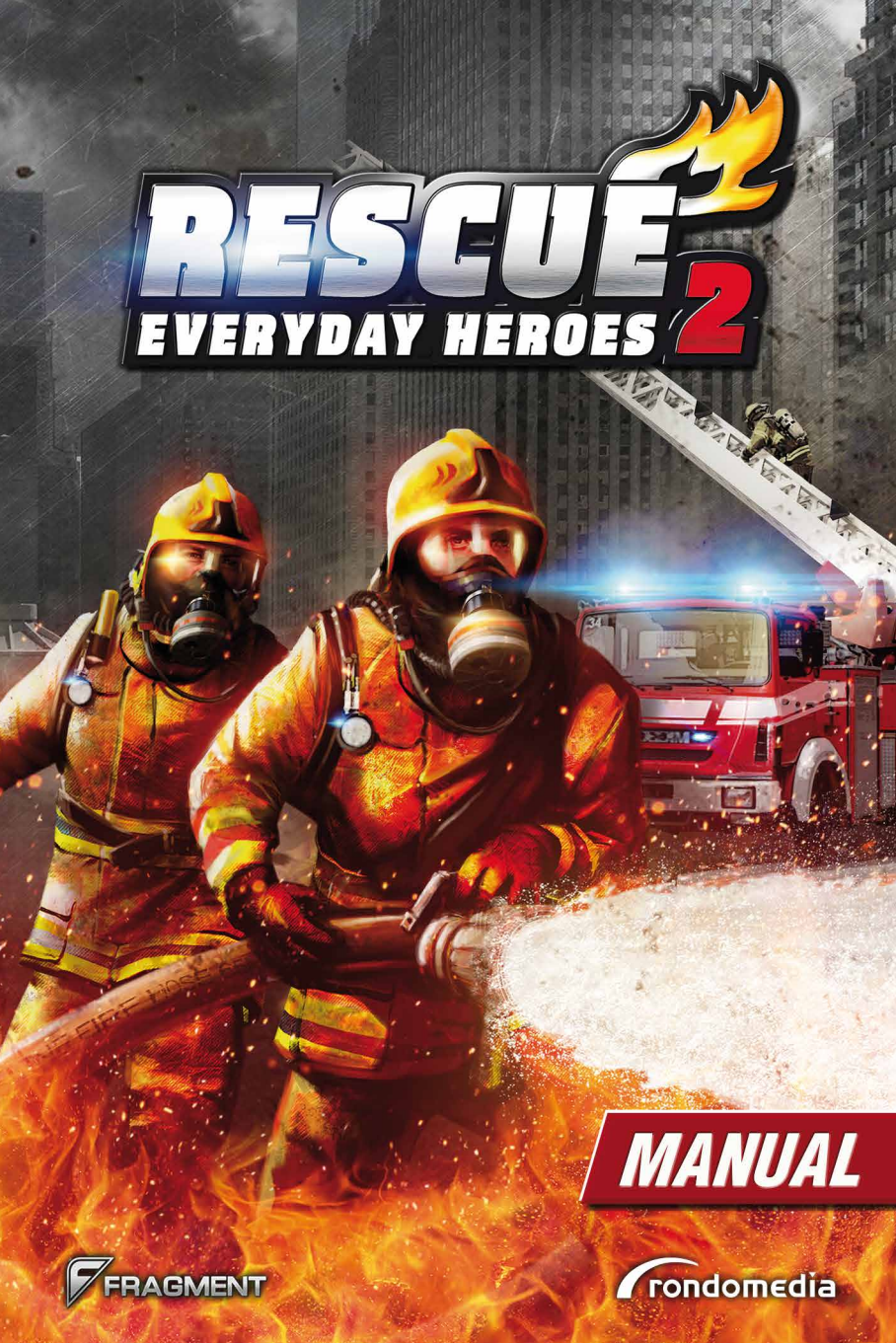
RESCUE 2
EVERYDAY HEROES
MANUAL
FRAGMENT
rondomedia

Welcome!

Thank you for purchasing **RESCUE 2: Everyday Heroes**.
In this manual you will find useful tips that will enable you to enjoy the best-possible gaming experience. The rondomedia and Fragment teams hope you have fun playing!

