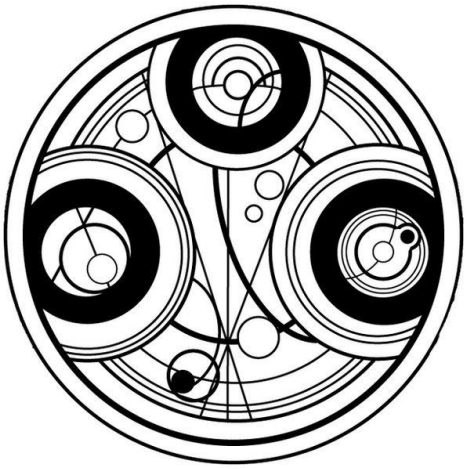
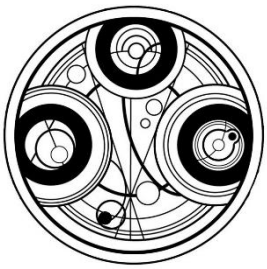
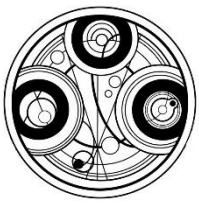
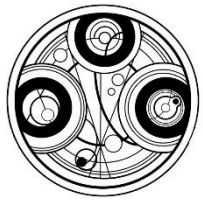
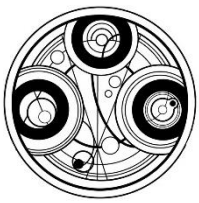
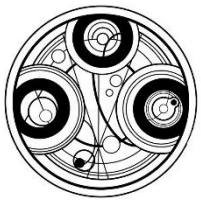



BBC

DOCTOR WHO

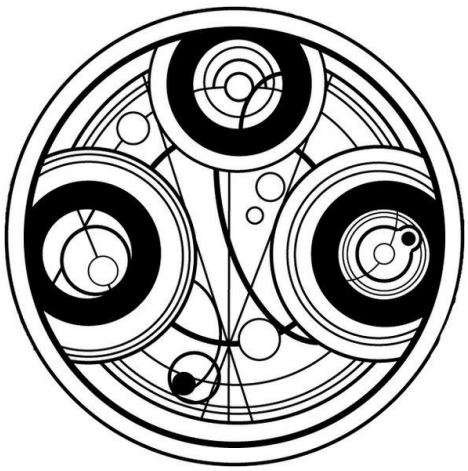
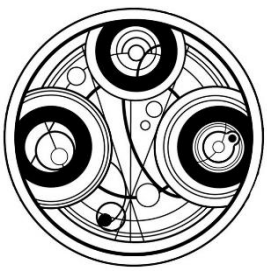
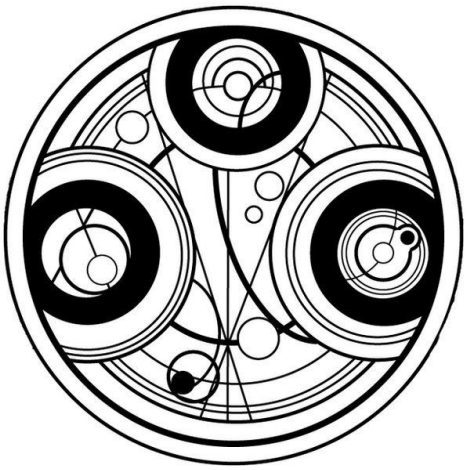
WIBBLY-WOBBLY TIMEY-WIMEY

THE

"VERY USEFUL"

MANUAL

End User License Agreement (EULA) for "Wibbly-Wobbly Timey-Wimey"

This End User License Agreement ("Agreement") is a legal contract between you ("User") and 0SVC.co, the creator and owner of the game "Wibbly-Wobbly Timey-Wimey." By accessing, or using Wibbly-Wobbly Timey-Wimey, you agree to be bound by the terms and conditions outlined in this Agreement.

1. License Grant:

Subject to compliance with this Agreement, 0SVC.co grants the User a non-exclusive, non-transferable, revocable license to use Wibbly-Wobbly Timey-Wimey for personal, non-commercial purposes.

2. Age Restriction:

Users must be at least 12 years old to use Wibbly-Wobbly Timey-Wimey. Users under the age of 18 may use the game only with the involvement and consent of a parent or legal guardian.

3. Account and Registration:

Users are required to create an account to access Wibbly-Wobbly Timey-Wimey. All information provided during registration must be accurate and kept up-to-date. Users are responsible for maintaining the confidentiality of their account credentials.

4. Code of Conduct:

Users agree to abide by a code of conduct that prohibits disruptive behaviour, harassment, cheating, and any violation of the terms outlined in this Agreement. (Respect the TARDIS, it is a living being.)

5. Intellectual Property:

All intellectual property rights in Wibbly-Wobbly Timey-Wimey, including but not limited to graphics, audio, and text, are owned by 0SVC.co. Users agree not to reproduce, distribute, or create derivative works based on Wibbly-Wobbly Timey-Wimey.

6. Privacy:

0SVC.co collects and processes personal information in accordance with its privacy policy. Users should review the privacy policy to understand how their data is handled.

7. Updates and Maintenance:
0SVC.co may release updates or perform maintenance on Wibbly-Wobbly Timey-Wimey. Users are responsible for ensuring that they have the latest version of the game. (It means you must buy it (again).)

8. Termination:
0SVC.co reserves the right to terminate or suspend a user's access to Wibbly-Wobbly Timey-Wimey for violations of this Agreement or for any reason, at its sole discretion. (Yes, we can.)

9. Limitation of Liability:
To the fullest extent permitted by law, 0SVC.co shall not be liable for any direct, indirect, incidental, special, or consequential damages arising out of or in connection with the use or inability to use Wibbly-Wobbly Timey-Wimey.

10. Governing Law:
- This Agreement is governed by and construed in accordance with the laws of the Earth. Any disputes arising out of or in connection with this Agreement shall be resolved through binding arbitration.

Disclaimer:
Wibbly-Wobbly Timey-Wimey is a fictional game created by 0SVC.co. We are not affiliated with the BBC or "Doctor Who." This game is designed purely for entertainment and fun, and any resemblance to other entities is purely coincidental.
By using Wibbly-Wobbly Timey-Wimey, the User acknowledges that they have read, understood, and agree to be bound by the terms and conditions of this Agreement. If the User does not agree, they should not install, access, or use Wibbly-Wobbly Timey-Wimey.

* * *

Before we start, here is a bit of knowledge for your own culture,

The history of Doctor Who is a remarkable journey through time and space that has captivated audiences for decades. Born out of the creative genius of Sydney Newman, C. E. Webber, and Donald Wilson, Doctor Who made its debut on the BBC on November 23, 1963. This iconic science fiction series was envisioned as a family-oriented show that would blend education and entertainment, taking viewers on adventures that spanned across galaxies and centuries.

