

2.6 Destructavator Soldier of Fortune II Weapon Mod

Created a LONG time ago by D.R., formerly known as Zare, still alive and playing this game once in a while while maintaining his website at www.destructavator.com

A bit of history:

I began created MODs for games and altering them on computers since the days of the Commodore 64, when I was a young kid. Eventually I moved over to the world of the PC, and became one of the first people to create new levels and weapons for the original DOOM, distributing files on various BBS before the days of the internet, while at the same time exploring music and songwriting (another subject I'm not getting into here, you can check my website if you want to get into that).

When Soldier of Fortune and Soldier of Fortune II came along, I started playing around with the game files almost right away. I originally submitted three files to a place on the Internet for the second game, but then a lot happened in my life, and, to make a long story short, dropped out of the computer gaming world for over a year.

As it turns out, I had this final version of the MOD sitting on a CD-R that I never uploaded locked away in an old crate among tons of other computer game Discs.

By rare, blind chance I discovered that my three old files were still out on the net and people were still playing this game.

I had no idea that people were still downloading what I had created and forgotten.

Well, here it is, the final version that I never submitted. I'm sure this is old stuff by now, nowhere near as interesting as it could have been when I first created it, but if you want it, now you can download it.

I have included the original readme file here to describe most of what this MOD does to the game.

Honestly, I don't remember what changes I made since the 2.4 version, but I can tell you that this should make a difference with both single and multi-player mode, and was designed to work with the GOLD version of Soldier of Fortune II: Double Helix.

Again, this isn't new stuff anymore, but if you've wanted the latest one for some reason, now you've got it.

Just put the zmod26.pk3 file in the BASE directory, and it will MOST likely work.

If it doesn't, send me an e-mail at zare166@yahoo.com or use the feedback form on my website, www.destructavator.com, and I'll help you get it working provided I have the time - I've been so busy these days!

OLD README:

Zare's Soldier of Fortune II MOD version 2.4 GOLD

Created by zare@nacs.net <--- Not a valid address anymore!

This MOD makes a large number of changes to the game Soldier of Fortune II. It has been tested to work with the GOLD version of Soldier of Fortune II in

single player mode. It also makes many weapon changes in MP.

To install the MOD, copy the ZMOD24.PK3 file into the BASE folder on your hard drive. Then copy the ZZZ_MOD.PK3 file to the MP folder. To uninstall it, simply delete the files from the folders. **NOTE: There is only ONE file now!**

New in version 2.4:

- The USAS-12 is more accurate
- The SIG 551 now has a scope with three settings: 5x, 10x, and 20x
(Just like the sniper rifle)
- The Silver Talon does a lot of damage, more than any other pistol. But it also has the smallest clip size.
- The SIG 551 is a little easier to control.
- Other minor changes have been made.

New in version 2.2:

- All the weapons in the GOLD version of SOF2 are now available with this MOD. The bad news is that this new version of this MOD only works with the GOLD version of SOF2 and will not work with older versions of the game.
- The MP5, SIG 551, and Silver Talon have larger clip sizes.
- The shotgun now holds 12 rounds instead of 10.
- Other minor adjustments and bug fixes have been made.

New in version 2.1c:

- Minor adjustments and bug fixes
- The MOD should now make changes in Multiplayer mode
- In SP, many of the bad guys now carry the M1911A1 as a backup weapon

Version 2.0 changes:

This MOD makes many of the good guys stronger and able to take more damage. It also makes many changes to the weapons. Almost all of the weapons can hold more ammo. When you start a new mission, hit the reload key with all the weapons you carry to take advantage of this change. This MOD also increases the maximum amount of different types of ammo you can carry. The best way to see all the changes is to use the GIVE ALL cheat and try out the weapons.

The M60 machinegun is now the best weapon in the game. It is much easier to control, does more damage, and is far more accurate. Some of the Marines in Colombia now carry this weapon instead of the M4 rifle. This weapon is also now available in all missions where you can select your weapons. The new M60 has two firing modes now: burst fire and full auto.

The USAS-12 is also one of the most powerful weapons. It can hold 30 shots in one clip, does more damage, is more accurate and easy to control, and has a greater range.

The Combat Knife does more damage and has a longer reach.

The pistols have larger clips and the SOCOM does more damage.

The Micro-Uzi is more accurate and holds 60 shots in one clip.

The shotgun holds 10 rounds instead of 9.

The M4 holds 60 rounds and is easier to control. You can also carry more grenades for the grenade launcher.

The M3A1 and AK74 hold 60 rounds in one clip.

The OICW is more accurate and easy to control. It can hold 60 rounds.

The sniper rifle can hold 10 rounds.

The grenades are not modified, but you can now carry much more of them.

This MOD makes some parts of the game easier and other parts more difficult.

Feel free to send or upload this MOD to anyone or anywhere. You can also modify it, but when sending it somewhere mention that I made the MOD before you changed it.

I would like to thank all of the people who have given me advice on improvements and bug fixes. Without them this MOD would not be possible.

END OF OLD README.TXT

END OF FILE - Finalized on 5/27/2005