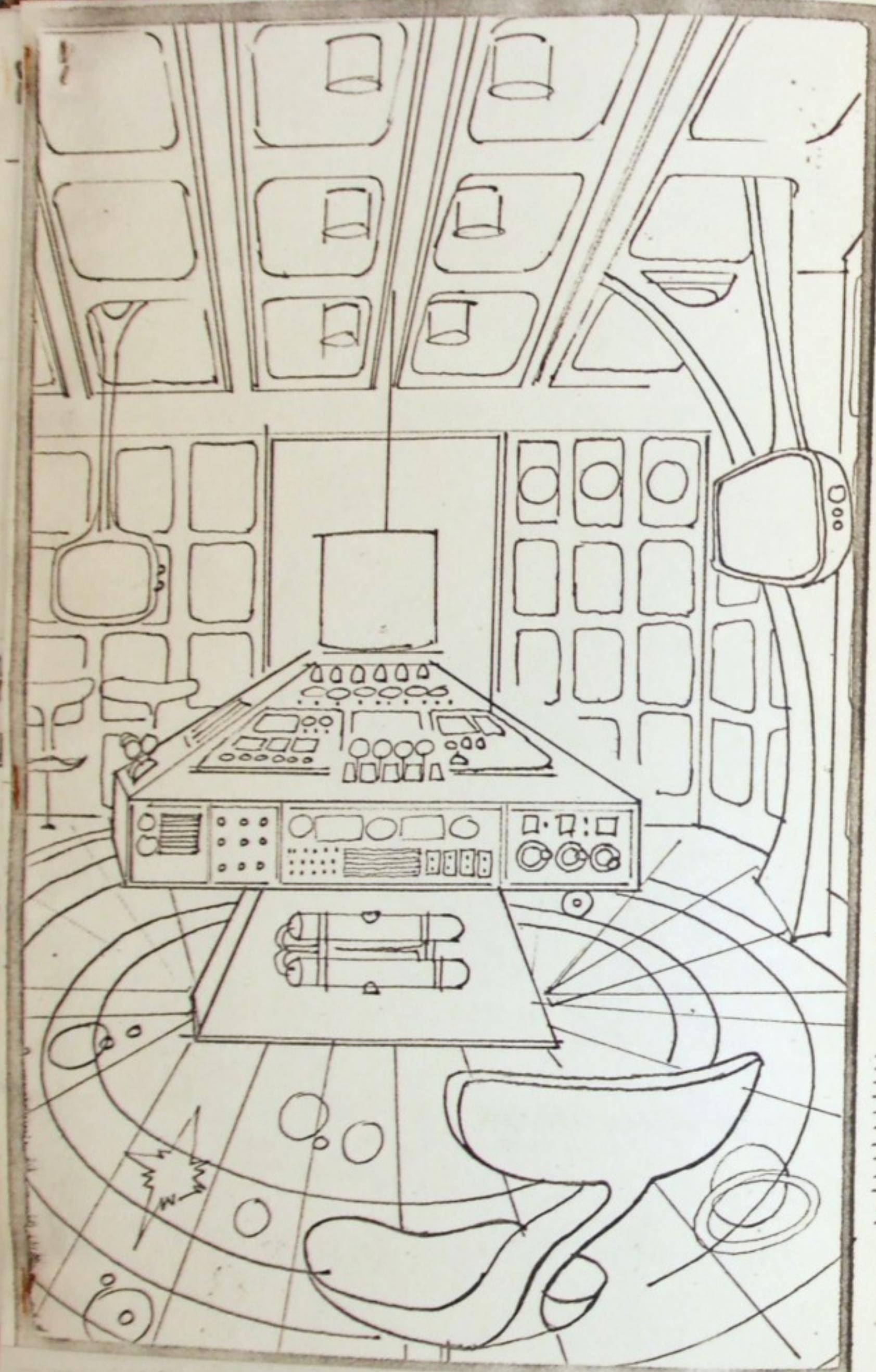


MAIN HULL SECTION

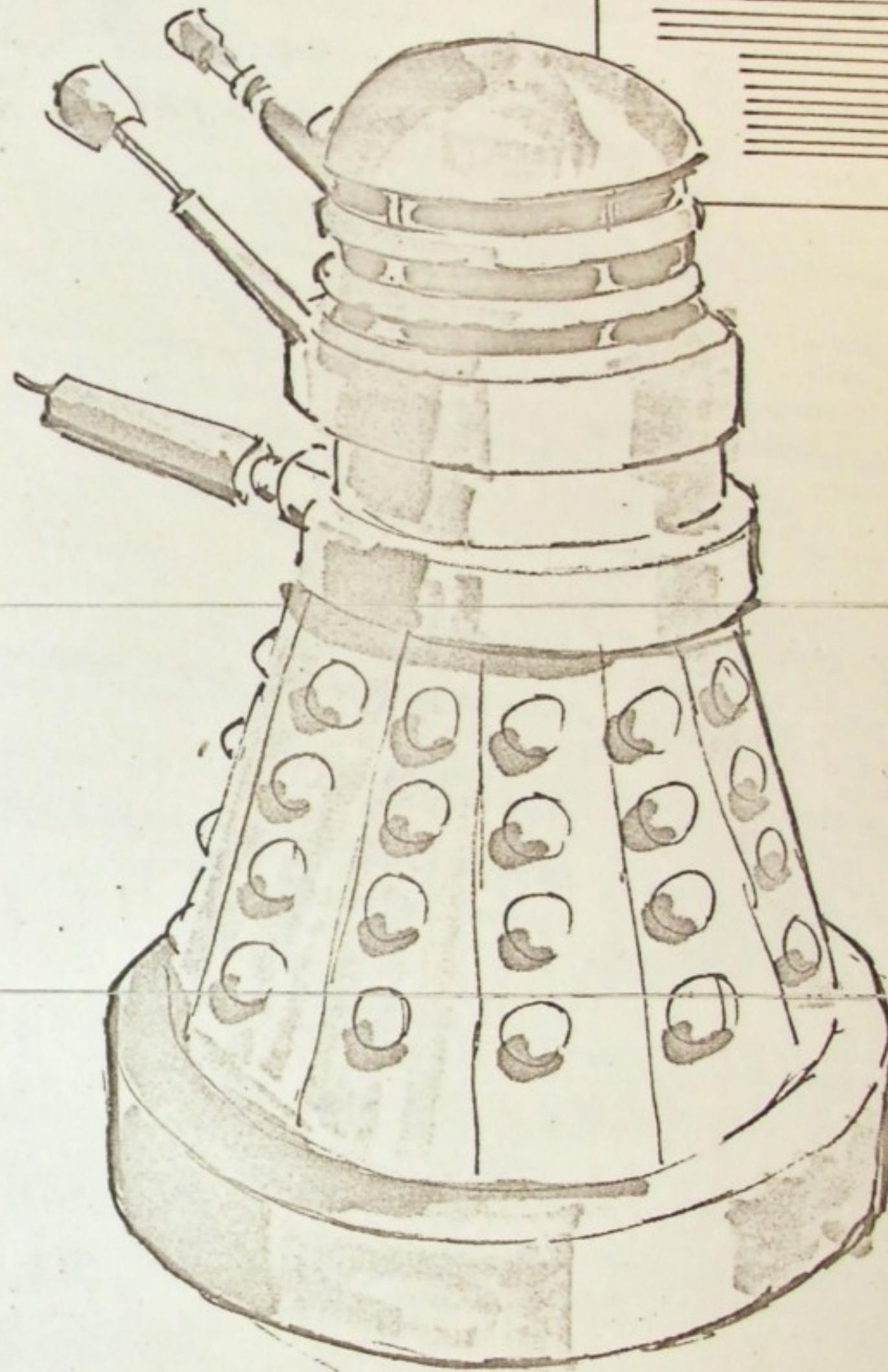


FORWARD CONTROL SECTION





