



## DARKWIND TUTORIAL #2

# TIMETRIALS, RACING, & DEATHRACING

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

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.

In the Upcoming Events list you will always see a set of league events scheduled over the next 2 hours, with computer controlled (NPC) gangs signed up. Any event that does not have a human competitor about 7 minutes before it starts will be cancelled. New league events are continually being created, so you can play anytime that suits you.

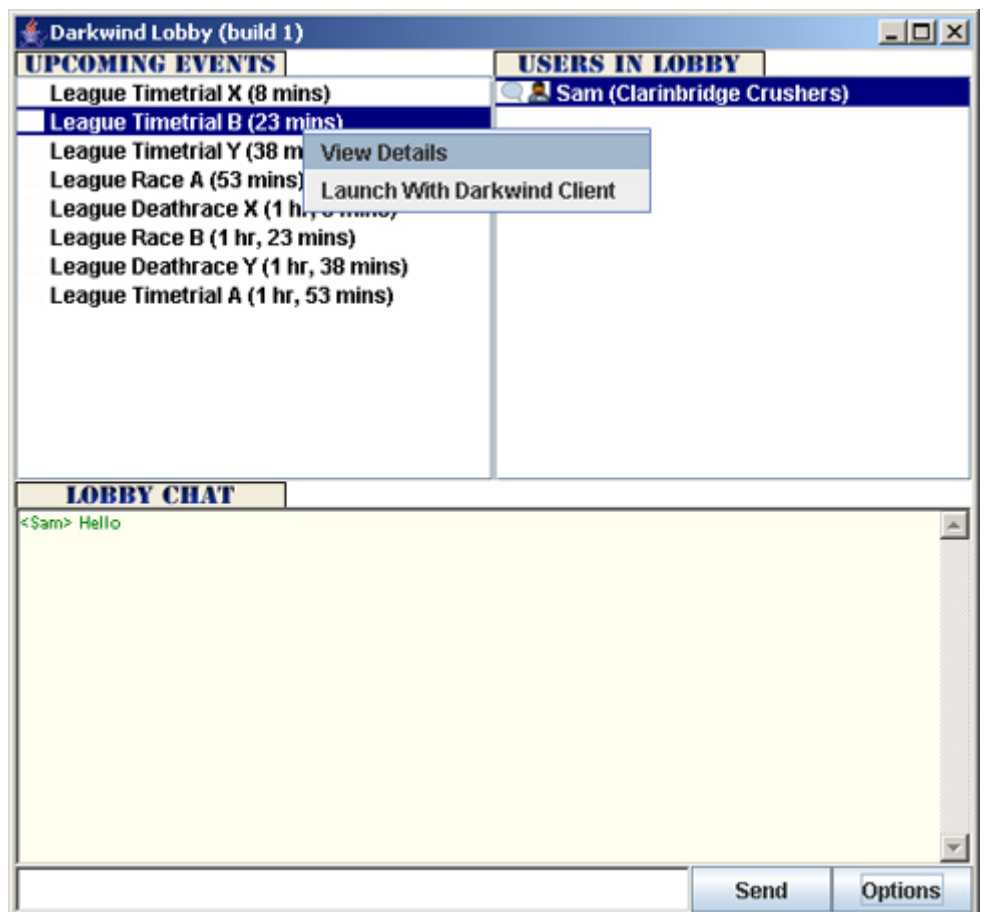
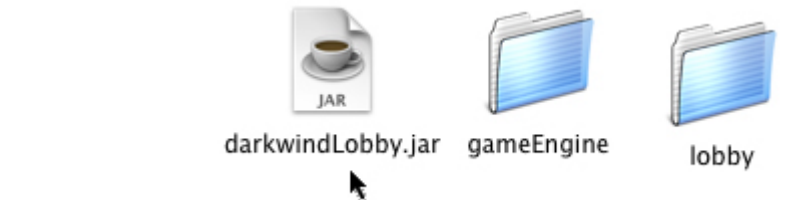
You can click on an upcoming event from the list, and on the View Details option. This opens a web browser from which you can register your participation.

