# Fire Tycoon AUSTRIA

# Game guide

**Your fire brigade. Your place.**



**Free to play in the browser: fire-tycoon-austria.at**

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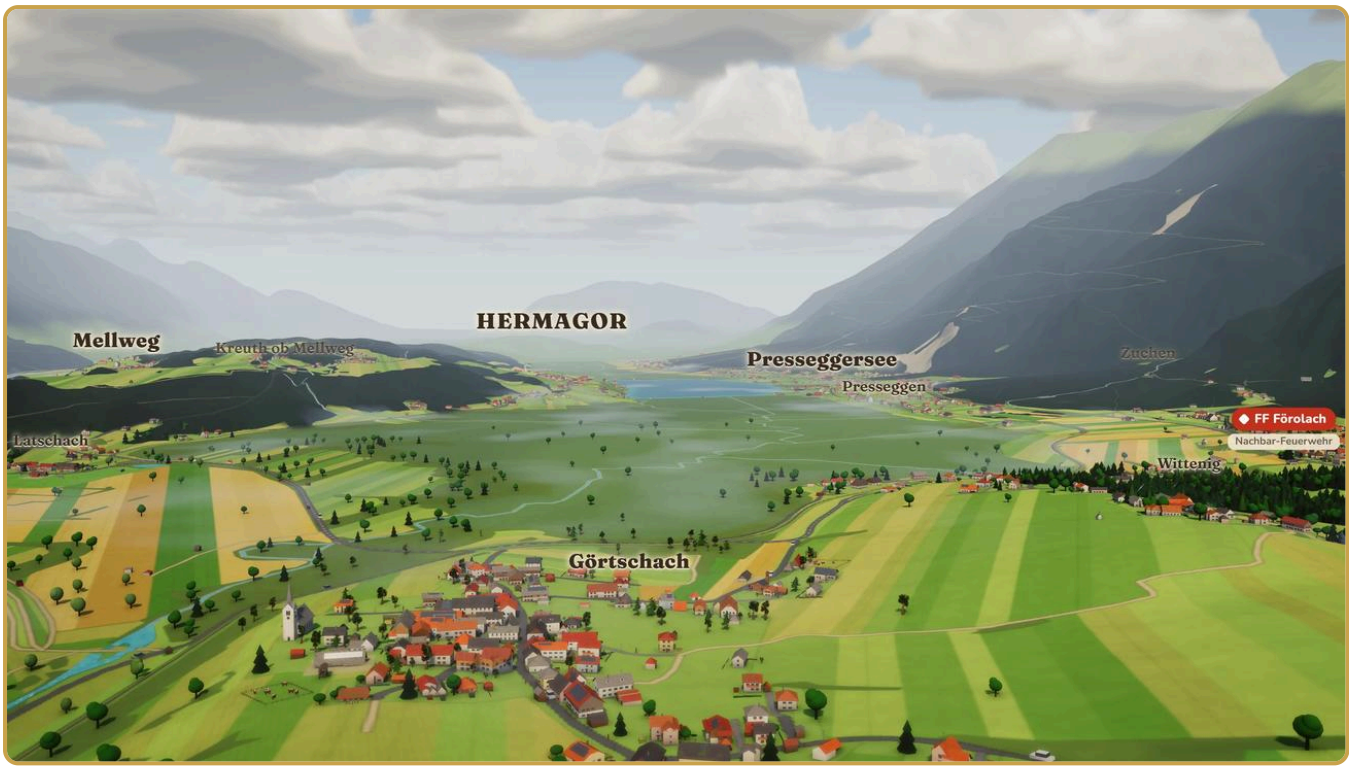
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# 1. In brief




**Görtschach in the Gail valley: the map is built from real map and elevation data.**

In Fire Tycoon Austria you run a volunteer fire brigade – a Freiwillige Feuerwehr, or FF for short – in your own village or town. The map is built from real map and elevation data: your streets, your stream, your mountains, as a lovingly made miniature world. You build the Rüsthaus (fire station), turn out for call-outs, train your people, hold festivals and let your brigade grow step by step. The game is free, with no subscription, no adverts and nothing to buy.

# 2. Getting started




**The start screen with the place search.**

All you need is an up-to-date browser; there is nothing to install. The game plays best on a gaming PC or laptop with a mouse, where the graphics look their best and the controls are most precise. It also works on tablets and phones.

**Guest or account:** The start screen gives you three ways in:

- **„Als Gast spielen“** (play as a guest) – start straight away, but your saved game stays in this browser only.
- **„Konto anlegen“** (create an account) – with an email address, a nickname and a password. Then you can play on several devices and take part in the leaderboard.
- **„Anmelden“** (sign in) – if you already have an account.

