

*Manfred  
von  
Krashenbern's*

# **FLYING CIRCUS**

**User's Manual**



**COSMI  
SOFTWARE**



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## Glossary of Terms

(From the New Zealand Journal of Air Traffic Control)

Aircraft.....	Der Fliegenwagen
Light Aircraft.....	Der kleinen Fliegenwagen
Jet Transport.....	Der gross Fliegenwagen mit Schkullschplitten Schreemen Schpittenfirebakof en Schmoken
Propeller.....	Der Airpfloggenpfan
Control Column.....	Der Puschenpullen Schtick
Rudder Pedals.....	Der Tailschwingen Werks
Pilot.....	Der Tailschwingen Puschenpullenwerker
Student Pilot.....	Der Dumbkopf Lernen Fliegen
Instructor.....	Der Dumbkopf Schtuck mit der Dumbkopf Lernen Fliegen
Air Traffic Controller.....	Der Schwienhund ubenzie taur watchen aller oder Dumbkopf Fliegen
IFR.....	Lissenwaitenhopenfliegen



## • Installing Manfred von Krashenbern's Flying Circus

To install Flying Circus, first back up your installation disks by using the MS DOS command DISKCOPY. For more information about DISKCOPY, consult your DOS manual. Place the master disks that you received in a safe place and use your backup copies. To begin installation, place the disk in the proper drive, log on to that drive, and then type: INSTALL. Follow the screen prompts to complete the installation process.

## • Running Manfred von Krashenbern's Flying Circus

*(Der Krashenbern Werken)*

To run Flying Circus, from the DOS prompt type: VKFC and press [Enter]. Flying Circus will automatically detect your computer's graphics card and will also check for the presence of a Sound Blaster compatible sound card. However, when starting Flying Circus, the following commands can be used to override the program's auto detection:

/ I	Use IBM speaker for music
/ S	Use Sound Blaster for sound effects
/ N	No sound
/ E	Use EGA graphics
/ V	Use VGA graphics

For example, to run Flying Circus in EGA graphics mode with no music or sound effects type: VKFC /E /N

## • The Main Menu

*(Der Grossen Optiongrabben)*

The Main Menu is a picture of the player's airbase (Figure 1).

Selections are made by moving the arrow shaped pointer, using a mouse, joystick, or the keyboard cursor keys, to various places on the screen and selecting them by pressing a fire button (mouse button, joystick button, the [Enter] key or the [Space] bar). The possible selections are: Select Pilot, Receive Mission Orders, Fly Mission, and Exit to DOS.



## **SELECT PILOT**

*(Der Tailschwingen Puschenpullenwerkergrabben)*

When starting the game, this is the first item the player should select. Position the arrow over the barracks (bottom and center). This selection will permit the player to enlist pilots, select a pilot to fly missions, and view pilot records. The Select Pilot Menu is described below in more detail.

## **RECEIVE MISSION ORDERS**

*(Achtung! Fliegenplannenorder)*

Prior to flying a mission, the player must receive mission orders by selecting the Headquarters building (lower right corner). Here the player selects an opponent pilot to fly against and is given mission objectives.

## **FLY MISSION**

*(Fliegenplanner)*

Once a pilot has been selected and mission orders have been received, the player can fly a mission by positioning the arrow over an aircraft or hanger (center or lower left).

## **EXIT TO DOS**

*(Das DOS Kaput!)*

To exit von Krashenbern's Flying Circus, position the arrow over the road leading away from the airbase to the village (upper left).

## **• Select Pilot**

*(Der Tailschwingen Puschenpullenwerkergrabben)*

There are five options on the Select Pilot Menu: Select Pilot From Roster, Enlist New Pilot, View Hall of Fame, View Pilot Records, and Return To Main Menu.



## **SELECT PILOT FROM ROSTER**

*(Same as Select Pilot on previous page plus DasCockenschreemen)  
(ed. note: Whoopsie... That's a Rooster!)*

Select a pilot by moving the arrow over a pilot's name and pressing a fire button. Up to eight pilots can be active on the roster at one time. If there are no pilots on the roster, you will be required to enlist a new pilot. Pilots remain on the roster until they are captured.

## **ENLIST NEW PILOT**

*(Grabben Dumbkopf Lernen Fliegen)*

To enlist a new pilot, type in the pilot's name. The pilot's name can have up to 24 characters. If there are already eight pilots on the roster, a new pilot cannot be added until one of the active pilots is captured.

## **VIEW HALL OF FAME**

*(Lookenze Oder Dumbkof's Fliegen)*

This option displays the top scoring pilots.

