

Neuromancer

Based on an award-winning novel by William Gibson, *Neuromancer* offers a bracing look at the future by inviting you to delve into on-line databases rather than dungeons. In Gibson's world, the databases, bulletin boards, and E-mail systems of major industries and government agencies are accessed by entering "Cyberspace," the realm where the electronic information of the 21st Century is stored. This feat requires rounding up the correct communications software, knowing where and how to "jack into" the networks, and coming up with the appropriate passwords. Some of your buddies, known as "Cyberspace cowboys" because they break in there so often, have reportedly been killed by the Artificial Intelligences (AIs) that guard the databases. Your goal is to discover what awful secret the AIs are protecting — and ultimately to do something about it.

Though the scenes in Chiba City, Japan resemble those of a typical animated adventure, you will spend more time interacting with menus than roaming the streets or talking to people. And *all* the combat occurs in cyberspace: Instead of wielding swords and daggers, you'll hack and slash at the databases and AIs with programs such as DepthCharge 3.0, Drill 2.0, and an assortment of viruses and other software. Skill chips furnish expertise in Coptalk and Hardware repair, for example, and much of the game revolves around acquiring and upgrading your hardware and software. Combat is barely animated, but it's still fun in a weird sort of way. Appealing to anyone who's ever wanted to crack a Pentagon computer from his home computer, *Neuromancer's* unusual scenario offers an intriguing jaunt through the on-line networks of tomorrow — and a highly satisfying conclusion.

Type:
Science Fiction Roleplaying

Difficulty:
Intermediate

Systems:
MS-DOS (512K required, mouse optional, CGA/EGA/VGA); Amiga (one megabyte); C-64 (joystick optional); Apple (128K, mouse optional); Apple IIGS (512K)

Company:
Interplay/Activision

The Solution

Summary

This summary will tell you the basic steps necessary to solve the game. More detail can be found below.

Withdraw \$2,000, pay the bartender and get the UXB from Shin. After paying the Cheap Hotel bill, use the level two password, and get the caviar to trade with Crazy Edo for Comlink 2.0. Use the



UXB and access all the databases through Comlink for information and software. Read all the messages in the PAX as well as every message base you find. Check the PAX news and BBS daily for new information.

You'll need all the chips except Musicianship (which will, however, save you 2,000 credits when entering Freeship and Zion Cluster). Upgrade all skills except Cryptology to the max. Buy a gas mask. When you have Comlink 6.0 and more than \$30,000, go to Asano's and buy a Ninja 5000, Samurai Seven, or Cyberspace VII. Ask him why Crazy Edo thinks he is a pig; say that Edo is a goat's armpit, and Asano will cut his prices. Access cyberspace, zone zero, from the Cheap Hotel and crack all the databases. Crack every database in each zone before going to the next zone.

Avoid the AIs until you have Phenomenology, Logic, Sophistry, Philosophy level one, and Zen level two. Then kill the AIs in this order: Chrome (Psychology), Morphy (World Chess), Sapphire (C.F.M.), Hal (N.A.S.A.), Xaviera (F.S.U.), Gold (Bank of Berne), Lucifer (KGB), Sangfroid (Maas Biolabs), Wintermute (Tessier-Ashpool). Then use Battlechess 4.0 on Phantom, and Hemlock 1.0 on Greystoke (Musabori). Finally, use KuangEleven 1.0 to damage Neuromancer.

Comlink

Be sure to access all the databases on Comlink. Sequencer 1.0 is required to access the Bank of Zurich. Open a \$1,000 account at this bank. Keep the UXB until you're ready for cyberspace.

Chips

Get the Cryptology and Hardware Repair Chips from Shiva at the Gentleman Loser right away; first read the PAX messages. Get Coptalk from Larry Moe, then get him arrested by accessing Hosaka to get his I.D. number. Access Chiba Police, level two, and alter one of the warrants to read his name and number. Go to Larry's Microsofts, enter the back room, and get Evasion from Lupus. He has the Sense/Net security pass and knows the Gemeinschaft account number.

