

Starcraft Brood War Campaigns on Starcraft II Installation Guide

First version (August 2012)

by Telenil



This document is a step-by-step installation guide for the Starcraft 1 and Brood War campaigns remake, with all necessary links and screenshots. The process does not modify any file on your computer, nor does it change your Starcraft 2 settings in any way.

The original Starcraft material is the property of Blizzard Entertainment. All musics used are the property of their respective authors. These campaigns are fan made and free to play.

You can follow the latest news on the official [SC1 Campaigns on SC2 thread](#) on Teamliquid forums.

Step 1: Downloading files

The remake files are available on the website [sc2mapster.com](http://www.sc2mapster.com):

<http://www.sc2mapster.com/maps/sc1-episode-1-rebel-yell/>

Scroll down to the Downloads section:

The screenshot shows the 'Downloads' section of the SC2Mapster website. It is organized by language version. The 'English version' section lists a 'Campaign Launcher' and a 'Map pack - v1.5' with a 'Mod file - v4.4'. The 'French version' lists a 'Map pack - v1.05' and a 'Mod file - vC.3.3'. The 'Russian version' lists a 'Map pack - v1.06b' and a 'Mod file - v4.2'. The 'Italian version' lists a 'Map pack - v1.05' and a 'Mod file - v4.2'. Below these is a 'How to play' section with three bullet points: 1) extract the mod file (SC1BWmod) to the 'Mods' folder in the Starcraft 2 install directory (not 'My Documents'); 2) extract the map pack to the 'Maps' folder in the Starcraft 2 install directory (create the folder if it doesn't exist); 3) extract the Campaign Launcher map to the same 'Maps' folder (not the campaign folder). On the right side of the page, there is a list of recent updates: 'R: SC1BWmod v4.4' (1 day ago), 'R: SC1 mod v4.2 (Italian)' (1 day ago, Jun 20, 2012), and 'R: Rebel Yell v1.05 (Italian)' (Jun 20, 2012). Below that is an 'Authors' section listing Jones313 (Manager, Author), Ultraling (Author), Choum28 (Translator), and Jimm3110 (Translator).

The remake is currently available in four languages: English, Russian, French and Italian. Note that non-English versions may be outdated.