If you start as a guest, you can sign in later; your saved games come with you.

**Find your place:** At „Wo ist deine Feuerwehr zuhause?“ (where is your fire brigade based?) type in your village or town and press „Los geht’s“ (let’s go). If the name exists more than once, you choose by municipality (Gemeinde) and district. A short film plays while the map loads.

**Place your Rüsthaus:** A flag shows where the real fire brigade of your place stands – but you don’t have to stick to it. Press „Rüsthaus platzieren“ (place fire station) and move the mouse over the map (on a phone: tap the spot). The door turns to face the street by itself. If the spot works, it says „Guter Bauplatz – klicken zum Bauen“ (good building site – click to build); if not, it tells you why. If the real fire station is in the map data, „Am echten Standort“ (at the real location) puts your Rüsthaus exactly there. You can move it again at any time later.

**The first hour:** As soon as the Rüsthaus stands, your FF is founded and the clock is running. The Kommandobuch (command log) welcomes you: a good twenty members, an old light fire engine with a portable pump trailer, and €8,000 in the Kameradschaftskasse (the brigade's own club fund). Then it stays quiet – time to get to know your people: Who lives close by, who commutes, who is trained in breathing apparatus? On the first night, shortly before midnight, the siren wails: chimney fire. In the morning the first morning report arrives, and from then on things can start at any moment.

To start with:

- [ ] look at the crew list
- [ ] schedule your first drill
- [ ] plan a festival or the Haussammlung (door-to-door collection)
- [ ] press „Mitfahren“ (ride along) at the first alarm
- [ ] accept the application in the morning report

## 3. Controls




**The game view: the time bar with municipality budget, club fund and reputation at the top, the command book on the right, the toolbar at the bottom.**

| | Mouse and keyboard | Phone and tablet |
|---|---|---|
| **Pan** | drag with the left button, W A S D | one finger |
| **Rotate and tilt** | drag with the right button or the mouse wheel held down; Q/E rotate, R/F tilt | twist two fingers; move two fingers up or down together |
| **Zoom** | mouse wheel | two fingers |
| **Face north** | Home (Pos1) or N, or the compass at the bottom right | compass |
| **Back to the Rüsthaus** | H or the red map pin | red map pin |

If you drag upwards, the view gets flatter, all the way up into the sky. You set sensitivity and mouse buttons under cog → „Hilfe“ (help) → „Kamera“ (camera).

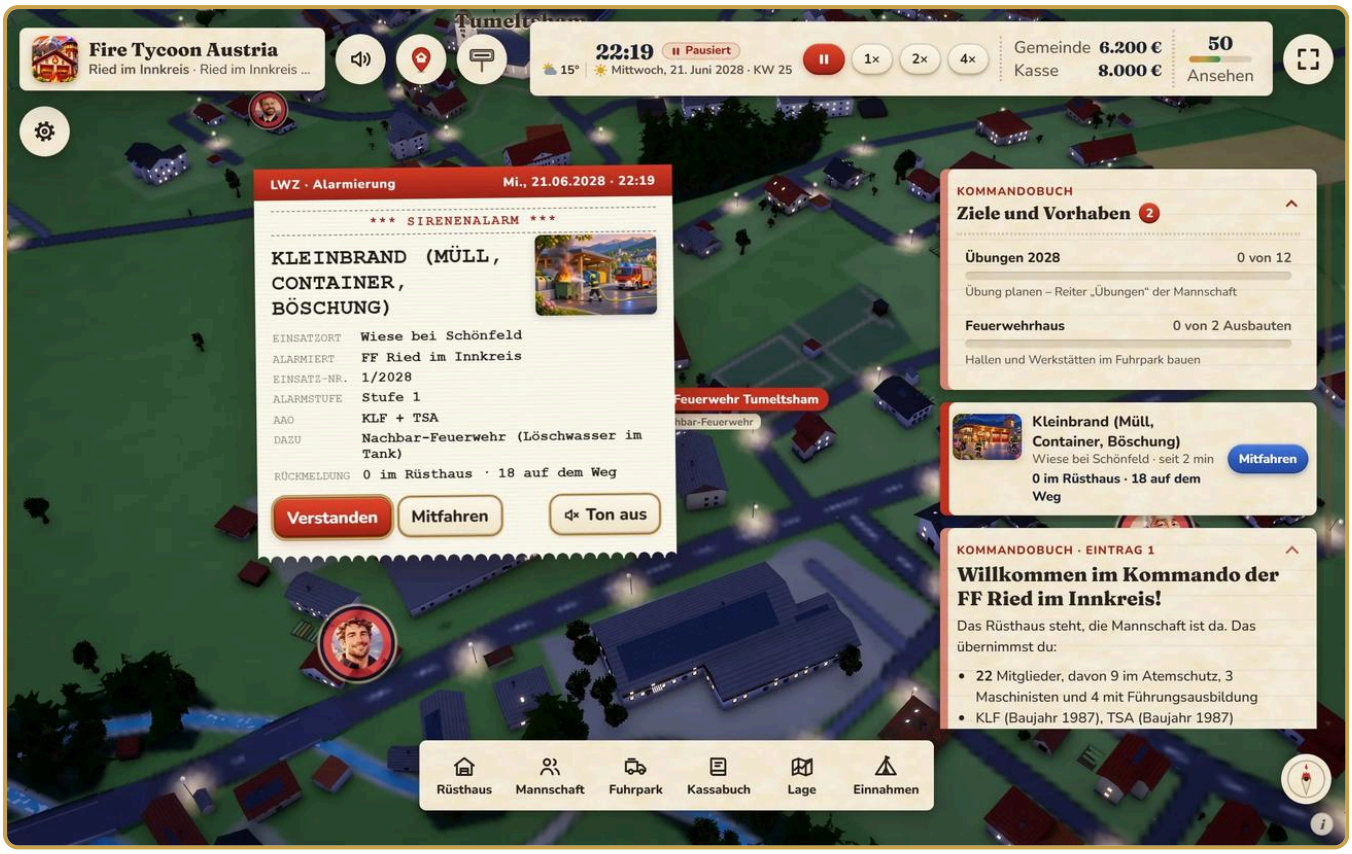
**Time:** At normal speed a game day lasts twelve minutes, with day and night. In the calendar it counts as a whole week – a game year has 52 game days. You choose the speed in the time bar: pause (space bar), 1×, 2× or 4× (keys 1, 2, 3). An alarm switches to 1×, and afterwards it goes back by itself.

