**Instructions for how to use Professor Yuri sprites.**

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

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

OR

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

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

**Torso Set 1**

| 1    2 |  |  |
| --- | --- | --- |
| 4 (no this isn’t a typo) |  |  |

**Head Set 1**

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

(More on next page)

**Torso Set 2**

| 3 |  |
| --- | --- |

**Head Set 2**

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