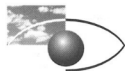


PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this Time Warner Interactive game, please call a **Time Warner Interactive game counselor** at **(408) 433-3999** Monday through Friday from **8:00AM - 5:00PM Pacific Time.**



TIME WARNER
INTERACTIVE

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SEGA

GENESIS

THE LAWNMOWER MAN™



INSTRUCTION MANUAL



TIME WARNER
INTERACTIVE



Rated by V.R.C.

GA

Appropriate for
all audiences.

General Audiences



MANUFACTURED FOR PLAY ON
THE SEGA™ GENESIS™ SYSTEM.

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Genesis.



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By the turn of the millennium a technology known as Virtual Reality will be in widespread use. It will allow you to enter computer-generated artificial worlds as unlimited as the imagination itself. Its creators foresee millions of positive uses - while others fear it as a new form of mind control...

VSI PROJECT 5 — DR. LAWRENCE ANGELO'S JOURNAL

My name is Dr. Lawrence Angelo. I am a scientist. For the last few years I have been experimenting with virtual reality, with its possibilities... its limitations. My work is funded by a government organization known as The Shop. Its interests go beyond the peaceful areas I've been looking into. They want to develop the darker side of Virtual Reality, the military possibilities.

Until recently I worked with animals, chimpanzees. The most encouraging results so far were achieved with Rosco 1138. Rosco's mental capacity was enhanced by Virtual Reality Treatment, increasing it by thousands of times that of an ordinary chimpanzee. He became an intelligent animal. He could solve puzzles, play — and win at — games.

His mind was strengthened, trained by Virtual Reality for employment in battlefield environments which were too tough for human soldiers.

Jobe was just a gardener then. Everyone called him "The Lawnmower Man." He was a simpleton, he had the mind of a child. I told him I had games which could make him smarter. He loved games and jumped at the chance.

We worked together, starting with simple games designed to stimulate the human mind. He responded better than I had ever expected he would. His brain activity increased by 400% in less than a month.

When I had done all I could at home, I took him to The Shop, the government division of Virtual Space Industries. With the state of the art equipment at the VSI complex I took the experimentation to limits I had never thought possible.

If only I had known that The Shop had its own interests in Project 5. If only... They were programming him with their own Virtual Reality Treatment.

While I was turning a simpleton into a smart man, they were turning him into a military machine — an aggressive force capable of taking on an army.

Inevitably, it all went horribly wrong. Jobe achieved levels of intelligence greater than any living thing on Earth. He spent more and

more time in Virtual Reality, where he was the master of his world.

From here, he swore that he would escape through the telephone networks and take control of every computer terminal in the world.



Now he's out of control. Nobody can stop him, not even The Shop. My only help is Carla. She's been a close friend and confidante for longer than I can remember.

She's the only person who stood by me. Our only chance now is to break into the VSI complex and reach him before he escapes his Virtual Reality domain and reaches the networks.



LET'S BEGIN!

Insert your "The Lawnmower Man" cartridge into your Sega Genesis and turn the power on. It will automatically go into "Demo Mode", showing digitized images from the movie and short sequences from the game.

When you wish to start playing press **START**. A selection screen will now come up giving you the option to choose between playing DR. ANGELO or CARLA. Press **D-PAD LEFT** or **RIGHT** to move the cursor from one digitized image to the other. When you have chosen who you wish to play press **START** when the cursor is on that character.

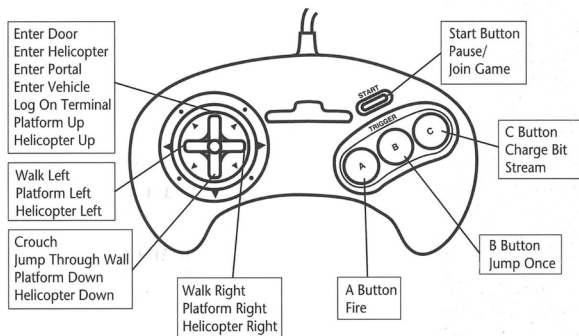
A second player wishing to join should press **START**. A second pair of digitized images will come up. Go through the same procedure as Player One to select your character.

You can change your selection before the other player makes his or her selection by pressing any button.

