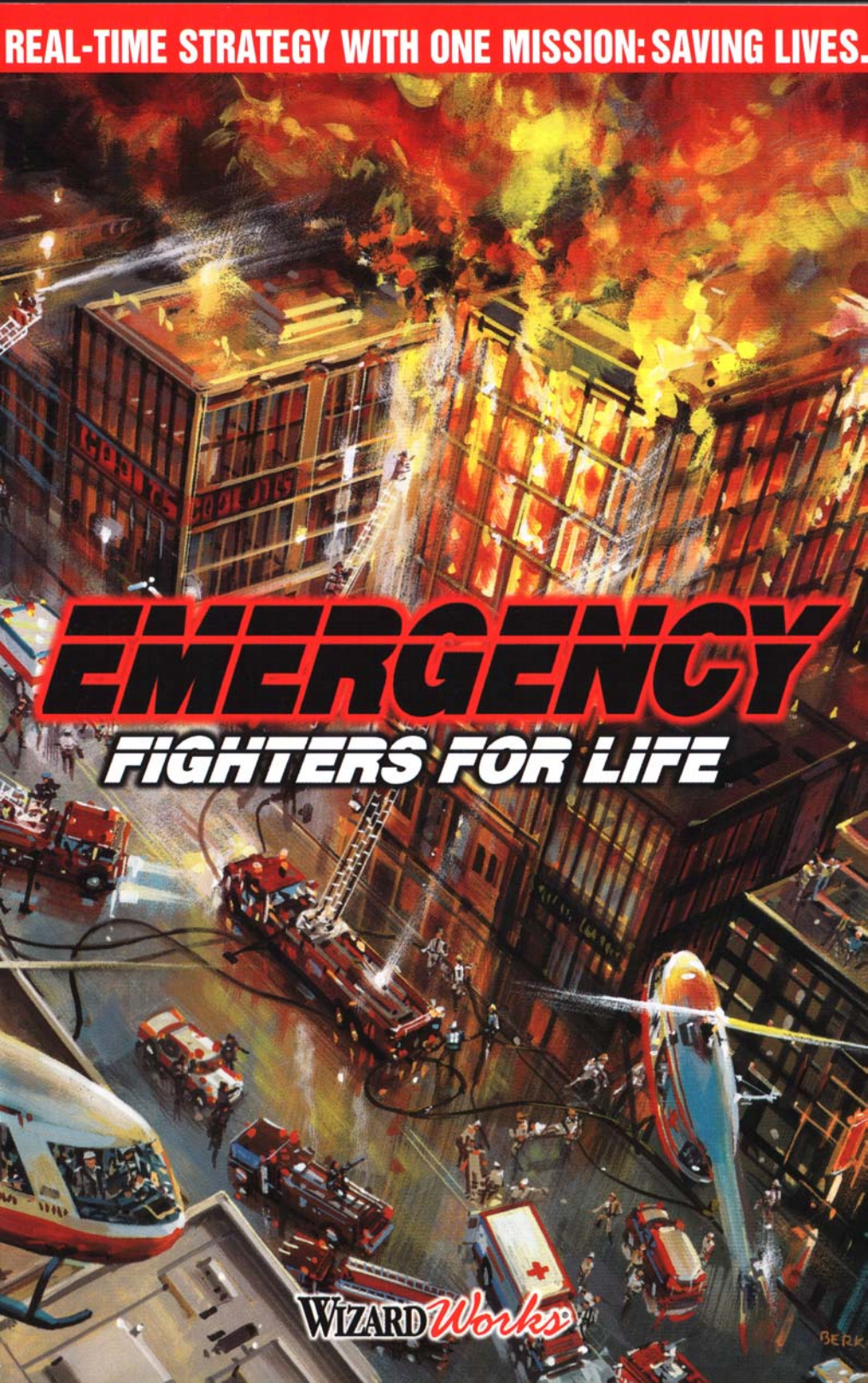


REAL-TIME STRATEGY WITH ONE MISSION: SAVING LIVES.



EMERGENCY

FIGHTERS FOR LIFE

WIZARD *Works*

BERK

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Introduction

Let's face it - we're a high-tech society. Our modern cities exceed even the imaginings of the most creative science fiction writers of the past. We travel great distances in no time flat, using tremendously fast means of land and air transport. We harness the powers of nature and use them for our own purposes, building power stations for energy production and flattening mountains to build entire towns on them.

But not everything runs smoothly. Accidents, crimes, catastrophes and emergencies still happen. And the more complicated and extravagant our lifestyle, the more dramatic the missions of those who must deal with them.

Whether a huge fire in a city is threatening hundreds of lives, or a plane full of passengers is in bad trouble, or even if one of nature's catastrophes is ravaging large areas of the land, the people who are affected count on someone coming to their rescue. They're counting on help. They're counting on you.

In Emergency you lead a unit made up of highly specialized personnel with the most modern equipment. You control the crews in their constant battle to save lives. In this head-on fight against time, unforeseeable obstacles and every kind of catastrophe you can think of, you must coolly assess each situation, use the resources available to you intelligently and be ready to react instantly to any new developments which might arise.

Do your job. Rescue and protect your fellow human beings. We're depending on you!

System Requirements

Minimum Configuration

IBM compatible system with a 120 MHz Pentium processor
16 MB RAM
Microsoft Windows 95 or Windows NT 4.0.
SVGA graphics card
4X CD-ROM drive
150 MB free hard disk space

Recommended Configuration

IBM compatible system with a 200 MHz Pentium processor
32 MB RAM
Microsoft Windows 95 or Windows NT 4.0.
SVGA graphic card
8X CD-ROM drive
150 MB free hard disk space
SoundBlaster-compatible sound card.

Installing Emergency

1. Insert the Emergency CD-ROM into your CD-ROM drive. If you do not see the Autorun window, double click on the My Computer icon.
2. Double click on your CD-ROM drive.
3. Double click on the AUTORUN.EXE icon. The Autorun window will appear with the following options:
 - **INSTALL:** This installs Emergency on your hard disk. A corresponding program group and icon will be created.
 - **INSTALL DIRECT-X:** This installs the required Direct-X files required to run Emergency on your hard drive. If you already have Direct-X installed on your system from another game, you do not need to reinstall it.
 - **HELP:** This calls up detailed Installation instructions.
 - **READ ME:** This gives you current development info.
 - **CANCEL:** This ends the Installation program without changing any of your Windows settings.
4. Click on **INSTALL** and follow the on-screen instructions.