The character of the Doctor, a Time Lord from the planet Gallifrey, was brilliantly portrayed by William Hartnell in the early years. The Doctor, an enigmatic and eccentric figure, possessed the unique ability to regenerate, allowing for different actors to take on the role over the years. This narrative device not only kept the character fresh but also ensured the show's longevity.

The early years of Doctor Who introduced audiences to the Doctor's grandchild, Susan Foreman, and two teachers, Ian Chesterton, and Barbara Wright. Together, they explored time and space in the TARDIS, a time-traveling ship that outwardly resembled a British police box. The Daleks, iconic adversaries resembling armoured pepper shakers, made their debut during this era and quickly became synonymous with the series.

In 1966, the show faced a pivotal moment when William Hartnell's health declined. This led to the introduction of the concept of regeneration, with Patrick Troughton stepping into the role. This bold move not only saved the show but became one of its defining features.

Over the years, Doctor Who evolved, introducing various companions, and facing ever more formidable adversaries. Jon Pertwee's Doctor, characterized by his flamboyant attire and reliance on technology, navigated the challenges of the 1970s. Tom Baker's portrayal, the longest in the show's history, brought a whimsical yet profound dimension to the character.

The 1980s brought about more changes, with Peter Davison, Colin Baker, Sylvester McCoy, and Paul McGann taking on the role of the Doctor. The series faced challenges, including a brief hiatus, but ultimately returned stronger than ever in 2005 under the guidance of Russell T Davies. Christopher Eccleston, David Tennant, and Matt Smith played the role of the Doctor during this period, each bringing their unique style to the character.

The revival of Doctor Who not only embraced modern storytelling techniques but also introduced a new generation of fans to the wonders of the TARDIS. The show delved into complex characters, intricate story arcs, and emotional depth while maintaining its roots in science fiction and adventure.

Peter Capaldi and Jodie Whittaker continued the legacy as the Twelfth and Thirteenth Doctors, respectively. Jodie Whittaker made history as the first woman to portray the Doctor, breaking new ground and inspiring a diverse audience.

In the grand commemoration of its 60th anniversary this year, the iconic show is set to delight fans with a special celebration. Adding to the excitement, the beloved David Tennant, a fan favourite, returns to the helm as the all-new 14th Doctor. However, the festive season brings an additional treat as Ncuti Gatwa is poised to take on the mantle of the 15th Doctor for this Christmas, promising viewers a memorable and thrilling continuation of the show's rich legacy.

Doctor Who's impact extends beyond television, influencing literature, audio dramas, and spin-off series. The show's imaginative storytelling and exploration of morality, ethics, and the consequences of time travel have solidified its place in the hearts of fans worldwide.

As Doctor Who celebrates its remarkable journey through time and space, it remains a testament to the enduring power of storytelling and the boundless possibilities of the human imagination. The Doctor's adventures continue, promising new tales, new companions, and new worlds to explore for generations to come.

THE CONTEXT

The Doctor has been captured by the Celestial Toymaker, an all-powerful entity who delights in imprisoning its victims in games where their freedom is at stake. However, be careful, the Toymaker despises losing, and the games are always rigged in his favour.

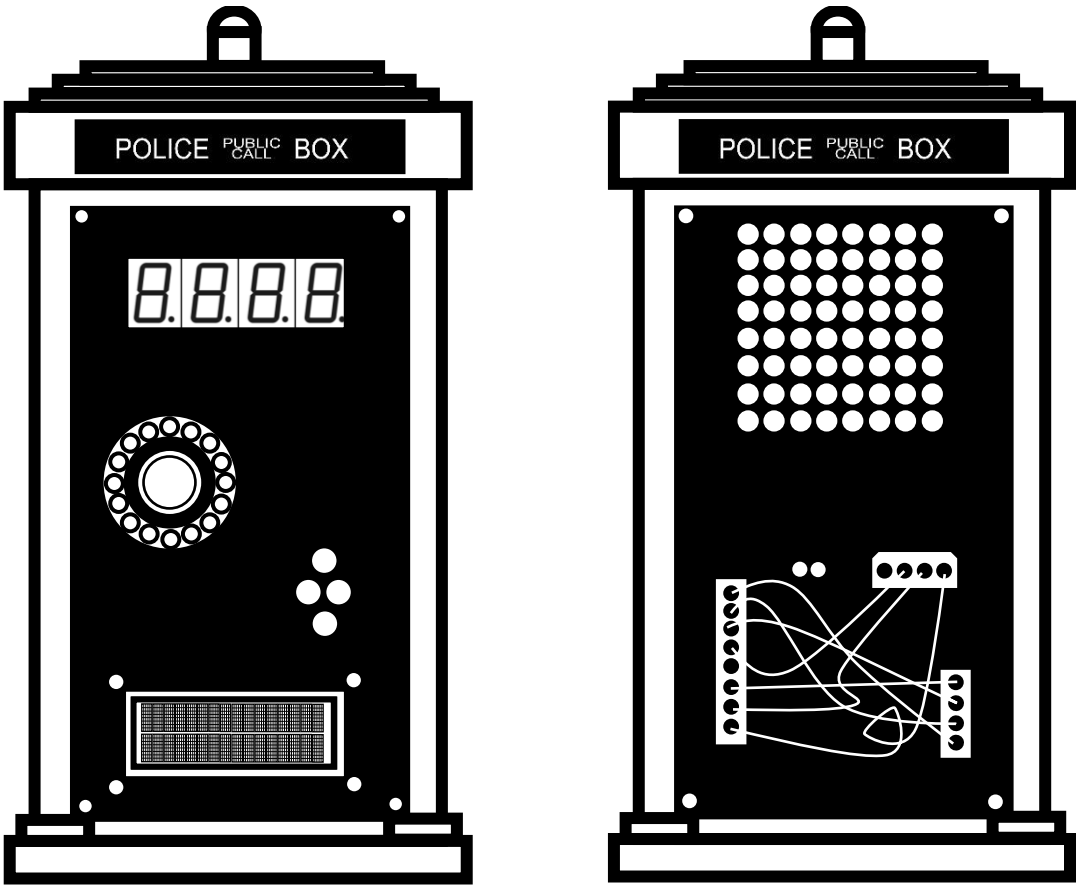
The Toymaker has used his powers to trigger an explosion aboard the Doctor's TARDIS. Now, the fate of the universe hinges on the success of this diabolical game. The Toymaker has set a simple condition: solve all his puzzles in less than 45 minutes. If the Doctor fails, the TARDIS will explode, irreversibly dooming our universe.

But the Toymaker is cunning. He has ensured that the puzzles can only be accessed from outside the spaceship and has reduced the TARDIS to miniature size, preventing the Doctor from escaping. Faced with this desperate situation, the Doctor decided to land somewhere on Earth, and this is where your role comes into play! As the Doctor's companion, it is up to you to help solve the puzzles, thwart the Toymaker's traps, and prevent the end of the universe as we know it.

Welcome to the dangerous and challenging world of Wibbly-Wobbly Timey-Wimey. Study this manual carefully; you are the expert. In these pages you will find everything you need to know to defuse even the most insidious trick of the Toymaker. And remember — One small oversight and it could all be over!

