

Changelog Pokémon Sacred Phoenix

“Roots of Yggdrasil” Cycle

Axis: The growth of the project on deep roots

Build 47 - Version Alpha 0.3.2.6 of 28/02/2022 (minor update)



New features:

- Added a handful of future mugshots and overwords
- Added a technical FAQ to the game documentation



Bugs fixes:

- Some spelling corrections on the English version (thanks to Dragoknight).

Build 46 - Hotfix 0.3.2.5 of 26/01/2022



Bugs fixes:

- Major bug: the resurrection command did not remove the countdown before permadeath, causing the Starter to die for good 3 days later.
- Fixed some text tags in the English version.

Build 45 - Version Alpha 0.3.2.4 of 23/01/2022



New features:

- The default sound volume is now 25% (50% on the master and 50% on each sound sub-option).
- Changes in some music
- Music equalization
-  – The walking Pokémon now reacts to its environment. This increases the number of different reactions from 250 to 450.
- The Pokédex interface has been redesigned in the Celtic colors of Keltios. It is now a real Pokégrimoire!
- Display of a thumbnail indicating the level of difficulty chosen during the introduction of the game.



Bugs fixes:

- The shadow of the Fletchling in Sylvan Town is no longer offset.
- Correction of some errors of superposition of events in Sylvan Town.

Build 44 - Version Alpha 0.3.2.2 of 05/01/2022



New features:

- Added documentation listing all metagame and gameplay changes in the game folder.
- Optimization of the accuracy check script
- Coding of the Thick Club and the Light Ball.
- Hermaphroditism is implemented among Pokémon. Only the breeding mechanisms (planned for much later) have not yet been coded. 
- Pokémon that are now hermaphroditic belong mainly to the plant, mollusk and mineral kingdoms.



- The trainer database is now independent and fully customized! The most notable consequence is that trainers have their names correctly displayed in battle.
- The flag for Light and Shadow Pokémon is now operational. It is a real flag (4 possible states for each: never cursed/blessed, purified, cursed/blessed and cursed/blessed by having already been) that automatically adjusts the Pokémon's types.
- The purification ritual is coded and allows to free a Shadow Pokémon from its curse! Only the Legendaries check and the full Celebi animation are not done. 
- [Death Overhaul] Pokémon can now have a flag of immortality that protects them from overkill. This mainly concerns recurring trainers who for scriptural reasons should not see their Pokémon die.
- Optimization of Mind Reader and Lock-On.
- AI should know how to use Destiny Bond.
- AI now detects stat drop immunity from Hyper Cutter, Big Pecks, and Keen Eye abilities.
- Coding of Mind Blown, Steel Beam and Solar Blade.
- Roar, Growl and Howl animations now play the Pokémon's cry.
- Return and Frustration have an animation that varies depending on the Pokémon's friendship.
- There is a critical health alarm like in Gen 7 (4 beeps) when HP drops into the red.
- Optimization of instance variables in combat.
- Using the Scepter of Phoenix sends to a brand-new menu that displays the hero's mana and magic mastery levels. No interaction is possible yet, but it's a first step. 
- The Teleport attack works as in Gen 8: its priority drops to -6 and allows a switch if it is a Trainer battle.
- Each round spent fighting will increment the internal clock by one minute.
- There are now more than 100 statistics that count various player actions. For now, only a small half are incremented, and the display is not yet supported.
- Digging through the trash increments a counter and can give rewards.
- The "Quit" command in the game menu now allows you to close the game or return to the title screen. (Useful to close the software in case of full screen).
- New raw materials for crafting have been added to the game, including Iron which can be mined.
- The mining is entirely programmed by script, including the QTE. 
- There are now 5 mining ranks and the most abundant veins will require more pickaxe strokes to achieve a perfect mining, but the loot will be better.
- The walking Pokémon has many possible interactions and will react differently depending on its level of friendship and its state of health.
- Your follower Pokémon can give you items if you talk to it and it likes you. For now, only Oran Berries can be received while waiting for the programming of a real loot table.
- Optimization of the Mold Breaker check.



 – New Ideal become Truth: the Haxx Smoother is fully implemented! Three haxx scores (accuracy, critical and secondary effects) are attributed to each camp and will allow to limit the chance discrepancies, source of frustration of the players.

 – Another Ideal that became Truth: the difficulty options! There are now 11 settings to customize your game experience + a master setting that allows you to choose 8 presets ranging from “Assist Mode” (trivial difficulty equivalent to recent official games) to “Giratina’s Hell” (hardcore Nuzlocke).

- The options offer finer sound settings, which are stored in a configuration file and will allow their retention from one game session to another.

- It is possible to choose the resolution of your game in the options menu! The chosen resolution is saved in a configuration file and will be retained the next time the game is restarted.

Rebalancing:

- Paralysis reduces evasion bonuses by half, except for the friendship bonus.
- Sleep and Freeze statuses, Foresight, Odor Sleuth, and Miracle Eye attacks, and Keen Eye ability negate all evasion bonuses, including the friendship bonus. Resistance to debuff attacks (e.g., Wonder Skin) is not affected, as this is a partial immunity, not an accuracy.
- Stomping attacks against a minimized target will no longer have infinite accuracy, but will instead ignore all dodge bonuses.
- Same fate for Telekinesis so that you don’t have a Lock-On/Mind Reader clone that lasts 3 turns. In addition, its evasion debuff will not apply if the Pokémon could naturally fly (Flying-type, Levitation item, or Levitation ability). To compensate this nerf, Telekinesis will instead make it vulnerable to critical hits (rate increased by +25%) during the 3 turns it takes effect.
- Zygarde and Mew join the ranks of the Masters of Life and Death.
- The Lake Trio, Cresselia, Cosmog, Cosmovum, Solgaleo, Lunala, Necrozma and Eternatus join the ranks of the Masters of Space-Time.
- Darkrai becomes a Master of Space-Time instead of a Master of Life and Death.
- Time-Space Masters are now immune to the Wonder Room.
- Time-Space Masters are now immune to Gravity.
- Protect-like moves no longer protect the substitute doll from direct damage. Group protections such as Crafty Shield are still effective because the protective barrier is placed between the two sides.
- Z-Moves can now hit out-of-range Pokémon with 1/4 the normal damage.
- With the exception of Z- Moves, all offensive attacks are compatible with the King’s Rock.
- Attacks that can flinch have their effect which partially stacks with that of the King’s Rock (1/5th less chance of flinch for King’s Rock every 10% chance on the attack). This is a happy medium between Gen 4 and the Gen 5’s nerf.
- Ice Pokémon have their Defense multiplied by 1.5 under Hail.
- The accuracy of the Spider Web attack is decreased from infinity to 120%.
- Block becomes Rock-type and its accuracy is decreased from infinity to 120%.
- Mean Look becomes a Ghost-type. Its precision remains infinite.
- Shadow Break now has a 20% chance to lower the Defense of its target.
- The Telepathy ability also protects against debuff attacks from an ally.
- Last Resort will work as soon as at least 2 different attacks have been used (including Last Resort). Its power will vary between 60 and 140 depending on the size of the moveset and the number of moves already used.
- Ancient Power, Silver Wind and Ominous Wind will have a 100% chance to randomly increase one of the 5 main stats instead of a 10% chance to increase all five at once. Their PP are also increased from 5 to 10.

