



Movie
Games

Pixel
Crow
GAMES



FIRE

COMMANDER

REAL TIME TACTICS

GAME GUIDE

Welcome to Fire Commander, a result of our passion for the tactical genre and good old strategy classics about firefighters. You play as a commander of a fire station where you dispatch firefighter units and command them on daring missions.



WATCH THE TRAILER



GENRE: Tactical RTS, Simulation

DEVELOPER: Atomic Wolf, Pixel Crow Games

PUBLISHER: Movie Games



HELLO, COMMANDER!

Welcome to your Fire Station. We're happy to see you taking charge. Several firefighting units await your leadership in 6 story missions and 30 side quests to complete.

At the beginning of your journey, you'll have 4 firefighters available, a water supply truck and an ambulance. Your units' experience is minimal and you have a limited budget available.

As you progress through the missions, you will earn money to upgrade your station and hire new firefighters, and the people you sent on missions will gain experience you can exchange for perks and skill increases.

There are a few tutorials available to help you get a hang of new mechanics progressively introduced to the game. You can revisit them any time you'll need a reminder.

Choose units to deploy and manage their actions during the mission. Remember, lives are at stake!



James Peters

Arthur Bradford



DISPATCH

UNIT MANAGE



PREPARING FOR THE MISSION

It is time to choose a mission. On the map you see in the game, there will be several missions available at the same time. Once in a while, a bigger mission will pop up – these quests are story missions. They are definitely more challenging so take your time training your firefighters.



REAL-LIFE SAFETY TIP 1: DON'T ASSUME SOMEONE HAS CALLED THE FIRE DEPARTMENT. DO IT YOURSELF.



DEPLOYMENT

Before you start, you need to choose units to deploy. On the left of the screen, you can see a list of available firefighters, and on the bottom the available slots for the mission.

Slots marked with an icon indicate the class of a firefighter you need to send on this mission. The unmarked slots can be filled with any person of your choosing or left empty.

Leaving an empty slot will increase the experience gained by the other units but it will also increase the risk of failing the task.





While deploying your units, remember to also consider their current skills and experience. You can send less experienced units on less demanding missions and use the more skilled firefighters for challenging operations. Personnel who can carry more water will make it easier to put out large fires.

**NOW YOU ARE READY
TO START YOUR MISSION.**

CONTROLS

Use the mouse wheel to zoom in and out. Left-click the firefighter to select them and right-click on an object/person/fire to interact with it. If you want to select multiple firefighters, hold the left mouse button and drag it indicating the area where they're standing. You can also select units by clicking on their icons at the bottom of the screen.





CHARACTER ICONS

Every firefighter has two bars over their head. The blue one indicates water and the red one the health of your unit. When your firefighter runs out of water, send them to the water supply truck to fill the bar again.

The action the firefighter is currently performing is displayed above them in a form of a status icon. You can cancel your order by left-clicking this icon.



REAL-LIFE SAFETY TIP 2: BEFORE OPENING A DOOR IN A BUILDING ON FIRE, TOUCH THE DOOR CAREFULLY WITH THE BACK OF YOUR PALM. IF IT'S HOT, DON'T OPEN IT!



DAMAGE CONTROL

Most objects have durability shown on the white bar above them. This will let you know for example how much time will it take your firefighter to break a door.

What's more, different materials will have different burn times. Some objects will catch fire faster than others and some might even explode. You have to learn how to spot the danger and strategize what fire to extinguish first.



ACTIVE PAUSE

If you need more time to think, you can press the spacebar to toggle on the active pause. The time progression will be slowed down significantly to allow you to come up with a better strategy.

Remember, the active pause only slows down time, it doesn't stop it!



MISSION REPORT

After the mission is finished, you'll be presented with the mission report. It will show you the completion time of the mission, the objectives completed, how much team experience did your firefighters get and how much money you earned. Your score depends on the objectives and the damage level at the moment your task is complete.

The experience your firefighter earn can be exchanged for skill advancements for these firefighters. The money you can use to expand your fire station, purchase upgrades and hire new units.



REAL-LIFE SAFETY TIP 2: NEVER USE AN ELEVATOR WHEN THE BUILDING IS ON FIRE.



FIRE STATION

Your firefighters are human beings – they can get hurt on a mission and will need time to rest and recover. There are certain spaces in your fire station where your personnel can do just that. There is a Dispatch Room, where you choose a mission. Other rooms will allow you to hire and train units, purchase upgrades, and so on.

SOCIAL ROOM

Put a unit in the social room to help them recover health and stamina. The firefighter resting in the social room will be unavailable for missions until they're done.

RECRUITS

	Ralph Flores TECHNICAL	\$34000	+
	Vincent Williams ENGINEER	\$8000	+

GYM

Training in the gym will build up your unit's health and experience but will decrease their stamina. The firefighter resting in the social room will be unavailable for missions until they're done.

