

EMERGENCY DS

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At the end of 2008 the EMERGENCY series was introduced with 'EMERGENCY DS' to mobile gaming for the first time. The game was released for Nintendo's handheld system 'Nintendo DS'. At the moment there are two DS titles available. In difference to the main series, the controls are very simplified and optimized for touch controls.

1 EMERGENCY DS

With 'EMERGENCY DS' the first mobile title of EMERGENCY was released on the 26th of November 2008. The game has five different scenarios, each including four missions.

Mit „EMERGENCY DS“ wurde am 26. November 2008 erstmals ein EMERGENCY-Titel für Nintendo's Handheld Nintendo DS veröffentlicht. In insgesamt fünf verschiedenen Szenarien müssen jeweils vier verschiedene Missionen bewältigt werden.

The graphics engine is based on [EMERGENCY 2: The Ultimate Fight For Life](#) and also the missions were taken from the game in a very adapted way. The controls of EMERGENCY DS were optimized for the touch screen of the Nintendo DS.

1.1 Missions

Mission number Mission name

1	In the town
1.1	Traffic accident
1.2	Building fire
1.3	Raid on gasoline station
1.4	Gas explosion
2	Multiple collision
2.1	Start the rescue!
2.2	Fires
2.3	The center of the accident
2.4	Town in danger
3	Forest fire
3.1	The forest is on fire!
3.2	Refinery in danger
3.3	Helicopter crash!
3.4	Fires are moving towards the town!

- 4 Airport catastrophe
- 4.1 Airplane crash!
- 4.2 Chaos on the airport!
- 4.3 Clear the runway!
- 4.4 Clearing work
- 5 Earthquake
- 5.1 Missing person!
- 5.2 Attention, electricity!
- 5.3 High speed train derailment!
- 5.4 Plunderings!

== [EMERGENCY 2012](#) DS ==

Nearly at the same time with '[EMERGENCY 2012](#)' the second Nintendo DS game was released on the 30th of November 2010. In comparison to the predecessor the controls and help system was improved. The missions are based on the PC game '[EMERGENCY 2012](#)'.

The graphic engine is based on the first version and the PC game [EMERGENCY 2: The Ultimate Fight For Life](#), but the assets very improved and enhanced in a massive way. The soundtrack of the game was composed from scratch.

1.2 Missions

The mission list is incomplete