Requirment Identifiers	MAN_SPEED	MAN_DAMAGE	MAN_HEALING	MAN_REFILLING	MAN_DIFFICULTY	MAN_MAIN_SAVE	MAN_EXIT_SAVE	MAN_INVINCIBILITY	MAN_FORTRESS_UPGRAD	MAN_START_MINIGAME	MAN_STATION_DESTRUCT
FR_ACCESS_MINIGAME										X	
FR_STATION_DESTROY											X
UR_TRUCK_SPACE											
UR_PATROLS											
FR_INVINCIBILITY								X			
FR_SPEED	X										
FR_DAMAGE		X									
FR_HEALTH_POWERUP			X								
FR_WATER_POWERUP				X							
FR_SINGLE_PICKUP				X							
FR_FORTRESS_DAMAGE_DIFFICULTY					X						
FR_FORTRESS_UPGRADE_DIFFICULTY					X						
FR_DIFFICULTY_EASY					X						
FR_DIFFICULTY_MEDIUM					X						
FR_DIFFICULTY_HARD					X						
UR_SAVE						X	X				
FR_CONTROLS											
FR_MENU											
FR_GAME_OVER											
FR_SOUND											
FR_SOUND_OFF											
FR_ANIMATION											
FR_REPAIR_REFILL											
FR_FIRE_TRUCKS											
FR_TRUCK_ATTACK											
FR_MOBILITY											
FR_FORTRESS											
FR_AI											
FR_FORTRESS_ATTACK											
FR_MULTIPLE_SAVES											

MAN_SAME_SPACE	MAN_DRIVE_THROUGH	MAN_PATROL_CHECK	MAN_CON	MAN_ME	MAN_GAI	MAN_GAI	MAN_SOU	MAN_SOU	MAN_HEA	STAT_REP	STAT_REF	TRUC_SPE	TRUC_VO	TRUC_HEA	TRUC_RAI
X															
	X														
		X													
			X												
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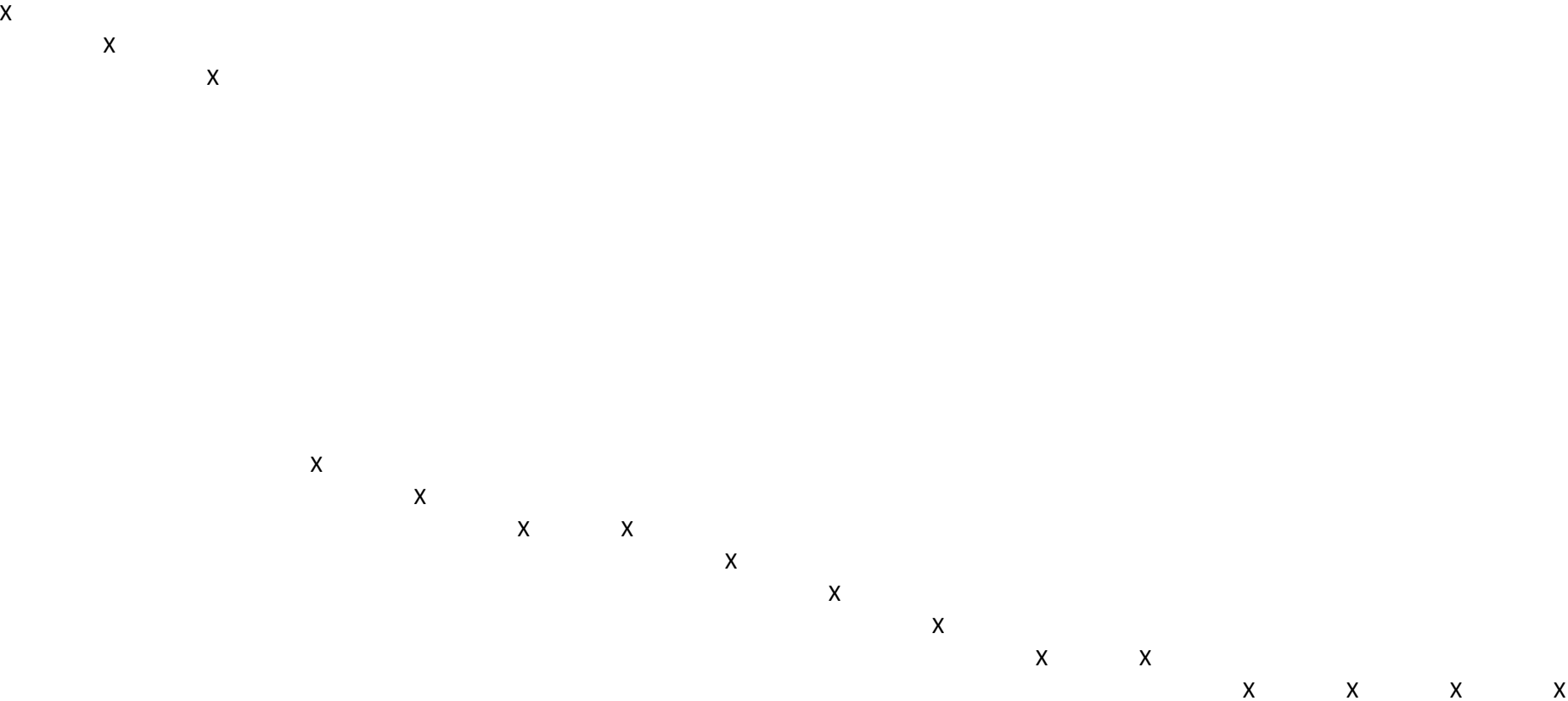
MAN_DES TRUC_AT1 TRUC_MC STAT_COL FORT_HE/ FORT_RAI FORT_RA1 FORT_AT1 MAN_DES FORT_AT1 FORT_AT1 FORT_AT1 TC_Water TC_Game TC_FireSt TC_Blaste

