I'm not robot

reCAPTCHA

Continue

I'm not robot

reCAPTCHA

Pokemon sword and shield android no verification

I've loved Pokémon ever since I could remember, but I've never had a chance to play a game until I got Sword. I loved it so much, and when I found out there was an app that could allow me to essentially trade for free, I was amazed. I got this app, and it's been going great. However, there are just a few issues. First of all, it would be best if in the GTS you could only allow possible trades. I've been searching for a Zamazenta for a little over five months now, and all everyone wants are impossible to get, such as a level 51-60 Zacian, or a level 1-10 Poipole. That last one really ticks me off, because for every single Pokémon out there, someone wants a level 1-10 Poipole. Second, the whole can-store-from-Let's-Go-but-not-go-back thing doesn't make sense. I'm not a computer coding wizard, so I'm maybe just ignorant, but it's still confusing. Last, and probably the most unimportant problem, is the premium plan. Don't get me wrong, $16 a year is absolutely fantastic, but it's the differences from the basic plan that really irk me. Only three Pokémon in the Wonder Box at a time? At least it would make it a lot better in my opinion, but now I'm just rambling. Overall, this is an amazing app I would recommend to every trainer out there, but fixing these few issues would make it a lot better. Thank you! Get the Pokémon Sword and Shield app on your device with ease. Following this step-by-step instruction to do this. How to install on Android? Here is a short guide on how to install Pokémon Sword and Shield on Android. You should consider Android version and the size of the app. Android Version This app required Android version 4.2.2 and up. You can check the version of your device in the "Settings" section of the "About phone" or "About tablet" menu. Go to the "Settings"→ "About phone" or "About tablet". In the "System" section you will find the information about your device with the Android version included. You can also visit website to check your Android version. App Size The Pokémon Sword and Shield requires 159 MB of available storage for its proper work. To check if there is enough of the needed free storage on your Android device go to the Settings menu and look for available space on it. < If you cannot find the Available space, you can see how much space is occupied in the Settings. Thus, you can calculate free memory of the device. Downloading the app on Android To install the Pokémon Sword and Shield on your Android device, click on the Get in Store button on the downloading page on our site. You will be redirected to the app's page on Google Play Store. Click on the "Install" button to get the official version of the app. Houston, we have a problem! If you see the message like in the screen below, it means that Google Play Store or the developer deleted the app and we don't know whether it will be restored. How to install on iOS? iOS Version This app required iOS version 4.2.2 and up. You can check the version of your device in the "Settings". Follow these steps to do this: Go to "Settings" → General tab. Go to the section "About" where you will find the information about the device. Storage At the same menu, you can find the iPhone or iPad storage information. To find out how much free space do you have, go to the "iPhone Storage". Downloading the app on iOS To install the Pokémon Sword and Shield on your iOS device, click on the Get in Store button on the downloading page on our site. You will be redirected to the app's page on the App Store. Click on the "Install" button on the App Store to get the official version of the app. Here you can also see the specs and other important information about the app. Gotta problem? We will be happy to help you with the installation of the app. Please let us know immediately if you encounter the problems while downloading the app on iOS. Contact us through the form on the contact page. We promise to do our best to help you install the app! How to install the game on PC? Want to get Pokémon Sword and Shield game for your Windows PC? There is a step-by-step downloading instruction for your convenience. Use it properly for getting the game exactly when you need it. So you are on the page of Pokémon Sword and Shield game on the appspheres.com site. To download the game follow these steps: Click on the Get in Store button. You will be redirected to the official game download page. There you can get Pokémon Sword and Shield game by following the instruction on the site. Usually, it considers buying the game by clicking the "Buy the game" or "Add to cart" button on the store. But before buying you should check the Windows system requirements provided by Store: Check your Windows PC specs to make sure the game is compatible with your PC. To find this basic information, go to the Control Panel → All Control Panel Items → System. Explore if there enough free space for downloading the game on your Windows PC. This PC → Devices and drives will show you the needed information. Any Problems? If any problem during the download on your Windows PC occurred, you can contact us through the contact form and report about the issue. How to get Pokémon Sword and Shield game for your Mac? Pokémon Sword and Shield game download process for Mac is much similar to the Windows PC download process. Click on the Get in Store button. You will be redirected to the official game download page. There you can get Pokémon Sword and Shield game by following the instruction