

Card No.	Card Name	Question	Answer
OP10-003	Sugar	During my opponent's turn, I activated the 0 cost [Counter] effect of "OP04-016 Bad Manners Kick Course", but chose not to trash 1 card from my hand in response to "you may trash 1 card from your hand". Can I still use this Leader's [Opponent's Turn] effect to add 1 DON!! card from my DON!! deck?	Yes, you can.
OP10-003	Sugar	If I activate an Event's [Trigger] effect during my opponent's turn, can I use this Leader's [Opponent's Turn] effect to add 1 DON!! card from my DON!! deck?	No, you cannot.
OP10-003	Sugar	Does the [End of Your Turn] effect, "if you have a {Donquixote Pirates} type Character with 6000 power or more" activate before effects that increase power, such as "gains +2000 power during this turn", return to normal?	Yes. In this case, the effect activates before the power returns to normal.
OP10-008	Scotch	I played [Rock] when I had 4 Characters that were neither [Rock] nor [Scotch], and activated its [On Play] effect. If I trash [Rock] in order to play [Scotch], can I use the [On Play] effect of [Scotch] to play another [Rock]?	Yes, you can.
OP10-010	Chadros.Higelyges (Brownbeard)	If this Character is the only Character I have with 6000 power or more, and that 6000 power is a result of DON!! cards, can I still activate this Character's [When Attacking] effect to give this Character +1000 power?	Yes, you can.
OP10-016	Monet	If I cannot use this [Activate: Main] effect to give 2 rested DON!! cards to my Leader or 1 of my Characters, can I still give 1 of my opponent's Characters -1000 power?	Yes, you can.

OP10-016	Monet	If I cannot use this [Activate: Main] effect to give 1 of my opponent's Characters –1000 power, can I still give up to 2 rested DON!! cards to my Leader or 1 of my Characters?	Yes, you can.
OP10-017	Rock	I played [Rock] when I had 4 Characters that were neither [Rock] nor [Scotch], and activated its [On Play] effect. If I trash [Rock] in order to play [Scotch], can I use the [On Play] effect of [Scotch] to play another [Rock]?	Yes, you can.
OP10-022	Trafalgar Law	If the total cost of my Characters is 4 or less, can I return 1 of my Characters to my hand?	No, you cannot.
OP10-022	Trafalgar Law	What happens if I use this [Activate: Main] effect to reveal 1 card from the top of my Life cards, and that card is not a {Supernovas} type Character card?	In this case, return the revealed card to the top of your Life cards face-down.
OP10-026	Kin'emon	Can I use this [Activate: Main] effect to place 2 [Kin'emon] cards from my trash at the bottom of my deck?	No, you cannot. In order to play 1 [Kin'emon] with a cost of 6 from your hand you must place this [Kin'emon] from your field and 1 [Kin'emon] with 0 power from your trash at the bottom of your deck.
OP10-027	Kin'emon	Can I use this [Activate: Main] effect to place 2 [Kin'emon] cards from my trash at the bottom of my deck?	No, you cannot. In order to play 1 [Kin'emon] with a cost of 6 from your hand you must place this [Kin'emon] from your field and 1 [Kin'emon] with 1000 power from your trash at the bottom of your deck.
OP10-030	Smoker	After using this [Activate: Main] effect, can I use the effect on the Leader card "OP10-001 Smoker" to set 2 of my DON!! cards as active on the same turn?	Yes, you can.

OP10-030	Smoker	After using this [Activate: Main] effect, can I use the effect on "OP07-021 Urouge" to set 1 of my DON!! cards as active at the end of the turn?	No, you cannot.
OP10-032	Tashigi	If I have a green Character that would be removed from the field by my opponent's effect while this Character is rested, can I still use this Character's effect to rest this Character instead?	No, you cannot.
OP10-032	Tashigi	If both this Character and a green Character other than this Character are K.O.'d at the same time while this Character is active, can I still use this effect to rest this Character instead?	Yes, you can. In this case, your other green Character will not be K.O.'d, but [Tashigi] will still be K.O.'d.
OP10-041	Radio Knife	Can I use this [Main] effect to rest 1 of my opponent's Characters with a cost of 5 or less, then K.O. that same Character?	Yes, you can.
OP10-042	Usopp	If one of my {Dressrosa} type Characters has an [On K.O.] effect and is K.O.'d during my opponent's turn, does this card's [Opponent's Turn] effect activate first, or does that Character's [On K.O.] effect activate first?	In this case, you can activate the card's [On K.O.] effect and this Leader's [Opponent's Turn] effect in any order you choose.
OP10-042	Usopp	If one of my {Dressrosa} type Characters is K.O.'d by my opponent's attack, can I use this [Opponent's Turn] effect to draw 1 card?	Yes, you can.
OP10-049	Sabo	If this Character and another of my Characters with a base cost of 7 or less are K.O.'d at the same time by my opponent's effect, can I use this effect to return this Character to my hand instead?	Yes, you can.

