

Guilt Battle Arena Mod Tutorial

In the new version of Guilt Battle Arena (v3.0) you can now add your own costumes (on PC only). Please note that having Photoshop is highly recommended!

If you don't have Photoshop, there is a .png version of the template that you can use. You will need to add +30 in saturation before exporting as you won't have the saturation layer from the psd file.

1) Download the mod-pack

You can download the pack here.

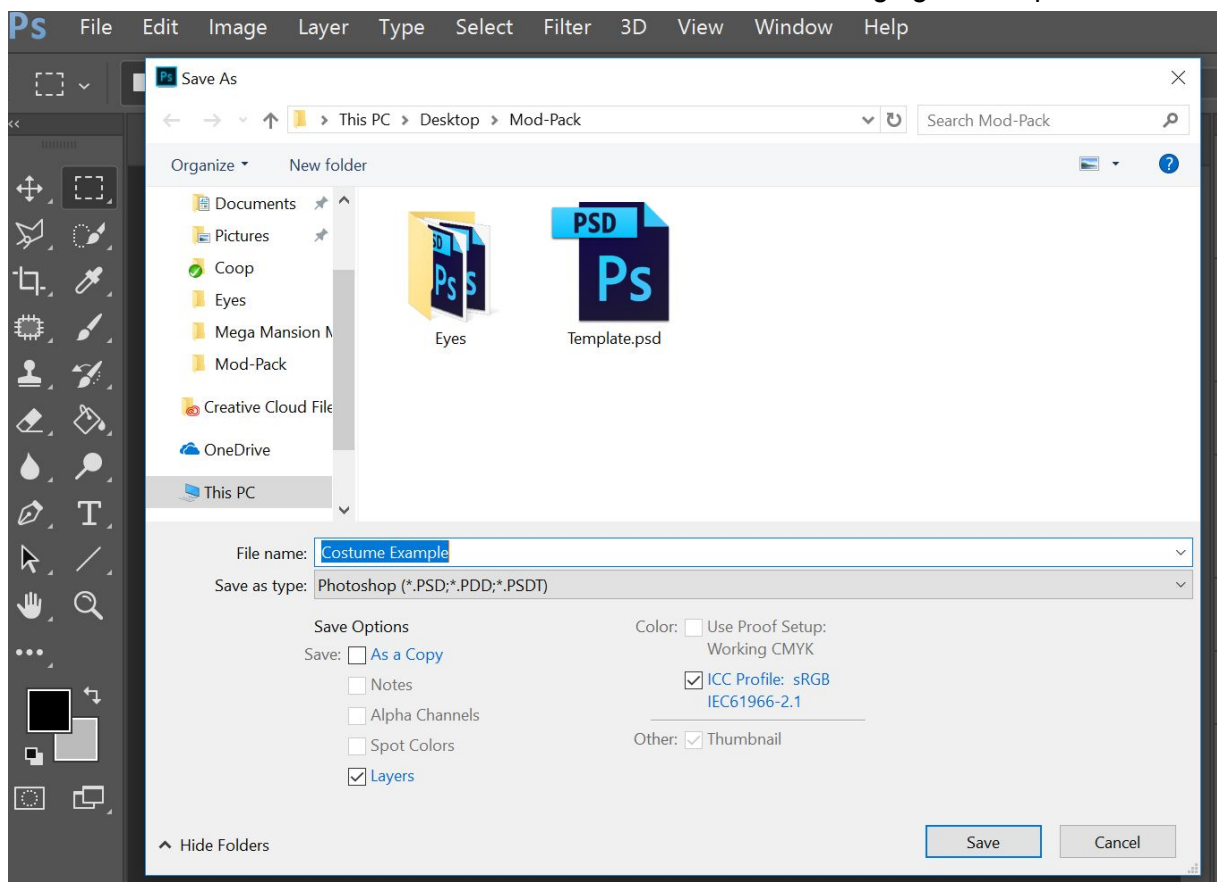
It contains everything you need: the full tutorial and a psd template to add your own costumes.

