# Pro Strategy Football 2026

## Art and Customization Guide

Game (or Mods) Folder

After installing Pro Strategy Football, and starting the game for the first time, you will be prompted to choose a location for the games working folder. This is the folder where all the games assets are drawn from and also where everything is saved. You may also see this referred to as the "mods folder". You can choose to locate it anywhere, but if you have a secondary drive with space, that would be a good choice. The mods and also any of your own creations will be image heavy. My D: drive has plenty of space so that's what I chose. The game will then create a 2026 folder structure there and that is primarily where you will do everything.
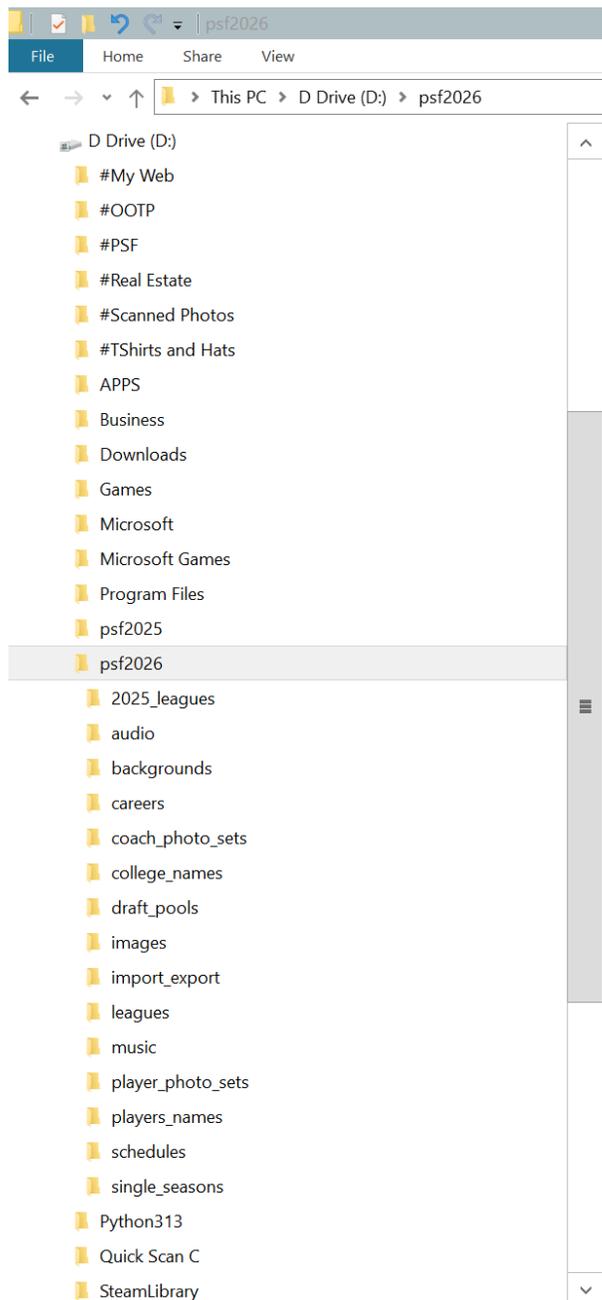
A League Image Folder

In the image below is a custom image folder I'll use as an example.

All folders within a leagues image folder contain a "default" folder, this is the base location for all the league and team art assets. In the event a necessary image is missing from your leagues art folder, the game will use a generic image.
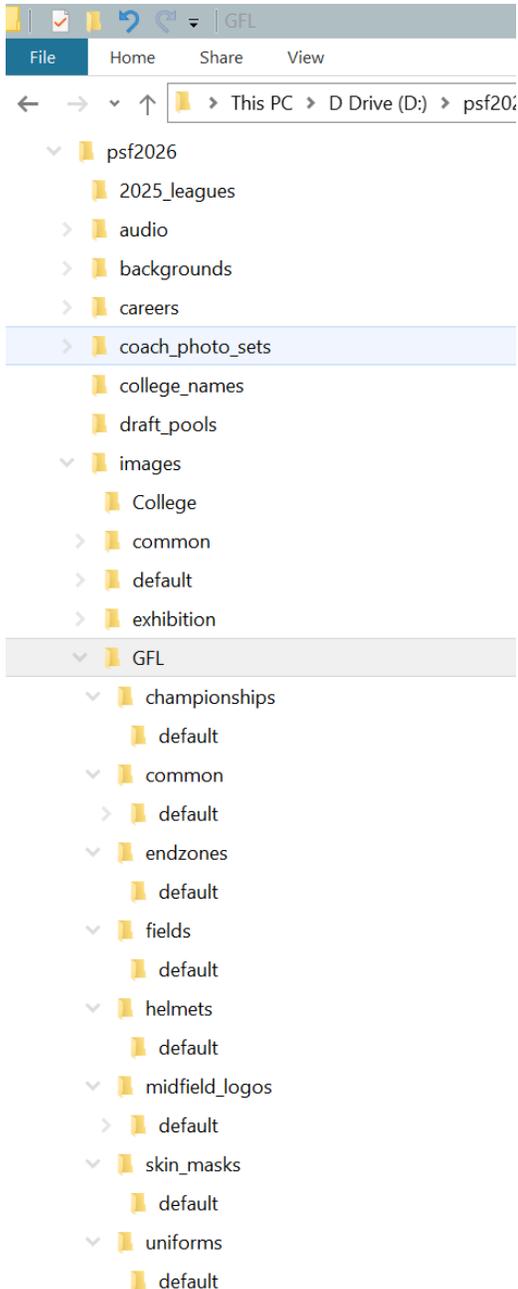
The art folder for my league the GFL contains 8 subfolders, each of those contain a "default" folder where you would place the needed images.