on the site. Usually, it considers buying the game by clicking the "Buy the game" or "Add to cart" button on the store. Before adding to "Cart" make sure you chose the "Apple icon" like on the screen. Then check the game system requirements for Mac on the Store. The next step is checking your Mac specifications. Go to the MacBook → Hardware and see all the hardware specifications. Check if there enough free space for downloading the game on your Mac. Go to the MacBook → Hardware → Storage and see all the storage specifications information there. If any problem during the download on your Mac occurred, you can contact us and report about the issue. How to get Pokémon Sword and Shield game for your PlayStation? Want to get Pokémon Sword and Shield game for your PS? There is a step-by-step downloading instruction for your convenience. Use it properly for getting the game exactly when you need it. So you are on the page of Pokémon Sword and Shield game on the appspheres.com site. To download the game follow these steps: Click on the Get in Store button. You will be redirected to the official game download page on PlayStation Store. Log in to your PlayStation account. Click "Add to cart" button on the store. Follow PS Store instruction to download the game and enjoy playing! If any problem during the download on your Windows PC occurred, you can contact us through the contact form and report about the issue. 2019 video games Pokémon SwordPokémon ShieldLeft: Icon for Shield, depicting the legendary Pokémon ZacianRight: Icon for Shield, depicting the legendary Pokémon ZamazentaDeveloper(s)Game FreakPublisher(s)NintendoThe Pokémon CompanyDirector(s)Shigeru OhmoriProducer(s)Junichi MasudaHitoshi YamagamiTakanori SowaArtist(s)James TurnerSuguru NakatsuiWriter(s)Toshinobu MatsumiyaComposer(s)Minako AdachiGo IchinoseSeriesPokémonPlatform(s)Nintendo SwitchReleaseNovember 15, 2019Genre(s)Role-playingMode(s)Single-player, multiplayer Pokémon Sword[a] and Pokémon Shield[b] are 2019 role-playing video games developed by Game Freak and published by The Pokémon Company and Nintendo for the Nintendo Switch. They are the first installments in the eighth generation of the Pokémon video game series and the second in the series, following Pokémon: Let's Go, Pikachu! and Let's Go, Eevee!, released on a home game console. Originally teased at E3 2017 and announced in February 2019, Pokémon Sword and Shield were released in November 2019. The games received two downloadable content expansion packs through an expansion pass with the The Isle of Armor, released in June 2020 and The Crown Tundra, released in October 2020. A physical bundle including both expansion packs with the base games was released in November 2020. Pokémon Sword and Shield's concept planning began immediately following the completion of Pokémon Sun and Moon in 2016, while full production began a year later in September 2017. Like previous installments, they chronicle the journey of a young Pokémon trainer aiming to become the Champion, this time in the Galar region, which is based on the United Kingdom. The main objective of the games is to dethrone the Pokémon League Champion, Leon, in a tournament that various other Gym Leaders and rivals also take part in, whilst dealing with Team Yell and a nefarious conspiracy within the League. Sword and Shield introduce 81 new Pokémon alongside 13 regional forms of pre-existing Pokémon; Dynamaxing, which increases the size of Pokémon under certain conditions; Gigantamaxing, which additionally changes the form of certain Pokémon; and the Wild Area, which is a large, open-world area with free camera movement that contains co-op raid battles. The two games also reintroduce features previously seen in Sun and Moon and Let's Go, Pikachu! and Let's Go, Eevee!, such as regional forms and roaming Pokémon depicted in the overworld When the decision to not include all pre-existing Pokémon in Sword and Shield was announced, it was met with backlash from a segment of the fan community, resulting in a controversy known as "Dexit" and calls for a boycott months ahead of their release. Despite this, Sword and Shield received generally positive reviews from critics. Particular praise was aimed at the creature design, new features, and the emphasis on simplicity, player freedom, and streamlined encounters, although some criticized the game's smaller Pokédex and a perceived lack of polish or depth. By March 2021, Sword and Shield had sold more than 21 million copies worldwide, becoming one of the fastest-selling games on the Nintendo Switch, and are currently the fifth-best-selling games on the Switch. Gameplay See also: Gameplay of Pokémon An online multi battle between four players in teams of two Pokémon Sword and Shield are role-playing video games with adventure elements[1] and in most cases are presented in a fixed camera, third-person perspective; in certain instances free camera movement is available.[1] The player controls a young trainer who goes on a quest to catch and train creatures known as Pokémon and win battles against other trainers. By defeating opposing Pokémon in turn-based battles, the player's Pokémon gains experience, allowing them to level up and increase their battle statistics, learn new battle techniques and in some cases, evolve into more powerful Pokémon. Players can capture wild Pokémon, found during wild encounters, by weakening them in battle and catching them with Poké Balls, allowing them to be added to their party. Players are also able to battle and trade Pokémon with other human players using the Nintendo Switch connectivity features. As with previous games in the series, certain Pokémon are only obtainable in either Sword or Shield, encouraging players to trade with others in order to obtain all Pokémon from both versions.