

>>How to Use This Map<<

To use this map with Team Fortress 2, you will need to place the two included files in the correct directory. The .bsp file must be placed in the maps folder and the .bik file must be placed in the media folder. The .bsp file and the .bik file need to have the same name to work with each other. The .bik file is an introduction video for the map while the .bsp file is the map itself with custom resources packed in it.

1. Use the file explorer to browse to the steam directory. It is often found at **C:\Program Files (x86)\Steam**.
2. Once in the steam folder click on the steamapps folder. Next click the common folder followed by the Team Fortress 2 folder. Finally, click on the tf folder. You should have navigated to the following file path relative to the location of the Steam folder **\Steam\steamapps\common\Team Fortress 2\tf**.
3. Open the maps folder and paste the Jerinktopian_Stardestroyer.bsp file into it. It should have the following file path relative to the Steam folder **\Steam\steamapps\common\Team Fortress 2\tf\maps\Jerinktopian_Stardestroyer.bsp**.
4. Go back up one level so you are back to in the tf folder (**\Steam\steamapps\common\Team Fortress 2\tf**).
5. Open the media folder and paste Jerinktopian_Stardestroyer.bik into it. The file should have the following path relative to the location of the Steam folder **\Steam\steamapps\common\Team Fortress 2\tf\media\Jerinktopian_Stardestroyer.bik**.