

Black Geyser: Couriers of Darkness Mod Manager Manual

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1 Introduction

Players can modify game behavior and add new content via *mods*. They can be installed and enabled in the *Black Geyser Mod Manager*.

The game, without any mods, is referred to as the *vanilla game*.

This document is about using mods created by the community for *Black Geyser: Couriers of Darkness*. These mods are available on *Steam Workshop* or third-party gaming sites.

2 Modding

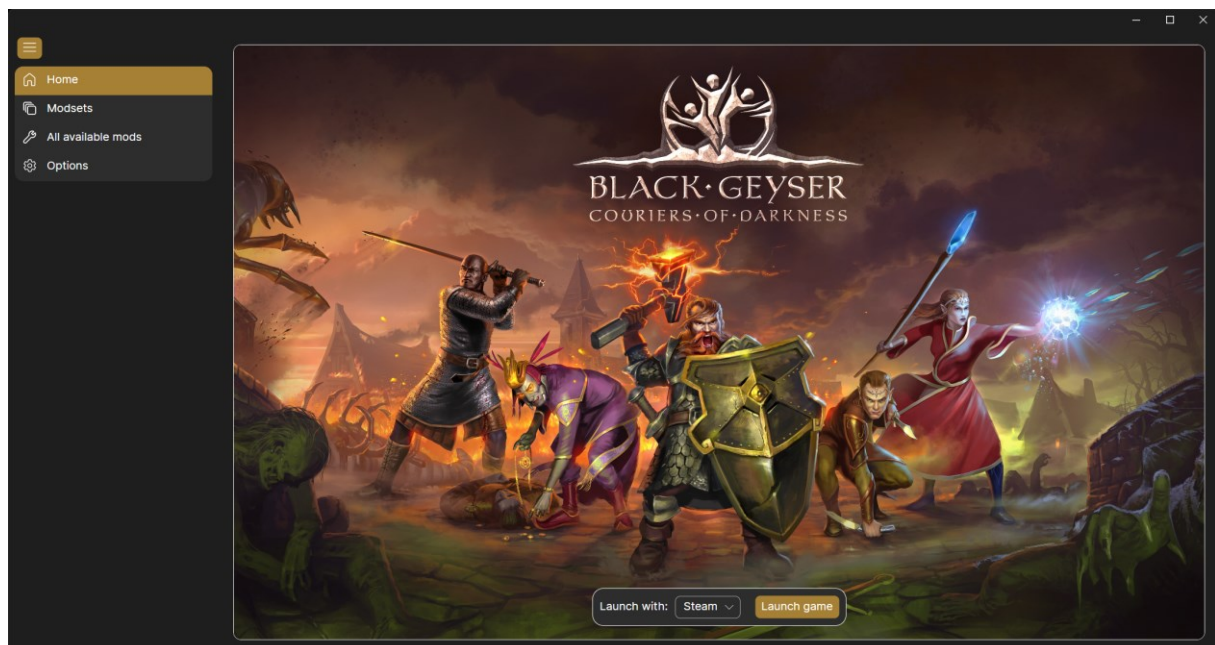
Mods can be created by using the *Black Geyser Modding Toolkit*, which is a standalone application available as a free download on <https://www.blackgeyser.com/modding>.

To read more about creating and publishing mods, refer to the manuals and tutorials available on <https://www.blackgeyser.com/modding>.

3 Using mods


3.1 The Mod Manager


To use mods, make sure you have the latest version of *Black Geyser: Couriers of Darkness*. Modding support in *Black Geyser* is only available since the 2024 December update (v1.2.61 - Update 30). The *Black Geyser Mod Manager* automatically starts when *Black Geyser: Couriers of Darkness* is started. You can disable this by selecting the *Skip launcher* option in Steam or using the *-nolauncher* command line argument in the Steam or GOG client.



3.2 Installing Mods


To add a new mod to the game, use the *All available mods* menu. If you use Steam, you can use the *Steam Workshop* button to browse available mods on Steam Workshop. If you use GOG, or you would like to add a mod from an external source, you can use the *Add mod* button and select the mod file on your computer.

