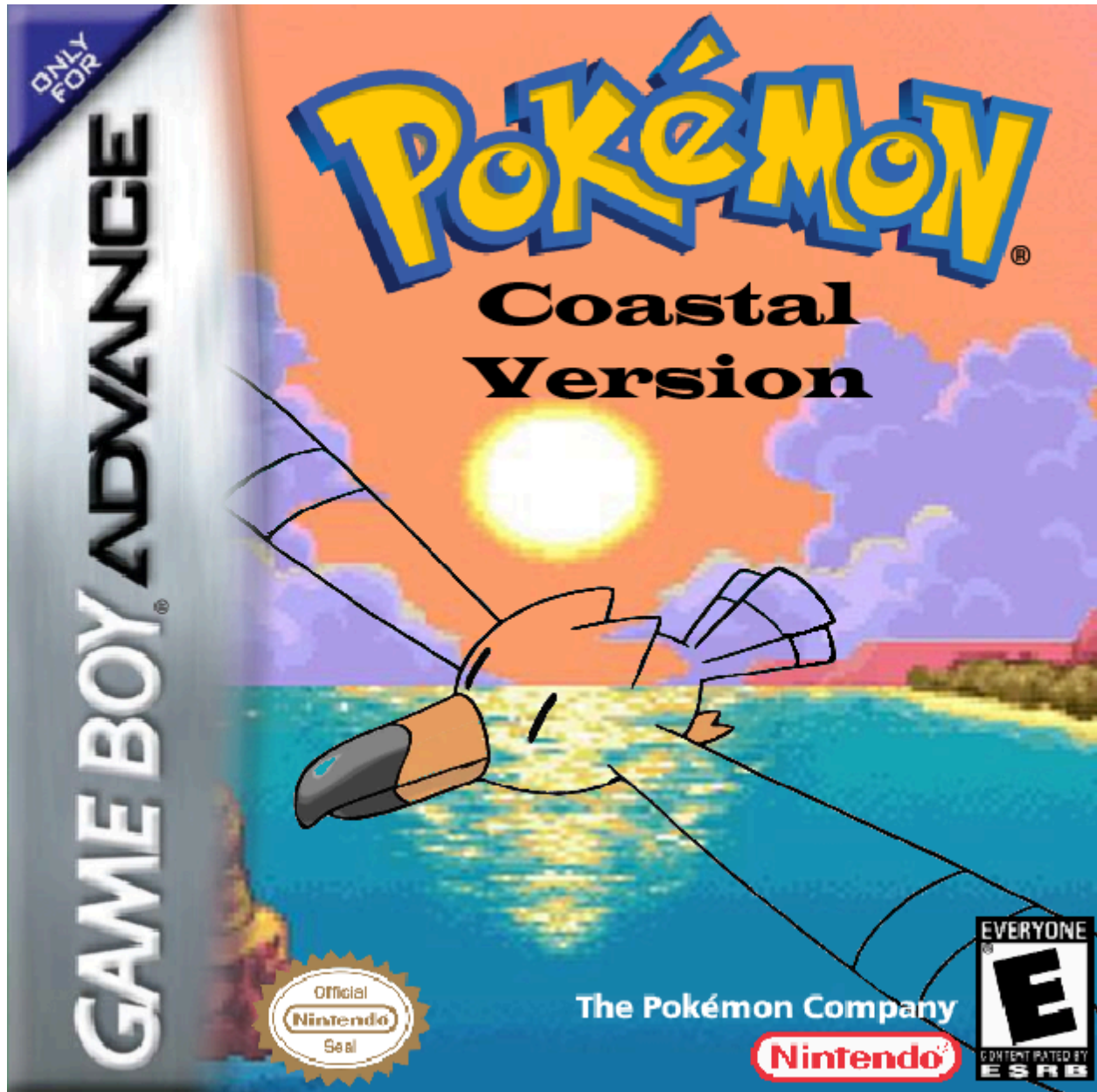


Pokemon Coastal Version Official Documentation V1.5



What this Documentation is and what it isn't

This Doc will contain most locations in the game including what pokemon can be caught in them and any major items such as HMs, EXP share, Held Items, etc. Things that you need to progress the game and things that might be helpful. Each location will be presented in the order you might visit them in a normal playthrough, and will point out story events. Some areas will be revisited. In that case the story section will point out why..

What this doc will not contain is trainer data including pokemon, levels, locations, and movesets. I, as the creator, feel like it defeats some of the challenge and surprise of Pokemon if you know exactly what you are going into every time. It's okay for you to take a loss in order to learn what challenge lies ahead of you. For Challenge runners or people who want to make sure they don't over level I have included the Gym Leader's highest level as well as the Elite four and Champion. This guide also won't show the location of every ground item or hidden item or every npc encounter. It also won't include the location of the three available legendary pokemon. I want players to explore the region and find this stuff for themselves.

This first version of the documentation also won't include most dungeon maps. This includes the Rocket Hideout, Abandoned Factory, Shrine Cave, Old Mansion, and The Ember Depths. I do show maps for The Ice Cave and the required parts of Dripstone Cave. If it's heavily requested I may include these in a future version of this documentation, but I really want to emphasize exploration without spoiling secret locations that would be revealed by an overhead map. That isn't to say that each of those locations have secrets, but you'll just have to find out which ones do on your own.



Patch Notes

1.5 Fixes

- Route 3 name fixed (Was incorrectly labeled Sea Route 1)
- Fixed the softlock on the mountain on the first island. Major changes to Route 1.
- Increased the variety of Pokémon on Route 1
- Added text to the Sages to reduce Confusion about where the Prize went.
- Added Dialogue to the man in the Venopolis Pokémon Center to specify that the Wise Man sage and the Urban Sage are separate people.
- Added a Daycare to Rocky Heights (Untested. Save before using and report any issues).
- Trade Evolutions can now be performed with the Link Cable item, available for purchase in the Seafoam Town Pokémon League Store.

1.4 Fixes

- Finished Official Documentation
- Adjustments to Route 1
- Detail added to the Sea Route east of Wave Break Town
- Fixed trainer in Dripstone Cave who was set to a story event team(meaning they had a lvl 75 Kyogre).
- Fixed the Trainer in Victory Road who had a full team of Kakuna
- Fixed Dialogue Errors, Typos, and Formatting
- Moved the Move Brothers into Rocky Heights from Route 5
- Adjusted Wild Pokémon in several areas to increase variety and standardize levels.
- Changed some Route Names to keep consistency

1.3 Fixes

- Fixed Dialogue Errors, Typos, and Formatting
- Fixed Elite Four Elliot's Team
- Fixed Several Collision errors
- Fixed a potential softlock
- Adjustments to Route 5
- Adjusted Dripstone Cave encounter rate
- Reworked Mary's Marsh House

1.2 Fixes

- Ghost Town fixed on Town Map. Used to say Pattern Brush
- Potential Soft Lock in Route 1 fixed
- Fixed an issue where you couldn't enter Nanowatt City
- Fixed the Warp Points in Rocky Heights
- Fixed a Graphical Error in Ghost Town
- Fixed the Gym Advisor in Steel Dragon City

1.1 Fixes

- Fixed Pokémon from non Kanto regions not evolving before getting the Pokedex.
- Fixed a potential Softlock
- Corrected some Dialogue Errors and Typos
- Fixed Several areas in Dripstone Cave that were inaccessible due to turbulent waters.
- Fixed some Collision Errors
- Water Stone now works on Feebas

General Knowledge/FAQ

This guide is updated for version 1.5. Major changes to the game will be noted in future documentation.

