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

**Please remember to credit Chiff the Oblivious#4251 and Speißer#7316.**

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

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 “yerri” 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 (Hands behind back)    2 (Knife pointed inward) |  |  |
| --- | --- | --- |
| 3 (Knife pointed outward)  4 (Knife pointed up) |  |  |
| 5 (Throat slash)  6 (Throat slash bleeding) |  |  |

**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 (fyi all are missing the nametag)**

| stab\_1  stab\_2  stab\_3 |  |  |  |
| --- | --- | --- | --- |
| stab\_4  stab\_5  stab\_6 |  |  |  |
| stab\_6\_eyes  cuts |  |  |  |