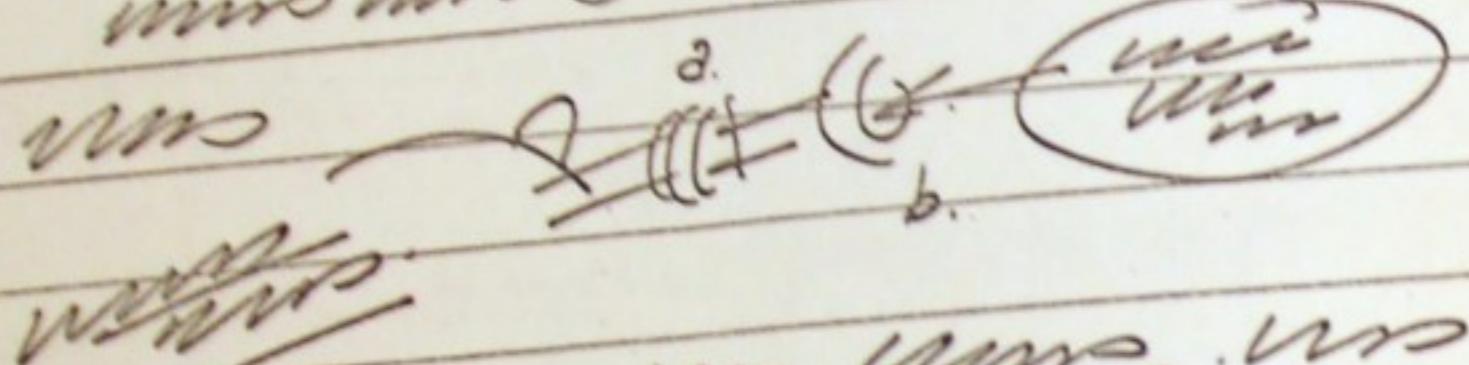
INSIDE  
Dr WHO'S  
TARDIS



SUBJECT

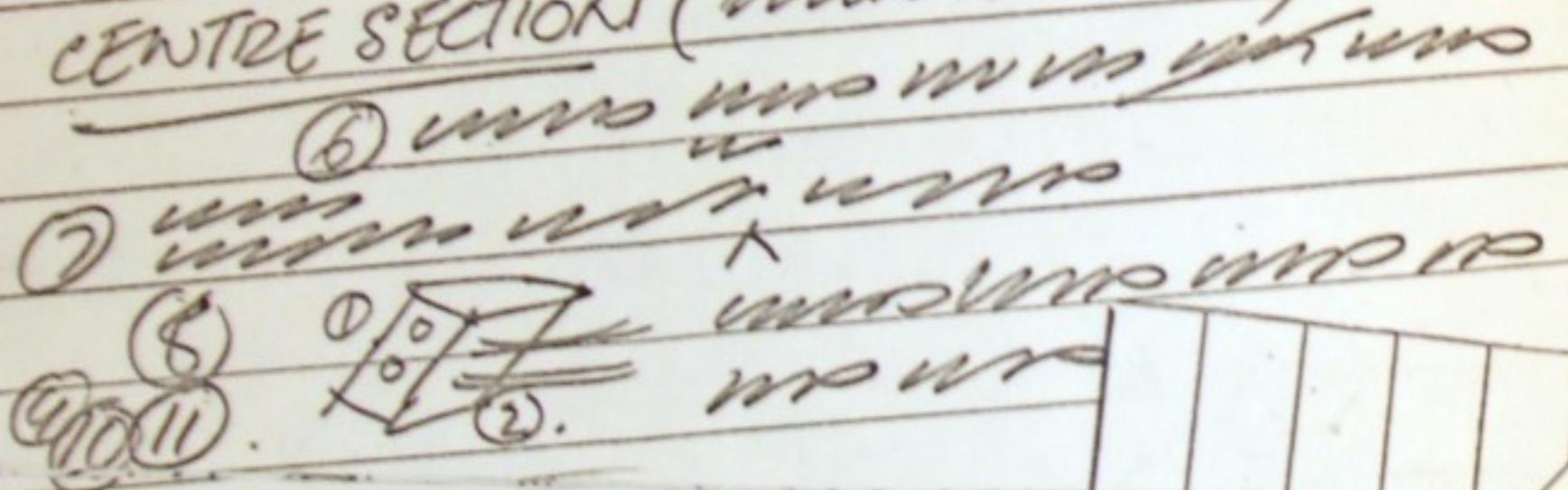
Dalek!

