

## 2112 AD

The year is 2112 AD and technology has advanced to a stage where society has become completely computer based. Citizens do all their shopping by computer, work at their computer and derive all their entertainment by computer. All menial tasks such as rubbish collection and deliveries are now carried out by robots of one form or another.

The old city of London has become one vast computing complex taking over the job of running the country, providing Government, Law, Food Production and Finance Control.

However, due to the activities of some irresponsible hackers messing with the programming, the computer is quickly turning into a Dictator by oppressing the British public and handing all power over to machine servants it has designed itself.

Your job is to regain control over the computer by finding all the pieces of a

Switching Code and inserting them into the computer in the right places, this will hopefully bring the computer round to a more sensible way of thinking. These Codes are stored in large Rom Cards, numbered 0 to 9, and scattered around the complex.

You start in the approximate centre of the computing complex where the computer cells that should contain the Code pieces are situated. The Codes must be placed back in these cells in the correct order. To deduce the order required, try dropping Code Roms in the central room. If the Code appears in one of the cells it is correct; if it is just dropped to the floor it is not the next Code expected by the computer, and has been rejected.

To help, you have a faithful Robo-hound called Poddy, whose numerous uses you will have to work out. He is controlled by a

remote control device you carry at all times. The control will also perform other useful functions. The display from the remote control device is shown at the bottom of your screen. The left section is a message window, and the right displays various Icons. These are selected by pressing Fire and then placing the cursor over the Icon you require and pressing Fire again. All the Icons are explained in the Help Menu, which is displayed by selecting the Question Mark Icon. Moving around the complex will delete both your food reserves and Poddy's energy.

There are things in the computer complex that will be useful and some that will be essential, but you will find that most things mechanical are loyal to the computer and will do their best to stop you.

Good luck. The fate of the U.K. rests in your hands!

## FEATURES

Poddy.  
The Electric Dart Board.  
Poddy Fuses.  
Light Bulbs.  
Icons.  
Pretty Icons.  
Scrolling Messages.

## DOES NOT FEATURE

Bloody Mushrooms!  
Spray Mount.  
Mott's Manta.  
Caravans.

Game Design by Design Design Game Design  
(Graham Stafford and Stuart Ruecroft)  
Graphic Design by Design Design Graphic  
Design (Stuart Ruecroft)  
Program code by Graham Stafford  
(Design Design)

'2112 AD' was written at a secret software  
establishment somewhere in Birmingham.

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copyright © 1985 by Chandrex Ltd., trading as  
DESIGN DESIGN software. MON!

## CONTROLS

2112 AD can be used with most popular  
joysticks as follows:—

Left .....	Rotate Left
Right .....	Rotate Right
Up .....	Forwards
Fire .....	Select Icon Mode

There are also two keyboard layouts  
selectable from the front end.

Layout 1 is:—

Bottom Row ....	Alternate Left & Right
2nd Row .....	Down
3rd Row .....	Move Forward or Up
Top Row .....	Fire

Layout 2 is:—

Z .....	Left
X .....	Right
N .....	Up
M .....	Down
Symbol Shift .....	Fire

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