NEUROMANCER™

Reference Card Apple IIe/IIc/IIGS

BEFORE YOU BEGIN

You must play with a backup of Side 1, and we recommend you play only with backups of all four sides. Back up all four sides of Neuromancer onto blank disks with any copy program, or use the utility program on the title page.

LOADING INSTRUCTIONS

1. Insert Neuromancer disk Side 1 (label facing up) into the disk drive.
2. Turn on your computer and the program will load automatically.
3. If you have two drives, Neuromancer uses both drives automatically.

PLAYING NEUROMANCER

STARTING THE GAME
After it finishes loading, the NEUROMANCER title page will appear. Press the space bar to continue. You will then be asked if this is an OLD or a NEW game, or run the BACKUP ulitity.

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.

If you want to backup your game disks , type "B" (for "Backup"). You will then enter the backup utility.

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 black line. 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 joystick (more commands later).

The screen is divided into three main areas. The largest section shows the room itself. In the bottom left corner are the eight command icons. 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.

JOYSTICK CONTROL
To toggle the joystick on and off, press "J" while holding down the "open apple" key. If you have a joystick, you can use it to move a "pointer" arrow around the screen. Whenever you want to select anything on the screen—a command icon, a menu option, some softwarez to download—you can just point to it with the pointer and press the joystick button.

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

The command icons are arranged as in the figure to the right. The table on the next page refers to each icon by number, as shown in the figure.

1	2	3	4
5	6	7	8

SOUND CONTROL
To toggle the sound effects on and off, press "S" while holding down the "open apple" key.

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

KEY	ICON	DESCRIPTION
1. **M**	MODE	Toggles through these display options: Current amount on credit chip Time Date Constitution level
2. **I**	INVENTORY	Displays what you're currently carrying and lets you operate, discard, or give items, or erase software in a deck.
3. **P**	PAX	Access the PAX system if there's a PAX terminal in the room.
4. **T**	TALK	Talk with another person in the room.
5. **S**	SKILLS	Use a skill you have acquired.
6.	WALK	When using a joystick, puts you back in control of your movement after performing some other action. (See Movement Commands.)
7. **R**	ROM CONSTRUCT	Access your ROM Construct abilities (if you have one).
8. **D**	DISK	Save your current game position, load an old game, pause the game, start a new game, or quit the game.

MOVEMENT COMMANDS:

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

With the keyboard, you can take one step by
pressing a direction key once or keep walking by
holding a direction key down. The direction keys
are shown in the figure to the right. The arrow
keys will move you immediately from room
to room.
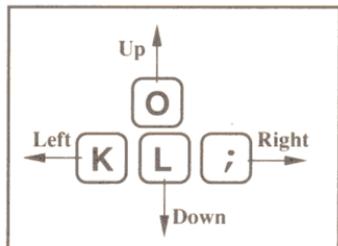
To walk around with a joystick, first select the "Walk" command icon. The joystick pointer will disappear to show that you are walking around. Moving the joystick in the direction you want to go will then make you walk in that direction. When you want to select a different command icon, press the joystick button again to stop walking and get the joystick pointer back.

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 joystick pointer and press the joystick 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.
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

pulling back on your joystick after each response is displayed. When you decide on the proper response, press RETURN or the button on your joystick. 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 joystick 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 RETURN. 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 press the "+" (plus) key to speed up text display, or the "−" (minus) key to slow it down.

THE CYBERSPACE DISPLAY:
(Cyberspace jacks appear as yellow circles with a red dot in the middle.)
The top half of the screen shows the view from your current cyberspace location. The bottom left corner 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. Just below the EEG there is a gauge of your cyberdeck's shielding, and to the right of the EEG is a gauge of ICE shielding for when you're in combat with ICE.

The center 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

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

KEY	ICON
1. **I**	INVENTORY
2. **S**	SKILLS
3. **R**	ROM CONSTRUCT
4. **D**	DISK

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 MODE, PAX, TALK, and WALK icons are unavailable in cyberspace. There are three new controls: The EXIT button ("X" on the keyboard) exits cyberspace. The ERASE button ("E" on the keyboard) will erase a piece of software from your deck. The "Movement" button, just above the four command icons, is used to control your movement with the joystick. The "Movement" button is similar to the "Walk" button in the real world.