TOP SECTION:- ① uuu uuu uuu ② uuu  
uuu uuu ③ uuu uuu uuu uuu



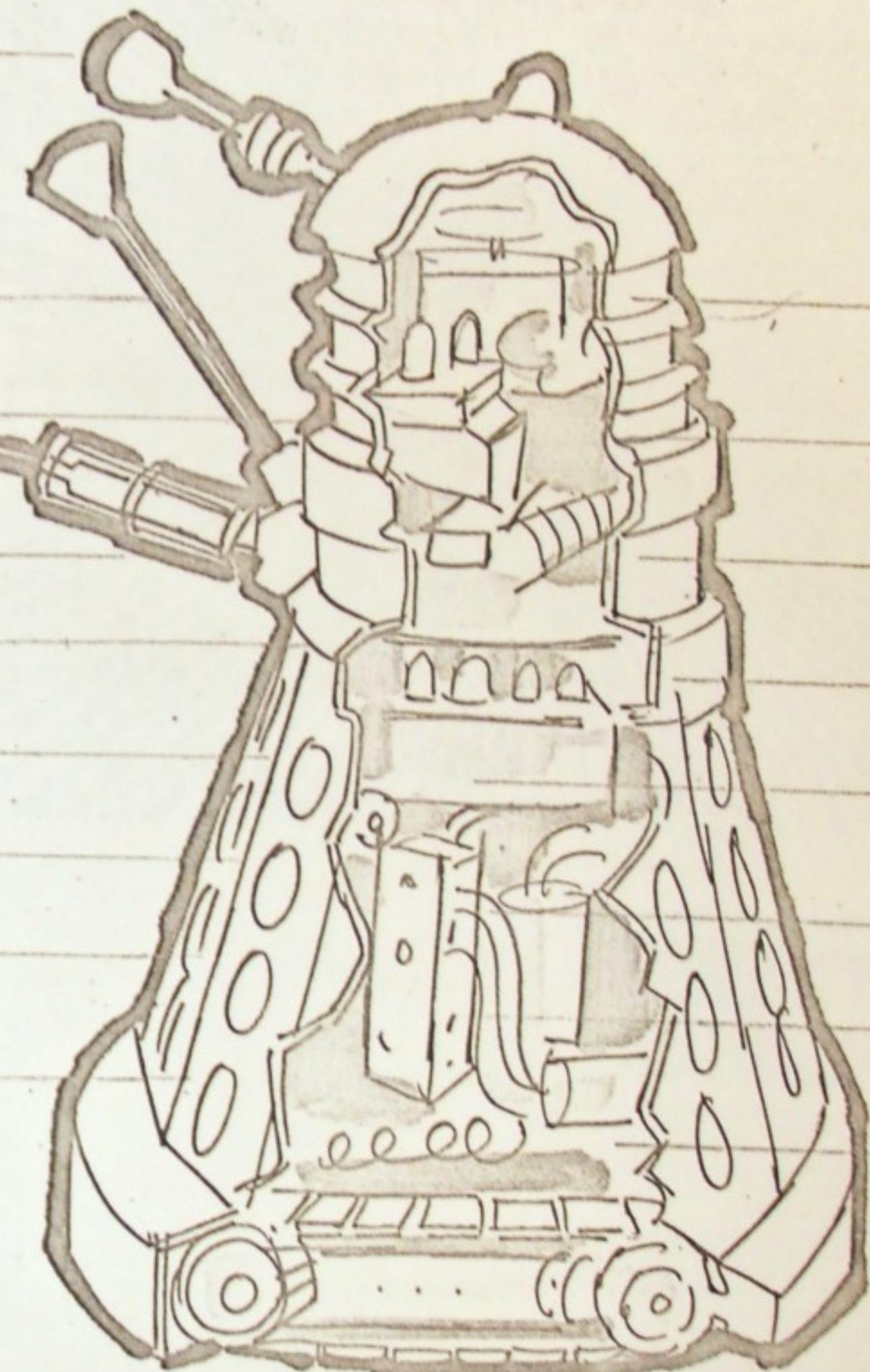
④ uuu uuu uuu uuu uuu uuu  
uuu. ⑤ THIS IS THE WEAK SPOT