- In the same philosophy as Explosion and Self-Destruct, Mind Blown and Steel Beam have their power and recoil damage influenced by the amount of HP remaining. The range goes from 120% of power for 50% of max HP sacrificed if at full health to 60% of power for 20% of max HP sacrificed if only 1 HP remains.
- If the debuff has been checked at least once, the infatuation can now be broken after taking direct damage: 1 chance out of 3 if attacked directly by its lover, 1 chance out of 6 if it is from another Pokémon.
- Razor Wind is now a Flying-type and has increased its power from 80 to 120.
- Razor Wind can hit a soaring target and will inflict 50% more damage if it does.
- Sky Attack's accuracy is increased from 90 to 100%. In return, it becomes a melee attack.
- Razor Wind and Sky Attack increase the speed by one stage during the loading turn.
- Roost is no longer blocked by an inability to fly (even under Gravity). In exchange, if a Pokémon is neither Flying-type, nor bird, nor levitate, the attack will only heal 25% of its HP instead of 50%.
- Roost heals the Smack Down debuff if the attack could be used successfully and the launcher is a Flying-type or has a natural flight ability.
- Pokémon that levitate and use Roost are also grounded (and therefore susceptible to Ground attacks) until the end of the turn.
- Ground-types that are soaring lose their immunity to the Electric type during their semi-invulnerability phase. Immunity will be considered simple resistance during this transitional state.
- A Pokémon that flies other than by levitation can no longer stay in the air if it is asleep, frozen, or severely injured; so, its Ground immunity will be considered simple resistance. If it heals itself so that it is no longer in one of these three cases, it will automatically regain its immunity.
- Sky Uppercut is considered a jump attack and can no longer be used under Gravity.
- Gale Wings will only be disabled if the Pokémon is severely injured ($HP \leq 20\%$). Compared to Gen 6, it is therefore a slight nerf of the ability (or a significant unnerf if you look at it from the perspective of Gen 7).
- Nerf of Truant's handicap: the loafing turn is validated even if the Pokémon was blocked by Freeze, Paralysis, Sleep, Flinch, Madness, Infatuation, a recharge turn, or manual use of an item. Moreover, being blocked by one of these effects will not force you to loaf around for the next turn. Finally, Truant will allow you to use two-turns attacks such as Dig or Skull Bash.
- Nerf of Defeatist's handicap: the offensive debuff is only applied if the HP is critical (20% or less) instead of low (50% or less).
- Nerf of Slow Start's handicap: If Regigigas takes direct damage from an enemy, Slow Start is immediately interrupted. The handicap remains active if the Pokémon returns after a switch.
- The affinity reduction caused by the anti-damage Berries increases from 60 to 62.5%. (This will avoid rounding bias in base 2 for floating numbers on the affinity calculation).
- Anti-Damage Berries no longer require the attack to be Super Effective in order to trigger.
- Teleport will be more permissive than in the official game, and will only fail if there is no eligible switch in a Trainer battle or if a wild Pokémon uses it when the battle prohibits escape. Teleport will also ignore all switch blocks.
- If Teleport is used in a double battle by a non-wild Pokémon, the attack will work as in a Trainer battle (switch instead of flee). If the hero has only one Pokémon left, Teleport will allow to flee.
- Fintan offers 12 Pokéballs instead of 5 so that the player has a better chance of making his first capture.

- If the capture is blocked by the Nuzlocke's Area Clause, the player will no longer lose his turn. The only exception that will force the execution of the turn is if it is not his first action in a multi battle.
- Taking direct Ice damage while frozen will no longer generate a thaw roll.
- To account for the above change and the reduced probability of thawing on an icy battlefield, the probability of breaking free from the ice will increase progressively after each consecutive failure on the thaw roll: 1/8 on the first (unchanged), 1/7 after 1 failure, 1/6 after 2 failures, 1/5 after 3 failures, 1/4 after 4 failures, 1/3 after 5 failures, and 2/5 beyond that (neutral terrain values). Note that the first thawing roll can only take place when the frozen Pokémon has lost at least 1 turn.
- The Quick Claw and Custap Berry will give 1.5 priority brackets instead of 4.5. Compared to the 0.5 of the vanilla games, this is still very interesting because it ensures a priority on attacks that are 1 bracket higher.



Bugs fixes:

- The impact of Telekinesis on the accuracy of attacks has been coded.
- There should no longer be any Pokémon name inversion between the launcher and its target.
- Present restored 80 HP instead of a quarter of the max HP.
- The held item instance variable was no longer synchronized to the correct target when counter moves automatically determined their target.
- Beat Up used the launcher's base attack stat instead of his real attack stat.
- The Fairy Lock move is correctly coded.
- The Retaliate move is coded.
- The Telepathy ability is now coded.
- The Bulletproof ability is now coded.
- The Prism Armor ability is now coded.
- The Defeatist ability is now coded.
- The Slow Start ability is correctly coded (the announcement of the ability + the impact on the speed were forgotten).
- Baton Pass has all its effects transmitted correctly coded.
- Charge did not double the power of Electric attacks in the next round.
- Recoil damage will no longer trigger post-damage items or abilities.
- AI scores were incorrect when a recoil attack was aimed at an ally.
- [Field effects] The modulation of the probabilities of inflicting a status according to the terrain gave an erroneous result due to a truncation made too early.
- Thousand Arrows did not affect levitating Pokémon.
- The Power Herb will no longer be consumed if Solar Beam or Solar Blade is used under the sun.
- The name of the options is finally refreshed with the correct language in case of a language change.
- The automatic mugshot will no longer crash if a message is displayed after a teleportation (typically after a Black out).
- The Poké Toy couldn't browbeat.
- A Future Sight or Doom Desire dodged by friendship will no longer cause a crash.
- A dead Pokémon that is buried will be correctly added to the Sambucus graveyard.
- The Follow Me should activate or deactivate properly depending on the health of the first Pokémon and its event will no longer activate if it is not physically present.
- Some stomping attacks launched against a minimized target didn't have their damage doubled.
- Fixed errors in the blacklists of Mirror Move, Assist and Copycat.

- Thawing attacks are correctly listed.
- Attacks that decreased stats on oneself had their power increased by the Sheer Force ability while having their negative effect disabled.
- The Mist check is now done at the very bottom just before the stats drop. This ensures that the protection will be properly checked in all situations.
- Optimization of partially bypassed protection checks (Z-Moves), duped protection checks (Feint) and Parental Bond.
- Parental Bond ability should no longer display duplicate messages.
- Having your capture blocked by the Nuzlocke's Area Clause will no longer launch the turn erratically.
- The Aurora Veil now has a dedicated variable instead of reusing those of Reflect and Light Screen.
- The uproar will no longer be initialized (and thus the launcher blocked on this attack) if his target was immune to it (Soundproof ability, Protect or zero affinity).
- End-of-turn damage phrases should no longer be displayed if the Pokémon has already been knocked out by other indirect damage.

Build 43 - Version Alpha 0.3.1.1 of 12/09/2021



New features:

- Minor changes in some graphical elements, including the appearance of the heroes.



Bugs fixes:

- Minor spelling corrections in the EN and ES versions.
- The buff from the Lansat Berry is cleanly coded and uses a dedicated variable.
- It was not possible to give out of combat a Lansat Berry as a treat.
- Re-launching Focus Energy on a Pokémon that already has the buff now displays a failure message.
- Baton Pass is correctly coded and displays its animation as well as the right texts. The critical rate is also transferred.
- The Psych Up attack will be snatched by the right Pokémon in case of a multi battle.



Known bugs:

- The text displayed when using the Scepter of Phoenix is not translated.
- In non-French versions, trainer names that do not follow the [Class] + [Name] standard (such as Darkrai's Cultist) result in incorrect wording.
- About ten buffs and debuffs are not yet transferred by Baton Pass

Build 42 - Version Alpha 0.3.1 of 01/09/2021



New features:

- The interior tileset of Sylvan Town has finally been completed.
- The interior maps of Sylvan Town have been made and the events placed.
- The exterior mapping of Tintignac is finished!
- Route 2 and Route 3 are mapped.

- Gortelda, Elda Forest, Ithiel Valley and Cernos Mountains have a significant start of mapping and all maps of Alienor's Shire have their location reserved and mapped.
- The first "classic" trainer is inaugurated on Route 1.
- Integration of new music.



Bugs fixes:

- [Critical] The game always crashed when a Pokémon learned a new attack in battle.
- [Major] The game will no longer freeze at the third letter of a message when it has been called in map via script and under certain conditions.
- [Minor] Map animations will no longer freeze when a message called in map via script is waiting to scroll.
- Minor spelling corrections.
- Minor correction of overworld.