Physical/Special Split?

I did not add the P/S split to the game and have no intention to. I want to keep the game as close to that “Old Pokemon” feeling as I can. So, for those of you that are uninformed I’ll explain it really quick. In future generations, moves are separated into Physical and Special moves. All this really does is determine whether to use Attack/Defense(For Physical) or S.Atk/S.Def(for Special) when calculating attack damage. In the early generation pokemon games this was decided by the moves type. Basically any type that has an eeveelution(plus dragon) are special and the rest are physical. So, Fire, Water, Electric, Grass, Ice, Psychic, Dark, and Dragon are special types. Moves of those types use Special Attack and Special Defense! The rest of the typings are physical.

Taking this into consideration may help you when choosing movesets for your Pokemon. For some Pokemon this is rather unfortunate. Take Feraligatr for example. Its base stats lean towards attack, but it’s a Water Type that wants to use Water Gun, Bite, Surf, Waterfall, etc. Moves that fall into the Special Category. Its naturally learnable move set is filled with Normal type moves to help lean towards it’s physical side, but I haven’t seen a trainer yet who’d take those over the type coverage. When you take TMs/HMs into account too it’s likely that trainers will give Feraligatr a fully special move set and just rolling with that. Not to say that Feraligatr is bad, he’s pretty good and one of my favorite Pokemon. That’s just to say that it’s a possible oversight of the original Pokemon devs and most likely one of the reasons they changed it in future generations among other things.

Fishing and Surfing Pokemon

Across the region the Pokemon catchable in the water are generally the same. It will be noted when there is a difference. They are as follows:

Level	Pokemon	Method
5-10	Magikarp, Feebas	Old Rod
15-31	Remoraid, Luvdic, Barboach	Good Rod
30-60	Chinchou, Carvanha, Qwilfish, Goldeen, Relicanth	Super Rod
20-50	Tentacool, Horsea, Corsola, Wailmer, Mantine	Surf

Global Rain and Thunder

There is a 10% chance of rain and a 2% chance for that rain to be a thunder storm whenever you cross map borders. That is into/out of cities and routes, entering exiting houses and caves, etc. The only place where the chance is higher is Seafoam Town where it's a 50% chance of rain where 40% of that has a chance for thunder storms.

Gym #	Levels
1	20
2	30
3	35
4	48
5	57
6	66
7	74
8	80

Gym Levels

The Gym Levels are as shown in the table.:

The Elite Four have pokemon that range into the 90s and the Champion has a full level 100 team.

Each Gym is dual typed. That means that the Gym Leaders specialize in two types instead of the normal one type Gyms seen in other regions.

The Sages

There are several Pokemon Sages scattered throughout the map that can be fought. Beating them nets you an egg of a Pokemon that normally can't be captured in the region. I won't list off their locations here, but one of the Wise Men in Steel Dragon City can tell you where they are.

Feebas?

So, I made Feebas evolve using a Water Stone due to a suggestion by a commenter on Reddit! I realized that I had included the Pokemon but there was no way to evolve it because of the unique way Feebas evolves in these early games. So, now it only evolves by Water Stone.

Trade Evolutions?

As of 1.5 you can get Trade Evolutions by using the Link Cable item like an evolutionary stone. This item can be bought at the Pokemon League Store in Seafoam City for 1500poke. If you run across a pokemon that the cable should work on but doesn't, please report it to me on the Pokecommunity page or on reddit([u/ConsiderationIcy5935](https://www.reddit.com/user/ConsiderationIcy5935)). Before you do though please double check that the pokemon is actually a trade evo and that it isn't from a future generation. Pokemon Coastal only supports Pokemon from generation 3 and back.

Exp Share

One of the most common questions I get is if the EXP Share is in the game. Yes it is, but with two caveats. It isn't available until after the 5th gym, when you get surf and it's the Old Exp Share. For those of you that are uninformed that means that it's a Held Item that can only benefit one Pokemon at a time. You give it to the Pokemon that you want to earn the Exp and it splits the spoils of battle with the Pokemon that participated.

The Lucky Egg is also available in the game and before the second Gym as well. The Lucky Egg is a held item that increases the Exp that Pokemon earns in battle. Pretty good for grinding up when you need to or just for giving some of your low levels better training.

New Shore Town



The starting town in the Fukala Region!

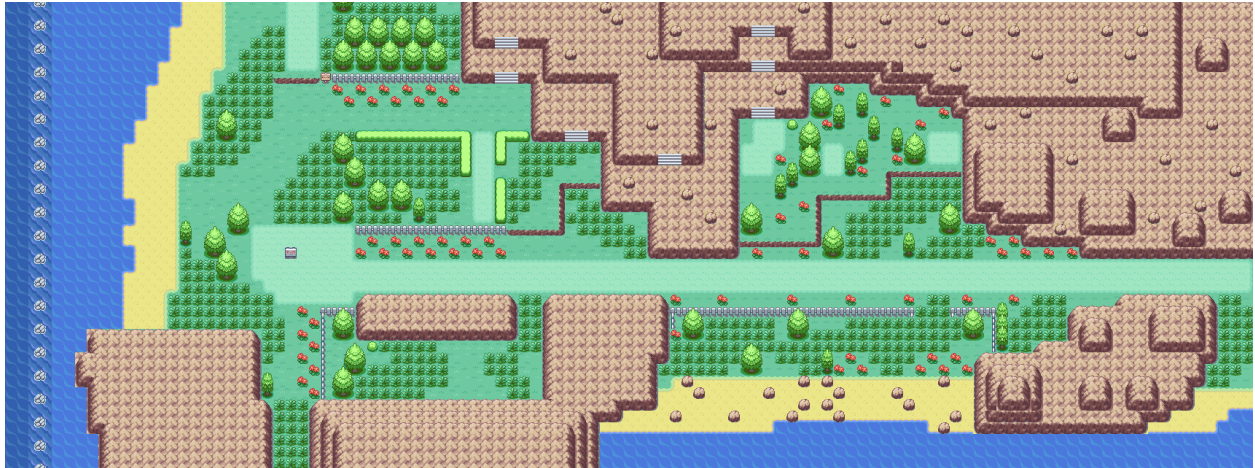
Before you are allowed to leave you must go to Professor Oak's lab and collect your Starter Pokemon.

