

# Manual EMERGENCY 2

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## **System Requirements**

- CPU 600 MHz
- 128 MB RAM
- Operating System Microsoft Windows 98/Me/2000/XP
- CD-ROM Drive with 8 times speed (Original-CD-ROM has to stay in the drive for the duration of the game)
- DirectX8 compatible Soundcard
- DirectX8 compatible AGP-Graphic Card with 3D-accelerator and 16 MB RAM
- Mouse
- 300 MByte of free harddisk space

## **Recommended System Configuration**

- CPU 800 MHz
- 256 MByte RAM
- Operating System Microsoft Windows 98/Me/2000/XP
- CD-ROM Drive with 24 Times Speed
- Direct X8 compatible Sound Card
- Direct x8 compatible AGP-Graphic Card with 3D-accelerator and 32 MB RAM
- Mouse with Wheel
- 600 MByte of free harddisk space

## Installation, Starting Program and Uninstall

Place the EMERGENCY 2 original CD-ROM in the drive of your computer and wait a few seconds. A window will automatically appear listing many options to choose from. If you should happen to have the Autostart Function turned off, change to "My Computer", select the EMERGENCY 2 CD-ROM icon and double click on "setup.exe".

The following options are available:

- **Install EMERGENCY 2:** This will install EMERGENCY 2 on your hard drive. A corresponding program group and a start symbol for the game will appear.
- **Latest Information:** This will call up latest information from the developers.
- **EMERGENCY 2 Homepage:** If there is a standard internet connection installed on your computer, the computer will establish a connection automatically and the official EMERGENCY 2 Homepage will be loaded onto your browser. Here you can find out the latest answers to questions or help with technical problems.
- **Install DirectX 8.1:** The DirectX 8.1 is a launching agent whose installation is a basic requirement in order to play EMERGENCY 2. If you have not yet installed this launching agent you can now do it with a mouse click.
- **Quit:** This will stop the installation process.

Begin the installation and follow the directions on your screen. After successful installation you will be given a few more options after the Autostart:

- **Start EMERGENCY 2**  
Click here to start the game. You can also start EMERGENCY 2 using the Windows Start Menu : You open it by clicking „Start“ in the Windows task bar. Choose the EMERGENCY 2 start symbol in the EMERGENCY 2 group in the sixteen tons entertainment group. An intro to the game will be started and you will be in the middle of the action.

- ***Updates / Patches***

If there is a standard internet connection installed on your computer, the computer will establish a connection automatically and your computer will automatically seek out and download any updates or patches for EMERGENCY 2 and install them on your computer.

If you have any problems during the installation process of EMERGENCY 2 or the program does not run correctly on your computer, it will always be a good idea to check out this function.

- ***Uninstall EMERGENCY 2***

Erase EMERGENCY 2 from your hard drive.

## The Game

In EMERGENCY 2, you are the commander of police and rescue units. In 25 missions with different tasks, you will take care of the injured, fight fires and coordinate police units – there will even be things that the special forces will have to help with. If there is an accident, a natural catastrophe, or a crime, it doesn't matter, it is your job to rescue life, maintain order and also prevent crime. In order to do this you have to be able to play with your head and keep overview because the missions will keep getting harder and more complicated.

A mission „completed“ is not the same thing as a mission done right. At the end of every completed mission you will receive a balance sheet telling you just how successful you truly were. Even if you complete the mission you might be able to try again and achieve better results. Every life saved counts in your favour.

### Main Menu

When you first start the program you will enter directly into the main menu of EMERGENCY 2. During the game you can return to the main menu by pressing the “Esc” key. There you will find the following items:

#### *Start New Game*

This will bring you immediately to the first mission. Our recommendation: use the opportunity to practice in the tutorial before starting with a real mission!

#### *Restart mission*

This will restart the mission you are currently playing.

#### *Tutorial*

Check out the tutorial in order to find out about the basic functions of the squads and vehicles. Through precise directions and easy to understand help you will get your first survey of EMERGENCY 2. You will get to know the differing squads and learn the basic controls of the game.

#### *Load Game*

You can load a saved game here. They are listed according to the individual mission.

#### *Save Game*

This will call up the save game menu. Select the slot where you want the game to be saved from the menu by clicking it with the mouse.

Enter a name into the place that has been opened on the list and end the name by pressing the ENTER key. This will save the current game.

