

# SIDE EVENT FORMATS



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# TRADING CARD GAME

## Pick-A-Pack

Prepare yourself to be creative and inventive. This super fun format will test your ability and luck picking/opening boosters and test your very skills of deck creation.

### Basic Concept:

Every player opens one booster pack, chooses which cards to play and adds Basic Energy cards as desired, to end with a 10-card deck. Then, play against every other player in our 4-player pod!

### Detailed Rules:

- Deck size: ten cards
- Games use only one single prize card;
- The "mutant" rule applies (Pokémon can evolve into Pokémon of the same type);
- You won't lose when you'd draw from an empty deck
- You start the game with 7 cards in your opening hand;
- All basic energies are considered "rainbow" (they count as any colour)
- Pokémon V, Pokémon Vstar and Pokémon Vmax and NOT allowed
- NOTE: the discard pile must not be shuffled and used as a deck.

## Pick-A-Pack Evolved

Supercharged version of the Pick-a-Pack ODE. This super fun format will test your ability and luck picking/opening not 1 booster but 3 boosters.

### Basic Concept:

Every player opens one booster pack, chooses which cards to play and adds Basic Energy cards as desired, to end with a 10-card deck. Then, play round 1.

In round 2 each player receives an extra booster pack to add to their deck, with another booster added in round 3; the deck size grows accordingly.

### Detailed Rules:

- Deck size: 10 cards in round 1, 20 cards in round 2, 30 cards in round 3
- Games use only one single prize card in round 1, two in round 2 and three in round 3
- The "mutant" rule applies (Pokémon can evolve into Pokémon of the same type);
- You won't lose when you'd draw from an empty deck
- You start the game with 7 cards in your opening hand;
- All basic energies are considered "rainbow" (they count as any colour)
- Pokémon V, Pokémon Vstar and Pokémon Vmax and NOT allowed
- NOTE: the discard pile must not be shuffled and used as a deck.

# Raid Format: Cooperative Play

The raid format tests your abilities to cooperate as trainers! Together, you'll face an extremely powerful Raid Pokémon Boss!

## **Basic Concept:**

A giant card "Raid Pokémon", which comes with its own deck is set up as the common foe. The players will take their turns simultaneously and can use Supporters to support each other. The raid deck meanwhile, will act as a bot player, resolving cards one by one during its own turn, attacking all players in the process.

## **Detailed Rules:**

- Players start with 7 cards and may mulligan; those do not add cards to the Raid Boss
- Each player has their own playing area, with a bench, active Pokémon, etc.
- Turns for the players happen simultaneously, with players advancing through phases together so that everyone is always in the same phase.
- Players may play a total number of Supporters equal to their number (potentially more than one being played by the same person) and those Supporters may affect any player, including the same one multiple times if desired.
- Only a single Stadium may be in play, originating either from the Raid deck or the players. The Stadium will affect all players and the Raid Pokémon.
- Attacks are resolved simultaneously, but Pokémon may not benefit from other Pokémon's attacks.
- The Raid Pokémon will draw a number of cards, one by one, equal to the number of players in the game plus one.
- These cards are resolved one by one, before drawing the next card. Effects that draw cards act the same way, drawing and then resolving them one by one. If the Raid Deck draws cards out of turn, it also resolves those at that time.
- There is no restriction on the cards that the Raid Deck plays. This means multiple Energy and multiple Supporter cards may be played in the same turn. Only one Tool may be attached at any given time to the Raid Pokémon however; newly drawn Tool cards replace the one currently attached.
- Any choices required by cards played by the Raid Deck are made by the players.
- After all cards are resolved, the Raid Pokémon attacks.
  - If more than one attack is available, roll a die to determine which one is used.
  - That may mean that the Raid Pokémon uses more than one restricted attack in a single game.
  - Attacks by the Raid Pokémon affect and deal damage to all players' active Pokémon.
  - After the attack, the Raid Pokémon discards energy cards equal to the attack cost, discarding as few cards as possible. The Raid Pokémon costs are all treated as if they were colourless.
  - Damage from this attack can be reduced, but cannot be prevented.
- Knocked out Pokémon cause their controller to draw a prize card, and players are eliminated if they don't have enough prize cards to do this.
- After the Raid Pokémon has dealt damage, damage counters will be processed in the following manner:
  - A "Full Contribution" is equal to ten times the number of players.
  - For each "Full Contribution", remove those damage counters (leaving excess cards) and put the top card of the Raid Deck into the Lost zone.
  - When the Raid Deck runs out, shuffle the discard pile to make a new Raid Deck