SKILLS

This tab will let you browse through your firefighters' skill tree and purchase new perks, like improved speed, covering a bigger area while putting out fires, improving the speed of CPR, etc.

UPGRADES

This tab will let you browse through upgrades available for both the gym and the social room, allowing for more units to be placed in these rooms and for the training to be more effective.



RECRUITMENT

In this tab, you can hire new units, both regular and specialised. These firefighters will be untrained and just like the firefighters you start with, you'll have to send them on missions to gain experience.

GARAGE

Here you can buy upgrades such as improved water capacity and gear for your firefighters, better water flow and more efficient extinguishing, increased efficiency of water replenishment and better water flow from the water cannon.

REAL-LIFE SAFETY TIP 4: PREPARE A HOME FIRE ESCAPE PLAN, EVEN IF YOU LIVE IN A SMALL APARTMENT. DRAW THE MAP AND MARK THE EXITS. MAKE SURE YOUR FAMILY OR HOUSEMATES KNOW IT.



FIREFIGHTER CLASSES

There are 5 types of personnel available in the game. New firefighter units are introduced as you progress through the game.

REGULAR FIREFIGHTER

The most common type of a firefighter. Can extinguish a regular fire and assist victims at a slow pace. They have no special abilities.

TECHNICAL SPECIALIST

This unit can operate consoles and cut through obstacles using a saw. They can help extinguish regular fires. Introduced in mission 6.

CHEMICAL/ELECTRICITY SPECIALIST

Can extinguish an electric and chemical fire and cannot be harmed by it. Introduced in mission 16.

MEDIC

Will assist victims at a fast pace and can help extinguish regular fires.

HIGH-ALTITUDE SPECIALIST

This unit can use their hook to climb up and down and put out fires. Introduced in mission 11.



VEHICLES

There are 5 types of vehicles available in the game. You'll start your first mission with a water supply truck and an ambulance. The other types of vehicles you'll unlock while progressing through the story.

LADDER TRUCK

This truck enables the firefighters to reach high places via an extendable ladder. Can be used by standard units when the high-altitude firefighters are not available.

The ladder on this truck can be used to reach the height of 95 feet/29 meters or more!

AMBULANCE

This vehicle is used as a collection point for the fire victims.

The term ambulance comes from the Latin word *ambulare* which means "to walk". It's a reference to early medical care where injured patients were moved by a wheeling cart.



WATER CANNON TRUCK

This vehicle will help put out hard-to-access fires, for instance on the second floor of a building. Water cannons were first devised for use on fireboats, specialized watercrafts designed to fight shoreline and shipboard fires.

HELICOPTER, PLANE AND PARACHUTE DROP

These are the special actions available in some missions. Used to douse a larger area with water. Their use is called aerial firefighting and is usually used to combat wildfires. Chemicals used to fight fires may include water, water enhancers such as foams, gels, and specially formulated fire retardants. The idea of aerial firefighting was formulated as early as 1929 during a blaze in California.

FIRETRUCK WITH LADDER AND WATER CANNON

A combination of the last two trucks. Used to extinguish the fire and enable firefighters to reach high places. A fire truck can carry up to 8 firefighters to the scene. Each firefighter has their own unique job in the truck.

WATER SUPPLY TRUCK

Your basic vehicle. It is used to replenish the water supply of the firefighters. Did you know that the first fire trucks were just buckets on wheels?

REAL-LIFE SAFETY TIP & REMEMBER THE RULE OF 10: CHECK IF THE SMOKE ALARM WORKS EVERY 10 DAYS, REPLACE THE BATTERIES AFTER MAX OF 10 MONTHS, AND REPLACE THE ENTIRE DEVICE EVERY 10 YEARS.



MEET THE TEAM

PIXEL CROW GAMES

Pixel Crow is an independent game development studio founded by Maciej Miślik and Adam Kozłowski. The two pioneers of Polish gamedev met during the production of *The Witcher* and teamed up to create the critically acclaimed *Beast Cop*. They were joined by Łukasz Pisarek, another industry veteran, and Damian Gasiński, a talented young developer who became the Chairman of the Board. The standout quality of Pixel Crow is the fact that every key member is involved in the creative process. This is the secret behind the well-defined vision and wide appeal of our games.

ATOMIC WOLF

Atomic Wolf is an independent video game developer based in Warsaw, Poland. We are an ensemble of 15, including young talents and industry veterans from the 8-bit age. Our core strengths are creativity and diversity. We like searching for new approaches or ideas, which is why we develop games driven either by narrative or mechanics and also purely experimental titles.

MOVIE GAMES

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WE WISH YOU AN EXCITING EXPERIENCE!

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