

Hey again everyone, over a month ago I decided to make my own Unbound fan remake/redux/remaster/version (whatever the right word is) of Pokémon Unbound. So me and 23 of my friends got together to make it happen. Originally it was just going to be me and a few weeks, but there were so many features we wanted to add so I got a bunch of help and we all just locked in day and night. That being said, there are so many new features that this version can only be played on an emulator, so sorry to everyone who likes to play on physical hand held consoles. (I'm not gonna explain it here, there are plenty of others who can and have already explained it better than I ever could) Now before I release it to the public, I want to get some reactions and opinions and also look for any potential bugs or mistakes we missed to clean it up a bit and make it as perfect as possible on release, so I will be picking 10 of you here in the subreddit to be early beta testers to play a limited access version of the full thing. And to make it easier for me, the first 10 people to dm me will be my beta testers so that I don't have to pick from a list. So first come first serve

Now there are 3 different versions we made. Version 1 has all the changes listed below. Version 2 has almost all the changes below EXCEPT with ZERO story mode changes, just the new features so that if you want to, you can play either the slightly altered story or the original story both with all the new features. Version 3 is an exclusive version I made for my girlfriend will minor changes picked specifically by her like getting Mimikyu and Eevee earlier in the game and some other changes (will not be released publicly, I made it just for her)

Note: The changes below are generally listed based on size, importance, and interest

- Added Gen 8 Pokémon into the base game
- Added Gen 9 Pokémon into the game
- Added all new Megas and Alternate Formes that weren't in the game before and a way to obtain all the items required of course. Also added all new items that weren't in the game previously and a way to obtain them of course (special thanks to [u/Daca321va](#) because I forgot to put this on the features list when I first posted it)
- You now have the ability to pick which generations you personally want on or off (check the screenshot above if confused, also sorry it's so poor quality, mgba just takes really bad screenshots and I don't know how to change that) even if the generation is disabled, it does not work on any preset encounters like trades, gifts, shops, missions, or static encounters like the Sandygast on route 3 and legendaries
- Added a few new spawns to some locations so that no matter which generations you have on or off you don't end up with an empty route (I did NOT REMOVE ANY spawns, only added, so whatever you see on the wiki is still accurate)
- Added Brand New War Armored Pokémon Variants. (since an important part of Unbound's lore is the pokemon war, my girlfriend gave me the idea to add the armored war pokemon from the Lucario Movie) War Variant Pokémon have different base stat spreads than their original, but the same total base stat, new unique abilities, and a larger move pool to give you an incentive to

actually want to use them. They are static encounters and you can only catch one of each. You do not catch them normally, much like Raid Dens, you defeat them to zero before it gives you the option to throw a pokeball or not. If you miss on your first pokeball or choose not to catch them, then they will "retreat" and you will have to come back in an hour to try again. They also have their own Mega forms with the same changes as them of course (after all, it'd be lame if your War Variant Steelix just loses all of it's armor and had the normal stats of a normal Mega Steelix)

- "New" Boss Pokémon battle system. For all War Variant Pokémon and legendary or mythical pokemon you fight during the story mode and during post-game, they will have a "new" system where you will always 2v1 them and no matter the speed stat, your pokemon will move first, but the boss pokemon has increased health and attack than normal. I added this boss system to make legendaries feel more like legendaries and to make the War Variant pokemon stick out more than just a special encounter. Some story battles are changed to fit the new system, for example, on Thundercap Mountain, you will have to face Marlon's pokemon in a normal battle before facing his Zapdos in a boss battle (this system can be disabled in the settings if you don't like it)

- ALL NEW EXTENDED STORY!!! A new big mission, once you entered post-game and have defeated and/or captured all War Variant Pokémon at least once and captured or defeated celebi at least once, you can go into the past and experience a short new story where you will now find the Eternal Flower Floette

- An extended post-game story that finishes up some plot lines that weren't completed or solved

- Added many short missions and adventures for almost all legendaries/mythicals rather than just pulling up on them

- Slight story changes (inspired by the Hoopa movie) based on Hoopa as your starter and Aklove having something close to Hoopa's Fury, but most of Unbound's beloved story is the same

- At the beginning of the game (when making your character) you will be asked which starter set you want to pick from Gen 1-9 or the pseudo set (All starters and pseudo starters are obtainable in the game not matter which set you pick as your starter set, not gonna explain the whole system here, but just know that most starters are obtained in the same way, safari and starter houses)

- Added Hoopa as an optional starter with new cutscenes of course to match the changed story

- In Version 1 Hoopa will occasionally appear on your screen during battles

- Rebalanced Hoopa with a "Weakened" state for early game so it's not so easy

- Both forms of Hoopa now have 2 new signature moves. Hyperspace Reflection and Ale Hoopa Ring. Hyperspace Reflection changes it's effect based on the enemy used move. If it's a Status

move, then Hyperspace Reflection fails, (with some exceptions) if it's a Special move, then Hoopa will reflect the attack back at the user, and if it's a Physical move, then Hoopa takes no damage and forces the enemy pokemon to switch to a pokemon of your choosing (random if you have not seen any of their other pokemon) Ale Hoopa Ring summons one random legendary or mythical onto the field and has them use their signature move before leaving (the signature move used will calculate with the stats of the original legendary or mythical as the same level, nature, EVs, and IVs as your Hoopa) the move will never use a disadvantaged type but has a chance to use a super effective type

- Hoopa now talks like in the movie instead of just saying it's name

- At the beginning of the game (when making your character in Version 1) you will be asked if you'd like Hoopa to be usable (Yes that means you can either have Hoopa and a starter, just a starter, or just Hoopa as your starter)