Build 41 - Version Alpha 0.3 of 02/07/2021

Old save games not compatible with previous versions! 🤖



New features:

- The maplink has been converted to the new format and is now complete. The limit of 4 connected maps has been skipped thanks to a manual coding, all of them fit together in a perfect continuity. 🗺️ The downside is that it causes a 2-square diagonal shift on all outside maps, which will interfere with any save made on an outside map.
- A system of exit coordinates is now introduced, which will allow the player to correctly reference his position on the world map and make an exit point in case of Dig.
- Future maps adjacent to the playable area have been roughly mapped to schematize their in-game placement. (This lays the foundation.)
- The Eagle Pass has been mapped!
- Exterior mapping of Tintignac completed at 75%.
- The doors now have a charset.
- The attack's launch phrase is now tuned in gender. This is a start of transition to my new battle text display system; more will follow later.
- Translation of the last phase of the Prologue completed! The current demo is now 100% translated into English and Spanish!
- A home-made database now links the attack to its animation. (There is no longer the dependence on the old PSP mechanism). This new script also allows to assign sequentially for a move several animations on the launcher or the target, as you wish. (Before, it was maximum 1 animation on the launcher, then 1 animation on the target).
- The shadow attacks all have an assigned animation (among the existing ones).
- Nature Power and Secret Power have been optimized and will display better animations.
- The foundation for Field Effects is laid! A first step has been taken with the chances of inflicting a major status shaped by climate and terrain.
- The Eagle Path has its own events.
- An Omni Exp mechanic is coded!
- A wild Pokémon that doesn't think you're up to snuff may let you get away.
- [Loyalty Overhaul] The small dread penalty is now applied to both Pokémon on the front line in case of a double battle.
- [Data base] The management of the chart type is now externalized to a custom script.

– [Data base] The Steel-type goes to index 17 and the Dark-type to index 16 to conform to the official type order.



Rebalancing:

- Just like Focus Band, Focus Sash or Endure, the Sturdy ability will no longer activate if the Pokémon has already survived 4 times with 1 HP during the battle.
- The mechanics on the Frozen status are now coded according to my ideal.  In concrete terms, this translates into a probability of thawing equal to 1 chance in 8 and varying according to the terrain and the weather. This check is made when the Pokémon tries to attack, but also when it suffers an offensive attack. Only a forced thaw can occur on the first turn of freezing (no natural thaw will be possible if at least 1 turn of blocking has not been suffered). Finally, if a frozen Pokémon fails to free itself from the ice when attempting to attack, but uses an attack that is sure to thaw, the affinity of its attack will be halved in exchange for the forced thaw.
- Weather Ball is Fairy-type under the Mist.
- Spit Up increases to 120 of power at level 1, 240 at level 2 and 480 at level 3.



Bugs fixes:

- The map of Keltios given by Fintan did not open.
- The world map now centers the player at its opening.
- The world map shows the correct position of the player, even if he is located in an interior or on a “slave map”.
- Attacks that cause a forced thaw were only effective on the launcher. The target now benefits.
- No more Pokémon without a Pokéball will have an arrow icon displayed on the ball slot in the summary.
- A Pokémon that receives healing in battle from a Happiness item will always display the phrase « Pokémon is thrilled to bits! » (Friendship gain has no influence) and only from 800 onward.
- The Assist attack did not work (no target found).
- Snatch is definitely debugged.
- It is no longer possible to cast Heal Block on a Pokémon that already has the debuff. (This encouraged the AI to spam the attack as well.)
- Weather Ball has its power bonus correctly coded.
- Optimization of the disobedience scripts + correction of some minor bugs.
- Using the mouse buttons in the "Feelings" summary no longer causes a crash.
- Rage should behave according to the vanilla mechanism.
- Future Sight and Doom Desire are finally coded correctly.
- The Swallow attack is correctly coded.
- Stockpile, Spit Up and Swallow work correctly and with the stats boost that appeared in Gen 4.
- Damp is correctly checked and will display the correct messages if a self-destruct has been prevented.
- The Poké Doll was not usable in battle, because it was in a pocket that was not accessible during those moments. It is therefore temporarily placed in the “Medicine” pocket.



Known issues:

- In the case of multi-hit attacks, the activation of post-damage effects is called at the very end and in one block instead of once after each hit. This was also found on Parental Bond. A debugging attempt was made to synchronize this correctly, but it failed.

Build 40 - Version Alpha 0.2.8 of 02/05/2021 (private demo)



New features:

- After more than a year of adventures, the Prologue is finally written and fully integrated into the game in its French version!  The only thing missing is the English and Spanish translation, as well as the creation of tilesets for the interiors of the peasants' houses (and the mapping of everything).
- All Mana values in the Scepter of Phoenix are doubled in order to have more finesse on spell and crafting costs. The Mana limit will start at 200 and the maximum will be 800.
- Optimization of the calculation of variables modified during a sleep phase of the hero.
- The regeneration of the scepter's mana takes into account the holiness of the place, even during the sleep phases.
- Foundation coding for forging, alchemy and enchantment.
- The display of the Mana is now coded in script and therefore better optimized.
- Fintan's library is up and running in the Manor! (24 Word pages of texts!)
- A text tag has been added to refer to the starter as female if it is a female.



Rebalancing:

- Various adjustments to the type chart:
 - # The Ice-type is immune to itself.
 - # The Rock-type resists itself
 - # (Cancellation) Rock is no longer afraid of Ice (already 5 weaknesses in vanilla)
 - # Ice neutral against Steel (instead of resistance)
 - # Dragon neutral against Steel (instead of a weakness in the game, and a resistance in vanilla)
 - # Dragon strong against Electric (adds a second weakness)
 - # Water-type attacks are now not very effective on Ice-type. Scald is still normally effective on Ice.
- The Starter will have a minimum of 24 IVs on all its stats.
- Hate speed bonuses are reversed in case of Trick Room (so that it still has a positive effect for its recipient).
- The power levels of the Gift attack are more evenly distributed and increased overall (power randomly chosen between 40 and 110, for an average of 75 instead of 65).



Bugs fixes:

- Entry Hazards now check Magic Coat.
- Poison Heal does not proceed any more if its holder is full life.
- A Pokémon with the Immunity ability no longer takes poison damage in the map.
- The animation of the Floral Gift no longer causes a freeze on the map.
- There should be no more sound glitches after a battle where a special music should play.
- A code error meant that no Pokémon had a Pokéball assigned.
- The disobedience check will only be done on the first turn for multi-turn attacks (Fly, Thrash, Bide...)
- Present's healing went through Heal Block + there was no animation when healing.
- The Rocky Helmet caused all the post-damage checks to proceed, which resulted in duplicate activations of some items, or even an infinite loop if both fighters were wearing this item.
- The calculation of the true speed will always give a minimum of 1 in absolute value to avoid division by 0.

- The Ingrain and Aqua Ring regen no longer proceeds if the Pokémon is full life. They also take into account the Big Root.
- The attacks that were supposed to thaw were not thawing.

Build 39 - Version Alpha 0.2.7 of 25/03/2021 (private demo)



New features:

- Added generic NPCs of Sylvan Town
- The internal clock of Keltios is fully scripted! 
- The procession of the seasons has now a resolution 4 times higher (17 steps instead of 5), as well as the calculation of the tones, accurate to the quarter of an hour instead of the hour.
- Keltios tones are now perfectly progressive. There are also twice as many (19 unique ones instead of 8).
- Taking advantage of the internal clock improvements, the introduction of Phoenix Hill will benefit from better tone transitions.
- Breath and Mana coding internally!  It is not yet used in game, but the data, formula and variables are already ready for the future.
- Coding of curse, reinforcement and blessing on IVs. This is the equivalent of Ultimate Training, but with 3 variations.
- Differentiation of the innate nature from the battle nature.  As with the Sword and Shield's Mints, the battle nature can be changed to affect the growth of stats, but the innate nature remains unchanged and continues to govern everything else.
- An NPC in the Testing Hall of Arceus allows you to enjoy all the features of the Ultimate Training, with all its options.
- [Loyalty Overhaul] Opposing trainers now have their own Dread Power value. This will prevent an unwanted drop in loyalty when they send their unloved Pokémon into battle.
- Coding of the Strength Sap attack



Rebalancing:

The Topsy-Turvy attack returns to 100% accuracy (instead of infinite) as it was in Gen 6. Note that the accuracy will remain infinite if it only has positive effects on the target (it will not try to dodge or resist it, nor will it try to repel the attack by Magic Coat).



Bugs fixes:

- No more animations should be played on an already knocked out Pokémon.
- When a Pokémon goes mad, the presence of Persim or Lum Berry is now checked and heals it immediately if necessary.
- A Berry Lum that only heals madness will no longer display that the Pokémon is awakened.
- Persim Berry will no longer heal any other status if it has been consumed as a result of confusion inflicted.
- The Gravity attack should no longer display duplicate messages.
- The icon of the held item was not refresh when the item exchange mode is used in the party menu.
- The visual bug on the Summary when the Pokémon does not have a Pokéball is fixed.
- Fixed the Topsy-Turvy attack that caused a crash + bad text display when this attack takes effect.
- Fixed a bad stat change sentence displayed if the change is more than 3 stages in one go.