- championships/default – This folder contains all the artwork used in your leagues championship game except scoreboards.

- common/default – This folder contains all the artwork used in all games that aren't championship or team specific, except the scoreboard logos for the championship do go here.

- endzones/default – This folder contains a left and right endzone for each team.

- fields/default – This folder contains each teams playing field, or stadium.

- helmets/default – This folder contains a left and right facing image used in the UI. The images can be helmets, logos, etc. Whatever you want to visually represent your teams in the UI.

- midfield_logos/default – This folder contains the midfield logo for each team.

- skin_masks/default – This folder contains the dark color skin mask. You can leave this empty as the game draws these files from somewhere else, unless you wanted to mod them, then place them here.

- uniforms/default – This folder contains the white and color jersey uniform images for each team, which are also the sprite sheets for player animations.

Championships Folder
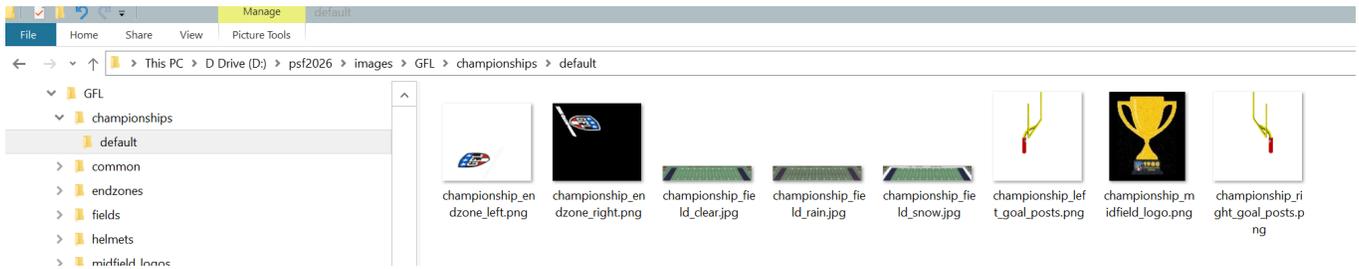
The championships folder can contain a left and right endzone, a midfield logo, left and right goal posts, and a championship field.

You can also create championship folders for each season of your career, just add them under championships and NOT inside default. So if I wanted a different look for each seasons title game, I would set it up like below.
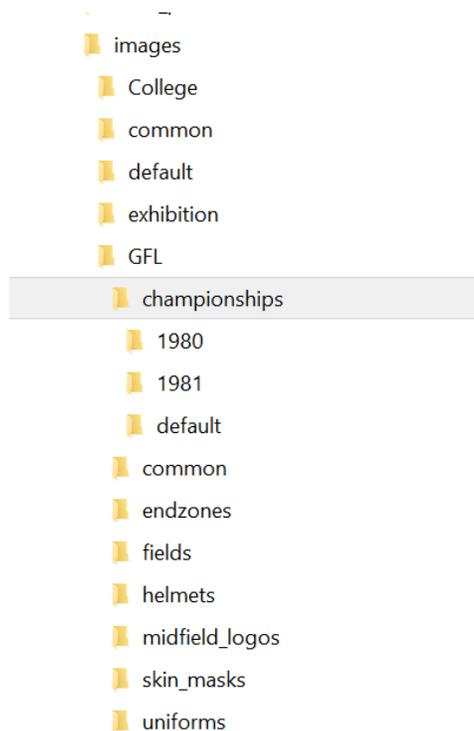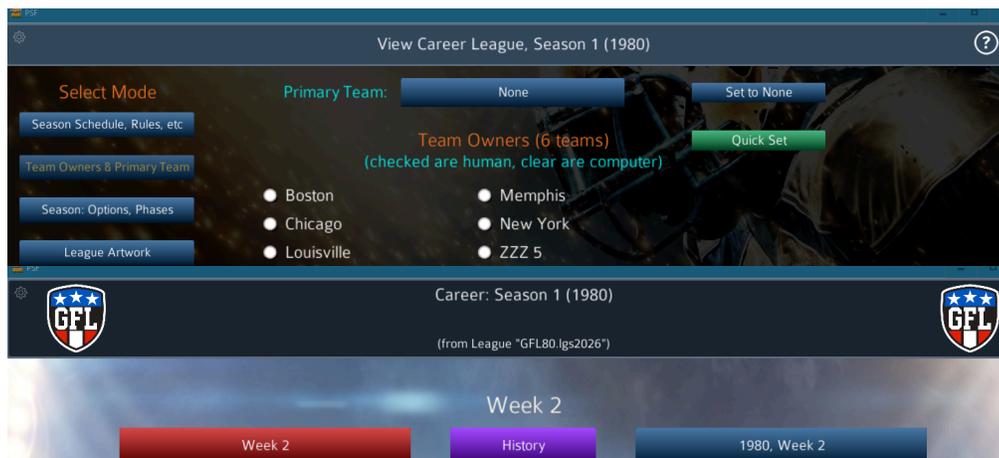
Common Folder

