

VINEMON: SAUCE EDITION

PATCH 1.1.6

~ Bugfix Patch ~

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

~Ability Changes~

- 📝 Elegiac Eddy will now end the effects of Trick Room if Trick Room is already in effect.
- 📝 Fluffy and Insulation now lower the amount of steps needed to hatch eggs, like Magma Armor and Flame Body do.

~Item Changes~

- 📝 New Item: Blustering Fan. A powerful fan that increases the power of Wind moves by 30% when held.
- 📝 Stone Mask will now state how much healing it does in the item description (1/4ths of all damage dealt.) In addition, Vinemon holding this item will take 1/3rd of their max HP in damage while under the effects of Sunny Day or Drought, up from 1/4.

~Vinemon Changes~

- 📝 Shorts and Pants are considered "Doodled", as it pertains to the effects of Doodle Pen.
- 📝 Farfetch'd and Fabricat'd have a chance to hold Blustering Fan.

~Bug Fixes~

- 📝 Quick Claw no longer throws an exception when checking if the holder should go first.
- 📝 Area names are now properly shown when you enter Kokomo Keep and Ghost House.
- 📝 Corruptron no longer resets your progress after returning to the Void Kingdom.
- 📝 Fixed frog residue lingering over the potato hole puzzle.
- 📝 Fixed edge of map being visible in Regalis.
- 📝 Dying to the effects of Ra Power will now properly dispose of the sprite after damage is calculated.

~Miscellaneous Changes~

- 📝 Area names are now properly shown when you enter Kokomo Keep and Ghost House.