Changelog Pokémon Sacred Phoenix

"Roots of Yggdrasil" Cycle

Axis: The growth of the project on deep roots

Build 68 – Version 0.4.1.3c of 24/08/2025 (hotfix)

New features:

– Improved AI for ejection attacks, placing and removing Entry Hazards.
– The [Ctrl] key (same input as for the Walking Pokémon toggle) allows you to add a box to the Fintan's Vault (storage PC).
– Lae now offers to exchange your Stardusts for Stasis Crystals after completing Chapter 2. This will help the player while waiting for the Enchantment to be coded.
– Initially dexited, Spearow makes its appearance on Route 6, Route 8 and Talonflames Farm. (I needed it for story reasons.)

Rebalancing:

– The Poké Toy will give 2 additional friendship points per use below 300 friendship, and 1 additional point between 300 and 499.
– The soft level cap granting a ×2 experience boost has been raised for tiers with 0, 1, and 2 talismans by +5, +3, and +1 levels, respectively.
– Battles classified as "quite important" (bards and minor bosses) will yield 75% more experience instead of 50%.
– Defeating the endless hordes of Bidoofs in the Talonflames Farm's ford will grant 50% more experience.
– Alpha, Noble, and Legendary Pokémons will grant 1.5 times more experience when defeated (or captured) in the wild.
– Gems of Knowledge have been improved and will partially stack with other sources of experience gain, giving them a hybrid behavior between the Lucky Egg and the old version of Exp Share:
• If an Omni-Exp is active, the Gem of Knowledge will add half of its guaranteed experience share to the Pokémon. (That is, 1/8, 1/4, or 1/2 of the experience share will be added, depending on the quality of the gem).
• If the Pokémon participated, the guaranteed gain from the Gem of Knowledge will be increased by a quarter of an experience share (i.e., 1/2, 3/4, or 5/4 minimum guaranteed of experience share depending on the quality of the gem).
• If the Pokémon did not participate, the gains will remain the same as before (i.e., 1/4, 1/2, or a full experience share gained, depending on the gem's quality).

Bugs fixes:

– Fixed an occasional crash when evolving in battle. This was due to a side effect in the experience gain script that sorted Pokémons to announce them in descending order of gain (bug introduced in 0.4.0.12).
– For the same reasons, the sprite of the Pokémon that had just evolved in combat could end up not being updated.

– When a fighter launched Sticky Web, it was always applied to the player's side, regardless of who launched it.
– Ejection attacks no longer ejected their target due to a side effect with the AI calculations (bug introduced in 0.4.1.0).
– The AI could attack its ally with Rollout or Ice Ball in multi-battles.
– Action blocking at the very beginning of the attack procedure (paralysis, sleep, confusion, etc.) did not interrupt a multi-turn attack.
– If a Pokémon was blocked at the very beginning of the attack procedure during the last turn of a rampage attack, it did not go into madness.
– Battlebacks manually set on the active map were lost when loading a save.

Build 67 – Version 0.4.1.2 of 22/08/2025 (hotfix)

Rebalancing:
– HP drained by a drain attack is now rounded to the nearest integer instead of being truncated (as has been the case since Gen 5).

Bugs fixes:
– The Helping Hand attack systematically caused the game to crash in multi battle when the AI calculated its score (bug introduced in 0.4.1.0).
– [Level design] At the end of Chapter 1 of the main quest, if the player forgets to return to Sylvan Town to bring the Score Book to Fintan, the hero will be reminded of his destination if he interacts with one of the two NPCs blocking his path at the end of Route 2.
– HP drained during a finishing move that put the HP bar in negative was miscalculated.
– Fixed an incorrect line of dialogue from Fintan after Chapter 3 began.

Build 66 – Version 0.4.1.1 of 21/08/2025 (hotfix)

Rebalancing:
– If you win a deathmatch, you can keep the stolen item from a Trainer's Pokémon.

Bugs fixes:
– Fixed a major bug where abilities that influence the encounter rate of a specific type of Pokémon (Flash Fire, Static, Harvest, etc.) would cause a crash when generating a random encounter.
– Added forgotten translations to Gortelda and Route 3
– Fixed some collisions

Build 65 – Version 0.4.1.0 of 18/08/2025

New features:
– Complete scripting of Gortelda, the Ivy Tower, the Ivy Colosseum, and Elda Forest: the game now goes all the way to the first badge!
– Two new side quests: *Feathers and jewelry*, and *The bandit of Elda Forest*.
– Start of scriptwriting in Eldania

– With the exception of the far north (which cannot be explored at this stage of the game), the entire Eleanor region has been mapped (including interiors), and even the north of Iberia!
– Completing a chapter of the main quest displays an animation on the screen.
– Side quests display an animation on the screen when they are triggered or completed.
– Lords and Augurs have a splash at the start of battle.
– Creation of mipmaps for all text displayed as images in the overworld scene (tutorials, quest announcements, splash screens, etc.)
– Coding of the Slicing spell
– Coding of the Illumination spell
– Coding of the Rock Climb sequence with the Poké Ride Torterra.
– Coding of Magnetic Orb, Freezing Orb, Luminous Moss, and Absorb Bulb items.
– Castform and Cherrim’s weather forms are managed in real time in overworld.
– The Pokégrimoire differentiates between Pokémon forms to display their habitat.
– Indoor habitats (caves and dungeons) are indicated by a different color in the Pokégrimoire.
– Added the Atalan Crystal and Atalan Pendant items.
– Improved AI for ability management, Leech Seed, Salt Cure, immunity deactivation, counterattacks, Lucky Chant, Safeguard, Mist, Sacred Veil, Focus Punch, Shell Trap and Beak Blast, Trick Room and the three screens.

Rebalancing:
– Steel type resists Dragon type again, as in the official game.
– The soft level cap for catching wild Pokémons has been slightly lowered (usually 3 levels below the badge cap, with a +5 level increase per badge earned).
– The experience curves of the Gogoat lineage go from “Very Fast” to “Fast” because of the regional form.
– “Power” items will give 12 EVs to their stat instead of 8.
– The EV multiplier granted by the Macho Brace has been increased from ×2 to ×3.
– Direct damage from a non-fatal hit is doubled (without putting the HP bar in minus) for those with the Wonder Guard ability.
– As in the official game, Tailwind now fails if it is already active in the launcher's camp.
– Mist will last 8 turns instead of 5 if the weather is foggy, snowing, or if the terrain is frozen.
– Safeguard will last 8 turns instead of 5 if the terrain is sacred or if the Sigil of Light aura is active.
– Lucky Chant will last 8 turns instead of 5 if the terrain is sacred or if the Sigil of Light aura is active (compared to 6 turns under all conditions previously). Just like Tailwind, it will no longer be possible to reactivate this effect to reset its duration if it is already present in the launcher's camp (as in official game).

Bugs fixes:
– Fixed a crash that occurred when a player's Pokémon was ejected from battle by a wild Pokémon (Whirlwind, Dragon Tail, etc.).
– Fixed a critical bug when a new RPG Maker variable with an index greater than 426 was incremented for the first time.
– Fixed a critical bug when the AI wanted to send out a Pokémon with an Ability that made it immune to all stats being lowered, such as Clear Body.
– Fixed a major bug with Focus Punch, Shell Trap and Beak Blast.
– Fixed a desynchronization from Castform et Cherrim’s weather abilities when their ability was altered.

– The management of holy and cursed places has been optimized so that it can be updated after each step, jump, or teleportation. (The last two cases were not managed previously.)
– When the mouse hovered over the options screen after changing the game resolution, the active option would unexpectedly change to where the mouse was located.