As well as league events (in which you compete over 10 weeks for large overall prizes), there are one-off events scheduled at specific times of the week. You will find these on the website in the Events Diary. These one-off events also appear in the game Lobby 3 hours before they are due to start.

**Timetrials** are qualification events, in which you attempt to post the best laptime and achieve the front of the grid for the corresponding race or deathrace.

**Races** are race events in which weapons are not allowed. There may be an engine size restriction.

**Deathraces** are race events in which weapons are allowed, although there may be a Combat Rating restriction. (The Combat Rating of a car is calculated from its armour and weapons).



**Leagues** allow gangs to compete for substantial prizes over a ten-week (real world) period. This represents one "year" of gametime in Darkwind. Although you can enter as many race/deathrace events as you like, *your overall points scored in the league for a week will be the average of the points scored in all the events you entered.* The week starts on Sunday morning at 1.00 AM, GMT.





After launching the Darkwind client program from the lobby, and entering a live event, it's time to run through the basic camera control skills.

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. (+ and - on the numeric keypad also do this).

Click on a car to select it.

You can now use the Q and E keys (or [ and ] keys) to rotate the camera around the car.

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



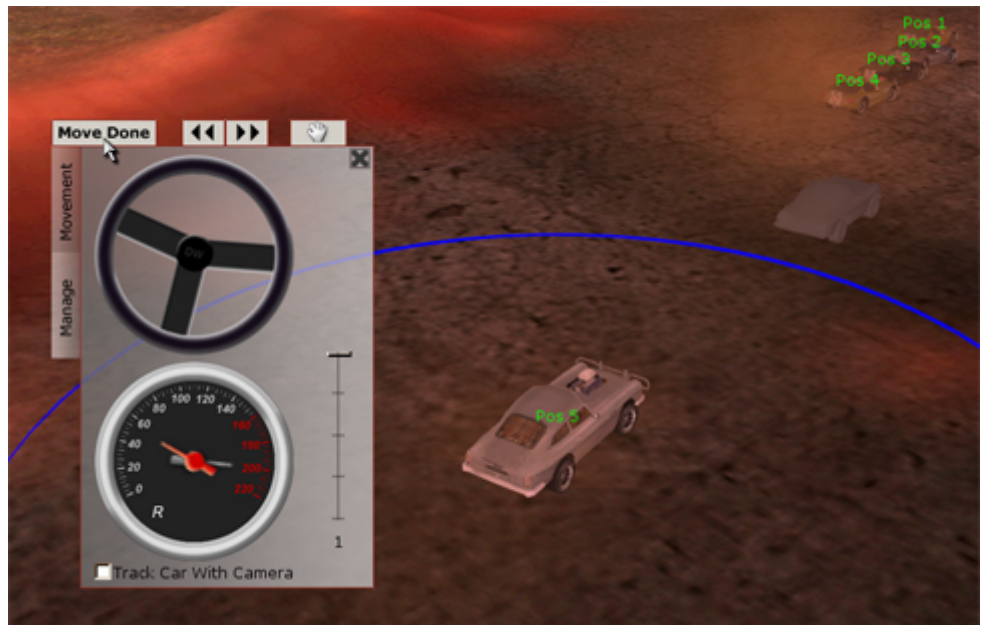
The arrow keys control the car's steering wheel and target speed (indicated by the grey dial on the speedometer). The red dial shows the car's actual current speed.

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, or a weapon) 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. In the example on the right, we have right-clicked our car's rear-mounted flamethrower and are about to assign Rodney Howe as its gunner.



The next step is to target our flamethrower at an enemy vehicle.

You can do this by right-clicking the enemy vehicle and selecting from the list of options (see picture).

You can also target a weapon by right-clicking on the weapon itself in the 'Manage' window and selecting from its available targets.

Weapons have a 90 degree firing arc, therefore the rear of your car must be approximately facing an enemy vehicle before a rear-mounted gun can target it.

