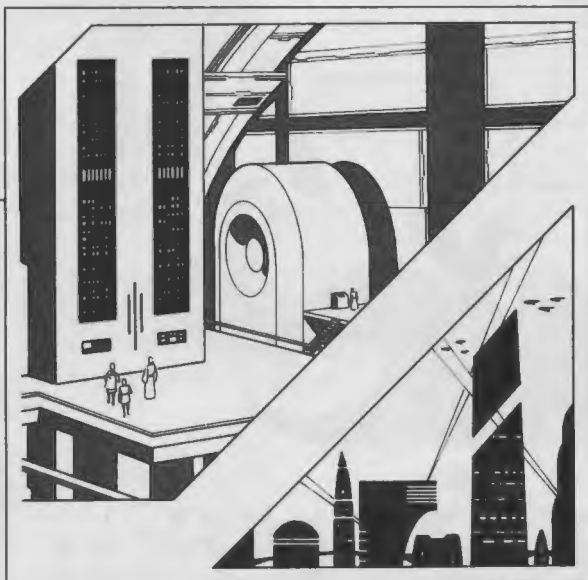


# 2400 A.D.



Set in a sprawling city shown from an aerial, *Ultima*-like perspective, this is a science fiction story without a space ship. After taking over the planet Nova Athens, the evil Tzorgian Empire has departed for new worlds to conquer, leaving a force of robots behind to monitor the human population and keep them in line. (If you don't check in with the Public Tracking Office every 2,000 moves, they'll go after you like mad dogs.) Your mission in this one-character game is to liberate the people of Metropolis by knocking out the central computer. There are two different ways to reach it, but you'll need equipment that can only be obtained by interacting with the people who live in the city. This too is done as in *Ultima*,

by typing in key words uttered by individuals when you first meet them, which elicits more statements and clues. The animated graphics and sound effects are also reminiscent of an *Ultima*, but here you're armed with lasers and other high-tech gear instead of swords and armor. A rewarding change of pace, *2400 A. D.* is especially recommended for those who enjoy the *Ultima* series but feel overwhelmed by the sheer size of the last few installments.

**Type:** Science Fiction Role-playing  
**Skill Level:** Intermediate  
**Systems:** Apple (64K), IBM (256K)  
**Company:** Origin/Broderbund

## The Solution

### The Maps

These show only the Underground, since the game includes a map of the surface world. Grid coordinates of the maps' corners are marked for frame of reference. (These give the east/west direction first, then the north/south direction.) To determine current location, you can buy a Grid Reader in Jetways Transport Building (Building 40), which also sells Jetpacks. Scanners are useful for getting an aerial view of a large area. Access codes and certain words are coded, but not the numbers.

### Character Creation & Development

Devote about 30 points each to Energy and Agility. IQ should be around 25, since it increases quickly. Spend the rest on Affinity. Energy can be boosted by running instead of walking; do so as much as possible, especially early in the game. You can also get an energy boost at (21) for 1,500 credits (it takes 2,000

ticks). Increase Agility by zapping a few robots. IQ goes up when you fix things; if you fail the first time, keep trying. An IQ boost can be had at (22) for 1,000 credits and 1,000 ticks. Affinity goes up when you talk to people.

Blasting robots is a tough, unreliable way to make a living, and the best way to get money is by finding caches of items, such as energy cells in one of System Storage's rooms. There are booster pills on the third level of the Social Rehab Center, to the right of the ladder that goes to your cell. Sell them to Tim (10) for 40 credits each, which nets 320 per trip.

### Starting Out

Find Spider at Joe's Bar, who'll give you some things and tell you where to go. The password is nbeffu. You can load your items by using a node (make sure there are stairs or a transport tube nearby so you can

escape any robots that appear), or with an energy cell. When you have enough money, buy a Directive Override (30), which is useful against high-level robots.

There are two good ways to reach the Underground early in the game. Go to the southwest corner office in the Administration Office and look behind the bookcase for a tube that goes there. Or you can enter through the apartments with your passcard.

#### Escape from Jail

When your energy reaches 10, push the bed away from the wall and step through the passage. Climb down the stairs until you emerge in the Underground (14). Walk west to the farthest ladder (1) and climb it. From Administration, go to the ground floor of the Social Rehab Center. In the right storage room is an open container with the items confiscated when the robots put you in jail.