Starting Emergency

After the installation is completed, the INSTALL option will change to START GAME on your screen. To start Emergency, click on the START GAME option.

To start Emergency at a later time:

1. Insert the original Emergency CD-ROM into your CD-ROM drive. If you do not see the Autorun window, select Programs from the Start menu.
2. Point to the Emergency program group, then click on the Emergency icon. This will start the Game Intro and right away you'll be in the thick of things.

Uninstalling Emergency

To uninstall Emergency completely from your hard drive:

1. Insert the original Emergency CD-ROM into your CD-ROM drive. If you do not see the Autorun window, select Programs from the Start menu.
2. Point to the Emergency program group, then click on the Uninstall icon. This will remove all Emergency program files from your hard drive. If you installed Direct-X files during installation, they will not be deleted.

Emergency - The Game

In Emergency, you will respond to 30 different missions, each with unique characteristics. Mission aims range from securing the scene of a car accident to preventing a large-scale catastrophe caused by the failure of a nuclear reactor.

The missions get progressively more critical and difficult. If you fail, you have to start the mission again. Watch your mission efficiency. Once you have finished a mission successfully, you'll get a detailed rating of how you responded. This may show that even if think you've done well, you could have done even better!

Overview and Features

Every mission basically begins the same way. At first, you see an Overview Map which shows you the location of the problem (highlighted in red), the bases at your disposal and the vehicles, personnel and equipment they contain (highlighted in green and gray). In addition, you can see the different routes you can take to get to the scene.

Mission Instructions

When you start a mission, the mission site starts to blink in red on the Overview Map. First you need to get information on the situation and your instructions. Clicking on the blinking, red Mission Instructions with the left mouse button. Be sure to read the instructions thoroughly!

You can close the Mission Instructions window and view the accident scene by right clicking anywhere on the map or by clicking on Enter Scene. Clicking the left button on the Overview Map chooses the object that you've clicked on (i.e. a certain vehicle).

Mission Camera

The Mission Camera display is a detailed view of the disaster area. Here you can get an exact idea of the situation before you start dispatching units.

You can see the entire mission area by panning the Mission Camera. To pan the camera, move the mouse cursor to the edge of the screen in the direction you want to go. The camera will now pan in that direction until it reaches the end of the viewable area. To interrupt the camera movement, move the cursor away from the screen edge.

To quit the Mission Camera, click the left mouse button on the MAP button in the upper right corner of the screen. This returns you to the Overview Map.

Bases

In addition to the Mission Instructions and Mission Camera, the Overview Map also lets you select your mission bases. Bases marked in green are available; those marked in gray are not currently available. Clicking on a base switches to a more detailed base display. You can get an overview about the type of vehicles at your disposal, as well as their crew, additional equipment and your current account status.

To go back to the Overview Map, click on the MAP button.

The Menu Bar

At the bottom of the screen is the Menu Bar. Its contents reflects the currently selected unit, either vehicle or personnel, and any command options that are available.

When you've chosen a vehicle, the following displays and options will appear:

- **Vehicle Picture and Status:** A picture of the selected vehicle is displayed. Above the picture is a green status bar. The shorter the bar, the greater the damage to the vehicle. For example, if you park your vehicle next to a fire, its damage level will rise until it is finally destroyed. If the vehicle is manned, you'll see the crewmembers displayed as points on the side of the picture.
- **START:** This dispatches the selected vehicle to the mission site
- **PERSONNEL:** If the selected vehicle can be crewed, click on this field to go to the Crew Lounge to assign them.

Additional commands are available, depending on the type of vehicle and its current employment.

When you have a person chosen, a portrait of the person will appear in place of a vehicle along with the status bar. As with a vehicle, the shorter the bar over the person's head, the more serious the injury.

The command options for personnel will vary greatly, depending on the type of personnel selected.

The Message Line

At the bottom of the screen, above the Menu Bar, is the Message Line. It will provide you with information about the mission's progress, or if you try to do something you can't, such as putting 3 firefighters in a truck that only carries 2.

Keyboard Functions

There are a few keyboard functions which make the game much easier to operate. Above all, they allow you to coordinate your activities by giving you a better overview of your current team.

- **TAB Key:** Press this key to view your vehicles one by one in the mission area. This way you'll always be able to track them, even if you're involved in an extensive operation.
- **HOME Key.** Press this key to view the currently chosen vehicle or crewmember. For example, if you select a vehicle and send it clear across the mission site, this key will let you view the rest of the area and then immediately return to the selected unit.
- **END Key:** Press this key to jump to the point where your vehicles will arrive at the site. The vehicles will then stop and wait for your commands.
- **SPACE Bar:** Press this key to pause the game. To continue the game, press the SPACE bar again.

Options Menu

Below the MAP button is the OPTIONS button. Clicking on it will display the Options Menu. The following options are available:

- **SOUND (FX) ON / OFF:** This turns the game's sound effects on or off.
- **SOUND (MUSIC) ON / OFF:** This turns the game's background music on or off.
- **GAMESPEED:** This speeds up the game or slows it down. Press the left mouse button down and move the three-step control to the desired position.
- **SCROLLSPEED:** This controls the panning speed in the Mis-

sion Camera view. Press the left mouse button down and move the three-step control to the desired position.

- **SAVE:** This brings up the Save window. You may have up to 12 saved games at one time. Click on the window you want to store the current game in. Type a description, up to 16 characters, to label the saved game, then press the ENTER key to save the current game. To cancel this window, right click anywhere on the screen.
- **LOAD:** This brings up the Load window, allowing you to resume a saved game. Click on the window of the saved game you want to resume. The game will continue from the point where you saved it. To cancel this window, right click anywhere on the screen.
- **RESTART:** This starts the current mission over again.
- **HINTS:** Click this button to find tips to help you through a mission.
- **BACK:** Click here to return to the current game situation.
- **QUIT:** Click this button to exit the program. The current game situation will be lost, unless you've saved it, requiring you to start from the first mission the next time you play Emergency.

General Gameplay

Once you have read the Mission Instructions, looked at the mission site and available units, you need to develop a plan for dealing with the situation. Which vehicles should you dispatch? Do you need special personnel, and if so, which ones? Finally, how can you achieve your goals within your budget?

As soon as you've decided what to do, you can start with the first step – dispatching units to the scene.