2) Create your costume

a) Duplicate the psd file

First thing to do is to open the *Template.psd* file.

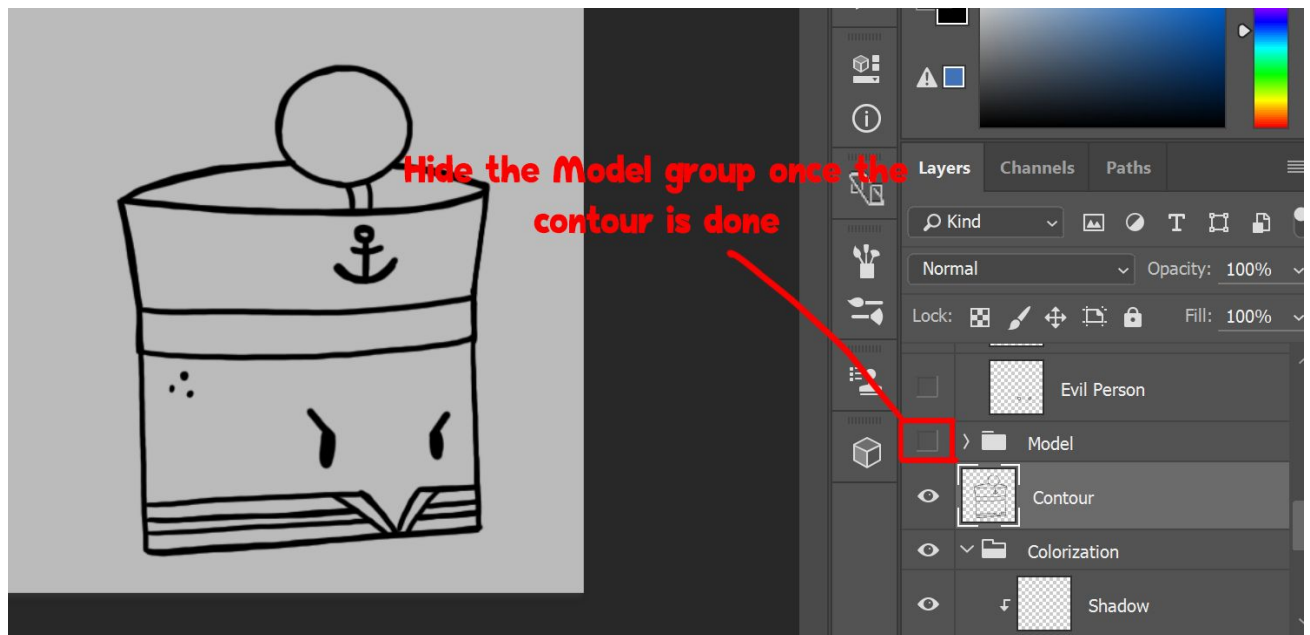
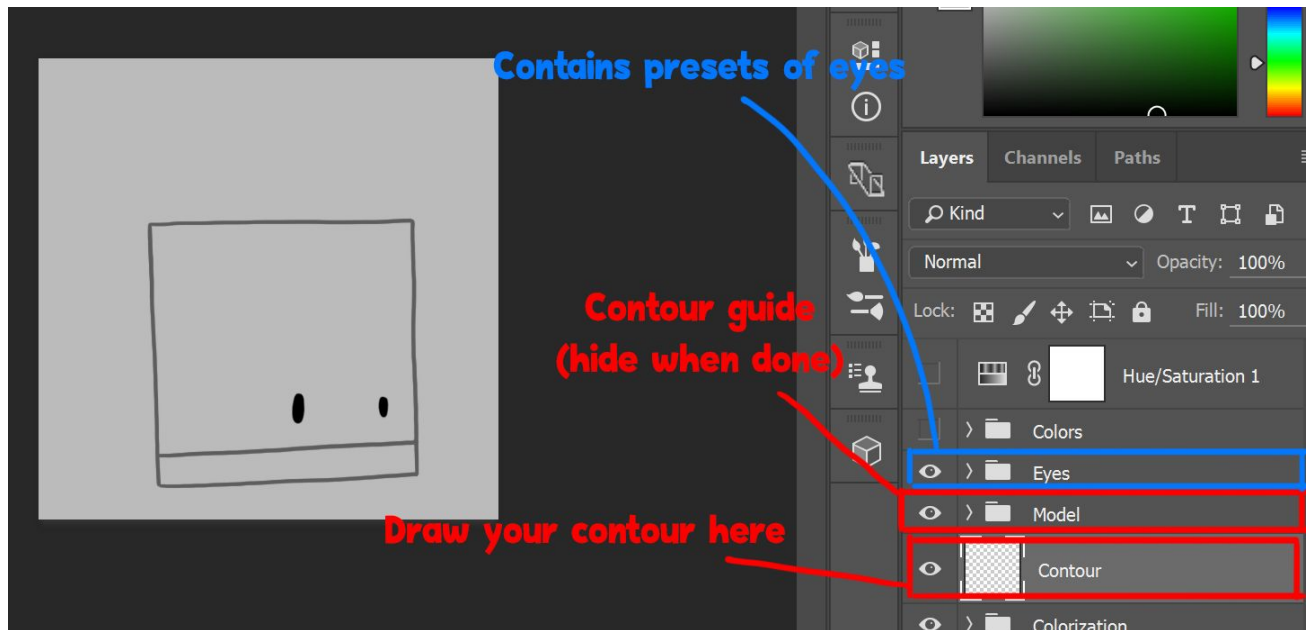
Then click on File -> Save as... and create a new file to avoid changing the template.



