The images can be placed in the Resources folder. I made a few edits to the collectibles file, so it just needs to be replaced with the new one.

When I tested the code, it was working but it was recoloring the images a little bit. It actually made the yellow look more orange, and also the red, and it was difficult to tell them apart. It also made the blue coins look almost black. Idk if it’s because of camera settings, but I’m hoping it won’t act like that in your version of the game.

Otherwise, if we need to use different gem files, they just need to be renamed using the convention:

gem10 gem20 gem50