

# FIREFIGHTERS

## 2014 *The Simulation Game*



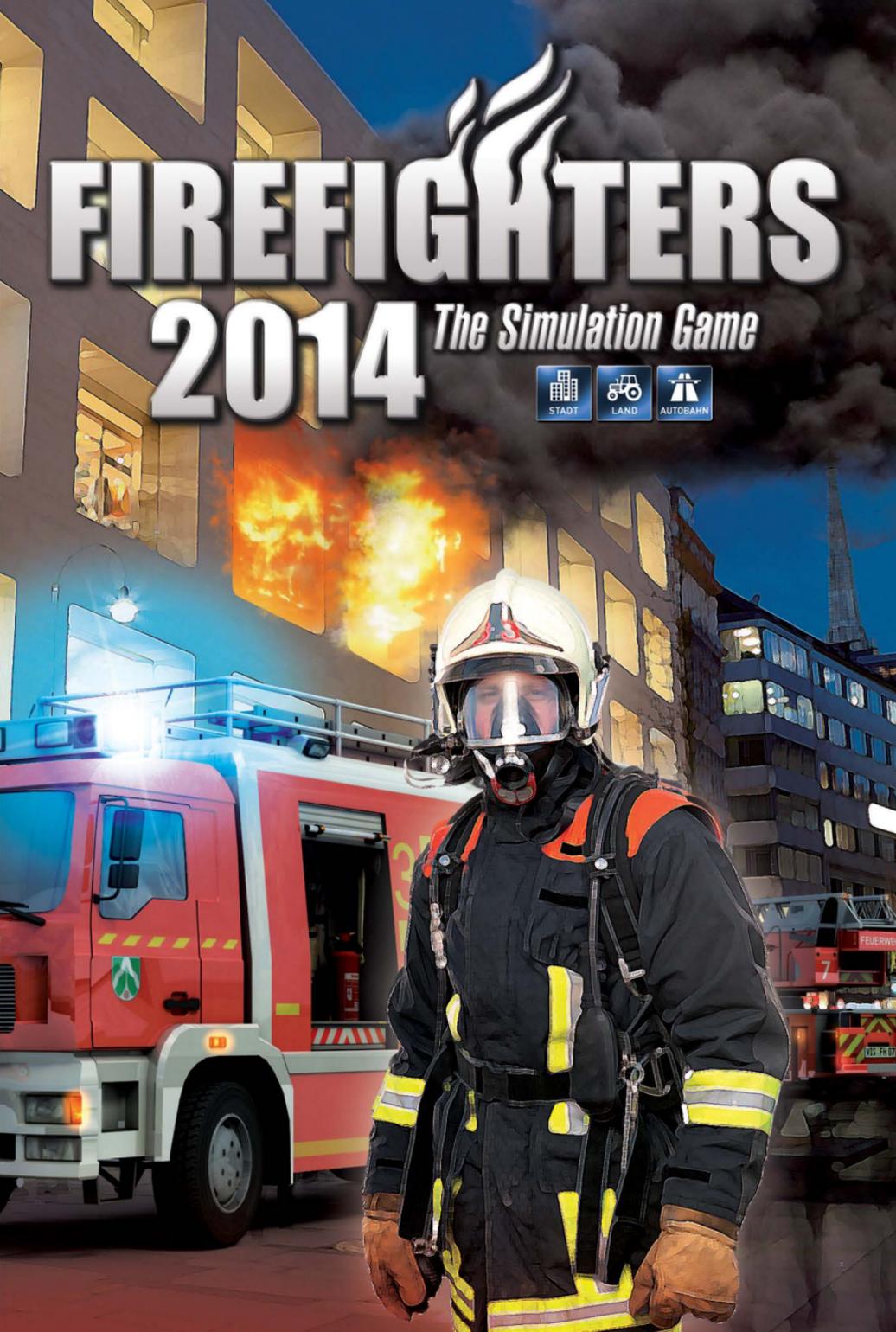
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# UNIQUE PRODUCTS MADE OF FIRE HOSE



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## Epilepsy Warning

Some individuals may experience photosensitive epileptic seizures or a loss of consciousness when viewing certain visual stimuli, for example flashing lights or patterns. These individuals are at risk of experiencing seizures while watching television or playing videogames. Even those without any previous related health issues or signs of epilepsy can be affected by this.

