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For more info :

- ❖ Official Web site : http://www.cinsiders.com/valkyrie_strike
- ❖ On youtube™ : <http://www.youtube.com/user/ValkyrieStrike>
- ❖ To contact the author : chevalier.brice@gmail.com (spam will be ignored)

User Guide for, **VALKYRIE STRIKE**

Version : 1.0



WARNING : THERE IS NO SUPPORT AND NO WARRANTIES USE AT YOUR Own RISKS! Make sure you read all licences and understand their meanings and impacts. This Game uses FastExtension libraries™ and won't work without them.

All registered trade marks listed in this document are strict properties of their respective owners. All events and elements of this software are purely fictional and any resemblance with existing elements or entity would be pure coincidence. "Valkyrie strike" software is not affiliated with any third party Company.

READ this user guide thorough to get maximum benefit, and make sure you have read the known bugs file AS WELL!

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ACKNOWLEDGEMENT

Even if this project was shouldered by a single person, at some point external feedback or help is often required and welcomed. I would like to warmly thank the Blitz3D™ and BlitzBasic™ community for its commitments, continuous support and precious feedback. More especially the French community and the following forums: <http://www.blitz3dfr.com> , <http://www.blitzfr.com>. Of course the official Blitz3D™ forum is not in rest <http://www.blitzBasic.com>.

ABOUT

Valkyrie Strike is a 3D space shooter. It is my second attempt to design a game with the Blitz3D™ engine. In addition it relies on FastExtension™ libraries more or less intensively. Whereas this Game is not technically speaking revolutionary, and visually more than average, I tried to the best of my abilities to provide a decent game play and player controls. This project is the result of extensive personal commitments and work: 99% of the code and resource medias have been designed from scratch, in addition of a very few public domain elements. I hope you shall enjoy the result and have fun with it.

Here is a brief summary of the game core features:

- 30 + terrains and environments (atmospheric and space)
- Multiple flyable ships and weapon features
- Missiles, rockets and super weapons
- Multiple mission objectives
- Dog fight, recon, bombardment, Escort missions
- Full campaign and historic mode support
- Keyboard / mouse / joystick control support
- Full features Level and mission editor
- Multiple Views (Cockpit, chase , etc ...)
- Reward & Rank, and inventory
- Full French and English language support
- Capital ships, Space stations, Cargo ships, Settlements and much more

THE STORY SO FAR



File 00345-ZBC STAR DATE 10.13.2345.2730
This is an official Sovereign
Confederation broadcast ...

Year 2714

For decades, over population has pushed Humanity to the frontier of our known universe to meet the increasing demand for food, ore, or energy. A new order has emerged known as the "**SOVEREIGN SYSTEM CONFEDERATION**", whereas far reached settlements have been recently regrouped under the "**REMOTE COLONIES**" banner.

Fortunately enough giant leaps in modern science and technology have provided an answer to fast space travel via Hyper Jump. Exploration of exo-planet is common practice to seek sustainable home or new energy sources for an always increasing population demand.

Our Sovereign Confederation has always kept good commercial, diplomatic, and political relationships with the Remote Colonies. Colonists' delegates have permanency at the Confederation Senate. And even though they are viewed as a strategic asset on potential exploration deals; the Remote Colonies are de-facto under our military control due to our strong presence in this galactic quadrant. Recent agreements have however granted greater autonomy to the Remote Colonies military and police forces to manage their own.

Year 2720

A new Class of Ore (**TERA-EXONIUM**) is accidentally discovered by a survey team on an uncharted planet in the Remote Colonies quadrant. Planet Quaton, was not much of interested to anyone before this breakthrough. Soon first samples are analysed and energy concentration prove to be off scale of any known fuel resource. This new energy source could fix the starving need for a newer and cleaner source of power for the time to come.

Concessions and business deals are immediately issued by the largest corporate associations to the Remote Colonies officials. Terms of the deal are not made public. The Meta-Global Corporation a joint-Venture of Colonies and Confederation business interests gets the Bulk of the contract for exploitation and third party application or technology.

Year 2725

A prototype of Tera-Exonium fuelled engine and thrusters is tested. It appears to be ten times more powerful and faster than classic Ion driven generations' systems. If indeed effective Tera-Exonium engine could dramatically shrink space time travel and distances, opening new routes to space systems for business or survey.

