



Quick Reference Guide

INCIDENT COMMANDER is a game about managing responder teams in a crisis situation. With your firefighters, police, EMS, and public works crews, you respond to sudden emergencies occurring in and around a small community, from an inmate jailbreak to a deadly tornado or raging forest fire. Make your decisions quickly and save the community. The mayor is watching!

Now, pick a mission and go... and good luck!

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- (1) **Selected Unit** – Police
- (2) **Injured Civilian** – Critically injured civilian waiting for first aid and evacuation
- (3) **Fire** – A common hazard
- (4) **Chemical Spill** – Another hazard
- (5) **Unselected Unit** – Firefighters
- (6) **Game Timer/Pause** – Pause the game, speed up the game clock
- (7) **Incident Command Sites** – Place Incident Command sites
- (8) **Play Options** – Call up area map resources, declare incident over, etc.
- (9) **Incident Budget/Public Safety** – Keeps track of budget expenditures and how dangerous it is for the public; green is good, red is bad; impacts final score
- (10) **Mission Objectives** – Tasks you must complete to successfully handle the crisis
- (11) **Mayor** – He watches your progress



- (12) **Events** – Important messages marking critical events that occur during play
- (13) **Unit Status/Orders List** – Shows the selected unit's health status and available Orders; responders can die, so watch out!

FIRST RESPONDERS & THEIR ORDERS

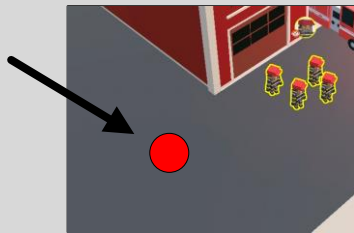
All First Responders have an array of Orders they can conduct during a mission. Some Orders are basic and can be conducted by *all* First Responders, such as *Move* and *Enter Vehicle*. Other Orders are exclusive to the responder's type. The Order of *Fight Fire*, for instance, can only be conducted by Firefighters. Some Orders are only available given the situation. For instance, the *Book* Order for Police Teams is only available if the team apprehends a suspect and moves them to the police station.

HOW TO MOVE A UNIT

STEP #1 – Select team/vehicle by left-clicking on it...



STEP #2 – Right-click on spot you wish to move team/vehicle to...



Team/vehicle will move to selected location...



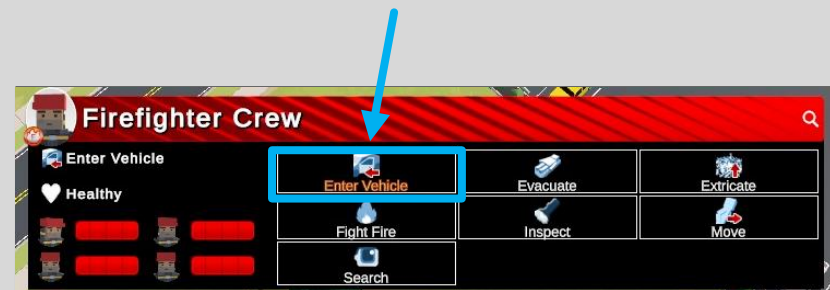
Important: People can be moved into certain buildings; vehicles cannot.

HOW TO GIVE AN ORDER

STEP #1 – Select team by left-clicking on it...



STEP #2 – Select the Order in the Unit Status/Order List at bottom center of screen...

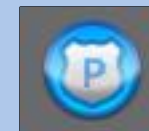


STEP #3 – Follow directions that appear at top center of screen to conduct the Order...





POLICE ASSETS



POLICE TEAM

Police Teams may perform the following Orders:

Move – Press *Shift* key when giving Order to jog faster.

Enter Vehicle

Arrest

Firearm

Search – Choose this Order to examine a searchable location.

Escort – Choose this Order to lead civilians out of harm's way. (Choose *Stop Escorting* to leave them.)

Perimeter – Choose this order to cordon off an area to ensure civilians do not wander into danger.

Load Arrested – Choose this order to load an arrested inmate into a police car.

Unload Arrested – Choose this order to unload an arrested inmate from a police car.

Direct – Choose this order if you need to direct a group of civilians to a specific location.

Evacuate/Release – Choose *Evacuate* to pick up an injured or dead person. Use *Release* to set them down.

Inspect – Choose this order to check out a suspicious item. However, there is significant risk! (K9 and Bomb Techs are better suited for this task.)

SWAT TEAM

SWAT Teams can conduct many of the Orders of a regular Police Team. Their specialty, however, is Firearm. If you need serious firepower, call in SWAT.

