

EMERGENCY 3 - Mission: Life

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'EMERGENCY 3 - Mission: Life' was released on the 21th of January 2005 by the developer Sixteen Tons Entertainment and the publisher Take 2 Interactive.

The third part of the EMERGENCY series offers 20 missions with increasing difficulty levels. Beneath the already known units, the player can control units and squad members based on the German 'Technisches Hilfswerk (THW)'. The units are called 'TEC' in the game. The graphical engine is based on the Trinigy Vision Engine and EMERGENCY 3 is the first EMERGENCY game that offers real 3D graphics.

Beneath the campaign with 20 missions the game also has a freeplay mode. The player controls a whole city and saves the citizens from incidents.

1 Editor

The included editor and mod loading system offers the creation of new missions and vehicles for the first time in the EMERGENCY game series.

2 Missions

Mission number Mission name

1	A road accident near the construction site!
2	A stud farm on fire!
3	Traffic check!
4	Illegal road race!
5	Multiple crash
6	An accident while bunjee jumping
7	A tanker smashes into a house
8	Collapse of an adventure waterpark
9	Avalanche disaster
10	Violent demonstration
11	Bomb scare in the cinema complex
12	Crash of a military test aircraft
13	A train is about to ram into the station concourse
14	A sniper threatens the town
15	Gale Front

16	Demolishing a high rise building
17	Derailment of a train
18	Explosion in chemical factory
19	Climatic upheavals
20	Terrorist attack: dirty bomb

3 System requirements

3.1 Minimal requirements

CPU with 1,2 GHz

256 MB RAM

Operating system Microsoft Windows 98/Me/2000/XP

DirectX9 sound card

DirectX9 AGP graphics card NVIDIA GeForce 2 or similar GPU with 32 MB RAM

CD-ROM or DVD (Original disk has to be inserted the whole time playing the game)

1 GB HDD space

Mouse

3.2 Recommended requirements

CPU with 2 GHz

512 MB RAM

Operating system Microsoft Windows 2000/XP

DirectX9 sound card

DirectX9 AGP graphics card NVIDIA GeForce 2 or similar GPU with 64 MB RAM

CD-ROM- or DVD (Original disk has to be inserted the whole time playing the game)

2 GB HDD space

Mouse with wheel

4 Cheats

In order to activate the cheat mode, you'll have to enter '**HOCUS**' in the main menu. You can read '*Cheats activated*' on the screen if you were successful.

The following cheats are available:

- **Strg+Shift+F10** - All missions and medals are available!
- **Strg+Shift+F11** - 100.000 Credits
- **Strg+Shift+F7** - Win the running mission
- **Strg+Shift+F8** - Loose the running mission
- „**MARVEL**“ - A robot appears on the screen