By Naruto 607

This mod is my contribution for all of Naruto character mods for GTA: San Andreas from the sources of Indonesian character mods mostly made by yuniwii and its awesome model. I would really appreciate your work until this far, so this is my thanks.

This mod only uses the simple editor, the SA GXT Editor, founded one at gtagaming.com, and edited the GXT (not the program) by me as it is.

This document really came with a file named american.gxt file and a TXT file containing what characters I’ve replaced in this mod, modified as it is by me. However, it has bugs while in-game that the one’s speech is not appropriate like the actual or original ones (for example; “Come on, *607*! How you think he got that new house, huh?”, which it was supposed to be like this: “Come on, *CJ*! How you think he got that new house, huh?”)

I only serve one GXT file for US, Indonesian, and English-speaking countries. Installation is simple. Make a backup of your modded or original american.gxt file and replace it with mine. Start the game and enjoy!

One of the reasons I made this because I really liked Naruto very much and yuniwii’s Naruto Character mods. With my proper selections, I could create this much better with bugs fixing in some subtitles (e.g. at “Wear Flowers in your Hair” mission) and re-edited the subtitles just like the English subbed Naruto videos.

Well, I’m not just editing the names of people in-game, but also the credits in GXT file. However, I would keep it original and clean about actor’s voices in credits.

*Version 2 is now available with some changes on weapon names to a realistic manner and other fixes. See the last Table of Contents for more.*

# Table of Contents

Title and Foreword 1

Table of Contents 2

1. Naruto Uzumaki as Carl Johnson 3
2. Sakura as Kendl 4
3. Sasuke as Sweet 5
4. Other Naruto and Fictional Characters 6

Finale Notes 9

Disclaimer 9

Requirements for this mod 9

Additional Notes, Read it if you want 11

What’s new in Version 2? 12

# Naruto Uzumaki as Carl Johnson

Naruto Uzumaki plays the role as the main character of *Naruto* and *Naruto: Shippuuden* stories and episodes, who is trying to find his way of Ninja. Playing this role is perfect as like CJ travels across San Andreas like Naruto doing some mission sequences in episodes. In San Andreas, he has the moniker “607” (taken from his Registered Ninja Number *012607*, which in game usually called as CJ, but I think the last three-digit Registered Ninja Number is what I prefer). The profile of him can be seen below.



To use him in SA (optionally), you might need to download the mod at Gombolori website and refer to Readme file for installation. I would recommend downloading Skin Selector made by Ryosuke [here](http://gtasamod.web.fc2.com/cleomod/skin/index.html) or the Player Changer by Dutchy3010 [here](http://www.gtagarage.com/mods/show.php?id=7099) (but I think using Skin Selector is better, because I think it’s weird that the peds when appeared at some point they appear same, but that is all up to your choosing). CLEO 3 or CLEO 4 is required.

# Sakura as Kendl

Inspired from the article at Gombolori explaining “Grand Theft Auto: Mas Narto Stories” and “GTA Naruto World”, I would like to use this one. Sakura Haruno can play the role as CJ’s sister named Kendl Johnson, just like what I read at Gombolori website explaining both of them. Her profile is shown below.



She may appear in some point or scenes, however, but this would be a perfect mod like yuniwii wishes. Having her in the San Andreas (optionally), you need to download the mod at Gombolori website and use the IMG Tool from gtagaming or gtagarage website to replace kendl.dff and kendl.txd in gta3.img file with the correct DFF and TXD files available from the extraction file of her. You can take the procedures on heading 1 after the pic to use her as the player.

# Sasuke as Sweet

Thinking about this one, it reminds me about returning Sasuke back to the village after he got away to get more lessons from Orochimaru. It’s kinda sad if you see him ignores what does Naruto wants and look after revenge of his brother, Itachi (around episodes 20-40 on Shippuuden). I would say it’s very epic and almost like cinema movies in TV.

Choosing him as the replacement for Sweet Johnson is very nice for me, because in Shippuuden sequels, there’s an explanation about Sasuke and Naruto, saying that Sasuke is like *brother* to Naruto. His profile is shown below.



You can do this same like in Heading 2 (optionally), but this refers to sweet.dff and sweet.txd files in gta3.img file and files you need at Gombolori for this character. You can choose from Kid, as seen above, in Demon Mode, or as student (maybe fictional [meaning unavailable in videos], maybe not). To use him as the player you might want to view the heading 1 procedure after the picture.

