



HOW TO INSTALL MODS

When manually installing mods from NexusMods, a majority will come with installation instructions tailored to that mod's specific requirements. Defer to the instructions that come with each mod, as the information below is designed to provide a general overview of the mod installation process.

STEP 1

Locate the following folder in your *Cyberpunk 2077* game:

`Cyberpunk 2077/archive/pc/mod/`

This is the folder from which the game loads all assets and will be where mods should be added.

STEP 2

Download a mod of your choosing from NexusMods. In a majority of cases, the mod creator will have cloned the game's folder structure to make it easier to navigate. Locate the following folder:

`archive/pc/mod/mymod.archive`

STEP 3

Unzip `/archive/` from Step 2 to a temporary folder, open it in file explorer, and copy the folder into the location specified in Step 1.

STEP 4 (OPTIONAL)

After downloading the mod from NexusMods, you may potentially see a pop-up that tells you what other mods are required in order for your selected mod to work. Follow these same steps to download and install any dependencies before launching the game.

OPTIONAL STEPS FOR SCRIPT MODS

The instructions below are specific to script mods, which usually change gameplay or add functionality. If you are not downloading script mods, you can stop at this step.

STEP 5

Download the scripting framework necessary for the mod you would like to add to your game. In order to run a script mod, you must have a scripting framework installed. The most common are:

1. Cyber Engine Tweaks (CET)
2. Redscript
3. RED4ext

For example, to run CET scripts, you must first install Cyber Engine Tweaks.

STEP 6

Download your selected script mod from NexusMods. Its zip file will contain a folder called /bin/. Extract this folder and all files and subfolders to a temporary Windows folder.

STEP 7

Take the contents of the temporary Windows folder and copy it into your /Cyberpunk 2077/ folder, which will vary depending on the scripting framework the mod requires.

For CET:

Cyberpunk 2077/bin/x64/plugins/cyber_engine_tweaks/mods/

For Redscripts:

Cyberpunk 2077/r6/scripts/

For RED4ext:

Cyberpunk 2077/red4ext/plugins/

From here, you should be able to launch the game and play with the downloaded mods. If the game becomes unresponsive or bugs persist, first delete any mods to check whether the issue was introduced through third-party content. You may also need to load an earlier save and perform a [clean installation](#) of the game, as changes caused by mods can persist in game files.

You can also reach out to CD PROJEKT RED Technical Support through the official website: <https://support.cdprojektred.com/en>. Please be sure to specify whether you have mods installed when contacting us. Keep in mind that we're unable to provide game support if the issue you're encountering stems from mod usage, and we cannot directly manage or resolve issues with player-created mods.