Read the PAX BBS daily until you see the message from Emperor Norton. Get the guest pass and buy the chips from him. Buy more chips and a joystick from the Finn. Don't buy Musicianship. Give the joystick to the Monk at the House of Pong to get Sophistry and Zen. Get Phenomenology, Philosophy, and Bargaining from Julius Deane. Upgrade all chips except Cryptology to the max.

Making Money

You can make a quick \$10,000 from the PAX by reading Armitage's message in the BBS, then sending your I.D. number (from the PAX bank) to him; he'll transfer the money to your account. For a few hundred dollars, get Battlechess 2.0 from Regular Fellows. Apply for membership in World Chess and enter a few tournaments, uploading the program.

For another \$10,000, access Hosaka's base, level two, and substitute your name and I.D. number for that of an employee. Go to the high tech area's gate, tell the guard you work for Hosaka, and the gate will open. Go to Hosaka and pick up your \$10,000 paycheck. For \$10,000 more, get Comlink 6.0 from Tozoku and upload it to Hosaka.

You can get \$30,000 by opening a \$1,000 account at the Bank of Zurich, then getting the Bank Gemeinschaft account number from Lupus. Access Bank Gemeinschaft and transfer the money into your Zurich account.

The biggest haul — \$30,000 — is raked in from cyberspace by cracking the Bank of Berne and getting the transfer authorization code and the reserve funds account number from the message base. Transfer all \$30,000 to your Zurich account.

Into the Zones

While exploring cyberspace, save the game often. Always save before cracking a new ICE and after getting any good software.

Use ICE Breaking skill before attacking a database. When you get a higher version of a program, delete the lower versions to save RAM. Keep backups of your best ICE Breaker, in case it gets damaged by ICE. Viruses cause additional damage to ICE each round. Cracking all the bases in Zone Zero will improve your ICE Breaking Skill.

Zone Zero

Before entering Zone Zero via the Cheap Hotel's jack, get Blowtorch 1.0 and Decoder 1.0 from Tozoku. From the Gentleman Loser, get Hammer 1.0. Attack the Panther Moderns database first. Download all compatible software and get several copies of Thunderhead 1.0. Use a virus program, then hack away with the ICE Breakers. There are two AIs in two bases, Psychology and World Chess. Sophistry, Logic, Phenomenology and Philosophy chips are required to kill the AIs. Each chip allows four shots. Shoot the AI four times with its weakness, then use the other three in

rotation. When you are nearly flatlined, use Zen to stabilize your EEG.

Zone One

Access Zone One via the Gentleman Loser's cyberspace. Crack Tozoku first, using the Zone Zero tactics. Get the ICE Breakers and several viruses. Crack the Gentleman Loser or Copenhagen U. next. Once you have Slow 1.0, use it before a virus to slow the ICE's shots. Crack all the bases. AIs are in N.A.S.A. and the C.F.M. Mimic software works only against relatively weak databases.

Zone Two

You need Blowtorch 4.0, Python 2.0 or Thunderhead 2.0, Drill 2.0, Doorstop 1.0, Hammer 2.0, and Slow 1.0. Enter one of the corporate buildings in the high tech zone (see Money Making, above) and use their jack. Crack Hosaka first. Use ICE Breaking skill, Slow 1.0, then Python 2.0 or Thunderhead 2.0, then rotate among the four ICE Breakers. Get all the software except Mimic 2.0. Leave Musabori alone for now. There's nothing in the other two bases, but you should crack them to improve your skills.

Zone Three

Book passage to Freeside Colony (first see Musicianship chip clue below). Convince the Bank of Berne secretary to find you an application. (Keep asking for application until she gives it to you.) Then enter the manager's office and find the jack for entry to Zone Three. Crack Screaming Fist first to get effective programs. Leave KGB 1.0, and be sure to get EasyRider 1.0 and several copies of Python 3.0. Once you have Easyrider 1.0, go back to Chiba. With Easyrider, you can cross zones to reach any database from Cheap Hotel or the Gentleman Loser. The other databases have useful information, software, and upgrades. AIs are found in the Bank of Berne and the Free Sex Union. You can get some quick cash from the Bank of Berne (see Making Money, above).

