PLAYERS GUIDE FOR
MACINTOSH CD ROM

THE LAWNMOWER MAN ™

SCi
SALES CURVE INTERACTIVE

SONY
ELECTRONIC
PUBLISHING™

If you experience any problems playing this game, telephone our technical support:-

USA - SCi (Sales Curve Interactive) Inc on (310) 577 1515 or 1-800 CYBERWR. Alternately, call Sony Electronic Publishing Company on (310) 449 2406

EUROPE - SCi (Sales Curve Interactive) Ltd on 44 (0) 1703 631826

THE LAWNMOWER MAN™
FROM
SALES CURVE INTERACTIVE

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Minimum System Requirements
MACINTOSH
68040 Processor or higher • 4 Meg RAM • CD-ROM Drive • 13-15" Color Monitor

A NOTE FROM THE PRODUCER OF THE LAWNMOWER MAN™ MOVIE.

When we embarked on the production of The Lawnmower Man™ we did not then realise that we were creating a film whose title would become generically used to describe the stunning visual effects that can now be created in Virtual Reality.

It was natural for us to have immediately applied the concept of these effects and fictional story of transition to and from Virtual Reality to the media of computer and video games. Through our partnership with The Sales Curve can now see clearly the increasing tie-ups between feature film and the wonderful new media of CD-ROM.

In "The Lawnmower Man 2™" we will take this concept even further. The film will actually be produced to incorporate effects designed for computer games, and I acknowledge, with thanks, the tremendous input of The Sales Curve.

We hope that, like us, you will be thrilled with this product and your appetite whetted further for "The Lawnmower Man 2™".

Edward Simons
Chairman
Allied Vision/The Big Red Trading Company

INTRODUCTION

The story so far...
Jobe, a simpleton who spends his hours cutting neighbourhood lawns, is used as a human guinea-pig by Dr Angelo and attains superhuman powers with the help of a unique Virtual Reality system. These powers, initially intended for peaceful purposes, are misused by "The Shop", a government agency financing Dr Angelo's experiments. Their intervention turns the initially passive Jobe into Cyberjobe, a highly destructive psychopath intent on taking over the world from within its computer networks.

The game: Cyberjobe has entered Virtual Reality within the world's computer networks and now seeks revenge against Dr Angelo for the injustice carried out against him. Using his new-found powers he manages to pull Dr Angelo, Carla and Peter with him into his V.R. domain. As Dr Angelo, push your gaming skills to the limit as you pit yourself, both mentally and physically against the ultimate in computer incarnations.

CYBERJOBE AWAITS YOU!

MACINTOSH LOADING INSTRUCTIONS

The Lawnmower Man™ requires no installation onto your Hard Drive. To play the game go to the MAC Desktop, insert the CD into your Drive.
After a few seconds, double-click on the 'LMM' Disc Icon that appears. Double-click on 'The Lawnmower Man™' Icon that appears in the window.

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CONFIGURING YOUR MACINTOSH

Virtual Memory
You will have to ensure that the Virtual Memory is turned **OFF**, to do this go into the Control Panel, choose Memory, and select **OFF** button

32-Bit Addressing
Also in the memory settings there should be an option called 32-Bit addressing, this will have to be turned **ON** for The Lawnmower Man™ to play.

Disk Cache
If you experience sound glitches or audio jumps during the game, then go into the Memory settings in the Control Panel and try changing the size of the Disk Cache. On some machines the cache needs to be set at its minimum of 32k, other machines require a higher cache size of 512k.

Keyboard
If you experience problems with the keyboard being sluggish or not responding during the game then changing the keyboard settings may help. To do this go into the Control Panel and choose Keyboard, you can now change the Key Repeat Rate and the Delay Until Repeat options. For best results the Key Repeat Rate should be one down from the fast setting and the Delay Until Repeat should be on the middle setting.

For Example:

Key Repeat Rate   Delay Until Repeat
○ ○ ○ ● ○   ○   ○ ● ○ ○
Slow   Fast   Off Long   Short

Colors
The game will only run in 256 color mode. To make this alteration go into the Control Panel and select Monitors. From here, select 'Colors' and '256'.

