Fireworks-Simulator

Manual

Welcome!

Thank you for purchasing **"Fireworks Simulator"**! This manual provides useful tips to help you get started and ensure that you have the best possible gaming experience. The rondomedia and Reality Twist teams hope you enjoy the game!

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Epilepsy Warning

Some individuals may experience epileptic seizures or a loss of consciousness when viewing certain visual stimuli, for example flashing lights or patterns. These individuals are also at risk of experiencing seizures while watching television or playing video games. Even those without any previous related health issues or signs of epilepsy can be affected by this.

The following symptoms are characteristic of photosensitive (epileptic) seizures: blurred vision, eye or facial twitching, trembling arms or legs, a loss of orientation, confusion or momentary disorientation. During a photosensitive seizure, a loss of consciousness or convulsions may cause serious accidents, as these symptoms are often accompanied by falling. If you notice any of the above symptoms, stop playing immediately. It is highly recommended that parents observe their children while playing videogames, as children and adolescents are often more sensitive to photosensitive seizures than adults.

If any related symptoms occur, **STOP PLAYING IMMEDIATELY AND SEEK MEDICAL ADVICE**. Parents and supervisors should keep children within sight and ask them if they have ever experienced one or more of the above symptoms. Children and adolescents have a higher risk of experiencing symptoms of these kinds than adults when playing videogames.

System Requirements

Minimum System Requirements
- Windows Vista/Windows 7/Windows 8
- AMD/Intel 3.0 GHz quad-core processor or higher (Intel Core i7 1st generation or AMD FX 8350 or higher are recommended)
- 4 GB RAM
- ATI/NVIDIA graphics card with at least 1 GB VRAM and DirectX 9.0c and Shader Model 4 support (ATI/AMD Radeon HD7850 and NVIDIA GeForce GTX560 or higher)
- DirectX 9.0c compatible sound card
- 600 MB hard drive space
- CD-ROM drive
- Mouse and keyboard

Installation and Start

NOTE: The product is subject to your acceptance of the terms and conditions of Steam subscriptions ("Steam Subscriber Agreement, SSA"). The product must be activated over the Internet by registering a Steam account and accepting the SSA.

Further Requirements and Help

The installation requires a one-time Internet connection for authentication, as well as the Steam client (included with delivery of the game).

Installation

Please ensure that your computer is connected to the Internet before you start the **Fireworks Simulator** installation process. Insert the **Fireworks Simulator** disc into your computer's disc drive. During the installation process, a one-time online check will be carried out to verify the disc and an activation file will be downloaded which will request a product code.

Insert the disc into your disc drive. After a few seconds, a window will appear on the screen. Follow the instructions for installing the game and select the folder where you would like to install the game. If the program does not start automatically, double-click My Computer on your Windows desktop. Then double-click the disc drive icon followed by the installation file icon **"setup.exe"** in the next window.

Starting the Game

1) First click Start in the Windows taskbar, usually found at the bottom of the screen, and then Programs / or enter the name of the game in the search bar.

2) Use the mouse to select the program group **<Fireworks Simulator>** and then click **<Fireworks Simulator>**.

Alternatively, you can also start the game using the desktop icon.

Uninstallation

Select "Start/Settings/Control Panel/Add or Remove Programs" and select the entry **<Fireworks Simulator>**. Then click the **"Add/Remove"** button. The program, its files and game data will then all be uninstalled.

Individual Settings for Improved Performance

Under the menu option **<Graphics quality>** in the launcher, individual settings can be adjusted to match your PC's configuration. If your PC's configuration meets or exceeds the recommended system requirements, you can set all settings to **<Fantastic>**. If your PC's configuration only meets the minimum system requirements, or if the game stutters or objects are not displayed correctly, we recommend that you change the settings or the resolution to a lower level. You can change the game's resolution under the menu option **<Screen Resolution>**. We recommend selecting your system's native resolution.

