

PC CD-ROM

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FIRE DEPARTMENT 3



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FOCUS
HOME INTERACTIVE

FIRE DEPARTMENT 3

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1 Storyline

Five years ago our firefighting team received a call and rushed away to put out a fire. Everything was going fine, other than Ray and Frank accusing each other - as usual. They used to be the best of friends, but something changed and friendship broke down. No-one knew why. Ray and Frank were similar in all aspects - looks, self-reliance, a rash defiance in the face of danger and readiness to do their duty at any price. Only one thing separated them - Frank's openness and cheerfulness and Ray's insularity. Because of this Frank became a captain. Was this the reason for their quarrel?

And this time their quarrel surfaced again. Through one door Ray had heard screaming and rushed to the rescue. When he tried to break the closed doors, Frank stopped him. And rightly so - there was a big risk of the backdraft in this room. Had someone other than Frank spoken, Ray might have listened. But he didn't.

He smashed the door open and the explosion threw him to the wall, killing the person trapped in the flames and injuring several.

After a long stay in hospital Ray appeared in court. He was defiant, remorseless, spite filling his eyes. He seemed convinced of his innocence but the jury ruled otherwise, and barred him from any further firefighting. Ray disappeared.

These last five years were uneventful, but these last days strange events have started occurring. Your team must fight against fires and find the cause of these events...

2 Starting the game

2.1 Minimum configuration

Fire Department 3 has been developed for PC with the following configuration:

- Windows® 98 SE/2000/XP/ME
- DirectX 9.0c
- 1 GHz Pentium processor
- 256 Mb RAM
- 64 Mb graphic card compatible with DirectX 9.0c
- Sound card compatible with DirectX 9.0c
- CD ROM x 4
- 1.7 Gb hard disk

2.2 Installing Fire Department 3

Insert the Fire Department 3 CD ROM in the CD ROM drive. When the Autorun window appears, click on the "Install" button to install the game and then follow the on-screen instructions.

If no dialog box appears, please do the following:

1. Double-click on the "My computer" icon on the desktop
2. Double-click on the CD ROM drive icon
3. Double-click on the "Setup.exe" file

and follow the on-screen instructions.

2.3 Playing Fire Department 3

Double-click on the Fire Department 3 icon on your desktop. If no icon has appeared, click Start and go to Programs\MonteCristo\Fire Department 3 and click on Fire Department 3.

2.4 Optimum game settings - Options screen

You may have to adapt the software parameters to your computer's hardware configuration to ensure you play the game in optimum conditions. In the game Autorun window, click on the "Configure" button and a configuration screen will display three default settings. The "High" setting is for owners of the most recent PCs. You can fine-tune your settings by clicking on the "Custom" button. You can return to this screen at a later date using the "Configuration" command in the Start menu. You can also modify certain configuration settings using the Options screen.

3 Main menu

The following options are available when you start the game:



3.1 Tutorial

This command will take you directly to the game tutorial mission, where you can learn the basics of rescue and firefighting.

3.2 Campaign

This command enables you to access the mission selection menu. The game missions are in groups of three within a particular campaign. Each campaign takes place in a specific environment: urban, industrial or rural and the missions unfold a scenario as defined by the overall campaign.

At the start of the game, only the first mission of the first campaign is available, but when you complete a mission you unlock the next one. When you complete the final mission in the campaign, you unlock the next campaign.

3.2.1 Mission development

To run a mission, select the mission and click on the "Run Mission" button. A loading screen will appear and, once the mission is loaded, a briefing screen will be displayed. This briefing outlines the mission context and any important points to look out for. Click on "Start Mission" to commence play.



You must accomplish a certain number of objectives during the mission while bearing in mind your main objectives: rescuing civilians and extinguishing fires.

At the end of the mission you will go to the results screen to find out if you have completed or failed the mission.

3.2.2 Difficulty level

You can select the game difficulty level in the mission selection screen. This difficulty setting will not only influence the strength of the blaze and the effectiveness of your units, but also the level of human loss (civilians or firefighters) or material you can sustain.

The type of medals can you win at the end of the mission depends on the difficulty level you have chosen. Only once you have mastered the "Extreme" level will you be eligible for the prestigious gold medals!

When you complete a mission successfully, the mission selection window will display the highest success level achieved. You can always play a mission again to improve your score.

3.2.3 Load

This option displays the list of all your previously saved missions. From this screen, you can select a mission and resume your game at the point you saved it.

3.3 Multiplayer

Multiplayer mode is explained at the end of this manual.