Build 64 – Version 0.4.0.12 of 11/01/2025 (private demo)

New features:
– The release and recall of the walking Pokémon now have its own animation, including the appearance of its Poké Ball.
– The interiors of Gortelda are mapped.
– Coding for double battles against two Trainers. The main feature is that their battle slots are independent: if one of the two Trainers has no Pokémons left, their ally cannot send one to that slot.
– Refactoring the in-store price calculation method to allow for a more diversified economy.
– New display window to announce side quests.
– Improved text display: books and tutorial bubbles will be displayed on more lines.
– Created the Chandelle attack, a Flying-type equivalent of U-Turn. This will replace this attack for most birds.
– The Levitating Orb object is coded.

Rebalancing:
– The Intimidate Ability will no longer affect a Pokémon out of range.
– The experience curves of Butterfree and Beedrill lines go from “Very Fast” to “Fast” due to them having a Mega Evolution.
– Pokéballs are seeing their price decrease in Tintignac.
– All claw attacks are now enhanced by the Sharpness ability.

Bugs fixes:
– Fixed a softlock when the hero first entered the Tintignac Inn with their Walking Pokémon recalled.
– Fixed a crash if the hero came to spend his first night at the Tintignac inn without his starter in the team.
– Fixed a crash when a Pokémon evolved in battle without being on the front line.
– The frequency of rare and common items from wild Pokémon has been swapped. (No more Deerlings or Furfangs with a 50/50 chance of holding an Oran Berry)

Build 63 – Version Alpha 0.4.0.11a of 11/12/2024 (hotfix)

Rebalancing:
– Given the high potential of the Bibarel line if it has its hidden ability, its experience curve changes from “Very fast” to “Quite slow”, and the evolution pain from “Bearable” to “Fairly bearable”.

Bugs fixes:

– Fixed a crash that appeared in 0.4.0.11 with Ingrain and Aqua Ring when the Big Root boost was coded for these moves.

Build 62 – Version Alpha 0.4.0.11 of 23/11/2024

New features:
– Archyena's signature ability Bloodthirsty has been coded.

Rebalancing:
– Overall experience gains are increased by 11.111% (1/9th) if the mortality of opponent Pokémons is deactivated (this compensates for the inability to activate the overkill bonus in Assist and Pacifist difficulty modes).
– Ingrain and Aqua Ring now benefit from the Big Root boost, as in the official game.

Bugs fixes:
– Correction of a crash when the "down" key is pressed in an option submenu when the selection is already on the last option in the list. (Bug appeared in build 61 when mouse management was coded on this menu).
– An explicit message is now displayed when a Pokémon no longer has the strength to hang on at 1 HP, even though it has a Focus Sash or the Sturdy ability active. (Without this message, it could have been interpreted as a bug).
– Coding of the last attack methods missing or misspelled (5 of them did not exist and therefore caused a crash).

Build 61 – Version Alpha 0.4.0.10 of 11/11/2024

New features:
– [Death Overhaul] Killed wild Pokémon now release their hunting loot and held item if the battle results in a player victory.
– On each Pokémon, added a flag marking the version of the game on which they were generated.
– Significant improvement of the Pokégrimoire (Pokédex) menu:
• Mouse ergonomics have been improved.
• New information is displayed on a Pokémon's page: the name of the displayed form, its color, its shape and its footprint. (Still need to create the Fakemon footprints.)
• Creatures' forms are now managed and displayed. (Still need to implement the description and their category.)
• Interacting with a peaceful Pokémon in overworld will now mark its species (and form) as seen on the Pokégrimoire, which will help to complete it. It is also a way to reward the player who explores and interacts with their environment.
– Revival Blessing and Breath of Life attacks coded.
– Steely Spirit, Hunger Switch, Water Compaction, Ball Fetch, Wimp Out, Emergency Exit, Berserk, Anger Shell, Shields Down, Electromorphosis, Cud Chew, Gulp Missile, Zero to Hero, Dancer, Receiver, Power of Alchemy and Illusion abilities coded. This means that all existing abilities are now coded!

– Coding of the Red Card, Banishment Sigil, Eject Pack, Withdrawal Sigil, Eject Button and Eject Sigil items. (Only the icons for the new items are missing).
– Refactoring of flee phrases (the exact reason will be given in the event of entrapment or immunity to entrapment).
– Battles coded with a Pokémon limit, as in the anime. In concrete terms, the player will be able to start such battles with any number of creatures in his team, including a full party (which offers a strategic advantage by letting him choose which creatures to send until the last minute), but will only be able to send the maximum number allowed. Once this number has been reached, only Pokémons that have already fought can be sent (even in the event of a forced switch). The battle will be over as soon as all the Pokémons of a Trainer who has been able to battle have been put out of action, even if those who have not been allowed to battle are still conscious.
– Improved AI, particularly in the field of switches.
– Most of northern Eleanor is mapped.

Rebalancing:
– Because Incinerate neutralizes any held item vulnerable to Knock Off, not just Berries and Jewels, this attack will now target only one near Pokémon instead of all near enemies.
– Attempting to flee while one of your Pokémon is trapped will no longer cause you to lose your turn.
– Debuff attacks that inflict “trapped” status (Mean Look, Shadow Hold, Spider Web and Block) are now blocked by Protect, so that they can also be blocked by Crafty Shield.
– Wimp Out, Emergency Exit and the Eject Button item (+ the ancient equivalent Eject Sigil) will interrupt a multi-hit attack (including from Parental Bond ability) as soon as they trigger. (This will make these negative abilities less disabling).

Bugs fixes:
– Bugs from the Bag’s search mode are fixed (key conflict, chaotic results if key is repeated, entry field retains previous search...).
– The calculation of the minimum difficulty actually recorded should finally be correct, with no bad warning messages.
– Fixed a crash related to the Ability Shield item check.
– If the target's ability was neutralized, any launcher’s ability that activated after direct damage was also blocked.
– AI should no longer make multiple switches with the same Pokémon on the same turn.

Build 60 – Alpha version 0.4.0.9a of 14/09/2024 (private demo)

(Due to a 1 offset on the version index, this single log will be considered an update)

Rebalancing:
– Drought becomes the hidden ability of Torkoal and Marasque, while Battle Armor becomes a common ability (same logic as Pelipper).

Build 59 – Version Alpha 0.4.0.9 of 07/09/2024

New features:

– Caught Overhaul’s latest feature is coded. From now on, a wild Pokémon will be able to attempt to flee the battle if you throw Pokéballs at it while it is not, or hardly, weakened. However, the wild Pokémon must succeed its escape roll in the same way as you do when you try to flee, otherwise it will lose its turn. Note that some creatures, too proud to fight you, will refuse to flee in this way.
– Addition of all Pokémons’ mugshots in the demo (including alternative forms and shinies)
– Pokémons’ mugshots can now be displayed in HD.
– New architectural elements in Gortelda and its estuary.
– Coding of Triple Arrow, Order Up, Celestial Torment, Salt Cure and Syrup Bomb attacks.
– Hospitality, Curious Medicine, Punk Rock, Intrepid Sword, Dauntless Shield, Disguise, Ice Face and Supersweet Syrup abilities coded.
– Addition of the items Sweet Apple, Tart Apple, Syrupy Apple, Throat Spray and Echo Liquor.
– A Pokémon out of range now has its sprite invisible.
– Only items usable in battle will be displayed when the bag is open in battle.
– Xerneas has her form change coded according to whether she is in battle or not. Terapagos is also coded on the same model.
– Rotom has its form changes coded.
– Cry variations depending on the Pokémon's form are now managed.
– Improved egg texts.

