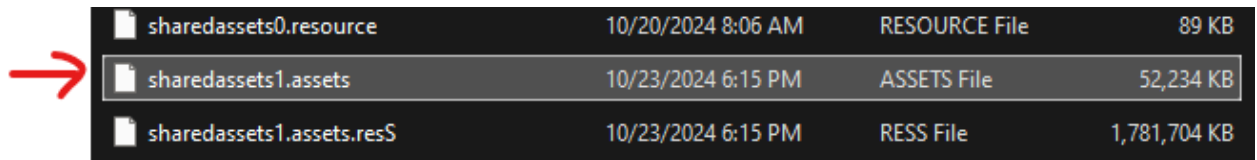
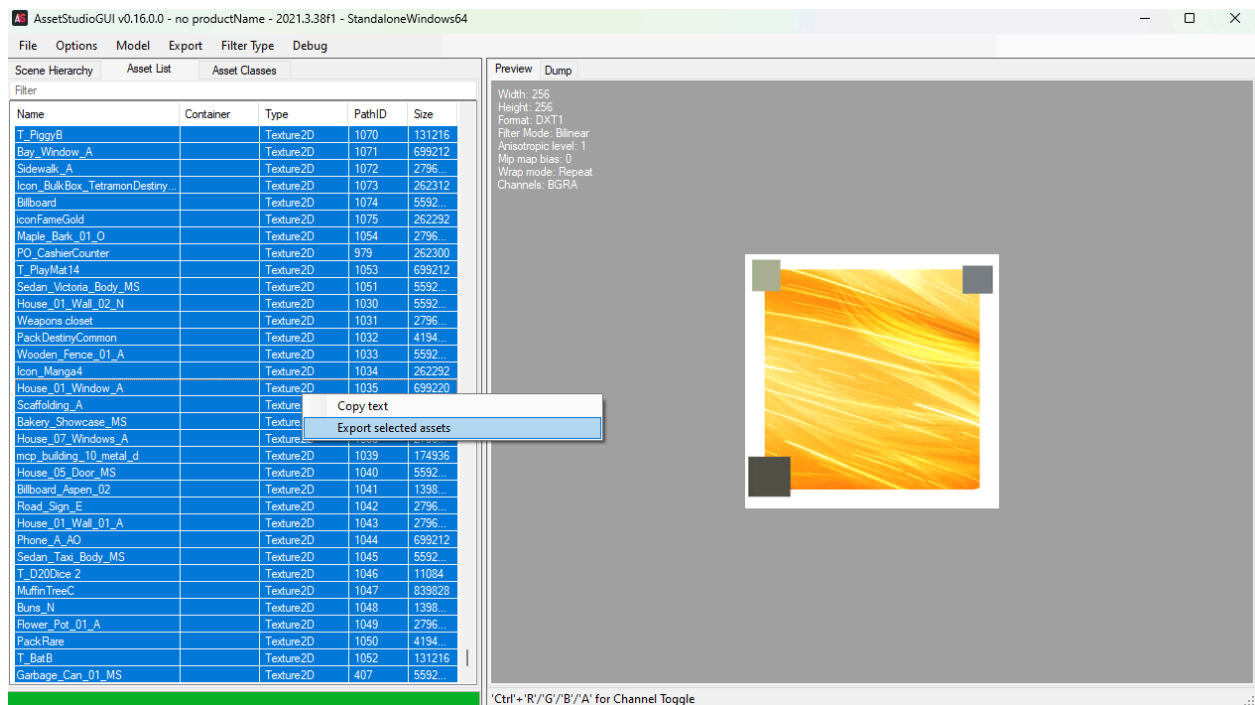


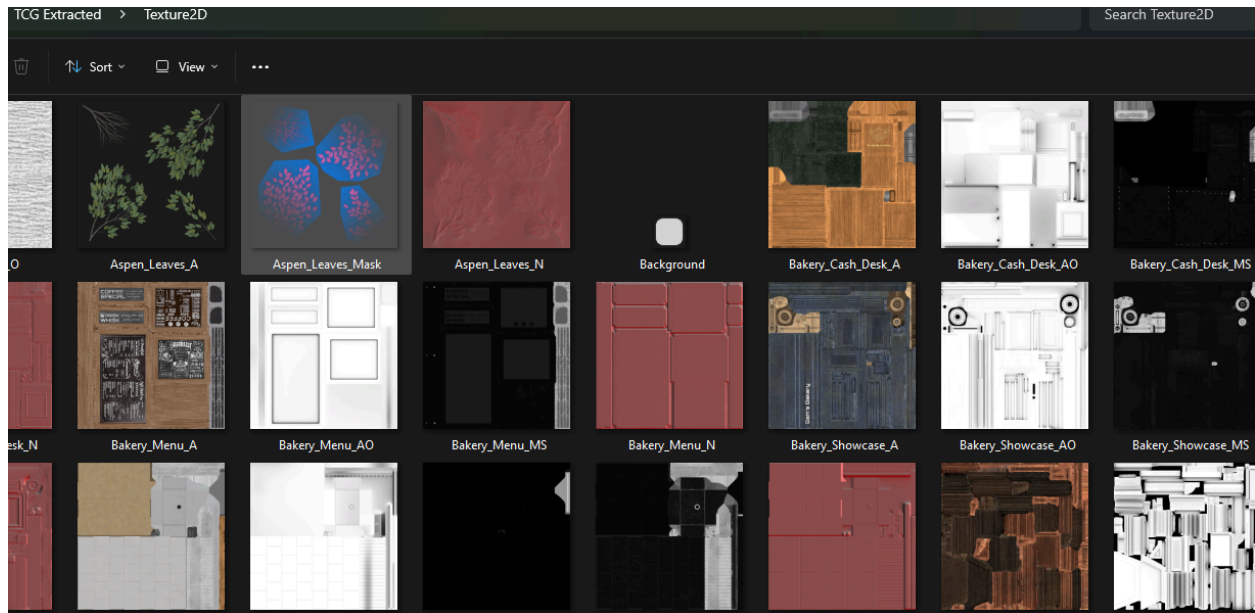
1. Download and install BepInEX - <https://www.nexusmods.com/tcgcardshopsimulator/mods/8>
2. Download and install Texture Reaplcer - <https://www.nexusmods.com/tcgcardshopsimulator/mods/69>
3. Download THIS version of AssetStudioGUI. Original version doesn't work for this game. <https://drive.google.com/file/d/1hs64KP7VA9KOPFUrBPM9oHVpzxqUx1hw/view>
4. Open AssetStudioGUI and load "sharedassets1.assets" in your local game data folder.



5. Switch to the "Asset List" tab and sort by "Type".
6. Left click the first "Texture2D", scroll all the way down and Shift+Left click the last file with "Texture2D". This will highlight all the texture files.
7. Right click anywhere in the highlighted list and "Extract selected assets" to some empty folder.



8. It'll take a minute, but the result should look similar to this.



9. Make any changes you want. Have fun with it!

10. Place the modified pictures in "...\\TCG Card Shop Simulator\\BepInEx\\plugins\\TextureReplacer\\objects_textures"
11. Run and game and see if everything works.

Side note - This is very similar to the UABE method from before if anyone remembers. The only difference is the naming convention that the PNG will be extracted as. AssetStudioGUI uses the general names so it doesn't need to be changed with every update.