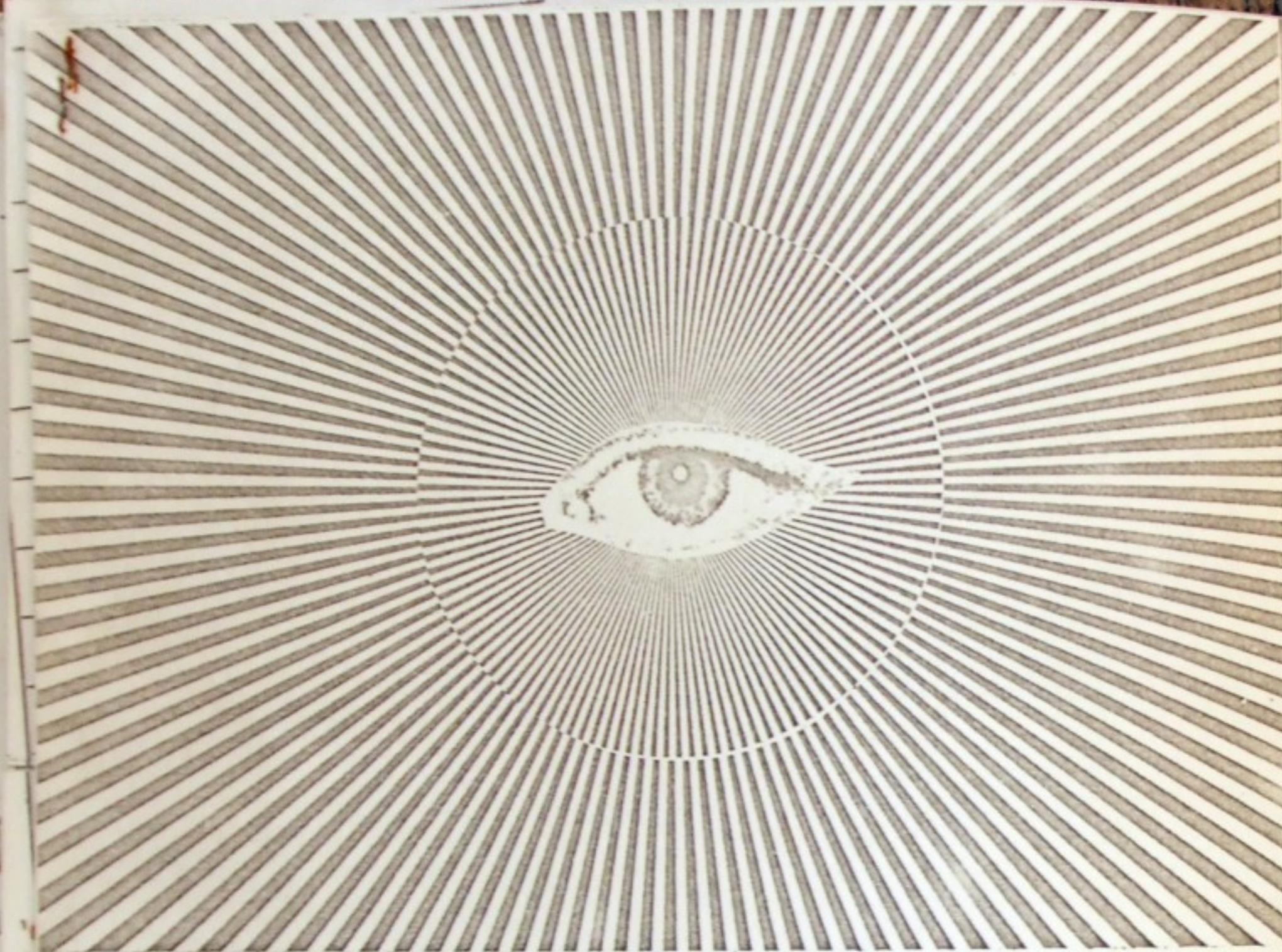
CENTRE SECTION (uuu uuu uuu)



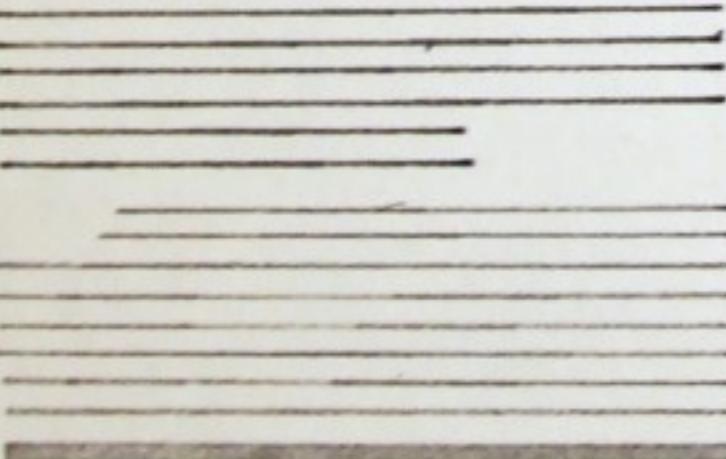
BOTTOM (BASE SECTION) ⑫  
uuu uuu ⑬ uuu ⑭ uuu  
uuu uuu ⑮ uuu ⑯ uuu  
⑰ uuu uuu ⑱ uuu ⑲ uuu  
⑳ uuu uuu ⑳ uuu

From  
Dr Who's  
**DALEK**  
Notebook





Dr Who's MIND  
MESMERISER



magician

COMP. PRIZES

PERFORATED

win PER.  
1/2 in in  
from spine

Camp Details

# SPACE RAIDERS BATTLE GAME

↑  
Raise  $\frac{1}{4}$ "

13

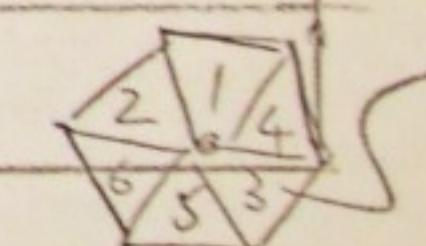
HOW TO PLAY



2

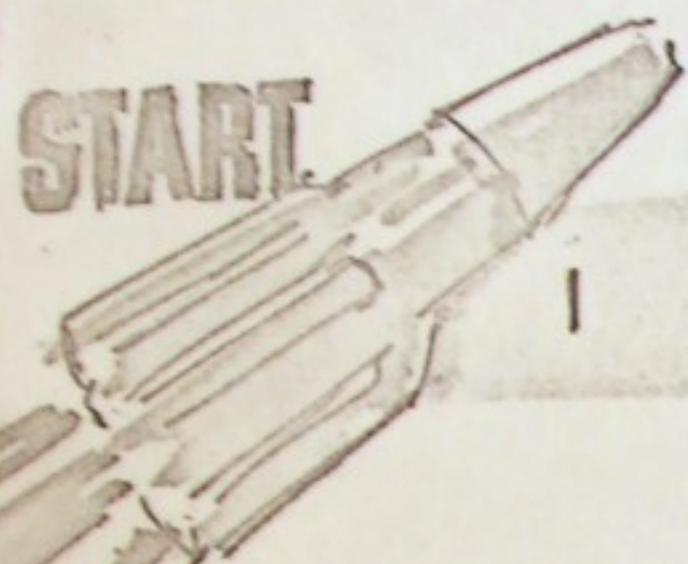


Raise  
 $\frac{1}{4}$ "

