

# EMERGENCY FIREFIGHTER



MANUAL

E m E R

FIELD

# EMERGENCY

## Emergency: Firefighter

|                                                |           |
|------------------------------------------------|-----------|
| <b>1. Installation and Setup</b> .....         | <b>4</b>  |
| System Requirements .....                      | 4         |
| Installing Emergency: Firefighter .....        | 4         |
| Uninstalling Emergency: Firefighter .....      | 5         |
| Configuring the Game .....                     | 5         |
| <b>2. Getting Started</b> .....                | <b>5</b>  |
| The Main Menu .....                            | 5         |
| Creating a New Character Profile .....         | 6         |
| <b>3. Playing Emergency: Firefighter</b> ..... | <b>7</b>  |
| Playing a Mission .....                        | 7         |
| Mission Objectives .....                       | 9         |
| Keyboard Controls .....                        | 10        |
| The In-Game Menu .....                         | 10        |
| <b>4. Credits</b> .....                        | <b>11</b> |

# EMER

## Installation and Setup

### System Requirements

---

The following system requirements are needed to play Emergency: Firefighter.

#### *Minimum Requirements*

Microsoft Windows 98, Me, 2000 or XP operating systems  
Personal computer with a Pentium® III/800 MHz or higher processor  
64 megabytes (MB) of RAM  
500 MB of hard disk space  
One 8x CD-ROM drive  
Direct X 8.1a or later  
Direct X 8.1 or later compatible sound card  
32 MB Direct X compatible accelerated 3D video card  
Keyboard

#### *Recommended Requirements*

Microsoft Windows 98, Me, 2000 or XP operating systems  
Personal computer with a Pentium III/1.5 GHz or higher processor  
256 MB of RAM  
500 MB of hard disk space  
One 8x CD-ROM drive  
Direct X 9.0 or later  
32 MB Direct X compatible accelerated 3D video card

### Installing Emergency: Firefighter

---

1. Place the Emergency: Firefighter CD into your CD-ROM drive.
2. If AutoPlay is enabled, the installation program will start immediately.  
If Autoplay is disabled, you will need to manually start it. Double-click the My Computer icon on your desktop and then double-click the Emergency: Firefighter icon. Finally, double-click the Setup icon to start the program.
3. The installation program will begin. Follow the instructions to install Emergency: Firefighter.
4. Emergency: Firefighter will be added to the Start menu.  
To play it, click the Start button on the Windows taskbar and select Programs, Emergency: Firefighter.

**Note:** Emergency: Firefighter installation can take up to ten minutes. Be patient!

#### *Installing Direct X 9.0*

The installation program will ask you if you want to install Direct X 9.0. Emergency: Firefighter requires Direct X 8.1 or higher to run. If you already have Direct X 9.0, reinstalling it will not affect your computer. The installation of Direct X 9.0 may require you to restart your computer.

# EMERGENCY

## Uninstalling Emergency: Firefighter

- 1 From the Start menu, select Settings, Control Panel and double-click Add/Remove Programs. If you are using Windows XP, you can access the Control Panel directly from the Start menu.
- 2 Click Emergency: Firefighter and click Add/Remove. On Windows XP, click Change/Remove.
- 3 Click Remove and click Next.
- 4 Click OK. The program will be removed. Click Finish.

## Configuring the Game



Before you begin playing, you can set Emergency: Firefighter to fit your computer preferences. To do so, select Start, Programs, Emergency: Firefighter, Configure Emergency: Firefighter.

Set the desired screen resolution, color depth and monitor refresh rate by selecting them from the drop down menus.

If the performance of the game is unsatisfactory, try lowering your resolution and color depth.

**Note:** Consult your monitor and video card manual before changing your refresh rate or resolution above 1024x768. Non-standard resolutions could make Windows unusable or even destroy your video card and monitor.

## Getting Started

### The Main Menu

The first screen you will see upon starting Emergency: Firefighter is the main menu. Click on a menu item to select it.

#### *Career*

Play through a series of realistic firefighting missions.