DEFUSING THE TARDIS

The TARDIS will explode when its countdown timer reaches 0:00 or when too many strikes have been recorded. The only way to defuse the TARDIS is to disarm all its modules before its countdown timer expires.



Modules

The TARDIS will incorporate a maximum of 5 modules, strategically concealed both on the front and rear of the box, each requiring disarming. Each module can be disarmed in any order. Instructions for disarming modules can be found in the following instructions.

Guidelines

You are granted a 45-minutes timeframe to successfully defuse the TARDIS. If the timer reaches zero, the consequences will be dire. Beware, as each puzzle presents a formidable challenge, it is essential to note that any misstep during the disarmament process will result in a deduction of 5 minutes from the remaining time.

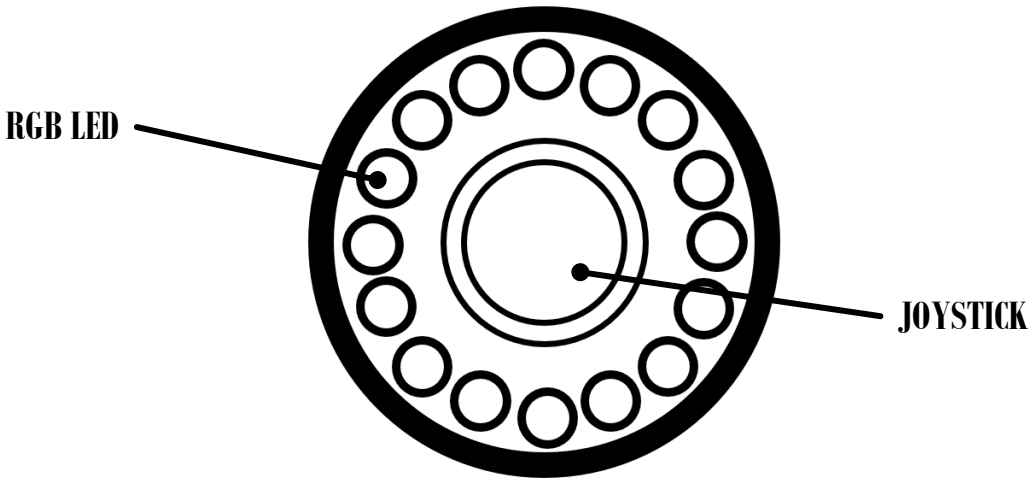
MODULES

The module is considered disarmed when the timer flash the remaining time.

All modules must be disarmed to defuse the bomb

QUANTUM CODE NEXUS

I hope you won't mix up your left and right; otherwise, things might get a bit tricky. Here's a helpful mnemonic: you have a 90% likelihood of being right-handed when writing.



To solve this puzzle successfully, you must decipher the code displayed by the RGB LED using a very precise joystick movements sequence. Follow these rules in the order they are listed, perform the first action that meets the criteria:

1. If the first 5 LED from the top, rotating counterclockwise, are blue, then orient the joystick upwards and then downwards.
2. If all illuminated LED are yellow, then orient the joystick to the right and then upwards.
3. If the first 2 LED from the bottom, rotating clockwise, are off, and the next 4 are lit in red, then orient the joystick downwards and then to the left.
4. If none of these conditions are met, I strongly recommend referring to "further instructions."

Further Instructions

It is advisable to double-check if you are in the correct appendix; if so, here are additional instructions:

- If exactly one LED is lit in red, then refer to the table in category A.
- If exactly one LED is lit in purple, then read the displayed code clockwise and refer to the "Identification Number" appendix and then refer to the table below.
- If exactly one LED is lit in yellow, then refer to the table in category C.
- If exactly one LED is lit in green, then refer to letter C and read the direction Sequence backward.
- If exactly one LED is lit in blue, then read the displayed code counterclockwise and refer to the "Identification Number" appendix and then refer to the table below.
- If exactly one LED is lit in red, then refer to letter A.
- Otherwise, refer to category B.

Number				
Dec	**Hex**	**Category**	**Letter**	**Direction Sequence**
29973	7515	-	-	↓ → ← ↓
25772	64AC	-	-	← ↑ → ↑
-	71B5	B	-	↑ ↑ ↓ →
128-3892	-	A	-	↑ ↓ → ←
4757	-	-	-	↑ ← → ↓
29294	-	-	-	↓ → ↑ →
727	2D7	-	-	← ↓ → ↑
19348	-	-	-	← ↓ ↑ →
2356-332	-	B	-	→ → ↑ ↓
-	-	-	A	I don't know what to do with this one.
52578	-	-	C	↓ ↓ ← ←
31011	-	-	-	→ ← ↑ ↓
1004	3EC	-	-	→ → ← ←
35933	-	B	-	↑ ← ↑ →
17884	45DC	-	-	→ ↓ ↑ ←
9821	-	-	B	If you're reading this, it means you're quite lost.
12982	-	C	-	→ → and then ↑ ↑ or ↓ ↓, I do not know...
6818	1AA2	C	-	↑ ↑ ↓ ↓
32063	-	-	-	↓ ← → ↑

SUPER FANTASTIC WIRE SYSTEM PRO MAX

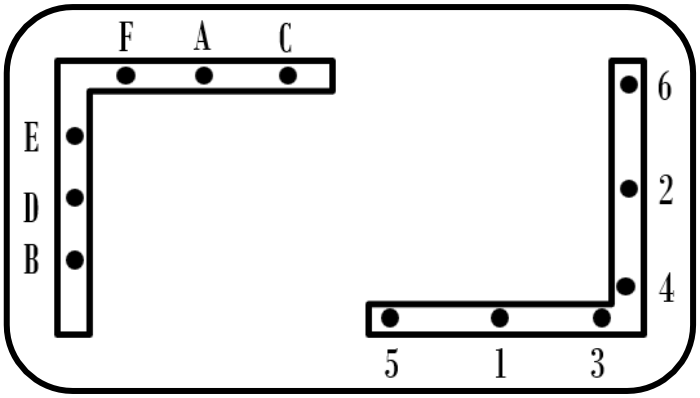
It's just wires, but they're formidable, you'll see.

> Refer to Appendix 9 to 'learn how to count'.
> Refer to Appendix E for 'colour blindness detection'.

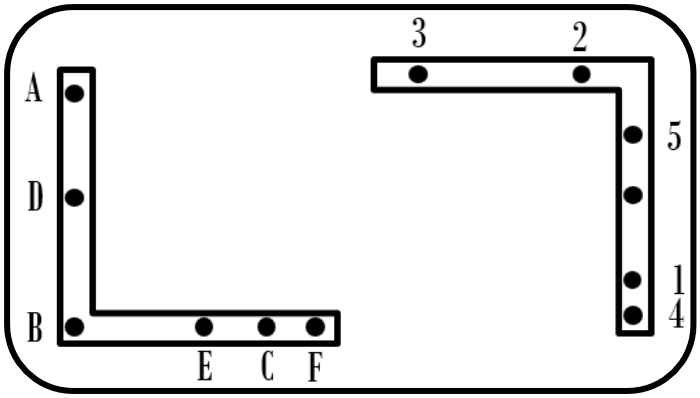
To solve these modules, you just need to read the instructions. Pay attention:
I dlot uoy I'm ton doog ta ganpinlixe? lleW, siht si oging ot eb detalicspmoc.