The common folder contains all the artwork used during a game unless it is superceded by something else. The common folder does however contain the scoreboards for the championship game.
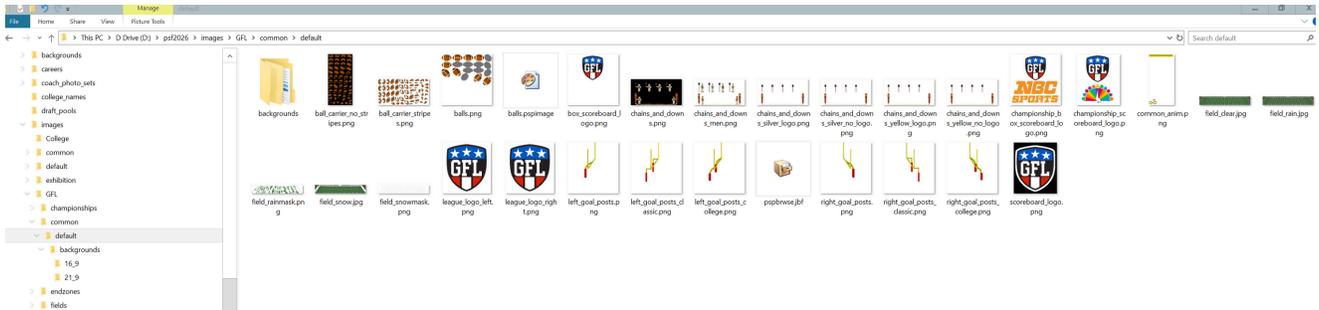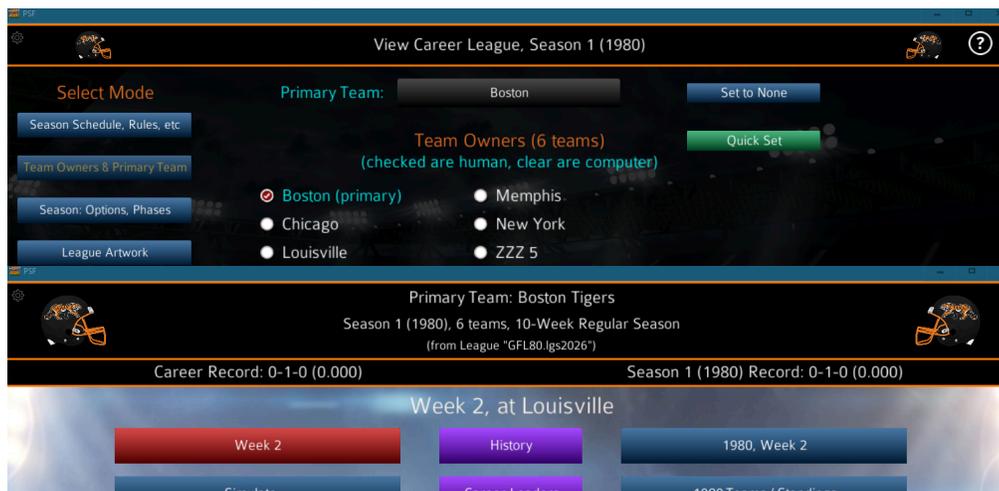

The league_logo_left and league_logo_right are only used in career mode on the career main screen if you DON'T have a team set under Primary Team as in the image below. If you have a team set, the teams helmets will be shown there instead.
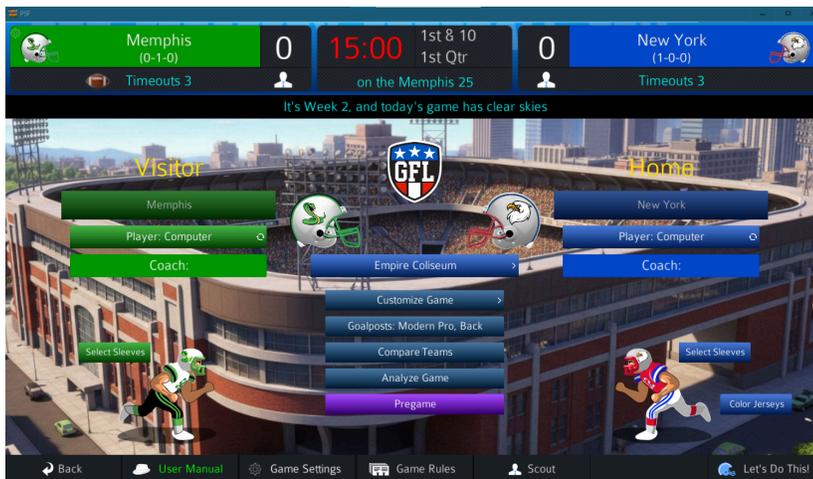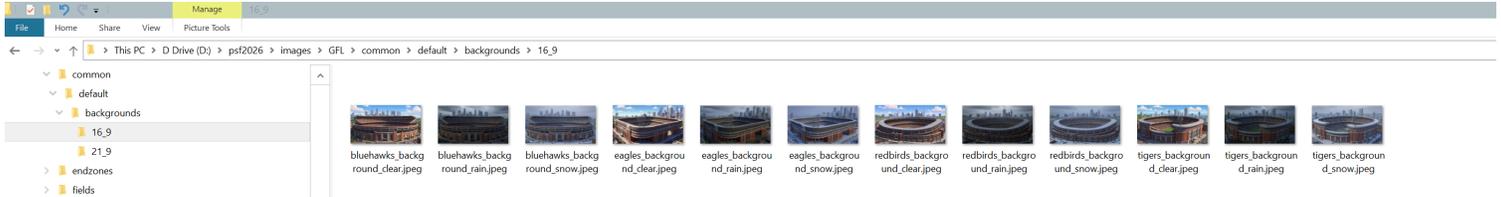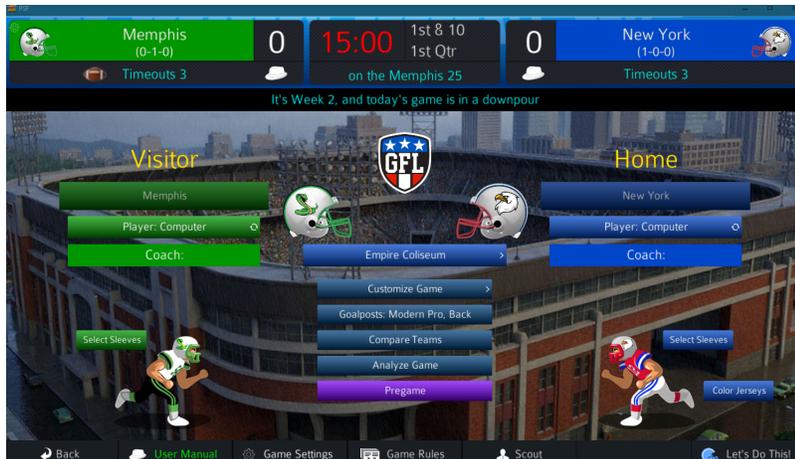
No Team:

I own the Boston Tigers:

Common Folder ...Backgrounds

The common folder also contains a subfolder for backgrounds that appear on the games setup screens. You can have 16:9 and 21:9 images. You can also have clear, rain, and snow versions.
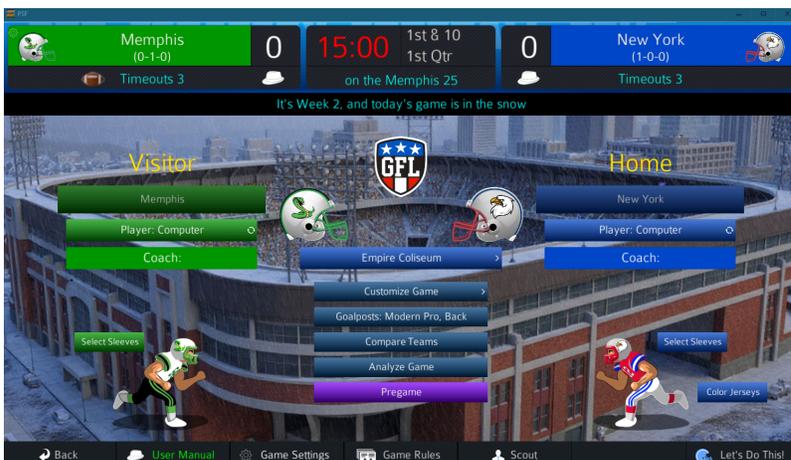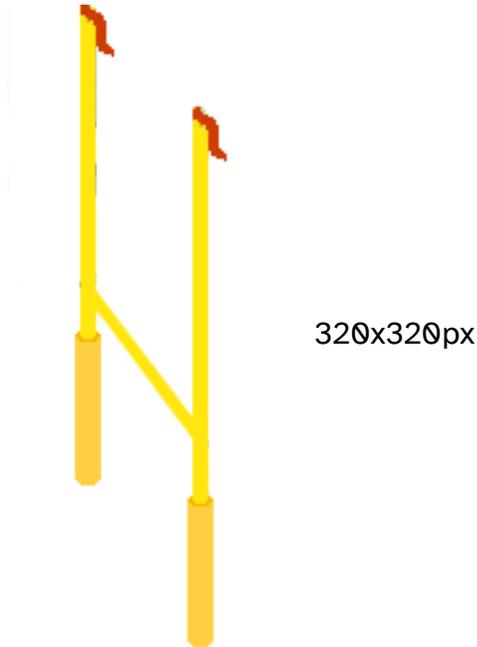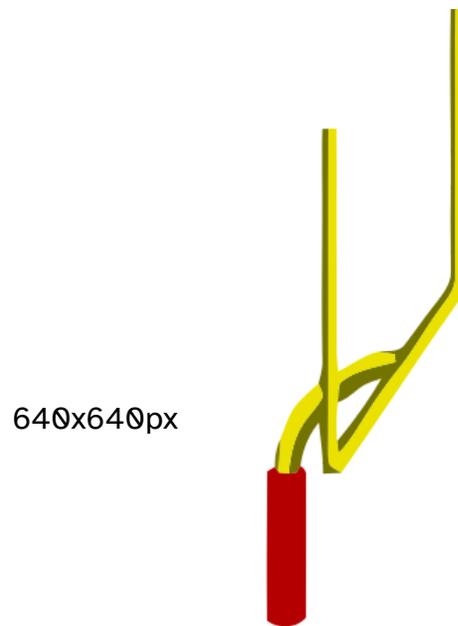

