**Spiderman** **3**

Try to insert this mod in a new game so that it will work better.

FIRST THINGS FIRST:

Installation:

1.Cleo: Paste all the .cs and the files in cleo text folder and other files and folders in your game’s cleo folder.

Cleo work is finished now let’s go to others.

2.Data: paste the animgrp.dat , gta.dat and melee.dat in your data folder only and just replace the script files which are main.scm and script.img.Work of data folder is finished now let’s go to gta3.img.

3.gta3.img: download alci’s img editor it’s very hard to replace dff, txd and ifp files present within the img files with any other img editor versions. Open alci’s img editor then actions>import(remove if exists)>{select the files of gta spiderman>gta3.img. replace all the dff, txd and ifp files in the original game’s gta3.img file by my gta3.img folder’s files.

4.models: Copy the mspider.txd file and paste it in your models>txd. SIMPLE& easy.

Replace the text folder or the files in it.

FINISHED