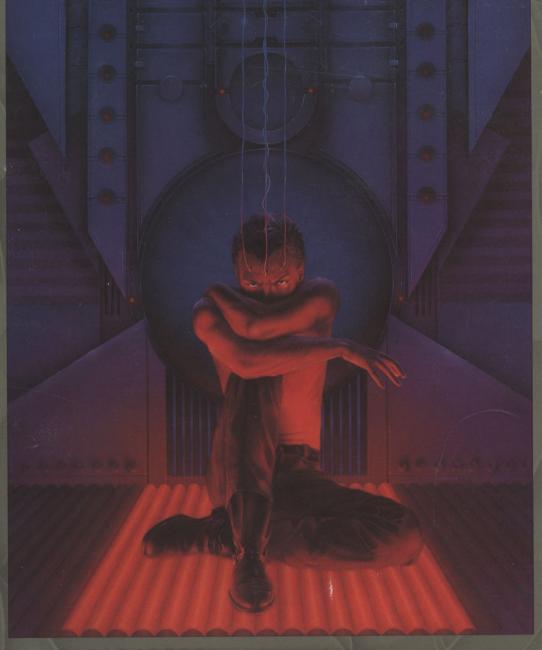
NEUROMANCER

THE GRAPHIC NOVEL • • VOLUME 1 BY TOM DE HAVEN & BRUCE JENSEN





NEUROMANCER

THE GRAPHIC NOVEL · · · VOLUME 1

ART: BRUCE JENSEN

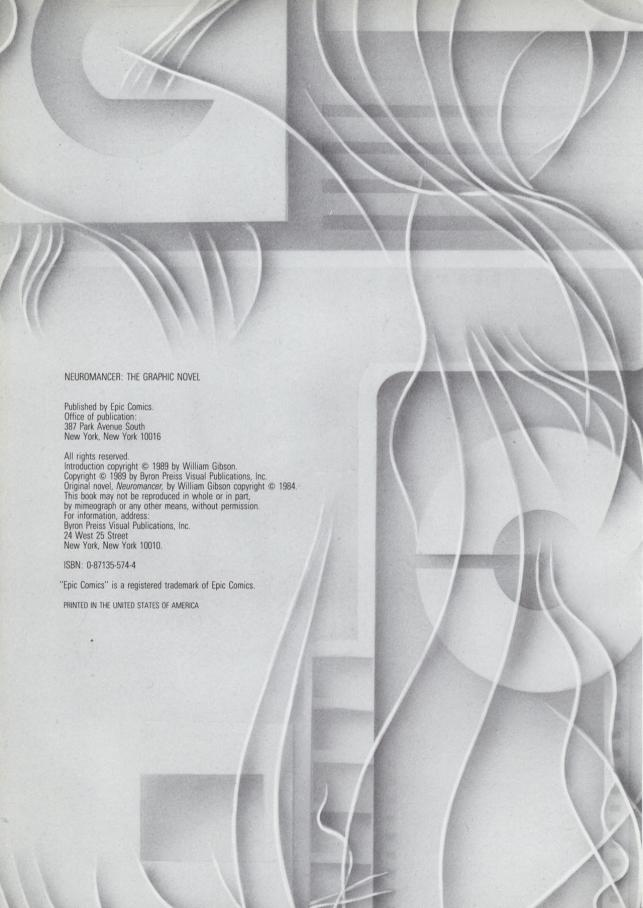
SCRIPT: TOM DE HAVEN

DESIGN AND LOGO: ALEX JAY

LETTERER: KURT HATHAWAY

EDITOR: DAVID M HARRIS

A BYRON PREISS BOOK



INTRODUCTION

Translation is a peculiar business, particularly for monoglot novelists who find themselves in print in languages they know they'll never learn to read. *Neuromancer*, also known as *Neuromancien* (French), *Neuromante* (Italian), etc., is a case in point.

The Japanese edition of *Neuromancer*, for instance, is a startlingly compact volume with its front cover at the wrong end. I sometimes take it down from the shelf above my desk, look at it, and wonder what exactly is going on in there. I'll never know.

The edition in front of you is something else: it's been translated into a language I can read, one I've known for a long time.