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Epilepsy Warning

Some individuals may experience epileptic seizures or a loss of awareness when viewing certain visual stimuli in everyday life; for example, flashing lights or patterns. These individuals are at risk of experiencing seizures while watching television or playing video games. 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 tics or facial twitching, trembling arms or legs, a loss of orientation, confusion or momentary disorientation. A loss of consciousness or shaking during a photosensitive seizure may cause serious accidents as these symptoms often lead to falling. If you notice any of the above symptoms, stop playing immediately. It is highly recommended that parents observe their children while playing video games, 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 video games.

System Requirements

PC: Minimum System Requirements: Quadcore 2,4 GHz; AMD Phenom II X3 720 / Intel Core2 Quad Q6600, ca. 1 GB Hard disc space, AMD Radeon R7 250 / Geforce GTX 650, 4 GB Ram. Windows Vista, 7, 8, 10, Mouse, Keyboard
Recommended System Requirements: AMD FX-8350 4,0 GHz/Intel Core i7-3820 3,60 GHz, Nvidia GTX 760/Radeon R9 255, 8 GB Ram, Windows 7 64x, 8.1 64x,1 GB Hard disc space, Mouse, Keyboard, Sound

Mac: Minimum System Requirements: OS: Mac OS X 10.8, Processor: Intel Core i5 oder i7 Prozessor, Memory: 4 GB RAM, Graphics: ATI Radeon HD 5750 with 1 GB VRAM or higher, 1 GB Hard disc space, Mouse, Keyboard, Sound
Recommended System Requirements: OS: Mac OS X 10.8, Processor: Intel Core i5 or i7 Prozessor, Memory: 8 GB RAM, Graphics: NVIDIA GeForce GTX 750M, 1 GB Hard disc space, Mouse, Keyboard, Sound

Installation Mac

In order to play **RESCUE 2: Everyday Heroes** on your MAC-System you will need a STEAM account. If you do not have a STEAM account yet, you can get one without any additional charges on the STEAM website. Just download the STEAM client on **http://store.steampowered.com**

Please follow the STEAM setup and create a STEAM account. To activate your copy of **RESCUE 2: Everyday Heroes** please follow these steps:

1. Open **STEAM client** and log-in with your account.

2. Click on the tab "Games" and then in the submenu **"Register a game"**

3. Follow the instructions of the product activation setup and enter your product key. After you have finished and the key has been verified by STEAM **RESCUE 2: Everyday Heroes** will be automatically downloaded and installed.

Installation and Start

NOTE: Use of this product is subject to your acceptance of the terms and conditions of Steam subscriptions ("Steam Subscriber Agreement, SSA"). You must activate the product via the Internet by registering a Steam account and accepting the SSA.

Further Requirements and Help

The installation requires a one-time Internet connection for 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 Rescue 2: Everyday Heroes. Insert the **RESCUE 2: Everyday Heroes** 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 game disc into your disc drive. After a few seconds, a window will appear on the screen. Follow the instructions to install the game and select the directory where you would like to install the game. If the program does not start automatically, double-click Computer on your Windows desktop. Then double-click the icon of your disc drive and then in the next window on the icon of the installation file **setup.exe.**

Starting the Game

1) In the Windows taskbar, usually found at the bottom of the screen, first click **Start** and then **All Programs** or enter the name of the game into the search bar.

2) Use the mouse to select the program group **<RESCUE 2: Everyday Heroes >** and then click on **< RESCUE 2: Everyday Heroes>.**

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

Uninstallation

Choose **"Start/Settings/Control Panel/Programs and Features"** and select the entry **<RESCUE 2: Everyday Heroes>.**
Then click the **"Uninstall"** button. The program, files and game data will then be uninstalled.

