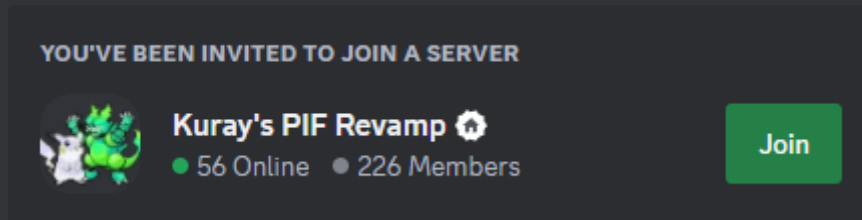


**Join the KIF's Discord server by
clicking here
(<https://discord.gg/UFxQkUZeyE>)**



Most of the information on this document is still valid, however, the latest features of KIF **are not written** on this document, in fact, a lot of features are missing in this document, as this document's last edit is getting old. A website will be created in the future documenting the mod's feature (probably at the end of 2023 or in 2024).

Feel free to join our Discord server to get announcements when new versions drop, and to have the most up-to-date information. You can also report bugs and give suggestions on our server!

Main Page

TO PROPERLY SET THE GAME UP YOU NEED TO:

1: DOWNLOAD THE BASE MOD BUILD

Base Mod Download link:

https://www.mediafire.com/folder/iju9vkdnphkse/Kuray's_PIF_Revamp

Extract the Base Mod in a **NEW EMPTY FOLDER**.

2: DOWNLOAD THE **LATEST UPDATE** PATCH

Mod (update) Download link:

<https://github.com/kurayamiblackheart/kurayshinyrevamp/releases>

The update patch zip contains a **FOLDER**.

You need to drop the contents from **INSIDE THE FOLDER**, into **THE GAME'S MAIN FOLDER**.

Replace Everything.

INSTALLATION VIDEO (HELP):

 [Kuray's PIF Revamp | MODDING Pokémon Infinite Fu...](#)

Latest KIF Version: (Check the Github releases or Discord server)

(GITHUB RELEASES CLICK HERE)

Graphics Download link:

https://drive.google.com/file/d/1T5zMfSSib2OPMP23O6ElHmAPtA_ChcnT/view?usp=sharing

Github: <https://github.com/kurayamiblackheart/kurayshinyrevamp>

Mod's thread: [\(We're leaving the PIF's Discord server, join our Discord server by clicking here\)](#)

[\(All usernames below are from Discord\)](#)

Mod Programmers: reizod | sylviblossom | luminatron | tinymat | demice | trapstarr | hungry_pickle

Server Butler: globby78

Document Contributor: JustAnotherUser

Current download steps:

To play the mod in its 0.7.0 version, download the “Base Mod Download link” (heavy in size).

The mod should be in its own folder, as it’s not dependent on Pokemon Infinite Fusion anymore.

This mod now comes with all the game’s data by default!

You need to extract this mod in its own folder, just like you would install Pokemon Infinite Fusion on your system, the mod is basically a new game.

Just don’t forget to copy your **Graphics** from your game into the mod’s folder, so that you can play with your **Graphics**, as the mod comes as **dynamic by default, and not pre-loaded**.

If you never used this mod or used it prior to 0.7.0: You need to download from *Base Mod Download link*, to get the base game data for the mod, you will then need to download updates from *Mod (update) Download link* if the latest mod version is above 0.7.0 (as the base’s version is 0.7.0).

You need the **Base** of the mod first! However, the **Base** might be outdated and require you afterwards to download the latest version from Github (the Github version doesn’t contain everything and needs the **Base** prior).

Features list

(Check the Github)

OLD, MOSTLY OBSOLETE
STUFF ###

What is Kuray's PIF Revamp?

Kuray's PIF Revamp (Pokemon Infinite Fusion Revamp) is a mod for Pokemon Infinite Fusion that reworks entirely the shiny system of the game and also adds new features, including QoL ones!



This mod was born with the idea of creating an entirely new shiny system, that doesn't need to create new assets/sprites files on your computer. A shiny system that is not only based on hue, and that allows each individual of your Pokémon to have their own personal colors when shiny.

This shiny system gives each Pokemons new values to store:

- A hue value (0-360)
- A red channel value (0-2)
- A green channel value (0-2)
- A blue channel value (0-2)

(for the channel value, 0 means it uses red, 1 green, 2 blue, for people that knows what RGB channels shifting is)

The RGB channels shifting combined with a hue allows to do more complex colors-variants, including darker/lighter colored variants, but also grey/black/white colored shiny Pokémon.

But since its creation, the mod also added alot of new features unrelated to this shiny system. Now let's talk about How to Install it, and afterwards, the List of Features.

How to Install:

Look for “Base Mod Download link” at the top of the Google Document, it should be a mediafire link. Download the .zip from this link.

Once you downloaded the .zip, simply extract the .zip content into a new folder (You don’t need Pokemon Infinite Fusion, and the .zip shouldn’t be extracted in the Pokemon Infinite Fusion’s folder!).

Now that you’ve done that, you can run the .exe from the folder where you installed the mod and it will work, however, it will be in 0.7.0 and not updated...

To update, simply look for “Mod (update) Download link” at the top of the Google Document, this should be a github releases link. Download the latest release’s **Source Code (.zip)**. Then, extract this .zip inside the folder where you installed Kuray’s PIF Revamp prior, and replace files when prompted to, this will update your folder’s data and update Kuray’s PIF Revamp overall.

You will still need to go into the official PIF Discord’s server or in our Discord server and download the latest Sprite Pack, if you want custom fusion sprites, as they are not included in dynamic (they are included in the pre-loaded base downloads though). If you already have custom fusion sprites, you can just copy your “Graphics” folder from your Pokemon Infinite Fusion game, and paste it in the Kuray’s PIF Revamp game, replacing files when prompted to.

Save files as of 0.7.0 are compatible and stored at the same location for both games, so you will be able to continue your Pokemon Infinite Fusion save file in the Kuray’s PIF Revamp game.

If you are still having issues installing the mod, feel free to follow this tutorial by TheDuoDesign:

 Kuray's PIF Revamp | MODDING Pokémon Infinite Fusion

Now that you understand how to install, let's talk about why you would install it, of course, the features!

List of Available Features:

(To know more about a feature, just scroll down below the list of features. Each feature will be explained from there until the bottom of this document)

[option] means that the feature can be turned OFF in the Options Menu

[QoL option] means that this feature is turned ON when “Kuray QoL” is turned ON in the Options Menu

[debug] means that the feature requires to have DEBUG enabled (Magic Boots)

[(username)] is for credits purposes, the usernames are from Discord, when credits are applied, it means this person created the feature or highly contributed

- New shiny system (ShinyRevamp) *[option]*
- No unfusing double-confirmation
- Double Wild Battles “everywhere” *[option]*
- Shiny Icons *[option]*
- Export, Export All and Import Pokemons *[debug]*
- Lock Evolution for a Pokemon *[option]*
- Choose/Re-roll Colors of your Shinies *[debug]*
- Current GameSpeed & Mod in the Window's title
- Mod name + Mod version on the title screen
- Shiny Fuse Dye system *[option]*
- Fusion Preview *[option]*
- Shiny Preview on Fusions

- Open PC from menu *[QoL option]*
- Level Caps *[option]*
- Buy new Pokemon Storage Boxes
- Gamble to make your Pokemon shiny/change its shiny color
- Shiny Animations *[option]*
- GameSpeed can now be set back to x1 with R
- IVs/EVs on a Pokemon's Summary *[luminatron]*
- Sort your Pokemons in your PC Boxes
- Pokemons can relearn moves from their pre-evolutions
- Multi-Selection in PC Storage for Move/Release/Export *[sylviblossom]*
- Quick Surf option became Quick Field Moves
- New icons for Genders
- Kuray's Shenanigans option to turn off joke/hidden features *[option]*
- Change the Game's Fonts *[option]*
- 161 More boxes backgrounds for PC Storage
- Custom fusions icons
- Big Pokemon icons (full-sized battle sprites) *[option]* *[sylviblossom]*
- Kuray Shop from menu *[QoL option]*
- Custom Sprites for each individual Pokemons *[option]*
- Blacklist some Custom Sprites from being used by Pokemons
- Self-fusions have boosted stats now
- Heal Pokemons from menu *[QoL option]*

Bugs patched from Vanilla game:

(This is the list of bugs that the mod will patch from the game if the mod is installed)

[(username)] is for credits purposes, the usernames are from Discord, when credits are applied, it means this person created the patch or highly contributed

- Fix Static/Magnet Pull wild encounter modifier *[sylviblossom]*
- Patched fusion icons glitching

- Patched battle 1v1/2v2/3v3 resetting bug [\[sylviblossom\]](#) [\[luminatron\]](#)
- Patched triple fusions icons not showing up

List of Suggested Features:

[\(To access the list of suggested features, join the Discord Server by clicking here\)](#)

Changelog:

[\(To access the changelog of the mod, join the Discord Server by clicking here\)](#)

Available Features

#1 New shiny system (ShinyRevamp)

The new ShinyRevamp system is activated by default, but if you wish to play the mod without its shiny system, you can turn the ShinyRevamp OFF in the Options menu. [The top of this document](#) already explains the new shiny system.