### What’s where:

- **Top:** the title card with your place, the speaker (mutes everything), the red map pin, the street sign (street names on/off), the time bar with clock, date, weather, speed, **„Gemeinde“** (municipal budget), **„Kasse“** (club fund) and **„Ansehen“** (reputation), and at the far right full screen and the cog with all the settings.
- **Top left:** the small map of your response area; tap a call-out to fly there.
- **Right:** your goals with progress bars, the call-outs, and the Kommandobuch with the morning report and letters. If something goes wrong, „Was jetzt?“ (what now?) appears at the top.
- **Bottom:** the toolbar with „Rüsthaus“, „Mannschaft“ (crew), „Fuhrpark“ (vehicle fleet), „Kassabuch“ (cash book), „Lage“ (situation) and „Einnahmen“ (income).

You close windows with the green cross, with Esc or by clicking next to them. On a phone, a lot is tucked away in the menu button at the top right.

# 4. Alarm and call-out




Alarm at night: the fax reports the call-out.

**The alarm:** When an emergency call comes in, the dispatch centre of your Bundesland (federal state) alerts your FF. The **Alarm-Fax** appears in the middle: type of call-out, location (only the village and the area, never an address), alarm level, which vehicles go, what is missing and who has already responded. For urgent call-outs the siren wails; otherwise the pagers go off.

**Turning out:** Your firefighters hurry through the village to the Rüsthaus as round portraits; the rim shows their rank (red for the rank and file, silver for Chargen (NCOs), yellow for officers). Who turns up depends on the time of day, their job and their motivation – on weekdays during the day the commuters are missing, while on public holidays and in the school holidays more people are at home. Then the vehicle drives over the real streets with blue lights, in slow motion, so you can see everything. If you are short of equipment, the neighbouring brigade comes as well; the call-out stays yours.

**Riding along:** With „Mitfahren" the camera follows your vehicle. In the bar at the bottom you have the **Fahrersicht** (driver's view, key V) from the cab with steering wheel and speedometer, the **Navi** (satnav, key N) with route and time remaining, and **Aussteigen** (get out).

**Walking with the incident commander:** Once the first vehicle has stopped, you get out with the crew commander and see everything from his eye level. He only moves when you move him: dragging the mouse looks around, a click on the ground walks there, W A S D work too, and the mouse wheel or V shows him over the shoulder. On a phone, your thumb steers at the bottom left. The radio traffic runs along as subtitles, right up to „Wasser marsch!" (water on!). Esc takes you back. It changes nothing about the call-out itself – it is there so you can live through it.

