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## Airport Firefighters - The Simulation Download Windows 10 Free



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### About This Game

#### Discover a passion for firefighting!

Head out on duty with the entire fire department and take on exciting new missions in "Airport Firefighters: The Simulation".

As a member of the busy airport fire department, you and your colleagues work to extinguish large airplane fires and fight through the blazing inferno of the passenger terminal. Drive true-to-life fire engines and tackle blazes with the water cannons.

Fight local fires with the fire extinguisher and fog nozzle, squeeze your way through narrow ventilation shafts, and destroy obstacles with your ax to pave your way to freedom.

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# Airport Firefighters

## The Simulation

In your missions you'll be confronted with fallen buildings, burning office wings and gloomy basements flooded with water, as well as downed helicopters and flaming cargo planes too. For the first time in the series, you can control American firefighting vehicles and complete missions as an American firefighter. Would you rather use a gamepad than a keyboard and mouse? No problem!

Objects such as crates and pallets now react to the water jet, letting you pick up, move and destroy them. Various difficulty levels will help you to survive even the direst of crises. Experience dramatic situations that challenge the hero inside! Whether it's burning engines, an explosion in the passenger terminal or a flaming inferno in the cabin of a jumbo jet – your service counts!



### Features:

- Experience exciting and dramatic situations as a member of the airport fire department
- Head out on duty with the entire fire department, driving firefighting vehicles and using them to tame the flames
- Fight your way through the blazing inferno of the passenger terminal, collapsed sections of buildings, burning office wings and gloomy basements
- Play with either German or American firefighting vehicles and team members
- Drive the faithfully recreated Panther vehicles from Rosenbauer International AG
- Can also be controlled using a gamepad

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- Various challenging difficulty levels
  - Part 3 in the popular Airport Firefighters series

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Title: Airport Firefighters - The Simulation

Genre: Simulation

Developer:

Visual Imagination Software GbR

Publisher:

rondomedia GmbH

Release Date: 13 May, 2015

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**Minimum:**

**OS:** Windows Vista/7/8

**Processor:** Dual-Core® or comparable 3 GHz processor

**Memory:** 4 GB RAM

**Graphics:** DirectX 10-compatible 3D graphics card with 512 MB VRAM and Pixel Shader 3.0 (AMD HD 4870 or higher)

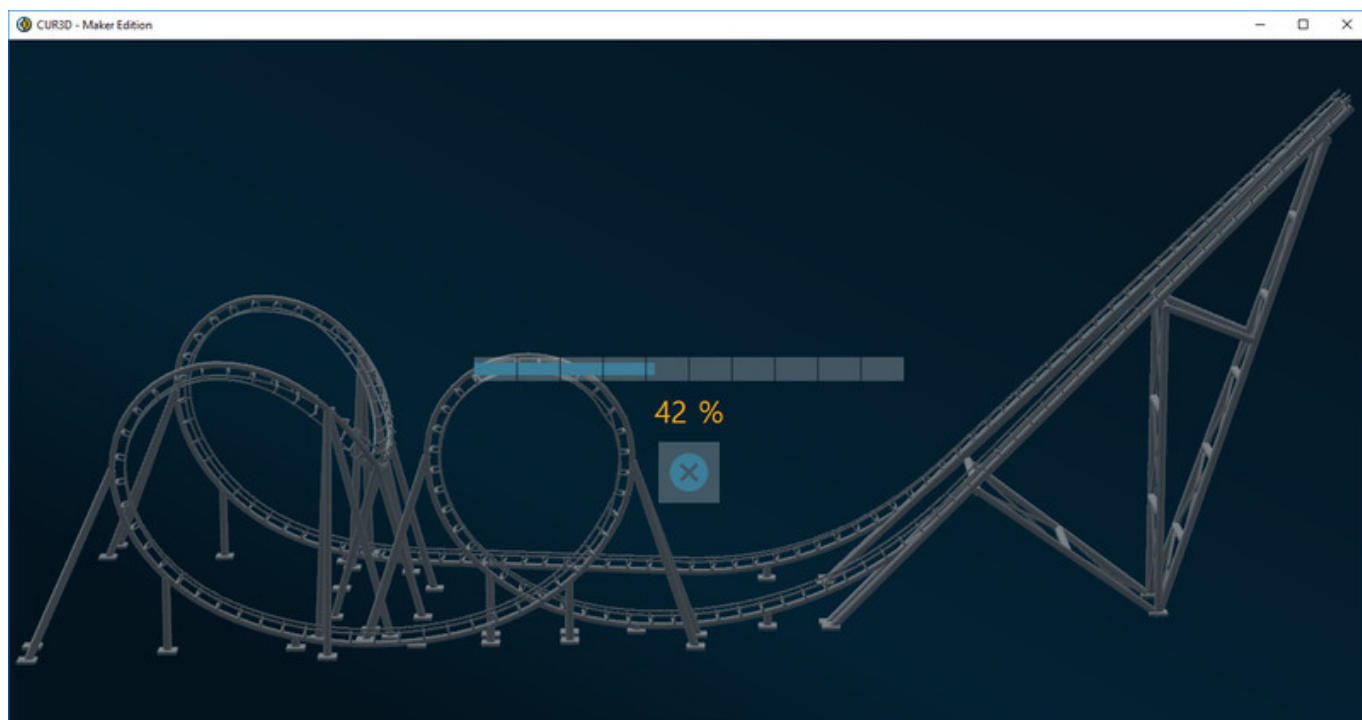
**DirectX:** Version 10

**Storage:** 7 GB available space

**Sound Card:** Sound card

**Additional Notes:** keyboard, mouse

English,French,Italian,German,Russian









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I should say something about how bizarre the last stage is and how the caption is \u2665\u2665\u2665\u2665ed. Is it kind of rapey? Yea. Does this game objectify women? You betcha. However, this game relies heavily on Achievement Completion. I've never really had such an urge to 100% a game since Modern Warfare 2. One by one, I got all three stars on each stage. My patience was tested when I had to sit through all seven stages in free play to get all the other achievements. I would be lying if I said I didn't think of exiting out. But I stood tall, and at the end of this grueling process, became triumphant. Finally, after finding out how to download stage 8, I endured through the whole stage knowing the achievement was within reach. After what had felt like months using the love egg, I knew I finally beat the game.

For what this game is, I cannot recommend it enough. The price is fair, and it gives the player a sense of achievement after completing it, sort of like Banjo Kazooie or Mario Odyssey. This game emits a sense of nostalgia, and brings back a time where video games weren't just an annual shooter or another lazy battle royale. It's a much needed refreshment and I can see this game becoming the next big thing.

And for what it's worth, the tiddie physics is 10/10.. Very good! I really like it.. This game has such a great enjoyable story i hope they make a sequel!. I like it. I don't think this game is for everyone, especially as I admit at times the battles can drag on especially as some objects aren't so widely known to western audiences and the early game is very slow, but I like the story, characters and I find the idea of having to guess who the enemy is Interesting. I think upon reflection it doesn't tell the player that the abilities can be upgraded.

If you like the idea of a Puzzle-RPG, I'd say give it a try. If not either buy on sale or avoid. The tutorial hits you with a lot of information to learn all at once. I feel that if you got the chance to learn one thing, try it out, learn the next, try it out, it would have been an easier way to learn. Still for the detailed oriented player, this may well be the right game for them.

See gameplay at <https://youtu.be/ysR-nvlytcQ>



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This game is squeaking by with a tentative positive rating; it's one of many that make me wish there was an in-between "meh" option.

Graphically it's pretty, puzzles aren't terribly hard, and I enjoy the map system that tells me where I've completed so I'm not wandering in circles. If anything, the puzzles are a little too easy if you're a veteran at minigames.

There is nothing that stands out about the sound quality, but there is no voice work which is a little bit of a turn-off with so many games nowadays having voice acting.

Plot is formulaic but not terribly so.