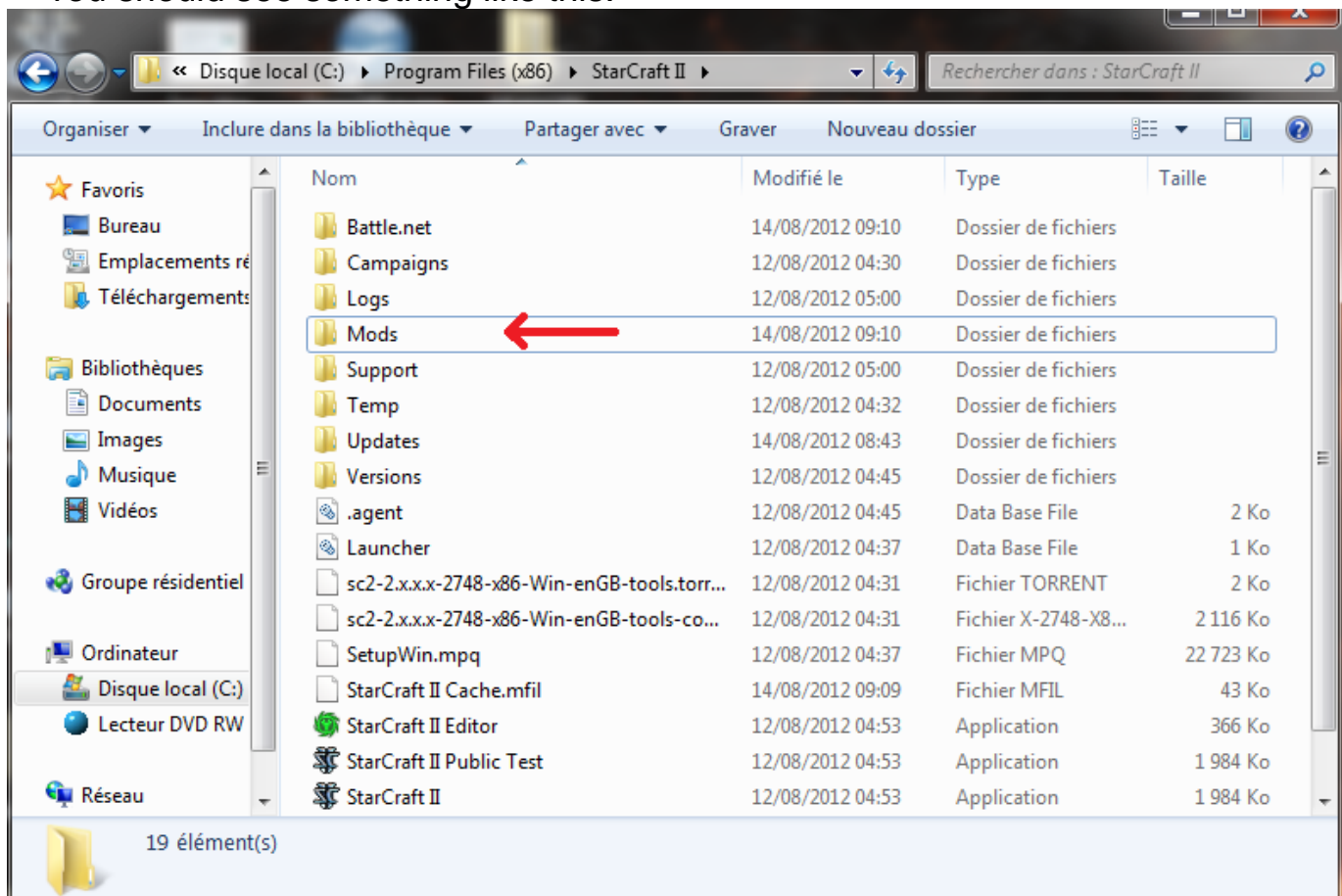
There are three files to download:

- ⤴ The "map pack", which contains terrain, mission objectives and dialogs
- ⤴ The "mod file", which contains unit sounds, models and statistics
- ⤴ The Campaign Launcher (optional), which offers easy access to the maps and the possibility to play the campaigns while connected to Battle.net

Step 2: Putting files in the Starcraft 2 directory

For the remake to work properly, the files need to be placed in specific folders in your Starcraft II directory. Open your main Starcraft II folder, default path is C:/Program Files/Starcraft II