Build 38 - Version Alpha 0.2.6.5 of 14/03/2021 (private demo)



New features:

- Creation of the Fintan Manor tileset
- Complete mapping of Fintan Manor



Bugs fixes:

- Destiny Bond inflicted a non-integer amount of damage.

Build 37 - Version Alpha 0.2.6.4 of 03/03/2021



New features:

- Fixed the last median bugs of the third version of the Keltios Berries system. There are still some minor animation bugs (freeze animation if a text is displayed) and the hive attack system to finalize, but everything else is functional, including the Floral Gift.
- Replaced all human OWs in the Hall of Arceus with those of Thunungu and Carole.
- All “Show Image” commands for a mugshot now use the new scripted method. This includes Talismans and rare items.
- Big purge of the “Pictures” folder of the game, especially of all the mugshots which are now managed from a dedicated folder. (10 MB gain)
- Purge all human OW from the "Characters" folder not used in Sacred Phoenix. (Gain of 250 files)
- Partial update of some PSDK scripts in version 25 (maplink, input number menu + fix lag when jumping up or left).
- Optimization of the internal clock of Keltios
- Coding of the Liquidation move
- Slight improvement of the AI



Bugs fixes:

- The Bide attack would crash if the opposing Pokémon that attacked it switched. From now on, if the Pokémon that inflicted damage is no longer on the frontline, the target is automatically reselected from the enemies.
- Bide no longer has an effect on Ghost-types and no longer affects semi-invulnerable cases.

Build 36 - Version Alpha 0.2.6.3 of 28/02/2021 (private demo)



New features:

- Created an automatic mode for displaying Mugshots based on the OW used by the event. The current events were converted using these new scripts, which optimized them significantly.
- New variants for the OW and mugshots of the Clergy of Ho-Oh.
- Coding of the Laser Focus move
- Coding of the third version of the Berries system. There are still some graphical bugs to fix and the synchronization of events to the Data base to complete. 



Bugs fixes:

- Tearing appeared on map tiles when scrolling slowly due to a faulty hotfix of the game engine installed in Build 35. This change has been cancelled.
- Another nightly update of the game engine caused a reset of the position of the events in case of reloading the save game, resulting in a wrong position of the NPCs in case of reload.
- The Intimidate ability has been permanently debugged (no more duplicate activation) and the weather abilities are synchronized with their animations.
- Pineco was not evolving because of a data base error.
- For some mysterious reason, the AI was activating the Shell Bell's animations during its dry run, which resulted in a crash.
- Entry Hazards will no longer be blocked by an unfavorable type affinity to the Pokémon in front of them.
- The Rocky Helmet will no longer activate if the attacker has been knocked out by a backlash.
- Initiating a double battle with only one battle-capable Pokémon and one non-battle-capable Pokémon on the player side would result in a crash.
- The fling of an item having a negative effect (Toxic Orb, Flame Orb...) generated a crash.

Build 35 - Version Alpha 0.2.6.2 of 17/02/2021



New features:

- Coding of the Rocky Helmet
- The item theft animation is played when the Sticky Barb is transferred.
- Counter, Mirror Coat, Metal Burst and Bide now have automatic targeting, as in the official game.
- Items restoring PP's have the right to their own little healing animation, like medicine restoring health.



Rebalancing:

- The Beat Up move will only exclude knocked out, dead, sleeping or frozen Pokémon instead of all Pokémon with a major status.
- The damage of the Rocky Helmet is based on that of the Sticky Barb (15% of the target's maximum health, Normal-type damage).



Bugs fixes:

- The Bide move did not work.
- The Metal Burst move was not working.
- The Beat Up attack displays the correct text and no longer calls the team's non-combat Pokémon to attack.
- The ability traced by Trace is finally activated if it should proceed.
- Removed the double proc of Intimidate in double battle.
- Abilities that increase stats after direct damage such as Weak Armor will no longer activate if its holder is knocked out.
- Automatic transfer of Sticky Barb no longer interferes with Trick or Thief style attacks.
- Fixed a duplication glitch with Sticky Barb.
- The magnitude of the Magnitude move is no longer reset between hits if multiple targets are hit.
- The Grepa Berry checked for Defense EVs instead of Special Defense EVs, so it did not work in the absence of Defense EVs.



Bugs brought by Build 33 and fixed:

- Revive items would crash if used in combat.
- PP healing items would crash if used in combat.
- The use of PP Up and PP max no longer causes a crash.
- Rapid Spin caused a crash.
- Power Herb was consumed by the AI during its blank tests, which disrupted the process of two-turn attacks.
- The Rowap/Jaboca Berry would not engage if its holder was knocked out.
- Attempting to use a healing item on a Pokémon under the effect of Heal Block caused it to crash.

Build 34 - Version Alpha 0.2.6.1 of 14/02/2021



New features:

- Creation of the vast majority of climate texts with no less than 10 different weather forecasts (including neutral weather). 4 of them will have two levels of intensity, which will make a total of 14.
- Foundations laid to greatly optimize the display of texts in battle according to the position of the Pokémon. In addition, these texts will be automatically feminized if the Pokémon is female and will do the French elision if its name begins with a vowel.
- Clean coding of Cloud Nine and Air Lock abilities.



Rebalancing:

- Air Lock resets the weather and becomes a high-priority weather ability: as long as one of the Pokémon in battle has this ability, any attempt to change the weather that is not of equal or higher priority will be blocked. For reference, only Primordial Sea and Desolate Land (not yet coded) will have the same priority, and only Delta Stream will have a higher priority.



Bugs fixes:

- The Steamroller attack did not scare because of a data base error. It was also programmed as a Fairy-type status attack instead of a physical Bug-type attack.
- It was impossible to decrease the EV of a stat via items if this stat had already reached the maximum.



Known issues:

- If a Pokémon is given without a Pokéball, an arrow icon appears instead of no image.

Build 33 - Version Alpha 0.2.6 of 13/02/2021



New features:

- Improved animations for healing attacks, especially for Rest.
- Optimization of accuracy and aggro calculation by AI
- The AI will avoid stealing items that are considered negative.
- The AI correctly detects the immunities provided by Mist and Safeguard.
- Creation of optimized methods to display mugshots in game + transfer of images displayed as mugshots in a dedicated sub-folder.

- Creation of a unified method for granting items to players with automatic display of the correct phrase and mugshot.
- New menu icons by Carole!
- Optimization of the Caught Overhaul script
- [Caught Overhaul] The Caught Overhaul mod now incorporates a Gen 8 inspired soft level cap on chances of success.
- Optimization of the script of use of the items with in particular the factorization of the huge method of 800 lines.
- The Heal Ball heals the captured Pokémon.
- [Loyalty Overhaul] The original friendship and level variables are now synchronized when changing with the original trainer. (Serves as a backup in case of loan or boomerang exchange).
- [Loyalty Overhaul] The enjoyment and fullness gauges are now accurate to the half-symbol (i.e., 11 steps instead of 6).
- [Loyalty Overhaul] Coding the Poké Toy! You will be able to massage your Pokémon for free with this key item.
- [Loyalty Overhaul] In addition to its original effect, the honey can be given to eat to please your Pokémon.
- Automatic actions at the beginning or end of a turn are now done in the order of the speed of the fighting Pokémons, as in the official game.
- Coding of Sunsteel Strike, Moongeist Beam and Floral Healing moves
- Coding of Moody, Defiant and Competitive abilities.
- Optimization of the mother method of changing stat in combat (removal of the macro-generation which lacked flexibility).