Walt Kelly taught me to read. I was having trouble, in school, with reading; my mother, for some reason, decided that the thing to do was to read to me from I Go Pogo. It worked. Soon I was reading myself to sleep with Albert and Pogo, unaware that I was simultaneously absorbing mega-doses of Mr. Kelly's gently savage political satire.

It probably had something to do with the pictures.

Later on, I read real American comic books. (Pogo was collected, in those days, in what would now be called "trade paper", except that the covers were made of a pulpy stuff that came, if you read yourself to sleep over it often enough, to resemble old flannel.) I read DC, mostly, and I remember admiring the artwork in Sqt. Rock, where the dead Jerries Sarge tommygunned were delicately suggested by bouncing, bullet-holed coalscuttle helmets. I remember The Flash being reborn, drawn by someone named Carmine Infantino, and how great it was, when the Flash would kick into overdrive and speed through a city so slick that it must've made L.A. architects gnaw their knuckles with jealousy. EC Comics were something I'd only read about, long since run out of town on a rail. All that survived of the EC line was (the post-Kurtzman) Mad, though my older cousins, the Bogle brothers, had a stack of the real, the original Mad, and who knows what effect that stuff may ultimately have had on me?

I had a copy of the Classics Illustrated War of the Worlds that I kept for years, regarding it as superior to the original, even though their version of The Time Machine couldn't touch Welles, or even George Pal, because the guy just couldn't draw morlocks.

When I was thirteen years old, I wanted to be a comics artist. I also wanted to be a science fiction writer and win the Hugo, but drawing comics seemed the shorter route. I was wrong, and for several reasons, not the least of which was that I couldn't draw very well, at least not the way Carmine Infantino and those other guys could. I wanted my work to look like theirs, but somehow it never did, no matter how long I fumbled around with my drippy Speedball pens. Looking back on it, I think that one of my problems may have been that I didn't know that comics were drawn larger than they were when I bought them. As a result, I tried to

produce finished work on what was really an impossibly small scale. How the hell *did* they manage to get all that detail in there?

By age fifteen I'd forgotten my frustrated, ink-fingered ambition, and more or less ignored comics until the first wave of American undergrounders hit the beach. This meant that I missed the whole Marvel phenomenon, and in fact never developed a taste for that stuff at all. In spite of the kinetics and relative kinkiness, Marvel's pages looked muddy to me, somehow, and anyway, there were people around like Crumb, and Rick Griffin, and the sublimely scummy S. Clay Wilson, and if I bought comics at all, I bought those.

By the time I was finally getting around to thinking about having a shot at writing science fiction, I'd even lost track of the undergrounders. This was later, my late twenties, early thirties. I think I was vaguely aware of *Metal Hurlant* and those French guys, and then *Heavy Metal* began. When *Heavy Metal* turned up in the corner store, I'd glance through it, but I seldom bought it. I did think about *Heavy Metal*, though, because frequently the artwork I saw there, particularly the stuff by those French guys, looked far more like the contents of my own head, when I tried to write, than anything I was seeing on the covers of SF paperbacks or magazines.

So it's entirely fair to say, and I've said it before, that the way Neuromancer-the-novel "looks" was influenced in large part by some of the artwork I saw in Heavy Metal. I assume that this must also be true of John Carpenter's Escape From New York, Ridley Scott's Bladerunner, and all other original artifacts of the style sometimes dubbed cyberpunk. Those French guys, they got their end in early.

But back to what I was saying about translations of *Neuromancer*. You're about to read one. It's the first one I've ever been able to read myself, so I take great pleasure in being able to tell you that its translators, Tom De Haven and Bruce Jensen, have done a very sharp job indeed. Not only does their version look very much like what I saw in my head, in 1983, it also *moves* that way. It's probably impossible to convey exactly what I mean by this, but their graphic novel *walks* right. From my point of view, that's an amazing and really very gratifying thing. If any of my work ever finds its way to the screen, I'll be very lucky indeed if it's this close to the author's original intent.

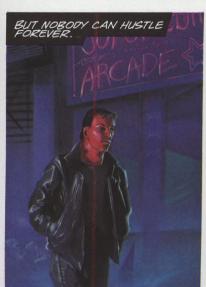
Enjoy it.

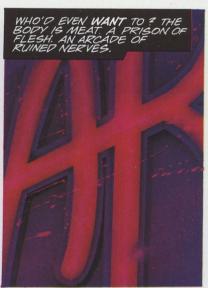
Meanwhile, excuse me, I have to go back and show a copy of this to the thirteen-year-old who keeps spilling the ink and getting the ankles wrong . . .