The major thing I'd want people to know about this is that despite the screenshots looking like your basic HO genre game, there's a reason why it's not tagged that way. There is not a HO aspect to this game at all. Essentially it's a point-and-click game with puzzles, wearing the user interface of a hidden-object game.

My biggest complaint would be the playtime; I finished the entire game in about 90 minutes and there is no bonus content or achievements (or any other extras or frills) that would induce me to play it again. It is definitely NOT worth the full price due to the short playtime and lack of complexity.

However, if you can grab it on sale, it's not a terrible purchase if you take into account the things mentioned above, You're not going to get a really top-of-the-line game, but there are certainly worse options, especially if you (like myself) have practically exhausted your supply of similar games.. I found this game faulty and lacking in fun. They may have fixed the faults but I doubt they managed to make it fun. The second game in the Gundemonium series, and my personal favourite, this game is another great example of the bullet hell genre. The ability to turn around and fire in the other direction is a very welcome addition from the first game, and the stages are designed to reflect this, with enemies coming at you from both sides of the screen rather than just rushing you head on. One minor complaint, the gem system is pretty restricting, and gives the feeling that only very good players will be able to see everything each stage has to offer, although I suppose you could argue that it adds replay value (not that there isn't enough replay value already with all the extra modes). All in all an excellent game, and for the price, well worth buying for any fan of the genre. In fact, if you are a fan of the genre, why don't you have it already?!. This game is LOCAL MULTIPLAYER ONLY!

Music is set EXTREMELY high and can not be turned down.

You're better off actually playing with paper dolls then playing this game.. Abandoned!!!

<https://youtu.be/VX3QDO3rdp28>

[And rather soon, unless it never worked to begin with.. The True Music. Controls well. teleport mechanic allows for different sometimes much more efficient routes through levels. Its largely quite a solid platformer with a difficulty level I like. not too punishing but with the odd tricky spots.](#)

[That said, its very short, with quite a few levels being very similar to each other, and the teleportation isnt enough to make it stand out from being a very standard affair. \(The sound also has some glitches where tracks play over each other, and the ending is just... odd.\)](#)

[An hour of play in a very average platformer is simply nowhere near worth the nearly five pound entry fee. There are far better platformers for less money, and Id take a look at the \u00a34 and under section of steam \(Or even some free flash games.\) before buying this.](#)

[If its on offer for a quid or so, grab a copy. Otherwise I cant recommend this.. Zombie Killtime is a very basic blockish game in which you kill zombies \(as the title suggests\).](#)  
[Nothing too amazing, just kill the zombies before they kill you. The usual stuff.](#)

[Unfortunately, you are unable to save games; so, if you get to level 99, make a mistake and die, then you have to start all over again from level 1. Not impressive; that sort of thing is just a massive time-waster as far as I am concerned.](#)

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The nine achievements are all set for long play time.

\* Make it to wave 100

\* Kill a total of 10000 zombies

\* Earn 1000000 dollars

\* Spend 1000000 dollars

\* Get 10000 headshots

\* Get 10000 longshots

\* Get 10000 one shot kills

\* Kill a total of 1000 bosses

\* Get 10000 melee kills

At this date, your Steam achievements list doesn't show your cumulative totals.

It's obvious from the outset that this is not an advanced and amazing game; so, it's a shame that Steam only has a "Yes" or "No" choice as to whether you recommend this game - there needs to be at least a third option, one which says something like "It's ok for what it is".

That's how I would rate Zombie Killtime, it's ok for what it is. You can see that it's a very basic game, so you should expect nothing more.

However, with all that said, on balance, I have to give this game a thumbs down.

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UPDATE:

I have moved the following section to the bottom of the review, as it is no longer applicable; however, I haven't deleted it from the review altogether as it shows that the developer of this game pays attention to comments and responds, which should be commended.

The game gives you the option to change the keyboard settings, but it actually wouldn't accept the arrow keys instead of the WASD keys - so I wasn't impressed with that.

[UPDATE: This situation has changed, the arrow keys will now work when altered in the settings. Well done to the developer!!!]

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