**Instructions for how to use Yulia sprites.**

**Please remember to credit Chiff the Oblivious#4251, Superior Cabbage #1315 and Speißer#7316.**

1. Download yulia.zip and extract it inside your /mod\_assets/ folder. If you’ve called your mod file location something different, you will need to make alterations to the definitions.
2. Download Yulia Definitions.txt.
3. Copy across the contents of Yulia Definitions.txt to definitions.rpy. Remember to set up your character’s image reference as “yulia”.

OR

Find the lines in definitions.rpy that contain the vanilla Yuri sprite definitions. Replace these lines with the contents and change the image reference for each from “yulia” to “yuri” to use these as a replacer.

1. Refer to the following guide for using the sprites, torso code then head code i.e. 1a:

**Torsos**

| 1    2 |  |  |
| --- | --- | --- |
| 3 |  |  |

**Heads**

| a  b  c |  |  |  |
| --- | --- | --- | --- |
| d  e  f |  |  |  |
| g  h  i |  |  |  |
| j  k  ko |  |  |  |
| l  lo  m |  |  |  |
| mo  n  o |  |  |  |
| p  q  r |  |  |  |
| s  t  u |  |  |  |
| v  w  wo |  |  |  |
| x  y1  y2 |  |  |  |
| y3  y4  y5 |  |  |  |
| y6  y7 |  |  |  |

**Standalone**

| cuts  no1 (fear)  no2 (humble) |  |  |  |
| --- | --- | --- | --- |
| no3 (shy)  cir1 (awkward)  cir2 (blush) |  |  |  |
| cir3 (humble)  cir4 (smile) |  |  |  |