Year 2727

After one year of steady trade, and despite their commercial agreements, the remote Colonies abruptly and without warning issue a full embargo on the Tera-Exonium. They now refuse to deliver any further shipments with the Confederation claiming all deals must be re-evaluated. Under strong political pressure, Diplomatic negation begins with Colonists Delegates at the Senate to fix this crisis. Soon Tera-Exonium prices increases up to 400%. Our Intelligence service reveals the Remote Colonies are militarising their ships and increasing weapon production at fast pace.

Year 2728

Despite our efforts of conciliation and good will, all diplomatic actions and negotiation have failed. The Confederation will no longer tolerate this embargo, which violates all space federal laws and treaties. For weeks now, Riots, outbursts and crisis plague most the Confederation planets. Almost every Confederation peoples are calling for a radical action from their Leaders. The Remote Colonies proclaim autonomy, and order the immediate withdraw of all Confederation personnel and military from their space systems.

Year 2729

Remote Colonies Fighters **attack** without warning a confederation Freighter. It is said to violate their space area. The cargo is lost and all crew members are **killed** during the assault. No escape pod has been recovered. A clear message must be sent to the perpetrator: This act of barberry will not stay unpunished! As a result, the Confederation Senate calls for an emergency session. Almost all debates and discussions lead to the same conclusion. After a majority vote, the Senate Issue a full and immediate **STATE OF WAR** against the Remote Colonies.

Under direct order of the Supreme Space Marshall, The **VALKYRIE SQUADRON**, a special task force, of elite pilots is activated.

The fight is about to begin ...

WE SHALL PREVAIL

Do not trust Colonist propaganda and stay faithful to your homeland!

End of broadcast .../...

Requirements

This game was designed **for Windows™ O.S. ONLY !**
Windows XP , Vista , 7™ 32 bits or 64 bits are supported

Minimum Hardware configuration:

- ❖ CPU : AMD™ Athlon Xp™ 2800+ or E350 - Intel™ Pentium 4/ Atom D525
- ❖ Directx 7™ compatible graphic card accelerator >= 64 MB of memory is MANDATORY
- ❖ A minimum of 256 MB of RAM memory is required.
- ❖ Advised graphic resolution: 800 x 600 , minimum resolution 640X480 (32 bits)

Minimum configuration means the game will run, it does not guarantee it will be playable.

Recommended Hardware configuration

- CPU : Intel Core 2™ Core I3,I5,I7™ Or AMD Athlon X2 / Phenom X2™, Phenom X4
- Graphic Card : Direct X 9 compatible , ATI™ Radeon HD or NVIDIA™ Geforce 8000 class GPU with 512 MB
- 1 GB of RAM memory

Nettop Hardware config

Intel™ Atom based and AMD Brazos™ should work fine provided an accelerated GPU is present (ION 2™, FUSION™). However Nettops CPUs alone are not powerful enough to run the game with a decent frame rate.

The software should accommodate itself with medium/low hardware configuration by today standards (5 years old system), given current systems available on the market (Intel Core I5/I7™ , AMD Phenom XII™). A "Gamer" config shall provide way above expectation graphic power resources.

However, if you experience unacceptable frame rate, you can lower the resolution.

Common and advised graphic resolutions are :
640X480, 800X600, 1024X768, 1280X1024 in 16 and 32 bits colors.

Test and QA

This software has been successfully tested on the following O.S :

- ❖ Tested on Windows vista™ and XP 32 bits (+ service pack 1 ,2)
- ❖ Tested on Windows 7™ 64 bits
- ❖ Tested on ATI™ / Nvidia™ / Intel GMA™ graphic chipsets

Software parameters

Some options are embedded into the Binary / executable. They enable or disable special features built into the software. You can call these features by providing specific parameters with the Binary / executable name upon software launch.

To input a software parameter you will need to run / start the required executable from a command/console window since the classic "double clicking" will not work. Typically you can use, **valkyrie_strike.exe -option**, where -option is the parameter to call. You can call multiple parameters.

You can also use provided batch (.bat) files as a shortcut for the most common parameters like debug or graphic Menu.

Parameters are CASE SENSITIVE and lowercase.

Available parameters are:

-help	display this help
-svga	force the resolution in SVGA 640X480 16 bits
-svga32	force the resolution in SVGA 640X480 32 bits
-debug	run in debug mode, will display debug info (might slow down)
-gmenu	Call the Gui graphic menu at startup
-menu	Call an interactive text menu at startup
-log	log info & debug info in a file (Enabled automatically by the -debug option)
-nomovie	Disable movie/video support
-lowend	Disable Fast extension effects

The game editor and Game Binaries are built on the same framework and share the same parameters, though some of them may not be implemented in the executable.