Dispatching Units

Click on any of the available bases (in green) to see the vehicles assigned there. To get information about a specific vehicle, point to it with the mouse. The Vehicle Description window will appear with the following information about the vehicle:

- Unit: Description of the vehicle
- Cost: The sum of money automatically subtracted from your account when you start an operation with the vehicle. The balance of your current account is shown under MONEY on the right side of the screen.
- Speed: Maximum vehicle speed.
- Crew: Maximum number of personnel the vehicle may transport.
- Equipment or Special Vehicle Capabilities: This item varies by vehicle. For example, the F104 Pumper 1 has a Water Cannon: 1000 l/min
- Special Equipment: This displays items that are used by crews on the mission site and varies by vehicle. For example, the F104 Pumper 1 carries fire extinguishers and metal cutters.

Assigning a Crew

Some vehicles allow you to assign them a crew. A crew is required to use any special equipment on the vehicle; it is not necessary to assign one to get the vehicle to the mission site. At the Mission Site, however, you will need firefighters to use metal cutters to rescue civilians from vehicles, police officers to control traffic, doctors to treat the injured and orderlies to move the injured to an ambulance.

To assign a crew to a vehicle, first select a vehicle by clicking on it. If it can carry a crew, the Vehicle Description window will tell you how many, and the option PERSONNEL will appear in the Menu Bar. Click on it, and you will be taken to the Crew Lounge. Note that the Orderlies and Firefighters with Safety Net are located to the right of the vehicles, not in the Crew Lounge.

Pointing to a person will display the Personnel Description window. It will identify the type of personnel (i.e., Police Officer, Doctor, Firefighter, Firefighter with Oxygen Mask, etc.), the cost to dispatch them and any special equipment they have. Clicking on a person assigns them to the vehicle. If you try to assign the wrong type of personnel to a vehicle, or more than the vehicle will carry, the appropriate message will appear in the Message Line.

Starting a Vehicle

To start a vehicle, click on it to select it. In the Menu Bar, the option START will appear (and PERSONNEL, if the vehicle can be crewed). Assign a crew (if available/desired) and click on START to dispatch the vehicle. It will automatically proceed to the mission site.

Personnel Selection

When you've decided to select someone for a mission, just click on him/her with your left mouse button. That person will then go automatically to your already selected vehicle. Now you can either choose another person to join the crew on the vehicle (if this is possible), or simply click on "START" to send your already crewed vehicle to the mission site.

At the Mission Site

Once you have dispatched your vehicles and crews to the mission site, it is time to take charge of their activities. Click on the MAP button, then click on Enter Scene on the Overview Map to bring up the Mission Camera display.

Ordering Vehicles / Personnel

Ordering Vehicles

Click on a vehicle to select it. A frame will appear around the vehicle. Order the selected vehicle to where you want it by clicking the mouse on the desired location. If it's possible for the vehicle to move there, it will do so automatically. If the route is blocked, or if it's impossible for the vehicle to reach that location, the vehicle simply remains where it is.

You can also select and order several vehicles at the same time. Drag the mouse over the vehicles you want to select while holding down the left mouse button. This creates a rectangle on the screen, which is displayed as a frame. When you release the mouse button, all of the vehicles within the frame will be chosen. You can only order multiple vehicles to go to the same location at the mission site.

To send a vehicle back to base, select it and click on BASE in the Menu Bar. The vehicle will automatically return to base.

Ordering Personnel

To order a vehicle's crew out, select the vehicle by clicking on it. The option GET OUT OF VEHICLE will appear in the Menu Bar. Click on it to order all crewmembers out of the vehicle.

Selecting individual or groups of crewmembers is the same as selecting vehicles.

To order a crewmember back into a vehicle, select the individual, then click on the desired vehicle. If the vehicle is not carrying any special equipment, the person will automatically get back in. Otherwise click on the GET INTO VEHICLE option in the Menu Bar. If the vehicle is already carrying the maximum numbers of crewmembers, the GET INTO VEHICLE option will not appear in the Menu Bar and the person remains where they are.

Equipping Crew Members

If you want a crewmember to use a piece of equipment from a vehicle, select the crewmember and click on the vehicle. The equipment options on board the vehicle are shown on the Menu Bar. Click on the name of the equipment you want. Remember, not all crewmembers are able to operate every piece of equipment!

If a crewmember is carrying an item of equipment from a vehicle, they can use that item right away. Only one action may be attempted at a time. Carrying that item counts as one action. A firefighter can't carry a fire extinguisher and rescue an injured person from a burning house at the same time! To drop an item, click on DROP ITEM in the Menu Bar.

Entering and Searching Buildings

You can order Firefighters into buildings and search through them floor by floor for injured persons. To enter a building, select a firefighter, then point to a building. If the cursor doesn't change into a Tool symbol, the building can't be entered. If it does change into a Tool symbol, click on the building to send your firefighter in the ground floor of the building.

As soon as the firefighter is in the building, the X-ray effect starts, and you can see what's around him. To send him onto the next floor, move the cursor to the stairs at the back of the floor area. Move the cursor slowly up and down the stairs to display the floor numbers. If you want the firefighter to go up to the third floor, click the mouse button when you see the number 3 appear.

To leave a building, click on the street in front of the building. Now he'll leave the building and the X-ray effect will be deactivated.

X-raying Buildings

You can manually switch any building to X-ray effect without sending in a firefighter. This is helpful when you are ordering personnel between two buildings and the building in front blocks your view.

To enable the X-ray feature manually, place the cursor on the right edge of the building. The cursor will change, showing the different floor numbers, as you move it up the side of the building. Clicking the mouse will make the building above the current floor number semi-transparent. You can see objects that are behind the building, but you can't see any of the building's interiors. In other words, you won't see furnishings, personnel or possible fires! If you send a firefighter into a building but de-select him before he gets in there, you'll lose sight of him as soon as he goes through the door. However, you can find him again if you X-ray the building. The floor on which your firefighter is situated will be shown in detail, with all personnel, furnishings, etc.

To turn off the X-ray effect, place the cursor at the bottom of the building's right wall. The cursor will change into a house symbol. Click the mouse button and the X-ray effect will be switched off.

Budget

It's important that you watch how effectively you are working. You should try to stay well below your budget, since any money you save in one mission gets credited towards the next one.

Mission Accomplished

If you successfully complete a mission, you will be presented with a statistical display showing how efficient you were. The important criteria are how long the mission lasted (Time), how much money you used (Money) and the loss of lives and/or property. Each of the criteria is weighted differently. Time and Money are displayed on a bar scale. Your mission efficiency is also displayed as a bar scale as a percentage.