NEGOTIATION TEAM

Negotiation Teams specialize in *Negotiate*. Call them to deal with a hostage situation.

K9 TEAM

K9 Teams can conduct many of the Orders of a regular Police Team. Their specialties, however, are *Search* and *Inspecting* suspicious items. Call them in when you are looking for bombs or missing persons.

BOMB SQUAD

Bomb Squads specialize in *Inspect* and *Neutralizing Bombs*. Call these guys in when you find suspicious items.

UAV TEAM

UAV Teams specialize in *Thermal Search*. If you need to find someone, like an escaped inmate, call in a UAV Team.

POLICE CARS, SUVs, & VANS

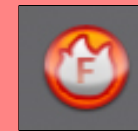
Police Cars, SUVs, and Vans can conduct four Orders: *Move*, *Toggle Siren* (if the vehicle has one and the Team is in the vehicle), *Unload Squad*, and *Unload All*. Their purpose is to convey Police Assets around.

POLICE HELICOPTER

Police Helicopters can conduct an *Aerial Search*, which is helpful when you're looking for a suspect.



FIREFIGHTER ASSETS



FIREFIGHTER CREW

Firefighter Crews may perform the following Orders:

Move – Press *Shift* key when giving Order to jog faster.

Fight Fire

Search

Enter Vehicle

Clear Debris

Evacuate/Release – Choose *Evacuate* to pick up an injured or dead person. Use *Release* to set them down.

Inspect – Choose this order to check out a suspicious item. However, there is significant risk! (K9 and Bomb Techs are better suited for this task.)

Extricate – Choose this order to free a civilian from a trapped location, like a wrecked vehicle.

Throw Bag – Use this order to rescue civilians from flood zones.

WILDLAND FIREFIGHTERS

Wildland Firefighters can conduct some of the Orders of a regular Firefighter Crew. They are specially trained to fight fires in difficult terrain. They can also build a *Fire Break*, which places a barrier between an area and a spreading fire.

HAZMAT TEAM

HAZMAT Teams specialize in *Fight Hazard* to clean up chemical spills. HAZMAT Teams do not take damage from spills but they are vulnerable to fire.

FIRE ENGINE AND HAZMAT VAN

Fire Engines and HAZMAT Vans can conduct three Orders: *Move*, *Toggle Siren* (if the vehicle has one and a Team is in the vehicle), and *Unload Squad*. Fire Engines also provide a benefit to Firefighters when they are close by (this is indicated by the fire hose).

WILDLAND ENGINE

Wildland Engines can conduct the same Orders as a regular Fire Engine, but they also have off-road capability, so they can assist their crews in the woods and fields.

TRACTOR TRAILER

A Tractor Trailer can *Move* and *Unload* and *Load Cargo* (which is the Fire Dozer).

FIRE DOZER

A Fire Dozer can *Move* and build a *Fire Break*, which places a barrier between an area and the spreading fire.

FIREFIGHTING HELICOPTER

A Firefighting Helicopter can *Move* and *Rescue* persons from the ground using a basket. Their primary purpose, however, is to fight forest fires by moving water from water sources to the fire. They do this with the *Fill Bucket* and *Drop Water* Orders.

SAR BOAT

A Search-and-Rescue boat can *Move* and *Rescue* persons trapped in flooded areas. They can also *Search* and *Extricate* buildings in flood zones, in addition to applying *First-Aid* to injured persons and *Evacuating* them.



EMS ASSETS



EMS TEAM

EMS Teams may perform the following Orders:

Move – Press *Shift* key when giving Order to jog faster.

Enter Vehicle

First Aid – If you neglect critically injured persons or *Evacuate* them before administering *First Aid*, they may die. Consider applying *First Aid* as soon as you can.

Evacuate/Release – Choose *Evacuate* to pick up an injured or dead person. Use *Release* to set them down.

Load Evacuated – Choose *Load Evacuated* to load an evacuated civilian into the ambulance.

Unload Evacuated – Choose *Unload Evacuated* to unload an evacuated civilian from the ambulance.

AMBULANCE

Ambulances can conduct four Orders: *Move*, *Toggle Siren*, *Unload Squad*, and *Unload All*. Their purpose is to convey EMS Teams to and fro.

AIR AMBULANCE

The Air Ambulance can *Move* and *Unload* an EMS Team and injured person.



PUBLIC WORKS



PUBLIC WORKS TEAM

Public Works Teams may perform the following Orders:

Move – Press *Shift* key when giving Order to jog faster.

Enter Vehicle

Clear Debris

Utility Work – Choose this order to conduct repair work on a damaged electrical hazard.

