

QUICK REFERENCE CARD

Sands of Fire™

On the introduction screens, the first click selects and the second click accepts. All controls have key equivalents (see reverse side).

Your goals while playing are simple:

1. Fulfill your mission objective
2. Kill or disable as much of the enemy as possible, and
3. Conserve your tanks and use your munitions effectively.

Upon startup, you have a choice of playing a Training Course, a Battle Area or an Entire Campaign. If you pick Battle Area (a series of engagements) or Entire Campaign (a series of Battle Areas), you must choose the area or nationality. At this point, you are presented with the overview for the first Area. Then, you are shown a default load configuration for the ammunition (**Armor Piercing, High Explosive or White Phosphorous**). If you wish to have a different number of each type, click on the truck representing the type you want to change and load or unload as appropriate. When you have satisfied with the ammo configuration, click "Start Battle".

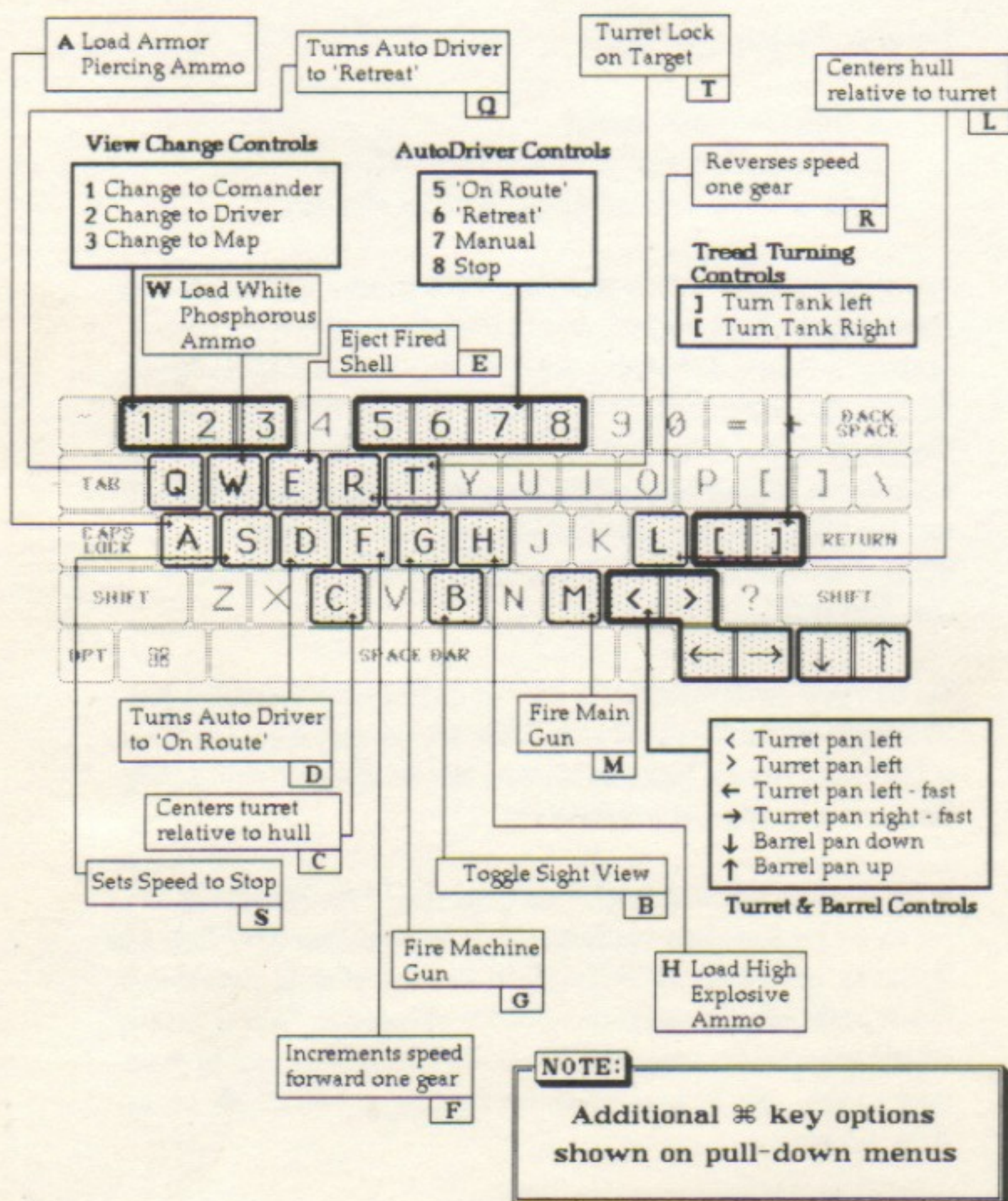
You are now given the orders for this battle. You will be shown your routes, your HQ locations and the active battle area. Finally, you are ready to go to the Driver or Commander view and begin. You can move between screens by clicking on the little screen icon or the tank orientation icon.

To drive the tank, click on the gears in the driver view for the speed desired (if you use the key equivalents, you do not have to be in the driver view). There is an 'AutoDriver' option which will allow you to let the driver follow the assigned route. Clicking on the individual gears or using the key equivalent for 'Stop' or 'Reverse' will take you out of this mode. Any other driving adjustment (ie., clicking on the center controls, using the key equivalents to speed up, etc.) will not take you out of the 'AutoDriver'.

To load a shell into the main gun, click on the shell type (on the rack) that you want. To unload a shell that has been fired, click on the handle next to the breach. An unfired shell can not be unloaded. To shoot the main gun, aim at the target using the turret controls in conjunction with the sight and click on the fire button. Remember you must unload a shell before loading another, and you must load a shell before shooting!

When you have left the 'active battle area' (Shown on the orders screen), that battle is over.

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KEY COMMANDS QUICK REFERENCE CARD