OP10-057	Leo	I activated this [On Play] effect when my Leader was [Usopp] to look at 5 cards from the top of my deck, but only added 0 or 1 {Dressrosa} type cards other than [Leo] to my hand. Do I still need to trash 1 card from my hand due to this effect?	Yes. Regardless of the number of cards you added to your hand, you must still place the rest at the bottom of your deck in any order and trash 1 card from your hand.
OP10-058	Rebecca	If I use this [On Play] effect to reveal only 1 {Dressrosa} type Character card with a cost of 4, will that Character be played rested?	No, it will be played set as active.
OP10-058	Rebecca	I used this [On Play] effect to play [Character A] as active and [Character B] rested. Can I choose the order in which to activate [Character A] and [Character B]'s [On Play] effects?	Yes, the player who played this Character can activate the effects in any order they choose.
OP10-058	Rebecca	I played this Character, causing my number of Characters to become 4 including this Character, then used this [On Play] effect to play [Character A] as active; I then trashed [Character A] and played [Character B] rested. Can I still activate the [On Play] effect of [Character A]?	No, you cannot.
OP10-067	Senor Pink	If I activate this [On Play] effect but didn't add 1 Event to my hand, can I still set 1 of my DON!! cards as active?	Yes, you can.
OP10-069	Fighting Fish	I attacked with this Character while it was given 1 DON!! card, but that DON!! card was removed when using the DON!! -1 part of this card's [When Attacking] effect, causing the number of DON!! cards given to this Character to become 0. Can I still K.O. 1 of my opponent's Characters with a cost of 1 or less?	No, you cannot.
OP10-070	Trebol	I activated this [On Play] effect when I had "EB01-061 Mr.2.Bon.Kurei(Bentham)" on my field. If the [When Attacking] effect of "EB01-061 Mr.2.Bon.Kurei(Bentham)" causes its base power to become 2000 or more during the same turn, can it be K.O.'d by my opponent's effects?	No, it cannot.

OP10-071	Donquixote Doflamingo	My opponent attacked me while I have 2 of this Character on my field, 1 active DON!! card on my field, and 2 cards in my DON!! deck. Can I activate this [On Your Opponent's Attack] effect twice to add 2 DON!! cards from my DON!! deck?	Yes, you can. After activating the first card's [On Your Opponent's Attack] effect to add a DON!! card, you can then rest that DON!! card to activate the second card's [On Your Opponent's Attack] effect.
OP10-087	Tony Tony.Chopper	If my opponent has 4 or less cards in their hand, can I still use this [Activate: Main] effect to trash 2 cards from the top of my deck?	No, you cannot.
OP10-091	Brook	When using this [Activate: Main] effect, can I trash 2 cards from the top of my deck without K.O.'ing an opponent's character with a cost of 1 or less?	Yes, you can.
OP10-095	Roronoa Zoro	Using this [On Play] effect, can I trash 2 cards from the top of my deck without having to K.O. my opponent's Character with a cost of 4 or less?	Yes, you can.
OP10-097	Gum-Gum Rhino Schneider	I have 9 cards in my trash and activate this [Main] effect. Does the selected Character still gain [Banish]?	Yes, it does.
OP10-098	Liberation	Can I negate the effect "Under the rules of this game, you may have any number of this card in your deck." using this card's [Trigger] effect?	Yes, you can. However, even if your opponent has 5 or more cards in their deck that are the same as the card that had its effect negated, it will have no effect on the match.
OP10-098	Liberation	I used this card's [Trigger] effect to negate the effect of my opponent's Leader for one turn when my opponent's Leader was "OP03-040 Nami". What happens if my opponent's deck is reduced to 0 during that turn?	In this case, your opponent will lose the game.

OP10-098	Liberation	If a Character is K.O.'d while affected by this card's [Trigger] effect, can that Character's [On K.O.] effect still activate?	No, it cannot.
OP10-098	Liberation	Can the [Trigger] effect of this card negate effects on the chosen card that were granted by other cards?	No, it cannot.
OP10-099	Eustass"Captain"Kid	Using this [End of Your Turn] effect, can one of my active {Supernovas} type Characters with a cost of 3 to 8 gain [Blocker]?	Yes. A Character that is already set as active can still gain [Blocker] from this effect.
OP10-100	Inazuma	Does the [Trigger] effect, "If your Leader has the {Revolutionary Army} type and you and your opponent have a total of 5 or less Life cards, play this card." mean that I can play this card if my and my opponent have a total of 5 or less Life cards, including this card itself?	No. In order to play this card using the [Trigger] effect, the total Life cards of you and your opponent, excluding this card, must be 5 or less.
OP10-102	Emporio.Ivankov	When I have 0 Life cards, can I still use this [Activate: Main] effect to have 3 of my {Revolutionary Army} type Characters gain +1000 power during this turn?	Yes, you can.
OP10-110	Heat & Wire	Does the [Trigger] effect, "If you have 2 or less Life cards" mean that I can play this card if I have 2 or less Life cards, including this card itself?	No. In order to play this card using the [Trigger] effect, your total Life cards, excluding this card, must be 2 or less.
OP10-116	Damned Punk	Using this [Main] effect, if there are no Life cards to look at, can I still K.O. up to 1 of your opponent's Characters with a cost of 5 or less?	Yes, you can.

