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About This Game

HOW MANY LIVES WILL YOU SAVE?

As a firefighter, you'll have to ask yourself this fundamental question every day. Take full control of every aspect of exciting rescue missions! Experience your city through the eyes of the lifesavers and find out what it means to be a genuine "Everyday Hero"! Keep track of several fire stations, a variety of vehicles, a wide range of equipment and specialized staff so that you're always prepared for anything. You're the city's first line of defense in the fight against the flames! Are you ready to take on the operational command of an entire city?

RESCUE EVERYDAY HEROES 2

Take on exciting and realistic missions in the second part of this thrilling fire department strategy simulation. Come up with a strategy for every mission. Work against the clock to rescue trapped victims; choose the most appropriate extinguishing agent for each situation; use the available sources of water and prevent more serious damage.



In the second part of this exciting series, there's even a network of fire stations available throughout the game to help you protect the entire city the best you can! When the howl of sirens fills the streets of your city, the flashing blue lights reflect in the windows of the house fronts, and you hear the stamping of soot-blackened boots on the asphalt and the shouted command "Water on!", every man, woman and child knows: it's that time again – THE FIRE DEPARTMENT IS HERE to win the fight against the flames.

RESCUE 2: Everyday Heroes is the exciting continuation of "Rescue 2013: Everyday Heroes," a game that has won praise from fans and critics alike. Assume operational command of an entire city's fire stations! As Fire Commander, you are responsible for the safety of the city and must ensure that your units are up to the task; no matter whether it's a simple fire or a catastrophic train accident. Improve your equipment, deploy specialists to specific fire teams and coordinate journeys to simultaneous missions using the city map.



Perhaps one day you will be able to answer that fundamental question with "EVERY SINGLE ONE." Do you have what it takes to be an "Everyday Hero"? Let's find out!

Features:

- Start in a city with a single fire station and unlock new stations by successfully completing missions!
- Even greater variety thanks to the various types of fires, such as liquid fires, electrical fires and backdrafts
- Includes a turntable ladder vehicle for fighting fires and rescuing people from multistory buildings
- Flexible water resource system: work out exactly where you are going to get your water from – natural sources, hydrants or water tenders!
- Discover new faces and old friends from the first game amongst the characters, incl. female colleagues!
- Manage the various tasks of the rescue workers and get to know your personal team of Everyday Heroes.
- Purchase new emergency vehicles and hire extra rescue personnel!
- Swap vehicles between the different fire stations in your city
- Choose between story and everyday missions
- Part 2 of the popular Rescue series

Title: RESCUE 2: Everyday Heroes

Genre: Simulation, Strategy

Developer:

Fragment Production Ltd.

Publisher:

astragon Sales & Services GmbH

Release Date: 3 Jun, 2015

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Minimum:

OS: Windows Vista/7/8/10

Processor: Quadcore 2,4 GHz; AMD Phenom II X3 720 / Intel Core2 Quad Q6600

Memory: 4 GB RAM

Graphics: AMD Radeon R7 250 / Geforce GTX 650

DirectX: Version 9.0c

Storage: 1 GB available space

Sound Card: Sound card

Additional Notes: Input devices: Keyboard and mouse

English,French,Italian,German,Polish,Russian,Turkish







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I have Waited for this Game Series to become Available for Mac Computers for Years, I am very happy I bought this Game. The Graphics of the game are great! The variety of Missions is very well Done and the Difficulty is just right. I would recommend this game to anyone looking for a Real time, Strategy Firefighting game for Mac and even Windows. It has a Much Different feel to the game that makes it Different from other games. Many different Vehicles and Characters to choose from. The Equipment is well done and Works great. I give this game 5 Stars. :P. When you control the firefighter, when they try putting out the fire the tend to sit right on it so therefor they die, they need to stand where you tell them to spray, then tell them to move to the next fire, they shouldnt just run to the next one. The first part was already not that good. And at first glance this could be good. But it is ridden with many game breaking bugs.

I haven't played that long (half an hour maybe) and already encountered two.

It started as I was setting up the sound ... and music and fx where gone for no reason ... and that was the foreboding shadow. (yeah, I know that is not game breaking ... but if you encounter bugs here you already get a bad feeling).

A few missions in ...five or so and tutorials still running... I encountered a water source behind a locked door. I got close, let my firefighters exit the truck... and for no reason I got a no path error message... after that the door wasn't clickable anymore. I had to reload the thank god) existing autosave.

The best thing ... after that I got the tutorial for locked doors...

A few mission later my paramedic refused to bring in the patient ... I had to dismiss the car (with the patient still on the stretcher in middle of street) and call it back in again.

And all this in the short time I played.

I don't really want to talk about the sluggish controls ... especially moving the map with mouse seem way to slow. Key bindings are hard coded ... are we in the 80th? ... and "wasd" has a hole different purpose than moving.

To play this game with mouse and keyboard you feel (as a right handed) one arm too short... since the map is scrolled with arrow keys... which wouldn't matter if you could zoom out enough....

With a few fixes and it could be at least okish ... until then it leaves a bitter aftertaste.

Update: I played a little longer and while it can be fun it also revealed even more bugs to me ... as in awkward path finding* or disappearing cars** ...

*= sometimes it doesn't go where you want it to on some tries, but later it does ... makes you loose precious seconds ... the path finding is so bad that you feel glad that it doesn't care about collisions ... cars and humans are simply passing through each other.
**= in one mission I did think I don't need the ladder and send it home only to see a little later that the fire exit was blocked. So I called it back ... it came, it reacted like it was in place, but invisible and couldn't be used /climbed. which meant to me I also

had to load the autosave.

Some mission also don't give you all information ... in some are firemen needed but not displayed ... since I ended up starting that one while had my firetruck send to a different location ... I could only end it without helping them ... (but if I had ended the fire mission first I could have redirected the firetruck on way home, though)

That all would be acceptable if this game would be early access ... and still in development ... so we could get our hopes up that these issues will be fixed eventually.. The controls can get a little confusing at times but the game still is fun none the less.. Its an okay game in that it kept me occupied for a few hours but then missions got too samey and limited to what vehicles and emergency services you can control. I had a multistory fire raging out of control and yet mrs brown is wandering under it on her way to play bingo. Where were the cops to put down road blocks, tape off scenes of accidents etc?.

I remember playing a similar game recently in which you had to control police too as well as engineers. I was hoping this game would include these aspects too at the least as they don't have at present.

Doubt I will bother to play this game again without a little more depth. Good for a few hours if youre hardcore, but does need a little bit more gameplay and a mission generator with more incidents.. i think this game is too easy and very boring - repeating and doing same thing

Great fun yet can be frustration if you dont think it through. Unfinished as f*ck, sadly can't get refunded because Valve is full of greedy pigs.. this is a fun game if you like this go look for a game called emergency 4 its gust as fun. They managed to make a worse game than the first one wow.

For starters it is buggy as hell.

The graphics are not bad, not great but serviceable.

The sounds are very limited to say the least.

The pathfinding is horendious.

The missions are..... well i gave up after a few, same old ones kept popping up, over and over again.

The controls are terrible too, really clunky and awkward.

The first games saviour was customising and buying stuff for your station, they have completely dumped this feature for this one, big mistake now it has little appeal as it stands.

You should also be aware these devs and pub never support there games after the initial month of release, and then it is minimal support.. Same mission all over the game keep repeating.. completed in one evening, ablolutly not worth the money.

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