Starter Pokemon:

- Bulbasaur
- Totodile
- Torchic

The **Town Map** is also available here in your Rival's House by talking to his sister!

Route 1 - South



This is the southern most part of Route 1. To the west is Wave Break Town and to the North is Seabreeze Town. South is New Shore Town.

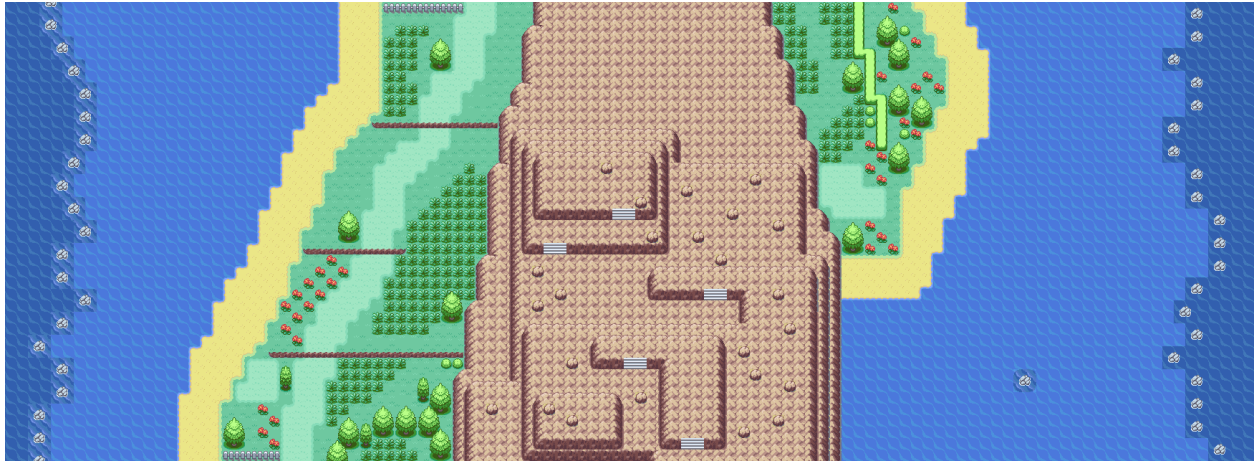
Shell Bell can be acquired on the south beach on this route.

Side Note: In 1.5 major changes occurred to this route to fix a softlock that occurred because of 3 maps that connected on the same border. Also, the pokemon variety was increased.

Available Pokemon:

Level	Pokemon	Location
2-4	Wingull, Whismur	Grass
4-5	Wingull, Whismur, Tanglea, Oddish	Grass
5-6	Pichu, Exeggcute	Grass
6-7	Aipom, Dunsparce	Grass
5-6	Azurill, Farfetch'd	Grass

Route 1 - North



This is the north part of Route 1. North to Seabreeze town!

Level	Pokemon	Location
2-6	Wingul, Whismur, Krabby	Grass
7	Krabby	Grass
4-8	Pichu, Exeggcute	Grass

HM Flash is available on the right side of the mountain. You can get there by going south from the east side of Seabreeze Town or surfing around the island.

Wave Break Town



This is Wave Break Town! It contains the newly built Pokémon School!

Oak's Parcel is available in the Mart. The Mart won't sell until after you deliver it to Professor Oak in New Shore town.

The **Old Rod** is available from the fisherman in the Northern most house.

The cave entrance leads to **Dripstone Cave**, It's a good place for grinding and catching powerful Pokémon before the first Gym. Although, it is dark in there so be careful not to get lost!

Seabreeze Town



Seabreeze Town is the home of the first Gym and the Pokémon League HQ.

HM Flash is available by going south into Route 1 from the east side of town.

Dripstone Cave - Part 1



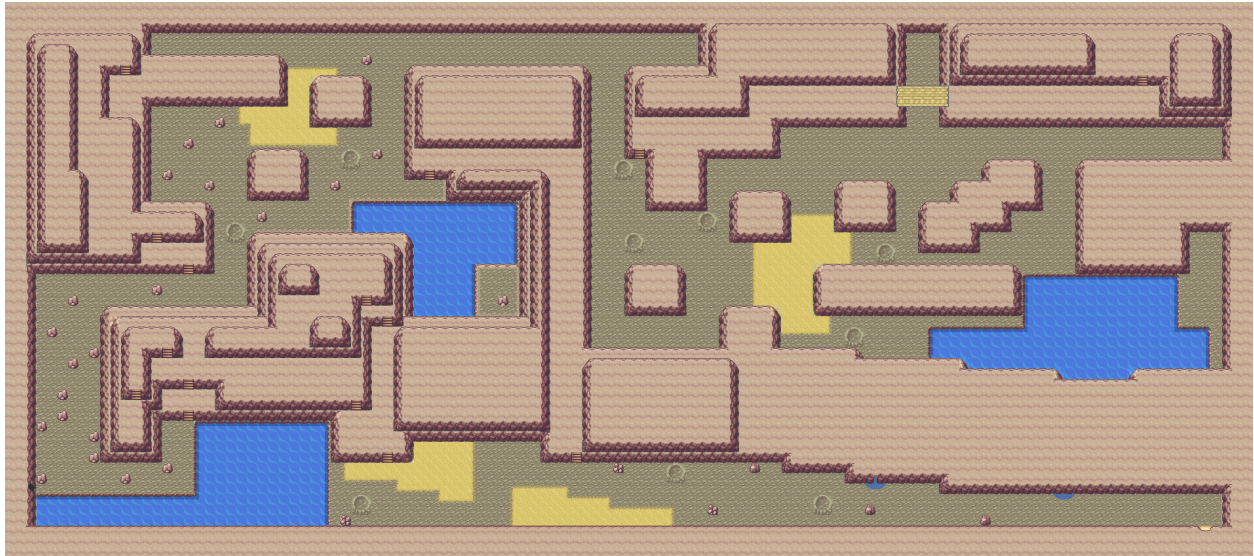
Dripstone Cave is dark so HM Flash may be needed to navigate it's confusing layout.

There are several good items in this portion of the cave that can be found by exploring it's many layers, including a **Mystic Water**.

The Exit to Dripstone Cave - Part 2 is over the bridge and out an exit to the east.

