



DARKWIND TUTORIAL #1 QUICK START GUIDE

Step 1 Open the game website:
<http://www.dark-wind.com>

Click on 'Sign Up!' from the menu on the left.

As well as naming your gang and choosing your own public screenname, you have to decide what starting equipment you want.

A Marley or an Alpha are both good choices: their 1 litre engine will mean they can enter any race. Note however that you will need to add weapons if you want to compete in deathraces or combats.

Sign Up

Screen Name:

Login Name:

E-Mail*:

Confirm E-Mail:

Gang Name**:

Starting Equipment:

- Offroad Buggy with 1L engine, 25 armour, and \$6000
- Alpha with 1L engine, 29 armour, and \$5000
- Marley with 1L engine, 29 armour, and \$3000
- Symphony with 2L engine, 36 armour, and \$1500

[Click here to review these chassis types]

Where did you hear about Darkwind?

* A temporary password will be emailed to you. Your email address will only be used for sending messages related to this game, and we will not give it to any 3rd party.
** Your gang is your 'team' of characters. You must adhere to our **nam**ing rules.

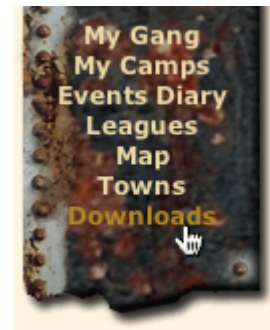
Step 2 Log onto the website using your chosen logon name and the temporary password that will have been emailed to you.

Step 3 Click on the 'Downloads' menu option

Username:

Password:

[\[Lost Password\]](#)



Step 4 Download and install the version of the game that is correct for your type of computer.

Future updates and patches to the game will be automatically performed from the game lobby.



[Self-extracting Windows installer \(~17.5MB\)](#)

or
[download as a .zip \(~20MB\)](#)

- When unpacking the contents, make sure to keep the folder structure intact.



[OSX \(PowerPC CPU\) download as a .zip \(~22MB\)](#)

or
[OSX \(Intel CPU\) download as a .zip \(~22MB\)](#)

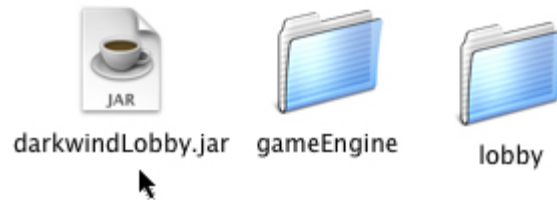


[Linux download as a .zip \(~20MB\)](#)





Step 5 Start up the game lobby by double-clicking on its icon, or (Windows XP) by choosing it from the Start menu.



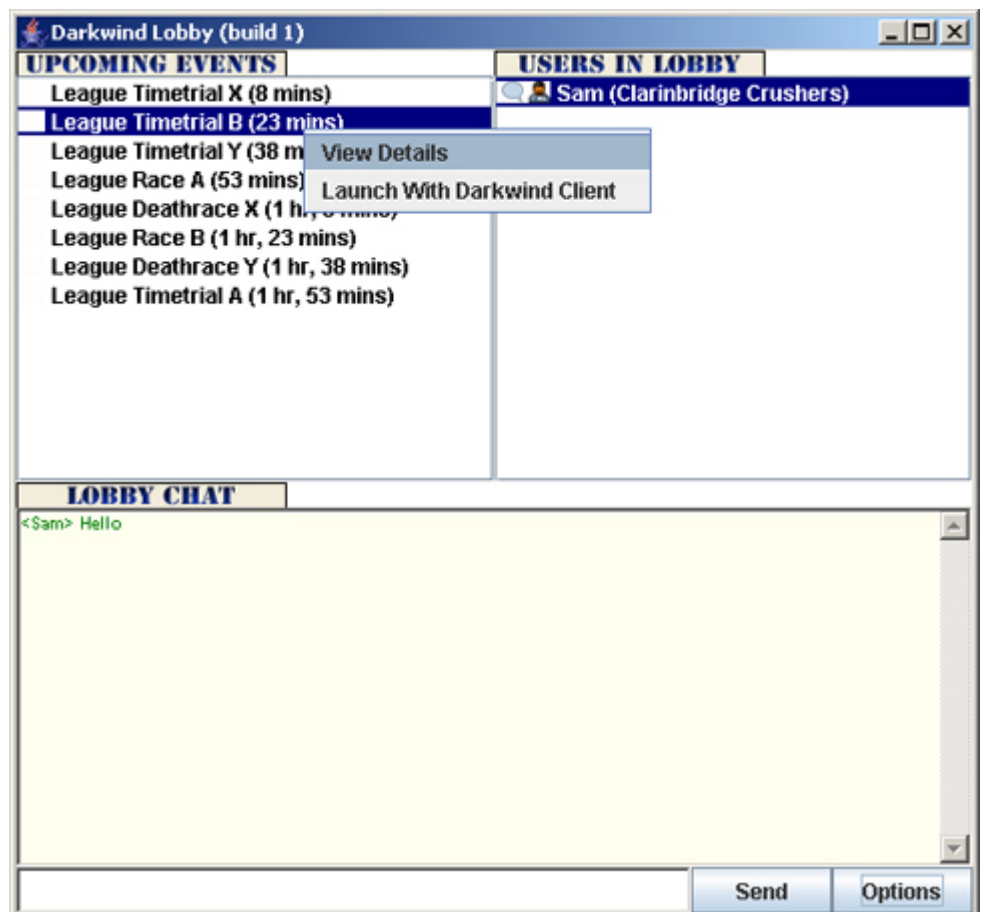
The icon used for the Lobby program may vary depending on your system, but will probably look like a coffee cup, since the lobby is a Java program.