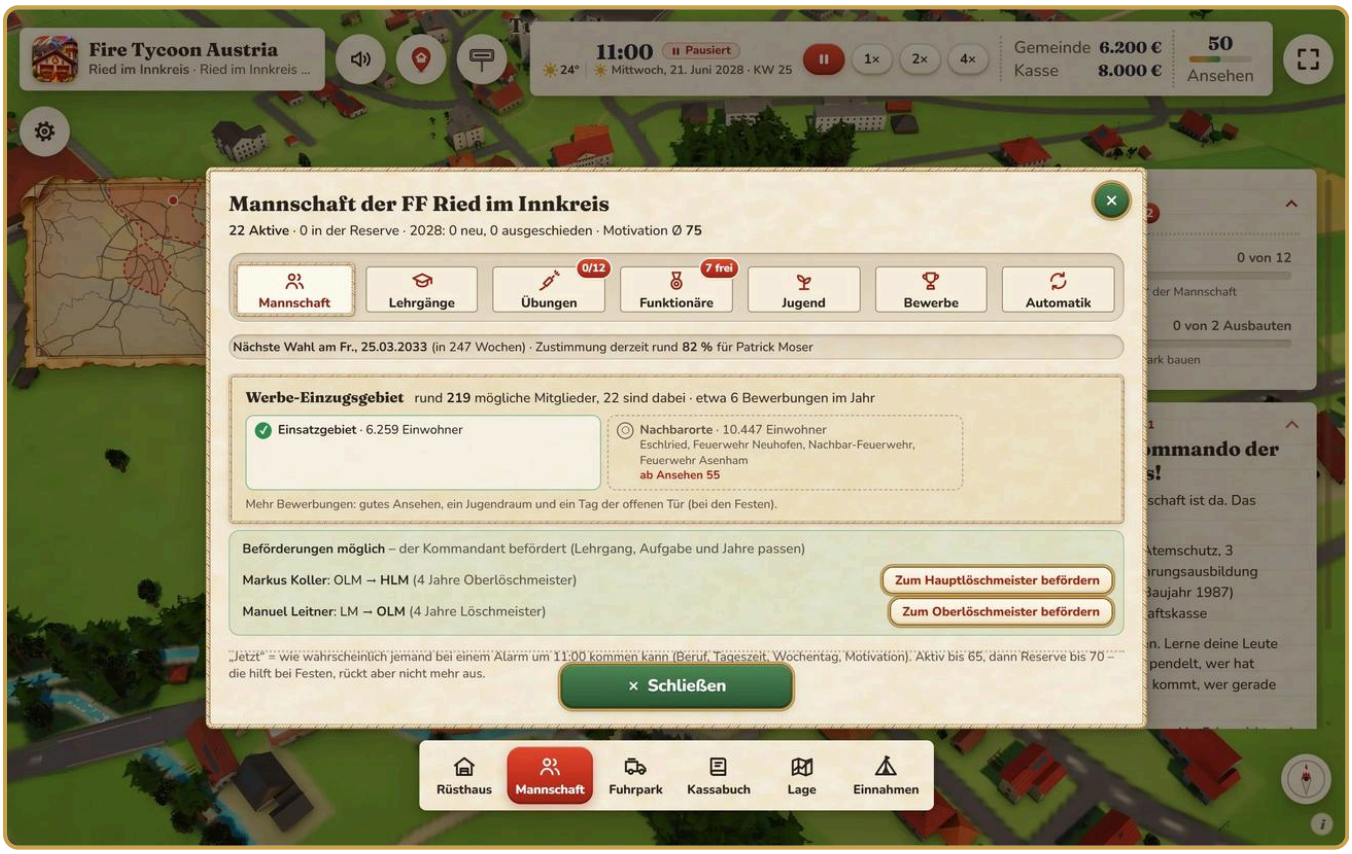
**Situation reports:** At house and barn fires, field fires and road accidents with trapped people, the incident commander asks you: interior or exterior attack? Gentle or immediate rescue? Raise the alarm level so that neighbouring brigades move up? The game waits until you decide – or you press „Einsatzleiter entscheiden lassen“ (let the incident commander decide). How well he leads depends on his training.

Ambulance, police, emergency doctor, mountain and water rescue and the road maintenance service join in when it fits.

**Return and report:** Afterwards the crew drives home. Hoses go into the wash, breathing apparatus cylinders are refilled; the call-out bar tells you what the vehicle is still waiting for. The **incident report** shows the rating, who was in charge, which partners were there, what the municipality and the club fund receive or pay, and how your reputation changes.

When the neighbours have big call-outs, the dispatch centre calls you in for **mutual aid**.

