Pokémon Compass

Are you playing version 2.1.1.1? Use the 2.1.x.x Primer.

If it is not in the primer, refer here.

This documentation is for version 2.0.7.1



! This document contains spoilers for Scarlet and Violet !

Overview

This document covers all of the changes that we've made to Scarlet and Violet — and there are quite a few!

Keep in mind while reading, if it's not in here, it means we haven't changed it.

We also ask that players limit spoiling others publicly. We find that the experience with the mod is best when you just dive in with a little idea of what's different, but not have every aspect of it spoiled in advance. And it is for this reason that we will not provide detailed trainer levels, teams, etc. — go, explore, and experience it for yourself!

What Compass Is

Compass is designed to be a definitive vanilla-enhanced experience for Scarlet and Violet, focusing on a smoother progression through the main stories, with generally increased difficulty in trainer battles and post-game battles, revamped raids and rewards, and a wider selection of Pokémon both in the wild and added to raids. Quality of Life features are included to smooth out some of what we consider to be design deficiencies, or just to make exploration a little bit nicer, giving better access to EV items, evolution items, recovery consumables, etc.

Compass allows every Pokémon to be obtained in a single version, and incorporates all of the transferable HOME Pokémon into the wild, into raids, or as new symbol encounters, and into opposing trainer teams and events.

Overall, we want players of Compass to feel the excitement in exploration and tackling the story elements while expecting a bit more pushback, but without being punishing or unfair. The best way to play, in our opinion, is to read through this documentation to get an idea of what's changed, but otherwise go in blind and just experience it.

Compass is meant to be played in a new game save that has not retrieved online events.

Main Features

Compass makes changes to very nearly everything in the game. It is now a complete, beginning-to-end overhaul, including both DLC and Epilogue content, and is without a doubt, the most extensive mod for Scarlet and Violet.

This documentation gives details on everything we change, but for a quick overview :

Complete Trainer Overhaul

- → Every single trainer in the game has been touched, wild and story — All 600+ of 'em
- → All ally / partner battles also feature new and/or improved teams
- → Raid allies are entirely reworked, and new tiers with entirely-new allies have been added at the high-end to make them even more useful
- → Higher difficulty and max level repeatable post-game Ace Tournament, Club Room matches, and Team Star rematches

Story and Wild Encounter Overhaul

- → Tougher Titan and titan-like 'boss' fights, and improved former titans / 'boss' encounters
- → Tougher Team Star scenarios and notably-tougher Starmobiles
- → Improved level curve for wild Pokémon, and generally tougher wild encounters
- → Over 1,000 adjusted or reworked special / static encounters, along with 36 all-new ones

Get All ScVi-available Species

- → No version exclusives — ways of getting all items and species from both games included
- → Snacksworth treats available in both game versions and off-line
- → New evolution methods and items used for no-trade and version-specific evolutions, and for certain regional forms

→ All ScVi-available Pokémon, traded in via HOME, as transfer-only, or available via special online events, are made available in-game, regardless of game version
→ New Pokédex entries for everything added
→ Shiny Lock has been removed from everything

Massive Raid Overhauls

→ Raids are all more challenging and rewarding, with better Pokémon to overcome, and entirely new sets of raid loot rewards
→ Raids flow better with improved appearance rates, especially for late-game and on
→ Over 250 new raids have been created, including special event raids
→ Tweaks and overhauls made to the other 600+ raids
→ Dozens of endgame raids for high challenge, and mythical or legendary encounters

Notable World Changes and QoL

→ Reworked hidden item loot tables across all of Paldea
→ New hidden item locations throughout Paldea
→ Updated Paldean map and map labels for more-clear progression direction
→ Changes to Pikachu and Eevee with new movesets, evolutions, and updated BST
→ Modified Poké Mart and Delibird Presents shops
→ Complete TM list available from the start
→ Improved picnic for faster eggs
→ Able to picnic just about anywhere, in towns and the final story area, and from your mount directly
→ Slightly increased message speed and reduced delay to trim down some of the sluggishness of combat
→ A custom food-buff shop to shortcut some of the most essential sandwich buffs
→ An item in the shops that allows you to Go Bagless
→ Better Gliding features
→ Improved BBQ rewards and slightly-reduced Club Room Board costs
→ A new IV/EV Judge UI added to allow you to see your stats at any time
→ The ability to get the Synchro Machine prior to DLC2, and ability to use it just about anywhere
→ Slightly faster battle messages to make combat a bit snappier
→ New obedience UI element to quickly and easily see your obedience level
→ A way to get the Mythical Pecha Berry for Epilogue access in-game

Other mods we've previously released have been incorporated into and completely reworked specifically for Compass are : Expanded Wild Pokémon, Raid Tweaks ★-Rating Encounter Rates, and Raid Tweaks - Encounter Levels Adjusted.

If you have any of these mods installed, you need to uninstall them before installing Compass.

See Installation and Compatibility for more details.

These changes will not be released individually.

What Compass Is Not

Compass is Not a 'Super Hard' or 'Unfair Difficulty' Mod

Since its release, Compass has had a fair amount of content creators tackling it and a decent amount of discussion on various forms of social media, which is great, and something we're glad to see or hear about, and enjoy watching.

However, one of the most common engagement elements used is presenting Compass as some 'high difficulty' mod.

We don't want new players to have the wrong impression, or to have a lot of the dialogue of the mod centered around that impression, so, to be clear : It's not.

Compass is more "medium" or "medium-high" difficulty.

It is meant to have some pushback, and it will be tougher than vanilla, but it will not turn every encounter into a struggle or slog. It does not give every trainer max stats and competitive teams from the beginning, for example; the prevailing design principle is that the pushback should increase as you progress through the game consistently, so that as you are provided with more opportunity for building a strong team, so too will the fights against you become tougher.

Therefore, each major milestone accomplishment is more rewarding than vanilla, but still approachable for the majority of Pokémon players who are looking for an experience that requires more than just mindless A-mashing all game.

The post-game 6★ and 7★ raids, however, are quite difficult, and will necessitate the player catching or breeding and training dedicated Pokémon specifically just to handle that encounter. These are all optional, but they're the toughest fights in the game; tackle these for a challenge.

Compass Does Not Give DLC Access

We integrate some of the aspects of the DLC into the base game, and update the DLC content with parts of the base game in turn.

However, if you do not own the DLC, you will not be able to obtain DLC-exclusive content, or access the DLC itself, via Compass.

Compass is Not a Cheat Mod

Considerations are given to maintaining close to vanilla balance.

Some items can be found here that are not found either as early or as easily as in vanilla, but these are limited, and are provided just to give extra access to the variety of Pokémon available using this version. Access to powerful items does exist in new ways with Compass, but these all require the player to earn them.

We do not provide any method to simply obtain an unlimited number of any items, for instance.

Compass Is Not Nuzlocke-Balanced

Compass is not balanced for nuzlocke or other challenge modes, or made with speedrun considerations.

While we enjoy these experiences and definitely like to see them being done, we prioritized the vanilla-enhanced feel over making considerations for these sorts of optional gameplay modes.

If you are going to nuzlocke Compass, be sure to use the provided Habitat Locator and/or Wild Encounter Lists pages to get accurate available encounter information when getting your team members~

Compass Does Not Improve Performance

Compass has no impact on performance, for better or for worse. Yeah, that means the classroom NPCs still move at an abysmal framerate.

There are currently no plans of focusing on performance improvements.

Compass Is Not a Rebalance or Re-Envision Mod

Compass does not change or rebalance Base Stats, movesets, etc. for most Pokémon*.

The major exceptions being changes required for evolution methods so as to allow obtaining no-trade, co-op, and regional exclusives in Compass (see Other Evolution Changes for specifics)

Aaand the other exception being the overhauls given to Eevee and the Eeveelutions.

** : See Pokémon Changes for more information.*

Complementary Sites

A few other web pages have been created to go along with Compass, to help in providing certain information or things of interest :

- → Compass Habitat Finder : Uses the current version's spawn and habitat data to make a habitat emulator of sorts, which you can use to find and share locations of every Pokémon that can show up in the wild encounter spawns! Now you can search for your favorites, like this!
- → Compass Area Encounters : Uses the current version's spawn data to generate lists of all Pokémon which can potentially spawn in a region, sorted out by area. Every entry listed will link to the Habitat Locator's page, to give more detailed specifics. You can also share direct links to areas, like this.

→ Compass Raid Primer : Contains information on making informed decisions for Pokémon, moves, items, matchup considerations, and quite a lot more, all based around Compass' post-game 6★ and 7★ raids. It's a pseudo-guide full of helpful information~

→ Compass Raid Log : A log of some of Kas' solo completions of the raids. Gives a good idea on strategies, potential counter-picks, moveset choices, and shows a wide variety of Pokémon are capable of completing these challenges.

Other pages like these are possible down the road, depending on if they can provide anything of interest or of values to players~ Announcements for new sites or pages will be made in the Discord channel, and added here upon completion, so that's a quick and easy way to keep track of new stuff if we add anything else.

Download Location

Download Pokémon Compass

This is the only location you should be getting Compass from — It is the only place we will officially upload it to.

If you've found this anywhere else, please notify us via Discord, including where you found the information about the re-hosting.

If you paid for Compass or paid to get access to Compass, *you got scammed*.

DLC Integration

As Compass aims to be a definitive experience, all of the DLC content will be added into the mod and designed around.

Compass is **not** going to circumvent the need for the player to have the DLC to access the DLC content.

You will still need to purchase the DLC to access the DLC content, obtain the exclusive legendaries, etc.

You do not need to have the DLC in order to play Compass. Just ensure you are on the correct official game version and the relevant Compass version.

Some things will be integrated into the base game, such as a select few species or forms, for the player to acquire. Trainers will be adjusted over time to include more returning Pokémon, or to more properly use those that Compass adds into the overall Paldea Dex. Similarly, some species and forms may become available in the DLC areas that were not previously able to, and the content will be updated to include integration of those Pokémon, as well.

All changes explained and details outlined in this document are with the inclusion of DLC in-mind.

Teal Mask DLC

The Teal Mask content can be tackled at any point after the beginning of the Treasure Hunt. Unlike both base-game and Indigo Disk, however, Teal Mask content has a “scaling” factor of a sort — there are two sets of teams for every trainer, and adjustments to all wild and special encounters, both of which are triggered upon loading into the area after having completed The Way Home.

Compass does not change this element, but is designed around it.

As such, for the sake of simplicity, throughout this document, the early-game version of content will be referenced as ‘story’, and the post-The Way home version will be ‘post’.

Don’t worry about ‘locking in’ the ‘story’ version of Kitakami, though : Even if you start the DLC before completing The Way Home, and then return to and complete the main story, the next time you return to Kitakami, all of the encounters will change.

(Some fixed encounters might not update, but this is normal vanilla behavior; these are loaded differently, and catching or defeating them can ‘reset’ them so when they respawn, the ‘post’ version is used.)

Epilogue

The Epilogue content, accessible upon acquisition of the Mythical Pecha Berry, can be accessed and completed in Compass without requiring any save file manipulation or connecting to the online Mystery Gift services.

You can acquire the Mythical Pecha Berry after completion of the main story of Indigo Disk by speaking to Snacksworth. An expansion of the initial cutscene with Snacksworth was made in which he will hand over the berry.

Note : If you have already spoken to Snacksworth and started on the sidequest with his legendary treats prior to installing Compass or updating it to version 2.0.6.0 or newer, you will need to use a tool such as PKHeX to give yourself the item, as the initial event will not fire off on subsequent interactions with Snacksworth. The inclusion of this new method is intended for players who have not experienced the DLC already.

Progression Changes

Compass’ core design determining the relative levels of wild encounters, levels and other difficulty factors in trainer battles and major story and event battles, raid appearances, and so on, is a modified progression flow — A new expectation of which route most players will take should they follow the “intended” route, similar to vanilla’s, but changed in some key ways.

The following are the major changes :

→ Nearly all wild Pokémon have increased levels, starting from around the completion of the first gym badge
→ Kofu is now expected to be tackled earlier than Iono
→ Iono, Mela, and Atticus are all a fair bit stronger than before

→ Prepare to tackle Glaseado Mountain and all the Northern Provinces at roughly the same time, after conquering South Province Area Six and Tulip's Gym
→ All Gym Leaders see their team's levels increased to be the toughest challenges in each expected "route"; you should be sure to explore the relevant surrounding areas before tackling them
→ The Quaking Earth and False Dragon Titans are designed to be tackled later and are significantly harder
→ Raid ★-ratings appear at different points and with different chances than before, with higher levels and increased difficulty (see Raid Changes for all the specifics)

Obedience System

The Obedience System is a vanilla mechanic.

As of version 2.0.7.1, Compass does not make any changes to this system at all.

Compass does, however, slightly alter some presentation for information about the Obedience System.

This section aims to provide information on how this system works, since it's not explained well in-game, resulting in some occasional confusion with how it works, and how it interacts with Compass' general design philosophy and progression flow. By reading through this section, you'll get a better view on how Obedience works in general, and how it, at least partly, influences Compass' design philosophy.

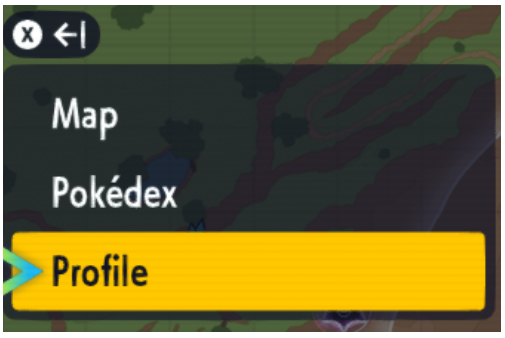
In an upcoming Compass update, a simplified version of this explanation will be displayed to players through the use of the Tips screen, and will be available to re-read at any point within the Adventure Guide.

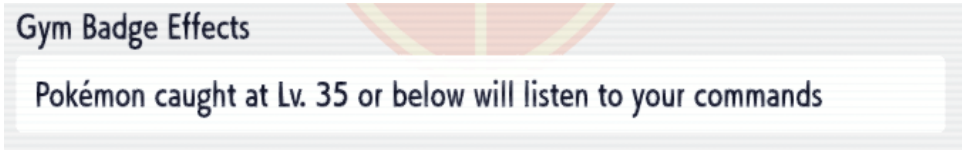
Obedience Overview

The Obedience system determines whether or not a Pokémon that you have caught will actually obey you during combat and with Let's Go. This is based on the level that you caught the Pokémon at and your current Obedience Value.

You can see what your Obedience Value currently is by opening up the map, pressing the X button for the flyout menu, selecting Profile, and then pressing A in the Profile screen to change the current view to the screen that will display some useful information, and your Obedience Value. Yeah, it's a bit out of the way.

The following images show the flyout menu on the map, and the Obedience Value string. :





Your Obedience Value will increase each time you collect a Victory Road Gym Badge.

You start at level 20 (only those Pokémon caught up to level 20 will obey you), and increase this limit by 5 for each Badge collected. The Gym Leaders all have dialogue telling you what your new value is, and you can always check it as above.

If the Pokémon that you caught is higher level than your Obedience Value, it will occasionally not obey you in combat, and choose to not listen to your commands. The Let's Go feature will similarly be effectively useless, as they won't do what you want them to and will slack off instead.

How it Works

When you catch a Pokémon, the game remembers what level they were when that event happened. Once your Obedience Value is equal to or higher than the level at which you caught the Pokémon, then they will obey you from then on.

Notice the language in the Gym Badge Effects : "caught at Lv. xx". This has nothing to do with what level you raise them to, and only concerns itself with the level of the Pokémon when caught. You can view the level at which you caught the Pokémon in its summary screen.

So if you have, using the image above as an example, an Obedience Value of 35, and catch a Pokémon that is level 32, then it will obey you. If, however, you catch one that is level 37, then it will not – at least, until you increase your Obedience Value to at least 40 (by defeating another Victory Road Gym Leader and collecting the Gym Badge), at which point that Pokémon will obey you.

You can raise any Pokémon that will obey you (e.g. those that were caught under your current Obedience Value) to any level that you want. Even at level 100, that Pokémon will still obey you.

The Obedience Value is **not** a level cap type of system. It only limits the level of Pokémon that you can catch and have them listen to you temporarily.

Therefore, you're incentivized to find areas with level ranges for the wild Pokémon that match your Obedience Value and below.

Obedience and Compass

Unfamiliarity with the system (and a lack of explanation in-game) can lead to some common misconceptions. The most common of which is a mistaken assumption that Compass expects you to defeat story encounters (such as the Gym Leaders) while being very underleveled — ranging from 5-8 in the beginning to nearly 15 by the end of the Victory Road story.

This is simply not the case.

Compass' progression is designed *around* the Obedience system. When you go into an area, if you're following the appropriate progression flow, all of the wild encounters (exceptions for 'powerful' overworld encounters) will be under your current Obedience Value.

So everything that you fight and catch in the appropriate area will listen to you from that point until the end of your journey.

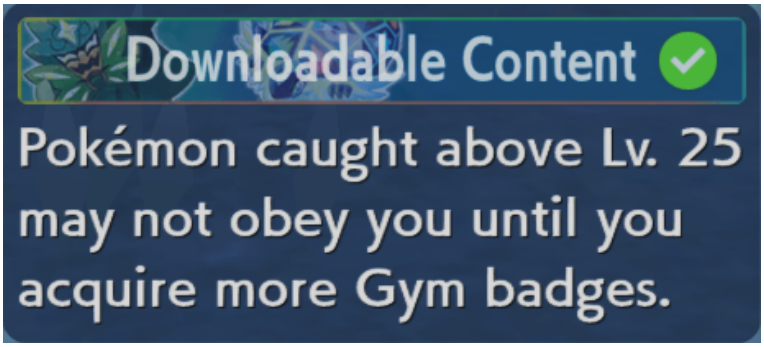
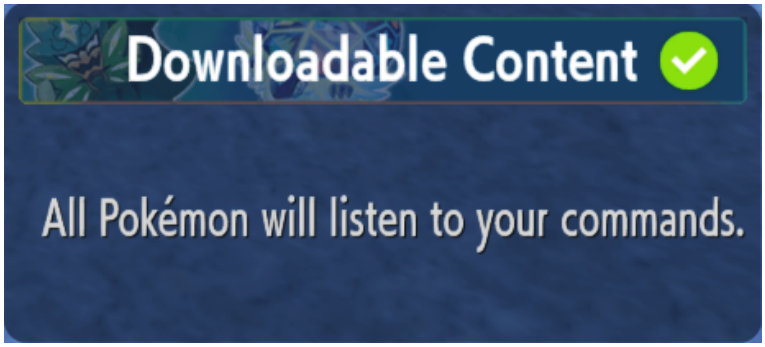
If the wild encounters around you are above that value, this is a clear indicator that you're in the wrong place. Should this happen, your best bet is to check the map to see the level ranges of the wild encounters for every area to correctly identify where you should head. (More on this in the rest of the Progression Flow section.)

Now, trainers and story encounters (such as rivals and Gym Leaders) are going to be at or above your Obedience Value at all points of the game (after the very beginning). This is intentional – we expect players to catch and then train up their Pokémon. In vanilla, the trainers are weaker than the wild Pokémon around them, and Gym Leaders can easily be defeated by simply catching nearby Pokémon and taking them immediately into the fight – this does not work in Compass! You gotta train a bit.

New Obedience Cap Display

In v2.0.7.0, we modified some of the X Menu / Main Menu UI elements so that we could make it easier for players to tell their current obedience "limit". This updates based on how many Victory Road badges you've earned, since Compass does not modify the functionality or acquisition of the obedience system.

Example images of the new Obedience UI element :

While only having a single Victory Road badge :	After getting all Victory Road badges :
	

Additionally, whenever a Pokémon decides to disobey / sabotage your commands, the message that automatically plays has been expanded to clearly state that you need more Gym Badges before that Pokémon will listen to you.

Progression Flow

Scarlet and Violet is a pseudo-open world experience, and you can go to very nearly any place at any time after the intro portion of the game, but the construction of the game (and Compass) is that of a linear progression – While yes, you can take on Victory Road Gyms in any order you'd like, there is a definite expected route.

We've tried to make this more apparent in-game : We've provided labels that show the wild encounter levels in all areas of Paldea, the major story event icons on the map can be hovered over or clicked on and will show a recommended level, and the map is color-coded by area based on the "boss" color. This is explained in a little bit more detail in the Modified Map section.

But we also have other resources that can be found in this document that detail out the expected flow, such as the Spoiler Maps (which are quite similar in the information they provide to the in-game map).

Victory Road

Notable changes :

→ Significantly higher levels on the Gym teams, for both trainers and leaders
→ Improved stats and natures, better moves, better AI, the inclusion of held items, more Pokémon, etc., increasing as the player gets further along the route

While making your way through the Victory Road story, it's strongly advised to spend some time catching Pokémon, completing raids, or battling against the myriad trainers, as the general pushback has been increased fairly significantly, and taking the time to train your team is expected so you don't end up underpowered.

Compass makes no changes to the game's obedience system, and is designed with that limitation in mind. It's expected of the player to train up Pokémon to tackle the major event encounters and not just go catch something at-level to immediately take into the Gym, for example.

Other than a general increase in the difficulty curve, and general growth in the trainers themselves by gaining more IVs, EVs, better moves, etc., two moderate adjustments have been made to the general expected route : Kofu's and Iono's positions have been swapped, and Ryme's and Tulip's positions have been swapped.

The general "segments" that Compass is broken down into are as follows, with the Victory Road "capstone" :

Major Victory Road Battles and their Aces

Expected Explored Areas	Leader / Fight	New Ace	Old Ace	Double
South Province areas One, Two, and Four	Katy (Bug)	25	15	No
South Province areas Three and Five	Brassius (Grass)	31	17	No
West Province areas One and Two, Asado Desert, and South Sea and West Sea	Kofu (Water)	40	30	No
East Province areas One and Two, and East Sea	Iono (Electric)	45	24	Yes
East Province Area Three, Tagtree Thicket, and West Province Area 3	Larry (Normal)	51	36	Yes
South Province Area Six	Tulip (Psychic)	56	45	No
Glaseado Mountains South and North	Ryme (Ghost)	63	42	Yes
North Province areas Three, One, and Two, and North Sea	Grusha (Ice)	70	48	Yes
Casseroya Lake and Socarrat Trail	Elite Four	72-74	58-61	No
	Pre-Final Battle	75	62	No

	Final Battle	76	66	No

Note : The double battle indicator here includes both main-story and rematch Circuit.

Certain other changes have been made that are relevant to the Victory Road story, such as the event Pokémon prior to Brassius' gym being adjusted to match the modified progression (changing the levels of the encounters from ~12 to ~30, for example).

With most of the gym leaders being ~11-20 levels higher than vanilla, this may initially look like quite a steep change, but it's worth noting that there is an absolute abundance of experience in the world, with an incredible amount of trainers, and access to a high number of raids at any time to get some candies.

It's generally expected for the player to explore most of every area before tackling the Gyms; changes to early-game dialogue, the inclusion of new labels and new graphical "regional" indicators on the game's map are also included to indicate the general expectation for the player along the way.

The Elite Four and the final fights are meant to be the "best" trainers, so compared to the other stories, these battles are higher level and generally more difficult than the equivalent final sections; It's recommended to tackle this portion of the main story last before moving into late-game.

Path of Legends

Notable changes :

→ Increased levels and stats, and changes to movesets for all Titans

→ Modified partner Pokémon for Arven to be more useful, up to and including replacement Pokémon

Each Titan fight is broken up into two fights; In vanilla, the only difference between them being one additional move, but in Compass, the second fight is also tougher than the first, matching the in-game story element.

Additionally, all Titans have adjusted movesets to be a bit more menacing.

Titan Fights

Titan Fight	New Level	Old Level
Stony Cliff	30	16
Open Sky	34	20
Lurking Steel	46	29
Quaking Earth	70	45
False Dragon	70	57
Final Battle	70	61

Arven's cooperative team is adjusted to be closer to these levels and made better — Starting in 1.1.2, Arven uses different Pokémon than vanilla, and so has different partners for most of the fights. And with 2.0.0.0, he brings three partners to each fight, which is useful because the Titans have been made more difficult.

The most significant change in Compass comes in the form of the Quaking Earth Titan, which has its level brought up to 70 (from 45). While ~~Tai-Taaaaaaaan~~ the False Dragon Titan (now also level 70) is still considered the "final" Titan fight, Quaking Earth may well be the most difficult. This change is largely because of lore reasons, as even vanilla's Area Zero encounters are higher level than Quaking Earth's, and this one's been munchin' some quality herba. It didn't make much sense that this combination resulted in a weaker Pokémon than you'll find roaming randomly later on.

The second Titan fight is also a bit more challenging than the first~

Former Titan Changes

Just like in base game, you can find the Former Titan fights in the world upon completion of their related story events. However, these fights are *not the same* as the final versions of the Titan you face in the story element : They are made to be more reasonable encounters, though they are still quite strong, and have the Titan Mark. They are based in part on the second fight, so their levels will be higher than the table above shows.

Additionally, some of them may be found in different locations (Lurking Steel and Open Sky are closer to their cave entrances), and they are all a bit larger than in vanilla. They're not nearly as huge as their story versions, but they are "max" size, and their overworld models will (mostly) reflect that.

No behaviors are applied to these, however — they still "behave" the same as in vanilla. Which is to say, they just stand there, don't have a popup indicating their name or level, cannot have their fight initiated by throwing a Pokéball at them or running into them, etc. You need to walk up and talk to them to start the fight.

Starfall Street

Notable changes :

→ Increased levels in the Let's Go pre-battle event
→ Increased Team Star Leader difficulty (levels, stats, AI, movesets, number of Pokémon, etc)
→ More difficult Starmobiles (higher stats, different moves, new Abilities)
→ Starmobiles are also all dual-type with Steel

Starfall Street follows the same progression route as vanilla, but the leaders have larger teams with much higher levels, better moves, better AI, etc., increasing in pushback the further along the story you go.

Team Star Leaders

Team Star Fight	New Ace	Old Ace
Segin Squad	36	21
Schedar Squad	42	27
Navi Squad	49	33

Ruchbah Squad	65	51
Caph Squad	68	56
Pre-Final Battle	71	61
Final Battle	73	63

The trainer fights during the ~~Do Your Best~~ Let's Go portion are a few levels under the leaders', significantly increased over vanilla's ranges.

The leaders have teams that they will use before sending out their Starmobile, with at least four (and up to six) strong Pokémon. In Compass, they don't just rely on their vroom-vroom, and are respectable trainers on their own.

The Starmobiles themselves see significant changes — they've been given additional moves, significantly higher stats (from ~439 to ~485 equivalent-BST in vanilla to 480 to 600 in Compass, and with higher HP multipliers), and come at the end of a tougher fight with the leader. The Starmobiles' relative strength will increase the further along the Starfall Street story you end up, with the higher tier leaders (Ortega and Eri) using more powerful versions that have even higher increased stats beyond their level changes.

All Starmobiles are also dual-typed with Steel, which may change which Pokémon you bring or what moves to use.

Don't underestimate these leaders~

Post-game rematches against the Team Star leaders are changed significantly, with vastly improved and full teams, all increased to level 100, with the ability to Terastallize.

