

Then use Comlink 4.0 to connect to the Eastern Seaboard database (link code EASTSEABOD, password LONGISLAND) and download Comlink 5.0.

Erase Comlink 4.0, then use Comlink 5.0 to connect to Tozoku (link code YAKUZA, password YAK) and download Comlink 6.0, Blowtorch 1.0, and Decoder 1.0.

***** STEP 4: Make some easy money. *****

Use Comlink 6.0 to connect to Hosaka (link code HOSAKACORP, password FUNGEKI), then upload Comlink 6.0 to them to get an easy \$7,500.

While still linked to Hosaka, choose to look at their new employee list. You can press the number for any employee, then press E for edit, and then type in your name and BAMA ID. Use the name you entered when you started a new game, and use the BAMA ID of 056306118.

Go all the way over to the maximum security gate area and talk to the computer there. Say that you work for Hosaka (you'll have to type HOSAKA in at a prompt), and you'll be able to go through the gate. Enter the Hosaka building in order to get your weekly pay of \$10,000 added to your credit chip.

Return to the Cheap Hotel and access its PAX machine. Go to the bulletin board section and choose to send a message. Type the name ARMITAGE in for the "to:" field, then press ENTER and type in your BAMA ID number, which is 056306118. Press ESC and choose to send the message, then leave the bulletin board and access the banking interlink to see that you can now download \$10,000. Do so!

Use Comlink 6.0 to link to the Bank of Zurich using the link code of BOZOBANK. On the bank's title screen, press I and then select Sequencer 1.0. It'll get you access, even though there's no password. Choose to open a new account, and deposit 1000 credits into it.

Exit the connection, then link to Bank Gemeinschaft (link code BANKGEMEIN, password VERBOTEN). Choose the Funds Transfer option and enter 646328356481 for the source account number. Type BOZOBANK for the destination bank link code, 30000 for the amount to transfer, and 712345450134 for the destination account number. That's a lot of typing, but you can now link to the Bank of Zurich again and download \$31,000 to your credit chip, bringing its total up to nearly \$60,000.

***** STEP 5: Get some useful skills. *****

Go to the Gentleman Loser and talk to the woman there. Choose the dialogue topic that allows you to type something in, and type CHIP. Take the Cryptology chip, then choose it from inventory and operate it in order to get it installed. (It's not actually a skill you'll be using, but it's free.)

Go to Julius Deane's office across from Maas Biolabs' locked door and ask Deane

about CHIP. Buy his Philosophy and Phenomonology chips, then implant both of them in the usual way.

Go to the Metro Holografix shop and tell the Finn that you're looking for some hot softwarez. Exit from his warez menu and talk to him again, and this time ask him about CHIP. Buy his ICE Breaking and Debug chips, then implant them.

Ask the Finn about JOYSTICK, then buy it. Go over to the nearby House of Pong and talk to the monk there. Say you're there to learn about the One True Computer Game, then say that 20 years is a bit longer than you'd planned to wait, and that he must be leading up to something. Ask what happens if you bring him the Holy Joystick, then choose the joystick from inventory and give it to him. You can then get the Zen and Sophistry skill chips from him for free. (Don't forget to implant them.)

Go back to the Gentleman Loser and talk to the woman there. Say you want to ask her some questions, then choose to ask her about PASS. That'll get you a free pass to the Matrix Restaurant, which is entered from the screen that's one to the right of the screen with the House of Pong and Asano's place.

Enter the restaurant and talk to the Emperor Norton. Ask him about chips, then buy and install the Logic chip. Next, ask him about UPGRADES so you can pay to upgrade Debug to level 4.

*** STEP 6: Prepare for cyberspace. ***

Go to Asano's and ask him why Crazy Edo calls him a pig. Say that you notice he doesn't like Edo, then call Edo a gnat's eyeball. That way, you'll get a discount on Asano's decks. You have enough money to buy the Cyberspace VII, so you might as well get that one.

Go to inventory and discard your old UXB, then go to the Cheap Hotel. Use Comlink 6.0 with your new deck, then choose to enter a link code. Use the code KEISATSU and the password SUPERTAC, then choose to edit the warrants. Press the number for any warrant, then press E to edit it. Enter the name LARRY MOE and the BAMA ID 062788138, then exit the system.

