

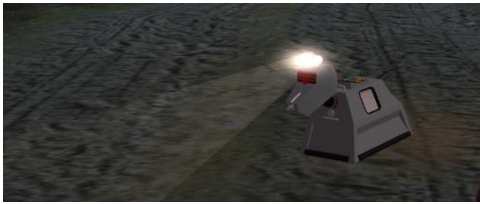
GTA SA: Doctor Who Daleks Invasion V4.3

Here we will introduce everything with extreme details. So it can provide a better understanding of what u can do and how to have more fun of playing the mod. Well if you just can't be bothered to read all this and only want to know which button to push----too bad, if u appreciate our work even a little bit, you should have a read of the whole thing. This is a long documentation indeed, but i guess the portals I put down here can help ;)
*just freaking deal with it



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This highlighter indicates new features



K-9

The metal dog will materialize if you summon it by pressing **9**, he will follow you as long as u don't give him the order to leave by pressing **9** again or k-9 himself doesn't get too much damage. (In this case K-9 will teleport to TARDIS for repairing.) You can target the bad guy by **Holding RMB** until the green triangle is above him then press **R** to select him for k-9. And if you suddenly find the dude is actually not bad at all u can still press **4** to cancel the order.

Be aware that K-9 can only have maximum 15 shots then he will have to **teleport back to the TARDIS for recharging.**

If you take K-9 with you into the TARDIS. He will be very quiet and automatically recharging himself while you are doing all your Time Lord stuff, the charging progress indicator is also visible if you come closer.



K-9 is a very good doge, he moves his ears all the time, and he responses every vital information in his 'dodgy' accent xD But he is also a dog with respects, if you are too far away from him for more than 30 seconds then he can have the right to be pissed and ditch you for the next one minute too...just don't get him mad...

Psychic Paper



Get close to any pedestrian in streets and Press **2** to show them your psychic paper when cj is holding one in his hand **(you can get it from TARDIS Interior lower level)**. And they will somehow believe in you as the president of galaxy or something i don't know, thing is they will be happy to help you. Did i mention that it won't work for those who has no imagination?

Sonic Devices

You can use sonic screwdriver when u are holding it, or when you are with bare hands but having it in your weapon slots. (Player will get the Sonic Screwdriver from his pocket). The new Sonic and Shades is only exclusive to the Doctor while player has to go to the pickup for their sonic device after they switched Characters.



Firstly you need to get one from the lower level of TARDIS Interior.

A cross-hair will show in front of the vehicle that is going to be selected.

Most functions have two modes: short or long wave. Shortwave mode chooses the closest vehicle as the target. While the Longwave mode selects a random vehicle in the range of custom distance set in the ini file. More information about the [.ini settings](#) will be told later)

Press **needed button** for Shortwave mode.

Hold RMB and needed button for Longwave mode.

Press **5** to put on/off Sonic Shades. (Doctor Only)

All Sonic Features:

1. Lock/unlock car doors

If doors are already locked, sonic screwdriver can unlock them, and vice-versa.

Press **2** (or **RMB + 2**) to lock/unlock the vehicle.

Hold Z for around 2 seconds to lock/unlock the vehicle you are currently in.

*come at me stupid cops

2. Vehicle explosion

Press **U** (or **RMB + U**) to blow up any vehicle. *Kaboom bitch

3. Break the engine

Press **K** (or **RMB + K**) to break the target vehicle's engine. And the driver might be terribly cross then attack you if he is russian, plz do watch out for yourself xD

4. Tires deflation

Press **H** (or **RMB + H**) to deflate the tires IF the target vehicle has one...

5. Vehicle acceleration

Press **J** (or **RMB + J**) to madly accelerate the vehicle (planes too :P).

Hold X to speed up the transport that you are currently driving.

Note that it can accelerate as long as you hold it.

6. Environmental scanning

Hold 1 for Photon scanning. **Hold 3** for Thermal scanning.

Cj will scan the area around him and get very cool visual results.

Press **X** can deactivate the mode so cj doesn't need to stare at a screwdriver all day.

Environmental scanning will now also show the relocated new TARDIS position, if she had drifted.

7. Disarmament mode

The idea is taken from a moment in episode "Cold Blood" where the 11th Doctor uses his sonic screwdriver to blow up all Silurians' weapons or speakers..?

To activate, press **RMB + Z**. You should hear the low frequency sonic sound, there will also be a crosshair that helps you for aiming.

Target a man who must be disarmed (e.g. Cops), **Hold RMB** until the green triangle above the man is shown, then just go press **Z** to disarm the selected person.

To deactivate this mode, press **X**, or just switch screwdriver into something else.

Regeneration

Player has to switch to the 12th Doctor to be able to regenerate. There will be 4 ways of regeneration happen at random each refer to the War Doctor Regeneration; the 9th Doctor Regeneration; the 10th Doctor Regeneration and the 11th Doctor Regeneration.

