

# VINEMON: SAUCE EDITION

## PATCH 1.1.9

### ~ Move Descriptions Overhaul ~

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

#### ~Feature Changes~


















































- 📄 Move Descriptions have been entirely overhauled. Now, each move will display their move flags to the player. You can use Page Up and Page Down buttons to scroll through additional information regarding a selected move.
- 📄 Additional move flags have been defined for use in some interactions with some abilities and items. Some may not have interactions until future patches.


#### ~Ability Changes~

- 📄 Emuno line's ability, Tangled Feet, will prevent you from hurting yourself in confusion, in addition to having your evasion raised while confused. Instead of hurting yourself in confusion, you'll use the move Metronome.










#### ~Move Changes~

- 📄 Razor Wind now has a base 120 power, from 80 BP.
- 📄 Triple Kick now has a base 20 power, from 10 BP. Damage scales as normal (20, then 40, then 60.)
- 📄 Frostbite now has a 20% chance to flinch or burn, up from 10%.
- 📄 Dire Slam now has a 50% chance to lower the target's accuracy, up from 30%.
- 📄 Volt Sting now has a 40% chance to paralyze, up from 30%.
- 📄 Rabid Bite now has a base 9 power, up from 8 BP, and accuracy increased to 100%, up from 95%.
- 📄 Sacked Sanity now hits all opposing targets in a double battle.
- 📄 Blackhole has 10 PP, down from 15.
- 📄 Signal Beam is now considered a Beam move.
- 📄 Bug Bite is now considered a Biting move.
- 📄 Night Daze is now considered a Pulse move.
- 📄 Sucker Punch is now considered a Punching move.
- 📄 Dragon Breath is now considered a Beam move.
- 📄 Charge Beam is now considered a Beam move.
- 📄 High Jump Kick is now considered a Kicking move.













-  Brick Break is now considered a Punching move.
-  Force Palm is now considered a Punching move.
-  Low Sweep is now considered a Kicking move.
-  Rolling Kick is now considered a Kicking move.
-  Wake-Up Slap is now considered a Punching move.
-  Karate Chop is now considered a Punching move.
-  Rock Crush is now considered a Punching move.
-  Vacuum Wave is now considered a Bomb move.
-  Double Kick is now considered a Kicking move.
-  Arm Thrust is now considered a Punching move.
-  Triple Kick is now considered a Kicking move.
-  Low Kick is now considered a Kicking move.
-  Blaze Kick is now considered a Kicking move.
-  Air Slash is now considered a Wind move.
-  Solar Beam is now considered a Beam move.
-  Ice Beam is now considered a Beam move.
-  Aurora Beam is now considered a Beam move.
-  Frost Breath is now considered a Beam move.
-  Hyper Beam is now considered a Beam move.
-  Mega Kick is now considered a Kicking move.
-  Judgment is now considered a Beam move.
-  Techno Blast is now considered a Beam move.
-  Hyper Fang is now considered a Biting move.
-  Tri Attack is now considered a Beam move.
-  Stomp is now considered a Kicking move.
-  Present is now considered a Bomb move.
-  Spit Up is now considered a Bomb move.
-  Entrainment is now considered a Dancing move.
-  Simple Beam is now considered a Beam move.
-  Gunk Shot is now considered a Bomb move.
-  Poison Jab is now considered a Punching move.
-  Luster Purge is now considered a Beam move.
-  Mist Ball is now considered a Bomb move.
-  Flash Cannon is now considered a Bomb move.
-  Bubble Beam is now considered a Beam move.
-  Heatvision is now considered a Beam move.
-  Cumulus Stream is now considered a Wind move.
-  Tomato Toss is now considered a Bomb move.
-  The Button is now considered a Bomb move.
-  Doodle Beam is now considered a Beam move.
-  Grav Apple is now considered a Bomb move.
-  Origin Pulse is now considered a Beam move.
-  Diamond Storm is now considered a Pulse move and a Beam move.
-  Holy Triumvirate is now considered a Beam move.
-  Prismatic Laser is now considered a Beam move.
-  Psychic Fangs is now considered a Biting move.
-  Mind Blown is now considered a Bomb move.
-  Meteor Beam is now considered a Beam move.
-  Psy-kick is now considered a Kicking move.

 Meteor Beam is now considered a Beam move.

## ~Bug Fixes~

-  Special moves no longer globally do physical damage.
-  KY no longer appears erroneously in the Streamer Lounge in post-game.
-  Poison Hat Crab for sure only buffs Def instead of both Def / Sp.Def.
-  Cracked Orb no longer damages you if you have the Sheer Force ability.
-  Cracked Orb also properly damages you if you use a non-damaging move, if held.
-  Strength Sap no longer throws an exception if the attacker is under the effects of Heal Block.
-  Heal Block now properly prevents healing from Regenerator.
-  Ra Power now properly provides Fire typing when Camouflage is used.
-  Mustard Gas now properly provides Poison typing when Camouflage is used.