[1] Sword and Shield takes place in the Galar region, which is based on the United Kingdom. As with all regions, Galar consists of a number of cities and towns connected by "Routes"; however, there is also an open world area in the center of the region known as the "Wild Area", a concept new to the series. Random encounters with wild Pokémon may take place in tall grass or in bodies of water along routes or in the Wild Area. Wild Pokémon may also be encountered outside of tall grass and elsewhere in the environment and may chase or run away from the player depending on their disposition. The player occasionally battles Trainers in cities, towns, along routes and in the Wild Area. The driving force bringing the player to travel around the Galar region is to take part in the "Gym Challenge", an open-tournament to decide the greatest Pokémon Trainer in the region, dubbed the Champion. Eight of the game's cities and towns are homes to stadiums housing "Gym Leaders", powerful Trainers specializing in certain types of Pokémon, beating a Gym Leader gives the player a "Badge".[1] After attaining eight Badges the player will be able to take part in the "Champion Cup", where they will face off in a single-elimination tournament against the previously faced Gym Leaders and Trainers remaining in the Gym Challenge. After emerging victorious the player will face the Champion of the Galar region.[1] New features See also: List of generation VIII Pokémon The player and three NPCs work together to take down a Dynamaxed Pokémon The games introduce several new features to the series. These include cooperative raid encounters, the Wild Area, and "Dynamaxing" and "Gigantamaxing", both of which temporarily allow Pokémon to grow to larger sizes. The Wild Area is a fully integrated world area with free camera movement and dynamic weather, which has implications on which Pokémon species appear at a given time.[2][3][4] Gigantamaxing is similar to select Pokémon and features different forms from the Pokémon's normal appearance.[5] A new mechanic called "Poké Jobs" employs the player with completing requests, such as assisting in construction or cooking, to gain experience or rare items.[6] Pokémon Gyms make a return after being absent in Sun, Moon, Ultra Sun and Ultra Moon.[7] As is typical with the series, the two games have version-exclusive content such as certain Pokémon and, for the second time, Gym Leaders.[5] A new 'Camp' mode allows the player to interact and play with their Pokémon and cook different types of curry to provide them with buffs.[8] In most instances, the Pokémon box can now be accessed outside of Pokémon Centers.[9] Connectivity An online Pokémon trade between two players (Feebas on the bottom and Meltan on the top) Internet connectivity to other players is supported for functionality such as trades, battles, and encountering other trainers in the Wild Area; these functions however require a paid subscription to Nintendo Switch Online.[10] Sword and Shield only support direct game-to-game connectivity between themselves. The games are also compatible with Pokémon Home, an online cloud storage service for storing Pokémon, released in February 2020.[11] Supported Pokémon can be transferred to the games from the Nintendo 3DS app Pokémon Bank, Pokémon Go and Pokémon: Let's Go, Pikachu! and Let's Go, Eevee! via Pokémon Home.[12][11] Home is the only path to bringing Pokémon from previous games into Sword and Shield. Plot Setting Sword and Shield are set in the fictional Galar region (as viewed from the south)Satellite image of Great Britain (taken from North above to South below), which heavily inspired the design of the Galar region Sword and Shield take place in the Galar region, a large, narrow expanse of land and one of many Pokémon worlds. Game director Shigeru Ohmori described it as a more modern setting.[13] The region itself is inspired by Great Britain,[14] with its many landmarks resembling places such as the Houses of Parliament and the Cerne Abbas Giant.[15][16][17] Within the Galar region lie countryside towns featuring cottages and Victorian architecture to the south,[16] an Industrial Revolution-like city with steampunk-style elements populates the center of the region.[18] Many of the region's towns and cities feature Pokémon Gyms stylized like football stadiums, which show off both Dynamaxing and Gigantamaxing, implemented by the Galar Pokémon League Chairman, Rose.[19] Snow-covered mountains dominate much of the northern areas of the region.[13] Encompassing a large portion of the south-central part of the region is the Wild Area, an open world area with numerous roaming Pokémon species. Weather across the Wild Area changes regularly.[2] Like with most places regularly, Pokémon previously introduced in older games, such as Weezing, gain regional forms with new typings, stats and appearances. Some Pokémon, such as Linoone and Meowth, even gain regional evolutions, a first in the series.