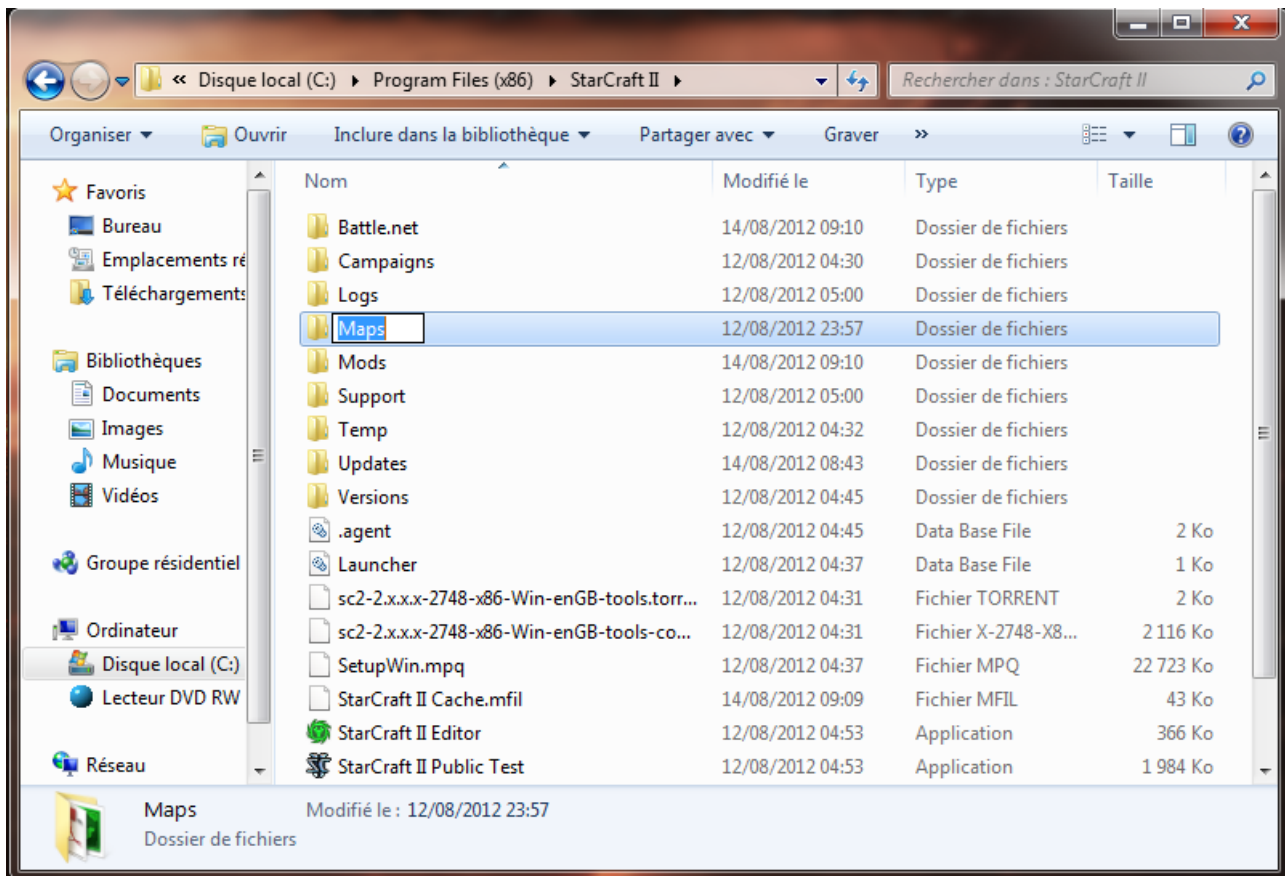
You should see something like this:



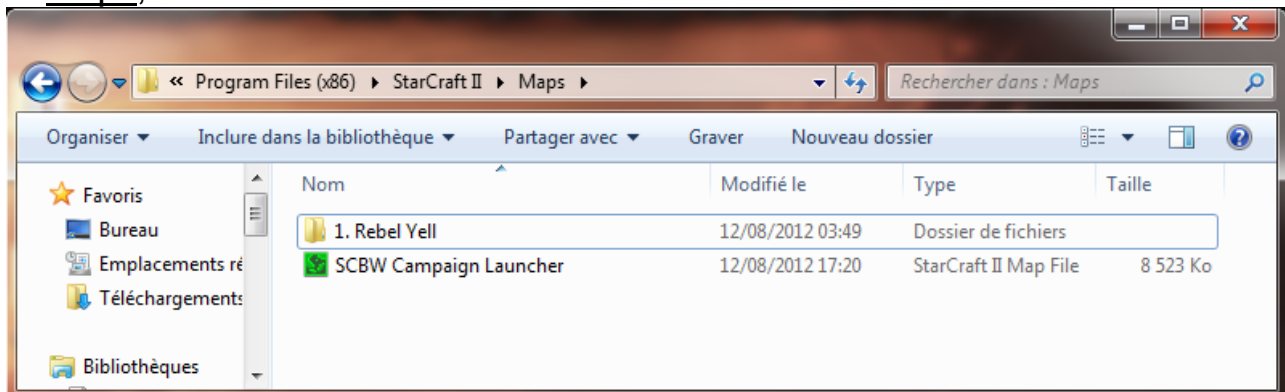
See the Mods folder? If it's here, you are at the right place. If it's not, you are probably in Documents/Starcraft II, not in the main Starcraft II directory.

