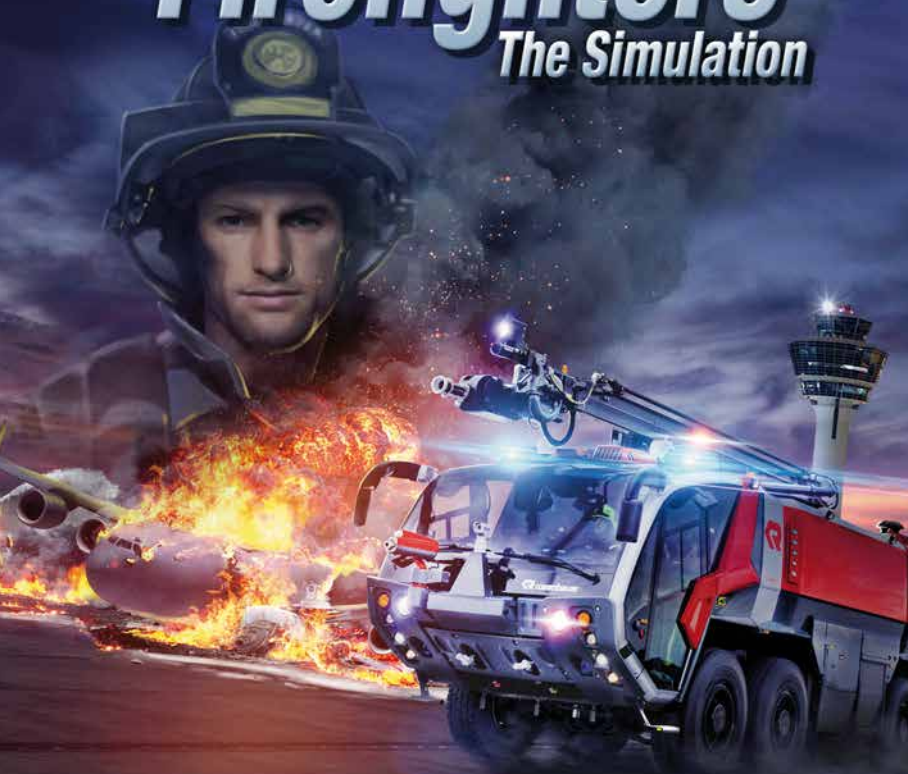


Airport Firefighters

The Simulation



MANUAL

Feuerwear[®]

UNIQUE PRODUCTS MADE OF FIRE HOSE



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Epilepsy Warning

Some people may experience photosensitive epileptic seizures or a loss of consciousness when viewing certain visual stimuli, such as flashing lights or patterns. Such individuals are at risk of experiencing seizures while watching television or playing video games. This can happen even in individuals with no prior history of epilepsy or related health conditions.

The following symptoms are characteristic of photosensitive seizures: blurred vision, eye or facial twitching, trembling arms or legs, disorientation, confusion or momentary loss of balance. During a photosensitive seizure, a loss of consciousness and convulsions may cause serious accidents, as these symptoms are often accompanied by a fall. If you notice any of the above symptoms, stop playing immediately. It is strongly recommended that parents supervise their children while playing video games, as children and adolescents are often more prone to photosensitive seizures.

If any such symptoms occur, **STOP PLAYING IMMEDIATELY AND SEEK MEDICAL ADVICE.**

Parents and guardians should keep children in sight and ask them if they have ever experienced one or more of the above symptoms. Children and adolescents are at a greater risk of experiencing symptoms of seizures than adults when playing video games.

System Requirements

Dual-Core® or comparable 3 GHz processor, Windows® 7/8, 4 GB RAM, DirectX 10-compatible 3D graphics card with 512 MB VRAM and Pixel Shader 3.0 (AMD HD 4870 or higher), sound card, DVD drive, keyboard, mouse. The game requires a one-time activation via Steam. This requires an internet connection.

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 your computer is connected to the internet before starting the Airport Firefighters: The Simulation installation process. Insert the Airport Firefighters: The Simulation disc into your computer's disc drive. During the installation process, a one-time online check will be carried out to verify the disc. An activation file will then download, which will require 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 the installation, selecting the folder in which 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".

Starting the Game

- 1) Click on **Airport Firefighters: The Simulation** in your Steam library, and then on **"Games"**.
- 2) Alternatively, click on **Start** in the Windows taskbar (usually found at the bottom of the screen) and then **Programs**, or enter the name of the game into the search bar.
- 3) Use the mouse to select the program group **"Airport Firefighters: The Simulation"** and then click on **"Start Airport Firefighters: The Simulation"**. You can also start the game using the desktop icon, if one has been created.