Touch Grass

Build an Ark

Santa
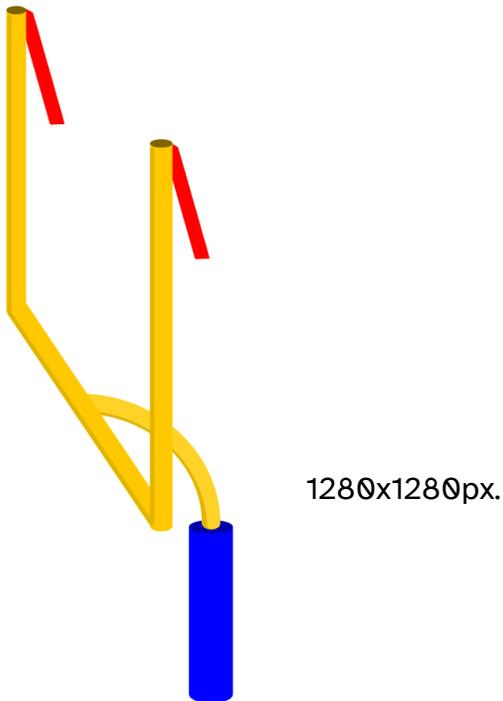
Common Folder   . . .Goal Posts

The goal posts are also customizable, and we are now able to create them up to 1280x1280px. The default size is 320x320px, but you can also use 640x640px, and 1280x1280px.
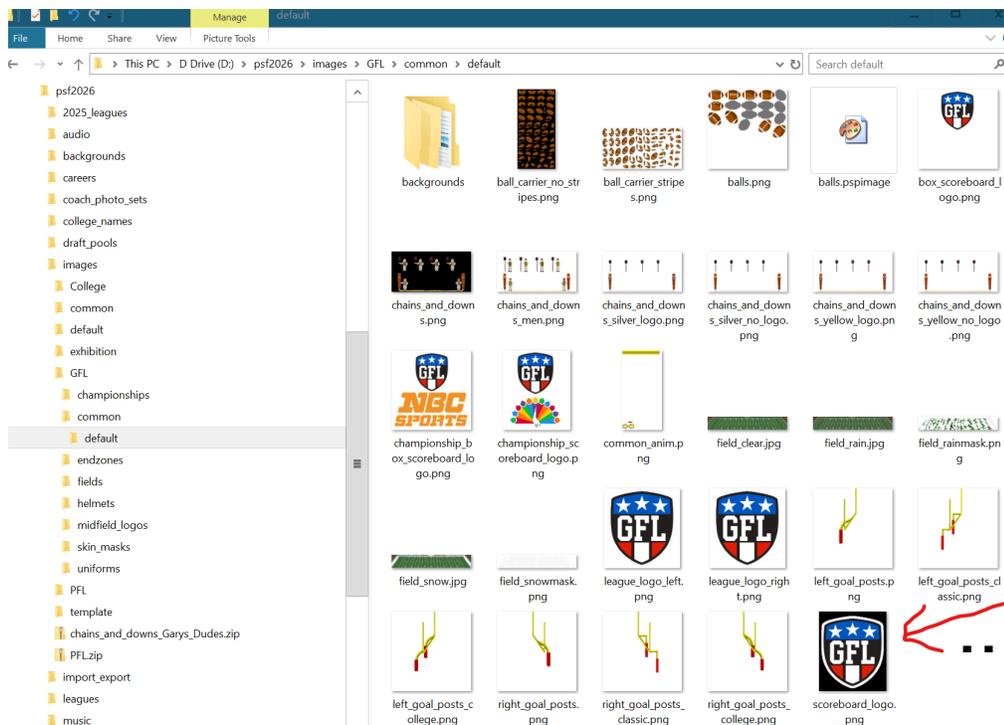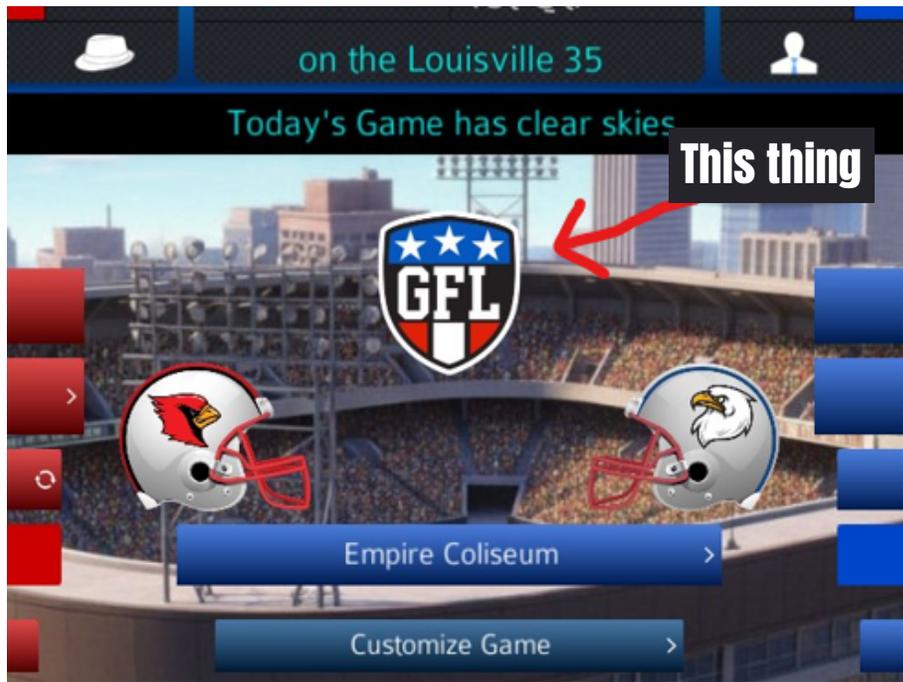
320x320px

640x640px

1280x1280px.

Common Folder . . .This thing

On the game setup screen you will see a logo between both teams, this logo is the scoreboard_logo.png from your common folder. Even if your league uses the box scoreboard for games, the setup screen still uses the regular scoreboards logo for this spot.