Rebalancing:
– It is no longer possible to throw Pokéballs more than once against a trainer, as this allowed you to skip your turn infinitely without any counterpart (the Pokéball being returned) and thus exploit certain situations.
– A wild Pokémon will no longer be able to flee (for whatever reason) if it is asleep or frozen.
– A roaming wild Pokémon no longer has a 100% chance of fleeing, although the chances of failure are divided by a factor of 2 (which guarantees a minimum success rate of 50% if it is not asleep, frozen or trapped).
– Curious Medicine will only activate on allies with at least one negative stat, so as not to handicap boosted allies. But as soon as a stat is negative, all of them will be reset, even the positive ones.
– The defensive effect of Punk Rock is transcribed by an affinity divided by 2 in the event of a sound attack. This results in a higher chance of resisting status attacks (Sing, Grass Whistle …) and a lower chance of suffering the side effects of offensive ones.
– Protect’s consecutive use counter is capped at 6.
– Each consecutive successful use of a Protect class attack will lower the success rate of Wide Guard and Quick Guard by 1/4 (compared to 1/3 in the last version), with a minimum 17.8% chance (729/4096) due to the counter now being capped at 6.
– Drizzle becomes the hidden ability of Pelipper (and, by domino effect, Hydration for Wingull). Rain Dish becomes a common ability for the line.

Bugs fixes:
– Fixed memory leak in case of long game session (EvalKiller module)
– In the player’s team, the order of his non-active Pokémons was randomly shuffled after the end of each turn (bug appeared when triple battles were implemented).
– Leech Seed was not sent back by Magic Coat and Magic Bounce.

– If a trainer's Pokémon (including the player) was knocked out by a multi-hit attack, the knocked-out Pokémon was added twice to the list of switches to be made, resulting in a crash if the trainer still had a replacement Pokémon in the bench.
– When the difficulty menu was first opened, ignored or forced settings did not display the correct text.
– If the player varied the difficulty options downwards, then manually reset the settings as before, when exiting the menu, the game would save the lowest difficulty preset that had been reached when navigating between the different settings, even though no change had actually been applied.
– If an immune target was targeted by an attack weakened or strengthened by field effects, the field effect message was erroneously displayed after the immunity message.

Build 58 – Version Alpha 0.4.0.8b of 28/04/2024 (stealth hotfix)

Bugs fixes:
– The AI crashed when it had to send a replacement Pokémon, and one of its replacements had an attack absorbed by the player's active Pokémon due to an ability like Sap Sipper, Lightning Rod, or Water Absorb.

Build 57 – Version Alpha 0.4.0.8 of 28/04/2024 (hotfix)

Bugs fixes:
– Abilities that heal a status like Shed Skin caused a crash. (Bug appeared when Healer was coded).
– Abilities with a 1 in 2 chance of repelling a random wild Pokémon with at least 5 levels less (Keen Eye, Intimidation and Mind’s Eye) caused a crash when this happened.
– Various spelling corrections
– Scrolling with the mouse wheel was working erratically on the smithing menu.
– The level up window can now be passed with the mouse click.
– There should no longer be an afterglow of a holy or cursed zone when the player arrives in such a zone and then immediately leaves it.

Build 56 – Version Alpha 0.4.0.7 of 27/04/2024

New features:
– Chapter 1 is complete and doubles the lifespan of the main quest (1 hour of play). It’s been a long journey after 2 years and 9 months of development (including a lot of energy spent coding features), but things are going to speed up now.
– Kerdus Manor, Talonflames’ Farm, Route 2 and the northern half of Route 3 have their own trainers and events. This optional content doubles the fangame’s lifespan to 2 hours if completed.
– Introduction of Triple Battle
– Introduction of Horde Battle. These are Double or Triple Battles with between 0 and 11 reserve wild Pokémons which come to replace one of their counterparts that fell at the end of the turn.)

– Introduction of SOS Battles. These are 2v3 horde battles starting with a single Alpha, Noble or Legendary Pokémon placed in the center, which will call for an ally at the end of each turn if one of the two side slots is free at that time.

– Hive attacks after a honey harvest are finally debugged! Initially, I'd planned several 1v1 battles against Combees, but since horde combat is coded… they'll attack as a horde in a battle that's likely to be 3v3+.

– Redesigned the key assignment menu.

– Coding an input reading AI functionality so that it anticipates certain player actions.

– The AI will calculate a suitable score for broken screens, forced awakening from damage or a sound attack, Tailwind, Embargo and Taunt.

– A feature for taking screenshots is now available. Simply press the [F6] key to see an image automatically saved in the root of the game. Two limitations that said: the command does not work in battle and the images will be in low resolution.

– The debugging NPC in Testing Hall of Arceus offering Hyper Training can also be used to modify a Pokémon's ability, in the same way as Ability Capsules and Ability Patches.

– The millstones allow certain alchemical ingredients to be ground in mass. The mana cost will be zero, but no Alchemy experience will be given.

– Each map is assigned a climate and will have weather generated based on it, the time, the season and a random variable. To avoid premature rain or thunderstorms, the random variable will be stuck at a neutral value until the Score book is collected as part of Chapter 1 of the main quest.

– The text entry menu now allows cancellation with the [Escape] key or right mouse click.

– The left [Ctrl] key which was used to toggle Follow Me can now be configured in the key menu.

– The text entry menu now displays the gender of the Pokémon if a Pokémon is being renamed.

– It is no longer possible to assign the same keyboard key to several keys in the game.

– Coding of the following attacks: Steel Roller, Splintered Stormshards, Ice Spinner, Take Heart, Upper Hand, Spectral Thief and Tar Shot.

– Coding of the Guard Dog, Gorilla Tactics and Wind Rider abilities.

– Addition of the items Stone of Knowledge, Crystal of Knowledge, Jewel of Knowledge and Uxie's Jewel.

– Some catchable Pokémons in the game now have their animated icon.

Rebalancing:

– In triple or 2v3 battles, dynamic range and self-centering are implemented so that neither side finds itself in a softlock situation when choosing its targets. Compared to an official game, this translates into:

• Each side with 3 slots will send its creatures in this order: **center, right, left**, instead of left, center, right. This will avoid having an off-center creature if one side sends only one Pokémon at the start of the battle (possible in SOS battles or if the hero has only one Pokémon at the start of a triple battle).

• Self-centering: at the end of each turn, if the central slot of a three-slot camp remains vacant, one of the Pokémons at either end of the camp will move to the center (with priority given to the one on the left).

• If we find ourselves in a crossed configuration in triple combat after the self-centering phase (4 survivors with two Pokémons from one camp on the right and the two from the other camp on the left), a "crossed_position" tag is activated for the turn in question, bringing all Pokémons within range of the other combatants. In return, any offensive attack with at least 2 creatures in range will have its power halved if it targets an opposing Pokémon.

• In a 2v3 configuration, Pokémon are considered to be placed in staggered rows. This allows a side with only 2 slots to target any opponent and be within range of any opposing attack. Conversely, any offensive attack with at least 2 creatures in range will lose half its power if it targets the Pokémon on the opposite side of the opposing camp (a Pokémon on the three-slot camp remains out of range of its opposite ally's short-range moves).

• As a result of these additions, it is no longer necessary to code and implement a manual centering command.

– Upper Hand increases to priority of 5 and will also block priority status attacks.

– Self-Destruct, Explosion and Misty Explosion accuracy is increased from 100% to 150%.

– Healing Wish and Lunar Dance will work as in 9th generation: if a Pokémon in full health is sent to the blessed slot, the blessing will not be consumed and will remain active for a future replacement.

– It is now possible to resend a Pokémon to a free slot at the end of a turn if a Pokémon on the bench has been resurrected in the meantime.

– Helping Hand is now cumulative, as in the official game. (This makes perfect sense with the introduction of triple battles).

– Wind Rider and Wind Power will activate upon entering combat if the field effects are windy (Celestial Winds, Windy Field or Sky Battle). The Delta Stream ability will also activate these abilities (without generating a double proc during the launch phase if the terrain was already favorable).

– The probability of capturing low-level Pokémons (up to level 12) has been increased.

– The possibility of having an Alpha wild Pokémon will be deactivated until the battle in the Tintignac Inn has taken place (which corresponds to half of Chapter 1 of the main quest). This will prevent players from running the risk of encountering a level 10 Pokémon on their first passage along Route 1.

