	MAN_SP	MAN_DA MAGE					MAN_EX	VINCIBILI	MAN_FO RTRESS_	ART_MI	ATION_D
Requirment Identifiers	EED		ALING	FILLING	FFICULTY	E	IT_SAVE	TY	UPGRAD		ESTRUCT
FR_ACCESS_MINIGAME										X	
FR_STATION_DESTROY											X
UR_TRUCK_SPACE											
UR_PATROLS											
FR_INVINCIBILITY								X			
FR_SPEED	Χ										
FR_DAMAGE		Χ									
FR_HEALTH_POWERUP			Χ								
FR_WATER_POWERUP				Χ							
FR_SINGLE_PICKUP				Χ							
FR_FORTRESS_DAMAGE_DIFFICULTY					Χ						
FR_FORTRESS_UPGRADE_DIFFICULTY	,				Χ						
FR_DIFFICULTY_EASY					Χ						
FR_DIFFICULTY_MEDIUM					Χ						
FR_DIFFICULTY_HARD					Χ						
UR_SAVE						Χ	Χ				
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											

MAN_SA MAN_DR MAN_PA MESPA VICETHR TROL_CH CE VIGHT TROL_

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