An efficiency of 100% means you performed perfectly. Anything less means you could have done better in how you responded. There's more to the game than just accomplishing what you are instructed. It is possible that you received only a 90% rating, even though you accomplished your task quickly and without casualties because one of your vehicles was destroyed. Also, being tight with money will

not get you a good rating if two people die because of it. The goal is to carry out the perfect mission.

To close the statistical display, click the mouse button. The next mission will start automatically.

Mission Failed

If you don't fulfill all of the mission requirements, you will fail the mission. When this happens, you'll receive a message stating why the mission was failed. You'll learn about the mistakes you might have made and know what to avoid the next time.

If a mission is failed, you can:

- Click the mouse button in the playing area. The mission will start again automatically, but you will lose any extra funds from the last mission!
- Click on the **OPTIONS** button. You may then click on the **RESTART** button to restart the mission, or click on the **LOAD** button to load a previously saved game.

Personnel

General

We use the word Personnel for all units you can select on a base and assign to a mission site.

Personnel are specially selected on a base. There is no automatic crew assignment to a vehicle when you send it to a mission site!

To control crews on a mission site, you must get them out of their vehicles first!

You can group personnel, but can only order that group to another location on the mission site. You can't carry out any special tasks with that group!

Many tasks can only be carried out with special equipment. Be sure to send a vehicle with the right equipment on board to the mission site!

When necessary, some personnel can accomplish tasks manually while on the mission site. For example, levers can be pulled or pushed, small objects can be picked up and carried, machines can be switched on and off, and goods can be taken off vehicles, etc. Select a crewmember and point your cursor at the object you want to manipulate. If the cursor changes into a tool symbol, it's all systems go! Keep an eye on the Menu Bar at the bottom of your screen! If one of your Firefighters has lifted something off the street, he'll put it down again if you click on DROP ITEM.

Personnel Table One summarizes the cost of each personnel type. Personnel Table Two summarizes the tasks each type of firefighter can perform.

Firefighters

Standard Firefighter

Emergency without firefighters? Unthinkable! They do a lot more than just preventing fires or putting them out. They often use special equipment on many missions, equipment they need to get the situation under control.

Firefighter with Oxygen Mask

This firefighter can survive much longer than the Standard Firefighter in burning buildings, and in trouble spots where chemical, biological or atomic radiation have the upper hand. He can even go right into the flames for a short time.

Firefighter with ABC-Protection

This firefighter specializes in operating in chemically or radioactively contaminated areas. In this sort of environment, firefighters without ABC protection won't last very long at all.

Firefighter with Safety Net

The safety net isn't automatically taken on board any truck when you start a mission. You need a special team for this. Look on base for the firefighters with the safety net and send them to the mission site in Supply Truck 1 (F102) or Supply Truck 2 (F108). Please note that you can only use these particular vehicles to transport the safety net team!

The safety net is used to catch people who have to jump from a high building, for example, from the third floor. To use it, order the safety net team to the desired location and click on the person to be saved. Remember though, not everyone has the courage to jump at the critical moment!

Firefighter Tasks

Saving People

Firefighters can lead passers-by and the walking injured away from a potentially dangerous situation, or transport a person who can't walk with a safety hold. This works both in buildings and out in the open.

To lead or transport a person, first select the firefighter. Now point your cursor on the person. When the cursor changes, click your left mouse button. The firefighter will go right up to the person and that person will be framed. Next click the left mouse button where you want the person taken to. One example would be out of a building on to the sidewalk, where a doctor can tend to the person. When the firefighter arrives with the person at the spot you've chosen, a left click on "LET GO" will end the procedure. Now your firefighter's ready for action again.

Using Fire Extinguishers

- | | |
|-------------|--|
| Carried on: | F104 Pumper 1
F105 Pumper 2 |
| Used for: | Fire extinguishers are used to prevent fires (soaking smaller endangered areas) and to fight smaller fires. |
| Notes: | To equip a firefighter with an extinguisher, first select the firefighter, then click on the vehicle. In the Menu Bar you'll see the equipment the vehicle has on board. Click on Fire Extinguisher. |

To use the fire extinguisher, point the cursor at the place you want doused. If the cursor changes to a water drop symbol, a left click will start the dousing action. If the cursor doesn't change to a water drop, you can't use the extinguisher at that location.

Remember a firefighter can't do anything else, like carrying an injured person, for example, while carrying a fire extinguisher. This general rule applies for all equipment and special actions!

Using the Metal Cutters

- Carried on: F104 Pumper 1
F108 Supply Truck 2
- Used for: The cutters are used to cut people out of tangled and crushed wrecks.
- Notes: The cutters are used following the same steps used for the fire extinguishers above. Please note that an injured person is automatically set free when the cutting operation has ended. This means that he/she will then be lying on the street beside the wreck, ready for the doctor etc.

Using the Hose

- Carried on: F102 Supply Truck 1
F103 Hose Truck
- Used for: The hose is used by firefighters to fight bigger fires.
- Notes: A hose can only be used outside, not in a building. To equip a firefighter with a hose, first select the firefighter, then select the vehicle. Click on HOSE in the Menu Bar, then click on the hydrant closest to the fire. The hose is now attached, and you can start spraying by simply clicking on the point where you want the water to go!

Using the Power Saw

- Carried on: F102 Supply Truck 1
F103 Hose Truck
- Used for: Power saws are used for clearing trees and vegetation
- Notes: This opens the road for vehicles and crews. Equip a firefighter with the saw and point the cursor at the object to be removed. If the cursor changes, the saw will remove the object, otherwise you can't use it on that particular object.

Using a Rope

Carried on:	F105 Pumper 2
Used for:	The rope is used to pull someone out of a pit or a ravine.
Notes:	As soon as a firefighter has the rope, point the cursor at the person to be rescued. If the cursor changes, the person will be rescued; otherwise you can't use the rope at that location.

Using Flares

In some special cases, firefighters carrying no special equipment can use flares. These are used to illuminate areas where an injured person might be lying in the darkness, such as caves or ravines. Only when an injured person has been illuminated can he/she be rescued!

Using the Ladder Truck F106

To rescue a trapped person, a firefighter can get into a burning building through a top floor window using the extending ladder of this vehicle. This way you don't need to send him into even more danger through the whole building up to the top floor.

Position the vehicle in front of the building by selecting it and clicking on the building. Select a firefighter and click on the truck. This moves your firefighter on to the lowered platform of the truck. Click on the window through which you want the firefighter to climb. The ladder will extend up to the window, taking the firefighter with it. Now select him again, then click once more on the window

Police Officers

Police Officers The Emergency police maintain and restore security and safety in dangerous situations. At accident or crime scenes you just can't do without them.

