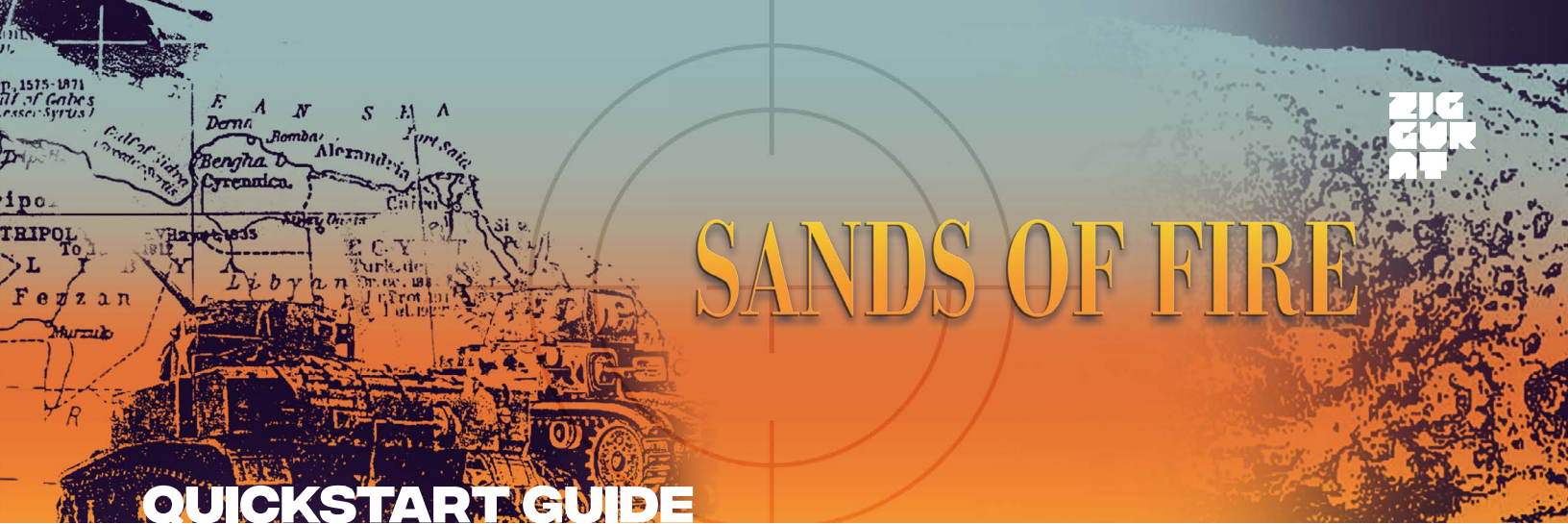




The full version of the game’s manual is available [here](https://drive.google.com/file/d/1gxuzlGNL3Eq3JCmsZCTUikM6A43vMevM/view?usp=sharing).
* <https://drive.google.com/file/d/1gxuzlGNL3Eq3JCmsZCTUikM6A43vMevM/view?usp=sharing>

GAMEPLAY MODES

TUTORIAL

- This play mode gives players the opportunity to drop right into combat to familiarize themselves with the game’s controls before going into the campaign.

SINGLE BATTLE AREA

- Select a single Battle Area from the campaign mode to play through.

ENTIRE CAMPAIGN

- Face off against General Rommel and the German forces with either US or British squadrons to ensure victory for the Allied Powers.

PLAYING A LEVEL

CURRENT ORDERS

- This screen gives a run down of the primary objective for the mission
- Take this opportunity to familiarize yourself with the path and the amount of enemies you will encounter

DIFFERENT VIEWS

- **COMMANDER:** The commander view is used to take aim at the enemy, fire the tank’s weapons, and reload munitions.
- **DRIVER:** The driver view allows the player to manually take control of the tank’s navigation. This also displays the status of the tank’s critical functions such as temperature, oil pressure, and amount of fuel.
- **MAP:** The map will show the known positions of enemy forces as well as the location of different obstacles on the battlefield. The mission orders can also be reviewed at any time during game-play by checking the Orders tab.

