

Project Chasm Alpha 1.9.0 Changelog

This is not an exhaustive list of all changes.

Features

- The caretaker NPC in the PokEstate now gives the player **rewards for species collection achievements**. For example, collecting 10 species from Generation 1, or 20 Fire-types, or all species of the Wet Walkways.
- Imported the Essentials v20 map rendering improvements. User's running AMD graphics cards should have considerably better performance across the game.

Content

- Added the **Cave of Hatching** and **Whitebloom town**, two new lategame maps found north of the Highland Lake. Both require the Climbing Gear to access.
- **Majorly reworked the Gigalith's Guts**
- Completely reworked The Tangle into the **Jungle Path**
- The fourth gym's cave in Velenz has been moved to a more central location, near the ranger house. However, accessing Rafael's room now requires you to collect 4 out of the 8 "digit slips" spread across velenz's houses and caves.
- Significant tweaks to Grouz, The Shift, and the County Park
- Embiggened the Wet Walkways and added a bit more content there
- Completed a huge pass to standardize the properties of avatars across the entire game. Many fights have been redesigned (including a few new Primeval moves). Every fight should have 2 attacks per turn, with an HP multiplier of 4x or close to it. Legendary avatars now have 6x HP mult instead of a 10x mult, but with a 30% resistance to all move damage (less effective HP vs moves compared to before, but HP-based effects are less effective). Most fights that had phases with only one possible move now have two.
- Cut the avatars of Swalot and Torkoal from the shipping lane. All three orb items are now purchased from a new NPC on the Mainland Dock.
- Added a new set of NPC interactions around the eighth gym.
- The 2nd clefable in the avatar fight in the Ancient Meteorite is now a Beheeyem.
- During the fight against the Absolus in Nemeth Apartments, you are now joined by an allied Absol.

Battle Mechanics

- **Chill is removed, and replaced by Frostbite**. Frostbite is the counterpart to burn, dealing 1/8th HP damage every turn and reducing the statused Pokemon's Special Attack by 33%.
 - Added the Frost Orb, mirror of the Flame Orb.
- **Poison status reworked**: no longer reduced Sp. Atk, but rather halves the Speed of the bearer.

- **Flustered and Mystified tweaked:** Flustered now reduces the bearer's Defense by 33%. Mystified likewise nerfs Sp. Def. The self-hits from both do a bit less base damage, to compensate.
- Some avatars can now use primeval damaging attacks every few turns. These attacks take up both of the avatar's moves for that turn, and are highly damaging with strong effects.
- During an avatar battle, a crosshair icon now appears over whichever Pokemon that the enemy avatar wants to attack this turn. It will appear red when the enemy avatar wants to use a primeval damaging attack.

Abilities

- Added **Frostheal**, frostbite variant of burn heal.
- Added **Cold Reception**, which grants immunity to ice-type moves and raises attack when hit by one.
 - Coldproof reworked to just grant a 50% Ice-type resistance
- Added **Bitter**, which causes the user to deal critical damage against frostbitten targets.
- Added **Stability**, which make's the user immune to Poison, Burn, and Frostbite.
- Added **Puzzling Aura**, which sets Puzzle Room on ETB. Replaces Mystic Aura on Elgyem line.
- Added **Dire Diversion**, signature ability of Zigzagoon line. Causes the user to hang on with just 1 HP by sacrificing their item if they would otherwise be fainted.

Moves

- Started a major pass on tutor learnsets, aiming to remove options that are highly unlikely to be used (or even thought about) while also adding in early game moves to make the mentor system more relevant earlier. This project will continue multiple patches into the future.
 - E.g. removed Sunny Day, Rain Dance, and Round from hundreds of species.
- Poison Spikes, Burn Spikes, and Frost Spikes require two layers to apply statuses. When only one layer is active, Pokemon that swap in take damage equal to 1/16th of their max HP. However, this damage only occurs if they could have been statused instead. E.g. a pokemon with Immunity won't take that damage.
- Added **Frost Spikes**, the Frostbite counterpart to Flame Spikes.
- Added **Shiver**, a ghost-type variant of Chill (Applies Frostbite).
- Added **Frigid Jealousy**, a special ice-type move that frostbites all targets which have raised stats.
- Added **Sand Toss** and **Dustdevil**, 40 BP and 65 BP moves respectively which are special Ground-type moves with a chance to burn. Primarily distributed to Pokemon who could already learn Scorching Sands.
- Added **Puzzle Room**, a new status which replaces Magic Room. During puzzle room, Pokemon's Attack and Special Attack stats are swapped.
- Added **Hare Heroics**, signature move of the Bunearry line. A physical normal-type move, it deals more damage the lower the user's HP. The user swaps out after damage is dealt.

