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About This Game

You have command of paramedics, fire brigades, police and disaster relief. Send your teams out on tense real-time missions to deal with disasters in Europe's major centres. In the series' most absorbing game yet, you will extinguish major fires, track down buried victims and save whole cities with their populations and landmarks.

Develop your own strategy and remain in control of the situation at all times on sandbox maps.

There are four new single player missions where meteorite strikes threaten the population.

It is 1890. Asteroid Caligula passes the Earth's orbit, coming so close to the planet that fragments breaking off it (meteorites) impact the Earth. A farmstead is struck and destroyed by a meteorite in the Rhine province of the German Empire. The conflagration threatens to spread to nearby towns. In this unique historical mission, the player takes charge of historical units (a pumper and firefighters) to get the situation back under control.

About 100 years later, Caligula is approaching the Earth again. Only this time, it is on a direct collision course with our blue planet. Once again, its coming is heralded by meteorite impacts. The player with his forces and vehicles attempts to contain the local disasters and protect the civilians at three different locations, including the city of Pisa, in which the famous leaning tower is destroyed in a spectacular meteorite strike.

Emergency 2014 includes the entire content of Emergency 2013 and Emergency 2012 DELUXE, and adds countless eventful hours of gameplay, new spectacular videos and new units such as fire helicopters and the historical horse-drawn pumper to the popular series.

Protect! Rescue! Salvage! – Be where you are needed most!

Key Features

- The ultimate collection of the popular simulation series, including new content for additional hours of fun!
- Includes the entire content of Emergency 2013 and Emergency 2012 DELUXE, and adds new units such as fire helicopters to the popular series
- 4 new missions where Earth is threatened by meteorite strikes, including Pisa and a historical bonus mission with horse-drawn pumper
- More than 20 missions and additional sandbox maps as well as unpredictable events

Title: Emergency 2014
Genre: Simulation

Developer:

Sixteen Tons Entertainment

Publisher:

Sixteen Tons Entertainment

Franchise: EMERGENCY

Release Date: 15 Nov, 2013

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Minimum:

OS: Windows XP/Windows Vista/Windows 7/8

Processor: 2.5GHz Processor

Memory: 2 GB RAM

Graphics: DirectX9 compatible PCI Express graphics card (Nvidia 7600, ATI X1800 equivalent or higher) with 512MB

VRAM (not guaranteed to run on mobile graphics cards)

DirectX: Version 9.0c

Network: Broadband Internet connection

English,French,Italian,German







Apart from the minor glitch while rotating the camera view, this game is very fun! I have hooked on to this game since the day I bought it. There are very few games that will get me addicted but this game is an exception. This game has realistic units and different types of emergency vehicles at your disposal! A great game to have in my opinion..... This is a good game, but it is almost the same as 2013.

You must see it as a DLC.

My advise is to wait for a sale.

I bought it for like \u20ac7.00, which is not so much.

I don't think it is worth \u20ac30.00.

- . BEST rescue game ive ever played definitly buy it if you like rts and strategy
- . Only for the patient few. You have to be pretty fascinated with emergencies to be overbearing, luckuly I am for one.

Othierwise you get piled up by frustrations build into most aspects of the game.

On the plus side, you get three games in one (EM 2012-2013 and 2014). As a package the price is ok, but do wait for a sale. Prices have been \u20ac5-10, for which it would be an extremely good game.

I like this game a lot, and it has improved much since Emergency 4. Which means it is playable. For 2014 it is simply not good enough. There are things EM could have learned from even the earliest command and counquer games about unit control, which would improve the game a lot.

It is lagging, hard to control, lacks hotkeys (to the best of my knowledge) and had issues with crashes. Basically I wonder if the developers forgot to test the game. Especially since it is uninstructive and without any levels, e.g. easy-hard for campaigns. Because of lagging and other issues I also miss a half speed, or any other way of cleaning up during challenges.

Being an EM geek, former firefighter and all I enjoy the game, but. Is more from the same. Nothing really new from the 2013 version. The multiplayer is basically the same as before.

Thre are new vehicles but not worth to upgrade. It's a fine fame for new players, but for who already played this on previous versions not worth to pay such money,

This should be free from the owners of 2013.

And beside that, the game needs improvements in what concerns to the way of play. Sometime it's impossible no deal with all the vehicles and mens, specially when they get stuck somehere. Some AI could be usefull.

Conclusion:

No recommend for old players

Recommend for new players but at half price or less - full price is too much for this.. i love this game just wish that it was a little bit cheeper.

Aparently, according to the developer this game is not intended to run on windows 8 operating system and they have no intention of making this game compatible with that. I recommend saving your money and spend it elsewhere.. After playing this game of a bit, i found to be actually quite enjoyable. There are some missions that are cake. Then there are missions which will make you pull out your hairs. but then, one playthrough, something just clicks. you suddenly make all the right moves. and it feels so satisfying.

I will recommend tackling Endless mode if you want to practice techniques or sharpen your mind before taking on the Campaign levels. because those actually have a tendency to throw curveballs at you.

To play this game will require a quick mind, there will be no shortage of challenges to overcome. I would recommend this to anyone looking for a game that will test their mettle. Weirdly compelling fun for a while, and there's certainly something nice and different about an RTS where you're not trying to blow stuff up. I like the level of detail involved but there's just too much multitasking to really appreciate it. The absence of being able to pause to give orders makes it worse, hobbling the player's ability to play strategically (chopping down trees to slow down a forest fire for instance, instead of just spamming water tenders). Those with the reaction speed for this game will find it disappointing and those without will find it frustrating.. ENG:

Very fine strategy game, testimonial! C:

FIN:

Ihan hyv\u00e4 strategia peli, suositteluni! C:. This is a very interesting concept of a game, and the missions are quite interesting, and there's a rather nice freeplay mode... the problem is, the controls are rather... awkward. Your emergency personnel have almost no independent initiative whatsoever - for instance, in order to recover a casualty, you need to order your ambulance to move to them, order your paramedics to get out of the vehicle, order them to pick up the casualty, order them to return to the ambulance, and then (if in freeplay) order them to return to base. Generally, unless given explicit orders, your units won't do anything on their own... and complicating things, the interface for selecting and controlling your units is awkward.

Civilians are even worse. Its not that they panic upon seeing danger or anything, they just don't notice. They'll happily walk into a fire or a poison cloud... or, popularly, an electrified wire. You're supposed to be able to order police to establish a cordon, but this requires so much handholding it's almost pointless.

That said, if the concept appeals to you, the game is quite fun. It just has quite a few rough edges. Get this game if you love the concept of controlling emergencies and saving lives. It is absolute fun! More fun than it should be in fact. Espically in free play mode, yeah you can't mod the game. But big deal, the game is very fun on it's own. Challenge mode can get very hectic as there will be mulitple events you will need to control. Like in one section of town, there will be a massive fire that you will need to put out. A nasty traffic accident in another, and a bank robbery\bombing of a public area. These are events that you are in charge of handling. But man, when you do. You feel like a hero and when you fail it is the worst feeling in the world. Because usually it is due to a mistake on your part.

Overall, very pleased with my purchase. Recommend it to the fullest extent. Emergency 2014 is a great game that holds the content from Emergency 2012, 2013 and new content for 2014. While the 2014 content is just new campaign missions, they are pretty cool.

For those new to the Emergency series, the game has you running the role of a dispatcher, dispatching fire, EMS, police and engineering classed vehicles to various emergency situations, such as heart attacks, fires, prison breakouts, or broken railway crossing sites.

Many bugs in the 2013 and 2012 content have been fixed in this release, which increases the playability of the game.

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