

WINDSURFING MMX ENGLISH MANUAL

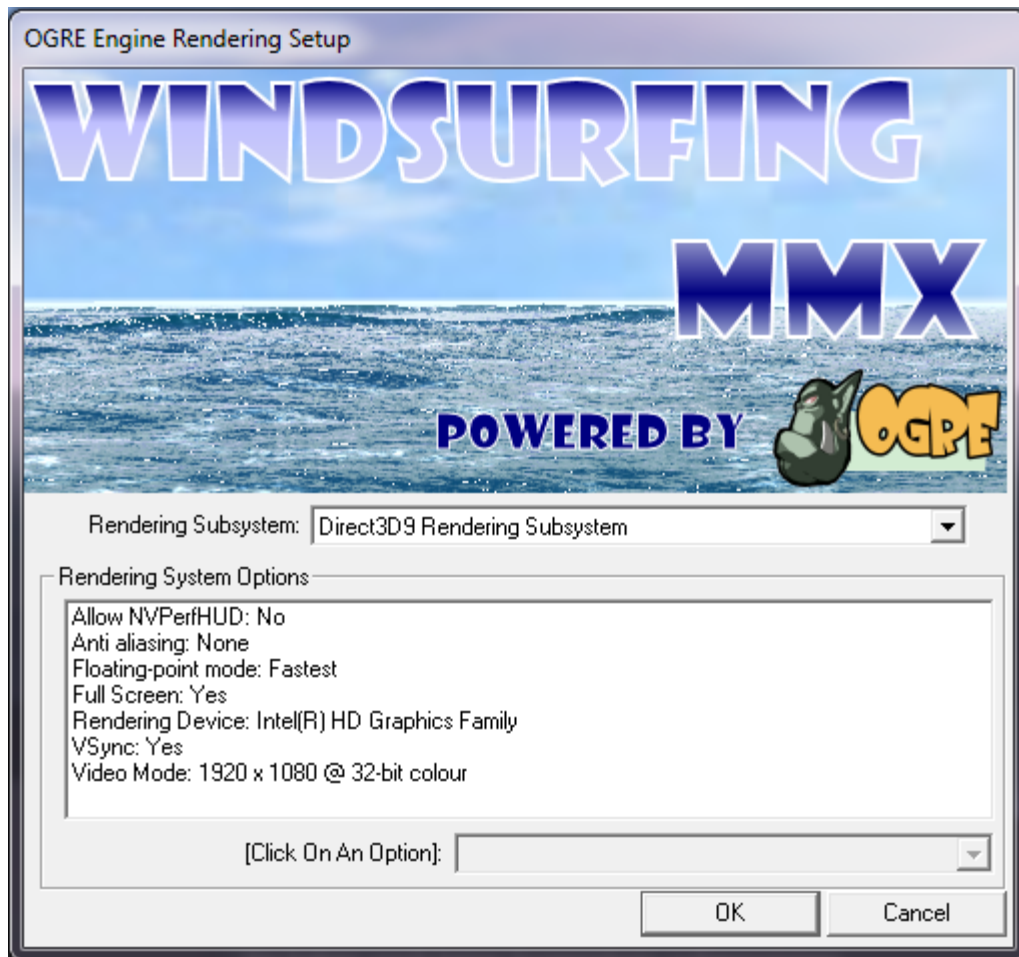


WINDSURFING **MMX**

STARTING THE GAME:

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When you start the game, a graphic setup pops up. You have to choose the rendering device and the resolution you wish to use. Enter also whether you want to play in full screen or not:



1. DESCRIPTION OF KEYS:

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SPACE: General Action key: Used to grab or drop your rig, beachstart, waterstart or get off the board, take an impulsion during regular sailing, jibe.

ARROWS: Control the windsurfer on the beach, whilst sailing use Left/Right for direction and Up to open your sail.

>CLOSING the sail is automatic, do not need to press Down!

C: Action key specific for moves and jumps.

>See description about this further below.

P or ESC: Pause / Resume game.

>Pausing game enables taking screenshots.

F: Brings you 100 meters upwind during sailing.

>Will not work if the windsurfer gets out of field limits.

L: Switch Language dynamically.

U: Switch camera view. It is possible to change the distance between camera and character inside the settings window.

N: Starts a heat of the currently selected duration.

>If a heat is currently running, it will be restarted!

H: Brings directly back to the beach. If a heat is currently running, it will be stopped and the score submitted.

If you are on the beach, you are brought back to the board.

PRINT: Saves the screen inside the game directory.

>The game has to be paused for screenshots.

SHIFT LEFT: Quick glance to your left.