- Decode the instructions and follow it.
- Observe the modules and choose the corresponding one.

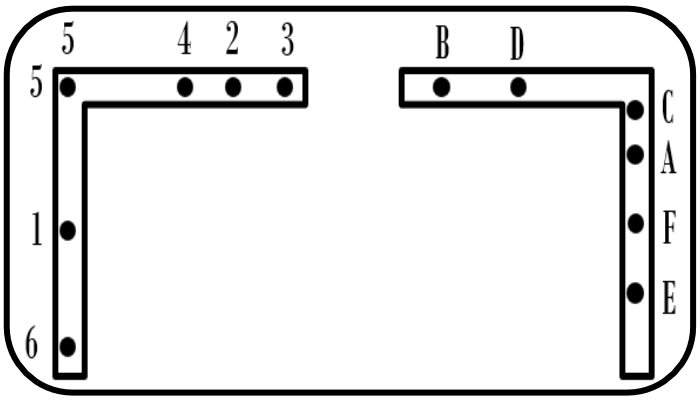
Step 1



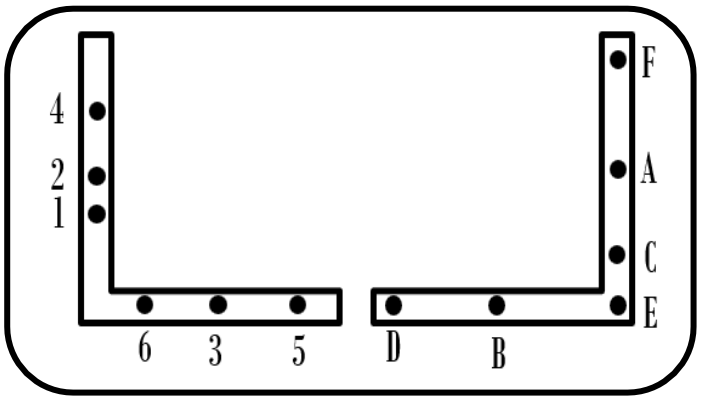
Module A



Module B



Module C



Module D

Step 2

1. Module D

If point E is connected to an even number and the wire is red, cut the wire connected to 5.
If point A is connected to an odd number and the wire is not blue, cut the wire connected to 6.
If points C and D are connected to the same number, cut the wires connected to A and B.
If point F is not connected to any number but to another letter, cut 4 wires randomly and pray.
If point D is connected to 4, cut wires A, C, B, E, and F in the reverse order announced.
Otherwise, reread the beginning because you have made a mistake, and the documentation is ALWAYS right.

2. Module B

If you feel lost, check the appendix M 'Math Base'.

Event	**Action**	**Instruction**
-We denote A as the event "the wire is red." - We denote B as the event "the wire is not blue." - We denote C as the event "the wire is connected to a multiple of $\sqrt{16}$." - We denote D as the event "the wire is not connected to A or B." - We denote E as the event "the wire is not connected to C." - We denote F as the event "the wire is connected to: lim n tends towards infinity of $(2 + 6x + 19x^2) / (8x^2 + 4x)$."	- We denote 1 as the action "cut the wire connected to A." - We denote 2 as the action "cut the wire connected to 6." - We denote 3 as the action "do not cut." - We denote 4 as the action "cut the wires connected to 2 and E." - We denote 5 as the action "cut all wires except those connected to 6 and F." - We denote 6 as the action "do nothing and wait for the bomb to explode."	- $A \cap E \rightarrow 2$ - $B \cap F \rightarrow 5$ - $C \cup B \rightarrow 4$ - $F \cap D \rightarrow 1 \wedge 3$ - $A \cap \neg (C \wedge D) \rightarrow 6$

3. Module C

Take the wires from the East to the West, passing through the North.

Red Wire	Cut if connected to:	Blue Wire	Cut if connected to:	Black Wire	Cut if connected to:
First Wire	A	First Wire	F	First Wire	E
Second Wire	C	Second Wire	D	Second Wire	B
Third Wire	E or B	Third Wire	G	Third Wire	¬ D

4. Module A

Below, you can observe several matrix representing certain wire connection configurations. Find the correct configuration, decode the instructions, and you will have the wires to cut.

Configuration known as 'The Tennant'

	2	3	6	5	1	4
C	X					
B		X				
F			X			
D				X		
A					X	
E						X

Configuration known as 'The Whittaker'

	A	E	F	B	D	C
1			X			
4		X				
3				X		
5	X					
2						X
6					X	

Configuration known as 'The Capaldi'

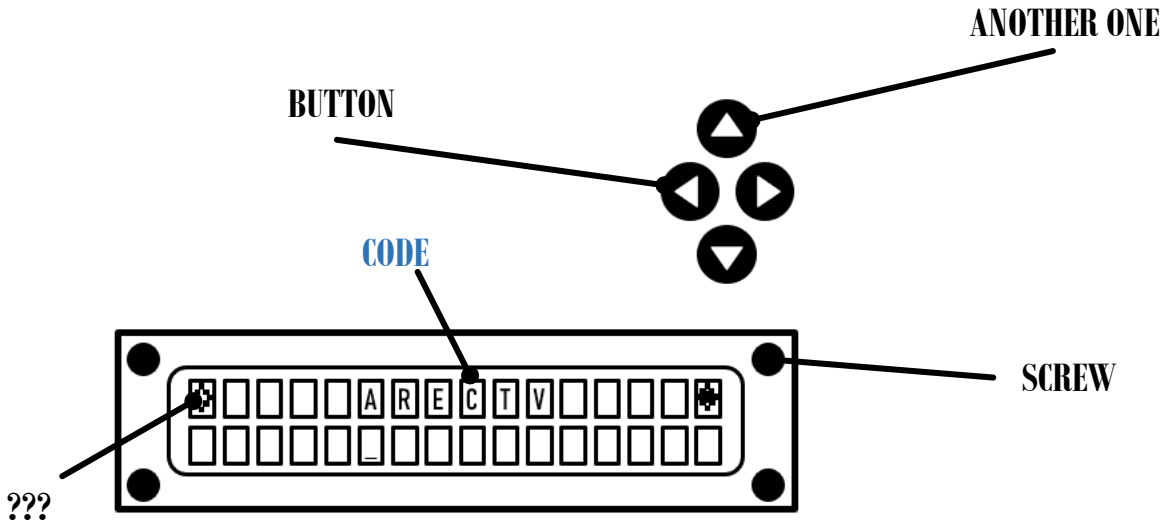
	B	D	F	2	4	6
A					X	
C				X		
E						X
1	X					
3			X			
5		X				

Configuration known as 'The Smith'

	1	D	4	A	3	E
B	X					
2						X
C			X			
5				X		
F					X	
6		X				

To know which wires to cut, refer to Appendix 'The Doctors'

PROTO ANALYTICO-DECODEX SYNTHESIS ENCRYPTION ENGINE



You will encounter a screen displaying an encoded message. Your objective is to decipher the code using a guide in the form of a table. An accompanying instruction is: "The difference between the first and the second special character will give you the key." *This hints at a Caesar key, where letters are shifted by a certain number. *wink-wink**

For instance, in our game, an A with a key of 5 becomes an V. The challenge lies in the fact that the table only contains special characters, and there are numbers and letters below, seemingly disordered.