b) Draw the contour

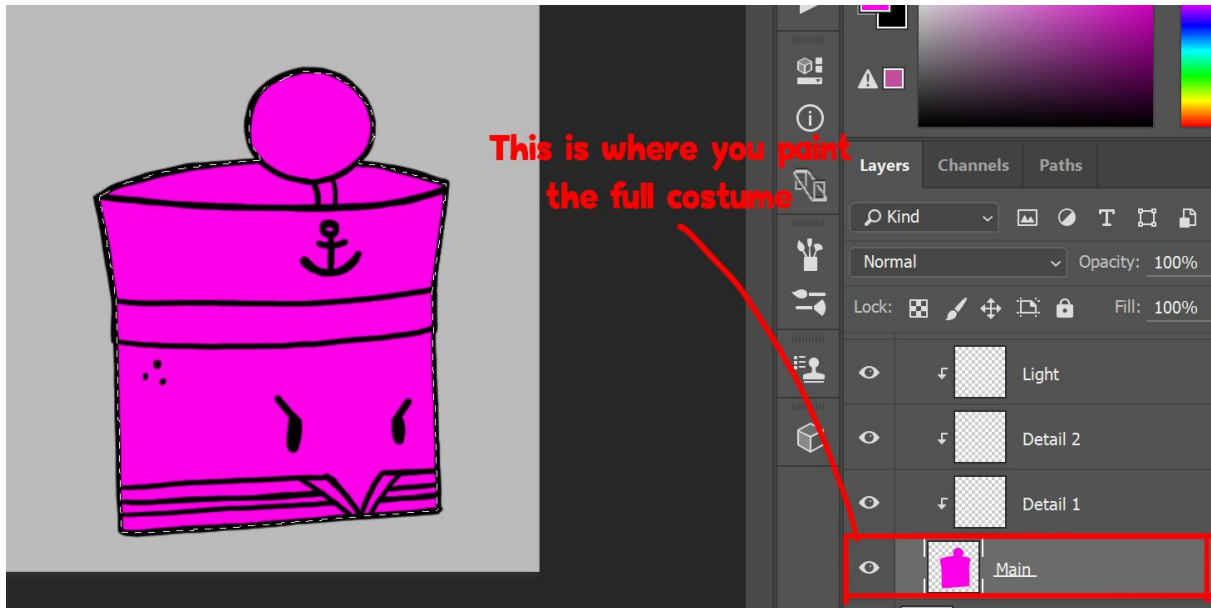
There is a *Model* group in the psd file. It is a guide to help drawing the contour for the costume. You can use it as a contour or draw on a new layer. You can use the *Contour* layer for this. If you want to use the same settings as used in Guilt Battle Arena, **use a simple brush with a size of 6 px**. Once you are done with the contour, you can hide the *Model* group.

