

TCG Format	
Round Time	30 Minutes
Match Format	Single Game
Deck Lists	Required (open deck lists)
Deck Building Restrictions	All decks must have at least 1 copy of a Magikarp card
Legal Regulation Marks	G Ownards
Legal Rarities	All
Banned Cards	N/A
Special Rules	<p>Every round is either Hide or Seek. For any specific round, all players will either be hiding or all players will be seeking. Whether a round is Hide or Seek will be announced at the start of that round, and will be randomly rolled by the judge team.</p> <p>Hide Rule:</p> <ul style="list-style-type: none"> <li>• When you achieve a win condition, you cannot have a Magikarp in a public zone.</li> <li>• If you achieve a win condition but there's a Magikarp in any of your public zones, you lose instead.</li> </ul> <p>Special Seek Rule</p> <ul style="list-style-type: none"> <li>• If a Magikarp KO's an opponent pokémon by damage the Magikarp's player instantly wins the game. <ul style="list-style-type: none"> <li>◦ This takes precedence over any other win conditions.</li> </ul> </li> <li>• Players may only take their last prize card if they have a Magikarp in their field <ul style="list-style-type: none"> <li>◦ If a player achieves a win condition but they do not have a Magikarp on their field their</li> </ul> </li> </ul>

	opponent gains a win condition instead.
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FAQ:

- Q: In seek rounds, what happens if my opponent achieves a win condition without a Magikarp in play but I have 0 pokémon on the field?  
A: In this case:
  - Your opponent has a win condition due to your having zero Pokémon in play
  - You have a win condition due to their lack of Magikarp
 Therefore, you should play a tiebreaker game as both players both have 1 win condition
- Q: In seek rounds, what happens if I use Dusknoir's Cursed Blast Ability to KO my opponent's Magikarp when my opponent's only has 1 prize left?  
A: In this case:
  - Your opponent has a win condition due to taking their last prize card
  - You have a win condition due to their lack of Magikarp
 In that case both players have 1 win condition. A tiebreaker game should be played.
- Q: In seek rounds, what happens if my Magikarp KO's my opponent's Pokémon but this Magikarp also KO'ed after the attack is complete?  
A: Magikarp is such a great pokémon Its KO's are worth 2 win conditions!
- Q: Does having a Gyarados (evolved from Magikarp) in play counts as having the Magikarp for the seek rule?  
A: No, Magikarp must be in play for it to count. A Gyarados is no longer a Magikarp.
- Q: Does having a Gyarados (evolved from Magikarp) in play counts as having the Magikarp in a public area for the hide rule?  
A: No, in this case you have a gyarados in play.

VG Format	
Round Time	In-game Timer
Match Format	Best of three
Team Lists	Required (open team lists)
Ruleset	Regulation Set H, Official Rules 1

Team Building Restrictions	<p>All teams must have exactly 1 Magikarp.</p> <p>Banned Pokémon:</p> <ul style="list-style-type: none"> <li>• Cat Pokémon that would eat Magikarp: <ul style="list-style-type: none"> <li>○ Incineroar</li> <li>○ Sneasler</li> <li>○ Meowscarada</li> <li>○ Meowstic</li> <li>○ Persian</li> <li>○ Indeedee</li> </ul> </li> <li>• Bird Pokémon that would eat Magikarp: <ul style="list-style-type: none"> <li>○ Pidgeotto</li> <li>○ Talonflame</li> <li>○ Pelipper</li> <li>○ Corviknight</li> <li>○ Honchkrow</li> <li>○ Staraptor</li> <li>○ Skarmory</li> <li>○ Noivern</li> </ul> </li> <li>• Other Magikarp predators: <ul style="list-style-type: none"> <li>○ Dondozo</li> <li>○ Ursaluna (All Forms)</li> <li>○ Smeargle</li> <li>○ Archaludon</li> <li>○ Drednaw</li> <li>○ Krookodile</li> <li>○ Skeledirge</li> </ul> </li> </ul> <p>Banned Moves:</p> <ul style="list-style-type: none"> <li>• Roar</li> <li>• Whirlwind</li> <li>• Dragon Tail</li> <li>• Circle Throw</li> </ul> <p>Banned Items:</p> <ul style="list-style-type: none"> <li>• Red Card</li> </ul>
Battle Format	Double Battle (4v4)
Rental Teams	Permitted
Special Rules	<p>Every round is either Hide or Seek with a special rule:</p> <p>Hide Round Rule:</p> <ul style="list-style-type: none"> <li>• Player must have Magikarp in their teams</li> </ul>