Police Officer Tasks

Controlling Traffic

This involves not only protecting your crews from the flow of traffic, but also ensuring the safety of road users on the mission site. There are two ways of controlling traffic, stopping vehicles or diverting them. Which method you use will depend on the mission site location and the mission itself.

Stopping Vehicles

Select a police officer from your team and order him to the spot most suited for stopping traffic. Select **STOP** on the Menu Bar. He will take up his position and stop all traffic moving in his direction. Remember that this will create a traffic jam if he stops traffic for too long!

Diverting Vehicles

Select a police officer from your team and order him to the spot most suited for diverting traffic. Select **TURN AROUND** on the Menu Bar. All oncoming traffic will make a U-turn when they reach him.

Controlling Rubberneckers

Your police officer has three methods of doing this at his disposal. He can send individuals or groups away from the scene, he can escort individuals away or he can arrest individuals. This is important when they are hindering your crews, endangering themselves and others, or actually destroying property.

- **Sending an Individual or Group Away**
Select a police officer. Left click and hold beside the target group, and pull the cursor to the other side of the group. This forms a rectangle, which we also call a frame. Anyone inside this frame is now a marked man! Now, just click on the spot to which you want the group to go. However, bear in mind that your police officer is just telling them what to do. You can't know beforehand if all the individuals are going to meekly obey him!
- **Escorting an Individual Away**
Select a police officer and left click on the person you want escorted away. The police officer will go up to that person who now has a frame around him/her. Click on the location you want the individual taken to, and the two of them will go there. To let the person go, select **RELEASE** on the Menu Bar.
- **Arresting an Individual**
To arrest someone, use the same procedure as Escorting an Individual. Once the police officer reaches the person, click on the police vehicle you want to take the person away in. The police officer will escort the prisoner to the vehicle and place them in it. Click on **BASE** on the Menu Bar to take them downtown. To release someone after they have been arrested, select **GET OUT ALL** on the Menu Bar.

Medical Personnel

Doctors

Doctors examine and treat any injured personnel at the mission site, both civilian and your own rescue personnel.

Orderlies

Orderlies use stretchers to take the injured to an ambulance or helicopter for transfer to a hospital.

Medical Tasks

Examining and Treating the Injured

If you find injured personnel at a mission site, you must get them a doctor as soon as possible. To examine a patient, select a doctor, then click on the injured person. A bar appears above the injured person's portrait, indicating how badly they are hurt. The bar tells you how bad the injuries are, and if/how the person should be taken to hospital. If an injured person shows only 40% health, he or she will die in the ambulance without continued treatment. If the injured person's already lost 80% or more, you can't even use the helicopter.

Remember not to keep your doctor working too long on one patient. If there are several victims, you'd be better off having him quickly examine them all, and start treating the most seriously injured. Don't forget that an injured person's health will decline rapidly without medical treatment!

Transporting the Injured

After selecting an orderly, click on an injured person. The orderly will go to that person and put them on a stretcher. Click on an ambulance to transport the person to hospital. The critically injured should be taken away as fast as possible by Rescue Helicopter. Once the victim is in the ambulance, select the ambulance and select BASE on the Menu Bar to take the victim to the hospital. Having a doctor on board the ambulance will lessen the chances of the injured dying on the way to hospital.

Personnel Table One

Personnel	Cost		Personnel	Cost
Firefighter Standard	25		Police Officer	25
Firefighter w/Oxygen Mask	50			
Firefighter w/ABC Protection	75		Doctor	75
Firefighter w/Safety Net	50		Orderlies	25

Personnel Table Two

Firefighter Tasks	Firefighter	FF w/Oxygen Mask	FF w/ABC Protection
Using Fire Extinguishers	X	X	X
Using Metal Cutters	X	X	X
Using Power Saw	X	X	X
Using Rope	X		
Using Hose	X		
Using Flare	X		
Using F106 Ladder Truck	X	X	X

Vehicles

Below is a detailed description of the vehicles you'll come across in the game, with their basic functions and special capabilities or equipment (if any). To use the basic functions, you don't need any additional crew from the base! This means you don't need to put a firefighter on board a Pumper to fight a fire with that vehicle's water cannon, but you will if you want to use the hose or portable extinguisher. Vehicle Table One summarizes all of the vehicle costs, speeds and crews. Vehicle Table Two lists their basic equipment and any specialized equipment that they carry.

Fire Trucks

F101 Mobile Command Unit This vehicle is required if you want to simultaneously coordinate over 10 vehicles on a mission site. If you try to dispatch more than 10 units, you'll see a Message Line reminding you of this above the Menu Bar. Once the Mobile Command Unit has arrived at the scene, you can send additional vehicles there. If you need more than 20 trucks for a mission, you'll need a second Mobile Command Unit.



F102 Supply Truck 1 This vehicle carries up to 2 firefighters and contains power saws and metal cutters. The power saws are used to get troublesome trees and vegetation out of the way. The metal cutters are used to cut open vehicle wrecks or for the Emergency opening of blocked doors and entrances. For details see Firefighter Tasks: Using the Power Saw and Using the Metal Cutters.



F103 Hose Truck This truck carries up to 2 firefighters and hoses which can be used by them. The hoses must be connected to water hydrants to work. For details see Firefighter Tasks: Using the Hose.



F104 Pumper 1 This truck carries up to 2 firefighters and portable fire extinguishers. These can be used to prevent fires from breaking out, by spraying foam on gasoline on the street, for example. For details see Firefighter Tasks: Using Fire Extinguishers.



Pumper 1 can be used fight fires effectively or hose down fire-endangered areas. There are two ways to do this. The simplest way is to drive right up to the fire and have the cannon automatically aim at the nearest fire. You can also position the Pumper and point to the fire or the area you want hosed down with the cursor. If the cursor changes into a drop symbol, click the left mouse button. The Pumper will direct its water cannon to the selected target. If the cursor doesn't change, then there's either no fire at that location or there's not enough room to maneuver, in which case you will have to reposition the Pumper.

- F105 Pumper 2 This truck carries up to 3 firefighters, hoses and rope. The hoses must be connected to water hydrants to work. The rope can be used by firefighters to pull people out of pits or ravines. For details see Firefighter Tasks: Using the Hose and Using the Rope.



Pumper 2 has a much more effective water cannon than the F104 Pumper 1. It can be used to fight fires the same as Pumper 1 can.

