

DarkHelm

Quickstart Guide — from launch to your first jump in five minutes.

DarkHelm is a **multiplayer bridge simulator**: one ship, one crew, split across eight stations. You don't need to know everything to start — pick a seat and the ship's other stations are your crewmates.

1. Launch & choose a game

From the launcher, either **Host** a game or **Join** one.

- **Host** — you run the ship. Pick **LAN** (same network) or **Online**, set up the galaxy, scenario and your ship in the lobby, then **Start**. You play too.
- **Join** — connect to a host (LAN on your network, Online via Steam, or a direct address) and pick an open station.

2. Pick a station

New? Start on **Helm** (fly the ship) or **Sensors** (find and identify contacts) — both are easy to read. A solo player can man several stations at once; a full crew takes one each.

3. Learn the seat in 10 seconds

Every console has a  **Help** button (top-right) with a full breakdown of its panels and controls. Open it once and you're ready.

4. The only controls you need to start

Do this	Helm
Steer	   
Throttle up / down	 / 
All stop	
Jump to hyperspace	

On other stations: **Weapons** — lock with **Tab**, fire with **Space**. **Sensors** — **Tab** to cycle a contact, **Enter** to scan it. Everything also works with the mouse.

5. Work as a crew

- **Engineering** keeps power and cooling balanced so your systems stay up.
- **Sensors** finds and identifies threats and hands targets to **Weapons**.
- **Helm** positions the ship; **Command** calls the alert; **Comms** hails contacts.
- Watch the **Main Viewscreen** for the view outside.

That's it — fly out, find a contact, and fight or talk your way through it together.

Need a crew or stuck? Join the Discord: <https://discord.gg/Mg8X35tD> · Full manual: <https://dark-helm.com/manual/>