



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.



SIERRA CD DOCUMENTATION

CONTENTS

Credits	2
Welcome	3
How to Read this Manual	4
Installation Procedure for MS-DOS	5
Installation Procedure for Multimedia Windows (MPC)	7
Menus	10
A Few Neat Keys	12
Technical Help	13
Need a Hint?	14
Compact Disc Replacement Policy	17

ACTORS

Bob Ballew
Mark Crowe
George Esparza
Robert E. Heitman
Liz Jacobs
Eric Kasner
Josh Mandel
Harry McLaughlin
Tara Ryan
Jennifer Shontz
William D. Skirvin
Sharon Smith
Polly Starkey
Bill Stoneham
Willis Wong

CREDITS

Executive Producer

Ken Williams

Creative Director

Bill Davis

Producer

Guruka Singh Khalsa

Lead Programmer

Warren Schwader

Artists

Jim Larsen • Andy Hoyos

Composer

Ken Allen

Based on an Original Design by:

Meredith Whaley • Christopher Whaley
Robert Whaley • Kelly Walker

Additional Artists

Mike Milo • Dave Williardson • Calvin Patton

Additional Programmers

Sol Ackerman • David Slayback

Development System

Jeff Stephenson • Robert E. Heitman • Pablo Ghenis
Corey Cole • Dan Foy • John Rettig • John Hartin
Larry Scott • Eric Hart • J. Mark Hood

Sound Effects

Ken Allen

Dialogue

Josh Mandel • Sol Ackerman • Warren Schwader

Documentation written by

Marti McKenna

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 13 for phone numbers and addresses.



How to Read this Manual

We will use the following ways of representing information in this manual:

- » 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 not appear in bold type.

Example: "type **cd \sierra**" ("type" should not be typed.)

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** should be typed as part of the command)

- » [Keystrokes] will appear in brackets setting them off from the surrounding text.

Example: [Spacebar], [Tab], [PageUp]

The brackets are not keystrokes and should not 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 not be typed.

Example: "Press [Ctrl-I] to view your inventory."

MS-DOS INSTALLATION

There are two ways to play this game: you can play directly from the CD or you can create an install file on your hard disk or floppy disk. In order to save games, you **must** create an install file. Saving games is like using a bookmark; it allows you to stop playing without losing your place in the game. Next time you play the game, you can continue from where you left off. We recommend installing your game to allow you to do this.

Playing directly from the CD

To play the game directly from the CD, you will need to follow the instructions contained in a README file on the CD.

To view the README file, insert the CD into your CD-ROM drive. Type the letter of the CD-ROM drive you have placed the disc into followed by a colon (for example: **e:**), and press [ENTER].

Type **readme** and press [ENTER].

Playing with an Install File (recommended)

To play the game using an install file, you will need to run the INSTALL program.

This program will create an install file using either a hard disk or a floppy disk.

Running the INSTALL program saves your sound configuration in the install file.

Also, once you have installed the game, you will be able to save your game in progress on the floppy or hard disk containing the install file.

To run the INSTALL program:

1. Insert the CD into the CD-ROM drive.
2. Type the letter of the CD-ROM drive you have placed the disc into followed by a colon (for example: **e:**), and press [ENTER].
3. Type **install** and press [ENTER].
Follow the instructions of the INSTALL program.

To run the game using the install file:

1. Place your CD game disc into your CD-ROM drive.
2. Type the name of the drive you installed the game to (for example: **c:**) and press [ENTER].
Note: If you installed to a floppy disk, you will need to place that disk in the drive.
3. Type **cd \sierra** and press [ENTER].
4. Type **jones** and press [ENTER].

Installation Procedure for Multimedia Windows (MPC)

From the CD (if there is no SETUP floppy in your game package)

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard mode or Extended mode.
This is usually done by typing **win /s** or **win /3**, but may be different for your installation.
3. Select "Run" from the "File" menu.
4. Type **x:setup** where "x" is the drive letter of your CD-ROM drive. Press [ENTER] or click "OK".
5. The setup program will now run automatically. It will ask whether you wish to output background music for a base-level or for an extended synthesizer (see page 8). It will then set up a program group and program icon so that you may play the game.

From the SETUP floppy (if there is one in your game package)

1. Insert the game CD into the CD-ROM drive.
2. Insert the Setup diskette into the a: drive (or b: drive).
3. Invoke Windows in Standard mode or Extended mode.
This is usually done by typing **win /s** or **win /3**, but may be

different for your installation.

4. Select "Run" from the "File" menu.
5. Type **a:setup** (or **b:setup**) and press [ENTER] or click "OK".
6. The setup program will now run automatically. It will suggest a directory for installation but allow you to change it if you wish. It will ask you to enter the drive letter of your CD-ROM drive. It will ask whether you wish to output background music for a base-level or for an extended synthesizer (see below). It will then copy the required files to your hard disk and set up a program group and program icon so that you may play the game.