CONTROL LEFT: Quick glance to your right.

MOUSE RIGHT BUTTON: Lets you zoom in or out.

2. AVAILABLE MOVES:

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Currently, the following moves are available:

BEACHSTART/BEACHSTOP/WATERSTART: Press space, to perform a Beachstop you have to brake and quit planing first!

Switch sides in waterstart position using the arrows.

JIBE (Easy): At the end of a curve or Bottom Turn, press space to trigger a jibe.

DUCK-JIBE (Middle): During a Bottom Turn, release the down key, then press space to trigger the jibe.

TACK (Middle): Luff until you lose planing, then press space once the wind has switched side.

BOTTOM TURN (Easy): Bear away through pressing the corresponding arrow, keeping the down arrow also pressed.

BODYDRAG (Easy): Press C while riding downwind.

SHAKA (Middle): Start a surf backside and press space.

FLAKA (Middle): Press space to start a small jump. Trigger the flaka through luffing and pressing C.

SPOCK (Middle): Press space to start a small jump. Trigger the spock through bearing away and pressing C.

SHOVE IT (Middle): Press space to start a small jump. Trigger the shove it through pressing the up arrow and C.

CUTBACK (Easy): At the end of a Bottom Turn, keep the down arrow pressed and switch directions.

CUTBACK PUSHED (Middle): While surfing downwind or at the end of a Bottom Turn, luff while keeping the up arrow pressed.

SURF BACKSIDE (Middle): Luff keeping the down arrow pressed to start a curve, then bear away for a cutback.

3. AVAILABLE JUMPS:

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Currently, the following jumps are available:

JUMP (Easy): Press space to take an impulsion while sailing.

Timing on the wave is very important!

FRONTLOOP (Easy): Once in the air, press the up arrow, then bear away. Release the keys to slow your rotation.

If performed high enough, it will be one-hand!

DOUBLE FRONTLOOP (Middle): At the end of your first loop, trigger a second one if you still have enough height.

TRIPLE FRONTLOOP (Very hard): At the end of your second loop, trigger a third one if you still have enough height.

TABLE TOP (Middle): Once in the air, keep the up arrow pressed as long as required. The jump must be vertical enough to trigger it.

If performed steep enough, it will be one-hand!

TABLE INTO FORWARD (Middle): As soon as the table top has started, trigger a frontloop. Not available in Demo-Game.

TABLE INTO DOUBLE (Hard): At the end of a Table into Forward, trigger a second frontloop. Not available in Demo-Game.

BACKLOOP (Middle): Once in the air, press the down arrow, then luff. The jump must be vertical enough to trigger it.

Release the keys to slow your rotation.

If performed steep enough, it will be one-hand!

GOITER (Hard): At the end of a Bottom Turn or in front of a wave (downwind), combine down arrow with luff then C.

WAVE 360 (Hard): At the end of a Bottom Turn, press C. Be vertical enough to perform this move.

PUSHLOOP (Middle): Once in the air, press the down arrow. The jump must be vertical enough to trigger it.

Release the key to slow your rotation!

PUSH-TO-FRONTLOOP (Hard): Perform a pushloop, but keep the down arrow pressed.

AERIAL OFF-THE-LIP (Hard): Start a cutback on the lip to jump.

Timing is very important, aerials are higher during off-shore conditions.

AERIAL TO FRONTLOOP (Very hard): Start a Frontloop if your

aerial is high enough.

AERIAL TO BACKLOOP (Very hard): Start a Backloop if your aerial is high and vertical enough.

AERIAL TO TABLE TOP (Very hard): Start a Table Top if your aerial is high and vertical enough.

AERIAL TO DOUBLE (Very hard): Start a Double Frontloop if your aerial is high enough.

4. SKILLS:

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Skills are rated between 0 and 100 percent. Your skills will only increase during competition, every time you perform a jump or a move or you finish a race.

Skills increase faster in a 12-minute heat than a 6- or 3-minute heat.

If your current skill for a disciplin is below 50 percent, it will also increase with sailing time.

Above 50 percent, only performance counts, but also your skill will decrease automatically by approximatively 1 percent every other day.

Skills are registered online and can be seen on your profile (<https://www.windsurfing-the-game.com/profile/>).

5. HEAT:

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Start a new heat using the window or the N-Key, counting starts 10 seconds before the actual start for a wave heat, 20 seconds for a slalom heat.

WAVE: Each move or jump brings points according to your style or height, on frontloop and backloop the late-forward aspect and rotation speed also count!

Falling costs precious seconds and the F-Key costs 10 seconds every time it is pressed!

