



Virtual QCYC Wednesday Night Racing  
Wednesdays, First Gun: 19:00

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## INTRODUCTION

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QCYC is hosting weekly virtual race nights beginning May 20<sup>th</sup> at 19:00.

**Read all of these instructions or you will likely have a hard time.**

First and most important, don't wait until race time to do these things or you will likely have a hard time. Pick a time earlier in the day, or days before the race. You will want to at least check your connections and do the sailing tutorials before you race. Even if you are an expert sailor, you need to get used to the controls or you will have trouble.

Races will be hosted through Virtual Racing (<https://www.virtualregatta.com/en/>) and you must create an account with them. It is free but you will need to provide an email, a password and a player name. For your player name please use (or at least include) your yacht's name (e.g. Bruce Smith will be racing as Bandoleer). You will likely be offered a chance to pay 10 Euros to get a bunch of tokens to use in the game. This is an excellent idea and will make your experience much more enjoyable, especially as you get started. The tokens you buy will last you a long time most likely—I got over 200 when I joined and I have been using them up on helps for races at about 3-4 tokens a race.

We be using Discord (similar to Zoom, but focussed on voice and text chat) to share race codes and to socialize during the evening. Use this link to download Discord and join the QCYC server: <https://discord.com/invite/c226jwF>

Races last about 10 minutes each and we will fit in as many as we can between 19:00 and 20:30.

A maximum of 20 participants are allowed per race, however if there is extensive interest, we will consider a second time slot.

**See you on the start line!**

# 1 DISCORD

Discord is a voice and text chat application that is lightweight, secure and popular with online gamers. We'll be using it to Download Discord from the website: <https://discord.com/>

It is possible to use [Discord in your browser](#), but we will be playing the game in a browser, so it's better to download Discord.

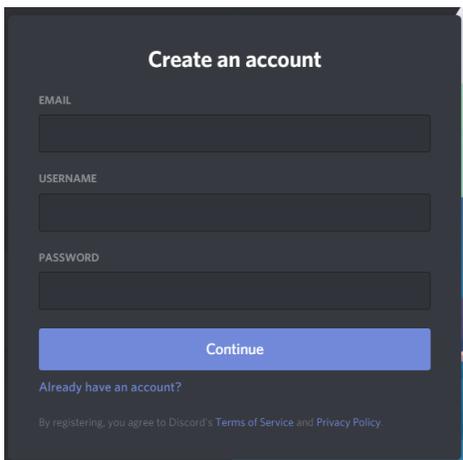
If your browser doesn't automatically start the installer, you will need to run DiscordSetup.exe yourself after the download completes. It will likely be in your downloads folder.

Once you run and install it, Discord will ask you to log in.

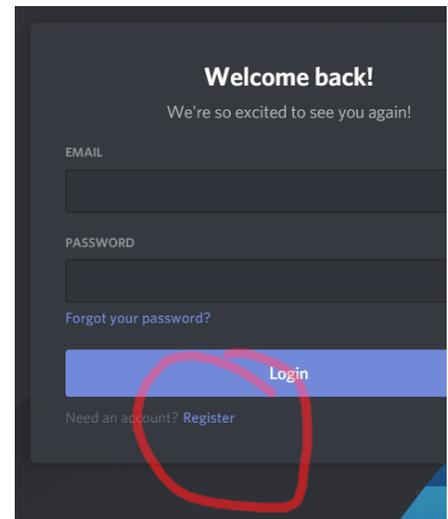
## 1.1 REGISTER

You probably don't have an account already, so choose the "Register" link under the big login button.

You'll then be on the registration page:



Fill in your email address, create a username (use your boat name here so we recognize you right away), and a password.