## ~Vinemon Changes~

-  New move for Chimpeese line: Banana Blitz. 30 BP, 95 Acc. Electric type Rollout that has a 30% chance to paralyze, each time it hits.
-  New move for Rabbuzz: Babylonian Bolt. 95 BP, 100 Acc. Special Electric move that is Super Effective against Dragon-type Vinemon. Also has a 30% chance to paralyze.
-  New move for Skarmium: Thermite Burst. 90 BP, 100 Acc. Physical Steel move that is Super Effective against Steel-type Vinemon. Also has a 30% chance to burn.
-  New move for Pigkey line: Dire Claw. 80 BP, 100 Acc. Physical Poison type move that has a 50% chance to poison, paralyze, or sleep.
-  New move for Effaraffe: Ass-to-Ass. 65 BP, 95 Acc Physical Psychic move that hits twice. Each hit has a 30% chance to lower a random stat by one stage.
-  New move for Moldyman: Spiteful Blight. 70 BP, 100 Acc. Physical Poison move that changes your ability to Super Corrosion and then deals damage. Super Corrosion is a unique ability that will allow you to use poison-type moves against Steel-type targets, including moves like Toxic. In addition, this move is super effective against Steel-types.
-  New move for Feesh: Algae Bloom. 90 BP, 100 Acc. Special Water move that deals damage and sets up Grassy Terrain. If anyone in play at the time of this move is cast is holding a Grassy Seed, they will consume the seed and raise Defense by one stage.
-  New move for Cabuggle: Subrogate. The user files an insurance claim, allowing them to endure attacks for two turns, then strike back to cause double the damage taken. The user can't be knocked out during this time. Afterwards, the user is completely exhausted and must spend a turn resting.
-  New move for Harlefin: Mercury Wave. 80 BP, 100 Acc. Special Water move that hits all but the user. If it is currently raining, those hit by this move will be badly poisoned, if able. Otherwise, those hit will have a 20% chance to be badly poisoned.
-  New move for Blastopod: Quick Shot. 60 BP 100 Acc. Physical Steel move that bypasses Protect effects. This move also has +2 priority. This move is also a bomb move.
-  New move for Poopergeist: Noxious Sludge. 80 BP 100 Acc. Special Poison move that deals damage and changes the foe's ability to Stench. This move is also a bomb move.
-  New move for Yotty: Hail Pillar. 75 BP, 100 Acc. Physical Ice type move that deals double damage in Hail.

- 📖 New move for Spirignon: Haunted Fungus. 90 BP, 100 Acc Physical Grass move that applies Heal Block for 5 turns.
- 📖 Voxerd now has access to Hyperspace Fury at level 48.
- 📖 M'preagle now has access to Triple Kick at level 34.
- 📖 Bislime now has access to Freeze-Dry as an Egg move.
- 📖 Chimpeese's line now has access to Defense Curl as an Egg move.
- 📖 Mustoji now has access to Gust at level 4, Turbo Spin at level 6, Imprison at level 8, Rolling Kick at level 10, Fire Spin at level 14, and Razor Wind at level 22.
- 📖 Vitiswoll now has access to Bulk Up at level 4, Arm Thrust at level 6, Vine Whip at level 8, Aromatherapy at level 10, Karate Chop at level 12, Scary Face at level 14, Needle Arm at level 16, Mach Punch at level 18, Stun Spore at level 20, Knock Off at level 22, Smelling Salts at level 24, Power Up Punch at level 26, and Mush Clamp at level 28.
- 📖 Innyume now has access to Fake Tears at level 1, Confusion at level 4, Flatter at level 6, Peekaboo at level 8, Psybeam at level 16, Confuse Ray at level 18, Night Shade at level 20, and Mimic at level 32.
- 📖 Reaper now has access to Aqua Jet at level 4, Twister at level 6, Supersonic at level 8, Bite at level 10, Brine at level 12, Ice Fang at level 14, Dragon Rage at level 16, Scary Face at level 18, Ten Points at level 20, Crush Claw at level 22, and Haze at level 24.
- 📖 Arachnoscope now has access to Golddust at level 4, Electroweb at level 6, Spider Web at level 8, Bug Bite at level 10, String Shot at level 12, Metal Claw at level 14, Toxic Thread at level 16, Octazooka at level 18, Camouflage at level 20, Trifecta at level 22, Metal Sound at level 24, Pin Missile at level 26, and Smart Strike at level 30.