#2 No unfusing double-confirmation

In the vanilla game, if you tried to unfuse a Pokemon, the game will ask you for a confirmation twice:

“Should (x) be unfused?” Yes/No

“Are you sure?” No/Yes

Forcing you to select “Yes” twice, the second time with “No” selected by default. The mod changes that with a simple “Should (x) be unfused?”

Yes/No, asked once.

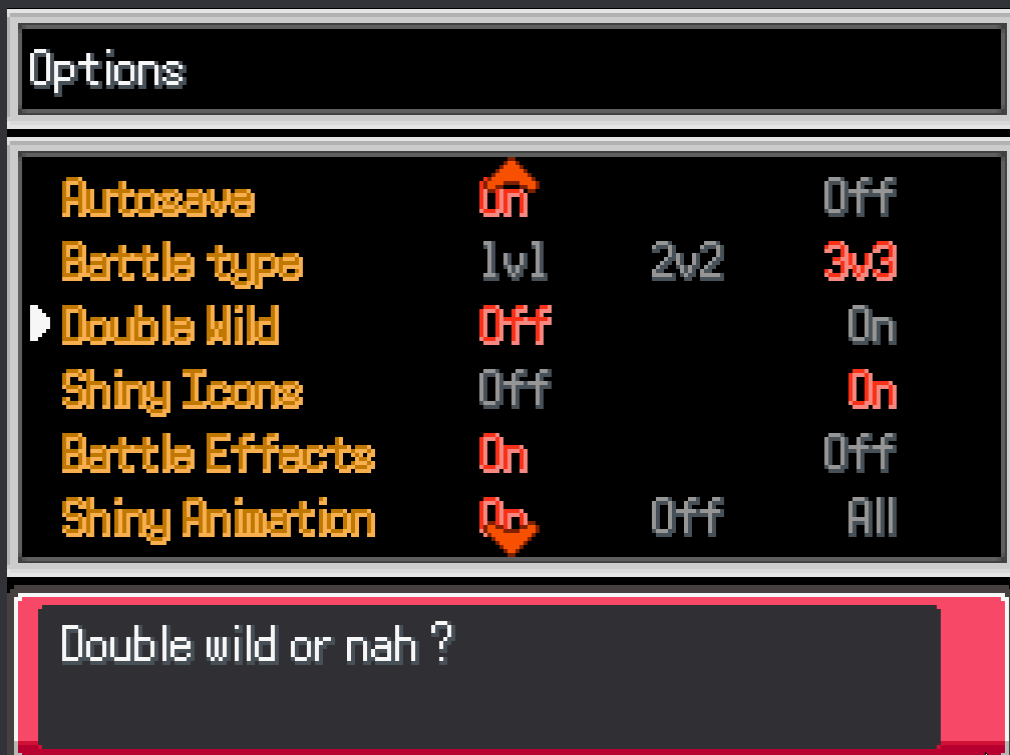


#3 Double Wild Battles

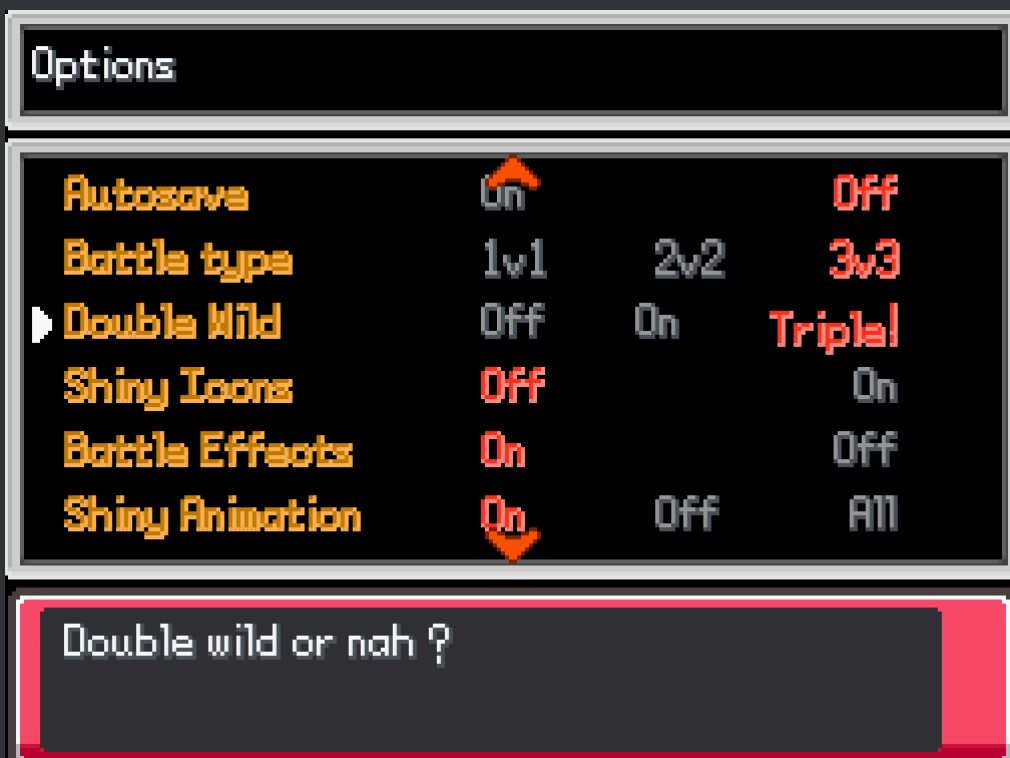
“everywhere”

Double wild or nah?

Allows you to toggle ON/OFF double wild encounters, if activated, wild encounters will be in 2v2 (when possible) instead of 1v1. Scripted encounters, such as legendaries, don't double.



Now, you can also set this option to “Triple”, in order to do triple wild battles when possible.

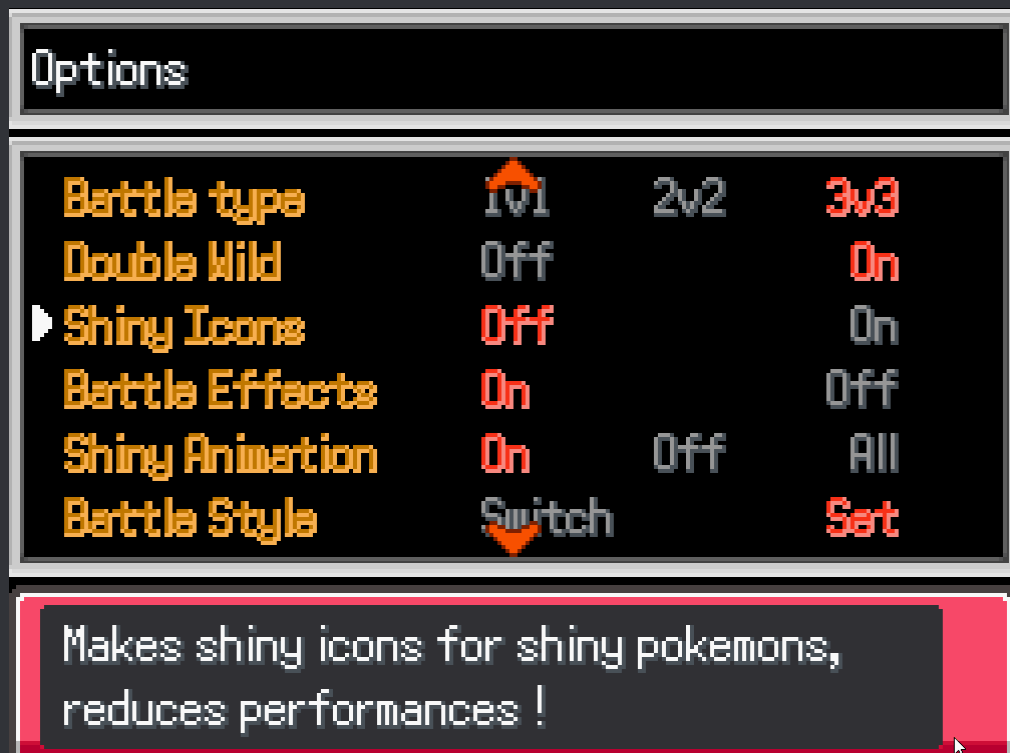


Farming money with Pay Day was never as quick before.



#4 Shiny Icons

This feature allows you to have your Pokemons icons as shinies if they are shiny. In PC boxes and also on your team (anywhere that uses your Pokemons' icons). Yes it also works with fusion icons. This feature is turned OFF by default because it lowers game performance.