William Gibson Vancouver





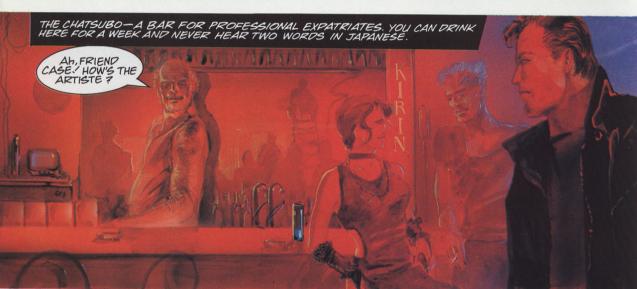


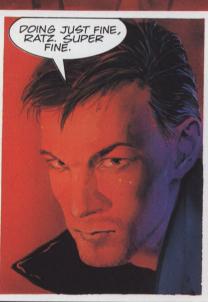








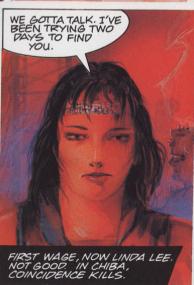


















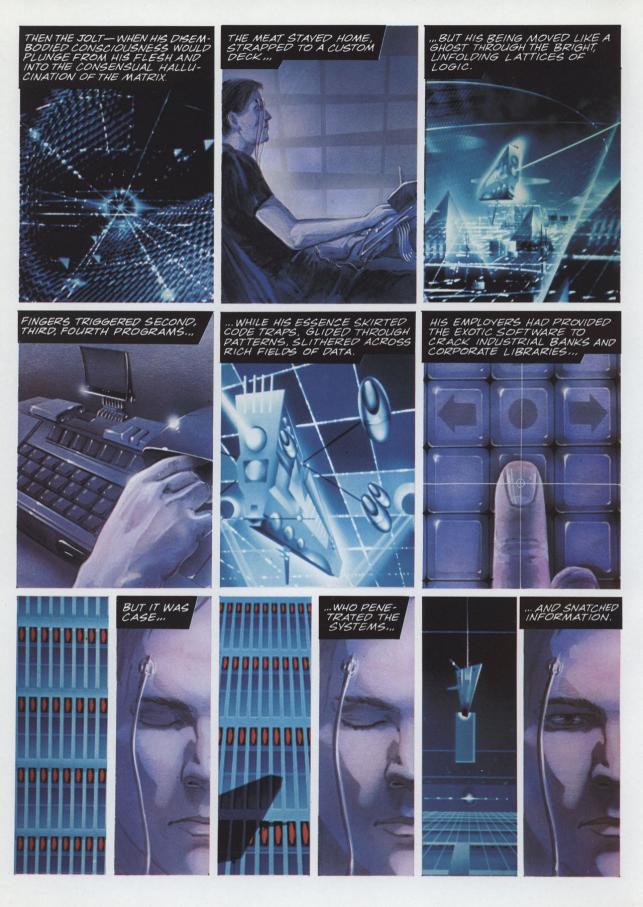


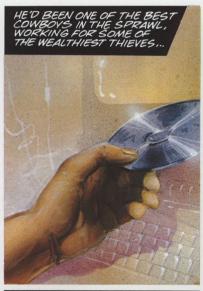










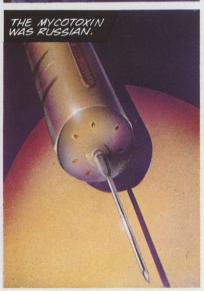












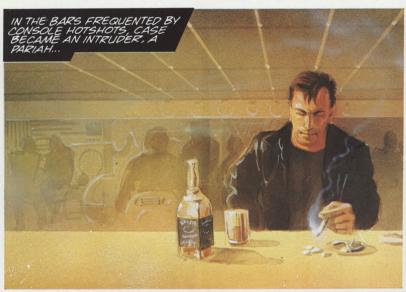










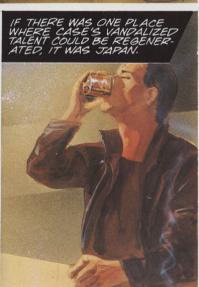


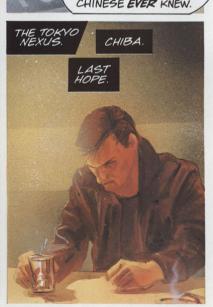




THE CHINESE, MAN.
THEY BLOOPY INVENTED
NERVE-SPLICING,
BULLSHIT, JAPS'VE
FORGOT MORE NEURO-SURGERY THAN THE
CHINESE EVER KNEW.

