

# VINEMON: SAUCE EDITION

## PATCH 1.1.7









### ~ Another Bugfix Patch ~

Thank you for playing Vinemon: Sauce Edition! This patch includes a few changes. Below contain the following changes:





#### ~New Vinemon~

- ~Two new Vinemon are released!! Introducing Skrunty and Skruntank!~
- Skrunty is a Poison/Normal type, while Skruntank is a Poison/Fire type!
- Skrunty can be found on Route 14, get to hunting!

#### ~Feature Changes~

-  The Daycare is now able to hold up to 5 eggs for you, instead of the default 1. The Pause menu UI will show how many eggs are available for pickup.
-  Items in the bag can now be sorted with the 'F' key while in the pocket you wish to sort. Sorting options available are, alphabetically, quantity, and sell value.
-  Berries can now be sorted in the bag.
-  The Sell menu from 1up Center Vendors and the Haunted Sale Sign now can buy all of the items in your valuables pocket at once! If you end up reaching your money limit, the vendor will buy items up until this limit, leaving the remaining items in your bag.
-  Trash Compactor in Burt's house north of Regalis City updated to allow you to easily remake the last recipe you made.
-  Added a 0.5x multiplier toggle in the Easy EXP options, which now read "Off, 0.5x, 2x, 4x". Same requirements apply (level caps need to be on for this to function).
-  Food items are now officially classified. Moves such as Bug Bite, Incinerate, Pluck, and Inhale will affect food, just like berries. Unnerve also affects held food items.
-  The following items are considered food items: Yoshi's Cookies, Casteliacone, Berry Juice, Fresh Water, Soda Pop, Lemonade, Moomoo Milk, Floor Pizza, Warm Burrito, Peach Cheese, Chomped Cheese, Muku Cookie, Pepis, Meat Steak, The Hunk, Leftovers, Tubby Custard, and Dinner.

#### ~Move Changes~

-  New Move: Acid Burn. Deals 2x STAB damage instead of 1.5x damage if user is both Poison and Fire type. May burn or poison (10% chance to burn and 10% chance to poison, respectively).
-  Molten Cheese, now lays down Sticky Webs on use, in addition to having a 50% chance to burn.
-  Sticky Mess will now deal 50% more damage, if Pucakes is using it and is holding Syrup Spoon.
-  Dire Slam now has a 30% chance to lower accuracy instead of flinching.

- 📖 Loosy Goosy now has 75 BP from 65 BP.
- 📖 Watery Grave is no longer flagged as a sound move.
- 📖 Empyrean Gale, Refuse, Iron Slag no longer make contact when used.
- 📖 Zap Punch, Wave Crash, and Chrome Chitin no longer thaw the user if frozen.
- 📖 Power-Up Punch, Sacked Sanity, and Delucidate no longer are flagged as pulse moves.
- 📖 Impart Dart and Blind Shot are now considered bomb moves.
- 📖 Heal Pulse and Origin Pulse are now considered pulse moves.
- 📖 Cyclone and Empyrean Gale are now considered wind moves.
- 📖 Northstar Fist and Zap Punch are now considered a punching move.
- 📖 Rabid Bite, Beelzebite, and Drain Fang are now considered biting moves.
- 📖 Secret Sword, Cutting Edge, Razor Edge, Incision, and Cleave are now considered slashing moves.

## ~Item Changes~

- 📖 New Item: Shadow Box! When held, will block an incoming Dark-type move once and fill the box with the power of the void. Flinging the contents of the Shadow Box will put the opponent to sleep in addition to dealing damage and return to being an empty box. Can be found in Kokomo Keep in the infinite stairwell. If you pass through the stairs 10 times, the Shadow Box will appear.
- 📖 New Item: Covert Cloak! Protects the holder from the added effects of moves. Added to the Void Kingdom in the room past Emmanuel Blast.
- 📖 New Item: Gas Mask! The holder will be unable to be burned or poisoned. In addition, if weather would alter the damage output of moves, the holder will not be affected. Rare item drop by wild Skrunty.
- 📖 Koopa Bathwater, Snowglobe, Fruity Juice, and Myachi now activate on send out, instead of when hit by a contact move.
- 📖 You can no longer use pivot moves to escape the effects of the Maloiccho Knife (Parting Shot, U-Turn, Volt Switch, Sippy Cup, Baton Pass.) In addition, Ghost type Vinemon also can't switch out while under the effects of the Maloiccho Knife.