[20] Story See also: List of Pokémon characters and List of Pokémon Similar to many previous entries in the Pokémon franchise, players embark on a journey across the region to become the strongest trainer, fighting eight powerful trainers called Gym Leaders and eventually the region's Champion. The player and their best friend, Hop, receive one of three starter Pokémon: Grookey, Scorbunny, or Sobble from Leon, Champion of the Galar region and Hop's older brother. Afterward, the two explore a forest called the Slumbering Weald but are driven off by a powerful Pokémon. During their subsequent visit to the region's Pokémon Professor, Magnolia and her granddaughter Sonia, they convince Leon to endorse them to take part in the Gym Challenge. After traveling to the next city to register for the Gym Challenge, they encounter rivals Bede and Marnie along with Team Yell, a devout group of hooligans who act as Marnie's unintentional fanbase and are determined to stop anyone else from completing the Challenge. The player also meets Chairman Rose, who, in addition to endorsing Bede as a Gym Challenger, presides over the Galar Pokémon League and the region's main energy company. The Galar region was heavily inspired by the United Kingdom, with the main city—Wyndon—being a representation of London (pictured). The in-game city has the Rose of the Rondelands, a building inspired by the Houses of Parliament. The iconic red telephone booths appear in the games. The stadium that hosts the player's battle against Leon is modeled after Wembley Stadium. As their quest continues, the player assists Sonia in her research on two Legendary Pokémon who saved Galar from an ancient crisis called the Darkest Day and deduces that they are the same Pokémon previously encountered in the Slumbering Weald. After beating the eight Gym Leaders, including Piers, Marnie's older brother and the leader of Team Yell, the player makes their way to Wyndon where they win the Champion's Cup, earning an opportunity to battle Leon. The next day, before the battle between the player and Leon can commence, Chairman Rose awakens the legendary Pokémon Eternatus in an attempt to harness its power to provide unlimited energy to Galar, purposefully triggering a second Darkest Day. The player and Hop return to the Slumbering Weald and secure the aid of the legendary Pokémon, Zacian and Zamazenta, to defeat Chairman Rose and Eternatus, after which the player catches Eternatus. The player then faces and defeats Leon in a battle and becomes the new Champion of the Galar region. After defeating Leon, the player and Hop return to the Slumbering Weald to return Zacian and Zamazenta's artifacts to their rightful place. The two also meet Sonia, who has become the Galar region's new Pokémon Professor. However, they are confronted by Sordward and Shielbert, two brothers claiming to be descendants of ancient Galarian kings. The two steal one of the relics and begin forcing innocent Pokémon to Dynamax. The player, Hop, and Piers work with the Gym Leaders to subdue the Dynamaxing Pokémon and then track down and confront the brothers. Once both the player and Hop corners the brothers in the Hammerlocke Power Plant, they then explain why they forced many innocent Pokémon to Dynamax. They forced innocent Pokémon to Dynamax as experiments on what would happen if Zacian/Zamazenta was to be sprinkled with Galar particles. The brothers' ultimate goal is to reveal the true barbaric and brutish nature of Zacian or Zamazenta, because Sonia thought that the two heroes who stopped the Darkest Day were Pokemon rather than humans. They use Dynamax energy to drive Zamazenta (in Sword) or Zacian (in Shield) berserk, and the player drives them off with the help of Zacian (in Sword) or Zamazenta (in Shield). They then are challenged to a battle by the Legendary Pokémon and allowed to catch it, while Hop follows Zamazenta/Zacian back to the Slumbering Weald and calms it down, being chosen by it as its Trainer. The player and Hop have a final battle, after which Hop decides to be a Pokémon Professor and becomes Sonia's assistant. Development Development of Pokémon Sword and Shield began immediately following the completion of Sun and Moon in the months preceding their release in November 2016. Shigeru Ohmori, who previously directed Sun and Moon, formed a team when he began thinking about ideas for the title. Kazumasa Iwao, director of Pokémon Ultra Sun and Ultra Moon later joined the project as planning director and full production started in September 2017. One of the first ideas the team had was making Pokémon giant as the game could be played on a large screen, thanks to the Switch's ability to connect to a television. Ohmori then thought about having a sword and a shield Pokémon to defeat the giant Pokémon; that's how the games' titles were decided.[21][22] Approximately 1,000 people from multiple companies were involved in the development, marketing, and public relations associated with Sword and Shield. Approximately 200 Game Freak employees worked directly on the games while around 100 Creatures Inc. employees worked on 3D modeling, with an additional 100 involved in debugging and game testing. Junichi Masuda estimated the total number of people involved to be 50% greater than previous Pokémon titles. The idea of strength and striving to be the greatest and strongest was one of the core themes that Game Freak used in designing the games. This is expressed through the Nintendo Switch's status as the most powerful console to run a Pokémon game, with features such as Dynamaxing and references to British folklore.[22] The games' soundtrack is inspired by British rock music.[22] One track was composed by Toby Fox, best known for being the creator of Undertale.[23] The Switch's ability to render larger Pokémon models and better show size differences between species is the root of the Dynamax feature. The idea of "growing and evolving" is a core concept of the games—for both the trainer and their Pokémon—stemming from producer Junichi Masuda and director Shigeru Ohmori's experience with the franchise.