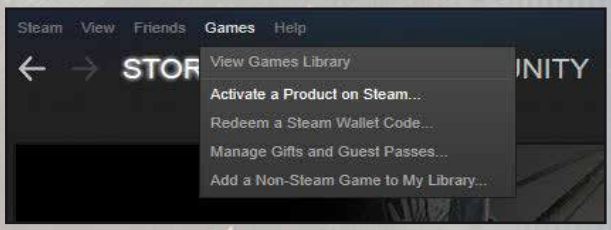
Individual Settings for Improved Performance

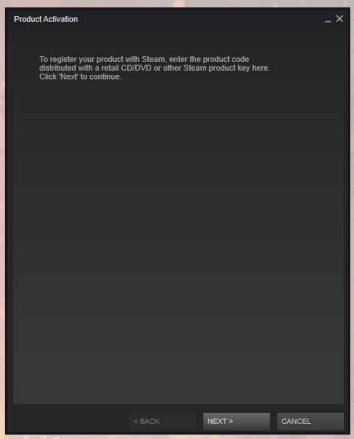
You can change individual settings to suit your PC's configuration in the launcher under **<Graphics quality>.** If your PC's configuration meets or surpasses the recommended system requirements, you can set all of the settings to **<Fantastic>**.

If your PC's configuration only meets 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. You can change the resolution of the game under **<Screen Resolution>**. We recommend that you select your system's native resolution.

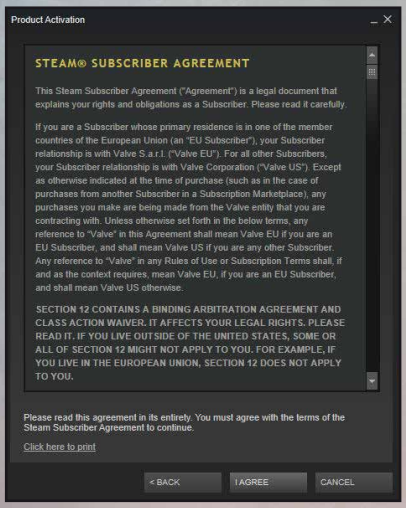
Register RESCUE 2: Everyday Heroes on STEAM®

Many thanks for purchasing **RESCUE 2: Everyday Heroes**. To add the game to your STEAM® library, open the program and log in using your account. Creating an account is free. Once you have logged in, the STEAM® home-page will open. Now click on the Games tab and then on the **"Activate a Product on STEAM®..."** option.

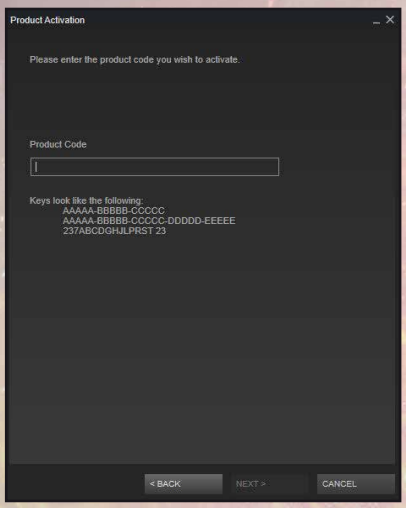




The Product Activation window will then appear. Click **"Next"** to continue the process.



In the next window you have to agree to the STEAM® Subscriber Agreement to continue. You can then enter the **12-figure STEAM® product code** in the next window.



In this window you will now be asked to enter your **12-character product code.** You will find the product code on the back of this manual.

It looks like this:
XXXXX-XXXXX-XXXXX

Please enter your personal string of digits into the field labeled "Product Code".

Then click **"Next"** to complete the process.

If your entry is unsuccessful, please try the following solutions:

- Check your product code for possible typing errors
- Zero and the letter O are easily mistaken

If your entry is successful, you can print a receipt. The game is now in your **STEAM® library** and can be installed and started.

Introduction

Welcome to Belvitsia, Chief!

The city of Belvitsia, located in the heart of Europe, is separated from the mainland by the glistening river Junea. The fire service there has a long and illustrious history dating back to the 18th century. In recent years, however, there have been budget cutbacks and a string of botched missions have resulted in a loss of confidence among citizens. But you are now the Fire Chief of the East City Fire District. This is a new initiative set up by an upcoming young politician – Councilor Erik Pedersen – who has his eye on the Mayor's office.
A new station was built in the West City and Leo Kopernic, the city's former fire chief, was reassigned to it – much to his annoyance. As a good friend of the mayor, Kopernic had given his best years to the Belvitsia Fire Service. And what was his reward? Demotion! Now Pedersen has appointed an outsider to run the old East station – an outsider. Well... we'll see how that goes!

