

A dark blue sports car with white racing stripes, shown from a side profile. The car is positioned on a light-colored, possibly metallic, surface. The background is a blurred, rocky or metallic texture. The car has a sleek, aerodynamic design with a prominent front grille and large wheels.

Clarinbridge Crushers Gearhammers

Children of the Apocalypse

age to right armour
nour destroyed!
image to engine
age to chassis
age to cargo

Damage to chassis
Damage to cargo
Significant damage to engine
Moderate damage to engine

System & Healing Leadership

Minor damage to bottom armour

Initial Draft

Moderate concussion hit to Sean Johnson

Sean Johnson takes the blast to his throat

CONFIDENTIAL

MANAGE

TOP 04

22

MMG

30

20

06

ASSIGN TARGET

Mounted Mortar
Ammo: 35
Gunner: Hope Edmond
Target: Badlander (Hammersten)
Distance: 348 meters
Sustained Target: 5 secs
Sustained Fire: 5 secs
Chance of perfect shot: highly unlikely

MOVE DONE

Handbrake

Follow Cam

OCCUPANTS

Hope Edmond

Driver

Activity: 100%

Timeout called by CLARINbridge Crushers
Rear mounted Mounted Mortar: command sent to fire at Badlander (Hammersten)
Mounted Mortar fired from Hope Edmond's vehicle
Timeout called by CLARINbridge Crushers

Lobby Event Team Unused Unused

336 kmh 60 kmh 48 kmh

Enter an online world of vehicular combat
www.dark-wind.com

PSYCHICSOFTWARE

it's a 3D, computer-controlled tabletop wargame with all the benefits of a computerised Gamemaster...

Because it's computer controlled and turn based, Darkwind gives you all of the tactical challenge of a tabletop wargame without any of the effort of rolling dice and looking up combat tables. The game is a proper physics-based driving/combat simulation, with a complex combat system incorporating battle-field psychology, explosion effects, reloading, targeting, line-of-sight and sustained fire bonuses, rigid body collisions, critical hits, and so on. Everything a tabletop wargamer loves.

...set in a gritty, persistent online world

The game plays in an online, persistent world involving deathrace and combat leagues, a vast wilderness and numerous towns, factions and player-run camps. A carefully designed production and transportation system supplies hardware to the various towns. Your characters operate in a gritty post-apocalyptic game-world involving ageing, permanent injuries, drug addiction and death. This is not a sanitised, lowest-common-denominator MMO.

and played by a mature community...

Darkwind is played by a mature, friendly community of gamers, the majority of whom are wargamers and roleplayers; many are players or ex-players of the table-top vehicular combat game "Car Wars". Many are in their 30s and 40s.

...no time-limit, free play

Come and try it out, no time-limit free play. You can set up a gang of characters and compete in race, deathrace and arena combat leagues for an unlimited amount of time, for free. Subscriber features offer much more of course, but you're under no pressure to subscribe.

award-winning in the indie gaming community



Darkwind has received "most addictive game 2009" award from Bytten.com, as well as "game of the month" and "gold" awards from GameTunnel.com

acclaimed in the main- stream computer-gaming press

Reviews in the mainstream press include a 4-page article in "New Age Gamer", as well as a full-page review and 80% score in "PC Gamer" Magazine.



praised in the wargaming press

Reviews in the wargaming press include a glowing thumbs-up from "Flagship" magazine, which praised the way in which Darkwind removes all of the "time-consuming futzing over calculations" while maintaining a pleasing visual style



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