To run / start the Game

- For quick start double click on the executable Or icon "valkyrie_strike.exe" as its is the usage on windows ™. This will run the game with no parameters.
- To start the graphic menu double click on the batch file "**Vs_Menu.bat**", this will call the GUI graphic menu upon start-up (**valkyrie_strike.exe -gmenu**)
- To run the game in debug mode use the batch file "**Vs_Debug.bat**", this will enable the debug option (**valkyrie_strike.exe -debug**)
- To display the help options, start the Binary / executable with "-help"
Example: **valkyrie_strike.exe -help**
Example: **VS_Editor.exe -help**

To run / Start the editor

- For quick start double click on "**VS_Editor.exe**" This will run the editor with no parameters. (Advised graphic resolution mode is AT LEAST 1024x768)
- To start the graphic menu double click on the batch file "**Editor_Menu.bat**". This will spawn a graphic menu so you choose the proper graphic resolution.

Game play & features

Welcome screen



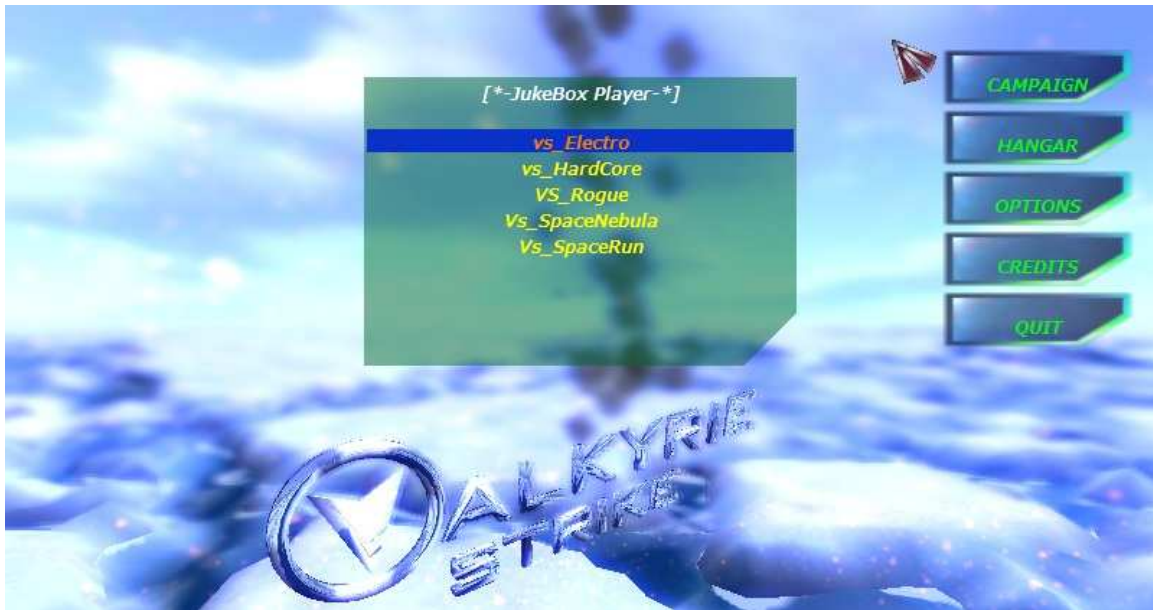
The welcome screen features a main game menu. It is the first screen you get when the game is started. The game menu provides several options. From here you can select:

- **Hangar**, to Jump to the hangar where you play arcade missions
- **Campaign**, to Jump to a Campaign (Historic Mode) where you can play Campaign missions
- **Options**, to manage game options (graphic, sound , controls)
- **Credits**, to open a credit screen
- **Quit**, to exit the game

To Get help Press [F5], this will open the help section for the welcome screen.

Tips : The welcome screen generates pre-loaded random terrain and space environment each time.

The welcome screen features a JukeBox function where you can play/listen to the Mp3 files located in the "Media\Sounds\Music" directory.



- Press **[Enter]** key to open / close the jukebox window
- Press **[Up]** and **[Down]** cursor key to select the file in the list
- Press **[Space] bar** to play the selected file

Any mp3 media file you add in the Jukebox directory can be played through the jukebox, and will appear in the jukebox list. You may need however to refresh the jukebox window by closing and re-opening ([Enter]).

Hangar

The Hangar bay is where you can select and play to individual missions, with specific flyable ship. Arcade missions are available. You can also load any valid mission created with the mission editor. A detail on the current selected ship and mission is also displayed in info boxes.