#5 Export, Export All and Import Pokemons

Once you have access to DEBUG, you will be able to export/import Pokemons from the PC, like this:



After having exported your first Pokemon, a “ExportedPokemons” will be created in your game folder.

Icon	File Name	Date	Type	Size
Folder	#ZIPS	15/06/2023 08:39	Dossier de fichiers	
Folder	Audio	09/06/2023 19:19	Dossier de fichiers	
Folder	Data	13/06/2023 22:44	Dossier de fichiers	
Folder	Data - Copie	12/06/2023 08:10	Dossier de fichiers	
☒ Folder	ExportedPokemons	15/06/2023 09:14	Dossier de fichiers	
Folder	Fonts	09/06/2023 19:20	Dossier de fichiers	
Folder	Graphics	09/06/2023 19:33	Dossier de fichiers	
File	001_Pokemon(kuraycustommaking).rb	12/06/2023 08:33	Fichier RB	52 Ko
File	Alternate Launcher.exe	19/06/2021 23:23	Application	14 825 Ko
File	autobattle.ascr	09/06/2023 23:21	Fichier ASCR	3 Ko
File	Credits.txt	08/09/2022 02:13	Document texte	18 Ko
File	Game.ini	26/11/2022 01:08	Paramètres de co...	1 Ko
File	Ideas.txt	15/06/2023 07:56	Document texte	3 Ko

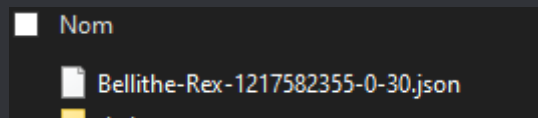
The Pokemons are exported into a .json file, each .json file contains a Pokemon you exported.

The names of each file respect this naming process:

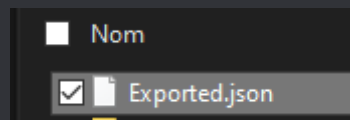
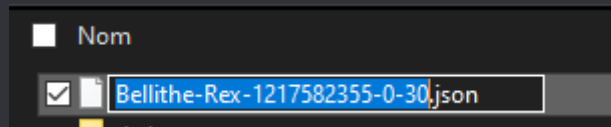
“<species>-<nickname>-<personalID>-<gender>-<level>.json”

(0).json, (1).json, (2).json, (x).json will be added to the end of the name if you already exported the Pokemon before, up to (9999).json, if you export the same exact Pokemon a 10 000th time, it will replace the default .json file.

For gender, 0 means male, 1 means female, 2 means genderless.



To import a Pokemon back, rename the file of the Pokemon you want to import into “Exported.json”



You don't need to restart the game, once this renaming process is done, in the game use the import action. If you use it on a Pokemon, it will replace this Pokemon while importing. If you use it while holding a Pokemon on a free storage space, it will be imported on the free storage space without replacing the Pokemon you are holding.





There has also been an “Export All” that has been implemented since, this button allows you to export all of your Pokemons from your Pokemon storage into their own .json file, this also includes Pokemons that are in your team (all the boxes + team).

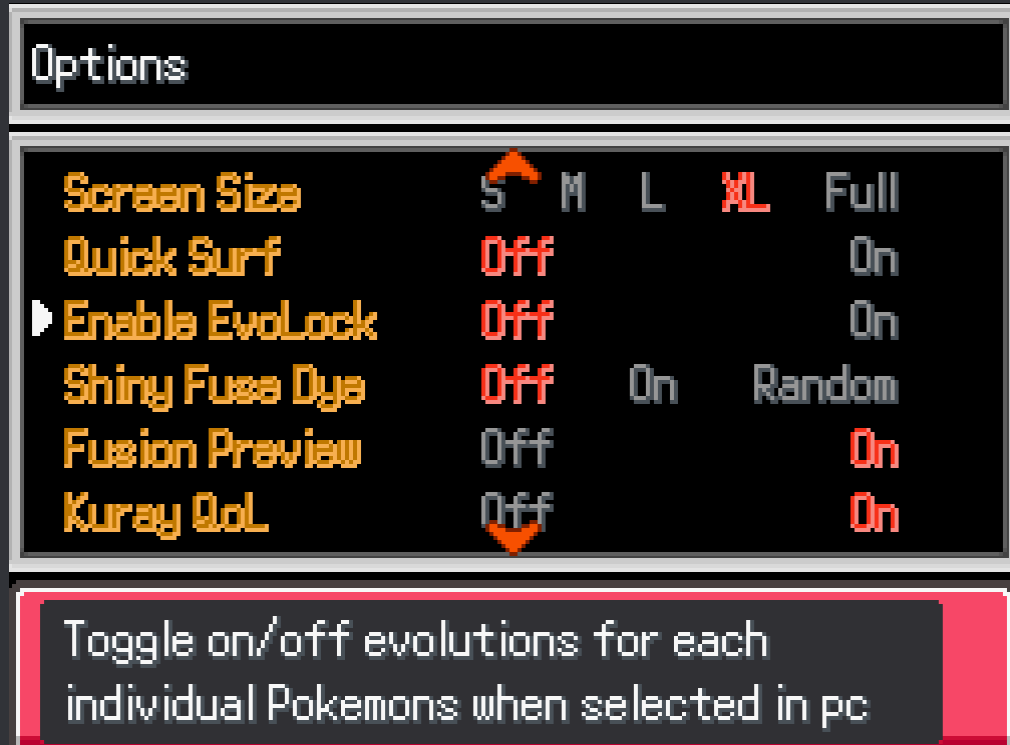


You can give the .json file containing your Pokemon to someone else for them to import on their save file, you can also transfer your Pokemons

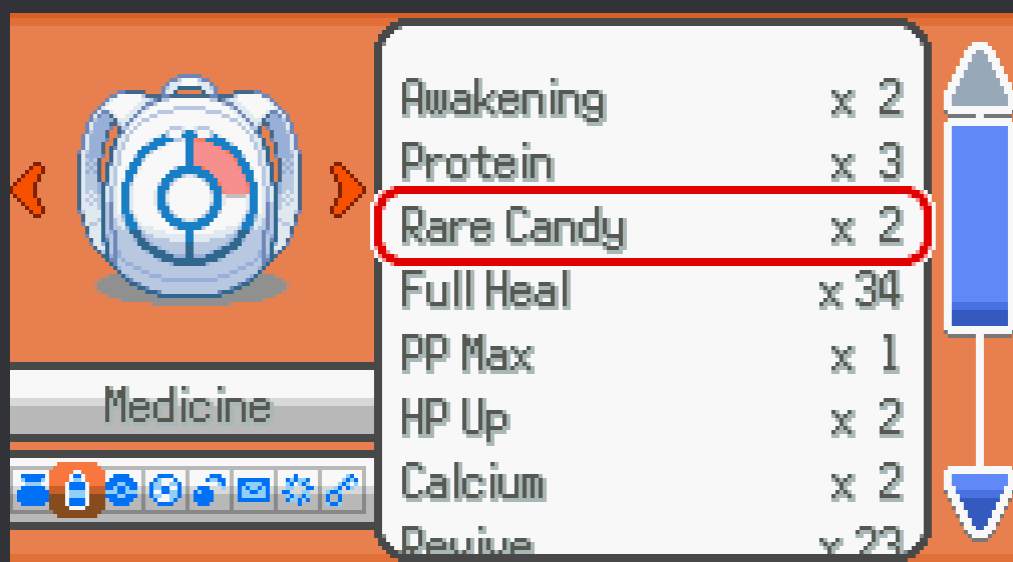
between save files by importing/exporting them. It also allows you to duplicate Pokemons, and to store your Pokemons as files on your computer/phone.

#6 Lock Evolution for a Pokemon

This feature gives you a new action button in the PC storage, that allows you to lock/unlock evolutions for each of your Pokemons. By default, this feature is disabled. Even when enabled, by default, all your Pokemons can evolve. If you lock a Pokemon from evolving with this feature, nothing will be able to make this Pokemon evolve until either you use the action button again to unlock its evolution lock, or disable the feature in the option menu. If you enable the feature back, all Pokemons that were locked when the feature was previously enabled will be locked again.