Press **Y** to regenerate whenever your health is below or equal to 15 hp. But if a great amount of damage that instantly kill the Doctor, regeneration will not happen and player will just die without the option to revive in hospital. The Doctor will regenerate into any peds in the game including the 22 new Doctor Who Characters added.

Keep pressing **R** rapidly to resist Regeneration from happening for a longer period, and in this case the Regeneration happens at the end will also come with fire and explosions. If the

player also happens to be inside the Tardis, then the Tardis will go into [Emergency Program](#) Immediately.

Type **IDontWantToGo** will recreate the 10th Doctor Regeneration Sequence from the Doctor Who episode "The End of Time".

The TARDIS

To summon the TARDIS please **Hold RMB + T** when cj is with bare hands. Then He will get out of his shining 24k gold TARDIS key for grand summoning the dark magic police box. Also you can walk right into her during the materialization if u are too lazy to open the doors. But if the TARDIS is already somewhere close, she will be marked on the radar by a light blue marker when cj is trying to call her by his key. And if for some frustrating reasons that you are not able to reach the TARDIS, don't forget to try this awesome cheat code we have here: **GiveMeBlueBox** ;)

Press **ENTER/F** to enter the TARDIS from right door with cool animation.

Hold ENTER/F to make CJ open both doors.

Driving small vehicles into the TARDIS is also possible such as bikes and motorcycles. (Don't even think about tanks or planes, shame on you)

You also have the power to open or close TARDIS doors by a sick finger snap (Press **G**) (works in anywhere 20m close to the TARDIS).

Don't be afraid about your safety - TARDIS doors won't let anyone in apart from you and your companions :+1

And what will happen if u spawn the TARDIS inside of the TARDIS herself? hmm...

IMPORTANT INFORMATION

Exterior View/Mode is when you sit inside the blue box.

Interior View/Mode is when you are inside TARDIS interior.

TARDIS Interior

The most important part of v4.0 is, of course, the majestic TARDIS interior. Here is a Short list of its new features and abilities:

- You can drive into the TARDIS with a bike!
- All your companions will go with you into the TARDIS too.

- Once you step inside the TARDIS, you will not be able to use or hold any weapon. Because she doesn't like guns.
- You can save the game inside TARDIS. To do this, go to the entry on middle level, enter the hallway and then press **E**.
- Be careful with the time at your HUD. Due to Timey-Wimey stuff, after [Time Travelling](#) it won't be synced with real world time until you exit the interior or enable [Basic Flight Mode](#).
- There are also 4 seats around the console which you can sit back and relax (stay close and then press **E**).
- You can turn off/on the tutorial hints from the glass table at the 2nd floor (stay close and then press **E**).
- You can switch the characters between Cj and the Doctor inside TARDIS. To do this, enter the hallway at the bottom floor and then press **E**. (The Doctor is not able to use any weapons)
- If your PC is not so powerful enough to run this Time Machine, you can try lower the detail level of the TARDIS Interior from the [.ini settings](#) ;)

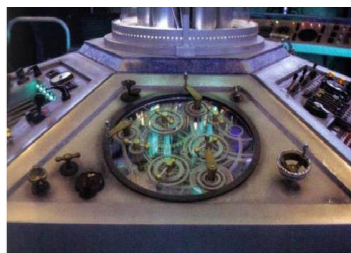
TARDIS Console

Introducing the brand-new
TARDIS Control System

- TARDIS Console xD

Since 4.0 there will be no more magical panels that can activates every function. You gotta have to use switches or toggles to activate functions yourself.

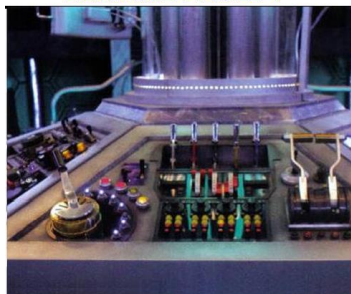
We separated TARDIS console on 8 parts (or 8 panels). Remember their panel index from the demonstration images as they will be useful later:



CONTROL PANEL 1



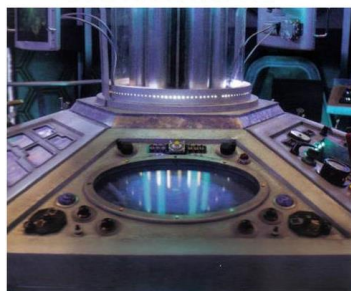
CONTROL PANEL 2



CONTROL PANEL 3



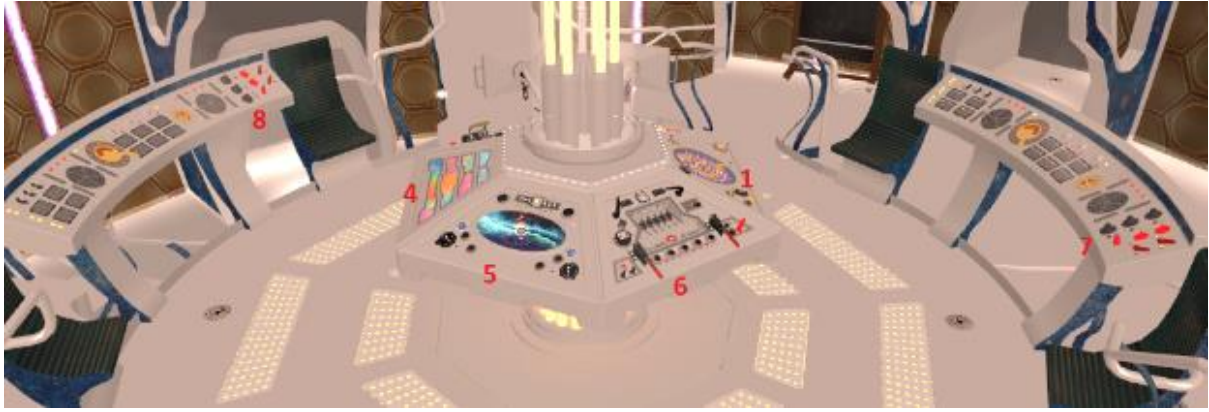
CONTROL PANEL 4



CONTROL PANEL 5

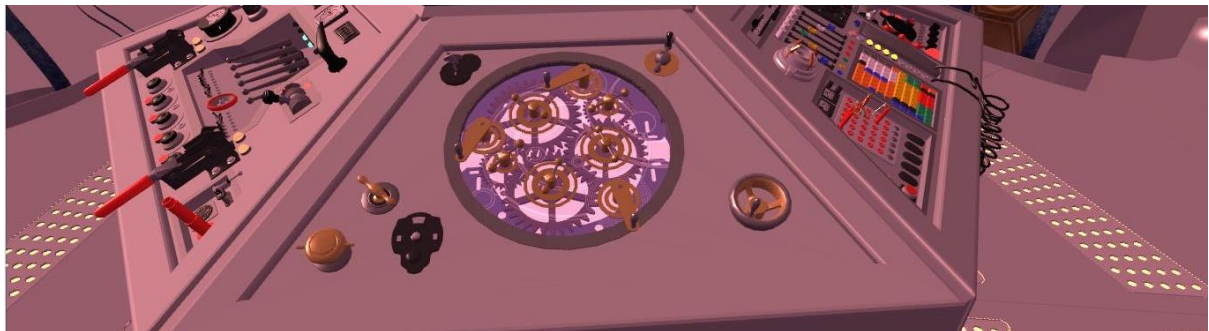


CONTROL PANEL 6



Switches and Toggles:

Panel 1



H.A.D.S. Switcher (key: [Q](#))



Activates H.A.D.S. See more in '[Energy System](#)' and '[H.A.D.S.](#)'

Also, there is this Cool Big Round Thing which rotates and ticks when you activate some Time-Travel-related functions.

Panel 2



1. Keyboard (key: **E**)



Input destination coordinates. See more in '[Navigation Interface](#)'

2. Fast-Return Button (key: **R**)



Activates Fast Return. See more in '[Fast Return](#)'

3. Sliders (key: **I**)



Input destination time. See more in '[Time Input Interface](#)'

Panel 3



1. Space-Time Throttle (key: **F**)



2. Handbrake (key: **Z**)



3. Cloak Switcher (key: **Q**)



Enable/disable Cloaking. See more in '[Cloaking](#)'

4. Basic Flight Toggles (key: **R**)



Enables Basic Flight Mode. See more in '[Basic Flight system](#)'

5. Vortex Direction Toggles (key: **I**)



Set Time Vortex direction. Can be used before or while [Time Travel](#). See more in '[Time Input Interface](#)' & '[Time Vortex](#)'

6. Exterior View (key: **E**)

Enables TARDIS Exterior Viewer. Can be used only if Basic Flight Toggles are enabled. See more in '[Basic Flight](#)'

Panel 4



Nothing usable here. We will have something for it in future updates, but currently it is just an awesome textured Telepathic Interface :)

Panel 5



Console Scanner (key: **E**)

Checking Console Scanner. See more in '[Console Scanner](#)'

Panel 6



1. **Space Lever (Red LEFT Lever) (key: [Q](#)) (For Both: [E](#))**



Enables Space Travelling. See more in '[Teleportation](#)'

2. **Time Lever (Red RIGHT Lever) (key: [E](#)) (For Both: [E](#))**



Enables Time Travelling. See more in '[Time Travelling](#)'

3. **Self-Repair Trigger (key: [R](#))**



Activates Self-Repair. See more in '[Self-Repair System](#)'

Panel 7 (or Right Subpanel)



