IBM and Compatibles Data Card

Please note that this data card contains extensive updates to the rule book. Be sure to read "Errata/Program Changes."

Game Inventory
- One 5.25" (1.2 MB) or 3.5" (1.44 MB) disk
- One Manual
- This Data Card

Hardware Specifications
- Operating system: DOS 3.2 or greater.
- Memory: A minimum of 640K is required with at least 520,000 bytes of available RAM memory free to run the game.
- Graphics: You can choose either EGA or VGA graphic modes.
- Sound: PC Speaker, Soundblaster/SB Pro, Adlib, Media Vision Thunderboard, or Roland LAPC.
- Input Devices: Mouse (recommended) or Keyboard.

System Requirements
You must have either a 5.25" High Density or a 3.5" High Density floppy disk drive. The game requires 1,100,000 bytes of hard disk space and can only be played on a hard drive. An EGA or VGA color video system is also required.

A minimum of 640K of system memory is required. RAM resident programs may reduce your available system memory below the minimum required for this game. You must have at least 520,000 bytes of available free RAM memory to run the game.

You may check your free memory by typing CHKDSK at the DOS prompt. Should CHKDSK report less than the minimum required free memory, you may do any of the following:
- Remove memory resident programs to free additional RAM.
- Lower the number of FILES and BUFFERS in your CONFIG.SYS file.
- Format a plain DOS boot disk. To do this, place a blank disk in drive A and from the C:\ prompt, type FORMAT A/S. When finished, reboot the system with this disk in the A drive, and start the game.

Installing the Game
The disks that come with the game are in a compressed format, and must be installed before you can begin play. We recommend that you backup your game disks before proceeding. You can do this with the DISKCOPY command. Refer to your DOS manual for more information.

1. To install the game place the Game Disk in any drive. Be sure this drive is the active drive.
2. Type INSTALL and press the Enter/Return key.

After installing the game, you will be able to start the game.
If you experience problems installing the game, try this: Copy the contents of the disk onto the root directory of your hard drive. Type \prompt and hit Enter/Return. Follow the on-screen prompts.

Starting the Game
1. Boot your system normally with DOS version 3.2 or greater.
2. Be sure that the hard disk containing the game is the active drive.
3. Change the directory to the game’s directory. Ex.: To change to the default directory type CD\LINE and press Enter/Return.
4. To start the game type SAND and press Enter/Return. This displays the title screen and music initialization menus. You may also type LSAND instead of SAND to bypass the music menus.

Playing with the Mouse or the Keyboard
Mouse: To give commands using the mouse, point to the desired command and click with the left mouse button. The right mouse button is used to exit from menus.
Keyboard: To select a command using the keyboard, either press the appropriate key(s) in that command or use the cursor keys to highlight the command and press Enter/Return. Leave your [NUM LOCK] off.

Title Screen and Opening Music
Sound Type: Select the type of sound on your system. Valid selections are: Soundblaster, Soundblaster Pro, AdLib, Media Vision’s Thunderboard, Roland LAPC, PC speaker, or Silence (No sound). If you do not have any of these sound boards, you may select PC speaker or Silence.
When the title screen is displayed and the opening title music is playing, you may exit the screen/music early by pressing any key.

Copy Protection
To answer the verification question, find the indicated word in the A LINE IN THE SAND rule book. Do not count section headings. Type the appropriate word and press Enter/Return.

How to Save a Game
In the Main Menu (see page 3) you may save your game by selecting the OPTS menu option and then selecting SAVE. Next type in the filename for your saved game. Note: Do not include any extension on the filename (ex: TURN1 is fine, but TURN1.LIS cannot be used). The program automatically adds an extension of .SAV onto the filename.

How to Load a Saved Game
In the section “Setting up the Game” (see page 2) you may choose to load a previously saved game by selecting the Saved Game menu option. You can see the saved game filenames on the disk by selecting the LIST GAMES menu option. To load a saved game, select the option ENTER GAME. Next type in the filename for your saved game. Note: Do not include the .SAV extension.