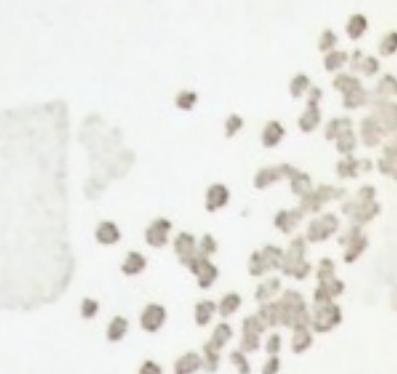


1

START



1 2 3

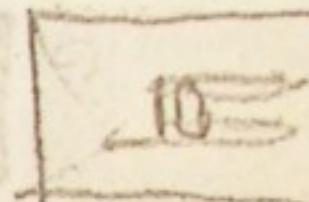


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6 7

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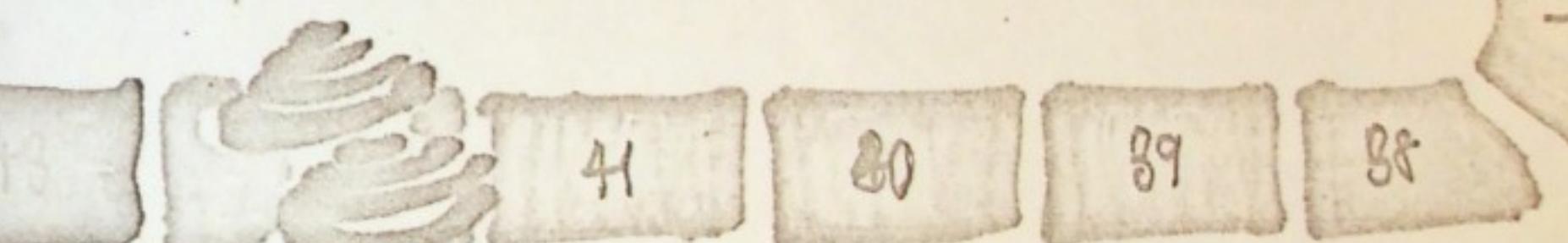
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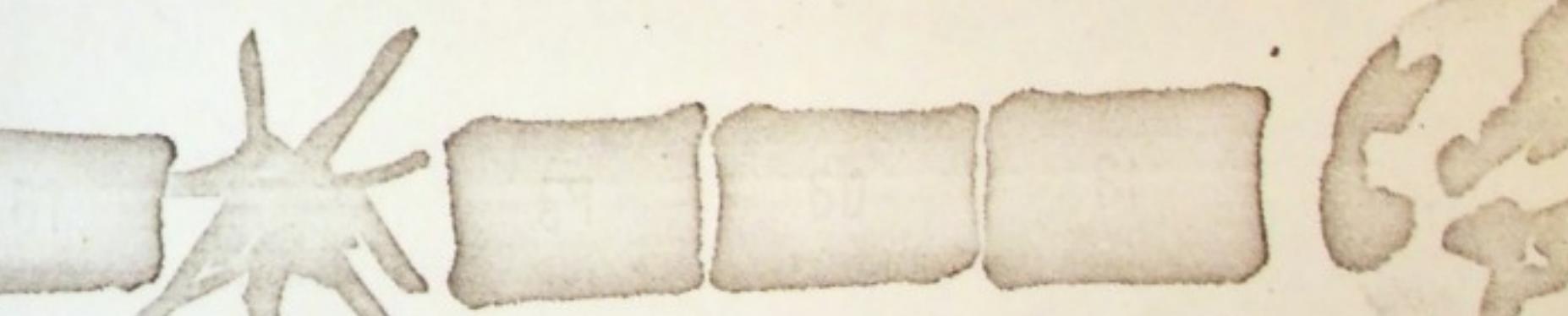