Fireworks Simulator
STEAM® Registration
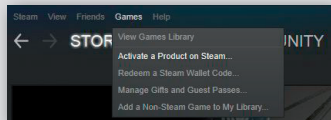
Thank you for purchasing **Fireworks Simulator**. To add the game to your STEAM® Library, open the program and log into your account. Creating an account is free of charge. Once you have logged in, the STEAM® home page will open. Now click on the Games tab, and choose the „Activate a Product on STEAM®..." option from the menu.
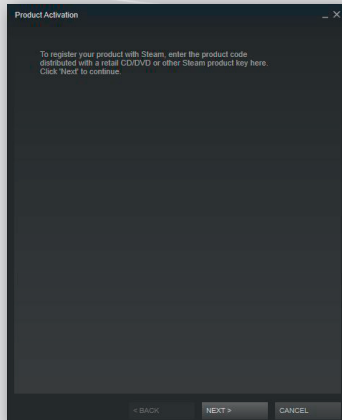
The Product Activation window will then open. Click on „Next" to continue the process.
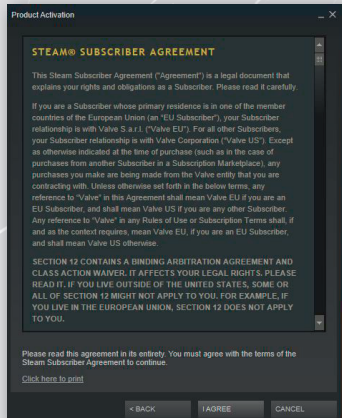
In the next window, you'll need to accept the STEAM® License Agreement to continue. You can then enter the 12-digit STEAM® product code in the next window.
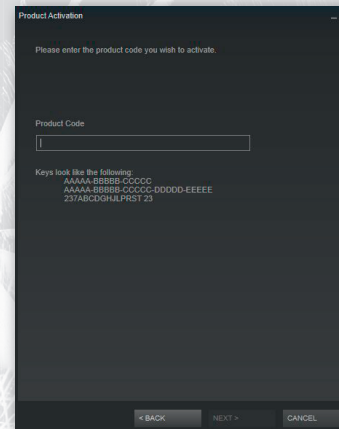
In this window you'll now be asked to enter your 12-digit product code.

Please enter your sequence of digits, with hyphens, into the field marked „Product Code".

Then click „Next" to complete the process.

If the product code entry is **unsuccessful**, please try the following:
- Please check that you have entered your product code correctly
- Zero and the letter "O" are easily confused

Once the product activation is **successful**, you'll have the option of printing a receipt. The game will now appear in your STEAM® Library, where it can be installed and then launched.

Introduction

Fireworks fascination - All eyes are on the sky, the music starts, the first spectacular effects explode high in the air, open mouths, loud „Ooohs" and „Aaahs" from the crowd. Anyone who's ever witnessed live fireworks knows just how spellbinding a well put-together display can be. Attention, all firework fans! Devote yourself to the supreme discipline and create your own, individual fireworks display synchronized to music. Become a pro pyrotechnician!

Main Menu

You can access the game's various sub-menus from the Main Menu.
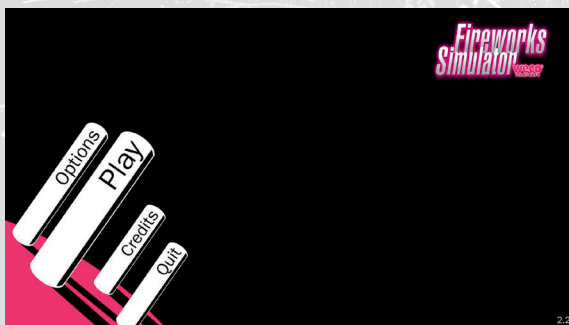
Options
The Options menu allows you to adjust the game perfectly to your system and preferences.

Play
This is where you start your own fireworks display.

Credits
Take a look at everyone involved in creating the game!

Quit
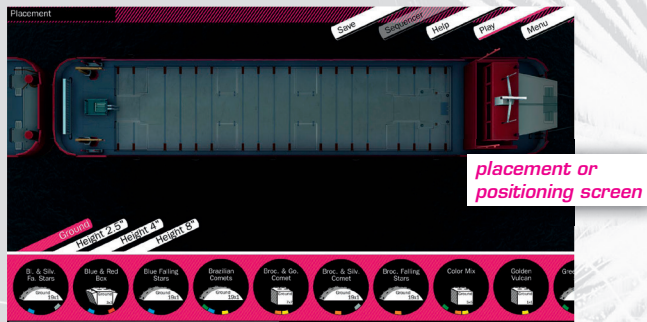Takes you back to your desktop.


The Cologne and …

Munich locations

Start Game

From here you can plan and execute your very own fireworks display. Next choose a firing site. You can choose between Cologne on the Rhine and the Olympiapark in Munich. Cologne offers you the opportunity to set off a fireworks display on the Rhine. Munich's Olympiapark impresses with the possibility of creating a fireworks display using several separate firing sites.

To select one of the two locations, simply click its name with the mouse. The selected firing site will be highlighted in the menu with a pink background. Then click the Play button at the top of the screen to start the game. Now it's time to **select your music**. The piece of music that you select will be played during your fireworks display. A pre-made track (Kamurock) is available for you to use. However, you can also add your own favorite song using the **Import** button. Once you've selected your song, it's time to design your fireworks display. The first screen you see is the so-called placement or positioning screen.