Unzip the "sc1BWmod" and put it in the Mods folder, then return to the main.

Next, we will need a Maps folder. If you don't see one, right-click somewhere and select New → Folder. Then rename the new item to "Maps".




Unzip the “1. Rebel Yell” and “SCBW Campaign Launcher” files and put them in Maps, as shown below:



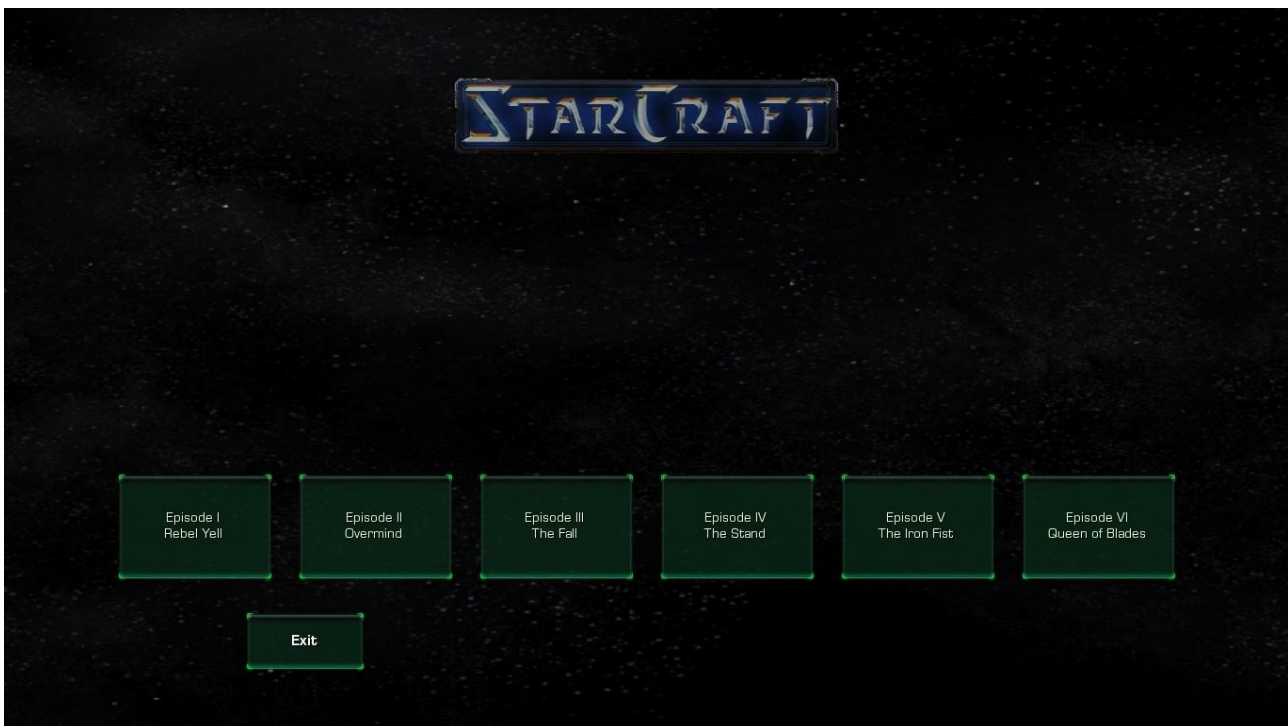
The first campaign is now playable. The next section explains how to launch the maps.

Step 3: Playing the game

If anything goes wrong after this point, check you've put the files at the right place. Most of the issues encountered by players are due to either the Maps or Mod being at the wrong place. “Unable to open map” or “Raynor has been killed” with no Raynor visible indicate such misplacements.

The most basic way to play the maps is to open the Campaign Launcher with the Starcraft 2 editor. Click on  *Test Document* or press Ctrl-F9.

The Launcher starts and you get this screen:



For now, you only have the Rebel Yell maps on your computer. Click on Rebel Yell and select “Play” to start the first mission, or read the rest of this guide to install the other campaigns.

Another possibility is to open the maps themselves with the editor, and launch them using “Test document”, as before.

