

grand theft auto

Vice city

The Downtown Sandmen



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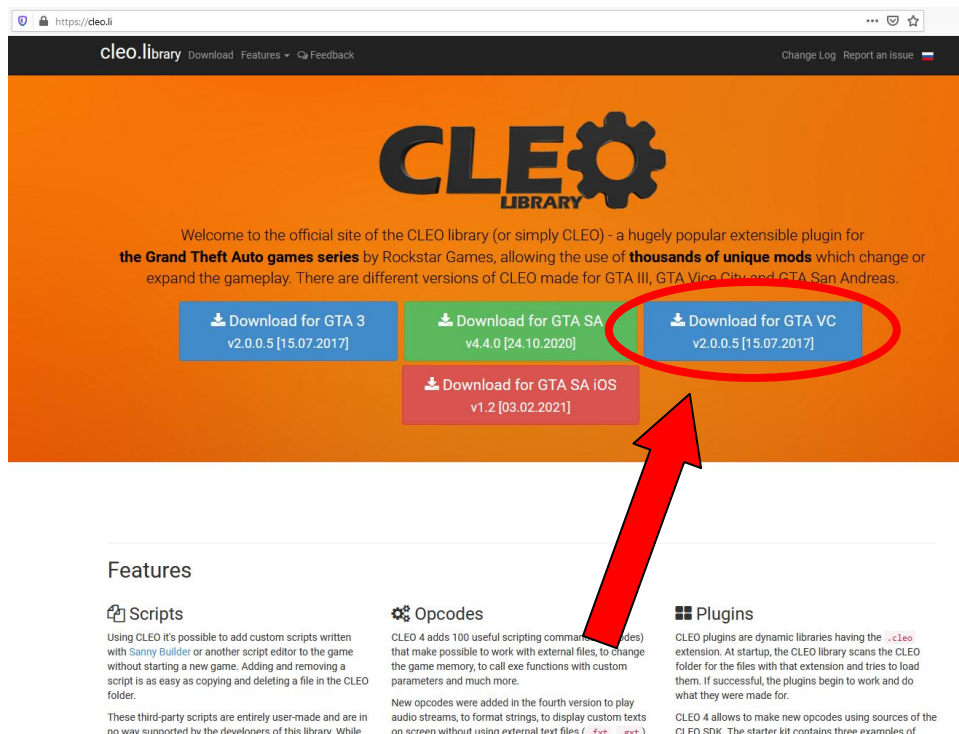
Steps prior to installing the mod

1. Have a functional copy of GTA Vice City
2. Install CLEO library
3. Download IMGTool or similar software
4. Make a backup of *default.ide*