Save   Sequencer   Help   Play   Menu

placement or positioning screen

Ground   Height 2.5'   Height 4'   Height 8'

B. & Silv. Fa. Stars | Blue & Red Box | Blue Falling Stars | Brazilian Comets | Broc. & Go. Comet | Broc. & Silv. Comet | Broc. Falling Stars | Color Mix | Golden Vulcan | Gre

Sequencer   00:00:001

0:05   0:10   0:15   0:20   0:25   0:30   0:35

Brazilian Comet

Broc. & Go. Comet

Sequencer

Blue Falling Star | Red Falling Star | Blue Falling Star | Blue Falling Star | Red Falling Star

In the center of the screen you'll see the firing site. You can move the camera around the site by clicking and holding the left mouse button on an empty space on the firing site and then moving the mouse. In the lower area you'll see four height categories. Once you've select one of them, it'll turn pink. Directly below that, you will find all effects corresponding to that height. To get a better idea of what an effect looks like before placing it, you can simply left-click the effect. A preview window will then open, allowing you to watch the effect on its own. If you then want to **place** the effect, all you have to do is click and hold the effect and drag it to the desired position on the firing site. When you release the mouse, the effect will be placed in that position.

Want to reposition an effect? Left-click the object you want to move once. A semi-circle with arrows at each end will then appear around the selected effect. Now you can use the left mouse button to **reposition** the effect, or the right mouse button to rotate it. To do so, click the effect you want to move or **rotate**, hold the corresponding mouse button and move the mouse. You can close the rotation or repositioning mode when you're finished by double-clicking on an empty area of the firing site.
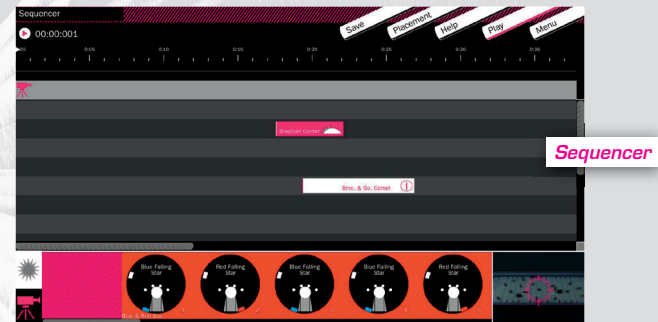
Once your firework racks have been placed, it's time to move on to the **Sequencer**. The Sequencer is used to ignite your effects at the right time and to perfect your choreography.

At the top of the screen, you can see your selected song in gray. Above that there is a time display so that you always know which part of the song you're currently at. The pink camera below it shows you the line in which you can place camera effects. You can select camera effects in the bottom-left. To do so, just click on the pink camera in the bottom-left corner. You can then choose from up to 6 different camera angles. In the bottom-right you'll find a preview of the camera angle. If you like the camera angle, you can drag and drop it into the camera bar. Doing this allows you to take a step by step approach in directing your fireworks display from the right camera angle.

When you place effects on the firing site, they appear in the pink bar at the bottom of the Sequencer. You can see two effects here in the example image. To implement the effects, you need to drag them into one of the dark gray bars above. You can also see two effects in the example image that are already in use in the Sequencer. The effect's duration is shown by the length of the bar. If the effect needs a certain amount of time to climb before exploding in the air, this climb time will be shown by a hatched area before the solid bar. At the bottom-right of the screen, you'll see a thumbnail view of the firing site. If you click an effect that you've already placed in the Sequencer, the position of the effect on the firing site will be shown. The position is indicated by a pink circle around the effect (see image). To ignite effects at the same time, you need to place the bars depicting the effect duration underneath each other.

Once you are finished planning your fireworks display, you can start the show by pressing the „**Play**" button. Don't worry, once the display is over you'll return back to where you can continue editing your fireworks. You can save your fireworks display by pressing the „**Save**" button so you can watch or edit it again later.
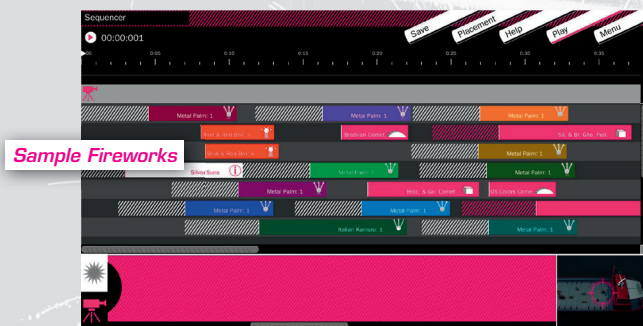
Sample Fireworks

Under Sample Fireworks, you can watch the two pre-made fireworks displays. If you select **Kamurock**, you can watch a sample fireworks display at the firing site in Cologne. **KamurockMuc** shows you a fireworks display at the firing site in the Olympiapark. Watch the two fireworks displays as often as you like. Before igniting the fireworks, you can also make any type of changes you like to the templates. Otherwise, you can just sit back and enjoy the spectacle, and maybe even get inspired.