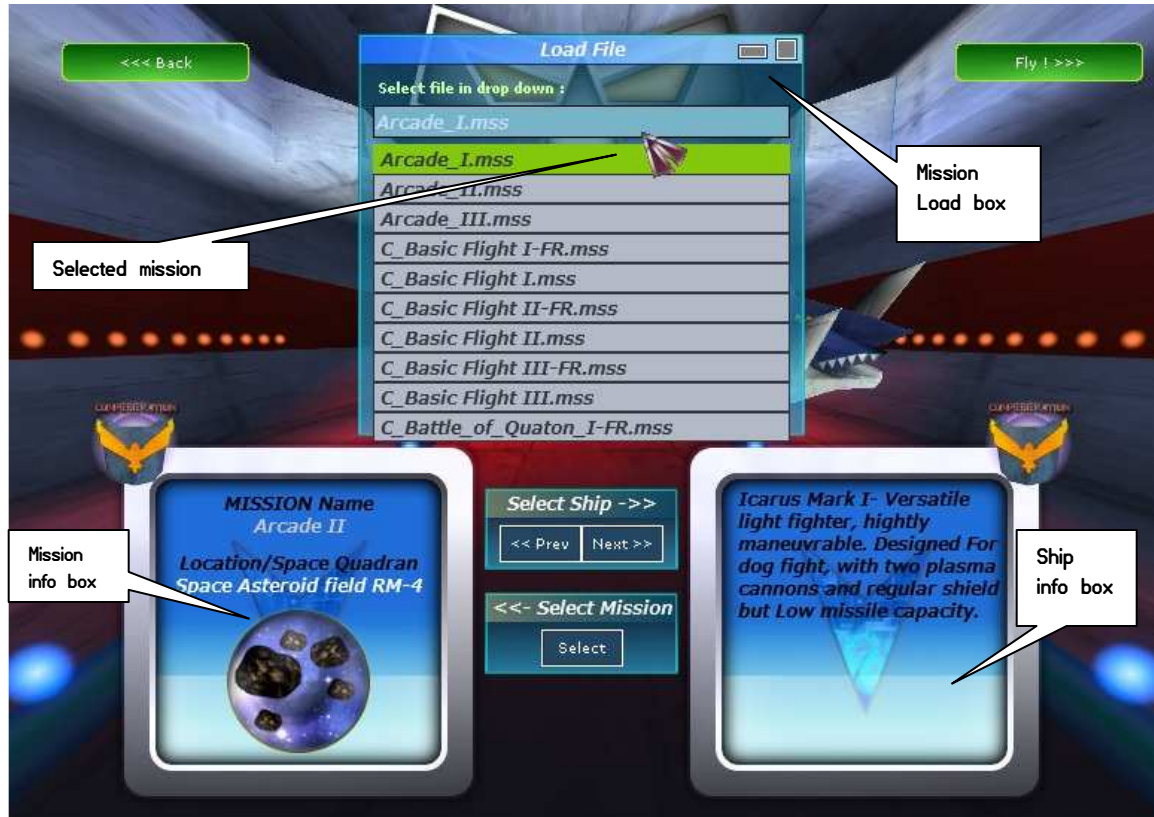
By default all flyable ships are locked but the pre-assigned Fighter. To unlock other Fighters and add them to your inventory you must complete successfully campaign missions.



- Click **[Prev]** or **[Next]** buttons to select a different ship
- Click the **[Select]** button to select a different mission
- Click **[Back]** to go back to the Welcome screen
- Click **[Fly]** button to run the Mission with the selected options
- The Right info box display information on the selected ship, and its features
- The Left info Box display information on the current mission (Title, location)

To load / select a different mission:

Click the [**Select**] button to open the mission load box.



Choose your mission file (with *.mss extension) from the drop down list. Once a mission is selected, click on "load" button in the load window.

If the mission has properly loaded, a message should state load was successful and Mission properties in the left info Box should be updated accordingly.

The selected and newly loaded mission becomes the current mission. By default, all campaign missions are filtered (starting with "C_") and only appear if the "Expert mode" is enabled (for more detail regarding the expert mode read about it in the game options section).

Tip : Make sure you listed through all the mission files, the drop down list only displays the first mission files by default.

Ship / Fighter selection:

The Hangar is the perfect place to scroll into database of all existing ships in the game, and gives you precious information on weakness and strong point of each of them.

To select a different ship click **[Prev]** and **[Next]** buttons

[Prev] selects the previous ship

[Next] selects the next ships

You can select the ship you wish to fly the mission with, provided this ship is available in your inventory. Some ships are not flyable and can not be awarded in your inventory (cargo, Super cursers) , they will be marked as such (locked).