Errata Section/Program Changes
Page 2, Select Levels: In playing the 3-6 player scenarios, it is suggested that the Saudi or Moderate Arab player’s forces be set to level 3-5 in order to balance the game. In the Combat Phase any attacking unit may have the die roll being decreased by up to two levels based on a random number. All land, air, and naval units of the player are affected by the level chosen.
Page 3, Deployment Phase: In Basic Games I and II both players must deploy at least one Land Combat Unit in every area on the border between Saudi Arabia and Iraq/Kuwait.

Page 3, Main Menu: The NEW GAME menu option has been deleted.

Page 4, Land Units: In your Orders Phase all eligible Land Combat Units that can move in the Movement Phase or attack in the Combat Phase will be highlighted with a grey color. Units that have moved or attacked will be the normal color. When you have accessed a stack of two Land Combat Units, you will be presented with an option to SWITCH or MOVE the units. After selecting MOVE you have the option of selecting either the top or bottom unit. Place the map cursor over the unit symbol of either unit and select the unit. The various target areas to move to will then be highlighted.

Page 5, Selecting Targets: To select a land unit to attack, place the map cursor over the top half of the unit symbol. To select an airbase or chemical/nuclear site, place the map cursor over the top of the symbol.

Page 6, Anti-Aircraft Fire: Due to the historical effects of AA fire in Desert Storm, the AA fire rules have been modified to reduce the amount of Air losses. Only one of the attacking Air units, selected at random, is attacked. The percentage chance of a hit is based on the number of Air units, the number of Land Combat Units in the area, and the number of sites in the area.

Page 10, Conquering a Country: Air attacks can only destroy Nuclear / Chemical sites.

Page 11, Reinforcements: US/Allied units in Diplomatic Games I and II cannot be placed in a non-US controlled airfield/city in Turkey.

Page 12, Nuclear Weapons: Israel may still use Nuclear Weapons even if the country is conquered. No nuclear attacks can be made in sea areas. In the "Holy War" and "Israel Surrounded" scenarios no player receives victory points for any city/site destroyed by nuclear weapons. A player must have a friendly flag in an area to receive victory points.

Page 13, War Aims: The following is a revised summary of the War Aims for each player:

IRAN
A. Revenge Against Iraq
   Iran captures and holds Baghdad and Basra at the end of the game.

B. Islamic Jihad
   The Jihad Level has reached 10 anytime during the game, and 10 non-Muslim Land units have been destroyed.

C. Reconciliation With the West
   The U.S. succeeds at its War Aim and Iran holds a site in Iraq at the end of the game.

IRAQ & YEMEN
A. The 19th Province
   Iraq has conquered Kuwait (holding all four sites) at the end of the game.
B. Islamic Jihad
The Jihad Level has reached 10 anytime during the game, and 10 non-Muslim Land units have been destroyed.

C. Oil Domination
Iraq has control of 3 or more oilfields than it started with.

ISRAEL
A. Ancient Israel
Lebanon and Jordan have been conquered at the end of the game.

B. Status Quo
All areas in Israel must be controlled by Israel. Iraq and the Volatile Arabs must fail their War Aims.

C. Friend of the West
The U.S. succeeds in its War Aim. Iraq and the Volatile Arabs must fail their War Aims.

MODERATE ARABS & TURKEY
A. New Order
Iraq is conquered or in revolution at the end of the game. No Moderate Arabs are in revolution at the end of the game.

B. Neutralize Israel
Three or more areas in Israel are controlled by Arab players at the end of the game.

C. Arab Unity
More Volatile Arab countries have been conquered or are in revolution than Moderate Arab countries at the end of the game.

U.S. & ALLIES
A. New Order
Iraq has been conquered at the end of the game.

B. Global Policeman
All Saudi Arabian and Kuwaiti oilfields must be controlled by Moderate Arabs and/or U.S./Allied forces. Iraq and the Volatile Arabs must fail their War Aims.