The repeatable Let's Go segment has also had changes, with the Pokémon being used here all around level 90 and up — these are now dedicated training camps, after all!

Late-Game Events

The Ruinous Quartet have been changed to be more suitable for end-game content, changed from level 60 to 80, given increased IVs, and actually have a moveset associated! The box legendaries are also increased to match the appropriate time that you get access to them, with a change in level from 72 to 80.

The box legendaries are also available for capture repeatedly, and will respawn after a one-day cooldown from the last time you fought or captured them. (If a day or more has passed and they are still not respawning, you may need to reload the area by zoning out and then back in to get the scene file to reload.)

Final Story Path

Specifics of this section are being kept vague to avoid direct spoilers.

The "end game" portion of Scarlet and Violet's main story begins with the completion of all three of the previous story paths, and counts as a fourth story path on its own.

Partner battles in this final story path have been adjusted, as both your allies and the enemies have their levels increased to match the expected ranges at that time. Partner Pokémon have been corrected to match the relevant story elements previously, but include increased stats and modified movesets, etc., so that they are relevant to the more-difficult content present in this part of the story.

The final fight of this story element has been overhauled as well, featuring new teams unique to each version of the game, with updated levels, IVs, EVs, Held Items, and movesets. The fight is intended to be one of the "most challenging" fights in the game, and as such, it features the highest overall stats, best AI options, and generally strong Pokémon.

It is recommended that you tackle this final fight at level 75 or so — the maximum level of the opponent is 80.

The secondary component to this final story fight has only been minimally adjusted → As this is more of a cutscene event than it is an actual battle, no significant changes were made to affect the overall design of the fight.

Teal Mask DLC

Both 'story' and 'post' versions have been overhauled. This includes all wild and special encounters, all trainer and event battles, and so on.

'Story' encounters are designed around the notion that the player does not have a significantly powerful team, so will generally feature low-difficulty battles, matching the same general capabilities as those in the relevant Paldean regions (such as South Province Area Two or Three, or up to West Province Area One, etc).

'Post' encounters see significantly more change, however, and diverge massively from vanilla. In vanilla, 'post' trainers are identical to the 'story' version, just with higher levels and occasionally different moves. In Compass, however, these 'post' trainers will field fully-evolved and expanded teams, with improved stats, custom movesets, and so on, which should provide some decent pushback for players who have completed The Way Home.

The information presented here is a bit vague to avoid spoilers~

Teal Mask : Recommended Levels

Story Fight	'Story'	'Post'
Starting the DLC	12	77
Festival	21	83
Loyal Three	29	86
Final Story Battles	33-35	88

For the 'story' version, it's best to take it on over the course of the first two Victory Road gyms, as the battles will scale up to the point that you are expected to be preparing for the battle against Kofu.

The 'post' version is roughly meant to be run alongside the Gym Rematch Circuit, leading up to the first and second Ace Tournament.

Loyal Three Partner Changes

Your ally's team when helping you face off against the Loyal Three has been improved all-around and is quite competent, though not entirely able to handle the encounter solo.

This is particularly useful since the encounters themselves have seen increased stats and stronger movesets, similar to the changes made to the Titan Pokémon throughout the Path of Legends story.

Indigo Disk DLC

Since Indigo Disk does not have any 'scaling' component, it is meant to be taken on after the completion of both The Way Home and Teal Mask. And Compass' overhaul is done with that in mind.

(Yes, you can go to Blueberry Academy as soon as you complete the first event in Kitakami, but if you do so prior to completion of The Way Home, you'll find yourself massively underleveled~)

Because these trainers are part of a 'battle-focused' academy, it stands to reason that they should be considered quite capable. As such, these will be, in general, the most difficult fights in the game. Even the wild trainers will field large and sometimes full-sized teams, and all of which will have quite high stats and access to every move.

Of course, Compass is not a 'high difficulty' mod, so these aren't meant to be extreme challenges by any means, but they shouldn't be underestimated~

The information presented here is a bit vague to avoid spoilers.

Indigo Disk : Recommended Levels

Story Fight	Level
Starting the DLC	88
Elite Four	93-94
Final Story	95
Epilogue	100

Wild Pokémon

Compass adjusts almost all of the existing wild encounters from Scarlet and Violet, primarily in order to match progression changes (such as from level ranges that have been changed), but does so while trying to stay close to the vanilla distribution and availability.

For the most part, base Scarlet and Violet encounter tables will work with Compass, but there are some changes that might result in the experience being a little different, so they're best used with that consideration in mind.

For both DLC areas, the wild encounter adjustments were made with the consideration in mind of not affecting the availability of species in that area, so all vanilla information on spawn locations will still apply. The levels and other details can differ slightly.

Some of the changes are to match the existing hints provided by the game's habitat system, bug fixes, and weighting adjustments to prevent overcrowding or better spawn chances within the same general region.

As such, a complete list of these changes is not immediately available, as it would in effect cover all 500+ spawn rules that were changed, many of which may have no significant impact on the player experience.

Some of the notable changes, however, are listed below :

→ All wild Pokémon with the minimal potential spawn rate have had their spawn weights increased. This resolves a "off-by-one" bug that can sometimes result in some Pokémon simply never spawning, particularly with encounter food buffs. This will affect some wild encounters, such as : all of the Eeveelutions, Happiny, Chansey, Blissey, Dunsparce, Mismagius, Gallade, Froslass, Florges, Sinistea, Rabsca, and Scovillain.
→ Others with particularly low spawn rates have had these values increased, such as : Charcadet, Lycanroc (especially Dusk Forme), and Lucario.
→ Oricorio Pa'u Style can be found in North Province Area Three, and Sensu Style can be found around Montenevera.
→ Some Pokémon that could easily overwhelm a specific area have had their spawns reduced, such as : Gyarados, Larvitar, Scatterbug, and Hawlucha.

Adjusted Level Ranges

All areas throughout the game (except the early areas and a select few other points) have had their spawns changed, usually resulting in an increase in the level of wild Pokémon. All wild Pokémon are meant to be lower level than the surrounding trainers, but will not lag overly much behind.

The following table details all of the level ranges for the wild encounters, in approximate progression order :

Paldea : Wild Encounter Level Ranges

Area	Compass Range	Vanilla Range
South Province Area One	2-11	2-11
Pokémon League Entrance	9-15	7-14
South Province Area Two	11-17	7-14
South Province Area Four	14-20	16-23
South Province Area Three	21-24	7-14
South Province Area Five	22-25	16-23
West Province Area One	26-29	13-18

South Paldean Sea	26-29	5-23
Asado Desert	26-29	19-24
West Province Area Two	27-30	22-27
West Paldean Sea	27-30	18-42
East Province Area One	30-34	16-23
East Province Area Two	31-35	19-26
East Paldean Sea	31-35	14-36
East Province Area Three	36-39	22-29
Tagtree Thicket	36-40	25-32
West Province Area Three	37-40	28-35
South Province Area Six	41-45	37-44
Glaseado Mountains South	46-49	34-42
Glaseado Mountains North	47-50	34-41
North Province Area Three	51-54	43-50
North Paldean Sea	51-54	46-53
North Province Area One	51-55	46-53
North Province Area Two	51-55	49-56
Casseroya Lake	56-62	49-56
Socarrat Trail	56-62	49-56
[Final Area]	63-70	50-62

This information is also provided in-game as labels on each area where applicable.

Kitakami : Wild Encounter Level Ranges

'Act'	Area	'Story'	'Post'
1	Kitakami Road	11-15	59-63
1	Apple Hills	12-16	61-65
1	Reveler's Road	13-18	61-66
1	Oni Mountain	14-19	61-66
2	Infernal Pass	22-25	63-66

2	Chilling Waterhead	21-24	63-66
2	Crystal Pool	22-25	65-68
2	Wistful Fields	21-24	63-66
2	Paradise Barrens	21-25	62-66
3	Mossfell Confluence	26-29	63-66
3	Fellhorn Gorge	26-29	63-66
3	Kitakami Wilds	26-30	64-68
3	Timeless Woods	26-30	64-68

The use of 'act' for Teal Mask is just a simple way of breaking up the various story sections, generally when the player will need to progress their Victory Road story.

Blueberry Academy : Wild Encounter Level Ranges

Area	Level Range
Savanna Biome	60-66
Coastal Biome	61-67
Canyon Biome	61-67
Polar Biome	62-68

Area Zero Specifics

Some Pokémon have been removed from the list of spawnable Pokémon in Area Zero, and new wild encounters have been added, which should help make the spawns in Area Zero more interesting and more befitting of the theme. Most of these are either "weak" for the general area, or are quite common throughout the rest of the game.

Removed from Area Zero

Abomasnow	Alolan Raichu	Amoonguss	Bellibolt	Crabominable	Drednaw
Dugtrio	Flamigo	Floatzel	Floette	Golduck	Houndoom
Hypno	Klawf	Medicham	Muk	Naclstack	Raichu
Rufflet	Slowbro	Sneasel	Sudowoodo	Venomoth	Wigglytuff
	Jolteon	Flareon	Vaporeon	Espeon	
	Umbreon	Glaceon	Leafeon	Sylveon	

New Encounters Added to Area Zero

Ampharos	Arcanine	Blissey	Dudunsparce

Gardevoir	Gengar	Grimmsnarl	Gyarados
Hatterene	Lucario	Magnezone	Noivern
Pupitar		Walking Wake	Iron Leaves

Special Wild Pokémon Encounters

The manually-inserted Pokémon sprinkled throughout the world (such as the Greavard near Montenevera and the overworld Tera encounters) are all special encounters known as symbol encounters, or often called static encounters or fixed encounters. These do not need to obey the normal spawn restrictions, can also be of different levels, have manually-determined stats, moves, Tera type, and so on.

Almost all of these special encounters have had their levels adjusted to match the general Compass progression, so you should not run into any that are wildly out of range for the area (e.g. a level 33 encounter in an area filled with 41-46 encounters), though there will still be some special encounters that are intentionally higher level and stronger than those around them. These high-level “strong” encounters often have something else special about them, like egg or TM moves, high IVs, etc.

A list of all of these changes is not available, as it affects over 1100 entries across all regions.

Note: If you are playing Compass using a save from a playthrough that did not have Compass installed, then the symbol encounters that you were close enough to cause to spawn will stay in the world using the original data. The game does not automatically update to the newest data, and these encounters will need to be defeated and respawned (which can happen after a daily reset, though this is not guaranteed, as some do not have a guaranteed repop chance and the respawn time has a random element to it — as of v2.0.1.0, the chances for these to respawn have been increased to 75%, but will only apply to new encounters and moving forward).

The Pikachu and the Eeveelution symbol encounters have been adjusted significantly so as to match the overall changes to these two lines (which you can find in Pikachu and Eevee and the Eeveelutions).

Compass has also added new symbol encounters, which you can get more information on by checking out the new symbol encounters section.

Overview Maps - Spoilers~

The following maps provide at-a-glance details consolidated from the above information. These are not the same maps as provided in Compass in-game (see Modified Map for details on what changes have been made for the map).

For a quick look at recommended level ranges for each section of the progression and the major story events :



For a quick look at all of the adjusted level ranges of wild Pokémon and recommended levels for major story events :



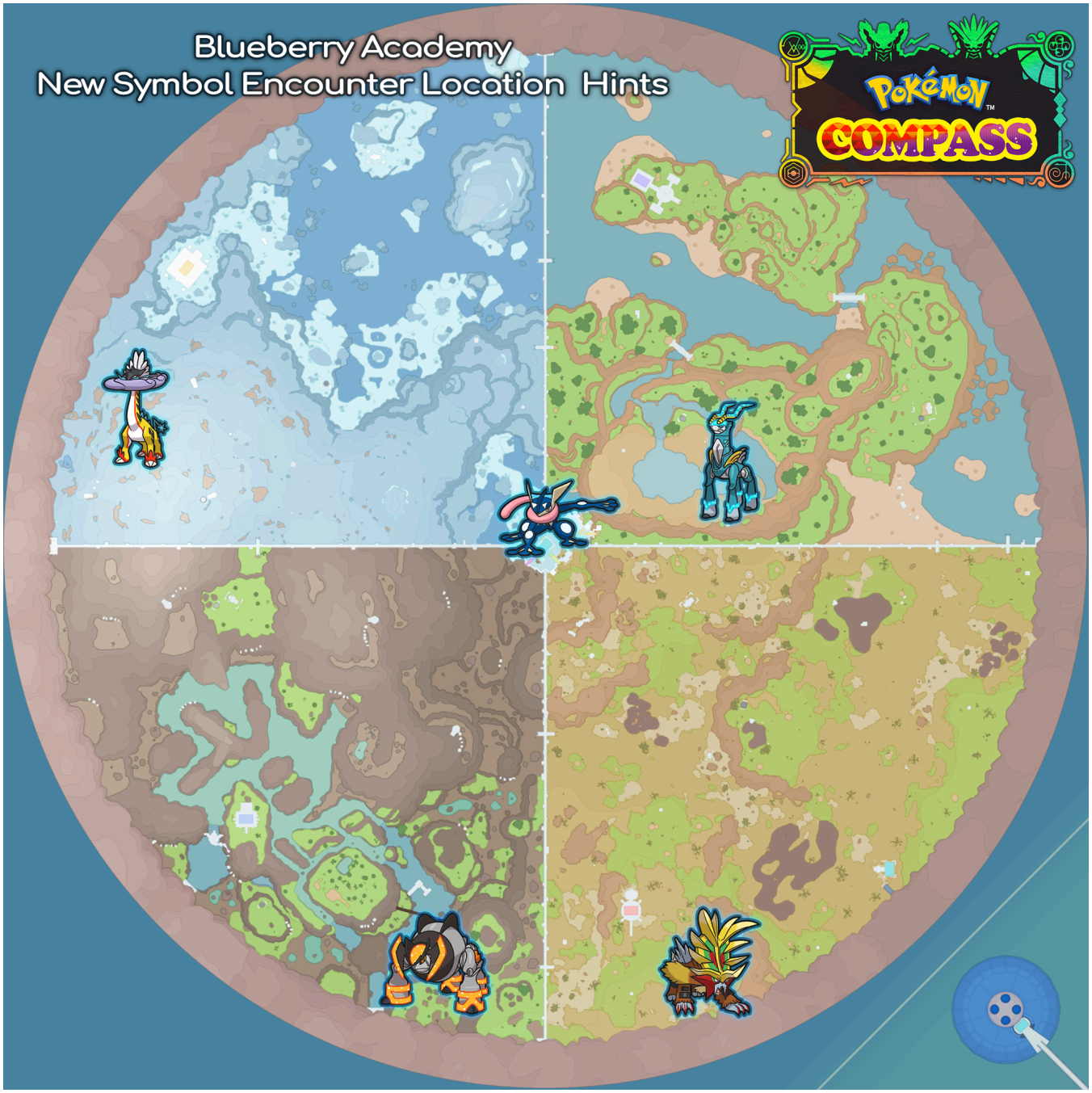
For a quick overview of where all the new symbol encounters are (approximately, anyway~) :

New Symbol Encounters
General Locations Spoiler Map




Bloodmoon Ursaluna
Fixed Encounter Location Hint
Pokémon
COMPASS

Bloodmoon Ursaluna requires completion of the Perrin sidequest.



The Greninja shown has Battle Bond. It requires the completion of the DLC2 story to appear.
The Paradox Pokémon shown require the completion of the Perrin sidequest to appear.

Trainer Overhaul

Nearly every trainer in the game has received significant changes — *705 trainer encounters and raid allies have been changed in total (see Ally Raid Overhaul which also makes note of the 36 new raid allies), including changed partner teams during certain story events* — bringing new Pokémon into their teams (in some cases, replacing them entirely), increasing their strength by increasing their team sizes (most of the time), and by providing increased IVs, EVs, new moves, and giving them better AI settings.

Additionally, around 25% of all trainer battles in the game are now doubles battles, including some Gym Leaders and other major fights at all stages of the game.

Note to players — Always carry two Pokémon with you.

Due to an issue in the base game, your game will crash if you are thrown into a Doubles battle with only a single Pokémon. See Crashing at the Start of Battles for more.

In official version 3.0.0 and above, there is a safeguard to prevent battles against wild trainers causing crashes if the player does not have two battle-capable Pokémon. This, however, does not extend to many of Compass' story/event trainer battles.

(Text has been modified at the beginning of the game to notify players of the above issue as well.)

As you progress through the game, all trainers will be given better moves (including TM and egg moves), higher stats (levels, IVs, and EVs), positive natures, held items, Terastallizing, etc., and better AI. Compass is meant to be progression-oriented, so early trainers will not be particularly strong, but the amount of pushback will steadily increase the further you go, until the later portions of the game that feature large teams with fairly-high "difficulty" values consistently.

New Pokémon added to trainer teams are not randomly chosen → Instead, they are manually determined based on trying to stay relatively close to the established theme of the trainer. This thematic choice is occasionally prioritized over optimized competitive teams, resulting in a few Major Trainers having little or even no difference in their Pokémon choices, though adjustments are universally made to IVs, EVs, etc.

All Trainers are broken up into two categories, "Minor" and "Major", which is used to denote how strong the trainers are relative to each other. You can look at Identifying Strong Trainers below to learn how to differentiate them easily.

Minor Trainers — those unrelated to any story that just hang around the world, or general grunts — make up the majority of all trainer fights in the game, and are the weakest trainers. Major Trainers include strong trainers (denoted by a black chatbox when you are close to them), Gym trainers and leaders, rival fights, and other story-related trainers.

Major Trainers in the same area are always going to be stronger than the Minor Trainers, with more Pokémon, higher levels, better movesets, increased stats, and access to other difficulty features earlier than Minor Trainers. Additionally, all Major Trainers have the capability to Terastallize their Pokémon and have the highest AI Settings enabled, allowing them to swap Pokémon if necessary and less randomly utilize their moves.

Major Trainers also reward the player with a significant amount of money.

Compass also increases the number of these "strong" trainers to more than double vanilla's total.

Partner fights throughout the story are also changed to match the trainer's other adjustments, whether that be level, team, stats, etc.

We will not be providing a spoiler doc with all of the trainers and their team changes.

Compass' combat changes are best experienced without the extra cheat that comes from knowing exactly what to bring to counter the fight.

Compass is not about high difficulty — it's about rewarding pushback.

Victory Road Specific Expectations

While we won't provide specific trainer team docs and spoilers (see above), we do provide some information to give the player a little bit of an idea of what to expect.

As we're not aiming for a "high difficulty" sort of mod, there is nothing in Compass that requires a player to go out of their way to get an absolutely-specific Pokémon for a necessary strategy to clear a specific story encounter — Keep in mind basic type matchups, and the expectation that the Gym Leaders (and other tough or story trainers) might be able to cover for some of their most obvious weaknesses, and you'll be able to adapt to and overcome these fights without the extra crutch of trainer docs.

As Compass' philosophy is pushback, not difficulty, and we want to stick to the core theme of what makes Pokémon games enjoyable to a broad audience, we prioritize thematically relevant choices for trainer teams over competitive design and/or cheese strategy. Some trainers therefore use "not optimal" Pokémon or move choices, if it makes more thematic sense. And since they only use moves or have Abilities that their Pokémon can normally have, stay within IV and EV bounds, etc., there are no unfair encounters (well … except *Bad Manners Nemona*, but that has no impact on the outcome of the first battle).

And finally, the Victory Road storyline is only one of seven total stories in the game (plus a few side stories) — its completion, as far as Compass' design is concerned, only signals the end of the "mid-game" segment. There is plenty more to do afterwards.

Provided below are some recommendations when taking on the Victory Road story for general level ranges, and information regarding maximum team size and whether or not the story battle is a Singles or Doubles battle style. Most of this information (such as the recommended level value for each trainer) is presented in-game, through labels on the map, as well as in other sections of this documentation, such as the Spoiler Maps and Progression Changes section.

Recommendations, General Overview

Leader / Fight	Recommended Level Range	Team Size	Double Battle?
Katy (Bug)	21-23	4	No
Brassius (Grass)	26-28	4	No
Kofu (Water)	36-38	4	No
Iono (Electric)	41-43	5	Yes
Larry (Normal)	45-47	5	Yes

Tulip (Psychic)	50-52	6	No
Ryme (Ghost)	58-60	6	Yes
Grusha (Ice)	65-67	6	Yes
Elite Four	70-71	6	No
Final Story Battle	75-77	6	No

Post-The Way Home Changes

Recommendations, General Overview

Leader / Fight	Recommended Level Range	Team Size	Any Double Battles?
Gym Rematches	81-83	6	Yes (Same as VR path)
Ace Tournament 1	84-86	6	Yes
Ace Tournament 2	88-90	6	Yes
Ace Tournament 3	100	6	Yes
Team Star Rematches	95+	6	No

In the Post-Story Gym Circuit, all Gym Leaders will rematch you with level 82-85 aces (up from 66). They'll be facing you with a notably tougher teams, and are much more competent than the first time you faced them during your Champion trial.

In the first Academy Ace tournament, each final Pokémon will be between levels 85 and 88 (up from 66 to 70). Similar to the Gym Leaders just prior, these fights are designed with strong teams in mind.

The second Academy Ace tournament is a step up from the first. Each of the trainers here have slightly improved stats and potentially better teams than what was encountered in the first Ace Tournament. Additionally, this tournament will range from around level 86 up to 90.

Ace Tournament 2 is repeatable, up until the completion of Indigo Disk's main story, at which point it is replaced by a final tournament, Ace Tournament 3 (see the Post-Indigo Disk Changes section just below for a bit more detail).

The Team Star rematches — available after completion of The Way Home — are meant to be late-game, mid-difficulty challenges, and a good way of earning a decent amount of money each day. These battles are all level 100, with solid teams all-around.

Post-Indigo Disk Changes

A third and final Ace Tournament version was added with Indigo Disk, and becomes available upon completion of that DLC's two main stories. This tournament is the toughest general trainer content in Compass : Every trainer fields

maximum teams at level 100 with high (and specialized) stats, and generally pretty-strong teams (which, in most cases, will differ from the second Ace Tournament).

Also in Indigo Disk came the addition of the Club Room matches. These allow you to face off in one-on-one battles against all notable Paldea (except Team Star), Kitakami, and Blueberry trainers. In Compass, these battles are designed to the same pushback level as the final Ace Tournament above, so expect a lot of very powerful trainers here. And since these trainers are now shown to have been to places beyond just Paldea, that also means they'll have a wider range of available Pokémon choices … some might even be a bit unexpected.

(Many of these trainers are also available in the final Ace Tournament, and where that is the case, the game uses the same team.)

Identifying Strong Trainers

This section is primarily for information that is not explained well in-game, as Compass does not make any changes directly to this component. (The trainers themselves are changed, per above, and we have more strong trainers in total, but the indicators explained here are not.)

There are two types of trainers you can find out in the wild, denoted by their dialogue box when you get close to them :

Normal or Minor Trainers	Strong or Major Trainers
	

The black text boxes denote that these trainers are "strong trainers" (also referred to as "major trainers" in some parts of the documentation; these are interchangeable terms), and you should not take them lightly. For each appropriate point in the game, these are going to be the toughest fights you'll find out in the wild.

Compared to normal trainers (also called "minor trainers"), they'll often have larger teams, higher levels, generally higher stats, more-specific strategic movesets, and so on. They'll start getting access to held items and better AI settings earlier than other trainers, too.

Think of these as the "mini boss" encounters for each point in the game.

But they also have the benefit of being worth more experience and significantly more money.

So if you find that you can take these on, you might be ready to tackle the next story encounter and the actual 'boss' of each section, at the Gym~

Raid Changes

Compass completely overhauls raids, changing nearly every facet of vanilla's raids and adding plenty of new ones :

→ Compass adds over 250 standard raids and special "event" raids from 1★ through 7★, including many HOME Pokémon, special alternate forms, mythicals, and legendaries
→ Changes to the fight level and catch level of nearly all raids to be more relevant or powerful when you encounter them
→ Adjustments to HP multipliers, base stats, and moves for nearly all raids
→ Reworked loot rewards pulled from 90 all-new reward tables
→ Modified appearance rates and general progression
→ Reworked raid allies with improved partners
→ Removal of all exclusive raids
→ Increased amount of standard 6★ raids : up to 3 per day, changed from 1
→ Starting with 3★ raids, and for all raids except the 7★ event 'ace' fights, all raid encounters can have their Hidden Ability.
→ Every raid in the game is different in some fashion, DLC included.

Compass reworks raids at all stages of the game, generally increasing difficulty and providing better rewards (both in terms of items and the Pokémon themselves).

Compass also disables all version-exclusive raids, allowing everyone with the mod to host all of the available raids.

Raid Brackets & Unlocking

The game has five brackets it separates raids into, each providing a set chance to get a specific ★-rating. The determining factors for when you are in one or another bracket is based on (approximately) the following :

Raid Brackets

Game Period	Start Point	End Point
Early	After the Treasure Hunt begins	Acquisition of third Gym Badge
Mid	Acquisition of third Gym Badge	Acquisition of seventh Gym Badge
Late	Acquisition of seventh Gym Badge	Completion of The Way Home
End	Completion of The Way Home	Upon completing the Academy Ace tournament, you will get a notice from Jacq explaining that difficult raids are appearing. You now need to complete ten 5★ raids.

Post	After Jacq's first notification	Another notification from Jacq where he explains that particularly dangerous raids are appearing. Don't listen to his warning~ *Go beat 'em up!*

★-Rating Encounter Rates

Compass adjusts the chances of getting raids of a specific ★-rating, reducing lower-tier raids in the mid-game and end-game, to keep raids generally more relevant during the progression.

New Raid Rates

★-Rating	Early-game	Mid-game	Late-game	End-game	Post-game
1★	100%				
2★		100%			
3★			100%		
4★				75%	25%
5★				25%	75%
6★					Seven Daily (Four Normal & Four Event)
7★					Four Daily (Four Event)

Compass increases the number of 6★ raids currently available on the map, changing it from one in vanilla to three. This applies to Paldea and to Kitakami.

If you load into Compass from an existing save and the date has not changed, it is possible that some of the raids in proximity of your character will be the same as prior to the inclusion of Compass. Once the date has changed, this should no longer be an issue.

Special Event Raids

Compass also adds special event raids, starting at 3★ and up to and including 7★. These appear any time you are normally able to find raids of that ★-rating. These raids are a bit more rare than the others, so fewer of them will appear.

At any given time, there will be at most one 3★, five 4★, and two 5★ special event raids. You will be able to find four 6★ standard raid and four 6★ special event raids per day, and a maximum of four 7★ special event raids per day.

Refer to the table below :

Event Raids Available Per Day

3★	4★	5★	6★	7★

1	5	2	4	4

Raid Levels and Difficulty

The levels of nearly all raids have been changed, both for the level at which the raid itself is fought at, and the level of the raid Pokémon when you defeat and then catch them. The Event raids added by Compass have slightly increased levels and therefore are slightly more difficult relative to the others in that tier.