3.4 Firehouse

The Firehouse mode screen displays the entire range of firefighters, specialists and vehicles available to you. It details the equipment and the operations of each unit. You can also select the nationality of your units in this screen.

3.5 Options

Change the sound and graphic options in the game.

3.6 Quit

Return to the Windows desktop.

4 Game screen

The game screen is divided into four sections.



The main part, which takes up almost the entire screen, is the 3D perspective environment in which your units will operate.

The mini-map window at the bottom left of the screen displays a plan of your intervention site and includes the camera control buttons; you can also view your objectives and the game options here.

The firehouse window at the bottom center of the screen indicates the units you control. Each line shows a firehouse, a code and the list of units attached to it.

The action window at the bottom right allows you to issue detailed orders to your units and to determine their behavior in the game.

4.1 Camera

Fire Department 3 is a game in 3D perspective. Throughout the game you are free to view the scene of the action using any camera angle and zoom level you wish. You can adjust the game camera settings in several ways:



- 1) Using the buttons in the interface: use the mouse to click on the arrow buttons and + / - buttons above the mini-map;
- 2) Using the mouse: hold down the central mouse wheel and move the mouse from side to side to rotate the camera and turn the mouse wheel forward or backward to zoom in/out;
- 3) Using the keyboard: hold down the Ctrl key on the keyboard and press the right/left arrow keys on the keyboard to rotate the camera. Use the Page Up/Page Down keyboard keys to zoom in/out.

4.2 Options and objectives



You can use the computer icon button in the upper part of the mini-map to display the game menu, including the commands as follows:

- Return to the game
- Replay the mission briefing
- Abandon the mission and return to the game menus
- Save current game
- Change the game options
- Quit the game and return to Windows

You can open this window at any time using the Esc key on the keyboard.

The "i" icon opens the info screen. It summarizes all the objectives in the current mission. You can access this screen at any time using the "I" or "O" keys on the keyboard.

If you want to pause the game at any time, press the "P" key on the keyboard. Press "P" again to quit pause mode.

4.3 Selecting the units in 3D perspective

In 3D perspective:

- Left click the mouse to select;
- Right click the mouse to initiate an action.



You can left click to select any unit, firefighter or vehicle.

You initiate an action by right clicking and the exact nature of the action depends on the unit selected and the position of the mouse on the screen (see below).

4.3.1 Multiple selection



If you hold down the left mouse button, you can trace a green rectangle on screen that will allow you to select several characters at a time. Important: you must always left click to select vehicles individually.

You can use the Ctrl key on the keyboard to select/deselect individual units.

4.3.2 Creating groups

You can select and save groups of units to deploy them later: once you have made your multiple selection, press Ctrl and one of the number keys on the keyboard or keypad (do not press the Caps key). You have now created a group you can deploy and you can add new members by pressing the relevant number key on the keyboard or keypad.

Note: you can create groups comprising units from different firehouses.

4.4 Firehouse window



In Fire Department 3, the units you control are grouped in firehouses that arrive at the scene depending on how the incident develops. You can control up to five firehouses and each one can include up to ten units.

Each firehouse is shown by a beveled rectangle and the color indicates its status:

- Green: firehouse on site, you can control its units.
- Yellow: incoming firehouse, the indicator shows time remaining before the firehouse arrives at the scene.

- Flashing white: firehouse available; click on it to activate it. The text indicates the number of minutes required for the firehouse to reach the site. Where you can choose between two firehouses, the number and type of units (pass the mouse over it to view) and the arrival time are factors to bear in mind.
- Dark gray: firehouse waiting. It could be made available to you later in the mission.

Once a firehouse arrives on site, you can select all its units directly by clicking on the firehouse icon. The indicator bars provide an overview of your crew's status.

4.5 Images

Every available unit is permanently displayed in the firehouse window and ergonomically, the image represents the actual unit.

You can:

- Select a unit by left clicking on the image;
- Activate a unit by right clicking on the image (depending on context, e.g. you can carry an unconscious firefighter or provide medical assistance to an injured firefighter).
- Center the 3D perspective on a unit by double clicking on the image.
- Select several units by clicking on their images while holding down the Ctrl key.

The image also indicates the unit's status:



Firefighter selected



Firefighter rescuing a civilian or an unconscious firefighter



Firefighter in a vehicle



Idle firefighter



Firefighter exposed to the blaze



Dead firefighter

4.6 Action window

The action window has two functions in the game: to issue orders to the firefighters and to determine their behavior.