The following symptoms are characteristic of photosensitive seizures: blurred vision, eye or facial twitching, trembling arms or legs, a loss of orientation, confusion or momentary disorientation.

During a photosensitive seizure, a loss of consciousness and shaking may cause serious accidents as these symptoms are often accompanied by falling. If you notice any of the above symptoms, stop playing immediately. It is highly recommended that parents observe their children while playing videogames, as children and adolescents are often more sensitive to photosensitive seizures than adults.

If any related symptoms occur, **STOP PLAYING IMMEDIATELY AND SEEK MEDICAL ADVICE**. Parents and supervisors should keep children within sight and ask them if they have ever experienced one or more of the above symptoms. Children and adolescents have a higher risk of experiencing symptoms of these kinds than adults when playing videogames.

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# System Requirements

## Minimum System Requirements

Operating system:	Windows® Vista/7/8
Processor:	2.8 GHz
RAM:	Minimum 4 GB
Hard disk:	Minimum 2 GB
DVD drive:	Minimum 16x
Graphics card:	256 MB DirectX® 10 compatible
Sound card:	DirectX® 10 compatible
Input devices:	Keyboard and mouse, DirectX® 10 compatible

## Recommended System Requirements

Operating system:	Windows® Vista/7/8
Processor:	Quad-Core 3.4 GHz
RAM:	Minimum 8 GB
Hard disk:	Minimum 4 GB
DVD drive:	16x
Graphics card:	512 MB DirectX® 10 compatible
Sound card:	DirectX® 10 compatible
Input devices:	Keyboard and mouse, DirectX® 10 compatible

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# Installation and Start

**NOTE:** The product is subject to your acceptance of the terms and conditions of Steam subscriptions („Steam Subscriber Agreement, SSA“). The product must be activated over the Internet by registering a Steam account and accepting the SSA.

## Further Requirements and Help

The installation requires a one-time Internet connection for the authentication as well as the Steam client (included with the game).

## Installation

Please ensure that your computer is connected to the Internet before you start the Firefighters 2014 – The Simulation Game installation process. Insert the Firefighters 2014 – The Simulation Game disc into your computer's disc drive.

During the installation process, a one-time online check will be carried out to verify the disc and an activation file will be downloaded which will request a product code. You will find the code on the back of this manual.

Insert the disc into your disc drive. After a few seconds, a window will appear on the screen. Follow the instructions for installing the game and select the folder where you would like to install the game. If the program does not start automatically, double click My Computer on your Windows desktop. Then double click your disc drive icon followed by the installation file icon „setup.exe“ that pops up in the next window.

## Starting the Game

- 1) Click Start in the Windows taskbar, usually found at the bottom of the screen, and then click Programs / or enter the name of the game into the search bar.
- 2) Use the mouse to select the program group <Firefighters 2014 – The Simulation Game> and then click <Start Firefighters 2014 – The Simulation Game>.

Alternatively, you can also start the game using the desktop icon.

## Uninstall

Select „Start/Settings/Control Panel/Add or Remove Programs“ and select the entry <Firefighters 2014 – The Simulation Game>. Then click the „Add/Remove...“ button. The program itself as well as the files and game data will then be uninstalled.

## Individual Settings for Improved Performance

You can change individual settings to suit your PC's configuration in the main menu under <Options>. Should your PC's configuration meet or surpass the recommended system requirements, you can set all of the settings to <high>. Should your PC's configuration only meet the minimum system requirements, or if the game stutters or objects are not displayed correctly, we recommend that you change the settings or the resolution to a lower level. Depending on the setting of the real-time shadows and object details, the display might be significantly slower. We only recommend changing these setting from low to medium or high if your PC's configuration significantly surpasses the minimum requirements.

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## Main Menu

- New Game = Starts a new campaign
- Load Game = Here you can load an autosave game file and play it again
- Tutorial = You can view the tutorial here
- Free Play = Starts a free game day at the station. This is only unlocked after completing the campaign
- Options = Here you can change graphics, sound and performance settings
- Credits = Here you can view the names of everyone involved in making the game
- Quit = Ends the game

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## Loading and Saving

Game progress is automatically saved at certain checkpoints during missions and can be loaded from the main menu under <Load Game>. Once you've successfully completed a day, you can always go back and load and replay that day under <Load Game>.