## 1.2 JOIN QCYC SERVER

Once you are logged in, clicking on this link should open Discord and join you to the QCYC server: <https://discord.com/invite/c226jwF>

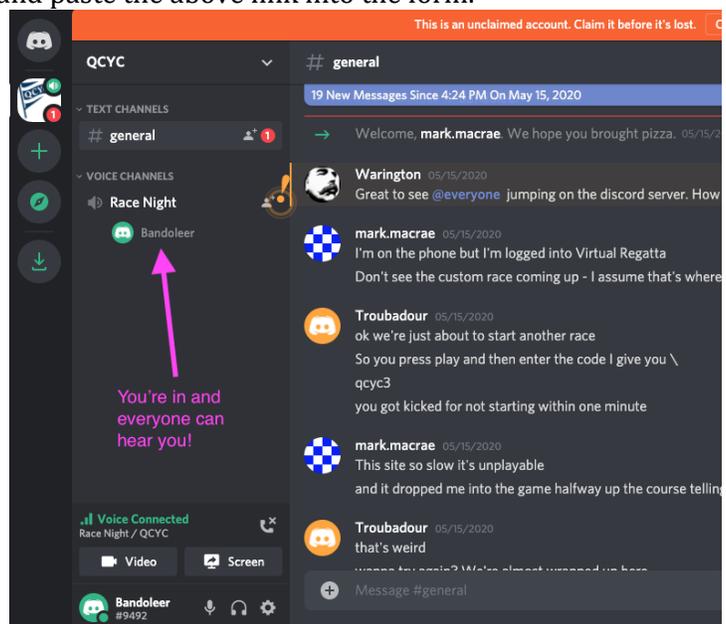
If that doesn't happen, you can click on the Green plus sign on the left side of the Discord screen and choose "Join a server" and paste the above link into the form.

Click "Join now" or "Accept invite" and you will then be part of the QCYC Server. You will automatically be joined to the #general channel for text chat. We'll post race codes here.

## 1.3 VOICE CHAT

To join the voice chat, choose the "Race Night" voice channel and make sure your mic and speakers (or headphones) are working. Once you're in you'll see your name under the "Race Night" channel.

We'll socialize here and also share the race codes verbally.



## 2 VIRTUAL REGATTA

### 2.1 BEFORE YOU LOGIN FOR THE FIRST TIME

We **strongly** recommend watching the video at [https://www.youtube.com/watch?v=i\\_s2Ujk5VYI](https://www.youtube.com/watch?v=i_s2Ujk5VYI) before you begin so you have some understanding of what you are in for.

### 2.2 YOUR FIRST TIME

Go to the Virtual Regatta website at <https://www.virtualregatta.com/en/>

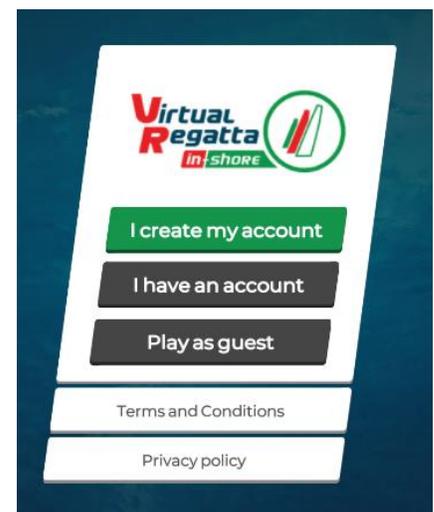
After the first page loads, choose “Virtual Regatta INSHORE”.



The new page will take a little while to load and then you will be shown a dialog box where you can start to create your account (or login).

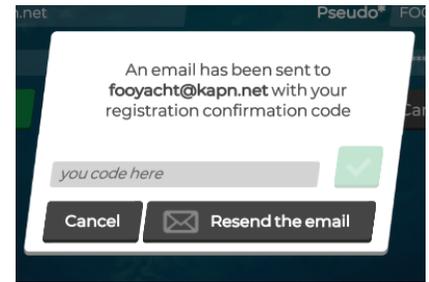
Choose “I create my account” and then fill in your information.

The screenshot shows the account creation form on the Virtual Regatta website. The form includes fields for Email, Password, Pseudo, Gender, and Country. The Email field contains "fooyacht@kapn.net", the Password field is masked with asterisks, the Pseudo field contains "FOO Yacht", the Gender field is set to "Male", and the Country field is set to "Canada". There are also checkboxes for "I accept the CGU and the privacy policy of Virtual Regatta" and "I agree".