Level	Pokemon	Location
8-15	Zubat	Grass
12-17	Wooper	Grass
15-19	Trapinch	Grass
20-21	Aron	Grass
5-10	Magikarp	Old Rod
20-35	Whiscash, Qwilfish, Relicanth	Good Rod
35-50	Remoraid, Qwilfish, Relicanth	Super Rod

Dripstone Cave - Part 2

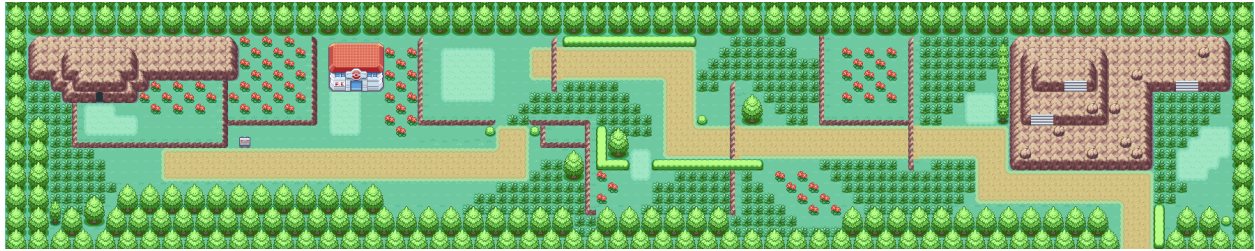


This part of the cave exits to Route 2 in the south east section.

The **Lucky Egg** is available in the north east section of this cave just across the bridge and the **Exp Share** is available just to the south of that across the water.

Level	Pokemon	Location
8-15	Zubat	Grass
12-17	Wooper	Grass
15-19	Trapinch	Grass
20-21	Aron	Grass
5-10	Magikarp	Old Rod
20-35	Whiscash, Qwilfish, Relicanth	Good Rod
35-50	Remoraid, Qwilfish, Relicanth	Super Rod

Route 2



There is no going back into Dripstone Cave once you jump the ridge in this route so make sure you are ready to move on to the next part before you do so. There is a Pokémon Center to help heal you because the next town is still a little ways away.

I guess you could go back by not hitting the Pokémon Center and whiting out, but you would have to go back through the cave again to get back here.

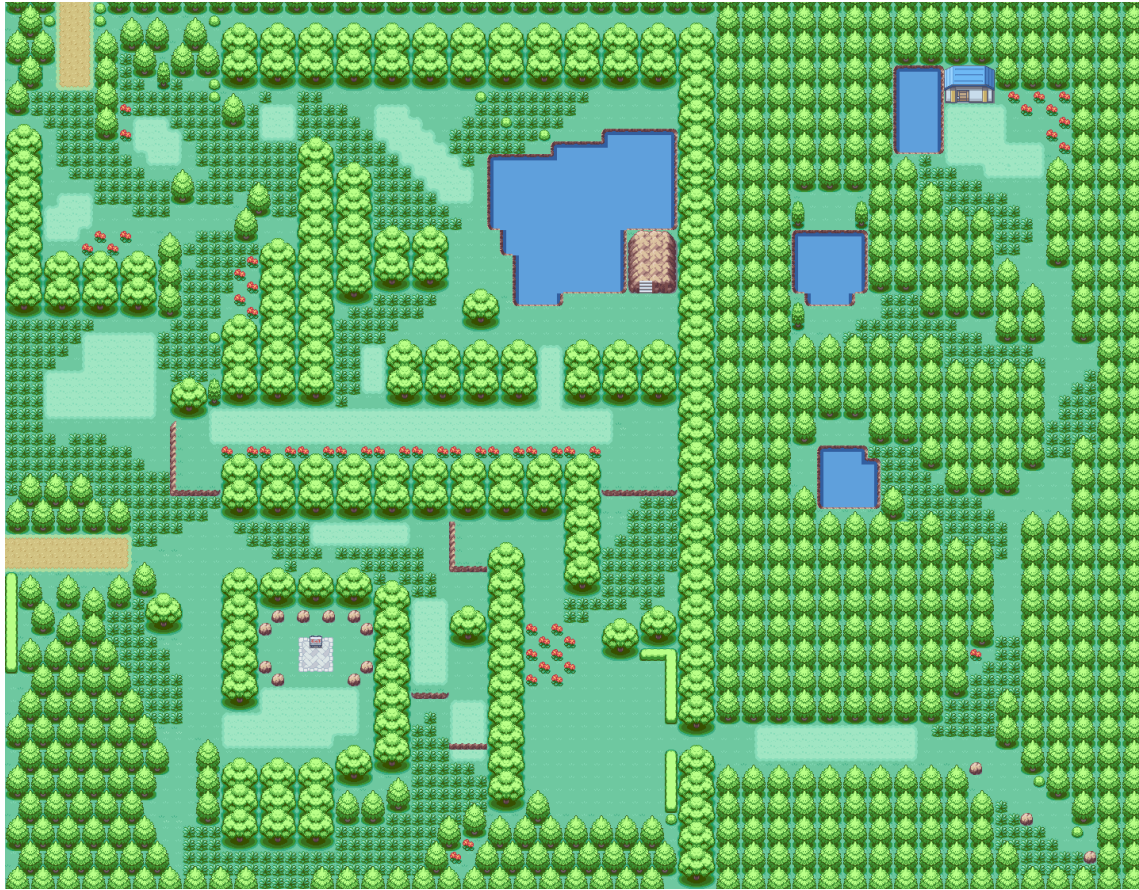
There is a **Miracle Seed** on the second ledge to the right. If you jump off the first ledge on another side you will have to come back around through Dripstone Cave to get it.

There is also a tutor here who teaches the move **Swords Dance**. They only do this once so be sure you teach it to a pokemon you know you want to have it.

Level	Pokemon	Location
11-15	Ledyba, Teddiursa	Grass
9-13	Taillow	Grass
8-12	Hoppip	Grass
22	Swellow	Grass
5-7	Magby	Grass

Route 2 exits to Mau Forest in the south east.

Mau Forest



Mau Forest is a large and dark forested area. It exits to the west into Route 3 and continues to the south. Mau forest contains a shrine to **Celebi** near the Route 3 exit.

Level	Pokemon	Location
11-16	Ledyba, Spinarak	Grass
12-17	Paras, Nincada	Grass
14-18	Pineco, Venonat	Grass
17-20	Scyther, Heracross	Grass
5-35	Poliwag, Slowpoke, Marill	Surfing
5-15	Magikarp	Old Rod
10-22	Goldeen, Remoraidd	Good Rod
11-24	Goldeen, Remoraidd, Barboach, Luvdisc	Super Rod

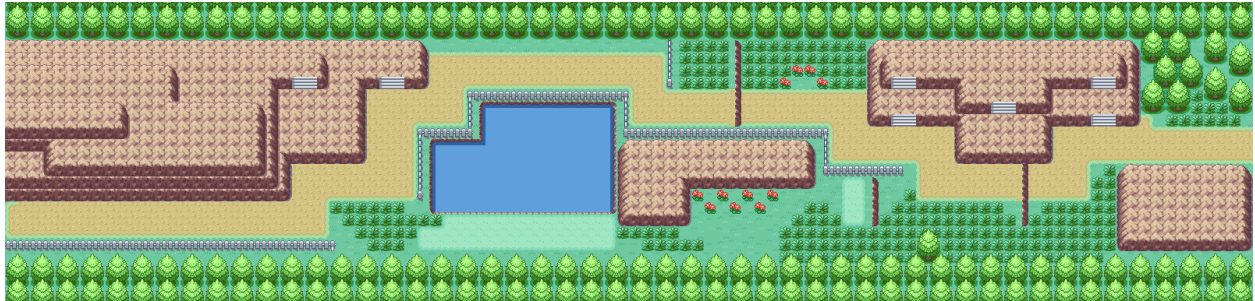
Mau Forest - South



This small section just leads up to the **Mau Forest Gatherer** who sells forest goods such as mushrooms, leaf stones, and berries.