Perimeter – Choose this order to cordon off an area to ensure civilians do not wander into danger.

Extricate – Choose this order to free a civilian from a trapped location, like a wrecked vehicle.

UTILITY VAN

Utility Vans can *Move* and *Unload Squads*.

TOW TRUCK

Tow Trucks can *Tow* and *Release* Vehicles that are blocking roadways.



CERT ASSETS



COMMUNITY EMERGENCY RESPONSE TEAM (CERT)

CERTs are trained volunteer responders who can conduct the same orders as an EMS Team, but they also specialize in *Escort*, *Extricate*, *Clear Debris*, *Search*, and use a *Throw Bag* to rescue civilians trapped in flood zones.

CERT VAN

Use the CERT Van to *Move* and *Unload* a CERT around the incident location.



SCHOOL ASSETS



SCHOOL STAFF

School Staff may perform the following Orders:

Move – Press *Shift* key when giving Order to jog faster.

Search – Choose this Order to examine a searchable location.

Escort – Choose this Order to lead civilians out of harm's way. (Choose *Stop Escorting* to leave them.)

Evacuate/Release – Choose *Evacuate* to pick up an injured or dead person. Use *Release* to set them down.

Inspect – Choose this order to check out a suspicious item. However, there is significant risk! (K9 and Bomb Techs are better suited for this task.)

Lockdown/Unlock – Choose this Order to *Lockdown* a classroom; doing so will keep a shooter from getting into the room, and keep the students inside safe.

SCHOOL RESOURCE OFFICER



A School Resource Officer can conduct most of the Orders of a Police Team. However, because he is a single officer, he is not as effective with his *Firearm* as a Police Team.

MOUSE/KEYBOARD CONTROLS

W or up arrow: move camera forward

S or down arrow: move camera backward

A or left arrow: strafe camera left

D or right arrow: strafe camera right

Q, <, or middle mouse button & drag: rotate camera left

E, >, or middle mouse button & drag: rotate camera right

R or Page Up: tilt camera up

F or Page Down: tilt camera down

Mouse Wheel: zoom in/out

Escape: Settings menu



INCIDENT COMMAND SITES



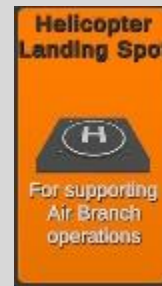
1



2



3



4



5



6



7

- (1) Incident Command Post** – Must be deployed to mobilize resources from nearby towns
- (2) Joint Information Center** – Must be deployed to gather all Media Teams away from the responders so they don't interfere
- (3) Staging Area** – Resources from Off Map will arrive 4 times faster and gather here to await assignment; otherwise, resources arrive slower and gather at the Incident Command Post
- (4) Helicopter Landing Spot** – Needed for supporting Air Branch operations (comes with one helicopter)
- (5) Vehicle Collection Zone** – Crashed vehicles can be collected here (along with their owners) for identification and claim (you may be able to place two VCZs)
- (6) Casualty Collection Point** – *Evacuate* all of the critically injured and dead persons to this point during play
- (7) Evacuation Point** – *Escort* or *Direct* civilians away from the incident site to this point

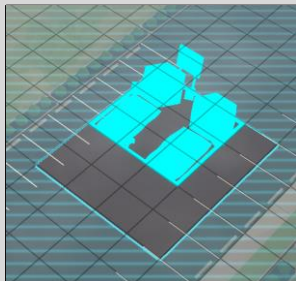
PLACING INCIDENT COMMAND SITES

Step #1 – Select the site you wish to place.

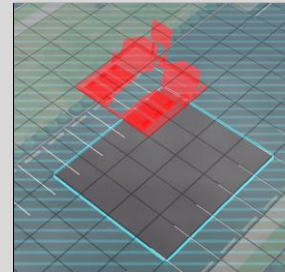


Step #2 – Mouse over the map with the selected site. Notice that certain areas are highlighted with a blue outline. These are areas where the site can be placed. If your cursor/site is blue when it moves into one of these locations, it can be placed there. If red, it cannot be placed.

YAY!!



BOO!!



Step #3 – Left-click on the map to place the site. The site is placed but takes a few seconds to complete. You may not move a site after it is placed.



Ready to receive casualties!