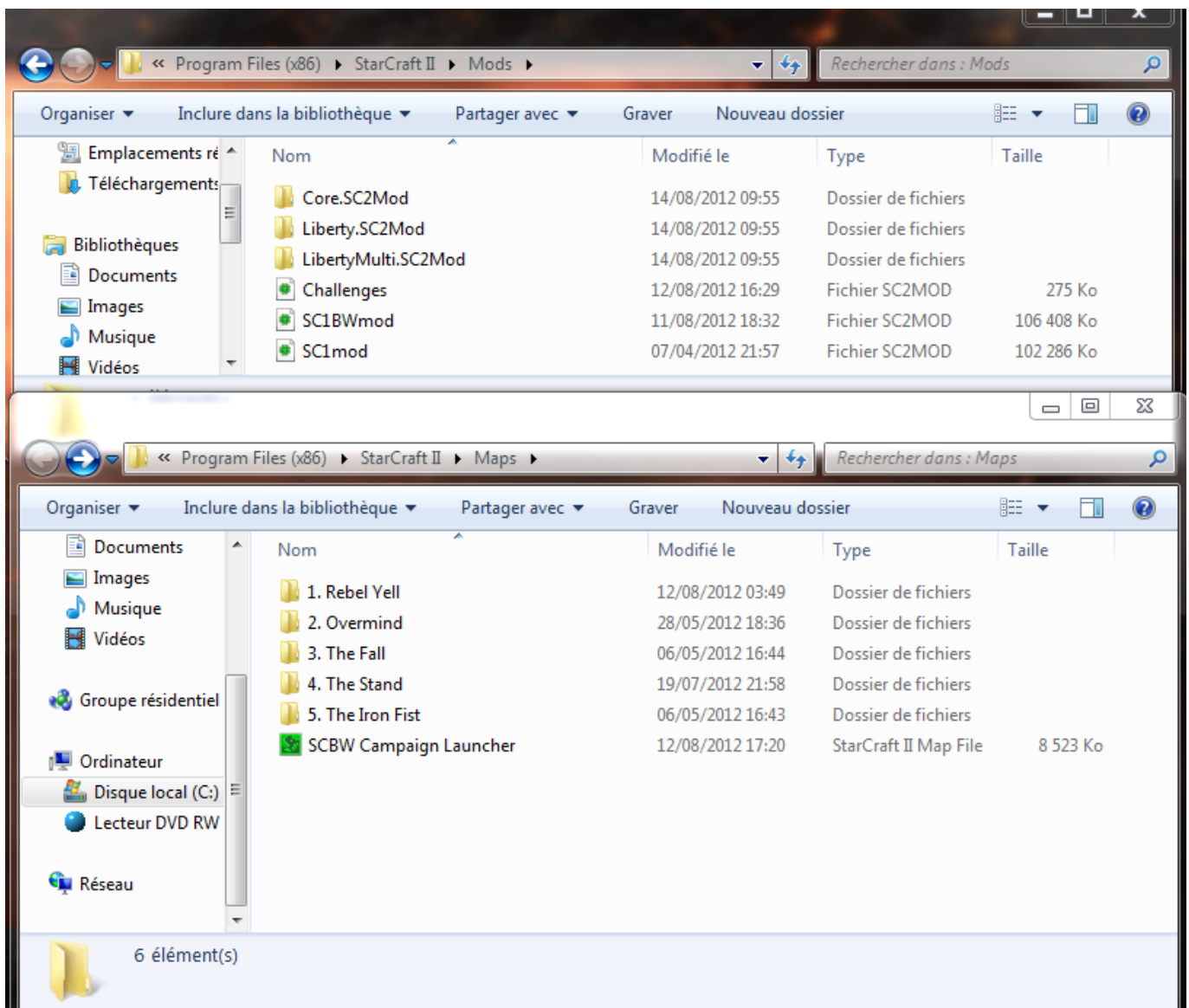
Finally, it is possible to connect to Battle.net and launch the maps from there, but this requires a few extra steps that will be explained in section 5.