Level	Pokemon	Location
11-16	Farfetch'd	Grass
12-17	Ledyba, Spinarak, Paras, Nincada	Grass
14-18	Ditto	Grass
15-18	Chikorita, Treecko	Grass
5-35	Poliwag, Slowpoke, Marill	Surfing
5-15	Magikarp	Old Rod
10-22	Goldeen, Remoraid	Good Rod
11-24	Goldeen, Remoraid, Barboach, Luvdisc	Super Rod

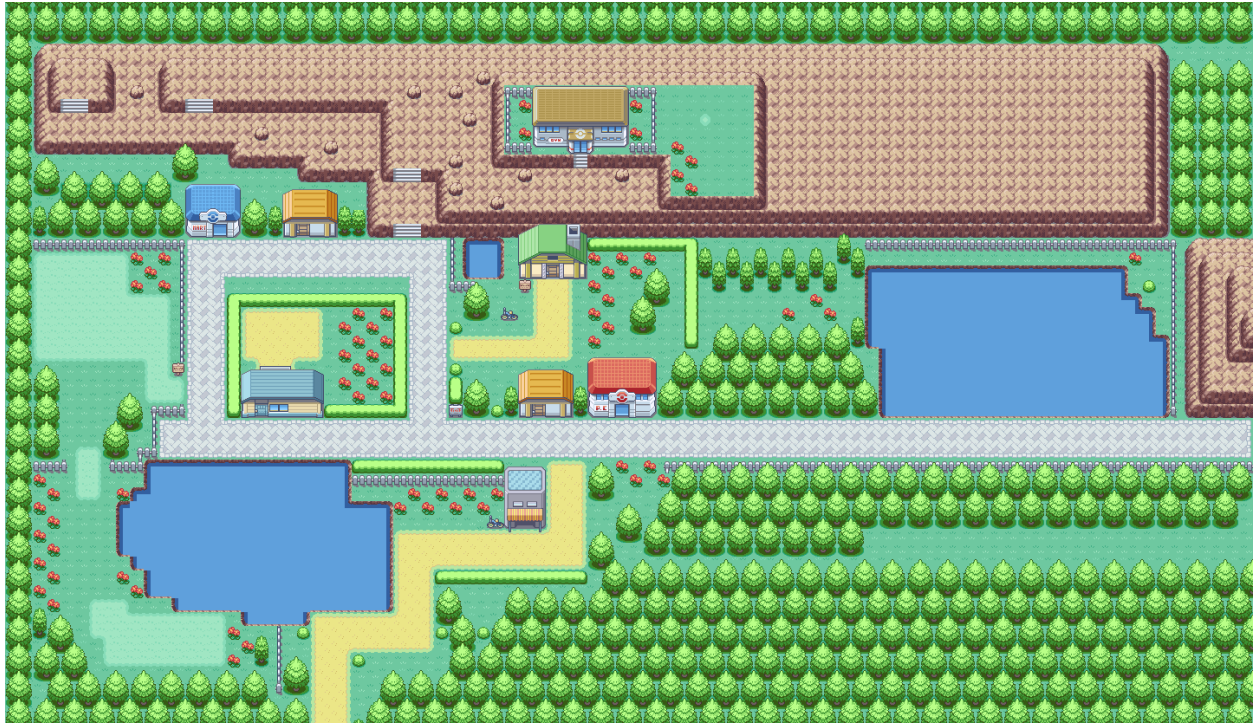
Route 3



This map leads west from Mau Forest to Zolopolis City.

Level	Pokemon	Location
11-16	Teddiursa, Mankey	Grass
12-17	Meditite, Taillow	Grass
14-18	Ledyba, Spinarak	Grass
17-20	Girafarig, Jigglypuff	Grass
5-35	Wooper, Psyduck, Azumarill, Goldeen	Surfing
5-10	Magikarp	Old Rod
5-10	Poliwag, Goldeen, Feebas	Good Rod
5-10	Poliwag, Goldeen, Barboach	Super Rod

Zolopolis City



You can get **HM01 Cut** from the Wood Cutter's house. That's the one with the green roof. East to Route 3 and Mau Forest. South to Route 4.

Level	Pokemon	Location
5-35	Wooper, Psyduck, Azumarill, Goldeen	Surf
5-10	Magikarp	Old Rod
15-25	Poliwag, Goldeen, Feebas	Good Rod
25-35	Poliwag, Goldeen, Barboach	Super Rod

Route 4



Route 4 contains a variety of items and trainers to battle so is worth exploring thoroughly. The only thing I'll note here is that the snorlax on the south west shore can't be woken up or caught as it belongs to the girl who is standing right next to it.

North path leads to Zolopolis City, east path leads to Seafoam Town. Cut is required to take the path to Seafoam.

Level	Pokemon	Location
11-16	Wingull	Grass
12-16	Psyduck, Slowpoke	Grass
16-17	Lotad	Grass
14-18	Krabby, Corphish	Grass
17-20	Vulpix	Grass

Seafoam Town



The rainy town, Seafoam City. Here in this town there is a much higher chance for Rain and Thunder to appear.

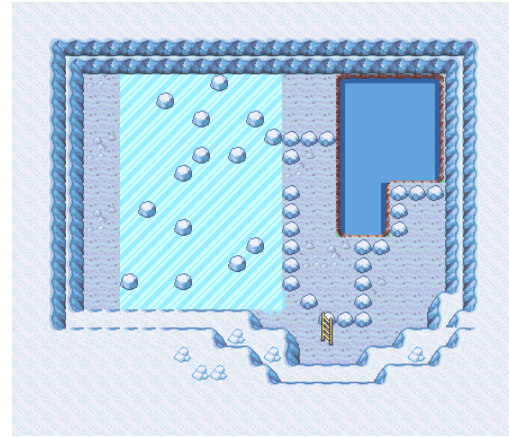
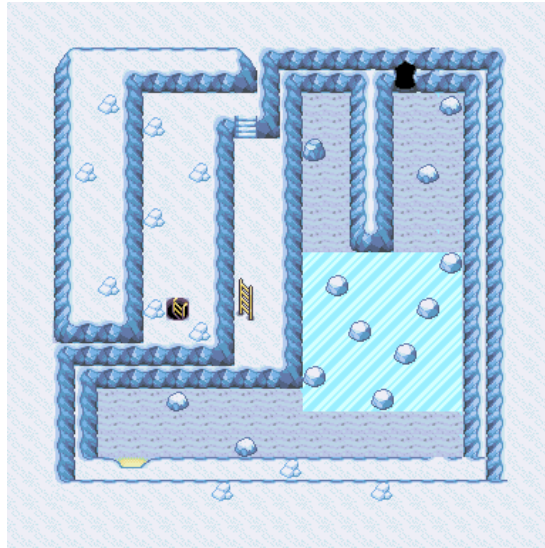
The Green Roofed Building is the Pokémon League Store. Inside they sell a collection of held items along with Vitamins for training your Pokémon.