For the eyes you can use one of the preset eyes you can find in the *Eyes* group. It contains all the eyes used in the game. You can draw your own eyes if you want though!

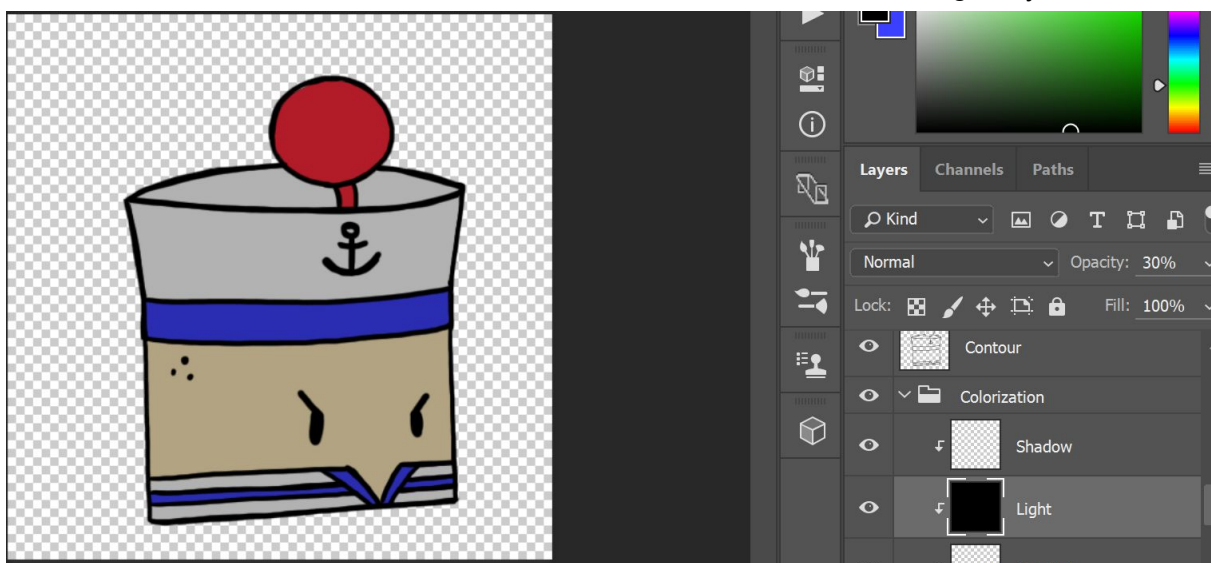


c) Colorization

Now it is time to add colour to our costume. First you need to do is to colour the full costume. Expand the *Colorization* group and select the *Main* layer. Use whatever method you want to colour the full body with whatever color you like. I personally like to use a bright magenta or a colour that won't be close from any colour I will use.



Once you are done you can paint on the detail layer. I like to do 1 color per layer. Just remember one thing, since the upper layers are linked to the Main one, you can't draw out of the zone you painted. This is handy when you want to quickly apply a color. For example you can use the paint bucket to fully paint the skin color. Feel free to add more Detail layer to if you need more colors. You can find the basic skin colour used for most of the costumes in the *Colours* group. Just unhide the group and you will be able to see and pick the colour. One important thing, you are currently painting the "light" color. If you want to have an overview on how the color will look like on its normal shade, unhide the *Light* layer above.



At this point, I like to hide the *Background* layer to have a better overview on how the colours will look like.