#### Improving your Arsenal

The Field Disperser protects you from almost all damage from robots and allows you to walk through force fields. You won't need passcards (the Plasma Rifle will blast doors open), ZAKs (blast the robots too), or energy cells (nodes are everywhere, and you don't have worry about the 'bots now).

To get the Field Disperser, go to the D Building of Megatech and take the transport up. Break down the door to the south. There are five cabinets along the right wall in the next room. The middle one has the Field Disperser blueprints. Take them to Les in Megatech Building F and say `cmvfqsjout` and he'll build one for 3,500 credits. To get a Plasma Rifle, you must constantly buy weapons from Wes throughout the game. Eventually he will offer a broken Plasma Rifle. Hugo is the only one who can fix it, but you'll need more parts. Find the Multiplier Tube in the trash behind Gilbert's Electronics. Buy a Microstat from Larry's Electronics. Say `sfhvmbups` to Gilbert. He'll trade an Energy Regulator for the Microstat. Buy an HV Oscillator from Larry and take these three items and 550 credits to Hugo. Many more weapons and devices are sold by Device Vendors at (3) and (30) in the Underground complex. Try out a variety of them to see which ones work best for you.

#### The Transporter Guidance Device

If Energy and IQ aren't 99 by now, get boosts as described above before proceeding. The Transporter Guidance Device (TGD) is in the Underground. Go to South Station and walk along the tracks to the west until you find a locked door. Break it open and take the ladder down (11) to (25). Go south through the force fields and dismantle the Protectors. Break down the locked door to the east. Break down the third door on the north wall. The TGD (38) is on the

third pipe to the left (121, 164).

#### Combat

When a robot is low on energy it will stop firing and head for the nearest energy node. If you can bar its way to the node, it will run out of energy. You can destroy one robot in a doorway and dupe those behind it into blasting at the walls until they run out of energy. Better yet, the Directive Override lets you take over one robot while the others shoot at the walls, and he will shoot at the others until out of energy.

Another trick is to stand near a stairway or transport tube and shoot at passing robots. If the nearest ones are too strong, or if more show up, go to the tube or stairs and rest until your energy is restored; then return. The surviving robots will have forgotten about you, and you can search the dead ones for credits.

#### Learning the Codes

The access codes for the terminals are BDDUSN, followed by the number of the level the terminal is underground minus two. The transporter code is MFUTHP. The destination code is a two-digit number ranging from 00 to 22. (See chart for transporter locations and destinations.)

Codes needed to deactivate the Main Computer Console are Underground. Go to Marion's office at Administration, break down the doors and enter the tube. Break down the locked door to the east and go down the next tube. Terminal 0 (19) is at the end of the corridor beyond the pipes. Access code is BDDUSN0 (the last figure is a zero). Say code. Go down the tube. You're now on a small island surrounded by slidewalks. The easiest path to Terminal 1 (36) here is shown on the map (the slidewalk won't take you directly there, so you've got to do some maneuvering on your own). Access code for Terminal 1 is BDDUSN1. Say code. Climb over the terminal and enter the transporter: destination code is 06. The path to (37) the Terminal 2 (the final one) is shown on the map. To reach it you'll have to push the chests around, being careful not to trap yourself. Terminal 2 access code is BDDUSN2. Say code.

#### Two Ways to the Main Computer Console The Secret Tunnel

This route, the tunnel in the City Dump, requires the Transporter Guidance Device; a Scanner is helpful. From the Dump's entrance, take the middle path until you reach the last trail to the north. Take eight rights, two lefts, one right and one left (use the Scanner if you get lost). Climb down the stairs.

#### Transporter Maze

Break down the locked door at the west end of the passage. Enter the transporter in the first room you

see (134, 063): destination code is 18. Enter transporter. Code 09. Enter transporter. Code 12. Enter transporter. Code 15. Climb down stairs (18 to 31).

### Binary Maze

The route through the glidewalks is shown on the map. Enter any transporter; no destination code is needed. (But without the Guidance Device, you can't go any further.) Follow the corridor past the doors. Turn left at the intersection. Break down the locked doors to the west. Beware of the Protectors. Follow the passage beyond the door. Work your way past the robots to the hidden stairs (28) to the Pipe Works. Go up.

### Pipe Works

Climb over the pipes to the stairs (26).