With the Musicianship chip, you can save \$2,000 on going to Freeside and Zion Cluster: Take all your credits from the bank, get the chip from Julius, and buy a ticket for Zion Cluster. After you're done there, use the chip and play "Dub" for the man. After you're finished in Freeside, go to the Bank of Berne and say you'd like to rob it.

Zone Four

You'll need version 3.0 viruses, Concrete 2.0, Depthcharge 3.0, ArmorAll 1.0, Drill 3.0, and

Jammies 2.0. Other ICE Breakers will also be useful. Crack Gridpoint first. Use ICE Breaking, then Jammies 2.0, Slow 3.0, any virus, and then attack with four or five ICE Breakers. Get all the software and read the information.

ROM Construct

Crack Sense/Net, using the GridPoint Strategy, and get Dixie Flatline's construct number. Buy the Sense/Net security pass from Lupus in Larry's Microsofts for 4,000 credits. Go to the Sense/Net building in the high tech zone and pick up the ROM construct.

Zone Five

Crack the I.N.S.A. base for good ICE Breakers and viruses. Crack the rest of Zone Five for experience and some software.

Zone Six

Crack the KGB first for the best ICE Breakers. Download all the KGB software. Erase any of your old software.

CyberEyes

To get the 32K superdeck, crack Maas Biolabs with Jammies 5.0, Slow 5.0, and Python 5.0. Then rotate among Depthcharge 8.0, LogicBomb 6.0, Concrete 5.0, and DoorStop 4.0. Read the CyberEyes report, turn off the Lawbot alarm, and unlock the door.

Zone Seven

Crack Phantom's ICE with the strategy for Maas Biolabs, then pass the Phantom by using BattleChess 4.0. Download Hemlock 1.0. Now go and kill Greystoke. Crack Musabori's ICE, then use Hemlock 1.0 on the AI. Get KuangEleven 1.0. Crack Tessier-Ashpool and kill WinterMute. Read the messages and essay for some information.

Neuromancer

Crack Allard Technologies' ICE with the Maas Biolabs strategy. When you do, Neuromancer takes you to the Island. Listen to him. When he leaves, use Zen and the AI attack skills until you're taken off the Island. Now use KuangEleven 1.0 on Neuromancer. Attack the AI with the basic technique until it dies.

Comlink Databases

The second level of each base contains the same information as the first level.

