

UNIVERSAL UNITE MOD INSTALL TUTORIAL

By UNITE Team

In this tutorial you will learn how to install all of the NFS UNITE mods for all the games we currently mod. This procedure remains the same for all NFS Ghost Studios games.

1. Join our Discord server at: <https://discord.gg/3F6vEyp>
2. Head over to #frosty-updates and download the latest Frosty Mod Manager, click on the latest Mod Manager link (not the Editor) and download the file.
3. Unzip the Frosty Mod Manager with the help of WinRAR or other file extractions software.
4. Launch the Mod Manager, you will be greeted with a screen where you can either “Scan For Games” or select “New” to locate the game you wish to apply mods for. In case you cannot use the scan option, the games should be located in your Steam or Origin library and proceed to select the .exe file.

Steam: C:\Program Files (x86)\SteamLibrary\steamapps\common

Origin: C:\Program Files (x86)\OriginGames

- **NOTE:** For NFS Heat, the Mod Manager will ask you for an encryption key:

0B0E04030409080C010708010E0B0B02

5. When you have selected the .exe file, select the game that popped up in your Mod Manager and click on select on the right, bottom side of the window. You now should have the Mod Manager interface before you.
6. Now it is time to download one of our mods you wish to apply to your selected game, from one of our Discord channels.

Your choices are:

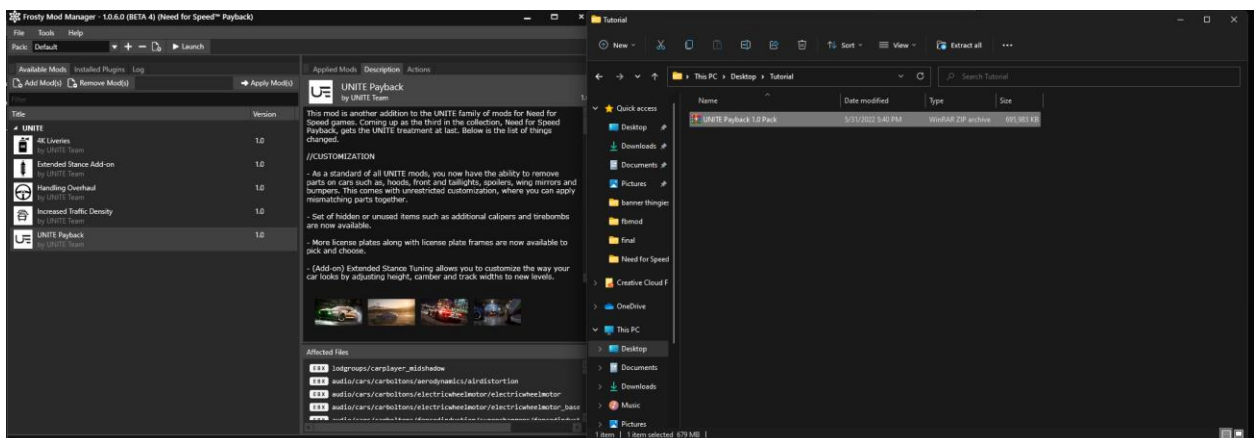
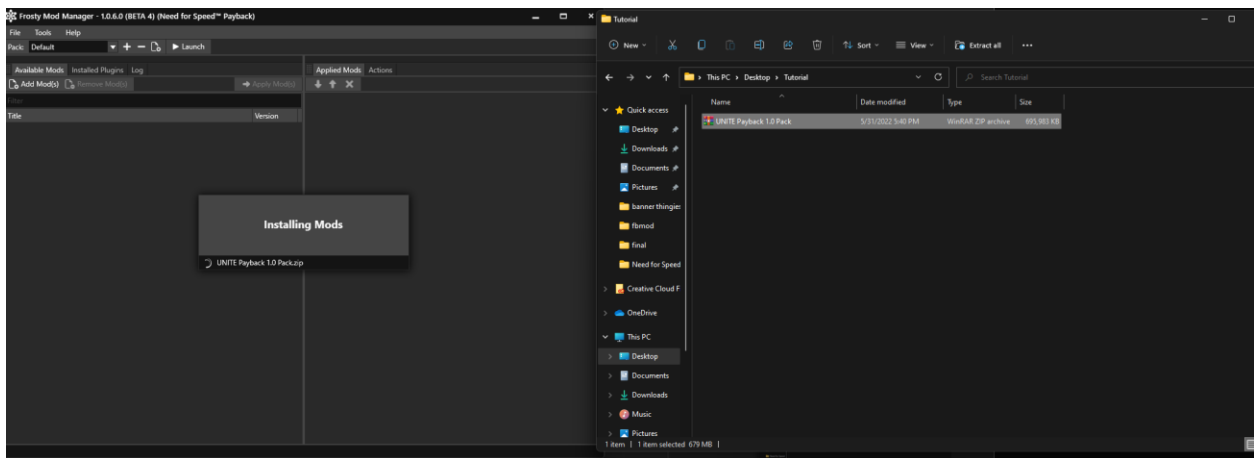
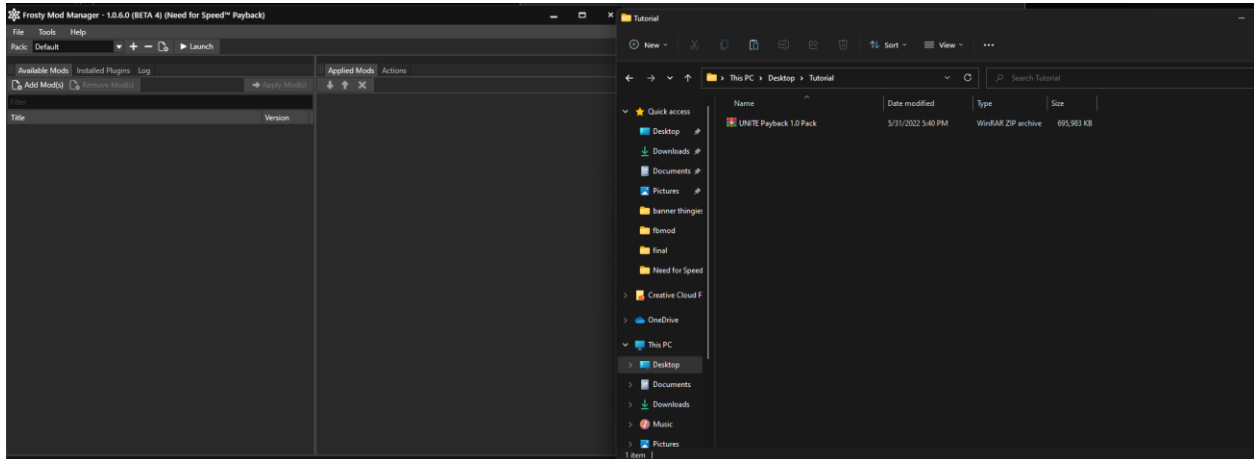
UNITE Heat (#unite-heat)

UNITE Payback (#unite-payback)

UNITE 2015 (#unite-nfs2015)