CONTROLS

WALKING PLATFORM SECTIONS

- D-PAD LEFT** Walk left.
- D-PAD RIGHT** Walk right.
- D-PAD DOWN** Crouch.
- A BUTTON** Fire. Hold down the button for auto fire.
- B BUTTON** Jump. The player can jump onto objects and platforms. To jump down from them press **B** and **DOWN**.
- C BUTTON** Bit stream weapon. Hold down the button until a glittering effect appears and is absorbed by the player. Then release the button and the bit stream weapon will fire.
- START** Press **START** to join game or if already playing the **START** Button will pause the game. The second player can join the game at any point during the "Suburbia" level only by pressing **START** on the second player's Control Pad. Pauses game during play.



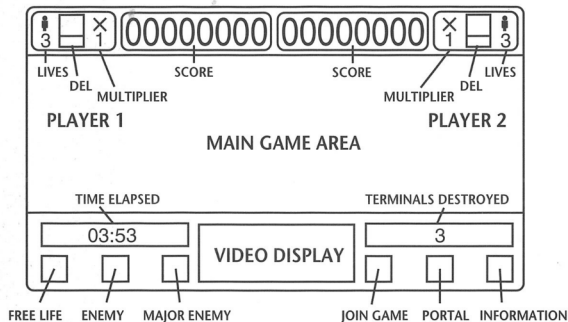
VIRTUAL REALITY LEVELS

D-PAD LEFT	STEER LEFT
D-PAD RIGHT	STEER RIGHT
D-PAD UP	STEER UP
D-PAD DOWN	STEER DOWN
A BUTTON	FIRE

Access to these Virtual Worlds is achieved by entering the various portals situated throughout the reality levels. You are not armed. Here, the purpose of the game is to successfully steer your way through a series of obstacles and successfully reach the exit.

You lose a life if you crash and gain a bonus life if you hit the EXIT sign. In the Virtual Worlds at the end of each level (Cyber Run, Cyber Tube, Cyber War), you are armed.

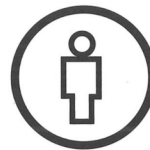
SCREEN DISPLAY



PICK-UPS

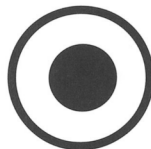


EXTRA LIFE



ENERGIZE

(Weapon will disintegrate enemies and suck in the particles and make the player invulnerable to enemy fire)



INCREASE
FIRE POWER

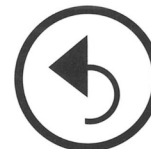


ROVER

Homes and closes in on enemies.



HOMING
BULLETS



REAR FIRING
BULLET



SMART BOMB



SCORE
MULTIPLIER



Any points gained by the player are multiplied by the number under the "X" before being added to the total score. This number is increased by collecting circles with numbers.



COMPACT DISKS

Increase Data Encryption Level. This is displayed by the side of the score. When the green section becomes illuminated the player morphs into his Virtual Cyber Suit. When wearing the Virtual Cyber Suit you can sustain more hits before you lose a life.

GAME BASICS

TWO PLAYER GAME

The Lawnmower Man has a simultaneous two player option. Angelo's weapons will not harm Carla and vice versa. If a player leaves the bottom of the screen, leaving the other player behind he or she will automatically disappear and reappear next to his or her partner without losing a life.

LOSING LIVES AND VIRTUAL CYBER SUITS

When you lose a life you explode and disintegrate. If you have any lives left, you will rematerialize from the top left if you are Player 1 and the top right if you are Player 2. When you gain a Virtual Cyber Suit, you will flash. When you lose a Virtual Cyber Suit, you will dematerialize and reform.

CREDIT SYSTEM

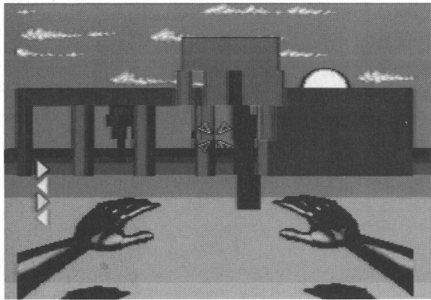
Each player starts with three lives. When these are lost the player may continue if he or she has any remaining credits.

LEVEL 1: SUBURBIA

Starting at Dr. Angelo's house, you make your way through Suburbia. Jobe has already entered Virtual Reality, and is using his own control panel to direct everything under his influence — both real people and manifestations of Virtual Reality — against you. Towards the end of Suburbia, you must hijack a helicopter to cross a broken bridge. In a two player game, both players must enter the helicopter. The first player on board can use his or her **D-Pad** to fly the helicopter. To access the helicopter, stand in front of the cockpit and press **D-Pad UP**. Be careful not to crash land as you will lose a life.