If a ship is locked it will be shown as non flyable.

Icon will provide you with some insight as on which side from the Confederation or the colonies the Ship belongs to :



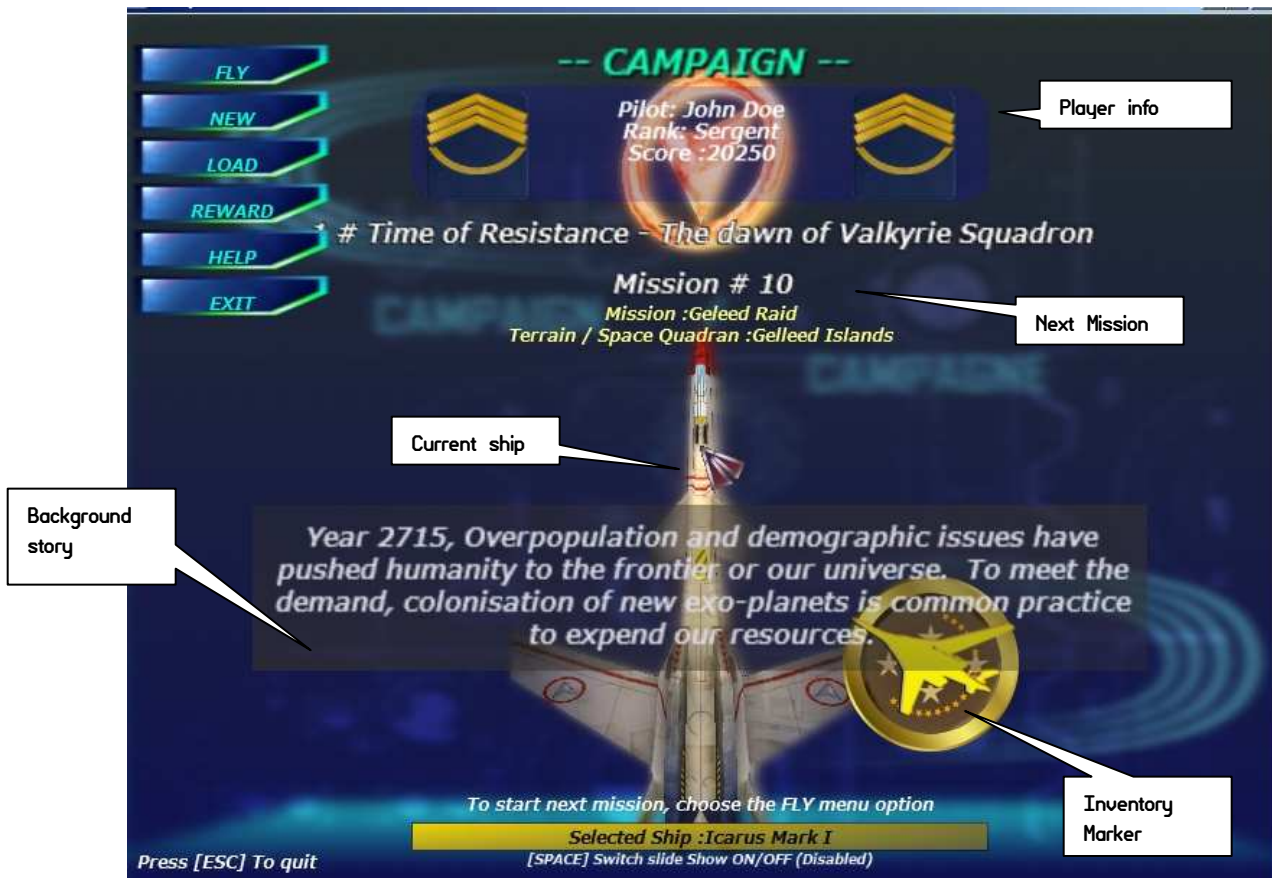
- If Colonies icon appear twice , the ship belongs to the Colonies
- If Confederation icon appears Twice, the ship belongs to the Confederation
- If Both Icon appears the ship exist in each side.

Tips : if the ship is not flyable , you can not run or play to the selected mission (with [Fly] button). You must select a flyable ship to play a mission.

Campaign

Campaign is the game Historic mode. You can play missions as they flow through a pre-established chronology defined in the campaign and thus experience the background story in the game universe. When you enter a Campaign, you get the chance to get some rewards and add some new Space Ships to your inventory. A default ship is selected for you by default for each mission. When you start filling your inventory, you can choose to override the proposed fighter.