## **VIEW PILOT RECORDS**

*(Lookenze Tailschwingen Puschenpullenwerker Gramaphonowerks)*

This option shows the scores of pilots on the active roster.

## **RETURN TO MAIN MENU**

*(Backenzeup Grossen Optiongrabben)*

This option returns the program to the Main Menu screen.

## **• Receive Mission Orders**

*(Achtung! Fliegenplannenorder)*

Prior to flying a mission, the player must go to Headquarters to receive orders. Upon entering headquarters, the player selects an enemy pilot to oppose during the mission.



Possible opponents, in increasing order of difficulty are: Otto Kannonfodder, Hans Hugengrossen, Werner Loudenboomen, Oscar Holengraund, Gunther Eargeshplitten, and Manfred von Krashenbern.

After selecting an opponent, the player is given a list of mission objectives. In order to receive a high mission score, the player will need to successfully complete as many of the mission objectives as possible.

To return to the Main Menu, press any key.

## • Fly Mission

### *(Fliegenplanner)*

The mission begins with the player's aircraft flying over his own airbase and ends when the player has either quit, has been shot down, or has succeeded in meeting all mission objectives. Enemy territory is towards the left end of the screen. If you land safely near your own airfield, your plane will be repaired and a new supply of bombs loaded.

## AIRCRAFT CONTROLS

### 1. The "Stick" *(Der Puschenpullen Schtick)*

If you do not have a joystick, you can use the cursor keys on the keyboard, or a mouse instead. Pushing the stick forward (or the "up" arrow key) pushes the nose of the aircraft down. Pulling the stick towards you (or the "down" arrow key) will move the nose of the aircraft up. Moving the stick left or right will turn the aircraft if you are flying the aircraft level or near level. Moving the stick left or right while diving or climbing will cause it to roll. You can roll the aircraft at anytime by either pressing the center [5] key on the number pad, pressing both mouse buttons, or both joystick buttons.

### 2. Machine Guns *(Das Schpitzensparken und Kapowitzer)*

To fire machine guns, press joystick button #1, the keyboard [Space] bar, or the left mouse button.



### 3. Bombs *(Das Loudenboomen Gewerken)*

To drop a bomb, press joystick button #2, the keyboard [Enter] key, or the right mouse button.

### 4. Engine *(Das Schreemen Schmoken Motorverks)*

Engine speed can be increased by pressing the [+] key and decreased by pressing the [-] key.

### 5. Keyboard Control Summary

<u>Key(s)</u>	<u>Function</u>
↑	Pitch Forward
↓	Pitch Backward
← or →	Turn
5 or *	Roll
+	Increase Engine RPM
-	Decrease Engine RPM
SPACE	Fire Machine Guns
ENTER	Drop Bomb
P	Pause Game
S	Toggle Sound On/Off
M	Toggle Music On/Off
J	Center Joystick
[ or ]	Adjust Joystick Sensitivity
F1	Toggle Information Bar On/Off
F2	Toggle Background Scenery On/Off
ESC	Quit Mission
ALT+ Q	Exit to DOS

### **INFORMATION BAR**

(Das Informazion Cocktailenplatz)  
(ed. note: Literal Translation)

At the top of the screen, there is an Information Bar that provides the player with the following data: The number of bombs remaining, the amount of damage your plane has received, and the score for the current mission. The information bar can be removed by pressing the [F1] key.



## CRASHING

*(Der Holengraund mit der Fliegenwagenwerks)*

If your plane receives too much damage, it will lose control and crash. If you crash behind enemy lines, you are likely to be captured which ends that pilots career.

## QUITTING

*(Das Kaput!)*

You can quit a mission at anytime by pressing the [ESC] key. However: QUITTING WHILE YOUR PLANE IS BEHIND ENEMY LINES HAS THE SAME EFFECT AS CRASHING. To avoid capture, you should quit only when safely over your own territory.

## SCORING

*(Das Shootencounter)*

Points are scored by destroying enemy targets and aircraft. You may lose points if enemy aircraft succeed in destroying targets in your territory or if you accidentally damage friendly forces.