The man under the little tent next to that sells Fire, Water, and Thunder stones for evolving your Pokémon!

The **Good Rod** is available from a fisherman standing on the South Beach.

Icefall Cave is behind the Gym, but requires that you beat the Gym Leader before you can access it.

Icefall Cave



Icefall Cave is a relatively short cave that has **HM04 Fly** at the end. Coming back here after getting Surf will give you access to some items that you may not have been able to reach before.

Story - Return to New Shore Town

After you get Fly your rival will come up to you in the cave and warn you that Oak's Lab is under attack. Return to the lab in New Shore Town by using Fly to get there. If you don't have a Pokemon that can learn Fly, Wingull is available to catch in Route 4.

After the event at the Lab, Oak gives you a ticket in order to catch a boat ride to the next island. Bring this ticket to the fisherman in **Wave Break Town**. His house is just east of Dripstone Cave Entrance. The Fisherman also gives you **HM03 Surf**.

Level	Pokemon	Location
24-38	Zubat, Snorunt	Grass
27-39	Spheal	Grass
25-40	Psyduck, Slowpoke	Grass
12-40	Smoochum	Grass
17-20	Sneasel	Grass
35-40	Seel, Psyduck, Dewgong, Lapras, Shellder	Surfing
5	Magikarp	Old Rod
5-15	Shellder, Dewgong, Spheal	Good Rod

25-35	Staryu, Horsea, Gyarados, Clampearl, Relicanth	Super Rod
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Rocky Heights

This town is where the Wave Break Fisherman takes you after giving him the ticket. It is mostly a utility town and contains the Name Rater, Move Deleter, and Move Relearner. This town also has the Pokemon Daycare. West to Route 5.

As of 1.5 the Daycare is untested. Save before using and use at your own risk. I don't think it's broken, but I also can't guarantee that there are no errors with it. If an error occurs please report the error in detail to me on the Pokecommunity page or on reddit([u/ConsiderationIcy5935](#)).

Route 5



Route 5 leads west to Nanowatt City and north to Venopolis City. It also contains a Inconspicuous Beach House, but that isn't important right now.

Level	Pokemon	Location
30-35	Wingull	Grass
34-37	Krabby, Mareep, Electrike, Snubbull	Grass
35	Illumise, Volbeat	Grass
35-40	Snorlax, Houndour	Grass
38-40	Electabuzz, Scyther	Grass

Nanowatt City

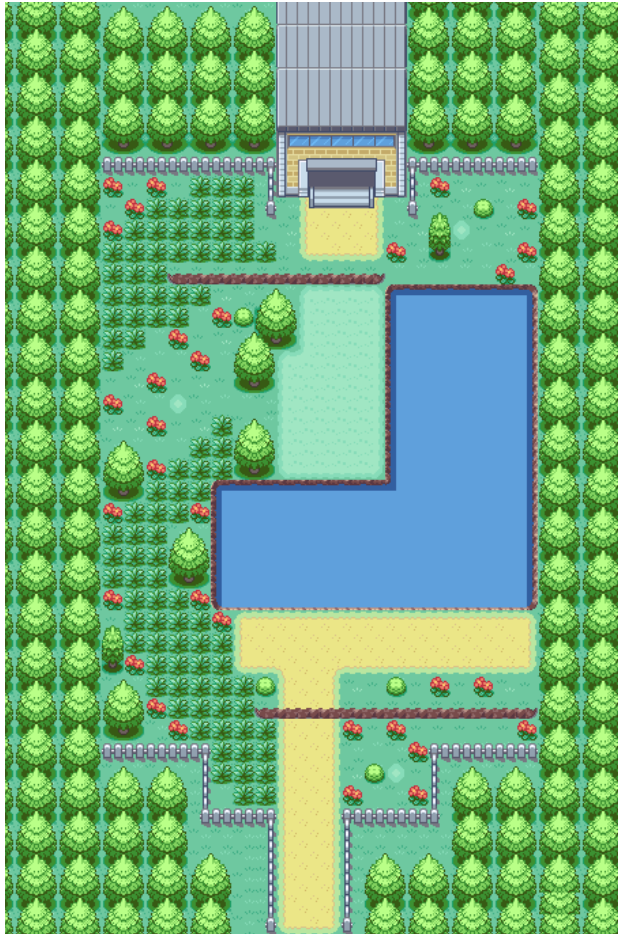


Nanowatt City contains the 4th Gym as well as a Casino.

The **Super Rod** can be obtained here by talking to the fisherman at the Diner.

The **Bike Voucher** can be obtained in the Hotel.

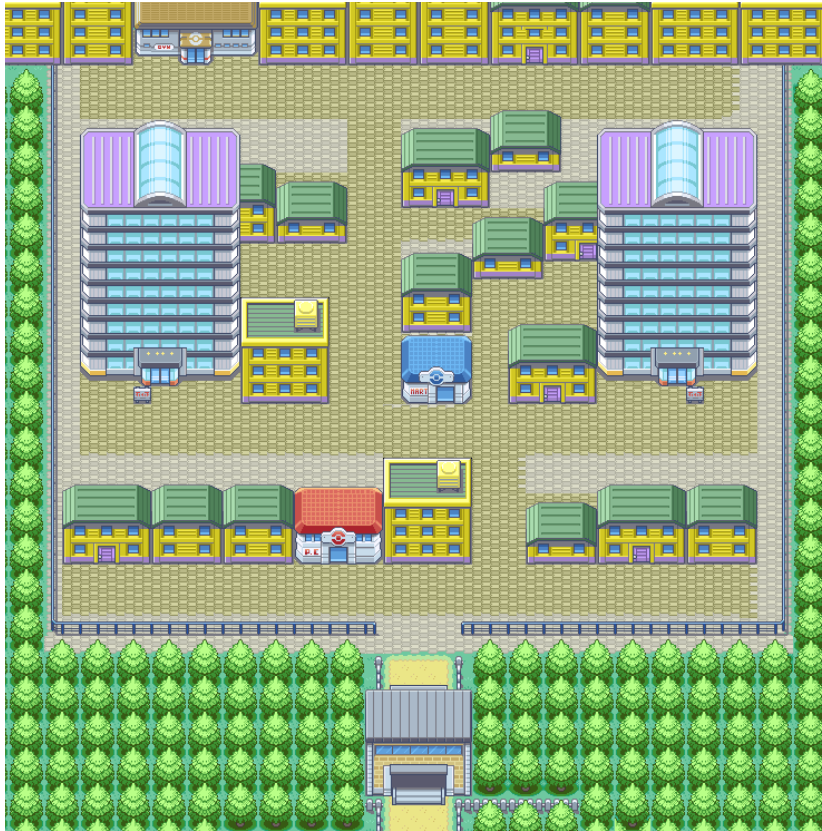
Route 6



Route 6 leads north to Venopolis City, south to Route 5.