- F106 Ladder Truck This truck carries up to 2 firefighters and has an extendable ladder to get a firefighter on to the upper floor of a building. For details see Firefighter Tasks: Using the Ladder Truck F106.



- F107 Water Cannon Truck This truck carries up to 2 firefighters in addition to its water cannon. This truck is tough, allowing it to go through fires without sustaining serious damage. This quality makes it useful for transporting people in absolutely critical situations. This also applies to ABC contaminated areas.



- F108 Supply Truck 2 This truck carries a crew of firefighters equipped with a safety net. For details see Firefighters with Safety Net.



- F109 ABC-Defense Unit This truck carries up to 2 firefighters and is used to decontaminate persons who have come into contact with radioactive, biological or chemical materials.



Use a firefighter to get the contaminated person (who'll have an ABC warning symbol above their head) and click on the F109. The firefighter will take the person to the F109 and put them into it. After a period of decontamination, that person will automatically get out of the vehicle.

- F110 Flatbed Transporter** This vehicle is used to remove vehicle wrecks from the mission site. Select the truck and click on the wreck. If there are no obstructions between it and the wreck, the transporter will automatically go to the wreck and load it on to its flatbed. Then all you have to do is simply send the truck back to base and you've got one less wreck to contend with. If the truck won't load a wreck automatically there could well be an injured person trapped in the wreckage!



- F111 Firefighting Plane** The Firefighting Plane is an established weapon in the war against large fires which are spread over a considerable area. It quenches or limits them quickly and effectively. But you won't be allowed to unload over a populated area! Think of the effect 10,000 gallons of water are going to have on someone standing in the target area when that weight hits the ground!



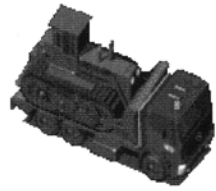
When you start the plane, a miniature view of the mission site will appear on your screen. Click with your left mouse button on the spot you want your plane to unload on. As in the Mission Camera view, you can pan in all directions. The Firefighting Plane will now fly automatically to the target and drop its load.

- F113 Bridge Repair Vehicle** This vehicle is used to get your men and equipment over to the other side of a river where there isn't a bridge. Possible bridge installation locations blink red on the mission site. Select the F113 and click on the red marker. If there are no obstacles in the way, the F113 will automatically construct a bridge over the river. The other trucks and vehicles will cross the bridge automatically if you first click on the vehicle, then the bridge.

- F115 Pumper Boat** This is a tough boat, with a highly effective water cannon, capable of putting out the fiercest fires from the water. It is used just like the pumper trucks.

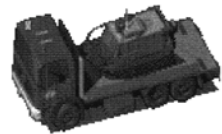


- F117 Flatbed Transporter with Bulldozer The Bulldozer is used to level out obstructions on the route to the mission site. Another job it will do is level undergrowth that your other vehicles can't drive over. In forest fire situations, bulldoze a firebreak in the tree line to stop the fire spreading through the tightly packed trees.



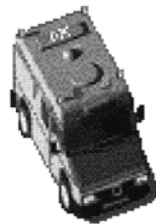
Because the bulldozer's too slow to cover the distance between base and mission site, it has its own special transporter. Upon arrival at the mission site, select the Transporter and click on UNLOAD in the Menu Bar. Now you can order the bulldozer to where you want it. To load the bulldozer on the transporter again, select the flatbed and click on the bulldozer. The automatic loading process will take place, unless there is an obstruction between transporter and bulldozer.

- F117 Flatbed Transporter with Motor Boat The motor boat is used to rescue drowning people in rivers and lakes. Upon arrival at the mission site, select the transporter. You'll see a blinking red marker signifying the location where the boat can be lowered into the water. Click with the left mouse button on that red marker and the boat will be automatically put into the water. To bring a drowning person on board, first select the boat, then the person to be rescued. Remember, only four people are allowed on the boat at one time!



Rescue Vehicles

- F201 Ambulance This vehicle is used to transport orderlies and a doctor to the mission site. From there, you can take one injured person and the orderlies and doctor back to base/hospital. The orderlies must get the injured into the ambulance. Remember that an injured person can die on the way to the hospital! By having a doctor on board, you'll drastically reduce the fatality rate.



- F202 Doctor's Vehicle This vehicle will carry one doctor to a mission site faster than an ambulance. Unfortunately, you can't take any injured back to base/hospital in it.



F203

Rescue Helicopter

This is a fast, but expensive variation of the Ambulance. When speed is necessary, you can rely on this one. But remember one thing - although in the air there are no obstacles or obstructions to contend with, the helicopter needs a pretty big area to land on! Keep an eye on the cursor while you're flying. It'll change to a landing symbol if the current position (where the cursor is pointing) is suitable for landing. If the landing location is unsuitable, it will still fly there, but will only hover over the location. The helicopter must land before you can let the medical staff out, or put an injured person on board.



One of the helicopter's special functions is the use of radar. Very often, mountaineers equip themselves with a limited range emergency transmitter before they set out on a trip. If they have an accident in terrain that's hard to reach, a repeating signal will be transmitted. A helicopter's radar can trace this signal on the radar monitor, which is displayed as a window in the Menu Bar. The signal point on the radar screen tells you where the missing person is located.

In areas where it's not possible to land, you can use the helicopter's safety winch to bring injured on board. First select the helicopter then click the left mouse button on the injured person, or on the spot where you think they might be. Remember never to transport an injured person without first getting your doctor to examine that person. Otherwise you'll end up with a healthy crew accompanying a corpse to the hospital! The procedure for getting your aircrew out of the helicopter and getting an injured person onto it is the same as the procedures for the Ambulance.

F204

Mobile Medical Unit

Normally, your doctors must treat the injured on a one-on-one basis before the injured person can be taken to a hospital. This costs time and money. The treatment on the mission site can take a while, and other injured persons may die while your doctor is hard at work.



If you can get the injured into a Mobile Medical Unit (MMU), they've a better chance of survival than they would have on the street or lying out in the open. One advantage of the MMU is that a doctor can attempt to resuscitate a patient who's just died of his injuries. You can use more than one MMU on a site. Once erected, it serves as a temporary field hospital for up to four injured persons.

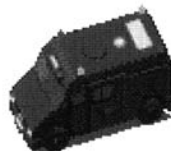
Select the Unit when it arrives on site. Click on ERECT UNIT in the Menu Bar. Make sure that the selected location has enough free space for the MMU, otherwise it won't be erected! When the MMU is erected, have the orderlies take the injured there by having them pick up a victim and then clicking on the tent. At or in the tent, choose a bed and click on it. Don't forget to have the doctors treat the victims! To take down the MMU, select it and click on TAKE DOWN UNIT in the Menu Bar.