1. **Cloaking Energy Allocator (key: [R](#))**



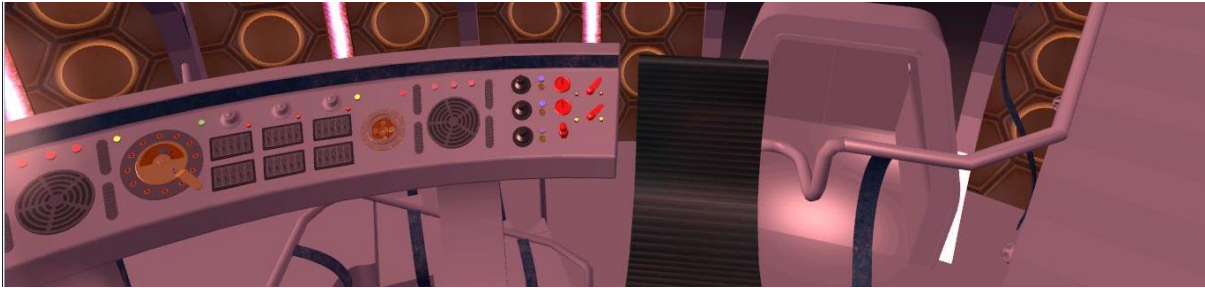
Allocates energy for [Cloaking](#). See more in '[Energy System](#)'

2. **H.A.D.S. Energy Allocator (key: [E](#))**



Allocates energy for [H.A.D.S.](#) See more in '[Energy System](#)'

Panel 8 (or Left Subpanel)



Nothing usable here because MavI can't be bothered.

TARDIS Functions

To activate most functions, you are required to switch certain toggles or buttons but you are free to do it in any order you like.

You can CANCEL any Teleport or Time Travel by turning the **Handbrake** ON. It works only before the TARDIS starts dematerialization.

Don't forget to enable Handbrake when the TARDIS is idle, otherwise she can just suddenly dematerialize because that is what she does. Or get smashed away by a car, since she's not locked on space. See more in '[Drift](#)'

Teleportation

Teleport the TARDIS to the coordinates you set.

Activation:

- **Space Lever (Red LEFT lever) - ON**
- **Time Lever (Red RIGHT lever) - OFF**
- **Set coordinates** (see more in '[Navigation Interface](#)')
- **Handbrake - OFF**
- **Space-Time Throttle - ON**

Note: If the TARDIS [energy](#) is less than 50%, slight deviations of the destination is very likely possible.

Time Travelling

TARDIS will fly through the [Time Vortex](#).

If you want to just travel in time, **Red RIGHT Lever (Time Lever)** is all u need.

If you also want to do teleportation, you should enable **BOTH Red Levers (Space Lever and Time Lever)**, and also input the destination coordinates (see '[Navigation Interface](#)').

Note: If the [energy](#) is less than 50%, slight deviations are highly possible.

Time changes depends on what you did during the [Time Vortex](#) (which will be told later don't be rush), and wanted level(s) will be gone.

There are 2 modes of Time Travel: **Manual** and **Autopilot**.

If no time input is set before dematerialization, the system will be set as Manual.

If u want to switch to turn off Autopilot, simply use [Vortex Direction Toggles](#)

Manual mode allows you to stay in vortex as long as you wish. Destination time will depend on the actions you had in the [Vortex](#).

Autopilot will perform a Time Travel followed by your inputted destination time (refer '[Time Input Interface](#)'). Under this mode TARDIS will land automatically.

Activation:

- **Time Lever (Red RIGHT lever) - ON**
- **Space Lever (Red LEFT lever) - Optional**
- **Set coordinates** (if **Space Lever** is enabled. See more in '[Navigation Interface](#)')
- **Input Time** (if you want Time Travel with Autopilot. See more in '[Time Input Interface](#)')
- **Handbrake - OFF**
- **Space-Time Throttle - ON**

Fast Return

Teleport the TARDIS immediately back to the previous dematerialization position.

Activation:

- **Space Lever (Red LEFT lever) - OFF**
- **Time Lever (Red RIGHT lever) - OFF**
- **Enable [Fast Return](#)**
- **Handbrake - OFF**
- **Space-Time Throttle - ON**

Emergency Flight

Perform a safe landing when TARDIS is under the [Emergency Program](#).

Activation:

- **Space Lever (Red LEFT lever) - ON**
- **Time Lever (Red RIGHT lever) - ON**
- **Handbrake - OFF**

- **Space-Time Throttle - ON**

Navigation Interface

By this interface you can set the destination coordinates. Once you press **E** near the keyboard, you will see the menu of this interface. There are 3 options: Enter Coordinates, Randomizer, Programming Coordinates. Use **1**, **2** or **3** to select the specific option you want. Pressing **E** again will close the Navigation Interface.

1. Enter Coordinates

After activation the map will be automatically shown so you can select a destination or you are happy with the one already marked. You could move the map with the **Arrows Keys** or by **LMB**.

After setting the marker by **I**, press **ENTER** to apply the destination or you can press **ESC** to cancel the action.

2. Randomizer

Generates random coordinates. There is also a probability of ending up into one of the 41 interiors. Witchcraft of randomness :P

3. Programming Coordinates

Select the destination coordinates from one of the saved memory banks, or save the current location of the TARDIS.