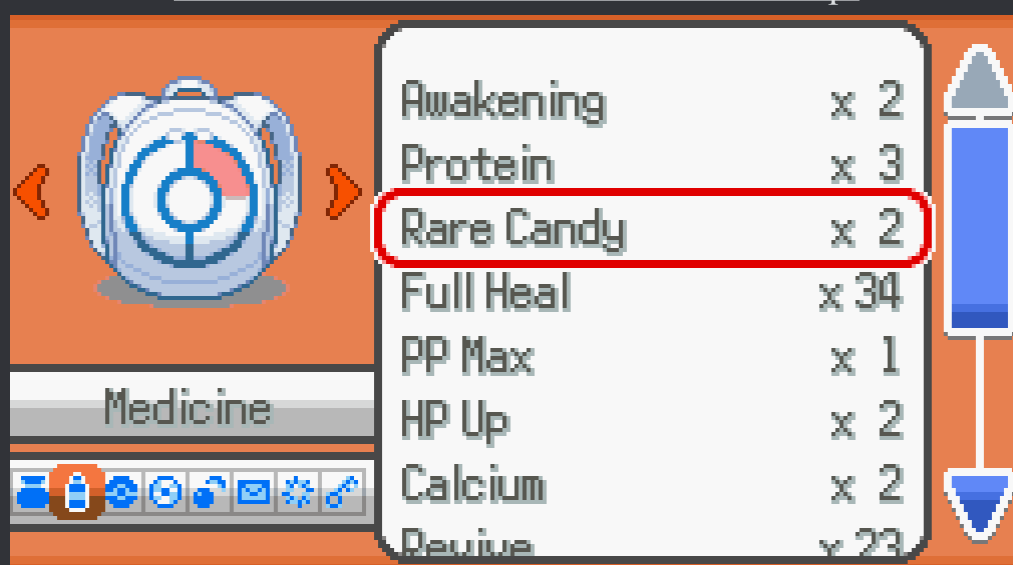


An evo-locked Pokemon that levels up:



A candy that is packed with energy.
It raises the level of a single
Pokémon by one.

A non-evo-locked Pokemon that levels up:



A candy that is packed with energy.
It raises the level of a single
Pokémon by one.

#7 Choose/Re-roll Colors of your Shinies

Once you get access to the Magic Boots (DEBUG), you will be able to Re-roll the shiny color of any of your shiny at will, you will also be able to manually choose the color values for your shinies with the option “Set Shiny Color”.



Please note that your Pokemon needs to be shiny for these actions to have a visual impact.

Re-roll Shiny Color:



Set Shiny Color:



When using “Set Shiny Color”, the default numbers shown in all the values are the numbers used by said Pokemon to determine its shiny color.

Hue must be between 0 and 360

Red Channel must be between 0 and 2

Green Channel must be between 0 and 2

Blue Channel must be between 0 and 2

Here's the meaning for the value of the channels:

0 - Uses the Red Channel

1 - Uses the Green Channel

2 - Uses the Blue Channel

So if Red Channel is set to 0, Green Channel to 1 and Blue Channel to 2, no channel shifting happens. Else, channel shifting happens. If all channels are set to the same number (for instance, all are set to 1), the shiny will be in shades of black and white.

Here's a Bellpix with all the channels set to 1:



And here's the same Bellpix with all the channels set to 2:



Now, all the channels set to 0:



#8 Current GameSpeed & Mod in the Window's title

The mod's name now appears on the Window's title, with your current GameSpeed (x1, x2, x3, etc).

 infinitefusion | Kuray's Shiny Revamp | Speed: x3

#9 Mod name + Mod version on the title screen

The mod's name and current version that you are using appears on the title screen.



#10 Shiny Fuse Dye system

This feature allows you to carry over the values of one shiny to another. It is turned OFF by default. You can toggle it to ON/OFF/Random within the options menu:

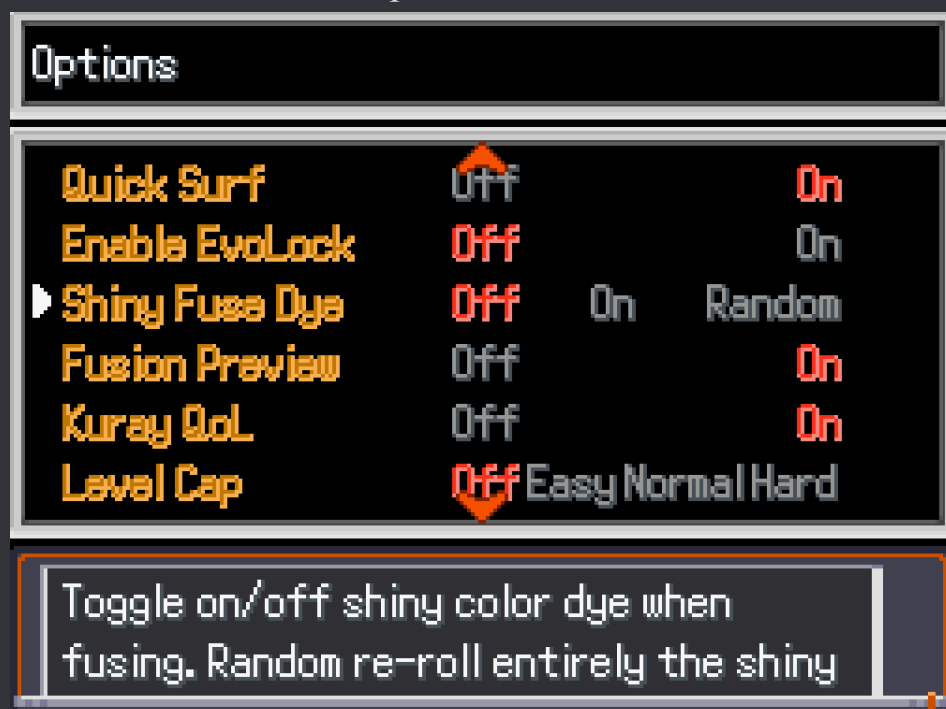
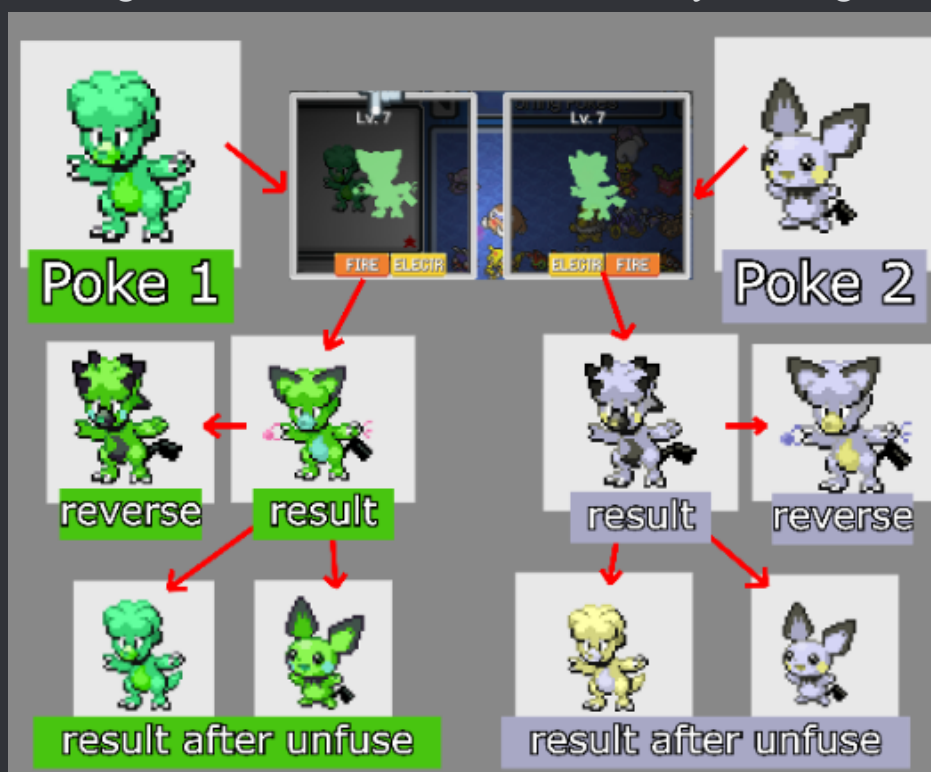


Diagram of what determines the colors you will get:



The dye process:



Toggling the feature to RANDOM allows you to completely randomize the colors of every shiny fusion. Its an alternative to rerolling your shinies as seen in [#16](#).



This also is an alternative to change a Pokemon's colors without needing the options seen in [#7](#).

When this feature is turned ON, dying pokemon can be used as a way to save values with a disposable pokemon to be used as a dye. So if you like two colors for a specific shiny Pokemon but only have one of said Pokemon you can save those color values to a shiny you don't care about for future use.

(This feature was once a bug, by the way, before becoming JustAnotherUser's mechanics of dying shiny Pokemons)

#11 Fusion Preview

This feature allows you to see what a fusion would look like, even if you never did this fusion before. It removes the "black shadow" that prevents you from seeing the resulting Pokemon.