Bugs fixes:

– The left [Ctrl] key used to toggle Follow Me will no longer respond if the game window has lost focus.

– The Wineskin did not indicate the correct quantity of water contained when it was selected in the bag (bug appeared during the overhaul of the item database).

– The weather displayed on the map should no longer be out of sync with the weather displayed in combat.

– The nightmare debuff will dissipate as soon as the Pokémon wakes up, rather than at the end of the turn.

– It is no longer possible to throw a Pokéball at a wild Pokémon out of range.

– In multi battle, it is now possible to throw a Pokéball at the action of your first Pokémon which acts without losing the actions of your next Pokémons.

– In multi battle, attacks launched only on an ally are now selectable if no ally is available (but will of course fail).

– A Pokémon using a suicide attack (Explosion, Memento …) did not have the "Fainted" status applied if mortality was set in traditional mode.

– Experience calculation has been refactored and now conforms to the intended game design.

– Defeat music will no longer loop and will be replaced by silence once finished.

Known issues:

– Screenshots generated with the [F6] key cannot take account of the game's resolution and are therefore stuck at a postage-stamp size of 320×240. What's more, the command doesn't work during battle.

– It is impossible to assign a joystick key in the key menu, even when a joystick is actually connected. If an attempt is made, the message “No joystick detected” is replaced by a more explicit message explaining why it doesn’t work.

Build 55 – Version Alpha 0.4.0.6 of 28/01/2024

New features:

– The Field Effects have been fully realized! (Game Design + coding + documentation translated and included in the game’s “doc” folder). This has led to major changes in battlefield and weather management. I refer you to the game design document for full details.

– Numerous battlebacks have been added to illustrate the majority of battlefields that will coexist in Keltios.

– Coding of several weather conditions in overworld in order to make the link with the 15 climates existing in battle.

– If a battle ends with a climate invoked, this weather will persist in overworld on the current map for a few seconds (6 seconds per remaining turn). This combines very well with the dynamic encounter table to force the appearance of certain wild Pokémons while having altered weather from the start of the battle, but don’t expect to cheat a trainer with this technique (natural weather will be forced before any trainer battle).

– Coding of the following attacks: Dragon Darts, Snowscape, Thunderstorm, Shadow Sky, Sigil of Light, Beak Blast, Instruct, Psyblade, Burning Bulwark, Mighty Cleave, Hard Press, Dragon Cheer, Alluring Voice, Temper Flare, Supercell Slam and Fickle Beam.

– Coding of the following abilities: Protosynthesis, Quark Drive, Orichalcum Pulse, Hadron Engine, Storm Rider, Primordial Sea, Desolate Land, Delta Stream (at 100%), Electric Surge, Psychic Surge, Misty Surge, Grassy Surge, Seed Sower, Mimicry, Battle Bond, Healer, Steam Engine, Wind Power, Tera Shell and Poison Puppeteer.

– Coding of the following items: Telluric Seed, Cursed Seed, Sacred Seed, Electric Seed, Psychic Seed, Misty Seed, Grassy Seed, Terrain Extender, Telluric Rock, Misty Rock, Storm Rock, Booster Energy, Ability Capsule, Ability Patch, Clear Amulet, Covert Cloak, Mirror Herb, Shadow Rock, Ability Shield and Loaded Dice.

– Animations will have better resolution if sprites are displayed with a zoom lower than 100%.

– Target selection in multi-battle has had some aesthetic improvements.

– Improved ergonomics in the battle interface: the mouse responds to all commands and the right-click will behave like the “cancel” key.

– A Pokémon that is already at maximum level will be able to evolve if it eats a Rare Candy

– A new loot table for Pickup in line with the Keltios era has been coded.

– The HGSS-exclusive feature of Shiny Leaves and Leaf Crown has been coded for Sacred Phoenix!

– A Pokémon’s “Feelings” tab now indicates its moral and ethical alignment.

– Addition of fixed Pokémon present only at certain hours on Route 1. These creatures are likely to be Alpha.

Rebalancing:

– The Healer ability has a slightly higher chance to get triggered to match with the one from Shed Skin (1/3 instead of 30%) and applies to all other allies, even non-adjacent ones. If the battlefield is a holy place, this chance goes up to 50%, but goes down to 25% in cursed battlefield and 20% in the Distortion World.

– Normalize, Aerilate, Pixilate, Refrigerate and Galvanize see their boost increased very slightly to find a happy medium between generations 6 and 7: +25% power on boosted type attacks, and +50% if there is a favorable field effect (from +20 and +40% respectively).
– If the effects of Unaware prove to be to the disadvantage of its owner during an taken attack, Mold Breaker will not ignore it (same logic as for Contrary and Simple).
– The flinch chance from the Master of Emotions ability is set at 12.5%, like the King's Rock.
– The Covert Cloak and the Shield Dust provide immunity against any source of flinch (including from King's Rock or an ability).
– Serenity ability and the Rainbow aura generated by Fire or Water Pledge do not stack. Additionally, this boost will not apply to flinch chances generated by items or abilities.
– Illuminate ability gains its rebalancing from Gen 9 (Accuracy drop immunity + ignore evasion boosts from targets).
– The critical rate for the Super Luck ability or the Razor Claw and Razor Fang items is very slightly increased from +10 to +12.5%.
– The base accuracy of the four lethal attacks is reduced from 30% to 25% to compensate for the fact that they benefit from all accuracy increases and evasion reductions.
– The Charge buff is retained as long as the Pokémon has not switched, fail to launch a move, or attempted to use an electrical move (Gen 9 mode).
– [Loyalty Overhaul] The dread increase when fainting has been increased.

Gen 9 moves rebalancing:
– Electro Shot's power is lowered from 130 to 120 for the sake of fairness towards Solar Beam (taking into account that as a base, it also boosts the Special Attack during charging, which virtually brought its power to 195 from the first shot, stop to the powercreep.)
– Electro Shot won't get triggered in a single turn in the rain, but will during a storm or on a magnetic field. A desertic terrain or a sunny weather will divide the power of this move by 2.
– Electro Shot is not affected by Sheer Force (like all other 2-turn attacks, including those with a hardcoded secondary effect like Meteor Beam).
– Dragon Cheer, very situational in vanilla game, is considerably reinforced by seeing its range pass to all allies, launcher included. The critical boost is +40% (as Focus Energy) if the beneficiary is Dragon-type, and +20% in other cases. The buff can be combined with Critical O-Power and Lansat Berry but not Focus Energy. However, if a beneficiary who had +20% critical has meanwhile acquired the Dragon-type, it will be possible to relaunch the move (or Focus Energy) to update the boost to +40%.
– Dragon Cheer is a sound attack.
– The maximum power of Hard Press increases from 100 to 120.
– Alluring Voice will have the same rebalancing as Burning Jealousy and Lash Out: it is enough for a single stat to be increased on the target for the secondary effect to take place. In return, the probability of inflicting confusion will only be 50%.
– Same for Supercell Slam: as for Jump Kick, the attack will only return up to 50% of its power against its launcher in the event of failure, instead of a punitive 50% of max HP.

Bugs fixes:
– Fixed various targeting issues in battle
– The Fury Cutter move is definitively fixed.

Build 54 – Version Alpha 0.4.0.5 of 07/12/2023 (private demo)

New features:

– Coding of the new item database. It is another step achieved towards the migration of the game data's and allows a more optimized items management internally, as well as the addition of items from Gen 8 and 9 in-game.

– Optimization of items mugshots display.

– Reorganization of the icons and items artworks' folder tree.

– Addition of high-definition item's mugshots with backup on the pixel art icon if the artwork does not exist and automatic zoom. If you play at twice the regular resolution and the displayed item has a high-res 256×256 sprite, you will be able to enjoy the highest quality.