OP10-116	Damned Punk	Using this [Main] effect, can I look at a card that is face-up in my or my opponent's Life cards, and still K.O. up to 1 of my opponent's Characters with a cost of 5 or less?	Yes, you can. In this case, after looking at the face-up card, it will remain face-up once you place it at the top or bottom of the Life cards.
OP10-118	Monkey.D.Luffy	When this Character is K.O.'d by an opponent's effect for the first time in a turn, can I choose to allow this Character to be K.O.'d?	No, you cannot.
OP10-118	Monkey.D.Luffy	If my opponent has 4 or less cards in their hand, can I still use this [When Attacking] effect to place 3 cards from my trash at the bottom of my deck in any order?	Yes, you can. In this case, after using the [When Attacking] effect and placing 3 cards from your trash at the bottom of your deck in any order, nothing else occurs.
OP10-119	Trafalgar Law	If my Leader does not have the {Supernovas} type, can I still use this [On Play] effect to add 1 {Supernovas} type Character card from my hand to my Life cards?	Yes, you can.
OP10-042	Usopp	During my opponent's turn, my "OP10-090 Franky" was K.O.'d, and I activated its [On K.O.] effect to play "OP04-092 Rebecca" before the activation of this Leader's [Opponent's Turn] effect. In this case, which effect activates first: this Leader's [Opponent's Turn] effect or the [On Play] effect of "OP04-092 Rebecca"?	In this case, this Leader's [Opponent's Turn] effect will always activate before the [On Play] effect of a Character played using the [On K.O.] effect of "OP10-090 Franky".
OP10-042	Usopp	I have "OP04-089 Bartolomeo", a card with a base cost of 3, on my field, which currently has a cost of 4 due to this Leader's effect. During my opponent's turn, my opponent uses the [On Play] effect of "OP02-106 Tsuru" to give Bartolomeo -2 cost. What would Bartolomeo's cost become in this case?	In this case, Bartolomeo's cost would become 2. Usopp's effect is a permanent effect, meaning it is processed first: this raises Bartolomeo's cost from 3 to 4. Tsuru's [On Play] effect, which is an auto effect, is processed after that, dropping Bartolomeo's cost from 4 to 2.
OP10-042	Usopp	I have "OP04-089 Bartolomeo", a card with a base cost of 3, on my field, which currently has a cost of 4 due to this Leader's effect. During my opponent's turn, my opponent uses the [On Play] effect of "OP07-080 Kaku" to give Bartolomeo -3 cost. What would Bartolomeo's cost become in this case?	In this case, Bartolomeo's cost would become 0. Usopp's effect is a permanent effect, meaning it is processed first: this raises Bartolomeo's cost from 3 to 4. Kaku's [On Play] effect, which is an auto effect, is processed after that, dropping Bartolomeo's cost from 4 to 1. As this means that Bartolomeo's cost is now 1 or less, Usopp's effect would no longer apply to it; it would lose the +1 cost from Usopp's effect, so its cost would become 0.

OP10-042	Usopp	I have "OP04-089 Bartolomeo", a card with a base cost of 3, on my field, and it currently has a cost of 4 due to this Leader's effect. During my opponent's turn, my opponent gives a DON!! card to "OP03-078 Issho", then uses Issho's [Your Turn] effect to give Bartolomeo -3 cost. What would Bartolomeo's cost become in this case?	In this case, Bartolomeo's cost would become 0. As the effects of the turn player's cards take priority, Issho's permanent effect will be processed first, dropping Bartolomeo's cost from 3 to 0. The effects of the non-turn player's cards will then be processed, but Usopp's permanent effect will not be applied to give Bartolomeo +1 cost, meaning that its cost will remain 0.
OP10-098	Liberation	Can I use this [Main] effect to K.O. my opponent's character with a base cost of 7 or more if its cost has been lowered by another effect?	No, you cannot. This effect can K.O. up to 1 each of the following: up to 1 of your opponent's Characters with a base cost of 6 or less, and up to 1 of your opponent's Characters with a base cost of 4 or less.
OP10-098	Liberation	Can I use this [Main] effect to K.O. one of my opponent's Characters with a base cost of 6 or less, and another of my opponent's Characters with a current cost of 4 or less but a base cost of 5 or higher?	No, you cannot. This effect can K.O. up to 1 each of the following: up to 1 of your opponent's Characters with a base cost of 6 or less, and up to 1 of your opponent's Characters with a base cost of 4 or less.