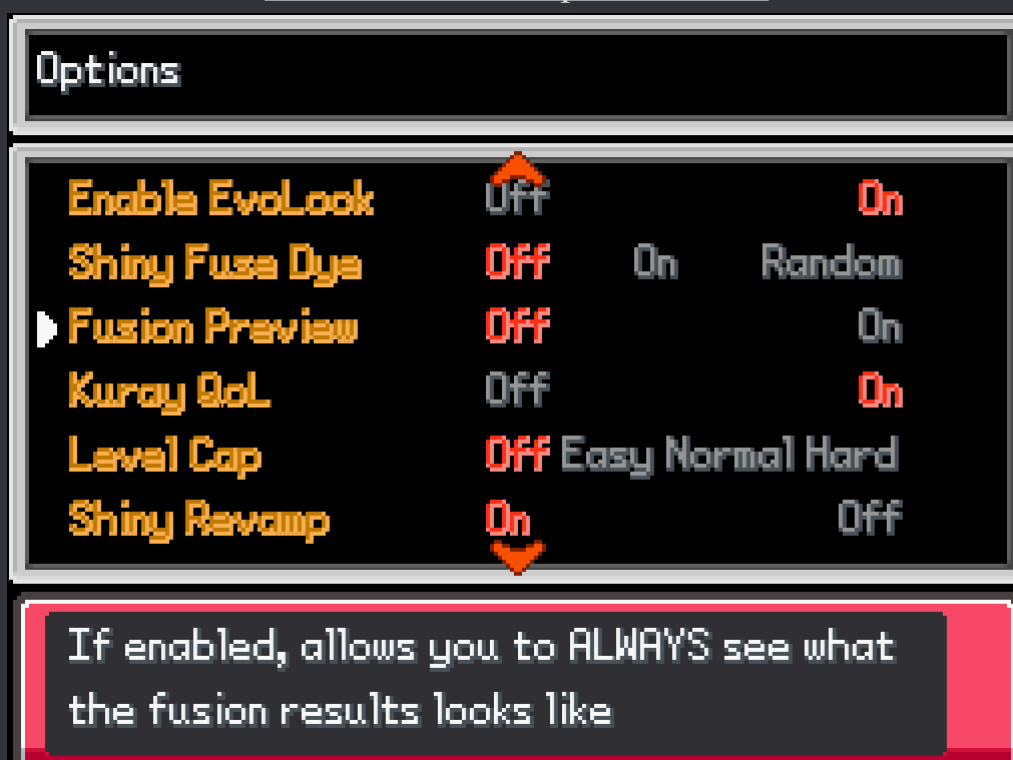
With the feature turned OFF:



With the feature turned ON:



Feature is in the Options menu:



#12 Shiny Preview on Fusions

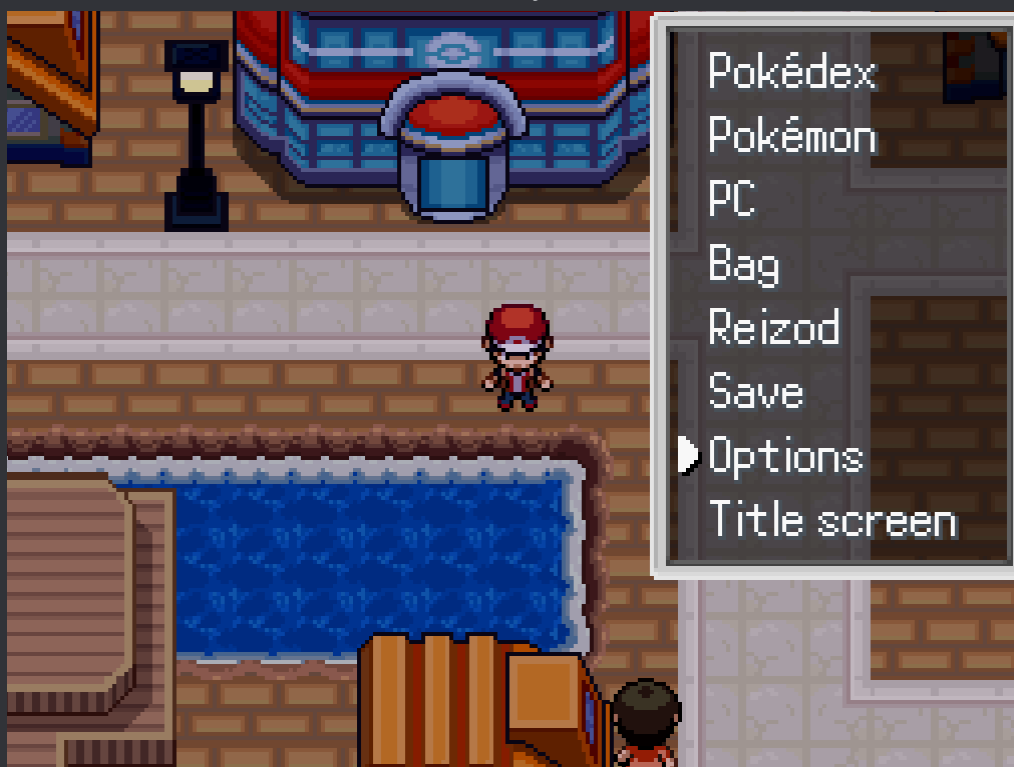
If one of the fused Pokemon is shiny, the fusion preview will show correctly the resulting Pokemon, with the shiny color applied. So that you will be able to see how the shiny would look like. Fusing at least one shiny guarantees the fusion to be shiny, the shiny values for both Pokemon that fuses aren't lost, so when you will unfuse, whichever Pokemon was shiny before the fusion, will remain shiny.



#13 Open PC from menu

If you have Kuray's QoL turned ON (OFF by default) in the Options menu, then you will be able to access your PC Storage from your menu.

However, this won't heal stored/withdrawn Pokemons. To heal stored/withdrawn Pokemons, you need to use the real PC.



Gif:



Options menu:

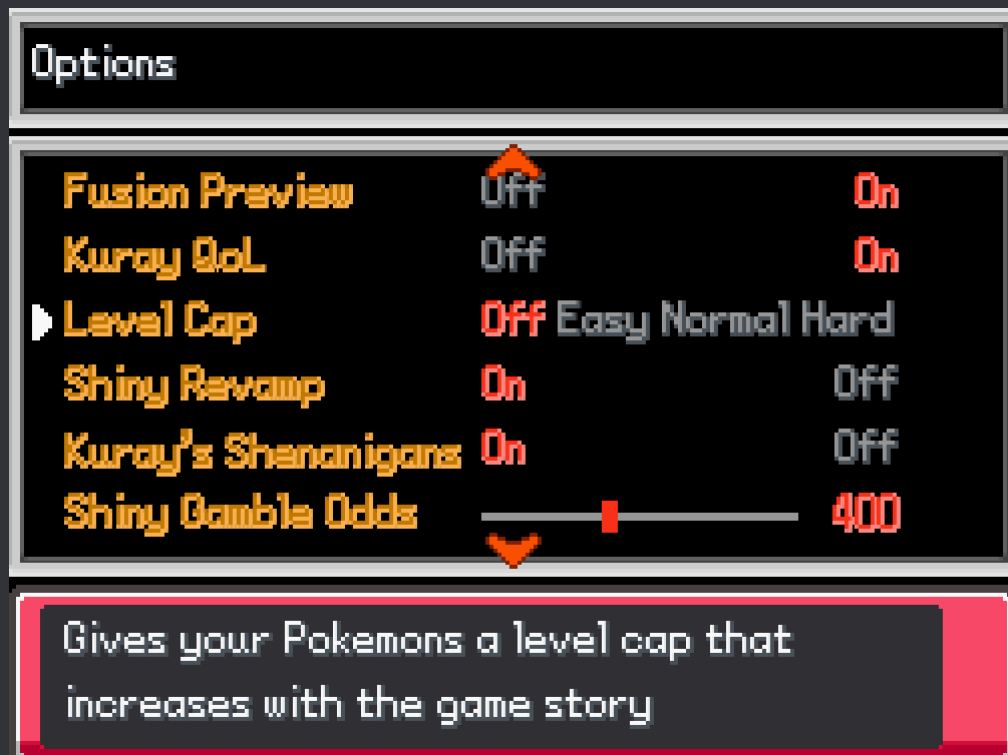
Options

Shiny Fuse Dye	 Off	On	Random
Fusion Preview	Off		On
▶ Kuray QoL	Off		On
Level Cap	Off	Easy Normal Hard	
Shiny Revamp	On		Off
Kuray's Shenanigans	 On		Off

Activates Kuray's QoL features (list on Discord)

#14 Level Caps

If you want even more challenge, you can now activate the Level Caps feature that comes with this mod. It is disabled by default.



When the level caps are enabled, your Pokemon won't be able to go above a certain level, the level cap will depend on your current story progression.

The level cap will be gone once you've beaten Mt. Silver.

Your Pokemons will continue to earn EXP even when they reach your current level cap, that means they might gain a few levels at once when your level cap rises. Your Pokemons that have higher level than the actual level cap will be sent back to the level cap, but will not lose their EXP, and thus, be able to go to their original level.