Step 6 Note that you must have Java installed on your computer for the Lobby to work. You probably already have it, but if not, you can get it for free here: <http://www.java.com/>



Login to the Lobby program using the same username and password that you use for the website.

Now, click on an upcoming event from the list, and on the View Details option. This opens a web browser from which you can register your participation (see step 7 below).





Step 7 The events page on the website gives details about the event: its type, venue, scheduled start time, prizes, and specific restrictions for entry.

Here, you choose a vehicle from your gang, a driver from your gang, and if appropriate a co-driver or gunner.

You must register your entry for an event at least 7 minutes before its scheduled start time: after that, you can only enter the game as a spectator.

League Timetrial B	
Description:	Somerset Race League, Timetrial B
Venue:	Northern Desert Racing Circuit
Server Date:	2006-10-03 23:30:00
Details:	Event Type: Time Trial Series: Somerset Race Entry Fee: \$0 Event Length: 45 minutes
Prizes:	1st: \$0 2nd: \$0 3rd: \$0 4th: \$0 5th: \$0 6th: \$0
Restrictions:	1. Supply your own vehicles 2. Unrestricted combat rating 3. Maximum engine size: 3.2L

Register Your Entry For This Event	
Vehicle:	Altoistic <input type="button" value="View"/>
Driver:	Crystal Huth <input type="button" value="View"/>
Co-Driver:	Not applicable to this event
<input type="button" value="Register Entry"/> <input checked="" type="checkbox"/> Receive reminder email	

Competitors			
Gang	Vehicle	Driver	Co-Driver
<input type="checkbox"/> Sabre Dogs	Racing Symphony	Kathleen Schisler	None
<input type="checkbox"/> Jessi's Nutters	Racing Symphony	Mark Logan	None
<input type="checkbox"/> Bigger Fenders	Racing Symphony	Brian Lund	None
<input type="checkbox"/> Steel Sparks	Racing Symphony	Tammi Roush	None
<input type="checkbox"/> The Hunters	Racing Symphony	Noel Prevatte	None
<input type="checkbox"/> The Scabbies	Racing Symphony	Eileen Smith	None
<input type="checkbox"/> Sarsfield Grenadiers	Racing Symphony	Kenneth Shiflet	None
<input type="checkbox"/> The Locos	Racing Symphony	Mamie Snyder	None
<input type="checkbox"/> Children of the Apocalypse	Racing Symphony	Stephen Young	None
<input type="checkbox"/> Silent Mirage	Racing Symphony	William Dillard	None
<input type="checkbox"/> The High Rollers	Racing Symphony	Leonard Hopkins	None
<input type="checkbox"/> The Howitzers	Racing Symphony	Clarence Duntun	None

Step 8 After registering your entry, you can return to the Lobby program. It will alert you shortly before the start of any event that you are registered for, so keep it minimised in your taskbar while you are not using it.

When an event server has started (which is about 7 minutes before the scheduled event start time), you'll see a red exclamation mark beside it. Now you can click on the event and launch into it using the Darkwind Client program.