### T. A. C.

Keep climbing the stairs until you reach the fifth level (see Main Computer Console section below for rest of solution).

### Tzorg Authority Complex

The other route to the Computer is through this complex. It is shorter but requires a Jetpack (sold in Building 40 on the surface).

### T. A. C., Level 1

The transport tube is in the center of the complex,

guarded by two tanks. Break down the locked doors to reach the middle of this level.

### T. A. C., Level 2

You emerge from the transport tube at 112, 131. Go west through the doors, demolishing the robots. Many Protectors will bar your passage through the force fields. Just Override them. The transport tube is to the northwest.

### T. A. C., Level 3

Walk to the slidewalk and use the Jetpack to cross it. Take the ladder up.

### T. A. C., Level 4

You should be in a small passage with no exits. Take the ladder up.

### T. A. C., Level 5

You're now in the lower left corner of the fifth level. To the north, beyond the force fields, is the Main Computer Console.

### Main Computer Console

Talk to console. Primary Deactivation Code: DIMPCV. Secondary Deactivation Code: QFSBCS. Tertiary Deactivation Code: FEEPOF.

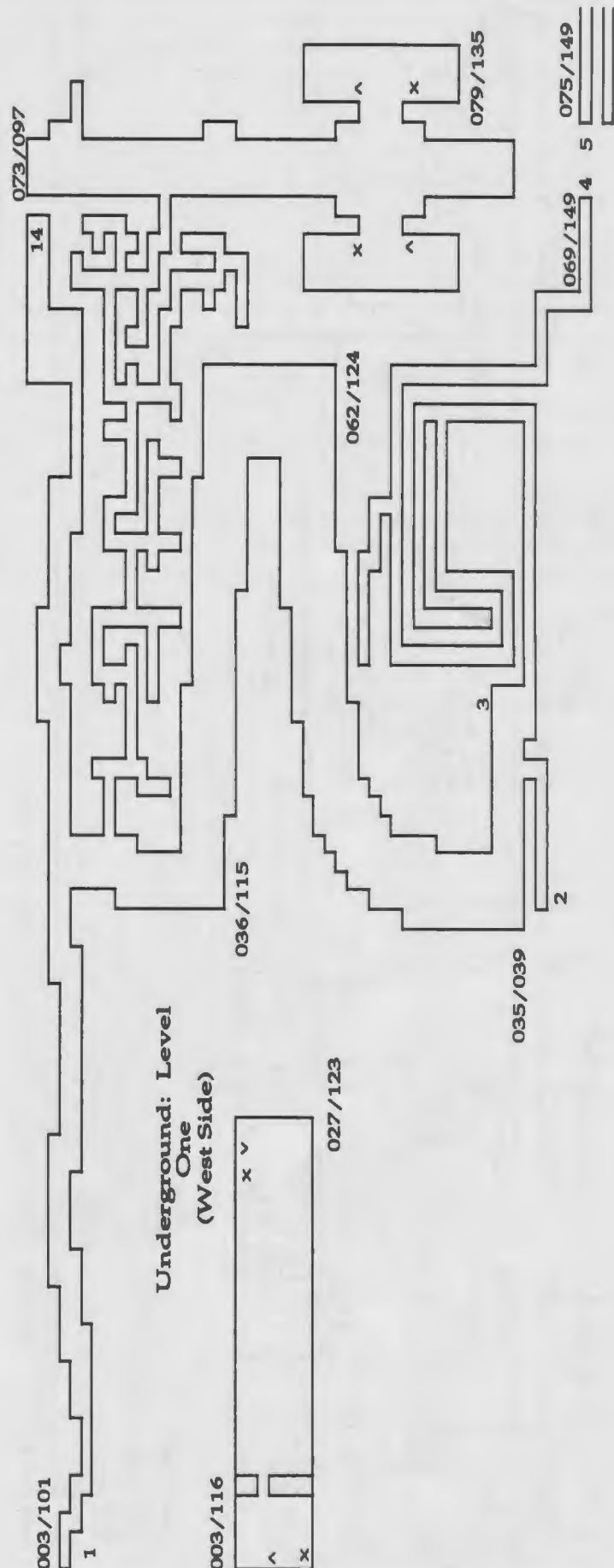
## Transporter Locations and Destination Codes