## 5. Your crew




**The „Mannschaft“ (crew) window with courses, drills, officials, youth and competitions.**

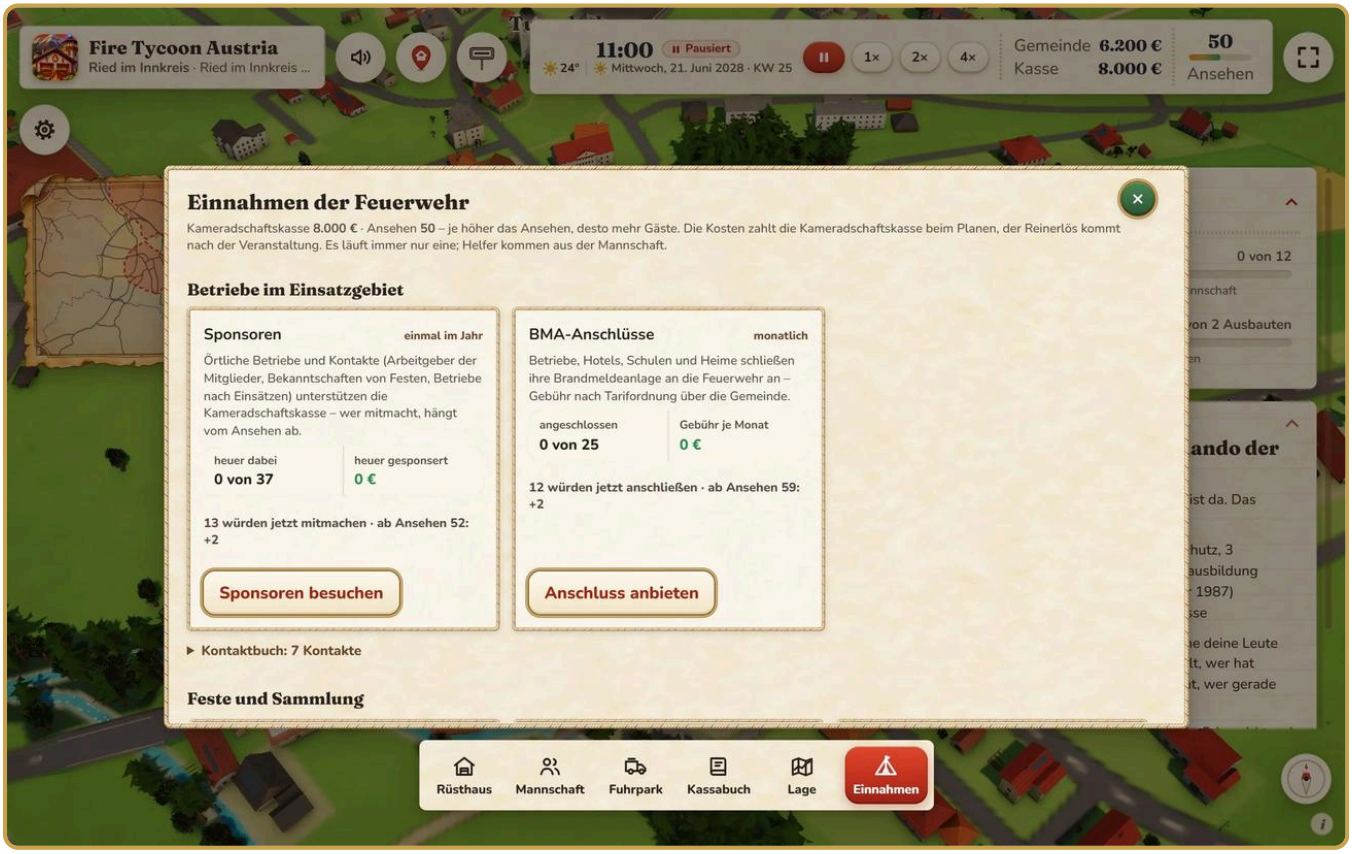
Under **Mannschaft** you find the tabs „Mannschaft“, „Lehrgänge“ (courses), „Übungen“ (drills), „Funktionäre“ (office holders), „Jugend“ (youth), „Bewerbe“ (competitions) and „Automatik“ (automatic).

- **Members:** The list shows rank, job, courses, journey to the station, motivation and how likely someone is to answer an alarm right now. Good call-outs, festivals and new vehicles raise motivation; anyone who stays unhappy for a long time leaves.
- **New people:** Applications come in the morning report – „Aufnehmen“ (accept) or „Ablehnen“ (decline). Newcomers are on probation for a year.