Step 4: Download the other campaigns

Follow the links on the campaign pages to get the other episodes and download the map packs.

As of August 2012, five of the six campaigns are out. If you play in English or French, you will need the five map packs plus two mod files ("sc1mod" vC3.3 for episodes II - III and the "sc1BWmod" you've already downloaded). If you play in Russian or Italian, you need the map packs and a single mod file.

In the end, your Maps and Mods files will look like this:



You can now start any mission from the launcher or the editor, as explained in the previous section.

At this point, the remake is fully playable offline. If you want to play the missions while being connected to Battle.net, proceed to the final part of this installation guide.

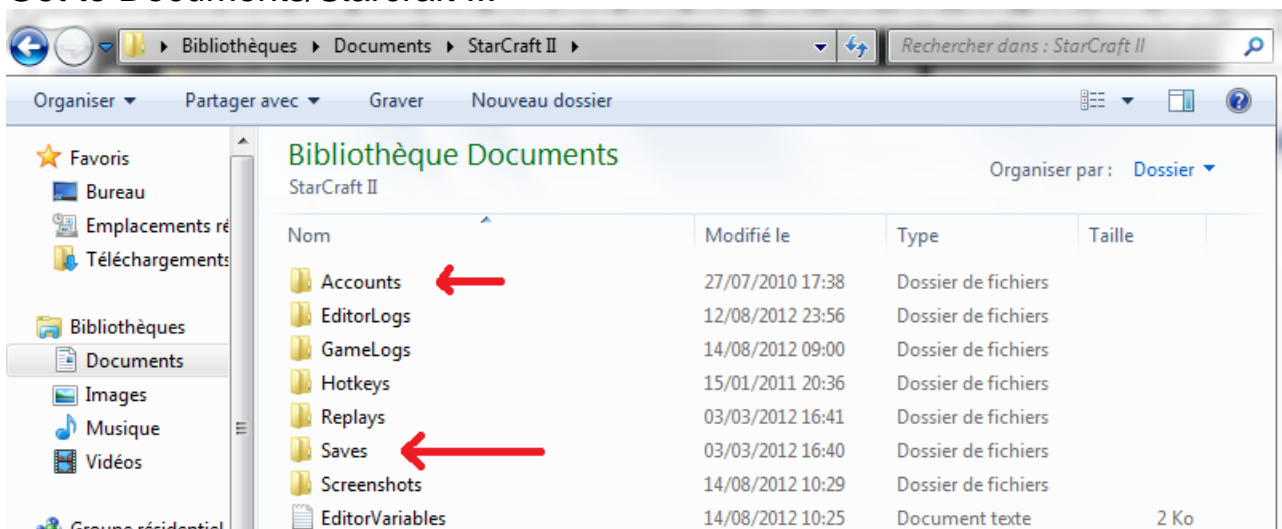
Step 5: Playing the missions on Battle.net

The campaigns are single-player only, but they can be played online, as the *Starcraft II: Wings of Liberty* campaign. This step is a bit more complicated than the others, but it is optional – you can play the campaigns from the editor without trouble.