Rebalancing:

- Instead of failing, re-launching Ingrain will cancel out its positive and negative effects.
- String Shot removes two stages of Speed, as from Gen 6.
- Hyper Fang has a 20% chance to flinch (instead of 10).
- The vanilla Apricorn's balls are now perfect clones of the silver balls of Keltios. (Keeping the vanilla formulas and my rebalanced bonus ball formulas in parallel was making the code cumbersome).
- Compared to the regular poison, the Toxic status doubles the chance of capture (instead of a $\times 1.5$) to compensate for the extra risk.
- The Glare attack becomes Dragon-type and is nerfed to 90% accuracy as in Gen 5. It also has its PP reduced from 30 to 15.
- The Leer attack becomes Dark-type (it can therefore hit the Ghost-type).
- The Cheek Pouch ability will only work if the Pokémon is in battle and on the front line, including if a Berry is given manually by its trainer. The restriction is only when the Pokémon is not in battle or is in the second line.
- Roar returns to 100% accuracy (instead of infinite) as it was until Gen 5. In exchange, the attack is no longer blocked by Protect.
- Foul Play is based on the target's true attack, taking into account all its boosts. The cap that limits the attacker's attack to 4 times (including its boosts) remains.
- Heal Block will not block actions that heal HP, but will act downstream by blocking HP regeneration. Thus, any healing attack can still be launched but without healing anything; and if a healing item was used (either manually or automatically), it will be consumed and lost with a message notifying that the healing failed. As for passive regenerations via abilities or held items, they keep their vanilla behavior (no activation, silent blocking).
- Struggle (which was in Gen 3 mode), will inflict a minimum of 1/12th of the maximum HP or (with neutral affinity) 40% of the damage inflicted in recoil to avoid a too long end of the

fight. Its power increases from 40 to 50. As long as Breath and Mana are not implemented, I will stay with this hybrid mechanism between Gen 3 and Gen 4.

- The evolution by level is only called once in case of a multiple level rise.
- Clean coding of the Psych Up move. As in Gen 4, it can be hijacked by Snatch. As in Gen 6, the critical rate is copied (and a sentence is displayed depending on whether it is up or down). Finally, if there is not at least one upward change, the attack will fail. Note that it is not blocked by Protect, nor by the protection provided by Crafty Shield. (It's considered a buff move.)
- Queenly Majesty, Dazzling and Crafty Shield no longer block buff attacks. (Since this is a positive effect, we won't deny it.) Attacks that are accelerated by Quick Claw or Custap Berry (which gain priority levels) are also an exception.
- Mold Breaker will not bypass the Contrary and Simple abilities if it has a negative effect on the target.
- [Temporary] Stealing or neutralizing Rowap and Jaboca Berries by using an attack will take priority over their automatic activation and will therefore no longer have time to take effect. This will avoid a glitch where the item could be both altered and still do its job. If the theft was done by Pluck or Bug Bite, the treat mode is forced.



Bugs fixes:

- The flinch status will no longer be applied to a Pokémon that has already attacked (Note: a switched Pokémon is considered to attack last when it has already done its action).
- The AI should no longer spam Quick Guard and Wide Guard when the opponent's moveset contains no attacks blocked by these moves.
- Roost is only blocked by debuffs that explicitly ground (and Heal Block). So, there is no longer a requirement to be naturally in the air to use it.
- If it exists, the Flying-type is now correctly and temporarily removed during the turn following a Roost. If the Pokémon was only Flying-type, it temporarily becomes Normal-type instead.
- Evolving into Sylveon no longer causes a crash.
- The Soundproof ability procs when it protects from an attack and displays the correct immunity message.
- The Crunch Attack had a 100% chance of lowering the Defense due to a method error.
- Attacks with side effects that went through the classic method of attack had a "double dice roll", which unintentionally doubled the probability of this effect being applied.
- Fixed the synchronization bug of the ability's display when a Stat is modified at the same time. (Thanks, Nuri, for the tip).
- Flower Gift's Attack boost was applied twice because of a duplicate code (i.e., an attack multiplied by 2.25 instead of 1.5!)
- Fixed a crash on the three battle herbs when activating the "Food consumed" tag in battle.
- Fixed a bug in multi battles that did not return the item used on the first Pokémon in case of cancellation of the action or escape.
- Traded Pokémon are correctly detected.
- Attack priority brackets were accidentally doubled, causing the fastest attacks (such as Protect) to be done before switching or using items.
- Dream Eater was no longer draining HP. This has been fixed.
- Fixed the Mist move that was using the wrong instance variable.
- Fixed the Safeguard move that used the wrong instance variable.
- EVs were no longer distributed once the Pokémon had reached the maximum level.
- Debugging of the Snatch attack which had a chaotic behavior.
- Debug of the Imprison attack which was incorrectly coded and had debuff mechanisms instead of a buff.

- Fixed a condition error for Magic Coat and Magic Bounce.
- Queenly Majesty and Dazzling now protect the allied Pokémon. (This was an oversight.) In addition, Mold Breaker correctly bypasses these abilities.
- Mold Breaker-kind abilities proc and announce that its holder breaks the mold upon entering (text omission).
- Heal Block is correctly coded and displays the appropriate messages.
- Fiery Dance increased the attack of the target instead of the launcher.
- The Glare attack was considered as a buff by the AI (with the consequence of using it against its allies).
- The Mental Herb did not activate because of a desynchronization on the push commands.
- The Encore attack is definitely debugged.
- Odor Sleuth, Miracle Eye, and Foresight attacks had a condition that allowed them to be recast infinitely (even if the target already had the debuff). Also missing was the display of the phrase “[Pokémon] is identified!”.
- [Effectiveness Overhaul] Lock-On, Mind Reader, No Guard and infinite accuracy attacks will no longer work if there is no affinity.
- Sacred Sword ignored the attacker’s changes of attack.
- Aqua Ring and Ingrain will not activate their animations if the recipient is full of life.
- U-turn style attacks would skip the forced switch if the user of such an attack had knocked out the opposing Pokémon.
- A Pokémon that launches a U-turn style attack but is knocked out due to a recoil will no longer cause a crash.
- Debugged Bide attack + added animation.
- [Temporary fix] Two turns-moves (Fly, Dive, Solar Beam...) are banned from the Metronome list, because they lead to a crash.

Build 32 - Version Alpha 0.2.5 of 23/12/2020 (2.5 years of Sacred Phoenix)

Old save games not compatible with previous versions! 🤖



New features:

- In order to start on solid foundations for the “Roots of Yggdrasil” releases, we have removed all the original maps and tilesets from the starter kit and only kept those used by Sacred Phoenix. Result: 43 maps gained on the limit of 999.
- Re-indexing of all Sacred Phoenix maps to the freed locations. This change of index means that no old save games are compatible.



Rebalancing:

- Coding of the Belch move with a more permissive mechanism than in the official games. (It is enough that in a battle, the Pokémon has consumed any food or is sated for the attack to work).



Bugs fixes:

- Fixed a vanilla crash when the AI uses an item to heal a status.
- The Exp Share was vulnerable to item status when it should be immune to it.

Cycle “Rebirth of friendship”

Axis: to realize the ideal of friendship in Keltios

Build 31 - Version Alpha 0.2.4 of 21/12/2020



New features:

- Coding of the abilities: Wonder Skin, Iron Fist, Multiscale, Shadow Shield, Toxic Boost, Flare Boost, Friend Guard, Analytic, Fur Coat, Fluffy, Victory Star, Fairy Aura, Dark Aura, Aura Break, Battery, Neuroforce, Prankster, Gale Wings, Triage, Queenly Majesty, Dazzling, Unnerve, Pickpocket, Magician, Symbiosis, Cheek Pouch et Harvest.
- Flower Gift and Unburden abilities are 100% functional.
- The Ripen talent is coded - just need to add it to the data base.
- Coding of Cherrim's form change according to the weather
- Coding of the Assault Vest
- Beginning of feminization of some sentences about Pokémon (for immersion)
- Added animation for theft and sabotage of the held item.
- Beginning of optimization of the huge script of item's use (800 lines...)
- Beginning of recoding of switch and escape blocks: a block no longer prohibits access to the Party menu.
- Continuing to improve AI
- At the end of a battle, an item loot phrase is displayed if a player's Pokémon has lost or thrown its original item, but has picked up a new one in the meantime. The announced item goes directly into the bag while the original item becomes the held item again.
- Optimization of Testing Hall of Arceus events: all events have an anti-crash safety (e.g., a script requiring at least one Pokémon in the party will no longer be called if the player has an empty team).
- The long-standing goal of translating Testing Hall of Arceus has finally been accomplished! This means that the demo is now fully translated into English and Spanish. 
- It is no longer possible to access the vanilla maps of PSDK (players found too many bugs). In the short term, they will be permanently removed (40 maps gained, which is not negligible since RPG Maker XP is limited to 999 maps).