[24] Producer Junichi Masuda said the decision to cut some Pokémon from the games was a difficult choice Unlike other core Pokémon games, not all previous Pokémon species appear or are usable in Sword and Shield. Masuda addressed this as a potential issue in a 2018 interview with GameSpot, at which point he said that "it does get complicated when you talk about the details and we're still figuring it out, but we do have plans to find ways to let players use their Pokémon in the next game."[25] By 2019, Masuda explained that the sheer number of species, combined with the need to produce assets relating to new features such as the Dynamaxing system, preserve game balance, and maintain a degree of quality made it infeasible to include all existing Pokémon without extensively lengthening development time. As such, only Pokémon that appear within the Galar region are transferable from previous titles via Pokémon Home.[12][26] Furthermore, according to the developers, the higher fidelity models, which were designed to be more "expressive," had to be built from the ground up as simply transferring existing ones produced for the 3DS platform was not possible.[27][28] Masuda confirmed that all three companies involved in the development, Nintendo, Game Freak, and The Pokémon Company, agreed to cut down the National Pokédex.[29] Release The games were originally teased through a special message by The Pokémon Company president Tsunekazu Ishihara during Nintendo's E3 2017 presentation, where Ishihara mentioned that Game Freak was working on a core series Pokémon role-playing game for Nintendo Switch but that it would not be released for some time.[30] During a press conference held by The Pokémon Company in Japan on May 30, 2018, Junichi Masuda confirmed that the next Pokémon core series game would release on Switch in the second half of 2019.[31] Ishihara also assured that the then-upcoming titles would not have influences from Pokémon Go like Let's Go, Pikachu! and Let's Go, Eevee! had and that it would introduce many new Pokémon and "polished" graphics.[32] Sword and Shield were fully unveiled in a special Nintendo Direct presentation on February 27, 2019, introducing the games' region and starter Pokémon. The presentation coincided with Pokémon Day, a fan celebration of Pokémon on the anniversary of the Japanese release of Pokémon Red and Green.[33] A second Nintendo Direct about the games was held on June 5, 2019, which revealed some of its new features, characters, and Pokémon, including the legendary Pokémon Zacian and Zamazenta, which appear on the box art. The release date of November 15, 2019, was also announced as part of this presentation.[3] Game Freak intentionally limited the number of new Pokémon revealed through promotional material to encourage players to discover them in-game.[34] A promotional crossover between Sword and Shield and Tetris 99 occurred from November 8–11, during which a limited-time unlockable theme based on the games was available.[35] A web app was also released, allowing the viewer to explore the Wild Area online.[36] In Super Smash Bros. Ultimate, an online tournament themed around Pokémon was held from November 15–18 to promote Sword and Shield's release, while a spirit event related to the games was available as collectible spirits.[37][38] Expansion packs Main articles: Pokémon Sword and Shield: The Isle of Armor and Pokémon Sword and Shield: The Crown Tundra During the Pokémon Direct on January 9, 2020, a pair of expansion packs were announced which were released throughout 2020 as part of an expansion pass. The first pack, The Isle of Armor, was released on June 17, 2020, while the second pack, The Crown Tundra, was released on October 22, 2020. A physical bundle including both expansion packs with the base games was released on November 6, 2020.[39] The expansion packs introduce new Legendary Pokémon such as Kubfu and its evolved forms in The Isle of Armor and Calyrex in The Crown Tundra, along with new regional forms for pre-existing Pokémon such as Slowpoke.[40] Between both expansion packs, they add more than 200 pre-existing Pokémon that aren't available in the base game.[41] The explorable area introduced in The Isle of Armor draws inspiration from the Isle of Man while the area in The Crown Tundra is based on Scotland.[42] Reception Pre-release The decision to not include all pre-existing Pokémon in the games drew criticism from many fans, who referred to it as "Dexit", a portmanteau of Pokédex and Brexit (tying in with the Galar region's British theme),[43] and used the hashtag "#BringBackNationalDex" to discuss the matter on social media.[44] Fan backlash focused on the removal of a long-standing aspect of the franchise, the discarding of its former English tagline "gotta catch 'em all," and a perceived lack of improvements in other areas of the games, such as graphics and animations.[44][45] Some fans called for the games to be delayed until all of the Pokémon could be added.[46][47] In an interview with Famitsu, Shigeru Ohmori stated that models for Pokémon appearing in Sword and Shield were being made again from the ground up.[48][49] Writing for Polygon, Patricia Hernandez commented that "to some degree, the backlash makes sense" while adding that it had "gotten out of hand".