

C64/128

# NEUROMANCER

A CYBERPUNK ROLE-PLAYING ADVENTURE



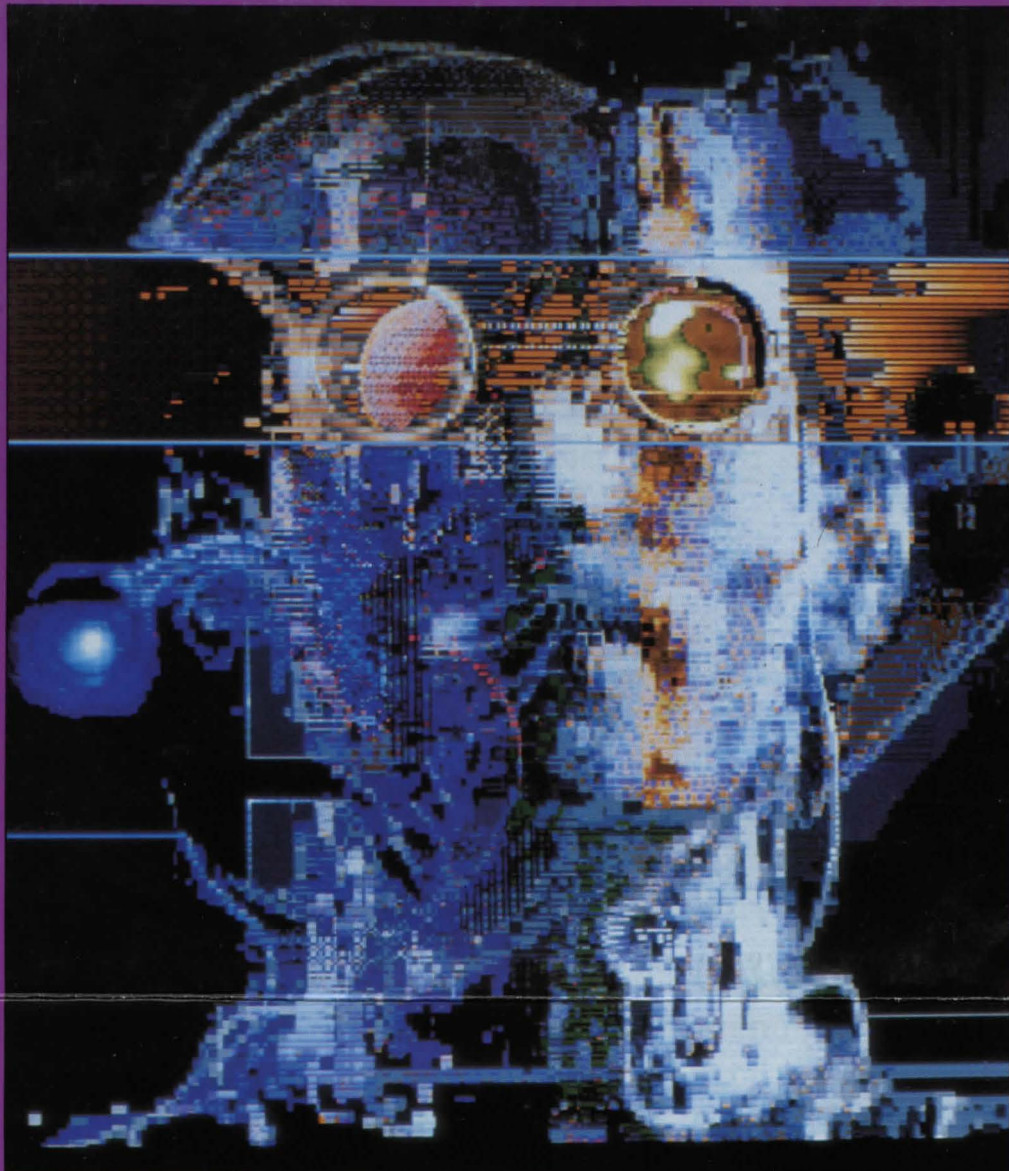
ORIGINAL SOUNDTRACK  
by  
**DEVO**

*Interplay*

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**ELECTRONIC ARTS®**  
Home Computer Software



## Interplay Productions

*"Never ever let the quality slip".* This is the theme we always keep in mind. We have a lot of talented people here. We know if we work hard enough we can put out great games that we all can enjoy and be proud of. You may have heard of some of our other products such as Wasteland and The Bard's Tale series, all of which were published by Electronic Arts. Neuromancer and Battle Chess are our very first games to be published under the Interplay name. We hope you have fun with them!