To track your advancement in the campaign, the player store data in a session. You can create as many sessions as you wish. Session provide a convenient way to play the same campaign under different players at different steps. Session acts much like a profile.



We advise you to play the campaign first since it provides the best insight of the game universe, missions, and tutorials.

The campaign menu provides several features:

- **Fly, start the next campaign mission**
- **New** , create a new campaign session
(Campaign will start from the beginning)
- **Load**, load a campaign session
- **Reward**, Display reward & rank (if any)
- **Help**, display help for the campaign or **[F5]** key
- **Exit**, Exit the Campaign mode to Welcome screen or **[ESC]** key

The Campaign screen display generic information about the current Campaign:

- Basic player info
- Next mission info
- The selected ship
- The campaign news (Campaign background story)
- A slideshow that illustrate the campaign in image artwork

If you create a new campaign session or load a new campaign session, then it will become the default session.

You can set the slide show on/off by using the **[space]** bar

If your inventory has at least one additional ship , the inventory marker will show up. **You can browse ships with the [UP] cursor key** . And override the default proposed ship / fighter.

Tips : you can only get rewards and fill your inventory while playing in campaign mode.

Options screen

Option screen enables you to change default options of the game such as graphic resolution, game play features, sound, controls or remap keys, language

The option screen menu includes several features:

- **Graphic**, deals with graphic effects and graphic resolution option
- **Sound**, deals with sound options
- **Gameplay**, deals with game play options (IA, Language)
- **Control**, deals with controls and keyboard mapping
- **Back**, returns to Welcome screen

Graphic option

When you click the graphic menu option a pop up window appears where you can select the required resolution from the drop down list and screen mode (Full or windowed).



- Click on the **[OK]** button to automatically apply the selected resolution.
- Check to full screen checkbox to enable full screen, leave it uncked for windowed mode.
- To close or exit the Graphic options, use the close box on the window title bar or the **[Cancel]** button.
- The **Advanced Effects** checkbox indicates if the Fast extension effects are enabled or disabled. Advanced Effects are always enabled by default. You have to set the `-lowend` parameters along with `Valkyrie_Strike.exe` executable to disable them. Refer to the “software parameters” section for more details.

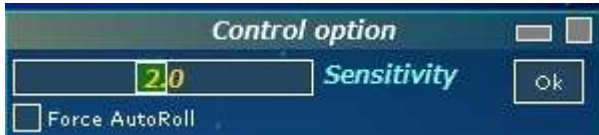
Make sure you browse through all available resolutions. Since the drop down list only displays the first elements. (Use the mouse wheel to scroll the list)

Tip :The graphic resolution is stored in the “Valkyrie Strike.cfg” file. Do not try to edit this file as it is binary. If the file gets corrupted, simply erase it and chose a new resolution.

Control option

The control menu option spawns the control pop up window. You can set the control sensitivity and remap the key map controls.

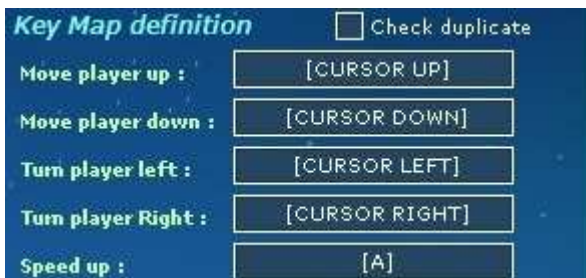
To close or exit the control window, use the close box on the window title bar.



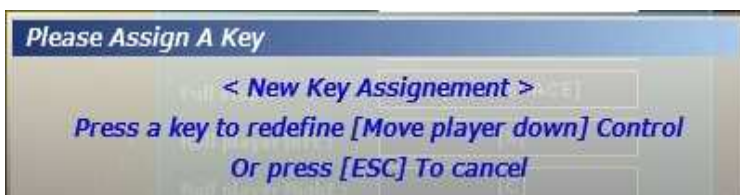
- **To change sensitivity**, (response to player controls) move the control sensitivity slider to your liking. Then Commit the change with the **[OK]** button.
- **To enable/disable auto-Roll**, Check/unchecked the auto-Roll check box. Commit the change with the **[OK]** button. When enabled this feature Auto roll and level automatically the player ship if the roll has changed. Player ship will never stay up side down.

To remap keys :

- Click on the selected key button matching the action / control you wish to remap.