Uninstallation

Select **"Start/Control Panel/Programs and Features"** and select the entry **"Airport Firefighters: The Simulation"**. Then click the **"Add/Remove..."** button. The program, as well all 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 exceed the recommended system requirements, you can set all of the settings to **"high"**. Should your PC's configuration meet only the minimum system requirements, or if the game stutters or objects are not displayed correctly, we recommend you reduce the settings or resolution to a lower level. Depending on the selected settings, the display can be significantly slower. We recommend only changing these settings from low to medium or high if your PC's configuration significantly surpasses the minimum requirements.

Main Menu

New Game = Starts a new campaign

Load Game = Here you can load an autosave file and play it again

Mission Mode = Here you can replay missions you have already completed

Options = Here you can change graphics, sound and performance settings You can also choose whether to play with German or American firefighters and vehicles

Quit = Ends the game

Loading and Saving

Game progress is automatically saved at certain checkpoints during missions and can be loaded from "Load Game" on the main menu.

Once you've successfully completed a mission, you can always replay it via "Load Game".

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

Tutorial

Begin a new game to start the tutorial. As you progress through the game, you'll receive various hints and tips during missions.

Campaign

Select "**New Game**" from the main menu to start the campaign. The campaign consists of various missions, some that take place in the present day and some that are challenging missions from the past. At the start of the campaign, you can choose whether you would like to play with German or American units and vehicles, and which difficulty setting you would prefer - easy, medium or hard.

Controls

Moving the Character

Use the mouse or the right analog stick on the controller to look around.

You can also press the **F1** key or the **START** button on the controller at any time to view help for the controls.

Use the **WASD** keys, the arrow keys or the left analog stick on the controller to move.

Press the Ctrl key or the left analog stick button on the controller to duck. Press it again and you'll stand up, if possible.

Use the **F** key or the **right analog stick** button on the controller to turn your helmet light on and off.

Help		
Look around	Mouse	Right analog stick
Walk	WASD/arrow keys	Linker Analogstick
Jump	Space bar	A button
Duck	Ctrl	Left analog stick button
Run	Shift	Y-axis of the left analog stick
Turn flashlight on/off	F	Right analog stick button
Pick up/use object	E /left mouse button	X-button
Put down object	Right mouse button	B-button
Throw object in hand	E, left mouse button	X-button
Take out/put away inventory item	R, mittlere Maustaste	Y-button
Previous inventory item	Page Down/scroll wheel down	D-pad down
Next inventory item	Page Up/mouse wheel up	D-pad up
Use inventory item	Left mouse button	Left trigger
Use inventory item (alternative)	Right mouse button	Right trigger
<i>Note: The vehicle controls are displayed when you are in a vehicle</i>		

While moving, you can hold down the Shift key or push the left analog stick on the controller further forward to run.

While running, your endurance will be displayed above your health.

If your endurance reaches zero, you'll have to recover briefly before you can run again. Press the space bar or the A button on the controller to jump.

If you jump while running, you can cover greater distances.

Your health is displayed in the bottom-left corner of the screen. Be careful not to get seriously injured, as if your health reaches zero, you'll have to restart the mission from the beginning.

Vehicle Controls

Use the WASD keys to accelerate, reverse and steer the vehicle. Alternatively, you can accelerate using the right trigger, brake with the left trigger and steer using the left analog stick on the controller. More details about controlling the vehicles can be found in the chapter.

Performing Actions and Using Objects



Press the **E** key, the left mouse button or the **X** button on the controller to interact with highlighted objects.

You can pick up highlighted objects by pressing the **E** key, the left mouse button or the **X** button on the controller. Press it again to throw the object.

By pressing the right mouse button or the **B** button on the controller, you can carefully put the object down again.

To pick up equipment, aim the mouse at the item until it is outlined in blue and then press the **E** key. The object is now in your inventory. Use the **R** key, the middle mouse button or the **Y** button on the controller to equip an item from the inventory or to put it away again. Use the **left mouse button** of the **left trigger** on the controller to use an item.



The Game Screen – Vehicle Display



Time display: Shows how much time you have left to reach the mission location with your vehicle.

Current assignment: Shows your current task.

Speed display: Shows your current speed.

Function indicators: Shows the vehicle's various functions, as well as the vehicle descriptions.

F1: Displays the controls.

The Game Screen – Operation Display



Current assignment: Shows your current task.

Time display: Shows how much time you have left to complete your current assignment.

Item display: Shows you which object is currently selected and details about it - for example, how full your fire extinguisher is.

Health bar: Shows your energy and health levels. Pay particular attention to this display during missions! Actions such as getting too close to a fire can make your health fall rapidly.

Endurance bar: Shows your current endurance. As you run, your endurance level falls. If your endurance has fully depleted, you'll only be able to run again once the bar has partially refilled.

On Duty

You'll take on various types of assignments during the course of the game.