Rebalancing:

- The accuracy of Will-O-Wisp is slightly lowered from 85% to 80%.
- Synchronoise is coded and rebalanced. Instead of being ineffective if no type matches, its power is divided by 3 if the condition is not met. In addition, it only hits enemies instead of all adjacent Pokémon and it becomes an Aura attack like Dark Chaos.
- Fusion Flare and Fusion Bolt have their side effect that is coded. The damage is doubled if the launcher or the target was hit last by the twin attack instead of this attack being the last to be launched on the same turn.
- The probability of lowering the attack with Play Rough increases from 10 to 20% (to balance out a bit with Moonblast).
- Instead of Diamond Storm having a 1 in 2 chance of gaining 2 stages of defense, it raises 1 stage of defense for sure (removing the haxx).
- Nerf of the Leech Seed: it will only have 50% of its effectiveness and will not restore HP if the Pokémon that should benefit from its benefits is not a Grass-type. If the Pokémon is not a Grass-type on the beneficiary's slot, but another one is on an allied slot, the Leech Seed regains 100% of its effectiveness and will heal that ally.

- The abilities Overgrow, Blaze, Torrent, and Swarm increase the power of their respective type's attacks by +50% as soon as the Pokémon is severely injured ($HP \leq 20\%$) and by +25% if its HP is below 50% (instead of a single tier at +50% below 1/3 HP).
- Fairy Aura and Dark Aura have more extensive and perfectly reversed effects: the former boosts the power of Fairy and Light attacks by 4/3 while reducing Dark and Shadow attacks to 3/4, while the latter does the opposite. Their simultaneous presence makes these two auras cancel each other out. The presence of Reverse Aura will cause the affected aura to get the effect of its opposite aura.
- Area attacks (AoE) targeting only enemies have their power reduced by 33% instead of 25% if 2 enemies are actually targeted. Area attacks that target allies and enemies indiscriminately are no longer affected by this penalty.
- A custom data base linked to certain items has been created, in particular for the Berries (this allows you to be a little more independent from the native DB editor).
- Re-balancing from scratch of all moves and abilities related to held items in battle. The rebalances are listed on the PDF "[Held item in battle](#)".
- Pickup has its probability of activating at the end of a battle increased fivefold (50% instead of 10%), but will only work if the battle is a victory and the Pokémon has participated in the battle and is not knocked out. Same philosophy for Honey Gather.



Bugs fixes:

- Fixed Nature Power which behaved like Metronome and did not allow to choose the target.
- Some attacks that used to point to the wrong method now point to the right one (Metal Burst, Frost Breath, Storm Throw, Electroweb, Bulldoze, Reflect Type, Quash, Pursuit, Beat Up, Focus Punch, Assist, Volt Tackle, Psycho Shift, Power Trick, Baton Pass, Last Resort, After You, Clear Smog, Heal Pulse, Hex, Incinerate, Bestow, Razor Shell, Steamroller, Night Daze, Psystrike, Techno Blast, Icicle Crash, Freeze-Dry, Parting Shot, Moonblast, Boomburst, Venom Drench and Magnetic Flux).
- Draco Meteor now lowers the launcher's Special Attack instead of the target.
- The Life Orb was only taking away 1 HP after the last update. This has been corrected and the Life Orb process takes place at the right time, well timed at the very end of the attack.
- Added a forgotten type alias that was crashing the Rattled and Justified check.
- Love inflicted by the Destiny Knot now checks the immunity of the victim.
- Relic Song can now put you to sleep.
- Soak, Trick-or-Treat and Forest's Curse are affected by Magic Coat and Protect.
- The phrase "Oh, a Shadow Pokémon!" is no longer displayed incorrectly after a happiness increase in the middle of a battle (due to a conflict on a variable).
- Fixed an old major bug that caused a crash in duo battles if both of our active Pokémon fainted on the same turn and we only have one non-KO'd Pokémon left on the bench.
- When an old attack is replaced by a new one, the name of the old attack is displayed and not the new one.
- Fixed a crash on Cursed Body
- A Pokémon knocked out after an attack will no longer consume its item if this item was to heal it or increase a stat.
- A stat drop prevented by Mist displays the correct message and Mist-related protection phrases are no longer displayed incorrectly.
- The AI will no longer spam Tailwind.
- The AI will no longer consider the negative side effect of an attack as positive for an ally.
- Toxic is now marked as a debuff attack (otherwise the AI would launch this attack on its allies and it would not be returned by Magic Coat).

- The benefit of the Leech Seed is no longer lost if the beneficiary switches, but the attack is nerfed by another means (see rebalancing).
- Mirror Move and Copycat moves work correctly.
- Water Shuriken is no longer a melee attack.
- The Magic Guard ability reflected the Entry Hazards instead of Magic Bounce.
- The Magik Guard ability now protects against damage from Spikes and Stealth Rock.
- Attacks that decrease stats on oneself (Leaf Storm, Superpower...) no longer have their side effects wrongly cancelled due to an unfavorable type affinity.
- Fixed a bug where weather moves would not launch if the first enemy slot had no Pokémon left.
- Validating the selection of a certain number of Pokémon from the party menu with a mouse click no longer causes a crash.
- Deep Sea Scale and Deep Sea Tooth give their stats boosts to Clamperl.
- Shadow wild Pokémon have their own animation.
- The check of the number of targets is correctly done, allowing the power penalty of area attacks to be applied only if there are 2 enemies actually targeted (instead of being systematically applied as soon as it is a multi-battle).
- The bonus of "Power" items is now granted at each experience gain and not at the end of the battle without testing whether the Pokémon had fought or not.
- Immunities to loss or theft of held items are correctly and fully implemented.
- If an item has its automatic activation blocked by Embargo or Unnerve, manual use of that item from the bag will also be blocked.
- It is now possible to keep a stolen item permanently in combat. (It was not functional.)
- Berries will no longer be automatically activated if the wearer suffers an attack designed to steal or neutralize them (except for the retaliatory and anti-damage berries).
- Aromatherapy and Heal Bell now heal the entire party.
- [Death Overhaul] The Exp curve is correctly synchronized in case of reincarnation.
- [Loyalty Overhaul] A condition error could cause a softlock in case of disobedience to the switch when it was a forced switch.
- Shadow Pokémon's animation and text are synchronized at the right time.

Build 30 - Version Alpha 0.2.3 of 17/10/2020

- Significant improvement of the AI + feature of variation of its level
- Unscripted wild Pokémon finally choose their attacks at random (but without going so far as to attack their allies).
- Assigned the correct experience curves to all Pokémon in the Keltios Pokédex. The 6 curves have been revised and assigned in accordance with the potential of each lineage.
- Optimization of the scripts managing the immunities to the statuses
- Coding of the effect of all Shadow attacks (except Shadow Sky where I tricked by putting Hail).
- Coding of Aroma Veil, Oblivious, Contrary, Strong Jaw, Stamina, Cheek Pouch, Infiltrator, Justified, Rattled, Water Bubble, Comatose, Sheer Force, Big Pecks, Stance Change, Corrosion, Full Metal Body, Moxie, Soul-Heart, Beast Boost and -ite abilities.
- Big Pecks also protects from the Special Defense drop, Hyper Cutter from the Special Attack drop, and Keen Eye from the Evasion drop.
- Immunities to Attract, Torment, Heal Block, Encore, Taunt and Disable are correctly checked.

