

ONE PIECE CARD GAME 2-Player Team Match Rules

● Game Victory Conditions

- You deal damage to either player **when both players on the opposing team have 0 Life cards.**
- The number of cards in **both opposing players' decks reaches 0.**

● Turn Progression

- N-Shape Turn System *When Team A (①/②) and Team B (①/②) play against each other, the game proceeds in an N-shape pattern as follows: A① → B① → A② → B②.
- No player can attack on the first turn.

● Adding DON!! Cards and Drawing Cards

- On their first turn, A① and B① only add 1 DON!! card each to their cost area and do not draw a card at the start of their turn.
- On all subsequent turns, players add 2 DON!! cards each to their cost area and draw a card at the start of their turns.

● Initial Number of Life Cards

- **Each player's initial number of Life cards is equal to the Life value on the Leader card minus 2.**
E.g., if a Leader has a Life value of 5, the player starts with 3 Life cards.

● Regarding Battles

- If a player on Team A is attacked, either member of Team A can activate cards and effects during the subsequent Block Step and Counter Step (such as activating the [Counter] of Character cards, Event cards with [Counter], or [Blocker]).

● Regarding Effects *The following is subject to change.

- Where an effect refers to an “opponent”, select one of the players on the opposing team for it to apply to. Resolve the effect accordingly.

*Effects classified as “permanent effects” affect both players on the opposing team.

- Where an effect reads “you”/“your” and refers to a card(s), select one of the players on your team and resolve the effect as though that player were “you”/“your”. (Example: OP01-029 Radical Beam!!, OP02-015 Makino)
- Where an effect refers to “you”/“your”, select one of the players on your team for it to apply to. Resolve the effect accordingly. *Effects classified as “permanent effects” affect both players on your team.
- When an effect reads “you”/“your” and refers to a player, it refers to the player using that card (and not their partner). (Example: [Your Turn] and [End of Your Turn] keywords, OP01-052 Raizo, OP02-026 Sanji)
- Effects that do not specify “you”, “your”, or “opponent” affect all players.
- In principle, you can only play Characters onto your own field.

- **When an effect refers to a player as “you”/“your”, it refers to the player using the card (not their partner).**
- If an effect refers to “you”/“your” more than once, the player selected first is “you”/“your” and remains such until the effect is resolved.
- If an effect specifies conditions or costs, it refers to the player using the card (not their partner), unless otherwise indicated.
- If the scope of an effect that applies to you mentions a secret area, it applies to the player who activated the effect (not their partner), unless otherwise indicated.
- Where “when” and “if” are indicated and the effect designates you, it refers to the player using the card (not their partner).

● Regarding Stages

- Each player may activate and place up to 1 Stage in their Stage Area.
- Effects are handled in accordance with the above section “Regarding Effects”.

● Regarding Permanent Effects

- “Permanent effects” are defined in the Comprehensive Rules 8-1-3-4. As affects that “constantly affect gameplay in some way while they are valid.” Refer to the Comprehensive Rules for more information.
- Examples of cards with permanent effects: Leader cards: OP01-001 Roronoa Zoro, ST09-001 Yamato; Character cards: ST01-004 Sanji, ST01-013 Roronoa Zoro; Event cards: N/A; Stage cards: OP02-024 Moby Dick).

● Additional Information

- You may confer with your teammate and examine the cards in each other's hands.
- You cannot attack your teammate.
- You cannot share effects, etc.
- Each match should take approximately 90 minutes.