– Addition of the Mega Stones associated with the new Mega Evolutions + a dozen of items redesigned to fit the medieval era of Keltios.

– Coding of the massage scents and the Whip.

– Coding of the new wild encounters database. Way more dynamic than the previous one, it will allow for a greater variability in the fauna you will meet by combining the mechanics of seasons, weather and time of day. This overhaul also adds:

• An optimization of the wild Pokémons generation. They will be precalculated and only generated if a battle is meant to happen.

• A 1 in 128 chances for a Pokémon to be an Alpha. Their levels will be 1.1 times higher than the one from the encounter pool, with an added bonus ranging between 0 and 3 levels. Moreover, they will automatically be at their next evolution stage if their level allows it.

• Abilities influencing the frequency or traits of wild Pokémons fully functional. Note that said ability's effect will only be applied if your first Pokémon follows you (and is able to do so).

• A fully functional "Repel Trick" (and very effective to attract Alpha Pokémons). If the desired Pokémon is at a level that is lower than the Repel threshold, it will not be generated and the battle won't happen.

• Wild Pokémons can be asleep at the start of the battle if they were dislodged with a Headbutt.

• Pokémon that are fished or fallen from a tree from a Headbutt will appear with a custom encounter sentence (taking into account their possible Alpha/Noble condition).

– Addition of the first Fakemons and regional forms thanks to the overhaul made on the encounter system!

– The Pokégrimoire will now indicate the weight and height in imperial units (i.e., pounds and feet + inches) on top of using units from the international system (meters and kilograms).

– Coding of the following abilities: Troll's Blood, Quick Draw, Stalwart, Propeller Tail, Supreme Overlord, Mycelium Might, Costar, Neutralizing Gas, Gooey, Tangling Hair, Cotton Down, Mind's Eye, Poison Touch, Good as Gold, Innards Out and Opportunist

– Coding of the following attacks: Stomping Tantrum, Scale Shot, Last Respects, Rage Fist, Poltergeist, Relic Song, Raging Bull, Gigaton Hammer, Blood Moon, Matcha Gotcha, Electro Shot, Thunderclap, Tachyon Cutter, Psychic Noise, Ivy Cudgel, Shed Tail, Tidy Up and Expanding Force.

– If a Pokémon disobeys by changing its attack, it must absolutely choose another move, or another target if it stays on the one ordered by its trainer. If it is neither possible to target another Pokémon with the original attack, nor to choose another move, the disobedient Pokémon will use Struggle.

– Substantial AI improvements, specifically on the handling of held items and stat changes.

– Addition of a shield animation when an attack is blocked with Protect or a similar move.

– Addition of an ice breaking animation when a Pokémon thaws.

– Optimization of Pokémon mugshots display.

– The worldmap has been slightly extended to the south and west, and Iberia enlarged to better match the scale of Paldea. Three major sites from this modern region will be available in this fangame: the Casseroya Lake, the Glaseado Mountain and the Great Crater of Paldea.

– Macro mapping of Nereid Shire, Argonite Shire, Breliande Shire, Selenia Shire + the junction up to the Phoenix Hill (which represents half of all Keltios). All of the maps will now be geolocated on the world map and positioned in the overworld (and can consequently be "explored" if the player goes out of bounds).

– The Elda Forest, Eldania, Route 5 and Route 7 are mapped. Some good progress was also made for Gortelda with the apparition of the Ivy Colosseum and the inn. Same goes for the interiors of Tintignac that are starting to come to life.

Rebalancing:

– Perish Song gets back to a 3 turns countdown if the user isn't immune to it, but will stay raised at 4 turns if it is.

– Nerf of the freeze status: the random chance of thaw is incremented starting from the first hit taken that isn't an ice type move (even if the frozen Pokémon didn't lose a turn yet) and is no longer capped at a 4 out of 10 chances (with neutral influence from field effects) after 6 increments. This means that a thaw is guaranteed after a total of 8 hits taken or move attempts on a neutral terrain (and 9 in the worst terrain conditions). However, the automatic thaw stays impossible if the frozen Pokémon didn't skip at least a turn in the absence of oppressive heat.

– Offensive trapping moves that do not inflict residual damages (Spirit Shackle, Thousand Waves, Jaw Lock, …) and moves applying Entry Hazards (Stone Axe and Ceaseless Edge) are now taken into account by Sheer Force ability. Note that Z-Moves and Dynamax moves aren't impacted. Also keep in mind that Sheer Force only deactivates the secondary effects directly linked to the move. Held items or abilities (whether their effects are positive or negative) will always activate if the conditions are met.

– Jaw Lock will behave like Spirit Shackle or Anchor Shot and will not self-trap its launcher.

– Berries that are automatically consumed under 25% of max HP (33% in previous versions of Sacred Phoenix) will instead be used at the critical health threshold (red health bar, i.e., 20%). The Gluttony ability stays the same with a threshold at 50% (yellow health bar).

– Confusion berries will take back their vanilla healing rate, i.e., a third of the Pokémon max HP without being limited to 50 HP. (This compensates for the lower trigger threshold.)

– A Pokémon with the Costar ability won't copy an ally's stats if it only applies stats decreases, but all of them will be copied as long as at least one of them will increase (same principle as the Psych Up move).

– Neutralizing Gas will take effect without interruption if a Pokémon with this ability is the only active fighter to have it on the field, but is immediately replaced by another who also possesses it. That being said, the gas will have time to disperse if such a Pokémon was to faint, allowing other abilities be reactivated before the arrival of an eventual replacement.

– Legendaries' non-negative signature abilities are all immune to Neutralizing Gas. In return, they will not reactivate if the gas fades.

– Mirror Armor won't send back stat decrease to a Sticky Web user, as it is a deferred effect. However, there will be an immunity to the speed decrease for the Pokémon with this ability. Same goes for the stats decreased by Octolock.

– Dragon Tail and Circle Throw will damage the substitute of targets who have one, but the target won't be ejected. If the substitute is bypassed, it will be ignored and the target will be ejected if it isn't protected by another mean.

– Dire Claw, Stone Axe and Ceaseless Edge no longer have a critical hit rate bonus (and their description have been adjusted accordingly).

– Crafty Shield now blocks items given by an enemy.

– The alterations of a held item by a Pokémon hitting twice with Parental Bond are applied during the first hit inflicted (This won't prevent the Rocky Helmet from inflicting the damages equivalent to the two hits after the second one, as I couldn't code its damages for only one hit).
– Low Kick and Grass Knot know have a progressive damages formula. Those moves power is equal to the square root of the weight of the target, multiplied by 8, rounded up and capped between 20 and 120 to maintain the same damage expectancy as in the official game.
– Abilities attracting a specific type of wild Pokémon (Static, Harvest, Storm Drain, Magnet Pull, …) will quintuple the probability to find a Pokémon of the concerned type rather than forcing a 50% if at least one of them is available in the encounter pool.
– Repels can now be used to avoid random encounters after using Rock Smash if the wild Pokémon hidden inside is weak enough. This doesn't apply to the Pokémon fished or fallen from a tree because of the move Headbutt.

