

Knights of the Sky™

TECHNICAL SUPPLEMENT
for IBM® AT, PS/2, Tandy, & Compatible Computers



Joe de Maest

SOPWITH F.1 CAMEL (1917)

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GENERAL INFORMATION

Package Contents

Your *Knights of the Sky* should contain a manual, this technical supplement, four 5 1/4" disks, two 3 1/2", or two 1.2MB disks, a Key Control Summary Card, an Operational Map of the Flanders Front, a registration card, and a backup disks order card.

Required Equipment

Computer: This game requires an IBM AT, PS/2, Tandy 1000, or a computer 100% compatible with one of those models. We strongly recommend that the machine you use possess an 80286 microprocessor or better. The machine must have at least 640K of RAM.

Controls: The game can be run from the keyboard alone or with a mouse and keyboard. It also supports a joystick. We strongly suggest you use a joystick to play *Knights of the Sky*. A Joystick improves the "feel" and realism of the game – it's worth it.

If you are using a mouse, be sure to load the mouse driver before starting the game. If you are not sure how to do this, consult the instructions that came with your mouse software.

Display: The game requires a color monitor with an IBM CGA, EGA, MCGA, VGA, or Tandy 1000 graphics system. EGA systems must have 256k on the graphics card (standard on all but the earliest releases).

If you are using a compatible graphics card/monitor, it must be 100% hardware compatible to one of the above.

DOS: You must have IBM DOS, Microsoft MS-DOS, or Tandy DOS, version 2.1 or higher.

Copy Protection

Knights of the Sky has no disk copy-protection. This means you can copy the game files from the original disks however you prefer: to other floppy disks, or to a hard disk. These files are normal in all respects, and should not cause problems when backing up, restoring, or optimizing a hard disk.

However, at game start, the program asks you a game-related question. Use the manual to answer this question. MicroProse regrets that continuing casual and organized software piracy requires that we retain this minimal form of copy-protection. We have done our best to design the copy protection to minimize intrusion upon legitimate owners of the game.

INSTALLATION AND RUNNING THE GAME

Installation onto Floppies

This game is designed to run with *copies* of the original disks supplied in the box. To make a copy onto floppies you need four 5 1/4" 360k, or two 3 1/2" 720k, or two 5 1/4" 1.2MB, or one 3 1/2" 1.44MB disk(s). You should format the disk(s) first, to ensure that each is "clean."

You can make the copies by copying all files from the original disks to your backup disks using the DOS "COPY" command. Do not use the "DISKCOPY" command; you must use "COPY".

Alternatively you may use the Install Program that is included on Disk A.

To run the Install program: place *Knights of the Sky* disk A into your floppy drive A: and type:

- "INSTALL 5" followed by Return if you're installing from 5 1/4" disks.
- "INSTALL 3" followed by Return if you're installing from 3 1/2" disks. Then, follow the prompts.

Installation onto a Hard Disk

You can install the game onto a hard disk, if you have one in, using the COPY command or using the Install program.

To Run the Install program: place *Knights of the Sky* disk A into your floppy drive A: and type:

- "INSTALL 5" followed by Return if you're installing from 5 1/4" disks.
- "INSTALL 3" followed by Return if you're installing from 3 1/2" disks. Then, follow the prompts.

The program will create a directory on your hard disk called MPS, and place the game in a subdirectory named KNIGHTS. Be sure you have no other directory with this name.

Running the Game from Floppy Disks

1. **Boot your machine** using DOS (version 2.1 or higher is required).
2. **Insert Disks:** When the ">" prompt appears, insert the *Knights of the Sky* "A" disk in your A: drive.
3. **Load Program:** Type "A:" and press Return. Then type "KNIGHTS" and press Return. The game will begin loading.
4. **Insert Other Disks:** During loading you will be asked to insert other game disks. Put the requested Disk into floppy disk drive A or B, then type the letter of the drive you used to begin loading. For example, if you put the disk in drive B, type "B".

Running the Game from a Hard Disk

1. **Boot your machine:** Turn on your machine and wait until you get the > prompt.
2. **Load Program:** Go to the MPS directory (normally, by typing "CD MPS"). Then type "KNIGHTS " and press Return. The game will load.

LOADING OPTIONS AND NOTES

Loading Options

Each time you load the game, it will ask you certain questions; whether you have a joystick or mouse, what type of graphics and sound you prefer, and so forth. You can automate this process by adding additional characters after the "KNIGHTS" command. Separate KNIGHTS and each of these commands with a space. You may use as many or as few commands as you prefer.

Automated loading options include:

/J	if you use a joystick
/M	if you use a mouse
/K	if you are using keyboard only
/GE	if you use EGA 16-color graphics
/GM	if you use MCGA or VGA 256-color graphics
/GC	if you use CGA 4-color graphics
/GT	if you use Tandy 1000 16-color graphics
/AI	if you use the default IBM sound (i.e., have no sound boards)
/AT	if you use Tandy sound
/AR	if you use a Roland MT-32 sound board
/AA	if you use an Ad Lib sound board
/AN	if you don't want to have any sound at all

For example, if you typed in "KNIGHTS/J/M/GM", you would load the game with a joystick, a mouse, and MCGA graphics.

Further Notes

Disk A has an ASCII file named READ.ME. This contains the latest notes regarding the program and how to solve problems with various "compatibles". You can read this file using standard DOS commands, such as "TYPE READ.ME". We suggest you do so.