#### *High Scores*

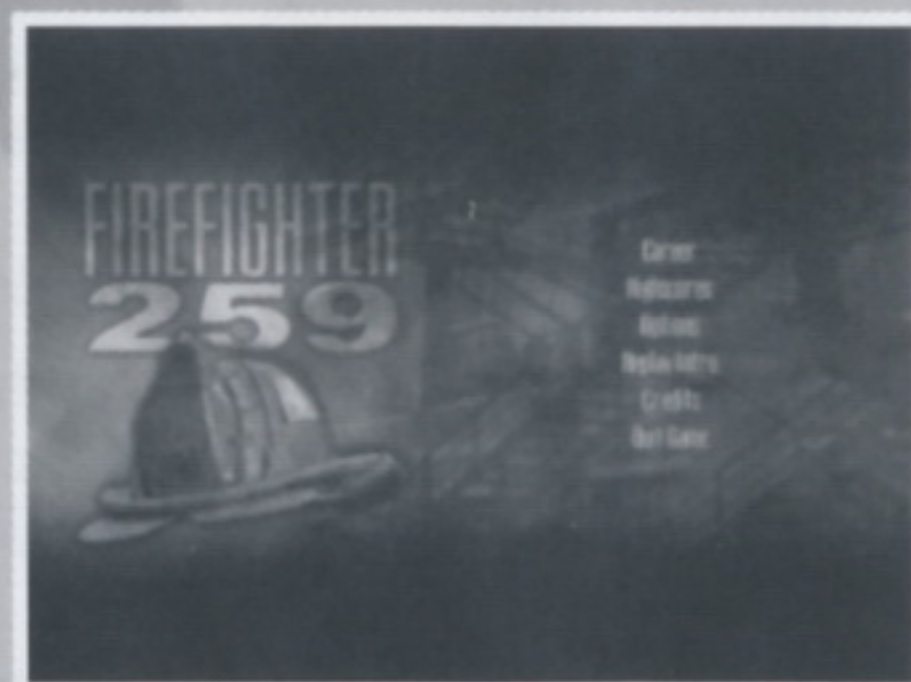
See a list of the top firefighters in the game based on previously achieved scores in Career missions.

#### *Options*

Change game settings such as graphics quality and sound volume.

#### *Replay Intro*

Watch the Firefighter introduction.



# EMER

## *Credits*

See the Emergency: Firefighter credits.

## *Quit Game*

Exit the game.

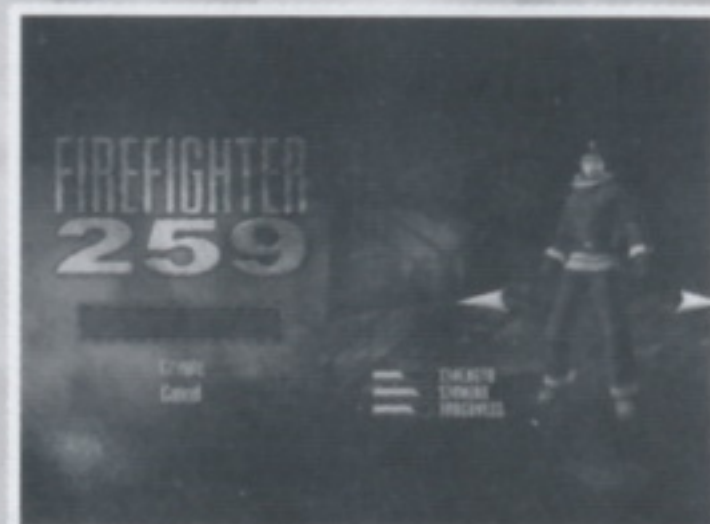
## **Creating a New Character Profile**

To start your firefighting career, click **Career** from the Main Menu and follow the steps below.



1. If this is your first time playing Emergency: Firefighter, you will need to create a new profile. Click **Create New Profile**.

2. Pick a firefighter by scrolling through the characters using the arrows on the left and right of their picture. Click in the Name field on the left-hand side of the screen and enter your name.



Each firefighter has three skill attributes to take into consideration when you are choosing. They are: **Strength**, **Stamina** and **Toughness**. The more full the bar beside the skill attribute is, the better the firefighter is at it.

**Strength & Stamina:** Determines how fast your firefighter will lose water while carrying a victim. A Firefighter with higher strength will start at a high water level. A Firefighter with higher stamina will be able to better retain water during strenuous physical exertion.

**Toughness:** How much punishment your firefighter can withstand. Toughness relates directly to your shock meter in the game. The tougher your firefighter is, the less fire and smoke inhalation damage will affect him.

Once you have entered a name and picked your firefighter, click **Create**.

