

NEUROMANCER™

A CYBERPUNK ROLE-PLAYING ADVENTURE



SOUND TRACK
BY
DEVO

Inlay

Amiga® 500, 1000, 2000, 2500, w/1mb
Blank disk or hard disk required.
Kickstart V1.2 - 1.3
NO DISK COPY PROTECTION
Color monitor required. WD-NP3

NEUROMANCER™ A CYBERPUNK ROLE-PLAYING ADVENTURE

*Nowadays, hacking in somewhere you don't belong can get you in trouble.
In a hundred years, it will get you killed...*

You got 30 megs online, three viruses, six icebreakers and a smart-mouth ROM construct riding shotgun.

As you go hacking in hard on the immense icy-hard crystal of the new database, something stirs within it. Artificial Intelligence?

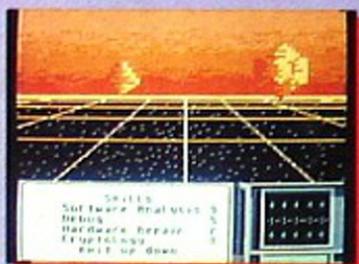
"You know," says your ROM construct, "maybe the ice here is so hard not just to keep cowboys like you *out*, but 'cause they wanta keep something else *in*."

And then you remember: They're called AIs 'cause they don't care when they kill you.

It's party time in Cyberspace.



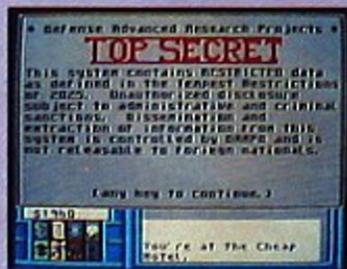
Roam the deadly streets of Chiba City, Japan — a notorious shadowland of technocriminal subcultures.



Skills can make the difference between a successful hacking run and dying, lost in the boundless network that is Cyberspace.



Layers of ice protect Cyberspace databases from unwanted intruders — like you — but with a few icebreakers and a ROM construct to help out, you can crack anything... or can you?



Knowledge is power in *Neuromancer*,™ and knowledge is your reward for successfully breaking some ice. But when the powers that be decide you know *too* much, they'll stop at nothing to liquidate you.

- Drawn from the pages of the smash cyberpunk novel *Neuromancer* by William Gibson.
- Skill-based role-playing game by the creators of *The Bard's Tale*™ and *Wasteland*™.
- Fully digitized original sound track by DEVO.
- Soon to be a major motion picture from Cabana Boy Productions.
- Easy-to-use icon and window interface.
- Use your skills to break into government and corporate computer systems, or jack into Cyberspace and cut into ice-encased databases with your software.
- Multiple paths to a successful conclusion.
- Annoy the characters you meet and they won't forget it — but *you* can forget asking them for help later on.

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Interplay™