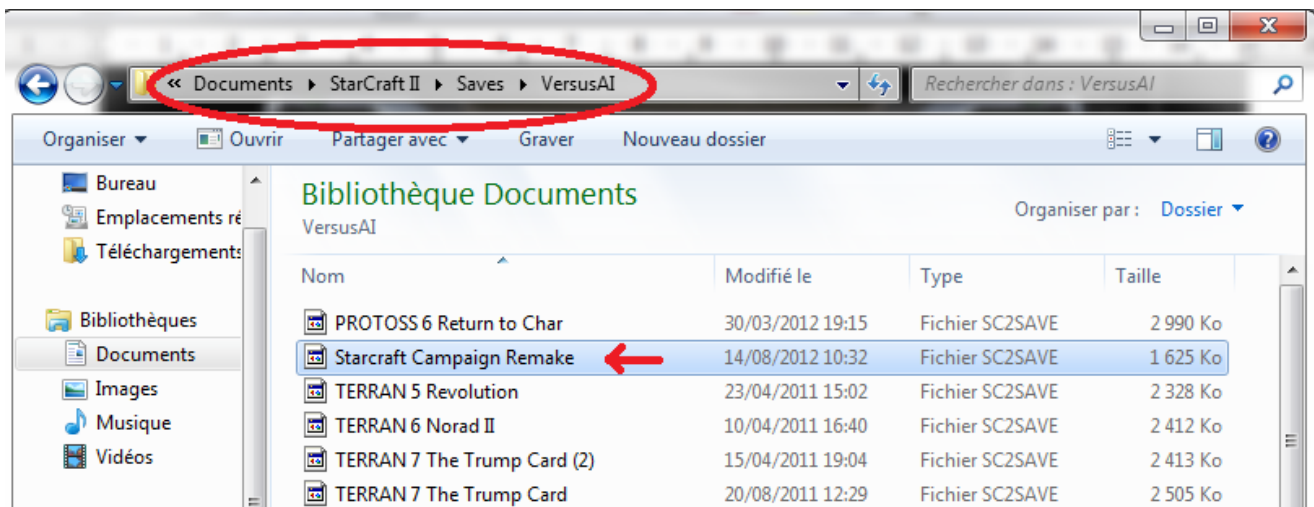


Open the Campaign Launcher and start it (again, "Test document"). Once the map is ready, press F10 to get the menu, select "Save" and "Save" again: The game has been saved in a file located in C:/Documents/Starcraft II. We have to take this file and put it at a place where you will be able to load it online.

Get to Documents/Starcraft II.



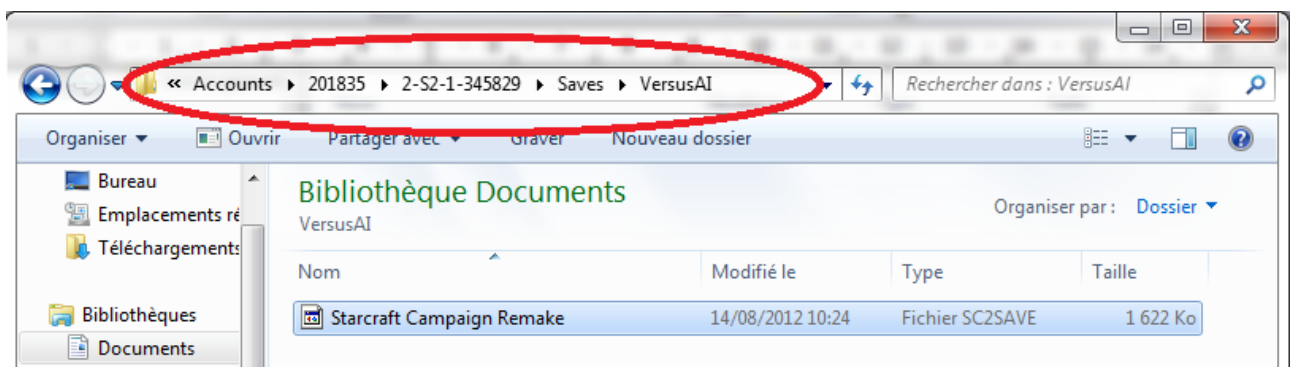
Open the folder called “Saves”, and go to “Versus IA”. The file you are looking for is “Starcraft Campaign Remake”, unless you gave it another name.



Again, we are now in Documents/Starcraft II, not the main Starcraft II folder where step 2 took place.

Return to Documents/Starcraft II and open the folder called “Accounts”.

Open the folder with the numbers, then open the second folder with the numbers, and then go to Saves → Versus IA. Copy-paste or drop the “Starcraft Campaign Remake” in that folder.



Each account has its own numbered folder; if you see more than one, try to find which is which by browsing the Replays folders. Do not rename anything.

The installation is now fully complete!

To play the campaign online, log on to Battle.net. Select Versus IA on the main Starcraft screen, and clic on Load game. Find the Starcraft Campaign Remake and load it. You're done!