Most of the firefighters' actions can be initiated directly in 3D perspective as described above, but you will sometimes have to use this window for more complex and precise actions. You can, for example, open or break through a door, but the cursor in the 3D perspective will only offer you the option of opening it. To avoid backdraft, you must go to the action window and specifically request to break the door.

When only one unit is selected, this window will display all the actions the unit can carry out. If several units are selected, the window will suggest more general orders.

The second part of this window allows you to determine your unit's behavior:

- Defensive: the unit remains near the last order given by the user and (if it is capable) extinguishes any fires in the vicinity.
- Offensive: the unit is free to select new targets in the vicinity and can then move from fire to fire.
- Heroic: the same behavior as Offensive mode, but the unit will ignore the flames as it moves around; this is useful if you have to rescue a civilian from a blaze that you have not had time to extinguish beforehand. You can also call for heroism during a particular action by holding down the Alt key.

5 Firefighter



The firefighter or "smoke eater", forms the basic unit in Fire Department 3. He can use all the equipment necessary to combat the flames and free a passage.

His missions are first to rescue civilians and lead them to safety and then to bring the fire under control and extinguish it.

5.1 Indicator bars



The change in status of every firefighter is shown by two indicators: the life bar and the reserves bar.

The life bar displays the firefighter's state of health. This level will reduce when the firefighter is exposed to the fire; it is colored orange and green.

The orange part represents the firefighter's endurance. This will decrease mainly through exposure to the heat of the flames; when the firefighter is taken to an area away from the fire, the orange part of the bar will start to rise. The green part

represents more serious injuries. The bar level will drop when the firefighter is burnt, caught up in an explosion or a structure collapse, etc. This part of the life bar will never rise by itself; the firefighter must be taken to an ambulance for medical assistance or you must call a paramedic.

The second bar shows the firefighter's reserves. This indicator is usually blue and shows the extinguishing agent: "water". If the firefighter changes extinguishing agent (e.g. from water to foam), the bar will change color.

The bar level will decrease as the firefighter tackles fires or is overcome by the effects of smoke. When this bar is empty, the firefighter can no longer fight the blaze (the smoke then reduces his endurance) and he must first replenish his reserves by obtaining another bottle from the tanker.

5.2 Firefighters' actions



Move: this is the firefighter's basic action. Just right click on the place on the ground where you want the firefighter to go. An audio-visual signal will warn you if you cannot move him to the chosen spot.



Extinguish: the cursor becomes a target on the fire. Right clicking with the cursor orders the firefighter to attack the blaze with the hose. Using the action window and the action "Extinguish", you can hose a zone that is already extinguished; the fire will then spread much more slowly when it reaches that area.



Refuel: on a pumping engine (pumper, water tower, aerial ladder, foam truck, wildland truck), the cursor becomes a fire hydrant. Right clicking moves the firefighter to the vehicle where he can obtain fresh supplies. The firefighter can also obtain the extinguishing agent carried on the

vehicle.

Automatic supply: by right clicking on the refuel icon in the action window, you can activate/deactivate the automatic supply. When the firefighter's reserves are empty, he can go to the nearest pumping engine and then return to his previous position.

Note: tankers and fire hydrants cannot supply the firefighters direct; they can only be used by pumping engines.



Use: on certain mechanisms (door, valve, power supply control panel, etc.) the cursor is shown as a pair of cogs. A right click then orders the firefighter to go and activate this mechanism or free a passage.



Enter vehicle: your firefighter can enter a vehicle by clicking on the vehicle's cabin. This enables you to transport him much more quickly from one place to another or shield him from the flames in certain situations. To exit the firefighter from the vehicle, click on the "Exit passengers" button in the vehicle's action window.



Break: the cursor is shown as an ax on certain obstacles. A right click with the cursor orders the firefighter to destroy the obstacle. This is only relevant for light obstacles; he can call for other units to deal with larger obstructions.



Rescue: the cursor is shown as a cross on unconscious individuals (civilian victims or firefighters) or panic-stricken civilians. A right click with the cursor orders the firefighter to carry the individual if he/she is unconscious. In the case of a panic-stricken civilian, he/she will follow the firefighter to the ambulance.

Note: for reasons of game clarity and pace, we have chosen not to represent the entire hose in Fire Department 3. The firefighters all carry a hose, but the line connecting it to the vehicle is not shown.

6 Specialist personnel

6.1 Paramedic



The paramedic is a specialist who works alongside the firefighters. His mission is to administer first aid to civilians so that they can reach the ambulance unaided.

The paramedic can provide medical assistance to injured firefighters during the operation. In particular, he can resuscitate an unconscious firefighter.