# Other Naruto and Fictional Characters in GTA: San Andreas

Besides of these main characters of Team 7 (heading 1 to 3), there are some characters that play some roles like Tenpenny, Pulaski, Hernandez, Cesar, Ryder, Big Smoke, Paul, Maccer, Woozie (or Wu Zi Mu), Zero, Toreno, etc.

As for Tenpenny, I choose Itachi Uchiha, which appeared in ANBU outfit (perfect as the dirty cop or like the one I read at Gombolori about this character explaining the history of Sasuke’s survival and it’s very epic), but for Pulaski and Hernandez, I made them with fictional Russian names (maybe someone in CIS region has, but really, it’s fictional and I don’t want to hurt them with these). I named Pulaski as Sergei and Hernandez as Dmitri, like in Grand Theft Auto IV, but differ. Both Pulaski and Hernandez use the military suit taken from original Army models and textures of GTA: San Andreas.

Something special on this mod is for Ryder, Big Smoke, and Emmet. Sai plays the role as Ryder, while Jiraiya (the pervert prayer) plays the role as Big Smoke. Emmet is special. I made no changes on the man named Emmet, but about explaining “off Emmet” at “Reuniting the Families” mission when CJ got the AK-47 from Sweet or about location of it, I changed it to *Naruto Arms* Company (supplying 9mm handguns or “light caliber” handguns in game), just like in real about “Naruto Bridge”, “Naruto Whirlpool”, “Naruto city”, etc. in Japan.

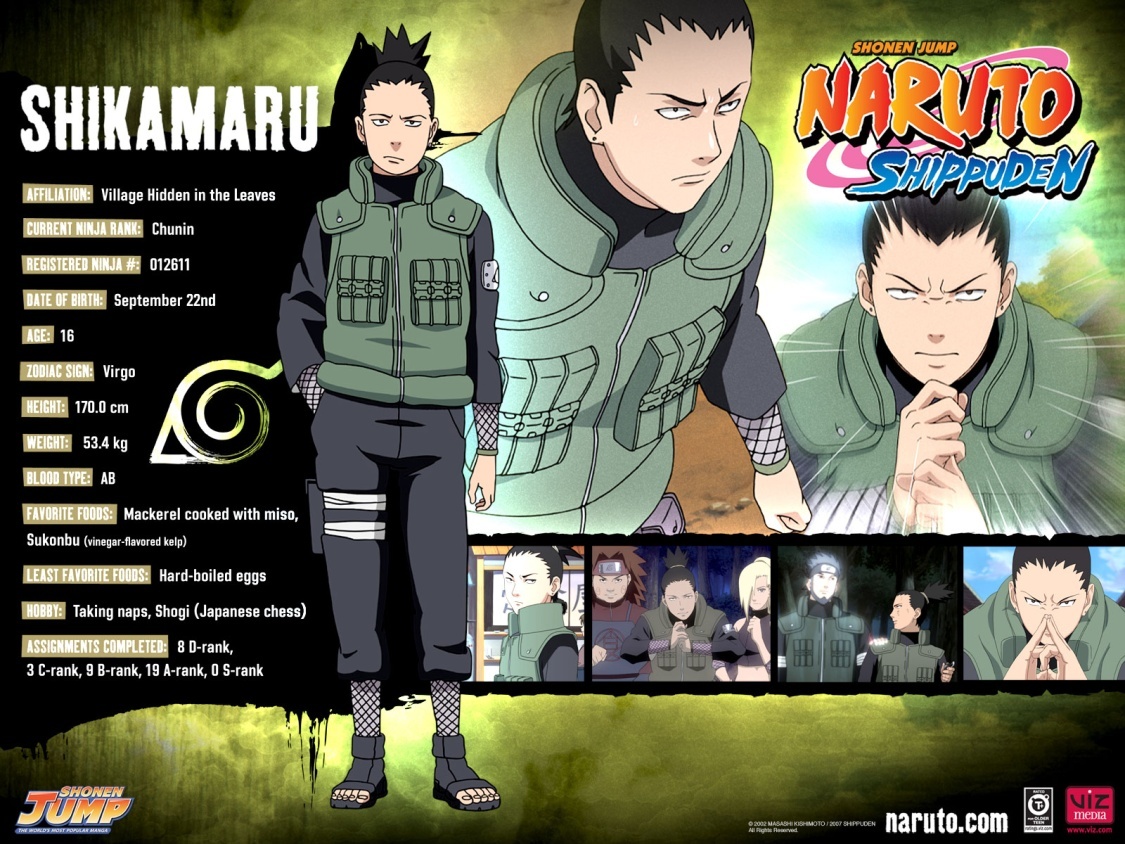
You might want to take a look of the pictures below about the characters Sai and Jiraiya that play the role as Ryder and Big Smoke.





