

DARKWIND

WAR ON WHEELS



Post-Apocalyptic Combat Driving
Turn-Based Online Wargame
Persistent Multiplayer World
Perma-Death



Design Your Own Cars
Repair, Maintain and Scavenge for Parts
Train Your Characters



Insignificant damage to right armour
Moderate concussion hit to Edward Starr
The bullet caves in the front of Edward Starr's skull
Heavy concussion hit to Stephen Young
The blast drives broken bones through Stephen Young's calf

Wilderness Travel,
Trading & Missions
Dynamic Economy



Detailed Combat System
Critical Hits, Injuries & Healing
Psychology & Leadership
Detailed Weapons Stats

Multiplayer Battles with Pirates,
Traders, and Other Players

Racing, Deathracing and
Arena Combat Leagues



Enter the 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 mainstream 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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