# JONES
## in the Fast Lane

My name is **Jones**, and I'd like you to meet my beautiful family. We may not be rich or famous, but at least we're honest and hardworking. This game is the result of our self-sacrifice and personal torment. The children have gone without Nintendos, Mrs. Jones hasn't bought hosiery in five years and I've coded by candlelight so that YOU would have a game to play. We don't ask You to look up the 4th letter of the 12th word on the 20th line of the 8th paragraph on the 15th page, or force you to insert anything floppy into your drive, but we BEG you not to take advantage of our good nature. DON'T pirate our game. Please. Support us with your software dollars and we'll make sure there are always games, sunshine and good times for you. Deprive us of our support, distribute our game without regard for our toil, and watch my family and me shrivel up and blow away, empty husks rolling across a barren desert of abandoned software shelves.

### LIMITED WARRANTY NOTICE

Sierra On-Line, Inc. wants your continued business. If you fill out the enclosed product registration card and return it to us, you are covered by our warranty. If your software should fail within 90 days of purchase, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose $5 for 5.25" disks (or $10 for 3.5" disks) and return the software directly to us. Sorry, without the registration card you are not covered by the warranty. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

### COPYRIGHT NOTICE

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# CREDITS

**Executive Producer**
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# WELCOME!

The following manual and the enclosed reference
card contain the bare-bones information you'll
need to play *Jones in the Fast Lane*. We think
you'll find that the game is fairly straightforward,
so we didn't want to bore you with pages and
pages of documentation telling you a lot of things
you can find out just by playing. Of course, if you
have any problems, you'll find our Customer
Support department is always willing to help out.
See the section titled *Technical Help* on page **8**
for phone numbers and addresses.

# How to Read this Manual

Throughout this manual we will use the following ways of representing information:
MENU COMMANDS will be CAPITALIZED.
Example: SAVE, RESTORE, QUIT
**Typed commands** will appear as **bold type.**
Example: 'type **cd \sierra**'
Portions of the command line not meant to be typed will <u>not</u> appear in bold type. For example, in the line 'type **cd \sierra**', 'type' should <u>not</u> be typed.
[Keystrokes] will appear in brackets setting them off from the surrounding text.
Example: [Spacebar], [Tab], [PageUp]
The brackets are not keystrokes and should <u>not</u> be typed.
Two or more keys that should be pressed at the same time will be separated by a hyphen (-). This hyphen is not a keystroke, and should <u>not</u> be typed.
Example: 'Press [Ctrl-I] to view your inventory.'
If a space appears between parts of a command, it is meant to be typed.
Example: 'type **cd \sierra**' (the space between **cd** and **\sierra** <u>should</u> be typed as part of the command)
The term 'diskette' is used to refer to either 3.5" or 5.25" data storage disks.

## <u>ALL SYSTEMS</u>: Getting Started

### Make Back-ups
It is always advisable to make back-up copies of your master program diskettes to increase the life of the masters and guard against accidents. Follow your computer's instructions to make copies of all game diskettes.

### About the Drivers Disk
When installing your program, you may be prompted to insert a 'Drivers' disk. If you receive this prompt, please examine your disks, insert the disk marked 'Drivers' and press [ENTER] so that the appropriate drivers will be loaded. Some games do not include a separate 'Drivers' disk.

## <u>MS-DOS</u>
### INSTALLING THE GAME
**1**. Place the back-up copy you have made of Disk 1 into your diskette drive.

**2**. Type the letter of the disk drive you have placed the disk into followed by a colon (for example: **a:**), and press [ENTER].

**3**. Type **install** and press [ENTER].

**4**. Answer the onscreen questions using the up and down [Arrow] keys to highlight your selections, then press [ENTER] to select.

**5**. You will be asked if you wish to install the game on your hard disk. If you do *not* wish the game to be installed on your hard disk, press [ESC] to skip this step. If you want to install the game on your hard disk, enter the letter designation of your hard disk (usually C) and follow the prompts.

**PLEASE NOTE: Even if you install to a hard disk, the install procedure will write a file named RESOURCE.CFG to Disk 1. For the installation to be completed correctly, DISK 1 MUST NOT BE WRITE PROTECTED. No other files on Disk 1 are written or changed by the install command.**

## LOADING INSTRUCTIONS

After completing the INSTALL procedure:

**From diskettes**:

**1**. Place Disk 1 into a diskette drive.

**2**. Type the name of the drive (example **a:**) and press [ENTER].

**3**. Type **sierra** and press [ENTER].

**From hard disk:**

**1**. From your root directory, type **cd \sierra** and press [ENTER].

**2**. Type **jones** and press [ENTER].

**Bypassing the Opening Credits**

If you've already viewed the opening cartoon and credits, press [ENTER] or click with the mouse at any time during the opening sequence to bypass it entirely. The game will begin at the character selection screen.

**Using the Keyboard**

*Jones in the Fast Lane* is primarily a mouse based game, although it is possible to play the game using the cursor [Arrow] keys, the numeric keypad or the joystick. For the remainder of this manual (for the sake of simplicity) all instructions will refer to 'pointing and clicking' to achieve desired results.

The keyboard alternative to 'pointing and clicking' is as follows: **Using the [Arrow] keys, place the cursor on the specified area of the screen and press [ENTER].**

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Using a joystick, move the cursor to the specified place on the screen and press the fire button.