3. You will return to the profile screen and your new profile will appear in the Profile List. Choose it and click **Select Profile**.

4. An information screen will appear that lists a summary of your career if you have played before.

**Total Score:** The total points you've scored in all the missions you have played.

**Missions Played:** The number of missions you have played.

# GENCY

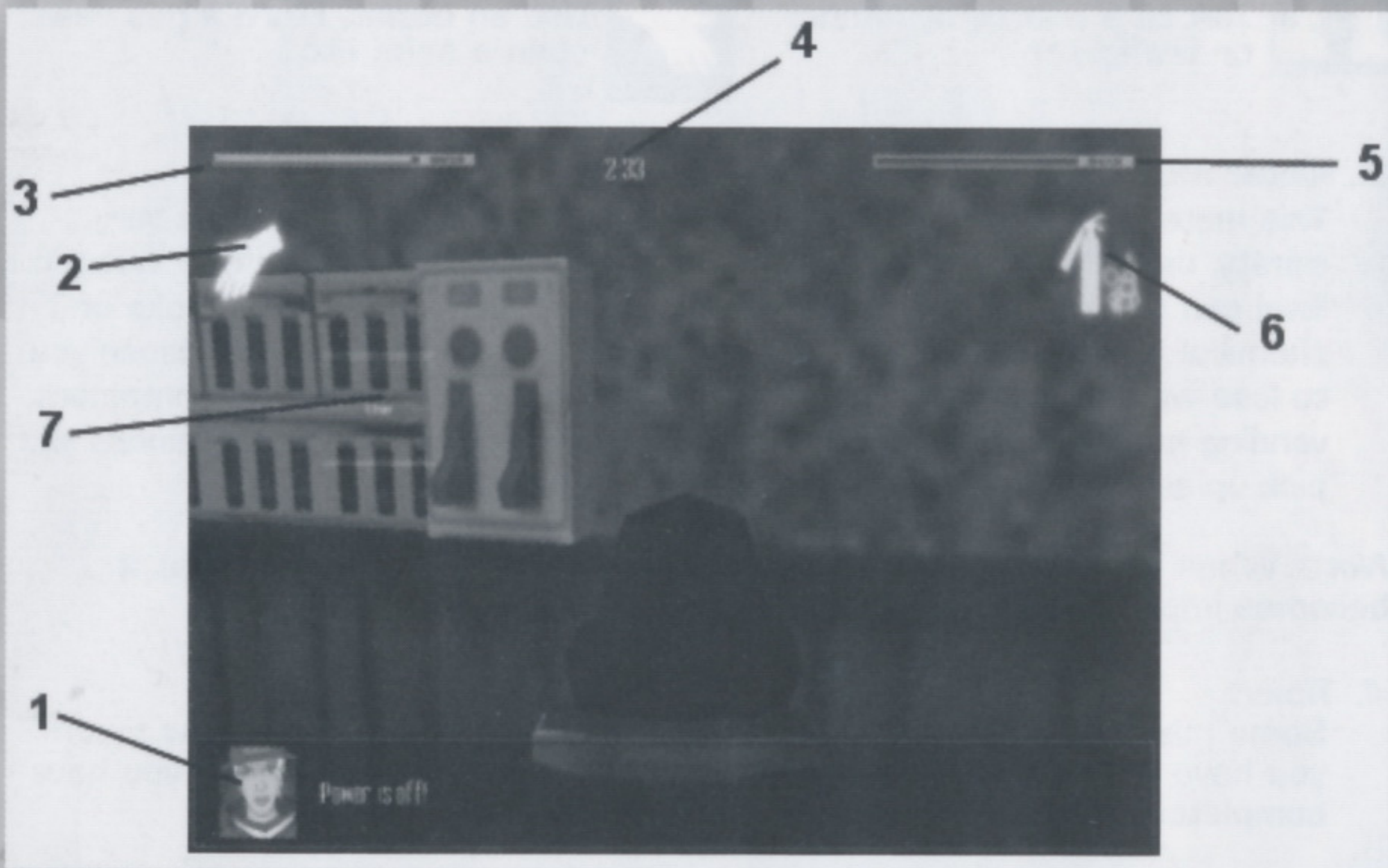
**Total Time:** The total time you have spent playing missions.  
**People Rescued:** The total number of people you have saved.  
**Next:** The name of the next mission.  
Click Play Next Mission to begin.