The Main Menu

From the main menu you can reach the game's various submenus.



Continue Game
Continue your last game.

New Game
Here you can start a new game.

Load Game
Here you can load a previously started game.

Options
In the Options menu you can set up the game to suit you and your system.

Credits
Here you can see all of those involved in making the game.

Quit
This returns you to your desktop.

The Tutorial

Once you start a new game, your basic training will begin. You will gradually learn how to deal with the various extinguishing agents, the basics of first aid and how to prepare the hoses so you are able to tackle the flames. Tutorials that have already been completed can be repeated via the game menu.

The Controls

The game is played using the mouse and keyboard. The game can be completely controlled with the mouse, but the keyboard offers you an additional method of moving the camera and triggering actions using keyboard shortcuts.

On the main map

Left mouse button	Operate button (click)
Middle mouse button	Rotate and tilt the main map (hold)
Right mouse button	Move the main map (hold)
Scroll wheel	Zoom in and out of the map
In a mission	
Left mouse button	Operate button (click) Select action (click)
Middle mouse button	Rotate and tilt the mission map (hold)
Right mouse button	Move the selected unit (click on the ground) Perform action (click on context-sensitive object) Cancel action (click) Move the mission map (hold)
Scroll wheel	Zoom in and out of the map

You can move the camera view in the game using the arrow keys. Various keys are also reserved for keyboard shortcuts. The actions vary from unit to unit, but the keys always remain the same:

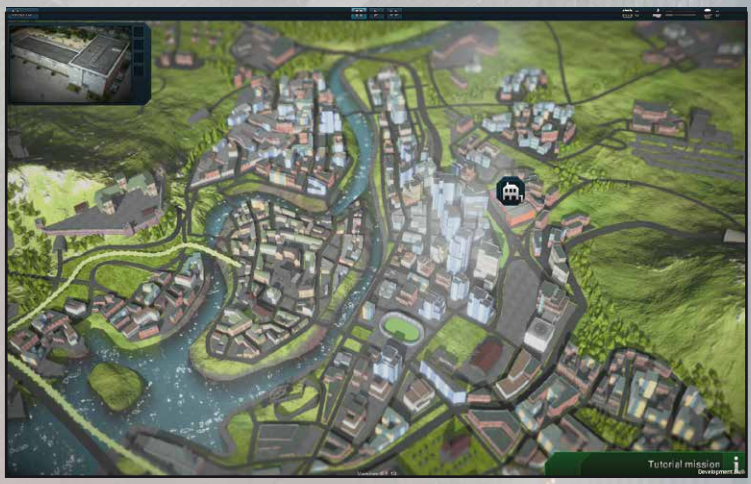
Q W E R

A S D F

Z X C V

(English keyboard layout)

The City



This is Belvitsia, the city that relies on you and your firefighters. On this map, you send out rescue workers on missions. The icons on the map show you the positions of the fire stations and missions. You can also judge the sentiment in the city towards the performance of the fire department on the basis of news items on the map and a display at the top of the screen. The individual aspects of the overview map will be explained to you by an in-game tutorial.

The Fire Stations

Fire Station 1 (Neuestadt Station)



This art nouveau-style fire station is the station in the present old town. It was built along the island's main thoroughfare in 1903 and has been expanded several times in order to make room for innovations such as firefighting vehicles and the turntable ladder vehicle, and services such as technical rescue and scuba diving. Ultimately, the station with its three vehicle garages was deemed too old and small, and so since 1995 it has only been used as a museum. Recently, the station was renovated and put up for sale. Now it can be used as a real fire station again.

Fire Station 2 (Newfort Station)



After the Neuestadt station was deemed too small in 1994, the city relocated the fire department to Newfort. The station, located in the north of Newfort, was built to maintain the safety of the ever-expanding city center. Even though the station is old, it is well equipped: wth four vehicle garages and several recreation rooms for the firefighters. The station has been recently renovated and expanded to accommodate the new East Fire District. New conference rooms and extra tool storage were built.