You have 10 memory banks in total for saving the coordinates.

All data is stored in DW_CUSTOM_SETTINGS.ini which is located in your CLEO folder so you can [modify them outside of the game](#) too.

To save the current location, switch to **Save Current Coordinate** by **WASD/Arrows key** and select your partial memory bank to save/overwrite. (**SPACE**)

Press **P** to preview the selected location. The system will show the place and its coordinates. Press **ENTER** has the ability to close the preview or the whole Programming Coordinates Menu.

Time Input Interface

This interface is designed for inputting the destination time.

As in hours and minutes (HH:MM).

But, it's not all so simple as you might think.

The thing is, you input NOT the actual destination time, but HOW LONG you want to fly through the vortex. Let me explain:

Let's imagine, that now is middle day (12:00). If you input in interface 01:00, then TARDIS will travel one hour to the future or the past (depends on the [Time Vortex Direction Toggle](#)). So if we set the direction toggle to the future and launch the [Time Travel](#), TARDIS will land at 13:00. Conversely, if we'd set direction toggle to the past, the TARDIS would land at 11:00. Simple, isn't it?

Max Time Travelling time is 99:59. One hundred hours-ish should be enough.

Use the mouse to control this interface. Try **Move the Mouse** right-left and you'll see how arrow highlights the selected digit. Choose the digit that you want to change its number, then use the **Middle Scroll Button** on your mouse.

When you're done, press **ENTER** to apply (or **E** to cancel). Once you apply the destination time, [Autopilot Mode](#) will be activated.

Console Scanner

Shows Information related to the TARDIS.

You can see Shield/Shell and Energy indicators from the left. They show data in percents, so if you see something like "Shield: 25" it means TARDIS shield is about to break.

At the middle you can see the TARDIS current action.

There are also 2 indicators from the right: H.A.D.S. and Cloaked. Each turns green if [HADS](#) is enabled, or - if the TARDIS is [Cloaked](#).

You can press **P** to show the [H.A.D.S.](#) Settings Menu:

- 1. System Enabled/Disabled**

Indicates the current H.A.D.S. status

- 2. Enable/Disable Water/Fire Reaction**

Specify whether the H.A.D.S. dematerialization will be initiated under the water/fire influence.

Use **WASD/Arrows key** to select and press **SPACE** to confirm, **ENTER** to close the menu.

Note: all settings (minimal damage, reactions on water and fire) are stored and can be edited from the [custom file DW_CUSTOM_SETTINGS.ini](#) too

TARDIS Systems

Time Vortex System



TARDIS will enter the Time Vortex once you activate any function that requires **Time Lever**.

The direction of Time Travel (forward or backward) depends on how the **Vortex Direction Toggles** is set. The **OFF** position means BACKWARDS in time (**Blue vortex**), and the **ON** position will be FORWARDS in time (**Orange vortex**).

(You can only see the Time Vortex when you're in [Exterior Mode](#)).

You could press **LMB/ALT** to reverse the vortex (when you're in exterior mode) OR use the **Vortex Direction Toggles** on the [TARDIS Console](#).

There is also a clock which can tell you exactly how much time u have travelled, it is at the bottom corners of your screen while **in exterior view**, or on the front monitor display if you are **in interior view**.

When you are right at the time that you wish to land, simply press **Z** in [Exterior Mode](#) OR use the [Handbrake](#) on [Console](#) to exit the Time Vortex ;) If you're in [Autopilot Mode](#), the TARDIS will land automatically, but you can still terminate the flight whenever you want by using the [Handbrake](#).

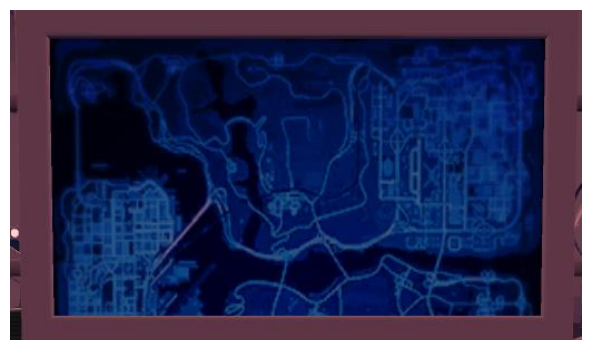
And for [Emergency Flight](#), god knows the hell is going on, even the vortex clock is broken...

Basic Flight

Once you activate the **Exterior Mode**, you initiate Basic Flight.

When you are in exterior view, you will see Shield/Shell and Energy bars from the left. They will tell you if TARDIS is damaged or you wasted too much energy.

To start hovering you should release the **Handbrake (Z)**. If you hear the TARDIS sound and see toplight flashing - the TARDIS is ready for flying. After the engine picked up its



pace, you could then fly the TARDIS like a normal helicopter) But keep your eye on the energy bar: TARDIS will perform a fast landing if the [Energy](#) level is too low. To speed up and spin straight ahead, **Hold ALT/LMB**. (Motion blurs at high speed :D) To switch the handbrake on, press **Z** again. TARDIS will be locked on space and nothing will be able to move her. To perform a fast landing, please press **X**. It will move the TARDIS right to the ground.

