

Missions (Part 1) – Downloading Missions

The release of the 1.3 Update for Ship Simulator 2008 has introduced 2 new features that make Custom Mission access much easier.

You can download the latest update, here:

<http://www.shipsim.com/downloads/patches.php>

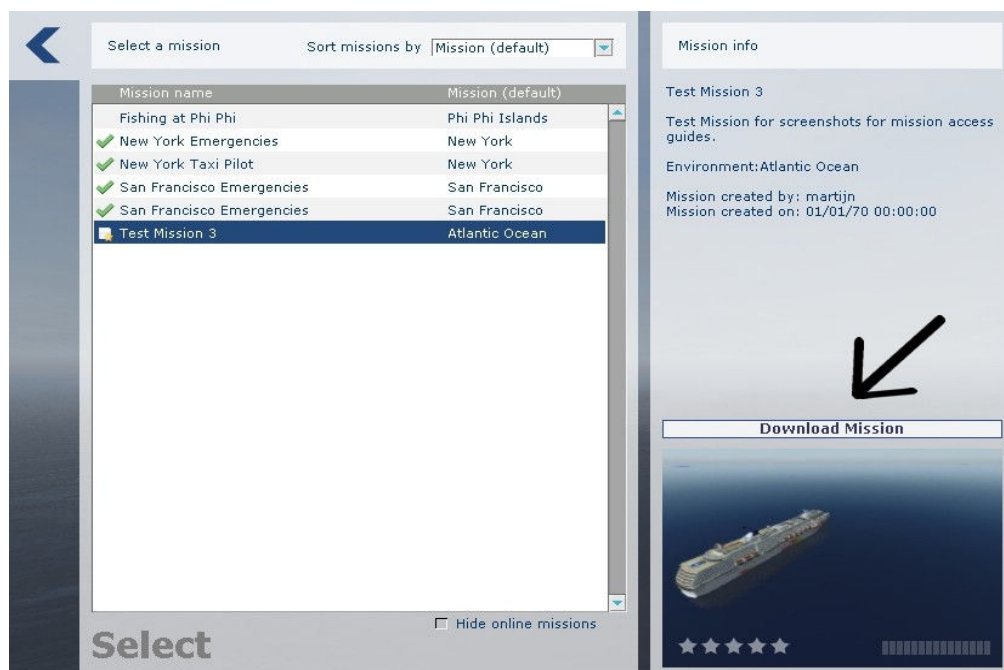
Downloading a mission and making it available for use in Ship Simulator 2008 is easy to do when you follow these steps:

1. Register your licence key.

To access the Custom Missions, you need to register your licence key into your forum profile. You can do this very easily by clicking **Profile** at the top of any forum page. Scroll down to where it says **License key registration**, enter your key as it was provided to you (email or game case), and then click **Register**. You now have access to the Custom Missions.

2. Start The Game

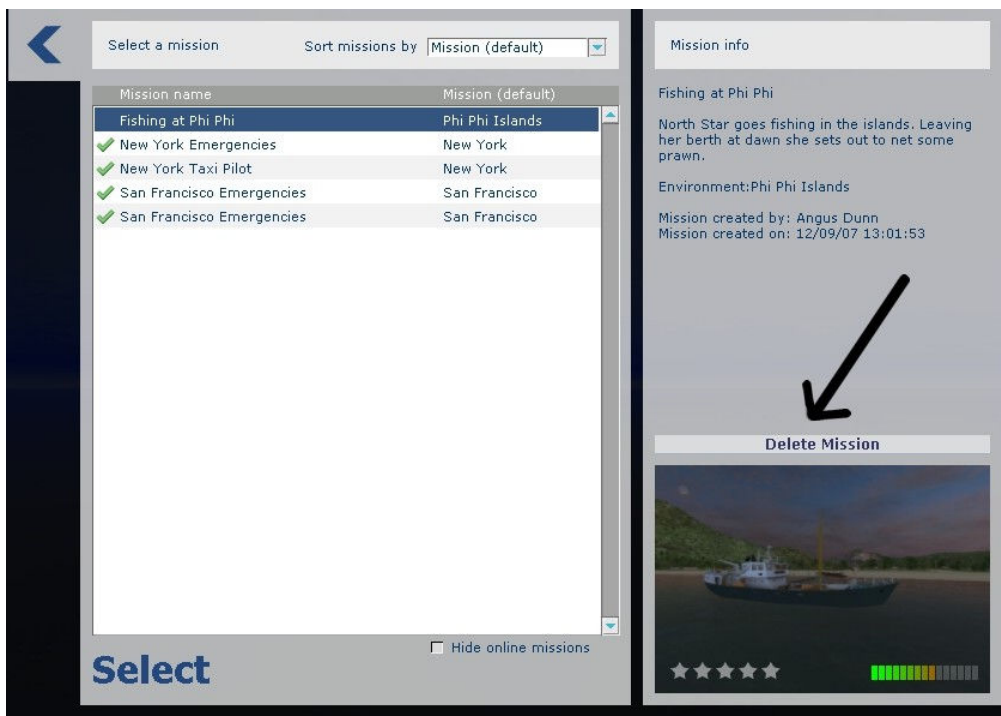
Once you reach the main menu, click **Play**, then **Custom Mission**. At the bottom of the screen is a box labelled **Hide online missions**, make sure this isn't checked. You will then have access to the Custom Missions uploaded by others.



Choose your mission, then click **Download Mission**, you may see a small progress bar as the mission downloads to your Custom Missions folder. Once this is complete, you can play this mission as you would with any other mission.

3. Deleting A Mission

You can delete a Custom mission anytime from your Custom Mission screen. Select the mission, then click **Delete Mission**. Easy!



All custom missions need to be tested and rated by two or more **Custom Mission Managers** before they can be downloaded by other users. All the missions available will have a rating of at least 3.0.

If you have any problems downloading Custom Missions, please check the **Firewall Guide** in the Tutorials board.