The table below shows what level you can expect each fight to be, and what the captured encounter's level will be :

Raid Levels

		1★	2★	3★	4★	5★	6★	7★
Standard Raids	Fought Lv.	24	40	56	72	80	90	—
	Caught Lv.	20	35	50	60	70	70	—
Event Raids	Fought Lv.	—	—	61	76	85	95	100
	Caught Lv.	—	—	50	60	70	70	75
Recommended Level	—	16	35	54	72	85	100	100

The levels of the raid Pokémon when caught from 1★ to 4★ are at what is the highest level the player can command at the time of completion of the raid. Their levels are slightly higher than this, in addition to the changes in the following sections, to achieve the level of pushback we wanted from raids.

Challenge and Design Principle

Most raids have been changed with the aim of being a bit more difficult in the same progressive fashion as the rest of Compass : early on, the differences won't be significant, but as you progress, they will become increasingly more pronounced. And, the overall level of difficulty at the highest tier of raids is significantly higher than that of the highest level trainers in the game.

In addition to the level changes (see above), the raids have different pushback components based on the ★-rating :

Raid Scaling

★-Rating	Max IVs	HP Multiplier	Time Limit	Shield?	Extra Actions
1★	2	600%	300 seconds	—	—
2★	2	800%	300 seconds	—	—
3★	3	1000%	330 seconds	—	1-2
4★	3	1200%	360 seconds	Yes	2-4

5★	4	1600%	420 seconds	Yes	4-5
6★	5	~2000%	470 seconds	Yes	5-6
7★	6	~2500%	510 seconds	Yes	6

The total amount of shield and its damage reduction effects vary from encounter to another. Some special encounters also have unique HP Multiplier values.

Additionally, some raids have other factors that increase their difficulty which are not included as above, such as changes to stats, held items, or a potential for multiple actions.

The 6★ and 7★ raids in particular are meant to be pretty tough, especially if you're going solo; you might not win your first time around! It likely will take several attempts.

These encounters have been designed with specific kinds of mechanics and requirements in mind, and you should expect you'll need to tweak which Pokémon you bring and what moves you use, because you'll likely need to find answers to each raid specifically.

You'll want to keep an eye out for strong users of stat boosts or condition cleanses, effective status effects, methods of stopping ramping sweepers, and ways to break through escalating defenses, among other strategies.

Raid Primer and Log

While not a guide, Kas wrote up a primer that goes into a bit more detail on how to find success in raids, particularly for Compass. You can read it by clicking on this link. Strongly recommended to familiarize yourself with these concepts and to understand that you will need to raise and test out a lot of Pokémon to clear most of these.

You can also check out another page that contains information for each of Kas' solo clears of the 6★ Mythical and Legendary raids, which may help give some indicator of successful strategy or useful Pokémon by checking out this link.

And just a bonus tip : Pay attention to what the raid encounter is doing! They will sometimes perform actions that are outside of what you might expect that encounter of being able to do, and can drastically shift the strategy you'll want to employ to prevent, negate, or exploit that action!

Adjusted Loot

Compass completely changes the loot rewards from raids, providing plenty of experience candies, EV-related consumables (feathers, vitamins, and EV Berries), and Tera Shards in particular:

General Categories of Rewards

Reward Type	1★	2★	3★	4★	5★	6★	7★
Exp. Candies	XS, S	S, M	M, L	L, XL	L, XL	Rare	
Cash Rewards	500	500	1000	1000	2000	8000	

EV Boosting Consumables	4	6	8	10	10*		
EV Decreasing Berries			1	1	2		
Poké Loot**	3	3	3	5	5		
Tera Shards		5	10	15	25	50	50

** : Additionally provides numerous EV items from lotto rewards.*

*** : Non-event raids only.*

Poké Loot has been modified a bit in Compass, in order to account for the expanded Pokédex, as none of the added Pokémon, and many from base game, had any of this loot (which would cause crashes after the raid completed, oh no~). See Poké Loot : Dropped Items for details.

In addition to these changes, you'll also receive additional random rewards similar to the above, or get some basic healing items (those used by the Auto Heal function), or various consumable berries.

Endgame Raid Reward Structure

Raid Tier	Specialty
5★	Post-game raid preparation : EV Vitamins, EV Berries, Ability Capsules / Ability Patches Bottle Caps and (rarely) Gold Bottle Caps High-grade Exp Candies And occasionally, Herba Mystica
6★	Herba Mystica and cash rewards
7★	Non-Key Item specialty rewards from the Porto Marinada auction

The event Raids have their own loot tables, as well, which are based on the same loot as above, but may have more unique rewards as well, or in some cases in lieu of.

Worth mentioning that Better Buff Bistro can help get you extra rewards.

Additionally, many of the cash loot rewards have been removed or reduced in quantity to offset the increase in available EV consumable rewards. Except for 6★, which has plenty of cash rewards.

Some items, such as Nature-changing Mints, have been removed from the raid loot pools. They can be purchased from Chansey Supply after obtaining six Victory Road badges, same as in vanilla.

New and Changed Raids

Compass contains 222 new raids across both normal raids and special raids. This section will list all of those :

New Standard Raids

New 1★ Raids

Common		Uncommon	
Bergmite	Alolan Diglett	Charmander	Grookey
Cubchoo	Alolan Meowth	Cyndaquil	Scorbunny
Grimer	Galarian Meowth	Oshawott	Sobble
Mareep	Johtonian Wooper	Chespin	Sprigatito
Rolycoly		Fennekin	Fuecoco
		Froakie	Quaxly
		Rowlet	

New 2★ Raids

Common			Uncommon
Axew	Mareanie	Braixen	Hisuian Voltorb
Bagon	Marill	Frogadier	Hisuian Sneasel
Cetoddle	Riolu	Dartrix	Hisuian Growlithe
Corvisquire	Skiploom	Thwackey	Hisuian Zorua
Dolliv		Raboot	Hisuian Qwilfish
Dratini	Alolan Grimer	Drizzile	Kantonian Tauros
Dunsparce	Galarian Slowpoke	Floragato	
Fenizen	Charmeleon	Crocalor	
Frigibax	Quilava	Quaxwell	
Gible	Dewott		
Goomy	Quilladin		

New 3★ Raids

Common	Uncommon	
Alolan Dugtrio	White-Striped Basculin	Decidueye
Alolan Grimer	Alolan Persian	Rillaboom
Hisuian Voltorb	Perrserker	Cinderace

Hisuian Sneasel	Hisuian Electrode	Inteleon
Hisuian Growlithe	Charizard	Meowscarada
Hisuian Zorua	Typhlosion	Skeledirge
Hisuian Qwilfish	Samurott	Quaquaval
Kantonian Tauros	Chesnaught	
Quagsire	Delphox	
	Greninja	

New 4★ Raids

Common		Uncommon	Rare
Alolan Muk	Perrserker	Hisuian Zoroark	Kubfu
Alolan Raichu	Sneasler	Galarian Slowbro	
Alolan Persian	Hisuian Electrode	Galarian Slowking	
		Hisuian Sliggoo	

New 5★ Raids

Uncommon		
Hisuian Arcanine	Charizard	Rillaboom
Hisuian Zoroark	Typhlosion	Cinderace
Carbink	Samurott	Inteleon
Kubfu	Chesnaught	Meowscarada
	Delphox	Skeledirge
	Greninja	Quaquaval
	Decidueye	

New 6★ Raids — Mythicals

Common		Uncommon
Aria Forme Meloetta	Diancie	Hoopa Unbound
Heatran	Hoopa Confined	Original Color Magearna
Magearna	Mew	Pirouette Forme Meloetta
Volcanion	Zarude	Dada Zarude

Manaphy	Land Forme Shaymin	Sky Forme Shaymin
Darkrai	Jirachi	
Deoxys	Keldeo	

New Special Raids

Just like official event raids, the new special raids in Compass are identified by a glow and sparkle effect on the Raid Icon on the map and on the Tera crystal itself, and by a different raid screen background with blue stars denoting ★-rank instead. See Identifying Raids for images.

These special raids follow the same general difficulty and design rules as the normal raids for the equivalent tier, but are slightly stronger than the standard raids of the same tier.

Event 3★ Raids

Ditto (3x max IVs)

Event 4★ Raids

Original Cap Pikachu	Hoenn Cap Pikachu	Sinnoh Cap Pikachu	Unova Cap Pikachu
Kalos Cap Pikachu	Alola Cap Pikachu	Partner Cap Pikachu	
Eevee (Normal)	Eevee (Fire)	Eevee (Water)	Eevee (Grass)
Eevee (Electric)	Eevee (Ice)	Eevee (Fighting)	Eevee (Poison)
Eevee (Ground)	Eevee (Flying)	Eevee (Psychic)	Eevee (Bug)
Eevee (Rock)	Eevee (Ghost)	Eevee (Dark)	Eevee (Dragon)
Eevee (Steel)	Eevee (Fairy)		
Ditto (5x max IVs)	Carbink		

Event 5★ Raids

Dragonite	Garchomp	Salamence
Hydreigon	Dragapult	Baxcalibur
Tyranitar	Goodra	Hisuian Goodra
Cosmog	Cosmoem	

Event 6★ Raids — Legendaries

Common			Uncommon
Articuno	Galarian Articuno	Azelf	Dialga

Calyrex	Chien-Pao	Chi-Yu	Giratina
Cresselia	Enamorus	Glastrier	Groudon
Landorus	Mesprit	Moltres	Koraidon
Galarian Moltres	Regidrago	Regieleki	Kyogre
Regice	Regirock	Registeel	Miraidon
Spectrier	Thundurus	Ting-Lu	Palkia
Tornadus	Rapid-Strike Urshifu	Single-Strike Urshifu	Regigigas
Uxie	Wo-Chien		
Zapdos	Galarian Zapdos		

Event 7★ Raids

Common		Uncommon		
Ice Rider Calyrex	Shadow Rider Calyrex	*Glaceon*	*Umbreon*	*Lapras*
Origin Forme Dialga	Origin Forme Palkia	*Leafeon*	*Tinkaton*	*Flygon*
Origin Forme Giratina		*Vaporeon*	*Delphox*	*Alolan Ninetales*
Crowned Zacian	Crowned Zamazenta	*Meowscarada*	*Gastrodon*	*Clefable*
Eternatus	Mewtwo	*Pawmot*	*Dudunsparce*	*Whimsicott*
Rayquaza		*Indeedee*	*Hisuian Goodra*	*Meowstic*
		World Cap Pikachu		

Rare Event 7★
Arceus

The 7★ raids in particular are meant to be quite the challenge, and may take coordination with your friends to bring Pokémon and moves specifically to counter these fights!

The Calyrex forms marked in dark magenta are not catchable, to prevent an issue that can cause the player to permanently lose their Spectrier or Glastrier under certain circumstances because of the method the game uses to handle Reins of Unity.

The raids marked in blue are special ace raids we've designed to be fun and challenging encounters~ The Pokémon in these encounters cannot be caught.

Removed or Adjusted Raids

Some existing raids have been moved around for better gameplay progression, given the increase in level (see Adjusted Raid Levels), or to reduce overcrowding of certain tiers.

The following tables indicate these changes :

Changed 2★ Raids

Buizel → Floatzel	Diglett → Dugtrio	Fletchling → Fletchinder	Gastly → Haunter
Gothita → Gothorita	Houndour → Houndoom	Mankey → Primeape	Mareep → Flaaffy
Meowth → Persian	Phanpy → Donphan	Rolycoly → Carkol	Shinx → Luxio
Slakoth → Vigoroth	Tandemaus → Maushold	Tinkatink → Tinkatuff	

Changed 3★ Raids

Axew → Fraxure	Bergmite → Avalugg	Bronzor → Bronzong	Carkol → Coalossal
Bagon → Shelgon	Cetoddle → Cetitan	Corvisquire → Corviknight	Cubchoo → Beartic
Dratini → Dragonair	Dolliv → Arboliva	Dunsparce → Dudunsparce	Fenizen → Palafin
Frigibax → Arctibax	Flaaffy → Ampharos	Fletchinder → Talonflame	Hippopotas → Hippowdon
Gible → Gabite	Luxio → Luxray	Magikarp → Gyarados	Makuhita → Hariyama
Goomy → Sliggoo	Mareanie → Toxapex	Marill → Azumarill	Naclstack → Garganacl
Larvitar → Pupitar	Numel → Camerupt	Riolu → Lucario	Skiploom → Jumpluff
Staravia → Staraptor	Steenee → Tsareena	Zorua → Zoroark	

Removed 3★ Raids

Ditto

Changed 4★ Raids

Eelektrik → Eelektross

Removed 4★ Raids

Ditto	Snover

Moved to 4★ from 5★ (As Common Raids)

Blaze Breed Tauros	Sableye	Greedent	Pincurchin
Aqua Breed Tauros	Abomasnow	Flapple	Indeedee (male)
Eevee	Weavile	Appletun	Indeedee (female)

Delibird	Oranguru	Amped Toxtricity	
Houndoom	Passimian	Low Key Toxtricity	

Moved to 5★ from 6★ (As Uncommon Raids)

Vaporeon	Jolteon	Flareon	Espeon
Umbreon	Leafeon	Glaceon	Sylveon

Removed 5★ Raids

Drifblim	Rotom	Falinks	Ditto
Dragonite	Garchomp	Salamence	Hydreigon
Goodra	Dragapult	Tyranitar	Baxcalibur

All vanilla 6★ raids have been removed and replaced with new raids.

Raids that have been moved from one tier to another have had their levels reduced and general adjustments made to fit within the appropriate ranges alongside the other raids of that tier.

The 5★ raids that have been removed are duplicates of other raids, or can now be found in the special event raids with new moves or extra actions provided. Same with the 6★, since they were all effectively duplicates of 5★ versions with only minor differences.

Ally Raid Overhaul

Raid NPC trainers have been completely reworked in Compass — Not only are all ally trainer Pokémon different from vanilla, but we have created two new tiers of trainers, adding in an additional 36 allies to help create better, more consistent allies at all brackets.

Every raid ally Pokémon has customized movesets and Abilities appropriate to the general strength of the encounter tier, and their level is more consistently appropriate, so they will no longer single-handedly be able to stomp the raid, or in the next tier be significantly less useful.

In vanilla, all raid trainers have an IV setup of 31/10/31/10/31/31 and an EV distribution of 252 HP, 128 Def, and 128 SpDef. These have been changed to match the adjustments in Compass in terms of relative difficulty of the Raids.

Held Items are given to allies beginning at the 3★-tier of raids. Broadly speaking, these are "generally useful" items, and do not include overly-specific items such as Cell Battery or Choice-type items.

The following table breaks down the growth of the raid allies and their general construction at all points in the game :

Raid Ally Overview

Raid Tier	Early-game	Mid-game	Late-game	End-game	Post-game
Level	20	35	50	65	85

IVs	15	19	23	27	31
EVs	252 HP	252 HP 64 distributed	252 HP 128 distributed	252 HP 192 distributed	252 HP 256 distributed
Nature	Neutral	Positive	Positive	Positive	Positive
Held Item	None	None	Yes	Yes	Yes

Since all raid allies have new Pokemon, the following table will list out all of the Pokemon that the trainers are using :

Raid Ally Pokemon

Trainer	1★	2★	3★	4★	5★ to 7★
01	Fletchinder	Baile Oricorio	Charizard	Arcanine	Skeledirge
02	Sunflora	H.Lilligant	Chesnaught	Gogoat	Brute Bonnet
03	Squawkabilly	Scyther	Gyarados	Altaria	Corviknight
04	Raboot	Armarouge	H.Typhlosion	Flareon	Volcarona
05	H.Voltorb	Pachirisu	Pawmot	Jolteon	Iron Hands
06	Eevee	Dachsbun	Azumarill	Sylveon	Scream Tail
07	A.Diglett	Perrserker	Lucario	Kingambit	H.Goodra
Pai	Floragato	Indeedee	Leafeon	Glaceon	Vaporeon
Karlia	Braixen	Dunsparce	Tinkaton	Gastrodon	Umbreon
10	Tauros	P.Tauros	Toxicroak	Annihilape	Slither Wing
11	Veluza	Wyrdeer	A.Raichu	Slowking	Espeon
12	Larvitar	Klawf	Carbink	Tyranitar	Glimmora
13	Wooper	Hippowdon	Donphan	Quagsire	Clodsire
14	Misdreavus	Haunter	Mimikyu	H.Zoroark	Ceruledge
15	H.Sneasel	Overqwil	G.Slowbro	A.Muk	G.Slowking
16	Frigibax	Eiscue	Cloyster	Abomasnow	Baxcalibur
17	—	Pyroar	Greedent	Ursaluna	Dudunsparce
18	—	Appletun	Dragonair	Haxorus	Hydreigon

The general distribution of allies is random, but by splitting the types around, there's a generally consistent variety in ally types, similar to but more reliable than vanilla's method.

All of the Pokemon chosen are appropriately strong for the tier you'll be fighting, and the ones chosen for the final tier were chosen to have a variety of useful moves or abilities for the fights as a whole. Some of these are even Paradox (the player and friends aren't the only trainers to have ever ventured into Area Zero, after all), and pseudo-legendaries, so are quite strong in general.

The movesets have generally-solid type coverage and consistency, and the allies in the higher tiers often have some form of utility such as stat reduction or group protection.

All Raid Allies have the highest AI settings enabled and can Terastallize. If they have been defeated, or are currently out of combat when the player chooses to Terastallize, then they may not be able to, but otherwise, they should Terastallize after the player does.

In version 2.0.0.0 of Compass, the overall strength of the raid allies for the top-most tiers was increased slightly and movesets optimized somewhat relative to previous versions, which should help ease up on the requirements for completion of the final 6★ and 7★ tiers of raids.

Raiding with Friends in Compass

It is strongly recommended, and basically required, for all players who are participating in a raid to be running the same version of Compass. This is absolutely required for version 2.0.0.0 and above.

All participants must have the same trainer data or it will cause a desync or crash.

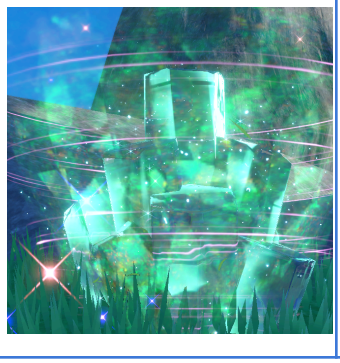
Any other mod that modifies trainers and is loaded after Compass will break raids when playing with a player who has Compass. This does not matter if you are hosting or joining.

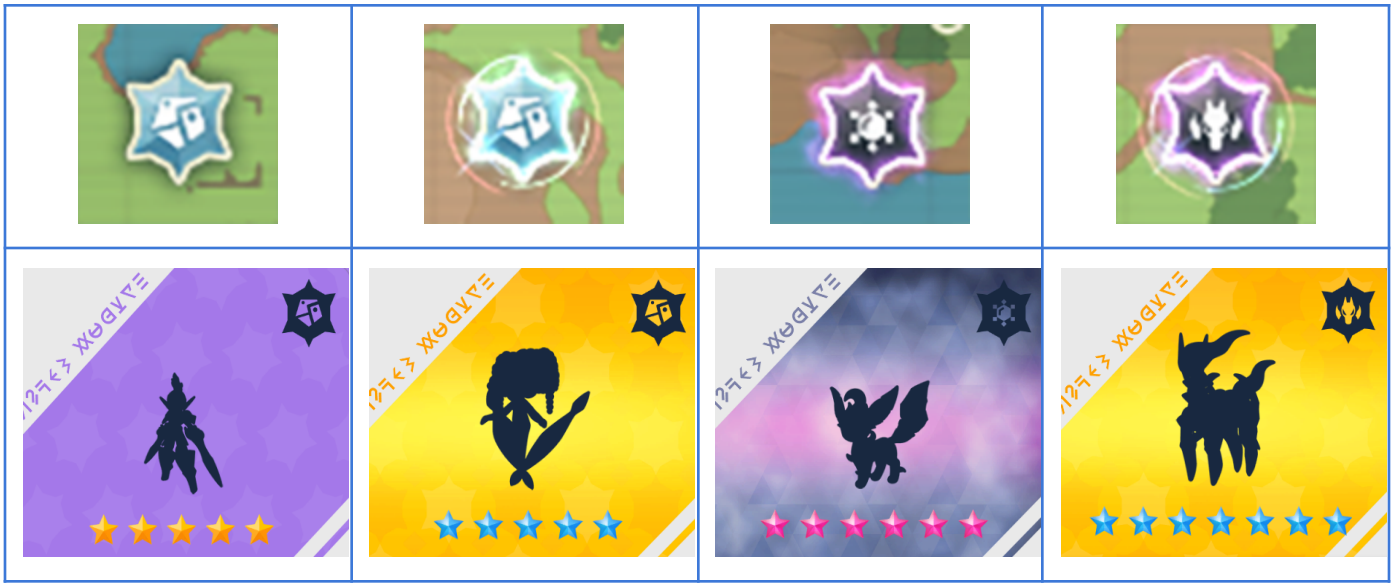
Be sure to read Playing Online.

Identifying Raids

There are visual indicators for what kind of raids that can be found :

Raid Dens, Icons, and Main Screen

Normal Raid	Event Raid	6★ Raid	6★ and 7★ Event Raids
			



For normal and event raids from 1★ to 5★, there are no ways to distinguish one ★-rating from another without interacting with the den itself. Which you should do anyway, since it gives LP.

Other Event Save Blocks

Using save blocks downloaded via official events or created by other players will overwrite all of the special raids included in Compass, and you will lose access to all of Compass's event raids on that save file until you revert the changes back to a null state!

This change can be reverted by importing a set of Null Event Save Block Data. Follow the directions in Re-installing Compass's Event Save Block to return to Compass's event raids.

Added Pokémon

Compass brings in all Pokémon which can normally be obtained from HOME transfer or that were otherwise only available via online events, and makes it possible to get complete Paldea, Kitakami, and Blueberry Pokédexes all in-game, as well as expanding the Pokédexes to support all of the new additions.

Nearly 100 species (and over 170 total forms) are made available in-game that would otherwise require transfer or online events.

Compass does not have and will never have a full National Dex.

Species that are not available in Scarlet and Violet through the base game, DLC, HOME transfer, or online events are not added.

Spawn points and spawn weightings have been adjusted so that the newly added Pokémon are more rare and appear in few general locations, to avoid overcrowding certain areas or causing vanilla Pokémon to become more difficult to find than expected.

All Pokémon added into the wild have also been made available via outbreaks.

Pokédex Entries

Entries for all of the added Pokémon (including the Hisuian and new Paradox) have been included in English, French, German, and Spanish, and every Pokémon is given a Dex ID.

When catching a Compass-added Pokémon, the Pokédex will appear as it does with any other Pokémon, including all available data, and provide the player with the options for summary or placement, per normal. This also results in the game storing the data in the save file, including seen / caught information, allowing the in-battle "helper" to function normally. Other functions such as sort and box filters behave properly.

In regards to the save file : The table used for the save file already existed, so this is compatible with e.g. PKHeX.

Habitat Data

Starting with version 1.1.1, habitat data for every Pokémon is included in the Pokédex. This data is accurate to every individual spawn point in the game — overlapping "crossover" spawn points and those within Area Zero are not taken into account, just like in vanilla.

Starting with version 1.1.2, habitat hints for every Pokémon added by Compass have been included.

Starting with version 2.0.2.0, the habitat hints that served no real purpose have been removed, such as the regional indicators when the habitat coordinates were highlighted. This is just redundant information.

The hints are now dynamically generated from the in-game spawn data and therefore will match every Compass adjustment moving forward.

This matches the style and data of the hints used by the Habitat Locator, so there's a greater congruence between the two.

Expanded Pokédex Entries by Dex Number

The following table contains a list of all of the new Dex IDs that we've given to the added Pokémon in the order that you will find them in Compass. The order of the expanded Dex is basically by generation of the appearance of that Pokémon.

The number of the expanded Pokédex only goes up to 483 because the other added Pokémon are regional or alternate forms that show up under the dex entry of the standard or the Paldean form, just the same as any regional or alternate form in vanilla. For example, Meowth is Paldean dex #141, and will also contain the regional form entries and data for Alolan and Galarian forms. Persian is #142, and also includes the Alolan version, but Perrserker is a separate entry and is added by Compass to the expanded Dex as entry #463.

Keep in mind that, per vanilla behavior, obtaining a species in one region will unlock the Pokédex entry for that species in any other region you have unlocked the Pokédex for. Any such overlap has been accounted for in Compass, as well.

Added Pokémon by Paldea Dex Numbers

401 : Charmander	402 : Charmeleon	403 : Charizard
404 : Articuno	405 : Zapdos	406 : Moltres
407 : Mewtwo	408 : Mew	
409 : Cyndaquil	410 : Quilava	411 : Typhlosion
412 : Quagsire		
413 : Regirock	414 : Regice	
415 : Kyogre	416 : Groudon	417 : Rayquaza
418 : Jirachi	419 : Deoxys	
420 : Uxie	421 : Mesprit	422 : Azelf
423 : Dialga	424 : Palkia	425 : Heatran
426 : Regigigas		
427 : Giratina	428 : Cresselia	429 : Phione
430 : Manaphy	431 : Darkrai	432 : Shaymin
433 : Arceus		
434 : Oshawott	435 : Dewott	436 : Samurott
437 : Tornadus	438 : Thundurus	439 : Landorus
440 : Meloetta		
441 : Chespin	442 : Quilladin	443 : Chesnaught
444 : Fennekin	445 : Braixen	446 : Delphox
447 : Froakie	448 : Frogadier	449 : Greninja
450 : Carbink	451 : Diancie	452 : Hoopa
453 : Volcanion		
454 : Rowlet	455 : Dartrix	456 : Decidueye
457 : Magearna		
458 : Grookey	459 : Thwackey	460 : Rillaboom
461 : Scorbunny	462 : Raboot	463 : Cinderace
464 : Sobble	465 : Drizzile	466 : Inteleon
467 : Perrserker	468 : Zacian	469 : Zamazenta

470 : Eternatus	471 : Kubfu	472 : Urshifu
473 : Zarude	474 : Regieleki	475 : Regidrago
476 : Glastrier	477 : Spectrier	478 : Calyrex
479 : Wyrdeer	480 : Kleavor	481 : Ursaluna
482 : Basculegion	483 : Sneasler	484 : Overqwil
485 : Enamorus		
486 : Walking Wake	487 : Iron Leaves	

Added Pokémon by Kitakami Dex Numbers

201 : Turtwig	202 : Grotle	203 : Torterra
204 : Chimchar	205 : Monferno	206 : Infernape
207 : Piplup	208 : Prinplup	209 : Empoleon
210 : Wyrdeer		

Added Pokémon by Blueberry Dex Numbers

244 : Articuno	245 : Zapdos	246 : Moltres
247 : Raikou	248 : Entei	249 : Suicune
250 : Lugia	251 : Ho-Oh	252 : Latias
253 : Latios	254 : Kyogre	255 : Groudon
256 : Rayquaza	257 : Cobalion	258 : Terrakion
259 : Virizion	260 : Reshiram	261 : Zekrom
262 : Kyurem	263 : Solgaleo	264 : Lunala
265 : Necrozma	266 : Kubfu	267 : Urshifu
268 : Glastrier	269 : Spectrier	

Note : When fully completed, the Blueberry Pokédex displays 266 entries, despite the total number of entries being 269. This is a vanilla behavior, as they do not count Walking Wake, Iron Leaves, or Pecharunt toward the Pokédex completion total. This is not an issue, but it's a slightly odd behavior, and something we hope to address in a future update.