## ~Vinemon Changes~

- 📖 New Ability for Skrunty and Skruntank: Mustard Gas. A terrain effect is set up on send out that will cause any Vinemon that come into contact with another while the effect is active, will have a 50% chance to either be poisoned or burned, if they're able to be.
- 📖 New Ability for Cherry, Wet Cherry, and Numb Cherry: Wedding Vows. This ability will allow gems to not be consumed on use when held. (For Blu's Mystery Gift Cherry)
- 📖 New Ability for Kohlriki: Revival. Will revive at half HP if knocked out while at full health.
- 📖 New Ability for Ghanoose: Harrowing Howl. Will inflict the Torment effect on the Vinemon opposing them (meaning in doubles, it'll be the Vinemon directly in front of them.)
- 📖 New Ability for Pigkey: Swipe. Swipe will cast Snatch on send out, which steals healing and beneficial status effects used by the opponent that turn.
- 📖 New Ability for Miltrix: Subjugate. Subjugate will force the opponent facing them to move last for the turn they're sent out.
- 📖 New Ability for Magibun: Mind Cage. Mind Cage will use Imprison on send out, sealing opponents moves that are shared by Magibun.

📝 New Ability for Yupacari: Dislevel. Dislevel inverts the opponent's stat changes on send out (if +2 attack when sent out, they'll become -2 attack).

📝 Replaced Ability for Apple, Eager Apple and Sour Apple. Cheek Pouch replaced with Thick Fat.

📝 Replaced Ability for Spluzkel. Natural Cure replaced with their previous line's Reflection ability.

📝 Replaced Ability for Banyanya. Cute Charm replaced with Natural Cure.

📝 Replaced Ability for Grasterblast. Chlorophyll replaced with Defiant.

📝 Replaced Ability for Kappa. Water Veil replaced with Marvel Scale.

📝 Replaced Ability for Wisimer and Weisuk. Poison Touch replaced with Blight.

📝 Replaced Ability for Kohlriki and Kokeloris. Flame Body replaced with Drought.

📝 Replaced Ability for Turtant, Fidgantle, and Fidgetelo. Rain Dish replaced with Drizzle.

📝 Replaced Ability for Crystonix and Crysteelix. Water Absorb replaced with Clear Body.

📝 Replaced Ability for Swineape. Trace replaced with Iron Fist.

📝 Replaced Ability for Eskeype, Stickey, and Doscompii have Flash Fire instead of Stall.

📝 Replaced Ability for Dumpleng. Technician replaced with Flame Body.

📝 Provided an additional Ability for Rowlet, Dartrix, and Decidueye. Now has access to Solar Power.

📝 Provided additional Abilities for Puddidrop. Now has access to Symbiosis and Cloud Nine.

📝 Adjusted the Apple lines stats as follows with stats formatted in the following order. HP, Attack, Defense, Speed, Special Attack, and Special Defense:

-Apple's old stats: 65, 60, 65, 60, 60, 65

-Apple's new stats: 65, 60, 75, 45, 60, 70

-Eager Apple's old stats: 80, 60, 85, 70, 80, 75

-Eager Apple's new stats: 80, 70, 85, 50, 70, 80

-Sour Apple's old stats: 95, 85, 85, 75, 70, 75

-Sour Apple's new stats: 95, 80, 95, 55, 85, 90

📝 Harlefin gets +15 more Speed.

📝 Scumpi gets +15 more Defense.

📝 Puddidrop gets +20 more Sp. Def. Also gains Dragon Dance and Amnesia as an egg move.

📝 Kappa has +25 more Speed. Also gains Rage Powder as an egg move.

📝 Magibun gets Pursuit at level 20 and Dark Void at level 30. Also gains Knock Off as an egg move.

📝 Rowlet, Dartrix, and Decidueye get Growth at level 1 and Solar Blade at level 52.

📝 Ramblin Mush gets Absorb at level 4, Mega Drain at level 8, Ingrain at level 14, Aromatherapy at level 18, and Powder at level 32.

📝 Pigkey and Swineape gets Sky Uppercut at level 32, Hammer Arm at level 40 and Close Combat at level 50. Punch Glove added to their rare Item Drop table.

📝 Ghanoose gets Double Hit at level 10, Bone Club at level 12, Pluck at level 16, Loosy Goosy at level 20, and Outrage at level 50. Also gains Nasty Plot as an egg move.