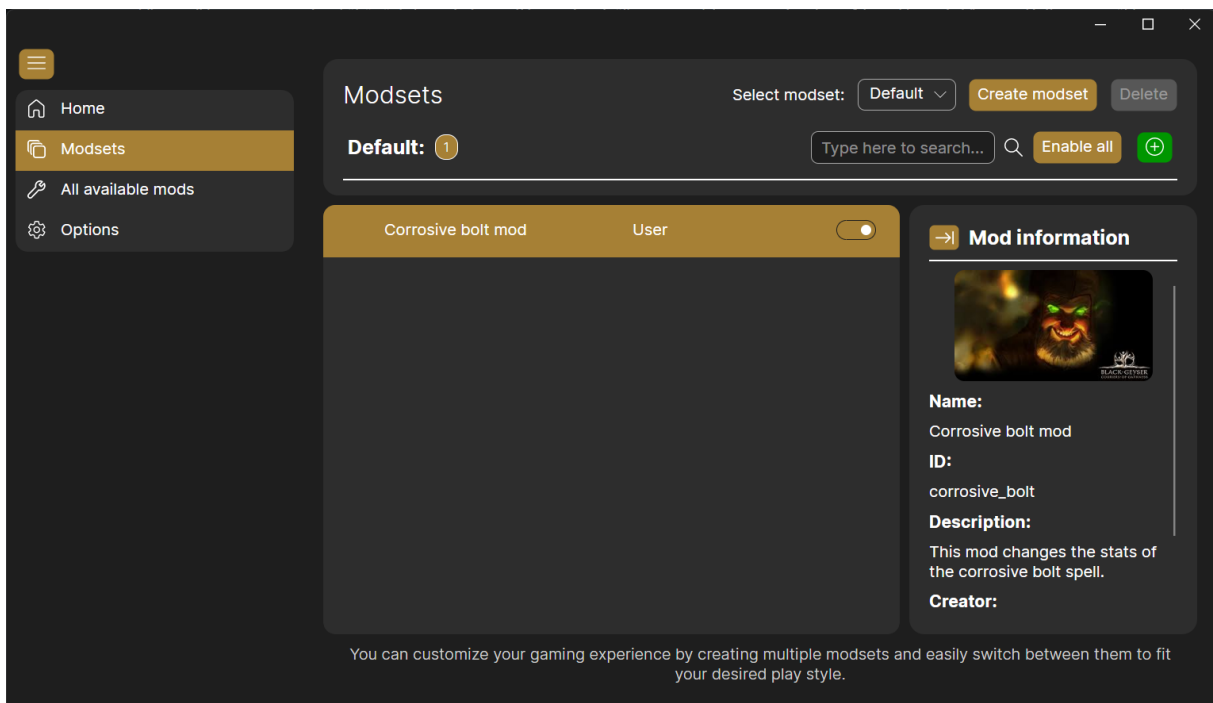
To download a mod from Steam Workshop, use the  *Subscribe* button under the mod image.

To delete a mod, use the  *Unsubscribe* button. This will remove the mod from your computer.

3.3 Enabling mods and modsets

To load a mod when the game starts, it must be added to the current modset. You can create or change modsets on the *Modsets* page.


To add a new mod to the current modset, use the  *Add mod* button on the page.





To disable all mods, you can use the *Disable all* button on the *Modsets* page. Alternatively, you can create a new, empty modset and select it.

Certain mods are dependent on each other which means that another mod must be installed as a prerequisite. The Mod Manager warns the user when such dependencies are present and only allows enabling a mod when all prerequisites are enabled as well.

3.4 Mod components

A mod may contain multiple distinct features (called mod components) which the user can enable or disable individually. Mod components can be enabled or disabled by selecting a mod and expanding the *Mod components* menu by using the  show components button on the *Modsets* page.

To disable a mod or a mod component, select the mod and use the  disable button on the *Modsets* page. To remove a mod from the current modset, use the  delete button.

If two or more loaded mods try to change the same game element (e.g. the same character or item), the change by the mod which is loaded the latest will take effect. You can rearrange the mods in the modset to control this behavior.

3.5 Settings

You can change the language, the theme and the font size of *Mod Manager* in the Options menu. These changes only affect the *Mod Manager*. You can also change the game executable path in case you have multiple different installations of *Black Geyser: Couriers of Darkness*.