**Instructions for how to use Sgt Natsuki sprites.**

**Please remember to credit Chiff the Oblivious#4251 and AjTheYandere#9808.**

1. Download sgtn.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 Sgt Natsuki Definitions.txt.
3. Find the lines in definitions.rpy that contain the vanilla Natsuki sprite definitions. Replace these lines with the contents of Sgt Natsuki Definitions.txt to use these sprites for Natsuki.

OR

Copy across the contents without replacing, and swap instances of “natsuki” for your character’s relevant name to use these sprites for another character.

1. Refer to the following guide for using the sprites:

The codes for these poses are, for instance, “1a1”. The first 1 means compatible set #1. The a means the first pose for that compatible set. The second 1 means the first head for that compatible set.

**Compatible Set 1**

| 1a  1b  1c |  |  |  |
| --- | --- | --- | --- |
| 1d  1e  1f |  |  |  |
| 1g  1h |  |  |  |

**Heads for Compatible Set 1**

| 1  2  3 |  |  |  |
| --- | --- | --- | --- |
| 4  5  6 |  |  |  |
| 7  8  9 |  |  |  |
| 10  11  12 |  |  |  |
| 13  14  15 |  |  |  |
| 16  17  18 |  |  |  |
| 19  20  21 |  |  |  |
| 22  23  24 |  |  |  |
| 25  26  27 |  |  |  |
| 28  29  30 |  |  |  |
| 31  32  33 |  |  |  |
| 34  35  36 |  |  |  |
| 37 |  |  |  |

**Compatible Set 2**

| 2a  2b  2c |  |  |  |
| --- | --- | --- | --- |
| 2d  2e |  |  |  |

**Heads for Compatible Set 2**

| 1  2  3 |  |  |  |
| --- | --- | --- | --- |
| 4  5  6 |  |  |  |

**Compatible Set 3**

| 3a  (trigger safety) |  |
| --- | --- |
| 3b  (firing) |  |

(Heads for Compatible Set 3 are the same as set 2, just in a different position)

**Other (4a is the full code)**

| 4a  4b  4c |  |  |  |
| --- | --- | --- | --- |
| 4d  4e  4f |  |  |  |