- A pop up window will appear and ask for a new key entry to remap the current control. Once the key is pressed; new key value should reflect the change. You can cancel this action by pressing the [Esc] Key instead.



- **To enforce duplicate Key**, check the “check Duplicate” checkbox. If enabled, this will check if the key is not already assigned to a control when it is changed. If a duplicate exists in the Key map, the change will be rejected.
- **A Status message**, will state if the change was successful or not.
- **Some key can not be assigned / mapped and are reserved.**

If the control is not changed to the new key value, it is either the key is reserved OR the selected key is already assigned.

Tips : To restore the system defined keyboard mapping simply erase the “keymap.cfg” file.

Sound option

You can define game music, in game music, volume and pan in the sound option pannel.



- **Menu music** defines the music on the main menu screen. You can also adjust volume and pan with the sliders.
- **Game music** defines the music played during the game. You can also adjust volume and pan with the sliders.
- When no music is selected, or assigned, value is set to “none”.
- To update your changes click on the **[OK]** button

- **To close** or exit the panel / window, use the close box on the window title bar or the **[Cancel]** button.

Tips : Any mp3 media file you add in the “Media\Sounds\Music” directory can be played and set in the sound option panel, and will also appear in the jukebox list. You can add and listen to your favourite Mp3 while playing the game.

Gameplay option

Game play defines specific option such as the IA level (difficulty of the Game), and game language. They usually do not mix with any other option group.



[OK] button

- Use **the Language** drop down box to select and change the appropriate language.
 - Use **IA slider** to change the game difficulty. This will influence how the artificial intelligence should behave.
 - Use the **Expert Mode** checkbox to turn expert mode On/Off. Expert mode enables you to access all Campaign missions within the Hangar.
 - To update your changes click on the
- **To close** or exit the window, use the close box on the window title bar or the **[Cancel]** button.



HUD and controls

The HUD display critical information during the gameplay experience. A default HUD is always visible to the player regardless of the View. In addition important messages appear when the Shield or damage status reaches critical thresholds.

If you switch to the cockpit view [F2], the reticule will also appear providing real time indications on baring, turn factor, or climb path.

All HUD information is summarized in a text format in the left top corner of the screen into a display box. It displays the current control mode (Keyboard / joystick / mouse), the score and player rank. Specific icons or graphical representation duplicate some critical info such as damage status, shield status, Thrust, missile salvo, HyperDrive status.

We strongly advise you to prefer mouse controls since it provides the most effective balance for a good gameplay.

Damage and Shield

Damage and shield are displayed both in the Up left corner and down left corner. The shield power will decrease until they reach 0 (zero). When the Shield power is to 0 (zero) , the shield is down and ship will start taking damage.

When damages reach a certain threshold (100%), the ship integrity is too compromised; and the ship explodes.

The Shield and radar icon will change according to their current status; the more hits the ship is taking the more the Icons will reflect the damage by turning red, or disappearing. When the Radar Icon has disappeared it means the shield is down.

Radar

Any mission objective or mission item is visible on your radar. The Radar is located at the down right corner of the screen. In addition of their spikes on the Radar, ground/ static targets also have a 3D marker, to make them easier to spot.

If you do not see an item on the radar, it either means it is out of range or destroyed. You can change the range of the radar as you so fit, using the [R] key. (To list objectives use [F8] key). Primary objectives (yellow) are always visible on your radar regardless of the range.

Radar items color and shape have a specific meaning:

- ❖ Color : Red = enemy, green= friendly, blue=unknown, Yellow = primary objectives
- ❖ Shape : dot=ships, bar/rectangle=ground / static target

Thrust & HyperJump

Thrust and speed are visible both in the display box in a text, digit format and in top right corner of the screen as a thrust Bar. The faster you go, the longer the thrust bar will be. All Fighters are equipped with boosters to increase and extend the thrust potential.

If jump points are set to your navigation computer, you can use your Hyper Jump drive to directly jump to this location. The Hyper jump indicator on your HUD shall show you if the Hyper Jump ready (blue) or not (Red). Hyper drives heat at lot, and require some time to cool down. Once used you have to wait before you can re-engage.

The reticule

The reticule only appears in cockpit mode = [F2] key. The reticule display more info on the current baring, turn factor, horizon, and climb factor. It is very close to a HUD you shall find in a fighter plane. You can change the color of the reticule using the [F12] key. The reticule will behave in concert with your ship movements.