The application is created and hosted in France. There are a few bits of untranslated text in French--you'll be fine.

You'll be sent an email confirmation link. Just copy the code from the email into the form and you can move on.



### 2.3 TOKENS – DO IT!

Once you have confirmed your email, you will be offered a chance to buy a starter pack. This really is a better deal than you can get later. You will want some green tokens to make your game easier and more fun, so I think it's worth the 10 Euros to do that now.

The **green tokens** are used to buy [race helps](#) (you'll definitely want some of these), the **red tokens** are basically an in game version of money and I have no idea what the blue tokens are for.



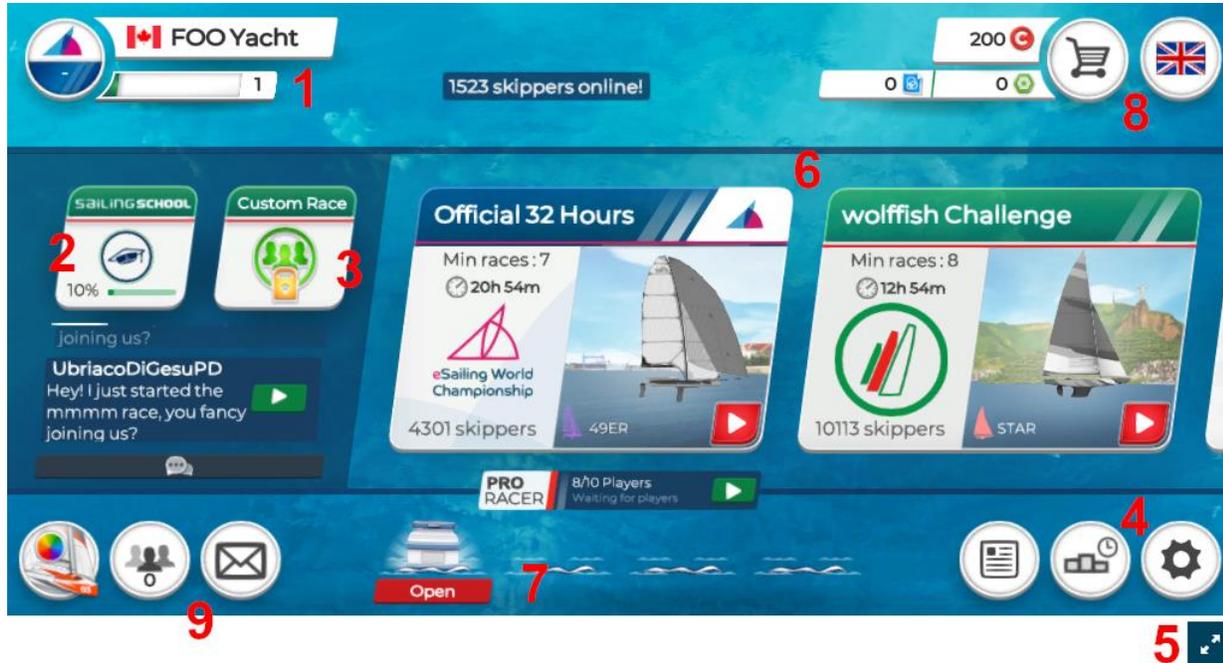
### 2.4 SAILING SCHOOL – DO IT!

Once you close that promo window (or after you buy your starting tokens) you will probably be dropped right into the first tutorial called "a boat is powered by the wind". Yes, it is effing obvious, but I recommend you do the tutorial anyway and steer where it wants you to using the arrow keys. You'll need to get used to the controls.

Then do all the other tutorials too. Yes, you know all the theory here, it's pretty basic, but **you really need to know** how the game puts you in charge of these things.

If for some reason you aren't put into sailing school, you can find it at the far left side of the main screen. You can click and drag with your mouse to get over to the left side.