From the left: Troy Miles, Charles H. H. Weidman III, Bruce Balfour

**"It's hard to believe that it has been a year since Neuromancer was conceived.** It has been a long and arduous adventure. No truly great game is done by one person any more, so I'd like to thank the following people for their help and understanding: Bruce Balfour and Mike Stackpole for the Game design, Charles H. Weidman III for putting all his heart in every picture, Tom Decker and Bill "Weez" Dugan for their suggestions, Bill "Burger" Heineman for BurgerDOS. Brian Fargo for understanding why it took so long, Lisa Arnold for telling callers "He's in a meeting" . . . and most of all my wife Lynene and daughter Ashley for allowing me to spend day after day, night after night, to fulfill the ideal of making the best game I could. **Troy Miles.**

**NEUROMANCER**

**C64 DISC  
ENGLISH**



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Neuromancer is a trademark of Cabana Boy Productions, Inc.  
Some Things Never Change © 1988 DEVO.  
Interplay is a registered trademark of Interplay Productions, Inc.

Programmed by: **Troy A. Miles**  
Designed by: **Bruce Balfour, Mike Stackpole,  
Brian Fargo, Troy A Miles**  
Produced by: **Brian Fargo**  
Artwork by: **Charles H.H. Weidman III**  
Package Illustration: **Darrel Anderson**  
Soundtrack by: **DEVO**  
Sound FX by: **Dave Warhol**  
Testing by: **Bill Dugan, Bruce Schlickbernd, Tom Decker**  
Fast DOS by: **Bill "Burger" Heineman**

Special thanks to Timothy Leary for all his help and inspiration  
for making Neuromancer a reality.

**Limited Warranty**

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This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear

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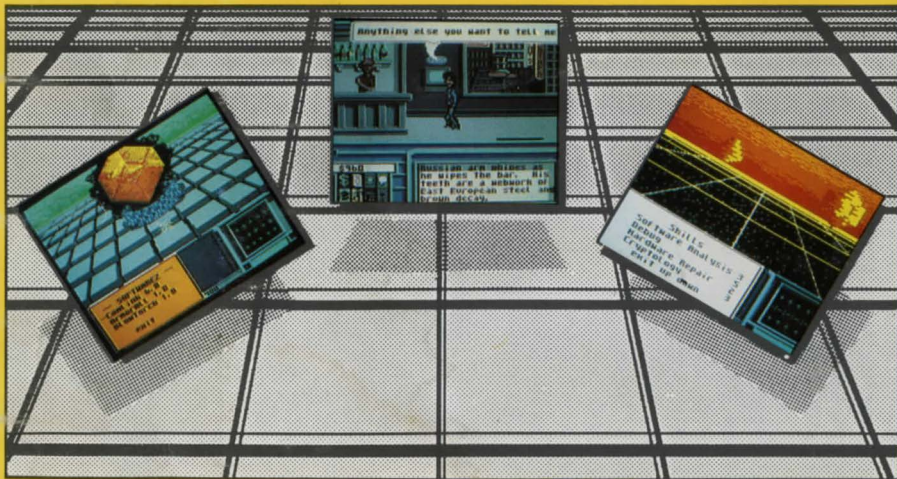
Electronic Arts Ltd., 11/49 Station Road  
Langley, Berks SL3 8YN, England

NEUROMANCER

Japan, 2017. The world is hooked into a vast government computer system. You take the role of a futuristic software pirate in Chiba City, where hacking is not just frowned upon but can be deadly.

Layers of I.C.E. protect Cyberspace databases from unwanted intruders—like you—but with a few icebreakers and a ROM construct to help out, you can crack anything . . . can't you?

Based upon the award-winning Novel by **William Gibson**, Neuromancer is published by **Interplay**, best known for **Bard's Tale** series of Fantasy role-playing games.



C64 screenshots. Other versions may differ.

MADE IN ENGLAND Y62841E1

C64/128 Disk—64K  
Blank Disk Required



INTERPLAY



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C64/128