

Here is a list of the patches, and the files that go with them:

Prodigy:

To use the Prodigy service in 16 colors, you need to install the file DRIVER.SCR. First read PRODIGY.TXT for instructions. If you experience freezeups after using Prodigy for a while, you need to install NOBEEP. See NOBEEP.DOC for instructions.

California Games:

To patch California Games, first read the file JRCALGAM.DOC. Other files for this patch are CALGAMES.INP and JRCALGAM.BAT.

Zak McKracken/Maniac Mansion:

To get 16 colors on your jr, read the file MANIAC.ZAK.

F-19:

To fix sound and video problems with F-19, see F19.DOC. This will enable you to run F-19 on your jr, but only in 4 color CGA mode. No fix as yet for 16 colors.

Cartridge BASIC:

To run Cartridge BASIC on a PCjr with expanded memory, use BASICJR.COM. Directions are in BASICJR.DOC, and SETBASJR.COM is used as well.

Sierra Games:

To run Sierra-On-Line games, such as Kings Quest IV, Leisure Suit Larry II, and Police Quest II, (the 512K versions), use the patches in SIERRA.TXT. The 256k version of King's Quest IV runs fine without a patch. (see below for info on unprotecting King's Quest II)

Championship Loderunner:

Championship Loderunner has problems running on PCjrs with V20 chips installed. Use CLODE.PAT to get it going right.

Flight Simulator V3.0:

The Flight Simulator V3.0 patch involves four files on this disk: FS3DONE.BAT, FSPATCH.BAT, PATCHFS3.BAT and README.FS3. This last file has instructions for using the patch.

Arctic Fox:

The Arctic Fox patch is FOXUNP.TXT. Non-copy protected versions run ok on PCjrs without a patch.

Managing Your Money:

Read MYMZAP.DOC for instructions on unprotecting Managing Your Money V.3.0. There are also manual instructions for doing this using DEBUG. Apparently there are many versions of MYM 3.0 so this may be necessary.

Turbo C:

TC09PAT.ARC contains files for patching Turbo C. They are arced so that you can see that they go together and so that you can unarc them to a separate disk, if you want. The Turbo C file is TCJR.PAT -- also a text file. TURBC.NEW has some additional info on using TC with jr.

Autocad:

JR-ACAD.ARC contains the files for patching Autocad-B6.

Designasaurus:

Read the file DESIGNA.DOC for how to patch Designasaurus.

* NOTE ON UNARCING FILES *

To unarc the arced files we suggest copying the arced files to another disk or ramdisk, along with arce.com. Then enter the following:

ARCE (filename.ext)

We have not tested all these patches, but they are all reported to work well. If you have any problems or have suggestions for improvements, please contact the authors. These files were downloaded from various BBSs.

Turbo BASIC:

Turbo BASIC file is TBJR.PAT -- it's a text file, so use the type command to read it or copy it to your printer.

Double DOS:

The Double DOS patch is JRDDOS.COM -- Read JRDDOS.DOC for instructions.

Quick BASIC:

The Quick BASIC patch consists of several files, all starting with INT9. For instructions, read INT9JR.DOC. Also, CURSOR.BAS corrects an annoying cursor problem in Quick BASIC.

Starflight:

You install the Starflight patch yourself, using the directions in STARFLT.PCH. You should copy the file to your printer for reference. For versions issued after 9/88 you should use the patch in the file STARFLT.NEW.

Advanced Flight Simulator:

Read the file AFSFIXER.DOC for a description of the program to run Chuck Yeager's Advanced Flight Simulator (Trainer?). The program itself is AFSFIXER.COM.

Basica:

Read PATCHBAS.DOC for information on how to use BASICA without Cartridge Basic on your PCjr.

Bard's Tale:

To patch Bard's Tale so it will operate in 16 colors, first read the file BARDREAD.1ST.

Bard's Tale II:

For 16 colors with Bard's Tale II, read BARD2.DOC and use the file GRAPHICS.DRV.

Autocad:

The Autocad patch includes the files patch.bat, patch.scr and autocad.txt. Read this before starting.

King's Quest II:

To unprotect Kings Quest II, just type kq2unp with your Kings Quest disk handy.

To read this file, use up and down arrow keys
or PgUp, PgDn keys.

(To leave these instructions and return to DOS, type X)

Some of these patches require the use of DEBUG.COM, which
is on your DOS disk. Check your DOS manual if you need
more info on using DEBUG.COM.

Tips on reading and making printed copies of files on this
disk are at the end of this file.

Prodigy:

For versions prior to V3.0

To use the Prodigy service in 16 colors, you need to
install the file DRIVER.SCR. First read PRODIGY.TXT for
instructions. If you experience freezeups after using
Prodigy for a while, you need to install NOBEEP. See
NOBEEP.DOC for instructions.

For version 3.1

Follow instructions in the file PROD31.TXT

For patches for the following games, please read the
corresponding text files:

One on One, Jordan vs. Bird - 1ON1.TXT
688 Attack Sub - 688SUB.TXT
Battle Chess - BATESCHES.TXT and/or BATESCHES2.TXT
Battle Tech - BATTECH.TXT
Boxing II - BOXING.TXT
Genius Mouse - GENMOUS.TXT
Grand Prix Circuit - GRANPRIX.TXT
Indiana Jones - INDY.TXT
Jack Niclaus Golf - JACKGOLF.TXT
Knight Games - KNIGHT.TXT
Paperboy - PAPERB.TXT
Shanghai - SHANGAI.TXT
Silpheed - SILPH.TXT
Sim City - SIMCITY.TXT
Space Rogue - SPACERG.TXT
Steel Thunder - STHUNDR.TXT
Strip Poker II - STRIP.TXT
Test Drive II - TESTDR2.TXT
Tetris - TETRIS.TXT
The Games - Summer - THEGAMES.TXT
Ultima IV - ULTIM4.TXT
Ultima V - ULTIM5.TXT

California Games:

To patch California Games, first read the file JRCALGAM.DOC.
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King's Quest II:

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Autocad:

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Designasaurus:

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ARCE (filename.ext)
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* NOTE ON READING AND PRINTING FILES *

To read a file, type at the A> prompt:
TYPE (FILENAME.EXT)

To copy a file to your printer, type at the A> prompt:

For example, to make a printed copy this whole list of patches
type at the A> prompt:

COPY README.DOC PRN

We have not tested all these patches, but they are all
reported to work well. If you have any problems or have
suggestions for improvements, please contact the
authors. These files were downloaded from various BBSs.

TO LEAVE THESE INSTRUCTIONS AND RETURN TO DOS, TYPE X