



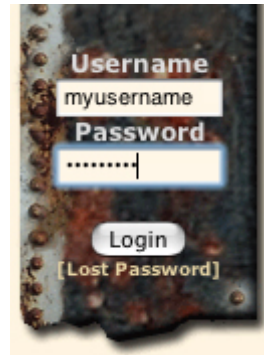
DARKWIND TUTORIAL #4

FIXING & UPGRADING YOUR CARS

Log onto the website

<http://www.dark-wind.com>

Click on the 'Towns' menu option



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



There are a number of actions you can carry out at the mechanic shop:

Order New Vehicle: described in a separate tutorial:
<http://www.dark-wind.com/tutorials/BuyingACar.pdf>

The rest of the mechanic shop activities are discussed in this document:

Buy/Sell Components: this refers to the trading of individual car parts (tyres, engines, weapons) with the town mechanic.

Install/Remove Components: this refers to the modification of your cars by adding and removing components from them.

You will also see a list of vehicles belonging to your gang that are currently in town. By clicking on these, you can assess their current status and initiate repairs to components that are currently installed.

The following instructions pages may also be useful to you:

The Darkwind Economic Model: <http://www.dark-wind.com/instructionsEconomy.html>

The weapon types currently in the game: <http://www.dark-wind.com/weaponTypes.html>

Actions
Order New Vehicle
Buy/Sell Components
Install/Remove Components
View/Repair Your Vehicles
Alpha 'Altoistic'
Symphony 'Fuzzgun'
Vampire 'Overloader'
Offroad Buggy 'Krusher Kart'





BUY/ SELL COMPONENTS

The Buy/Sell Components action opens up two tables of information: at the top, items available in the shop are listed; at the bottom, items that you have in your town lockup are listed.

Your town lockup is a storage facility. Items in your lockup can be sold to the town shop, or installed in your cars. Any items you buy from the shop, or remove from a car, are placed in your lockup.

The buttons at the top allow you to look at engines, weapons, and tyres. In the picture on the right, we are looking at weapons.

Using the BUY and SELL links, you can trade with the town shop. Since our flamethrower is damaged, we will get less money for it (you will see how to fix it later in this document). Our machine gun is not full of ammunition, and therefore we will get a little less when we sell it. You will see how to reload weapons later.

As you click on the BUY and SELL links, you are shown the overall financial result at the top of the page (see picture below). It is not until you Confirm Transactions that the trades are finalised.

You will pay the mechanic shop \$4429

[Confirm Transactions](#)

-- SHOP --						
Weapon	Weight	Bulk	Ammo	Buy \$	Stock	
Machine Gun	152	20	20	1763	1 (+2)	BUY
Car Cannon	510	60	10	11309	3	BUY
Flamethrower	455	40	10	903	1 (+1)	BUY
Heavy Flamethrower	660	60	10	2236	5	BUY

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.

Actions
Order New Vehicle
Buy/Sell Components
Install/Remove Components

Your gang has \$11261

BUY/SELL COMPONENTS

Engines	Weapons	Tyres				
-- SHOP --						
Weapon	Weight	Bulk	Ammo	Buy \$	Stock	
Machine Gun	152	20	20	1763	3	BUY
Car Cannon	510	60	10	11309	3	BUY
Flamethrower	455	40	10	903	2	BUY
Heavy Flamethrower	660	60	10	2236	5	BUY
Rocket Launcher	205	40	10	1780	2	BUY
Micromissile Launcher	102	20	10	1324	1	BUY
Radar Guided Missile	300	40	2	10320	1	BUY
Car Rifle	305	40	10	2640	6	BUY
Anti Tank Gun	610	60	10	3526	2	BUY
Heavy Laser	1000	60	0	20640	2	BUY
Smokescreen	30	20	10	447	3	BUY
Heavy Smokescreen	70	40	10	928	3	BUY
Paint Spray	27	20	15	705	4	BUY
Heavy Paint Spray	58	40	10	1444	3	BUY
Oil Jet	27	40	15	447	5	BUY
Heavy Oil Jet	58	60	10	928	2	BUY
Flaming Oil Jet	32	40	15	576	1	BUY
Car Grenade Launcher	204	40	10	1763	5	BUY
Medium Rocket	50	16	1	240	2	BUY
Mini Rocket	20	6	1	86	3	BUY
-- YOUR TOWN LOCKUP --						
Weapon	Health	Ammo	Sell \$			
Machine Gun	100%	13/20	1398			SELL
Flamethrower	90%	10/10	653			SELL
Mini Rocket	100%	1/1	68			SELL
Mounted Spikes	100%	0/0	1376			SELL





INSTALL/REMOVE COMPONENTS

The Install/Remove Components action allows you to take items from your lockup and install them in your cars. It also allows you to remove items from your cars and put them in your lockup.