You can control [several toggles](#) from the console while during the Basic Flight:

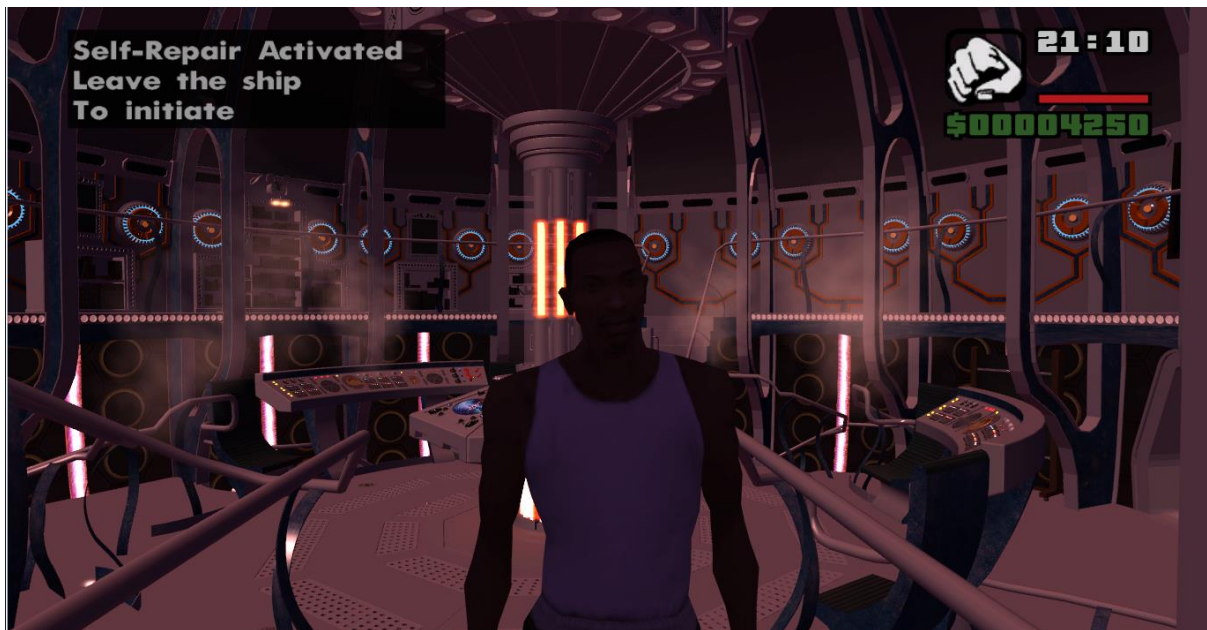
- Space-Time throttle (key: **I**)
- Handbrake (key: **Z**)
- Cloak Switcher (key: **C**)
- Vortex Direction Toggles (key: **LMB/ALT**)

You can stand at the TARDIS entry if the ship is in air but plz don't fall. Laws of Newton won't change when you have a time machine.



Self-Repair

The amazing system that fixes everything of a broken TARDIS ;P



Conditions to activation:

- **TARDIS Shield** is broken
- **Space-Time Throttle** ON
- **Handbrake** ON
- **BOTH Red Levers** OFF
- **Cloak Switcher** OFF
- **Basic Flight Toggles** OFF
- **Both Allocators** OFF

Once reach the above conditions, you are allowed to enable the **Self-Repair Trigger** and leave the TARDIS.

Self-Repairing time is in ratio of how much damage done to the TARDIS. Full repair (if the TARDIS went [Emergency Program](#)) takes one minute.

You are not able to get into the TARDIS during self-repair by anyway.

Also after graduating Self-Repair, energy will totally run out (but the generator works again :D)



Cloaking

Requires Cloaking Energy Allocator Enabled (50% of [Energy](#))



Nobody will give a damn as long as you are inside the cloaked TARDIS.

But if the police have problems with you before you are cloaked, they will probably come back as soon as you disable the cloaking field xD

Note: the TARDIS can't dematerialize when cloaking is on.

Hostile Action Displacement System

Requires H.A.D.S. Energy Allocator Enabled (25% of [Energy](#))

This is a protection system against damage (hostile actions).

It will instantly trigger the dematerialization of TARDIS if a certain amount of damage is detected.

If you happen not to be inside the ship, TARDIS will materialize somewhere nearby (in radius of 300m) after 1 minute from getting the damage. And you will be informed by a light blue marker from the bottom radar where the TARDIS is back.

But if you are inside, time changes and the erase of wanted level(s) will occur.

The H.A.D.S. Settings Menu is located in [Console Scanner](#).