Database	Code	Level/Password	Contents
Cheap Hotel	CHEAPO	1: GUEST 2: COCKROACH	Room Service, Things to Do, Review Bill Edit Bill
Regular Fellows	REGFELLOW	1: VISITOR	Messages, Scout 1.0, BattleChess 2.0, Software Reviews
Consumer Review	CONSUMEREV	1: REVIEW	Deck reviews
Asano Computing	ASANOCORP	1: CUSTOMER 2: VENDOR	Catalog List of deck makers
World Chess	WORLDCHES	1: NOVICE 2: MEMBER	Info, apply to join Enter tournaments
(The above are accessible with Comlink 1.0.)			
Panther Moderns	CHAOS	1: MAINLINE	Modern BBS, send message, Comlink 3.0
Hitachi	HITACHIBIO1	1: GENESPLICE	Lung Report
Fuji Electric	FUJI	1: ROMCARDS 2: UCHIKATSU	News, press releases, executive info Personnel list, memo
(The above are accessible with Comlink 2.0.)			
IRS	IRS	1: TAXINFO	Tax info BBS
Software Enforcement	SOFTEN	1: PERMAFROST	Memo, messages, Coptalk upgrade (2), Comlink 4.0, View, Sequencer 1.0
Chiba Police	KEISATSU	1: WARRANTS 2: SUPERTAC	View warrants Edit warrants
(The above are accessible with Comlink 3.0.)			
Citizens for a Free Matrix	FREEMATRIX	1: CFM	Statement of purpose, Blammo 1.0
Gentleman Loser	LOSER	1: WILSON 2: LOSER	Loser BBS Sorcerer BBS, Blowtorch 1.0, Hammer 1.0, Probe 3.0
Eastern Seaboard Fission	EASTSEABOD	1: LONGISLAND	Messages, Comlink 5.0
(The above are accessible with Comlink 4.0.)			
Hosaka	HOSAKACORP	1: BIOSOFT 2: FUGEKI	New products, sales data New employees, memos, upload software, Comlink 5.0
Musabari	MUSABORIND	1: SUBARU	Memos, new products, Answer Man, Employee of month
Tozoku	YAKUZA	1: YAK	Orders, specials, Comlink 6.0, Blowtorch 1.0, Decoder 1.0
Gemeinschaft Bank	BANKGEMEIN	1: EINTRITT 2: VERBOTEN	Services, rates, securities Messages, transfer funds, Decoder 1.0
(The above are accessible with Comlink 5.0.)			
Bank of Zurich	BOZOBANK	1: Sequencer 1.0	(Open account, rates, required) interest, account operations
NASA	VOYAGER	1: APOLLO	Mission summaries
(The above are accessible with Comlink 6.0.)			

CYBERSPACE

Database Numbers in parentheses indicate the ICE strength.	Level	Contents (except software) Each AI's weakness is listed in parentheses.
Zone Zero Cheap Hotel (84) WorldChess (84) Panther Modems (132) Regular Fellows (36) Psychologists (96) Asano Computing (72)	2 3 2 2 3 3	AI: Morphy (Logic, 96) AI messages AI: Chrome (Philosophy, 48) Inventory
Zone One Gentleman Loser (150) Tozuku (150) N. A. S. A. (150) Copenhagen U. (150) C. F. M. (150) Chiba Police (150) IRS(150) E. S. F. A. (150) S. E. A. (150) Central Justice (150)	3 2 2 2 2 2 2 2 2 2	Jobs listing, message base AI: Hal (Logic, 384) Notes, messages AI: Sapphire (Sophistry, 192), AI messages Notices, audits Coptalk level four Accounting, press release, warrants
Zone Two Musabori I. (260) Hitachi (260) Fuji Electric (260) Hosaka Corp. (260)	2 2 2 2	AI: Greystoke (Hamlock 1.0, 49151) Personnel list
Zone Three Bank Berne (400) Free Sex (400) D. A. R. P. O. (400) Turing (400) Screaming Fist (400)	1 1 1 1 1	AI: Gold (Philosophy, 1536), rates, info, codes for transfer, and account number AI: Xaviera (Phenomenology, 768), messages, advice Research AI Registry, AI report, upgrades for Phenomenology, Philoso- phy, Sophistry, Logic, and Psychology to level four Reports
Zone Four Sense/Net (800) GridPoint (800) Bell Europe (1,000) I. N. S. A. (1,000) Nihilist (1,000)	1 1 1 1 1	Dixie Flatline's Construct Number Messages, warning Messages Codebreaker, data transfer schedule Purpose, philosophical diatribe
Zone Six KGB (1,100) Maas Biolabs	1 1	AI: Lucifer (Logic, 3072) AI: Sangfroid (Phenomenology, 6144), CyberEye report, security report, security systems
Zone Seven Tessier-Ash (2,000) Phantom (2,000) Allard Tech. (2,000)	1 1 1	AI: Wintermute (Sophistry, 12288), Essay, messages AI: Phantom (BattleChess 4.0 or Logic, 24576), Hello The Island, AI: Neuromancer (KuangEleven 1.0), 49152)