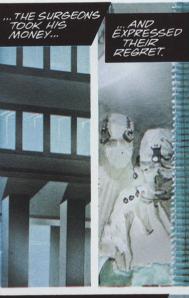






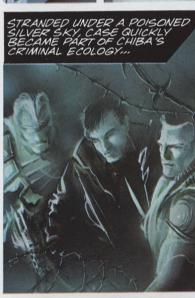




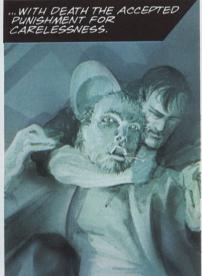






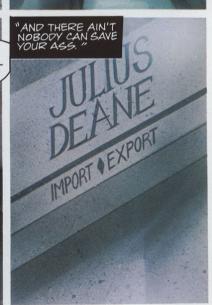


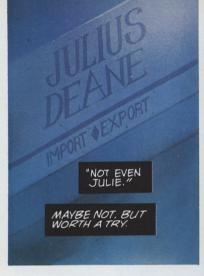










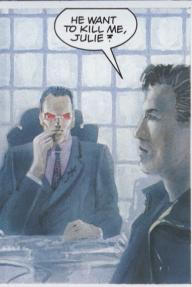




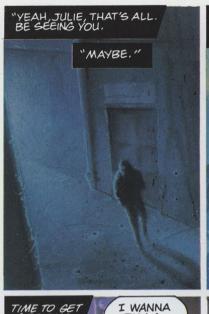




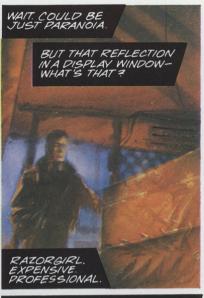


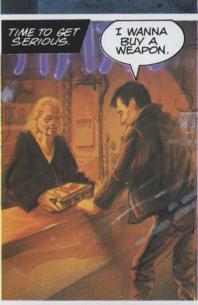


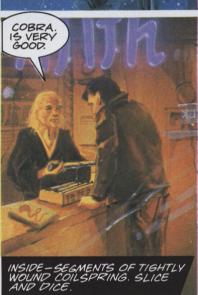


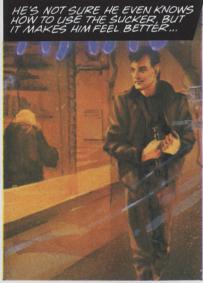


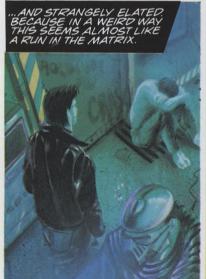












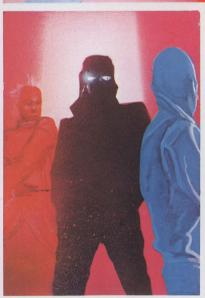








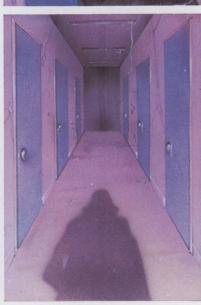








































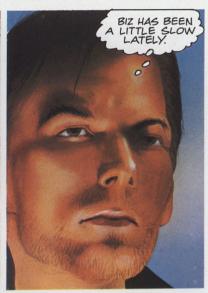








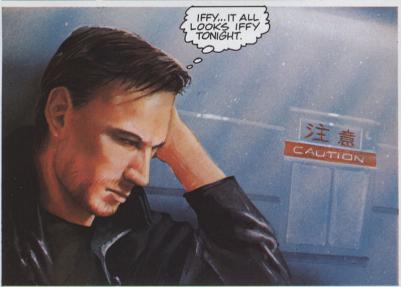




