The paramedic can carry out the same actions as the basic firefighters, but he is less effective than they are for more general tasks.



Heal: the paramedic can administer medical assistance to an unconscious or injured individual using the relevant action in the action window. Unconscious individuals are resuscitated (it is more practical to bring a civilian round to take him to the ambulance on foot rather than carry him/her). The paramedic can also heal an injured firefighter.

6.2 Extrication specialist



The extrication specialist is used every time large obstacles or metal debris have to be removed.

The extrication specialist can carry out the same actions as the basic firefighters, but he is less effective than they are for more general tasks.



Extricate: his circular saw enables him to cut through metal to free trapped civilians or free a way through a blocked passage.

6.3 Technical officer



The technical officer is a specialist who is required to handle the more complex mechanisms.

The technical officer can carry out the same actions as the basic firefighters, but he is less effective than they are for more general tasks.



Repair: the cursor is shown as a wrench on a damaged mechanism. A right click with the cursor orders him to repair this equipment.

6.4 Approach suit specialist



The approach suit specialist is useful when action is urgently needed on equipment exposed to the fire.

He can go right into the middle of the flames for a limited duration wearing his protective clothing. The weight of his equipment limits the actions he can carry out.

Important: the equipment he uses only slows down the effects of heat exposure on the firefighter. After a certain time, the protective clothing is ineffective against the heat and the firefighter will suddenly feel its effects.

The temperature level is indicated by a thermometer shown to the right of the screen.

6.5 Portable cannon



This is a basic firefighter carrying a cannon, the power of which is comparable to that of a pumper. The cannon must be used near a pumping engine to extinguish fires. The cannon will always be connected to the nearest vehicle in situations where it is near two vehicles carrying different extinguishing agents.

The weight of the equipment severely limits the actions of the portable cannon and his huge water consumption means you must monitor the supply of this unit very closely.



Wall of water: by clicking on this command in the action window, you give the order to project a water curtain in the 3D perspective. This wall, which can only be used outside, blocks the effects of radiation and hoses a wide area (but without the power of a concentrated jet of water).

6.6 Toxicity specialist



This specialist wears protective clothing that enables him to withstand clouds of corrosive and chemical vapors and gases.

The weight of his equipment limits the actions he can carry out.



Decontaminate: the biochemical specialist can treat toxic products and neutralize them to avoid environmental contamination.

6.7 Dog handling specialist



This specialist works closely with his dog. The dog's acute sense of smell means he can detect civilian victims in collapsed structures or avalanches so they can be rescued before they suffocate.

The dog handling team cannot tackle blazes and has no protection when faced with this particular danger.



Detect civilians: by activating this command using the action window, the dog handling specialist can uncover and rescue any victims buried in the debris.

6.8 Hazardous environment specialist (scout)



The hazardous environment specialist is a very lightly equipped firefighter and is a trained climber utilized to reach areas where access is more difficult. His role is to quickly start work at the site of the incident before more heavy-duty apparatus arrives.

He can move victims or create smoke outlets in the most inaccessible places. The hazardous environment specialist can carry out the same actions as the basic firefighters, but he is less effective than they are for more general tasks.



Grappling hook: a grappling hook shown next to the cursor indicates that the firefighter must use a grappling hook for the type of action required.

7 Vehicles

Vehicles move around in the same way as the firefighters: click on a vehicle to select it and then issue a move order. Vehicles that can be used to tackle the fires will automatically go to the scene of the intervention.

Similar to the firefighters, vehicles also have indicator bars to display their status. All vehicles have the first indicator, which shows their structural status. When this bar drops to zero, the vehicle has been destroyed.

Pumper vehicles (pumper, water tower, aerial ladder, foam truck, wildland truck) have a second indicator (blue for water, white for foam) representing their level of reserves.

These vehicles are refueled automatically when the vehicle is near a supply point (a green dotted line indicates that the vehicle is connected to a source; this line turns blue and animates as the vehicle is being refueled). Supply points could be static objects (fire hydrants, expanses of water, foam cells, etc.) or vehicles (tankers and foam tankers). Vehicles must refuel at points that supply the same extinguishing agent (e.g. the foam truck can only refuel at a foam tanker or a foam cell). Unlike firefighters, vehicles cannot change their extinguishing agent.

The vehicles can carry up to four firefighters. To exit passengers from the vehicle, either click directly on the passenger in the firehouse window, or click on the "Exit passengers" button in the controls window.