You can now go to the nearby Microsofts store and enter the backroom where Lupus Yonderboy hangs out. Say you want him to answer some questions, then ask him about PASS. Buy the security pass from him, then walk all the way over to the maximum security gate and tell the computer that you work for Hosaka to get through again.

Enter the Sense/Net building, then bring up your inventory list. Choose the security pass, then "give" it to the computer. When it asks you for the ROM construct number, type in 0467839. That'll get you the Dixie Flatline ROM construct, which can be useful in cyberspace since it can debug warez for you in the middle of an ICE battle (you can't).

Enter the nearby Musabori building and use Comlink 6.0 to link in to the Gentleman Loser database (link code LOSER, password LOSER). Go to its software library and download Hammer 1.0.

***** STEP 7: Gain free access to cyberspace. *****

Return to the Cheap Hotel and use Comlink 6.0 with your deck to enter cyberspace. Quickly move seven spaces to the right and one forward, and choose to enter the database. As soon as you're in, press I and start firing your ICE breakers at it.

NOTE: I've heard that you should use your ICE Breaking skill from your skills list right before you start firing ICE-breaking warez, but I've never noticed a significant difference when I did this. I suspect that it's an automatic skill, meaning it's always active during ICE battles whether you explicitly use it or not. However, I'm not entirely sure, so you might as well use the skill just in case it helps.

Try Decoder 1.0, Blowtorch 1.0, and Hammer 1.0 to see which one is most effective (it's random), then use it a few times in a row before switching to another one. Remember to press I and choose your next attack right after the last one hits. You should be able to crack the base eventually, though it'll probably manage to damage some of your warez. (You can debug them using the Dixie Flatline or wait and do it yourself outside cyberspace.)

Once you're in, quickly download the Cyberspace 1.0, Thunderhead 1.0, Blowtorch 3.0, and Decoder 2.0 warez, then exit the database and cyberspace. To help keep your deck uncluttered, delete Comlink 5.0, Decoder 1.0, and Blowtorch 1.0.

From now on, you can use the Cyberspace 1.0 program instead of Comlink 6.0 to access cyberspace for free.

***** STEP 8: Build up your warez inventory. *****

First, break into the same database again and download several more copies of Thunderhead 1.0, since it disappears from your warez list every time you use it. (All viruses do.)

Jack out, walk over to the Gentleman Loser, jack back in, and break into the database at 416,64. It's a tough base, so hit it with Thunderhead 1.0 first off, then keep pounding it with your ICE breakers until you get in. There's a good chance that you'll be flatlined by this base, so you'd better save your game before attacking it so you can restore and try again if necessary. (*Never* play on after being flatlined!)

Once you're in, download Slow 1.0 and Drill 1.0, and also Injector 1.0 several times since it's another virus program. Exit cyberspace long enough for your constitution to get back up to 2000, and debug any warez that got damaged.

Reenter cyberspace and break into the database at 272,64. Starting now, use Slow 1.0 and then a virus, and only then start in with the ICE breakers. When the first virus wears off, fire off another kind.

In the IRS database, download Jammies 1.0 and Hammer 2.0. Rest up outside of cyberspace if necessary, and delete the now-useless Hammer 1.0. Jack back in and hit the database at 320,32, using the same routine as on the IRS database. Once inside, you can download Doorstop 1.0, which is another ICE breaker program.

Erase all but one copy of Thunderhead 1.0, then break into the database at 352,64 and download several copies of Thunderhead 2.0 to replace them. Then break into the database at 480,80 and download Drill 2.0 and several copies of Acid 1.0. Jack out to rest up, debug warez, and delete Drill 1.0.

Walk over to the maximum security gate, say you work for Hosaka, and then go into the Musabori building. You're taking your break-ins to the next level of difficulty, so once again save your game before you jack in. (Or right before you attack a database.)

Break into the databases at 32,192 and 112,240 for ICE-breaking practice, then jack out and delete all copies of Injector 1.0, and make sure you have enough slots for three new programs besides however many Injector 2.0 copies you want. Remember that your deck can hold a max of 25 warez at once.