## *Settings*

This will route you to another menu where you can adjust the graphic, sound and game settings according to your personal preference. You can choose from the following options:

### - Game:

- Game Speed. There are three levels that allow you to adjust the game speed. The further to the right that you move the slider, the faster the game will run.
- Scroll Speed. The mission site is so large that the entire area can not be displayed on your screen. That is why you can follow the events by either using the cursor keys on the key board or by moving the mouse to the corresponding side of the screen. The speed at which the picture follows your commands can be set with this control.
- Level of Difficulty. You can choose between easy and normal. In the easy difficulty level you get a larger budget than in the normal level.
- Object Transparency. If one of your squads is behind a building, the front of the building will prevent you from monitoring the squad. In order to still be able to see what is going on, you can make the object transparent. You can also leave the objects as they are, if that is your preference. Click next to the sign "Automatic" if you want an object to become only transparent when you move your mouse to a squad hidden by the object, or if the squad is selected. Click "Always" if you want objects to become transparent as soon as squads are hidden by them.

### - Graphics:

- Resolution: Changes the screen resolution of the game. The higher resolution setting „1024 x 768“ will allow you to view a larger area and gives you a better view. But beware: a higher resolution setting will cost a lot of your computer's performance and could slow the game down.
- Level of detail: If you play with a lower level of detail, the smoother the game will work, even on computers with a lower performance.

- Brightness: If the game should appear either too dark or too light, you simply have to move the slider in the appropriate direction.
- Sound:
  - Music Volume: The further you move the slider to the right, the louder the accompanying music will get. If you move it all the way to the left, the music will be turned off completely.
  - Special Effects Volume: The further you move the slider to the right the louder the effects will become.

### *Credits*

Do you want to know who is responsible for the creation of EMERGENCY 2? Then click [here](#)!

### *Return to Game*

This will bring you back to the game.

### *Quit*

If you want to leave the game, click [here](#), but watch out: your current game will not be saved automatically!

## The Command Centre

In principle, every mission should begin in a similar fashion: after a short video sequence you will find yourself back in the command centre of the EMERGENCY squads. This is where you will control the entire operation.

- |                      |                        |
|----------------------|------------------------|
| (1) Information Menu | (5) EMERGENCY Site Map |
| (2) Main Monitor     | (6) Time               |
| (3) Car Pool Monitor | (7) Budget Gauge       |
| (4) Map              | (8) Exit               |

Use the Information Menu (1) to get an exact picture of the current situation and to call up a bunch of useful information. Take your time before actually beginning with the mission, the mission doesn't actually begin until you look at the site or choose the first vehicles and send them out. Simply left click the menu items you would like to see.

- *Documentary:* This allows you to see the video sequence of the current mission once again.
- *Briefing:* Here you can get information about the current situation and the associated problems. Read through this very carefully. Knowledge of the situation and the mission objectives are vital to successful completion.
- *Database:* You can find out all there is to know about the vehicles and squads that you have at your disposal. Which vehicle is suited to which purpose? What equipment is carried and how to use it? Which squads can be used to fulfil certain tasks and how the corresponding controls work? Take some time and peruse and you will find out soon what an important help the data base is. It is a sort of continuation of these instructions.
- *Hints:* Here you can find additional advice to help you solve the current mission. If at some point you simply have no idea, maybe you can find the right hint here. Important: the number of hints may increase during a game. Only one tip at a time will appear on the monitor, you can scroll through the hints by clicking the small arrow at the bottom of the monitor.
- *Mission:* Click here to change your view directly onto the mission site. This will allow you to steer the vehicles and lead the squads that are there on the site.
- *Awards:* If you manage to do your job well, you will be rewarded with differing awards throughout the course of the game. Click here to see, which awards you already got.



## Starting a mission

After reading the mission brief, think about which vehicles are needed to fulfil the task at hand. You can find out about the capabilities, efficiency and controls of the different vehicles and personnel in the data base. Then you can send the preferred units to the mission site.

To the bottom left of the command centre you will see three monitors. These show different fleets that you can command: from left to right you can recognize the fire, police and rescue vehicles. All the units can be seen at a glance. Just outside of the camera view there are even more squads ready to be called up. You can view these by moving, either the mouse or the cursor, on the edge of the corresponding screen.

Click the wished for monitor and you will then have a view of the fleet and a selection of whichever unit. Note that the entire fleet will not be ready from the beginning. As time goes by and the missions get harder and harder you will have a larger and larger fleet at your disposal. Note that the timer will not begin until you have begun to choose your vehicles or have examined the site yourself. You can also leaf through the Data base as calmly as you like, nothing will happen at the site.