Software

ICE Breakers

Good ICE Breakers

Blowtorch 1.0
Blowtorch 3.0
Blowtorch 4.0
Decoder 1.0
Decoder 2.0
Decoder 4.0
Hammer 1.0
Hammer 2.0
Hammer 4.0
Hammer 5.0
Hammer 6.0

Location

Gentleman Loser, Lvl 2, Tozoku Lvl 1
Panther Moderns Lvl 2, Tozoku Lvl 2
N. A. S. A. Lvl 2
Tozoku Lvl 1, Gemeinschaft Lvl 2, Copenhagen Lvl 1
Panther Moderns Lvl 2
N. A. S. A. Lvl 2
Gentleman Loser, Lvl 2
IRS Lvl 3
Hosaka Lvl 3
GridPoint Lvl 1
I. N. S. A. Lvl 1

Better ICE Breakers

DoorStop 1.0
DoorStop 4.0
Drill 1.0
Drill 2.0
Drill 3.0

Location

Copenhagen Lvl 2
I. N. S. A. Lvl 1
Gentleman Loser, Lvl 3
Tozoku Lvl 2
D. A. R. P. O. Lvl 1

Best ICE Breakers

Concrete 1.0
Concrete 2.0
Concrete 5.0
DepthCharge 3.0
DepthCharge 8.0
Logic Bomb 3.0
Logic Bomb 6.0

Location

Hosaka Lvl 3
D. A. R. P. O. Lvl 1
KGB Lvl 1
Screaming Fist Lvl 1
KGB Lvl 1
I. N. S. A. Lvl 1, Nihilist Lvl 1
KGB Lvl 1

Viruses

Acid 1.0
Acid 3.0
Acid 5.0
Injector 1.0
Injector 2.0
Injector 3.0
Injector 5.0
Python 2.0
Python 3.0
Python 5.0
Thunderhead 1.0
Thunderhead 2.0
Thunderhead 3.0
Thunderhead 4.0

Tozoku Lvl 2
Nihilist Lvl 1
Bell Europa Lvl 1
Gentleman Loser Lvl 3
Hosaka Lvl 3
D. A. R. P. O. Lvl 1, GridPoint Lvl 1
I. N. S. A. Lvl 1, KGB Lvl 1
N. A. S. A. Lvl 2
Screaming Fist Lvl 1
Nihilist Lvl 1
Panther Moderns Lvl 2, Psychologist Lvl 3
E. S. F. A. Lvl 2, S. E. A. Lvl 2
D. A. R. P. O. Lvl 1, GridPoint Lvl 1
Bell Europa Lvl 1