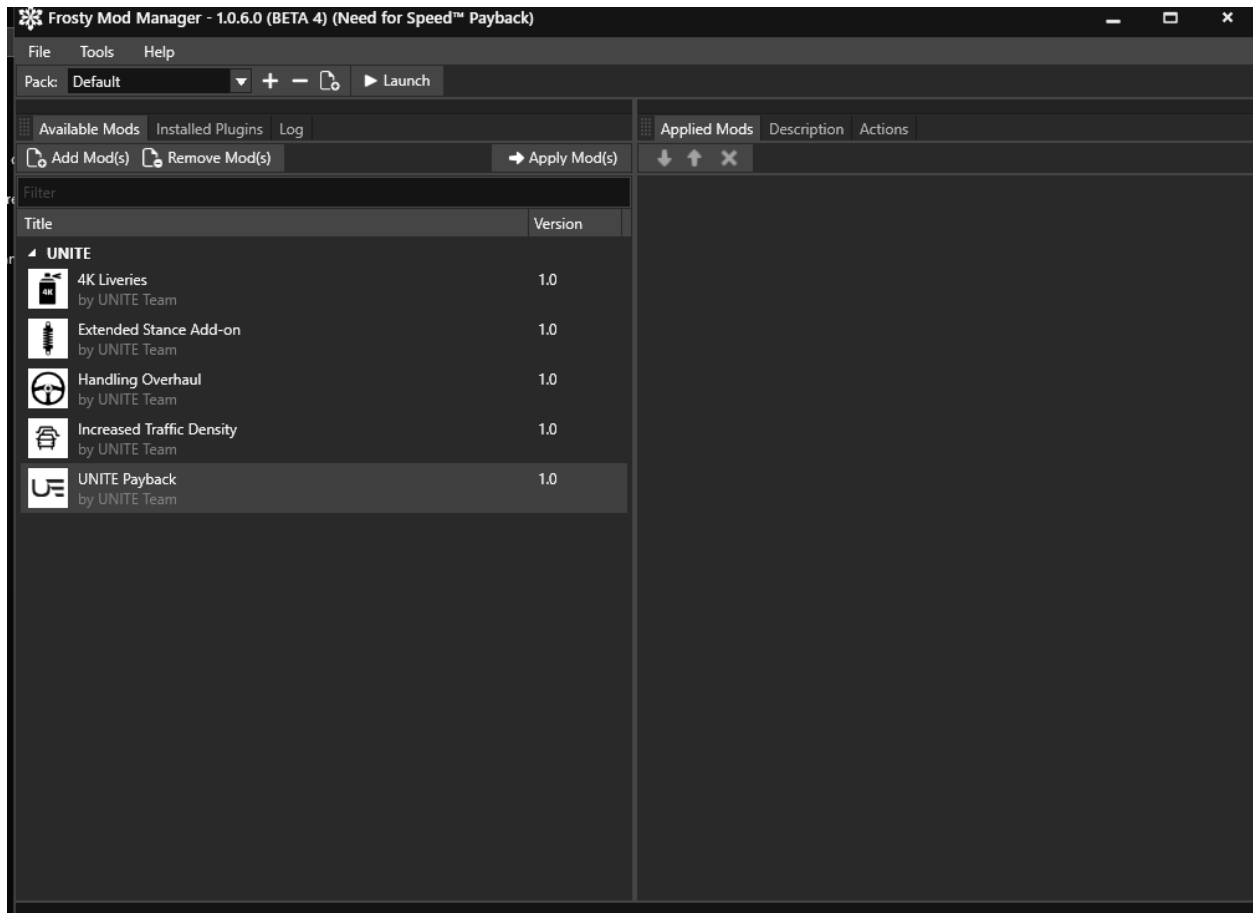
7. In the following example, we will use UNITE Payback. But the procedure remains the same for all the other games.

With the Mod Manager interface open, you can simply drag and drop the UNITE Payback 1.0 Pack.zip that you have just downloaded into the Mod Manager.

