



ONE PIECE

CARD GAME

Official Rule Manual
Version 1.11

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About the Game

ONE PIECE Card Game is a trading card game where you battle against your opponent!

Create your own crew centered around a Leader card, and then attack your opponent's crew!

Keep attacking to reduce the opposing Leader card's Life to 0 and deliver a finishing blow to achieve victory!

Card Information

Leader Cards



Leader card's back



- **Power** : The Leader's attack power. During battles, the card with the higher power wins.
- **Attribute**
- **Effects** : Special abilities the Leader possesses.
- **Color**
- **Card Category**
- **Card Name**
- **Life**
- **Type** : The Leader's type(s).
- **Card Number**
- **Rarity**
- **Block Symbol**

Character Cards

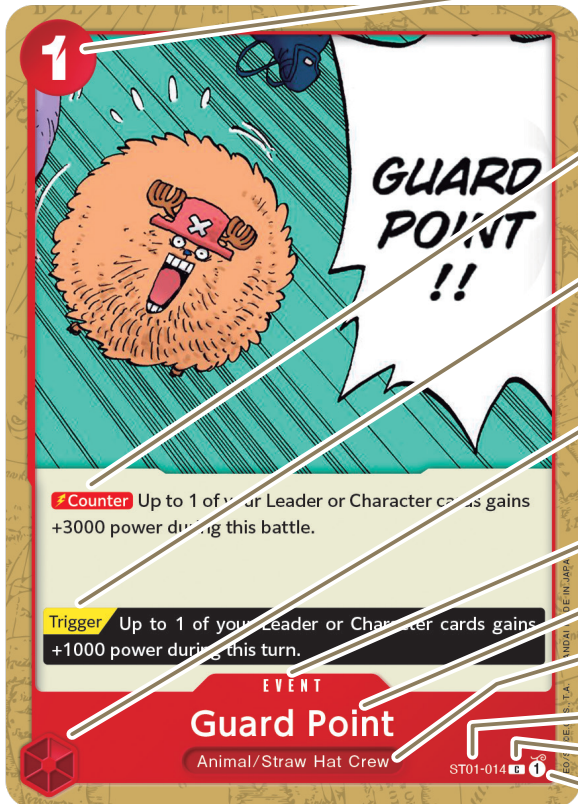


Character card, Event card, Stage card's back



- **Cost** : The cost required to play the Character to your Character area.
- **Power** : The Character's attack power. During battles, the card with the higher power wins.
- **Attribute**
- **Counter** : The power increase that can be activated during the Counter Step.
- **Effects** : Special abilities the Character possesses.
- **Trigger Effect** : An effect that can be activated when the Leader takes damage and a card is added to the hand from the Life area.
- **Color**
- **Card Category**
- **Card Name**
- **Type** : The Character's type(s).
- **Card Number**
- **Rarity**
- **Block Symbol**

Event Cards



- **Cost** : The cost required to activate the Event.
- **Effects** : Effects played when an Event card is activated.
- **Trigger Effect** : An effect that can be activated when the Leader takes damage and a card is added to the hand from the Life area.
- **Color**
- **Card Category**
- **Card Name**
- **Type** : The Event's type(s).
- **Card Number**
- **Rarity**
- **Block Symbol**

Stage Cards



- **Cost** : The cost required to play the Stage to your Stage area.
- **Effects** : Special abilities the Stage possesses.
- **Color**
- **Card Category**
- **Card Name**
- **Type** : The Stage's type(s).
- **Card Number**
- **Rarity**
- **Block Symbol**

DON!! Cards



DON!! card's back



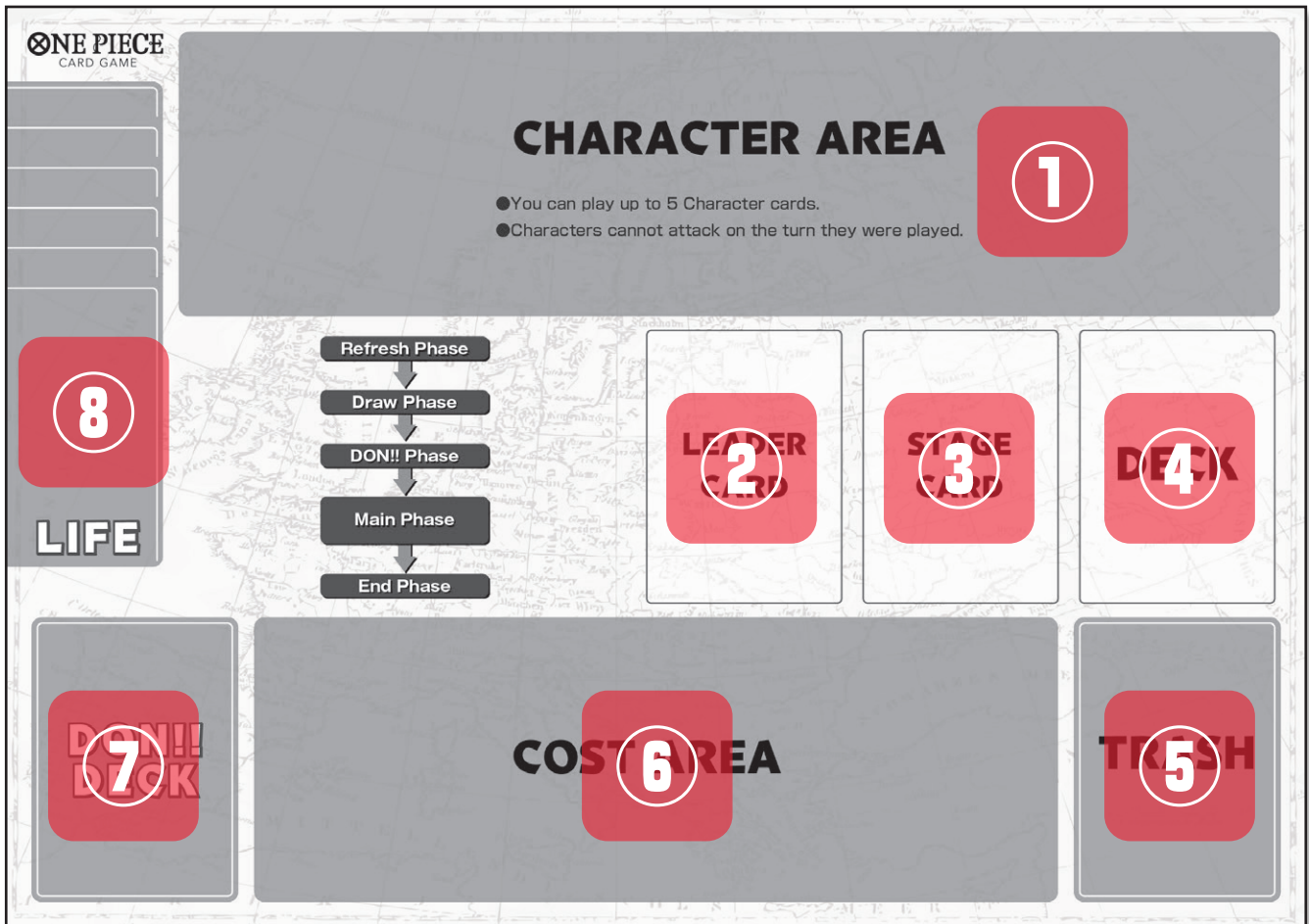
DON!! cards are used to pay the cost of using a card.

