

New Features/Content

- Reworked the **Eleig River Crossing**, adding content north of the river. That leads into **Prizca West** and the **Battle Plaza**, two new maps full of content, including the fifth gym!
- Added the **PokEstate**, a series of maps accessible from your PC. The PokEstate is where the Pokemon you store in your PC are hanging out. Each box gets its own map, whose terrain is based on the background chosen for that box (e.g. the volcano background is a volcano). While visiting the Estate, you can withdraw, deposit, or interact with your Pokemon. You can access the Estate either from the main storage menu, or by clicking on the top bar of a given PC box.
- Added **Makyan Sentret** and **Makyan Furret** regional forms to the game. The Sentret is available in the Shipping Lane where regular Sentret used to be (regular Sentret is now available through a trade in Nemeth)
- **Hot Streaks** added: Pokemon get 30% more battle experience after going at least 2 battles (trainer or avatar) in which they participated but did not faint. A new icon on the Pokemon summary screen shows if a Pokemon is on a hot streak. Forfeiting a battle will reset the streaks of your entire party.
- Added **Likes and Dislikes**. When a Pokemon achieves maximum happiness, it will unlock a purely aesthetic listing of something it likes and something it dislikes on the same screen as traits are shown on the Pokemon summary
- Added a new track as the BGM for Casaba Villa, composed by @Zufaix

Major Tweaks

- Reworked Casaba Villa and the routes to the north of it to make them loop around satisfyingly and simplify them. There's a new set of encounters available in Casaba Villa after said loop.
- Many maps now have birds flying above the map at random intervals to add ambience
- Screenshots are now actually saved into the Save Games folder as the game says they are
- The Item Storage box and Mailbox storages are no longer accessible. When you interact with a PC, it immediately boots you into Pokemon Storage
- Pokemon Storage now has 40 boxes rather than 30
- When you caught or are given a new Pokemon while you have a full party, instead of it always being sent to the PC, you have the option to send one of your current party members back instead
- A bunch of evolution items are now available by using the surfboard on maps which were already accessible before getting the surfboard (i.e. the wet walkways)
- Lainie no longer gives out evolution items when you beat her.
- Added dozens of new possible Personality Traits for your Pokemon to have
- Replaced the placeholder sprites for Lambert, Helena, Rafael, Vincent, and Lucile with better (but still placeholder) sprites
- The gym theme BGM now loops properly
- Added a phone call with Zain which triggers in Nemeth, and another one at the County Park
- Trainer battle experience reduced by 10% (Now 1.8x compared to wild battles)

New Moves and Abilities

- Added the **Bad Luck** ability which draws in all status-category moves if you don't suffer from a status effect. Distributed to Pachirisu and Furfrou.
- Added the **Brooding** ability which gives the Pokemon +5% to Attack, Sp. Attack, Defense, Sp. Def, and Speed for each other Dragon-type Pokemon on the team. Distributed to Druddigon.
- Added the **Soul Read** ability which makes the pokemon deal 50% extra damage to targets whose last move used didn't match with one of their types. Distributed to Makyan Sentret and Makyan Furret.

Major bug fixes

- Fixed a crash when you cancel out of the forms selection menu of the Universal Formalizer
- Fixed a crash when attacking Pokemon with the Energetic ability
- Fixed a bug where Avatars would skip one of their attacks on the turn after using a Primeval move

Minor Tweaks

- Nerfed Fire Spin from 65 to 45 BP (oops)
- Puddle encounter tiles now use a consistent half-transparent sprite set across all maps which use them
- Pokemon which can fly now graphically appear to fly over bush-flag tiles like wild grass, and don't generate particles when moving through encounter tiles (e.g. the splashes when you walk over puddles)
- Added Aerodynamic as Torchic line's 2nd ability beyond Speed Boost
- The Style Values setting screen now has a Confirm button at the bottom which allows you to confirm your selection (rather than only B allowing you to exit)
- Made the teams for the Leaf Stone quest in the Shift a bit easier, made the teams for the Dawn Stone quest in Svait a bit harder
- Scientist Bella in the Luxtech Battle Labs has been replaced by Scientist Viola (with a new team)
- Power Spot ability description now specifies how much it buffs damage (30%)
- Added an option to turn off the item description popups which appear when you pick up an item for the first time in a save
- Replaced the ledges in the Gigalith's Guts and at the exit of the Deep Layer into the Mine Path with doors which can only be opened from one side
- The Shaymin avatar fight now has Poison Absorb rather than Flower Veil
- Replaced Sand Attack with Bite on Lambert's Alolan Zigzagoon
- Added a PC which can be used to read DEEP LORE in the Rescue Operations Center in Svait

Minor bug fixes

- Fixed a collision issue with some trees in The Shift

- Lambert's Riolu now has Courage Bolt instead of Vacuum Wave
- When you surf with the surfboard, your follower Pokemon now disappears as appropriate (if they can't swim or fly)
- The Generation 8 Evolution items now actually work
- Fixed an issue with exiting from surf while moving south