If you do not complete a day successfully, you will automatically be taken back to the last saved checkpoint to repeat that section of the mission.

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## Tutorial

We recommend the tutorial if you are playing the game for the first time. This will show you the basics of the game, explain the fire station and much more.

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## Campaign

Select <New Game> in the main menu to start the campaign. The campaign consists of mission days during which certain events take place, and of free days during which random events determine your operations.

You'll be assigned a specific vehicle every day which you are responsible for. Always ensure that your vehicle is completely operational and ready for action. This includes checking your fuel and water tanks, tire pressure and much more. You can find more information on this in the <In Between Missions> chapter.

Your boss will either share a few words with you about the previous operation, which should always be heeded, or praise you if you performed very well in an operation. Additionally, your co-driver will occasionally give you tips about the vehicle you are currently driving.

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## Controls

### Moving the Character

Use the arrow keys to move yourself forwards, backwards and sideways. Alternatively, you can also use the WASD keys.

### Driving a Vehicle

Use the arrow keys to drive, reverse and steer the vehicle. Alternatively, you can also use the WASD keys. More details about controlling the vehicles can be found in the <Vehicles> chapter.

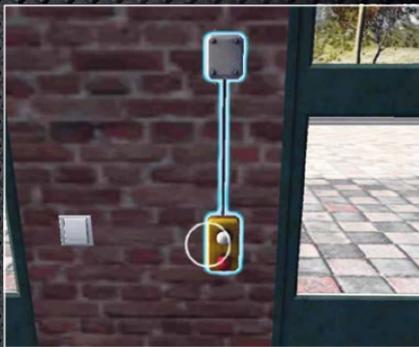
### Refueling Vehicles

To refuel a vehicle, drive up to the pump at a gas station. Open the fuel filler flap by pressing <E> and then hover the mouse over the fuel pump until it glows blue, and then press <E> to take a pump. Left-click the open tank to start the fueling process.

To refill the water tank of a vehicle (only on certain vehicles), drive up close to a water filling station and aim the mouse at the water pump. Press <E> until the water tank is full.

## Performing Actions and Using Objects

To perform an action or pick up an object: Move the mouse to the object and press the <E> key.



To perform an action, e.g. opening a door, move the mouse to the door's switch. The switch will then light up blue. Then press <E> to perform the action. This applies to all items and objects in the entire game, from fire engine doors to fire extinguishers and other things.

## The Inventory System



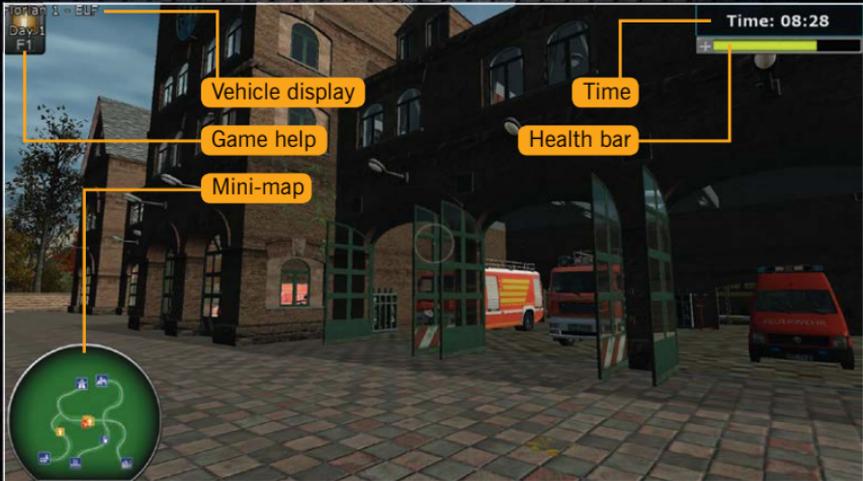
The inventory system allows you to carry several items with you during operations so you don't have to return to your vehicle during an important activity. You can select an inventory slot by using the 1, 2, 3 and 4 keys or the scroll wheel, and then take an item by left-clicking it.

### The inventory slots are assigned as follows:

- Slot 1 = axe
- Slot 2 = freely assignable
- Slot 3 = respiratory protection
- Slot 4 = carry injured person

To place an item in the inventory, aim the mouse at the item until it is outlined in blue and then press <E>. The item will now be in your inventory. To select an item for use in an operation, press the corresponding key, e.g. <2>. To remove the item from the inventory, go to the item's storage location (e.g. the vehicle) and then press <E> to return the item.