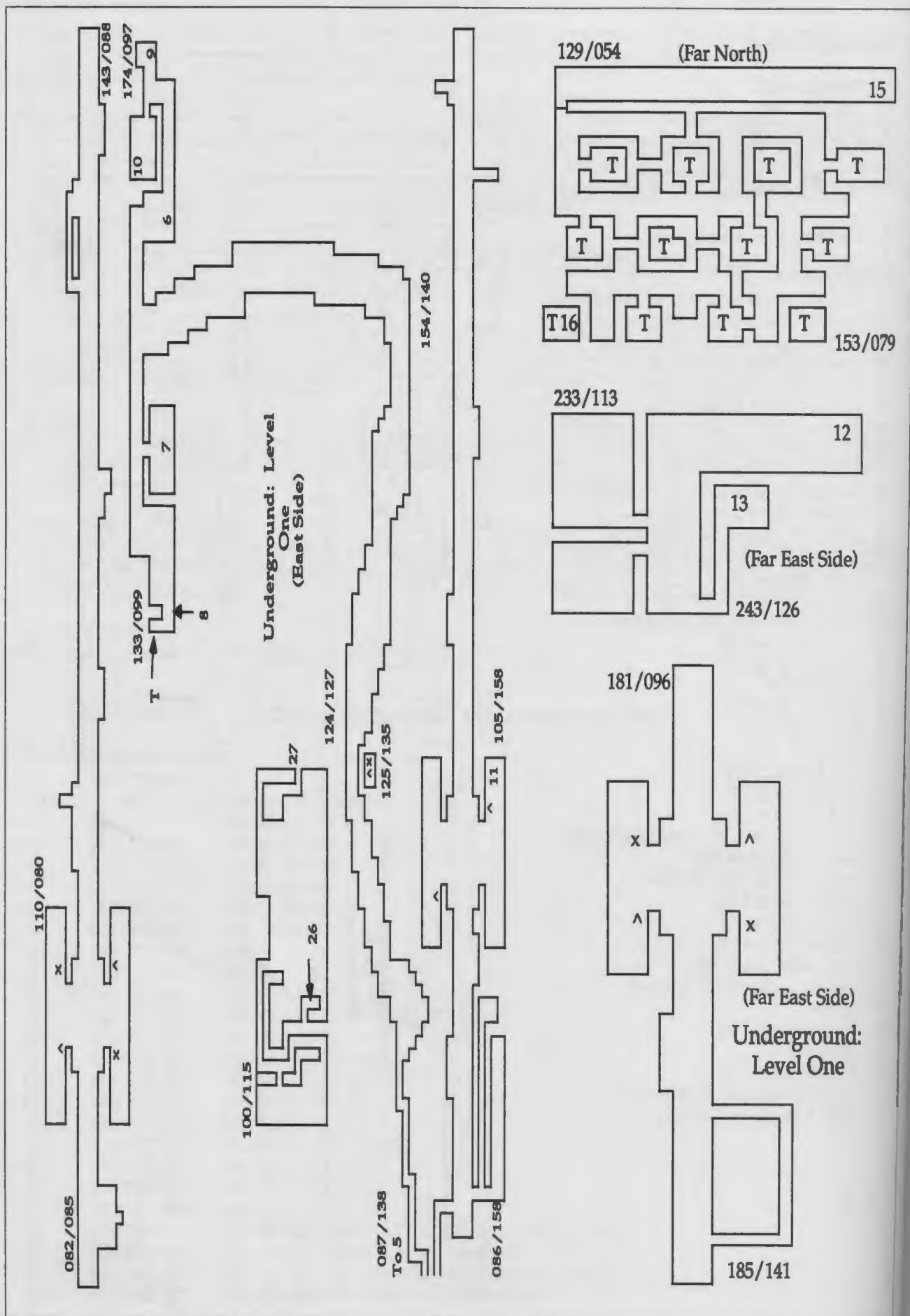
Access Code: MFUTHP

| <u>Code #</u> | <u>Location</u> | <u>Destination Codes</u>                         |
|---------------|-----------------|--|
| 00            | 132, 115, LO    | 01; 02; 03; 04                                   |
| 01            | 226, 128, LO    | 00; 02; 03; 04                                   |
| 02            | 110, 211, LO    | 00; 01; 03; 04                                   |
| 03            | 015, 112, LO    | 00; 01; 02; 04                                   |
| 04            | 108, 048, LO    | 00; 01; 02; 03                                   |
| 05            | 012, 125, B3    | 06   |
| 06            | 026, 117, B4    | 05   |
| 07            | 133, 100, B1    | 00; 01; 02; 03; 04                               |
| 08            | 141, 063, B1    | 10; 11; 13; 14; 16; 17                           |
| 09            | 148, 063, B1    | 08; 10; 11; 12; 13; 14; 16; 17                   |
| 10            | 155, 063, B1    | 08; 11; 13; 14; 16; 17                           |
| 11            | 132, 070, B1    | 08; 10; 13; 14; 16; 17                           |
| 12            | 139, 070, B1    | 08; 10; 11; 13; 14; 15; 16; 17                   |
| 13            | 146, 070, B1    | 08; 10; 11; 14; 16; 17                           |
| 14            | 153, 070, B1    | 08; 10; 11; 13; 16; 17                           |
| 15            | 130, 077, B1    | 08; 10; 11; 13; 14; 16; 17                       |
| 16            | 137, 077, B1    | 08; 10; 11; 13; 14; 17                           |
| 17            | 144, 077, B1    | 08; 10; 11; 13; 14; 16                           |
| 18            | 151, 077, B1    | 08; 09; 10; 11; 13; 14; 16; 17                   |