7.1 Pumper



The pumper is a firefighting vehicle. It carries a small independent water supply, a pump and a hose mounted like a cannon on its roof.

It is regularly deployed to intervene very effectively on fires at ground level or on the roofs of low buildings. Once the vehicle is selected, a right click on a fire orders the pumper to attack the fire.

This vehicle is equipped with a pump than can supply the firefighters with water.

7.2 Foam truck



The foam truck is similar to the pumper, only it pumps out foam, not water. This vehicle is typically deployed on hydrocarbon fires that generally start on industrial sites.

Hydrocarbon fires normally require a massive and simultaneous emergency intervention with all the foam trucks and firefighters available: foam is fantastic!

This vehicle is equipped with a pump that can supply the firefighters with foam.

7.3 Ambulance



Ambulances are vehicles vital in any intervention, as they carry the equipment necessary to administer urgent medical assistance even before being used as transportation to the hospital.

All civilians that are rescued by your men must be taken to the ambulance, whether the firefighter carries them on their shoulders or accompanies them on foot.

When a firefighter is attending to a civilian (a face appears superimposed on his image), right click on the ambulance to order him to escort (or carry) the civilian to the ambulance.

A civilian is only really rescued when he reaches the ambulance. An injured firefighter can also receive medical treatment at the ambulance. When an injured firefighter is selected, a right click on the ambulance orders him to go and seek medical assistance.

If the firefighter is unconscious, you must order another firefighter to carry him to the ambulance in the same way as he would a civilian.

7.4 Water tower



The water tower is a vehicle with a platform fixed to the ladder from which the firefighter can direct the ladder's movements.

This is the ideal machine for effective intervention on fires raging in the upper floors of buildings. This vehicle is deployed particularly when preparing for the arrival of the firefighters by making the higher parts of the structure safe, or to hose an area liable to catch fire.

To attack a blaze, select the water tower and right click on the flame. This vehicle is equipped with a pump that can supply the firefighters with water.

7.5 Aerial ladder



The aerial ladder, also called an extension ladder, is a crucial element in the firefighters' fleet of vehicles. With a total length of around 60 feet, the ladder is deployed to access the upper floors of buildings and to evacuate civilians trapped in high places.

To use the ladder, select the vehicle and right click on the window you want to reach.



A ladder icon appearing beside the cursor indicates the points where you can attach the ladder. Once the ladder is extended, it can be used by firefighters or civilians.

This vehicle is equipped with a pump that can supply the firefighters with water, but it cannot fight fires.

7.6 Fireboat



This unit provides excellent firefighting support at fires in port or river areas. It can tackle blazes near water and can also refuel any pumpers in sufficient range with water.

Of course, the main advantage of the fireboat is the almost inexhaustible supply of water available from its immediate surroundings!

7.7 Tanker



The tanker is a logistical vehicle used to replenish the water supplies of pumpers carrying water at the intervention site.

The tanker can be refueled at fire hydrants or from any substantial water source.

7.8 Foam tanker



The foam tanker contains a large reserve of emulsifying agent capable of supplying the foam trucks with foam.

Foam cells are used to replenish the foam tanker's reserves.

7.9 Bulldozer



The principal use of this vehicle is to bulldoze large obstacles out of the way. It is used for a specific purpose and cannot fight fires or rescue civilians.

Demolish: this action will destroy or push aside any obstructions that are hampering the main rescue crews.

7.10 Wildland tanker



This vehicle is mainly used for fires in wildland and rural areas. Its off-road capabilities mean that it can intervene effectively on most types of terrain. It carries water reserves, a water cannon to fight fires and can supply water to the firefighters and any firefighting vehicles.

Water bubble: if the firefighters find themselves surrounded by flames, they can shelter in the cabin of the vehicle and release a protective water bubble around the vehicle to shield them as they pass through the fire.

7.11 Airfield Pumper



Extra large version of the standard fire truck with nearly unlimited water/foam reserves and a high-power cannon.

It's specialized in widespread and extra high temperature fires in open places that are hard to extinguish with the default vehicles.

Vehicle characteristic:

- Size 17 x 5 x 3 meters
- Heavy armour against fire
- High power water/foam cannon
- Triple sized water/foam tank
- Very poor mobility and speed

7.12 Chemical Fighter MX



This special vehicle is based on well-known T-64 battle tank and was used for the first time at the Chernobyl catastrophe in Ukraine.

It's specialized in nuclear and chemical fires where there are risks of explosions, as well as extinguishing fires in collapsed buildings.