ENGAGING THE ENEMY

AIM

- Use the pan or the fast pan toggles to move the reticle from left to right
- Use the vertical turret pan to toggle the reticle up and down
- Use the “SIGHT” toggle to zoom in
- Lock onto the enemy forces automatically using the Tracking function

FIRE

- Fire the main gun by clicking the red “FIRE” trigger below the gun
- Eject the fired shell by clicking the “EJECT” lever to the right
- Use the black “FIRE” trigger on the right to fire the machine gun

RELOAD

- Reload by clicking the desired round to the left
- Note that the loaded ammo type is abbreviated on the gun

BATTLE FORMATIONS

- Strategically rearrange the formation of the player’s squadron by selecting “Formations” on the “Special” tab

DOSBOX TIPS

To make this game playable on modern systems, this version of *Sands of Fire* is played through DOSBox. Launch options from Steam are included for full screen and multiple windowed resolutions.

USEFUL DOSBOX SHORTCUTS

- Exit the application at any time with Control+F9.
- While in windowed mode, Control+F10 toggles locking the mouse to the window. The mouse can be used for gameplay in *Sands of Fire*, so using this to prevent the mouse from wandering outside the game area onto anything outside the game window may be helpful to ensure the game does not lose focus while playing.
- Alt+Enter can be used to switch between windowed and full screen mode in any resolution view.
- If you feel the game is running too fast or too slow, you can adjust the CPU speed by decreasing the number of CPU cycles with Control+F11 or increasing them with Control+F12.

DOSBOX OPTIMIZATIONS (RECOMMENDED FOR ADVANCED USERS)

You can make adjustments to how the game runs at each configured resolution by editing the .conf files in the DOSBox\Configuration directory of the game’s install folder. General emulation settings can also be adjusted in the dosbox.conf file, which affects all resolutions. We recommend backing up any .conf files before making edits, as changes to these files could produce undesired effects.

FULL SCREEN MODE

If you are having trouble running the game at full screen, you may want to change the fullresolution parameter in the fullscreen.conf (and any other .conf files you use to launch the game). We found that most systems run best with this parameter set to fullresolution=desktop, so we made this the default value, but we have seen some configurations (like the Surface Pro X) where changing this parameter to fullresolution=original was necessary for the game to run properly.

Esc	F1	F2	F3	F4	F5 On Route	F6 Retreat	F7 Manual	F8 Stop	F9	F10	F11	F12	PrntSc	Sroll	Pause
-----	----	----	----	----	----------------	---------------	--------------	------------	----	-----	-----	-----	--------	-------	-------

**ZIG
GUR
AT**

~	1 ! Change to: CMDR	2 @ Change to: Driver	3 # Change to: Map	4 \$	5 % On Route	6 ^ Retreat	7 & Manual	8 * Stop	9 (	0)	- _	= +	Backspace	
Tab	Q	W Load W. Phospho- rous Ammo	E Eject Fired Shell	R Reverse speed one gear	T Turret lock on target	Y	U	I	O	P	{ Turn Tank Left	} Turn Tank Right	\ 	
Caps Lock	A Load AP Ammo	S Set speed to stop	D Turns Auto- Driver to "On Route"	F Forward speed one gear	G Fire Machine Gun	H Load High Explosive Ammo	J	K	L Centers hull to turret	; :	' "	" '	Enter	
Shift	Z	X	C Centers turret to hull	V	B Toggle Sight View	N	M Fire Main Gun	. Turret Pan (slower)	> Turret Pan (slower)	/ ?	Shift			
Ctrl	WinKey	Alt									AltGr		Ctrl	

Insert	Home	PageUp
Delete	End	PageDn

			↑ Turret Pan			
← Turret Pan	↓ Turret Pan	→ Turret Pan				

NumL	/	*	-
7 Hom	8 ↑	9 PgU	+
4 ←	5	6 →	
1 End	2 ↓	3 PgD	Enter
0 ins	.	Del	

PC CONTROLS

<Ctrl> + <Q> - Quit
 <Ctrl> + <S> - Suspend game
 <Ctrl> + <A> - About Sands of Fire
 <Ctrl> + - Beta Testers
 <Ctrl> + <D> - Sands of Fire demo
 Note: Press <Esc> to activate the Menu Bar.

IN-GAME SHORTCUTS

<Alt> + <T> - Training Course
 <Alt> + - Single Battle Area
 <Alt> + <E> - Entire Campaign
 <Alt> + <L> - Load Game
 <Alt> + <S> - Save Game
 <Alt> + <O> - Theater Information
 <Alt> + <P> - Personal Status
 <Alt> + <U> - Unit Status
 <Alt> + <X> - Battle Area War Heroes
 <Alt> + <F> - Formations
 <Alt> + <A> - Abandon Tank
 <Alt> + <C> - Configuration
 <Alt> + <W> - North African War Heroes

SANDS OF FIRE