NEUROMANCER™

Reference Card for Amiga

BEFORE YOU BEGIN

We recommend you play only with a backup of NEUROMANCER. Back up your disk of NEUROMANCER onto a blank disk with any copy program or utility. You will also need to format a blank disk to hold your saved games. NEUROMANCER requires 1 MB of memory to run.

LOADING INSTRUCTIONS

1. Insert your backup NEUROMANCER disk into the disk drive.
2. Turn on your computer and the program will load automatically.

PLAYING NEUROMANCER

STARTING THE GAME
As the game loads, the NEUROMANCER title page will appear. You will be asked if this is an Old or a New game.

If you are playing for the first time or you want to start a new game, type N (for New). You will be asked for your name; type it in and press RETURN.

If you want to return to a game in progress that you have saved before, type O (for Old). You will then be asked to type the number of the old game.

GETTING AROUND IN THE REAL WORLD

While walking through Chiba City, you'll see the world one "room" at a time. Many rooms have exits or doorways you can walk through. Exits at the bottom of the main screen are represented by a gray block, except streets which turn or continue downward. Some doors may be locked or guarded; in this case it is up to you to find out how to get in.

As you cruise through each room, you'll see and talk to other people. You can control your actions and movement using keyboard commands or a mouse (more commands later).

The screen is divided into four main areas. The largest section shows the room itself. In the bottom left corner are the six command icons. In the bottom center are the status icons and in the bottom right corner is a special text window used for room descriptions and other short bits of text. When a conversation is in progress, "word balloons" will appear above the speaking characters in the room.

MOUSE CONTROL

You can use your mouse to move a "pointing hand" cursor around the screen. Whenever you want to select anything on the screen — a command icon, a status icon, a menu option, some softwarez to download or any other option list — you can just point to it with the pointer and press the left mouse button.

COMMAND ICONS

You use the command icons to perform actions. You can pick an icon by either pointing to it with the mouse pointer and pressing the left button, or pressing the corresponding key on your keyboard.

The command icons are arranged as in the figure to the right. The table below refers to each icon by letter, as shown in the figure.

I	P	T
S	R	D

SOUND CONTROL

To toggle the sound effects on and off, press **S** while holding down the **CONTROL** key.

Here is a list of the command icons and what they do.

KEY	ICON	DESCRIPTION
I	INVENTORY	Displays what you're currently carrying and lets you operate, discard, or give items, or erase software in a deck.
P	PAX	Access the PAX system if there's a terminal in the room.
T	TALK	Talk with another person in the room.
S	SKILLS	Use a skill you have acquired.
R	ROM CONSTRUCT	Access your ROM Construct (if you have one).
D	DISK	Save your current game position, load an old game, pause the game, or start a new game.

MOVEMENT COMMANDS

You can use either the keyboard or a mouse to walk around town.

With the keyboard, use the arrow keys to move immediately from room to room. To walk around using the mouse, move the cursor to the destination of the player character and hold down the left mouse button until the player character reaches the intended location. If you decide you do not want the player character to go in a certain direction, lift up on the mouse button. The arrow part of the cursor indictates which direction the player character will travel.

STATUS ICONS

The status icons are located in the bottom center of your screen. Using the mouse pointer you can select the option you want displayed or toggle through the icons using the 1 through 4 keys on the keyboard:

1	Date
2	Time
3	Current amount on credit chip
4	Constitution level

1	2
3	4

COMMANDS WITHIN MENUS

Menus may appear throughout the game when you look at lists of items — prices in a shop or your inventory list, for example. You can select a menu option with the keyboard, or point to the option with the mouse and press the mouse button. There are several commands commonly used within menus:

COMMAND	KEY	DESCRIPTION
EXIT	X	Leave the current menu.
MORE	M	View more menu options (if available).

After you select an item in your Inventory menu, you can choose from three special commands:

OPERATE	O	Operate an item.
GIVE	G	Give an item to another person (if applicable).
DISCARD	D	Discard an item, permanently.

CONVERSATIONS

In *talk* mode (type **T** or select the *talk* icon), you can carry on a conversation with other characters in a room through the use of "word balloons." Word balloons allow you to choose among several responses or questions that are appropriate to the situation in that room. When a word balloon appears over your head, you can see all of your possible responses by pressing the space bar or clicking the left mouse button. When you decide on the proper response, hit <Return> or press the right mouse button. The response you select will be displayed a second time as you "say" it. After you read a word balloon that you or another character has "said," press the space bar or mouse button to continue. You can leave a conversation your character initiated with the "talk" command by pressing the <ESC> key.

USING THE PAX

When you operate a PAX machine (by selecting the *PAX* icon or pressing **P**), the

machine will give you three access codes and ask you for the verification code.

Take the PAX Verification Code Wheel and align the first access code, found on the outer wheel, with the second access code, located on the inner wheel. Find the window that corresponds to the third access code. Type the number found in the window, then press <Enter>. For example, if given the codes Freeside, Comlink, and Holy Joystick, you would line up the words "Freeside" and "Comlink", and then type in the number in the "Holy Joystick" window: 512.

THE CYBERSPACE DISPLAY

Cyberspace jacks appear as yellow circles with red dots in the middle. To start you off, there is a jack at the Gentlemen Loser and one at the Cheap Hotel. In cyberspace, the top half of the screen shows the view from your current cyberspace location. The bottom center of the screen is occupied by the cyberspace command icons. The bottom right corner of the screen contains your EEG monitor, which gives you a visual representation of your brain wave activity. To the left of the EEG there is a gauge of your cyberdeck's shielding which measures (bottom to top) the damage to your deck's shield <u>before</u> it begins to affect your constitution level and warez. Just above the EEG is a horizontal gauge of ICE shielding that measures (left to right) the damage you inflict on the ICE or AI during combat.

The left side of the cyberdeck panel is where information will appear when needed. At the bottom center of the cyberdeck panel, there are four numbers; from left to right, these are the cyberspace zone number you're in, your X and Y coordinates in cyberspace, and the amount of money in your credit chip.

CYBERSPACE ICONS

In cyberspace, the *skills*, *ROM Construct* and *disk* icons behave just as they do outside of cyberspace. The *Inventory* icon displays a list of softwarez in your deck to operate, rather than a list of your items. The *status, PAX* and *talk* icons are unavailable in cyberspace.

There are two new controls: The *exit* button (**X** on the keyboard) exits cyberspace, and will also exit from combat with ICE if it gets to be too much for you. The *erase* icon (**E** on the keyboard) will erase a piece of software from your deck.

The cyberspace command icons are arranged as in the figure below.

KEY	ICON
I	Inventory
S	Skills
R	Rom Construct
D	Disk

I	S
R	D

ERASE
EXIT