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Magikarp jump cheats and glitches

The Pokémon GO craze has come and gone, and the former or expired player either looks for something more complex, or something more casual. Pokémon: Magikarp Jump comes directly from pokémon Group for Android and iOS devices just, and we'll say it's the last classic example – games without frills, the pressure that anyone can enjoy, although not the players can enjoy. And for those unfairly with the context behind the game, it's a title based on the most inefficient, pointless (unless you're trying to get Gyarados at Pokémon GO), and least strong Pokémon of all, who hopefully escape, a failure of a fish-like creature called Magikarp. While the game may sound like one of the endless runners/jumpers, or perhaps the Pokémon Group's answer to super-casual games like Flappy Bird, it's actually more than that. With game controls, you can increase various generations of Magikarp, train creatures to increase the power of the jump, and tap on the screen so you can feed. And there are also different types of Magikarp to collect in this game, including those that look specific to the dot calico and polka patterns. So with it all said, don't waste again your time, as we present to you our Pokémon: Magikarp Jump strategy guide, full of all the tips you need to expand your Magikarp and then some. 1. How To Improve YOUR JP JP is an acronym that you will read about quite a lot in this guide, and it means Jump Points. How do you improve these statistics in Pokémon: Magikarp Jump? Well, there are two ways - the first is to train your Magikarp, and the second is to feed. The second way is easier, since it allows you to simply tap on the screen, in exchange for a satisfied Magikarp and more JP comes its way. You can also use your coins to upgrade food in the in-game store: With each upgrade, each food item will generate more JP, so continue feeding and upgrading if you want to improve JP in the easiest and practical way. 2. Use All Your Training Points, And Continue Breeding Your Magikarp, Win Or Lose Games features jumping battles, and this requires you to do as well as possible, especially if you have decided to hold up until you have used all your training points. The training point is restored immediately once you have ranked, and that will allow you to fish for better magikarp, more powerful and move to the next league; therefore, it's important that you spend all your training points as far as possible. What's the best way to breed your Magikarp, in that case? Despite the magic now you'll be maximised and lose a league final, that shouldn't be anything to worry about. While it certainly won't be in your best interest to lose, you'll get a 10 per cent motivational bonus for each time you move on a generation to the next. That will allow magic to grow faster, thus making it easier for you to grow and improve them. However, there is one example where you might not receive a motivational bonus – that's whenever your creatures need to retire as early as a result of being taken. 3. Staying In The Low Rankings When it comes to league matches, it's a tactic commonly used for players to deliberately lose matches to get off in their league rankings and therefore match-matching system games so they can get matches that can be feared instead. We won't always recommend this, but at Magikarp Jump, you can actually keep your Magikarp position at the bottom of things. As you step up the ranks, it will be harder for you to retire your Magikarp organic way, so we'll suggest not entering any league matches unless you have a maximized Magikarp; if it is maximized, the creature can technically retire after their next loss. Now what happens if you stick to your maxed-out Magikarp and keep competing in league matches? Well, you'll still be rewarded with XP, and you can still push forward without retirement. Even better, you have the potential to set off. But there are catches here because you get more points of that experience. That is, if your Magikarp takes a league match at the max level, you won't be able to play any random events in the league. 4. Take part in Mini Training Games There are a few things that may or may not happen once you have finished a extensive training session with your Magikarp. For one, it's possible to receive a message telling you that it's a nice day out and adding that you plan on taking a long way back home. This means you'll be invited to the Out of Nowhere event. Here, you'll be given two prompts asking you if you want to have your Magikarp jump and catch the berries: This is a special mini-game, where you can get some nice JP boost if your Magikarp is able to get a berry. But if you fail a mini-game, it'll fall prey to Pidgeotto, and that's not something you want to happen – make sure you take this event seriously! Alternatively, you might be invited to an event Is Khazannah? that manner that manners PokeBall appears in front of you. This PokeBall may be a regular ball and may hide some treasure, which is a good thing. But as we've noticed, this is a mini-game that seems to be a loser for anyone who tries it. The ball turns out to be a Voltorb all the time, and for those unfamiliar with the Pokémon universe, this is Pokémon that can self-destruct, which means the end of your Magikarp should you be mistaken for treasure. 