## MEDALS

**The Inverted Chicken** - Awarded for unorthodox flying.

**The Purple Coronary** - Awarded for surviving a mission despite returning with a severely damaged plane.

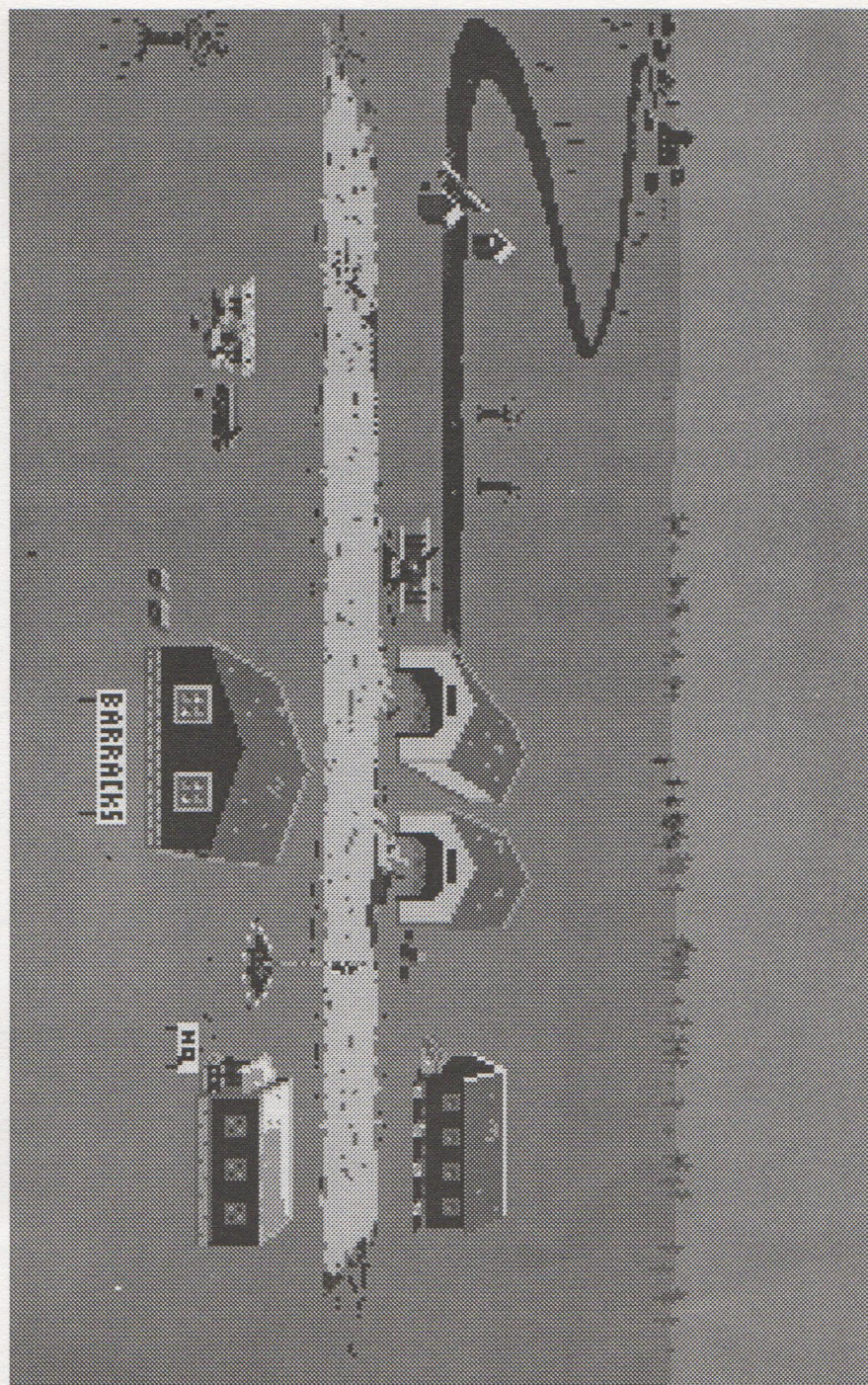
**The Blue Maxwell** - Can be earned by scoring 1,000 points in a single mission.

**The Distinguished Double Cross** - Presented to pilots who "shoot themselves in the foot" and thereby contribute to allied defeat.