- **Your own names:** Tap a name and enter your real fellow firefighters. The names stay in your saved game and never appear anywhere in public.
- **Ranks:** The rank and file move up by themselves. You promote Chargen and officers when course, role and years fit – then there is a green button next to the name.
- **Courses:** Dates at the state fire service college or in the district. The star shows the next step towards a leadership role.
- **Drills:** Drill evenings on fire attack, technical rescue or breathing apparatus make matching call-outs go better. How many are compulsory is set by your Bundesland.
- **Office holders:** Treasurer, secretary, equipment officer, breathing apparatus officer, two youth leaders and public relations – each post brings an advantage.
- **Youth:** With two youth leaders you apply to the municipal council for a youth group. At 15 the young people move up into the active service.
- **Competitions:** A competition team of nine people trains and enters the state competition once a year – for bronze or silver.
- **Election:** Every few years the crew elects the commander; the list shows your approval. If it is not enough, the deputy takes over and the fire brigade carries on.
- **Automatic:** For each task you choose „selbst“ (yourself) or „Automatik“ (automatic). What you plan yourself has a fuller effect.

If your FF falls below the minimum number of active members that your Bundesland requires, you get an advance warning with a deadline.

# 6. Money




The „Einnahmen“ (income) window: festivals, the collection, sponsors and fire alarm systems.

Your FF has two separate funds; both are shown in the time bar, and a click opens the **Kassabuch**.

**Municipal budget:** The municipality is the body that maintains the fire brigade. From its money you pay for vehicles, the Rüsthaus, clothing, maintenance, fuel and loss of earnings. Whatever is left at the end of the year goes back. At the turn of the year comes the **budget meeting** with the mayor: you can renegotiate once and apply for a **reserve**, so that the rest is kept for larger purchases.

**Club fund:** The FF's own money – it does not expire. From it you pay for team spirit, youth work and projects such as a crew outing or a defibrillator for the village. Every buy button shows who pays – the municipality pays for equipment first, and only then does the club fund step in.

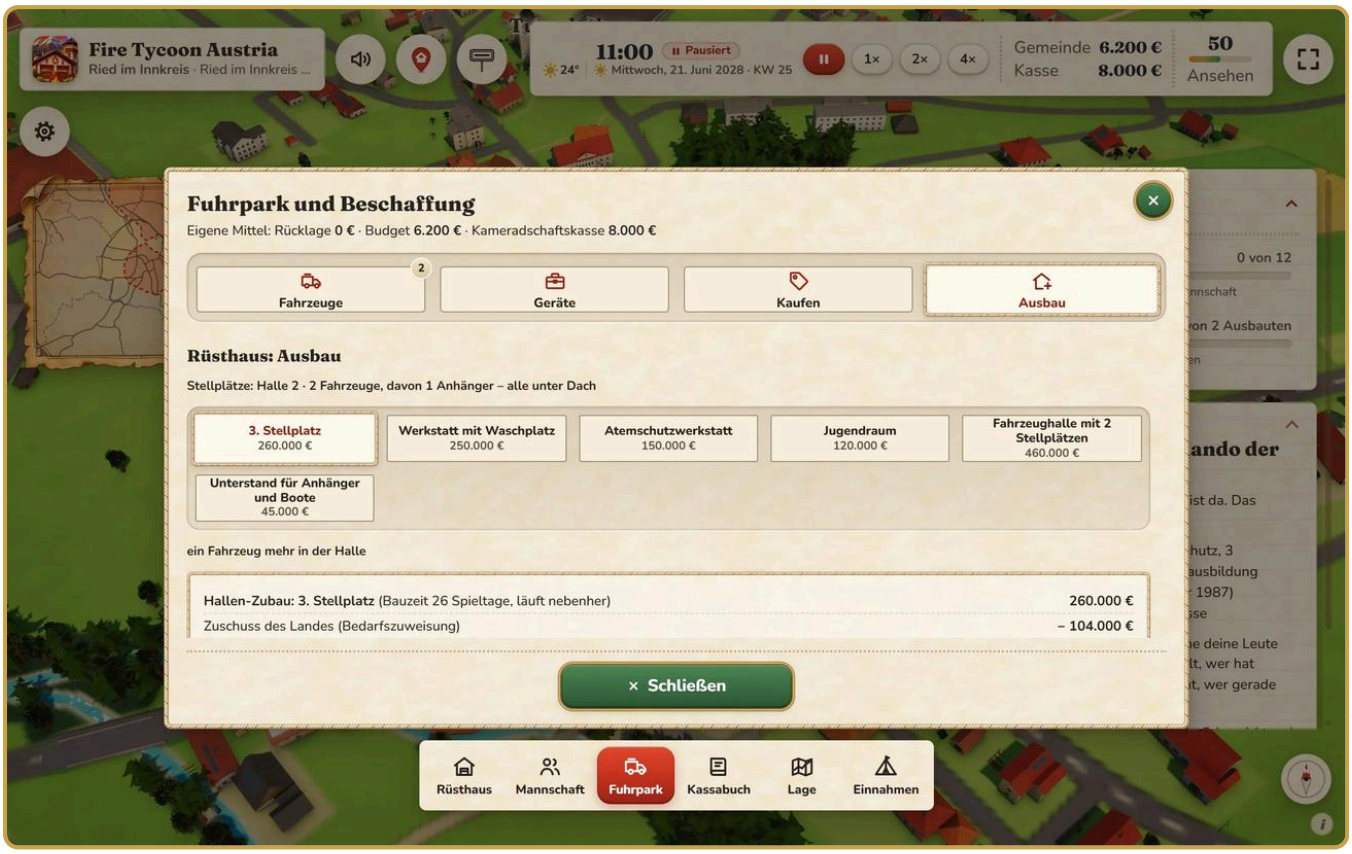
**Income** (toolbar):

