



Epic and Steam file locations - Snowrunner:

Part 1a: Epic base game files

For the Epic games version of the game, the base game files for snowrunner are saved in the within the same file structure that the Epic games launcher's files can be found:

.../Epic Games/snowrunner/en_us/preload/paks/client/initial

Important: The paks folders will only show up if you have WinRar, 7zip or some other file software that can open the .pak file type.

Part 1b: Steam base game files

For the Steam version of the game, the base game files for snowrunner are saved in the within the same file structure that the steam launcher's files can be found:

.../Steam/steamapps/common/Codename - SR/preload/paks/client/initial

Important: The paks folders will only show up if you have WinRar, 7zip or some other file software that can open the .pak file type.

Part 2: Mod file save location

For both the Epic and Steam versions of the game, mod save location is the same. This can be found at:

.../Documents/My Games/SnowRunner/Media/Mods

Important: The Mods file may not show up in media. If this is the case then you will have to manually create a new folder

Within the mod file save location you will need to use the required mod file structure so that the game can load in your modified files: *(not an exhaustive file list)*

- mod_name
 - classes
 - customization_presets
 - engines
 - gearboxes
 - suspensions
 - trucks
 - addons
 - cargo
 - trailers
 - vehicle_name_tuning
 - winches
- meshes
 - trucks
 - addons
 - cargo
 - trailers
 - vehicle_name_tuning
- textures
 - models
 - trucks
- ui
 - textures



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Part 3a: Epic game save files location

For the Epic version you will have to navigate to:

Documents/My Games/SnowRunner/base/storage/[USER ID KEY]

All the save game files are stored in .dat format (*you will need to enable "File name extensions" within file explorer view options*)

Part 3b: Steam game save files location

For the steam version the game save files for snowrunner are saved in the within the same file structure that the steam launcher's files can be found:

.../Steam/userdata/[USER NUMBER]/1465360/remote

All the save game files will be stored in .cfg format (*you will need to enable "File name extensions" within file explorer view options*)