Extract the following two folders from the .rar file to your PALF installation

| 📁 mod manager | 06/09/2023 16:55 | Dossier de fichiers |
| 📁 mods | 06/09/2023 13:16 | Dossier de fichiers |

It should look like this

| 📁 game | 06/09/2023 16:56 | Dossier de fichiers | |
📁 lib	05/09/2023 20:35	Dossier de fichiers	
📁 mod manager	06/09/2023 16:55	Dossier de fichiers	
📁 mods	06/09/2023 17:07	Dossier de fichiers	
📁 renpy	05/09/2023 20:35	Dossier de fichiers	
📄 logreports.txt	05/09/2023 20:34	Document texte	47 Ko
📄 Moves.txt	05/09/2023 20:34	Document texte	1 Ko
PokemonAcademyLifeForever.exe	05/09/2023 20:34	Application	93 Ko
PokemonAcademyLifeForever.py	05/09/2023 20:34	Fichier source Python	8 Ko

Inside the mods folder you will extract the mods you want to use

mod1 mod2 mod1.mod mod2.mod
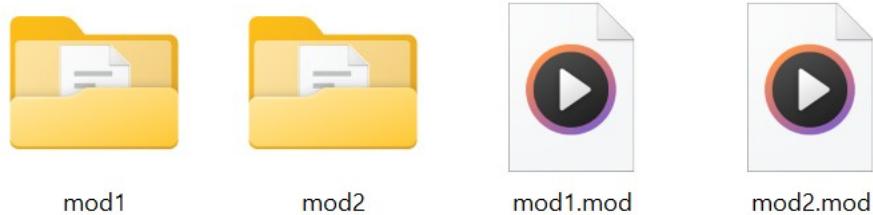
For each mod you should have one folder and one .mod file
The folder replicates the structure of the game folder in game
The .mod file contains information essential for the manager to work

Inside the mod manager folder you will find many files, only one is of interest so do not touch the others

📄 libssl-1_1.dll

🖼 mod manager.exe

📄 python310.dll
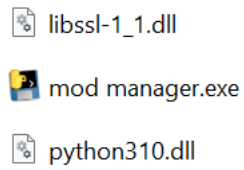
Once you have all your desired mods in the mod folder you can launch the mod mangager.exe

You will be greeted by this window
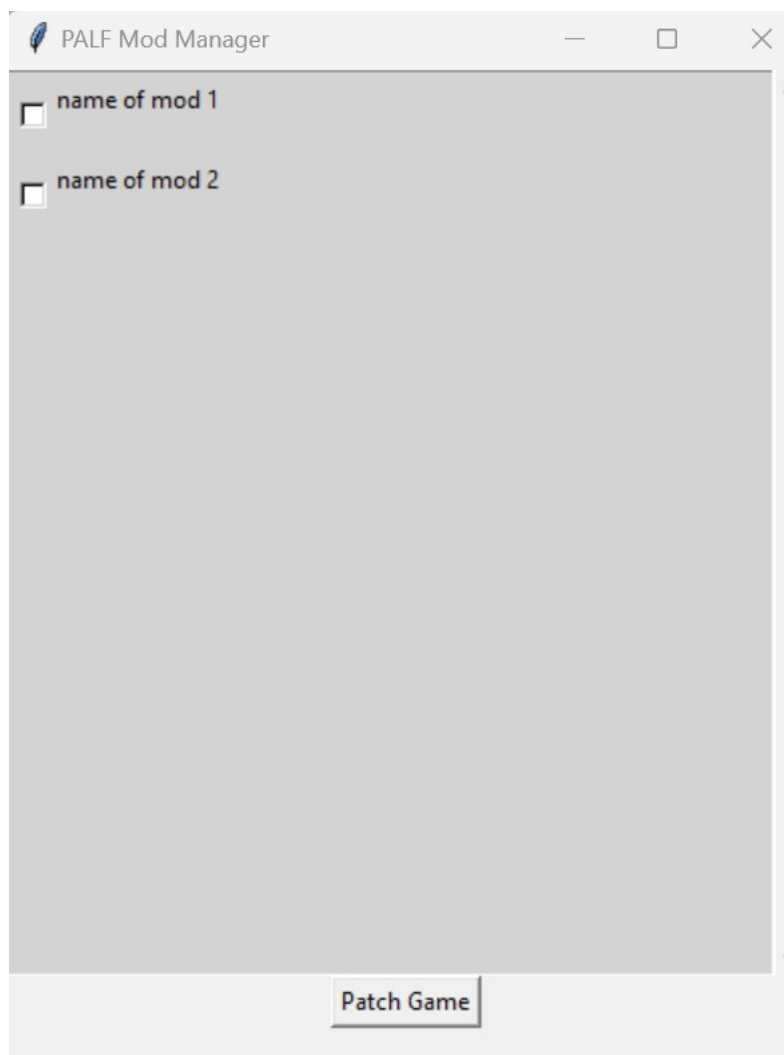
You can now select the mods you want to include for your run and then press the Patch Game button.
Do not close the window until you receive the following pop up
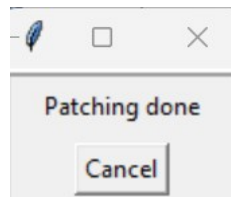

Warning : If two mods have conflicting files or you try to use an outdated mod the manager will not let you patch the game. **Do note however that the manager will not catch incompatibilities within the code so while it appears ok on the surface there is no telling what will happen if you use a lot of/big mods.**

If you want to remove a mod you can launch the patcher again and not tick the mods you want gone while ticking the mods you want to stay.

Note that patching the game with no mod selected will return the game to its vanilla version. You can patch the game consecutively without closing the window in case you picked a mod by mistake.

Once you have patched the game you will see two new things at the root

A folder named legacyFiles and a file called modExclusive.txt

Do not ever modify them or you might not be able to recover the vanilla version without having to download it again

This section concerns the modders

```
name of mod 1
mod1
08.16.2023
```

The .mod file contains three lines
The first one is the name of the mod
The second is the name of the folder of the mod
The third is the version of PALF with which this mod is compatible

📁 images

📁 scenes

📄 battle.rpy

Inside the mod's folder you want to replicate the structure inside the game folder found at the root.

Do not include files that you have not modified/made yourself as it will trigger the manager to see incompatibilities all over the place and would also make the patching much slower