| 19            | 156, 095, B2    | To 152, 100, B2 with TGD, otherwise 20, 21 or 22 |
| 20            | 148, 095, B2    | To 152, 100, B2 with TGD, otherwise 19, 21 or 22 |
| 21            | 148, 098, B2    | To 152, 100, B2 with TGD, otherwise 19, 20 or 22 |
| 22            | 156, 098, B2    | To 152, 100, B2 with TGD, otherwise 19, 20 or 21 |

N: Energy node  
T: Transporter  
X: Transport Tube exit  
^: Transport Tube or Stairs Up  
v: Transport Tube or Stairs Up  
Solid line through hall: locked door

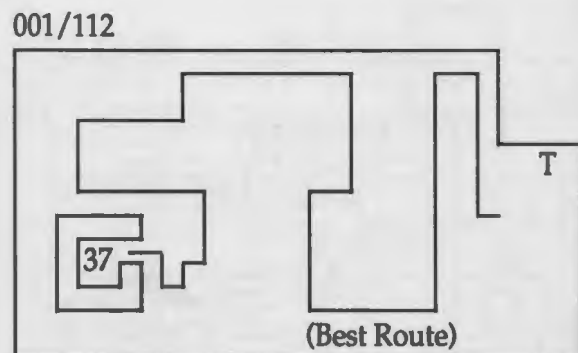
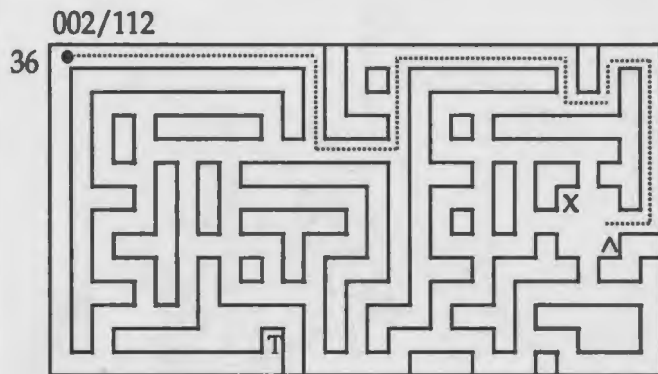
- 1: Ladder up to Administration
- 2: Ladder down to maze of boost labs
- 3: Device Vendor
- 4: Ladder down to middle of boost labs
- 5: Ladder down to middle of boost labs
- 6: Ladder up to Larry's Electronics
- 7: Energy cell dealer (buy/sell)
- 8: Ladder down to pipe factory
- 9: Ladder down to near Wes
- 10: Tim (say buy or sell to sell things)
- 11: Ladder down to area with Transporter Guidance Device
- 12: Ladder up to Novue Apartments, down to level 2 of Underground
- 13: Jeff (sells passcards and ZACs)
- 14: Ladder down to pipe factory, up to Social Rehab Center
- 15: Ladder up to City Dump
- 16: Ladder down to Binary Maze
- 17: Ladder up to (15)
- 18: Ladder up to (9)
- 19: Terminal 0
- 20: Ladder up to (3)
- 21: Energy boost
- 22: IQ boost
- 23: Ladder up to (5)
- 24: Ladder up to (6)
- 25: Ladder up to (12)
- 26: Ladder up to T. A. C. secret entrance
- 27: Ladder down to (30)
- 28: Ladder up to Pipe Works
- 29: Ladder up to (18)
- 30: Device Vendor
- 31: Ladder up to (10)
- 32: Wes (sells weapons)
- 33: Infinite cache of energy cells
- 34: Pinkie
- 35: Ladder up to (13)
- 36: Terminal 1
- 37: Terminal 2
- 38: Transporter Guidance Device
- 39: Main Computer Console





