**Random pokemon challenge rules list**

In this event, six challengers will complete in a tournament format. The winner will be the person with the most wins at the conclusion of the tournament. PvP battles will occur immediately after each gym, before new pokemon may be caught.

Each challenger will be randomly assigned 3 sets of 3 pokemon at the start of the challenge, the can choose 1 pokemon from each set for a total of 2 pokemon, these start at level 5 and must be first form.

After every second gym battle the players who last battle eachother roll each other a set of 3 random pokemon, from which they can choose one.

Each challenger must run away from wild pokemon and is recommended to carry a third, non-PvP pokemon to ensure this. Pokemon with Run Away ability or Teleport/Roar/Whirlwind move are suggested. These may be edited freely if not part of the PvP team.

Challengers may not rebattle npc trainers they have successfully defeated already.

PvP starter pokemon may only be caught in their lowest evolutionary form at level 4.

HM Slaves and specific pokemon catching pokemon are permitted, but may not be added to a challenger’s PvP team (they may however be a member of that team by their own right). They may not have the ability “pickup”.

Each team is permitted the item leftovers only if they have a Snorlax in their PvP party. Max one leftovers per Snorlax.

Items that boost growth or exp. gain are not permitted i.e. macho brace, Blissey egg. Use of the day care centre is also not permitted. Rare candy and drug use is not permitted.

TM’s now count as HM’s and may be “used” infinitely.

Legendary pokemon (defined as only 1 available and cannot breed) are not permitted.

**Limited editing of save files is permitted:**

I.V’s may be edited and manipulated when a Pokémon is first caught, however the total number of I.V’s may not exceed 100

E.V’s may be moved and reallocated, but not increased

Pokémon natures

Pokémon initial level, ability and species when capped (but only to those appropriate to that Pokémon)

Pokemon moves, when the appropriate T.M. is owned or available (some egg moves etc may be permitted but will be considered on a case by case basis) Also, if a Pokémon is evolved, it may learn any moves its lower form would have learnt, but the higher form does not learn, at one level higher than the level the lower form would have learnt said move.

**Editing not permitted:**

Pokemon held items

Pokemon happiness

Trainer money