

### STRATEGY TIPS:

- For the first few weeks, concentrate on building up your finances. Only with a healthy bank account can you afford to eat and go to school.
- Don't forget to eat during every turn, or you'll get weak and lose time.
- To earn money, visit Acne Employment and get a job. Entry level jobs (cook, janitor, etc.) are easy to get -- if there aren't any openings, be sure to check again next week.
- Improve your education to get a better job.
- Relax from time to time to avoid burn-out.
- Rent is due and payable at the Rent Office every 4 weeks, so plan ahead. If you can't pay your rent on time, your wages will be garnished, costing you more in the long run.
- Carrying too much cash can be dangerous. There's a thief in your neighborhood, and he knows when to hit you!
- If you run dangerously low on funds, apply for a loan. If your credit's no good, consider pawning your stereo or T.V. at the Pawn Shop. When all else fails, buy a few lottery tickets at Black's Market.
- Remember, world events impact everything from employment to the price of hamburgers. Read the newspaper and stay informed about the economy.

### HOW TO BUILD UP GOAL POINTS:

**CAREER** - Work often to prove your good work habits and always apply for promotion at the Employment Office.

**HAPPINESS** - Buy luxury items like a stereo or hot tub, when you can afford it. Do nice things for yourself; take in a show, have a chocolate shake, or relax.

**EDUCATION** - Your educational points depend on the number of units of study you've taken at High-Tech U. Attend college whenever you can.

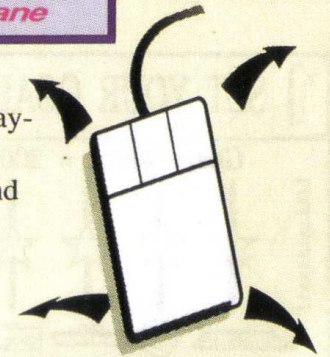
**MONEY** - Your money points are directly related to your net worth. This includes cash, savings account, investments, and the value of any goods you own.

# JONES

in the *Fast Lane*

### THE MOUSE:

This is your mouse. You'll use it a lot while playing *JONES*. Moving the mouse will cause the arrow on your screen to move around. Point and press the left button to move to a place, or to select an option from a list.



### HOW TO PLAY:

After each player has set his goals, it's time to set about achieving them. You'll start the game with \$200, no savings, no education and no job.

Each turn is one week, which is over when the clock located at the bottom of your screen shows that your time is up. During each turn, you should do what you can toward accomplishing your goals (examples: Eat, get a job, go to school, go to work).



GOALS: Someone once said, "He who dies with the most toys wins". In *JONES*, you get to decide what's important by setting your own goals:



HAPPINESS



CAREER



MONEY



EDUCATION

Decide which of these is most important to you, or set them all equally — it's up to you! Use your mouse to set each goal by pointing to the star above each goal, and holding down the mouse button as you move the star.

**GAME PLAYING TIME:**

When setting your Goals, the total number of points is shown at the top of the screen. The higher your goal points, the longer the game. Use this as a guideline:



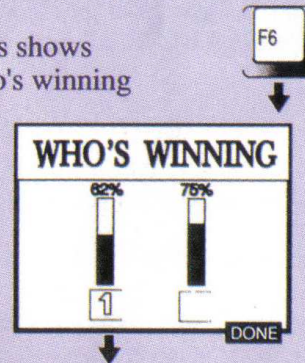
Approximate Playing Time.....	Total Goal Points
30 min.	40
60 min.	90
2 hrs.	120
4 hrs.	160

Not all players have to aim for the same number of points. Setting points higher makes the game more difficult, setting them lower make the game easier.

**TO FIND OUT HOW YOU'RE DOING:**

**WHO'S WINNING**

This shows who's winning

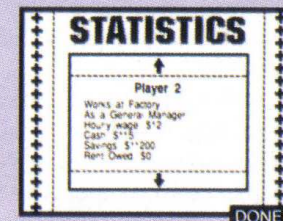


Click here to get this



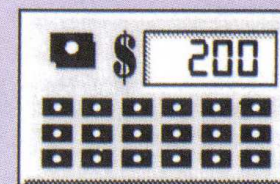
This shows your progress toward each of your goals.

**STATISTICS**



This shows your education, your possessions, your investments, and how your career is presently going.

**YOUR MONEY**



This appears on your screen whenever you can spend or earn money. The amount shown tells you how much cash you have.