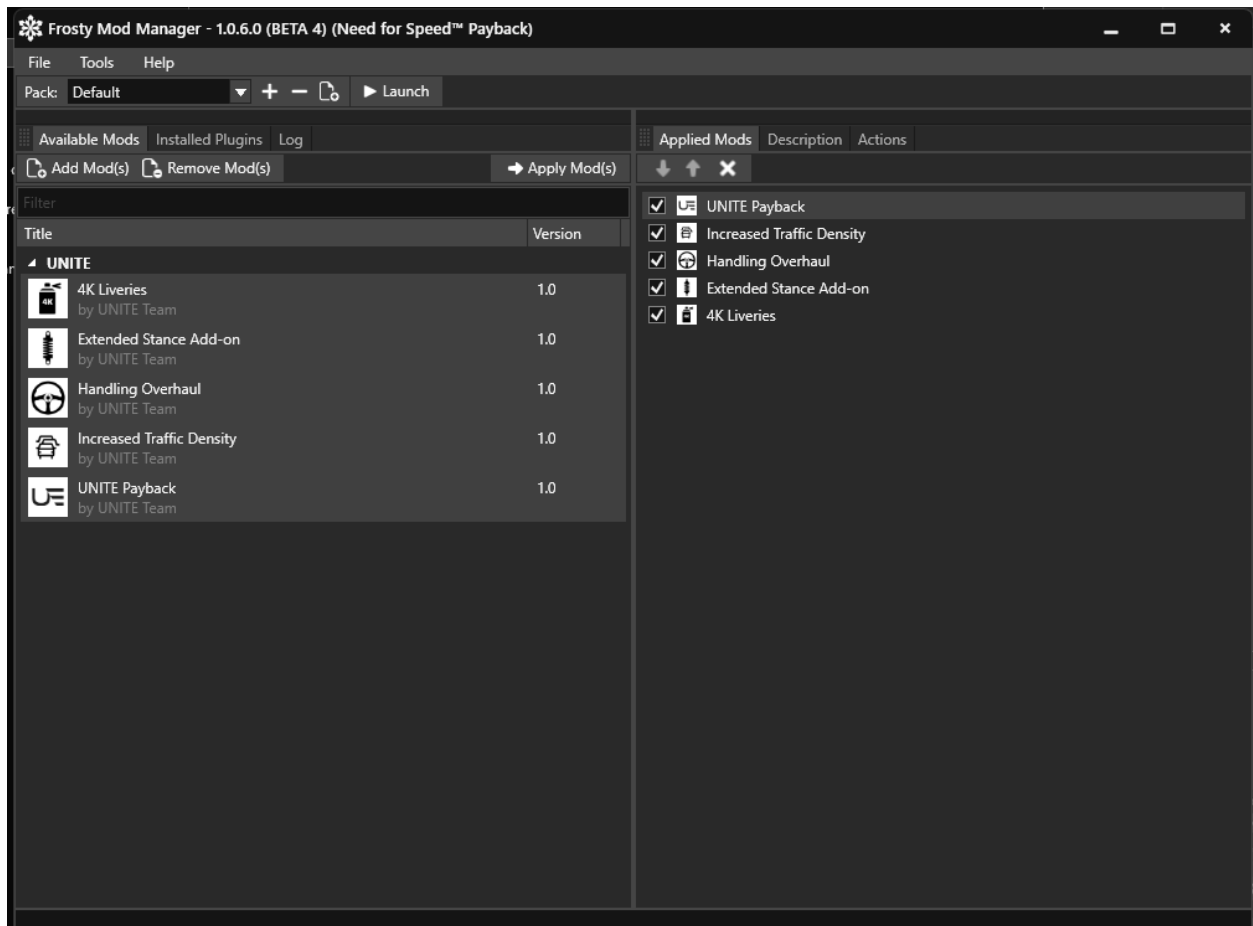


As you can see, all the mods within that .zip have all been automatically extracted and imported by the Mod Manager. You are now ready to apply the mods you wish to use.

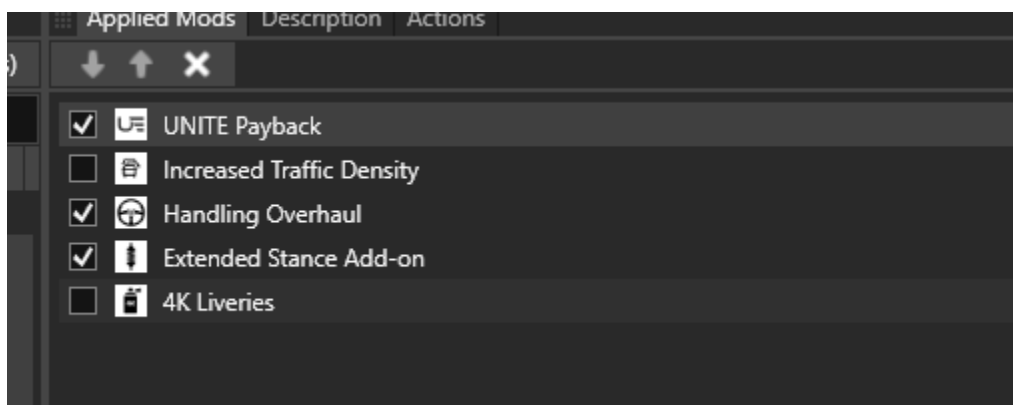
8. To apply the mods you wish to use, simply click on them, and press Apply Mods.







