

# TO BEGIN PLAY

## Using One Drive Systems

1. Insert the 2400 A.D. disk, label side up (the GAME disk), into the disk drive and turn on your monitor and computer.
2. When prompted for the PLAYER disk, remove the GAME disk and re-insert it label side down in the disk drive.

Note: A copy of side B can be made for saving (archiving) player status or for playing more than one game simultaneously. See directions under Using Two Drive Systems.

## Using Two Drive Systems

1. Make a copy of the unlabeled side of your 2400 A.D. disk (the PLAYER disk), using either COPYA from the DOS 3.3 system master, Copy II+, or a disk copy program from any ProDOS user disk.
2. Insert the 2400 A.D. disk, label side up (the GAME disk), into disk drive 1 and the copy of your PLAYER disk into drive 2. Turn on your monitor and computer. 2400 A.D. will automatically detect a two drive system.

When 2400 A.D. starts up, the title and credit screens appear. Press any key to start exit the title screen and the game.

## Creating a Character

1. Type in a name for your character, and press return.
2. You may allocate 99 points among 4 attributes:

ENERGY	physical prowess and stamina
AGILITY	manual dexterity and skill
IQ	mental capacity and knowledge
AFFINITY	attractiveness and congeniality

3. Use the following keys to allocate points  
use                    or                    to  
right arrow   K    increase points  
left arrow        J    decrease points  
down arrow     M    move cursor down  
up arrow         I    move cursor up

4. When you have finished allocating points, press < RETURN> to begin the game.

# COMMANDS

- A ATTACK with an active weapon. Must be followed by a direction.
- B BREAK open a locked door. Your chances of opening the door are affected by your energy level.
- C CLIMB up or down ladder (must be followed by a U for up or a D for down]. Climb over people and some objects [must be followed by regular directional keys).
- D DROP an item you are carrying. Dropping an item hides it from view. You must remember where you dropped it, or use the SEARCH command to locate it. Maintenance robots might dispose of dropped items before you retrieve them.
- E ENTER personnel transporter. Use to travel between transporters.
- F FIX an item that is broken. Your ability to repair an item depends on your intelligence, strength and agility. The USE command is required to reactivate an item, once it has been fixed.
- G GET an item that you have dropped or found. Must be followed by a direction.
- L LOAD energy into an item from a power node. Must be followed by a direction. You will be prompted for the number of the item to load. This is an illegal activity and will activate any attack robots in the vicinity.
- O OPEN or close a door. Must be followed by a direction.
- P PUSH an object. Some items such as desks, tables, and some boxes can be pushed around for strategic advantage. Must be followed by a direction.

- R READ signs on doors. You can identify many buildings this way.
- S SEARCH for items that might be hidden by checking the tiles surrounding and beneath you.
- T TALK to people or computers. Must be followed by a direction. When prompted, type in a subject you want to know more about. Type BYE or press <RETURN> to conclude a conversation.
- U USE an item you are carrying. The USE command is used to activate/deactivate a weapon, energy shield, or other devices, which remain on until deactivated.
- W WALK or run. Running will increase your maximum energy.
- X XAMINE inventory. The items you can carry (up to 8) are listed in abbreviated form. Active items are indicated by an "A". Broken items are indicated by a "B". Items that require energy cells show the level of charge in their internal cells as a two-digit number. Passcards display their passcodes. ZAC's list the zone (Central. N. S. E. or W) for which they are valid, and their expiration date.
- Z ZURRENDER to the authorities if you are outgunned, trapped, or if you become lost and unable to find your way out. Surrendering when you are lost has the effect of alerting nearby robots. You will be taken to jail, and your possessions will be impounded.

Space Bar Pass one game turn and clear keyboard buffer.

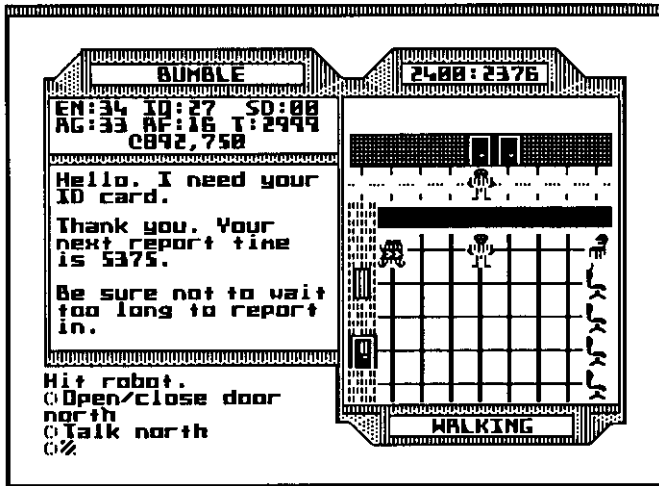
Esc Begin a new game.

Ctrl-B Turn keyboard buffer on or off.

Ctrl-S Save game and continue play.

Ctrl-V Turn sound effects on or off.

# SCREEN EXAMPLE



Bumble is in the Public Tracking Office. He has just checked in with the tracking official behind the counter.

The office walls are composed of red brick, and there is a window in the west wall, just north of the door. Chairs line the east side of the room.

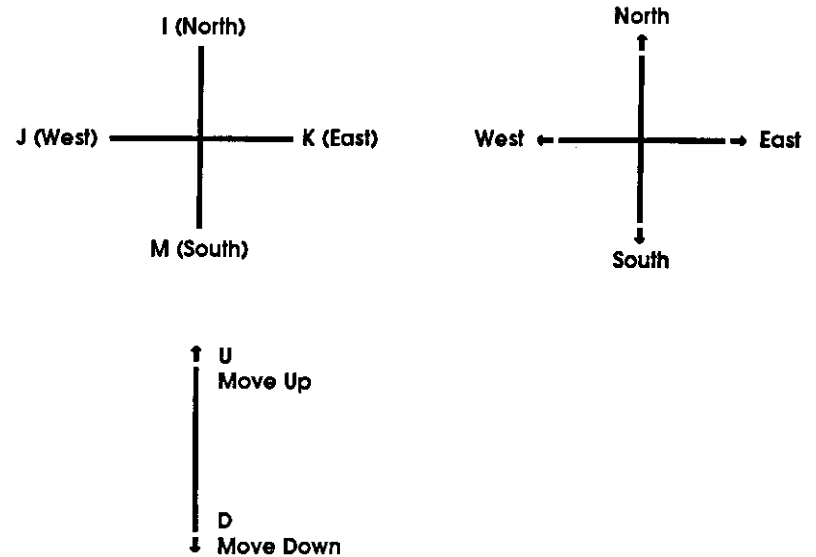
A city dweller is loitering to the east of Bumble and a Sentry Robot is standing guard in the northwest corner of the room.

The date:time is 2400:2376 and counting.

Bumble's energy level (EN) is 34, his agility (AG) is 33, his IQ is 27, and his affinity (AF) is 16. Bumble has not acquired any social demerits (SD). He has 2999 ticks (T) left until the next time he has to report in to the Tracking Office. He has accumulated 892.750 credits.

## Directions

You may use either set of keys to move



## Acknowledgements

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-Chuck Bueche