Darkwind Lobby (build 1)

UPCOMING EVENTS

- League Deathrace X (running) !
- League Race B (19 mins)
- League Deathrace Y (34 mins)
- League Timetrial A (49 mins)
- League Timetrial X (1 hr, 4 mins)
- League Timetrial B (1 hr, 19 mins)
- League Timetrial Y (1 hr, 34 mins)
- League Race A (1 hr, 49 mins)

USERS IN LOBBY

- Sam (Clarinbridge Crushers)

LOBBY CHAT

*** Attention: an event you are signed up for is starting soon
 *** League Deathrace X: event server has started





Step 9 After the Darkwind client program has loaded, you will be shown a window from which you can launch the 3D game itself.

If you are registered for this event, you can click Play to join it. Otherwise, you will only be able to Spectate.

It will take a few seconds to join a live event the first time you visit a particular track or arena, since lighting information must be calculated.



Step 10 Click and drag with the mouse to turn your camera.

Use the W, A, S, and D keys to move the camera forward, left, backwards, and right.

The mousewheel changes the height of the camera.

Click on a car to select it. You can now use the Q and E keys to rotate the camera around the car.

If the car belongs to you, a control panel appears (as shown here).





The arrow keys control the car's steering wheel and target speed (indicated by the grey dial on the speedometer). The red dial shows the car's actual current speed.

A grey 'ghost' car is shown in front of your car, showing approximately where it will be after one move (which is one second of game time).

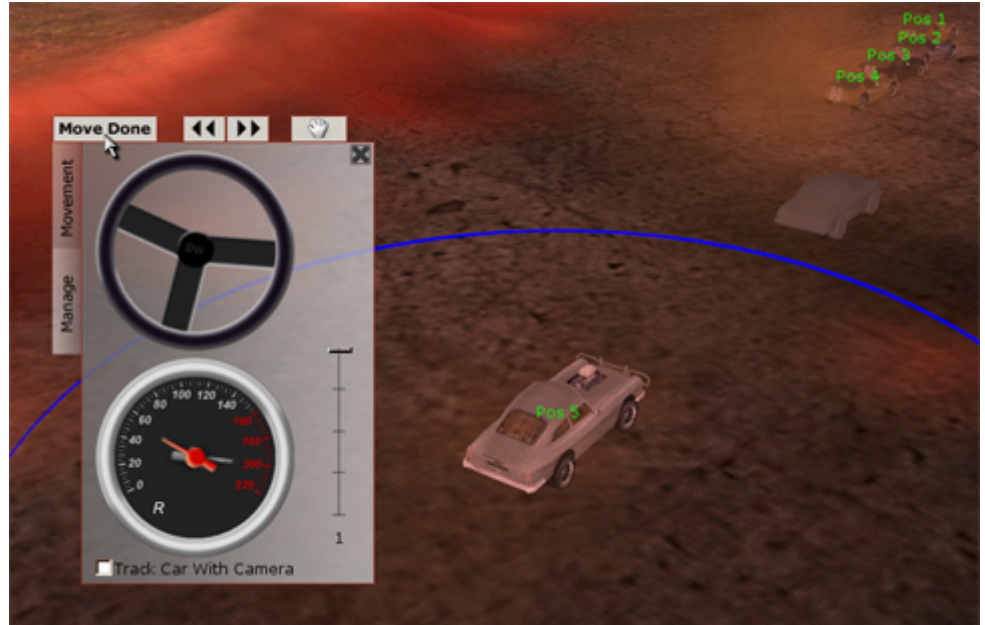
If you have joined the event before its scheduled start time, keep an eye on messages from the server, alerting you about to its start.

When the event actually starts, you will see a timer counting down at the top of the screen: you have this long to submit your move. After the move has happened and the cars have started accelerating, the timer resets and you are ready to submit your next move.

Click on the 'Move Done' button (or press Space) to submit your move and have the game roll forward by one second.

Beside the steering wheel are two buttons: Movement and Manage. By clicking Manage, you get a detailed view of your car's components and their health. Some items (such as your driver) display further information when you hover the mouse over them.

Some items (such as weapons) also have a menu of actions, which you can obtain by right-clicking on them.



Just below the game timer at the top of the screen is a drop-down menu, from which you can do various things such as request a 5-minute timeout (the game pauses). You can also exit from the 3D gameworld, although it is normally recommended to resign first: this ensures that your vehicles and characters will leave the game as soon as possible (after 5 game seconds, in fact).

It is recommended that you also read our tutorial covering timetrials, racing, and deathracing. You can get it here:

<http://www.dark-wind.com/tutorials/The3DGame.pdf>