OTHER INCIDENT COMMAND OPTIONS



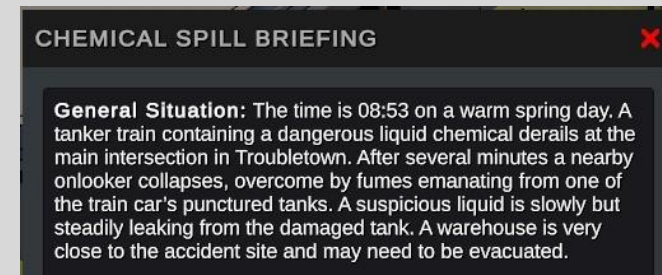
(1) OTHER RESOURCES

Select to call in other resources from nearby areas – *very important to do in most missions*. You cannot call in additional resources without the Incident Command Post deployed.



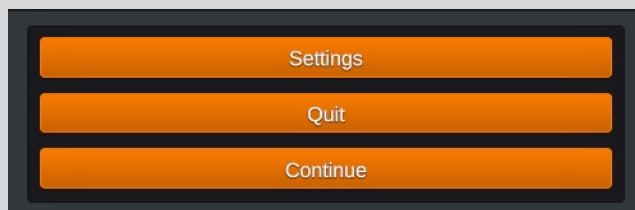
(2) BRIEFING

Select to view a full description of the mission you are playing.



(3) SETTINGS

Select to change game settings.



(4) DECLARE INCIDENT OVER

Select to declare the incident over. You may do this at any time but it's best to wait until you have fulfilled all mission objectives.



ENDING A MISSION



To fully complete a mission, you must clear all Mission Objectives. Once you do so, declare the incident over. This reveals the After Action Report. *You may declare an incident over at any time, but you will not score as well if you end the mission before achieving all objectives.*

You are scored in three ways: trophy, news coverage, and the mayor's mood. The trophy reflects how well you did with Incident Budget. The news coverage indicates how well you did with Public Safety. The mayor's mood is a combination of the two.

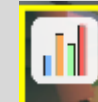
You may review your best achievement on a mission by clicking on the Stats button in the upper left corner of the mission card on the Mission Selection Screen.

Mission Stats

Highest Medal: Gold

Best Mayor Mood: Happy

Greatest Coverage: Glowing



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After Action Report

Building Damage..... 0
Fires Extinguished..... 0
Casualties..... 5
Casualties Collected..... 0
Chemical Liquid Spilled..... 27
Chemical Liquid Cleaned..... 0
Incident Budget..... **Within Budget**
Public Safety..... **Severe Danger**



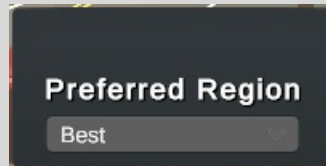
Okay



My, my, my, but that was a disaster! I can't even look at you. What are we going to do now? If you think I'm going out there and taking responsibility for this embarrassment, you're crazy!

MULTIPLAYER FOR 2-4

Step 1



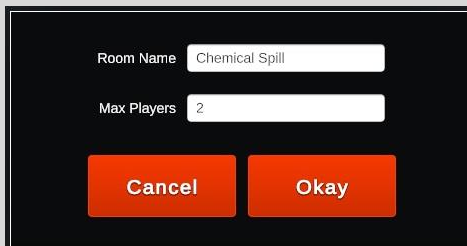
Step 2



Step 3: Choose a name that identifies you in the game.



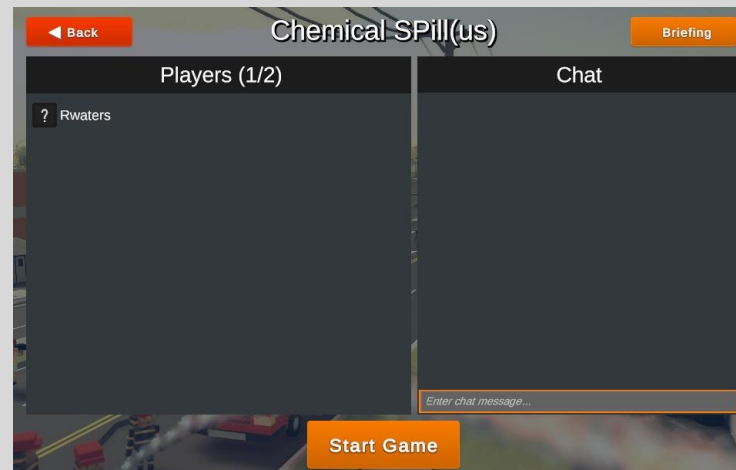
Step 4a: Either host a game and name the room...



Step 4b: ...or join an existing room



Step 5: Wait for all players to join the game.



Step 6: Start the game



No Assigned Roles: There are no assigned roles in *Incident Commander*. You may select any unit/vehicle and give them/it orders. Likewise, the other players can do the same. You may communicate with players beforehand to establish roles if you choose.