Endzones Folder

This is where each teams end zones go. They can be up to 1600x1400px, the game will scale them to fit.
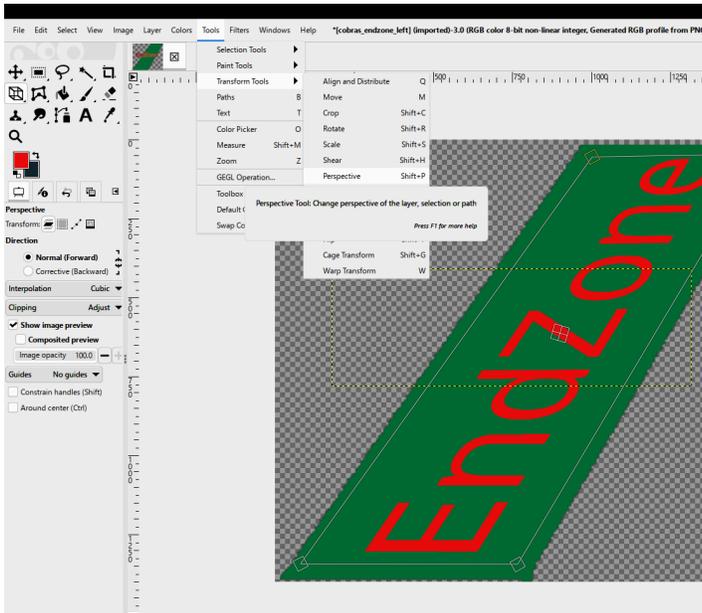
The left endzone template in the image at left shows the perspective angle. If you create your own in an image editor like Gimp, use the 'Perspective' tool. Very easy to use, just drag the corners where you want them.

Foggy weather day in the 'Ville

Fields Folder

Each teams field goes here. A clear, rain, and snow version if applicable.
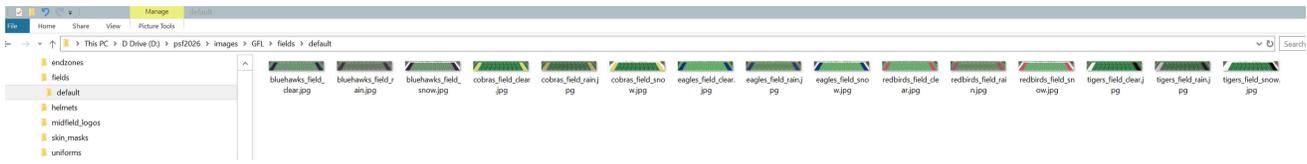
These files are in .JPG format, and 2400x400 in size. They shouldn't be resized, as the game wont scale them, it will be chaos.

If you are so inclined, you can actually use a field template and add the end zones and midfield logo, and any other markings to the field itself. In my PFL I added end zone color as a base on each field so my actual end zone logos only need the text or team art. Below, the NY Mammoths home field has the end zone color baked in. You could add the midfield logo to the field also, just ensure you have a blank png for that team in the midfield_logo folder. Same if you were to put the entire end zone art on the field, just ensure a blank png in the endzones folder for that team.


Below is an example if a field with all the logos painted on it. For the field below you would have corresponding blank logos for the endzones and midfield in those folders. The game will look to load them no matter what, so if you paint everything on your field image like I have below, make sure there are blanks for the game to load.

Helmets Folder

This folder contains a left and right image for each team that is used in the UI. and on the scoreboards(not the box scoreboard).
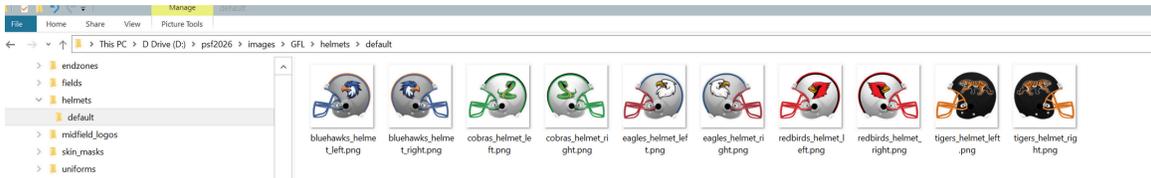
Even though the folder is called "Helmets", the images can be anything, just logos, helmets, however you want to represent each team in the UI.