Shield



SHIELD: 100

TARDIS has its own force field generator, AKA the Shield. It is able to reflect the majority of damage from the shell. Shield is also able to regenerate, but only when the TARDIS **Handbrake** is on and has the essential requirement of at least 20% of [energy](#). Shield state can be found both at the Shield bar (when in [Exterior Mode](#)) and the [Console Scanner](#). Bar caption will turn red if the shield is on the verge of breaking down.



If the shield is completely broken, you can only restore it by initiating [Self-Repair](#).

The TARDIS Shell CAN NOT regenerate whatsoever so if there is still damage received by the TARDIS with a broken Shield, Shell bar will go red soon too and any further damage will lead to the activation of [Emergency Program](#).

Emergency Program



Emergency Program activates when the TARDIS HP is less than 30%. Most functions will just screw up: HADS, Cloaking, Basic Flight system, energy generator, etc. If the TARDIS is in flight, she will then go haywire and hover and spin extremely chaotic and mad.

You can only use [Emergency Flight](#) to perform a safe landing. And it is not recommended to jump out of the burning ship, you will fall to your death... Once you landed, you should immediately activate [Self-Repair](#) and leave the ship. Sometimes the TARDIS might just get too massive damage at once then just go explode :(Ship turns dark and unable to enter. In this case, wait for the end of Self-Repair and re-call the TARDIS.

Drifting

A random event, which happens when you forget to switch the Handbrake on. TARDIS dematerialises and teleports to random place in San Andreas. Why? Come on, she is the TARDIS, just deal with it. You can use the [Sonic Screwdriver](#) to locate her new position once she drifted. Just use one of the scanning modes (**Hold 1 or 3**), and the screwdriver will mark the TARDIS on map by **T** icon for you.





You won't be able to use the key to summon her because it lost its track of TARDIS too, until you find her.

Energy System

The power system providing energy for all the [TARDIS Systems](#) ;)

Each action will consume a certain amount of the energy:

- Manual, Random, Program Teleport, Summoning the TARDIS - **10%**
- Time Travel - **20%**
- Vortex Flight - **30%**
- Fast Return - **5%**
- Basic Flight - **0.5% per second**
- Cloaking Energy Allocator - **50% all the time**
- H.A.D.S. Energy Allocator - **25% all the time**

You can not perform any action if the required energy is lacking.

Energy state can be found both at the Shield bar and the [Console Scanner](#).

Energy only regenerates when the TARDIS Handbrake is turned on - **3% per second**

Custom settings

Now we can edit .ini file by using Tommy's Awesome Program :)

There are 2 .ini files in CLEO folder after [installation](#):

DW_INTERIORS and **DW_CUSTOM_SETTINGS**.

The first file contains all the coordinates of interiors that are used in the Randomizer from the [Navigation Interface](#). So better don't edit this file if you do not know what on Gallifrey you're doing.

DW_CUSTOM_SETTINGS includes the settings for all customizable functions.

You can set your own preferred settings, or you could use the default.

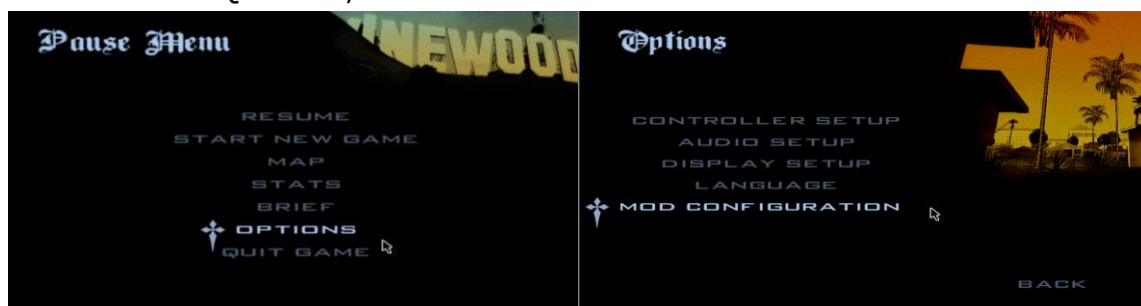
For doing so, run the **GTA DW Mod Custom Settings Editor.exe** from your GTA San Andreas game directory and everything should all be very straightforward after that. And you don't have to restart the game in order to see the new results if you saved the file.

Low FPS?

A Detail Level scaler can be found from the **Custom Settings Editor**, the bottom right corner button first then click the button at the bottom left.



There are also graphic settings if the TARDIS is too awesome for your pc to handle, as you launch the game, go to Options - Mod Configuration - Modifications and here you can find 'LOW TEXTURE QUALITY', click and enable.





Installation Procedure

Recommend GTA SA US v1.0 clean without additional mods, other versions might work fine but are not guaranteed. Though steam version is definitely a bad choice, you must downgrade it first before installing!!!

