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[Wii Gets Real Heroes: Firefighters](#)

Get ready to fight against "thinking fires"

If you wanted to become a firefighter and never got the chance, the [Nintendo Wii](#) will soon offer you a game to ease the pain - Real Heroes: Firefighters. Developed by Epicenter Studios and distributed by Conspiracy Entertainment, the game is set to hit the North American game shops in the second quarter of 2009. Having in mind that the game is under development since late 2007, we could dare to hope for a perfect Wii title (even though I personally doubt something like that even exists). Real Heroes: Firefighters will put the player in the boots of a rookie firefighter assigned to a [busy metropolitan](#) fire station. However, you will soon learn the moves and be ready to start fighting against any fire, especially because of the Wiimote, since Nintendo Wii's controller will do all the hard work for you. One of the most interesting things promised by the developers is the technology developed in-house and called "Thinking Fire". This means that the fires you'll have to fight against will act exactly as in real life - the blazes will not only attack structures, victims and even firefighters, but also change the environment, which means that both your options and strategies will be altered. Sounds pretty cool and impressive, especially since this "thinking fire" could have as a result a huge replay value for Real Heroes: Firefighters. "The Wii is a family-friendly console and we've designed Real Heroes with that in mind", said Epicenter CEO Nathaniel McClure. "Because firefighting requires a lot more than dousing flames, Real Heroes emphasizes non-violent, game-integral puzzles that mirror the challenges and on-the-fly choices firefighters actually face. We are making every effort to create a game that is intense and engaging, but always respectful to firefighters who, we believe, are real heroes", stated McClure.