

By Chuck Bueche

PLAYER REFERENCE CARD
IBM Version

Conversion by Ed Nelson
and Cheryl Chen

TO BEGIN PLAY

Using One Drive Systems

1. Boot your DOS disk (tested on versions 2.1 through 3.3). We strongly suggest using DOS 2.1 on a 256K machine.

2. Insert your 2400 A.D. disk in a drive and log that drive by typing the **<drive letter>**: and press **<ENTER>**. **(Press <ENTER> after all typed commands hereafter).**

3. At the prompt, type: **2400ad.**

4. **Press any key to exit the title screen.**

5. Player status can be saved onto the 2400 A.D. master disk or onto a blank formatted disk. At the prompt "Insert Player disk and press the drive letter", insert the disk you would prefer to use and press the corresponding drive letter. See "To Make a Backup Disk" for information on making a player disk.

2400 A.D. can be played on 1 or 2 drives or a hard disk. Please follow the instructions below for installing the game on a hard disk.

To Make a Backup Disk

A formatted floppy disk can be used as a player disk to archive player information or to allow the playing of more than one game simultaneously. Use the **DOS** command **FORMAT** to format a blank floppy disk.

Hard Drive Installation

Please follow these instructions for copying 2400 A.D. onto a hard drive. You will need approximately 340K of free space in your hard drive for this game.

1. Boot to the DOS prompt.
2. Insert the 2400 A.D. disk. For our purposes we will assume you will insert the disk into drive A.
3. Log the hard drive by typing **<hard drive letter>:**

4. You must create a directory to store the 2400 A.D. files in. Make sure that the directory name does not interfere with any other directory names. For our purposes, we will use the directory name "2400AD". Type **mkdir 2400AD**.
5. Type **cd 2400AD** to enter the directory.
6. Type **copy A: *.***. This will copy all files from the 2400 A.D. disk to the directory called 2400AD.

To boot the game from the hard drive:

1. Boot to the DOS prompt.
2. Insert the 2400 A.D. disk. For our purposes we assume you will insert the disk in drive A.
3. Log the hard drive by typing **<hard drive letter>:**
4. Type **cd 2400AD** to change to the directory your game is stored.
5. At the prompt, type **2400AD** to boot the game. At this time, the program will automatically access the floppy disk drives to check for the original 2400 A.D. disk. If the original 2400 A.D. disk is not in a drive, you will be prompted to insert the original 2400 A.D. disk at this time.

During bootup, the 2400 A.D. program will automatically select the best graphic mode available on your computer. They are as follows:

1.) If your computer is a Tandy 1000, 2400 A.D. will use 16 color mode.
2.) If your computer has an EGA or VGA card with at least 64K of memory on the card, 2400 A.D. will use 320 X 200 16 color mode.
3.) If your computer has a Hercules Monochrome card, 2400 A.D. will use 720 X 348 monochrome mode.
4.) Otherwise, CGA mode will be used.

You may wish to use a different graphic mode than what the program selects. To do this, at boot up (step #3 in TO BEGIN PLAY) you must force the mode you wish to use. **2400ad c** will force CGA mode. **2400ad e** will force EGA mode. **2400ad t** will force Tandy 16 color mode, **2400ad h** forces Hercules mode.

CREATING A CHARACTER

1. Type a **name** for your character and press **<ENTER>**.
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 **<ENTER>** 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 direction 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. 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, lift tubes or transporters. You can identify a large part of the city this way.

S ***SEARCH*** for items that might be hidden by checking the tiles surrounding and beneath you.

T ***TALK*** to people and computers. Must be followed by a direction. When prompted, type in a subject you want to know more about. Type **BYE** or press **<ENTER>** 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.

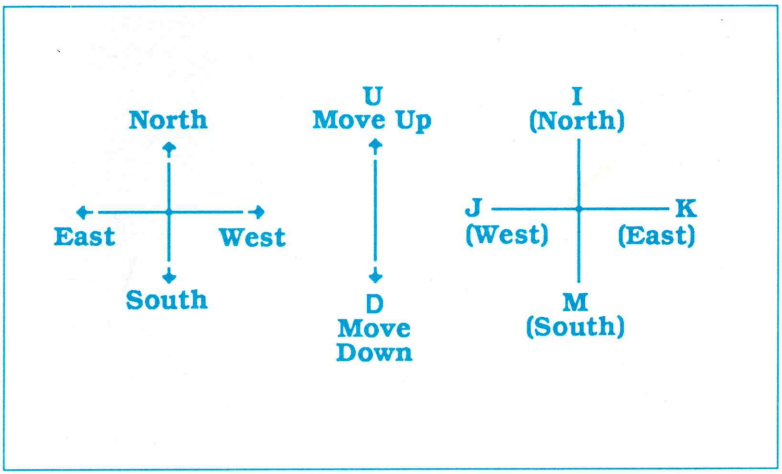
Ctrl-K Turn keyboard buffer on or off.

Ctrl-S Save game and continue play

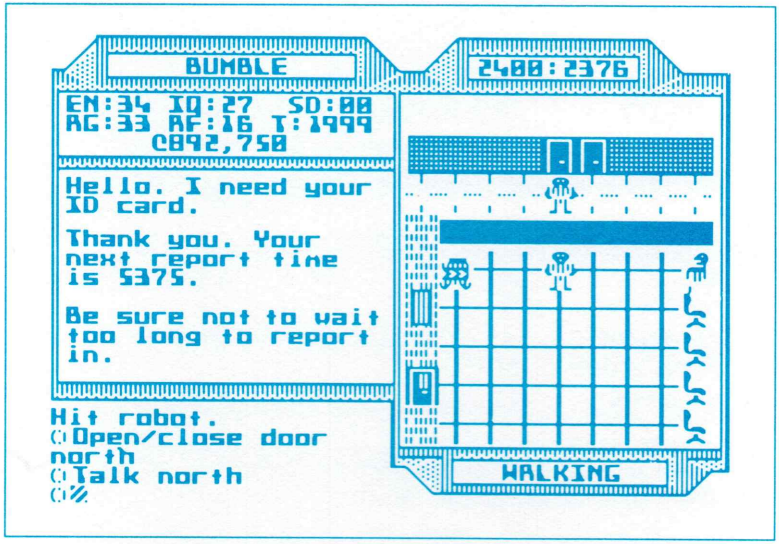
Ctrl-V Turn sound effects on or off.

Directions

You may use either set of keys to move.



SCREEN EXAMPLE



Actual screen

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 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 1999 ticks (T) left until the next time he has to report in to the Tracking Office. He has accumulated 892,750 credits.

ACKNOWLEDGEMENT

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-Chuck Bueche



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