In the example on the right, we are looking at weapons. When installing a weapon, you must choose the location on the car (Front, Rear, Left, Right, Cargo):

Install
[Fr] [Re] [Le] [Ri] [Cargo]

It takes a number of hours (real world time) and costs money to install components. The cost is less if your gang has a skilled mechanic character in town. Putting a weapon into the cargo area of your car does not take any time or cost anything, and means that it's not available for use in battle.

A damaged component can be repaired while in your town lockup. This costs money and takes time:

Weapon	Hlth	Wgt
Machine Gun	100%	150
Flamethrower	90% REPAIR	450
Mini Rocket	100%	0

To switch between the different vehicles that you have in town, use the drop-down list:

-- YOUR VEHICLE --
Krusher Kart
Offroad Buggy

Actions
Order New Vehicle
Buy/Sell Components
Install/Remove Components

INSTALL/REMOVE COMPONENTS

Engines	Weapons	Tyres			
	*				
* Weapons take 12 hours and cost up to \$50 to install					
-- YOUR TOWN LOCKUP --					
Weapon	Hlth	Wgt	Blk	Ammo	Install
Machine Gun	100%	150	20	13/20	[Fr] [Re] [Le] [Ri] [Cargo]
Flamethrower	90% REPAIR	450	40	10/10	[Fr] [Re] [Le] [Ri] [Cargo]
Mini Rocket	100%	0	6	1/1	[Fr] [Re] [Le] [Ri] [Cargo]
Mounted Spikes	100%	100	5	0/0	[Fr] [Re] [Cargo]
-- YOUR VEHICLE --					
Name	Overloader				
Chassis	Vampire				
Installed Components					
Description	Weight	Bulk	Health		
4L engine	1250	75	100%	Remove	
Heavy Machine Gun mounted Front	355	40	86%	Remove	
Mini Rocket mounted Rear	20	6	100%	Remove	
Standard tyre FL	n/a	n/a	100%	Remove	
Standard tyre FR	n/a	n/a	100%	Remove	
Standard tyre RL	n/a	n/a	100%	Remove	
Standard tyre RR	n/a	n/a	100%	Remove	
Cargo					
Description	Weight	Bulk	Health		
Standard tyre	8	4	80%	Remove	
Standard tyre	8	4	90%	Remove	
Cargo space left				9	
Weight excl. armour				2891	





VIEW/REPAIR YOUR VEHICLES

Click on a vehicle in the list to view it and initiate repairs to its installed components. Any damaged component (other than tyres) can be repaired, assuming the mechanic shop has enough spare parts. It takes some time to repair equipment. Weapons can also be reloaded:

	Hlth	Ammo
e	86%	11
	REPAIR	RELOAD
	100%	1

You can also sell the vehicle, including all of its components and cargo, to the mechanic shop:

Sell Price: \$16111	[SELL]
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Another action you can carry out is the modification of the armour on your car:

Armour [MODIFY AMOUNTS]		
Location	Amount	Grade
Front	7	B

This is something you are likely to do quite often, since armour gets damaged very often during the game events.

The vehicle's maximum armour is 85 units
Your gang has \$11261

MODIFY ARMOUR AMOUNTS

Front Rear Left

Right Top Bottom

[Finalise Changes]

Added: 5 units
Removed: 2 units
Current Total: 35 units
This would cost \$515
The vehicle weight would increase by 24
The work would take 8 hours to complete

As you edit the numbers in these boxes, the overall results are displayed. Note that the maximum amount of armour a car can carry is determined by its chassis type. The mechanic shop will not start work on your car until you click the Finalise Changes button.

View/Repair Your Vehicles
Alpha 'Altoistic'
Symphony 'Fuzzgun'
Vampire 'Overloader'
Offroad Bugle 'Krusher Kart'

"Overloader"

[Change Name]

Owners
Clarinbridge Crushers

Chassis
Vampire

Engine
4L (Health 100%)

Armour [MODIFY AMOUNTS]

Location	Amount	Grade
Front	7	B
Rear	12	B
Left	4	B
Right	4	B
Top	2	B
Bottom	3	B

Weapons

Loc.	Type	Hlth	Ammo
Front	Heavy Machine Gun	86% REPAIR	11 RELOAD
Rear	Mini Rocket	100%	1

Tyres

Type	Location	Health
Standard	FL	100%
Standard	FR	100%
Standard	RL	100%
Standard	RR	100%

Fuel
0 of 2 units

Cargo

Description	Health
Standard tyre	80%
Standard tyre	90%

Cargo Space Left: 9

Weight
3147

Combat Rating
53

Sell Price: \$16111 [SELL]