- The players lose if they are all eliminated.
- The players win when the Raid Deck is unable to send cards to the Lost zone.
  - Note that the Raid Deck will always do its own attack before processing the damage counters. If no players remain by that time, the players still lose.

## Gym Leader Challenge

Gym Leader challenge is the format you never knew you wanted. This expanded singleton format, with fun limitations to deckbuilding is taking the world by storm!

### **Basic Concept:**

Players build a deck using the Expanded card pool and are restricted to a single copy of each card (with the exception of Basic Energy cards). Pokémon with a Rule Box are not allowed and a deck may only contain Pokémon of a single type.

### **Detailed Rules:**

- See here for current rules. The rules on that website always supersede this document.
- Decks are 60 cards, with cards coming from the Expanded format
- Each deck must contain only Pokémon of a single type
- Except for Basic Energy cards, each card can only be in the deck once.
- ACE SPEC and Pokémon cards with a Rule Box are not allowed.

## Team “Magnezone” Format

This two-player team variant pitches teams against each other in a landscape with three separate lanes. Which route will your team take?

### **Basic Concept:**

Each player has a personal “Player Lane” in which only they can play cards and a “Team Lane” shared with their teammate. Turns are shared within each team and prize cards are assigned in a split between Player and Team Lanes.

### **Detailed Rules:**

- Players only set up an Active Pokémon in their Player Lane at the start of the game; the Team Lane begins without an Active Pokémon.
- During setup, players assign three prize cards to the side of their Player Lane and three cards in between their Player Lane and their Team lane, for a total of 12 prize cards per team. Each Lane considers the prize cards on either side of it, for a total of 6 prize cards per Lane at the start of the game.
- Turns (and phases) are shared, with both players in the same phase at any given time.
- Players may play Pokémon, Item cards, Supporters, Stadiums and Energy in their Player Lane or in the Team Lane, with the following rules:
  - Each lane can have a single Active Pokémon.
  - If a card played in the Team Lane affects or needs information from an opponent, choose one. If a card played in the Team lane affects or needs information from a player, it is the player playing the card.
  - If a card checks for a “static” ability, it only looks at the zone it is in. If that is the Team Zone, it may affect both players.
  - Any restrictions of the type “once per turn” are counted per lane. That includes card abilities,

playing Supporters, playing Energy cards, attacking, etc. In the Team Lane, players will have to decide which player takes that action (e.g. only a single Energy card can be played in the Team Lane each turn, but either player could play it). The same is true for “once per game” restrictions such as GX attacks.

- Each Lane may have one Stadium.
- Evolution rules are unchanged, but a player may evolve their teammate’s Pokémon in the Team Lane.
- If a Lane has no Active Pokémon, no cards that place Pokémon on the bench may be played in that lane.
- The Team Lane does not have a Discard Pile, Lost Zone or Hand; those belong to the Players, not any Lane.
- Attacks happen at the same time in all three Lanes.
  - If a lane has no opposing Active Pokémon, attacks that deal at least 10 base damage cause the attacked to claim a prize card. Special conditions do not apply.
  - Lanes without prize cards may still be attacked, but no prize cards will be drawn from another lane.
  - When drawing prize cards for a Player Lane, players must draw from the set of prize cards that is not shared with the Team Lane.
  - When drawing cards for the Team Lane, one of the two players may draw a card from the prize cards in between their Player and Team Lane.
  - If an attack in the Team Lane affects or needs information from an opponent, choose one. If an attack in the Team lane affects or needs information from a player, it is the player declaring the attack.
- The first team to successfully take 9 out of the 12 prize cards (in any combination) wins the game. Teams win and lose together.
- Players without cards remaining in their deck are eliminated; their Player Lane is considered empty. The game continues without them, but they may still offer advice to their teammate.
- The following cards are banned: Pheromosa-GX (SM Promo 66, Ultra Prism 140), Dialga GX (Ultra Prism 100, Forbidden Light 82), Steven’s Resolve (Celestial Storm 145), Unown (Lost Thunder 91) “Hand”, Togepi & Cleffa & Iggybuff-GX (Cosmic Eclipse 143)
- See [Team “Magnezone” Format.pdf](#) for more detailed information.