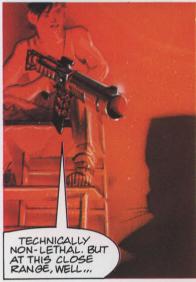


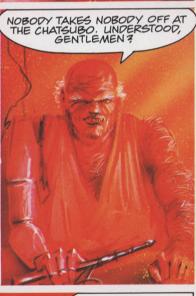


























































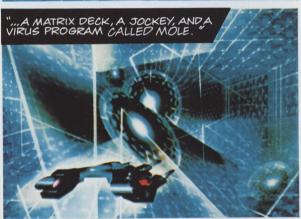














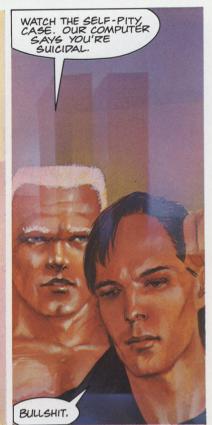


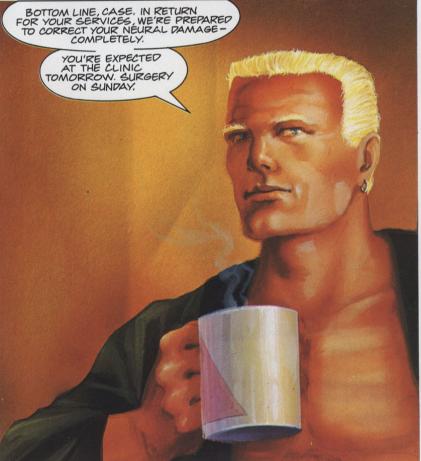


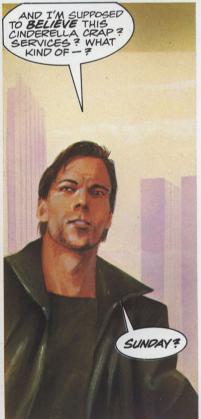






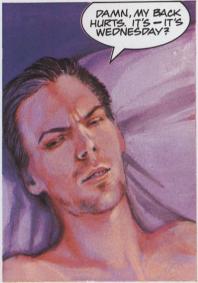












































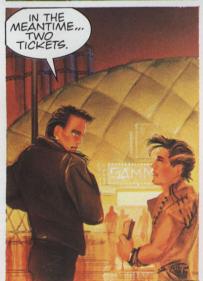


































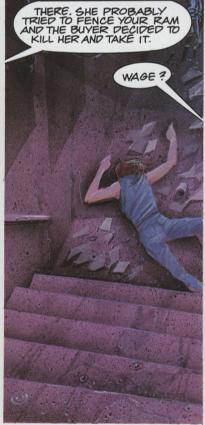






















DO THIS JOB RIGHT AND I CAN INJECT YOU WITH AN ENZYME THAT'LL DISSOLVE THE BONDS WITHOUT OPENING THE SACS.
OTHERWISE, THEY MELT...

Ab-HERE'S WHERE YOU AND MOLLY GET OFF.