Please note
To make some of the above changes take effect, you will need to select RESTART from the SPECIAL menu.

QUICKSTART

If you wish to start playing the game as quickly as possible then:

1) Read the following section 'The Game' first and...

2) Refer to the 'Controls' sections as you reach each new part of Cyberjobe's Virtual Reality universe.

THE GAME

Following Dr Angelo's experiments, Jobe Smith the simpleton becomes a being of pure energy and strange powers. In Virtual Reality Jobe has a dual personality. This can manifest itself either as Cyberjobe or Big Red, the Virtual Reality incarnation of the killer lawnmowing machine.

Cyberjobe thinks he's been betrayed by Dr Angelo, Peter and Carla. In an insane fit of rage he drags Dr Angelo, Peter and Carla out of the Real World and into Virtual Reality.

In The Lawnmower Man™ game you take control of Dr Angelo as he battles through a bizarre Virtual Reality universe created by Cyberjobe. Dr Angelo must first rescue Carla and then Peter if he is to have any hope of escaping from Cyberjobe's universe.
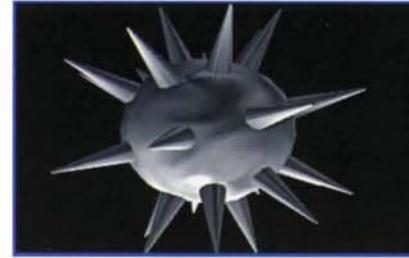
Cyberjobe has placed Carla and Peter in Cyberstasis Spheres which will terminally decay and kill them unless Dr Angelo can reach them in time and unlock their Cyberstasis Spheres with Decryption Units. While in Cyberjobe's universe, Dr Angelo must collect as many Decryption Units as possible to be sure of unlocking the Cyberstasis Spheres. Cyberjobe has placed the two Cyberstasis Spheres somewhere in his Virtual Reality universe.

Cyberjobe has filled his universe with copies of people from his memory. Not only are all of these out to stop Dr Angelo but also Cyberjobe himself enters the game and plays against Dr Angelo. However he doesn't want Dr Angelo to be defeated too soon. Before that he wants to see him suffer...

THE LAWNMOWER MAN™

Dr Lawrence Angelo developed equipment and techniques which allowed him to enter a world that existed inside computers - A Virtual Reality.

Dr Angelo used his Virtual Reality equipment on a simple man called Jobe, a man who mowed lawns for a living.

As Dr Angelo worked on Jobe, Jobe's intelligence started to increase. He built his own lawnmower which he called Big Red. He also started to see how people mistreated him, just because he was simple. Jake, who worked at the gas station picked on him and his landlord Father McKeen bullied him.

Jobe fell for the sexy Marnie. She couldn't believe that the new improved Jobe had been her lawnmower man and took no time in seducing him. Jobe was enthusiastic but inexperienced and eventually took Marnie for a joy ride in Virtual Reality. A ride which overloaded Marnie's mind and left her drooling, wide eyed and crazy.

Then Dr Angelo's techniques started to unlock hidden powers in Jobe. Powers which had existed in man for thousands of years, powers which conjurers and alchemists used in the distant past. Even when not in Virtual Reality Jobe found that strange things were happening to him. He could read peoples thoughts, move physical objects with his mind, create fire and illusions...

Meanwhile Dr Angelo's superiors at Virtual Space Industries, the research complex where he had his Virtual Reality equipment set up, were ordered by a government department known simply as The Shop to feed Jobe some 'Project Five Formula'. The Director of The Shop ordered Dr Timms at Virtual Space Industries to secretly use the Project Five Formula on Jobe.

Dr Angelo had previously tried the Project Five Formula out on a Virtual Reality enhanced chimp called Rosco. He found that this Formula made Rosco unstable and very aggressive.

Now the Director wanted to try out the Project Five Formula on a human...

Jobe's powers increased dramatically and a dark side of him surfaced. He became dangerous and started to wreak revenge on people who had hurt or taunted him in the past. He even used his lawnmower, Big Red, to kill the cruel father of a young boy he had befriended. This boy was Peter. Peter and Carla, his mother, had always been kind to Jobe.