Fire Station 3 (White Bridge Station)



After countless modernizations and renovations, the White Bridge station was finally completed in 2012. Shortly after that, the current West Fire District was relocated here from the Newfort station. It is a state-of-the-art station as the mayor provided a generous budget. The station was built on a large, empty plot of land next to the White Bridge for easy access to the major roads. White Bridge is a modern fire station with six vehicle garages and large recreation rooms, conference rooms, drill grounds, a water rescue dock and a helipad.



The Vehicles

Light Fire Engine (LFE)

Faster and more nimble than the Medium Fire Engine, this vehicle sacrifices crew and tool space for speed. While the pump in the vehicle is adequate, its water reservoir is small..



Medium Fire Engine (MFE)

The workhorse of the fire department, this vehicle has a decent crew space and tool space. It also has a powerful pump with a large reservoir of water.



Ambulance (AMB)

One of the most important vehicles, the ambulance can perform on-site treatment or transport patients to hospital for treatment. It can only transport 2 paramedics and has very little tool space.



Ladder Vehicle (LV)

Much to the dismay of Chief Kopernic, the vehicle restrictions of your station have been eased by the city council and you can now order Ladder Vehicles. They are very useful for reaching high elevations. Please see the tutorial, to learn more about this vehicle.



Bulk Water Carrier (BWC)

This somewhat slow, heavy vehicle on an 18-tonne chassis is built to transport and deploy large volumes of water to the scene of fire. It has a huge, cylindrical water tank divided into multiple compartments as well as some locker capacity for ordinary firefighting equipment.



Water Tender (WT)

The Water Tender has a larger water tank than regular fire engines, though still smaller than that of the Bulk Water Carrier. It also features a remote-controlled rooftop water cannon and basic firefighting equipment, allowing it to operate independently and as operational support to Fire Engines.



Foam Tender (FT)

Foam Tenders are particularly useful in rapidly developing liquid fires. The vehicle has a built-in foam mixer system and a powerful rooftop foam cannon with a long throw range that can be used to take down aggressive liquid fires quickly.



Powder Tender (PT)

The Powder Tender has two large, pressurized dry powder tanks and a two-barrel turret used to discharge the extinguishing agent. This vehicle is especially effective as the main strike force against electrical fires.



Dispatching Rescue Workers



When people are involved in accidents and fires break out in Belvitsia, that's when you are called into action. In such cases, missions appear on the map and you have a limited time frame in which to respond to them. You can send your personnel to rescue missions on the city map. To do so, select a mission and left-click Dispatch.This opens the Dispatch interface.

Here you will see an overview of your vehicles, their personnel and the equipment they are carrying. You have the choice of which forces you mobilize for each mission. Once you are satisfied with your selection, deploy your forces by pressing Dispatch Selection. When the rescue personnel reach the scene, the mission icon will turn green and the missions can be started.



The Tools

Divider with Supply Hose
The Alpha Firex Type 1 Supply Hose is a 102 mm, high-quality, uncoated water transfer hose with a low-friction-loss synthetic rubber lining that can withstand the required pressures to maintain two 20 bar Attack Hoses divided by the equipped Instantaneous Controlled Dividing Breeching.



Attack Hose with Nozzle
The Omega Flexmaster Type 2 Fire Hose has a hard-wearing PVC coating and a particularly robust textile reinforcement. It can withstand a short-length burst pressure of 50 bar or maximum use pressure of 20 bar. This 64 mm Attack Hose comes equipped with a Variable Stream Nozzle.



Foam Mixer
A system that produces an optimal mix of water/foam extinguishing agents.
The foam component of the mix is 0-6%. Foam is supplied from a storage tank through the nozzle. The pressure for this is supplied by the fire water pump. Suitable for both protein or synthetic foam concentrates.



Extinguisher Storage
A well-protected store filled with powder extinguishers for universal use in A, B and C class fires. Weighing 17.5kg, these large extinguishers can provide a discharge for approximately 23 seconds from a distance of less than 3 meters. The efficient storage compartment can carry a very large supply of extinguishers.



Floating Pump
The SAXTON floating pump is the pump to count on when there is no hydrant around. It is easily used with alternative water sources such as streams, lakes, ponds, or pools.
This powerful pump delivers a flow of 1590 liters per minute (LPM) through a single discharge port or a maximum pressure of 3.5 bar.



