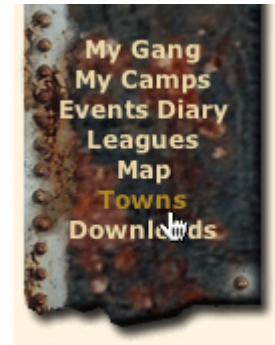
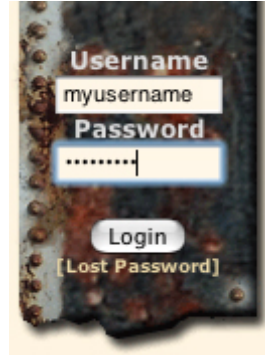




## DARKWIND TUTORIAL #3 BUYING A CAR

**Step 1** Log onto website  
<http://www.dark-wind.com>

**Step 2** Click on the 'Towns' menu option



**Step 3** Click on the mechanic shop (Jake's Car Sales and Repairs)



**Step 4** Click on the 'Order New Vehicle' action



**Step 5** Use the "Chassis", "Engine", "Weapons", "Tyres", and "Other" buttons to browse the various options available to you.

In this example we have chosen a Sunrise chassis.

Your car and its components are displayed on the right.

Click on a colour swatch to choose your colour scheme.

You will see warning messages in red at the bottom right (e.g. "engine required"). Only when these messages are dealt with can you purchase the car.

### Jake's Car Sales and Repairs

At the mechanic shop you can order new vehicles, or upgrades and repairs to your existing ones. The mechanic shop is also where you buy vehicle weapons, hand weapons and ammunition.

**Your gang has \$11261  
ORDER A NEW VEHICLE**

Chassis	Engine	Weapons	Tyres	Other
Offroad Buggy	65	20 (24)	550	2408 1
Alpha	90	20 (24)	765	3010 4
Royal Eaton	170	125 (150)	1000	12900 1
DeVille	175	135 (162)	950	17200 1
Vampire	160	110 (132)	1250	10320 1
Hearse	250	60 (72)	2250	6880 1
Apache	270	75 (90)	2400	7740 2
Bullet	160	90 (108)	1250	9460 1
Symphony	180	50 (60)	1500	5160 4
Chomper	200	55 (66)	1700	6450 2
Carrier Van	420	70 (84)	2300	8600 2
Sunrise	170	90 (108)	1450	8256 1
Marley	90	30 (36)	780	4730 2

**Sunrise**

Capacity: 170  
Engine Capacity: 90 (108)  
Weapon Slots: FRx2, REx2, LE, RI

Colour:

Component	Cost	Weight	Bulk
Chassis	8256	1450	-
10 unit fueltank	103	-	10
Driver*	-	150	20
<b>Totals</b>	<b>8359</b>	<b>1600</b>	<b>(140)</b>

\*Each additional gunner and passenger requires 20 spaces and weighs 150

This vehicle will be ready in 1 day

Vehicle name required <-<  
 Engine required <-<  
 Tyres required <-<  
 Vehicle needs amount <-<

\* (An exposed engine can be up to 20% larger than the configured capacity)







**Step 6** When choosing your engine, note that each chassis has an engine capacity rating. This determines the maximum Bulk of its engine.

If your car's engine is within this limit, it will be housed within the car and will be protected by its armour.

A chassis can actually carry an engine whose bulk is between 100% and 120% of its engine capacity. In this case the engine will be exposed, and therefore not properly protected by the car's armour.

### Jake's Car Sales and Repairs

At the mechanic shop you can order new vehicles, or upgrades and repairs to your existing ones. The mechanic shop is also where you buy vehicle weapons, hand weapons and ammunition.

Your gang has \$11261  
ORDER A NEW VEHICLE

Chassis	Engine	Weapons	Tyres	Other	
	<b>Engine</b>	<b>Weight</b>	<b>Bulk</b>	<b>Cost</b>	<b>Stock</b>
	0.6L supercompact	200	10	688	10
	1L	350	20	688	1
	1.6L	500	30	860	21
	2L	625	38	1032	16
	3.2L	1000	60	2064	5
	3.2L V8	1000	65	4558	1
	4L	1250	75	2924	4
	5L	1600	95	4128	2
	5L V8	1600	100	7740	1
	7L	2250	135	6450	1
	9.4L	3075	185	8944	2



Sunrise

Capacity:170  
Engine Capacity:90 (108)  
Weapon Slots: FRx2, REx2, LE, RI  
Colour:

Component	Cost	Weight	Bulk
Chassis	8256	1450	-
5L engine	4128	1600	95**
10 unit fuel tank	103	-	10
Driver*	-	150	20
<b>Totals</b>	<b>12487</b>	<b>3200</b>	<b>(50)</b>

\*\* The engine will be exposed  
\*Each additional gunner and passenger requires 20 spaces and weighs 150

This vehicle will be ready in 2 days

Vehicle name required <--  
Tyres required <--  
Vehicle needs armour <--  
You can't afford this vehicle <--

**Step 7** When choosing your car's weapons, you will also have to decide where they are mounted on the car (front, rear, left, right). A drop-down menu is used for this, in your car's components list on the right.

As you can see, we have chosen a front-mounted machine gun in the example shown here.

As you configure your car, keep an eye on its remaining internal space ('Bulk'), as well as on its cost and weight. If you want to use your car to carry trade goods, you will need to leave some Bulk free.

