

# NEUROMANCER

## Reference Card for IBM/Tandy and 100% Compatibles

### BEFORE YOU BEGIN

You must play with a non-write protected backup of your Startup disk, and we recommend you play only with backups of both disks. Backup your Startup and Animation disks onto blank disks. (Refer to your DOS manual on how to make backups.) If you want to play *NEUROMANCER* from your hard disk, copy all the files from both disks into a sub-directory. (We suggest making one called *NEURO*). Refer to your DOS manual on how to make directories and copy files.

### LOADING INSTRUCTIONS

1. Boot your computer with DOS. If you have a mouse, make sure it is connected and your mouse driver loaded.
2. Insert your backup *NEUROMANCER* Startup disk, and type 'Neuro' <Enter>.
3. To configure *NEUROMANCER* to your system, type 'Neuro config' <Enter>. The first time you play *NEUROMANCER*, it will automatically run the configuration program.
4. Follow the instructions on the screen for the configuration program (called "Neural Hookup"). If you would like to save your selections to disk so that you don't have to run the Neural Hookup each time you want to play, answer 'Y' when it asks you if you want to save the hookup.

### PLAYING NEUROMANCER

#### STARTING THE GAME

After it finishes loading, the *NEUROMANCER* title page will appear with the prompt "New/Load". If you are playing for the first time or want to start a new game, type 'N' (for New). You will be asked for your name: type it in and press <Enter>. If you want to return to a game in progress that you previously saved type 'L' (for Load). You will then be asked to type the game's number.

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## 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 grey 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-hand corner are the six command icons. In the bottom centre are the status icons and in the bottom right-hand 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 Figure 1. Table A refers to each icon by letter and tells you what they do.

<b>I</b>	<b>P</b>	<b>T</b>
<b>S</b>	<b>R</b>	<b>D</b>

Figure 1

## 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 quit the game.

Table A

### MOVEMENT COMMANDS

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

Use the arrow keys to move around the room by keyboard. Holding down the shift key and using the arrows will move you immediately from room to room.

To walk around using the mouse, move the cursor to where you want to go and hold down the left button until you reach the intended location. If you lift up on the button you will continue to move in the last direction you were moving.

### STATUS ICONS

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

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

<b>1</b>	<b>2</b>
<b>3</b>	<b>4</b>

### 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 as shown by Table B.

COMMAND	ICON	DESCRIPTION
EXIT	X	Leave the current menu
MORE	M	View more menu option (if available).
<p>After you select an item in your inventory menu, you can choose from three special commands:</p>		
OPERATE	O	Operate an item
GIVE	G	Give an item to another person (if applicable)
DISCARD	D	Discard an item, permanently.

**Table B**

## 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 pressing the left mouse button. When you decide on the proper response, hit <Enter> 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.

Whenever text is displayed on the PAX or a database, you may hold down the <Shift> key and press the '>' (more than) key to speed up text display, or the '<' (less than) key to slow it down.

## THE CYBERSPACE DISPLAY

(Cyberspace jacks appear as yellow circles with red dots in the middle. The colours will be different if you play with CGA graphics.) 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 centre 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 before 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 centre 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 co-ordinates in cyberspace, and the amount of money in your credit chip.

## CYBERSPACE ICONS

The cyberspace command icons are arranged as in Figure 2.

Key	Icon
I	Inventory
S	Skills
R	Rom Construct
D	Disk

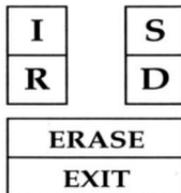


Figure 2

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 keyboards will erase a piece of software from your deck.

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## TECHNICAL SUPPORT

If you have any queries about this product, Electronic Arts' Technical Support Dept. can help. Call (0753) 46465 or 49442 Monday to Friday between 9am and 6pm. Please have the product and the following information to hand when you call. This will help us answer your question in the shortest possible time:

- Type of computer you own
- Any additional system information (like type and make of monitor, graphics card, printer, hard disk, modem. etc.)
- Type of operating system or DOS version number
- Description of the problem you are having

### *Cluebooks*

As with most Electronic Arts role-playing games, a cluebook is now available for *Neuromancer*. Please call the above number for further information.



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