[44] Alex Donaldson of VG247 noted that feature creep—where an increase in new features over time may lead to removal of previous ones—had finally reached Pokémon, and long-overlooked design shortcomings of Game Freak were brought to the forefront as a result.[50] Kotaku's Gita Jackson summarized the backlash as "the tension of a desire to indulge in nostalgia against a desire to experience more complexity."[51] Joe Merrick, the webmaster of fansite Serebii, considered the controversy to have caused the most unrest among Pokémon fans since the troubled launch of Pokémon Bank in 2013.[43] Masuda formally responded to the fans' discontent, it "[did not] amount to much".[53] Critical response ReceptionAggregate scoreAggregatorScoreMetacritic80/100[54][55]Review scoresPublicationScoreDestructoid7/10[56]EGM[57]Famitsu38/40[58]Game Informer8.75/10[59]GameSpot9/10[60]GamesRadar+[61]IGN9.3/10[62]Nintendo Life[63]VG247[64] Upon release, Pokémon Sword and Pokémon Shield received "generally favorable reviews" according to review aggregator Metacritic.[54][55] Critics praised the games' simplicity, new elements such as Dynamaxing, and streamlined battle encounters but criticized the incomplete Pokédex and not taking full advantage of the games' potential. Brian Shea from Game Informer particularly praised the new Dynamax feature for being visually and strategically exciting without being overused: "while the Dynamax mechanic has the potential to disrupt the flow of any battle, it doesn't factor into most encounters, since it can only be used in Gym battles and select other situations".[59] Casey DeFreitas for IGN also praised Sword and Shield for their fun gameplay and lack of monotonous activities, while criticizing aspects such as conveniences and a full Pokédex.[62] Writing for GameSpot, Kallie Plagge also praised the pair for easy-to-understand game systems and a sense of freedom stating, "you're not held back by overly complicated back-end systems or hoops to jump through; from the outset, you can start wandering the Galar region, seeing its new Pokémon, and trying out its new battle strategies with very little in your way." Conversely, Chris Tapsell for Eurogamer criticized the games, commenting that it lacked substance and did not live up to previous titles in the series. Tapsell commented "this is a new generation of Pokémon games that promises much, with brilliant new Pokémon, a raft of intricate system-tinkering for long-term fans and a series-first stab at an 'open-world' area. But all that's new seems to have come at a cost – and the cost is almost everything else in the game."[65] James Grebey and Tom Philip of GQ also felt somewhat underwhelmed, praising the Wild Area but stating that the games were "satisfying but pedestrian" and feel like "proof of concept [with] another stage of evolution left for console Pokémon games". They also said that "there is... a lot in Sword and Shield that doesn't feel like it couldn't have been achieved on the Nintendo 3DS."[66] Sales In Japan, Sword and Shield sold two million copies during their first three days on sale, surpassing Super Smash Bros. Ultimate as the fastest-selling Switch games.[69] By March 2021, the games had sold 21.10 million copies worldwide.[70] Awards List of awards and nominations for Pokémon Sword and Pokémon Shield Year Award Category Result Ref. 2019 Game Critics Awards Best Role-Playing Game Nominated [71] Best Family/Social Game Nominated Gamescom Best Role Playing Game Nominated [72] Best Nintendo Switch Game Nominated [72] 2020 New York Game Awards Central Park Children's Zoo Award for Best Kids Game Nominated [74] Tin Pan Alley Award for Best Music in a Game Nominated [73] Titanium Awards Best Family/Social Game Nominated [73] 2020 New York Game Awards Central Park Children's Zoo Award for Best Kids Game Nominated [74] Tin Pan Alley Award for Best Music in a Game Nominated 23rd Annual D.I.C.E. Awards Role-Playing Game of the Year Nominated [75] SXSW Gaming Awards Trending Game of the Year Won [77] Famitsu Dengeki Game Awards 2019 Game of the Year Won [78] Best RPG Won Notes ^ Japanese: ポケットモンスター ソード, Hepburn: Poketto Monsutā Sōdo ^ Japanese: ポケットモンスター シールド, Hepburn: Poketto Monsutā Shīrudo References ^ a b c d e Webb, Kevin (November 15, 2019). "Everything we know about 'Pokémon Sword and Shield,' the newly released Pokémon games for Nintendo Switch". Business Insider. Archived from the original on January 21, 2020. Retrieved March 14, 2020. ^ a b "Check Out the Natural Beauty of the Wild Area". The Pokémon Company. 2019. Archived from the original on July 8, 2019. ^ a b Jackson, Gita (June 5, 2019). "Pokemon Sword and Shield Everything Else We Learned Today". Kotaku. Archived from the original on June 5, 2019. Retrieved June 6, 2019. ^ Knezevic, Kevin (June 6, 2019). "Pokemon Sword And Shield Reveal More New Gen 8 Pokemon". Gamespot. Archived from the original on June 6, 2019. Retrieved June 6, 2019. ^ a b Fingas, Jon (July 8, 2019). "Pokémon 'Sword' and 'Shield' will have version-exclusive gyms". engadget. Archived from the original on July 8, 2019. Retrieved July 8, 2019. ^ "Poké Jobs". Pokémon Sword and Shield Gameplay. The Pokémon Company. August 7, 2019. Archived from the original on August 7, 2019. Retrieved August 7, 2019. ^ Tapsell, Chris (June 11, 2019). "We've seen two new Pokémon from Pokémon Sword and Shield's release, while a spirit event occurred from November 22–27, with some Pokémon being available as collectible spirits". Eurogamer. Gamer Network. Archived from the original on June 19, 2019. Retrieved June 19, 2019. ^ Frushtick, Russ (September 4, 2019). "The iconic red telephone booths appear in the