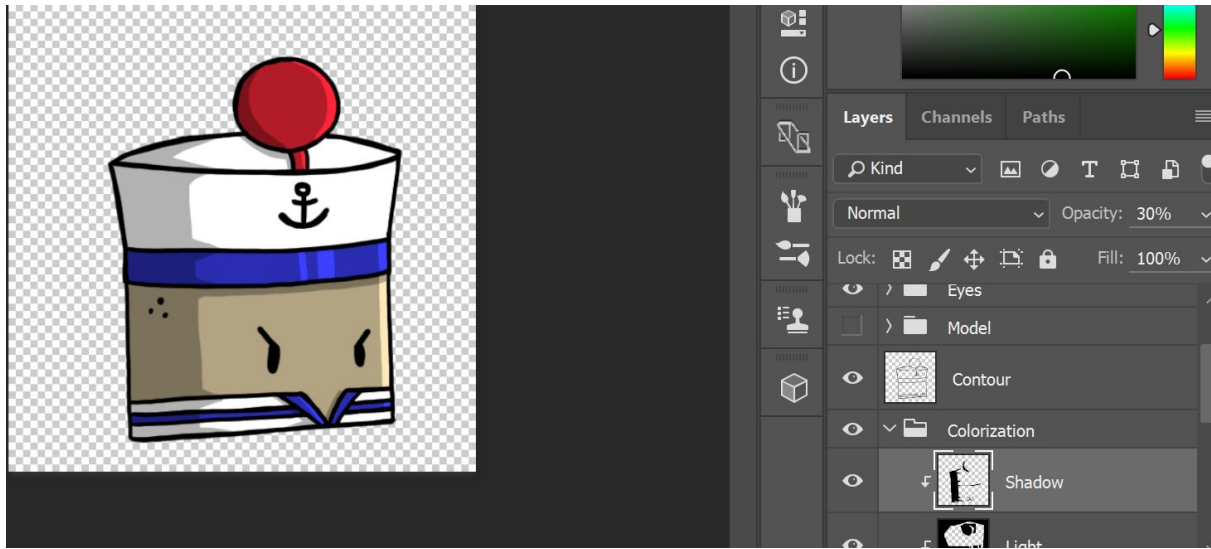
d) Add light / shadow

Now it is time to add some lights and shadows to our character and this is pretty simple.

Just use the eraser tool on the *Light* layer to remove add some light and use the paint tool with a black color to remove it.

On the *Shadow* layer, it is the opposite. Add some shadow by painting with a black color and remove it using the eraser tool.

Quick tip: you can click on a layer while holding down left control to select whatever is in that layer. It is handy while working with shadows or if you want to swap colors easily.



