TRY ME!

I'm a starter system IBMPCjr

This setup represents how the IBM PCjr was first designed and marketed to consumers:
A small, friendly personal computer you could hook up to your television set in the living room or den, and sit on the couch thanks to the wireless keyboard. BASIC is built-in, and a BASIC tutorial came with the system. It can even use cartridges, like an 8-bit computer or gaming system!

What you can do:
- **Go through the on-line tutorial**. (The tutorial diskette which should already be in the drive and running.) It teaches you the very basics of how to use the computer, starting with the keyboard. Press Fn+PgDn to advance through the screens.
- **Plug in a game cartridge**. It's okay to do that while the system is already turned on! The game will boot, and then when you're done, remove it so the system boots from diskette.
- **Try your hand at BASIC**. Press CTRL-ALT-DEL with no disk in the drive and you will be put into the built-in BASIC. Try following some of the tutorials, or write your own program! When done, press CTRL-ALT-DEL with the tutorial disk reinserted to reboot the system.

Whatever happened to this PCjr setup?
Unfortunately, with limited capabilities and a high price, the PCjr (as originally conceived) was a huge flop for IBM, who discontinued it one year after it started shipping to consumers.

TRY ME!

I'm an expanded IBM PCjr

This setup represents what many PCjrs looked like after 1985: Equipped with a more business-like keyboard and one or more third-party expansions. With up to 640K of RAM and a second floppy drive, these expansions turned the PCjr from a toy into a productive PC compatible.

What you can do:

- **Games**! Insert any of the floppy disks next to the machine into the bottom drive and reboot. Because the PCjr introduced enhanced graphics and sound, you will be treated to enhanced gameplay not present when run on a typical IBM PC. (Touchdown Football even talks!)
- **Try the built-in diagnostics**. Press CTRL-ALT-INS at any time to enter diagostics. SPACEBAR selects a test, and ENTER starts it. (Try the video tests, which show off the PCjr's graphics modes and colors.) When done, press CTRL-ALT-DEL to reboot the system.
- **Peruse PCjr software and materials**. Although an expanded PCjr had better PC compatibility, many versions of "serious" packages like Wordstar, Lotus 1-2-3, and others came out in a PCjr-limitations-friendly version. (Lotus 1-2-3 in particular uses TWO cartridges to save memory!)

Whatever happened to this PCjr setup?

With IBM selling discontinued units below cost to employees, and many third-party expansions to choose from, this style PCjr enjoyed a long life in homes from roughly 1985-1990.

TRY ME!

I'm a hobbyist IBM PCjr

This setup represents the state of retrocomputing PCjr hobbyists today: A real keyboard via an adapter, a TCP/IP network connection using a parallel port adapter, and a homebrew memory and hard drive sidecar called jrIDE. With 768K of RAM and gigs of flash memory acting as a hard drive, this setup is perfect for writing new hobbyist software, playing a metric ton of games, or almost anything else you can think of in the world of vintage PC retrocomputing.

What you can do:
- **MORE Games**! The jrIDE sidecar provides enough space to store all the games ever made that can run on the PCjr. You could play a new game every single day for ten years and not get through all of them!
- **Connect to the internet**. The mTCP suite lets you grab an IP address through DHCP, sync time via SNTP, transfer files via FTP, run an FTP server, and even chat on IRC.
- **Develop software**. Having a hard drive means it is much easier to program in high-performance languages such as Pascal, C, and Assembler. Edit, compile, and debug on the bare metal itself!

If you'd like to see what a "modern" PCjr can do, please don't hesitate to ask for assistance!

Contact Info and Q&A

▸ My blog: http://trixter.oldskool.org/

▸ My email: trixter@oldskool.org

▸ Twitter: @mobygamer

▸ Any questions?