Save your game again, because the base at 144,160 can be really hard to break into, and may take a *lot* of tries. Be sure to use Slow 1.0 and Thunderhead 2.0 on it, then hope you get lucky guessing which two ICE breakers will randomly work best against it so you can start using those soon enough to win.

When you finally manage it, download Hammer 4.0, Slow 2.0, Concrete 1.0, and a few copies of Injector 2.0. Erase Slow 1.0 and Hammer 2.0 after you exit cyberspace to make room on your deck.

***** STEP 9: Gain unrestricted cyberspace zone access. *****

Go all the way over to the spaceport and buy a ticket to Freeside. Once there, enter the Bank of Berne and tell the secretary that you want to open an account there. Talk to her again and assure her that you really do have money, then go into the manager's office.

Erase any warez that you can do without, then jack in and attack the database at 464,160. Hit it with Slow 2.0 and Injector 2.0, then lay into it with Hammer 4.0, Concrete 1.0, and whatever else seems to work well against it.

When you break in, you'll be able to download Slow 3.0, Depth Charge 3.0, Python 3.0 (a new virus), KGB 1.0, Armorall 1.0, and Easyrider 1.0. Download the first three of those first, just in case your deck fills up and you have to break in again after clearing stuff out. It'll be a lot easier with those programs.

You don't need KGB 1.0, but you do definitely want to get Armorall 1.0 and Easyrider 1.0. After jacking out, run the Easyrider 1.0 program to get it turned on, which enables you to access all of cyberspace from any jack. There's no need to travel around to different jacks for different zones now.

***** STEP 10: Start bashing the AIs. *****

Enter cyberspace and attack the base at 432,240. Start with Slow 3.0 and Python 3.0, then use Depth Charge 3.0, Hammer 4.0, and others until the base is cracked. You also might want to use Armorall 1.0 after the second time you get hit, though it probably won't be necessary. Once you're in, upgrade your four AI-bashing skills (Logic, Philosophy, Phenomenology, and Sophistry) to level 5.

Go to the base at 96,32 and smash through its weak ICE easily. When Chrome appears, use your Philosophy skill on him. That should finish him off in one hit. There's nothing in the database that you want, so move on over to 160,80 and repeat the process, this time using the Logic skill to bash the AI.

You're not yet interested in the only program that database has, so glide on over to 352,112 and attack that database's AI. Start with Sophistry, then use any other AI-bashing skill to finish her off. The warez there are all total junk, so head on over to 448,32 and get after Hal. Use Logic on him, plus any other AI-busting skill if necessary.

Hal's site actually has some good warez upgrades, so download Blowtorch 4.0 and Decoder 4.0, then delete your old versions of those programs. Go to 288,208 next and attack the base there. You're starting to get back into tough-ICE territory, so use a virus on this one, and use Armorall 1.0 after taking two hits.

When you get to the AI, start with Phenomenology, then alternate between the other AI-bashing skills. After she's toast, exit her database and go over to 336,160. After trashing that database's ICE, use Philosophy and then other AI-bashing skills to beat its AI.

There's nothing in this database's software library that you need, but you can get a whole lot of money here. You probably won't need to, but you might as well, to make sure you don't ever run out. Read the next paragraph for details on doing it, or skip ahead to Step 11 if you don't want to bother.

Choose Funds Transfer, then type in 121519831200 for the source account number and LYMA1211MARZ for the source authorization code. Type in 500000 for the transfer amount, then enter BOZOBANK for the destination bank link code and 712345450134 for the destination account number. Jack out, then use Comlink 6.0 to connect to the Bank of Zurich (link code BOZOBANK, use Sequencer 1.0 on the starting screen) so you can transfer all of that to your credit chip. You're one rich cowboy now!

***** STEP 11: Get the best warez that exist. *****

The next AI in line of difficulty is on a board with ICE that's too tough for now, so go to 336,240 and break into that database so you can download Concrete 2.0, Drill 3.0, Jammies 2.0, and several each of Thunderhead 3.0 and Injector 3.0.