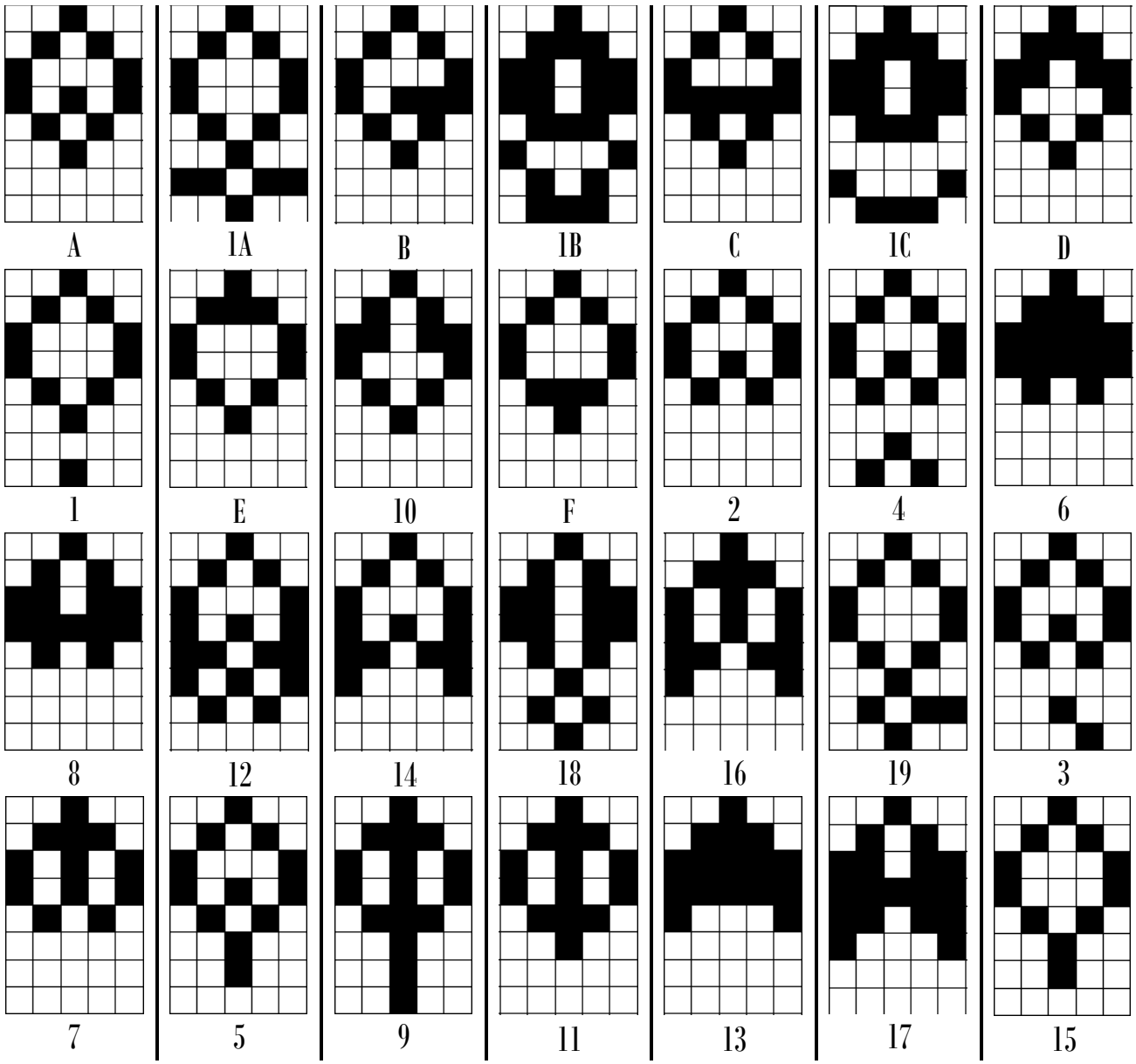
Refer to Appendix 1: “NUMBERS IDENTIFICATION” for guidance on sorting these characters correctly. It might be a hexadecimal system.

Refer to the Appendix 26: “ALPHABET” if needed.

HURRY UP!

Instruction

Why are there 30 letterings when the alphabet has only 26 letters? It seems there might be an error.

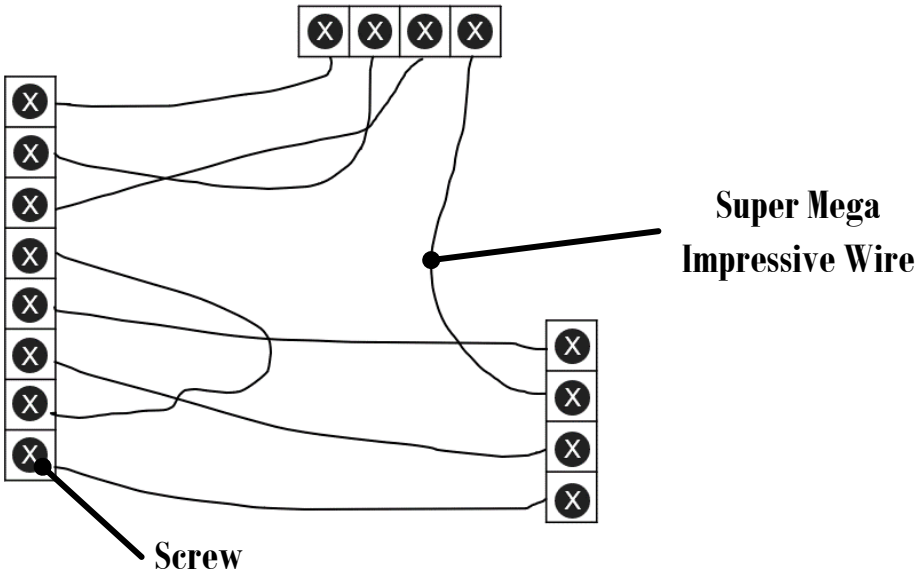


Oh dear, there are only 28... Still, that's more than it should be.

They can take your world; they can take your heart cut you loose from all you know. But if it's your fate then every step forward, will always be a step closer to home.

WIRE-SNIP PRECISION MODULE

Do you know the difference between a sniper and 5 wires? You have 30sec...29...28...Noobs you don't? Me Too lol. But do you know the difference between you and me? I don't have a bombe to defuse...



Refer to Appendix 9 to 'learn how to count'.
Refer to Appendix E for 'colour blindness detection'.