Police Vehicles

F301 Police Car This vehicle can carry up to 3 police officers. It is used to take police from their base to the mission site and for returning arrested persons from mission site to the base. For details, see Police Officer: Arresting People.



F302 Police Truck This truck has the same function as the Police Car, but can carry up to 6 officers. If you need to get a lot of officers to a mission site, or if you're reckoning on arresting quite a few suspects, then this is the truck for you.



F303 Water Cannon Vehicle This truck enables you to disperse crowds of people quickly, whether they're rubberneckers or hooligans! Order the truck to a location near the crowd, then click on WATER ON in the Menu Bar. The roof-mounted cannon will start firing at the nearest people. To herd the crowd in a particular direction, you have to maneuver the truck accordingly. To stop firing on the crowd, select the truck and then click on WATER OFF in the Menu Bar.



Vehicle Table One

Unit		Cost	Speed	Crew
F101	Mobile Command Unit	2500	40	0
F102	Supply Truck 1	750	45	3
F103	Hose Truck	750	45	2
F104	Pumper 1	1500	30	2
F105	Pumper 2	2500	20	3
F106	Ladder Truck	1500	30	2
F107	Water Cannon Truck	2000	15	2
F108	Supply Truck 2	750	30	1
F109	ABC-Defense Unit	2000	30	2
F110	Flatbed Transporter	250	30	0
F111	Firefighting Plane	2500	150	0
F113	Bridge Repair Vehicle	3000	20	0
F115	Pumper Boat	2500	10	0
F117	Flatbed Transporter with Bulldozer	1000	30	0
F117	Flatbed Transporter with Motor Boat	750	30	0
F201	Ambulance	500	35	2 Orderlies, 1 Doctor
F202	Doctor's Vehicle	100	60	1 Doctor
F203	Rescue Helicopter	2000	120	2 Orderlies, 1 Doctor
F204	Mobile Medical Unit	4000	25	0
F301	Police Car	150	60	3
F302	Police Truck	400	45	6
F303	Water Cannon Vehicle	1000	15	0

Vehicle Table Two

Unit		Special Equipment
F101	Mobile Command Unit	None
F102	Supply Truck 1	Power Saw, Metal Cutter
F103	Hose Truck	Hose, Power Saw
F104	Pumper 1	Fire Extinguisher
F105	Pumper 2	Rope, Hose
F106	Ladder Truck	None
F107	Water Cannon Truck	None
F108	Supply Truck 2	Safety Net, Metal Cutter
F109	ABC-Defense Unit	None
F110	Flatbed Transporter	None
F111	Firefighting Plane	None
F113	Bridge Repair Vehicle	None
F115	Pumper Boat	None
F117	Flatbed Transporter with Bulldozer	None
F117	Flatbed Transporter with Motor Boat	None

Quick Start: Playing your first mission

If you want to start the game right away, without reading the rest of the manual, this chapter tells you how to get through your first mission. You'll get info about general (and some specific) control possibilities and tactical procedures. But we still advise you to read the entire manual, otherwise you'll miss a lot of important info, which will help you get optimum results in the individual missions.

Mission One: Accident on the Highway

After the introductory video ends, you'll see the Overview Map. Click on the blinking red Mission Instructions to find out your mission objectives. The emphasis here is on taking care of the injured, traffic control and clearing the accident scene. You can close the Mission Instructions window and view the accident scene by right clicking anywhere on the map or by clicking on Enter Scene.

Now the Mission Camera view will appear on your screen. This shows you the accident area in detail. Two injured persons are lying on the street. The tractor hardly has a scratch on it, but the motorcycle is in a pool of gasoline.

Now you have to think about how you're going to clear this accident site! You have to divert the traffic to avoid a traffic jam. At the same time, the accident site must be secured and the injured have to receive medical care. Then the injured have to be taken to the hospital before you can finally clear the accident scene and open the road for traffic again.

Click on the MAP button on the Menu Bar on the right side of the screen. This takes you back to the Overview Map. County Base is the only base you have available for this mission, so click on it to dispatch your rescue units. The Base Vehicle screen will be displayed.

Point to the police car with the cursor. A Vehicle Data window will appear. Click on the F301 Police car. At the bottom of the screen is the Menu Bar. Click on PERSONNEL to display the Crew Lounge. Click on a Police Officer to assign him to the vehicle. You'll see him go to the vehicle you selected already. Now click on START in the Menu Bar to dispatch the unit to the scene.

Once you have started a vehicle, the Base Vehicle screen reappears. Click on the F104 Pumper. Click on PERSONNEL, select a firefighter and start the vehicle. Now select the F201 Ambulance. Click on the orderlies with the stretcher waiting to the right, then select a doctor in the Crew Lounge. Start the vehicle, then send another ambulance with the same crew to the scene. Finally, start two F110 Flatbed Transporters. Click on the Map button, then click on Enter Scene to coordinate your units at the accident site.

The first vehicle, (F301 Police Car) has now arrived at the scene. Press the END key to make the camera pan over the scene to where the vehicles arrive. Click on the vehicle. The frame around it tells you it's been selected. To order it to the scene of the accident, click on a point near the injured and the vehicle will go there. Pan the camera back to the accident scene by moving the cursor in the direction you want to go. Select GET OUT OF VEHICLE in the Menu Bar. The police officer that was in the vehicle will now get out of the car.

Click on the Officer to select him. Send him to the right side of the accident scene by clicking on the desired location. In the lower Menu Bar are two options STOP and TURN AROUND. If you select STOP, the officer will raise his hand and stop civilian traffic. Since this will cause a traffic jam, click on TURN AROUND. The oncoming vehicles will turn around and find an alternate route. Now the traffic situation is under control!

Order the F104 Pumper to the scene, being careful not to block the way for other vehicles arriving later. Select GET OUT OF VEHICLE in the Menu Bar. The firefighter will get out of the vehicle. Select the firefighter and then click on the Pumper. This displays the vehicle's equipment in the Menu Bar. Click on FIRE EXTINGUISHER. The firefighter will now go to the Pumper and get a fire extinguisher. With the firefighter still selected, click on the pool of gasoline on the street. He will douse the pool with his fire extinguisher to prevent it from catching on fire. When the pool's gone, you can send him back to the Pumper by clicking on vehicle and selecting the GET INTO VEHICLE option in the Menu Bar. Once the firefighter is in the vehicle, you can return him back to base by selecting the HOME option in the Menu Bar.