## 2.5 THE MAIN SCREEN

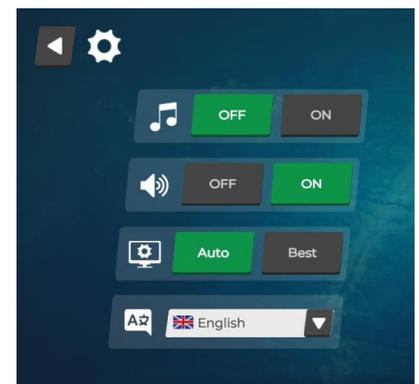


1. **Your eSailor profile** – Clicking on your name will show you the races you’ve done, your standings globally and who you are friends with on Virtual Regatta.
2. **Sailing School** – this is where you learn to play the game. Don’t be proud, just do it – you’ll have more fun after.
3. **Custom Races** – this is where you’ll go to race other QCYC folks (or to watch the race).
4. **Settings** – use the little cog to shut off that terrible music.
5. **Full screen** – you can use this icon to go full screen. You may find that it slows down though. This is quite dependent on your computer and network speed.
6. **Public races** – These races are mostly free, so use them to practice the game a little before our race night. Races marked “pro racer” cost tokens to race.
7. **Cans** – after a race you’ll get a can. Cans have tokens in them. You’ll need to click these to open them and get them off this list.
8. **Tokens, store and language** – this shows what tokens you have. The green tokens are used to buy helps (you’ll definitely want some of these), the red tokens are basically an in game version of money and I have no idea what the blue tokens are for.
9. **Boats, friends, messages** – You can unlock and recolour boats, view and add friends and review any messages you have received.

## 2.6 TURN THE MUSIC OFF

It’s pretty irritating and is especially so when we’re all on the voice channel together.

Click on the settings icon (2) at the lower right hand side of the screen (it looks like a little cog). On the settings page that opens, click “off” beside the musical notes. You can change a few other things here, but you probably don’t need to. Click the left arrow (at top left) to return to the main screen.



## 2.7 JOIN A RACE!

Pick one of the races and enter. Some may ask you to pay tokens. You don't need to do that. Especially when you're learning, just use the free races. The first two will usually be free races. All the races are one design and the type of boat will be shown in the race box. In the races you can see in the example above, the "Official 32 Hours" race uses the 49er and the "Wolffish Challenge" uses the Star.

Click on one of the free races and you'll see a summary screen:

1. Race name and basic info
2. Join race button
3. Additional information area
4. Race menu – information about race, standings, boats, watch race
5. Exit race



Unless you just want to watch the race (and unless it's your friends, it's honestly not that exciting), press the green button to join the race.

### 2.7.1 Race helps

On the next page you will have a change to choose race helps:



For your first ever race, you will almost certainly get all of the helps for free and you will see that the title bar of each one is green. If they are not and you still have some [green tokens](#), I recommend just buying them all to start.



**Time at the starting line.** This will show you your time to cross the line at your current speed.

**Layline.** These will show you the laylines as dotted lines on the course. Makes it easier to bang the corners, but we aware that the winds can be shifty.

**Best VMG.** You definitely want this. I find the steering a little twitchy sometimes in this virtual environment, with no feedback in my hand and under my feet. This helper will keep you on the best speed without having to chase the wind yourself.