For each symbol/color combination, refer to the two tables below to determine whether to cut the wire or not.

Letter	Instruction
X	Cut
0	Do not Cut
R	Cut if there are 3 red wires
V	Cut or not, that the question
B	Flip a coin, if it lands on heads, cut.

CABLE CONNECTION CHART

This chart gives you all the information you will need to defuse this module. Why there is two tables? I don't know... But I am pretty sure that you will do fine. The only thing I'm sure of is that if the symbol/color combination represents the configuration of the module's wires, there's definitely something to be done...

	ħ	ɲ	ɓ	↕	§	⇳	֎
α	X	0	0	0	X	X	0
ά	X	0	X	V	V	R	X
β	0	X	V	X	B	X	0
ӂ	X	V	R	B	R	0	X
χ	0	X	V	0	0	0	0
Δ	X	V	R	X	0	X	X
ε	X	0	0	X	0	V	0
ϕ	0	X	X	0	V	X	X
γ	X	V	0	R	X	B	V
η	X	B	0	V	V	X	B

Table 1: first table.

	ƛ	⫻	Ш	⦶	≻	∵	⋱
α	B	0	X	V	0	X	0
ά	R	X	0	X	R	V	B
β	X	0	X	V	B	0	0
ӂ	X	X	R	R	X	0	X
χ	0	B	X	0	R	0	X
Δ	X	B	0	X	X	X	V
ε	X	R	X	V	X	B	X
ϕ	V	B	X	B	0	0	0
γ	0	X	0	X	0	X	0
η	X	0	X	B	V	X	X

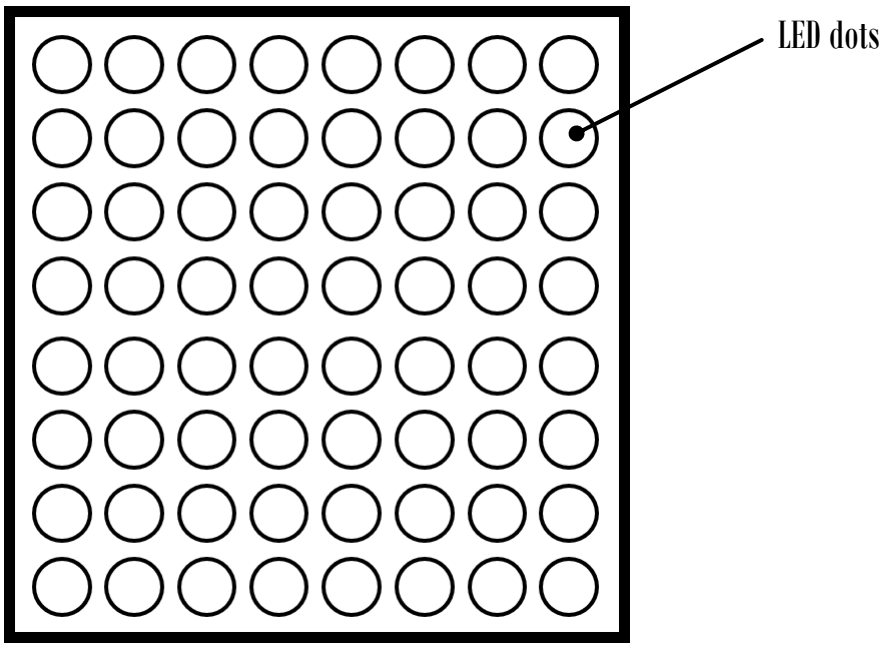
Table 2: second table.

	ƛ	Ш	≻	∵	⋱
ħ	B	0	X	V	B
↕	0	R	0	V	V
§	X	0	X	V	X
⇳	V	V	V	R	R

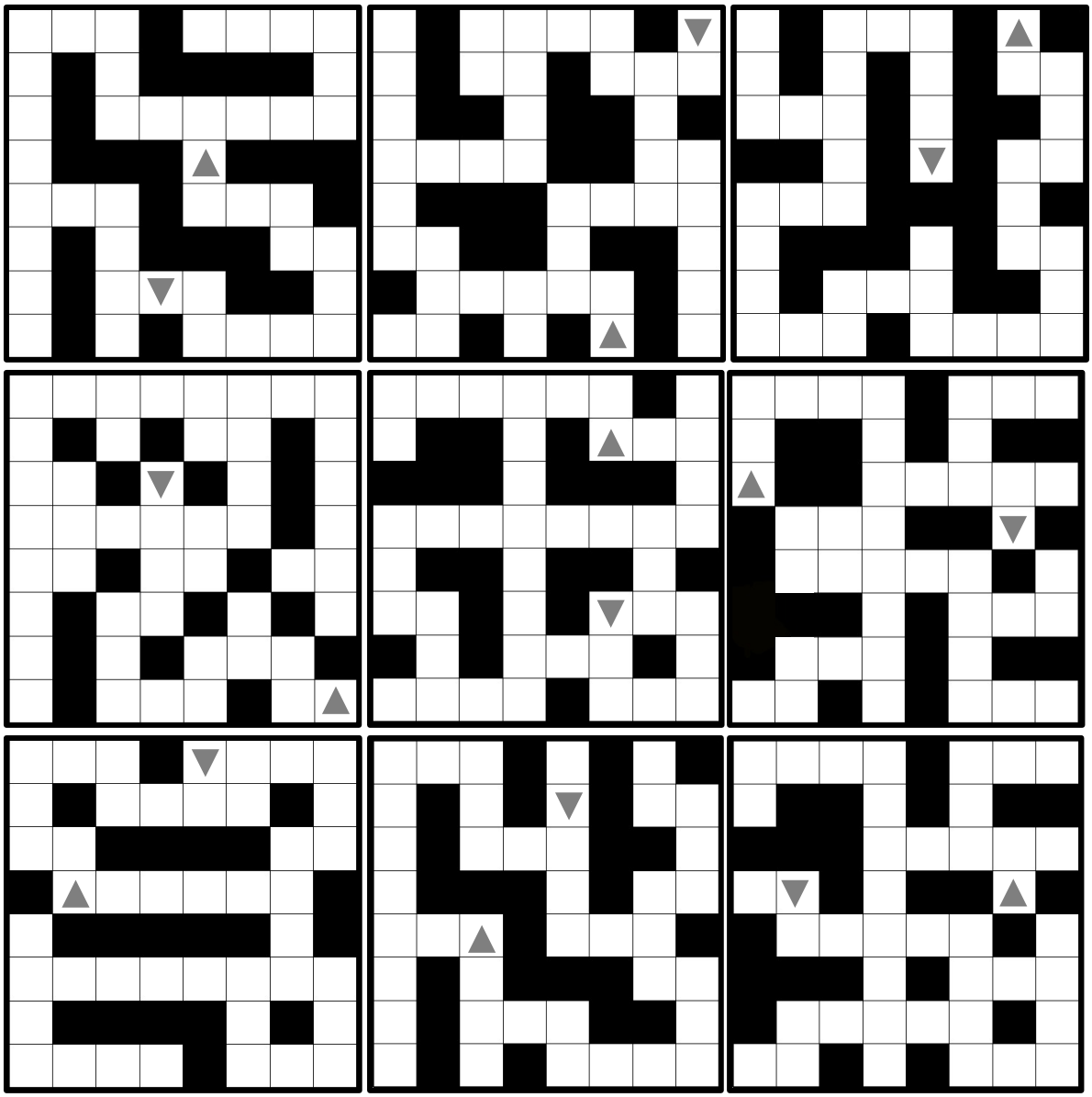
A third one??? Why...