# Battle Royal

Ready for some Multiplayer fun? Battle Royal pitches four players with Gym Leader Challenge decks against each other in a free-for-all format full of temporary alliances and backstabbing. Oh, and you get to play with two active Pokémon!

## Basic Concept:

Four players start the game with 6 prize cards each, using Gym Leader Challenge decks. They can each have two active Pokémon and can attack any other player. The first player to draw all their prize cards wins the game.

## Detailed Rules:

- A game is recommended to start with 4 players. Players may mulligan by revealing their hand to everyone; no extra cards are drawn as a result.
- Players use "Gym Leader Challenge" decks
- Each player starts with 6 prize cards.
- The game is played as a free-for-all (anyone can attack anyone else), with turns proceeding in clockwise order.
- Except the last player to take a turn, players may not attack, evolve a Pokémon or play a Supporter in their first turn. The last player to take a turn may not evolve a Pokémon nor play a Supporter in their first turn, but may attack.
- There are no teams, but players can form temporary alliances ... and betray them!
- If a player is knocked out, the game with one fewer players – until a single player wins by collecting their last prize card.
- Each player can have up to TWO active Pokémon. At the end of a player's turn, they MUST either have two active Pokémon or an empty bench. Players' benches are limited to four Pokémon.
- Players may play ONE Special Energy card onto a Pokémon or up to TWO normal Energy Cards onto two different Pokémon per turn.
- When attacking, BOTH Active Pokémon attack in any order. For each of them, choose one of your opponents' active Pokémon that wasn't attacked yet this turn. Players may NOT play any cards between the attacks.
  - Effects that cause your turn to end and that originate from a Pokémon, instead stop that Pokémon from attacking that turn.
  - Second attacks from Pokémon with the Ancient Trait Barrage can target a different player.
- Up to TWO STADIUM cards can be active at any given time, as long as they are controlled by different players. Whenever a player plays a Stadium card while two Stadiums are already out, they remove one of their choice (respecting the one-per-person rule).
- When one of a player's active Pokémon gets knocked out, do not replace it immediately - they only replace it during their own turn at any time. However, when a player has no active Pokémon at the end of their own turn, they lose the game (this is the only time that condition is checked). In addition, at the end of a player's turn, if a player has only a single active Pokémon and at least one Pokémon on the bench, that player must move a Pokémon from the bench to the empty active Pokémon slot.
- The conditions poisoned and burned apply before you start your turn and at the end of your turn, but not between any other turns.
- The person causing a Pokémon to get knocked out draws the prize card for it. Damage from conditions counts as having come from the player who caused the condition. If a player causes their own

Pokémon to be knocked out, that player does NOT draw a prize card; instead all other players draw a prize card.

- When an effect applies to “your opponent”, you choose an opponent who it applies to. If that opponent is eliminated, make a new choice.
- Which Pokémon are being influenced by cards depends on the phrasing:
  - “the defending Pokémon”: the one you’re interacting with at that time
  - (your) “active Pokémon”: ONLY ONE but you can choose (unless you’re attacking, then it’s the attacking Pokémon)
  - Cards that refer to multiple Pokémon (“both”, “all”, ...) are treated as a “your Pokémon and the defending Pokémon”

# VIDEO GAME

## Everything Goes

Players may use any Pokémon obtained or imported into Pokémon Scarlet or Pokémon Violet and can use any move or Ability available through normal gameplay, including Hidden Abilities.