Bugs fixes:
– (Major bug) The position of the last player's fighting Pokémon wasn't set back to "nil" after a battle, which led to a crash if a healing item was used on it out of battle (The game wrongly believes that the Pokémon is still in battle and calls an inappropriate method.).
– During the Prologue, Gwydion's Arcanine will look at him during his heart emoticon animation. (This will make the scene more understandable for players who mistakenly interpreted this emoji as "I like to suffer").
– Fishing would make the game crash because of an ability check made on a deprecated method.
– Player's geolocation in the interiors of Sylvan Town was incorrect due to a coordinate inversion.
– Removed a call to the vanilla database that canceled all of the Keltios' regional forms during the Pokémon's first refresh.
– Target selection in double battle could crash the game due to calling a deprecated method.
– Multi-hit moves were interrupted as soon as the Sturdy ability or the Focus Sash were triggered.
– Multi-hit moves finally have all of their animations and side effects synchronized at the right time.
– Parental Bond should be less buggy (I hope). The secondary effects are better synchronized and shouldn't be triggered twice for unique effects (like an item stealing or Hidden Power).
– Soft resetting in the middle of the turn of a battle didn't clean up the actions in stand-by, which would execute them during the next battle. It could lead to exploits.
– The Substitute checks have been refined. (There were some false positives and some false negatives).
– The HP sacrificed to create a substitute counted as direct damage, which could trigger unwanted effects.
– Pokémon didn't have the decoy's sprite when they inherited it from a Pokémon which used Baton Pass or Shed Tail.
– The Prison Bottle, the Reveal Glass or the Gracidea are correctly coded (and the form changes for Shaymin, Hoopa and the 4 Forces of Nature of Unys are correctly handled).
– The ground splash animation when the hero leads his walking Pokémon into shallow water and then recalls it or starts surfing should no longer have remanence (There still is a recalcitrant maplink case, but 80% of cases have been fixed.)
– It was impossible to cancel an evolution by stone when it was launched.
– Manual target selection in multi-battle now handles all ranges.
– Fixed a crash when an item was received in battle by Bestow or Pickup.

– The Metronome item began to increment power by a factor of ×0.8 instead of ×1 when a move was first used.

Known issues:
– As in every database refactoring (the one involving items in this case), unidentified new bugs are unavoidable. Please feel free to report any anomaly encountered concerning items management.

Build 53 – Version Alpha 0.4.0.4 of 01/08/2023

New features:
– Coding of Delta Stream ability. (There will be just a few sentences left to display.)
– [Field Effects] Coding of all climatic factors that impact attacks' power (including new weather conditions, whether already implemented or not).

Rebalancing:
– The Starter will have a guaranteed perfect IV, bringing their chance to be Alpha to 19.4% (and Noble chance to 1/9830).
– The accuracy loss caused by Fog weather has been reduced from -40 to -25%.
– Fairy-types and owners of the Keen Eye ability no longer have their accuracy affected by Fog.
– Lax Incense reduces the critical hit chance by 15% instead of increasing the evasion.
– Shadow Sky weather will boost the Speed of Shadow Pokémon by 25%, and the power of attacks of this type will be boosted by 20%.
– Celestial Winds weather will boost Flying-type moves by 30%

Bugs fixes:
– [Follow Me] An egg in the top position of the party should no longer activate the Walking Pokémon corresponding to the creature contained in the egg.

Build 52 – Version Alpha 0.4.0.3 of 30/07/2023 (private demo)

New features:
– The Testing Hall of Arceus and its inn have been refurbished with Sacred Phoenix's medieval tileset.
– Redesign of the summary UI.
– The secondary nature is now visible in the summary.
– Aerouna can be fought in the Testing Hall.
– Stats change texts have been converted to the new format, and two new ones have been added to indicate when a stat has reached the maximum or minimum.
– Coding of the new move Sacred Veil.
– Coding of Throat Chop, Eerie Spell, Parting Shot, Chilly Reception, Clangorous Soul, Fillet Away and Court Change moves
– Coding of Rocky Payload, Transistor and Dragon's Maw abilities.
– Coding of new signature abilities: Fiery Nobility, Sun Guardian, Stormy Spirit, Volcanic Spirit, Oceanic Scales, Oceanic Wings, Phoenix Heart, Sacred Wings, Time Regenerator, Sea

Pulse, Master of Lore, Master of Emotions, Master of Will, Magma Well, Renegade Heart, Renegade Wings, Sea Rejuvenation, and Vibratory Balance

Rebalancing:
– Justified and Fiery Nobility will also activate on Shadow- and Ghost-type attacks, in addition to Dark-type attacks.
– Rattled will also activate on Shadow-type attacks.
– Stakeout allows double damage to be inflicted on the first turn of a fight, in addition to any switch made on the turn itself.
– Using Tailwind cancels that of the opposing camp if they had one active.
– The Life Orb will no longer activate if an offensive attack has had its launch blocked due to a debuff on the launcher's side (but will still activate if the attack has failed to affect its target, whether due to immunity, failed targeting or a field effect).
– Life Orb damage is very slightly increased from 7.5% to 8% of max HP (and decreased from 10% from a vanilla gameplay perspective).
– Solar Power ability's damage are reduced from 12.5 to 8% of max HP at end of turn (to rebalance on the Life Orb).
– Throat Chop will take effect for the current turn and the next two (instead of exactly two turns of the target).

Bugs fixes:
– Grudge is checked at the same time as Destiny Bond so that it is always checked at the right time.
– There will no longer be an end-of-immobilization message at the theoretical end of the effect when the launcher had fallen KO in the meantime.
– Finishing off a sleeping Pokémon with Uproar will no longer show that it has been awakened. What's more, it also revived the Pokémon due to a status override!
– The Walking Pokémon should no longer appear twice during the prologue.
– The Download ability will take into account the average defenses of all enemies in Multi Battle (and not just one enemy taken at random).
– Moves that at nominal power subtracted half of the remaining HP did not announce critical hits.
– Attacks making a voluntary switch of the Pokémon (U-turn, Parting Shot, Chilly Reception …) offered the player to flee the fight against a wild Pokémon. Also, a sentence was missing and the callback animation was out of sync.
– Miscellaneous spelling correction (thanks to Axel Arblade).
– Added surf music, as it was reported as missing.
– The automatic scrolling of messages in trainer battle has been slowed down to give the player time to read them.

Build 51 – Version Alpha 0.4.0.2 of 21/07/2023 (private demo)

New features:
– The craft menu (beta version) has been coded after 18 months as a priority task! All that's left is to test it before it's definitively inaugurated.
– Optimization of trainer battle calls (switch to full script)
– Implementation of Alpha and Noble Pokémons! A Pokémon with 6 perfect innate IVs will be considered a Noble and blessed by Arceus. A Pokémon with at least 3 perfect innate IVs

will be considered an Alpha. Such creatures will also be larger than normal and of a noticeably higher level if encountered randomly.

– An Alpha or Noble Pokémon will be indicated by a different phrase and a dedicated animation if it is encountered in the wild. This means it has at least 3 perfect IVs. An icon also appears in battle and on the summary.

– Similarly, a wild Pokémon of too high a level (compared to your badges) will be signaled by a different phrase.

– Coding of the following effects:

• Wild might: applied to wild alpha Pokémons, ×3/4 on all damage taken (direct and indirect) + critical and speed bonuses specific to Shadow Pokémons (depends on friendship level, which in turn depends on degree of overlevel if determined in automatic mode: +3% speed and +10% critical if the wild creature is not in overlevel).

• Ancient wild might: applied to wild noble Pokémons, ×5/8 on all damage taken (direct and indirect) + critical and speed bonuses specific to Shadow Pokémons + 10% chance to have its status healed after one turn of effect.

• Divine might: Applied to all minor Legendaries (BTS < 600) if encountered in the wild, ×1/2 on all damage taken and 15% chance of having their status healed after one turn of effect. (This is equivalent to giving them virtually 2 life bars).

• Ancestral divine might: Applied to all major Legendaries (BTS ≥ 600) if encountered in the wild, ×1/3 on all damage taken and 25% chance of having their status healed after one turn of effect. (This is equivalent to giving them virtually 3 life bars).

• Chaotic divine might: Applied to Giratina and Darkrai if encountered in the wild, same effect as the Ancestral divine might + critical and speed bonuses specific to Shadow Pokémons.

– Pokéballs now have a fixed color for their flash.

– Coding the Grass Pelt ability (with its Field Effects)

– Improved animation of attacks forcing the opponent to flee in wild combat.

