**Aquatic Life**

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Development topic: <http://gtaforums.com/topic/854861->  
Download: <http://www.gtagarage.com/mods/show.php?id=27924>

**Introduction**

This mod allows you to modify the maximum number of aquatic life that can spawn. By default, that number is 8. To modify that number, go into debug mode by typing “AQUATIC”. While in this mode, two numbers display the number of currently spawned aquatic life and the maximum number of aquatic life that can spawn. Press the *next weapon* key while on foot or the *look right* key while driving to increase the maximum number up to 127. Press the *previous weapon* key while on foot or the *look left* key while driving to decrease it down to 0. If there are aquatic life already spawned, you cannot decrease the number lower than the number of currently spawned aquatic life. Type “AQUATIC” again to exit out of debug mode. This mod also increases the spawn rate of the aquatic life. They will spawn quicker and faster than normal.

Be aware that the more aquatic life that are spawned, the higher the chance the game can crash unexpectedly.

This mod utilizes [CLEO Library](http://cleo.li/) for Vice City.

**Installation**

* Download CLEO for Vice City at <http://cleo.li/>.
* From the CLEO download, copy VC.CLEO.asi into the main VC directory folder.
* If CLEO.asi already exists in the main VC directory folder, you must delete that file.
* From this mod download, place the CLEO folder containing SEAquaticLife.cs and SEAquaticLife.fxt into the main VC directory folder.

This mod has been tested only on VC v.1.00 US.

Thanks to the people of GTANet.com.