Note about synthesizers

Multimedia Windows defines two types of synthesizers: "base-level" which includes three melodic channels and one percussive channel, and "extended" which includes nine melodic channels and one percussive channel (only if you have selected the Extended synthesizer). You may wish to reference the Windows Help menu in the control panel. Use the Index to find help on changing your MIDI setup.

The channel assignments are 13 through 16 for Base-level synthesizers and 1 through 10 for Extended synthesizers. You may configure the system depending upon the type of sound equipment installed by using the MIDI Mapper in the control panel.

Sierra's games can play music for either of these configurations. The installation procedure allows you to choose which is appropriate for your system. If you don't know what type of synthesizer you have, just click on "OK" to continue.

If you have an Adlib Soundblaster, Pro Audio Spectrum or Thunderboard, select the Base-level synthesizer

If you have a Roland MT-32, LAPC-I or CM-32L, select the Extended synthesizer.

To run the game

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard mode or Extended mode. This is usually done by typing **win /s** or **win /3**, but may be different for your installation.
3. Double-click on the "Sierra" group if it is not already open.
4. Double-click on the game icon.

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].**

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 page 12.

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.

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.

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.

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 <i>Jones in the Fast Lane</i>
[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

Technical Help

Technical assistance is only a telephone call away. Call (209) 683-8989 for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type, the nature of your problem, and any other information you feel will be helpful, and send to:

Sierra On-Line, Inc., P.O. Box 800, Coarsegold, CA 93614-0800

You may also fax a description of your problem. Include a return phone number and one of our representatives will call you. **Our fax number is (209) 683-3633.**

ATTENTION U.K. CUSTOMERS: To better serve our European customers, Sierra On-Line now has an office in England. This office can provide customer support for all of your Sierra On-Line products. From disk replacements to technical problems, the Sierra U.K. office is anxious to help you get the most from your Sierra software. **The Customer Support phone number is [0734] 303171.** The address is:

Sierra On-Line Limited

Unit 2, Theale Technology Centre, Station Road

Theale, Berkshire, U.K. RG7 4AA

If you're stuck in a Sierra game, the U.K. office can provide hints to help you out. **The hint line phone number is [0734] 304004.** If you have a modem, the Sierra U.K. Bulletin Board Service (BBS) can also be great source of hints and other information. **The Sierra U.K. BBS telephone number is [0734] 304227.**

NEED A HINT?

If you find yourself "a little stuck" while playing a Sierra game, try the following ideas:

1. 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 Bits; No Parity; 1 Stop Bit.
Once you are logged in, follow the menus.**

2. Many other bulletin boards also provide hints to many of our games. For more information on these BBS lines, you can call these toll-free numbers:

CompuServe (800) 848-8199

Prodigy (800) 822-6922

PCLink (800) 827-8532

America Online (800) 827-6364

GEnie (800) 638-9636

3. *InterAction* magazine and *Questbuster's Journal* are helpful sources of many game hints.

4. Your local software dealer may carry our hint books, or may be willing to order them for you.

5. If you are unable to obtain a hint book through a dealer, you can order one directly from us. Call (800) 326-6654 to place your order with a Visa, MasterCard, American Express, or Discover card, or write:

Sierra On-Line, Inc.

Order Department

P.O. Box 978

Oakhurst, CA 93644-9899

6. Call our automated hint line at (900) 370-KLUE to receive a hint.
NOTE: California residents please dial (900) 370-5113.

This service is available 24 hours a day. The charges are: 75 cents for the first minute and 50 cents for each additional minute. If you are under 18 years of age, you must have a parent's permission to call. The contents of all messages are solely the responsibility of Sierra On-Line. Hints will not be given to you on other Sierra telephone lines.

7. Write a letter to:

Sierra Hint Department

P.O. Box 200

Coarsegold, CA 93614-0200

IT IS ILLEGAL TO MAKE UNAUTHORIZED COPIES OF THIS SOFTWARE

This software is protected under federal copyright law. It is illegal to make or distribute copies of this software except to make a backup copy for archival purposes only. Duplication of this software for any other reason including for sale, loan, rental or gift is a federal crime. Penalties include fines of as much as \$50,000 and jail terms of up to five years.



as a member of the Software Publishers Association (SPA), supports the industry's effort to fight the illegal copying of personal computer software.

Report copyright violations to: **Software Publishers Association, 1101 Connecticut Avenue NW, Suite 901, Washington, DC 20036**

COPYRIGHT NOTICE

This manual, and the software described in this manual, are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated or reduced to any electronic medium or machine-readable form without the prior written consent of Sierra On-Line, Inc., Coarsegold, CA 93614.

Compact Disc Replacement Policy

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 \$10.00 charge.

**Sierra On-Line, Inc.
Attn: Returns
P.O. Box 485
Coarsegold, CA 93614**



TM designates trademark of Sierra On-Line, Inc.
[®] is registered trademark of Sierra On-Line, Inc.
© Sierra On-Line, Inc., 1992. All rights are reserved. Printed in the U.S.A.