## Playing Emergency: Firefighter

### Playing a Mission

When you start a mission, you'll find yourself at the entrance of the scene. Follow your fire chief's instructions to complete the mission.

The main playing screen contains a number of elements you will need to know to successfully complete your mission.



#### 1. Messages:

Important information will be displayed periodically as you play through a mission. Messages include orders from your superiors, victims talking to you and your confirmation when you meet objectives. Pay careful attention to these messages, as they will often contain clues that will help you complete your mission objectives.

## 2. Action Icon:

This icon will change based on what action you can perform with the action key. (A key)



Force open a locked or jammed door.  
You can use your shoulder or your axe.



Open a door.



Close a door.



Lift a victim.



Pick up an item.



Talk to a nearby bystander or firefighter.



Use an object. (Turn a gas valve, open a safe, etc.)

## 3. Water Meter:

This meter indicates your water level. As it depletes, you'll become very thirsty, dehydrated, lose consciousness when affected by fire. Your water level can go down as a result of close contact with flames and smoke or chemical fumes inhalation. Carrying victims and running can also cause you to lose water. Water can be replenished by drinking water from containers, vending machines and the other objects in the scene. Water containers you pick up are used immediately and can't be stored for later use.

*Note:* When your water level is low, you may become so fatigued that it becomes impossible to carry a victim.

## 4. Timer:

Some missions are timed. Keep your eye on the timer to see how much you have left to complete objectives. If the time runs out before you have completed an objective, you will fail the mission.

## 5. Shock Meter:

The shock meter represents the amount of damage a firefighter can withstand before dying. Close contact with fire and smoke/chemical inhalation will cause it to increase. If your shock meter is full, you will die. Once you are clear of danger, your shock meter will return to zero.

## 6. *Equipment Icon:*

This icon represents what item you currently have equipped. To scroll through the items you are carrying, use the [ and ] keys.



Your trusty axe.



A fire-extinguisher. Be conservative when using them, there usually isn't enough to put out all the fire!



First aid kit.

## 7. *Object Indicator:*

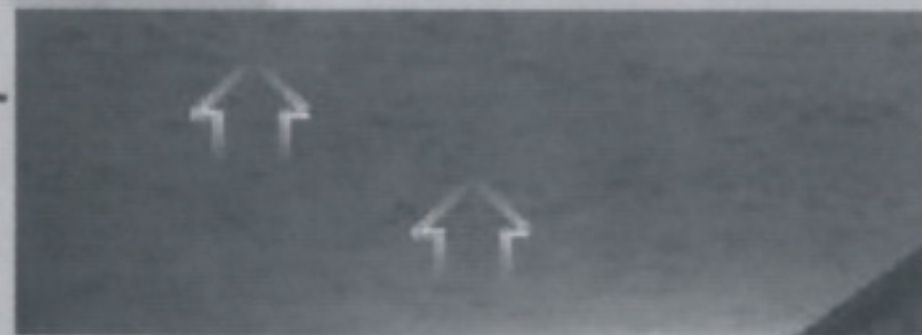
The object indicator will appear over an object to indicate you can interact with it. For example, if your firefighter nears a closed door, it will indicate that you can open it. If you near a power box, it will indicate you can shut the power off. Pressing the action key (A) will allow you to open/use/take any item with an object indicator on it.

## 8. *Navigation Arrows:*

If you get lost some arrows appear in the upper part of the screen helping you navigate towards the next objective. If you have more than one task to fulfill, you can switch between which of them the arrows point towards by pressing the 'o' key (to access the Objectives List) and then select the task with the arrow keys and press the Spacebar to confirm.

## **Mission Objectives**

During the course of a mission, you'll interact with other characters that will present you with various objectives. When you receive a new objective, it will be added to your Mission Objective List. To view your current objectives, press O.



## Keyboard Controls (default setting)

|                       |                                              |
|-----------------------|----------------------------------------------|
| Up Arrow .....        | Walk Forwards                                |
| Down Arrow .....      | Walk Backwards                               |
| Left Arrow .....      | Turn Left                                    |
| Right Arrow .....     | Turn Right                                   |
| PageUp/PageDown ..... | Look Up/Down                                 |
| Home/End .....        | Look Left/Right                              |
| Left Shift .....      | Run                                          |
| A .....               | Action / Stop Anyone from following (if any) |
| Spacebar .....        | Use Item (when selected)                     |
| [ .....               | Previous Item                                |
| ] .....               | Next Item                                    |
| F .....               | Order Someone to Follow                      |
| E .....               | Order Someone to Evacuate                    |
| O .....               | Display Task List                            |
| M .....               | Display Dialog List                          |
| Esc .....             | In-Game Menu                                 |

You will gain primary, secondary and bonus objectives throughout the course of a mission.