## The Game Screen – Normal Display



**F1:** Shows you game help

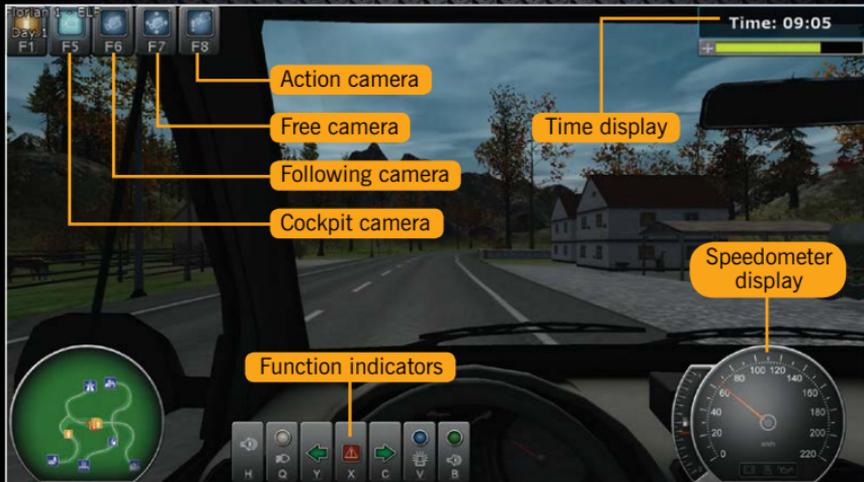
**Vehicle display:** Shows you which vehicle you're assigned to on that day

**Mini-map:** Shows you the game's area map. Prominent locations such as individual areas can be seen here (city, highway, industrial area, village, country road/forest), as well as fueling stations and hydrants. During an operation, a glowing point will show you where the operation will take place. You can zoom in and out of the mini-map using the +/- keys on the numeric keypad, to give you either a large overview or focus on individual details, e.g. where exactly a fire is. You can turn the mini-map on and off with the <M> key, as well as being able to set it to rotate in the game options. The locations of all vehicles are shown on the map, along with the icons F01 to F08 (Florian 1-8), when they are not at the station.

**Time:** Displays the current time in the game

**Health bar:** Shows you your energy and health levels. Pay particular attention to this display during operations as your health can, for example, fall rapidly if you get too close to a fire. You can positively influence your energy levels in various ways. Read more about this in the <In Between Missions> chapter.

## The Game Screen – Vehicle Display



**F1:** Shows you your current task

**F5:** Switches to the cockpit camera

**F6:** Switches to the following camera

**F7:** Switches to the free camera. You can move the position of the camera around the vehicle using the mouse and zoom in and out with the scroll wheel.

**F8:** Switches to the action camera

**Time remaining:** Shows you how much time you have left to reach the operation location with your vehicle.

**Function indicators:** Show you the vehicle's various functions. See also the vehicle descriptions.

**Speed/tank display:** Shows you your current speed, the levels of your fuel and water tanks as well as important operational functions of the vehicle: Battery display, door display and oil display. If these operation indicators light up, you should perform vehicle maintenance or check that all of the doors are closed.

## The Game Screen – Operation Display



**Inventory System:** Shows you which items are currently in your inventory. See also the <Inventory System> chapter.

**Time remaining:** Shows you how much time you have left to complete the operation.

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## On Duty

You'll experience various types of operations over the course of the game. Sometimes it's just a small traffic accident where a casualty needs to be taken to the hospital quickly, other times it's a major incident in which you and the entire fire crew head out to get the situation under control.

Always remember: Protect yourself as well as possible. Don't get too close to fires and equip yourself with respiratory protection to avoid breathing in toxic fumes. If your path to a fire is blocked by crates or debris, you might have to smash them with the axe in order to advance.

### Fighting Fires

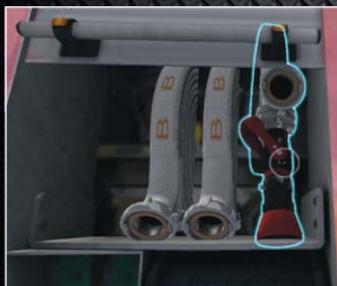
You can fight fires with the fire extinguisher, the fog nozzle and the front jet of the Florian 3 fire engine.

