



Darkwind: War on Wheels

Genre: Simultaneous multiplayer on-line turn based strategy/War Game
Platform: Windows and Mac OSX
www.dark-wind.com



[Click for review](#)



[Click for review](#)

Overview



Darkwind is a simultaneous turn-based, 3D persistent-world multiplayer wargame set in the near future. The simultaneous turn-based gameplay blends the fast play of a real-time game with the strategic depth and variety of a turn-based game, and therefore appeals to both real-time and turn-based enthusiasts. The game is staged on a sparsely populated continent, one of the few surviving areas of civilisation. The focus of the game is on vehicular combat – cars with guns - both in the wilderness and in man-made arenas and racing circuits. Gameplay is split between a web interface (for strategic management) and a 3D interface which supports Windows and Mac OSX (for control of characters and vehicles during a combat or race).



[Click for review](#)

- Post-Apocalyptic Turn-Based On-line Wargame
- Persistent Multiplayer World (timescale ties to real-world time)
- Detailed Combat System includes Complex Weapons Stats, Critical Hits, Injuries & Healing, Psychology & Leadership
- espoke physics engine based on rigid-body collision response, terrain characteristics, and detailed tyre/suspension simulations.
- Racing, Deathracing and Arena Combat Leagues
- Design Your Own Cars
- Repair, Maintain and Scavenge for Parts
- Train Your Characters
- Multiplayer Battles with Pirates, Traders, and Other Players
- Wilderness Travel, Trading & Missions, Dynamic Economy

DW-Tactical is a sandbox version of the game targeted at those players who enjoy the challenge of PvP but wish to play combats without the requirement to build up their own resources in a persistent game-world.



[Click for review](#)



[Click for review](#)



[Click for review](#)