Level	Pokemon	Location
38	Meowth, Drowzee	Grass
39-42	Skitty, Tyrougue, Miltank, Gulpin	Grass
39-45	Grimer, koffing	Grass
40-48	Seviper, Roselia	Grass
20-40	Qwilfish, Surskit, Lotad, Psyduck	Surfing
5	Magikarp	Old Rod
15-25	Poliwag, Goldeen, Magikarp	Good Rod
25-35	Poliwag, Poliwhirl, Gyarados, Psyduck	Super Rod

Venopolis City



Venopolis city is the largest city in the Fukala Region and is home to two large sky scrapers, east and west tower. It is also home to the 5th Gym.

The Sage of Wisdom lives in the upper right most house. If you listen to his story he will give you your choice between an Altaria and a Gardevoir.

Beating this Gym Leader also allows you to use **Surf** outside of battle.

Story - Inconspicuous Beach House

After defeating the 5th Gym your rival will approach you and tell you of a Team Rocket Hideout on Route 5. This is the Inconspicuous Beach House that you passed earlier. Go there and make your way to the bottom to defeat the hide out's boss. Checking the computer's there may reveal more about Team Rocket's plans. After defeating the Rocket Admin, your rival appears again and urges you to travel the sea route west of Nanowatt City in order to get to Steel Dragon City where Team Rocket has set up base.

Sea Route 1



Sea Route 1 has the Shrine Cave. At this moment that can be safely ignored.

The very south west portion has a cave entrance that connects to the **Dripstone Caves**.

Route 7



Route 7 is a marsh land going to the south west towards Steel Dragon City.

In Mary's Marsh House the players can receive **HM07 Waterfall** if they give her a **Big Mushroom**.

In the part right before Steel Dragon City there is a path leading North to the Tor Cannon.



Level	Pokemon	Location
42-44	Lombre, Quagsire	Grass
44-46	Bellsprout, Tanglea, Lombre, Quagsire	Grass
44-50	Weepinbell, Politoed, Gulpin, Ludicolo	Grass
15-18	Squirtle, Mudkip	Grass

Steel Dragon City



Home to the sixth gym and an abandoned factory.

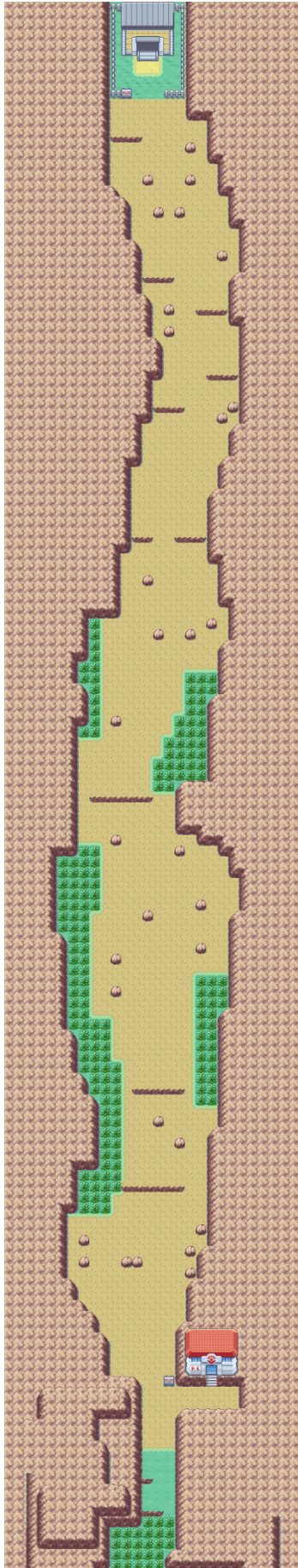
The Gym will be blocked off until you defeat the Rocket Admin in the Abandoned Factory. While you are inside you will want to find the **Gold Teeth** item.

HM04 Strength is available in this town by returning the **Gold Teeth** to the old man in the long house near the south side of town.

A **Happiness Rater** is available to the player in this town. It is the house with the pond in it's backyard.

Level	Pokemon	Location
45-55	Rattata, Poochyena, Meowth, Pidgey, Grimer, Ditto, Porygon	Grass

Tor Cannon



This is the Tor Cannon, a canyon that leads north to an abandoned ghost town.

Level	Pokemon	Location
45-47	Spearow, Cubone	Grass
47-50	Rhyhorn, Gligar, Phanpy, Spoink	Grass
51-55	Natu, Sandshrew	Grass
53-57	Cacnea, Skarmory	Grass
55-65	Sableye, Bagon	Grass

Ghost Town



This abandoned Ghost town only has one resident, and that is the Gym Leader. That means the Pokemon Center is out of operation.

The **Silph Scope** is available in the top right house.

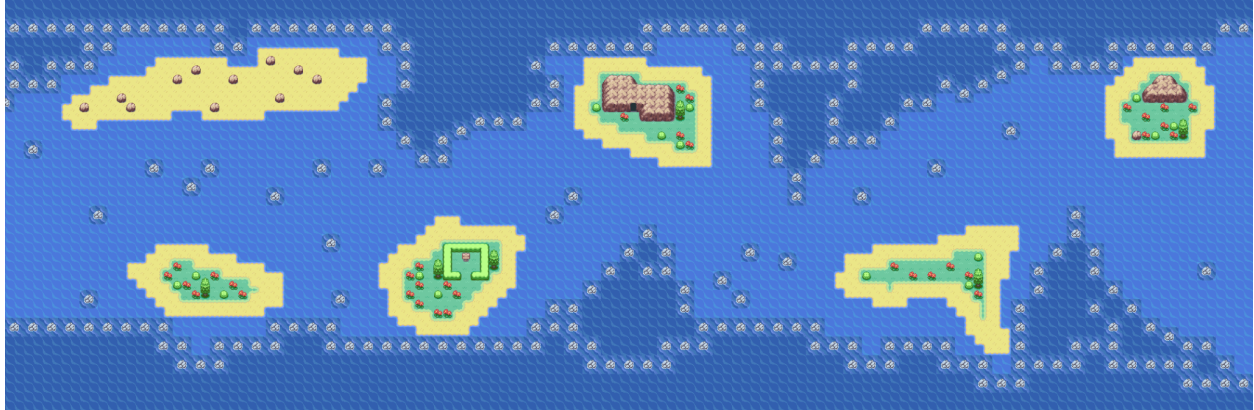
Level	Pokemon	Location
40-50	Gastly	Grass
50-55	Abra, Murkrow, Natu, Chimecho	Grass
50-60	Haunter, Lunatone, Solrock	Grass
55-70	Shuppet, Gengar	Grass

Story - The Shrine Cave

Upon exiting the Tomb of Endings after defeating the Gym Leader the rival will approach you and say that Izaiah has been found. He will direct you to go to the shrine cave on Sea Route 1 west of Nanowatt City. It's a small island and easy to miss. While in the shrine don't forget to pick up the **Blue Orb** from the center column.