Exe installer:

1. Run the installation wizard you downloaded.
2. Follow the instructions and select your correct GTA SA game directory.
3. Wait for finish, run the game and play it like a Time Lord ;P

Or if you have the archive version:

1. Unzip the downloaded archive.
2. Copy all the files and folders from the 'DoctorWho Daleks Invasion V4.0' folder and paste/overwrite them into your correct GTA SA game directory.
3. That is it, launch the game and play it like a Time Lord ;P

Known Potential Issues

Warning! Compatibility of this modification with other scripts/mods can not be guaranteed.

1. **Possibly conflict with other people's save games** - If the perfect saves you downloaded from google doesn't load, go freaking play a new game yourself.

2. **All fonts screwed up** - *It seems your GTA SA is not English. Delete fonts.txd from the modbader folder or change your game language into English.*
3. **Game crashes immediately after loading** - *you maybe missed one of the setup steps, or made a mistake somewhere. Make sure that your gta sa.exe version is 1.0 US. Try to reinstall mod. In the worst case, reinstall GTA San Andreas :(If nothing changed, you can ask for help in our discord channel (see [Credits](#) below).*
4. **ASI loading error with motionblur.asi** - *Try to install the latest ASI loader or just remove motionblur.asi and run the game if you don't really give a damn.*
5. **Game crashes when you try to commit Random Teleport/Flight or activate H.A.D.S.** - *Something wrong with your .cleo files. Reinstall the mod will help.*
6. **Error: [Error] .ini file not found!** - *One or both ini file(s) is/are missing. Please reinstall the mod or just copy .ini files into CLEO folder if you have got backups.*
7. **Error: Miss object 110** - *object for fade TARDIS effect is missing, therefore that effect will be unavailable. It's not your fault, just something went wrong with GTA itself. Please restart the game.*
8. **Error: [Error] #COB: Time Out. Code: n** - *this error won't affect on gameplay process, however you might notice some TARDIS exterior objects, floating in air. Play with another savegame.*

What's next?

Next update will finally bring the Terrifying Weeping Angels. Better practise not blinking now so when the day comes you don't have to beg for mercy.

To predict our progress, best way is to like our facebook page :P

<https://www.facebook.com/doctorwhodaleksinvasion>

If you want to share ideas or report bugs or have problems in anything, Please join our Official Discord Channel:

<https://discord.gg/4Sjp7ac>

You can also get the opportunity to meet with all the other great fans.

And do remember, we are very happy to hear and get supports from you)

And if u have some modding skills and willing to help us, plz email us (TommyLingL@hotmail.com)

We hope you enjoy the mod. If you do, please be sure to share it with all your whovian friendz. That will mean and support us a lot :)

Credits

Everything was started at the end of 2013 by Tommy Ling LU.

The 12th Doctor's Tardis

(Interior Panel Models are taken and converted from **Brian Rocz**, the rest of interior and exterior models are made from scratch by **Tommy**),

The 12th Doctor's sonic screwdrivers models,

TARDIS key and the Supreme Dalek models,

TARDIS fade, Cloak and toplight models,

K-9 models,

Psychic Paper model and script,

Motion blur settings, some handling values,

Time Vortex model and all Tardis, Sonic and Regeneration Animations,

Sonic Screwdriver Scan modes, Character Switcher and tutorial hints scripts,

All Regeneration and Tardis Interior Particle Effects,

The 12th Doctor Model

(Made from scratch by **Tommy** in Zbrush, converted to the game by **Bach**),

GTA DW Mod Custom Settings Editor and interface designs

---- by **Tommy**

Sonic Screwdriver system,

TARDIS system

(TARDIS Interior Ambience, animated console toggles, TARDIS engine including all functions, Emergency Program, Self-Repair system, Basic Flight system, TARDIS Shield, HADS, Energy system, Cloaking Shell, Bars, ini files, all Fade Cycle effects, etc),

Time Vortex System,

K-9 system,

Regeneration System

---- by **Mavi**

Sonic Shades model conversion to game,

12th Sonic Screwdriver model conversion to game,

22 new Doctor Who Characters conversion to game,

Showcase Video,

Some Cool New Screenshots,

---- by **Bach**

Alpha Tester

Beta Testers

[CLEO Library](#)

[Modloader](#)

[SA Window](#)

[Open Limit Adjuster](#)

[Motion Blur Advanced](#)

[New Opcodes](#)

[Scrlog](#)

[Heaven Sent Remix](#)

All sound effects

Tommy (TommyLingL)

GTARaj, P.J.S. & BachWhovian

Seemann & Alien

by **LINK/2012**

by **ModelingMan**

by **LINK/2012**

by **Alexander Blade**

by **DK22Pac**

by **LINK/2012**

by **George Wilson**

from **BBC**

Appreciation list:

Thanks Zach for bringing this mod back to live at the end of 2014.

Thanks GTARaj, Shadows43 for suggestions and new resources.

Thanks Mavl for helping to take this mod into the next level.

Thanks Bach for providing even more help and supports.

Thanks for all our fans for your nice and encouraging supports. The Mod will simply not go this far without u guys :)