
RESCUE 2: Everyday Heroes Ativador Download [Keygen]



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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. Like it, but it get repetative at times. 7/10. Great fun yet can be frustration if you dont think it through. Characters didn't even do things for you at least a 1/4 of the time, I thought we were done with hard to control games, folks.

Biggest waste of 20 bucks I've seen, I'd rather have spent it on DLC. It's a Emergency Services related games, naturally you see my name pop up here.

Edit: The problem was solved by the Devs in a fast and efficient manner. Bravo !

I haven't played the game nearly long enough for a full review. But from what I have seen so far I think this is a serious contender to give other Titles of the same genre a run for their money.

I am still not sure what I think of the more comic style approach on the graphics, however I love the depth that develops as you progress through the missions. A depth that other titles are sadly lacking. If you have seen my first review of Rescue 1 I pointed out that one of the most frustrating parts is that the water managment shows promise but they bglew it by making the supply hose ridiculously short.

Well they changed that completly around, not only is the supply line nice and long, but you have **Static Drybowl and Underground hydrants and even floating pumps to draft directly from lakes** .

That alone deserves an award in my book, now if we could only get direct drafting engine to engine.

But not enough there, you also got dry risers that allow you to get water at pump pressure to your attack line inside a building. I have to say BRAVO to the developer for taking this to the next level.

As I am progressing in the game I will further this review, but from what I have seen in almost ten hours playing it, I definite must for fans of the genre.

Edit 7/7/2015

My initial verdict still stands, for fans of the genre a must have, however for the casual player i would suggest to look into titles like 911 First Responders or Emergency 5 as those games give you more bang for the buck since they are supporting mods which keeps the games fresh and interesting, this game unfortunately loses is "New Toy" shine after the first 50 Callouts or so.

As I said before, there is a ton of potential but it is unrealized for the most part.

<https://www.youtube.com/watch?v=K2tNSAAIre8>. Needs more missions! Overall good game.. If you are a EMT or a Fire
Firefigther this game is for you.

6 hours long, good enough.. Was fun but got boring very quickly achievements do not work.

Rescue 1 was a lot better so need to find that.

Got refunded. C**p dont buy this.... i played it nd thought great im near the end of the tutorial ill be able to play the game.... but
the game never came it was pretty much it..... your better off buying emergency 17 thats got something going for it

Lot of bug errors and glitches in the system this game is not worth it and everytime you try and operate or give a command nothing happens and the guys wont respond i did read the player manual but it wont respond. I am currently operating windows 10 and i have been in contact with the developers last week but never got back to me. I am having problems with other games as well. What a waist of time not worth the money if this game does not work properly. There is nothing inherently bad about this game, there just isn't anything particularly good either. Everything that is in the game works well, the units and equipment works intuitively, and I had no problems handling any of the missions. This is where the problems start though.

At no point did the game feel challenging. A dispatch gets logged, I have more than enough time to wait for each of my units to arrive at the scene before starting the mission. I couldn't see any reason to start missions when the first vehicle arrived rather than waiting for everyone to be there, the fire always started at the exact same point regardless. Once at the scene, some small fire would start and my crew would have all the time in the world to setup, grab any civilians and casually extinguish the fires. This only gets worse once you unlock access to the water/foam/powder tenders as they can mop up any outdoor fire all by themselves in seconds.

It may be harsh to judge the game based on this, as I suppose it is a more accurate depiction of what actual firecrews face, more chip pan fires than multi-story infernos, however the story missions should have pushed the boat out brought in some terrifying scenarios but instead they all just felt a little limp.

It is a shame, I did want to like this game to be amazing, and it's shortcomings could perhaps be forgiven if this was a first attempt, but from what I read about the previous game, it seems a large number of interesting features and mechanics have actually been removed. Which makes it hard not to see this as a rushed cash grab.. really a good game, its rather repedative at times and the fact that you cant rotate the screen is infuriating. i would reccomend this game but it needs a few fixes such as the rotation of the screen so i could see victoms obscured by the environment. other than that its fun and shows promise. please fix the rotation though as i am courently suck because i cant save one person so i fail.. What do I think about RESCUE 2?

It is great. It is fun and challenging. There are no issues in terms of graphics or gameplay. Very few bugs/glitches were stumbled across while I played this game. Is it better than the last one? No. I only say this because there is not a great variety of fire engines unlike Rescue 1. However, this sequel does not dissapoint, unlike some other sequels. This is a great game for boosting tactical strategy skills. The only negative part of this game is the lack of missions. The amount of story missions (main missions) are too small. If you are reading this while deciding whether to get this game or not, there is only one thing I can say: BUY IT.. Characters didn't even do things for you at least a 1/4 of the time, I thought we were done with hard to control games, folks.

Biggest waste of 20 bucks I've seen, I'd rather have spent it on DLC. Unfinished as f*ck, sadly can't get refunded because Valve is full of greedy pigs.. I love the art style but unfortunately the meager selection in both missions and units is not worth the price tag. At something like \$10 I might begin to recommend it.. Same mission all over the game keep repeating.. completed in one evening, ablolutly not worth the money.

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