



## FFOLKES Unlocks – Special Forces Edition

1. Must have 1.4 patch installed.
2. Must own a legally copy of Battlefield 2: Special Forces.
3. Must have Battlefield 2: Special Forces installed.
4. Unzip FFOLKES\_SF\_Unlocks\_v1.4.zip to folder on your desktop.

The zipped file contains the following:

- ☐ FFOLKES\_Special\_Forces\_Unlocks\_v1.4.exe (Contains the SF\_Unlocks mod)
  - ☐ Instructions.pdf
  - ☐ Kit\_Descriptions.pdf
5. Install FFOLKES\_Special\_Forces\_Unlocks\_v1.4.exe by double-clicking the executable file.
  6. The install program will launch and copy the SF\_Unlocks mod to your Battlefield 2 mods folder directory.
  7. The install program will also copy your Special Forces maps from the xpack mod to the SF\_Unlocks mod Levels folder. You will need approximately 340 MB of disk space for the entire mod.
  8. The install program will create a desktop shortcut pointing to the Special Forces Unlocks mod. You may need to create or edit the shortcut in case the installer fails to read from the Registry the correct path to Battlefield 2. For example:  
  
**"C:\Program Files\EA GAMES\Battlefield 2\BF2.exe" +modPath mods/SF\_Unlocks**
  9. Launch your game using the new Special Forces Unlocks shortcut and enjoy!



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### NOTES:

1. This mod will not affect your BF2 mod, Special Forces xpack mod, or online gaming.
2. This mod allows you to play the default Special Forces Single-Player/Co-op maps with all the unlocked weapons.
3. You can also play any custom map with all the unlocked weapons. Just download and copy the custom maps into the ...\\mods\\SF\_Unlocks\\Levels folder.
4. As a bonus you can use the unlocks along with the Special Forces tools such as the grapple hook, zipline, teargas, RPG, and gas mask in default BF2 or custom BF2 maps.
5. This mod also supports the Armored Fury and Euro Force booster packs. Just copy the EF or AF map folders to the SF\_Unlocks mod Levels folder.
6. In game your unlocked weapons for each kit will be keys 1, 2, and 3. They are also accessible through the mousewheel scroll.
7. The new 1.4 version has resolved the idle bot syndrome. However, there are two DICE maps (Devils Perch and Night Flight) whereby the MECSF and Insurgents forces wait until the enemy approaches to engage. This occurs in the Special Forces retail version as well as the SF\_Unlocks mod.



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8. If you want to increase or decrease the number of bots in your Single-Player game just edit the `aidefault.ai` file found in the AI folder of the SF\_Unlocks mod.

For example, if you want to play with 64 bots with expert level then make the following changes.

**BEFORE:**

```
aiSettings.setMaxNBots 64  
aiSettings.maxBotsIncludeHumans 1  
aiSettings.setBotSkill 0.4
```

**AFTER:**

```
aiSettings.overrideMenuSettings 1  
aiSettings.setMaxNBots 64  
aiSettings.maxBotsIncludeHumans 0  
aiSettings.setBotSkill 1.0
```

9. The uninstall program does work and will remove the SF\_Unlocks mod from your computer. However, if you copied any maps to the SF\_Unlocks mod folder then you will have to manually delete the SF\_Unlocks mod folder. You may also need to manually delete the shortcut on your desktop.

Make sure you post comments/feedback on the BF2 forums and let all your friends know about FFOLKES Unlocks!

FFOLKES has also created the following Unlock mods:

- ☐ Unlocks123 mod for BF2
- ☐ Unlocks678 mod for BF2