- You can now have any Pokémon from your party you want follow you anywhere (It can only be one at a time and it doesn't work when using movement HMs like surf or rock climb, but you can have pokemon that make no sense follow you like a magikarp on land)

- Hoopa now has the ability to summon wild pokemon encounters through portals for you. In the settings, this can be disabled, set to previously captured pokemon only, or set to all pokemon, whichever you prefer and whatever doesn't feel like "too much" or cheating (doesn't work on special or unique pokemon obviously)

- Hoopa can now activate any HMs as long as you have unlocked it's use and have at least one pokemon in your party or PC capable of using it since not everyone's current or preferred team may have a pokemon of a certain HM (can be disabled of course if you think it's too much) It's basically the concept of Hoopa summoning a pokemon through it's portal to use the HM for you, not Hoopa actually using the HM if you were confused about this change

- Added MANY new missions, for example, a mission that's reward is to make one of your pokemon shiny (like the nature changer but it's only a one time reward and not repeatable or reusable) I made this mission reward specifically because I know a lot of people want a shiny but don't want to grind for it, and yes I know some missions in the game grant you a free shiny, but this mission specifically let's you turn one of your pokemon shiny rather than just giving you a preset shiny (and for anyone saying "but you gotta earn your shiny" stop gatekeeping, it's purely cosmetic and the reward isn't repeatable, as someone who only ever grinds shinies for his starter, it's just a free bone to those who want a shiny but don't want the grind) and many other missions that I will keep a surprise

- Custom pokemon surfing and diving. Now you will ride the sprite of whatever pokemon you had use surf or dive

- Custom pokemon flying. Now you will summon and jump on the sprite of whatever pokemon you had use fly

- Once you have entered post-game, one of many new missions will be you helping Hoopa regain the ability to travel through it's portals, which will unlock an animation of you entering Hoopa's portals to travel rather than using fly (yes you can still use fly if you prefer it, especially now that their is custom flying)
- 9 new Special Pokemon like the Spiky-Eared Pichu can be found throughout the game (not gonna tell you here so that they are a surprise)
- Upgraded Trainer behavior for higher difficulties so that they feel challenging but don't just feel like they're cheating and reading your moves
- Onix shiny returned to normal. Instead, the crystal onix is now one of the new Special Pokemon you can find and is now Ice and Ground type to match it's fire type weakness that it had in the show
- New shiny Tyranitar is now black and blue to match Godzilla with it's mega being black and purple to match Space Godzilla (I felt Tyranitar's shiny was very underwhelming compared to his fellow starters unlike Metagross' white and Garchomps new orange)
- Increased the PC size (This is mostly for me honestly but if you so happen to like more PC space then awesome)
- New Settings page that let's you freely enable and disable a lot of features (both base game features and new features) for anyone who may or may not prefer them

As you can see, yeah, there are a lot of new features. The whole point of most of these features is to make Unbound absolutely perfect for anyone and everyone. Don't like the pseudo starters? Wish you could have gen 3 starters your favorite, or maybe gen 5 starters? Then pick them as your starter. Game feels too cluttered? Maybe you have a certain region preference? Or maybe you just wanna do a completely gen 1 or gen 6 run? Then disabled and enable the gens you want to encounter. Don't like the story changes? Then play the base story with the new features. Don't like the Boss system? Then turn it off. Don't like pokemon following you? Then don't use it. My point is that all the new features are either just quality of life changes, or changes that you can choose whether or not to use base on if you want to or not or like them or not. It's completely up to you! Make Unbound perfect for you and just you, and if it was already perfect to you, then that's okay too, that's why the quality of life changes are there like custom flying and surfing.

(DISCLAIMER!!! Obviously I don't own Unbound and I won't be selling this, when I release it, it will be completely free! I love the Unbound developer crew and I love Unbound. To this day, out of the many official and fan pokemon games I've played, Unbound is still my absolute favorite! With Omega Ruby (my second favorite) not being able to come even remotely close. (Sorry Omega Ruby I still love you) I'm not claiming to own Unbound or anything, I'm just a fellow fan wanting to eat more of my favorite food)

And again, this is already completely finished and ready right now for play! Just need to make sure there's nothing wrong with it, so if you'd like to be one of the 10 beta testers, then it's first come first serve (and remember I'm checking dms not comments)

That's it. I'm dead tired from so many late nights working on this, so I'm gonna catch some Zs now (Don't mind if there's a bunch of typos in this post, I had to type it up quickly so I can hurry up and go to sleep)

Edit: JESUS CHRIST THAT WAS FAST!!! I BARELY JUST POSTED IT!!! Sorry to anyone reading this, but this is an after post edit. I have more than enough dms now for beta testers. I will be contacting them now before I go to sleep, so I'm sorry if you weren't one of the first 10, but don't worry! The beta testers will be given a shorted limited access version and will be given about 1-2 weeks to just play it in their spare time. So after their done and I make any changes needed, I will be releasing it publicly for free for all of you to play (Not sure where to post it yet so I'll do some looking into that to figure out where is the best place) And thank you to all of you who are so excited to play it, I can't wait to share it all with you after beta testing is done!

Second Edit: I highly recommend reading through the comments, it answers a LOT of questions that aren't answered here in the main body, and don't be afraid to say an opinion or an idea you may have, I'm still looking to improve the final release in any way I can. In fact, I've already taken a few ideas to heart that will be added in the final release, like animated sprites

Third Edit: This is after one night. Guys I'm sorry but I'm trying my best to answer and respond to as many of you guys as possible, but there are a lot of you, and I mean a LOT. Sorry I might have to stop responding to comments, or at least slow down on my responses because I plan to play it a bit myself during the beta testing weeks, and there are also new features and changes that have been brought to my attention that I need working on. So if I don't respond to you then please don't feel offended, I'll respond you as many of you as I can whenever I have some time on my hands