*Primary Objectives* are vital to completing a mission. You will receive these from your superiors. They typically involve tasks like victim evacuation and disabling gas and power lines.

*Secondary Objectives* come from victims and other characters you encounter in a mission. Ensure you do not compromise your primary objectives while trying to complete secondary objectives! Secondary objectives usually involve recovering important documents or rare pieces of art.

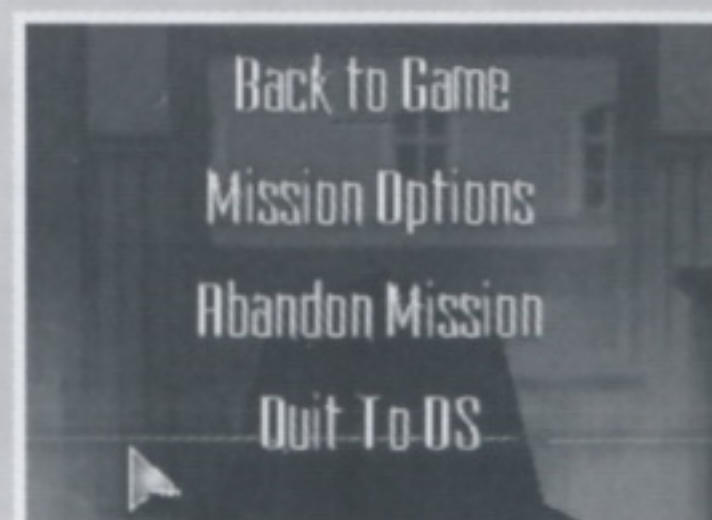
*Bonus Objectives* are hidden objectives that will not be revealed by other characters. You'll have to discover these on your own.

Pay attention to your surroundings!

You can customize your keyboard controls from the main menu by clicking Options and then clicking Setup Keys. Click on the keyboard command you want to change and enter a new key.

## The In-Game Menu

Pressing Esc while playing Career Mode will bring up the in-game menu. This is also a good way to pause your game if you need to.



