

Doctor Who Exhibition



snap some great photos for the site. The great man himself seemed a little larger than life...



is that we were relatively free from a storyline, in a way. Yes, we still followed a plot, but we didn't have to relate it to the television series.'

On the subject of the website the panel had a lot to say on why they thought that this new idea would be successful.

'Although the website will play a large part in the interactivity of the series, we didn't

To make up for the downright dismal lack of David Tennant on our telly screens next year, there's a new set of books set to be released soon. It's going to be a ten part, partially web-based series released throughout 2009, with the aim of creating a book with the interactivity of a website. On the sixth of November, the Spinebreakers and the lucky runner-ups and winner of the Darksmith Legacy Competition went to the press launch to get an exclusive scoop.

When we first arrived at Earls Court we were greeted by several menacing cardboard cut-outs, which we were soon posing around to



We stopped messing around with the cybermen long enough to catch the panel, comprised of the writers of the new books, talk all about their latest innovation.

'Yes, the books will feature some all new characters- brand new monsters for a brand new series, but some old ones will crop up. The doctor will find himself having to defeat a group of enemies, who will feature in each book, to save the eternity crystal...

There will be an over-arching storyline, but the lucky thing for us



want this to detract too much from the books themselves, the whole idea, after all, was to keep books at the heart of the online experience. There will be ten quests on ten different planets and you will need your book to play. The site will feature a collection of clues, puzzles, fun facts, riddles and snippets of data which will help you fight the villains. At the end of each quest you will take part in a 'boss battle' once you have collected all the data. You win by answering related questions.'

The website will feature largely on teamwork, so what did the panel have to say about this?

'Well, we wanted fans to collaborate with other fans, so we implemented this system whereby you all collect eternity crystal points. The online community adds points which will allow you to eventually access the eternity crystal. The more points and the more people in your community, the more exclusive media content you will receive. However, you can take up individual quests as well.'



On a more personal note, the panel talked about their experiences whilst creating the books. Justin Richards, who wrote four of the books, said that this was the most he's had to work with other people, which was a challenge at first. Others in the panel also admitted that the process of writing the books wasn't as structured and sophisticated as you

might think.

'It wasn't so much inspiration as desperation. They'd say, we need a story, NOW! No, I mean, they're ideas all around us, the answer is everywhere. You've just got to grab the baton from the last author and run with it. They give you the flavour and the location and just tell you to get going!'

The Spinebreakers last question was in relation to the competition question in which our new Sci-Fi editor was chosen (more about that later). In answer to our question 'If you could ask the doctor one question what would it be?' the writers gave some varied answers.

'I'd ask more some more ideas!'

'I'd ask for a lend of the TARDIS, then I could go back and meet all those deadlines!'



On that note we were free to explore the exhibition, which was in its last days at Earls Court. We saw some great demos as well as some costumes and models which were used in the television series, from the start with Christopher Eccleston to the era of David Tennant. The exhibition will be touring the country, so if it's in your area I urge you to go along- it's a must-see



pilgrimage for Who fans.

The first book will be released soon, and the rest will be out on the last Thursday of every month throughout 2009. As an extra incentive, a lucky 100 players will be drawn to win entry to an exclusive party next year, so get registered as soon as you can. You will need your book to play online, so make sure you get hold of your copy each month.



Also, a reminder that a competition surrounding this event brought a new Sci-Fi editor onto the Spinebreakers team- [Check out Rossana's page to see her winning entry.](#)

Report by:
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