games". Polygon. Archived from the original on April 13, 2019. Retrieved September 10, 2019. ^ a b "We Interview Junichi Masuda and Shigeru Ohmori about Pokemon Sword and Shield's region based on the UK?". Polygon. Archived from the original on February 28, 2019. Retrieved March 2, 2019. ^ "The Galar Region's limited Pokédex is such a huge deal to fans". Polygon. Retrieved May 8, 2021. ^ a b "Everything You Need To Know About Pokemon HOME - What It Is, How To Get It, Transfers, Trade, Price, and More - IGN". Archived from the original on February 23, 2020. Retrieved March 2, 2020. ^ a b Knezevic, Kevin (June 12, 2019). "E3 2019: You Can't Transfer Every Old Pokemon To Sword And Shield". GameSpot. Retrieved June 12, 2019. ^ a b Frank, Allegra (February 27, 2019). "The Pokémon Sword and Shield are the series' new games for Switch". Polygon. Vox Media. Archived from the original on August 5, 2019. Retrieved July 14, 2019. ^ Barder, Ollie (February 27, 2019). "The Galar Region In 'Pokémon Sword and Shield' Looks A Lot Like The United Kingdom". Forbes. Archived from the original on February 28, 2019. Retrieved February 28, 2019. ^ Webster, Andrew (February 27, 2019). "Pokémon Sword and Shield are coming to the Switch this year". The Verge. Archived from the original on February 27, 2019. ^ a b Watts, Steve (February 27, 2019). "Pokemon Sword & Shield's New Galar Region Looks Very Familiar". GameSpot. Archived from the original on February 28, 2019. Retrieved February 28, 2019. ^ Van Allen, Eric (June 12, 2019). "The Pokemon Sword and Shield Interview: "We Knew at Some Point We Weren't Going to be Able to Keep Indefinitely Supporting All of the Pokemon"". US Gamer. Archived from the original on July 8, 2019. Retrieved November 16, 2019. ^ a b Radulovic, Petrana (February 27, 2019). "Is Pokémon Sword and Shield's region based on the UK?". Polygon. Archived from the original on February 28, 2019. Retrieved March 2, 2019. ^ "The Galar region's limited Pokédex is such a huge deal to fans". Polygon. Retrieved May 8, 2021. ^ "Pokémon Sword And Shield Introduces New Rivals And Team". GameSpot. Archived from the original on November 8, 2019. Retrieved November 4, 2019. ^ "プロジェクトストーリー1｜採用情報｜GAME FREAK 株式会社ゲームフリーク". 採用情報｜GAME FREAK 株式会社ゲームフリーク (in Japanese). Archived from the original on August 4, 2020. Retrieved April 17, 2020. ^ a b c "We Interview Junichi Masuda and Shigeru Ohmori about Pokemon Sword and Shield". Polygon. June 13, 2019. Archived from the original on June 13, 2019. Retrieved June 16, 2019. ^ "Undertale creator composed song for Pokémon Sword and Shield". Eurogamer. Gamer Network. Archived from the original on November 2, 2019. Retrieved November 2, 2019. ^ Jackson, Gita (June 17, 2019). "Pokémon Sword And Shield Director Says It's About 'Growing And Evolving'—For The Trainer, Too". Kotaku. Univision Communications. Archived from the original on June 17, 2019. Retrieved June 17, 2019. ^ Knezevic, Kevin (October 17, 2018). "Nintendo Switch's Core Pokemon RPG Will Let You Use Your Older Monsters". GameSpot. Archived from the original on June 17, 2019. Retrieved March 16, 2019. ^ Marshall, Cass (June 11, 2019). "Not all Pokémon will carry over to Pokémon Sword and Shield". Polygon. Vox Media. Archived from the original on June 12, 2019. Retrieved June 13, 2019. ^ Good, Owen S. (June 12, 2019). "Pokémon Sword and Shield is not reusing models from recent Pokémon games". Polygon. Vox Media. Archived from the original on July 13, 2019. Retrieved July 14, 2019. ^ Wales, Matt (November 1, 2019). "Tetris 99's next limited-time event celebrates Pokémon Sword and Shield". Eurogamer. Archived from the original on November 4, 2019. ^ News, Jordan Gerblick 2019-11-13T00:17:50Z. "Pokemon Sword and Shield Wild Area search app lets you explore and learn about Pokemon". gamesradar. Archived from the original on November 13, 2019. ^ "New Pokemon Sword & Shield Spirits Being Added To Smash Bros. Ultimate". GameSpot. Archived from the original on November 21, 2019. Retrieved November 21, 2019. ^ Life, Nintendo (November 13, 2019). "Smash Bros. Ultimate's Pokémon Themed Tournament Starts Later This Week". Nintendo Life. Archived from the original on November 13, 2019. ^ Guisao, Jason (October 8, 2020). "Pokémon Sword and Shield Physical Bundle With Expansion Pass Costs $90". Game Informer. Archived from the original on November 30, 2020. Retrieved December 6, 2020. ^ Farokhmanesh, Megan (January 9, 2020). "Pokémon Sword and Shield will get even bigger with all-new expansion pass". The Verge. Archived from the original on January 9, 2020. Retrieved January 9, 2020. ^ Jackson, Gita (January 9, 2020). "Pokémon Sword and Shield Expansions Adds Over 200 Existing Pokémon". Kotaku. Archived from the original on January 14, 2020. Retrieved January 14, 2020. ^ Gailloreto, Coleman (May 27, 2020). "Pokémon Sword & Shield: Isle of Armor Real Life Location Explained". ScreenRant. Archived from the original on June 6, 2020. Retrieved November 13, 2019. ^ Nunneley, Stephany (June 25, 2019). "The Pokemon Sword and Shield Pokedex Controversy Has a Name, and the Conversation Around It is Getting Worse". USgamer. Gamer Network. Archived from the original on June 29, 2019. Retrieved June 29, 2019. ^ a b c Hernandez, Patricia (June 13, 2019). "Why Pokemon Sword and Shield's limited Pokedex is such a huge deal to fans". Polygon. Vox Media. Archived from the original on June 16, 2019. Retrieved June 17, 2019. ^ Baird, Scott (July 18, 2019). "Pokémon Sword & Shield Have Bigger Issues Than Just The National Pokédex". Screen Rant. Archived from