### Fire extinguisher

A fire extinguisher is sufficient for small fires. Equip yourself with the fire extinguisher and walk carefully towards the fire. Click and hold the left mouse button to use the fire extinguisher.

### Fog nozzle

The fog nozzle is connected to your vehicle's water tank and only offers a limited supply of water, making it suited for small and medium fires. To connect the hose to the water tank, proceed as follows:



- Equip yourself with the fog nozzle
- You can then use the fog nozzle by pressing the left mouse button
- To stow the fog nozzle back in the vehicle, follow these steps in reverse
- Press <E> to connect the fog nozzle to the fog nozzle connection on the vehicle.

### Supply hose

The supply hose is connected to the public water system and offers an unlimited supply of water, but it can only be used if there is a hydrant nearby. You can find hydrants with the help of the mini-map. They're flagged with a yellow icon. To connect the supply hose to the water tank, proceed as follows:



- Find a hydrant on the mini-map
- Equip yourself with the hydrant wrench
- Then go to the hydrant and open it with the hydrant wrench



- Now place the wrench in the hydrant
- Equip yourself with the standpipe



- Now place the standpipe in the hydrant
- Equip yourself with the supply hose, then connect it to the vehicle's water tank and then to the hydrant
- Then equip yourself with the fog nozzle and connect it to the vehicle's water tank (see the description for the fog nozzle). You can now use the fog nozzle. The water tank will now be supplied by the hydrant and will remain full.

## Further Firefighting Advice

When fighting the source of a fire, always ensure that you maintain the correct distance from the fire. If you are too close to the fire or are inhaling smoke, you will be injured. The damage indicator at the top of the screen shows how much damage you have taken. If this gets too high, your participation in the operation will be terminated and you will have to receive medical attention. Your current shift will then be aborted. The farther you are from the fire, the weaker the effect of the extinguishing agent will be.

The wind direction and the time factor are just as important when fighting fires. Pay attention to the smoke when fighting fires. If its direction changes, this could cause a hazard. The longer you wait fighting the source of a fire, the more time the fire has to spread. Fighting it can then take longer and become more complicated.

Sometimes it's necessary to be equipped with respiratory protection, such as when fighting fires in a smoky building, or if people are in need of rescue. You'll find breathing equipment on the fire engines and on board the turntable ladder vehicle. If you don't wear respiratory protection during an operation in which it has been advised, the hazard indicator will quickly turn yellow/red and make an operation impossible.

If a person needs to be rescued during an operation, you must: First rescue the person, and then fight the fire. Anything else is incorrect procedure and you will have points deducted. So, search for the person who needs rescuing, with breathing equipment if necessary. Once you've found them, press <E> to use a rescue hold and rescue the person from the site of the accident. Bring the person directly to the paramedics so that first aid can be performed. To hand the person over, press <E> again. Only then should you fight the fire.

In some situations it is necessary to equip yourself with the axe. Cut your way through debris, locked/blocked doors and much more. Your firefighter will usually hold the axe with both hands when equipped with it, but when it is not in use. Your firefighter will automatically hold the axe in one hand when in a situation where the axe can be used. If this happens, click the left mouse button to use the axe.

You can use your flashlight at any time. Press the <F> key to activate/deactivate it.

If you are in need of support during an operation, you can call support to the operation location with <F3> and <F4>. If you find an injured person who needs urgent medical attention, press <F3> to call the emergency doctor and ambulance. If a fire is threatening to get out of control, you can call additional emergency services to the operation location using <F4>.

# The Vehicle Fleet



Command Post Vehicle



Ambulance



Swap Body Vehicle



Fire Engine



Turntable Ladder Vehicle



Auxiliary Fire Engine

## Main Functions of All Vehicles



## Special Functions of Some Vehicles

**Command post vehicle:** a fire extinguisher can be taken out via the back doors

**Ambulance:** an injured person can be laid on the stretcher via the back doors

**Fire engine:** is partially fitted with a rapid intervention system

Controls: <R> = Activate rapid intervention system

<1/2> = Turn rapid intervention system on/off

The rapid intervention system can be pivoted horizontally and vertically using the arrow keys

**Turntable ladder vehicle:** Control the ladder as follows:

<R> = Activate/deactivate the turntable ladder

<O/P> = Retract/extend ladder with basket

The turntable ladder can be pivoted vertically and horizontally using the arrow keys (only when activated).

