

- New Features:
  - Added Applin follower sprite by mudskip
  - New cheat code: **"JUSTSHOWME"** makes all Pokémon show on the DexNav menu, allowing them to be hunted for before being seen by the player!
    - This also makes the DexNav function better as a list of all available Pokémon in given areas
- Balance Changes:
  - Winona's Altaria now has a Citrus Berry
  - Yanmega now learns Fly
  - Learnset bug fixed, gives many Pokémon more moves in late game
- Bug Fixes:
  - Double battles should no longer freeze
  - Move animations should no longer bug out after repeated use
  - Many dialogue tweaks/fixes
  - Certain Pokémon no longer make the game crash on sand tiles (ex: Octillery and Ekans in Dewford Town)

- Bug Pokémon should not create infinite dust clouds on sand tiles (ex: "Gassy" Weedle and Caterpie in Dewford Town)
- Waters east of Pacifidlog now blocked by Wailmer until story progresses
  - Prevents major sequence break (good catch, BippyTheChippy!)
- Tiling issues in Lilycove, Fortree, Slateport, and a few other places fixed
- Ludicolo follower sprite fixed
- Swinub and Piloswine sprites **maybe** fixed? Unable to replicate glitch anymore
- Lavaridge Pokémon Center warp fixed
- DexNav sneaking (holding A button) and Auto-Run conflict fixed
- Broken UI after viewing HP values in double battles fixed
- Level-up Learnsets now include up to 30 moves
  - Previous max of 20 actually led to many movesets cutting off, whoops! This should make some Pokémon's late

game movesets actually exist now lol

- Known or New Bugs/Problems:
  - Sprites flicker after every battle turn
    - This is to reset all sprites to prevent freezes and move animation bugs, likely caused by the update to pokeemerald-expansion 1.9.0
  - Battle Tent is currently closed
    - Due to issues with Bad Eggs and empty slots as rental Pokémon, sigh
    - Seems to be a known issue with pokeemerald-expansion itself. Battle Tent will remain closed until a fix exists