Vehicle characteristic:

- Armoured against physical damage and explosions
- Bulldozer blade to destroy obstructions
- Increased mobility
- Chemical tank and long-range cannon

7.13 Rescue helicopter



This machine is extremely useful for rescue operations in areas that are difficult to access. It can assist civilians in the same way as an ambulance.

However, the helicopter must be able to land safely and this can be particularly difficult in forest fires.

7.14 Canadair



This plane is deployed to carry out large-scale aerial hosing. It generally operates outside urban areas, as the deluge it releases is dangerous for anyone who happens to be underneath it!

There is usually quite a large time lapse between each operation. Once it is available, click on the Canadair firehouse icon and select a target on the ground. In spite of the heroic actions displayed by the fire assault pilots, hosing can sometimes be marginally off-target.

7.15 Fire assault chopper



This aerial support unit is similar to a Canadair, but differs in that it is available at more frequent intervals and is more accurate; it also represents less of a danger to people on the ground, but its extinguishing power is not as great.

8 Firefighters' enemies

Fire. This is a complex and varied adversary. Its intensity, tenacity and temperature depend on the combustible material and the presence of air or wind. Two circles appear on the ground in the 3D perspective when the cursor is on a flame. The first is small and red and indicates the zone in which the firefighters will suffer serious burns.

	Class A	Class B (liquid)	Class C	Class D
Water	+++	+	danger	danger
Foam	+	+++	danger	danger
Powder	+	+	++	/
Metal agent	/	/	/	+++

The second is larger and colored orange. In this zone, the firefighter is exposed to the heat of the blaze and will lose endurance (i.e. suffer from exhaustion).

When a firefighter or a vehicle attacks a blaze, a red indicator bar displays the level of fire resistance. The fire is extinguished when this bar drops to zero.

There are four main types of fire.

Class A fires (classic): this category relates to the most common combustible materials found in the majority of public buildings: wood, fabrics, rubber, etc.

Class B fires (hydrocarbons and chemical substances): these fires are usually more intense than class A and occur mainly on industrial sites. Their ignition threshold is generally low, causing this type of fire to spread very quickly. The combustible material could be liquid or gas: gasoline, oil, butane, etc. When this type of fire is fueled by a leaking pipe or duct, the best way to extinguish it is usually to locate a valve on the pipe above the leak and use it to cut off the fuel supply.

Class C fires (electrical fires): these fires are dangerous if tackled using water. A powder agent is often utilized to combat these fires, but the best way is to shut down the electricity supply and these fires can then be tackled in the normal way.

Class D fires (metal fires): this is the rarest class of fire and relates to combustible metal substances generating intense heat. Metals in the form of metallic dust can cause powerful explosions if the right catalyst is present. Special methods are required to extinguish these fires that are often present at the site of the fire.

Extinguishing agents

The extinguishing agents used in the game are water, foam, powder and an anti-metal agent. The table below indicates the effectiveness of these agents on different fires:

Explosions. Some objects and equipment can explode. This not only causes huge damage to your firefighting crew, but can cause the fire to spread to another sector.

Corrosive vapors. When tackling a blaze, the firefighters are permanently equipped with their own self-contained breathing apparatus; they are therefore not exposed to smoke from the blaze. However, when ignited, some combustible substances may release a corrosive vapor cloud that is hazardous to the firefighters, even in full protective gear.

When faced with this danger, you must either deploy a specialist in protective clothing or extinguish the fire generating the smoke and vapors.

Flashover. This phenomenon occurs when combustible gases or smoke build up to a critical threshold. Creating ventilation points (e.g. breaking windows) enables the smoke to escape and reduces the risk of flashover.

Backdraft. A fire confined in a space with no ventilation can die down and lie dormant, but a sudden intake of air (i.e. when a door is opened) may cause it to re-ignite and explode back into life: this is backdraft (return of flames).

To avoid backdraft, create small smoke outlets in doors or windows to allow the fire to re-ignite without exploding. Yellow-gray smoke indicates a backdraft situation.

Toxic fumes. A fire naturally releases a large quantity of gas and, depending on the source of the fire, the nature of these gases and their toxicity can vary greatly. When some fires come into contact with volatile chemical substances they are not only hazardous for the firefighters, but also for the inhabitants in the neighborhood. It is therefore vitally important that the emergency crews limit the release of these toxic clouds.

Structure collapse. Rescuing victims often requires the firefighters to enter buildings that are being attacked by the flames. Monitor the damage level indicators of these structures closely to order your men out before the fatal moment of cave-in.