Each move or jump is judged according to its difficulty, which means that diversity is the key to a high score!

Perform your surf and moves on the same wave to multiply your points using the combo system, increasing by 10% each time!

SLALOM: Your time will be recorded.

FREESTYLE: The Heat lasts 2 minutes. You have to get as many points as possible, for this it is necessary to collect a multiplier before your moves. Each multiplier activated will be valid during only 5 seconds, and all multipliers reposition after 15 seconds. Accepted moves on a Freestyle heat are Shaka, Flaka, Spock, Bodydrag and Duck-Jibe.

At the end of a heat, the score is either submitted offline locally, or submitted to the website if an email address was entered inside the settings window.

6. COMPETITION:

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This window contains either the offline score table (if the player has not entered his email address inside settings) or the online score table in the opposite case.

7. GAME RULES:

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The weather can only be set when on the beach without a board.

The sailable area is limited by invisible walls, crossing them brings you automatically back upwind.

8. CHARACTER:

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Your character can be customized, hair, top, short and harness can be switched. For this it is necessary to be on the beach without rig.

9. EQUIPMENT:

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You can choose between several boards, sails, fins and pads in this section.

The equipment characteristics are customizable.

To switch equipment it is necessary to be on the beach without rig.

10. LOCATION:

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Choose which location you would like to ride on, to switch it is necessary to be on the beach without rig.

11. WEATHER:

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You have a choice of 5 different wind directions.
Off-Shore conditions offer better surf, while side-shore conditions allow higher jumps.
On-Shore conditions are best suited for backside surfing.

12. NETWORK GAMING:

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The chat can be activated through pressing the ENTER key.

A network game can host up to 20 players and 20 spectators. Only players can participate to heats, spectators are visible only as simple camera for other players. Spectators have a modified camera on mast and shoulder mode for better viewing.

A network game consists of one server and many clients. The server is mandatory and decides the weather, the sea conditions and only he is able to start a heat.

However, clients playing in a different location than the one of the server are not affected by the server's choices.

When a server is started, a notification is sent over email to the users who switched on this function inside the settings.

Playing network games can require setting up port 27015, both for the firewall and on the router (forward port 27015 to your computer). A test button is available in the game to be able to test the connection.

Here is an example of forwarding port 27015 on a router (TCP & UDP):

The screenshot shows a router's web interface for 'Digitalisierungsbox BASIC'. The page is titled 'Security / Port Forwarding'. On the left, there is a navigation menu with 'Security' selected. The main content area shows a 'List of configured port forwarding rules' table with two entries for 'Bobby-PC.zyxel.box' on port 27015, one for TCP and one for UDP. Below the table is a 'New' button and a 'Reserved ports' section. At the bottom, there is an 'Exposed Host' section with a form to enable and set the host address.

Digitalisierungsbox BASIC EXPERT DSL Internet Telephony WLAN Network Security

Security / Port Forwarding

List of configured port forwarding rules

If the SPI (Stateful Packet Inspection) Firewall is enabled, all incoming connections to your Home Network are blocked. You can define exceptions to allow particular devices to be reachable from the outside. For example, if you operate an FTP Server inside your Home Network, you may allow Port 21 connections from outside to your Home Network.

Activate all port forwarding rules

Name	Client	Protocol	LAN port	Public port	Source zone	Enabled	Configure
Bobby-PC.zyxel.box	192.168.2.136	TCP	27015	27015	Internet ...	<input checked="" type="checkbox"/>	
Bobby-PC.zyxel.box	192.168.2.136	UDP	27015	27015	Internet ...	<input checked="" type="checkbox"/>	

New

Reserved ports: 5070/TCP/UDP (VoIP), 10001-10060/UDP (VoIP)

Exposed Host

All ports will be forwarded to this host, which do not match an active port forwarding rule and are not reserved.

Enable Exposed Host:

Exposed Host Address: . . .

Save

13. SETTINGS:

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You can set the language inside the settings window, as well as your nickname, name on sail and email address. Through entering an email address, scores will be automatically sent to the website at the end of a heat. The tutorial and the automatic score submission can also be deactivated here. The automatic email notification for network games can also be set here.

Inside the Graphics and Sound window it is possible to set the detail level, which automatically sets itself to low if the framerate falls below 30 images/second. If you set it back to high then, the automatic fitting will be deactivated. However, the physics could not work correctly any more. Shadows can be set here, as well as the small interface, the number of extra windsurfer and the camera distance.

Sound and music can be set here, too. If you wish to use your own music, replace the original files in the game directory, but respect the necessary format wav/mono/44100Hz!

Settings can be saved.

www.windsurfing-the-game.com