No Version Exclusives

All Pokémon that were restricted to one version of the game or the other have been added into Compass for use with either game. They utilize the same general spawn data as from the version they are exclusive to, so they'll show up where they normally would, as though you were playing co-op with someone from another game version.

Some of the version exclusives are quest-locked by version — such as the additional Indigo Disk Paradox Pokémon you can encounter via the Perrin sidequest — and these quests are still limited to the version you're playing. However, fixed encounters have been added to the world for these specific entries.

Found In the Wild

Non-Exclusive Pokémon in the Wild — Base Game

New to Scarlet			New to Violet		
Paldean Tauros (Aqua Breed)	Gulpin	Swalot	Paldean Tauros (Blaze Breed)	Drifloon	Drifblim
Bagon	Shelgon	Salamence	Larvitar	Pupitar	Tyranitar
Dreepy	Drakloak	Dragapult	Deino	Zweilous	Hydreigon
Misdreavus	Mismagius	Passimian	Stunky	Skuntank	Oranguru
Clauncher	Clawitzer	Eiscue	Skrelp	Dragalge	Stonjourner
Iron Treads	Iron Bundle	Iron Hands	Great Tusk	Scream Tail	Brute Bonnet
Iron Jugulis	Iron Moth	Iron Thorns	Flutter Mane	Slither Wing	Sandy Shocks
	Iron Valiant			Roaring Moon	

Non-Exclusive Pokémon in the Wild — Kitakami

New to Scarlet			New to Violet		
Aipom	Ambipom	Morpeko	Gligar	Gliscor	Cramorant

Non-Exclusive Pokémon in the Wild — Indigo Disk

New to Scarlet		New to Violet	
Alolan Sandshrew	Alolan Sandslash	Alolan Vulpix	Alolan Ninetales
Shieldon	Bastiodon	Cranidos	Rampardos

Some of these Pokémon cannot be caught in the wild, such as Tyranitar and Salamence, but their earlier evolutions can be. Many of these are also added to the raids (see New and Changed Raids for the lists).

Snacksworth Legendaries

All of the Legendaries that you can obtain through the new Indigo Disk NPC, Snacksworth, can be captured on a single game version. See this section for more details.

Snacksworth Encounters

New to Scarlet	New to Violet

Lugia	Latias	Kyogre	Ho-Oh	Latios	Groudon
Cobalion	Terrakion	Virizion	Raikou	Entei	Suicune
Zekrom	Lunala	Spectrier	Reshiram	Solgaleo	Glastrier

Additionally, though not “version exclusive” as such, the following do not require group quests to fight and capture :

Previously Group-Exclusive Snacksworth Encounters

Rayquaza	Kyurem	Necrozma

Other Methods

There are some Pokémon that are not added into the wild, but are available through means added into Compass :

Non-Exclusive Pokémon not in the Wild

New to Scarlet		New to Violet	
Pokémon	Acquisition	Pokémon	Acquisition
Ceruledge	Evo. item in Delibird shop	Armarouge	Evo. item in Delibird shop
Miraidon	6★ Raids	Koraidon	6★ Raids

The items necessary to evolve Charcadet are found in the Delibird Shop (see Delibird Presents — New Items for details).

Perrin Paradoxes

The sidequest involving Perrin in Indigo Disk contains version-locked quests that grant access to new Paradox Pokémon. The quests themselves are not changed or modified, and will still be locked to the version you’re playing on.

However, there are new fixed encounters available upon completion of this questline that will spawn in out-of-the-way locations in the Terarium. You can get a general idea of their locations by checking out the spoiler maps section.

HOME Pokémon Added into the Wild

Every Pokémon available via the HOME transfer capability has been added into Compass, distributed into the world either through wild encounters, raid and special event raid encounters, or special evolutions.

This does *not* mean that *all* Pokémon from HOME are available in-game.

Scarlet and Violet only supports certain Pokémon being transferred in from HOME. Compass simply allows these Pokémon to be obtainable in-game, without transferring.

The following tables list all of these added Pokémon as well as where to find them in-game :

Pokémon	Locations
Alolan Diglett	South Area 6 East Areas 1, 2, and 3 Glaseado Mountains
Alolan Dugtrio	South Area 6 East Area 3 Glaseado Mountains
Alolan Grimer	South Areas 5 and 6 West Area 3 East Areas 1 and 2
Alolan Muk	South Area 6
Alolan Meowth	South Areas 3 and 5 East Areas 1 and 2
Alolan Persian	East Areas 1 and 2 South Glaseado Mountains
Alolan Raichu	North Area 3

Pokémon	Locations
Galarian Meowth	West Areas 1, 2, and 3 North Areas 3 and 1
Perrserker	North Areas 1 and 3 Around Casseroya Lake
Galarian Slowpoke	South Area 5 West Area 2 East Areas 1 and 2 Paldean Sea

Pokémon	Locations
Hisuian Voltorb	Tagtree Thicket North Areas 1 and 2 Around Casseroya Lake
Hisuian Electrode	North Areas 1 and 2 Around Casseroya Lake
Hisuian Qwilfish	Paldean Sea
White-Striped Basculin	West Areas 2 and 3 North Areas 1 and 2

	Casseroya Lake
Hisuian Sneasel	Glaseado Mountains North Area 3 Around Casseroya Lake
Sneasler	Glaseado Mountains North Area 3 Around Casseroya Lake
Hisuian Zorua (Night only)	Glaseado Mountains
Hisuian Zoroark (Night only)	Glaseado Mountains
Hisuian Growlithe	West Areas 1 and 2 Asado Desert
Hisuian Arcanine	Area Zero
Hisuian Sliggoo	South Area 6 Casseroya Lake
Hisuian Liligant	Area Zero
Hisuian Avalugg	Area Zero

Pokémon	Locations
Charmander (Morning, day, evening only)	South Area 3
Charmeleon (Morning, day, evening only)	East Area 3
Cyndaquil	East Area 1
Quilava	East Area 3
Oshawott	South Areas 1 and 5
Dewott	West Areas 1 and 2
Chespin	East Area 1
Quilladin	East Area 2
Fennekin (Morning, day, evening only)	South Area 2
Braixen (Morning, day, evening only)	Asado Desert

Froakie	South Area 4
Frogadier	South Area 6
Rowlet	South Area 2
Dartrix	Tagtree Thicket
Grookey	South Areas 1 and 4
Thwackey	Tagtree Thicket
Scorbunny (Morning, day, evening only)	South Areas 1 and 3
Raboot (Morning, day, evening only)	East Area 2
Sobble	South Areas 1 and 3
Drizzile	West Area 2

Pokémon	Locations
Kantonian Tauros	West Area 2 East Areas 1 and 2
Johtonian Wooper	South Areas 1, 4, and 5 West Areas 2 and 3
Quagsire	South Area 5 West Areas 2 and 3
Carbink	Area Zero

Added Wild Encounters — Kitakami Exclusive

Pokémon	Locations
Turtwig	Look around grassy and flowery fields.
Grotle	Can be found in forests and grassy areas.
Chimchar	Likes bamboo patches and rocky places.
Monferno	Prefers forested areas or dry environments.
Piplup	Enjoys rivers or quiet caves.
Prinplup	Look near the lakes or watery caverns.

All of these that have been added are more rare than most spawns in the area, or at most at the same spawn rate as their Paldean equivalents.

Vivillons in the Wild

Beginning in official version 1.2.0 of Scarlet and Violet, the only method to get non-Fancy forms of Vivillon was to use the Pokémon Go tie-in.

This greatly restricts the availability of this Pokémon for people who want specific forms, but also has resulted in some cases of save file corruption, and requires Go activity. This also removed the possibility of their spawning from normal spawn rules, removing all of the forms that we had included previously.

But now, through the magic that is spite, all forms of Vivillon can be found in the wild, with their location in Paldea being based on the general form's theme, meant to mirror the original placements and biome distribution where possible.

Scatterbug and Spewpa alternate forms generally cannot be found in the wild on their own — See the below table for exceptions :

Scatterbug / Spewpa Special Locations

Pokémon	Form	Location
Scatterbug	Fancy	South Province Area One
Scatterbug	Garden	South Province Area One
Spewpa	Pokeball	Pokémon League Entrance

All other alternate forms of Scatterbug can be found as part of a group where a Vivillon spawns, and will match that Vivillon's form. For example, a Tundra Vivillon surrounded by Scatterbug will always be Tundra Scatterbugs, making it easy to get the complete collection of all the forms and stages.

To prevent Vivillon and Scatterbug spawns from crowding out all other spawns in the area, these group spawns are particularly uncommon.

In almost all cases, Vivillon can be found around flowers, but can also be found in other biomes in the same area.

Additionally, Spewpa and Vivillon will be able to breed a Scatterbug of the same form.

You can find the specific form you're looking for by using the Compass Habitat Locator, or by checking out the table below, which lists all forms and the locations where they can be found :

Vivillon Locations

Form	Location
Icy Snow	Glaseado Mountains
Polar	Glaseado Mountains
Tundra	South Glaseado Mountain
Continental	South Province Area Two

Garden	North Province Area Three
Elegant	North Province Area Two
Meadow	South Province Area Two
Modern	East Province Area Two
Marine	West Province Area Two
Archipelago	East Province Area Two
High Plains	South Province Area Six
Sandstorm	Asado Desert
River	South Province Areas Two and Four West Province Areas Two and Three
Monsoon	South Province Area Five
Savanna	South Province Area Six
Sun	South Province Area Six
Ocean	South Province Area Five East Province Areas One and Two East Sea West Province Area Two
Jungle	Tagtree Thicket
Fancy	North Province Area Three
Pokéball	North Province Area Three

Others Added Into the Wild

The Paldean starters, the Pokémon Go Roaming Form Gimmighoul, and the newest Paradox Pokémon have also been added into the world.

More Wild Encounters — Kitakami

Pokémon	Locations
Sprigatito	Pokémon League Entrance South Area 2
Floragato	Tagtree Thicket
Fuecoco	South Area 2
Crocalor	Asado Desert

Quaxly	South Area 2
Quaxwell	West Area 1
Roaming Form Gimmighoul	All Ruins
Walking Wake	Area Zero (post-game)
Iron Leaves	Area Zero (post-game)

All Others Added

All the other Pokémon that have been added into Compass can be found by evolving their earlier evolutions, by using the new evolution method (see Other Evolution Changes), or found in some of the raids (see New Standard Raids and New Special Raids). The following table is a list of all of the other Pokémon added into Compass:

List of Remaining Additions

Basculegion	Overqwil	Wyrdeer	Kleavor
Ursaluna	Hisuian Decidueye	Hisuian Samurott	Hisuian Typhlosion
Hisuian Braviary	Hisuian Goodra	Galarian Slowbro	Galarian Slowking
Charizard	Typhlosion	Samurott	Chesnaught
Delphox	Greninja	Decidueye	Rillaboom
Cinderace	Inteleon		

List of Remaining Mythicals and Legendaries

Articuno	Zapdos	Moltres	Mew
Galarian Articuno	Galarian Zapdos	Galarian Moltres	Mewtwo
Kyogre	Groudon	Rayquaza	Heatran
Uxie	Mesprit	Azelf	Cresselia
Dialga	Palkia	Giratina	Arceus
Tornadus	Thundurus	Landorus	Enamorus
Meloetta	Diancie	Hoopa	Kubfu
Volcanion	Magearna	Original Color Magearna	Single Strike Urshifu
Zacian	Zamazenta	Eternatus	Rapid Strike Urshifu
Zarude	Dada Zarude	Regieleki	Regidrago
Glastrier	Spectrier	Calyrex	Darkrai

Phione	Manaphy	Jirachi	Keldeo
Land Forme Shaymin	Sky Form Shaymin	Deoxys	
Regice	Regirock	Regigigas	

List of Remaining Alternate Forms

Original Cap Pikachu	Hoenn Cap Pikachu	Sinnoh Cap Pikachu	Unova Cap Pikachu
Kalos Cap Pikachu	Alola Cap Pikachu	Partner Cap Pikachu	World Cap Pikachu

Alternate Forms Not Capturable

Many mythicals and legendaries have alternate forms that are available in-game yet are not made directly available in Compass, but the knowledge of how to get them is not well-known — basically, it all comes down to Porto Marinada's "special" auction.

Many items used to form change or as unique held items are available upon obtaining the requisite Pokémon, so after catching one that has a form you would like to change them to (e.g. Hoopa Confined to Hoopa Unbound), check out the auction area to see if you can pick up the necessary item.

You can also pick up the typed Plates here to change Arceus' type — or you can farm these by catching the appropriate typed Eevee in the special 4★ event raids or tackling the challenging 7★ Arceus raid itself (see New Special Raids).

New Symbol Encounters

Compass includes 42 new symbol encounters — static spawns in the world separate from the dynamic spawn system.

These new additions include special forms of Pokemon that were added by Compass, such as several of the HOME-limited encounters that have been included, but also include others that are just considered fun or otherwise interesting for some reason or another.

The symbol encounters may be specific Tera typings, may be designed for late-game acquisition and feature high IVs or rare and unusual movesets, or might be special for ... other reasons~ Several of these seem to be ordinary wild or common encounters, but there's usually something special about them. All of them can be found repeatedly, but the respawn chance on daily reset isn't a guarantee, so it may take a few days for them to come back.

These encounters have been dispersed across the world, and given unique behavior files to behave certain ways to fit the idea that we had in mind when adding them, which can differ from how the wild encounters might behave, or could include special routes that they roam around.

The following table is just a list of the added encounters (check out the Spoiler Maps section for ideas on where you might be able to find them) :

Added Paldean Symbol Encounters

Kubfu	Kubfu	Carbink	Alolan Raichu	Galarian Slowking
Perrserker	Sneasler	Scorbunny	Drizzile	Rillaboom
Zoroark	Hisuian Zoroark	Wooper	Paldean Wooper	Ditto
Eevee	Pachirisu	Alolan Persian	Dewott	Tinkaton
Quagsire	Clodsire	Charizard	Kleavor	Hisuian Braviary
Ursaluna	Delphox	Palafin	Maushold	Dudunsparce
Scizor	Hisuian Arcanine	Glaceon	Indeedee (M)	Indeedee (F)

(For some of these, they appear to be duplicates in the list, but each one is unique in some fashion.)

Added Symbol Encounters to DLC Areas

<table>
<tr><td>In Kitakami →</td><td colspan="3">Bloodmoon Ursaluna</td></tr>
<tr><td rowspan="2">In the Terarium →</td><td>Gouging Fire</td><td>Raging Bolt</td><td rowspan="2">Greninja
(with Battle Bond)</td></tr>
<tr><td>Iron Crown</td><td>Iron Boulder</td></tr>
</table>

Snacksworth Changes

Changes have been made to the requirements and availability of the treats obtained by talking to Snacksworth, an NPC that becomes available in Indigo Disk upon completion of the DLC's story. These treats must be obtained before the Legendary associated with them appears in the world to fight and capture.

However, in vanilla, which Legendary Treats you can obtain are limited based on the game version.

> In Compass, regardless of your game version, you can obtain every Snacksworth treat,
> so long as you complete enough Blueberry Missions.

Additionally, some of the treats required the player to complete the "Gold" Blueberry Missions, which require being in a co-op lobby. This restricts availability of these Legendary encounters, since we **strongly suggest** never taking your Switch online while playing Compass (see also HOME and Online).

As such, the requirements for completion of these missions have been removed.

You need to complete 10 Blueberry Missions in order for the next Treat to become available. There are 25 stages to this component of the game, so that means you need to complete 250 Blueberry Missions to access everything.

The Missions completed can be Blue, Red, or Gold — this doesn't matter.

Overworld Event Encounters

Special overworld event encounters have been changed to varying degrees in Compass, aimed at making them more worthwhile to capture, and more interesting to fight.

All capturable event battles have had their Shiny Lock removed.

Compass also resolves the vanilla issue with Indigo Disk event encounters where they would have fixed IVs despite the intention being for a certain amount of randomness.

Event Changes

Event Category	Major Changes
Paldean Box Legendaries	Level increase (to 80, from 72) Four maximum IVs + random rest Can be captured repeatedly; can be shiny
Ruinous Quartet	Level increase (to 80, from 60) Four maximum IVs + random rest Manual moveset for more interesting fight
Paldean Former Titans	Level increase (based on point in story) Four maximum IVs + random rest 504-508 EVs initially Manual moveset with possibly rare moves
The Loyal Three (Teal Mask)	Four maximum IVs + random rest
Perrine's Quests (Both DLC)	Four maximum IVs + random rest
Snacksworth Legendaries (Indigo Disk)	Four maximum IVs + random rest
Epilogue Mythical (Indigo Disk)	Four maximum IVs + random rest

Encounters with specific Pokémon that are only available through quests or some other system that requires the player to complete certain objectives are not given other acquisition methods.

Ruinous Quartet

The Ruinous Quartet have had their general level and stats increased (better, but semi-random IV arrangement), and can be caught again in special 6★ event raids. They are not added into the world in any other manner.

Box Legendaries

The two iguana legendaries are available to be caught time and time again, in special 6★ event raids, or by the original overworld fight, which can now be repeated once per day to fight and catch them as often as you'd like.

Additionally, the overworld fight has been modified in Compass to have non-fixed IVs, with it set to have four at max 31 value and the others determined randomly. These encounters can also be shiny, but you won't know if they are until you are in battle with them.

Unobtainable

One of the goals of Compass is to have an acquisition method for every Pokémon which is available for Scarlet and Violet through the DLC and use of HOME transfer. Keep in mind :

Compass will not include a National Pokédex.

Compass will not import species that are not enabled in the game.

Every species and every form which can be transferred to or obtained in Scarlet and Violet is available in Compass.

Pokémon Changes

Only a few Pokémon see changes akin to re-envisioning or rebalancing :

Both of the "mascot" Pokémon, with Pikachu having its base stats increased to match the Let's Go Partner Pikachu, and Eevee ... basically getting completely reworked.

The Eeveelutions also all get a special little something with these changes in the form of many new moves, and Flareon gets an adjustment to its stat allocation.

A few other Pokémon have been changed, such as Stantler's Legends Arceus move being given to it as a learnable move, and no-trade evolution methods being added.

Pikachu

Pikachu has been adjusted to have Base Stats matching the Partner version (with a 430 total) :

Pikachu Base Stats Update

HP	Atk	Def	SpAtk	SpDef	Spd
45	80	50	75	60	120

Pikachu also gains a few new moves of rough-equivalence to the Partner moves :

Pikachu Updated Moves

Move Learned	Level
Fly	40
Surf	45

Extreme Speed	50
Volt Tackle	60

The special event Pikachu raids (New Special Raids) are all the alternate Cap-form Pikachu. The only difference between these and normal Pikachu is that these Cap-form Pikachu cannot evolve; they are, however, given an empty evolution, allowing the player to make use of Eviolite if they would like.

Eevee and the Eeveelutions

The design principle behind the Eevee (and subsequent Eeveelution) changes is to bring it more in line with the Let's Go Partner Eevee and gaining thematic changes to bring some of the feel of Koharu's Eevee from Pokémon Journeys into Compass — matching the increasing notion of Eevee's versatility (also its genetic instability) and the proclivity toward the types that they can evolve into.

Basically, we're callin' this Journeys Eevee~

Eevee

New moves are given that match the types of the Eeveelutions, and all new moves to be learned when evolving into an Eeveelution. Eevee also sees an increase in its Base Stats, and Eevee's Hidden Ability, Anticipation, has been changed to Protean. Additionally, Espeon, Umbreon, and Sylveon have new evolution methods — partly for thematic reasons, but primarily for a quality of life bump for people who might like to level their Eevee without having to interrupt its evolution frequently.

Eevee's Base Stats are increased to match the Partner Eevee's total, 435, but are modified slightly.

Eevee Base Stats Update

HP	Atk	Def	SpAtk	SpDef	Spd
65	75	70	75	80	70

Eevee's moveset sees significant changes, losing most of its standard level-up moves in favor of new moves thematically designed around the Eeveelutions and the Journeys-themed Eevee concept. The moves chosen are in the "generally kind of weak" tier, but might have some uses in some setups later into the game.

Eevee Updated Moves

Move Learned	Level
Tackle	1
Tickle	1
Baby-Doll Eyes	1
Yawn	1

Helping Hand	1
Quick Attack	5
Copycat	10
Disarming Voice	13
Icy Wind	16
Chilling Water	19
Flame Charge	22
Electroweb	25
Snarl	28
Razor Leaf	31
Psybeam	34
Charm	37
Baton Pass	40
Tearful Look	45
Teeter Dance	50
Mimic	60

None of the Eeveelutions can learn any of these moves outside of the level 1 moves, so if there's one of these you definitely want on your Eeveelution, you'll need to learn it as an Eevee before evolving.

Evolution Changes

Some Eeveelutions have had their evolution method adjusted, to be consistent, using evolution stones across the board now. The changes are :

Eeveelution Evolution Update

Eeveelution	Stone Required
Espeon	Sun Stone
Umbreon	Moon Stone
Sylveon	Shiny Stone

All other Eevee evolution methods remain the same.

This change retains the use of Eviolite on Eevee, and acts as a Quality of Life change to raise their levels to learn specific moves without having to go through the slow evolution cancel event frequently.

Eeveelutions

Flareon is the only Eeveelution to get any stat adjustment — their allocation was unfortunately quite weak, causing them to be taken out far too easily for such a slow (if powerful) attacker. This change keeps to the theme of "slow but hits hard" while giving them a better defensive setup, hopefully allowing them to take a hit more regularly and actually participate in battles.

Flareon Base Stats Update

HP	Atk	Def	SpAtk	SpDef	Spd
110	130	65	60	95	65

All Eeveelutions also have new movesets :

All Eeveelutions have access to the level 1 moves that Eevees have, but all the other moves they can learn only come from their evolved forms, so if there are moves an Eevee knows that you would like your Eeveelution to have, you will need to learn it as an Eevee first!

Every Eeveelution learns a new move when they evolve, and then at consistent levels, they learn a variety of moves that are close to the same moves they could learn in vanilla, but with a few legacy / underused moves replaced or outright removed. Additionally, each Eeveelution can learn the typed move the Eevee could learn matching that Eeveelution's type (e.g. Vaporeon can learn Chilling Water, since that is the Water-type move Eevees learn, at the same time as when an Eevee would normally be able to learn it).

Eeveelution Updated Moves

Level	Vaporeon	Jolteon	Flareon	Espeon
Evolve	Brine	Shock Wave	Fire Fang	Expanding Force
10	Haze	Pin Missile	Work Up	Calm Mind
19	Chilling Water	—	—	—
20	Aqua Ring	Nuzzle	Fire Spin	Psychic Terrain
22	—	—	Flame Charge	—
25	—	Electroweb	—	—
30	Acid Armor	Charge	Flame Wheel	Power Gem
34	—	—	—	Psybeam
35	Flip Turn	Agility	Crunch	Morning Sun
40	Life Dew	Volt Switch	Fire Lash	Guard Split
45	Aurora Beam	Thunderbolt	Screech	Psych Up
50	Whirlpool	Rising Voltage	Double-Edge	Extrasensory

55	Surf	Electric Terrain	Flare Blitz	Freezing Glare
60	Hydro Pump	Thunder	Raging Fury	Future Sight

Level	Umbreon	Leafeon	Glaceon	Sylveon
Evolve	Payback	Grassy Glide	Frost Breath	Draining Kiss
10	Mean Look	Sweet Scent	Powder Snow	Aromatic Mist
13	—	—	—	Disarming Voice
16	—	—	Icy Wind	—
20	Night Shade	Sunny Day	Mist	Attract
28	Snarl	—	—	—
30	Confuse Ray	Grassy Terrain	Snowscape	Dazzling Gleam
31	—	Razor Leaf	—	—
35	Moonlight	Synthesis	Mirror Coat	Misty Terrain
40	Cosmic Power	Grass Knot	Freeze-Dry	Skill Swap
45	Foul Play	Leech Seed	Ice Beam	Fairy Lock
50	Glare	Petal Blizzard	Sheer Cold	Strength Sap
55	Dark Pulse	Leaf Blade	Aurora Veil	Moonblast
60	Night Daze	Solar Blade	Blizzard	Springtide Storm

Stantler and Wyrdeer

In order for Stantler to evolve into Wyrdeer using a similar method to its evolution method in Pokémon Legends Arceus, Stantler was given Psyshield Bash as a learnable move at level 25. This is a few levels after it would normally learn it in PLA, but is slightly more in-balance relatively.

Leveling as a Stantler while knowing Psyshield Bash will cause it to evolve into Wyrdeer.

Other Evolution Changes

Many Pokémon that would be otherwise unavailable are given new evolution methods so that they can be obtained in Compass.

Pokémon that require trading or playing with someone else have new evolution methods :

No-Trade Evolutions

No-Trade or Co-Op Evolution Updates

Pokémon	Method	Minimum Level	Result
Dusclops	Use Dusk Stone	—	Dusknoir
Electabuzz	Level up while holding Electirizer	45	Electivire
Feebas	Level up while holding Prism Scale	20	Milotic
Graveler	Level up while holding Hard Stone	35	Golem
Graveler (Alolan)	Use Thunder Stone	—	Golem (Alolan)
Gurdurr	Level up while holding Muscle Band	35	Conkeldurr
Haunter	Use Dusk Stone	—	Gengar
Magmar	Level up while holding Magmarizer	45	Magmortar
Phantump	Use Dusk Stone	—	Trevenant
Poliwhirl	Level up while holding King's Rock	30	Politoed
Porygon	Level up while holding Upgrade	35	Porygon2
Porygon2	Level up while holding Dubious Disc	45	Porygon-Z
Rhydon	Level up while holding Protector	47	Rhyperior
Scyther	Level up while holding Metal Coat	30	Scizor
Seadra	Level up while holding Dragon Scale	47	Kingdra
Slowpoke	Level up while holding King's Rock	37	Slowking

Hisuian Form Evolutions

Pokémon that normally would evolve into a Hisuian form from a non-Hisuian Pokémon have new evolution methods, all of which involve holding a Strange Mirror while leveling at or above a certain point. The exact values are :

Hisuian Evolution Updates (Must be holding Strange Mirror)

Pokémon	Method	Result
Bergmite	Level up @ 37 and above	Hisuian Avalugg
Dartrix	Level up @ 34 and above	Hisuian Decidueye
Dewott	Level up @ 36 and above	Hisuian Samurott

Goomy	Level up @ 40 and above	Hisuian Sliggoo
Quilava	Level up @ 36 and above	Hisuian Typhlosion
Rufflet	Level up @ 54 and above	Hisuian Braviary
Scyther	Level up @ 30 and above	Kleavor
Ursaring	Level up @ 40 and above	Ursaluna

Some other Hisuian Pokémon evolve without the use of Strange Mirror. Evolution methods that relied on specific-Legends mechanics were not transferred over entirely, so their evolution method is a little different :

Standard Hisuian Evolution Updates

Pokémon	Method	Result
Hisuian Qwilfish	Level up @ 30 while knowing Barb Barrage	Overqwil
Hisuian Sliggoo	Level up @ 50 and above while in the rain	Hisuian Goodra
Petilil	Use a Shiny Stone	Hisuian Lilligant
Stantler	Level up while knowing Psyshield Bash	Wyrdeer
White-Striped Basculin	Take 295 points in damage from recoil (without fainting), then level up	Basculegion

Strange Mirror and Soothe Bell Notes

Strange Mirror is a new item created specifically for Compass. It is required for the evolution of the Hisuian forms as listed above.