VIRTUAL WORLDS

There are many Virtual Reality portals (See Fig. 1) to be found throughout the level, each situated at a point where you can get no further in reality. The only way through is by entering Virtual Reality and successfully flying through to the exit portal on the other side of the obstacles.



Portal

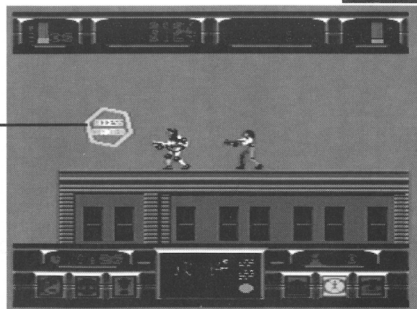


Figure 1

CYBER WAR

Certain Virtual Reality sections are Cyber War sections. You must fight your way through the nightmare of a Virtual World at war.

The ravaged landscape is populated by hostile battle chimps manning every stronghold they can find. Battle your way across this wasteland to reach the portal back into the real world. Press the **A Button** to fire your weapon.

The indicator on the left shows your health status. If you strike an obstacle, or are hit by an enemy here, you will lose health but will stay in the virtual world.

The indicator on the right adds a 'chimp' icon every time you destroy another enemy. This indicator will flash when you have destroyed all of the chimps at this emplacement and are about to move on to the next.

Failure to complete a Virtual World returns you to Reality and you also lose a life.

COMPUTER TERMINALS

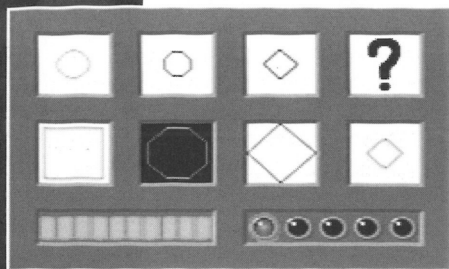


Figure 2

To log on to the terminal, press **D-Pad UP** when standing in front of them. An IQ test will then come up (See Fig. 2). Match one of the shapes on the bottom row to one of the ones on the top before the timer runs out to complete the test and destroy the terminal. There are five tests per terminal. Every terminal must be destroyed to complete the game fully.

At the end of the level you will come across Harley's Gas 'Er Up. Here, everything, including the gas pumps, is under Jobe's control. Once destroyed, a Virtual Reality portal will appear. Enter this to reach the next section: The Cyber Run. Enter the Cyber Run by jumping into the portal.

There are computer terminals hidden throughout the game. If decoded, these will supply extra power-ups.

LEVEL 2: THE CYBER RUN

In the Cyber Run, you will find yourself travelling at high speed through a cavernous Virtual World. Your task is to avoid the obstacles which appear in your path and combat the Virtual Enemies (known as Battle Chimps - See Fig. 3) which attack you. There are turbo rings (See Fig. 4) placed throughout the chamber. Fly through these to double your speed.

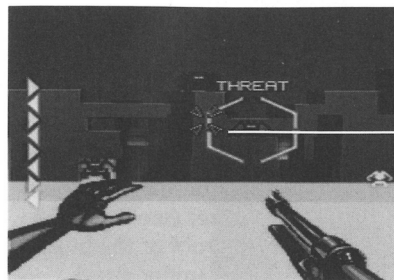


Figure 3

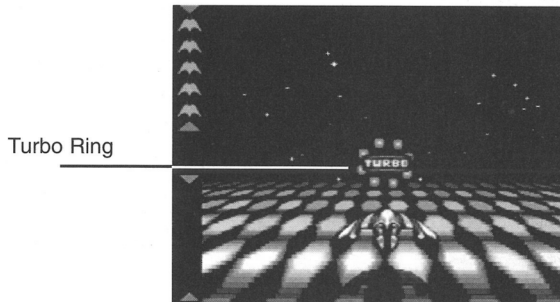


Figure 4

LEVEL 3: VSI WAREHOUSE

Start the level at the beginning of a huge warehouse owned by VSI. Your task is to make your way around a

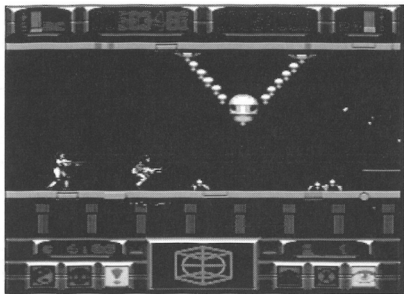


Figure 5

set of moving platforms while dodging fire from the guards and other more dangerous enemies. There are more Virtual Reality Portals and more computer terminals which must be destroyed. You

will also come across the Spider Walker (see Fig. 5). An elevator allows you access to the roof of the building. Once here, you will find yourself under attack from a helicopter. Back inside the building, make your way to the far side of the warehouse where you will find the Shop.