Other Software

Name	Location	Purpose
ArmorAll 1.0	Berne Lvl 1, Screaming Fist Lvl 2	Restore deck shielding
ArmorAll 2.0	GridPoint Lvl 1	Faster, twice @ combat
ArmorAll 3.0	I. N. S. A. Lvl 1	Faster, three @ combat
ArmorAll 4.0	KGB Lvl 1	Faster, four @ combat
Battlechess 2.0	Reg. Fellows Lvl 1	Chess optimizer
Battlechess 4.0	World Chess Con Lvl 3	Pass Phantom AI
Blammo 1.0	C. F. M. Lvl 1	Suicide: damages user
Comlink 1.0	in deck	Access databases
Comlink 2.0	Crazy Edo,	trade for caviarAccess databases
Comlink 3.0	Panther Moderns Lvl 1	Access databases
Comlink 4.0	S. E. A. Lvl 1, Copenhagen Lvl 1	Access databases
Comlink 5.0	E. S. F. A. Lvl 1, Hosaka Lvl 2	Access databases
Comlink 6.0	Tazoku Lvl 1	Access d.bases/cyberspace
Cyberspace 1.0	P. Moderns Lvl 2, Bell Euro Lvl 1	Enter cyberspace
EasyRider 1.0	Screaming Fist Lvl 1	Cross cyberspace zones
Hemlock 1.0	Phantom Lvl 1	Destroy Greystoke
Jammies 1.0	Copenhagen Lvl 1, IRS Lvl 3	Paralyze ICE
Jammies 2.0	D. A. R. P. O Lvl 1	lasts longer
Jammies 3.0	GridPoint Lvl 1	lasts longer
Jammies 4.0	KGB Lvl 1	lasts longest
KGB 1.0	Screaming Fist Lvl 1	Travel to KGB
KuangEleven 1.0	Musaboni Ind. Lvl 2	Damage Neuramancer
Mimic 1.0	IRS Lvl 3	By ICE; arrest warrant
Mimic 2.0	Hosaka Lvl 3	Bypass ICE; IRS audit
Probe 1.0	N. A. S. A. Lvl 2	Database name
Probe 3.0	G. Loser Lvl 2, Reg. Fellows Lvl 2	Database name
Probe 4.0	Copenhagen	AI name
Probe 10.0	Bank Berne Lvl 1	ICE strength
Probe 15.0	KGB Lvl 1	AI strength
Scout 1.0	Reg. Fellows Lvl 1	# of database levels
Sequencer 1.0	S. E. A. Lvl 1	1st level Comlink entry
Slow 1.0	Gentleman Loser Lvl 3	Slows ICE shots
Slow 2.0	Hosaka Lvl 3	Slows ICE shots more
Slow 3.0	Screaming Fist Lvl 1	Slows ICE shots more
Slow 4.0	Nihilist Lvl 1	Slows ICE shots more
Slow 5.0	KGB Lvl 1	Slows ICE shots most

(All Probe and Mimic software performs the functions of the lower-numbered versions.)

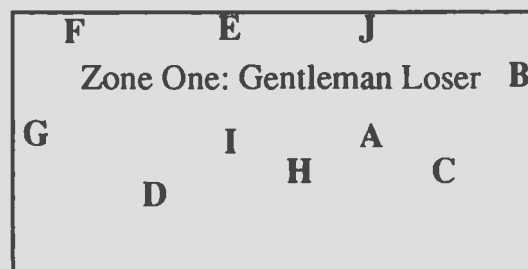
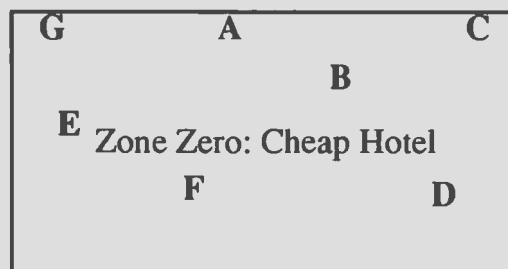
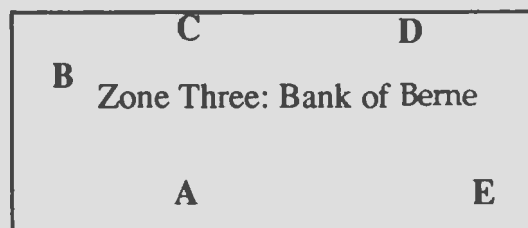
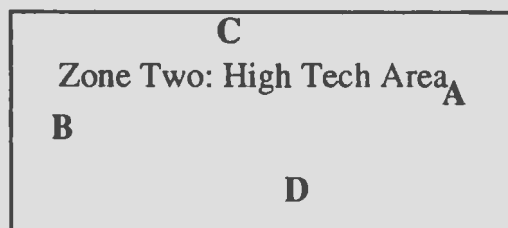
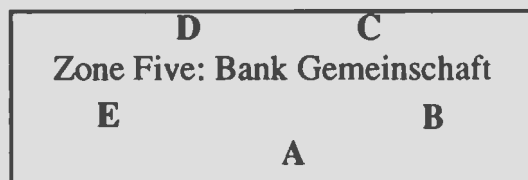
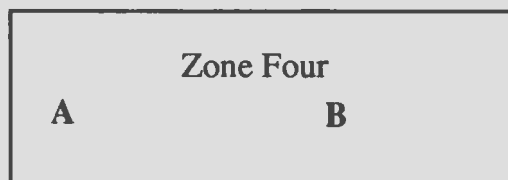
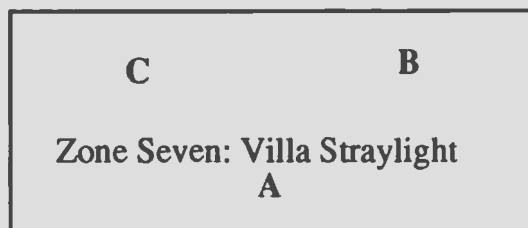
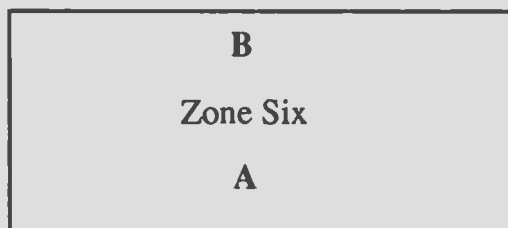
Chips and Objects