The Shop sent in a team to grab Jobe. He'd become a very valuable weapon and they wanted to study him. Jobe accused Dr Angelo of betraying him and killed the Shop thugs when they came to get him. He turned them into swirling clouds of globules which dissipated to nothing.

Jobe then raced to the Virtual Space Industries where he intended to use the Virtual Reality equipment to leave his body and enter Virtual Reality as pure information. Jobe saw this as the final stage of his evolution. He would become a god and if he entered Virtual Reality he would have access to every computer, every network, every database in the world. His birth cry would be the sound of every phone on the planet ringing...

Dr Angelo, assisted by Carla and Peter, attempted to stop Jobe, but were too late. Jobe managed to break into Virtual Space Industries and connect himself to the main computer system.

Jobe's body withered as he projected himself into Virtual Reality and became the most powerful virtual being ever created: CYBERJOBE.
Breaking out of the Virtual Space Industries' computer, Cyberjobe transferred himself into the computer networks of the world where he now resides, waiting for the chance to get even with Dr Angelo...

CYBERJOBE

As a being of pure energy, time passes differently for Cyberjobe. A nanosecond (0.000000001 of a second) seems to last for minutes or hours. As the nanoseconds pass the pain which accompanied Cyberjobe's entry into the world's computer network becomes bearable. He creates his own private universe and fills it with copies of people from his memory and from the memories of people whose minds he's read.

In his own domain Cyberjobe is all powerful. However, this power is not tempered by wisdom. If he is indeed some sort of god then he's an insane child god.

Cyberjobe rages at the man, woman and child who he believed betrayed him and forced him into this Virtual World of pain and confusion. He turns his attention outwards, towards the real world. He locates Dr Angelo, Carla and Peter...

Then Cyberjobe calls on his new power...

Less than a second has passed since he first entered the world's computer network.

CONTROLS

Introduction

Q or Arrow Keys	UP
A or Arrow Keys	DOWN
O or Arrow Keys	LEFT
P or Arrow Keys	RIGHT
ENTER	FIRE
SPACE	FIRE
ESC	ESCAPE (Quit back to Desktop)

To identify which section of The Lawnmower Man™ Game you are playing refer to the still which accompanies each of the control instructions. Most of the sections occur more than once, though with variations.

1 - LEDGE OF DARKNESS
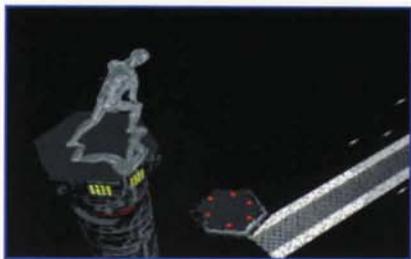
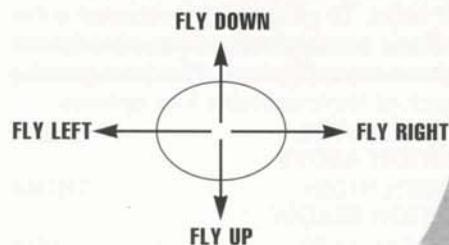
Jump from pillar to pillar to platform.

Press UP to jump from pillar to pillar.

Press UP to jump over obstacles.

Press DOWN to slide and avoid the bad guys.

In this section timing is everything.

2 - CYBER BOOGIE

FLY DOWN

**FLY LEFT** ← → **FLY RIGHT**

FLY UP

FIRE: SHOOT VASERS (VIRTUAL PULSE LASERS)

Fly through the tunnels avoiding contact with the walls. Fly around sections of wall which jut in from the sides of the tunnel. Shoot out the snapping jaw doors. Look out for sharp turns.

Watch the screen for head up indicators (displayed at the top of the screen) which tell you which way to turn.

The Vasers take a little while to recharge once they've been fired so make sure you are careful to fire at the correct time. You only get one shot at a time. The on-screen indicator will tell you when your Vasers are recharged.

Soundtrack composed and performed by Steve Hillage.