### **Basic Concept:**

All Pokémon (Pokedex 1-398) available in Pokémon Scarlet and Pokémon Violet are allowed, including Ruinous and Paradox Pokémon. Pokémon are set to level 50 during battle.

### **Detailed Rules:**

- Players may use Pokémon which were obtained in Pokémon Scarlet or Pokémon Violet; were imported into Pokémon Scarlet or Pokémon Violet via Pokémon HOME (when available); or were received at an official event or distribution.
- A player's team cannot contain two Pokémon with the same National Pokédex number.
- Pokémon may make use of any move or Ability available to that Pokémon through normal gameplay. This includes but is not limited to Hidden Abilities and Moves and Abilities made available through an official Pokémon event or promotion.
- Pokémon above and below Lv. 50 are permitted but will be auto-levelled to Lv. 50 during battle.
- Any regional Pokémon form that meets the above criteria may be used. Pokémon permitted to be used: 1-398, Ruinous Pokémon, Paradox Pokémon
- Team Lists will be utilised and are open. Pokémon Stats is not shared with the opponent, all other information is.
- To play in this tournament, players will have to follow Series 2 Rules and will play using the following steps:
  - Go To "Poké Portal"
  - Select "Link Battle";
  - Both Players insert the 4 Digits Code (00 and the Number of your Table) and search for an opponent in "Double Battles";
  - The Player Selecting Rules will pick "Official Rules 3"
  - Pick the Team you chose to enter the Tournament with and you're Ready to Battle!
  - Remember, Koraidon and Miraidon are Banned.
  - Each player selects four Pokémon from their Battle Team to battle with. At the start of the battle, players send out the first two Pokémon in their party, making a total of four Pokémon on the battlefield. Gameplay continues until a player makes all four of their opponent's Pokémon faint or until the in-game time limit has expired.
  - All challenges will be played as a best-of-three set.

# Sandwich Challenge

Dreams of becoming a true Master Chef? Prove your skills in the Sandwich Challenge

## **Basic Concept:**

Players face off against each other during several rounds to make the best Sandwich possible! Each round, you'll be given a recipe; the winner will be determined by both skill and sense of aesthetics!

## **Detailed Rules:**

- Players need to bring at least 12 of every Sandwich ingredient sold in "Porto Marinada" before entering this Side Event.
- Each round, the judge will give a recipe to all players. They should follow this recipe to the letter and leave the screen on the sandwich display until their sandwich is evaluated (don't pass this screen to the screen where the sandwich will be eaten)
- Players will be evaluated on their sandwich by the amount of ingredients that didn't fall off, by aesthetics and by the fact that they used the top layer of the sandwich or not:
  - Players who fully finish their sandwich (all ingredients and the top part of the bread) score better than players who did not fully finish their sandwich
  - To break ties for incomplete sandwiches, first use the number of missing ingredients (excluding the top part of the bread), then consider the top part of the bread
  - Break further ties by having the judge or side event assistant lead judge the aesthetics of the sandwiches!

# Chaos Cup

No need to bring a team to this event: you'll face off against opponents using Rental teams in the Chaos Cup!

## **Basic Concept:**

Each round, players will receive a random code for a rental team, which they'll use that round.

## **Detailed Rules:**

- To play in this tournament, players will have to follow Series 2 Rules and will play using the following steps:
  - Go To "Poké Portal"
  - Select "Link Battle";
  - Both Players insert the 4 Digits Code (00 and the Number of your Table) and search for an opponent in "Double Battles";
  - The Player Selecting Rules will pick "Official Rules 1"
  - Pick the Rental Team you were given.
  - Each player selects four Pokémon from their Battle Team to battle with. At the start of the battle, players send out the first two Pokémon in their party, making a total of four Pokémon on the battlefield. Gameplay continues until a player makes all four of their opponent's Pokémon faint or until the in-game time limit has expired.
  - All challenges will be played as a best-of-three set.