Here are the level caps:

Progression | Easy | Medium | Hard

No badge | 16 | 13 | 11

1 badge | 28 | 24 | 22

2 badges | 32 | 27 | 25

3 badges | 46 | 40 | 38

4 badges | 52 | 46 | 44

5 badges | 56 | 49 | 47

6 badges | 64 | 58 | 55
7 badges | 66 | 61 | 58
8 badges | 69 | 62 | 60
League beaten | 72 | 63 | 61
9 badges | 75 | 69 | 66
10 badges | 76 | 70 | 67
11 badges | 78 | 71 | 68
12 badges | 80 | 72 | 69
13 badges | 82 | 73 | 70
14 badges | 84 | 74 | 71
15 badges | 88 | 75 | 72
16 badges | 92 | 86 | 82
Mt. Silver beaten | 100 | 100 | 100

#15 Buy new Pokemon Storage Boxes

Allows you to buy new boxes directly from the PC. There is no limit to the numbers of boxes you can have.

The price of a new box is as follow: $y \times 300$

Where y is the number of boxes you already have.

If you have 34 boxes, your next box will cost 34×300 resulting in ₦10 200.

The price limit is set to ₦100 000.



#16 Gamble to make your Pokemon shiny/change its shiny color

This feature allows you to gamble your P to try to make one of your existing non-Shiny Pokemon into a shiny, or to try to change one of your existing Shiny Pokemon's shiny color. Such gamble costs P1000, and the default chance of success is 1% (roughly P100 000 with a normal RNG-chance), this chance of success can be changed in the Options menu, anywhere from 1/1 (guaranteed) to 1/1000 (0.1%). If the Pokemon you're gambling on is already shiny, the odds for the gamble to succeed are doubled, so by default, the chance of changing one of your shiny's colors is 2% (roughly P50 000 with a normal RNG-chance).

Options

Level Cap ~~Off~~ Easy Normal Hard
Shiny Revamp On Off
Kurray's Shenanigans On Off
▶ Shiny Gamble Odds  400
Game's Font Default FR/LD D/P R/B
Confirm

1 out of <x> | Choose the odds of Shinies
from Gamble | 0 = Always

Vulohu



Lv. 19



FIRE

ELECTR

Static

No item



Box 2



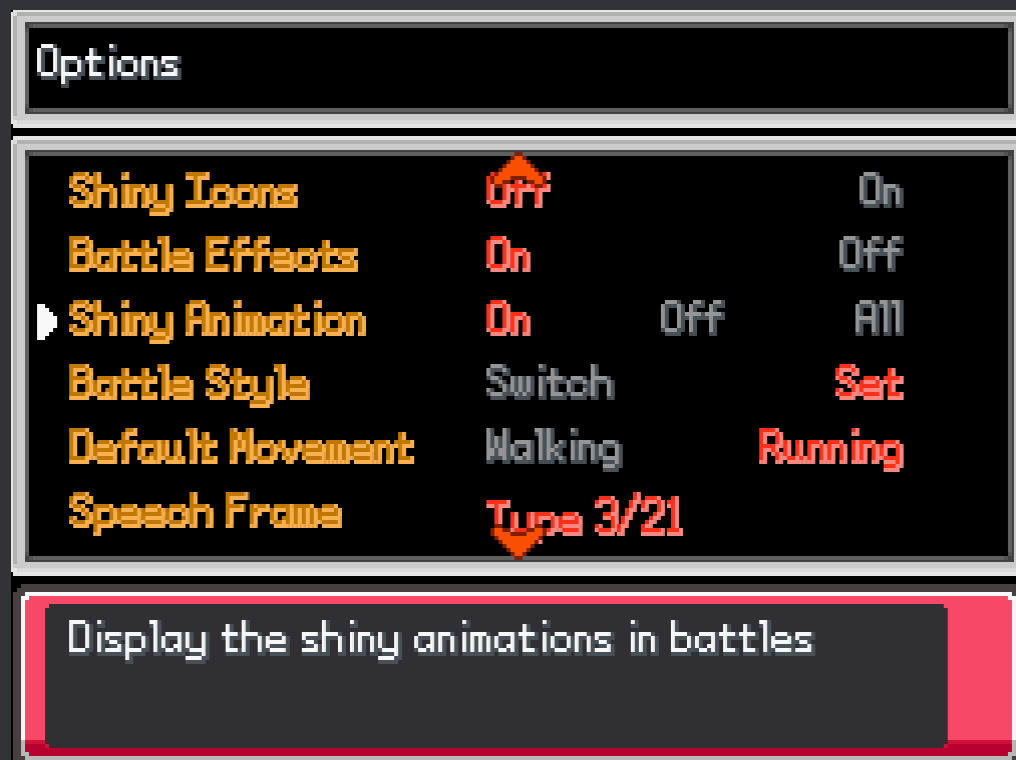
Party: 6

Exit



#17 Shiny Animations

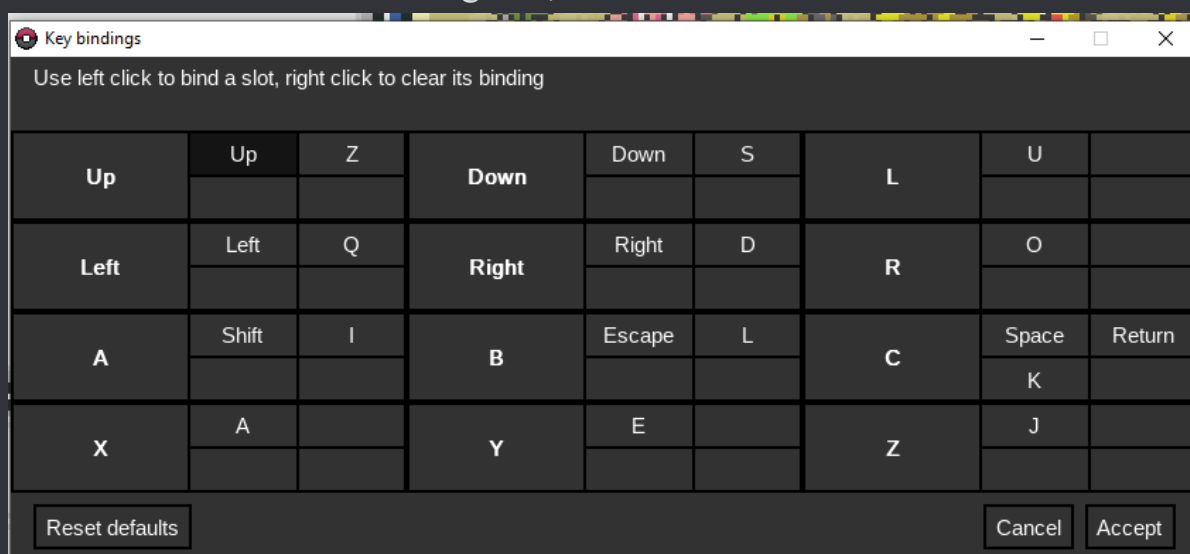
The Shiny glittering effect when entering a battle has been separated from the “Battle Effects”. When turned “OFF”, regardless of the “Battle Effects”, shiny won’t glitter. When turned “ON”, still regardless of the “Battle Effects”, shiny will glitter. If turned to “All”, even Pokemons that aren’t shiny will glitter, making you lose a bunch of time at the start of each battle with the glittering animation, if you like it for some reasons...





#18 GameSpeed can now be set back to x1 with R

“L” is the input that allows you to fast forward the GameSpeed, now you can reset it back to x1 speed with “R”. To keybind/see your “R” key, press “F1” on the game, and check this window:



For instance, my “R” key is bound to “O” on my keyboard. Your bindings will be different from mine as I changed the default bindings on my game. The game’s max speed has also been changed from x3 to x5.

#19 IVs/EVs on a Pokemon’s

Summary

You can now see the IVs and EVs of your Pokemon in its summary. The IVs are in yellow/orange, and the EVs are in green.

None

Ability	Pressure
---------	----------

The Pokémon raises the foe's PP usage.

♀



Ability	No Guard
---------	----------

Ensures attacks by or
against the Pokémon land.



#20 Sort your Pokemons in your PC Boxes

You can now sort a PC box or your entire PC storage.