Boilover. This danger occurs specifically in petrochemical sites. When water enters tanks of hydrocarbon it sinks to the bottom. When exposed to the heat from the surrounding fires, the water can vaporize, explode the tank and literally cause a rain of fire, making the situation even more dangerous.

On the ground you will be faced with even more unusual hazards to which your men must react quickly and effectively. Always remember that human lives are at stake and you must "Conquer or Perish".

9 Tactical advice

Look before you act. The first thing professional firefighters always do when they arrive at the scene of a disaster is to take the time to study the whole site carefully. Noting the different fire zones, locating civilians, finding openings into buildings are vital reflexes that will save you a lot of time and that will certainly save lives when your men are at the center of the action.

Monitor smoke levels in the buildings your firefighters have entered to act before a flashover situation occurs.

Plan and prepare your actions. Before you send your men into action, consider deploying them in groups and make sure you check their reserves.

Deploy your men in groups of two. Professional firefighters always act in pairs. If you take this precaution, you are sure to avoid a catastrophe. An isolated firefighter can, for example, find himself trapped with his reserves on empty; that kind of situation can often prove fatal.

Organize your fighting forces. It is often practical to split your men up into two or three groups. In fact, too many men concentrated in one place actually reduces firefighting effectiveness.

Utilize your vehicles. The pumper and the water tower represent a very strong attacking force that you must exploit to the full. These vehicles, when expertly positioned, can quickly clear a sector without exposing your men to any danger.

Make good use of your supply points by positioning your vehicles in the range of a hydrant; this guarantees they can tackle the blaze without you having to think too hard about their level of reserves.

Optimize the positioning of your support vehicles. Your firefighters will often have to go to the ambulance or the pumping vehicle either to accompany civilians or to refuel; by positioning these vehicles as close to the center of the action as possible, you will keep journeys back and forth to a minimum and therefore optimize the effectiveness of your crews.

10 Hints and tips

Right click on the images. Always remember that, ergonomically, the images displayed at the bottom of the screen correspond to the actual units in the 3D perspective. You can use this shortcut to speed up a great many game actions, e.g.:

- If a firefighter has just run out of supplies, right click directly on the tanker image to send him to obtain another bottle.
- If you need a specialist for a particular action, select him directly by clicking on his image rather than searching for him in the 3D perspective.

Monitor your men constantly. Keep an eye on the images of your men at the bottom of the screen; when a life bar drops too low, double click on the firefighter's image. The camera will automatically center on the relevant firefighter and then you must quickly take him to safety.

Listen to your men. Listen closely to the urgent messages they send you; double click on this image to center on the unit in difficulty and respond effectively.

When an urgent message signals that a civilian is in difficulty, look at the life bar of the civilian in the 3D perspective to find which one is in trouble.

Read the technical information carefully. When each new scenario is loaded, the text will present you with a particular technical difficulty relating to the firefighter's job, or a particularly useful unit to deploy in that situation. This message often indicates particular methods to use to avoid specific hazards.

11 Multiplayer mode

To start or join a multiplayer game, click on the Multiplayer option in the main front end game screen. You will then enter the find sessions screen.



You can enter your alias in the text field at the top of the screen; this will be used to identify you in all your multiplayer games.

The central window lists the games available on the local network to which your machine is connected. The "ping" indicates the kind of connection you have with this server and enables you to avoid games that are likely to be ruined because you have a slow network connection (lag). To join a game, click on the relevant line and click on the "Join" button. You will then enter the session creation screen described below.

If you wish to join a game on a server with an IP address (i.e. to play over the Internet), enter the relevant IP address (provided by the person acting as the server), and click on the "Join IP" button.

If you want to host a new game as the server, click on the "Create" button which will take you to the session creation screen.



This screen is set out differently depending on whether you are the server (game creator) or the client (joining a game created by the server).

The computer's IP address is displayed at the top left of the screen and can be sent to friends who want to join the game using the "Join IP" button (see above). The server can name his own game, which will be shown in the find session screen.

Fire Department 3 has two multiplayer modes: "Shared units" and "Cooperative" modes.

In Shared units mode, you can replay all the campaign missions solo. Any player can select and issue orders to any unit in the game. Make sure you organize your tasks efficiently!

In Cooperative mode you play special large-scale missions, in which each player commands his own firehouse and starts the game at a specific starting point on the map.

The server clicks on the "Shared units" or "Cooperative" buttons to select the game mode. He then selects the missions (dependent on the game mode) from the list to the right of the screen. Note that solo missions are available in multiplayer mode provided they are unlocked in the server's main campaign.