Configurator

Here you can create a completely personalized firework, made entirely to your liking. First choose between the **saved racks** and **new racks**. If you choose the saved racks, you will be able to modify pre-made fireworks. Select a new rack if you want to design your own fireworks without a template. You'll then have the choice between ground fireworks and fireworks of 2.5 inches, 4 inches and 8 inches in height. For more **information on the type of racks**, you can left-click the rack of your choice. A window will open containing information about the number of mortars, the structure of the rack and the number of mortars angled left and right. If you now click on **Configure**, you can start designing your own personalized firework.

At the top of the window, you'll see all the effects you can assign to your firework. At the bottom of the window, in the center, you'll see the fireworks rack you previously selected. **The white dots** above the fireworks rack indicate the points where you can assign certain bombs to individual mortars. To do so, simply drag a particular effect from the bar at the top to the fields above the rack.
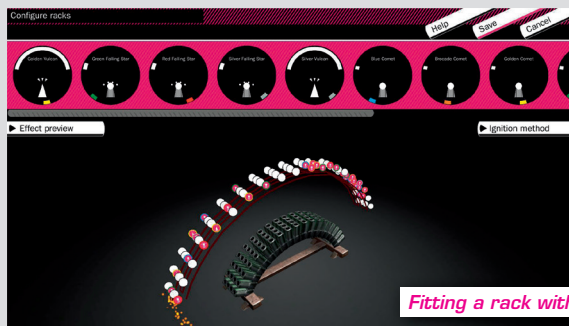
Fitting a rack with bombs
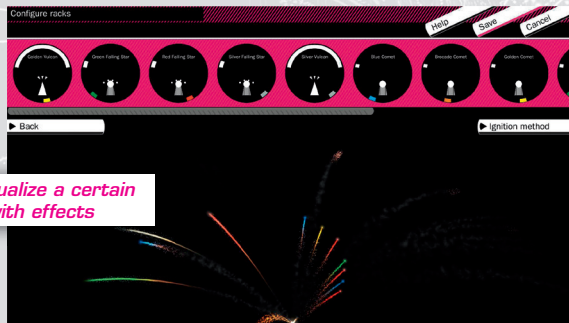
Individualize a certain rack with effects

If you click the **Ignition method** button, you can set the speed at which the individual effects are ignited. If you select a method with a delay, a fuse will appear below the white dots with sparks at the end. The sparks show you the direction in which the fuse will burn, thereby showing the order in which the effects will be ignited. If you select the **Individual ignition** method, no fuse will appear.
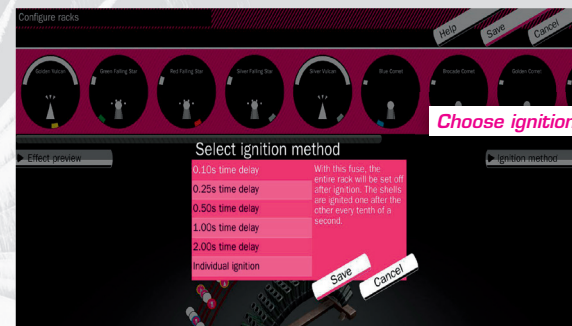
Choose ignition method

However, you can determine when each effect on your rack will be ignited later in the game. The list of effects at the top of the window can be scrolled left to right. To so do, just click on the gray bar below the effects and drag it left or right. The colors below the effects show you the effects' color when ignited. However, you'll get the best overview of the effects by clicking on the desired effects individually. A window will then open with a preview of the effect, giving you an accurate picture of the color and height of the effect.v

Configure racks and save them

Once you have placed all of the effects, you can **save** your customized rack by pressing the Save button in the top-right corner of the screen. When doing so, you can even give your rack a name to make it easier to find later on. You'll then be able to find your custom-made rack when planning your next fireworks display in the corresponding height category.

Load

Of course, you can also load your saved fireworks again to have another look at them or to make changes. To do so, simply click the Load button and then click your saved firework.

Tips & Tricks

- The colors under the effects show you the color palette of the firework when it burns.
- Time your fireworks to the music and make sure you use a nice colorful choreography so you score as many points as possible in the final rating.
- If you ever get stuck, press the Help button.
- Visit www.simuwelt.de to discover lots more simulation games.

Support

Before contacting our support team, we ask you to first check the drivers on your PC and, if available, to update them. A lot of graphics and sound problems can be resolved by updating the drivers.

If you have any questions about the product that have not been explained here, you can contact the rondomedia support team in the following ways:

Phone: +49 (0) 1805 766 361
(€0.14/minute from a German landline,
max. €0.42/minute from a mobile network)

Email support:
support@rondomedia.de

You can find our current hotline times on our website
www.rondomedia.de

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We'd like to thank all of our family, friends and fans who have supported us in the realization of this game. You are the key to our success.

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