You can also deselect the mods after applying them, with the checkbox next to them, if you do not wish to use them at the moment of launching the game.

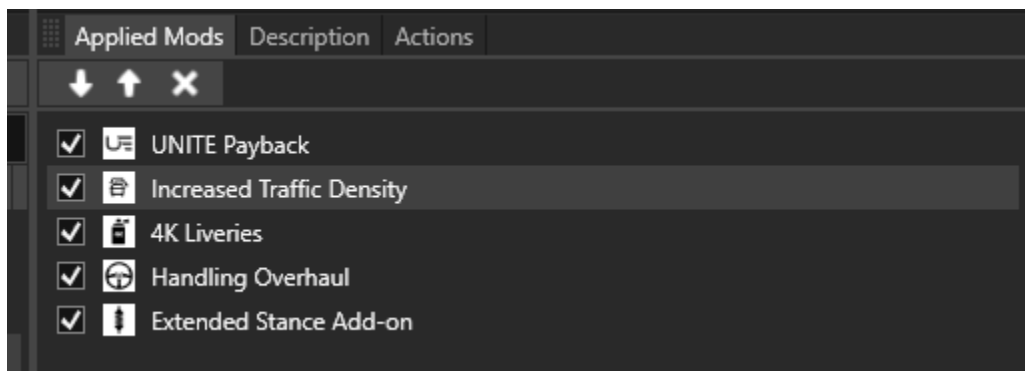


9. It is important you sort the mods correctly before using them, or you may encounter issues. This sorting method applies to mostly all UNITE mods.

The base UNITE mod should always be at the top, because the top is always the least prioritized when the software applies the mods to your game. And so, in order to overwrite some of the aspects of the UNITE base mod such as the Handling Overhaul, it needs to be placed under UNITE.

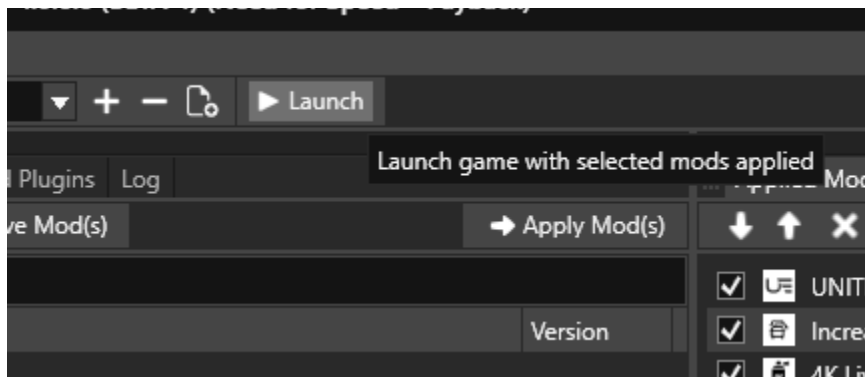
If one mod has the same files that are modified, the one that is on the bottom, will always overwrite the other.

The correct sorting of mods in the case of UNITE Payback is:



If you wish to use any mods from other creators in combination with UNITE, you will have to figure out the optimal order of the mods for them to work properly.

10. Once you have all the mods you wish to apply to your game in order, you need to click on the Launch button in the top toolbar, and you're good to go!



It is important you agree to any Windows admin prompts that pop up when applying the mods for the first time.

Restrictions

Sometimes the modified files within the mods can cause crashing in certain situations, such as cutscenes or similar. Below is the list of things you shouldn't do:

NFS Heat

Situations that cause crashing within UNITE Heat:

- If you use the stance mod without finishing the story (causes crashes on cutscenes and similar)
- If you use both the Story Mode Compatible version of the mod and the regular version of the mod.

NFS Payback

Situations that cause crashing within UNITE Payback:

- If you use stance mod while playing through the story.