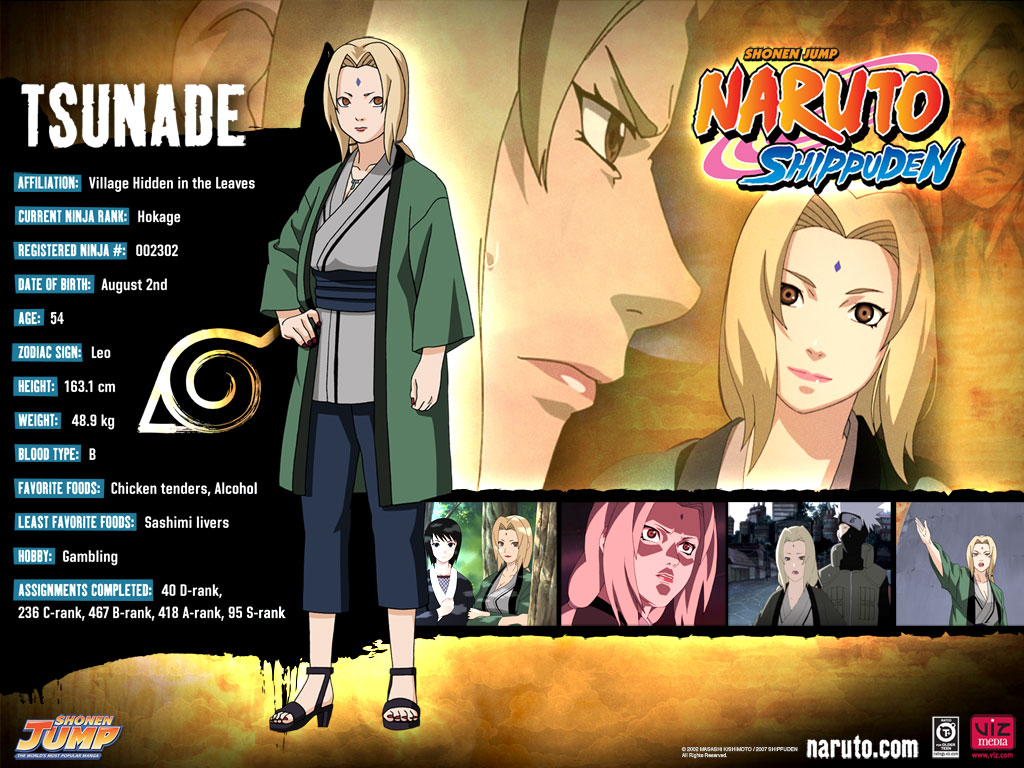
Others are Shikamaru that plays as Zero. Shikamaru was the smart, but lazy ninja that skilled in strategy plans. However, I’d try putting him to replace Zero in GTA: San Andreas as he has the IQ of around 200 and maybe smart in some introductions of guns usage, piloting, etc., but I think I would follow the Masashi Kishimoto’s quotes that Naruto will not submit the usage of firearms, and no copters, modern cars, motorcycles, etc. (sourced from Wikipedia). Maybe (according to me), instead playing Japanese chess (or *shogi*) with Asuma or his pa, he preferred the aero modeling (like Zero did)!

Here is Shikamaru’s profile.



Also, I have changed how does CJ called Zero as “Zee” or “Z” to “*Sheikh*”, just like you played Hitman: Blood Money in PC or PS2, at a casino mission in Las Vegas where one of your objectives is to kill *Sheikh al Khalifa*. However, I don’t want to change it from “Zee” to “*Scooby-Doo*”, because it sounds real funny☺, but nonsense. Note that Sheikh is one of Islamic names and fictional, however I don’t want to embarrass or hurt the person’s feelings named that either (for the Middle East users, sorry for my bad English).

There are other Naruto and fictional character names in my GXT modification, so I think you might want to test it out using the Mission by Mission mod by downloading it [here](http://www.gtagaming.com/downloads/gta-san-andreas/misc-mods/7449) OR play in new game if you have modded scripts that requires you to start a new game such as Shamal Missile Mod that coded by Yangster and its AGM-65 model by Picolini. You can see other samples like Tsunade that plays the role as Catalina, Cesar’s sister. See the profile of her below.