It is handled like a replacement to Soothe Bell, so external tools will recognize Strange Mirrors in your inventory as Soothe Bells.

Strange Mirror does not have any Soothe Bell functionality. It is just a new evolution-type item. — Dev note: Oops, ha, this will be the case in the 2.1.0 update.

Soothe Bell has been added into the game as a new item to replace one of the extra sandwich picks. External tools will not recognize this item as valid or as the pick item.

(Strange Mirror originally replaced Soothe Bell in early versions of Compass, so bringing the Soothe Bell back was done in a manner to not force players who already purchased Strange Mirrors to have to buy them again, since they're pretty expensive.)

Other Evolution Methods

There are a few other regional evolution inclusions:

Other Evolution Change

Pokémon	Method	Result
Finizen	Level up while holding Power Bracer at level 38 and above	Palafin
Inkay	Level up while knowing Topsy-Turvy	Malamar
Pikachu	Use Shiny Stone	Alolan Raichu
Galarian Slowpoke	Use Galarica Wreath	Galarian Slowking
Galarian Slowpoke	Use Galarica Cuff	Galarian Slowbro

Additionally, Cosmoem no longer evolves based on game version, and instead based on holding a Sun Stone or Moon Stone starting at level 53, to allow players to obtain both Solgaleo and Lunala as desired :

Cosmoem

Method	Minimum Level	Result
Level up while holding Sun Stone	53	Solgaleo
Level up while holding Moon Stone	53	Lunala

Additionally, the following table lists additional evolution methods which are currently available (from version 2.0.3.0), but these are classified as temporary, as a future update may remove or replace these. However, for now~

Temporary Regional Form Evolution Updates (Must be holding Strange Mirror)

Pokémon	Method	Result
Sandshrew	Level up @ 22 and above	Alolan Sandslash
Vulpix	Level up @ 24 and above	Alolan Ninetales
Geodude	Level up @ 25 and above	Alolan Graveler
Koffing	Level up @ 35 and above	Galarian Weezing

Regional Form Breeding

All Pokémon of regional forms, or that evolve from regional forms (e.g. Sneasler, Perrserker), are able to breed down that form, instead of defaulting to the Paldea-specific one or whichever the base form is.

The following tables list all of these :

Regional Forms Bred Down : Alolan

Pokémon Family	Result : Alolan Form of
Sandshrew, Sandslash	Sandshrew

Vulpix, Ninetales	Vulpix
Diglett, Dugtrio	Diglett
Meowth, Persian	Meowth
Geodude, Graveler, Golem	Geodude
Grimer, Muk	Grimer

Regional Forms Bred Down : Galarian

Pokémon Family	Result : Galarian Form of
Meowth, Perrserker	Meowth
Slowpoke, Slowbro, Slowking	Slowpoke

Regional Forms Bred Down : Hisuian

Pokémon Family	Result : Hisuian Form of
Growlithe, Arcanine	Growlithe
Voltorb, Electrode	Voltorb
Qwilfish, Overqwil	Qwilfish
Sneasel, Sneasler	Sneasel
Zorua, Zoroark	Zorua

Forms Bred Down : Misc

Pokémon Family	Result
Kantonian Tauros	Kantonian Tauros
Quagsire	Johtonian Wooper
Clodsire	Paldean Wooper
Scatterbug, Spewpa, Vivillon	(Same Form)

Poké Loot : Dropped Items

Just like in vanilla Scarlet and Violet, upon defeating a Pokémon in the wild, either using the Let's Go Mode or through normal battle (including capturing them), you will be given certain TM crafting materials as a dropped reward. This is unchanged, except that Compass adds in additional Pokémon into the world, and with that, a need for new Poké Loot items.

However, as Compass does not include any new TMs, the items themselves would effectively be meaningless, either inflating the requirements for the TMs unnecessarily, or as just bag-filling clutter which has the singular purpose of being sold for minimal money (without a clear indicator of what it might be used for). All-around a bad idea.

Subsequently, we chose to provide dropped items for all Pokémon in Compass that can be encountered in the wild in the form of EV Feathers. Since the Paldean starters and all Paradox can be found in the wild, these have also had EV Feathers given to them. The feathers themselves are based on the EV yield of the Pokémon itself (or one of, in the case of those with multiple).

The amount of feathers you get follows the same premise as the TM material Poké Loot, with earlier and weaker Pokémon dropping fewer, and stronger or more rare ones later dropping more.

This allows the player an additional method of acquisition of these items to help build up their team throughout their journey, and can be a decent way in the late- and post-game to farm up EV boosting items, perhaps as an alternative to farming out the 5★ raids, doing something much more laid back with Let's Go Mode, for example.

The following tables contain all Pokémon with Poké Loot given that did not have them before, categorized by which type of feather you can get from them :

Poké Loot : Health Feathers

Dartrix	Fuecoco	Rowlet	Scream Tail

Poké Loot : Muscle Feathers

Brute Bonnet	Decidueye	Great Tusk	Grookey	Iron Hands	Iron Leaves
Iron Thorns	Iron Valiant	Kubfu	Quaquaval	Quaxly	Quaxwell
Rillaboom	Roaring Moon	Slither Wing	Thwackey		

Poké Loot : Resist Feathers

Chesnaught	Chespin	Iron Treads	Quilladin

Poké Loot : Genius Feathers

Braixen	Charizard	Crocalor	Delphox	Dewott	Drizzile
Fennekin	Iron Jugulis	Iron Moth	Oshawott	Quilava	Samurott
	Sandy Shocks	Skeledirge	Typhlosion	Walking Wake	

Poké Loot : Swift Feathers

Charmander	Charmeleon	Cinderace	Cyndaquil	Floragato	Flutter Mane
Froakie	Frogadier	Greninja	Inteleon	Iron Bundle	Meowscarada
	Raboot	Scorbunny	Sobble	Sprigatito	

Poké Loot : Unique

Gimmighoul

Raid Poké Loot Reward

Additionally, Poké Loot rewards from the 1★ up to 5★ non-event raids have been improved over vanilla.

All raids in these tiers have a guaranteed drop of 3 to 5 of the encounter's Poké Loot items. Most TMs require 3 of the loot items, so even early raids will provide enough materials to cover most TM crafts, which is particularly useful since Compass also provides the player with the entire TM list available (see Unlocked TM List). Some of the TMs do require 5 items, so the higher tier raids do provide enough to ensure that a single raid provides sufficient materials to make one of whatever TM their materials are used for.

The following table explains how many drops each raid tier will provide :

Poké Loot : Raid Rewards

1★	2★	3★	4★	5★
3	3	3	5	5

Other World Changes

Hidden Items

The loot tables for the hidden items — those random, indistinct little sparkles that you or your Let's Go partner can interact with that pick up items — have been significantly changed.

Healing consumables have been replaced with their Auto Heal equivalents, better fitting the general playstyle of using Let's Go and picking up items. Revives and Max Revives have been added to some areas, somewhat rarely.

All Poké Loot items have been removed from this loot pool, and have been replaced with cash items, exp. candies, berries, or other healing items.

All of the Mints to change Natures have been removed from the overworld. These can be purchased in Chansey Supply shops after you obtain six Victory Road badges, same as in vanilla.

Some interesting Pokéballs can be found in the wild, such as Moon Balls around where the Moon Stone can be found.

Consumables, Exp. Candies, and Pokéballs tend to get better the further into the game you are.

Of note, Terrain Seeds (e.g. Psychic Seed, Electric Seed) can be found as hidden items around Medali.

All beach areas in the game have EV feathers, and you will pick up 2 feathers at a time. Similarly, the EV feathers found on Casseroya Lake's water surface have been increased from 1 to 3.

Evolution stones can still be found in the world via hidden items, but they are more rare and limited in location :

Evolution Stone Locations

Stone	Locations
Water Stone	West Province areas Two and Three (river) South Province Area Six (river)
Fire Stone	Asado Desert
Thunder Stone	East Province Area Three
Leaf Stone	Tagtree Thicket
Ice Stone	Glaseado Mountains
Sun Stone	South Province Area Six (topside) Glaseao Mountains (rocky areas)
Moon Stone	South Province Area Six (topside) Glaseao Mountains (rocky areas)
Dawn Stone	East-coast beaches
Dusk Stone	West-coast beaches
Shiny Stone	North-coast beaches
Everstone	Pokémon League Entrance South Province areas Two and Three

Expanded Locations

Compass has also added more locations where Hidden Items can appear in Paldea. These new areas have roughly the same sorts of items as their surrounding environs.

Additional Hidden Item Locations

South Province Area Two : In foresty patches
South Province Area Four : Around ponds (rarely)
South Glaseado Mountain : In the snow
Area Zero : In the caves of the upper area
Area Zero : In the underground section / lower half
Paldean Oceans (very rarely)

Gift Pokémon Adjustments

Several of the Pokémon that are gifted to the player have been adjusted. Every one that was shiny locked is no longer. Additionally, a few have gained the opportunity to have their Hidden Ability, among other changes.

The table below lists out the changes while remaining mostly spoiler-free :

Modified Gift Pokémon

Pokémon / Event Obtained	Changes
All Starters	No longer shiny locked, and at least 2 maximum IVs. Can have its Hidden Ability.
Sandwich Eating Box Legendaries	No longer shiny locked. This is in reference to when the Pokémon properly joins your team, as part of the The Way Home story, and not (for instance), when you see it in the beginning of the story, or when using it as a ride.
Salvatore's Final Gift	No longer shiny locked, and can have its Hidden Ability.
Perrin's Quest Reward in Kitakami	No longer shiny locked, and can have its Hidden Ability.
Jacq's Gift Eggs in Kitakami	Guaranteed shiny, 2 max IVs, and can have its Hidden Ability.
Oni Balloon Hard Mode Reward	Not shiny locked, and at least 3 maximum IVs.

Poké Marts

Upon completion of the story-gated section that enables you to change your Pokémon's Tera Type, Poké Marts will also begin to sell Tera Shards, at 600 Pokémonies each.

Note : You'll have to use the Tera Type change feature once before the Poké Mart will sell the shards. Well, guess that's why the NPC hands over 50 of 'em, right?

Chansey Supply

All Chansey Supply can now buy items from the player. :>

Delibird Presents — New Items

Delibird Presents now holds a number of important items relating to evolution or acquisition of some Pokémon you may not be able to find in the wild.

Delibird Presents in all major cities can also buy items from the player.

The availability of Delibird evolution and EV items is restricted based on the player's progress through Victory Road :

Delibird Presents General Goods, Evolution Items

Item	Price	VR Badges Required
Dawn Stone	8,000	3

Dusk Stone	8,000	3
Ice Stone	8,000	3
Moon Stone	8,000	3
Sun Stone	8,000	3
Shiny Stone	8,000	3
Galarica Cuff	8,000	3
Galarica Wreath	8,000	3
Auspicious Armor	15,000	5
Malicious Armor	15,000	5
Strange Mirror	25,000	2

Delibird Presents General Goods, EV Berries

Item	Reduces EV by 10	Price	VR Badges Required
Pomeg Berry	HP	3,000	5
Kelpsy Berry	Attack	3,000	5
Qualot Berry	Defense	3,000	5
Hondew Berry	Special Attack	3,000	5
Grepa Berry	Special Defense	3,000	5
Tamato Berry	Speed	3,000	5

Badges refer to the Victory Road badges, not all story badges.

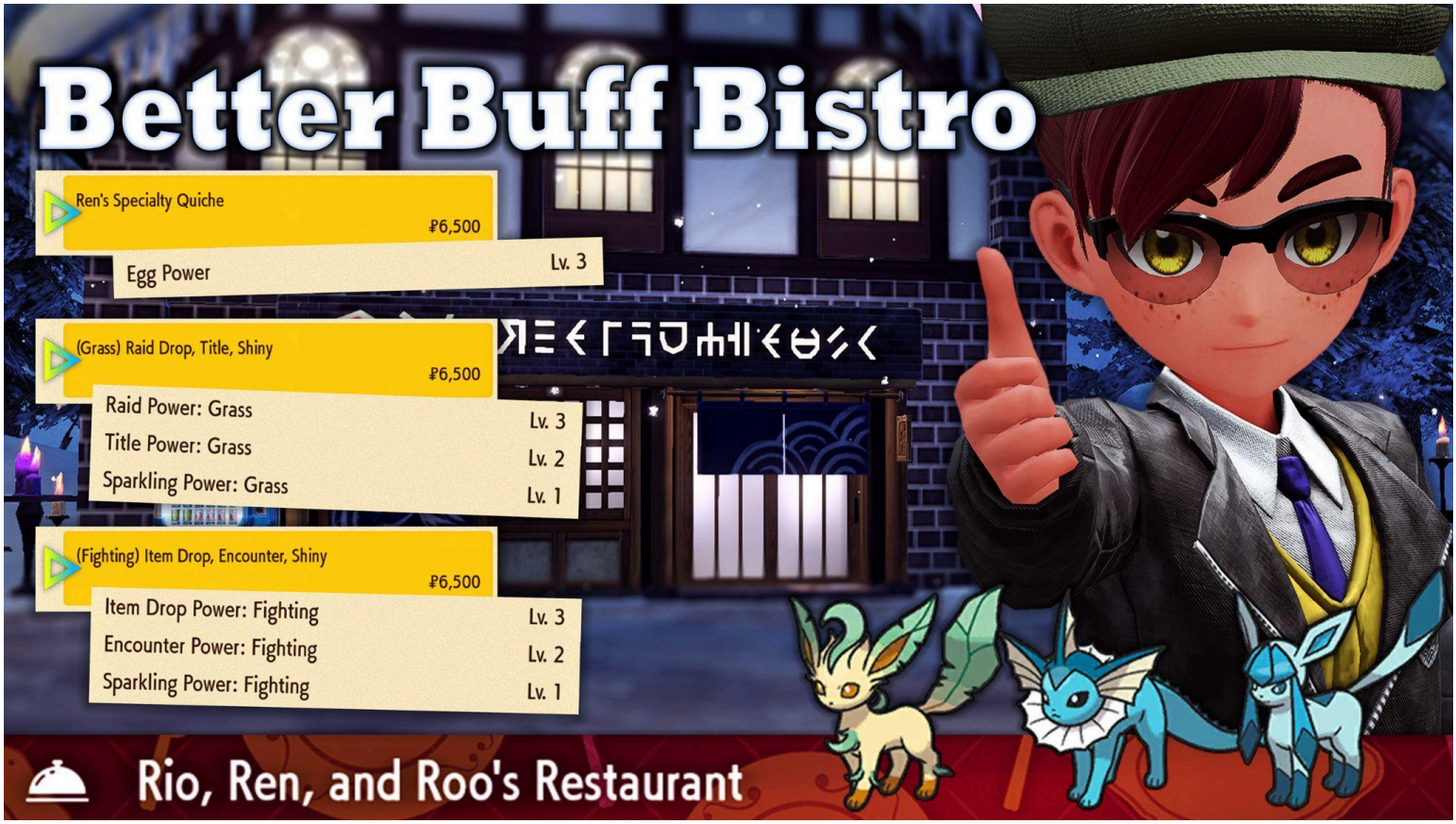
Additionally, all of the Delibird Presents also now sell the save-file locked Rotom cases that required a save file from other games. They are available from the beginning for 8,000 Pokémonies.

Wild Pokémon Adjustments

Some Pokémon have had their spawn rates adjusted to be a little less relatively rare — those primarily affected are : Charcadets, Eevee, the alternate form of Rockruff, and Dusk Form Lycanroc. Eevee will still be uncommon, and the particularly rare Charcadet, Rockruff, and Lycanroc are still rare, just a fair bit less so than before.

Quality of Life Changes

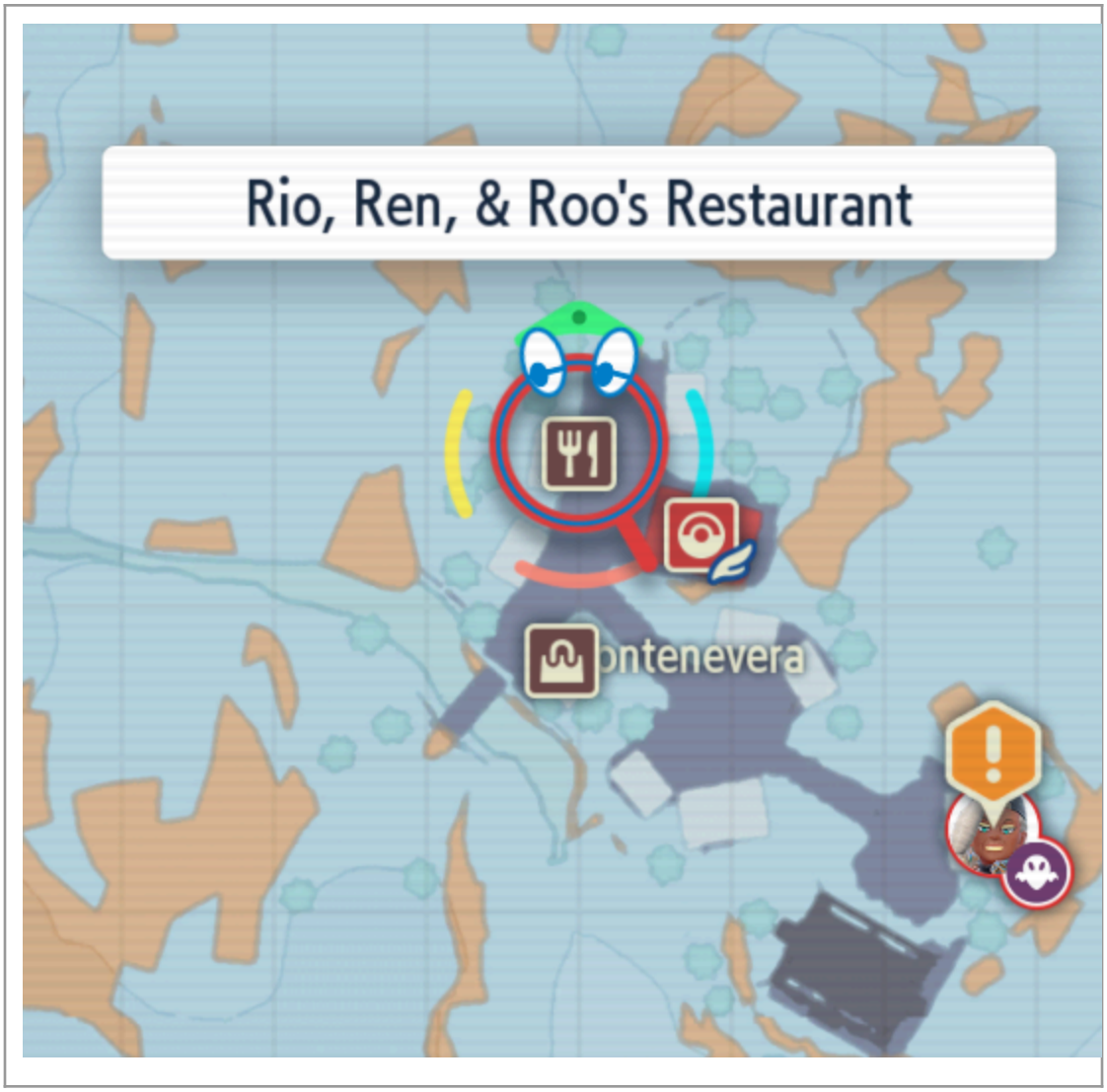
Better Buff Bistro



Welcome to Rio, Ren, and Roo's Restaurant!

Compass includes our "Better Buff Bistro" mod, which provides quick access to a number of useful food / sandwich buffs to avoid the tedium of the picnic minigame. These are not meant to be replacements for the best buffs in the game, and we will not be putting other things like Lv.3 Sparkling Power, but this will make it easier to go do the raids to get the rewards you want, or just a quick stop-over to get a buff an' go~

The Bistro takes the place of the restaurant in Montenevera. You can't miss it, because it has Ren, Rio, and Roo hanging out in front of it! On the map, you can find it here : Bistro Location



All foods are 6,500 Pokémonies.

In 2.0.6.0, the Bistro was updated to simplify the menu selection and improve the buff options. Other than specific encounter Types, every buff provided in now the general 'All Types', giving massive additional benefit to loot drops for instance.

Ren's Specialty Quiche provides Lv.3 Egg Power, making it that much simpler to breed and hatch the Pokémon you're wanting!

→ This reduces time-to-hatch by 50%, and increases the rate of eggs appearing in your picnic basket by effectively 10x.

Rio's food stuffs are type-based entries that will aid in specialized wild hunting, giving Lv.3 Encounter Power, Lv.2 Catching Power, and Lv.1 Sparkling Power.

→ All wild encounters (but not fixed encounters) will be of the Type selected
→ Your catch rate is increased by 25%
→ You get 1 additional shiny roll on all wild encounters

Roo's Ramen gives nice little general bonuses like Lv.1 Sparkling Power and Lv.2 Title Power, but also gives a substantial Lv.3 Raid Power buff.

→ You get 3 additional lottery loot rolls in all raids you complete
→ You get 2 additional title rolls on all applicable encounters
→ You get 1 additional shiny roll on all wild encounters

And finally, Phoe's Ice Cream gives the best non-Herba Mystica Sparkling Power at Lv.2 as well as Item Drop Power Lv.3, making this a great general option if you're just roaming around.

→ You get double Poké Loot drops
→ You get 2 additional shiny rolls on all wild encounters

IV Judge Replacement + EV Readout

Viewing any Pokémon's summary screen will now provide a display for their IVs and EVs :

Example



You can also see this in action by checking out this short clip, which also shows that this reflects on-change by giving some EV items to a Pokémon, and shows that this displays on Pokémon you've just caught as well~

This is available from the beginning of the game and does not require anything to unlock.

The IV Judge has been removed as a special reward from the Olive Roll minigame, but can still be obtained early by checking out the c_GM section and finding two new NPCs to unlock it for you. The IV Judge does still function exactly as before, providing you with vague information for IVs such as 'Best' and 'Great'.

Better Gliding



Pretty self-explanatory : Compass includes our “Better Gliding” mod, which significantly increases the amount of time you can spend gliding, all-but eliminating that sudden altitude loss when your mount decides it’s had enough of the sky.

This functions alongside the inclusion of flying in Indigo Disk. Until then, per these changes, you effectively have infinite gliding, but cannot hover in place.

Picnic Egg Adjustments

The process of getting better Pokémon through breeding has been improved slightly :

The time required for eggs to appear in your basket without Egg Power active has been reduced to 20 seconds. The time required for each check with Egg Power has not been adjusted, and remains 10 seconds.

The probability of eggs appearing in your basket have been increased :

Picnic Rates

Compatibility	Egg Chance	Egg Power Lv.1	Egg Power Lv.2	Egg Power Lv.3
Best	10%	50%	70%	100%
Good	8%	40%	56%	80%

Low	5%	25%	35%	50%

Note: Even though this shows “100%”, because of the way the egg system is, it is not effectively exactly 100%, so there is the possibility that some of these potential-spawn checks do not result in an egg spawning.

In order to achieve the best results, the parents should be the same egg group and have different original trainers. If you’re not sure how this works, Serebii has a page that gives a bit more information and can link to other things.

Egg Power has significant impact on both the time between egg checks and the possibility of an egg occurring, so it is strongly recommended to check out the Better Buff Bistro to get a cheap Egg Power Lv.3 buff.

Snappier Combat Messages

Every message in Scarlet and Violet’s combat has a wait time associated with it. This is designed to allow the animation effects and changes to the HP bar to finish, with a little bit of wait time before the player can make another action.

This can contribute to the sluggish feeling of the game’s combat. As such, this delay time has been reduced by 33% in Compass. This will lead to faster, slightly-snappier combat, while still preserving the game’s measured pacing.

Wild Pokémon In Town

When stepping into the overworld towns or into Pokécenters, Pokémon will no longer immediately despawn. As of version 2.0.5.0, this extends to both the town area in Kitakami as well as the lobbies, rest areas, and Elite Four platforms in Blueberry Academy.

This allows us to place new Pokémon into towns, and allows for wild Pokémon to follow you into town. You can catch and fight them in town, as well.

Some wild encounters will spawn just inside of the town, usually around trees or on “bordering” areas.

This is required to allow for some of Compass’ other changes, such as some new symbol encounters, to be placed into interesting locations in towns, but it is also fun on its own.

More Picnic Spots

You can have your picnics in town! And in Area Zero, if you so choose~

Space is limited in the town area of Kitakami, but you can picnic anywhere you can find a spot in town.

You can picnic in the Plaza areas in Blueberry Academy. I’m sure you won’t get in the way of the Elite Four members there, right?

In the Central Plaza in the Terarium in Blueberry Academy, if you can find a spot, you can picnic there as well.

Just be sure to be far enough away from NPCs, on a sufficiently-even surface, and have plenty of room — The game will notify you of these issues if you try and cannot have your picnic at that location.

Additionally, you can start your picnics while still riding on your mount. It will dismount you and try to start a picnic without fussing at you.

Unlocked TM List

The entire list of TMs is available from the start of the game. As of version 2.0.5.0, this includes all DLC TMs.

You no longer need to find or be given the TM first in order for it to show up as craftable at the Pokécenter.

You still need to find and gather the materials, however, and the game will show an unknown item until you defeat or catch the Pokémon from which the material is gained.

Shiny Lock Removal

All restrictions on shiny Pokémon have been removed, including "gift" Pokémon (you can read more about it in this section).

You may now attempt to catch shiny versions of all of the legendaries. Good luck!

Note: This does not apply to the box legendary during the story, such as when seen at the early beach area scenes, or used as a ride Pokémon, as these are just models loaded in to facilitate gameplay events / elements, and not actually a Pokémon — You do not actually *obtain* this Pokémon until the end of The Way Home story, at which point, the one added to your party or boxes *can* be shiny, but you won't know until it's added and the scene is complete. Having shiny versions of the box legendaries does not lead to a shiny version of the model being used when riding the Pokémon in the overworld.

Keep in mind that "event" encounters will not display their shiny state if it happens to roll as a shiny. You will get the shiny sparkle effect at the start of battle, but since all Pokémon that are placed in the world (e.g. the box legendaries' repeatable encounters, Chest Form Gimmighoul, starters at the beginning of the game, Snacksworth legendaries, etc) are done so without being aware of the encounter's shiny state, you will not be able to tell until then.

Ogerpon does not have her shiny lock removed, as the event battles against her are not the same as the captured Ogerpon, which uses a different method of granting her to the player.

Shiny Rate

We do not change the shiny rate.

There are several methods in this game to increase your shiny chances already — especially the sandwich buffs which can combine with the Shiny Charm — or to obtain shinies through other systems like outbreaks, or breeding with the Masuda method, etc, making this a significantly less painful process than previous games.