	<ul style="list-style-type: none"> <li>• A player loses if their Magikarp is knocked out. <ul style="list-style-type: none"> <li>◦ This is checked when the battle menu is shown, just like in sudden death.</li> </ul> </li> <li>• If both players' Magikarp are knocked out in the same turn, the game continues as normal. The winner of the game is then the winner as decided by normal gameplay.</li> </ul> <p>Seek Round Rule:</p> <ul style="list-style-type: none"> <li>• A player's Magikarp must be seen during each game. If a player wins through normal gameplay without their Magikarp being sent out at any point during the game, they instead lose the game.</li> <li>• Magikarp does not need to do anything - it can even be switched into and immediately knocked out before being able to select a move, as long as the game displays the "Go, Magikarp!" message it counts.</li> <li>• <i>Running from the match still counts as forfeiting; you cannot win by simply selecting Run before your opponent shows their Magikarp!</i></li> </ul>
<p>FAQ:</p> <ol style="list-style-type: none"> <li>1. Illusion rule: Zorua and Zoroark are not banned. If a Pokemon with the Illusion ability is masquerading as a Magikarp and is sent out onto the field, it does count as fulfilling the Seek condition as "Go! Magikarp!" is displayed. Knocking out a Pokemon with the ability Illusion does not count as knocking out Magikarp for the Hide round as the illusion is broken before KO.</li> <li>2. Ditto rule: Ditto is not banned. Since the text "Go! Magikarp!" does not appear when Ditto is sent out, it does not count for Seek Rounds. Similarly, if Ditto is knocked out during a Hide round while transformed into Magikarp, it does not count.</li> </ol>	

GO Format	
Round Time	In-game Timer
Match Format	Best of Five
Deck Lists	Required (open team lists)
Team Building Restrictions	<p>All teams must have at least 1 Magikarp (If you have a shiny, bring it!).</p> <p>All Pokémon (except Magikarp) must be shadow Pokémon.</p> <p>Magikarp can be Shadow, Purified or Regular.</p>
Battle Format	Great League (Bring 6, pick 3)
Special Rules	<p>Every round is either Hide or Seek.</p> <p>For any specific round, all players will either be hiding or all players will be seeking.</p> <p>Whether a round is Hide or Seek will be announced at the start of that round, and will be randomly rolled by the judge team.</p> <p>Hide Rule:</p> <ul style="list-style-type: none"> <li>You must have Magikarp in your team.</li> <li>During Hide rounds, you should <i>Hide</i> your Magikarp. <ul style="list-style-type: none"> <li>Your opponent cannot see your Magikarp.</li> <li>If your opponent sees your Magikarp, you will instantly lose</li> </ul> </li> <li>If both players second non-Magikarp Pokémon faint simultaneously, and both Magikarp are revealed at the same time, this game is a tie and must rematch</li> </ul> <p>Seek Rule</p> <ul style="list-style-type: none"> <li>You must have Magikarp in your team.</li> <li>During Seek rounds, you must show your Magikarp to your opponent. <ul style="list-style-type: none"> <li>Magikarp must be active at least once during a battle.</li> </ul> </li> </ul>

- If you win the battle and do not show your Magikarp to your opponent, you lose instead.
- *Running from the match still counts as forfeiting; you cannot win by simply selecting Run before your opponent shows their Magikarp!*

Plan your scheme accordingly to Hide your prize or Seek your victory, and prepare for trouble!  
And Make it double