Delete obsolete programs to free up space, then go break into the base at 160,320. It has some really tough ICE, so be sure to keep using viruses against it, and use Armorall 1.0 after taking two hits. When you make it in, you'll be able to download Jammies 3.0, Hammer 5.0, Armorall 2.0, and some more Thunderhead 3.0 and Injector 3.0 viruses.

Delete obsolete warez again, then save your game -- you've just moved up to the next-to-last "level" of bases, and they're going to be really hard to crack, even if you use Slow 3.0, viruses, Armorall 2.0 (twice), etc.

The first of these horridly hard databases you hit should be the one at 448,320. If you can make it in, you'll be able to download Armorall 3.0, Hammer 6.0, Logic Bomb 3.0, Doorstop 4.0, and some Injector 5.0 viruses. They should help quite a bit with the next two databases.

Next, go for the database at 416,368. In it, you can download Slow 4.0 and the viruses Python 5.0 and Acid 3.0. They'll make breaking into the database at 384,288 fairly easy, and you can get some copies of the Thunderhead 4.0 and Acid 5.0 viruses there.

Now you're ready to hit the KGB database and download the very best warez in the game. Make sure you have no more than 19 programs on your deck -- delete some viruses and low-grade ICE breakers if you have to. Go to cyberspace coords 112,416 and attack the database there with the best stuff you've got. When you get to the AI, use Logic on him, followed by other AI-bashing skills if necessary.

Once you get past the AI, you'll be able to download such great warez as Slow 5.0, Armorall 4.0, Logicbomb 6.0, Concrete 5.0, Depth Charge 8.0, and Jammies 4.0. Yes! You will now be able to easily bash any database's ICE by hitting it first with Slow 5.0 and any version-5.0 virus, then bashing it with Logicbomb 6.0, Concrete 5.0, and Depth Charge 8.0, not forgetting to use Armorall 4.0 after every hit you take.

*** STEP 12: Get Cybereyes. ***

The first step in getting the ultimate cyberspace deck is to break into the Maas Biolabs database, which is at 112,480. You should have little trouble with the ICE, and the AI will fall after you hit him with Phenomenology and a few other AI-bashing skills. (Your Logic skill is probably highest, and will do the most damage.)

Once you're in, access the security systems so you can turn off the lawbot alarm and unlock the Maas building's main entrance. After that's done, exit cyberspace

and fly back to Chiba City.

Before you try to enter the Maas Biolabs area, go to Julius Deane's office across the street and ask him about HARDWARE. Buy the gas mask, then operate it from the inventory menu to put it on.

Now you can enter Maas Biolabs safely and tell the computer to implant the Cybereyes device in you. Use it instead of your Cyberspace VII deck from now on, since it'll let you store 32 programs at once instead of 25.

***** STEP 13: Finish the game. *****

Jack into cyberspace from the Cheap Hotel and go re-raid the databases at 384,288, 416,368, and 448,320. Download several copies of each of the best viruses on each base.

Now go attack the database at 384,416 and battle the last AI that you can use the standard skill attacks against. (Start with Sophistry.) There's nothing on the base that you want except for AI-bashing skill practice.

Go back to the database at 160,80 and break in, this time downloading the Battlechess 4.0 program. Then break into the database at 320,464 so you can speak with the AI named Phantom. Don't attack him with your skills, but instead press I and choose to use the Battlechess 4.0 program on him.

He'll let you into his database without a fight, and you'll be able to download the Hemlock 1.0 program. Break into the database at 208,208 next, and use the Hemlock program against its AI to take him out in one shot. After he's gone, download the Kuang Eleven 1.0 program.

If you've read the Neuromancer novel, you'll know what's coming next. You're going after Neuromancer himself with the Kuang program. His database is at 432,464, so go on over there and break through the ICE.

However, when you reach Neuromancer, you won't have a chance to use the Kuang program. He'll immediately take you to some dumb beach area and yap at you for awhile, then leave you to die.

What you need to do is hit S to access your skills menu, then use some of your AI-bashing skills to break out of the prison. They won't seem to have any effect at first, but after you use three or so of them, you'll finally be in a position to attack Neuromancer.

Fire off the Kuang Eleven 1.0 program to start with, then follow up with your best AI-busting skills. Ol' Neuro should soon crumble, leaving you the winner!