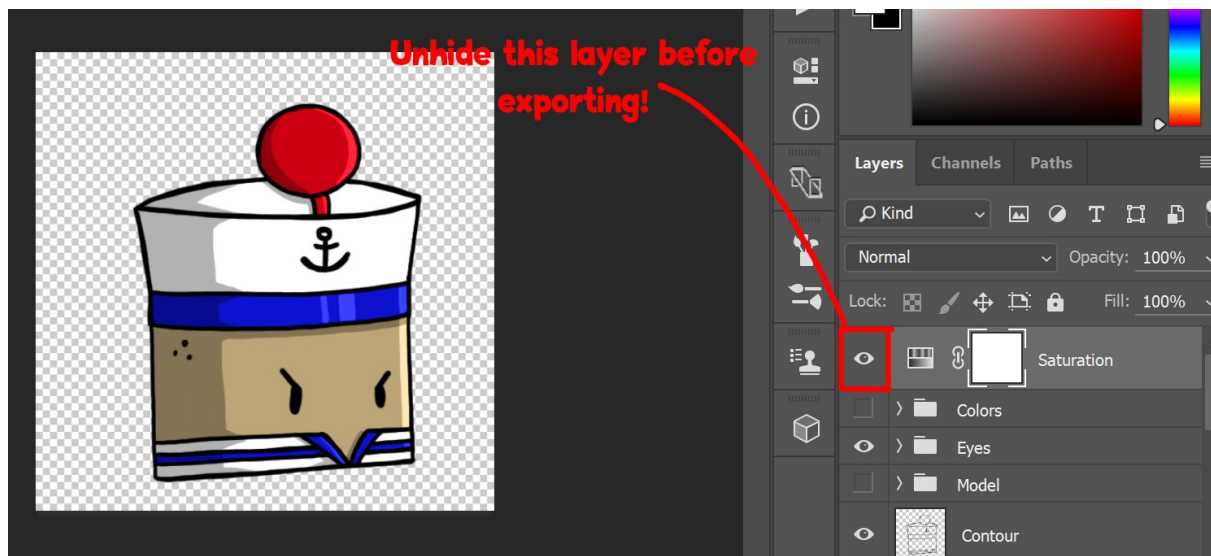
e) Export the png

Now we are ready to export your first costume!

What you need to do before anything is to enable the saturation filter.

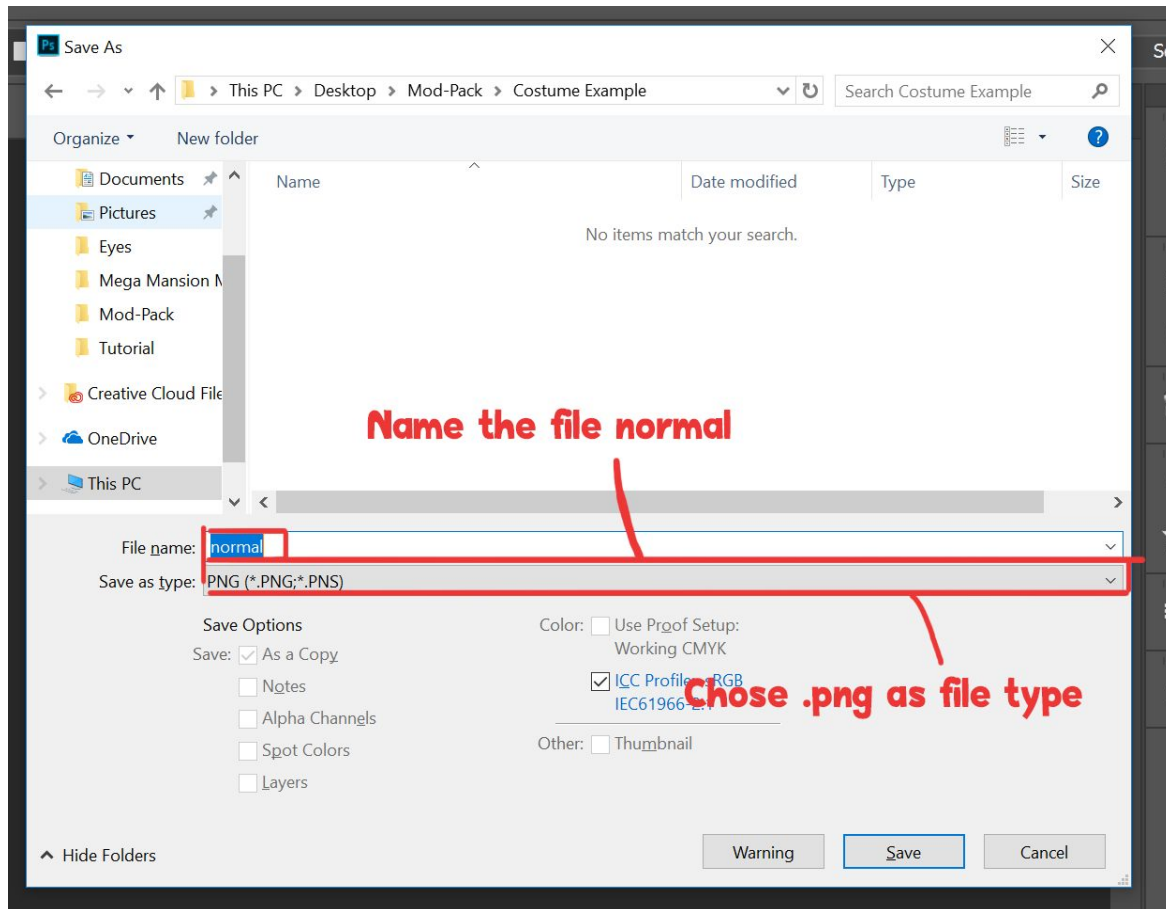
At the top of the layer list, unhide the *Saturation* layer.