3 - CRACKIN' THE CODE
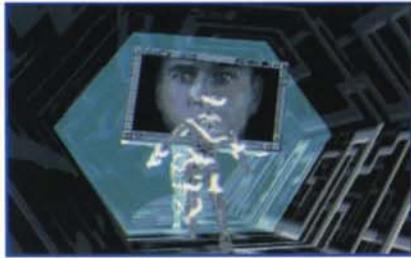
Some doors are sealed with coded locks. To gain access you must solve the code you are presented with. These codes take the form of 'odd one out' puzzles. There are four of these on each door. The four puzzles appear alongside each other and each of these contains four options.

UP   -   HIGHLIGHT OPTION ABOVE

DOWN   -   HIGHLIGHT OPTION BELOW

FIRE   -   SELECT OPTION AND MOVE TO NEXT PUZZLE

If your answers are all correct, access will be granted once you have selected four codes. If one or more of your answers are wrong then you will have to try again.

You will be given three chances to select successfully but don't take too long because Big Red is on the way...

4 - TUNE IN

In this section you have control of a Virtual Keyboard. A tune plays and you must repeat it exactly to move on.

LEFT   -   HIGHLIGHT KEY TO THE LEFT

RIGHT   -   HIGHLIGHT KEY TO THE RIGHT

FIRE   -   PLAY KEY

You will have three chances to get it right.

5 - PATH TO FREEDOM

You are on a pillar at one side of a circuit board. Three tracks lead away from you, one to safety and two to an electrical death. To cross the circuit board safely you will have to study the layout and components carefully. Use your controls to move around the circuit board for a closer look.

Once you have decided which of the three possible routes is correct move either to the left side of the board, the centre of the board or to the right of the board. Then press FIRE. You will fly down the LEFT, CENTRE or RIGHT track.

Don't take too long to decide what to do...

UP, DOWN, LEFT AND RIGHT   -   MOVE AROUND THE CIRCUIT BOARD
FIRE   -   FLY DOWN A TRACK

6 - ACCESS DENIED

To open the sealed door in front of you, you must guide a robot around a hidden room, collecting door keys as it goes.

There is a screen floating in front of you showing a view of the hidden room. Now press FIRE to flip the screen over. On the reverse of the screen there are four arrows. Use LEFT, RIGHT, UP and DOWN to move the robot one square in those directions. At any time FIRE will flip the screen back over so you can monitor your progress.

To collect a key, pass the robot over it. As each key is collected a new one appears in the room until you have collected enough to open the door.

Once you have collected all the keys you will be granted access.

Don't take too long...

7 - INTO THE VOID

You must get safely to the other side of the Vortex Bridge without stepping onto the same tile as the invisible Dr Timms. Each time you move forward one tile the invisible Dr Timms moves one tile, towards you. If you step onto the same tile as Dr Timms you will be destroyed.

Use UP, DOWN, LEFT and RIGHT to choose which square you wish to move to. Press FIRE to move.

8 - BREAKING THROUGH

While facing Father Mckeen, you will both be equipped with a cannon. There is an invisible wall between yourself and Father McKeen and in this wall there is a single hole. You and Father McKeen take turns firing at each other, trying to get your shell to pass through the hole and hit your opponent.

A control pad will appear on screen showing possible elevations for the barrel of your gun. Use UP, DOWN, LEFT and RIGHT to highlight the icon which shows what you believe to be the correct angle of elevation.

Press FIRE to fire your Cannon. Watch carefully what happens when your shell hits the wall...

9 - LEAP OF FAITH

You are at the top of a slide which may lead to your doom if you don't time your jump correctly. Leap onto the slide so that you slide safely through the snapping jaws below.

Press FIRE to leap.

10 - THE STING

The maze contains deadly Cyberbees. You must guide them to their doom so that you can pass safely. There are three coloured icons alongside the maze (and an OK icon). These correspond to similarly coloured doors within the maze. As each icon is activated its corresponding doors open or close.

Use UP and DOWN to highlight an icon and use FIRE to select it. As it is selected, its doors will all open or close (open ones close, closed ones open).