You cannot fire your first shot until your target has been selected for at least one second. In a deathrace, weapon fire is also prohibited for the first 30 seconds of the race.





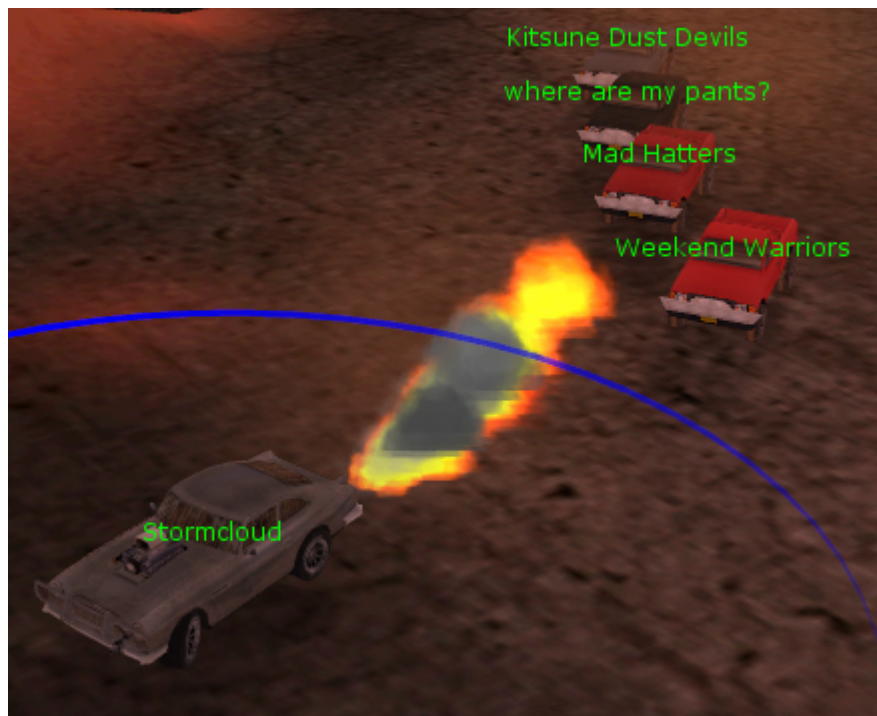
In order to fire a weapon at its target, you can again do so by right-clicking the targeted enemy vehicle or by right-clicking the weapon itself in the Manage window (the second approach is being used in the picture shown here).

You have the option of firing once, or firing repeatedly. Repeat Fire will fire once per second, as long as the target vehicle is within the weapon's firing arc, until ammunition is gone. You can of course take a weapon off repeat fire again at any time.

Hovering over a weapon in your Manage panel shows some potentially very useful information: how far away is the target?, how long has the gunner had a clear view of the target?, for how many sustained seconds has the weapon been fired at this target? These things are all important when assessing your chances of hitting. The type of weapon is critical too, of course: we're unlikely to cause much damage with a flamethrower at 14 metres....



... as predicted, this was a foolhardy shot to take. Our weapon did not have enough range to scorch its victim. We probably should have slowed down a little first.





As well as the standard targeted weapons such as flamethrowers, you have the option of using “mêlée” weapons: mounted rams and spikes.

These weapons cause the other car in a collision to take extra damage (assuming it is the correct side of your car that hits them). The weapon itself is liable to take damage too, however.

Rams are particularly effective on large vehicles, while mounted spikes are best on fast vehicles.



Another category of weapon is the “dropped” weapon. These weapons do not have targets assigned to them: they simply fire whenever their gunner wishes.

The weapons in this category are actually quite varied:

Smokescreens and paintclouds are primarily defensive (reducing the chance of being hit by enemy fire).

Mines and dropped spikes are offensive weapons that are good for shaking an attacker off your tail.

Oil jets can be deployed to great effect on racetrack corners (causing an enemy’s tyres to lose grip for a few seconds). Flaming oil jets are similar, but also cause some additional fire damage.



For a list of weapon types that are currently in the game, go to: <http://www.dark-wind.com/weaponTypes.html>

