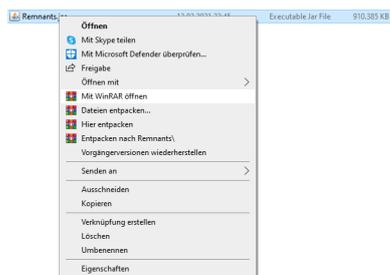


1. Unpack the original game



Unpack the original game (the Remnants.jar file) with Winrar / Winzip / 7zip / ... into a folder.

Example:
Extracted folder named „Remnants“ contains the whole game.

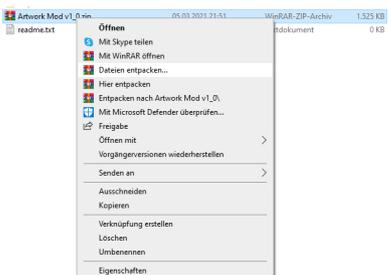


Remnants



Subfolders are: „build“, „dist“, „rotp“, ...

2. Unpack the mod



Now unpack the Artwork Mod into this folder too

Example:
Everything goes into the same folder to overwrite the game files



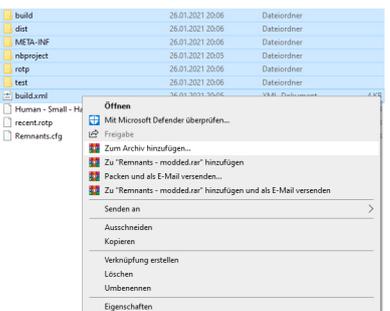
Remnants



When extracting, the „rotp“ folder will get overwritten

Overwrite all files when asked
(this will replace the original images with the new images from the mod)

3. Repack the modded game



Now repack everything into a .jar file again (in zip format)

Example:
Select „create archive“ then choose „format: zip“, choose „compression: save“ and name it „remnants.jar“



Congratulations! You now have modded your game!
Start it as always by double clicking the remnants.jar file.

4. FAQ

For which game version does the mod work?

For every game version. The mod does only contain images, so it's independent of the original game.

I like the artworks of this mod, but not all. Can I delete the ones I don't like?

Yes. Only extract the files for the race you want to change. Keep the original images from the others.

The images didn't change ingame!

Extract the original files into a folder. Extract the mod into the same folder. There should be multiple files that get overwritten. Repack it into a zip and rename it into remnants.jar.