- **Zeltfest** – tent festival (May to September)
- **Kirchtag bar** – drinks at the village fair (June to September)
- **Feuerwehrball** – fire brigade ball (January and February)
- **Frühschoppen** – Sunday morning drinks (April to October)
- **Advent stall** (November and December)
- **Haussammlung with calendar** (once a year)
- **Open day** – hardly any money, but new applications

The takings depend on reputation, weather and helpers. During the festival the tent stands next to your Rüsthaus on the map. On top of that there are **sponsors**, **contacts** with your members' employers, donations after call-outs, and businesses that connect their **fire alarm system**.

**Grants:** For vehicles, extensions and equipment, the state or the state fire brigade association pays a share – it differs from Bundesland to Bundesland. Grants are a bonus; you can always buy. Small places get their own „Ausgleich des Landes" (state equalisation payment). If the money is not enough, you ask the municipal council for **special funding**.

# 7. Expanding the Rüsthaus and fleet




**The fleet window on the „Ausbau“ (expansion) tab: bays, workshop, breathing-apparatus workshop and youth room.**

**Vehicles** (Fuhrpark → „Kaufen“ (buy)):

- **order new** – with a grant, delivery runs in the background
- **demonstrator** – there at once, a bit cheaper, not always available
- **used** – there at once, much cheaper, no grant

Which vehicles there are depends on the Bundesland. You can only sell your last fire engine if you replace it.

**Extensions** (Fuhrpark → „Ausbau“ (expansion)) – no upper limit, and several at the same time:

- **Bay extension** for more vehicle spaces
- **Workshop with wash bay** – vehicles ready again faster
- **Breathing apparatus workshop** – ready for action much faster after fires
- **Youth room** – more applications
- **Vehicle hall** and **shelter**, when the bays are full

This is how the **Rüsthaus** grows into a **Feuerwehrhaus** (fire house: canopy, flags, tower clock) and then a **Feuerwehrzentrum** (fire brigade centre: drill tower, solar panels).

**Equipment** (Fuhrpark → „Geräte“ (equipment)): hydraulic rescue tools, thermal imaging camera, chainsaw, submersible pump, drone and much more, each with its condition and inspection date. If a piece of equipment is missing, the call-out takes longer. You restock hoses and breathing apparatus cylinders in the Rüsthaus window.

To tick off:

- [ ] stores full
- [ ] old vehicle replaced
- [ ] workshop, breathing apparatus workshop, youth room
- [ ] from Rüsthaus to Feuerwehrzentrum

## 8. Growing




**Villach: every real fire brigade appears on the map with its flag.**

A small FF can become a whole network.

**Taking over:** The real neighbouring fire brigades are on the map. A click on their flag shows their status, crew and how they feel about you – mutual aid improves relations. With „Übernehmen …“ (take over …) you offer an investment package, and their members' meeting votes on it. After that the brigade belongs to your network, with its people, vehicles and area. You find brigades beyond the edge of the map under „Feuerwehren im Tal …“ (fire brigades in the valley …). Professional fire brigades stay neighbours.

**Founding a new one:** „Neue Feuerwehr gründen …“ (found a new fire brigade …) in the Rüsthaus window shows places nearby without a station. A member who has done the commander's course goes there as commander, and the new unit turns out straight away.

**Several locations:** You choose the location via the title card. The club fund is shared, and each unit earns money in its own place too. If more than half the fire brigades in your municipality belong to you, you become Gemeindefeuerwehrkommandant (municipal fire chief).