It will add some saturation boost and will make sure your costume stands out in the game and will be easier to distinct from the background.



Then create a folder with the name of your costume or whatever name you like and click on File -> Save as...

Select **.png** as the type of file to save and name the file **normal**.



f) Color variation

It is now time to create the different color variations.

First thing you need to do is to hide the *Saturation* layer.

Then unhide the *Colors* group.

All the different players colors are there: red, blue, green and yellow.

There are 2 types for each character: the normal one and a dark version. The dark version is there mainly in case you need another shade of the player color but you can also use it as the main color if it looks better!

Select the color of the player you want to export.

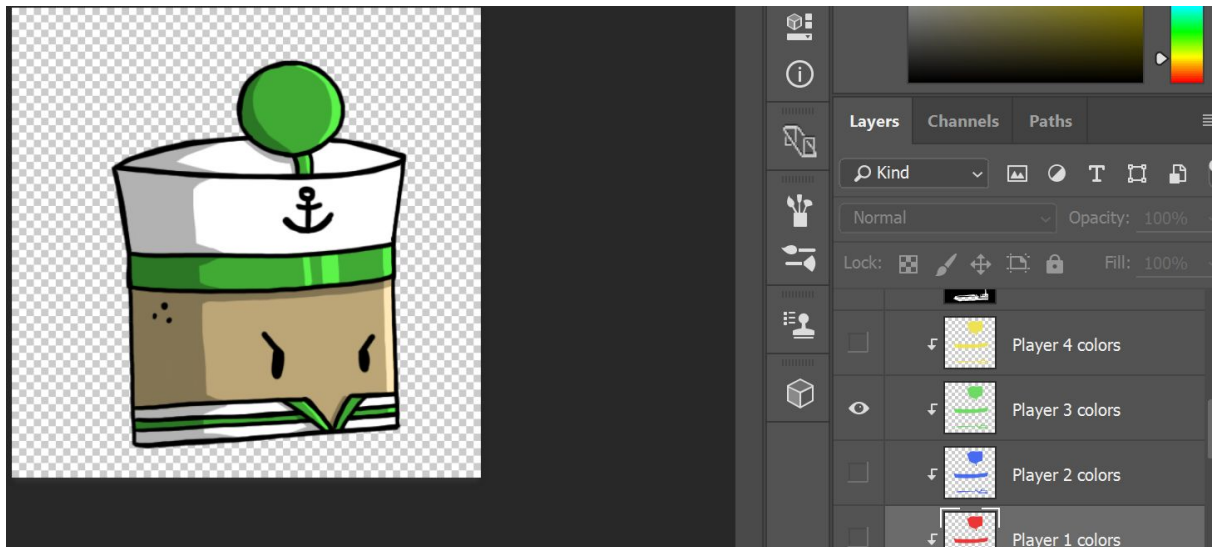
Then paint so it is obvious which player it is.

What I like to do is to click while holding left control key on the layer I want to paint, then I create a new layer below the *Light* layer and I use the paint bucket tool.

Once you are ready to export, don't forget to unhide the *Saturation* layer!

Do this for each colors and set the name of the files as follow:

- Player 1: red.png
- Player 2: blue.png
- Player 3: green.png
- Player 4: yellow.png



3) Add the costume to the game

a) Set the hands and legs colors

At this point you should have a folder with 5 pngs: normal.png, red.png, blue.png, green.png and yellow.png.