When you are satisfied that you have oriented the doors correctly to send the Cyberbees to their deaths, select the OK icon and the bees will be guided into the maze.

Of course, if you choose incorrectly the Cyberbees will be released...

11 - SPIN OUT

Use LEFT, RIGHT, UP and DOWN to rotate the cube.

You must solve this final puzzle to progress to the next level.

Don't make any mistakes...

12 - GLORY ROAD

Save Peter! There's a way to reverse the direction in which the conveyor belts are travelling, but you'll have to be both brave and quick to do it. Once you've reversed the direction of the belts you must leap to Peter's rescue.

Press UP to jump in the direction you're facing.

CHARACTERS

Dr Lawrence Angelo

Researcher at Virtual Space Industries.

Real World

Virtual World

Jobe Smith - Cyberjobe

The Lawnmower Man™.

Real World

Virtual World

Peter Parkette

Friend of Dr Angelo and Jobe.

Real World

Virtual World

Carla Parkette

Peter's mother and friend of Dr Angelo.

Real World

Virtual World

Rosco

Chimpanzee with enhanced intelligence.

Real World

Virtual World

Dr Frederick Timms

Project Supervisor and Government liaison at Virtual Space Industries.

Real World

Virtual World

The Director

Runs a secret Government department known as 'The Shop'.

Real World

Virtual World

Father McKeen

Jobe's evil landlord.

Real World

Virtual World

Jake Simpson

Works at the only gas station in town.

Real World

Virtual World

STEVE HILLAGE - BIOGRAPHY
"THE ENTITY" IS THE SOUNDTRACK TO "CYBERBOOGIE"

Steve Hillage first came to prominence as a young guitarist in the 1970's with the Psychedelic band Gong, and went on to greater success as a solo artist. As well as developing a unique set of guitar sounds and keyboard effects, together with his long-term partner Miquette Giraudy, he also became excited with the development of personal computers and the finer aspects of recording productions. After spending most of the 80's developing a solid reputation as a Record Producer, with several international hits including Simple Minds "Sons and Fascination", he re-emerged as an artist in 1990. He is also seen as one of the pioneers of ambient dance music, most notably with his own project System 7 and as a collaborator with The Orb.

Together with Miquette, he also developed his activities to incorporate film soundtracks, most notably with work on the award winning French produced feature films "URGA" (1991) and "L'enfant Lion" (1993). Being already a fan of "The Lawnmower Man™" film, he seemed a natural choice to provide music for this CD-ROM game. As someone who has been involved for many years with high technology, he feels that we are at the start of a whole new art-form of integrated digital music, sound, visuals and graphics.

CREDITS

Producer	**Rob Henderson**
Executive Producer	**Jane Cavanagh**
Director & Original Script	**Fergus Mc Neill**
Additional Scripting and Storyboard	**Mark Eyles**
Incidental Music	**Fergus Mc Neill**

Soundtrack "The Entity" composed and performed by Steve Hillage in section entitled 'Cyber Boogie'

Visualisation Engineers	**Bob Plested, Glenn Broadway Virgil Manning, Russ Dunham.**
Production Design	**Clement Chambers**
Playback Engineers	**John Chasey, Jon "JBM" Mullins**
Development System	**John Chasey**
On Line Production Manager	**Michael Hodges**
Publicity	**James Beaven, Colin Brown.**
Testing	**Chris Lipscombe, Matt Sansam, Michael Wolliston, Ben Gunstone, Adrian Moore.**
Budget Control	**David Crump, Mark Hancox, Ruth Cassidy,Bhanu Patel.**
Artwork/Manual Design	**The Producers, Kee Scott Associates.**
Artwork Co-ordinators	**Peter Eley, Nicky Pancoust, Colin Brown.**
Administration	**Katie Blundell**

Cyberjobe appears courtesy of Angel Studios
Special thanks to:
Edward Simons, Peter McRae, Catherine, Sophie and Jackie at Allied Vision, Mike Limber, Lisa Sontag and everyone else at Angel Studios, Connie Booth, Randy Thier and Melanie at SEPC. Derek dela Fuente, Andy Butcher, Freehand, Adris and Wavefront UK.