**Stützpunkt (base brigade):** Where state law has Stützpunktfeuerwehren (base brigades) – in the game currently Carinthia – the district awards this status every year by performance, to you as well.

# 9. Weather, seasons and major incidents




**Winter in the Innviertel – the weather decides what happens.**

Every game day has its own weather – sunshine, rain, thunderstorms with lightning and thunder, storms, snow or valley fog – worked out from the climate of your region. The weather decides what happens: storms blow trees down, heavy rain fills cellars, drought brings field fires, cold brings chimney fires. In spring the fruit trees blossom, in autumn the leaves change colour, in winter there is snow, and in Advent the Christmas lights shine.

**Major incidents:** The weather can turn into a storm, flood, snow, forest fire or mudslide. The day before, a warning comes, then the major alarm. A banner below the time bar opens the **„Lage“ window**:

- the **„Jetzt“** (now) box suggests the next step
- you choose whether **the incident commander** sends the vehicles or **you do**
- sectors appear as signs on the map: red is urgent, green is done
- tired crews need relief and food, and sandbags help in a flood

At the end comes the final account: the costs are reimbursed, plus thanks from the municipality and donations.

# 10. Leaderboard and Hall of Fame

With an account you can choose to measure yourself against others.

- **Taking part:** You give your consent and choose a nickname; your email address never appears. You can take part if you are at least 14 or have your parents’ consent.
- **Lists:** „Leistung“ (performance), „Einsatz“ (call-outs), „Hilfsfrist“ (response time) and „Ausbildung“ (training) – for Austria, your Bundesland or your district, per season or for all time. Only whole game

years count.

- **Hall of Fame:** Season winners with trophies, and milestones from „Erster Einsatz“ (first call-out) to „Treue 50“ (loyalty 50).
- **Opening it:** Click the title card at the top left, or „Wertungen“ (rankings) in the Rüsthaus window.

You can leave at any time. It is a game ranking – not a rating of real fire brigades.

## 11. Saved games, account, several devices, app

**Saving happens by itself.** Under **„Weiterspielen“** (continue playing) on the start screen you find your places; you carry on exactly where you left off.

**Several devices:** With an account your saved game is also kept on the server, and „Weiterspielen“ then shows places from your other device too. A place is only ever played on one device – if it is open somewhere else, the game asks „Hier weiterspielen?“ (continue here?).

**Nothing gets lost:** Under cog → „Spielstand“ (saved game) → „Ältere Stände“ (older saves) you can bring back earlier saves; deleted places are kept for 30 days.

**Account:** Instead of a password you can also use a **passkey** – sign in with your fingerprint, face or device PIN. Under „Meine Daten“ (my data) you can see what is stored; you can delete your account at any time.

**As an app:** On the start screen it says „App installieren – startet auch ohne Internet“ (install app – also starts without internet). On iPhone and iPad: Share → „Zum Home-Bildschirm“ (Add to Home Screen). The app starts in full screen, and places you have played also work offline.

## 12. Frequently asked questions

### Does the game cost anything?

No. The motto is „Gratis spielen – freiwillig helfen“ (play for free – help if you like): if you want to, you can donate something to a real volunteer fire brigade. The money goes straight to them and gives you no advantage in the game.

### My place can’t be found.

Then there is no finished map for that name yet. Try the spelling on the place-name sign, or a neighbouring village.

### Will my real house burn in the game?

The game picks call-out locations at random. It never names a house number, an address or a resident.

### Does time keep running when I’m not playing?

No. You carry on exactly where you left off.

### The game stutters.

Turn down the graphics quality or the frame rate under cog → „Grafik“ (graphics).

### There are too many or too few call-outs for me.

Cog → „Einsätze“ (call-outs) → „Einsatzdichte“ (call-out frequency): „Wie in Wirklichkeit“ (like real life), „Lebhaft“ (lively) or „Katastrophenjahr“ (disaster year). That is also where you let the incident commander decide by himself.

### What happens if things go wrong?

Hardly anything is final: „Was jetzt?“ shows the way back, and before an FF that has become too small is dissolved, there is an advance warning, a deadline and a rescue year. Every Bundesland plays by its own rules, but the law only sets minimum duties and never holds back your growth.

# Your fire brigade. Your place.

Find your place on the map, set up your Rüsthaus and lead your volunteer fire brigade: call-outs, crew, festivals and vehicles. The game world is built from real map and elevation data. Free, without ads, right in the browser.




Fire Tycoon AUSTRIA

**fire-tycoon-austria.at**

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