The turntable ladder can also be fully pivoted when in use, and the basket can be lowered so that you can get in and out. To do this, lower the basket as far as possible. Then hover the mouse over the ladder and climb in or out with <E> once it lights up blue.

**Swap body vehicle:** The roller container can be placed on an even surface when the vehicle is parked and can thereby be accessed from all sides.

Controls: <R> = Put down/pick up roller container

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## In Between Missions

There's still a lot to get done, even when there are no pending operations, just like in real life.

### Ensuring Vehicles are Ready for Action

At the start of each shift, you'll be assigned a vehicle for which you are responsible. You'll lose a lot of points if it doesn't function properly during an operation, or if you run out of fuel or water! So do a complete check of your vehicle regularly, around the start of your shift. This includes checking all lights/indicators/signaling devices, as well as checking fuel and water levels. If something breaks or the tanks are empty, you have to make sure to repair or refill them as quickly as possible. For more information, see <Vehicle Repair > and <Refueling Vehicles>.

## Vehicle Repair

You must repair defective parts of your vehicle to guarantee their proper functioning during an operation. If a part of your vehicle is broken, drive to the maintenance hall. At the back of the hall, you'll find a tool magazine with wrenches. Pick up one of the wrenches with <E> and go to the hood/front of your vehicle. You can now repair the defect. You must then return the wrench to the tool magazine.

## Cleaning Vehicles

Vehicles will become very dirty over time when driving them around. It's very important to keep them clean to avoid losing the signal effect of the vehicles. You also won't be able to see as much if your windshield and headlights are dirty. Vehicles should therefore be washed regularly. You can do this in (or in front of) the maintenance hall. You can find a high pressure cleaner on a side wall. Press the left mouse button to activate the water jet and wash your vehicle wherever it's needed. You can then hang the pressure cleaner back in its holder in the hall again.

## Recharge Vehicle Battery

If your vehicle's battery is dead, you can find a starter battery in the maintenance hall which you can use to recharge your vehicle's battery. Equip yourself with the starter battery and move to the hood of your vehicle. Click and hold the left mouse button to repair the battery. Wait until the process is complete and then return the starter battery back to its location in the hall. Should your vehicle's battery be draining too quickly, it could be due to an oversight, such as forgetting to switch off the lights after parking the vehicle. If the battery's charge falls below a certain level, a yellow warning light will appear on the left of the screen. Once it has turned red, it is close to running completely empty. The battery will automatically recharge when the vehicle's engine is running.



## The Station

The station is your main starting point. Here you'll find the vehicles, the command center, sleeping quarters, the kitchen, offices, changing rooms and much more. In the adjoining maintenance hall, you can wash and repair vehicles. There is also a water filling station and other things located on the grounds.

## Rest

You have four hours of rest during each shift. To make use of this time, go to the sleeping quarters you were assigned during the tutorial. Stand next to your bed and press the <E> key once the corresponding button appears. If your rest is interrupted, you can catch up on the remaining full hours at a later point during your shift.

## Fitness Room

As a firefighter, it is important to always pay attention to your fitness. Your fitness is depicted in the bar located in the top-right corner of the screen. To help improve your fitness, you'll find a fitness room in the fire station with various gym equipment. Stand on the treadmill or lie on the weight bench and press <E> to start the exercises. Your bar will fill continuously with every exercise you do.

## Explore Your Workplace!

We've hidden a few Easter eggs in the station and on the grounds for you to discover. Go for an exploratory walk or a drive around the grounds. Have fun!

## Firefighters 2014 – The Simulation Game on the Internet



[www.facebook.com/FeuerwehrSimulationen](http://www.facebook.com/FeuerwehrSimulationen)

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## Support

Before contacting our support team, we'd like to ask you to first check the drivers on your PC and, if available, update them. A lot of graphics and sound problems can be resolved by updating the drivers.

If you have any questions about this product which are not explained here, you can contact the rondomedia support team in the following ways:

Phone: +49 1805 766 363 (English)

Email support: [support@rondomedia.de](mailto:support@rondomedia.de)

You can find our current hotline times on our website  
[www.rondomedia.de](http://www.rondomedia.de)

# Credits

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## **Packaging Design**

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