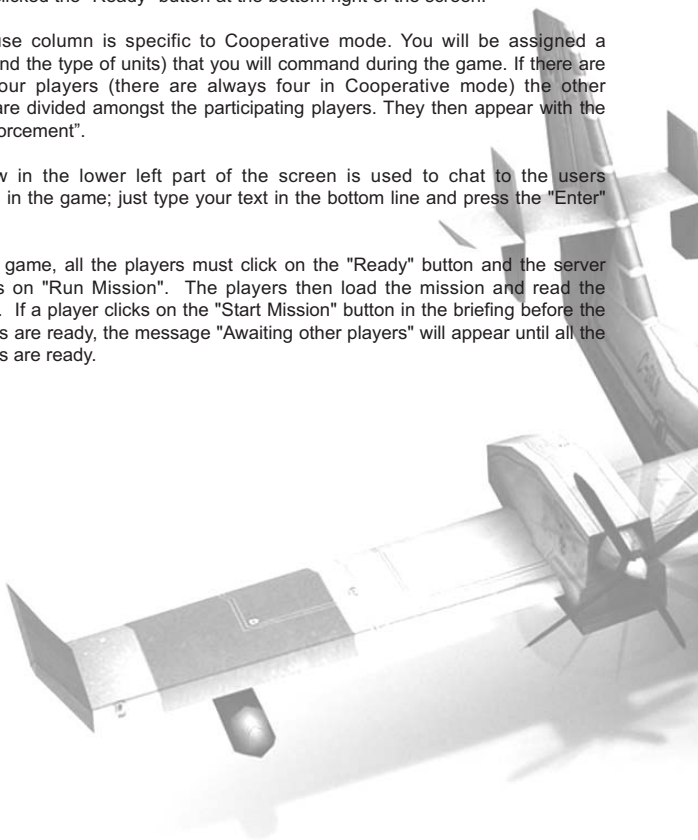
The server finally selects the mission difficulty level, as in the campaign mode.

The list at the top left of the screen details the players participating in the game (up to four). The server is always at the top of the list. The "Ready" column indicates if the player has clicked the "Ready" button at the bottom right of the screen.

The firehouse column is specific to Cooperative mode. You will be assigned a firehouse (and the type of units) that you will command during the game. If there are less than four players (there are always four in Cooperative mode) the other firehouses are divided amongst the participating players. They then appear with the word "Reinforcement".

The window in the lower left part of the screen is used to chat to the users participating in the game; just type your text in the bottom line and press the "Enter" key.

To start the game, all the players must click on the "Ready" button and the server finally clicks on "Run Mission". The players then load the mission and read the briefing text. If a player clicks on the "Start Mission" button in the briefing before the other players are ready, the message "Awaiting other players" will appear until all the other players are ready.



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EPILEPSY WARNING

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing video games, and this can occur even if there have been no previous medical problems or experience of epilepsy. Please take the following general precautions when playing video games:

- Do not sit too close to the screen; position yourself with the linking cable at full stretch.
- Play video games preferably on a small screen.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for 10-15 minutes per hour while playing video games.

13 TECHNICAL SUPPORT

If you encounter problems during the installation of, or whilst playing your game, please follow the directions below to obtain help:

From Belgium

From Monday to Friday - From 10am to 7pm

- by phone: 08 26 30 36 83

- by email: support@montecristogames.com

From Portugal

- by phone: +351 210 174 900

- by email: Suporte@infocapital.pt

From UK

Phone Support: 0870 027 0975

Web support: www.softwarehelpdesk.co.uk

Here you will be able to either browse through our Frequently Asked Questions (FAQs) section where the most common problems are usually identified. Or alternatively contact us directly from this site.

Before you do so please make sure your operating system (Windows) and device drivers (video card, sound card & motherboard) are fully up to date, as this is usually the main problem when experiencing software difficulties. Please also make sure you have read the installation instructions fully.

When submitting a fault via our helpdesk please include the following information.....

- Exact error message if any.
- Steps taken to reproduce the error/fault.
- Details of programs running at time of fault, including . Anti-Virus and firewall applications.
- Most importantly, email us a DirectX Diagnostic report. Do this by following the below instructions:

Click the START button on your Windows task bar, and then click RUN and type dxdiag in the box that opens. The DirectX diagnostic toolbox should automatically run. This tool details your whole system and the details can be dumped to a log file by clicking on the "Save All Information" button at the bottom. This will save a text file called "DxDiag", which you can just attach to any email correspondence.

This information will best assist us in resolving your query as quickly as possible.



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