All cost \$1,000 each, except Cryptology, Zen, and Sophistry, which are free or traded for.

Name	Location	Notes
Coptalk	Larry's	Interrogation; upgrade at SEA
Bargaining	Julius Deane's	Lowens prices
Cryptology	Gentleman Loser	Look in PAX messages first; upgrade at Dean's
Musicianship	The MatrixPlay	dub for Founder at Zion
Software Analysis	Metro	HolografixUpgrade at Matrix
Debug	Metro	HolografixUpgrade at Matrix
Hardware Repair	Gentleman Loser	Upgrade at Matrix
ICE Breaking	Metro	Holografix
Evasion	Lupus	Upgrade at Matrix
Zen	House of Pong	Trade for joystick; restores health in battle; upgrade at Matrix
Sophistry	House of Pong	Fight Als
Phenomenology	Julius Deane's	Fight Als
Philosophy	Julius Deane's	Fight Als
Logic	The Matrix	Fight Als
Psychoanalysis	Julius Deane's	Analyze AI's weakness
UXB deck	Shin's Pawn Shop	Runs Comlink software
Caviar	Cheap Hotel	\$200; pay hotel bill first; give to Edo
Gas mask	Julius Deane's	\$250; Wear in Maas Biolabs
CyberEyes	Maas Biolabs	32K RAM CyberDeck
Joystick	Metro Holografix	Trade to Pong monks
Guest Pass	Gentleman Loser	Enter Matrix, read PAX messages
Security Pass	Lupus	\$4,000; get ROM construct from Sense/Net

Neuromancer

512
496
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464
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272
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0 32 64 96 128 160 192 224 256 288 320 352 384 416 448 480 512
16 48 80 112 144 176 208 240 272 304 336 368 400 432 464 496

Map Key: Neuromancer

Zone Zero

A: Cheap Hotel
B: World Chess
C: Panther Moderns
D: Regular Fellows
E: Consumer Review
F: Psychologists
G: Asano Computers

Zone One

A: Gentleman Loser
B: Tozoku
C: N.A.S.A.
D: Copenhagen U.
E: Free Matrix
F: Chiba Police
G: I.R.S.
H: E.S.F.A.
I: S.E.A.
J: Central Justice

Zone Two

A: Musabori
B: Hitachi
C: Fuji
D: Hosaka
Zone Three
A: Bank of Berne
B: Free Sex Union
C: D.A.R.P.O.
D: Turing Registry
E: Screaming Fist

Zone Four

A: Sense/Net
B: GridPoint
Zone Five
A: Bell Europa
B: I.N.S.A.
C: Nihilist
D: Bank of Zurich
E: Bank Gemeinschaft

Zone Six

A: KGB
B: Maas Biolab
Zone Seven
A: Tessier-Ashpool
B: Allard
Technologies
C: Phantom

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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