X

X

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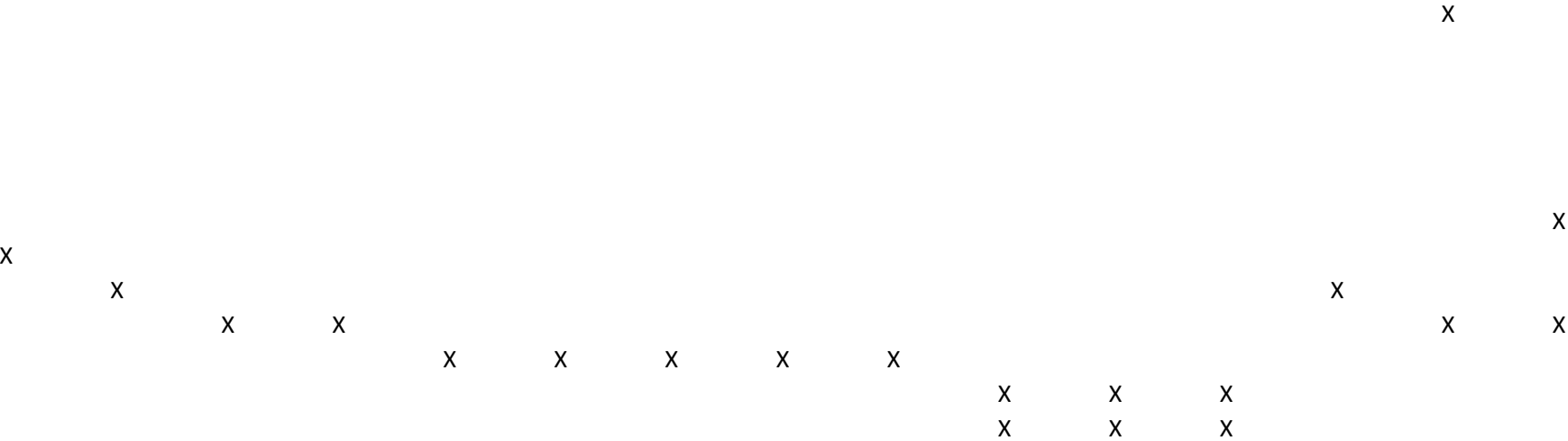
FireTruck1 MAN_MU FortressTe

X
X
X
                X
                X

        X