– Overhaul of the CSV of battle texts: the majority of texts now correctly feminize female Pokémons for non-English translations. A few typing errors have been corrected at the same time.

– The ability proc finally has its Celtic background displayed in HD. The Pokémon icon has also been added (as in Gen 9).

– New animations for Shadow and Light-type attacks!

– The Sacred Mega Evolution is functional! All we have to do is activate certain limits in combat (cost in mana, limit of once per day …), the database of Sacred Mega Stones and the management of Z-Moves if we want to achieve 100% the ideal!

– Sacred Mega Evolution and Light-type Pokémon now have their own dedicated animation!

– (Loyalty Overhaul) The player's Pokémon sending phrases are a little more numerous and better modeled on real friendship.

Rebalancing:

– "Power" items now give 8 EV instead of 4.

– Dive cures the burn during the loading turn.

– If a variable-power attack has a power of between 60 and 90 at the time of the Technician's check, the boost from this ability is adjusted so that the power equals 90. (This avoids a threshold effect.) Fixed-power attacks that strictly exceed 60 base power remain excluded from this bonus.

– Because Perish Song has a strong immunity mesh (half of those who learn it are naturally immune to it), the countdown to death is increased from 3 to 4.

– Wild alpha and wild legendary Pokémons are immune to forced escape effects (Howl, Whirlwind …).

– Pluck and Bug Bite also work on all three battle herbs, in the same way as Fling when there is a positive effect.

– Items are now only resold at a quarter of their value, as in the official 9 Gen games. This compensates for the fact that many resources can be harvested from the wild.

– Several forgotten Loyalty Overhaul ideals have been realized:

• A Pokémon's maximum dread has been increased from 900 to 912, so that a Pokémon that hates you but fears you "as much as the wrath of Arceus" can remain obedient for at least one battle in the absence of Dread O-Power.

• The dread balance of a Shadow Pokémon has been increased very slightly, from +374 to +380 points.

• A browbeaten Pokémon has its loyalty temporarily subtracted by 50 points. This penalty is ignored if a Shadow-type or anger-based attack is used.

• The Ode to Joy is coded.

• If a wild Pokémon with no manually-set friendship (i.e., virtually all non-legendary Pokémon) is encountered in overlevel (indicated by the phrase "*a very strong-looking*"), its friendship is automatically reduced by 25 points per overlevel, making it even more aggressive in battle. Another consequence is that if you succeed in capturing it, it will probably disobey you.

• Wild Pokémons with below-neutral friendship (again, virtually all non-legendary creatures) will see their resentment towards humans increase a little if they kill another Pokémon (even if it's one of their own as a result of friendly fire).

• If a trainer's Pokémon kills a non-wild Pokémon bathed in love (friendship ≥ 1000), its friendship and dread will be strongly impacted due to a return of karma.

• The standard Mega-Evolution (Mega Wave) will consider the actual friendship subtracted by 250 points when calculating the resulting battle bonuses. This renders friendship bonuses inoperative (except for exp), but will intensify hate bonuses if the Pokémon doesn't like you. Note that only bonuses are affected. Loyalty is therefore not affected by the Mega Wave.

• As a result, two new hate bonus tiers have been added, extending to -250 friendship. A non-Shadow Pokémon that reaches or falls below -200 due to forced Mega-Evolution will have the same aggression level as a Shadow Pokémon at 0 friendship.

Bugs fixes:

– The TMs are again all recognized by the game.

– Optimization of manual battlebacks (removal of calls to old methods that generated an error log).

– Battlebacks and battlers are finally in HD. (We had to trick them into duplicating the viewports).

– Sending phrases that were no longer displayed have been restored.

– Optimization of the wild Pokémon's flag check (it could return "false" wrongly if called too early at the very beginning of the fight).

– Fixed Spanish sentences related to Shadow Pokémon.

– Optimized combat CSVs and fixed some typos.

– Follow me status was not updating after a party heal.

– Deerling's forms were not refreshed after a time change.

– The list of items naturally held by a wild Pokémon applied… to all Pokémons in the game as soon as the optional "item" argument was left empty (including those of trainers or those given to the player!). It was almost invisible, because the vanilla database had almost no items assigned.

– If a status and the confusion were healed at the same time, only the status's healing phrase was displayed.
– Poison Heal regeneration was not blocked by Heal Block.
– Focus Sash was being consumed during AI dry runs.
– Loyalty Overhaul's runaway feature is finally functional after 3 years when it was left disabled, as it caused a softlock if a Pokémon was available to continue the battle.
– If a Pokémon committed self-KO or ran away, any Pokémon on the opposite side who acted after it and no longer had a valid target had no message displayed, as if their turn had been completely cancelled.
– The sending phrases of the player's Pokémon are now displayed in the event of a double battle.
– When several targets were within range of a self-destruct attack, the launcher would self-KO after hitting its first target, leaving the others untouched.
– Multi-hit attacks finally have their messages properly synchronized.
– The blackout transition will be correctly called after a fight if the player is in a game over situation.
– Giving an item from the Team menu and then canceling with the cancel key once in the bag will no longer display a "*Player gives None to Pokémon*" message.
– Fixed possible remanence of the ability proc animation if a battle was interrupted before the complete end of this animation.
– A standard Mega Stone lost its unalterable status if the Pokémon had mega-evolved.
– The old moveset was not properly restored after Transform.

WIP:
– Field Effects continue to be coded. Stats modifiers that depend on the Pokémon's ability or type are now coded, as are resistances or immunities to major statuses.
– The database transition continues for Pokémon, with around twenty forms referenced and half of the entire existing bestiary having its primary data filled in. (Primary data are those common to all lineages and species, regardless of form).
– The Pokémon database is now completely autonomous. This means that all getters are coded; and if a Pokémon is fully referenced there, all its data will be extracted from here without any further dependence from the legacy database.
– One of these consequences is that Light or Shadow Pokémon have its movepool operational if it is referenced there.

Build 50 – Version Alpha 0.4.0.1 of 12/06/2023 (unstable – private demo)

New features:
– Recovery of the broken balls' shavings coding: If a Copper, Silver, or Golden Pokéball that opened failed to capture, you get 75% of the metal in it back as nuggets at the end of the battle, unless the battle ended in a flee or defeat.
– The Energy Leaf is renamed Medicinal Leek (to stick to the official lore), but its effect remains unchanged. (It is a bitter herb that eaten raw restores 20 HP).
– Coding of Power Spot, Chilling Neigh, Grim Neigh, As One, Vessel of Ruin, Sword of Ruin, Tablets of Ruin and Beads of Ruin abilities
– Coding of the of the range "all others grounded" caused by the effect of water battlefield on certain offensive Electric attacks.

Rebalancing:
– The price of Stasis Crystal has been reduced from 500 to 400 kels.
– The price of copper Pokéballs has been reduced from 1000 to 900 kels.
– A Pokémon in love has its Defense and Special Defense reduced by 25%. (This revitalizes this debuff which can be broken by direct damage.)
– When the catch rate of a Fast Ball or a Heavy Ball is penalized by a Pokémon that is too slow or too light respectively, this penalty is now half as much and starts at ×0.75 instead of ×0.5).
– Any Pokémon that is a Master of Space-Time or possesses a Ruin ability is immune to the effects of all four Ruin's abilities.

Bugs fixes:
– The held item of a Pokémon was recorded as an ID instead of a Symbol in some cases, which caused crashes in battle.
– Stats modifiers generated by Nature are resynchronized on stats indexes (a variable name changes to 0.4.0.0 had desynchronized this).
– When an AoE attack missed its first target but not subsequent ones, the animation was not played.

WIP:
– The Pokémon database is still under construction. A first call is coded on it and makes it possible to establish the real size and weight of the Pokémon already coded, taking into account their current level of growth.

Build 49 – Version Alpha 0.4.0.0 of 14/04/2023 (unstable – private demo)

Old save games not compatible with previous versions!

