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

**Please remember to credit Chiff the Oblivious#4251 and Ari#5636**

1. Download yurshi.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 Yurshi Definitions.txt.
3. Copy across the contents of Yurshi Definitions.txt to definitions.rpy. Remember to set up your character’s image reference as “yurshi”.

OR

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

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

**All sprites use this torso**

|  |
| --- |

**Heads**

| a  b  b2 |  |  |  |
| --- | --- | --- | --- |
| c  d  d2 |  |  |  |
| e  f  g |  |  |  |
| h  i  j |  |  |  |
| j2  k  k2 |  |  |  |
| l  l2  m |  |  |  |
| m2  n  n2 |  |  |  |
| o  o2  p |  |  |  |
| p2  q  q2 |  |  |  |
| r  s  t |  |  |  |
| u  v  w |  |  |  |
| w2  y1  y2 |  |  |  |
| y3  y4  y5 |  |  |  |
| y6  y7  y8 |  |  |  |
| y9  y10  hisui |  |  |  |
| hisui2 |  |  |  |