5. More About Mini Training Games Of Course, they're not the only mini-game you can play at Magikarp Magikarp but we decided to discuss the rest separately. You may also be told that you have to swim home after a long training event, and that will segue into All's mini-game that Glitters. Since it swims across the water, your Magikarp will come shy objects, and if you are lucky enough when checking this object, you will stand a chance of a good amount of diamonds - usually about 7, but nothing too extravagant. In short, expect strong profits, not amazing. But if you find a glass orb instead, that will cost your Magikarp some JP. They look to be the only result in this mini-game, and given that there are only two, we recommend taking gambling – you might lose some JP, but diamonds are hard to come by and it's always great if you can get it for free. Like Khazannah Is it Khazannah? mini-games, all that Glitters is based on opportunity, so think carefully before deciding to play or not. You Can Join Special Events By Clicking On Your Magikarp Pool TV equipped with a TV in the top left-hand corner, and when you click on it, you'll be redirected to the song I Love Magikarp, as found on the official Pokémon channel on YouTube. But don't misunderstand this video as nothing more than a funny clip. You might actually want to try this little tactic if you get the chance – tap on TV, press on the instant cancel, and repeat this until you see that there is static in the television set. After this, resham the pipe process and cancel and continue doing this until the static disappears. That would trigger another event/mini-game, which game refers to as Be Gone! This mini-game will have you and your Magikarp haunted by the ghosts of women, and if you're given the opportunity to do so, try to get away from the ghost as possible. That will increase your maximum level of Magikarp one by one, but because the catch here is that you can only increase the maximum level once, this is the best mini-game played once as soon as you get far enough and looking forward to future versions of Magikarp. Fortunately, this is a mini-game where the result is not entirely based on opportunity. 7. Existing Berries Upgrade, Not a New One Although it may sound like an interesting idea to unlock as many new berries as possible, it is actually better to continue upgrading the two stock berries you started. Upgrading one berries increase your JP Magikarp standing to get, and if you get to get both the starting berries up to level 25 each, this means a very high JP amount each that can't be a bad thing for your Magikarp. 8. Type In Pikachu To JP Additional Games don't make this clear, so you may be able to call this a hidden feature of sorts. Just arrange to the top while on the dining screen, take off the water, and you'll see Pikachu casually taking a nap on the beach. Type in Pikachu, and you'll get a tan JP JP Back. You can do this every 90 minutes or so, because Pikachu will return to sleep after he rewards you with an additional JP. 9. Note All Individual Bonuses It pays to keep track of the individual bonuses you receive to capture certain types of Magikarps. But these bonuses can work in your favor, as some might increase your chances of qualifying to play one of those mini-game training, while others can increase the number of JP A Magikarp getting every used food morsel. Take an individual bonus mental note, or better yet, write it down, so you have a good idea of how to properly focus your workouts. 10. Don't Ignore Decorative Decorations may just seem to be there for aesthetic purposes, but you don't want to ignore them at Magikarp Jump. If you get or buy new décor, you should add them to your pool, because they provide more than just aesthetics, and do more than just spiff things. With the right decorations, your pool can draw more helpful pokémon, and these creatures work their magic by cheering for you once you compete against league rivals. More cheerful Pokémon means higher JP bonuses, so make sure you don't flick over the decorative aspect! It's also important, you know. 11. How To Get More Items of Friendship/Pokémon Support As we explained some of the past tips, Magikarp is accompanied by several other Pokémons you might know from a series of animations - or Pokémon GO, if 2016 serves as your introduction to the franchise. But it's not just Pikachu that will go down and take a sleep by the beach, because there are other support Pokémon can restore the magikarp training point, or give more JP. To call these characters, you need a friendship item (i.e. support candy) for it, and you can get it either by winning in a league competition, or paying a diamond (your premium currency) at the Diamond Store. Currently, the game comes with eight leagues, with the first coming up with four battles, and the next league requires you to win more as a raging difficulty. 12. Complete More Achievements For More Goodies Need more common currencies (coins), premium currencies (diamonds), or support candies? It's very simple – you just have to look at achievements, remember what to do, and complete it for bonus seeding, coins, and diamonds. However, note that some achievements may be more difficult to solve than others, as each achievement comes with five Separate. 13. Make sure sandbag Slam Is Upgraded At first, you can't spend too many coins on Sandbag Slam. The initial increase only requires four coins, but that will increase the JP boost by 20. Once you're done with that, you can spend another 17 coins to increase the JP boost from 35 to 115. That would put Sandbag Slam on par, or almost at to the Jump Counter, and you can do so with the help of this simple end. And this wraps up our detailed strategy guide for Pokémon: Magikarp Jump. As always, if you know more tips or tricks, do not hesitate to tell us in the comments section below! Following!