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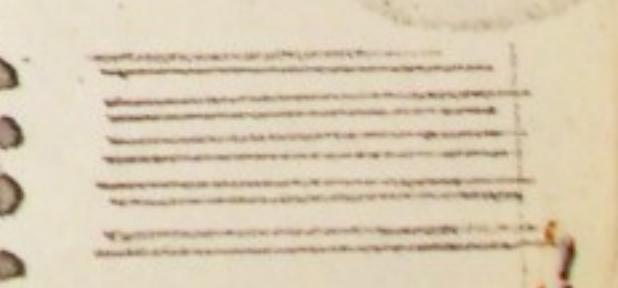
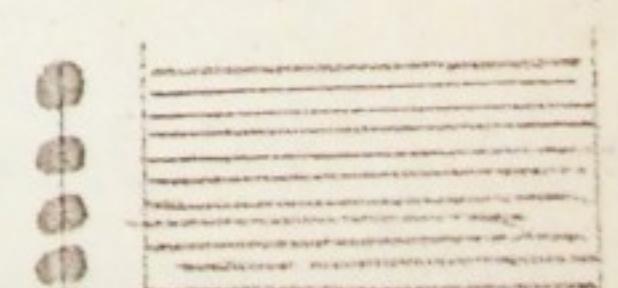
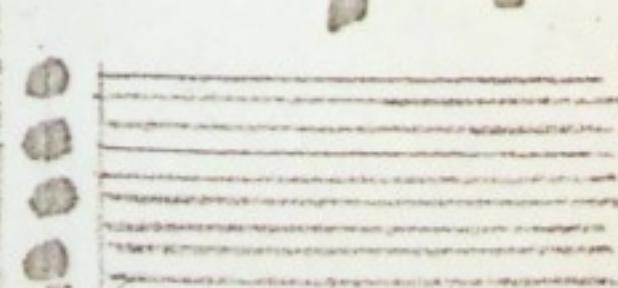
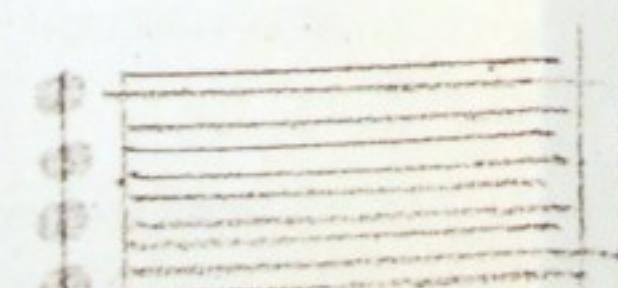
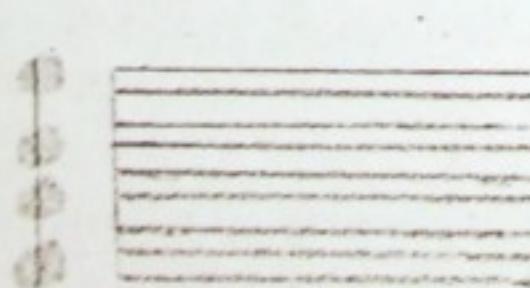