- Captivate lowers the attack by one stage and the Special Attack by two stages. Also, now only works on the opposite sex (bug fix).
- Attract has its animation and the right phrases that are displayed + a Haxx straightener.
- Improved animation of Disarming Voice and Calm Mind.
- Encore and Attract attacks become Fairy-type and Disable become Psychic-type. (This has implications for success rates due to Effectiveness Overhaul.)
- The side effect of Uproar is cleanly coded.
- Immobilization damage now takes into account type affinity (the last oversight of Effectiveness Overhaul) and benefits from a custom damage formula that partially takes into account the attacker's attack/defense ratio against the target.
- Wrap (which duplicated Bind) is now Plant-type and has been increased to 30 of power. “Non-Grass” Pokemons (like Dratini) will have this move replaced by Bind.
- Bind goes up to 30 power and 90% accuracy.
- Very slight rebalancing of Bone Club (a little less powerful, a little more precise)
- Immunities to Intimidate follow the Gen 8 formula.
- Custom phrases for the Madness status are well displayed.
- Feint, Phantom Force, Shadow Force, Hyperspace Hole and Hyperspace Fury bypass and disable protection buffs.
- Aurora Veil is coded.
- Soul Dew
- Slight nerf for Foul Play (opponent's attack power is capped at 4 times launcher's attack.)
- With the exception of the animations and calling mechanisms, Z-Moves are coded and work as I want them to.
- Curse differentiated in 2 versions, animation improved, and it now follows the rules of Effectiveness Overhaul (Curse damage is Ghost-type + immunity for Normal and Ghost-types).
- Attacks are now classified into 6 categories in Sacred Phoenix: Physical, Special, Buff, Debuff, Terrain and Fusion. “Buff, Debuff and Terrain” are subdivisions for status moves. “Fusion” is a move class (mostly Z-Moves) that is automatically physical or special depending on which will do more damage.
- The Power Herb has an animation and the correct phrase that is displayed when it is activated.
- Heal Block should block all healing from moves or HP-regen items. (Planned for the future: Heal Block will also prevent HP healing via items used in battle).
- Minor change of a resource displayed in the HUD



Bugs fixes:

- Hustle no longer increases the power of special attacks by 50%.
- Flame Burst's bonus damage affects the target's ally and not the caster's ally (+ type affinity taken into account).
- Mold Breaker no longer disables the offensive effects of opposing abilities that also have defensive effects.
- Substitute should be handled correctly (Infiltrator bypass and override attacks coded + damage taken by drain attacks not exceeding Substitute's remaining HP + no longer triggering Loyalty Overhaul mitigations, nor counterattack abilities).
- Helping Hand is definitely debugged. (You can send Helping Hand on an enemy, but it will systematically fail, which avoids a softlock of the AI in case of absence of ally).
- Sleep Talk is fully functional.
- Metronome is fully functional.
- Quick Guard, Wide Guard, Mat Block and Crafty Shield are fully coded.
- Resting turn attacks no longer force their resting turn if the attack did not hit.

- Entry Hazards can be cast well, even if the opponent is in a state of semi-invulnerability or under Protect.
- Shield Dust ability no longer blocks Status attacks.
- During a battle, giving a berry to a Pokémon that is not on the front line no longer causes a crash.
- The target is now free of its immobilizing attack if the immobilizer is no longer on the battlefield.
- King's Shield no longer lowers the attack of a Pokémon that has this stat protected by its ability.
- [Loyalty Overhaul] Friendship increases from a major battle are no longer distributed when fleeing or losing, and forfeiting a trainer battle does activate the appropriate switches.
- Instead of the freeze status, it was the burn that caused a penalty on the escape rate.
- Reactivation of some Gen 6 attacks that in the data base pointed to a wrong or non-existent method.
- [Effectiveness Overhaul] Odor Sleuth, Foresight and Miracle Eye are no longer blocked by type immunity (their purpose is to disable immunities).

Build 29 - Version Alpha 0.2.2 of 25/09/2020

- Official integration of the [Effectiveness overhaul mod](#).  From now on, the affinity of types has an influence on almost everything in the fights and the changed things are enhanced with animations and custom phrases!
- PSDK 24.87 update + mods compatibility.
- Finalization of the [overhaul of the critical hits](#) (Ideal realized at 100%). 
- Recoil damage overhaul completed (Struggle works as in Gen 3, recoil damage is weighted by the inverse of type affinity, the power of self-destruct attacks is partially influenced by the HP of the kamikaze Pokémon, and recoil jump attacks no longer remove 50% HP if they fail, but instead turn back 50% of their power to the launcher).
- Optimization of Loyalty Overhaul scripts
- Optimization of automatic battlebacks
- Most of the berry trees will be harvestable upon arrival in the Lake of Time.
- Correction and optimization of the management of immunities and absorptions (including the Synchronize ability)
- Overhaul of the Exp curves. (The 6 existing ones all follow a progression equal to the cube of the level, weighted by a coefficient ranging from 0.6 for the “very fast” curve to 1.5 for the slowest).
- Rebalancing and improvement of the Exp management + addition of a soft level cap + custom phrases according to the bonus rank obtained.
- The animations brought by Loyalty Overhaul (hearts, disobedience...) are now perfectly synchronized with the course of the fight.
- Overhaul of the accuracy formula (to display the right sentences + integration with Effectiveness overhaul.)
- Infinite accuracy attacks are noted with the infinity sign (∞) on the move description menus.
- The accuracy of OHKO attacks is influenced by type affinity in the same way as for a status attack. Their power is rated infinite (∞) and they are now deadly if the target can be killed.
- Some attacks now have 150% accuracy (to reflect the fact that they are very hard to dodge), Yawn drops to 120% accuracy.

- Struggle works as in Gen 3 (mandatory recoil damage and proportional to the damage inflicted up to 35%). It has 40 power, 150% accuracy and is a normal type with the automatic “Scrappy” effect (to hit ghosts).
- Immunity cancellations (Gravity on Flying-type, Scrappy on Ghost-type, Ring Target, etc.) are treated as a simple resistance (neutral for the Ring Target) and no longer ignore other types.
- Immunities no longer trigger unnecessary accuracy rolls and damage calculations: the message “This does not affect [target]...” is displayed immediately.
- Added a berry animation consumed in battle.
- Improved management of Pokémon releases in the storage (everything can be released, except for the eggs of the Legendaries and the last living Pokémon owned among all).
- Some Legendaries are now immune to Sudden Death (immediate fainting effects), others to the Trick Room effect.
- Optimization and rebalancing of speed management: the escape formula now takes into account all active modifiers (including the Trick Room which generates a negative speed), paralysis divides the speed by 3 and the Quick Claw is significantly improved (1 chance out of 4 to proc + gain of 4.5 priority brackets).
- (Loyalty Overhaul) Unloved Pokémon now have a permanent speed bonus that ranges from +2% to +14%, reflecting their rage in battle. Shadow Pokémon can even go up to +20%.
- Wring Out increases from 110 to 120 base power.
- Electro Ball now follows a continuous damage formula based on the attacker/defender speed ratio. The minimum power is slightly nerfed from 40 to 35 and the maximum power remains capped at 150.
- Gyro Ball has now its minimum power set at 25. The maximum remains at 150. As Electro Ball, all speed changes are taken into account in the ratio.
- Slightly improved King's Rock (1 in 8 chances of proc + probability of flinch influenced by type affinity).
- Endure can be cast multiple times in a row, but will fail if the Pokémon has already held 1 HP four times in the battle (regardless of the reason) or if it is already at 1 HP.
- Nerf as in Gen 7 of the success rate of protect and Co. if launched several times in a row.
- Held items that heal or injure at the end of each turn now have an animation, and often custom text.
- The Sticky Barb item now works and deals damage based on affinity to the Normal type (so ghosts are immune to it).
- Future Sight works with a hybrid Gen 4 / 5 formula (crit and efficiency taken into account).
- Fixed-damage attacks can crit and most take STAB into account (if so, the damage is multiplied by about 1.25 for each case).
- The Phoenix Hill and Lake of Time maps now have a detailed panel!
- Possibility to accelerate the evolution scene by pressing “A”.
- Fishious Rend and Psychic Fangs are coded, and the screens are broken at the right time by the latter and Brick Break.
- Flash Fire is now functional and works on the model of Lightning Rod (+1 Special Attack if hit by a Fire attack).
- Eviolite is coded and functional.



Bugs fixes:

- The message “You don't have a battle-capable Pokémon” is no longer displayed twice when leaving the storage system.
- The first send sentence during a fight is no longer displayed after each switch.
- Optimized the coding of Loyalty Overhaul mitigations, so that the overkill penalty is no longer activated by mistake. (Note: not tested if the target is under substitute).

- Shadow Pokémon icon resized correctly.
- The shortcut menu can no longer be activated in the middle of an auto event.
- Fixed automatic activation of berries increasing a stat by one notch if injured.
- Weather and Entry Hazards messages are no longer displayed twice in double battles.
- Fixed Yawn and Wish attacks
- A weather started in a fight no longer continues on the next fight.
- Powder attack immunities are properly tested.
- (Loyalty Overhaul) Fixed a major error on the dread balance that caused it to drop drastically if the Pokémon was in a specific level range.
- AI fixed for harmful attacks on allies, overly spammed Mist and “null” attacks.



WIP / To finish:

- Same as build 28 + finish the translation of the Testing Hall
- Finish applying the correct Exp curves to Pokémon in the database following the change in formula (20% done for the moment).