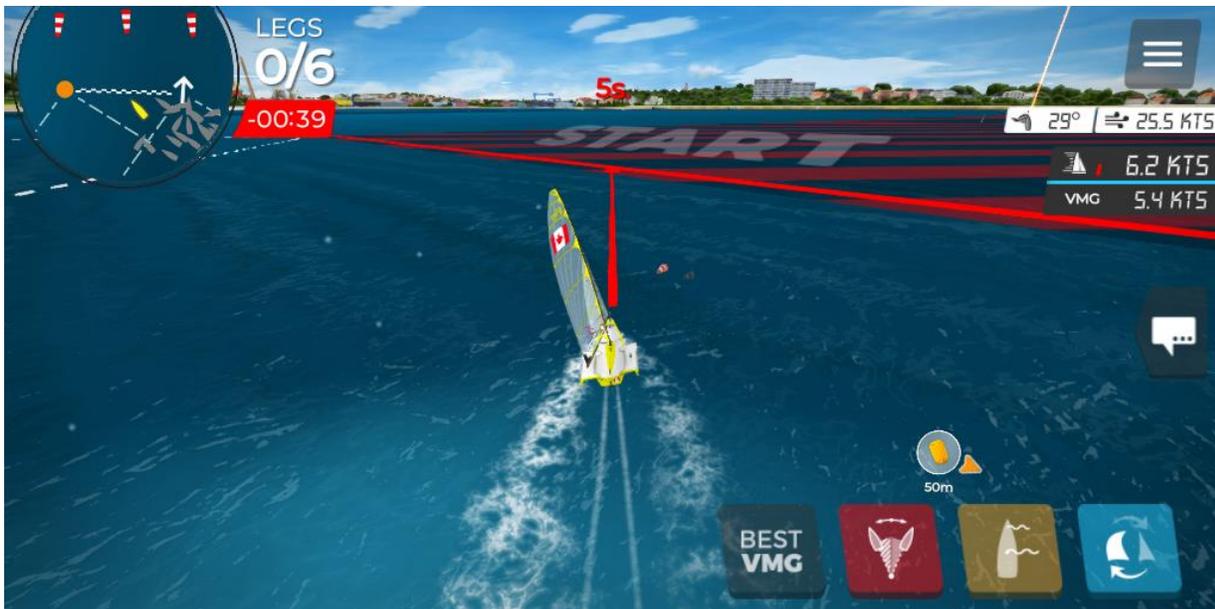
**Wind Shadow.** Shows the wind shadow of boats so that you know when you are getting covered or are covering.

**Wind Intelligence.** I haven't quite figured this one out yet, but in theory it shows wind strengths on parts of the course to make it easier to pick a side.

## 2.8 PENALTIES AND PROTESTS

The rules are pretty much what you expect them to be. If you are in danger of fouling another boat, they will be circled in red. You can avoid or you can choose to hold your course and take the penalty. There are no protests and no protest committee. If you foul someone or touch a mark you are penalised (you'll hear a whistle, see a penalty flag beside your name, and your boat will be translucent until the penalty is served. There are no 360 turns or any voluntary penalties. You take a time hit and that is the end of it.