This replacement is very perfect for her continuous anger, soft speaking (when in good mood), etc.

Hell, I don’t mind if I rename the SWAT Team with ANBU-SWAT Squadron. They look like a secret squad with numerous tactics like the real Los Angeles SWAT Team. However, you can see the detailed list of what character names I’ve replaced on the american.gxt file that carried within this archive (I’ve placed it in .txt file, sorry ☹).

# Finale Notes

This mod, as I said again, is a contribution for all of Naruto character mods for GTA: San Andreas from the sources of Indonesian character mods mostly made by yuniwii and its awesome model. Although it’s only conversion and rigging, it runs perfectly with or without his mods.

However, I would try to refix this mod to better subtitles if I found one or two of them, without changing the main texts to make it more epic.

# Disclaimer

After downloading, make a backup, and copied this file to your GTASA text dir, you can use the SA GXT Editor to modify my mod, e.g. characters, weapons, and vehicle names. Remember not to publish the mod that modified by you or claiming this mod as yours. However, you can edit and publish other language GXTs like spanish.gxt or others (if you are the San Andreas users at the countries desired with a refixed No-CD Cracked EXE by HOODLUM, featuring Foreign Languages Pack, v1.0, respectively) according to my mod, but at least give a credit that says it’s inspired from me, Naruto 607. You can also publish it to your web, as long as you keep this document clean and without changes AND ALSO tell that Naruto 607 made it.

Please don’t be stupid, a’ight? Make backup first before replacing. If you are unsure what to backup, take a peek at gta-downloads.com and search what file you want at the Backup section of GTA: San Andreas game. However I am not responsible for ANY damages caused by this mod (it’s just GXT, perhaps worked on all GTA:SA versions, but the original ones, e.g. v1.0 No-CD Cracked EXE or v1.01 European [EURO] No-CD Cracked EXE works well, but incompatible with All in One Script Mod by spaceeinstein in gtagaming.com).

I hope this mod works well with you, although there are many bugs that when at in-game speech cutscenes and when playing, mostly are inappropriate, for example; “Come on, *607*! How you think he got that new house, huh?”, which it was supposed to be like this: “Come on, *CJ*! How you think he got that new house, huh?”

# Requirements for this mod

To get this mod working (optionally), you need:

1. Skin Selector by Ryosuke at <http://gtasamod.web.fc2.com/cleomod/skin/index.html> or Player Changer by Dutchy3010 at <http://www.gtagarage.com/mods/show.php?id=7099>. CLEO 3 or CLEO 4 is required to get this mod working. You can get it at <http://cleo.sannybuilder.com>.
2. IMG Tool v2.0 or higher. Old Vice one won’t work for this requirement. You may use Spark by aru or GGMM as an alternative of IMG Tool.
3. Naruto Character Mods you have downloaded from Gombolori website or GTA-Indonesia Blog site. Use the list in the .txt file that included in this archive for your assistance. You can view additional characters at P.S. line in the .txt file I presented.
4. (Optional) Weapon Packages mod or separated weapon mods at gtagaming website, to make it more stylish in game. You can take an example of Grand Theft Millenia Weapon Pack or GRIM’s Weapon Pack Vol. I, Vol. II, or Vol. III. Also, some characters like Sai and Temari present some individual melee weapons for you to replace on your gta3.img archive using IMG Tool or Spark you have.

How to do?

1. You might want to refer the readme file on each compressed packages that you’ve downloaded like this one.
2. By using the IMG Tool, use the Replace function (Ctrl+R for shortcut) to replace every characters or weapons included in the package. When done, you are requested to rebuild the archive. Remember to make backups before doing this. If you are using the Skin Selector mod by Ryosuke, you only have to use the Add function (Ctrl+A for shortcut) to add files to skin.img and rebuild it. However, to get the Skin Selector mod working, not only reading the Readme file, but also adding lines to gta.dat in data dir of your GTA:SA game, if you have other loaded IDE or IPL files for your game.

Open gta.dat with Notepad and find the line of these (for Skin Selector mod, maybe vary from these lines): (The view is at Notepad Standards)

IMG DATA\PATHS\CARREC.IMG

IMG DATA\SCRIPT\SCRIPT.IMG

IMG MODELS\CUTSCENE.IMG

then under OR above it, add this line below and save the gta.dat file.