In order to select a vehicle, left click that vehicle with the mouse. If you simply move the icon over the vehicle, its name and number will appear at the bottom of the screen. If you click left, the vehicle's equipment window will open. Here you can get information about the equipment, the vehicle and its capacity. You can also load units onto the vehicle. Then click the right of the equipment window on the symbol of the desired unit or equipment. If the vehicle can not carry any people and/or equipment no window will appear. You do not have to man the vehicle in order to send it to the site. The driver is always included and does not count as personnel.

To send a vehicle to the site, left click „Go“ in the equipment window. If you have any second thoughts you can always click “Cancel”.

Use the data base! Here you will find the most authoritative information about the equipment and capabilities of the various personnel. If you are not sure, which vehicle or personnel is appropriate for the situation at hand, their capabilities, or how they are controlled, simply return to the data base! Tip: you can go from any screen back to the command centre by simply pressing the space bar.

Select the vehicles with care, since every mission has a limited budget. The size of the current budget is shown on a readout (7). If you use up your budget, you will not be able to send out any more vehicles to the site!

After clicking „Go“ in the equipment window, you will see the unit leave the garage and climb into the vehicle. It will then make its way to the site on its own. You can follow the journey to the site on the map (4). Click the map and it will enlarge to the point where you can see where the units that you sent out are. The clock (6) is ticking. The clocks show the time that you have spent on the current mission and in critical situations will begin a countdown that will tell you how much time that you have left to complete the assigned tasks.

The site map (5) remains empty until you send the satellite communications vehicle F101 to the site. Naturally, you can try to complete the mission without the map. This will make complicated missions even more difficult. More information about what you can do with the map and how to use it can be found in chapter “Maintaining Overview”.

When the vehicles reach the site you can take over the work on site. To do this click the Info Menu in the command centre under the heading (1) mission. Then a view of the site will appear on the main screen (2). Now left click the main screen in order to move directly to the EMERGENCY site. You can control all of the squads and vehicles from here.

In addition to this there are many possible control possibilities, described in the following. Vehicles and personnel can also carry out special actions, as you have already seen in the tutorial or data base, or at least you should have by now

## **The View of the EMERGENCY Site**

Before you switch to the EMERGENCY site and control the personnel and vehicles there, it is important to have an overlook over the singular elements of the view.

- (1) You can select EMERGENCY vehicles and personnel by left clicking them with the mouse. At the same time a small coloured bar will appear above the selected object. This bar shows the status of the selected object. If the object is undamaged the entire bar will be green. The greater the damage either through shots fired or a fire in the immediate vicinity the smaller the bar will become. If the bar reaches zero the vehicle will be destroyed or the personnel injured.
- (2) Status Meter. Here you can see the selected vehicles squads and their equipment. Also, the status of tasks to be executed can be shown in a further meter. An additional window will open when, for example a doctor examines a casualty. In this additional window the status of the patient is shown and if s/he can be transported. The ambulance and rescue helicopter symbols are also there. If one of the symbols is grey, you will not be able to transport the patient in his current condition. S/He would not survive being carried in one of the

vehicles. Otherwise you can left click on the picture of the desired vehicle or go to the corresponding data base entry.

- (3) Information and steering data. This will show you how much is left in your budget. A left click on the arrow symbol will take you back to the command centre. You will find this arrow on the pop up window to the left. It will give you short updates about the possible course of action that your squads might take. If there is a fire and you want to put it out, first move the mouse over the fire and if the icon changes to an action symbol you will then see the short update "extinguish" simultaneously.
- (4) You can find out more about the map of area and display in the chapter " Keeping Overview".

Furthermore, other windows might appear if the situation merits it. At the top of the screen a news bar will appear, if there is any important new information about the current situation. In missions where time is of the essence a clock will also appear and begin a countdown.

Would you like to see certain squads up close or get a general view of the current situation? Then use the EMERGENCY 2 zoom function. This will allow you to magnify or minimize the view of the mission site. This can be done by either pressing the keys (+) plus or (-) minus on the far right of your keyboard or by using your mouse wheel, if there is one on your mouse.

## **Controlling Vehicles**

In order to select a vehicle you must left click it. A marking will appear around the vehicle.