Here are all your sorting options:





After selecting your sorting option, you can select the sorting order:

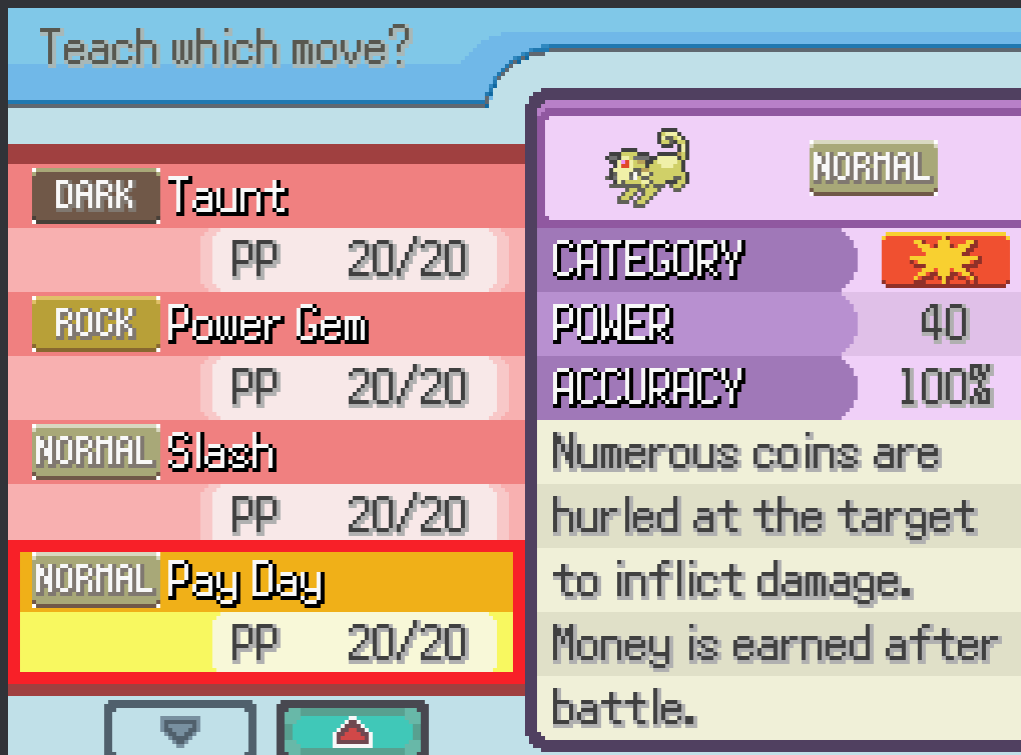


Gif of the feature:



#21 Pokemons can relearn moves from their pre-evolutions

I think this feature speaks by itself, your Pokemons will be able to relearn moves from their pre-evolutions now. For instance, your Persian can learn Pay Day back. This feature also works with fusion Pokemons.



#22 Multi-Selection in PC

Storage for

Move/Release/Export

The PC now allows multi-selections, to move multiple Pokemons at a time, but also release multiple Pokemons and export multiple Pokemons. Exporting multiple Pokemons requires the magic boots (DEBUG), as the Import/Export feature is tied to the DEBUG.

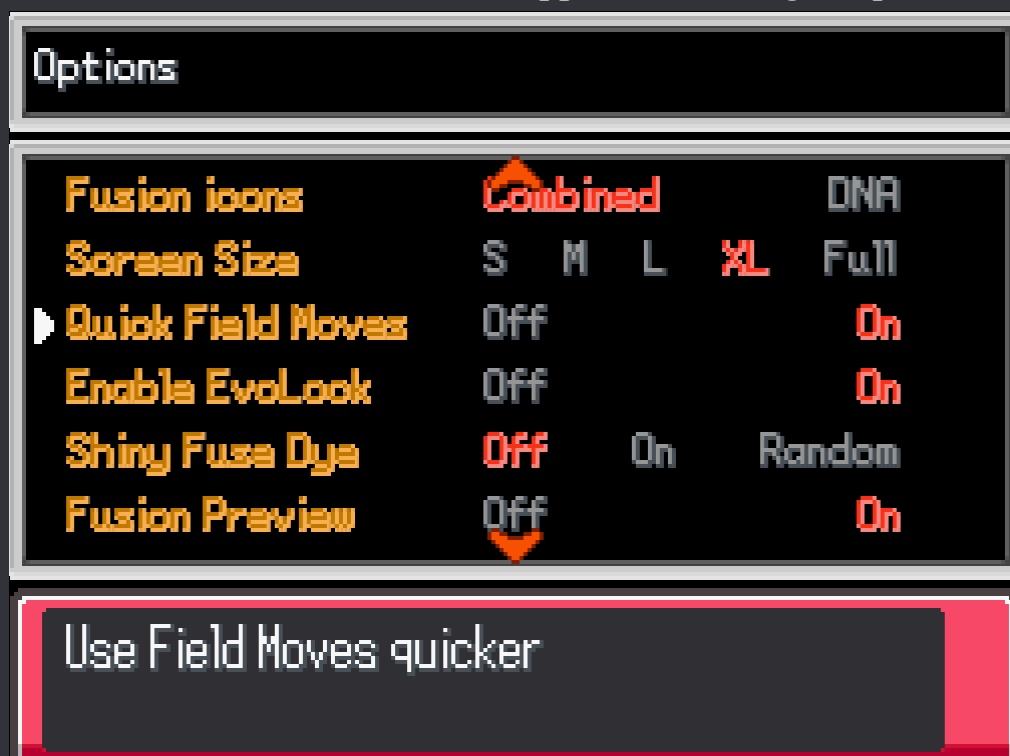


If you have DEBUG:



#23 Quick Surf option became Quick Field Moves

The “Quick Surf” option from the Options menu became “Quick Field Moves”. When turned ON, all field moves (Cut/Rock Smash/etc...) don’t ask for confirmation and happen with a single input.



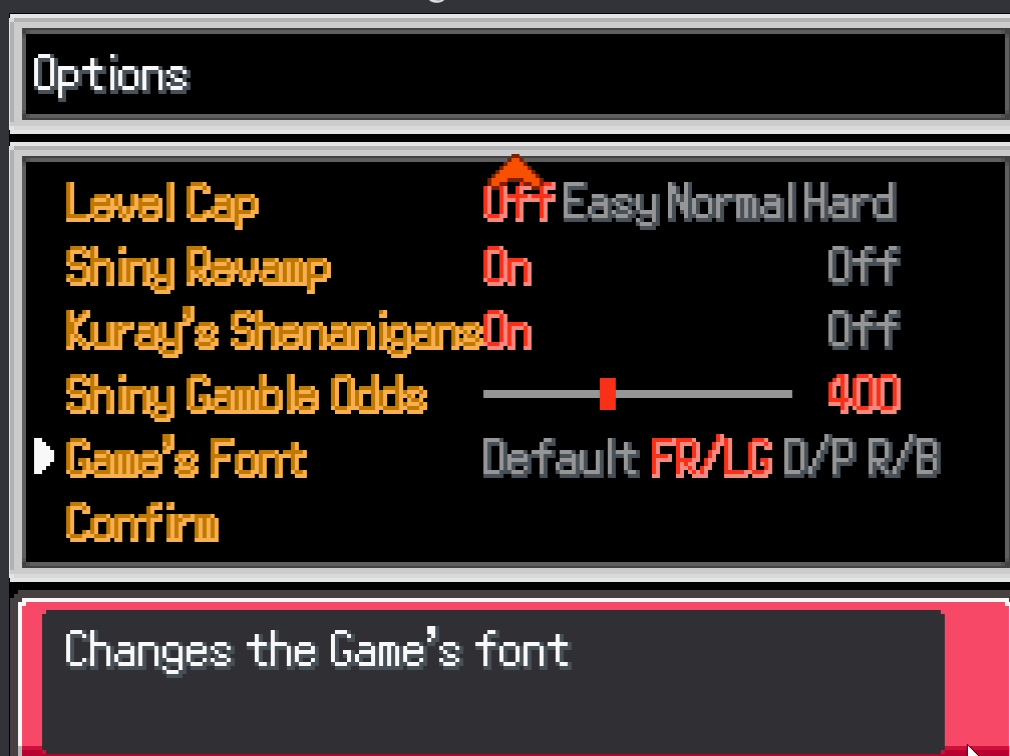
#24 New icons for Genders

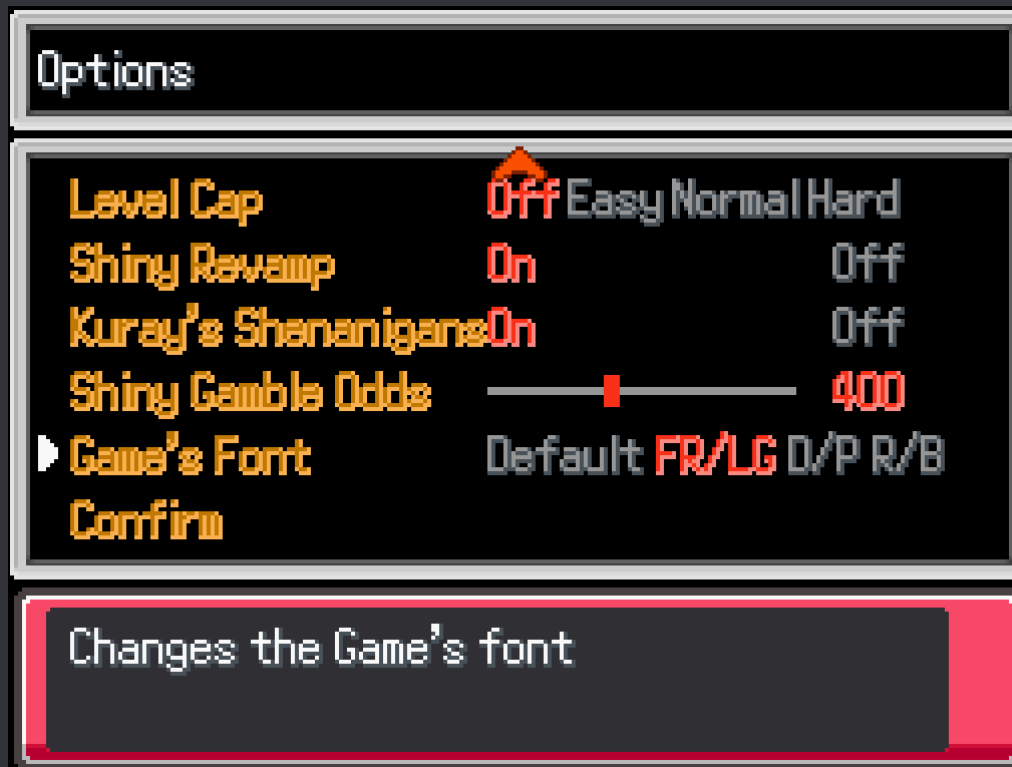
Icons for genders have been changed. The blue color for the male icon has been replaced, the red color for the female icon as well. A new green icon has been created specifically for genderless.