# EMERGENCY

**Back to Game:** Resumes play where you left off.

**Mission Options:** Change the game's music and sound effects volume.

**Abandon Mission:** Aborts your game and returns you to the Main Menu.

**Quit to OS:** Exits Emergency: Firefighter.

## Credits

### InterActive Vision - Developer

---

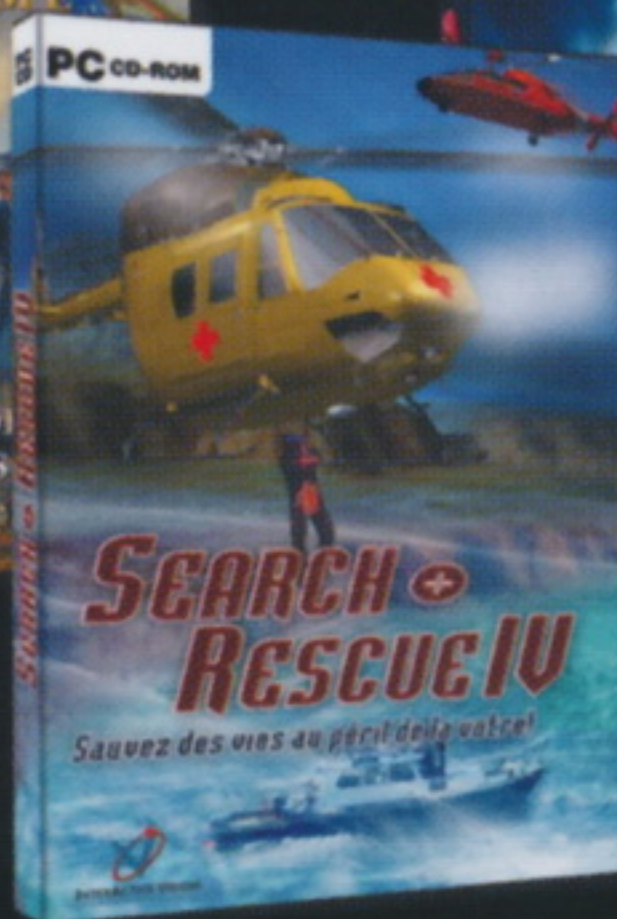
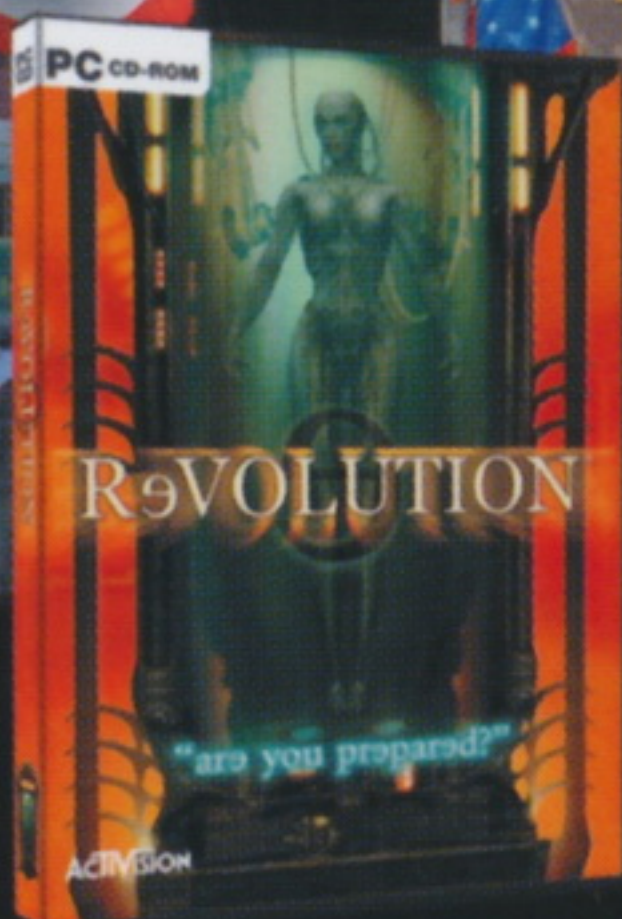
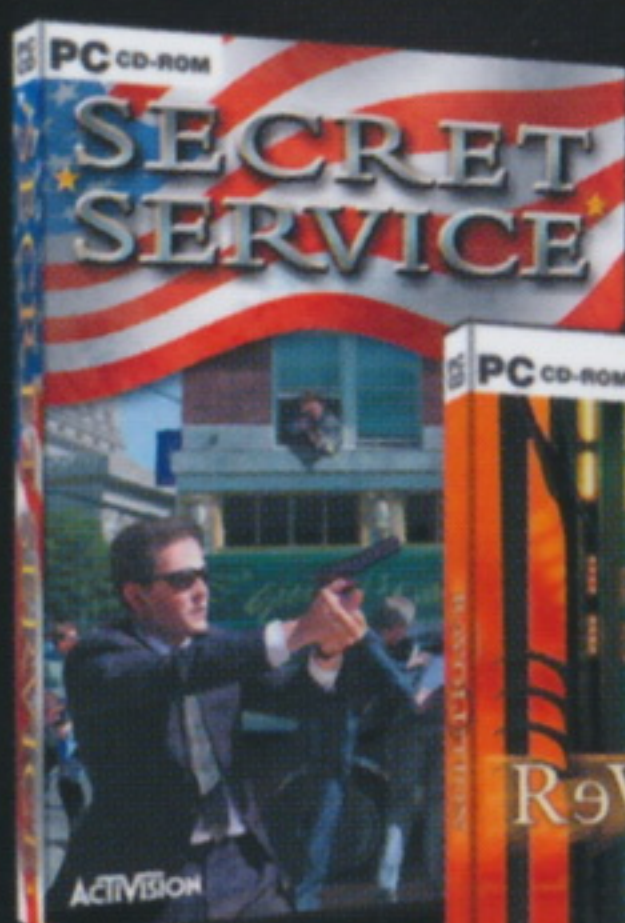
|                          |                                                                                                                                                                |
|--------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Managing Director:       | Sven Christensen                                                                                                                                               |
| Director of Development: | Allan Kirkeby                                                                                                                                                  |
| Executive Producer:      | Jacob Buck                                                                                                                                                     |
| Project Manager:         | Rafal "Mrrouziu" Mróz                                                                                                                                          |
| Design:                  | Maciej "Bushi" Witkowski, Grzegorz "gr3g0r" Igla, Rafal "Mrrouziu" Mróz                                                                                        |
| Initial Concept:         | Lasse Cleveland, Mikkel Fredborg                                                                                                                               |
| Main Programmers:        | Krzysztof "beaker" J_druczyk, Radoslaw "KooLAS" Kolasi_ski                                                                                                     |
| Script Programming:      | Rafal "Mrrouziu" Mróz, Dariusz "Wally" Walczak                                                                                                                 |
| GUI Graphics:            | Rafal "zeeto" Wierczy_ski                                                                                                                                      |
| 3D Locations Design:     | Maciej "Bushi" Witkowski                                                                                                                                       |
| 3D Locations:            | Mariusz "Maszur" Kadewski, Ernest "Phoenix" Wójcik, Rafal "Raphael" Bardecki                                                                                   |
| 3D Models:               | Wojciech "Jupek" Duras, Rafal "Raphael" Bardecki,<br>Roman "Romi" Trojanowski, Karol "Korel" Pawe_ek, Krzysztof "Zyziu"<br>Szkliniarz, Radoslaw "Poozon" Nowak |
| Textures:                | Marek "Agnus" Mas_owski, Rafal "zeeto" Wierczy_ski                                                                                                             |
| In-Game Animations:      | Jacek "Jovi" Szaratkiewicz                                                                                                                                     |
| Intro Drawings:          | Krzysztof "Goblin" Korzanowski                                                                                                                                 |
| Intro Montage:           | Karol "Korel" Pawe_ek, Krzysztof "Admin" Adamin                                                                                                                |
| Music:                   | Attila "Ata" Heger                                                                                                                                             |
| Game Sounds:             | Laszlo "Duerer" Molnar                                                                                                                                         |
| QA Manager:              | Tomasz "Boro" Borowiec                                                                                                                                         |
| QA Team:                 | Janusz "Sir Yasko" g_secki, Grzegorz "Shield" Tarczy_ski, Konrad "Kondziu"<br>Adamek, Przemys_aw "Plex" P_askowicki                                            |
| InstallShield Warrior:   | Janusz "Sir Yasko" G_secki                                                                                                                                     |