Steer the selected vehicle to the desired place within the site by right clicking this place with the mouse. If it is possible for the vehicle to reach the site indicated, the vehicle will drive to that area automatically. If the vehicles route happens to be blocked or if it is impossible for the vehicle to reach the desired area, the vehicle will simply stay where it is. Try out where all the vehicles can travel and where they can not!

You can also select several vehicles at once and steer them to a certain area within the mission site. Left click an area within the mission area and keep the mouse button pressed and move the button in the preferred direction. This forms a rectangle or what is also seen as a frame. All of the vehicles within the frame that you have just formed are selected. You can now select the area within the site by right clicking it and have the different vehicles and squads perform tasks within the site.

If you should want to send a vehicle back to the base, this can be done by right clicking the vehicle. A menu will open next to the vehicle and you can select „Back to the base“. A menu will be presented according to the units selected. These menus will present you a list of possible actions. If you move the icon to a certain symbol, the meaning of this symbol will be presented as a pop up information(3) at the bottom of the screen. To get back to our example: The vehicle will then make its way back to base automatically after you have clicked on „Back to the base“ unless there is something blocking its way.

In general the steering of vehicles and personnel functions as follows: A left click selects the vehicles and personnel, a right click selects the area on the site where you want them to go, and a right click on a vehicle or personnel will open a special command menu.

## **Controlling Squads**

To have a squad climb out of a vehicle, first select the vehicle. Right click the vehicle and select „Get Out“ from the opened menu. After selecting this the entire crew will exit the vehicle.

If you only want part of the crew to climb out, you should click on the symbol for the person. These are located directly next to the status meter for the vehicle (2).

The selection of squads works in the same manner as the selection of vehicles: Left click the person or group of people you would like to select and form a frame around the group. Then you can move the person or people into a specific area of the site or have them perform some sort of special action.

To have a person climb back into a vehicle select the person and right click the proper vehicle. If the vehicle is not carrying any special equipment, the person will climb into the vehicle automatically. Otherwise you can select from the menu what you want the person to do with the equipment in the vehicle and one of the options will be „Get in“.

If the vehicle is already full, the option of „Get in“ will not be offered, if you click on the vehicle. This will also happen if the vehicle is not set up for transport.

## ***Equipping and Sending off Squads***

If you want a person to pick up a certain piece of equipment from a vehicle, select the person and right click the vehicle. You simply click on the piece that you want, there will be a pop up information screen at the bottom of the main screen. Pay attention, not every person can use every piece of equipment! An unarmed police officer from a personnel vehicle can pick up a road block, an armed one can not.

In general: If a person picks up a piece of equipment from a vehicle, the piece can be used immediately. However the carrying of this equipment counts as a special action. This is important for your planning because personnel can not complete two special actions at the same time. For example a firefighter can not use both a fire extinguisher and rescue somebody from a burning house!

If the situation is urgent and you have to get rid of equipment as quickly as possible right click the personnel and select „Drop equipment“. Watch out! The equipment that is disposed of in such a fashion can not be used again or be collected! You can have the person return to the vehicle and pick up the same piece of equipment. The equipment in the vehicle never runs out.

An exact description of the special equipment and how it is used can be found in the database.

Many special actions can only be performed with the proper equipment. Make sure that the vehicles with the proper equipment are in the area!

Some of the personnel, especially firefighters and unarmed police officers, can perform special manual tasks at the EMERGENCY site. This means that they can pull levers, pick up small objects or turn on and off machines. You should take a survey of the situation and think about what your possibilities are. Select the personnel and use the mouse to point to the object that you think should be manipulated. If the icon changes into a tool symbol, the task can be performed. Some missions can not be ended without these tasks having been performed!

### *Entering and Examining Buildings*

Squads can enter and search buildings story by story in the search for injured. To have any of the squads enter the building, select them with a click of the mouse. Move the mouse to the building of your choice. Make sure that the icon changes into an action symbol. If this should happen, the building can be entered. Unless the entrance is closed! A firefighter can open a closed door by knocking it in with an axe. As soon as the entrance is opened, the selected squad can enter the ground floor of the building. There are, however, buildings that can not be entered at all.

If the squads enter a building the entire front of the building will be opened allowing you to view directly into the rooms of the building.

To move the squads to a different story, simply click on the floor that you wish them to move to. If one of the personnel are already in the building you can see the entire inside of the building, this will allow you to send the firefighters directly to the floor that you wish them to enter.

