

Monika

To create a normal pose for Monika, start your tag with 'u' for uniform, then choose numbers for left body, right body, mouth, nose, eyes, and eyebrows in that order. You can optionally add 'r' to the end of any tag to add the Phantom Ruby for all your mystical needs.



Body	Left	Right
1		
2		

Face	Mouth	Nose	Eyes	Brows
1	Closed Smile	Normal	Forward	Happy/Surprise
2	Open Smile	Sweat	Side	Concerned
3	Frown	Blush	Closed (Up)	Stern
4	Teeth		Closed (Down)	Sad/Low
5	Afraid (Add-On)		Wink A	

Face	Mouth	Nose	Eyes	Brows
6	 Wicked Grin (Add-On)		 Wink B	
7			 Crazy (Add-On)	

Add-Ons can be found in the Additional Resources folder under Monika Face Edits. Permission has not yet been acquired for these edits, but they can be added to the appropriate folders in Monika's image set (monika > 2_face > 1_mouth and monika > 2_face > 3_eyes).

Reminder: When you've added tags to your code, save your files and run the tool before launching the game!

Secondary Pose

Monika's secondary pose currently comes with only one outfit. To create this pose, start your tag with 'l' for lean, then add numbers for mouth, nose, eyes, and eyebrows in that order. (Nose and eyes only have one option for this pose currently, but we have you specify them to future-proof this pose in case more are added later.)



Alt Face	Mouth	Nose	Eyes	Brows
1	Smile	Normal	Normal	Happy
2	Open			Flustered

Sayori

To create a normal pose for Sayori, start your tag with 'u' for uniform or 'c' for casual, then choose numbers for left body, right body, mouth, nose, eyes, and eyebrows in that order.

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Body	Left	Right
1		
2		

Face	Mouth	Nose	Eyes	Brows
1	 Closed Smile	 Normal	 Forward	 Happy/Surprise
2	 Open Smile	 Sweat	 Side	 Concerned
3	 Talking	 Blush	 Wide	 Sad
4	 Little "Oh"		 Closed (Up)	 Angry
5	 Little Teeth		 Crying	

Face	Mouth	Nose	Eyes	Brows
6	 Frown		 > <	
7	 "Uwaah!"		 Wink A	
8	 Gritted		 Wink B	

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Secondary Pose

Sayori's secondary pose currently comes with only one outfit. To create this pose, start your tag with 't' for tapping fingers, then add numbers for mouth, nose, eyes, and eyebrows in that order.

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Alt Face	Mouth	Nose	Eyes	Brows
1	Smile	Normal	Forward	Awkward
2	Pout	Sweat	Side	Flustered
3	Frown			

Yuri

Yuri currently has three outfits to choose from instead of two, as well as a pair of glasses or sunglasses which can be added to any combination. To create a normal pose for Yuri, start your tag with 'u' for uniform, 'c' for casual, or 'h' for hoodie, then choose numbers for left body, right body, mouth, nose, eyes, and eyebrows in that order. To add glasses or sunglasses, add the optional 'g' or 's' to the end of your tag respectively.



NOTE: Yuri's casual outfit currently only has the first two options for the right side since we don't have an edit of her sweater sleeve rolled up—if we have that, the other options can be pasted on relatively easily. All poses for the right side 4 and higher are in Additional Resources and have not been cleared for general use yet. To add these, place the images in the appropriate folder, either `yuri > 1_uniform > 2_body_right` or `yuri > 1_hoodie > 2_body_right`.

Body	Left	Right
1		

Body	Left	Right
2		
3		
4		

Body	Left	Right
5		
6		
7		

Face	Mouth	Nose	Eyes	Brows
1	Closed Smile	Normal	Forward	Happy/Surprise
2	Open Smile	Blush	Forward (Shrunk)	Lowered
3	Dot	Blush + Sweat	Forward (Wider)	Shy
4	Little "Oh"		Side	Stern
5	Medium "Oh"		Side (Shrunk)	Afraid

Face	Mouth	Nose	Eyes	Brows
6	 Big "Oh"		 Closed (Up)	 Angry
7	 Nervous		 Closed (Down)	 Sad
8	 Wide Nervous		 Crazy	 Worried
9	 Big Smile		 Wink A	
a	 Grin		 Wink B	

Face	Mouth	Nose	Eyes	Brows
b	Gritted		Hisui	
c	Hisui			
d	AHAHAHA			

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Secondary Pose

Yuri's secondary pose can be used with all three of her outfits. To create this pose, start your tag with 's' for shy, add 'u', 'c', or 'h' to choose an outfit, then add numbers for mouth, nose, eyes, and eyebrows in that order.