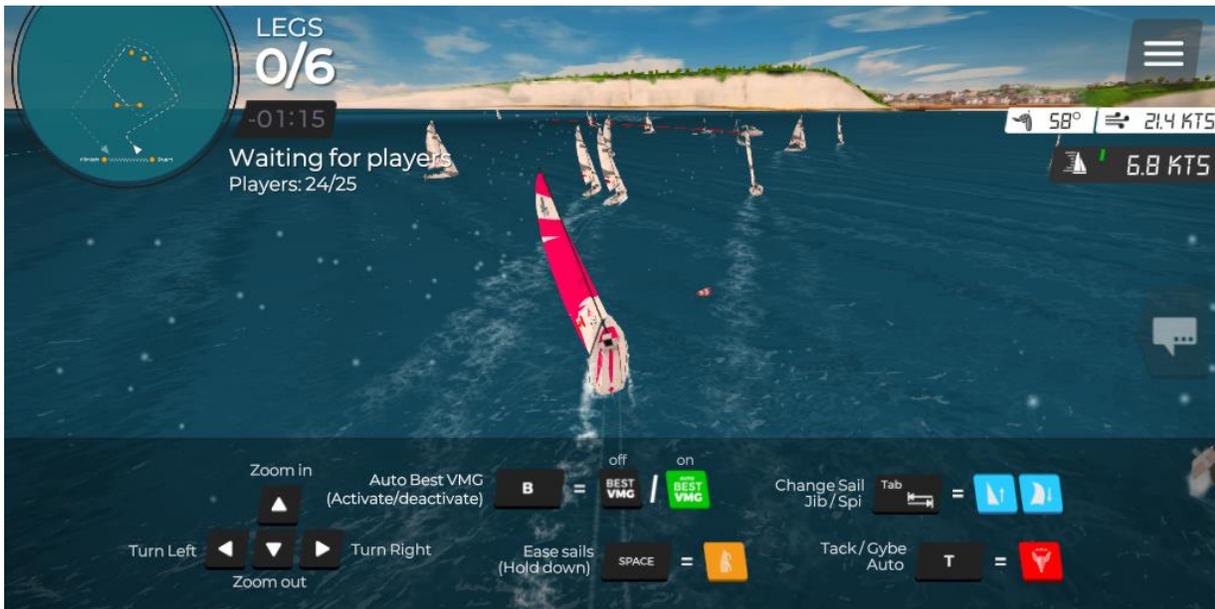
## 2.9 THE STARTING LINE



Just like the real world, the start is potentially mayhem. The rules are the same as the real world, but the sequence is much shorter. The first warning is at 75 seconds, then a horn at 60s and then at start.

## 2.10 THE RACE

Before the race starts you will see the controls on the screen.



- The **left** and **right** arrows are your tiller
- The **up** and **down** arrows zoom in and out for different views of your boat
- **C** changes from a boat view to a tactical view
- **Tab** changes sails from jib to spinnaker or the reverse (it takes a moment)
- **T** tacks your boat quickly without having to use the tiller
- **B** turns the Best Velocity Made Good help on and off.

### 2.10.1 In race visuals

You will see a windsock beside your boat. It always faces the wind. When you are going as fast as is possible, it will be green. At other times it will be red or grey. If you have the **Auto Best VMG help** you can always get green by using the B key.

Laylines will be visible as dotted lines in the water if you have the **laylines help**

There is a small tactical map in the top right.

The next mark you need to head for will be shown by an infinitely tall orange beacon. You can see it on the left side of the race screen below. The direction of travel around the mark is shown by orange arrows.



In the above image I am zoomed all the way in and am sitting on the transom almost. This is the most exciting view and is very useful at mark roundings.

Pulling back you get a broader view and can plan better:



## 2.11 STEERING TIPS

Sometimes the steering can be a little twitchy, especially if the network is busy or your machine is a little slow. Hit the tiller key and see what happens. If it's not enough, hit it again. Beware of holding it down as you will probably oversteer and get yourself into challenging spins. Then get in there, do some racing on the site