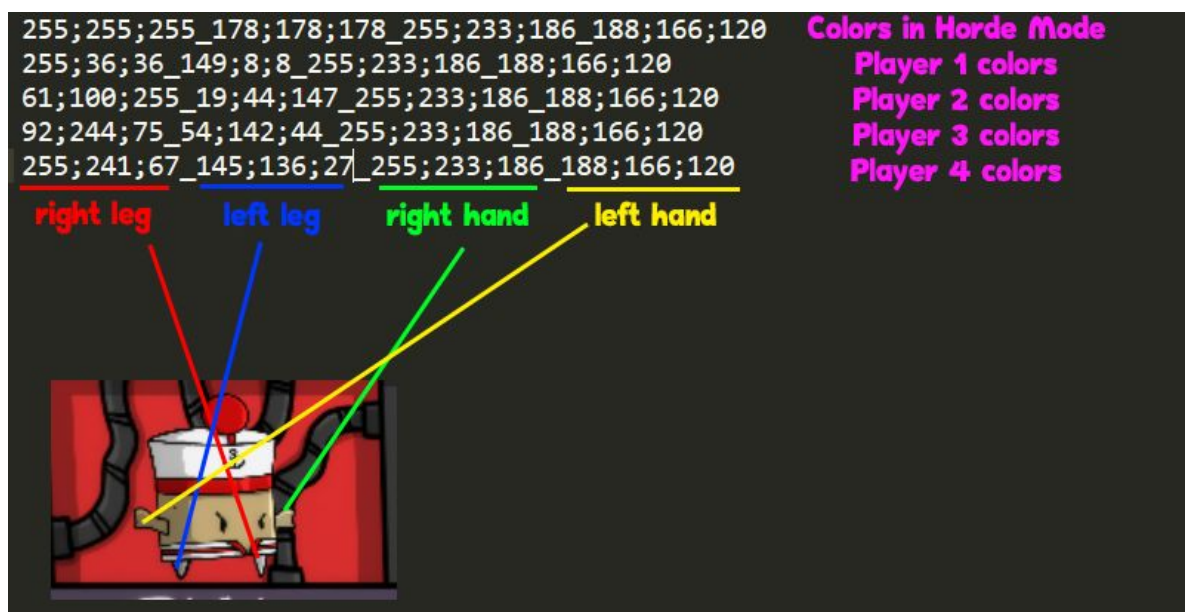
As you might have noticed, we did not draw the hands and the legs.

That is because the game is dynamically adding those for you!

The only thing we need to do is tell the game what colors those parts are.

To do so, copy / paste the **settings.gba** file to your folder and edit it with any text editor.

It should look like this:



It is pretty self explanatory but basically, each line correspond to a Player: horde mode, Player 1, 2, 3 and 4.

Then, each line is divided in 4 colors (separated by the “_” character): right leg, left leg, right hand and left hand.

To set a color, you need to input the red / green / blue color code separated by the “;” character. For example for a full white: 255;255;255.

I always use the light colour for the right leg and the normal color for the left leg (I do the same with the skin if it is different than the default one).

The default file uses the default skin color for the hands and the default player colors for the legs. It should match almost all your costumes. You will probably just need to change the color of the legs for the Horde Mode player.

b) Link to the game

Now your folder is complete, you just need to add it to the game!

To do so, navigate via your file browser to “My Documents/Invincible Cat/Guilt Battle Arena”. If you launched Guilt Battle Arena at least once (and I suggest you do so) it will create the folders automatically for you. It is a good way to know that you are at the right spot!

Next thing you need to do is to copy / paste the folder that contains all your pngs and the settings.gba file into the Guilt Battle Arena folder.

Then you need to rename your folder to a number that will correspond to its character in the character selection grid. So “01” for the 1st character of the grid, “02” for the second and so on.



c) Select the costume in the game

Then you need to select the character corresponding to the folder you created and press the fire button to reveal your new awesome costume!

To help you out, characters with an available custom costume has a background with a light grey color.

You can create up to 80 costumes so have fun!