Order the two ambulances up to the scene of the accident. Select each singly and get your crews out of the vehicles. Select one of the doctors and click on one of the injured. The doctor will go to the injured person and start his examination. You can tell how bad the injuries are by the length of the injury bar over the victim's portrait. The shorter the bar, the more serious the injuries. While the doctor's treating the injured person, you'll see the bar getting longer: this means that the treatment the doctor's giving the injured person is stabilizing his/her condition. When the bar has reached about $\frac{1}{2}$ length, then you can safely transport that person to a hospital. Return the doctor to the ambulance and select one of the pairs of orderlies. Click on the injured person who's just been treated to have the orderlies put him/her on a stretcher. Click on the ambulance to load the patient on to the vehicle. Send the ambulance back to base by selecting HOME, and the casualty will be delivered to a hospital as fast as possible.

Treat the second injured person and get him/her to hospital in the same way.

Select one of the F110 Flatbed Transporters. Click on tractor to have the Transporter load it on to its flatbed, then send it back to base. Have the other Transporter pick up the motorcycle and return it back to base as well.

Now that you have cleared the scene of the accident, select the police officer and click on the police car. He'll stop diverting traffic and get back to his vehicle. Send him back to base to finish the mission.

As soon as you've got all the injured taken care of, the damaged vehicles taken away and traffic's back to normal, you've completed the Mission successfully. When you see this message, click once to display how well you've done. You should have achieved a score between 60 and 70 percent. Think about how you can improve on the next mission. Could you save more time, or spend less money?

Now click on your left mouse button. You'll see a high score list for the mission you can enter your name if you have one of the top 10 scores.

We wish you a lot of fun on the rest of the Missions in Emergency!

Troubleshooting

How do I start the game in MS-DOS?

Unfortunately, you can only start the game on Microsoft Windows 95 or 98, or on Microsoft Windows NT 4.0.

I can't hear any music.

Check and see if the CD-ROM drive or drive control in your computer is connected to the Soundcard with an audio cable. You can only hear the music on CD-ROM if such a connection exists.

I find out all I need to know about the mission in the window Mission Instructions, and then I can't close the window again.

Close the window with a right mouse click.

After getting my Mission Instructions, I can see the mission site, but I can't start any actions there.

Click on the MAP button and select vehicles and crews on base. Send them to the mission site and order them around there. You yourself can't undertake any action on the mission site, because your vehicles and crews are your hands, feet, eyes and ears.

Why can't I select anyone on base?

First select the vehicle, then the personnel.

I select a vehicle, but then I can't select the person I want.

There are two possibilities. Either the vehicle can't transport personnel (point your cursor on the vehicle and read the info in the pop-up window; if no crew info is displayed then you can't get anyone on board) or you've selected the wrong type of vehicle for that particular type of personnel (firefighters can only be transported on fire trucks, orderlies and doctors only on rescue vehicles, and police officers only on police vehicles).

I crew a vehicle, but when it arrives at the mission site, there's no crew on board.

You probably selected the vehicle, clicked on PERSONNEL, and then selected a crew. Then you clicked on VEHICLES again and right away clicked on START.

Try clicking on START immediately after choosing your crew, otherwise you abort crew selection.

I crewed a vehicle, but nobody gets out of the vehicle on the mission site.

You must command your crew to get out of the vehicle. Select the crew and click on GET OUT OF VEHICLE on the Menu Bar on the lower edge of your screen. Remember you have to manually carry out most tasks on mission site, very few are done automatically.

The vehicle I'm ordering doesn't go to the location I click on with my cursor.

Check if there are obstructions on the road, or if you've enough room to maneuver the vehicle.

I want to do something, like equip my crews, but it just doesn't work.

Watch the Message Line above the Menu Bar on your lower screen! This'll tell you what you can and can't do!

I want to use my vehicles and crews in a particular street, but houses block off my view of the street.

You can use the X-ray effect on each individual house. Just pull the cursor up the right outer house wall, and you'll see it changing floor by floor. Pull the cursor to "I" and click on it with your left mouse button. The house will become semi-transparent. Now you can see your street!

How do I know to which injured person I should send my doctor first?

Seriously injured persons don't move around too much!

I want to pull injured civilians out of a fire, but my own people are being injured or even killed when I send them in.

Firefighters with oxygen masks can survive a lot longer than Standard Firefighters, who have no such equipment. The same applies to contaminated areas. With ABC protective gear, your crews can work longer and therefore more effectively.

I equip my crews with fire extinguishers, and still can't put out the fire in a burning building.

To put out a really bad fire, you must equip your Firefighters with Hoses, which they then connect to water hydrants.

After completing a mission successively, I find I've only achieved an average mark in effectiveness.

When you start the mission again, try to complete your actions a little faster and be more cost-effective (use up less money!). You can do this by selecting less, or other, vehicles and personnel. And next time, try not to let so many injured gasp out their last breath!

I'm sure I worked as effectively as I could, but I still didn't get 100% effectiveness.

In some missions, you don't just simply fight against the results of catastrophes, you can actually try and prevent the catastrophe happening, or at least lessen the impact. But you can't just go about it any old way. Take a hard look at the mission site – maybe there are some objects around which could lead to an accident or catastrophe, or other objects that you could use somehow to aid your crew?

Let's imagine you get a bomb threat for some buildings in your Command Center. Of course, you could evacuate the buildings, wait for the bomb to explode then help the injured afterwards. But did you ever think of maybe finding some way to get rid of the bomb before it explodes? C'mon, use your imagination!

The mission aborts while I'm in the middle of ordering my vehicles and crews around the mission site. Can you tell me why?

In the Message Line above the lower Menu Bar, you'll always get info on why this happened.

I can't complete a mission, although I've tried several times. I know why it's happening, but I don't know what to do about it.

Click on OPTIONS in the right hand Menu Bar. Now click on HINTS. Here you'll find specific advice on how to complete the mission successfully.

At what point does a mission end successfully?

When you think you've completed every task, check if there are any vehicles or personnel still around and send them back to base. If, when you've done that, and the mission still hasn't been completed successfully, you'll find the help you need in the HINTS window. Just click on OPTIONS, then HINTS.

Credits

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Sixteen tons entertainment

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Senior Programming

Andreas Epple

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EMERGENCY: FIGHTERS FOR LIFE

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**LIFE OR DEATH.
YOU DECIDE, BECAUSE
EVERY SECOND COUNTS.**