📝 Pizzaster and Scumpi now have Sticky Web available as an egg move.

📝 Ballapulta gets Fling at level 18 and Rock Wrecker at level 43.

📝 Wisimer and Weisuk get Counter at level 24.

📝 Tayzap gets Zap Cannon at level 43.

📝 Sporcher gets Teleport at level 20.

📝 Yupacari gets Cleave at level 50.

📝 Possumom and Opossi now naturally get Immunity as an ability, rather than require an Ability Capsule to switch to it.










📝 Gambelie's Rare drop updated to Blue Coin and their Uncommon drop updated to Loaded Dice.

- 📝 Emuno, Emuduo, and Emudrio gets Fury Attack and Confide at level 1, Low Kick at level 16, and Drill Run at level 30. They also gain Acupressure, Jump Kick, and Triple Kick as egg moves. In addition, they have access to the Smack Down, Flame Charge, Low Sweep, and Psych Up TM's.
- 📝 Kohlriki and Kokeloris gains Air Slash, Defog, Fiery Dance, Heat Wave, and Searing Shot as egg moves.
- 📝 Starwie, Ziggalaxy, and Starman gain Barrier, Future Sight, Heart Swap, and Miracle Eye as egg moves.

## ~Bug Fixes~

- 📝 Trade Expert no longer throws an exception related to non-existent Vinemon being offered in return via trade.
- 📝 Randomizer no longer throws an exception related to non-existent Vinemon.
- 📝 Resolved issue with exception being thrown regarding the item you're holding if you don't have a full party of 6 against NPCs while you have a partner with you.
- 📝 Resolved issues relating to a softlock in Frozen Factory
- 📝 Bolstering Wish no longer a continuous effect, and will only work on the Vinemon that was sent in initially.
- 📝 White Noise will now properly prevent you from using sound based moves, if you knock the opponent out with the move.
- 📝 Shops now properly parse the line breaks added to Vineball item descriptions.
- 📝 Moves that can be Magic Coated no longer fail when the target is in a semi-invulnerable state.
- 📝 Vlinny will no longer feel it's a good move to not save Wet Cherry for his ace.
- 📝 Eggs will no longer reroll upon being traded online.
- 📝 Hollowmite and Mourtis now properly learn the updated moves from previous patches
- 📝 Speaking with Drippy will now properly update Someone's PC to Scumsoft's PC for PC Storage.
- 📝 Vineborg can no longer be Burned or Paralyzed via Synchronize (already had poison prevention checks regarding it)
- 📝 Vi's Secret Stash no longer throws an exception when attempting to cure poison.
- 📝 No longer can erroneously select a Vinedex in the Vinedex menu, and will properly load the correct dex.
- 📝 Ness fight mechanics no longer instigated by declining the fight and then battling another trainer.
- 📝 Aurora Veil and Mirage Veil now properly end after 5 turns.
- 📝 John Fullsauce and Southbird battle near Victory Road properly loads failure state if the battle is lost.
- 📝 Grassy Seed (and other terrain seeds) are properly consumed when a Terrain is in effect.
- 📝 Starting a new game when no saves are present will no longer save the game in two places.
- 📝 Resolved issue with Syrup Spoon and Frog Coin not properly providing increased priority.
- 📝 Toxic Harpoon no longer triggers Life Orb damage if the user has Sheer Force as an ability.
- 📝 Knife Talk now properly has ALL attacks deal physical damage.
- 📝 Acid Trip now properly has ALL attacks deal special damage.
- 📝 No longer can gain Experience over the current level cap when Vinemon are placed in the Daycare, when the level cap is enabled.

## ~Miscellaneous Changes~

-  KY has abdicated his throne and Jabroni Mike has taken the crown as a member of the Elite 4. His trusty court jester Clownpubes has joined him.
-  Terrains present during the Vineborg fight will persist until Phase 2, rather than just last for 5 turns.
-  Added Credits to Vinny's PC if the Post Game switch is on.
-  Vinedex Dex entries will now show a scroll bar when scrolling.
-  Updated Mr Jester's shiny sprite to appear sad.
-  Vineborg can no longer be critically hit in their second phase.
-  Can now fly to the Lost Woods nurse. Also allows for flying from the entrance of Lost Woods.
-  Can now fly to Mike Love's Castle once it emerges.
-  Can now fly to Route 4's nurse.