Neither the sandwich buffs nor the shiny charm affect shiny odds for anything other than wild encounters. This means event encounters (like the legendaries), raids (which have a 1/4013 odds), and eggs are unaffected.

Shiny Charm

The Shiny Charm is meant to be a special, casual-oriented reward for the completion of the Pokédex. Compass, however, expands on the Pokédex to add all of the other species to it, which would thus require the player to obtain all of the current 487 species to be granted the Shiny Charm.

Because this will force the player into needing to complete all of the challenge-oriented final raids in order to fully obtain the Shiny Charm in-game, and subsequent DLC additions will inflate the requirements further, we opted to change the game instead.

In Compass, you can obtain the Shiny Charm by capturing any 400 unique Paldean species (have at least 400 Pokédex entries in your Paldean Pokédex) and then speaking to Jacq in his classroom at the Academy.

No changes to the behavior of the Shiny Charm are made.

Do Your Best Mode (Let's Go)

With Compass, your Pokémon that are sent out during the Let's Go mode will follow you more readily, taking significantly less time to start following you, and being able to stay out on the field from a further distance.

This does not change the speed with-which any of the Pokémon move in the world, however.

You can use Let's Go in a few areas that you could not otherwise do so before : The Lobby areas (including the Central Lobby) in Blueberry Academy's Terarium. This also allows you to use Synchro Anywhere in these locations.

Modified Map

Many changes have been made to the map, including new labels and changes to existing labels to provide new information (such as the inclusion of new labels for each of the Team Star bases) or add more flavor (such as changing the labels from the event's type to something lore-based and thematic instead).

Compass effectively segments out the progression into different "chapters" of a sort, and the overworld map has been modified to include approximate boundary markers with a simple glowing effect (using colors closely matching the color of the Gym Leader's type, where applicable). This is meant to help tell at-a-glance the general regions that the player is meant to tackle during the same "chapter".

Labels have been added to all of the locations in the game that indicate the level range of the wild Pokémon in that area. When determining where you should travel next in your journey, you can use these values to find wild Pokémon closer to your obedience level, which will also match with the intended progression : If you can only catch up to level 30 Pokémon (and have them obey you), then going to an area with wild Pokémon in the level 26-29 range (for example) will put you in the correct location.

Recommended level values have been added to the major event encounters. Hover your cursor over each of the major story objectives to see these. Some of these will be a fair bit higher than the wild encounter levels : We do expect the player to train up their Pokémon and not just take freshly-caught critters into battle, after all.

Blueberry Missions

Compass reduces some of the grinding required to obtain a decent amount of BP, used to unlock various upgrades in the League Club Room, and purchase certain items in Blueberry Academy.

Blueberry Mission Reward/Reroll Changes

Mission Type	Reward Change	Other Change
Standard Missions (Blue)	Minimum 40 BP (up from 20) Maximum 60 BP (up from 40)	Reroll cost for missions which reward 60 BP has increased to 20 BP from 10
Bonus Missions (Red)	Increased by 90 to 120 BP Egg Hatching doubled to 400 BP	Reroll cost reduced to either 30 or 40 BP based on reward cost
Team Missions (Gold)	Increased by 100 to 200 BP	—

In addition to the above changes, some of the Missions have their chances of appearing adjusted :

→ The Raid battle, Terastal battle, and Let's Go Missions are slightly more likely to appear.

→ Sandwich-based Missions are slightly less likely to appear.

League Club Room Board Costs

Some of the costs of the Club Room's BP-sink board have been reduced.

League Club Board Changes

Board Type	Cost Reduction	New Cost
Final throwing style unlock	75 BP	225 BP
First and second room style unlock	100 BP	300 BP
Final room style unlock	150 BP	450 BP
Final background music unlock	100 BP	150 BP
Changing Club Room decoration	200 BP	100 BP
Terarium species availability expansions	500 BP	2500 BP

Trade Pokémon Changes

In vanilla, there are only a few Pokémon which can be obtained through trades, and there's not really that much particularly interesting about them. In Indigo Disk, however, there are a number of additional trades that the player can participate in.

As such, Compass tweaks all of the trade events in the game.

All trade Pokémon have their IVs increased relative to their original values. None will have any IVs lower than 16.

Additionally, they all have at least two maximum IVs, which are typically those which were their highest IVs initially.

The Club Room Coach trades, accessible in Indigo Disk, instead have three maximum IVs.

All traded Pokémon have had their Shiny Lock removed.

The Snom trade, in addition to the above, also provides the player with a Snom that has its Hidden Ability.

No other changes, such as to moves, level, or species, are made. The Club Room Coach trades still maintain their Partner Ribbon.

More Taxi Calling Locations

You can call a Flying Taxi from a few indoor locations in Compass that you could not otherwise do in vanilla :

→ The entrance lobby of your Paldean school.
→ The League Club Room in Blueberry.
→ Your house in Poco Path.

Miscellaneous Changes

Synchro Anywhere

Beginning in version 2.0.4.3, you are able to use the Synchro Machine anywhere that you can normally use Let's Go — Specifically, this means outside of the Terarium!

You must have the Synchro Machine key item that you get from Indigo Disk by talking to an NPC in Blueberry Academy that will give it to you after a brief introduction of its controls. (Hint: Look for a yellow text box NPC in the Central Plaza area.)

No changes to the actual Synchro mode have been made, and no immediate work is being put toward resolving some of the unfortunate 'issues' that exist in the mode (such as auto-battle on collision, the ability to defeat symbol encounters (including Terastallized wild encounters), and the defeating of shiny wild Pokémon).

There are also some little quirks with enabling this outside of the Terarium. These are a few that we've noticed :

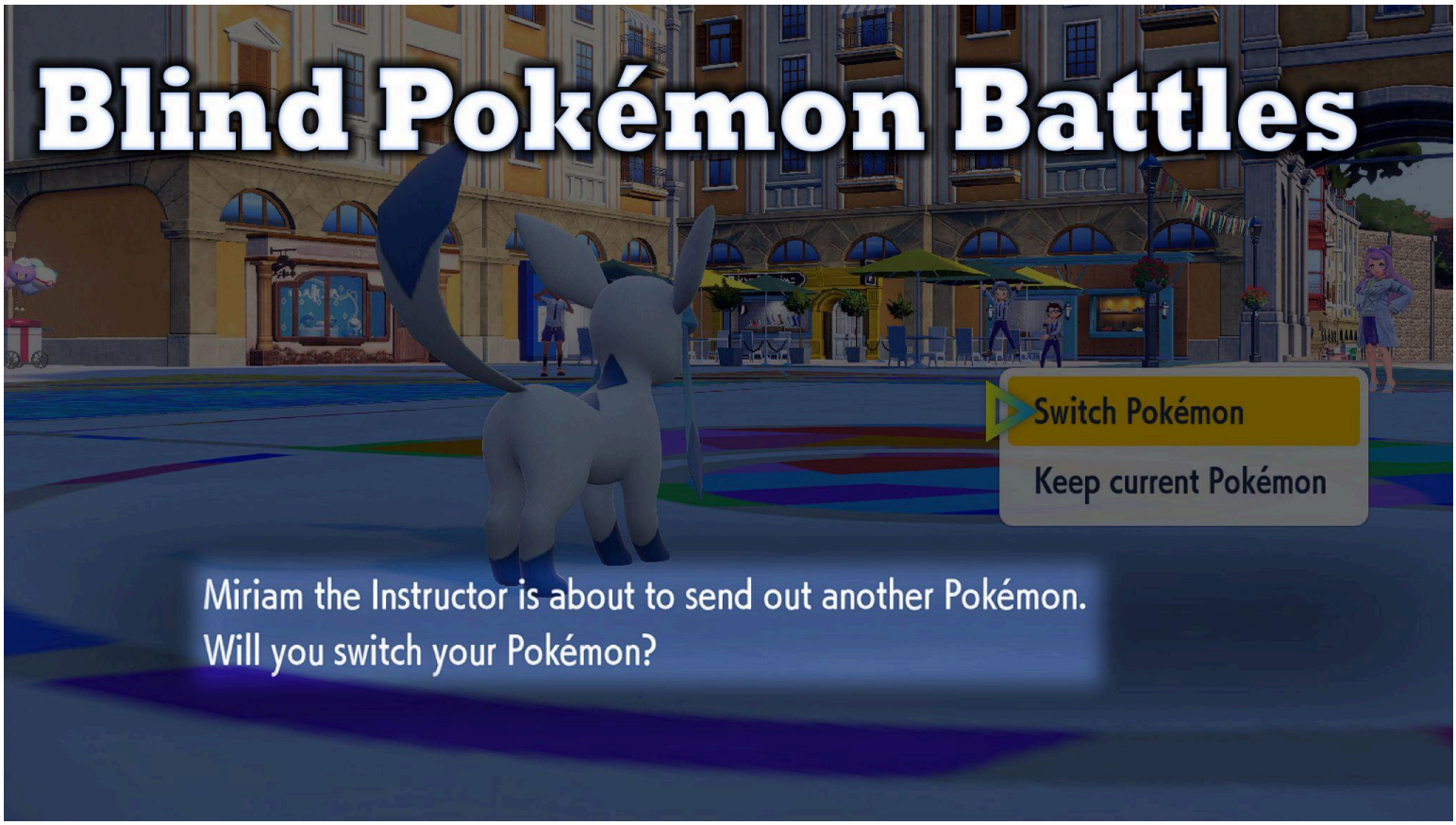
→ You cannot zone into areas that use collision boxes to trigger loading, such as falling into Area Zero :
  - Your Pokémon will fall through the loading box and continue through, as there is no collision box beneath that, and will eventually fall out of bounds.
  - Upon going out of bounds, Synchro will end.

→ You can Synchro inside of Area Zero. However, it comes with a number of notable issues, most major of which is a temporary soft-lock loop that can take a minute or more to resolve :

- When ending Synchro, the game interprets your character's current position but not the current world, so it will remove you from Area Zero, but keep your coordinates.
- (This load will take a while since it's re-loading all of Paldea.)
- This will place you in empty space inside of the Area Zero collision loading area, and since you're not on ground, you will begin to fall.
- Once the game detects that you have fallen out of bounds, it will attempt to return you to your previous position, but that's the same location as above, so you will fall once more.
- This can happen a few times before the final safety of the game kicks in, and teleports you to your house.
- Overall, this is harmless, but it does take a bit of time.

Any such "quirks" are not going to be considered bugs or issues, and we will not work on preventing or resolving them.

Blind Pokémon Battles



Incorporated into Compass is one of our previous mods, "Blind Pokémon Battles", which changes the text during battles when an opponent is about to bring in a new Pokémon into something more neutral — no longer can you discern specifically what Pokémon your opponent will use and freely swap in a counter-pick.

Go Bagless



Another one of our previous mods brought into Compass, "Go Bagless" allows you to purchase a "No bag" item from the bag stores, for free. Once you've purchased the item, you can equip or unequip it like any other bag, and you can freely swap to other bags or take it off, whenever you'd like.

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Two new Pokémon NPCs have been added somewhere in Paldea, and they're a bit special :

Finding them will unlock the IV Judge (which isn't really necessary anymore~) and access to Synchro Anywhere without needing to complete the requisite DLC2 event.

The IV Judge is still available early for players who are willing to brave the first Olive Roll minigame after completion of the first gym, as well.

They have other for-fun features as well, which is also expanded upon after you complete all of the main stories.

We're being a bit vague about their location, so we ask that players in general adhere to that same idea when discussing these two, but it's definitely not meant to be ultra-secretive. Look to the image below to get a bit of a hint as to where you can find them~ It's not especially out-of-the-way, haha.



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Other Mods

Increased Poké Population

While not included into Compass, another one of our previous mods “Increased Poke Population” can be installed alongside Compass. This allows you to customize how many Pokémon you want to have visible at any given time, either increasing the available amount (for a more full world, or easier shiny hunting), or decreasing this total (for performance).

You can download the mod from this link.

Improved Dynamic LODs

We strongly recommend checking out one of our other mods, Improved Dynamic LODs, which can increase the distance before models will swap to their lower quality version, or restrict them from dropping below medium quality in general.

This makes the game look significantly better just in general~

Our Other Mods

Our previous mods “Expanded Wild Pokémon”, “Raid Tweaks - Encounter Levels Adjusted”, and “Raid Tweaks - Star Rating Encounter Rates” have been included into Compass, and then heavily modified. Very little of the originals remain, and including these in your load order will cause problems if they are loaded after Compass and therefore overwrite Compass’ changes.

None of these are officially available anymore, anyway, so if you’re using them and wanting to move off to Compass, as we would recommend, you’ll want to update your game and mod selection.

Discord Channel

For information about the latest updates, other Compass players, or just in general have a place to talk about the mod and other Switch Pokémon mods, you can check out the link below to access the Discord that Inidar has graciously allowed us some space in :

Pokémon Compass @ Inidar Academy

Be sure to give yourself the **Rom Hacks** role to access the Compass section~

Frequently Asked Questions | FAQ

Operational Verification

“How can I tell if I’ve installed the mod correctly?” || “Any way to know if the mod is working?” || “When will I know the mod is installed?” || “What’s the first thing I’ll notice?” || “How can I verify the installation?”

There are a few easy ways to tell if you’ve installed Compass correctly.

If you’ve already started playing Scarlet and Violet on your current save file, then you will see a custom title screen. The art is made for Compass, and it contains the Compass version of the logo clearly in the center of the screen.

If you are starting a brand new character, the game will skip the title screen, and will jump straight into character creation. After this step, once you’ve verified your character’s appearance, the game will display a new screen, which has been entirely replaced in Compass — It will say “Welcome to Compass” at the very top, for example.

If you’ve skipped through this screen, during the opening movie, instead of the Scarlet / Violet logo, it will display the Compass logo.

If you’ve just rushed through this as well, then the first notable change you’ll experience in-game will be in the very first fight against Nemona. In Compass, she Terastallizes her starter, which she does not do in vanilla.

How to Play

"Is this only for emulators?" || "Can this be installed on the Switch?" || "My Yuzu is ..." || "My Ryujinx is ..."

Compass is recommended to be installed on official Switch hardware.

We will not be providing details or support for installing CFW — Just know that it's fine on the Switch.

Compass can also be played on Switch emulators if that is your preference.

As for which is 'better', it somewhat depends :

Switch hardware will be the most accurate and less prone to issues but will suffer framerate drops. It is a similar experience to vanilla in that regard.

Yuzu is less demanding on hardware, and can achieve slightly higher framerates. However, it has major issues with Scarlet and Violet, including freezing and crashing issues, major and minor graphical issues, and so on. Yuzu is now unavailable and no version of it is recommended for use at all.

Yuzu derivatives / forks / etc., such as Sudachi, can run Compass, but at the moment, may still struggle with emulating Scarlet and Violet in some of the same manner as Yuzu.

Ryujinx requires more powerful hardware to emulate, but is significantly more accurate, and has far fewer overall issues than Yuzu if you can afford the extra performance overhead. Ryujinx is now unavailable.

Performance

"Does Compass modify performance?" || "Does this make the game faster?" || "Will this improve my FPS/framerate?"

No.

As stated in our core philosophy of what Compass is and isn't, Compass does not directly affect performance.

While Compass will make some of the text in battles a bit snappier, there aren't any changes which will make the game run better.

Some of our other mods, such as Improved Dynamic LODs and Increased Poké Population, can be used to increase or decrease performance (for better visual quality or more spawns, respectively), however. See this section of the documentation for a bit more detail.

Pokémon Legality

"Are Pokémon caught in Compass legal?" || "Any way to get legal Pokémon in Compass?" || "Can you make a version with legal Pokémon?" || "If I remove Compass, will my already-obtained Pokémon be legal?"

No. Assume that everything you obtain in Compass is illegal.

We make so many changes to so many systems that are used for legality verification that very little of what you catch or get will be considered legal at all.

Even if you were to catch a Pokémon in Compass in a location that the Pokémon was also available to catch in vanilla does not mean that the Pokémon is legal. The level range may well be incorrect, or it could be from the other game version. Anything like this can flag a Pokémon as illegal.

Pokémon obtained through raids are illegal. The levels are different, the species may not even have been available as a raid, and so on.

We will not be making a version of Compass with legal Pokémon.

If you remove Compass, it will not magically make all of the Pokémon you already have legal for online play or trade or preservation.

HOME and Online

"Can I transfer to HOME?" || "Can I trade online?" || "Can I trade with my friends offline / without Nintendo Online?"

Do not transfer anything from Compass to HOME.

Do not go online with Compass.

You can use offline mode to transfer Pokémon between your game and others', or using an emulator's LDN options.

You should not intend on playing with others on these offline / LDN modes if they are not playing the same version of Compass, as that can cause all manner of weird issues. You cannot play in late- and post-game raids unless all raid players are using the same version of Compass.

Just do not go onto official servers, as you run a high risk of being banned for modified game files, or for crashing other people's games (such as in raids), and modified system files, etc. **Just don't**.

The Obedience System

"My Pokémon won't listen to me" || "I'm not able to catch Pokémon at my level" || "Are we supposed to fight the Gym Leaders underlevel?" || "Do you change the level cap?" || "Why can't I use my Pokémon?"

Most questions along these lines are due to a misunderstanding of the obedience system in-game, since it's simply not explained in any meaningful or helpful manner at all.

Other aspects, such as the mistaken impression that we expect players to remain underleveled during major encounters, or the assumption of a level 'cap' system implemented, are usually also due to this fundamental misunderstanding.

This section of the documentation goes into more detail regarding how the Obedience System works, and how the Compass design philosophy bases itself around that system, as well as information on the UI changes around this aspect of the game.

Randomization

"Can you randomize Compass?" || "I want to use a randomizer with Compass." || "Are there any compatible randomizers?" || "What happens if I try to randomize Compass?"

Randomizers will inherently be incompatible with Compass without specific work by the randomizer developer(s) for Compass.

Primarily, randomizers focus on randomizing vanilla data, and the results will not fit within Compass' progression flow changes, or simply may not function because of other changes that are made to facilitate the overall adjustments we want the mod to be based around.

Standalone Features

"Will you make a version without [feature]?" || "Can you remove [component]?" || "I want to have [feature] but I don't want to use all of Compass." || "How can I just use [feature] by itself?"

Compass is meant to be a cohesively-designed mod, and is not aimed at or designed to allow removal or significant adjustment to any of its features, as that can break or ruin the interoperability.

Additionally, new features added to Compass, such as Synchro Anywhere, will not be released as standalone mods.

Disappearing Pokémon

"Sometimes wild encounters disappear." || "Why do wild Pokémon stop spawning sometimes?" || "I changed my DRAM and now I can't see any wild Pokémon?" || "I'm only seeing a few spawns suddenly."

This is not caused by anything in Compass — it is a settings change in emulators with expanded DRAM options.

If you are having issues with Pokémon disappearing around you, you should reset this setting to its default value (4GB).

Bug Reports

If there are issues you believe may be a bug or are incorrect that you've run into that aren't already covered in Known Issues and Other or Not-Issues, then check below for relevant information (if any) before filing a bug report.

When making a bug report, try to include as much information as possible :

→ Which version of Compass you're using — if you haven't, update to the latest version of Compass; we only support the latest version.
→ Which version of the game you're modding — ensure that you're using the version specified by the mod.

- → Which mods and cheats you're using in addition to Compass — use the Standalone release of Compass without any other mods or any other cheats, and verify the issue persists. We do not support any combination of other mods, and you will be instructed to do this first, so, do this first.
- → A description of the issue — more details = better. "Game no work" is not a sufficient explanation.
- → Any screenshots that can help showcase the issue — Upload to an external site such as imgur to link.
- → Uploading your save file can reduce the time it takes to find and resolve the issue significantly — You can provide this in Discord via private messages, but will only be requested in specific cases.

You can join the Inidar Academy Discord where the Compass discussion channel is, and make a message there indicating the issue you're having.

Use the Search feature in this document, and in Discord, before making any post for a bug.

Most likely, if it is an issue, it's been brought up and resolved or acknowledged.

Note: The Bug Reports section on Nexus Mods has been disabled, as the vast majority of tickets opened had nothing to do with Compass itself, were an attempt to speak with the developers concerning general questions, were problems caused by emulation / vanilla game behavior and not the mod, or were simply a misunderstanding of basic game behavior. As such, all reports should be made through Discord instead — but only after checking this document, and using the search functionality in Discord.

Missing or Incorrect Trainers

Run into a trainer with a level 1 Ditto?

Oops — This is a placeholder and not meant to be there!

It is possible that some trainers have been missed, as some are not flagged correctly in the data and they may have subsequently been overlooked. By letting us know and helping us identify which trainer that is, we can update them; you can file a bug report to get us the information we need to patch this, preferably with screenshots of the location of the trainer and as much other data as you can put in there to help us identify which trainer needs fixing.

Underleveled Pokémon Encounters

If you run into any Pokémon that are underleveled compared to the general wild Pokémon in the vicinity, this is likely a static encounter that we missed adjusting. There are some that are going to be higher level, some "area boss"-like encounters same as vanilla, and some which will wander or spawn a little out of the normal range, but there shouldn't be any significantly below the general vicinity's level.

Additionally, if you are loading into Compass from an existing non-Compass save, any of the static symbol encounters that spawned in the world will remain exactly as they were until defeated or captured and respawned.

If you do think you've found some that were overlooked or missed, notify us with a bug report with the location, Pokémon in question, and any other information you can provide like its level or screenshots.

Eggs in Raids / Eggs in the Wild

There shouldn't be any, but ... if you've found one, this means we've made a typo of some kind somewhere!

Provide location information and / or screenshots when you make a bug report so we can find out which one we oopsed on.

Known Issues

If you find something that is not on this list (or in Other or Not-Issues) that you think is a bug, and want to file a report, check out Bug Reports for details.

Cyrano Dialogue Stuck

In DLC2, it's possible for the dialogue box to get stuck when speaking to Cyrano post-game, for the purpose of the completion of the Blueberry Pokédex. This dialogue box will persist even when zoning.

It is not game-breaking, and can be removed by speaking with another NPC.

Synchro Machine Questline

In DLC2, completing the "quests" given to you by the NPC that normally provides the Synchro Machine will lead to the game crashing out.

This isn't anything that prevents Synchro from working, and is not necessary for any further completion of the story or side events, but does mean a source of some BP is locked. And of course, crashes are bad. :<

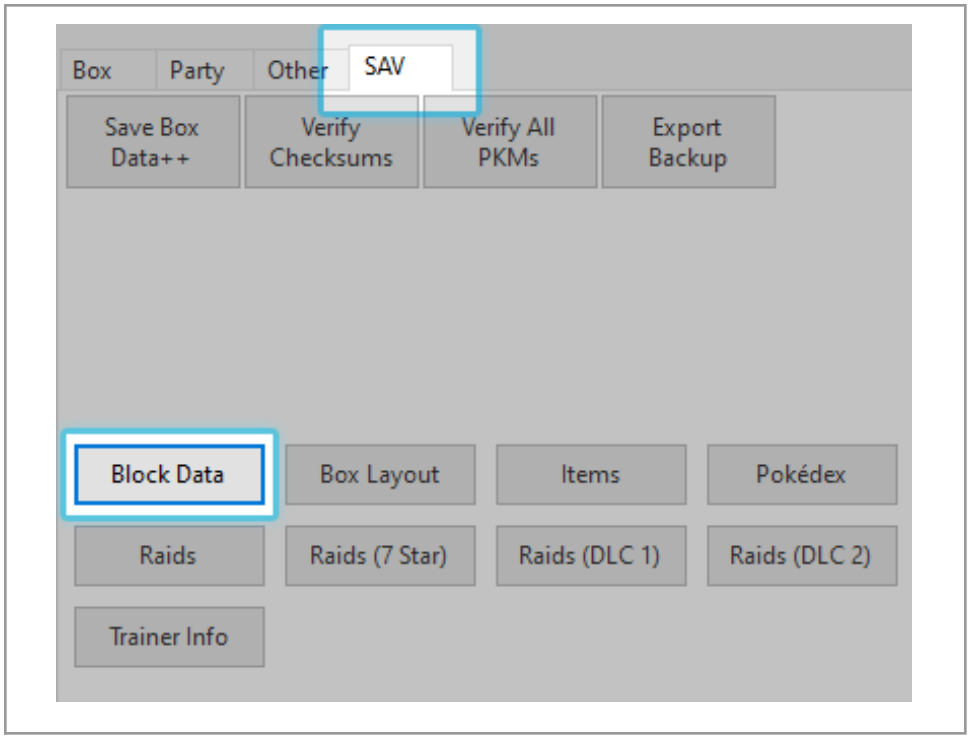
For now, the workaround is to load into PKHex and disable the Synchro flag before doing this tutorial :

Always make backups of your save files before doing anything with the savedata blocks in PKHeX.

This requires PKHeX.

In the SAV tab, click on Block Data.

The Block Data is highlighted in the SAV tab :



→ In Block Key, input `*Bool KUnlockedSynchroMachine`

- In the Block Detail just below that, set it to **Bool1**

Registeel Missing from PokéDex

All the other Regi species are correctly listed. This one just happens to be missing. Oops.

Other or Not-Issues

These are minor quirks or inconsistencies that have been brought up previously, but are not actual issues.

These can be considered non-Compass issues if they are caused by common emulator problems, for example.

Pokémon Disappearing After a While

This is caused by changing your DRAM settings in your emulator. For Scarlet and Violet, ensure this setting is on the default value (4GB).

Blueberry Pokédex Numbers Slightly Off

Yeah, it shows 266 caught when the count goes up to 269. It does not count Iron Leaves, Walking Wake, or Pecharunt toward this total.

We'll possibly be looking at this system in a future version; this is a non-issue, as it does not cause any problems.

Crashing at the Start of Battles

This is a vanilla issue that becomes more apparent in Compass, and is caused by having a single Pokémon when getting into a Doubles battle.

The only Doubles battles in vanilla are in the Montenevera Gym — and it prevents the player from participating without two Pokémon. In Compass, however, approximately 25-30% of all trainer battles are doubles, so you can run into many doubles battles, both in story events, and in the wild.

Thankfully, with Indigo Disk, they did institute a check for wild battles that will ensure that you have at least two battle-ready Pokémon available before starting up the fight with the trainer. We had a nearly-identical feature written which we were planning on implementing if the DLC did not include something like this, but we don't have to anymore~

However : This check only applies to wild encounters, and not to event encounters. Those have to be handled entirely separately, on a case-by-case basis, and will be something that we have to implement for every event-based fight (such as against rivals, Victory Road, Starfall Street fights, etc).

Workaround

While not necessarily an elegant solution, the current workaround is just to always have at least two Pokémon in your team. A message has been included in the beginning sequence of the game that notifies the player of this problem, and the recommended approach.

Milestone Crash

For players who have completed the Pokédexes for each region and the epilogue, but did not receive all of the milestone rewards, the game can crash when attempting to view them.