After the events there you will be directed to Blaze Town, to the west of New Shore Town.

The Blaze Keys



The Blaze Keys are a group of islands to the west of New Shore Town and east of Blaze Town. Each island has trainers or items. One island has a cave that connects to the **Dripstone Caves**.

An NPC in that section of the Dripstone Caves has the **Item Finder**.

Blaze Town



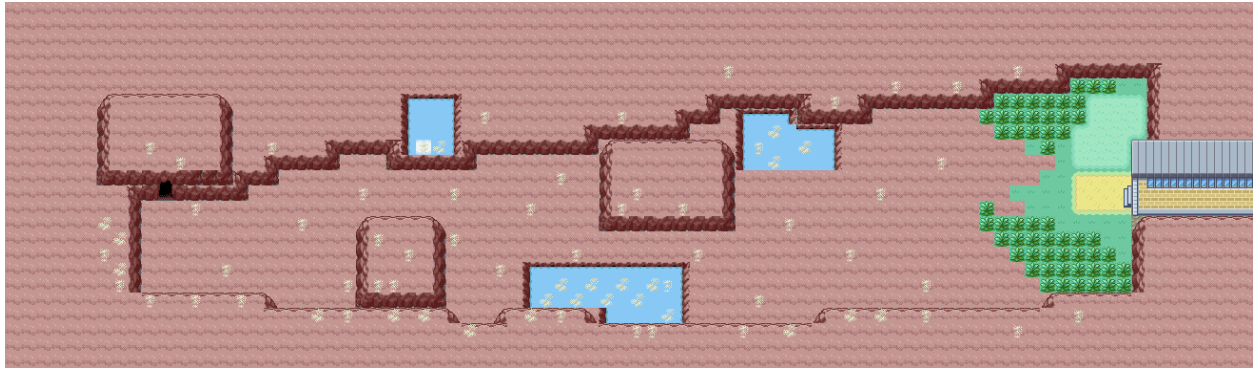
This town is home to the eight gym. Or would be if the islanders had let them build one. There is an old mansion here as well as a science institute.

Fossils can be revived at the science institute.

Healing in Blaze Town costs 1,000p per heal. This is because the “Island Chief” does not want support from the Pokémon League, who provide free healthcare to all.

East to the Blaze Keys and west to Route 8.

Route 8



Route 8 is a red mountain route and leads west towards the Ember Depths.

Level	Pokemon	Location
45-55	Sandshrew, Slugma	Grass
47-58	Numel	Grass
32-53	Geodude	Grass
52-63	Magcargo	Grass
11-15	Charmander, Cyndaquil	Grass

Story - After Defeating Izaiah/End Game

After Defeating Izaiah you are free to explore Fukala to your hearts content until you decide it's time to take on the Elite Four and Champion. At this point all three legendaries can be found. When you decide it's time to take on Victory Road than you will want to head to Seabreeze Town.

The fancy building in the top right is the Pokemon League HQ. There you can challenge each of the Gym Leaders to a rematch. Their teams consist of level 90 pokemon except for 1 level 95. You can battle them as many times as you'd like but must finish them all off for them to reset. This can be pretty good for grinding money and exp if you get good at it.

When you are ready for Victory Road you can head up the stairs on the right and talk to the captain. He will take you to Victory Road by boat. Be careful because if you don't have a Pokemon who knows fly then there is no going back. Also notable, even after reaching the Pokemon League, if you exit into Fukala again than you will have to go back through Victory Road again. There is no flying to the League Building.

Victory Road Encounters

Level	Pokemon	Location
60-65	Clefable	Grass
55-70	Fearow, Skarmory, Rapidash, Donphan	Grass
60-70	Primeape, Seviper	Grass
65-70	Blissey	Grass
55-70	Salamence, Metagross	Grass

Post Game?

Work on a Post Game has technically started. Whether I will actually finish it or not is another story. I've got some stuff going on where I can't put nearly as much attention on the game as I could before. That is okay though, as I am really happy with the current state of the game. If a Post Game is ever created for Pokemon Coastal, you'll most easily be able to tell by the Version number going from 1.X to V2.

As for extra content, you can find and defeat the sages as well as the three legendary pokemon that are hiding in the region. Also, some people have asked me if Lugia is obtainable, but it is not currently one of the catchable legends. This is because the Champion uses Lugia on his team in certain situations and it'd be weird lore wise for him to have it after you've already caught it. This may or may not be something I add in a potential post game. We will see.

A Word from the developer: Thank you for Playing!

Thank you to everyone who is playing my game! I didn't expect this many people to play it and actually have fun with it. Originally this project was just for me to share with my friends. That's why all the Gym Leaders resemble my friends. But, I decided on a whim that when I finished the project that I would upload it for the world.

As you may or may not know this is my very first ROM Hack. Pokemon Coastal is definitely sketchy compared to some of the other hacks being released in this day and age. But, as my first full project, I'm very proud. Finishing a full region is not something many hackers do. I made that my goal from the very beginning and I pushed through. Is it an unbalanced mess? Yes. But is it playable from start to finish? Also yes!

I learned a lot about the game design process throughout this journey and I made a lot of mistakes. One big thing you might notice by looking at the patch notes is how many soft locks I had to patch out. It wasn't something I was thinking about while making the maps, but oh boy are there many ways the player can get stuck with no escape!

While making the game, I didn't have a full grasp on what makes a pokemon game Difficult, Exciting, and Good. I'd like to believe I have a better understanding now, but still I'm no master. The balance between difficulty and fun is a really really tight line. Players have more fun when they are winning, but if there is no challenge then they will feel less rewarded/engaged. If all you have to do is click A through every battle that isn't very fun either. It isn't enough to bump up the levels or stats of the trainer's pokemon. That forces a grind, which ruins fun. This is all to say that balancing a Pokemon Game is a nightmare, one that I'll hopefully become better at with time.

I plan on making more projects in the future. My next project won't be so much a difficult hack but one that focuses on Pokedex development and catching and exploration. Lore wise, same universe as Coastal, but somewhere far away(I want all my hacks to be in the same continuity). That project is a long long way from being finished though. I'm in the R&D process right now. Mostly learning how to do Decomp Hacking. Coastal was built as a Binary hack which is worlds different. After that, maybe I'll do a Pokemon Coastal Version Redux. A version of the game with improved maps, dialogue, story, and balancing. More pokemon from future generations, more legends, more story, more lore, more fun! That is something that I want to do, but that's even further off in the future.