LUXO-MATRIX DIRECTIONAL NAVIGATOR

Hint: Familiar with Bioshock? No? Well, consider purchasing it. The same recommendation applies to Outer Wilds or Baldur's Gate 3; these games are worth acquiring. Now, how does this relate to the bomb? Not at all, but they're exceptional gaming experiences.



- Find the corresponding maze.
- The defuser must guide the red dot to the BLUE triangle, not the RED one, using their hands. But be careful if the red dot touches the wrong triangle...



Further Instructions

If no labyrinth is displayed, you simply need to connect the red points together, do this ^#@$ times, and you will successfully complete the module.

APPENDIX 1: NUMBERS IDENTIFICATION

This appendix will help you to read binary and hexadecimal code. Before we start, we will need to recognize patterns of binary and hexadecimal numbers. Binary is usually represented by a sequence of "bits" that are off or on representing zeros and ones whereas hexadecimal is always represented by numbers and/or capital letter. Here is a table that shows the conversion in binary and hexadecimal of the first 29 numbers.

Decimal	Binary	Hexadecimal
1	1	1
2	10	2
3	11	3
4	100	4
5	101	5
6	110	6
7	111	7
8	1000	8
9	1001	9
10	1010	A
11	1011	B
12	1100	C
13	1101	D
14	1110	E
15	1111	F
16	10000	10
17	10001	11
18	10010	12
19	10011	13
20	10100	14
21	10101	15
22	10110	16
23	10111	18
...	...	...

Conversions:

Each conversions tutorial will be supported by an example to help you understand how they work. Don't worry, you will be fine!

Binary to decimal:

The conversion of a binary number to a decimal number is straightforward. Each digit of a binary number is a power of two. Here is an example converting the $1010\ 0101_{(2)}$ to decimal.

$$\overset{7\ 6\ 5\ 4\ 3\ 2\ 1\ 0}{1010\ 0101}_{(2)} = 1\times2^7+0\times2^6+1\times2^5+0\times2^4+0\times2^3+1\times2^2+0\times2^1+1\times2^0 = 165_{(10)}$$

Hexadecimal to decimal:

The conversion of a hexadecimal to a decimal number is pretty much the same principle as binary conversion unless you need to replace zeros and ones with the value of each number/letter. You have values of every letter in hexadecimal in the table above. Here is an example converting $AE6_{(16)}$ to decimal.

$$\overset{2\ 1\ 0}{AE6}_{(16)} = 10\times16^2+14\times16^1+6\times16^0 = 2790_{(10)}$$

APPENDIX 9: LEARN HOW TO COUNT.

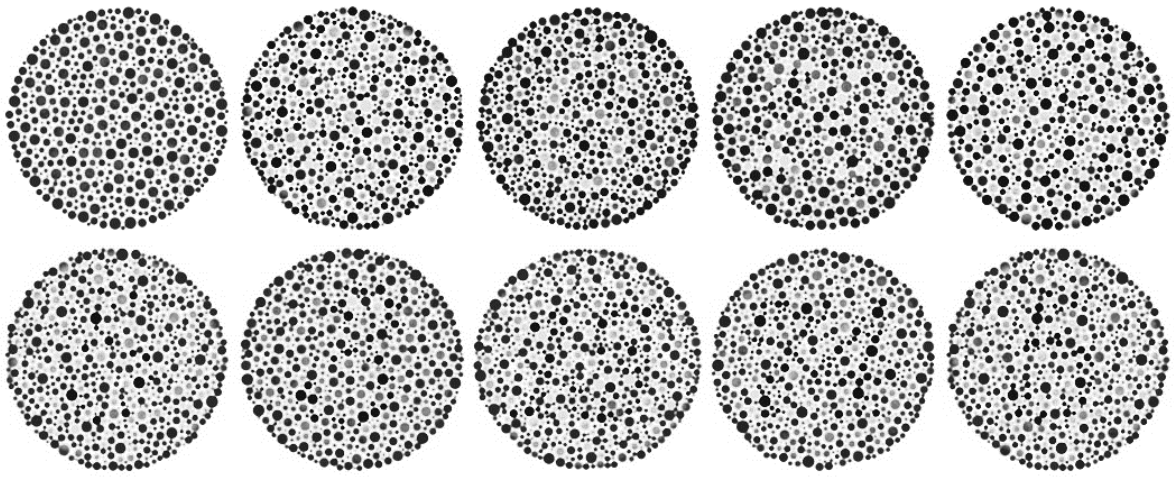
Counting is a **useful skill** in many situations. Follow these **simple steps** to count effectively:

- One by one: Count each item one by one by pointing or touching them.
- Use your fingers: Use your fingers to represent each item you are counting.
- Group in small quantities: If you have many items, group them in small sets to make counting easier.
- Repeat as needed: If you're unsure about the number, feel free to recount. Practice improves accuracy.
- Look closely: Pay attention to details to avoid counting something twice.

Counting is a simple yet important skill. Practice these steps and become a counting pro!

APPENDIX E: COLOR BLINDNESS DETECTION

I recommend printing this appendix in colour to facilitate the test. This is a classic test. Note down the numbers you think you see in each coloured circle on a sheet of paper. Once finished, send this sheet to the address below: 37°14'02.8"N 115°48'08.2"W (the use of a stamp is highly recommended) Then, wait a week for your results (Or indefinitely if you forgot to write your address on the back).



In any case: One sees clearly only with the heart. The essential is invisible to the eyes.

APPENDIX M: MATH BASE

Addition table:

+	1	2	3	4	5	6	7	8	9	10	…
1	2	3	4	5	6	7	8	9	10	11	-
2	3	4	5	6	7	8	9	10	11	12	-
3	4	5	6	7	8	9	10	11	12	13	-
4	5	6	7	8	9	10	11	12	13	14	-
5	6	7	8	9	10	11	12	13	14	15	-
6	7	8	9	10	11	12	13	14	15	16	-
7	8	9	10	11	12	13	14	15	16	17	-
8	9	10	11	12	13	14	15	16	17	18	-
9	10	11	12	13	14	15	16	17	18	19	-
10	11	12	13	14	15	16	17	18	19	20	-
…	-	-	-	-	-	-	-	-	-	-	

Mathematical symbol:

Sign	Meaning
∪	Union: elements that satisfy at least one event
∩	Intersection: elements that satisfy all events
∨	Or
∧	And
¬	No
→	So

APPENDIX 26: THE ALPHABET

The alphabet:

In case you don't remember the alphabet, here is some alphabet that you will maybe need to defuse the Tardis, or just read this manual...