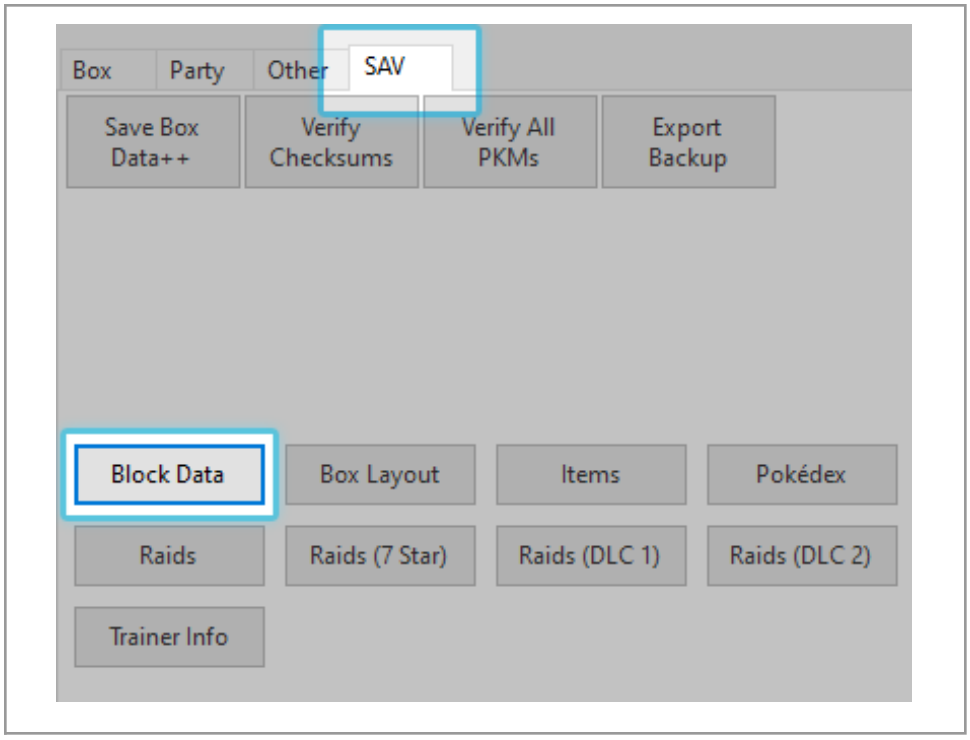
Unfortunately, this is a side-effect of how the functionality itself behaves in-game. We have no fix for this in-game, but the following steps can be performed to resolve this issue :

Always make backups of your save files before doing anything with the savedata blocks in PKHeX.

This requires PKHeX.

In PKHeX : In the SAV tab, click on Block Data.

The Block Data is highlighted here :

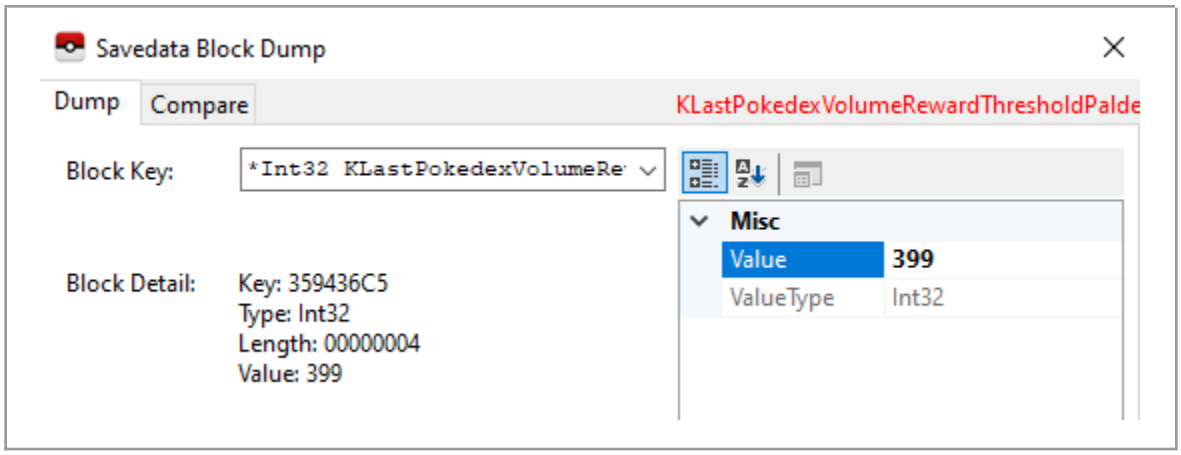


→ In Block Key, input *Int32 KLastPokedexVolumeRewardThresholdPaldea
- In the viewing screen to the right, change the Value field to **399**

→ In Block Key, input *Int32 KLastPokedexVolumeRewardThresholdKitakami
- In the viewing screen to the right, change the Value field to **199**

→ In Block Key, input *Int32 KLastPokedexVolumeRewardThresholdBlueberry
- In the viewing screen to the right, change the Value field to **239**

It should look like below :



The Value fields need to be as noted above; any higher value will cause the game to crash.

Note : This will not remove any of your captured species from your save file. They are still flagged and will be updated after following the next step below.

Now export your save, and when you load back into Compass, your Milestone will be reset to just before obtaining the diploma. It will then re-obtain the final reward and immediately trigger the diploma sub-event and messages appropriately.

From that point, this issue should not occur again. Obtaining the diploma through this method will reflag your save appropriately, even if you already had any of them previously, and will save to the aforementioned fields in the save file with the correct capture amount, but will not re-trigger the crash problem.

Milestones Removal

As of 2.0.6.1, Compass does not have additional Milestone rewards.

Additionally, it's possible to complete each region's Pokédex by obtaining fewer species than is fully possible to capture in each region, which makes the 'completion' event easier to get to, as below :

→ Paldea Pokédex : 400 species — 487 are available
→ Kitakami Pokédex : 200 species — 210 are available
→ Blueberry Pokédex : 240 species — 269 are available

---

v2.0.7.0 Issue : Blueberry Pokédex

In Compass, v2.0.7.0 specifically, the first cutscene as you enter the Terarium would not play fully, and as a result, players would not be given the Blueberry Pokédex.

The 2.0.7.1 update resolves this issue for players moving forward.

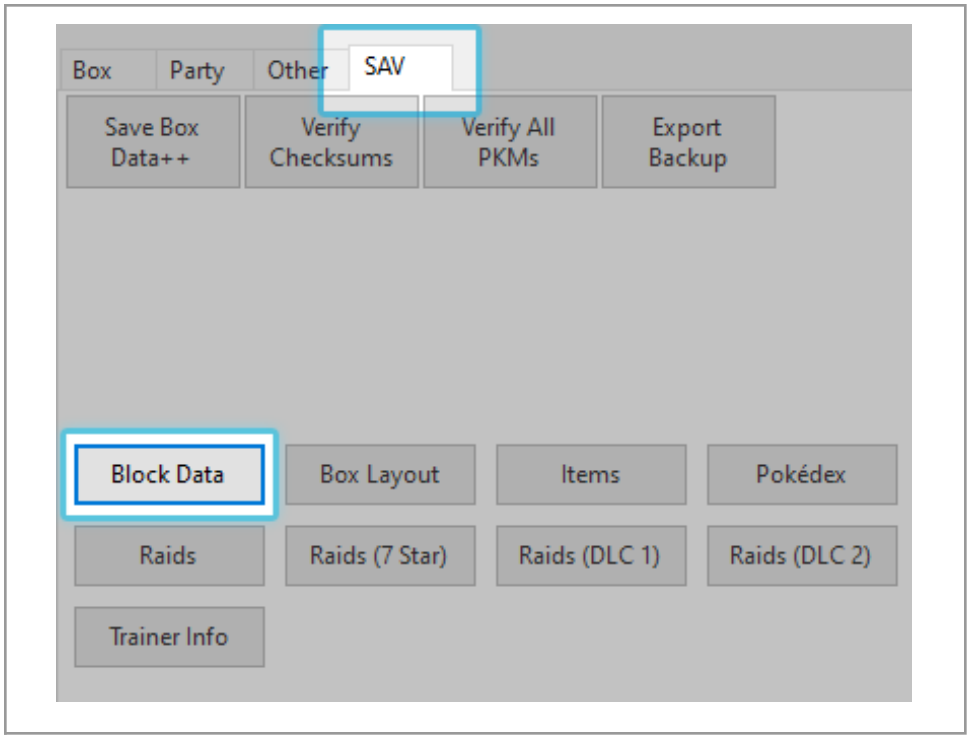
However, if you moved into the Terarium in version 2.0.7.0, follow the steps below to give yourself the Pokédex.

Always make backups of your save files before doing anything with the savedata blocks in PKHeX.

This requires PKHeX.

In the SAV tab, click on Block Data.

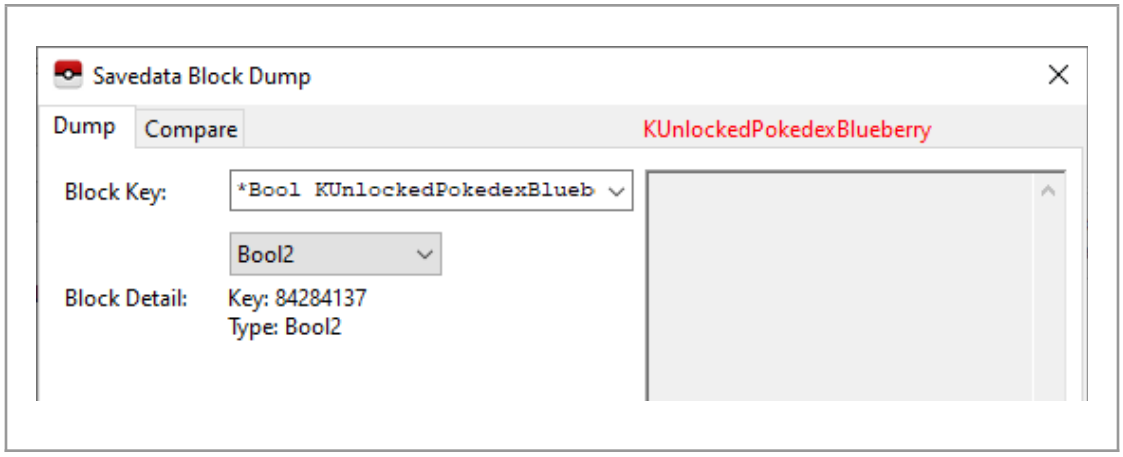
The Block Data is highlighted in the SAV tab :



→ In Block Key, input `*Bool KUnlockedPokedexBlueberry`

- In the Block Detail just below that, set it to **Bool2**

It will look like this :



Close this window, export your save, and load back into your game. You will have your Blueberry Pokédex alongside the other two.

Species that you have seen or caught previously will automatically be filled in, so you won't have lost anything.

Starmobile Animation Glitch

Newly-added contact moves and certain other physical moves used by the Starmobiles cause them to incorrectly display momentarily. This animation issue "fixes" itself very quickly, and does not affect gameplay.

This is due to the position of the camera and how the game handles 'large' entities, so it has no gameplay impact.

(The Team Star leader disappearing during an attack is intentional in vanilla Scarlet and Violet. We don't change this.)

Legendaries and Pokédex Entries

Catching the special form legendaries in the 7★ raids, such as Origin Forme Dialga or Crowned Shield Zamazenta, will only unlock that form in your Pokédex.

For those that transform upon holding an item, such as Dialga, Palkia, and Giratina, you will need to purchase their transformation items from Porto Marinada's auction after catching these. Using that and swapping forms will update your Pokédex.

For Zacian and Zamazenta, they hold their Rusted items, so removing the item from their Held Item slot and using them in the world or in combat will update the Pokédex.

For Calyrex, you will need to catch Calyrex and either Glastrier or Spectrier in the 6★ raids in order to be able to purchase the Reins of Unity Key Item from the auction in Porto Marinada. Because of the way the game stores the flag for this item's effect, being able to catch Ice Rider or Shadow Rider form independently and using the Reins of Unity item could potentially result in the player permanently losing their Glastrier or Spectrier; for this reason, Ice Rider and Shadow Rider forms cannot be caught.

Compass Symbol Encounters Not Appearing

If you are playing using a save file between Compass versions 2.0.0.0 and 2.0.1.0, it is possible that a few of the added symbol encounters may not spawn correctly. While this should be resolved in version 2.0.1.0 moving forward, if you have run into the issue of not getting the added Eevee, Scorbunny, or both Indeedee to spawn entirely, simply updating your Compass version may not resolve the issue, as the information for the symbol encounters is already added to your save file and won't trigger properly.

The most direct method of resolving this issue is to reset your relevant save data blocks to default, effectively telling the game you've never seen any of these symbols — what even are those, right? This forces the game to "first spawn" them, and every symbol encounter is set to True in the relevant data field for this.

In order to do so, you will need to do a quick bit of fiddling in PKHeX, so as always, make a backup of your save before proceeding. Also keep in mind that while this *shouldn't* cause any issues with your game, I can't say for *absolute certain* there aren't side effects. It's probably fine, though.

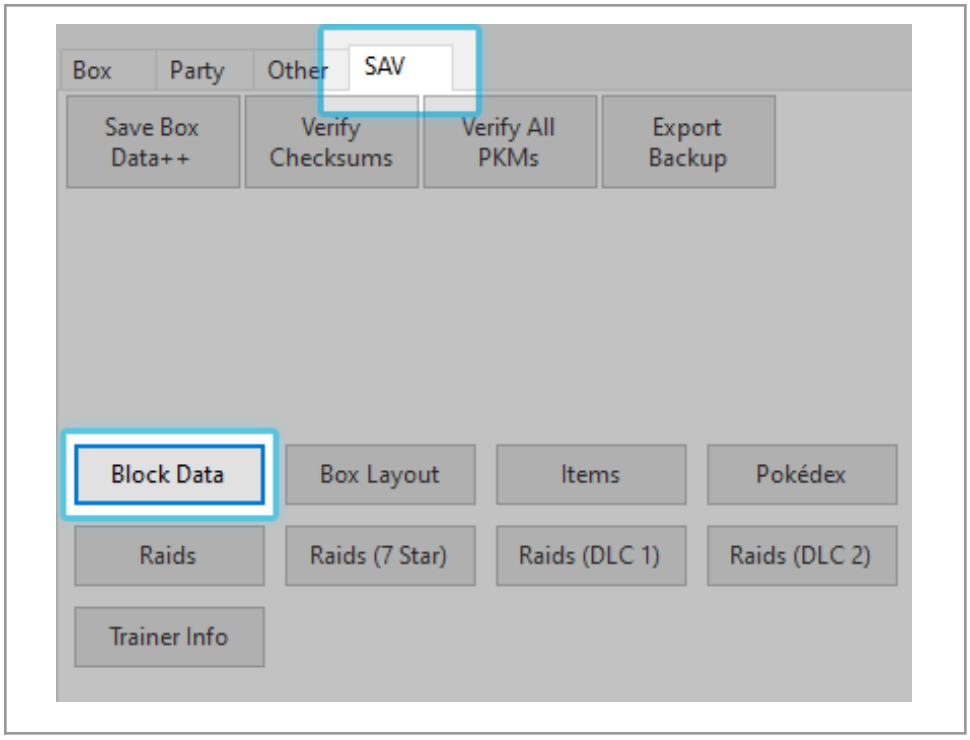
Resetting Symbol Savedata Block

Always make backups of your save files before doing anything with the savedata blocks in PKHeX.

This requires PKHeX.

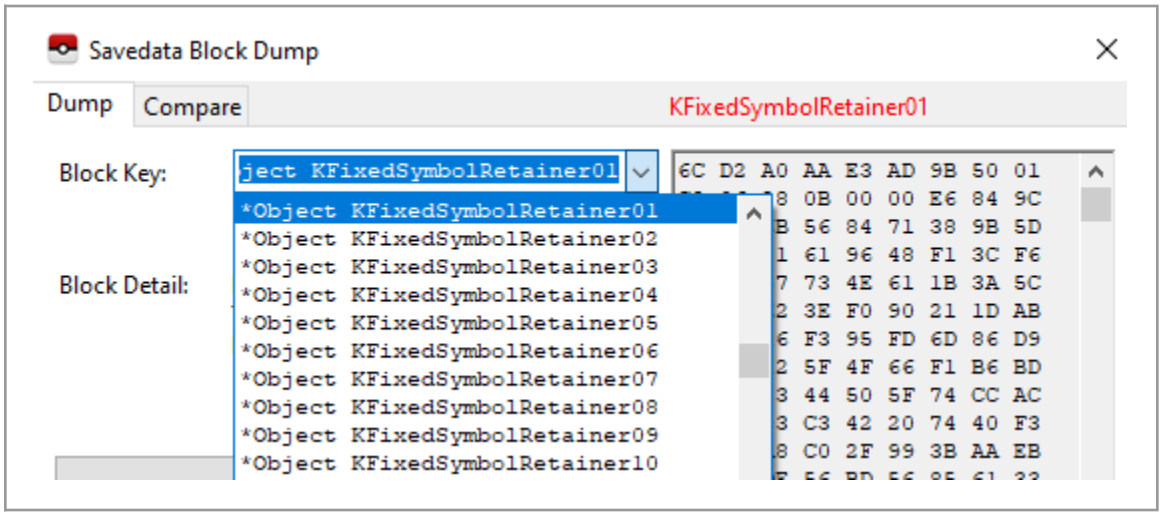
In the SAV tab, click on Block Data.

The Block Data is highlighted in the SAV tab :



→ Scroll down to *Object KFixedSymbolRetainer#, where # is 01 to 10.

→ It'll look something like below :



→ Find one that is full of 0s (like Retainer10, most likely), and then click Export Current Block. Just put this somewhere easy to get to, because you'll be using it in just a second.

→ Now, for each KFixedSymbolRetainer# that has other data in it, select Import Current Block, and use the one you just exported. (The actual content of the block that is shown in PKHeX won't change until you select a different block to load.)

→ Once you've done that for all of them, close the Block Data, save your game, and load in.

Pokémon Spawning at an Incorrect Time of Day / Night

Sometimes you'll notice certain Pokémon that are meant to spawn only during restricted times of the day (such as non-night-only spawns, e.g. Scorbunny) may rarely spawn during other times. The data is flagged correctly from Compass for these cases; This is a bug that affects vanilla SV as well, so there's not much we can do about it.

It doesn't change anything or result in broken or unusual spawns — It's just slightly outside of the design-intention.

NPCs Pausing when Terastallizing

When a trainer capable of Terastallizing does so, but does not have an associated Terastallization animation to go with it (which is every trainer except for rivals, gym leaders, and that sort), no animation will play, and it will appear to hang for up to a few seconds, but then the Terastallize animation occurs normally and the battle continues properly.

There are currently no plans to address this.

Evolution not Triggering Correctly / Getting Stuck / Soft-locked

This is not a Compass-caused issue.

This issue primarily affects players who are using Yuzu (and derivatives, such as Citron, Suyu, and Sudachi), but it has been known to happen rarely for Ryujinx players as well. This purportedly also affects vanilla players on official hardware, but it's mostly seen by players using Yuzu.

What happens is the game gets "stuck" during the startup of the evolution process, and soft-locks. During this time, you can still move the camera, but cannot do anything other than reset your game.

The recommended course of action is to not use Yuzu / derivatives. For players that aren't using Yuzu and running into this issue, it's also worth noting that this is generally not deterministic, so by resetting the game, you should be able to evolve properly. Sometimes, you may have to change zones (such as going into Mesagoza or Area Zero) and evolve it there with candies and such.

Further, ensure that you are not using any mods that conflict with Compass, and disable all IV/EV/level-related and just in general Pokémon-related cheats. Your game version needs to match the required version of Compass.

Gym Minigame Hanging / Crashing

This is not a Compass-caused issue.

This is another issue that primarily affects Yuzu players — Yuzu is known to have a number of issues when playing Scarlet and Violet, and this is one that can affect players, with or without any mods installed.

The solution is to not use Yuzu.

(You can migrate your save from Yuzu to your Switch, so you won't lose your progress.)

Resolved Issues

These issues are included for people searching for problems they might experience due to playing on an older version.

This is not a changelog, but just a few of the notable issues and game quirks that have been resolved. You can view the actual, full changelog by going to this page instead for the full list of changes we've made.

Habitat Hint Strings

With version 2.0.2.0 of Compass, the hints in the Habitat screen of the Pokédex have been updated, and updates will be made dynamically for every new Compass update, ensuring that their biome-based hints will always correctly match where they can potentially spawn.

Some strings, such as the indicators for regional spawns, have been removed. This was redundant information — when the entire Glaseado Mountain region is highlighted, being told it can spawn in Glaseado Mountain provides no additional value — and instead will prioritize the less-common biomes that Pokémon can spawn in.

Blank names are, like how they behave in vanilla, indicative that the Pokémon spawns in common biomes, and should be easy to spot in that area.

> This applies only to Paldean entries. In version 2.1.0.0, this will be extended to all regions.

Pokédex Entries Missing Info

Habitat data has been included as of version 1.1.1, and the remainder of the Pokédex data was included in version 1.1.2. Images for all added Pokémon have been provided, and the habitat hints are updated to match.

"???" Names on Pokémon

Resolved in version 1.0.0.

If you were playing a beta version of Compass, or another mod that does not include Pokédex entries for the added Pokémon, such as SV+, and updated to a non-beta version of Compass, then Pokémon you have caught previously will show up in the wild as "???" if you do not currently have them in your party or a box, even if you have caught them previously or have their evolved versions in your party or boxes. This is because without the correct Pokédex information, the game does not save the seen or caught data, and therefore has no record of having fought or captured them previously.

Simply re-obtaining these Pokémon will resolve the issue and it should all behave as expected.

Catching Pokémon not Added to Party or Boxes

This is not caused by Compass, and may be related to artifacts leftover from cheats used to add Pokémon into the wild or force shinies, using mods/cheats meant to run the game at an increased framerate, or using 1.0.0 of Scarlet or Violet.

When tested thoroughly on a clean install of Compass, using game version 1.0.1 and above, and on either Yuzu or Ryujinx, the issue cannot be replicated — even using save files from people reporting this issue, loading into a clean environment without any cheats or other mods at all results in an inability to get the same results.

It may be a temporary issue, needing you to unload and reload the zone location (e.g. fly some distance away in the world, or enter and leave Mesagoza). It may be caused by any of these other mods or cheats, so disabling those, then unloading and reloading the area and spawns may assist in resolving this.

Note : Players of official versions 1.3.0 and up occasionally report this issue when playing with Yuzu. We recommend using Ryujinx instead (you can transfer your save between them and not lose any progress), or hardware.

Translations and Assistance

Nearly all changes made to the game that affect strings have been done so in English, French, Spanish, and German.

Other than the Pokédex entries, only a few strings have been added or changed in Compass — the string used when a trainer is about to send out a Pokémon, the item and description of the new “Strange Mirror” item, a few specific trainer lines, and dialogue in the beginning regarding the potential crash during doubles battles (see Crashing at the Start of Battles).

As of 2.0.7.0, quite a few trainer lines have been changed to ensure references to their new team members or moves are correct, and some have been replaced entirely. So it’s a bit more than just ‘a few strings’ now~

Some of these changes are not translated into other languages, or the translation isn’t as natural it could be, so if you see one that has not been updated, or one that seems incorrect, or simply have a better translation for it, send that our way via Nexus Mods so we can insert the correction, and give you credit. (Include the context around the change, and preferably include the original line so we can more-easily find the proper replacement.)

Additional Credits

ReapersFuryX (from Discord) — For helping us answer so many questions in the Discord.

Key (from Discord) — For help fixing our terrible German~ Massive thanks for all the help you’ve given us!

Inidar — Thanks for all the back-and-forth, links, information and research, ideas, and for letting us share some of your space on Inidar Academy!

MegaMarkLM (from GameBanana) — For help translating Blind Pokémon Battles into Spanish.

alienw15 (from GameBanana) — For help translating Blind Pokémon Battles into French.

Byran (from the Discord) — Thanks for being people! Helped find a major vanilla issue with the inclusion of doubles battles.

Big thanks to all the testers and just general players in Inidar Academy for all the back-and-forth, suggestions, corrections, bug reports, and general feedback. Everyone who filled out the survey to help give us direction, everyone who diligently posted their bug reports, and of course a massive thank you to everyone who keeps up the excitement and interest in the project, in and out of the server!

Playing Online

This mod is 100% not "WiFi safe"!

Playing online or locally with other users that are not also using Compass will crash them and cause other instabilities.

You cannot raid with others that do not have the same version of Compass installed. You will crash other players, and you will likely desync from raids you join.

Don't be that person.

If you're on Switch hardware and are playing online — not locally or via LDN — you run the risk of having your hardware banned. *You have been warned*.

Installation and Compatibility

Version 2.0.7.1 of Compass requires official version 3.0.1 of Scarlet or Violet.

The only place to officially download Compass is from this page on Nexus Mods.

Compass does not require the use of emulators, and is designed for use on hardware.

Compass can run on emulators, but the instructions below are for hardware. Follow standard mod installation instructions for the software you're using if using an emulator, such as placing Compass into the mod directory if the option exists.

You'll know you have the installation done correctly when you get either a custom Compass title screen, or if you see the Compass logo displayed during the opening movie (after the character creation) if you are playing on a brand new save.

Standalone Instructions

The Standalone release is the version of Compass to use when playing using Compass only.

This version will not work with other mods without some fiddling on your part — in which case, use the Trinity Release instead, which will require the use of Trinity Mod Loader.

→ Extract the latest standalone release zip file downloaded from Nexus Mods.
→ Copy the resulting folder to the directory listed below, based on the version of the game you're using :

- For Scarlet : sdcard:\atmosphere\contents\0100A3D008C5C000
- For Violet : sdcard:\atmosphere\contents\01008F6008C5E000
- If the folder does not exist because you have not run the game previously, just create the folder.

This will result in a directory structure that looks like : sdcard:\atmosphere\contents\0100A3D008C5C000\romfs

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Trinity Release Instructions

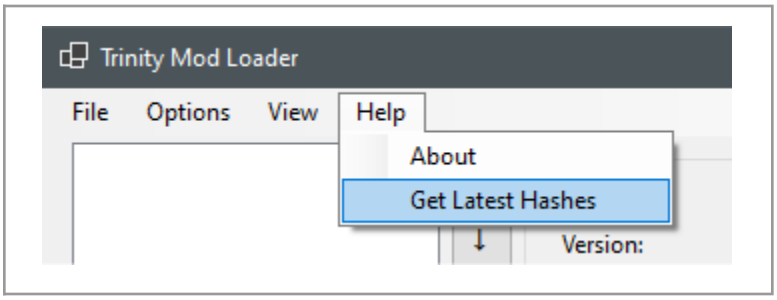
This is for people using Compass alongside other mods — You only need to use Trinity Mod Loader if you plan on using Compass in addition to other mods. If you just want Compass on its own, follow the Standalone Instructions above instead.

Be sure to check out the Mod Compatibility section, as Compass is incompatible with most other mods.

If you are going to install Compass alongside any other mod(s), as of version 2.0.1.0, you **must** use the latest nightly release of Trinity Mod Loader, as it will download all of the updated file hashes necessary for use with Compass.

If you do not the game will soft lock at an infinite loading screen or crash.

If you do not see the following option under the Help menu in Trinity you need to update to the latest nightly version :



Trinity is a separate project from Compass, and therefore we do not provide support for or resolve issues relating to Trinity. You can follow the process below for a simple way to get going with the Trinity release version of Compass, but for more advanced use of Trinity, you'll have to use other resources.