Of course there are situations where the firefighters can not simply move from one floor to the next. The path can be blocked or even destroyed. Look for the ladder engine F106 and find out how it can be used!

If you want a personnel to leave the building, simply click on them inside the building and right click an area outside of the building. As soon as the person leaves the building the interior view will disappear, unless there are still some personnel in the building.

As an additional option for controlling either the squads or the vehicles in the game you can double click the squads person or vehicles.

- If the vehicle is manned with people, they will climb out by simply double clicking the vehicle.

- If the person is carrying a piece of equipment that they got out of an equipment vehicle, they will lay down the equipment with a double click.

- If the selected person is leading somebody away, they will let the person go with a double click.

- If you double click a shooter, they will either pull out or put away their weapons.

## **Maintaining Overview**

Especially in later, more complex missions, you will have many units and vehicles at the site. To maintain overview it is recommended that you send the fire department's satellite communications vehicle F101 to the site.

As soon as the vehicle arrives at the site, it will send a signal to the command centre. You will then be able to see a minimized map of the site in the upper right hand corner of the screen. The police, fire and rescue units can be tracked on this screen. Each of the unit types are represented by different colours. The personnel are white, police vehicles are green, fire vehicles are red, and rescue vehicles are yellow. Areas where you can set up a pontoon bridge or launch motor boats into the water are marked by special signs in the map.

The white frame within the map shows the current area that you are viewing. This view can be shifted or moved with the help of the map. Left click on the map to change the position of the frame, the view of the site will then move to this area. Keeping the mouse left clicked will move the frame around the map and your view of the site will move with this frame.

The general map does not allow you to do anything more. You can also call up any view of the site. You are not restricted to the command centre's screen. To change to the site view, left click the small arrow in the upper right hand corner of the screen. The general map will now be called up as a display. If you click further on the arrow you can of course once again have a direct view of the events as they unfold.

On the edge of the map's display you will see some symbols. They stand for the following overview possibilities:

- The Flags. Select a view that you find particularly favourable and click onto one of the coloured flags. The flag will change to grey. This means that the game has "noticed" the current view. If you click on the grey flag again you will be presented with this exact view. If there happens to be a location on the mission site that you want to return to again and again, it is good to mark it with a flag.
- The Person Symbol. If you click this symbol it will either turn off the white points indicating the units on foot or turn them on again. This is useful when you only want to know where the vehicles in the game are and the white dots running around are distracting you.
- The Vehicle Icon. If you click this symbol it will do the same thing that the person symbol does only with green, red and yellow vehicle dots instead.

### *Messages*

Either in the command centre or with a direct view of the site, it does not matter, you need to pay attention to the messages that are sent to you. Messages will appear on the upper edge of the screen and are usually accompanied by radio messages. You will be informed of unexpected events from the squads working on the site and of the conversations between the different personnel.

The successful completion of the mission is often dependent on giving these messages the attention that they deserve!

### *Keyboard Functions*

There are a few keyboard functions that will make the game much easier for you. They will help you coordinate the action better by helping you to monitor the active squads.

- The Tab Key. This key allows your view to pivot over the entire fleet of the vehicles you have sent into the site. This will allow you to find all of your vehicles in any of the sites.
- END Key. When you press this key the camera will automatically pivot to the area in the mission site where you have sent the vehicles and waits there until they arrive. This allows you to go easily to the squads.
- "Pos1" Key: If you press this key, the camera automatically pans to the vehicle or person you have just selected. With this function you can send

a vehicle through the entire site and get a good view of it whilst still being able to return to any of the other vehicles at any time.

- Space Bar: This key will bring you from the current view directly back to the command centre. Press again and you are back to the old view.
- To pause the game press the „P“ key. If you want to continue the game press the „P“ once more.
- „Plus“ / „Minus“: This will either enlarge or minimise the view of the screen. This allows you to zoom in on certain events and/or move into a wider perspective, depending on how close you want to be to the action on the screen.
- Return Key: If you want to return from a zoom immediately press this key.
- F1: This will bring you to the Fire Department's vehicles at the fire house.
- F2: This will bring you to the police fleet at police headquarters.
- F3: This will bring you to the rescue fleet.
- F4: This will bring you to the map.
- F5: This will give you the view of the site.
- ESC: The escape key will bring you to the main menu of EMERGENCY 2 at any time.



## **Missions**

EMERGENCY 2 has 25 missions that can be solved in various ways.

