

I'm not a robot



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game's textures, model collision, performance, and furthermore criticized the games' progression as being "awkward and semi-linear despite the open-world design".[109] Lea Irion, writing about the games on 6Players, felt that the games showed the Pokémon franchise was becoming less ambitious year after year, while also being "unfurnished and carelessly thrown together". She called the games disappointingly average as a result.[92] Willem Hilhorst, writing in a rangespective for Nintendo World Report, criticized the games. While he felt as though the various glitches in the games could be excused due to the franchise's reputation with glitches such as MissingNo., he felt the removal of many long-standing series features alongside a lack of polish made the games "jam the gears" of those trying to enjoy them. He praised elements of the games and its story, but overall found the games to be off-putting to both casual and returning players alike.[116] Publications criticized the games for suffering from graphical glitches and poor performance.[117][118][119] The graphics were also considered to be lacklustre, with unfavorable comparisons to other Nintendo Switch titles such as Xenoblade Chronicles 3.[120][121][115] The Washington Post's Jhaan Ekler described how fans and critics alike were unhappy with the graphics, stating that it still hadn't improved upon the franchise's notoriety for lackluster graphical design.[120] Eurogamer's Oliver Mackenzie found the games to be of low quality graphically, citing them as downgrades from their predecessor, Pokémon Legends: Arceus, and as being "comprehensive technical failures" in comparison to other games available on the Nintendo Switch.[122] IGN writer Rebekah Valentine added that the games' innovative design was undermined by the numerous graphical and technical issues within the games.[113] Due to the performance issues, some players began requesting refunds of the games soon after launch, which Nintendo granted in most cases.[123][124] As a result of criticism toward the games' quality on release, The Pokémon Company COO, Takato Utsunomiya, stated that the company would be having internal discussions about the series's release schedule going forward.[125][126] According to The Pokémon Company, Scarlet and Violet are the most pre-ordered titles in the series' history.[127] Within three days of its release, the games had sold over 10 million copies worldwide, including 4.05 million in Japan alone. The sales figure was the highest of any software on any Nintendo platform within three days.[128][129] and the best launch of any console-exclusive game in history.[130] The games were the best-selling video game titles of 2022 in Japan.[131] By March 2025, the game had sold 26.79 million copies.[132] ^ Japanese: ポケットモンスター スカーレット, Hepburn: Poketto Monsutā Sukāretto ^ Japanese: ポケットモンスター バイオレット, Hepburn: Poketto Monsutā Baioretto ^ Japanese: クロスタル, Hepburn: Terastal ^ a b Carpenter, Nicole (7 September 2022). "Everything we know about Pokémon Scarlet and Violet". Polygon. Archived from the original on 17 October 2022. Retrieved 17 October 2022. ^ a b Bankhurst, Adam (27 February 2022). "Pokémon Scarlet and Pokémon Violet Announced for Late 2022". IGN. Archived from the original on 1 August 2022. Retrieved 27 February 2022. ^ a b McWhertor, Michael (7 September 2022). "Pokémon Scarlet and Violet's new trailer reveals all-new Pokémon, story details". Polygon. 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