When using "3" for the nose (full face blush), rendering eyes or eyebrows will cause messed up visuals. In this case, use "0" for eyes and eyebrows, which leaves them blank. (These can technically be used with other faces, but this will simply display the base image, which uses "1" for each.)

Alt Face	Mouth	Nose	Eyes	Brows
1	Reserved	Normal	Forward	Up
2	Worrying	Blushing	Side	Down

Alt Face	Mouth	Nose	Eyes	Brows
3	 Smile	 Way Blushing	 Flustered	 Angry
4	 Upset			

Natsuki

Out of the box, Natsuki is the most complex of the base four characters, but she's also the most flexible. Instead of making different faces for her primary and secondary poses, Natsuki can make three types of faces, and any face can be used with any pose.



Natsuki's primary pose and basic faces work the same as everyone else—start your tag with 'u' for uniform or 'c' for casual, then choose numbers for left body, right body, mouth, nose, eyes, and eyebrows in that order. To make Natsuki cross her arms, start your tag with 'x' for... um, crossed arms (we can't have "casual" and "crossed" start the same way, and 'x' is easy to remember for crossing). Add either 'u' for uniform or 'c' for casual, and then choose numbers for face values like normal.

To choose Natsuki's sad/secondary face where she looks away a bit and can cry, choose your pose like normal (with numbers for left body and right body for the normal pose), then start the face part of your tag with 's'. Choose numbers for the mouth, nose, and eyes—the eyebrows are directly connected to the eyes in this case since they don't make much sense to mix and match (and it conveniently keeps the tag the same length as normal).

Natsuki's third face where she's looking away only has one variation. To use this face, choose your pose like normal (with numbers for left body and right body for the normal pose), then just add 'l' for looking away to your tag.

A word of forewarning: Natsuki's face is offset 18 pixels right and 22 pixels down when using an arms crossed pose. If you add an "extras" slot, it will also be offset the same amount due to a current code limitation. This is ideal for things like glasses, but not so ideal for necklaces or other objects meant for the body. You can draw different versions for each pose, and move objects for the crossed arm pose so they will be positioned correctly *after* being offset.

Body	Left	Right
1		
2		
3		

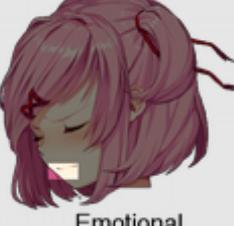
Pose 3 for left body is an edit which was simple to add, so feel free to use it how you like.

Normal Face	Mouth	Nose	Eyes	Brows
1	Closed Smile	Normal	Forward	Standing Face
2	Open Smile	Blush	Forward (Shrunk)	Angry
3	Talking		Side	Happy/Surprise
4	"Oh"		Closed (Up)	Concerned
5	Gritted		Closed (Down)	Closed Angry
6	Tiny Frown		> <	Closed Happy

Normal Face	Mouth	Nose	Eyes	Brows
7	Yelling		Crazy	> <
8	Grin		Wink A	
9	Frown		Wink B	
a	Scream			

Note: Eyebrows 5, 6, and 7 were made to be used with closed eyes and may overlap other sets of eyes, resulting in strange visual effects. When in doubt, use GIMP or Photoshop to open the images as layers with eyebrows on top to see where they end up.

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Sad Face (s###)	Mouth	Nose	Eyes
1	 Saving Face	 Normal	 Open
2	 Emotional	 Sweat	 + Tears
3	 Speaking	 Blush	 + Crying
4			 Closed
5			 + Tears

Sad Face (s###)	Mouth	Nose	Eyes
6			 + Crying

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If you need to see an example of using tags in action, please refer to the Hands On Practice document and the sample scene provided with it!