Known issues:

- After PSDK update 24.87, the mods on the storage became inoperative and its operation became vanilla again, which is not in accordance with my universe. Moreover, its interface displays only English texts and crashes when scrolling from the summary on an empty location.

Build 28 - Version Alpha 0.2.1 of 27/07/2020 (private demo)

- PSDK 24.81 update + mods compatibility.
- Optimization of some common events
- New shortcut menu
- New location for custom animations due to a PSDK update on animation display.
- Animation de Pokémon Shadow
- Shadow type taken into account in the dread balance, and dread gain set to +370. (300 was not enough.)
- New title screen in HD (via Event-making) with a small animation.
- Updated Splashscreen
- Optimization of the Exp script and reduction of 30% of the global Exp gains to compensate the consequent Exp bonuses brought by some mechanisms (underleveling bonus, important battle bonus...)
- Minor refinements and rebalancing of the Loyalty Overhaul (notably dividing by 2 the friendship penalties for overkill, as the player has no options to mitigate his moves).
- Added Pokémon contest stats in the PFM.
- Fixed Poison Heal and Infiltrator abilities
- Added a Shadow Houndour and an Easter Egg linked to the Jesus Bird in the Testing Hall of Arceus



WIP:

- Version 3 of the Keltios Berries system (will be 50-80% automated)
- Floral Gift Feature



To finish:

- O Powers (first stone already laid in 0.2)
- Translation EN / ES of the Testing Hall of Arceus



Known issues:

- The message “You don't have a battle-capable Pokémon” is displayed twice if you leave the storage without a valid Pokémon. (Appeared following a PSDK update.)
- The first send sentence during a fight is displayed after each switch.
- When the enemy survives a lethal attack with Sturdy, Endure, Focus Band or Focus Sash, the overkill event is triggered by mistake.
- The runaway feature of Loyalty Overhaul is not functional.
- The Shadow Pokémon icon must be resized correctly.

Build 26 - Version Alpha 0.2 of 23/06/2020 (second anniversary of Sacred Phoenix)

Old save games not compatible with previous versions!

- Official integration of the Loyalty Overhaul.
- Added a “feelings” tab in the Pokémon summary.
- Rebalancing of paralysis and madness with a Haxx smoother
- New animation for the madness condition (Easter egg towards Smosh)
- Overhaul of the critical hit formula (with friendship taken into account)
- Overhauling the method for calculating type affinity. (I'll use this as a foundation for the influence on side effects).
- Beginning of overhaul for recoil damage
- Draft coding for the Scepter of Phoenix's spells
- Implementation of Irell, Nevea and Manae berries
- Debugging the use of all berries in combat, non-combat and as treats.
- Minor modification of tiles
- Implementation of underleveling and overleveling tiers and the impact on the XP formula.
- English and Spanish translation completed for the currently implemented scenario + Testing Hall of Arceus translated at 40%.

Cycle “Death of heart”

Axis: to realize the ideal of death in Keltios

Build 25 - Version Alpha 0.1.6 of 30/05/2020

- Private version of transition where the Loyalty Overhaul conversion mod is being coded. (Older saves are no longer compatible, hence a blank "saves" folder).
- Rebalancing the damage of Stealth Rock
- Mise à jour PSDK 24.68
- Integration of variables used to count the number of times the player has performed various actions (escape, defeat, etc.)
- Possibility to block the use of items in battle.

Build 24 - Version Alpha 0.1.4 of 11/04/2020

- PSDK 24.58 nightly update, including nightly fix for battler display and OW shiny
- On the Sacred Phoenix side, mods compatibility with the last PSDK updates
- Version 2 of Death Overhaul with a real Nuzlocke and all the most popular clauses! The code is ready, but the new options are not yet available per event. (Only the items forbidden in battle, the old-school poison and the Black-Out Clause are accessible by talking with the right event at Testing Hall of Arceus). 🍌
- Slight nerfing of the Caught Overhaul difficulty
- Graphic redesign of the shop (95% finished, one small detail left).
- Integration of a part of the craft items in the Data base, with their icons and mugshots
- Common event coding of all harvestable plants and ores with loot tables, respawn times and associated translations. (I just have to program the last 60 berries, but the scheme is done).

Build 23 - Version Alpha 0.1.3 of 08/03/2020

- PSDK 24.51 update
- Finalization of the battleback detection, including the evolutions that are done in-map.
- Fixed the last bugs related to the language choice option. (It's finally good!)
- Mapping of Sylvan Town and Route 1 completed.
- English and Spanish translation of the intro completed + Testing Hall of Arceus translated at 20%.
- New interface for the choice of the language during the intro.
- Mega-Evolution Implementation (A Swampertite is hidden in the large rock in the Testing Hall for the testing Swampert).
- Rebalancing of burn and poison damage + Poison can now be stacked to the bad poison stage.

Build 22 - Version Alpha 0.1.2 of 18/02/2020

- Removed the language choice nagscreen that was moved when a new game was created.
- Added a hundred or so animated Pokémon icons. (The rest will come later.) Note that I didn't implement the GIFs of the battlers. (Precisely because they are GIFs and not a spritesheet like Elite Battle System, and a GIF is a horror to edit).
- Cleaned up the “\graphics\pokedex\pokefront” folder which was duplicating the compiled resource. Only modded or added sprites will be present.
- Redesign of the battleback scripts! In “automatic” mode, the battlebacks change color depending on the time of day. I was also able to get rid of the battlegrounds that were a dead ass for me. (Cleaned up 80 transparent images.) 🍌
- Evolution of the tileset with a new tree (the birch), wooden houses and the Fintan Manor. 🍌
- Mapping of Sylvan Town and Route 1 almost finished. Keltios is taking shape! 🍌



Known issues:

- A complete overhaul of the options menu has broken the language management on Sacred Phoenix. The two variables that used to manage the language are no longer linked and one of them can no longer be read or written by the options.
- The “manual” battlebacks (event-driven battles, including all trainers) have not yet been rescheduled in the events, which will give a black background. It's temporary, I haven't had time to reprogram this in the events yet.

Build 21 - Version Alpha 0.1.1 of 13/01/2020

- Optimization of the tileset of Alienor
- Mapping of the Lake of Time completed at 70%.
- The Lake of Time secret event (cheat) to teleport to the Testing Hall of Arceus is coded and ready.
- Creation of graphic resources for the mining and harvesting spots.
- Implementation of the mining mechanism. The minigame is 100% finished and optimized; and the loot for the copper vein is operational. (The other resources will follow the same pattern).
- Implementation of the display of Nature's Energy bar of the Scepter of Phoenix.
- Implementation of the Wineskin and the common event of the wells with display of the filling rate.
- Internationalization of events of resource harvesting (Aka: all texts are called CSV).
- PSDK pre-24.49 update (including my mods)

Build 19 - Version Alpha 0.1 of 23/12/2019 (first public demo)

- Debug of the trajectory of Ho-Oh at the time of the landing at the Lake of Time.
- Progress of the mapping (The Lake of Time is already more beautiful and there is a piece of Sylvan Town.)
- Palkia now offers teleportation to the Lake of Time.

Cycle “Celtic Seed”

Axis: give birth to the project

Build 18 - Version 0.0.16 of 22/12/2019 (ultimate Pre-Alpha)

- Mod of the evolution scene correctly recoded to PSDK 24.46 standards
- Spelling correction of the heroine's dialogues
- Fixed some minor imperfections or bugs reported in the Phoenix Hill event-making
- Integration of some minor improvements in the Phoenix Hill event-making
- Debugging the rival in the Testing Hall. (Due to a variable change, it was not responding correctly to the player's requests).
- Creation of the Alienor's tileset, in order to have the necessary building materials for future maps.
- Starting to map the Lake of Time (still unfinished, but I have almost all the building materials I need).
- Beginning of event-making at the Lake of Time with landing of Ho-Oh.

Build 1 to 17 (Pre-Alpha) - Version 0.0.1 (18/04/2019) to 0.0.15 (16/12/2019):

Various private pre-Alpha demos still in their embryonic stages including:

- The introduction of the game
- The first part of the prologue
- The map of the Phoenix Hill

- The foundations of the Lake of Time
- The Testing Hall of Arceus
- Pokémon death management 
- Caught overhaul 
- Customized UI for Pokémon, Bag and Trainer Card menus