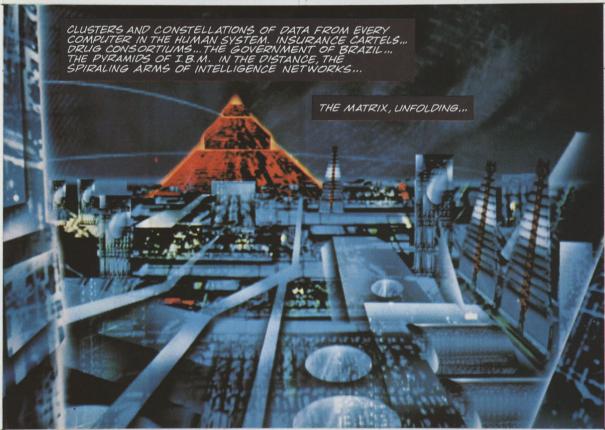














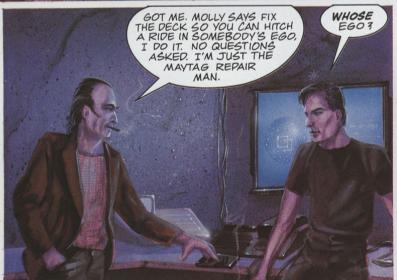












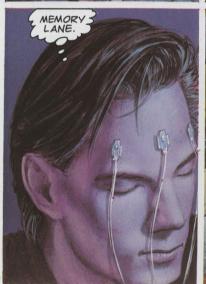




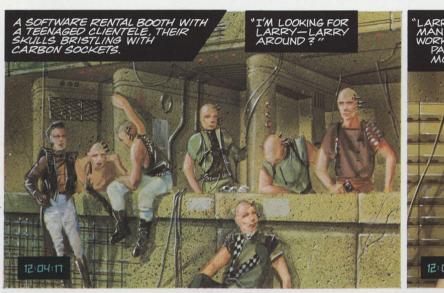


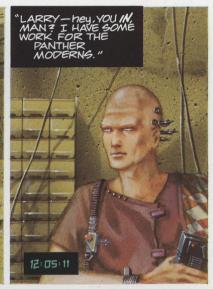


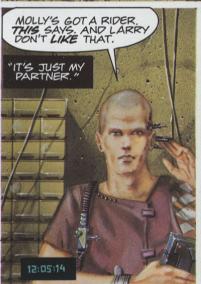








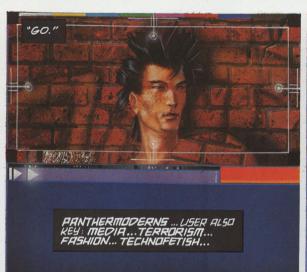














PANTHERMODERNS: A YOUTH CULT CHARACTERIZED BY A PENCHANT FOR MICROSOFT IMPLANTATIONS AND BARMENTS OF MIMETIC POLYCARBON, WHICH CAN RENDER THE BODY ALMOST INVISIBLE. MORE

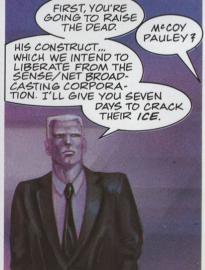


PANTHERMODERNS: THOUGH OFTEN
ASSOCIATED WITH GOAL-DRIENTED
TERRORISM (KEY ALSO BIG VIOLENCE),
THIS SUBCULTURE IS MORE PROPERLY
LINKED TO MEDIA MANDILATION AND
COMMERCIAL NIHILISM. (KEY ALSO:
CONTEMPORARY HUMDR ... URBAN
MERCENARIES) MORE



PANTHERMODERNS: IT IS DIFFICULT TO ESTIMATE THEIR INFLUENCE UPON THE FLUID CULTURE OF THE NORTHAMERICAN SPRAWL, BUT THEY ARE CONSIDERED IMPORTANT FOR THEIR AWARENCES OF THE EXTENT THAT MEDIA DIVORCES TERRORIST ACTS FROM THE ORIGINAL SOCIOPOLITICAL SKIP













MOLLY SPENDS THE WEEK STUDYING SENSE/NET HEADQUARTERS, MEMOR-IZING EVERY PHYSICAL ENTRANCE AND EXIT...













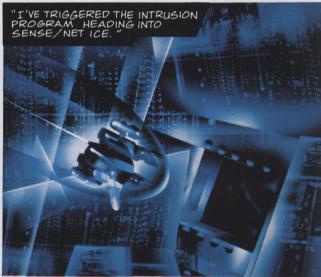




































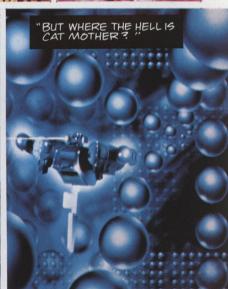
































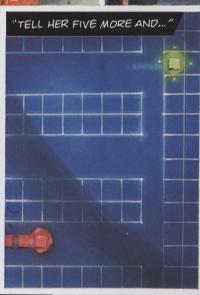


















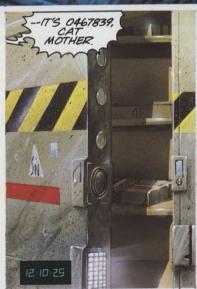






























MPRESSED ? YOU AND ME BOTH, MOLLY. YOU AND ME BOTH.