#25 Change the Game's Fonts

In the Options menu, you can now change the game's fonts. However, each time you load up the game, you will need to go back to the Options menu for it to load the applied game's fonts. I will see in the future for a workaround so that the game remembers the chosen fonts.



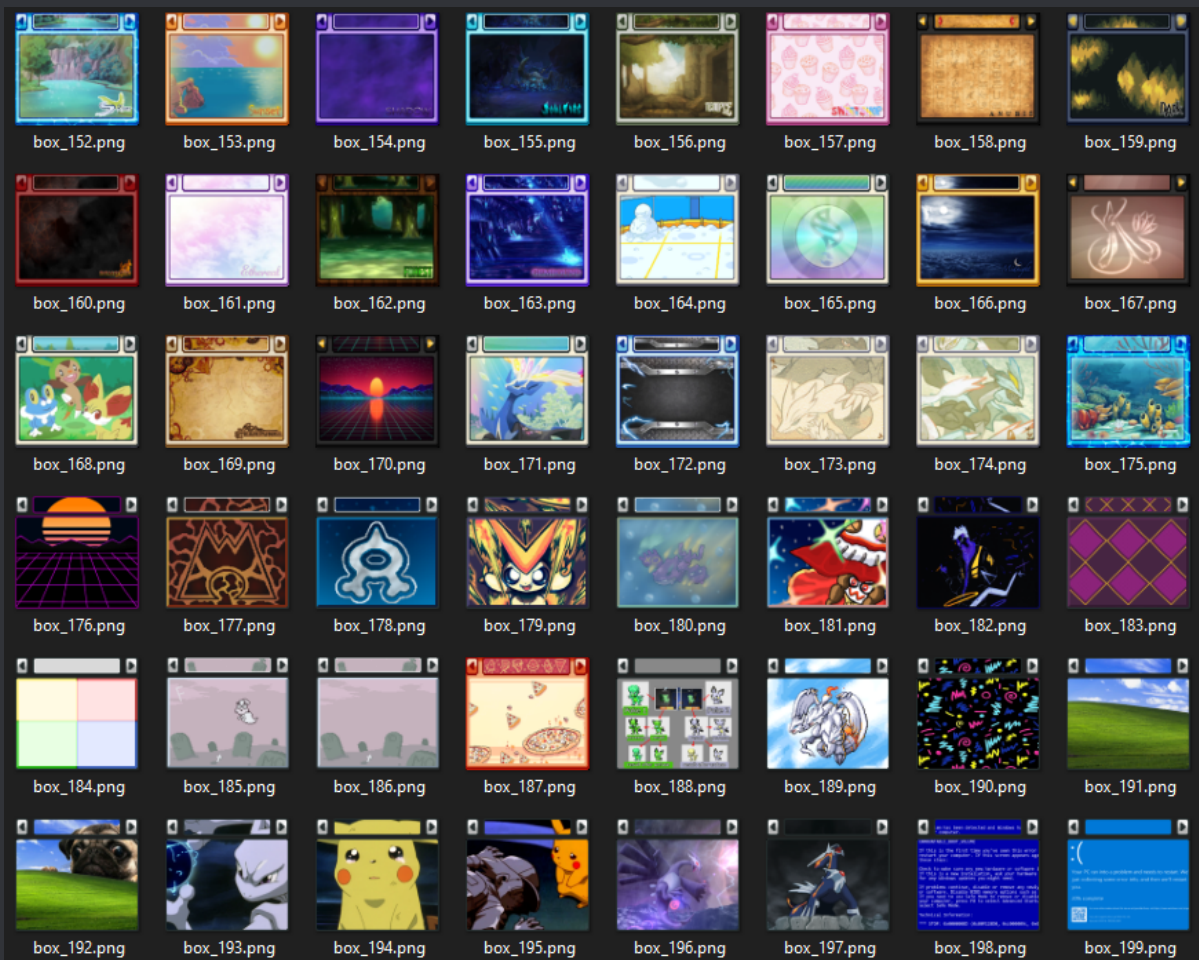


#26 Kurray's Shenanigans option to turn off joke/hidden features

Disable Easter Eggs and jokes hidden in the mod. So far, none of those makes any difference in terms of gameplay.

#27 161 More boxes backgrounds for PC Storage

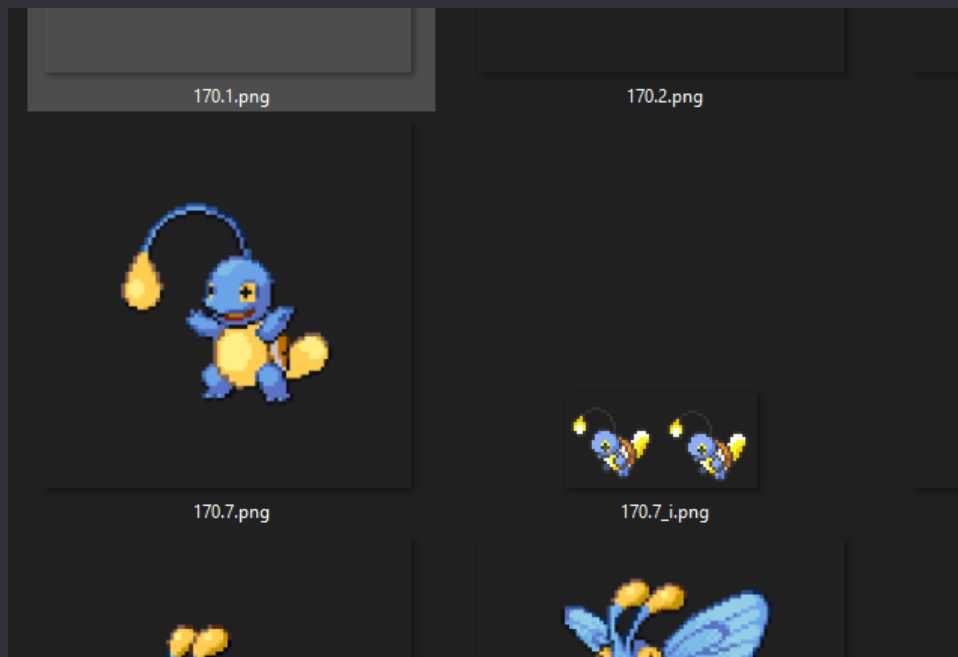
Adds 161 new PC backgrounds.





#28 Custom fusions icons

You can now set custom icons for fusions of Pokemons. Those custom icons should be in the same location than the custom sprites for the fusions and should have their filenames ending with `_i.png` instead of `.png`. For instance, the icon for the fusion `170.7.png` should be named `170.7_i.png`, for `8.101b.png` it should be `8.101b_i.png`, etc. If no custom icon for a fusion is found, the icon will be a normal "fusion icon" generated by the game.



#29 Big pokemon icons

Option to use full-sized battle sprites as Pokemon icons, rather than their small box sprites. Can be toggled to only change icons in the party menu, or to change icons everywhere.

 Gardegon ♂ HP 253 / 253 Lv.85	 Umbpeon ♂ HP 272 / 272 Lv.84
 Driflord ♂ HP 372 / 372 Lv.81	 Molvoir ♂ HP 262 / 262 Lv.85
 Golade ♀ HP 263 / 263 Lv.83	 Megaray ♂ HP 257 / 257 Lv.86

Choose a Pokémon.

CANCEL

Clefairy ♀



Lv.15 ●▲■♥★◆

FAIRY

Magic Guard

No item

31-60



Party: 6

Exit

(Copy for future features)

#X Feature name

(Under construction)

<image_here>