Underground Hydrant Standpipe
The Hydrant Standpipe is used to connect to the mains water supply. This is done by screwing the standpipe into an underground hydrant valve and allows firefighters to set up a water supply for fire engines to utilize.



SCBA Cylinder Compartment
Rick Safety's SCBA carbon cylinder is a lightweight, composite cylinder consisting of an aluminum alloy inner shell with a total overwrap of carbon fiber, fiberglass and epoxy resin. The cylinder has a working pressure of 150 bar. Due to its light weight and small size, fire engines can carry a virtually limitless supply of cylinders.



First Aid Kit
The First Aid Kit is an extensive assortment of first aid and medical supplies, including a CPR mask, blood pressure cuff and stethoscope inside a hard case. The kit is designed for basic trauma treatment and stabilization of more critical states to allow transportation to hospital for more complex treatment.



Paramedic Kit
The PARAX Paramedic Kit has a large array of medical supplies including an oxygen supply, medications, IV set and surgical tools in a durable case. This well-stocked kit requires a highly trained user, but can stabilize patients in even the most critical of states, allowing for safe transfer to a hospital for follow-up treatment.



Defibrillator
The Zord APD Plus is a rugged all-round Defibrillator which is designed to help the rescuer in critical stages in the Chain of Survival. Clear audio prompts as well as visual icons on the machine not only help the rescuer to use the Defibrillator but also advise on CPR. The Defibrillator is used to treat ventricular fibrillation (VF) by means of an electric shock.



The Rescue Personnel



The rescue team is made up of firefighters and paramedics. Firefighters specialize in extinguishing fires, entering burning buildings and evacuating injured people from danger zones. Paramedics give medical attention to the casualties and take them to the hospital. You can hire additional staff at the station. Also on board the firefighting vehicles are engineers who deal with the installation of water pipes, etc. However, they cannot be controlled separately and only exit a vehicle when such an installation is necessary.
Upon the completion of a mission, your personnel receive experience points. With enough experience, characters can reach higher ranks, which in turn give them access to special skills, allowing you to create your perfect firefighter.

During missions you will see a portrait of the selected character. The red bar is their health bar and the yellow bar shows their protection against fire and suffocation. In the vicinity of flames, you will see how the bars empty, one after the other. If a gas mask icon is shown, the character is in dense smoke. Pay close attention to these bars: if worst comes to worst, you will have to rescue your firefighter yourself.



1. **Character's name**
2. **Occupation**
3. **Rank**
4. **Health bar**
5. **Respiratory protection bar**

The Skill System



Each time your staff go up a rank, they will unlock an additional skill. These skills include faster assembly of hoses and faster transportation of casualties. You always have a choice between two options. Once selected, these skills are permanent. So choose wisely. You will find the Skills menu on the Station screen.

Support

Before contact our support team, please check your PC's drivers and update them if necessary. Many graphic and sound issues can be fixed by updating the drivers.

If you have questions about this product that are not answered in this manual, you can contact the rondomedia support team in the following ways:

Telephone: **+49 (0)1805 766 361**
(€0.14/minute from a German landline, max. €0.42/minute from mobile networks)

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

You will find the current hotline times on our website: **www.rondomedia.de**

Tipps & Tricks

- To achieve correct extinguishant pressure, the Attack Hose must be connected to a Divider.
- Patients need to be stabilized with the First Aid Kit before they can be sent to the hospital.
- Your staff can select useful talents as they gain experience on missions.
- Maintain your vehicles after missions or risk losing performance at critical moments.
- Firefighters should reach their dispatches as fast as possible.
- Unstable patients lose health over time, so stabilize them with the First Aid Kit.
- Play the story to unlock new tools and vehicles.
- You gain reputation from successful missions and lose it for failed missions.
- Unsatisfied with the character's nickname? Rename them using character customization in the station.
- Extinguishing agents can be very useful as they can extinguish all types of fires.
- Missions can usually be completed in more than one way. Try it out!
- You can call new units, send units back to the station or switch units during missions.

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Pekka Saari
Jussi Autio
Taneli Pursiainen
Friends & families of the developers

We'd like to say a big thanks to our families, friends and fans who have supported us in the realization of this game. You are the key to our success.



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