Always remember: Protect yourself as well as possible. Don't get too close to fires and equip yourself with respiratory protection in smoky rooms to avoid breathing in smoke or toxic fumes. If your path is blocked by crates or debris, you can smash them with the ax or move them out of the way by hand.

Fighting Fires

You can fight fires with the fire extinguisher, the fog nozzle and the water cannons on your fire engine.

Tip: You can fight fires in outdoor areas with the fog nozzle as well as with the vehicles' firefighting equipment.

Fire extinguisher

The fire extinguisher is sufficient for small fires. Equip yourself with the fire extinguisher and walk carefully towards the fire. Hold the left mouse button or the left trigger on the controller to use the fire extinguisher.

Fog nozzle

The fog nozzle is connected to your vehicle's water tank and is best for small and medium fires. To connect the hose to the water tank, you should:



- Equip yourself with the fog nozzle



- Press the E key or the X button on the controller to connect the fog nozzle to the fog nozzle connector on the vehicle

• can then use the fog nozzle by pressing the left mouse button or the **left trigger** on the controller.

Further Firefighting Advice

When fighting the source of a fire, always ensure that you keep the correct distance from the fire. If you are too close to the fire or are inhaling smoke, you will be injured. The health bar at the bottom of the screen shows how much damage you've taken. If this gets too high, you'll be taken from the scene for medical attention, thereby forfeiting the mission. When fighting fires: the further you are from the fire, the weaker the effect of the extinguishing agent.

Sometimes you'll need to be equipped with respiratory protection, such as when fighting fires in a smoky building.

If you have to rescue a person, press the **E** key or the **X** button on the controller to use a rescue hold to carry the person away from the site of the accident.

To pass the person to a colleague or a paramedic, press the **E** or **X** button again.



Fahrzeugsteuerung



Blue lights

Keyboard: V
Controller: right analog stick button



Cobra system

Keyboard: X
Controller: X button



Siren

Keyboard: B
Controller: X button



Water cannon

Keyboard: X
Controller: X button



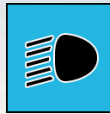
Hazard warning lights

Keyboard: X
Controller: B button



Activate/deactivate attack systems

Keyboard: R
Controller: A button



Low beam headlights

Keyboard: L
Controller: left analog stick button



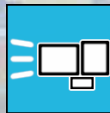
Left indicator

Keyboard: Y
Controller: D-pad left



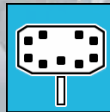
Right indicator

Keyboard: C
Controller: D-pad right



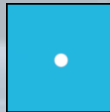
Water cannon

Keyboard: X
Controller: X button



Activate floodlight pole

Keyboard: X
Controller: X button



Select attack system

Keyboard: Y, C
Controller: D-pad left/right

The functions shown above can vary depending on the emergency vehicle and are not necessarily available for all vehicles.



You can activate the vehicles' extinguishing systems by pressing the **R** key or the **A** button on the controller.

Press the **X** key or the **X** button on the controller to turn the launcher on and off. When the launcher is active, you can control it using the **WASD** keys or the left analog stick on the controller.



The Panthers have multiple attack systems. Use the **Y** and **C** keys or left/right on the D-pad of the controller to switch between them. The selected system is marked by a dot and can be turned on and off by pressing the **X** key or the **X** button on the controller.



Credits

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Head of Product Management: Reinhard Vree

Product Manager: Christian Winkler

QA

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Andreas Geiermann

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Florian Mann

Judith Lücke

Visual Imagination Software

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Additional Programming: Mark Schubert

Graphics: Andre Bürger und Daniel Peters

Test/Levelediting: Marc Schubert

German Dubbing

Production: Contendo Media GmbH

Director: Christoph Piasecki

Editing, FX: Konrad Dornfels

Voice Actors

John: Nils Kreutinger

Mike: Pat Murphy

Alex: Michael-Che Koch

Chris: Hanno Friedrich

Tower, Opfer: Christoph Piasecki

Sanitäter, Opfer: Robert Herrmann

English Dubbing

Production: Contendo Media GmbH

Director: Christoph Piasecki

Editing, FX: Konrad Dornfels

Voice Actors

John: Louis F. Thiele

Mike: Pat Murphy

Alex, Tower, Victims, Paramedic: Steve Nobles

Chris: Vincent Abbate

Package Design

Ralf Marczinik

Support

Before contacting our support team, first check and update the drivers on your PC. Many graphics and sound problems can be resolved by simply updating the drivers. If you have any questions about this product which have not been covered in the manual, you can contact the rondomedia support team as follows:

Phone: **+49 1805 766 363**

(€0.14/minute from a German landline, max. €0.42/minute from a mobile network)

E-mail support: **support@rondomedia.de**

You can find our current hotline times on our website **www.rondomedia.de**

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