The images are .PNG format with transparency, and can be 256x256px or in that area. Mine are 480x480px, but anywhere around that and under is good. Use trial and error to get what you like.
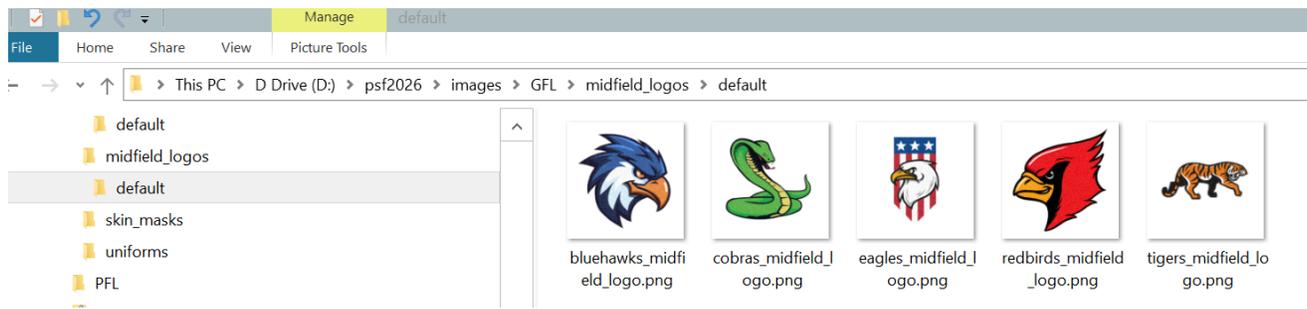
Below are examples of where the helmets are used.
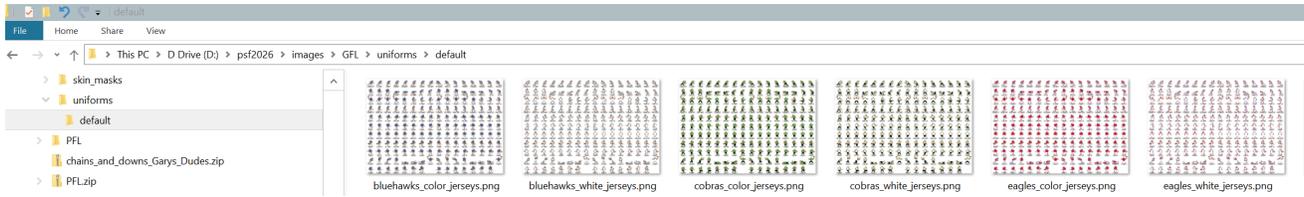
Midfield Logos Folder

This is where each teams midfield logo is stored. The game doesn't scale this so be careful making it too big. 125x125px to around 256x256px is a good range.


You can also add a slight opacity to the logo to let the lines under it show through for the "painted over" look.

Uniforms Folder

This is where each teams home and away uniforms are stored.

The uniform sheets are also the animation sheets that contain the players sprites. They are 3840x2640px in size and should not be resized. They can be created in the games team editor or also using available templates.
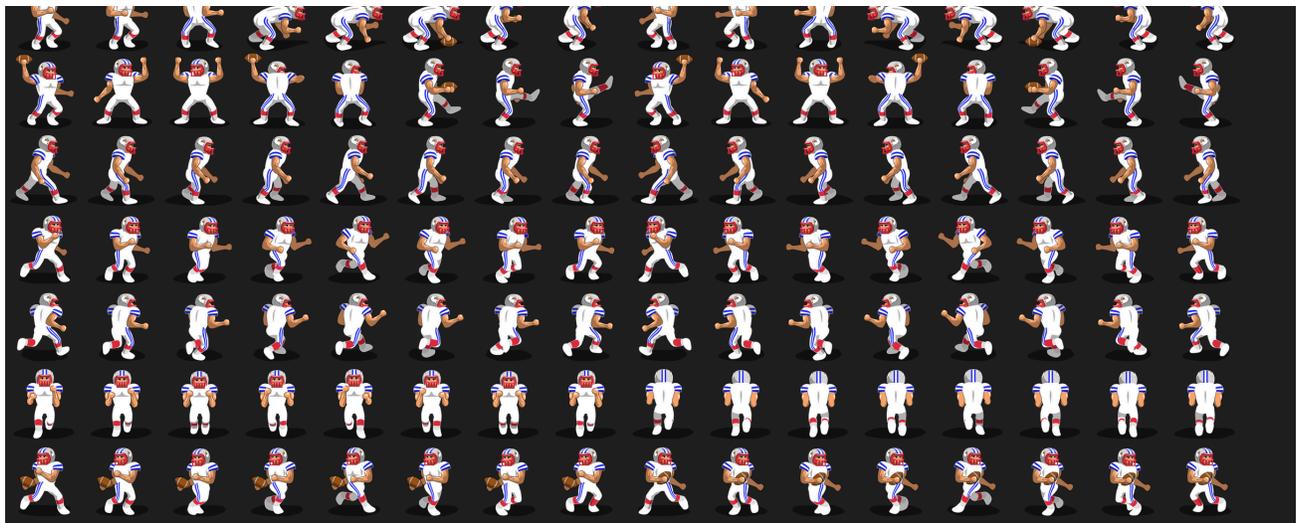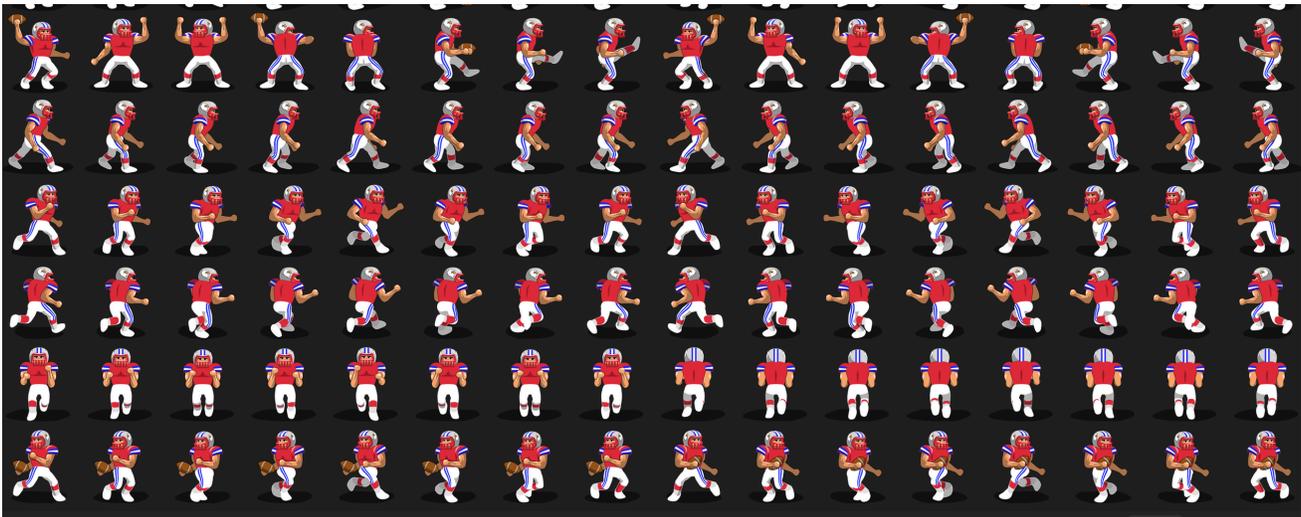
Uniforms Folder ...Upgrades