Each platform has a 'twin'. These 'twin' platforms can be identified by their identical symbols. They will always move in relation to each other. Platforms are moved by standing on them and pressing the **D-Pad** in the desired direction. Each platform has only one direction. If you cannot progress through the game due to a misplaced platform, return to the 'twin' platform and move it to its opposite position.

The VSI warehouse is equipped with an automatic system to prevent injury from long falls. If a player jumps off a high platform and falls, he will automatically dematerialize and rematerialize on the platform again without losing a life.

LEVEL 4: THE SHOP

This appears to be a normal office building at first glance – a large entrance hall with plush seating and pictures hung on the wall. You move past offices, shooting guards and various enemies (see Fig. 6). You must play an extended Virtual World to get to the top.

There are a number of enemies on this level:

- Psychic furniture rises from the floor and flies at you.
- A vending machine that shoots cans at Angelo and Carla.

There are also more Virtual Reality Portals and the last few computer terminals to be destroyed.

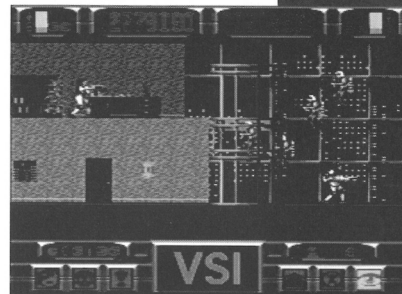


Figure 6

LEVEL 5: CYBER TUBE

In order to get to Jobe, you must de-activate the security lock. To do this, you must travel down the Cyber

Tube, a Virtual Reality Data Port. Enemies and obstacles must be shot or avoided. You can rotate the entire screen to travel around the edge of the tube. There are a number of different obstacles:

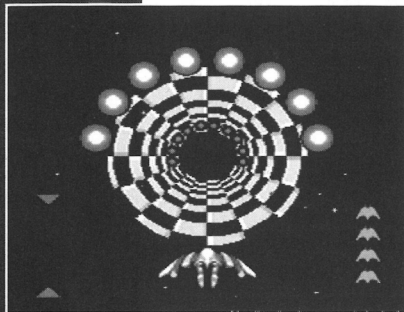


Figure 7

- Data Rings (See Fig. 7), steer to pass through the gap in these.
- The Virtual Causeway. Steer clear of the sides of this; striking them will decrease your energy.
- Occasionally, you will leave the port and travel through data space.

LEVEL 6: CYBER JOBE

This is a simultaneous two player Virtual section. Jobe is protecting his only means of escape from the VSI computer into the computer network — seven hexagonal portals.

These are colored green and read "Access Granted" when you arrive in Jobe's world. Jobe will attack you with fireballs, lasers and a number of other weapons, using more against you

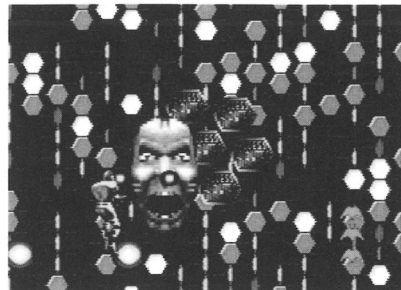
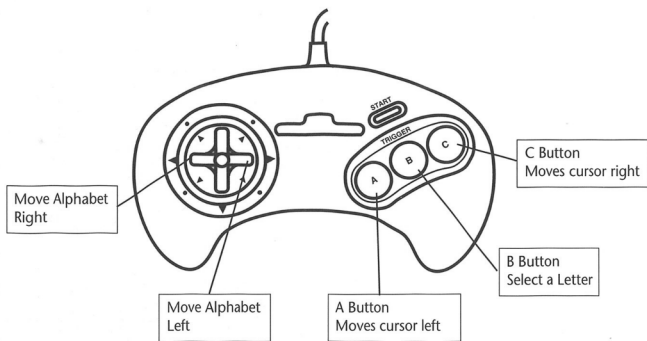


Figure 8

as he is defeated and more of the hexagons are changed. You must blast your way past Jobe to destroy the hexagons and change them to red "Access Denied" portals.

HIGH SCORE NAME ENTRY



Select **END** to complete entry.

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