

- GENERAL CHANGES:
  - DexNav chains no longer break as easily!
    - Taking “too long” to find a DexNav Pokémon (“Pokémon got away!”) and DexNav Pokémon spawning out of range (“Lost signal”) no longer break chain
    - Not creeping (holding A) up to encounter, running/biking too close, and leaving the map all still reset chains
  - Pokemon Centers and Marts now have “PC” and “MART” on the buildings
  - Flapple, Appletun, Dipplin, and Hydrapple followers added!
  - Pokémon are healed by the PC box
- BALANCE CHANGES:
  - Golduck now Water/Psychic
  - Electivire now Electric/Fighting
  - Magmortar now Fire/Dark
  - Porygon now found in New Mauville
  - Paras and Parasect learn Leafage at level 18, Leech Life at level 30
- BUGS FIXED:
  - BOTH LATIOS AND LATIAS ARE OBTAINABLE! Entering the interior randomizes the Lati Pokémon that will spawn - save outside the area if you want to reset for a specific one!
    - After battle, another can spawn after defeating the Elite Four
  - Blank mart walls no longer have dialogue box
  - Naming screen select button bug work-around

- Another check to avoid battles freezing added
- Consistent Itemfinder name
- Collision issue with Mossdeep City Gym
- Wally “Catching Tutorial” is replaced with a simple fade to black
- Some visual issues in beds
- DexNav no longer finds Pokémon randomly way higher leveled
- DexNav no longer spawns Pokémon in impossible grass in Mossdeep
- Weepinbell overworld sprite fix
- Alolan Graveler + Golem sprite fixes
- Day of the week in start menu clock replaced with “TIME”
- KNOWN BUGS (CURRENTLY UNFIXED):
  - Swinub and Piloswine follower palettes bugged (Issue with pokeemerald-expansion: <https://github.com/rh-hideout/pokeemerald-expansion/issues/5147>)
  - DexNav can occasionally totally bug out the game, best to save before chaining
    - Cannot consistently replicate, seems to happen most often in caves?
  - Level Reset Bug - seemingly for 1 battle, a Pokémon’s level is lowered, but they regain experience up to their normal level again after battle. Weird
    - Hasn’t been replicated in bug testing yet, extremely inconsistent