If you decide that any of your teams will get a uniform redesign or upgrade, don't save them to the uniforms/default, as that will overwrite your original unis. Create a new folder for the new uniforms and put them there. Then between seasons in a career you can change the folder for various things including uniforms where the game will look. The great thing is the game remembers, so when you watch old highlights from before the change, that is what you see, the old uniforms. Any highlights after the change show the new uniforms. Below is where you can set folders.
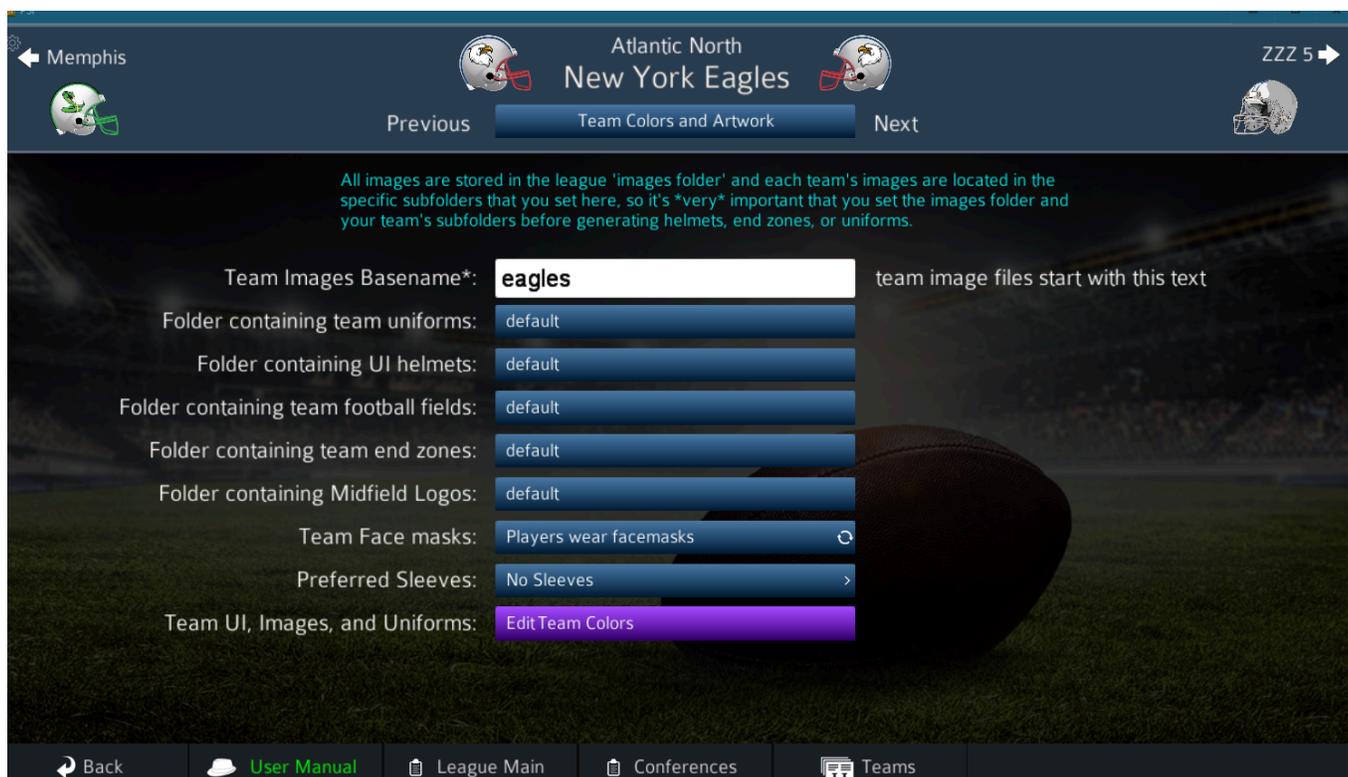
It works that way for the other items also. If the Dolphins move from the Orange Bowl to Joe Robbie, put JR in a new folder and change it in the appropriate spot above.

The Ultimate Football Sandbox

Pro Strategy Football has a retro look with a level of customization that outshines most modern sports games. You know you're on to something great when the modding is built in!

You can create any professional American football league from the past and present, imagine a possible future and even create your own original universe. And the amazing thing is you can create the look and feel of any era, and build, live out, experience and keep that history to go back and enjoy at any time. Not just a printed almanac of data, but literally highlight reels and now the ability to re-watch past games in full.

I hope this guide helps you navigate the many options in Pro Strategy Football 26, and encourages you to get creative and make that football universe you've always wanted.

Available on STEAM!