New features:
– New battlebacks
– Completely redesigned database for all existing moves, including ninth generation's moves
– Significant overhaul of the Pokémon data. Everything that used to be stored as an ID is now stored as a db_symbol (this is the main reason for the incompatibility of saves).
– Pokémons now have a history of their various feats in battle (lists of known attacks with the number of times they have been used and in which stance, number of damages inflicted, critical hits inflicted, damage suffered …) Ditto for the player.
– Total overhaul of the PID. This value, which numerically represents the Pokémon's DNA, is increased from 32 to 256 bits, and allows many of its innate characteristics to be set in stone. This will serve as a foundation for the breeding mechanics (including inbreeding detection or hybridization), and the legality checker.
– Coding of the Wandering Spirit, Slush Rush and Corrosion abilities
– A new entrance sentence announces the deathmatches and the honor battles.

Rebalancing:
– The accuracy of Dragon Rush increases from 75 to 80%.

– Autotomize divides the Pokémon’s mass by 2 (instead of subtracting 100 kg) if the Pokémon was able to successfully increase its Speed. The effect can be stacked up to 3 times, resulting in a weight divided by 8 at the most.

– Heavy Slam and Heat Crash have their power calculated according to a continuous formula that is equal to 20 + (20 × attacker’s weight / target’s weight). The result is kept between 40 and 120 in order to keep the same amplitude as in the official game.

– If the terrain is not cursed, Meditate also increases the Special Defense. If the terrain is blessed, the Special Attack is also increased. In exchange, the PP are reduced to 25.

– Rest can be used by being frozen (which will allow to cure it).

– Refresh and Psycho Shift can be used while asleep or frozen.

– Psycho Shift will not fail and will allow the launcher to heal from its status if the target to whom it attempted to transfer it is immune to it. The presence of an unbypassed substitute or a major status on the target will always prevent this attack from succeeding.

– The accuracy of Psycho Shift increases to 120% to take into account the risk of resistance from the target.

– Rage Powder and Follow Me will successfully divert attacks even if the user is out of range of the attacker (either via Sky Drop or by being in the opposite corner in triple battle). Of course, diverted moves will fail if they can’t reach their target.

– Conversely, abilities that passively divert attacks will no longer divert the affected moves if its holder is out of range.

– Like Snipe Shot or Future Sight, Sky Drop and Pursuit can no longer be diverted from their original target.

– Echoed Voice takes some of the characteristics of the Round move (which will no longer exist in the game). Specifically, any use will instantly increase the power by 80, even if there are multiple uses in the same round. The maximum remains unchanged at 200. Between two turns, the power bonus drops by 40, but will be fully reset if the move was not launched or failed to inflict damage in the previous turn.

– Using Shell Smash successfully will flag the Pokémon as being out of its shell. Relaunching this move will remove the flag, resulting in reversed stat changes. This means that it is no longer possible to accumulate stat increases.

– The power of Dynamic Punch and Inferno is increased from 100 to 120, as for Zap Cannon since Gen 4.

– Blizzard and Thunder increase to 120 power and 75% accuracy, so that their damage expectancy is not lower than Ice Beam and Thunderbolt. Hurricane also goes back to 120 power, as in Gen 5.

– Stats variation stages are now limited from -4 to +4 (instead of -6 to +6), in order to shorten the placement phases and to avoid abuses (unstoppable sweep or impassable stall).

WIP :

– Field Effects coding in a dedicated module. For the moment, only the battleback initialization is functional. There is also the redirection of the old methods from the Environment module to the FieldEffects module.

– Craft menu (game design and graphic resources are finished)

– Insertion of the abilities created for Sacred Phoenix + those of ninth generation in the database. The texts are still to be done, as well as the calls for most of them.

– The battlers are now in HD at the beginning of the fight.

To finish:

– Pokémon database (about 250 forms for 180 species are planned in the first version - currently 71 coded forms)
– Full impact of Field Effects (game design completed at 50% + coded foundations)
– Verification that all non dexited moves have their battle methods as a result of the new database.
– Database for animations updated with db_symbols.
– Foundations laid for the mastery of attacks and the ability to use them in stance. (This will be based on a number of uses or the use of the Seed of Mastery).

Bugs fixes:
– A few attacks with a high critical rate did not have the appropriate tag.
– Fixed a crash related to an ability check on a non-existent Pokémon when fighting with a single Pokémon in a double battle.
– Foul Play no longer takes into account the target's attack stat drops in case of a critical hit.
– The haxx smoother did not mitigate the chances of resistance in case of accuracy above 100%.
– Taunt only blocked the targeted Pokémon for 2 turns instead of 3.
– All the climate-related fighting phrases had been flawed since the Follow Me reactions were introduced. It's fixed now.

Known issues:
– A total switchover from the old databases to my new ones was performed for the following items:
• Natures
• Abilities
• Statuses list
• Maplink
• And globally, use of Symbols instead of IDs (Integers).
In addition, some method names have been changed (e.g., "dead?" becomes "out_of_combat?" for Pokémon, so as not to confuse the "Dead" status of Death Overhaul).
The risk is that there are still forgotten calls on old methods or databases, which could compromise the stability of this new version.
– The redirection of the old methods from the Environment module to the FieldEffects module can lead to crashes in battle until the transition is completed.
– Battlebacks are still not displayed in HD.
– The battler at the end of the battle is neither at the right size, nor in HD.

Build 48 – Version Alpha 0.3.2.7 of 22/08/2022 (minor update – private demo)

New features:
– Added a handful of future mugshots and overwords
– Added the Move Reminder directly on the Pokémon menu in debug mode.

Rebalancing:
– A substitute no longer blocks an ally's Acupressure
– The regeneration of the Shell Bell is limited to 72.5% of the maximum HP rate (anti-FEAR measure).

– The accuracy of Smog is increased from 70 to 80%.
– Defog's effects that impact the entire field (i.e., scattering of bad weather and Entry Hazards) will apply as soon as the launcher successfully uses the move, even if the target has shielded itself, is immune or moved out of range.
– Defog will also dispel Sandstorm, Shadow Sky and Hail (in addition to Fog). Ultimately, the Fairy Mist, Blizzard, Thunderstorm and Rainstorm will also be dispelled when these weathers will be integrated, and if the native battlefield weather is on this list, the weather will be calmed for 6 turns. Note that Grassy Terrain and Psychic Terrain will not be affected, as they are not weather effects.
– Wide Guard and Quick Guard will have their probability of success multiplied by 2/3 (instead of 1/3) for each increment of the Protect counter. (This is a happy medium between the unlimited consecutive use that appeared in Gen 6 and the Gen 5 mechanic that applied the same failure probabilities as for Protect).
– Endure will be subject to the same failure probabilities as Protect if the launcher is severely injured (HP ≤ 20%).

Bugs fixes:
– A substitute now blocks the negative effect of an item thrown by Fling.
– Nature Power now takes the Reckless ability into account.
– Attempting to set a key with a controller will no longer crash, but this required disabling controller detection on the key setup menu (see "Known Issues" below).

Known issues:
– In the key configuration menu (F1 key), the game will say that it does not detect a controller if you try to modify the fifth column dedicated to the controller buttons. It is therefore impossible to remap the default keys in this column, except by manually editing the "Saves/input.yml" file.

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 Pokémons. Only the breeding mechanisms (planned for much later) have not yet been coded.

– Pokémons 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] Pokémons 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 Pokémons 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 Pokémons 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 140% 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.
– Pokémons 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 ≤ 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 Pokémons.
– 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 issues:

– 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 Pokémons 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 Pokémons.
– 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 ×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 ability 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 Pokémons (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 2 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 ≤ 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 Pokémons 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 Pokémons 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 Pokémons 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 Pokémons 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 Pokémons 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 Pokémons 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 Splashcreen

– 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