the original on July 19, 2019. ^ Fahey, Mike (June 14, 2019). "Not All Pokémon Can Be Imported Into Sword And Shield". Kotaku. Univision Communications. Retrieved June 17, 2019. ^ Cotton, Paul (June 13, 2019). "Revealed: why you can't catch 'em all in Pokemon Sword and Shield". Dexerto. Archived from the original on June 17, 2019. Retrieved June 17, 2019. ^ EDT, Phillip Martinez On 7/15/19 at 12:47 PM (July 15, 2019). "Game Freak confirmed that the models used in 'Pokémon Sword and Shield' are not reused". Newsweek. Archived from the original on October 21, 2020. Retrieved September 23, 2020. ^ Blake, Vikki (July 14, 2019). "Game Freak isn't recycling 3DS models in Pokémon Sword and Shield after all". Eurogamer. Archived from the original on October 1, 2020. Retrieved September 23, 2020. ^ Donaldson, Alex (June 13, 2019). "Pokemon's "Gotta Catch 'em All" catchphrase comes back to haunt it as fans backlash against Sword and Shield's cut-back Pokedex". VG247. Gamer Network. Archived from the original on July 3, 2019. Retrieved July 3, 2019. ^ Jackson, Gita (July 9, 2019). "Why Pokémon Fans Are So Mad About Sword And Shield". Kotaku. Univision Communications. Archived from the original on July 9, 2019. Retrieved July 9, 2019. ^ Masuda, Junichi (June 28, 2019). A Message for Pokémon Video Game Fans (Video). The Pokémon Company. Archived from the original on July 2, 2019. Retrieved July 2, 2019. ^ McWhertor, Michael (June 28, 2019). "Game Freak responds to fan anger over Pokémon Sword and Shield's limited Pokédex". Kotaku. Univision Communications. Archived from the original on June 29, 2019. Retrieved June 28, 2019. ^ a b "Pokemon Sword for Switch Reviews". Metacritic. Archived from the original on November 15, 2019. Retrieved November 19, 2019. ^ a b "Pokémon Shield for Switch Reviews". Metacritic. Archived from the original on March 6, 2021. Retrieved November 19, 2019. ^ Andriessen, CJ (November 20, 2019). "Review: Pokemon Sword". Destructoid. Archived from the original on November 13, 2019. Retrieved November 13, 2019. ^ "Pokémon Sword & Shield review". Game Informer. Archived from the original on November 13, 2019. ^ Plagge, Kallie (November 13, 2019). "Pokémon Sword & Shield Review – The Cliffs of Snover". GameSpot. Archived from the original on November 13, 2019. Retrieved November 13, 2019. ^ Loveridge, Sam (November 13, 2019). "Pokemon Sword and Shield review: "A Pokemon game for a new generation"". GamesRadar+. Archived from the original on November 13, 2019. Retrieved November 13, 2019. ^ a b DeFreitas, Casey (November 13, 2019). "Pokemon Sword and Shield Review". IGN. Archived from the original on November 13, 2019. ^ Olney, Alex (November 13, 2019). "Pokémon Sword And Shield – A Solid Start To Gen 8 On Switch, Despite The Hate". NintendoLife. Archived from the original on November 13, 2019. ^ Donaldson, Alex (November 13, 2019). "Pokemon Sword & Shield review: ambition in places, seemingly unfinished in others". VG247. Archived from the original on November 13, 2019. ^ Tapsell, Chris (November 13, 2019). "Pokemon Sword and Shield review – a shadow of a former great". Eurogamer. Archived from the original on November 20, 2019. Retrieved November 20, 2019. ^ Grebey, James; Philip, Tom (November 19, 2019). "Pokémon Sword and Shield Review: Are These Games Getting Easier or Are We Getting Older?". GQ. Archived from the original on November 20, 2019. Retrieved November 20, 2019. ^ Romano, Sal (November 19, 2019). "Pokemon Sword and Shield sold 1.36 million retail copies in first three days in Japan". Gematsu. Archived from the original on November 20, 2019. Retrieved November 20, 2019. ^ 3年ぶりのシリーズ完全新作『ポケットモンスター ソード・シールド』Nintendo Switchソフト史上最速・最多！ 初週世界販売売本数600万本突破 (PDF). Archived (PDF) from the original on November 21, 2019. Retrieved November 21, 2019. ^ Webb, Kevin (November 21, 2019). "'Pokémon Sword' and 'Pokémon Shield' had the most successful launch of any Pokémon game to date". Business Insider. Archived from the original on November 22, 2019. ^ "IR Information : Sales Data - Top Selling Title Sales Units". August 6, 2020. Archived from the original on January 30, 2020. Retrieved August 6, 2020. ^ Nunneley, Stephany (June 27, 2019). "E3 2019 Game Critics Awards – Final Fantasy 7 Remake wins Best of Show". VG247. Archived from the original on August 28, 2019. Retrieved November 22, 2019. ^ Milligan, Mercedes (August 15, 2019). "Gamescom Award 2019 Nominees Revealed". Animation Magazine. Archived from the original on September 13, 2019. Retrieved November 27, 2019. ^ "Titanium Awards 2019". Fun & Serious Game Festival. Archived from the original on November 27, 2019. ^ Sheehan, Gavin (January 2, 2020). "The New York Game Awards Announces 2020 Nominees". Bleeding Cool. Archived from the original on January 4, 2020. Retrieved January 4, 2020. ^ Chalk, Andy (January 13, 2020). "Control and Death Stranding get 8 nominations each for the 2020 DICE Awards". PC Gamer. Archived from the original on November 4, 2020. Retrieved January 19, 2020. ^ "2019 Nominees". National Academy of Video Game Trade Reviewers. January 13, 2020. Archived from the original on January 21, 2020. Retrieved January 19, 2020. ^ Watkins, Gary (March 24, 2020). "Announcing the 2020 SXSW Gaming Awards Winners". South by Southwest. Archived from the original on April 8, 2020. Retrieved July 27, 2020. ^ Sato (April 18, 2020). "Here Are the Winners of the Famitsu Dengeki Game Awards 2019". Siliconera. Archived from the original on November 20, 2020. Retrieved May 4, 2020. External links Official website Retrieved from "