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P
Q	R	S	T
U	V	W	X
Y		Z	

APPENDIX NUMBER WHATEVER IT IS

This working? Martha, before I change, here's a list of instructions for when I'm human.

One, don't let me hurt anyone. We can't have that, but you know what humans are like.

Two, don't worry about the Tardis. I'll put it on emergency power so they can't detect it. Just let it hide away.

Four. No, wait a minute...

Three. Not getting involved in big historical events.

Four. You. Don't let me abandon you.

And **five**. Very important, **five**. Don't let me eat pears. I **HATE PEARS**. John Smith is a character I made up, but I won't know that. I'll think I am him, and he might do something stupid like **EAT A PEAR**. In three months, I don't want to wake up and be human and taste that.

And **six**. Now I have to talk for around about a minute without hesitation, deviation, or whatever the other thing is. It's like that panel game on Channel Four, like Rory just pointed out.

However, I'm going to move on and say number **seven**, and talk about my other favourite band, which is *the Housemartins*. I don't know if anyone remembers *the Housemartins*, but the best gig I ever went to was at the Scottish Exhibition and Conference Centre in about December, it must have been 1990, and *the Housemartins* were playing, and it was quite simply the best gig I've ever been to. They split up quite soon afterwards; I don't know what that tells you about that particular event.

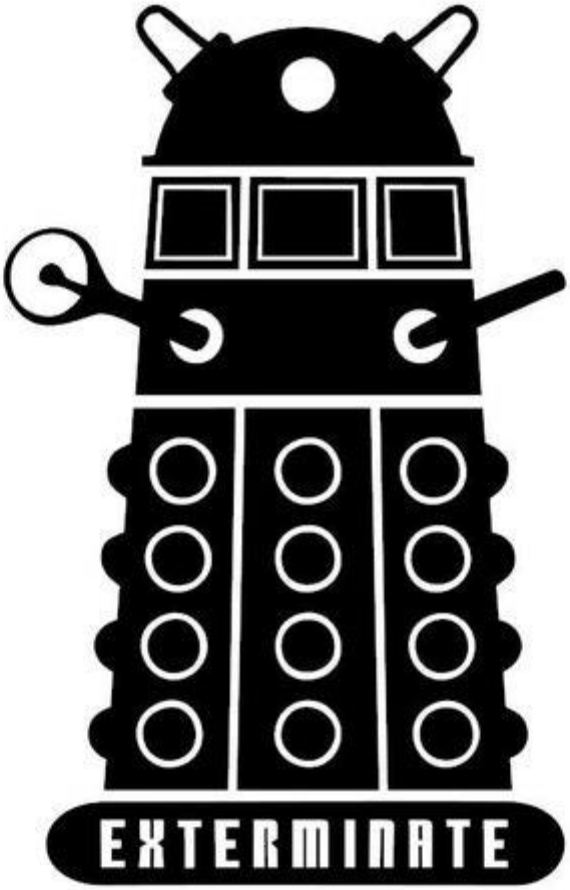
I'm sitting in the TARDIS now, and I'm going to wind up soon, but not before I make a few strange noises with my mouth that will go somewhere along the lines of ***bingle bongle, dingle dangle, yikkedy-doo yikkedy-dah ping pong lippy tappy too tah***.

And **twenty-three**. If anything goes wrong, if they find us, Martha, then you know what to do. Open the watch. Everything I am is kept safe in there. Now, I've put a perception filter on it so the human me won't think anything of it. To him, it's just a watch. But don't open it unless you have to. Because once it's open, then the Family will be able to find me. It's all down to you, Martha. Your choice. Oh, and thank you.

APPENDIX: ‘THE DOCTORS’

For configuration Tennant, cut the even-numbered wires.
For the configuration Capaldi, cut the odd-numbered wires.
For configuration Whittaker, do not cut wires that are multiples of 11.
For configuration Smith, cut the wires of the letters that are in the configuration's name.
For configuration Baker, do something.
For configuration Hartnell, cut wire 5 if any Tardis window is broken.

APPENDIX… GOD! HOW MANY OF THEM ARE THERE!



This is a Dalek.
Avoid the Daleks…
Stay away from them.
Or you'll be exterminated.

APPENDIX TETA

Nonsense.

When I say run, run.

Reverse the polarity of the neutron flow.

Would you like a jelly-baby?

Sorry, must dash.

I wonder...

Fine

Probably not the one you expected.

No more.

Fantastic!

Allons-y!

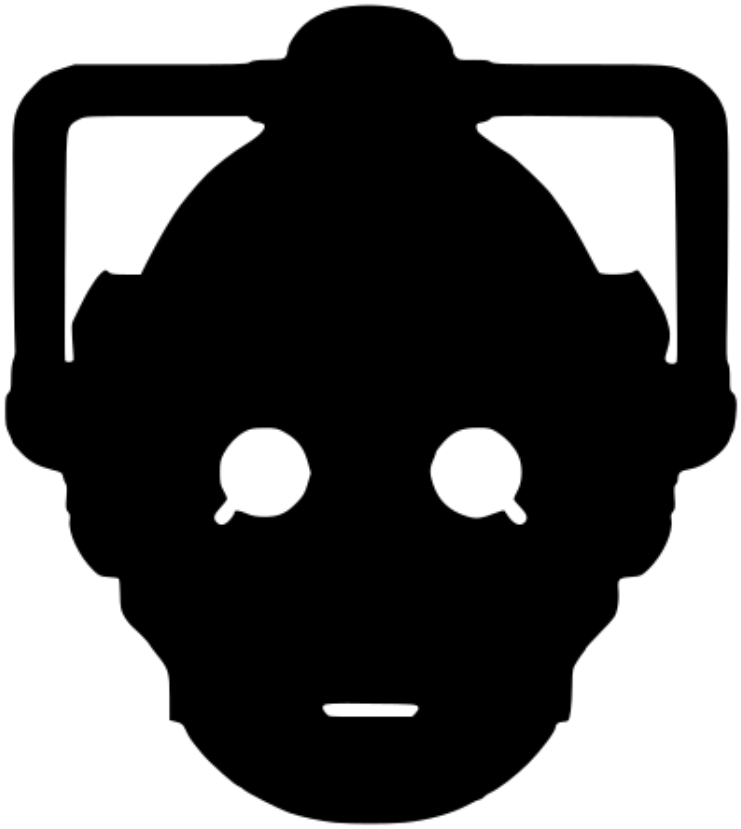
Geronimo!

Clara!

Me fam!

Time travellers are great. Like the best. Like wow!

APPENDIX EPSILON



This is a Cyberman.
Avoid the Cybermen…
Stay away from them.
Or you'll be converted.

APPENDIX DAMN!

Rose, I'm trying to resonate concrete...

APPENDIX 202563215

This is a Weeping Angel.
Avoid the Weeping Angels…
Stay away from them.
And don't blink.
Don't even blink.
Blink and you're dead.

They are fast. Faster than you can believe. Don't turn your back. Don't look away. And most of all, don't blink…