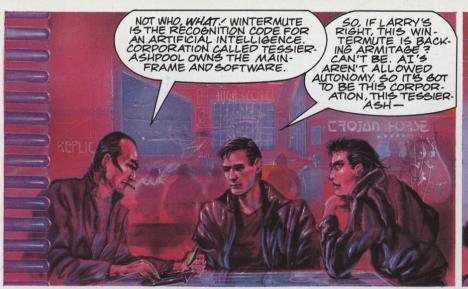






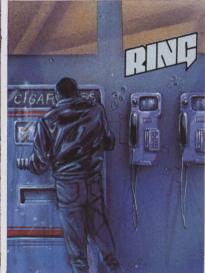








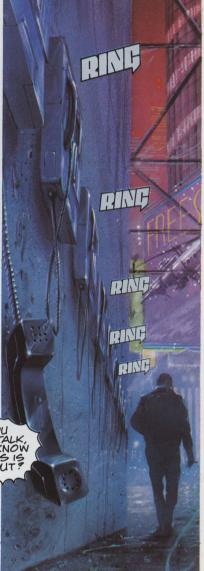


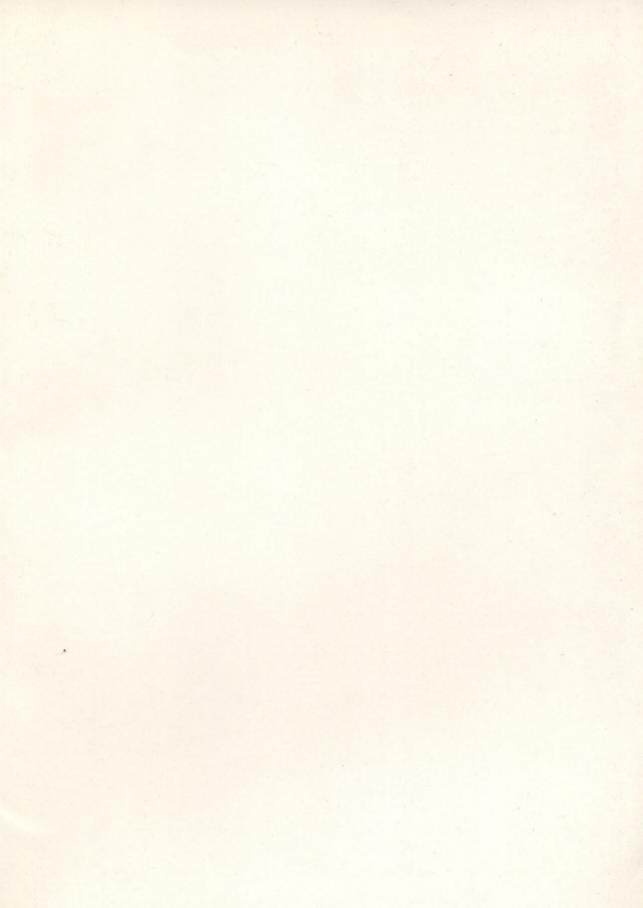












NEUROMANCER:
Winner of the Hugo
and Nebula Awards

- "NEUROMANCER a tense, harrowing tale of high-tech outlawry set in a not-too-distant, not-so-improbable future." —Rolling Stone
- Cyberspace was the last frontier. The bright, intermeshing lattices of data in the world's massive computer networks were waiting to be plundered.
- Case was twenty-four. At twenty-two, he'd been an interface cowboy, one of the best computer jocks in the urban Sprawl that stretched down North America's east coast. A thief, he'd worked for thieves, jacked into a computer deck that projected his disembodied consciousness into the matrix of the world's computer networks. He stole secrets from corporate computers, selling them to the highest bidder.
- Then, as most thieves do, he made a classic mistake. He stole from his employers. He'd expected to die, but they only smiled. They burnt out his nervous system instead, so he'd never experience the matrix again. Until Molly offered him his last chance. Black market doctors would fix him up, if in return he'd make what might be his last desperate run.

NEUROMANCER

The Graphic Novel by Tom De Haven and Bruce Jensen With an introduction by William Gibson

> Byron Preiss Visual Publications,

Book



ISBN 0-87135-574-4

"The 21st-century world of NEUROMANGER is freshly imagined, compellingly detailed, and chilling in its implications."

—The New York Times

"Kaleidoscopic, picaresque, flashy. . . . An amazing virtuoso performance!"

"NEUROMANCER blends high-tech hip with a film-noir sensibility"

-Wall Street Journa