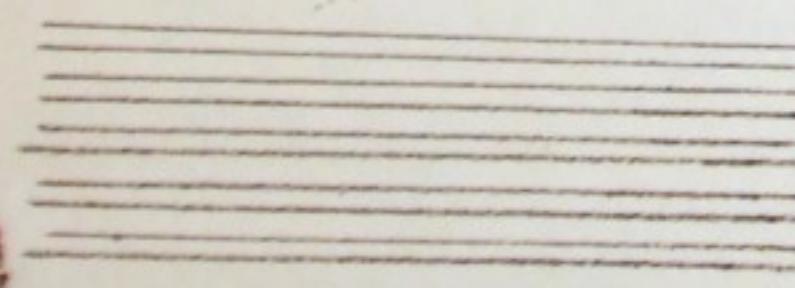
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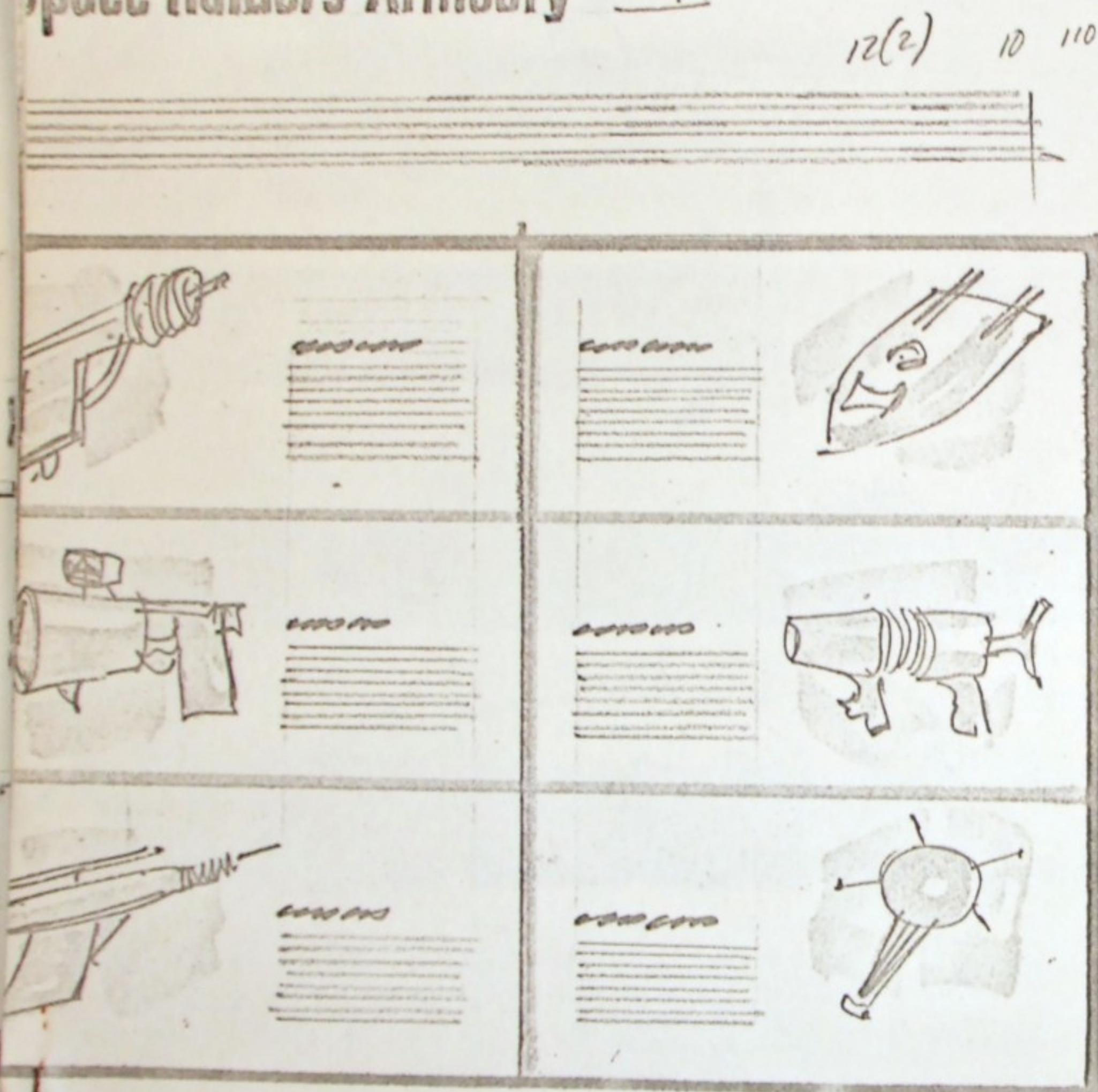
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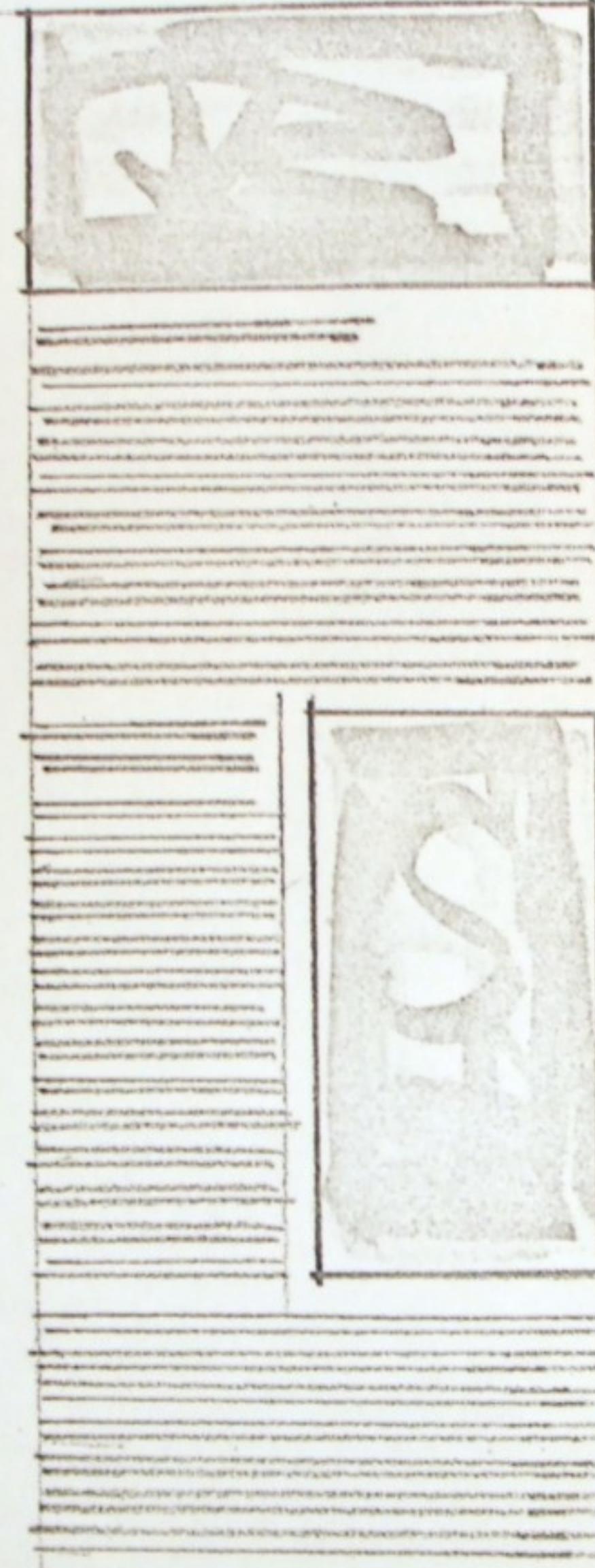
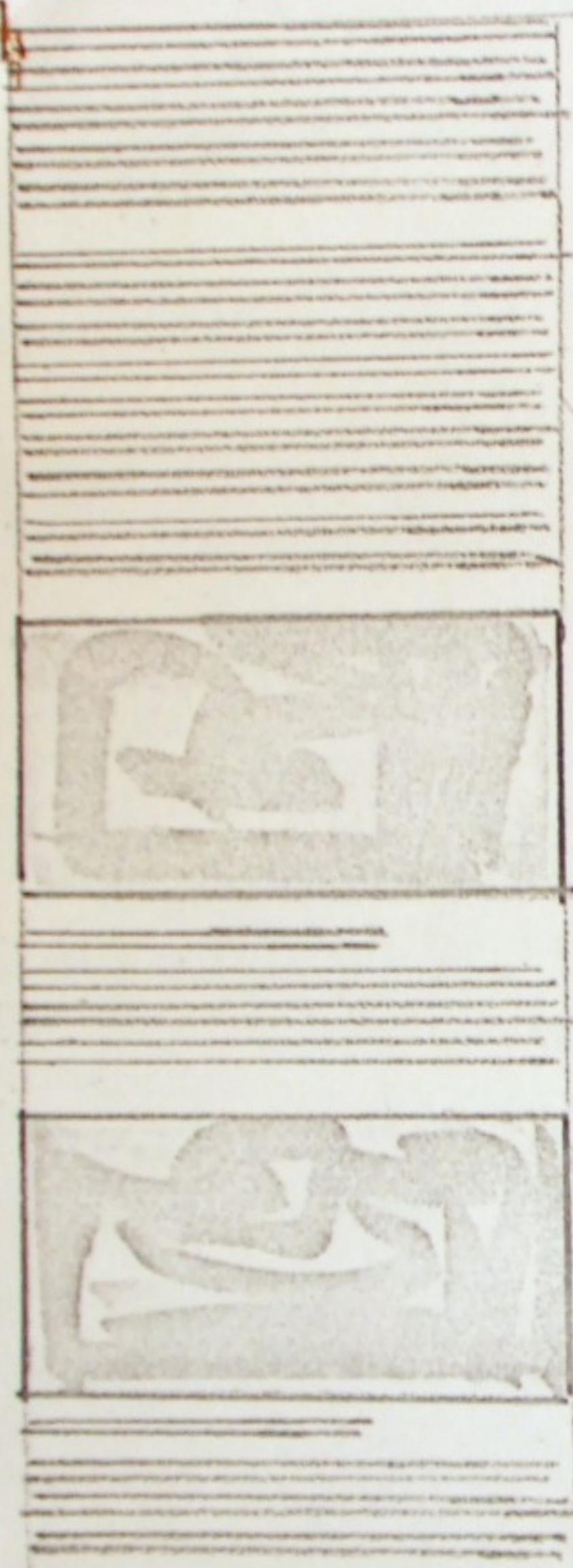