# MENUS

At the top of the screen is a menu bar containing several menus that can be opened to show the command choices available to you. To utilize these menus using your keyboard or mouse, follow the instructions below. Quick keys for these commands can be found on your reference card, included in this package.

### Using the Keyboard in Menus

Press [ESC] to activate the menu bar. Use the left and right [Arrow] keys to open a menu, and the up and down [Arrow] keys to highlight items within a menu.
Press [ENTER] to select a highlighted command.
Press [ESC] to return to the game without choosing a command.

### Using the Mouse in Menus

Move the arrow to the menu name, then click and hold the left mouse button to open the menu. Drag the mouse to the command you want to select. Release the mouse to execute the command you have selected.

## Saving Your Game

You can save your game from almost any location by pressing [**F5**] or by choosing SAVE GAME from the Game menu. Unless you press [**Ctrl-Y**] to assign a specific drive and/or directory, the game will be saved automatically to the current drive and directory. Only one game at a time may be saved.

**Note**: If you will be playing from floppy diskettes, you may want to format a blank diskette for saving games. Follow your computer's instructions to format a blank diskette and keep it handy for saving your game as you play.

### Restoring Your Game

You can restore your most recently saved game from most locations by pressing [**F7**], or by choosing RESTORE GAME from the Game menu.

### Quitting Your Game

You can quit *Jones in the Fast Lane* from most locations by pressing [**Ctrl-Q**], or by choosing QUIT from the Game menu. The program will return you to the DOS prompt.

## Restarting Your Game

To restart *Jones in the Fast Lane* from most locations, press [**F9**], or choose RESTART from the Game menu. The game will begin again at the title screen.

## A FEW NEAT KEYS:

[**F1**]Help
[**F2**]Toggle music on/off
[**F3**]Toggle sound effects on/off
[**F4**] (or right mouse button)View Statistics Screen
[**F5**]Save Game
[**F6**] (or middle mouse button)View Goals Screen
[**F7**]Restore (saved) Game
[**F8**]Toggle non-essential messages on/off
[**F9**]Restart Game (from beginning)
[**F10**]About *Jones in the Fast Lane*
[**ESC**]Pause Game
[**Ctrl-Z**]Delete current player
[**Ctrl-Q**]Quit Game
[**Ctrl-R**]Adjust reading speed
[**Ctrl-S**]Adjust Speed
[**Ctrl-V**]Adjust Volume
[**Ctrl-Y**]Set Save Directory
**Note**: Equivalents to multi-button mouse commands are:
Shift + Left mouse button = right mouse button
Ctrl + Left mouse button = middle mouse button

# PROBLEM DISK?

**Technical Help (MS DOS Only)**
If you are having problems with a game disk, try these suggestions before assuming the disk is faulty:
If you receive any of the following messages:
**1.** 'Insert Disk (#)' when you have already inserted that diskette, or have installed the game on your hard disk
**2.** 'Out of Handles' or 'Out of Heap', or if the game locks up at any point
**3.** 'Disk Error'
you may have memory resident programs loaded into your RAM memory. You will need to boot your system from a diskette containing your operating system only.
Follow these instructions to create a 'Sierra Boot Disk':

## FORMATTING FROM A HARD DRIVE
Format a blank disk with DOS system files (using /s) to make a bootable disk:
A) Place a blank disk in drive a:
B) At the C prompt, type **format a:/s**
NOTE: If your A: drive is a high density drive and you are using double density disks, you will need to type **format a:/4/s** (for 5.25" disks) *or* type **format a:/n:9/s** (for 3.5" disks)

## FORMATTING FROM A DISKETTE DRIVE
A) Place your original DOS disk in drive a:.
B) At the A prompt, type **format a:/s** (be sure to switch to a blank disk when prompted by the FORMAT program.) NOTE: If your A: drive is a high density drive and you are using double density disks, you will need to type **format a:/4/s** (for 5.25" disks) *or* type **format a:/n:9**/s (for 3.5" disks)
C) Press [ENTER]
D) Respond to DOS prompts.
Now you should create a **CONFIG.SYS** file on your Sierra Boot Disk, with a files=20 statement. Follow these instructions to create this file:
A) Type **a:**[ENTER]
B) Type **copy con config.sys**[ENTER]
C) Type **files=20** [ENTER]
D) Press [F6]       [ENTER]

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You should see the message: '1 File(s) copied'. You will now have to re-boot your computer with your new Sierra Boot Disk in the drive. Turn your computer off then on, or press [Ctrl-Alt-Del].

If this does not clear the above messages, call **(209) 683-8989** for technical help. Our technical staff will be happy to help you.


If you have a modem, you can talk to the Sierra Bulletin Board through the following number:

**(209) 683-4463**

Our settings are 300, 1200 or 2400 Baud; 8 Data; N Parity; 1 Stop Bit. Our sysop will be happy to help you.

If you choose to write to us with your request, please state your computer type and the nature of your problem.


## DISK REPLACEMENT POLICY


If you find that you need to send for replacement diskettes, send the original disk 1 in the size you need (3.5" or 5.25") to:

**Sierra On-Line**
**P.O. Box 485**
**Coarsegold, CA 93614**
**Attention: RETURNS**


Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5").

We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $5.00 charge for 5.25" diskettes, and a $10.00 charge for 3.5" diskettes.

# SIERRA®