→ Download the latest Trinity release file from Nexus Mods; do not extract this file, as Trinity can use it directly as provided
→ Open the latest nightly release of Trinity Mod Loader
- Ensure that you are using a data.trpfd from the appropriate game version required by Compass (noted at the top of this section)
- Neither Compass nor Trinity provide a clean data.trpfd — you must provide this file yourself from a clean game dump
- For the purpose of this installation, you do not need to also provide the data.trpfs, and can ignore the message about the trpfs not being found

→ Once the green bar at the bottom is filled and Trinity is ready for use, click the Add mod (.zip) button, and select the Trinity release version of Compass you downloaded
→ Do the same for all other mods you wish to use
- Ensure that Compass has highest priority, by dragging it to the bottom of the list

→ Check the boxes for the mods you wish to repack together, and then hit Apply mods

→ After a bit, Trinity will display a completion message, and then open an Explorer window to the newly-created mod directory
→ This romfs directory needs to be copied into your mod location listed below, based on the version of the game you're using :
    - For Scarlet : sdcard:\atmosphere\contents\0100A3D008C5C000
    - For Violet : sdcard:\atmosphere\contents\01008F6008C5E000
    - If the folder does not exist because you have not run the game previously, just create the folder.

Removing mods is the same sequence of steps, just without adding the mod you wish to remove, or unchecking it if Trinity has maintained your mod list.

You will need to rerun the Apply mods action and copy the files any time you make any such change. Remove all previous files from your install location before copying the new files over.

With this latest Trinity version, the Compass-required TRPFD that was released in versions 2.0.0.0 and 2.0.0.1 is no longer necessary — You do not need to point your Trinity to any specific TRPFD provided with the latest Compass releases, as was the case for those releases.

Instead, use a clean data.trpfd from your game dump of the official version as required by Compass.

Important

Because Trinity performs file merging operations, if two or more mods contain the same file(s), it will overwrite lower priority ones with the same file from higher priority mods.

Trinity uses a top-to-bottom sort of priority system : the mods at the top of the listing will have any file conflicts overwritten by the files in mods below it. Subsequently, ***Compass should almost always be at the very bottom of the list, to ensure that Compass changes are the highest priority.***

Compass should be prioritized in Trinity in nearly all cases.

Infographic Version

A infographic version of the process for Ryujinx can be found here

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DLC Requirements

Compass does not require the purchase of the DLC in order to load — However, you will not be able to access DLC content without having purchased the DLC. All of the changes to Paldea will still function.

We do not, and will not, provide methods of obtaining all of the DLC species or other content without having the DLC.

Updating Compass

Every release of Compass is fully self-contained. When updating from one version to a newer one, remove all previous files from your install location and follow the above process to re-install the new version.

If using Trinity, you will need to rerun the entire process with the new version of Compass — simply remove the previous one and add the new version, then Apply mods as normal.

Save File Compatibility

Every version of Compass is compatible with save files from previous versions unless otherwise specified.

If any update does necessitate a new save file, we will be very clear about this requirement in multiple places.

You can migrate your save file from an unmodded game to Compass without issue, but Compass is meant to be played from a clean save file. Players who have not yet reached the point of the Treasure Hunt start will not have missed much to that point, and is where we generally consider the 'safe' cutoff point to be; it's recommended to restart on save files that you are migrating with after this point.

Compass saves should be considered incompatible with non-Compass versions of the game.

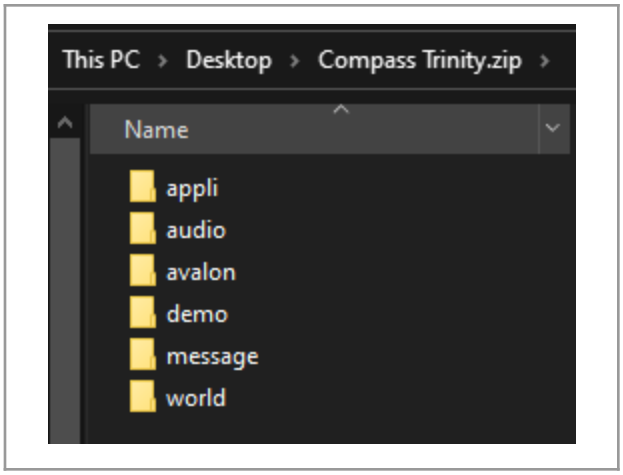
It is strongly recommended to not migrate from a Compass save to a non-Compass version of the game. It can cause unintended issues because of changes made by the mod; additionally, Compass is not "WiFi safe", and a significant number (if not the majority) of caught Pokémon will be flagged as illegal.

It's also recommended to restart with a clean save from an unmodded game if migrating from another mod that makes significant changes to the game data. As of the time of writing this, every other available mod should be 'safe enough' to migrate your save file from to Compass, but it's generally better to use a clean file instead.

Making a Trinity Version of Compass

You can convert the Standalone version to Trinity by following the directions below, to avoid having to download the mod again on the same version for instance.

→ Extract Compass to its own directory.
→ Within the romfs directory, delete the arc directory.
→ Within the romfs directory, package every directory into a new .zip archive, which you can name whatever you like (for the example below, it was renamed to "Compass Trinity.zip").
→ Note : Do not include the romfs directory itself. The file structure should look something like this image :



Now you can use this .zip in Trinity just like you would any Trinity release version of other mods.

Make sure that Compass is lower on the list in Trinity (therefore has priority over other mods) to avoid conflicts and ensure Compass' changes are being used.

Infinite Loading Screen

An infinite loading screen is, nearly all of the time, an indicator that you did not use the correct data.trpfd file when packing multiple mods together with Trinity.

While it is possible to use the TRPFD from a mod, this is *not* the method that we suggest, as it can introduce more steps into the process and cause problems if not done correctly. This is wholly unnecessary if doing the following instead, which we recommend :

Simply dump the data.trpfd file from the arc directory of your clean game dump.

Ensure that the file you are dumping is from the version of the game required by Compass, which should always be the most up-to-date. (Verify the version of the game required here or at the top of the documentation.)

If you are not using Trinity and running into this issue : Update your game version to the one specified in the installation section.

Re-installing Compass's Event Save Block

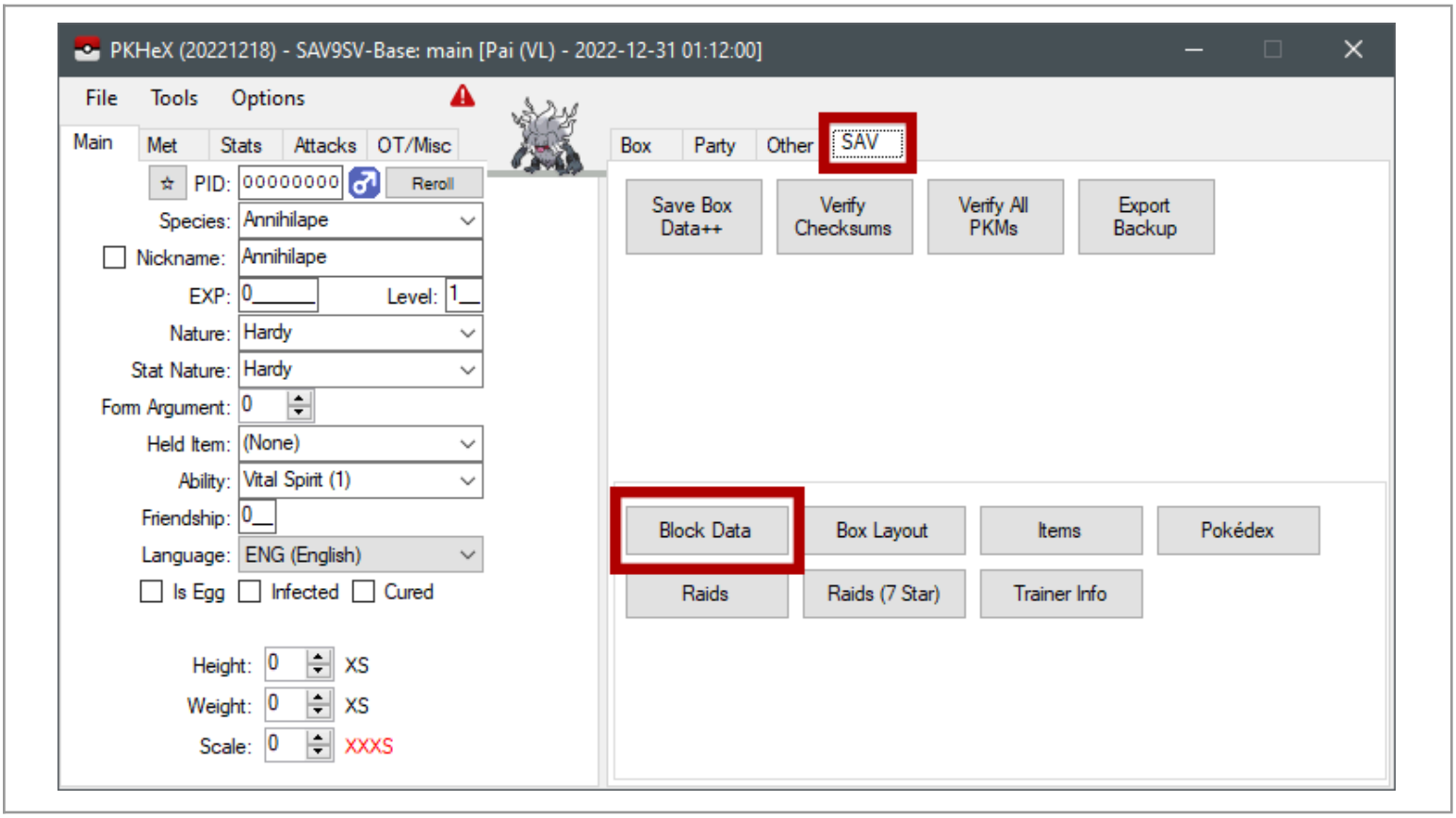
If you've overwritten the event data in your save, such as by getting online event data or replacing the Event Save Block with another event you've downloaded, and want to revert to the event Raids found in Compass, follow the steps in this section.

MAKE A BACKUP OF YOUR SAVE BEFORE YOU DO THIS!

1. Get the latest copy of PKHeX
2. Download a copy of the Null Event Save Block Data
3. Open your save file in PKHeX. You can easily find them by doing the following :

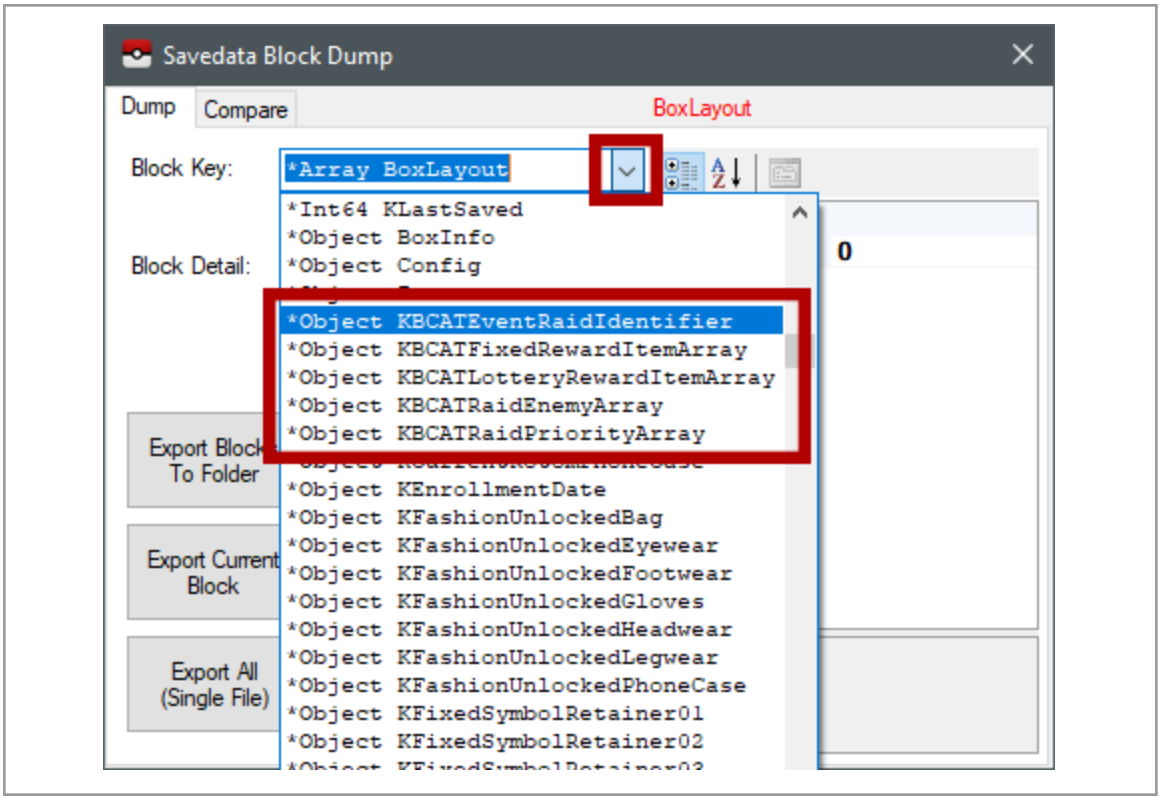
a. Switch — You'll need to export it using something like JKSV.
b. Yuzu — Right-click your game then click "Open Save Data Location."
c. Ryujinx — Right-click your game then click "Open User Save Directory.

4. Click the SAV tab then click the "Block Data" button and the "Savedata Block Dump" window will open.

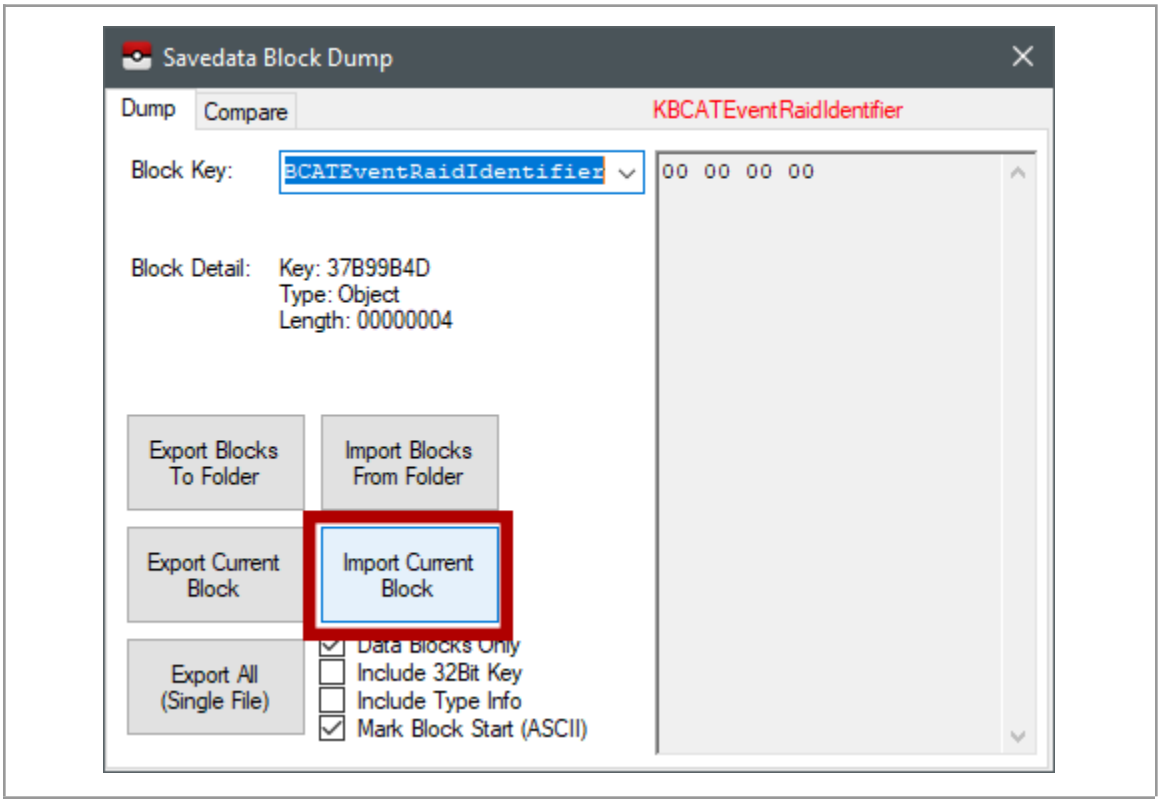


5. Navigate the “Block Key” drop down until you find the five *Object items pictured:

You'll be reimporting these five blocks. Start with *Object KBCATEventRaidIdentifier.



6. Select the first item in the list from Step 5 then click on the "Import Current Block" button. A window will open up asking for a file.



i. Import KBCATEventRaidIdentifier.bin into *Object KBCATEventRaidIdentifier
ii. Import KBCATFixedRewardItemArray.bin into *Object KBCATFixedRewardItemArray
iii. Import KBCATLotteryRewardItemArray.bin into *Object KBCATLotteryRewardItemArray
iv. Import KBCATRaidEnemyArray.bin into *Object KBCATRaidEnemyArray
v. Import KBCATRaidPriorityArray.bin into *Object KBCATRaidPriorityArray

7. Once all five items have been reimported into their respective locations, close the Savedata Block Dump window, then click File → Export SAV. You can now overwrite your old save with this new one :
    a. Switch — Reimport this new main save file using whichever method you chose to export it.
    b. Yuzu — Overwrite your existing main save with this new main save in your save directory from Step 3.
    c. Ryujinx — Overwrite your existing main save with this new main save in your save directory from Step 3

Mod Compatibility

Because Compass touches so many files and components in the game, there are not many compatible mods; Compass is meant to be a single, self-contained, and cohesive mod, and therefore it is designed around having all of its modifications included and may not function properly or as intended without them.

Reminder : When using multiple mods (no matter what kind), you must repack them using Trinity.

This section will provide some information regarding general considerations when looking at other mods for use in conjunction with Compass, and a non-comprehensive list of some notable mods and their compatibility status.

If you are unsure if a mod is compatible or it is not listed here, you can hop into the Discord — it may have been discussed already, or can be determined and this section updated.

General

Generally Compatible Types of Mods	
Shiny Recolors	These only affect textures, and should be compatible. Compass does not modify any of the textures or models of Pokémon.
Texture Replacers	Mods that change textures in the world, such as for higher resolution, should be compatible.

Generally Incompatible Types of Mods	
Randomizers	Randomizers generally use vanilla values and randomize those for changes such as for trainers and wild encounters. Compass makes significant changes to these aspects of the game that would not be in-line with the results of any randomizer. For instance, some wild spawns may not spawn correctly due to changes to the spawn rules outside of the wild encounters files that randomizers would focus on. Changing trainers at all will overwrite the changes to Compass' late- and post-game raid allies, as these are all-new trainers that do not exist in vanilla and therefore will not be available to randomize.
Trainer Tweaks	Any changes to trainers, such as team changes, level adjustments, AI changes,

	money rewards, and so on, are entirely incompatible. Even if it's just one change, it overwrites all of Compass' changes. Changing trainers at all will result in late- and post-game raids being broken, as Compass includes new trainers that do not exist outside of Compass and therefore cannot be modified by any other mod.
Pre-Indigo Disk Mods	Just don't use mods that aren't compatible with the latest game version, since you're going to be using that for Compass anyway~
Script Changing Mods	Anything which changes the game's script will be completely incompatible with Compass. As of version 2.0.4.3, Compass remains the only mod to touch this part of the game.

Compatible Mods

Our Other Mods	
Increased Poké Population	This mod can increase or decrease the amount of wild spawns that appear near the player while exploring the world. This mod can also save on performance overhead by reducing spawns, which can help eke out a few more frames.
Improved Dynamic LODs	This improves game visuals on distant Pokémon by increasing the distance before the game swaps to lower LOD versions of the models. This can impact game performance, so is not included in Compass.

Other Mods	
Wild Pokemon Shiny Indicator	This mod changes the emission values on every shiny Pokémon model to a drastically higher amount, causing them to glow in various ways, making them easier to spot in the wild. It is recommended that if you use this mod, to install it while shiny hunting, and then disable it after. Personal preference, of course, but because its glow effect occurs at all times, it can be quite jarring in normal use.

Incompatible Mods

(Links are not provided to these mods, since they're not compatible and should not be combined with Compass.)

Incompatible List

SV+	Completely incompatible. Breaks major aspects of both mods when combined in any way. Completely breaks raid compatibility and late-game Compass raids. Do not combine these two. While not a direct feature comparison, we have a small writeup on some things to note between these two mods.
Scrambled Scarlet	Completely incompatible. Modifies trainer teams so will inherently not support Compass' additional trainers and will lead to crashes. Overwrites items and evolution changes, has different Starmobile battles, etc. It's a completely different design philosophy, so there will not be any compatibility support. Do not combine these two.
Less Rare Pokemon Spawns	Compass modifies many of the spawn rules outside of just the file that this mod changes. As such, use of this mod will result in a lot of wild encounters not spawning. Additionally, Compass already adjusts up 'rare' spawns, and includes nearly a hundred new sets of spawns that this mod would prevent.
Remove Version Exclusivity - wild spawns - pre-DLC	Compass already does this.
Revamped Eeveelutions	Would overwrite all evolution, moveset, and BST adjustments made by Compass — Would break all Compass-added evolution methods. Would remove all of Compass' trainer changes entirely and return them to their vanilla setups. Would break late- and post-game raids entirely.
No Trade Evolutions & More	Would overwrite all evolution, moveset, and BST adjustments made by compass — Would break all Compass-added evolution methods. Compass already includes No-Trade evolutions and much more.
Suicune and Virizion Paradoxes' Raids Everywhere	Overwrites Compass' raids. Compass already provides acquisition methods for Walking Wake and Iron Leaves.
Wild Suicune and Virizion Paradoxes	Would remove all of Compass' wild encounter changes. Compass already provides acquisition methods for Walking Wake and Iron Leaves.
Trainers Should Have 6	This mod will overwrite the trainers file list in Compass and does not

Pokemon	include the Compass-added trainers, which will cause crashes during some raids. The trainer teams in this mod also do not conform to Compass standards at all and have wildly different levels and general strength.

Our Other Mods : Unnecessary / Incompatible List	
Better Gliding	Already included, and Compass' changes are updated to support Indigo Disk's additional flying option.
Better Buff Bistro	Already included, with extra features.
Raid Tweaks - Encounter Levels Adjusted	Incompatible. Compass uses an updated variation that is more in-line with the progression changes of Compass in general.
Blind Pokémon Battles	Already included.
Expanded Wild Pokémon	Incompatible. Compass makes extensive changes to the spawn rules and wild encounters to fit the progression changes.
Go Bagless	Already included.

By Personal Preference

These mods are "compatible", in that the parts of Compass that they do overwrite are not considered core or essential to Compass. Therefore, it's more a matter of personal preference on whether you prefer Compass' changes, or those of these mods.

The changes Compass has made to these files are what we consider to have the best overall feel while playing the game, and therefore do not suggest using any of the mods below, but this is our subjective take.

Tweaks to Taste	
Instant Eggs During Picnic	Compass already modifies egg spawn rules and appearance timings, resulting in the egg sandwich buff still being useful, while this mod does not. Compass' changes result in faster eggs that will not spam fill your boxes with eggs.
Faster Battles	Compass makes battle dialogue a bit more speedy, but is configured at such a point as to not cut into animation timings.
Glide Forever (with Moon Jump)	Compass makes other changes to the way the mount works that would be

	lost (such as removal of the motion blur effect), and does already include its own form of infinite gliding. Compass' changes also do not result in the introduction of new forms of sequence breaking.
Run Speed & Slope Tolerance	Can result in some weird floating animation issues, and temporary soft-lock loops, though none of which are game-breaking.
Stop Slipping	Can result in some weird floating animation issues, and temporary soft-lock loops, though none of which are game-breaking.
Ride Free	Similar to Glide Forever, with different value tweaks.

Cheats

We will not be providing any specifics in regards to cheats, but would like to include this section to remind players who are using cheats that if you are running into unusual game behaviors, to disable all cheats (including the master code) and see if the issue persists. If so, then it may be time to report the issue as a bug.

Compass & SV+

This section will provide a little detail on some key aspects between these two mods, as they are often seen as being quite similar.

This is not a feature comparison.

It is strongly recommended that you read this documentation and compare it against the description for SV+ on Nexus Mods to formulate your own opinion on which mod you would like to use. Keep in mind :

SV+ is 100% incompatible with Compass.

Do not combine Compass and SV+.

Both make changes to many of the same files, and either one will overwrite the other's data in a ton of places (trainers, wild encounters, movesets, evolution methods, etc., etc.).

It is because of this that these mods may seem quite similar on a superficial level.

However, they are very different mods!

> Compass is a complete overhaul of the entire game, while SV+ is vanilla with some tweaked systems.

So which you would prefer to play is up to which of those ultra-simplified takes sounds like what you're looking for. To expand slightly :

Between the two, Compass changes *massively more* than SV+ does and adds to the game beyond that, but they aren't really directly comparable in this way, since they have different aims.

Compass aims to add more to the sense of exploration and the feeling of accomplishment of overcoming a challenge, and is well-suited for people who like to roam the world, battle and catch almost everything, and get the most out of their experience.

SV+ is more about facilitating a quicker and easier path through the game, and is good for people who want to just get through with a much more casual feel.

While Compass is not a difficulty mod, it is certainly more difficult than SV+. Since Compass changes moves, gives IVs and EVs to encounters, and sets up specific strategies with items, abilities, natures, and increased AI settings along increased levels, it will provide notably more pushback than SV+'s level increase (as all these other components in SV+ are unchanged and vanilla).

Compass also provides more pushback relative to SV+ for its event encounters, side story battles, and all raids, for much the same reason as above. Compass' changes are all curated and created for specific challenges and a particular level of difficulty beyond that of vanilla, and subsequently, SV+.

Both mods do facilitate the acquisition of very nearly all available Pokémon in-game, offline, regardless of version, and their methods are somewhat similar. Compass does include some species that SV+ does not, and is the 'more complete' of the two, in that regard. Be sure to use Compass resources for this information.

Compass also extends the game, by adding symbol encounters, hundreds of normal and event raids, new raid allies, more spawn rules, Pokédex entries, wild Pokémon behaviors, and so on, with so much more on our roadmap for future updates. Compass, after all, intends on being the definitive Scarlet and Violet experience from beginning to end.

SV+ has always been clear that it's a vanilla-plus experience. It's much closer to unmodded Scarlet and Violet, but with some tweaks to make it less mindless, and quicker for the player to get through.

In the end, the most important thing is to go with what is the most fun for you. Not everyone likes what Compass offers, or they want to experience the game closer to its original release but want some QoL improvements. Or just any other reason. You can always join the Discord channel and look through the varied discussions on this topic to help decide what you would like to do, too~

Changelog

The Changelog can be found here : http://compass.winterfall.org/changelog

It contains detailed explanations of all of the changes made since the earliest versions, and sometimes will provide more specifics or context for certain changes.