IMG CLEO\SKIN.IMG

1. (Exception for example of GRIM’s Weapon Pack, Optional) Use my american.gxt file rather than GRIM’s american.gxt file. Instead, use the SA GXT Editor from gtagaming.com to modify weapon names according to the weapon model, but please remember the Disclaimer available in this document. Changing the GXT values with Notepad won’t work.

After you followed my suggestions, you’re all good to go. Start up the game and enjoy.

# Additional Notes, Read it if you want

After downloading, make a backup, and copied this file to your GTASA text dir, you can use the SA GXT Editor to modify my mod, e.g. characters, weapons, and vehicle names. You can edit the character names if you have other characters installed in yours instead of mine. Just open the GXT editor, use Find Value option or press Ctrl + F simultaneously and enter the value that you want to look. You might want to see the list of characters that I’ve renamed in this GXT modification.

Well, if you want to change the main character from Naruto to others, it will take an hour or two hours to change, for example if you want to use the original (CJ), you’ll have to change it by starting from the “607” (without quotes) to “CJ”, “Naruto” (without quotes, unnecessary to use Match Case function) to “Carl”, “Naruto Uzumaki” (without quotes, unnecessary to use Match Case function) to “Carl Johnson”, and “Uzumaki” (without quotes, unnecessary to use Match Case function) to “Johnson”. The “607” and “Naruto” are mostly appeared on almost all mission sequences. OR if you want the original one back, just copy the original file from the backup.

If you desire also to change the vehicle names or weapon names, it’s still acceptable, but please bewares with the entry name FD413A02 when changing value. The entry name FD413A02 is for MP5 submenu (for mp5lng.dff and mp5lng.txd files in gta3.img archive), so if you change it together with other related values like this one, when in-game (usually when you want to buy weapons at Ammu-Nation) it will be a bug on the weapon menu and you must immediately refix it to normal. This value may vary or same depending on your checksum file. Well, sorry then. The entry name FD413A02 in my GXT mod is valued “Battle SMG”, so you might not to get confused with 3 “SMG” values when editing.

This additional note can be done as you desire, but please remember the disclaimer available for this mod. The disclaimer I present here is meant not to misuse the others’ mod name and in order to save my ass in the future. Not only that, it is meant not to make a confusion in choosing which one is original and which one is modified, as well as how you speak using the languages desired.

The names I used in this mod are sourced from *Naruto* and *Naruto: Shippuuden* stories and episodes, although I used some real-life people names according to my imagination to make it cooler. All of those names are fictional, not only the game, but also the real-life people names. If you are the ones with one of the real-life people names, please relax. It’s a fiction and you don’t want to get over it or angry to me by saying “You make me hurt”, etc. No racism, no Nazis, no Netherlands Invasion to Indonesia. It’s a clean look of my GXT file.

# What’s new in Version 2?

Version 2 is no longer using the SA GXT Editor, but now using X GXT Editor by xmen. Here are some changes I made on this GXT file.

1. Default Weapon Names are changed into realistic one (when you buy some guns in Ammu-Nation). Here’s the weapon list:
   1. 9mm 🡪 Colt M1911
   2. Silenced 9mm 🡪 Silenced Colt M1911
   3. Desert Eagle 🡪 Desert Eagle (no changes)
   4. Tec9 🡪 Tec9 (no changes)
   5. Micro SMG 🡪 Micro Uzi
   6. Shotgun 🡪 Remington M870
   7. Sawnoff Shotgun 🡪 Lupara
   8. Combat Shotgun 🡪 SPAS-12
   9. SMG 🡪 H&K MP5
   10. AK47 🡪 AK-47 (added dash between AK and 47)
   11. M4 🡪 Colt M4A1
   12. Rifle 🡪 Hunting Rifle
   13. Sniper Rifle 🡪 M40A1
   14. Body Armor 🡪 Body Armor (no changes)
   15. M67A1 Hand Grenade 🡪 M61A1 Hand Grenade
   16. C4 Satchel Charge 🡪 C4 Satchel Charge (no changes)
2. When in Pause Menu, all legend marking main character names (when you choose the Map with Legend on) are set in Naruto names (if you have X GXT Editor, find the “LG\_” with Find function by searching on its item’s name).
3. Another speaking bugs fixing and added character roles:
   1. Ino Yamanaka as Denise Robinson and/or Suzie
   2. Neji Hyuga as Andre (typically optional one)
4. Tweak on Stats (especially on weapons due to number 1 changes) and more detailed help in “Are you going to San Fierro?” mission just like in GTA IV.

Have fun with this mod (made in Indonesia)!