### **Mission Completed**

When a mission is successfully completed, you may begin with the next. Before moving on you will be presented with a series of statistics telling you how efficiently you completed the mission.

### **Efficiency**

The importance of certain criteria in completing each of the missions vary, but there are certain universal factors: The length of the mission, material and personnel damage during the mission, the amount of money spent, etc. The single criteria are shown on bars that indicate the percentage of reached efficiency. 100 % efficiency therefore means that your performance was optimal according to the criteria. Every indicator below 100% means that your performance in that point could be improved.

The total efficiency is calculated from the single criteria but not all criteria have the same importance. It is entirely possible that even if you work well within the time given and have no personnel losses, you only get a 90% efficiency rating, especially if a vehicle is destroyed during the mission. The total efficiency is also presented as percentage of the total criteria.

To close the statistics simply right click with the mouse. The next mission will start automatically.

### **Mission Failed**

If you do not fulfil all of the objectives that are given to you at the beginning of the mission, the mission will automatically end. You will get a report telling you why. There will also be a short analysis explaining what went wrong. You will learn about the mistakes that you have made to avoid them in your next attempt.

If the mission has failed you will be directed to the main menu:

- Select "Load game" to reload a saved game of your choice.
- Select "Restart mission" to restart the current mission.

## Answers to FAQs

- I can not hear the music accompanying the game.

*Check and see, if the CD-Rom drive or the controller of the drive in your computer is connected to the soundcard with an audio cable. Only then can the music be played in the CD-ROM drive.*

- Why can I not select personnel from a base?

*You can only select people to send to the site after you have selected a vehicle that can carry the people.*

- I have selected a vehicle but still can not click on the desired personnel.

*The vehicle is probably incapable of transporting any personnel. Pay attention to the pop-up at the bottom of the screen! If there is no crew information there you can not transport anybody with the vehicle.*

*Remember: Firefighters can only be transported with Fire Department vehicles, paramedics and Emergency physicians only with rescue vehicles , and police officers only in police vehicles.*

- I have manned a vehicle but nobody is getting out at the site.

*You have to command the squads to exit the vehicle. Right click the vehicle with the mouse and select GET OUT from the opened menu. Notice, you have to give orders for most of the actions at the site, only a very few are done automatically.*

- The vehicle I have steered is not moving to the area that I have indicated with a mouse click.

*Check and see if there is any blocking in the way or if it is at all possible for the vehicle to reach the place you want.*

- I want to use my vehicles in a certain street but they are hidden from view by the buildings in the street.

*Don't worry, as soon as your personnel are hidden by an object, say a building, it should become transparent, unless you have turned off the function.*

- How should I know where to send a doctor if there are a lot of injured people in an area?

*Those who are seriously injured have stopped moving!*

- I want to move civilian casualties from an area that is burning but my squads will probably get injured or die.

*Firefighters with protective masks survive being close to fires longer than firefighters without any equipment. This is the same for areas that are contaminated: A firefighter with NBC equipment can work in these areas much more effectively than other firefighters.*

- I have equipped my firefighters with extinguishers but they still can not put out the fires in a burning building.

*In order to put out a fire that is burning intensively, you have to give the firefighters a hose that has to be connected to a fire hydrant.*

- After the successful completion of a mission my effectiveness was still only mediocre.

*You can try to do the mission again, only quicker, and spend less money by using fewer vehicles and personnel. In some missions, you can also improve it fewer people die during the course then did during the first attempt.*

- The mission was stopped even while I was steering my units on the site. Why?

*The reasons for your failure will be given in an outlined form to you. Read through the orders for the mission carefully , it is possible that you missed one of them.*

- I have tried many times but I still can not reach the mission goals. I know why the mission was stopped but I do not know how to do it any differently.

*On the computer in the command centre there is the menu heading „Hints“. Click on this and it will usually give you specific advice relating to your problem. Pay close attention to the tips not all tips are given right at the beginning of the mission. Usually new ones will be available during the course of the game. You can see those by clicking on the Hint Text arrow.*

- When exactly is a mission successfully completed?

*You have to complete all the tasks assigned in the mission brief. If you think you have completed all of these tasks, check and see if there are any vehicles or squads that you can send back to the base. Maybe you missed a casualty on the site? If you have made certain and the mission still has not ended, go to the command centre and find out once again what your orders were or check the Hint Menu once again.*

## **Credits**

### **Development**

sixteen tons entertainment

### **Idea and Producer**

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