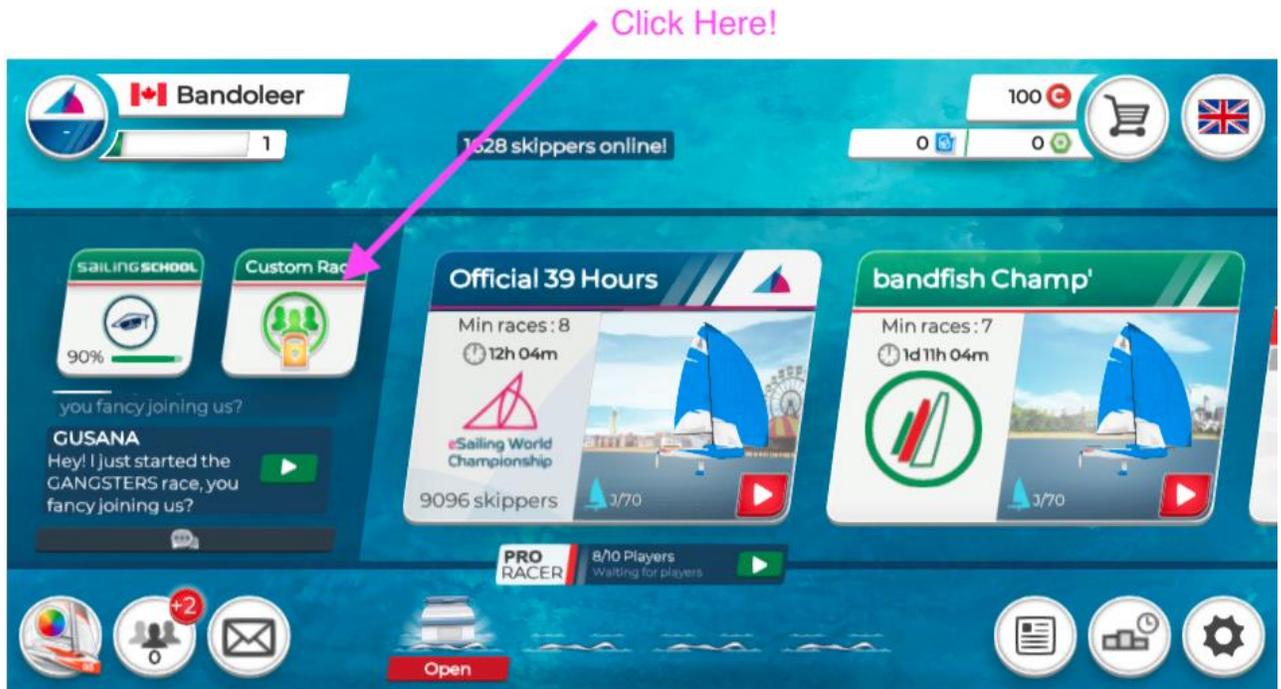
## 2.12 PENALTY TIPS

It is good to plan to avoid penalties, but if you will have to do something really radical or are having steering challenges anyway you may be better to hold your course and take the penalty. Fortunately, there are no real collisions in this game, only penalties.

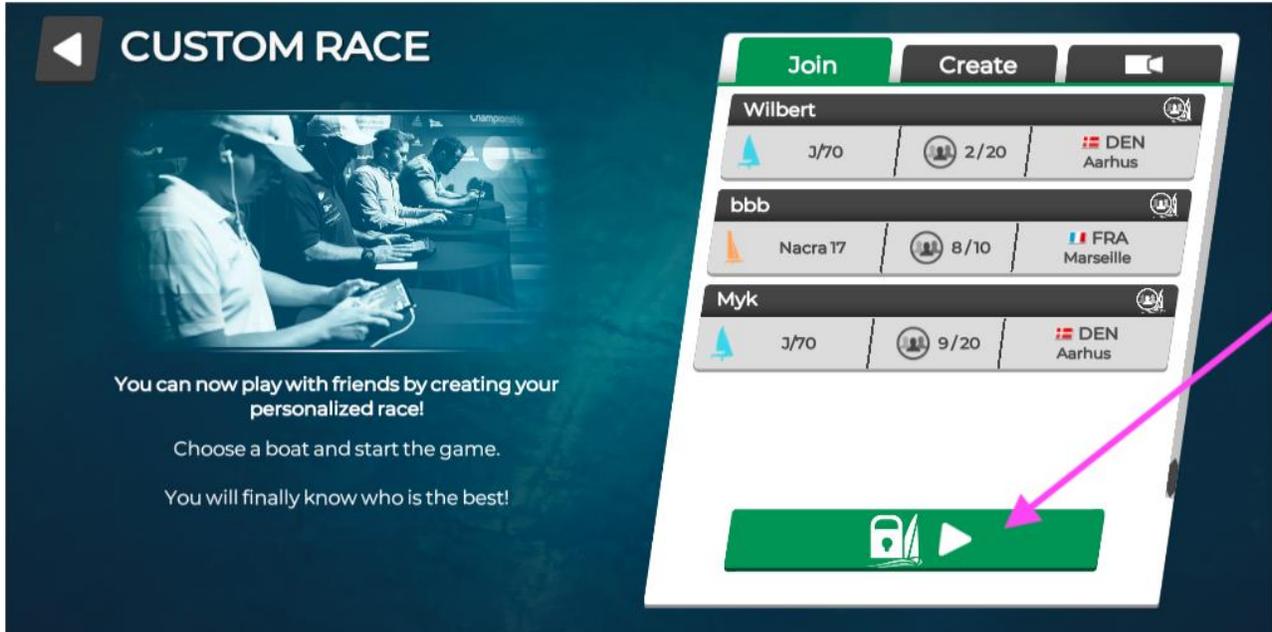
## 3 JOINING A QCYC RACE ON WEDNESDAY

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### 3.1 SELECT CUSTOM RACE.



### 3.2 OPEN CUSTOM RACE ZONE



### 3.3 SIGN INTO QCYC RACE

You'll be given the correct code in the Discord chat.

