

Instructions:

1. replace BFYST model in gta3.img with the new BFYST.DFF model
2. Replace BFYST txd in TXDTool with the new BFYST.TXD texture
3. Import the retexture image (FLIPSIDE) in TXDTool and replace it with FLIPSIDE with no alpha
4. Enjoy

Skin was rigged by Uzzi47

Texture was made by me, T4k3r