- Added **Ripturn**, signature move of Totodile line. A physical water-type moves which also reduces the target's defense, then swap's the user out.
- Added **Volley Stance**, signature move of Squirtle line. When used, all special moves by the user (until swapped out) hit twice as many times.
- Added **Thunder Belly**, signature move of Gigachu. 200 base power physical electric move. The user takes 100% recoil.
- Added **Core Collapse**, signature move of Gothitelle. 120 base power special psychic move. +1 priority, the user take's 50% recoil.
- Added **Pattern Release**, signature move of Meowstic. Physical psychic-type move. When used, the user is locked into the move for the next 2 turns. Each attack can hit between 2 to 5 times.
- Added **Red-Hot Retreat**, signature move of Magcargo. A protect-style move that burns those that hit it when special moves that turn.
- Added **Sand Vortex**, which replaces Desert Dance as signature move of Flygon. High base power special ground-type trapping move.
- Added **Vine Maze**, signature move of Venusaur. Physical grass-type move which hits both enemies in double battles. Targets have their speed reduced if they already attacked that turn.
- Added **Astral Dream**, signature move of Makyan Furret. Raises the user's Defense, Sp. Defense, Attack, Sp. Atk, and Speed. Only usable while asleep.
- Buffed Rake to 65 BP.
- Noble Roar now hits all nearby foes.
- Distributed Ignite to about a dozen Ground-type pokemon lines.
- Undistributed Chill from about a dozen Flying-type and Water-type pokemon lines.

UI/Graphics

- **Battle backs** should now be different in the various areas of the game. E.g., battles in forests now show a forest-y background. One custom battleback has been introduced for a special kind of area :)
- A **complete remake of the Town Map**. It looks nice now! Courtesy of IgnitedXSoul.
- Added a **Continue button** on the main menu, which loads up your most recently modified save.
- When selecting where to teleport with an avatar totem, you now **select totem icons on the town map**.
- **Completely remade the Battle Info menu**. Both the main screen and the look at an individual battler should now be much easier to read. The base page lists the turn duration of the current weather or terrain. The status page of an individual battler also now lists the calculated stats after stage modifiers.
- Where current PP used to be shown when selecting a move, now is shown the expected type effectiveness of that move against the enemy. If there are multiple enemy battlers, it shows the highest among the possible choices. Current and max PP amount has been moved to the toggleable extra move info popup (Default Z)

- Can press the special keycode (Default D) to “star” a species when hovering over it on the main pokedex screen. Starred species get a little icon, and always appear on top of any unsorted pokedex list.
- Giganteon now has a more proper overworld sprite.
- Introduced the Dandy and Female Bugcatcher trainer classes, sprites courtesy of Papper.
- Adjusted some UI with style points setting to hopefully be more clear
- Added the Performance Analyzer item to the player’s starting bag. Its purpose is to show off how the player receives 20% more EXP from trainer battles compared to canon. It can also be upgraded somewhere in the game!
- Tweaked the Play Rough/Eager Tickling animation to be about half as long.
- The villainous figures during the Catacombs Quest have unique sprites courtesy of Drawingbox.
- A new option on the party menu allows you to send any pokemon back to your PC.
- The icon representing the sleep status is now somewhat purple, to help differentiate it from the grey pokemon data boxes.

Other Battle Tweaks

- Cooltrainer’s no longer feel as much of a need to swap out after taking super effective damage as regular trainers.
- Replaced Eko’s curse with one that doubles the negative effects of status conditions on the player’s pokemon.

Bug Fixes

- Fixed an issue that caused move sound effects to not play.
- Fixed a variety of issues with the “What Next?” feature not updating properly
- Fixed issues with abilities that set terrains on hit
- Fixed a silly bug that causes wild pokemon to be unable to spawn with held items
- Fixed an ancient bug where incinerate did not properly show the target’s held item name when destroying those