C. The Last Crusade
Iraq must be conquered at the end of the game. U.S./Allied forces must control at least 4 oilfields at the end of the game.

VOLATILE ARABS
A. Islamic Jihad
The Jihad Level has reached 10 anytime during the game, and 10 non-Muslim Land units have been destroyed.

B. Neutralize Israel
Three or more areas in Israel are controlled by Arab players at the end of the game.
C. Arab Unity
More Moderate Arab countries have been conquered or are in revolution than Volatile Arab countries at the end of the game.

Page 16, Permission to Enter: This section has been deleted.

Page 17, Raising and Lowering War Fever: The following is a summary of the effects on War Fever:
- If IRAN:
  Attacks or invades a Moderate Arab +3
  Attacks or invades Israel +3
  Attacks or invades Iraq or a Volatile Arab +1
- If IRAQ:
  Attacks or invades a Moderate Arab +3
  Attacks or invades Israel +3
  Attacks or invades Iran or a Volatile Arab +1
  Uses Chemical Weapons +5
- If ISRAEL:
  Invades or attacks any country 0
  Uses Nuclear Weapons -8
- If MODERATE ARABS:
  Attack or invade Israel +3
  Invade or attack any other country 0
- If the U.S.:
  Invades or attacks any country -1
  Uses Nuclear Weapons -8
  For each U.S. land unit destroyed -2
- If VOLATILE ARABS:
  Attack or invade a Moderate Arab +3
  Attack or invade Israel +3
  Attack or invade Iran or Iraq +1
- If:
  The Jihad Track reaches 10 +1
  For each U.S. land unit destroyed +1

Page 18, Raising and Lowering Jihad: Any additional U.S./Allied units brought in as reinforcements into Turkey do not cause Jihad to go up by one. The following is a summary of the effects on Jihad:
- If IRAN:
  Attacks or invades Iraq, Moderate Arabs, or Volatile Arabs (once per country) -1
  Attacks or invades Israel or U.S. 0
- If IRAQ:
  Attacks or invades Iran, Moderate Arabs, or Volatile Arabs (once per country) -3
  Attacks or invades Israel or the U.S. 0
- If ISRAEL:
  Attacks or invades any country with Air units (first time only) +2
  Attacks or invades any country with Land units (first time only) +2
  Uses a Nuclear Weapon +5
- If MODERATE ARABS:
  Attack or invade Iran, Iraq, or Volatile Arabs (once per country) -1
- If the U.S.
  Attacks or invades any country
  (once per country) +2
  Uses a Nuclear Weapon +5
- If VOLATILE ARABS:
  Attack or invade Iran, Iraq, or
  Moderate Arabs (once per country) -3
  Attack or invade Israel or the U.S. 0

Page 19, The Diplomatic Pouch: This section has been deleted.

Page 20, Espionage: This section has been deleted.

Page 21, Israel Demobilize: Israel can receive a maximum of only two units
  (instead of three) in the Reinforcement Phase. Israel does not lose four units
  chosen at random.

Page 23, Basic Game II War Aims: The US/Allied player must capture Kuwait
  City and destroy the four Chemical and two Nuclear Weapon sites to win the
  game. Note: Only US/Allied armor land units or aircraft can destroy the sites.

Page 24, Holy War Scenario: The Egyptian forces begin the game deployed on the
  map. They cannot move/attack until one of the Arab players moves into Egypt
  or attacks an Egyptian unit.

Page 24, Holy War/Israel Surrounded Scenarios: No player receives victory
  points for any city/site destroyed by nuclear weapons. A player must have a
  friendly flag in an area to receive victory points. The manual states that these
  scenarios pit Arabs against Israel. However, the victory conditions award each player
  for control of the various sites in each country. This encourages Arabs to also
  attack their nearby Arab neighbors.

Back Cover, Map: The two airbases located in the bottom right hand corner of
  the map are on Diego Garcia. These bases are controlled by the US/Allied player.

Additional Testers: Forrest Elam, Steven Okano, and Larry Webber.