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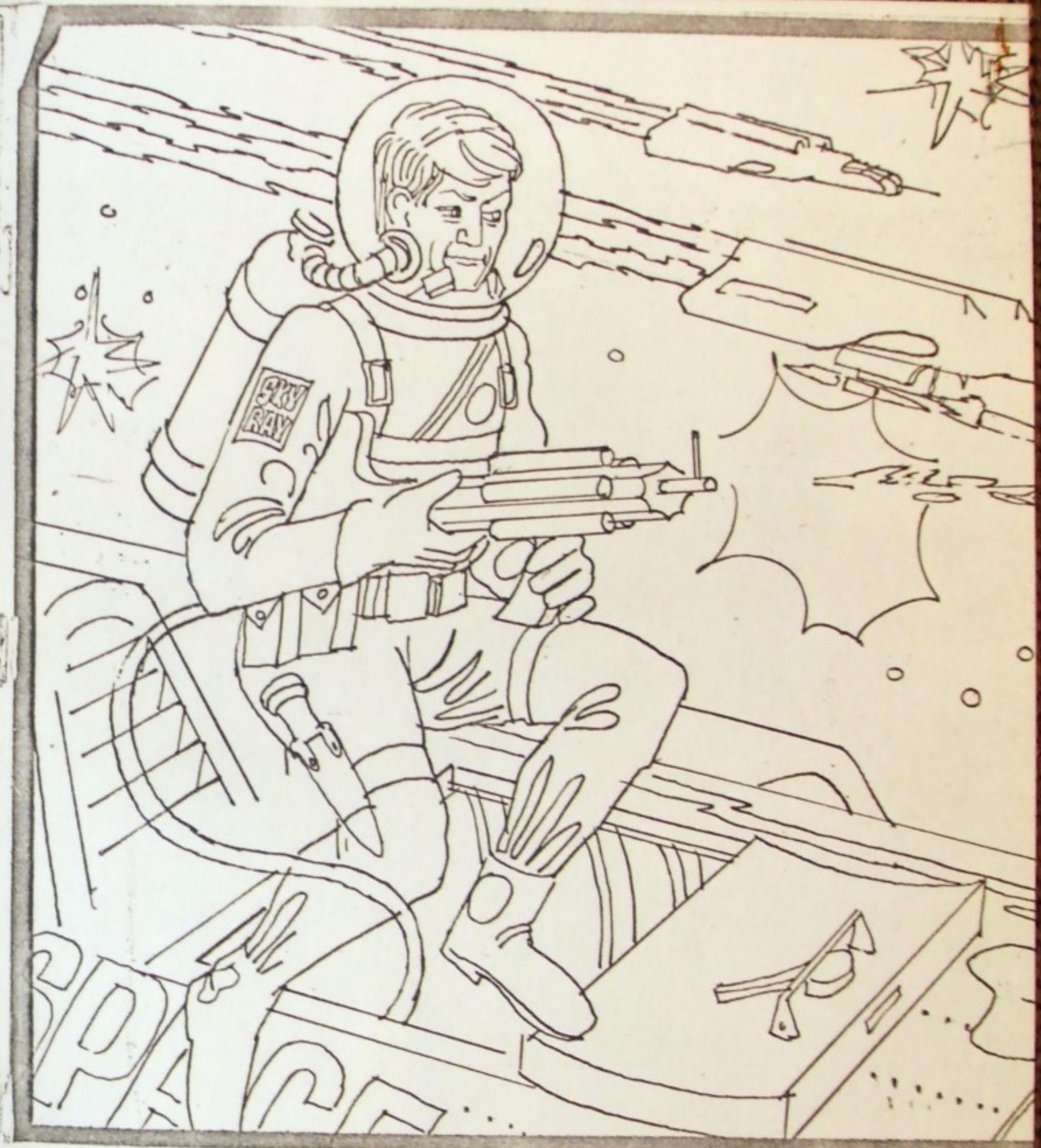


# Space Raiders' Armoury

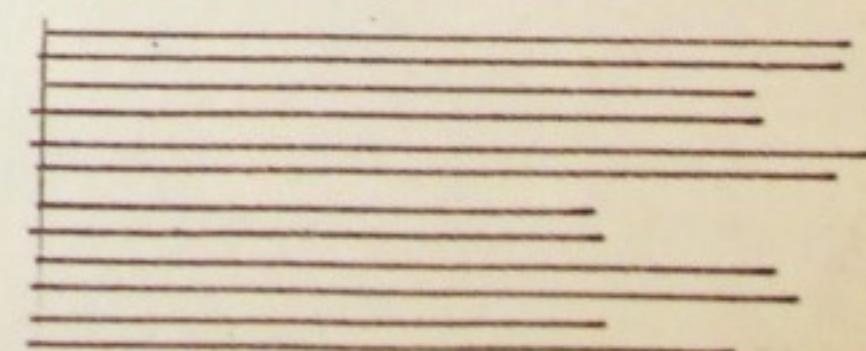


DALEKS INVADE ZAOS!





**SPACE RAIDERS  
HURLE  
INTO ACTION!**







# Dr Who's Space Adventure Book