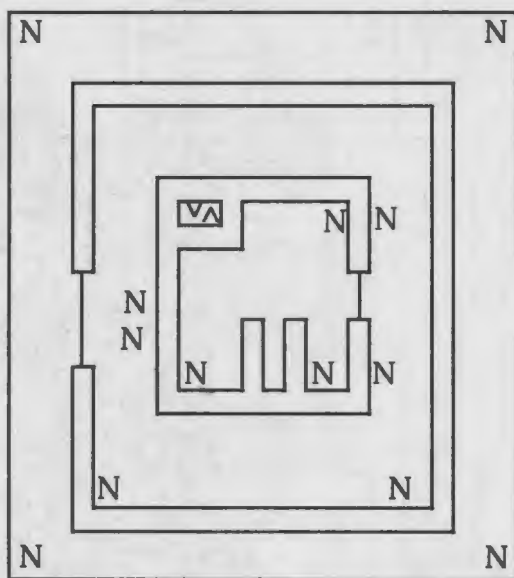




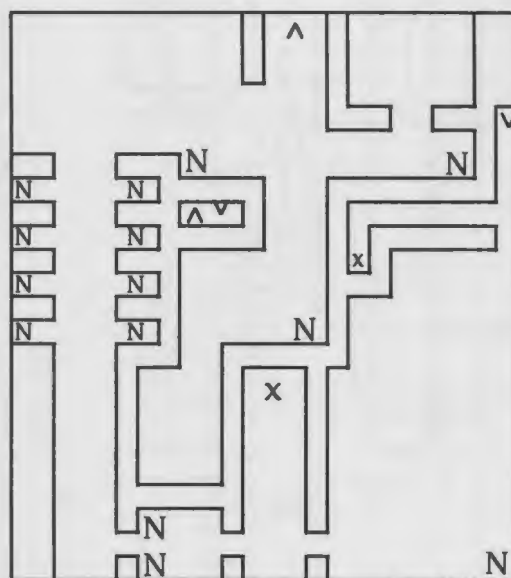


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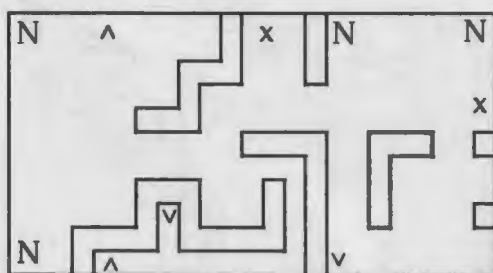
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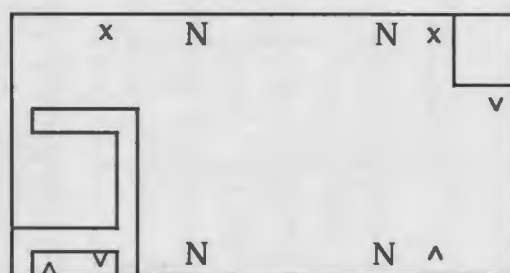
T. A. C. Level One



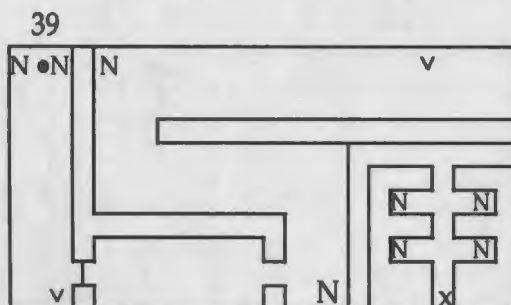
T. A. C. Level Two



T. A. C. Level Three



T. A. C. Level Four



T. A. C. Level Five

Underground: Level Three

# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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