Thanks to: Piotr "Gigant" Gagattek, Christian Lillbäck, Martin Tørring, Kirsten Frausing, Kriszta Heger , Piotr "Ice" Gregorczyk, Tomasz "Klon" Porzucek, , Phoenix's Kitty :D, Raider Productions

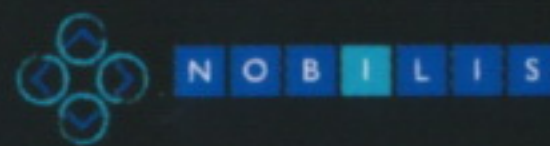
This product includes parts of Python 2.2.3. Python 2.2.3 is Copyright © 2001, 2002, 2003 Python Software Foundation; All Rights Reserved.

RenderWare is a registered trademark of Canon Inc. Portions of this software are Copyright 1998 - 2003 Criterion Software Ltd. and its Licensors'.

Pentium is a registered trademark of Intel Corporation. Windows and Direct X are registered trademarks of Microsoft Corporation. All other trademarks are registered by their respective owners.



**Et découvrez sans tarder les autres HITS de la gamme TITANIUM !**  
**¡Y no te pierdas los demás éxitos de la gama!**  
**Also discover right now the other titles in the Titanium range!**



Nobilis and Nobilis logo are registered trademarks of Nobilis Group. Titanium and Titanium logo are registered trademarks of Nobilis France. "Nuevos Juegos" and "Nuevos Juegos" logo are registered trademarks of Nobilis Iberica. All rights reserved. All other trademarks are the properties of their respective owners.



Distributed by

**NOBILIS**



[www.iavision.com](http://www.iavision.com)

Emergency Firefighter ' 2004 - InterActive Vision - All right reserved. Nobilis and Nobilis logo are registered trademarks of Nobilis Groupe.  
 All other trademarks are the property of their respective owners.

NOB0010