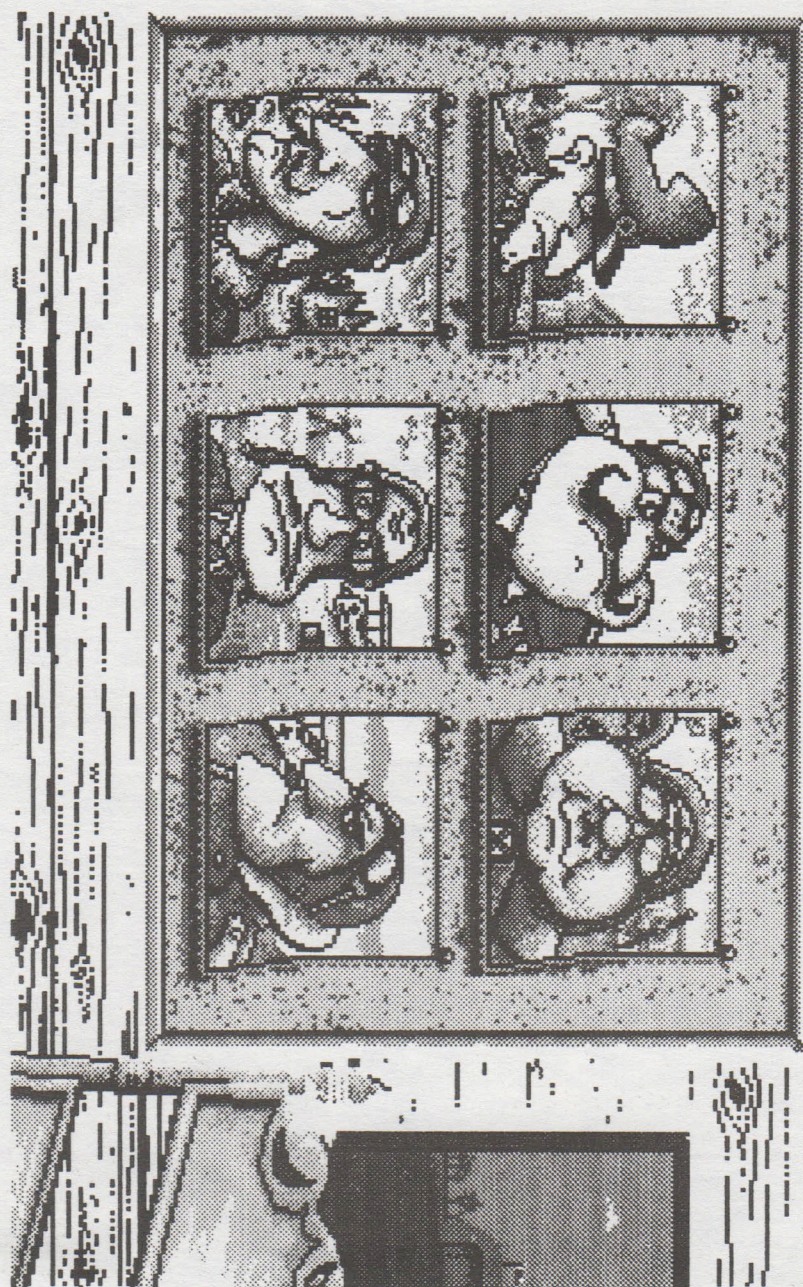
**The Order of the Bathtub** - Awarded to pilots that complete all mission objectives and achieve a mission score of at least 500 points.

**The Victoria's Secret Cross** - Awarded to pilots who survive with 10,000 career points.

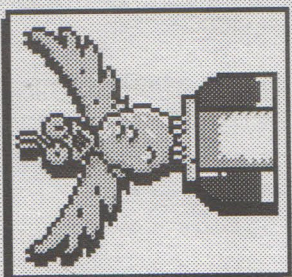




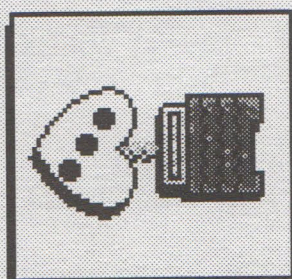




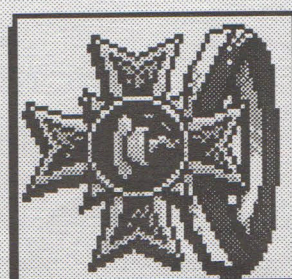




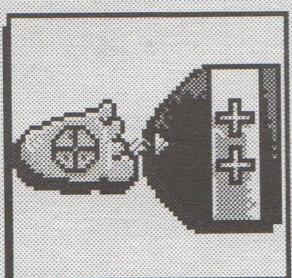
Inverted  
Chicken



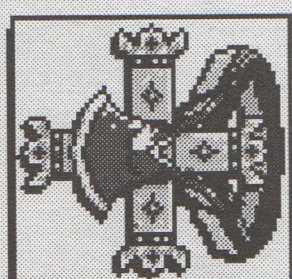
Purple  
Coronary



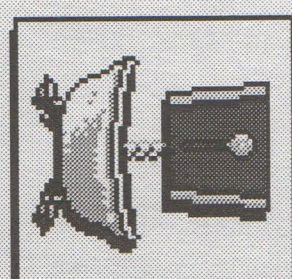
Blue  
Maxwell



Distinguished  
Double Cross



Victoria's  
Secret Cross



Order of the  
Bath tub



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