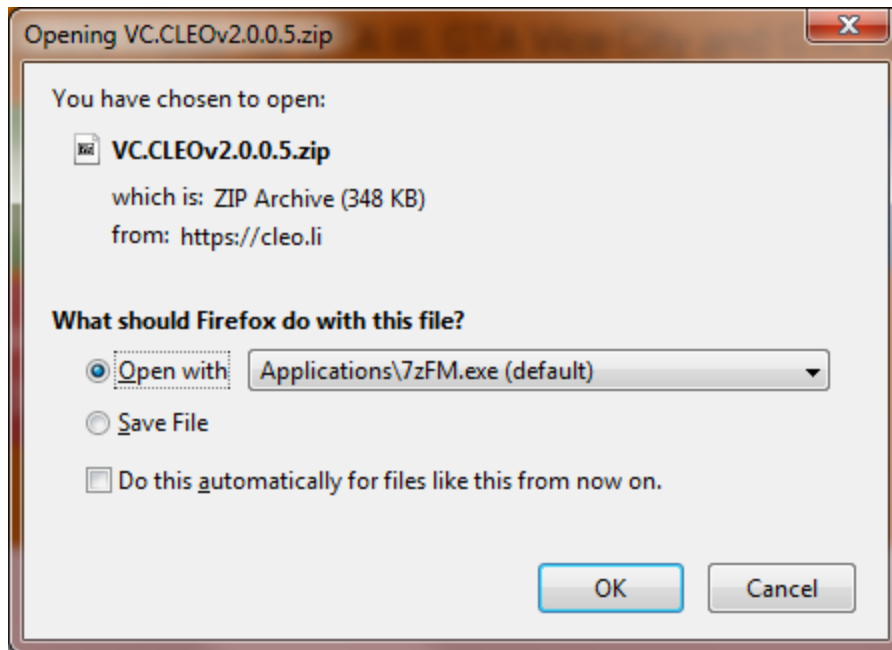
Mod installation guide

1. Installing CLEO

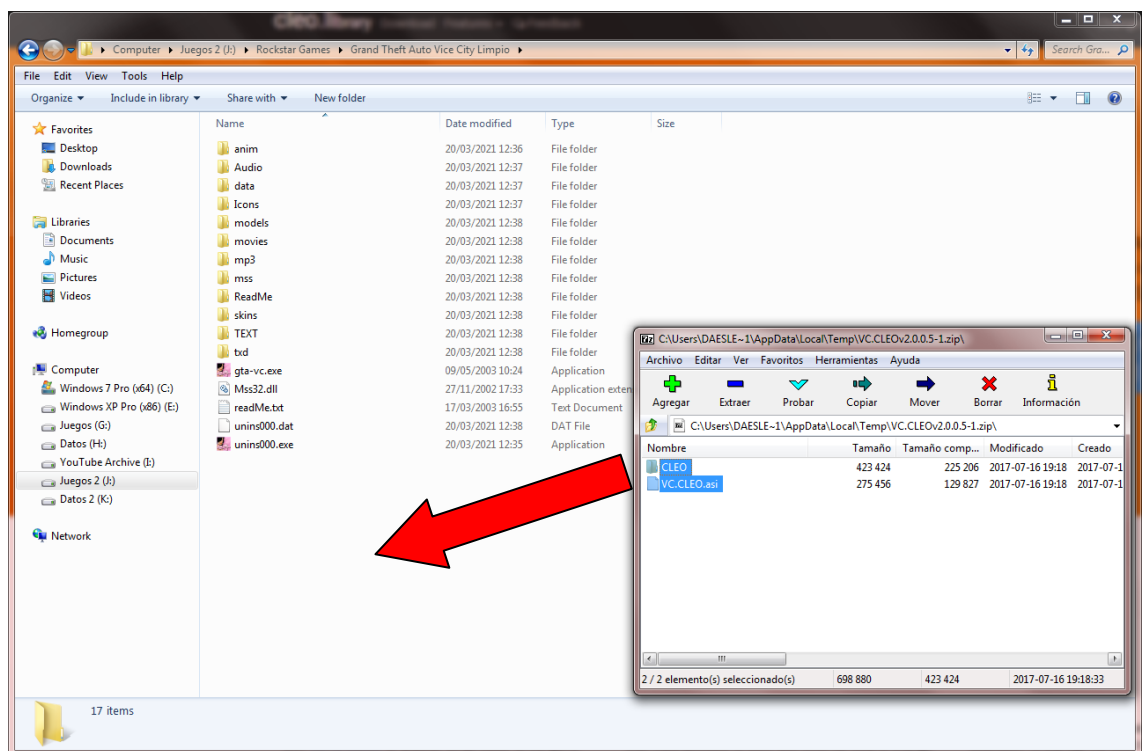
To download the CLEO library, we must go to [its official website](https://cleo.li), and click the "Download for GTA VC" button to get the version for the game:



You'll get this file:

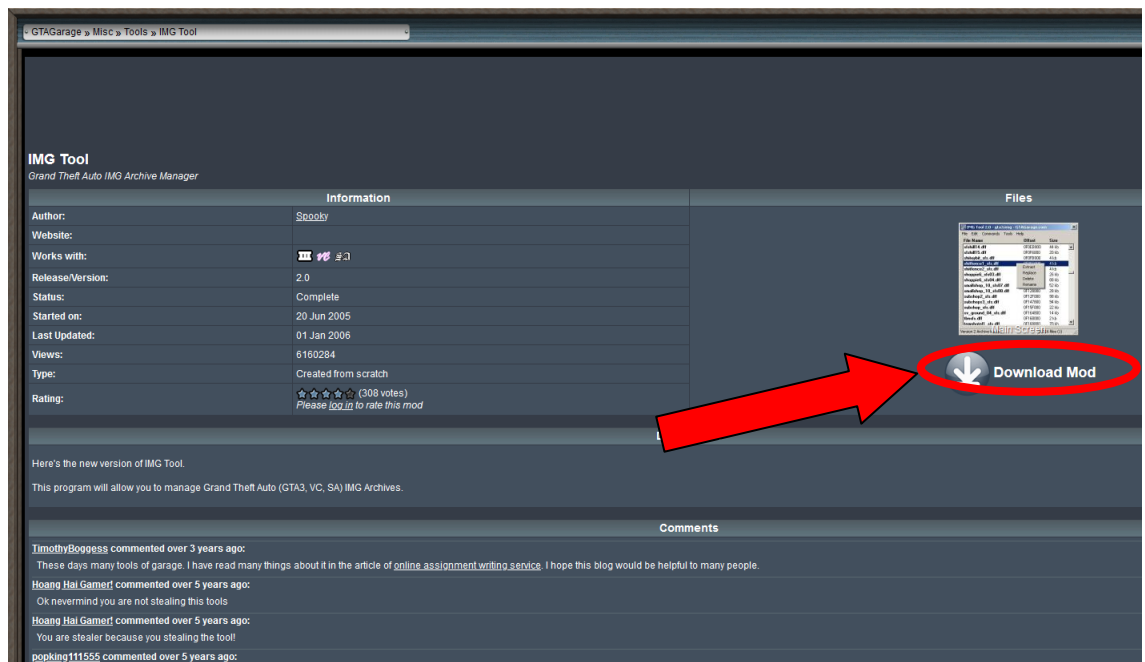


The files inside must be extracted on the root of the game's directory:

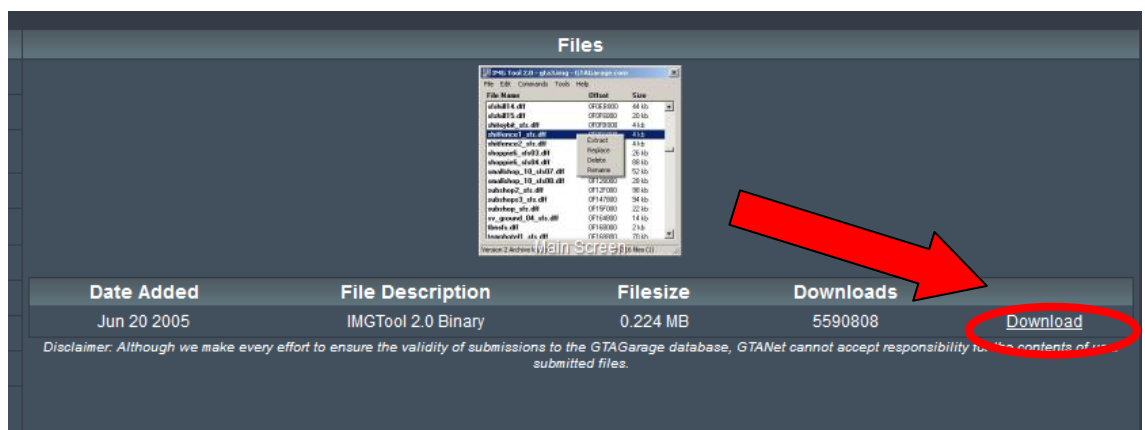


2. Downloading IMGTool

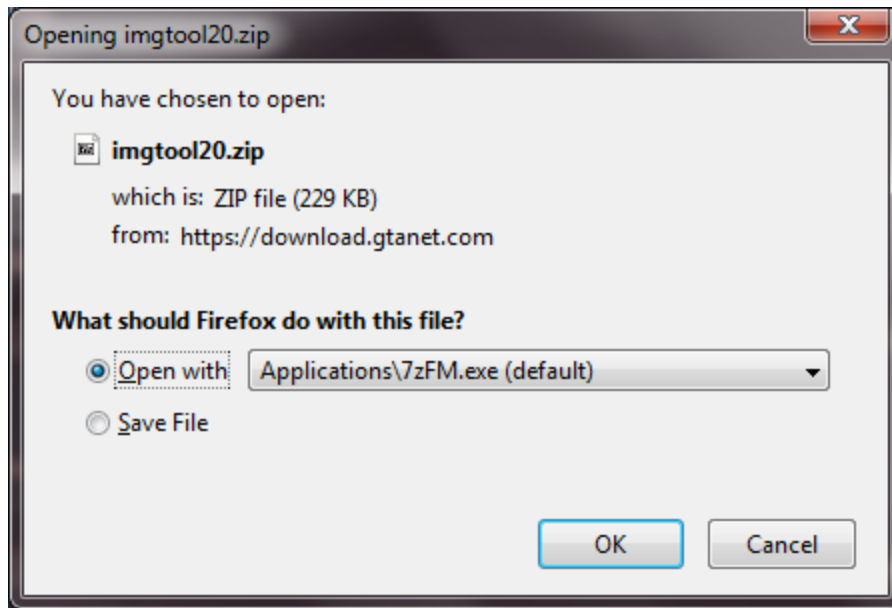
This utility is needed to install the mod's model and texture. You may also use a similar tool like Alci's IMG Editor. You can download IMGTool from [GTA Garage](#):



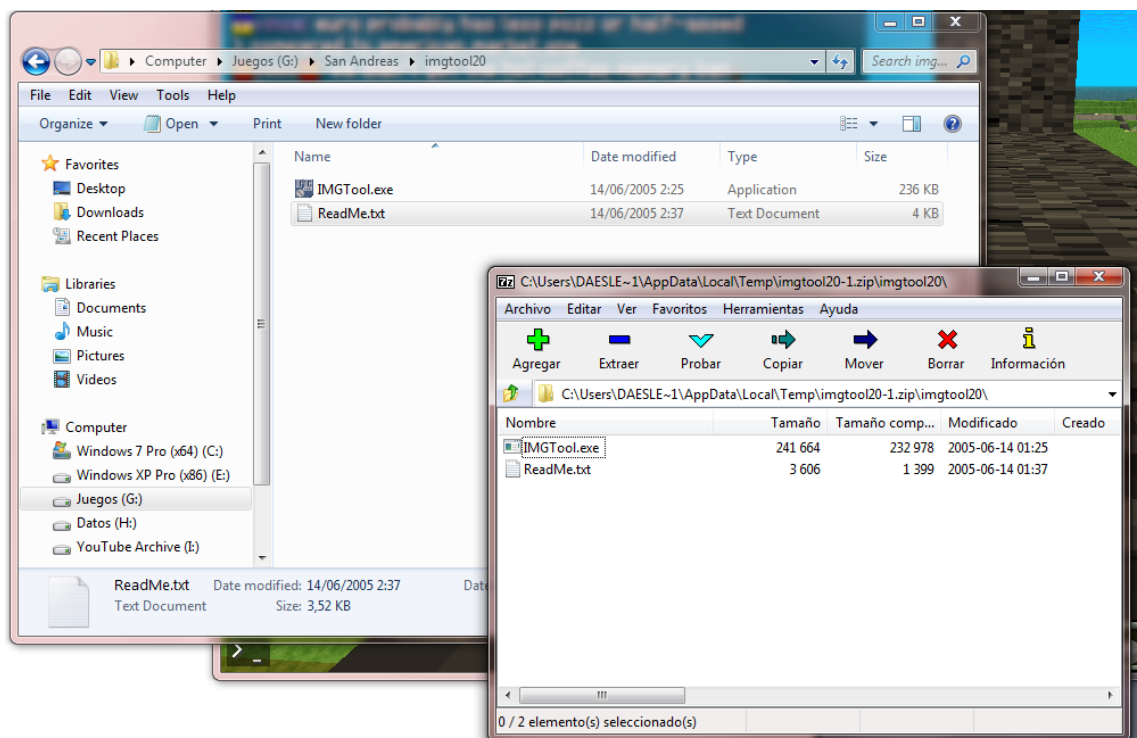
After clicking on "Download Mod", we'll see a list of all of the mod's public versions (there's only one), so we'll click on the "Download" button on the most recent one:



You'll get this file:

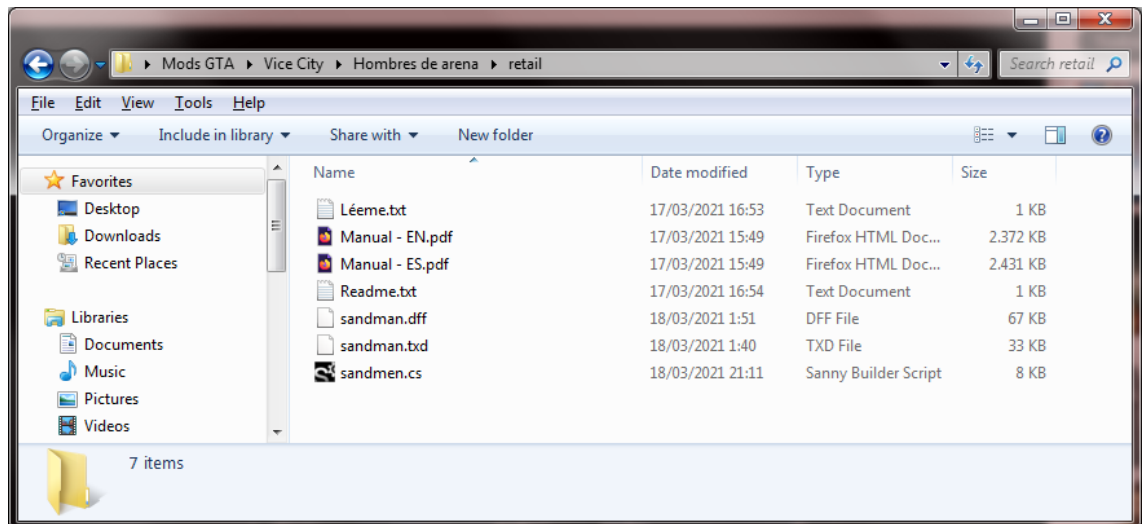


You can extract the files inside anywhere you want:

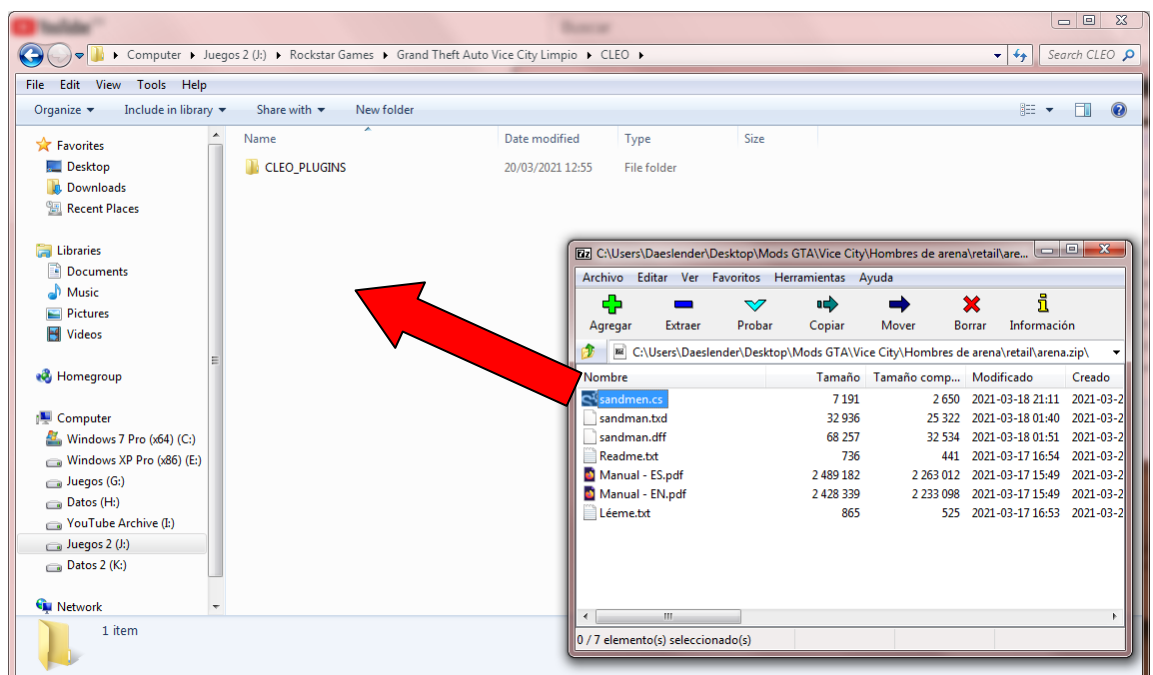


3. Installing the mod

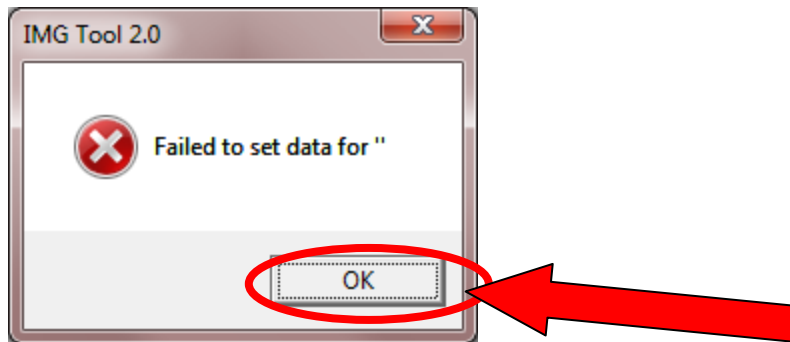
Inside the mod's folder, you'll find these 7 files:



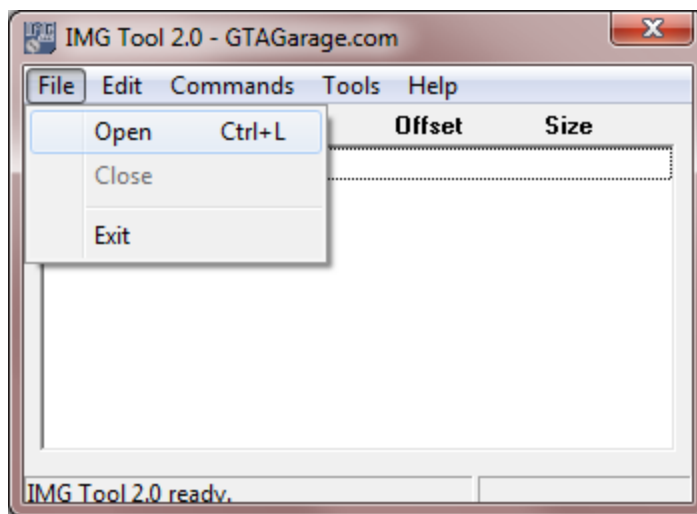
The 4 files we'll be installing are the following: *sandman.dff*, *sandman.txd*, and *sandmen.cs*. First, we'll install *sandmen.cs*, which is the mod itself. All you have to do is drop the file inside the CLEO folder inside your Vice City installation, if you have installed CLEO previously:



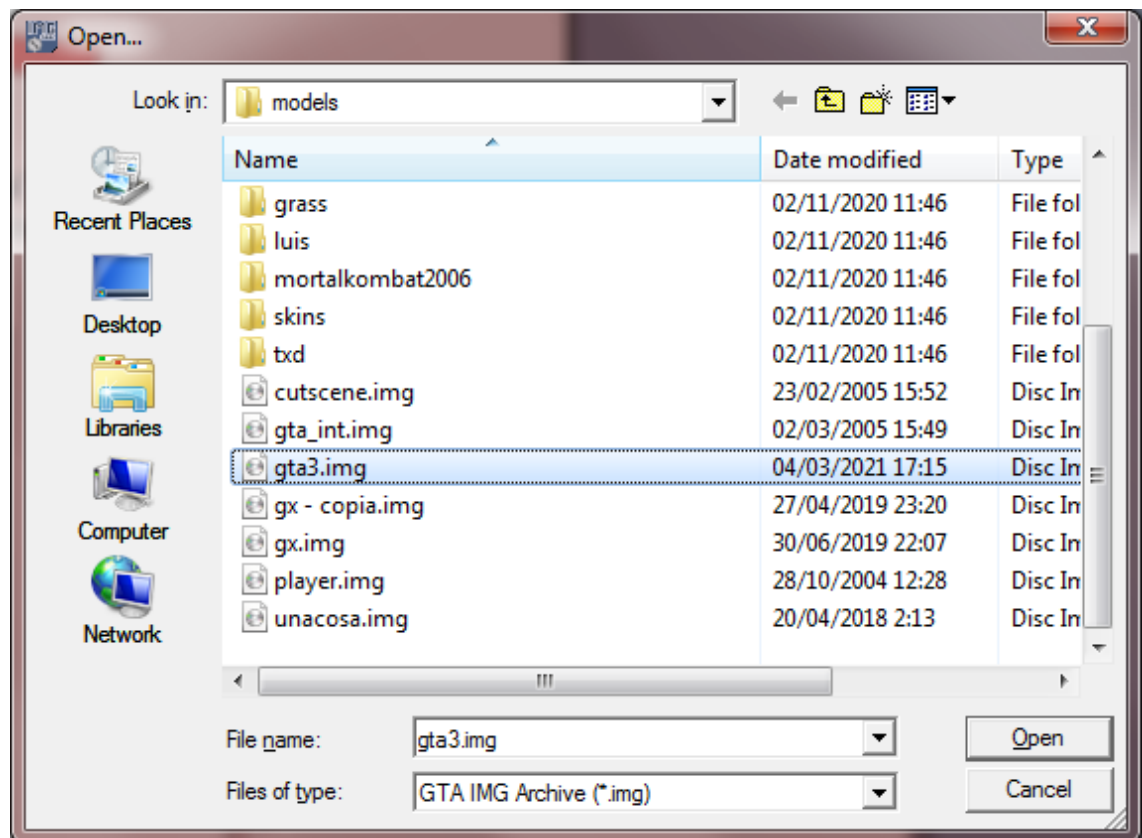
Now, we have to install the model and texture. Open IMGTool, you may get an error message like this, just click "OK" and ignore it:



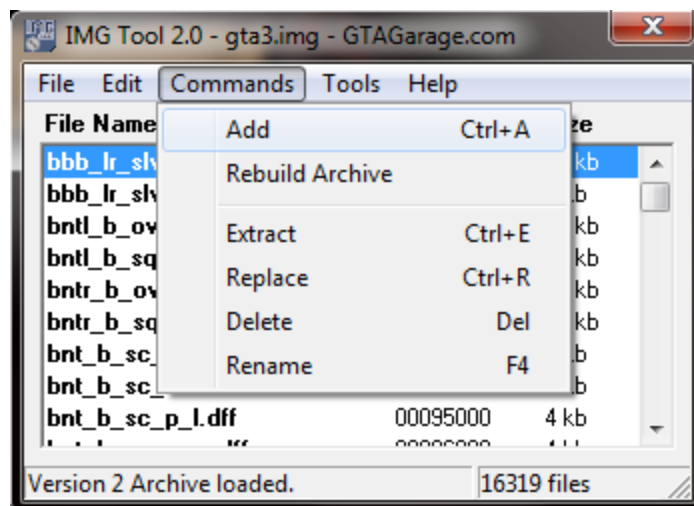
Inside the program, we can open the "File" menu and click on the "Open" option (or press Ctrl + L):



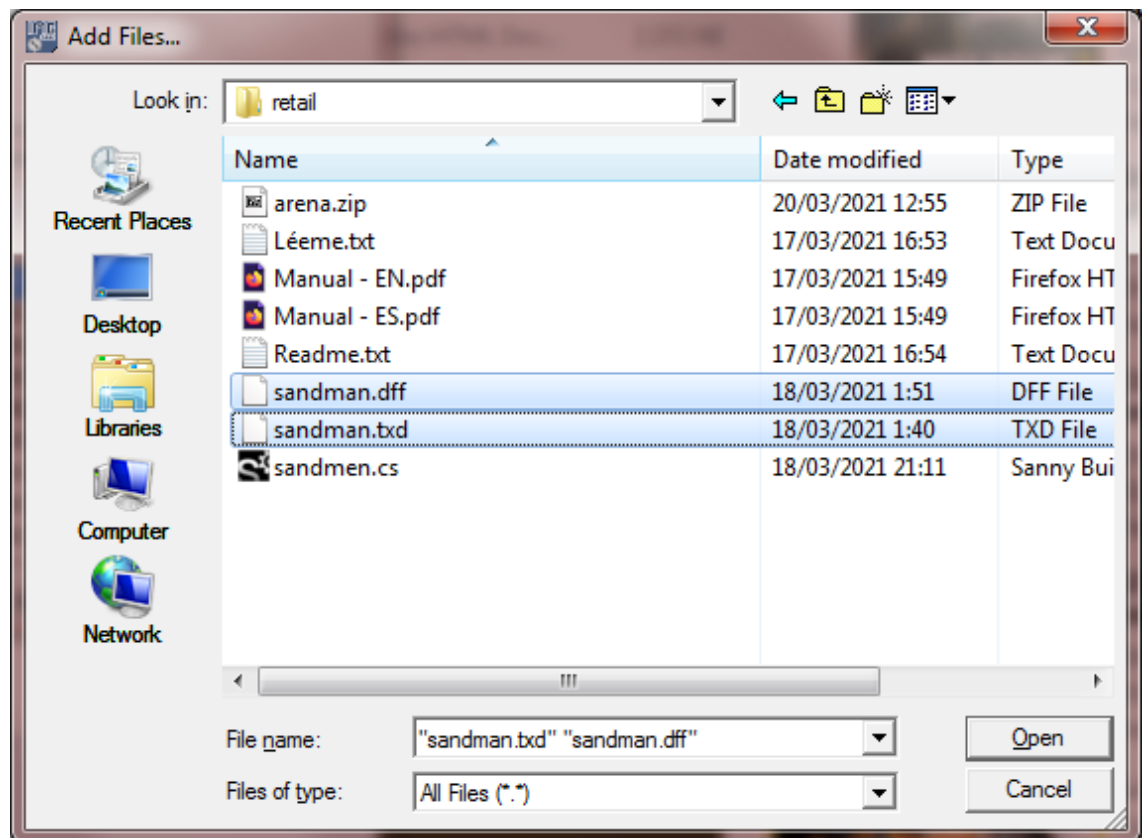
Now we'll open the *gta3.img* file inside the *models* folder in our Vice City installation:



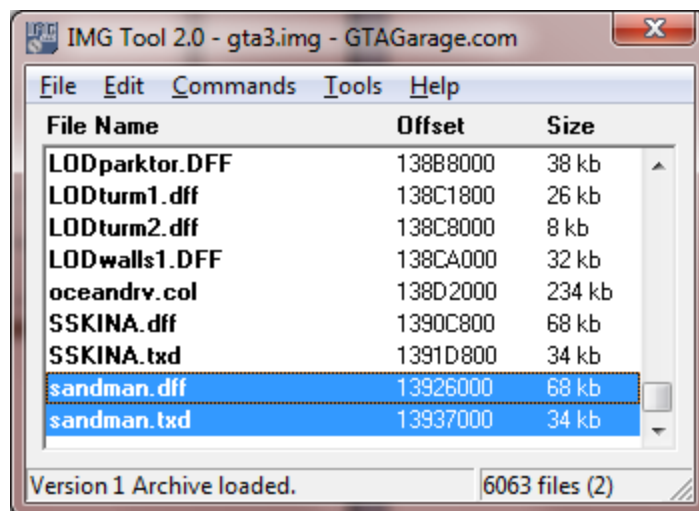
Next, we'll open the *Commands* menu and click on the *Add* option:



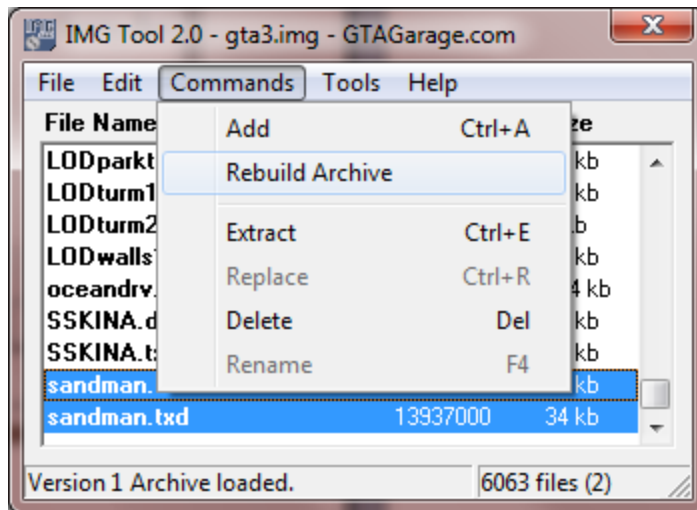
And we'll add the files *sandman.dff* y *sandman.txd* (if you try to add both files at the same time, there's a chance that only one of them will be added. We recommend adding one and then the other for both to be added properly):



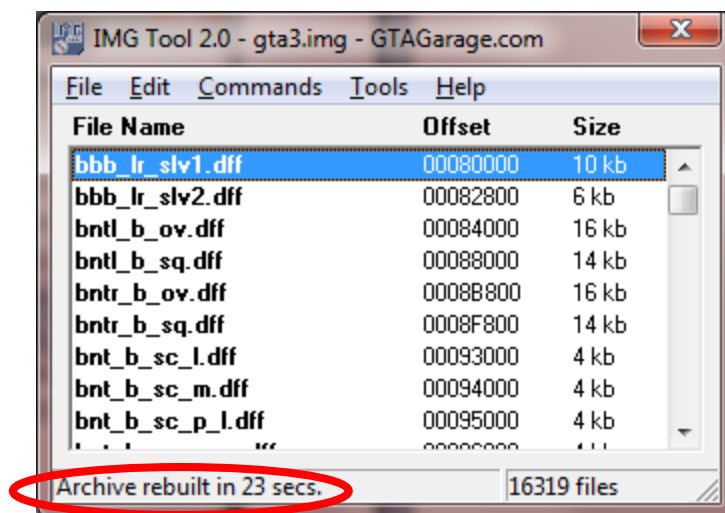
After this, you should see both files at the bottom of the list:



Finally, open the *Commands* menu again and click on the *Rebuild archive* option:



We'll have to wait a while (the time it takes depends on how fast your computer is) for the file to be rebuilt, once it's done you'll see this message at the bottom of the window:



And lastly, we'll open the *default.id* file inside the *data* folder in our Vice City installation, and add this line on line 50:

**8, sandman, sandman, CIVMALE, STAT_CRIMINAL, man,
0, null, 9,9**

```

16 #EXECUTIVE_CAR      8
17 #WORKER_CAR        16
18 #BIG_CAR           32
19 #TAXI_CAR           64
20 #MOPED             128
21 #MOTORBIKE         256
22 #LEISURE_BOAT      512
23 #WORKER_BOAT       1024
24 #
25 # radio stations
26 # Rap              0
27 # Pop              1
28 # Interview        2
29 # Soul             3
30 # Rock             4
31 # Current affairs  5
32 # Spanish          6
33 # Fernando         7
34 # new wave         8
35 # off              9
36 #
37 # modelId, ModelName, TxdName, Default pedtype,
38 # animGroup(man,cop,woman,fatwoman,sexywoman...), cars can drive mask(in hex),
39 # animfile, radio1, radio2
40 #
41 #
42 0, null, generic, PLAYER1, STAT_PLAYER, player, 0, null, 9,9
43 1, cop, cop, COP, STAT_COP, man, 0, null, 9,9
44 2, swat, swat, COP, STAT_COP, man, 0, null, 9,9
45 3, fbi, fbi, COP, STAT_COP, man, 0, null, 9,9
46 4, army, army, COP, STAT_COP, man, 0, null, 9,9
47 5, medic, medic, EMERGENCY, STAT_MEDIC, man, 0, medic, 9,9
48 6, fireman, fireman, FIREMAN, STAT_FIREMAN, man, 0, null, 9,9
49 7, male01, male01, CIVMALE, STAT_SENSIBLE_GUY, man, 0, man, 1,4
50
51 #MODS
52 8, sandman, sandman, CIVMALE, STAT_CRIMINAL, man, 0, null, 9,9
53
54 # normal peds
55 9, HFYST, HFYST, CIVFEMALE, STAT_STREET_GIRL, sexywoman, 013, null, 6,1
56 10, HFOST, HFOST, CIVFEMALE, STAT_TOUGH_GIRL, woman, 417, null, 2,6
57 11, HMYST, HMYST, CIVMALE, STAT_GEEK_GUY, gang1, 5ab, null, 1,8
58 12, HMOST, HMOST, CIVMALE, STAT_OLD_GUY, man, 437, null, 5,6
59 13, HFYRI, HFYRI, CIVFEMALE, STAT_GEEK_GIRL, busywoman, 28d, null, 6,1
60 14, HFORI, HFORI, CIVFEMALE, STAT_OLD_GIRL, woman, 28d, null, 2,6
61 15, HMYRI, HMYRI, CIVMALE, STAT_SUIT_GUY, man, 30d, null, 6,8
62 16, HMORI, HMORI, CIVMALE, STAT_SENSIBLE_GUY, man, 20d, null, 5,5
63 17, HFYBE, HFYBE, CIVFEMALE, STAT_GEEK_GIRL, sexywoman, 28f, sunbathe, 6,1
64 18, HFOBE, HFOBE, CIVFEMALE, STAT_OLD_GIRL, fatwoman, 28f, sunbathe, 2,6
65 19, HMYBE, HMYBE, CIVMALE, STAT_TOUGH_GUY, gang2, 38d, sunbathe, 6,8
66 20, HMOBE, HMOBE, CIVMALE, STAT_TOURIST, fatman, 437, sunbathe, 7,5

```

(If this ID is already in use by another mod, you'll have to use another one and also change it in the CLEO script, since Vice City only has so many free ID's for peds, you may have to use Fastman's Limit Adjuster)

Now the mod is installed and you can try it out. If you want to go completely blind, ignore the rest of this manual, drive to Downtown and explore until you find the sandmen. If you know the map well enough and take a close look at the screenshots, you should be able to find it easily...

Guide

- How to find the Sandmen

The Lizard can be found in the general area of Downtown:



Once you get close to it, you'll see a thick fog start to appear around you:



- **How to kill the Sandmen**

The sandmen will use their own fists to fight you. Firearms won't be of much use against them, you can't destroy sand with bullets easily. You'll have to find another way to kill them...



How would you kill a monster made out of sand?
They do not have much health, but if you get surrounded by a few of them, you are as good as dead...

- **Origin**

Legends of men with bodies made from sand are as old as time. Desert inhabitants attacked by sand creatures at night, people on vacation at the beach being assaulted by strange humanoids that dissolved with touch.

Of course, Vice City is no exception to these stories.

Tales tell of 5 men that were brutally murdered by the mafia in Liberty City, being buried alive in the sand and left there to die of hunger until their bodies were washed over thru the country, ending up in Vice City, where their bodies were misteriously reanimated as undead zombies with sand bodies, that now look for revenge by killing anyone who comes close to their resting place...

Misc.

Thank you for playing my mod, you can tell me what you think of it on [my website's forums](#). You may also report any bugs and glitches.

If you aren't able to find the location of the creature, look below for its exact location on the map.

This mod has been made by me and only me, Daeslender. The creature's model and the pre-rendered images seen on this manual or the mod's download page were completely made by me, using free license textures found online or from the actual games.

The mod's code was made after hours of online research and looking at the code of other mods made by other people.

Please, if you're planning on uploading this mod somewhere else, I'd appreciate if you made it clear who created it. I can't force you to do this, but these mods take time and effort to make, even if they seem simple, so be cool :)