Missiles , lock & salvo

To launch missiles use **[Enter]** or **[left mouse button]**

You can lock on your enemies to launch auto-guided missiles. To lock a target use the **[CTRL]** Key or **[Middle mouse button]**. Missile lock system will automatically track the nearest threat. When lock is complete the Missile lock tracker turns red and missile will be auto guided to its target. You can only lock on enemies.

If no target is locked missile will act as rockets are be launch straight head of the player ship.

In addition, you can change/cycle the salvo mode, meaning, how many missiles are to be launched at the same time with **[F6]**. The Salvo / missile status will change according to the salvo mode and ship features. Some spaceships are equipped with super weapon mode, a specific salvo mode; the Icon will appear with a skull head. Super weapon is perfect to destroy large and bulky targets like stations or super cursers.

In Game messages

While a mission is in progress, in game short messages provide status to the player at each stage of the game, and insight of the targets and objectives to achieve to complete the stage. To call back the last in game message use the **[F7]** key.

Controls

You can control your ship in 3 different way :

- Keyboard
- Mouse (recommended)
- Joystick

The current control mode is displayed in the HUD on the upper left corner.

We recommend using the mouse control as it is the most efficient for the game play

- To switch to the desired control mode press **[F4]**
- To get help on the key definition and mapping press **[F5]**

You can switch from one control to the other as you wish. However some controls are only accessible through the keyboard even in mouse or Joystick mode (like radar range). Since you can re-define most of the player keys the best way to get key mapping info if to use the **[F5]** option.

For mouse control :

- Right click : primary weapon (Energy weapon)
- Middle click: Lock target
- Left Click: secondary weapon (Missiles)

Some hot key controls can not be redefined or assigned these controls will never change (They are defined for QWERTY keyboard) :

[ESC]	quit the Game
[P]	Pause the game
[TAB]	open/close game console
[CTRL]	Missile lock
[R]	Switch radar range
[F1]	Chase view
[F2]	Cockpit view
[F3]	External / top down View
[F4]	Switch mouse /keyboard/joystick control
[F5]	Show / hide quick help
[F6]	Switch salvo mode
[F7]	Show last in game message
[F8]	Show/hide mission objectives
[F9]	Switch waypoints
[F10]	Switch wire frame mode
[F11]	Take a snapshot
[F12]	Swap Hud reticule color

Game console

- To switch the game console on, press [TAB]
- To quit the game console press [ESC]



The game will freeze and you then the game console will appear on the top of the screen. You can type command interactively into the shell of the console and trigger some specific function during the game. Most interesting command to you are probably interested in are the cheatcodes . The Game console is case sensitive so if you do follow the right syntax you get a syntax error, all commands and keywords are lowercase.

Try :

- help
- help command
- help cheatcode

If you are smart enough you will find how to active the cheatcode in the game

Missions objectives & status

Any mission objective will be visible in your radar. The Radar is located at the right down corner of the screen. In addition ground/ static targets like base or station also have a 3D marker, to make them easier to spot.



- The marker turns and hovers above the target
- If the marker turns red, the target has been de-activated
- If the marker disappears and the target explodes, target is destroyed

- After a certain threshold of damage the static target starts to smoke

Target can be enemy or friendly, and are not necessarily to be destroyed or de-activated, some objectives require to protect a target.

You can hide / show the current mission objectives by pressing the [F8] key. Objectives are listed and have a color meaning:

- Blue : still in progress and status undetermined
- Green : Successful
- Red : failed

Objectives targets can either be :

- Ships , Cargo, and squadrons
- Building, barracks, ground structure, space station etc ...
- Static objects
- Sam and turrets

Objectives type of actions:

- Attack and interdiction
- Escort
- Reckon
- Surveillance
- Protection
- Bombardment

F.A.Q

What support do you provide ?

None, there is no support, because this game is free of charge. Period! However if you report a major bug I may provide a fix . It is only based on good will.

Would you provide any updates ?

May be, if I feel there is a strong demand, but you should consider this release as final. Some minor release based on feedback and availability is possible

How do you turn the game from French to English and vice versa ?

Go to the option screen select the gameplay panel and change the language. That's about it.

To get the campaign translated too. Rename in the « media\data\campaign » directory the Default_En.cpn file to default.cpn for English or Default_Fr.cpn to default.cpn for French.

Can we create our own missions and Campaigns ?

Yes the editor is designed for this. You can edit and create any mission with it. For the campaign copy and modify the campaign file your are interested in (with an ASCII editor and NOT a WORD™ like editor) from the « media\data\campaign » directory. Then rename the campaign file default.mss , it twill be taken into account by the game.

Warning: a corrupted or wrongly formatted mission or campaign file will crash the game.