### Jake's Car Sales and Repairs

At the mechanic shop you can order new vehicles, or upgrades and repairs to your existing ones. The mechanic shop is also where you buy vehicle weapons, hand weapons and ammunition.

Your gang has \$11261  
ORDER A NEW VEHICLE

Chassis	Engine	Weapons	Tyres	Other			
		<b>Weapon</b>	<b>Weight*</b>	<b>Bulk</b>	<b>Ammo</b>	<b>Cost*</b>	<b>Stock</b>
		Machine Gun	152	20	20	1763	3
		Car Cannon	510	60	10	11309	3
		Flamethrower	455	40	10	903	2
		Heavy Flamethrower	660	60	10	2236	5
		Rocket Launcher	205	40	10	1780	2
		Micromissile Launcher	102	20	10	1324	1
		Radar Guided Missile	300	40	2	10320	1
		Car Rifle	305	40	10	2640	6
		Anti Tank Gun	610	60	10	3526	2
		Heavy Laser	1000	60	0	20640	2
		Smokescreen	30	20	10	447	3
		Heavy Smokescreen	70	40	10	928	3
		Paint Spray	27	20	15	705	4
		Heavy Paint Spray	58	40	10	1444	3
		Oil Jet	27	40	15	447	5
		Heavy Oil Jet	58	60	10	928	2
		Flaming Oil Jet	32	40	15	576	1
		Car Grenade Launcher	204	40	10	1763	5
		Medium Rocket	50	16	1	240	2



Sunrise

Capacity:170  
Engine Capacity:90 (108)  
Weapon Slots: FRx2, REx2, LE, RI  
Colour:

Component	Cost	Weight	Bulk
Chassis	8256	1450	-
5L engine	4128	1600	95**
Machine Gun	1763	152	20
10 unit fuel tank	103	-	10
Driver*	-	150	20
<b>Totals</b>	<b>14250</b>	<b>3352</b>	<b>(30)</b>

\*\* The engine will be exposed  
\*Each additional gunner and passenger requires 20 spaces and weighs 150

This vehicle will be ready in 2 days

Vehicle name required <--  
Tyres required <--  
Vehicle needs armour <--

**Step 8** Choose your tyres (the correct number to match the number of wheels on your car is selected automatically)

Chassis	Engine	Weapons	Tyres	Other	
			<b>Tyre</b>	<b>Cost</b>	<b>Stock</b>
			Standard	86	771





**Step 9** In the 'other' section, you name your car (maximum 15 characters)

You also decide the armour that you want for your car, defined in six different locations (front, rear, left, right, top, bottom).

Armour comes in three grades: grade 'A' is very expensive although very light, grade 'B' is normal, while grade 'C' is very heavy though cheap. All grades of armour can soak up the same amount of damage.

Your car's armour and other components can of course be changed later, although this takes real-world time too.

**Jake's Car Sales and Repairs**

At the mechanic shop you can order new vehicles, or upgrades and repairs to your existing ones. The mechanic shop is also where you buy vehicle weapons, hand weapons and ammunition.

Your gang has \$11261  
**ORDER A NEW VEHICLE**

Chassis Engine Weapons Tyres **Other**

Vehicle's Name: The Italian Job

**Armour**

GRADE:  A  B  C

Front: 8 Rear: 8 Left: 5  
Right: 5 Top: 2 Bottom: 4

With this chassis, your armour costs \$1504 and weighs 160  
This chassis can take a maximum of 60 units of armour

**Fueltank Size**: 10

Each unit in a fueltank stores 2.5 litres of fuel; minimum size is 2 units

Apply Changes

**Marley 'The Italian Job'**

Capacity: 90  
Engine Capacity: 30 (36)  
Weapon Slots: FRx2, REx2, LE, RI  
Colour:

Component	Cost	Weight	Bulk
Chassis	4730	780	-
1L engine	688	350	20
Machine Gun [remove] front	1763	152	20
4 Standard tyres	344	-	-
32 units grade B armour	1504	160	-
10 unit fueltank	103	-	10
Driver*	-	150	20
<b>Totals</b>	<b>9132</b>	<b>1592</b>	<b>(20)</b>

\*Each additional gunner and passenger requires 20 spaces and weighs 150

This vehicle will be ready in 4 days

ORDER THIS VEHICLE

**Step 10** You can go back and change any of your car design, until you are happy with it.

Assuming your car has been correctly configured (the engine isn't too big, you haven't chosen too much Bulk of internal components, you have enough money to pay for it, etc.) - the 'Order This Vehicle' button can then be used to order it.

Please note that it takes a number of days (real world time) for the mechanic shop to build your car. Until this time has elapsed, you won't be able to enter any events with it, or take the car out into the wilderness.

**Additional Information** All vehicle components are tracked by the game. Stock arrives into town at various times of the day and night, but may be lost if there is a lot of piracy happening in the wilderness areas. This means that it is quite feasible for the mechanic shop in a town to run out of a particular component. You will not be able to get a component fixed if it is damaged below 75% health, unless the mechanic shop has spare parts. Therefore, think carefully before buying a rare item such as a heavy laser.

It takes real-world time to switch components in a car (for example, to change its engine) or to get components repaired or armour replaced after a battle. Difficult decisions may have to be made, if time is short before an important race, battle, or trade mission that you wish to undertake. This is part of the strategy of the game.

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

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