You can also give them to Character and Leader cards.

Character and Leader cards gain 1000 power during your turn per DON!! card attached to them.

Areas

When playing, arrange your cards as shown below.



- 1 Character area** : Where your Character cards are placed.
- 2 Leader area** : Where your single Leader card is placed.
Your Leader card should remain face-up from the start of the game.
- 3 Stage area** : Where your Stage cards are placed. A maximum of 1 card can be placed at a time.
- 4 Deck** : Where your deck is placed.
- 5 Trash** : Where Character cards that have been K.O.'d in battle and Event cards that have been activated are placed.
- 6 Cost area** : Where DON!! cards from your DON!! deck are placed.
- 7 DON!! deck** : Where your DON!! deck is placed.
- 8 Life** : Where cards equal to the Life value of your Leader are placed face-down. When your Leader takes damage, the number of cards in your Life area will decrease. If your Leader takes damage when there are 0 cards in your Life area, you will lose the game.

*The Leader area, Character area, Stage area, and cost area are collectively referred to as “the field” .

Decks

The following are required to play ONE PIECE Card Game.

- **Leader Card:** 1 card.
- **Deck:** A deck with a total of 50 cards, made up of Character cards, Event cards, and Stage cards.
Your deck can only contain cards of a color included on the Leader card. Cards of a color not included on the Leader card cannot be added to your deck.
Your deck can contain no more than 4 cards with the same card number.
- **DON!! Deck:** A deck made up of 10 DON!! cards.



《Leader Card》



《Deck》



《DON!! Deck》

Play sheets are not required, but it is recommended that each player has one.

Setting Up the Game

***If there are any discrepancies between this rule manual and the card text, the card text should take precedence.**

Complete the steps below in order when setting up the game.

① Shuffle your deck, then place it in the designated area.

② Place your Leader card in the Leader area face-up.

③ Decide who goes first with Rock-Paper-Scissors. The winner chooses whether to go first or second.

④ Draw 5 cards from your deck.

⑤ Each player may choose to return all of the cards in their hand to their deck, reshuffle, and redraw 5 cards from their deck. Each player can only do this once.

* The player going first is also the first to decide whether to carry out ⑤.

⑥ Draw cards equal to your Leader's Life value from the top of your deck one at a time and place them face-down in your Life area without looking at their contents.
(Place the cards such that the card at the top of your deck is at the bottom in your Life area.)

⑦ The player going first starts their turn, and the game begins!

Victory Conditions

You will win if either of the following occurs during the game:

- You win a battle against your opponent's Leader when they have 0 Life cards remaining.
- The number of cards in your opponent's deck reaches 0.

* If a deck is reduced to 0 cards, all ongoing effects will be canceled, and the player whose deck is reduced to 0 cards will lose the game.

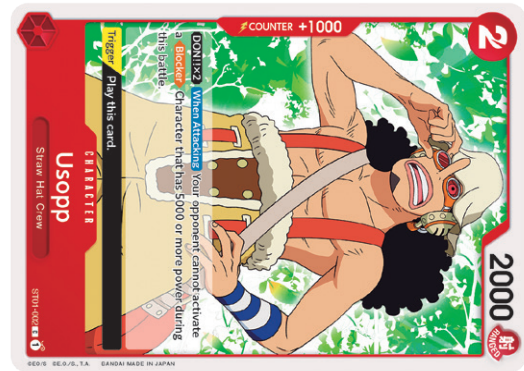
★Active and Rested States

Character and Stage cards are normally played upright in an *active state*.

After performing an action such as attacking or blocking, they are rotated sideways to show they are in a *rested state*.



《Active》

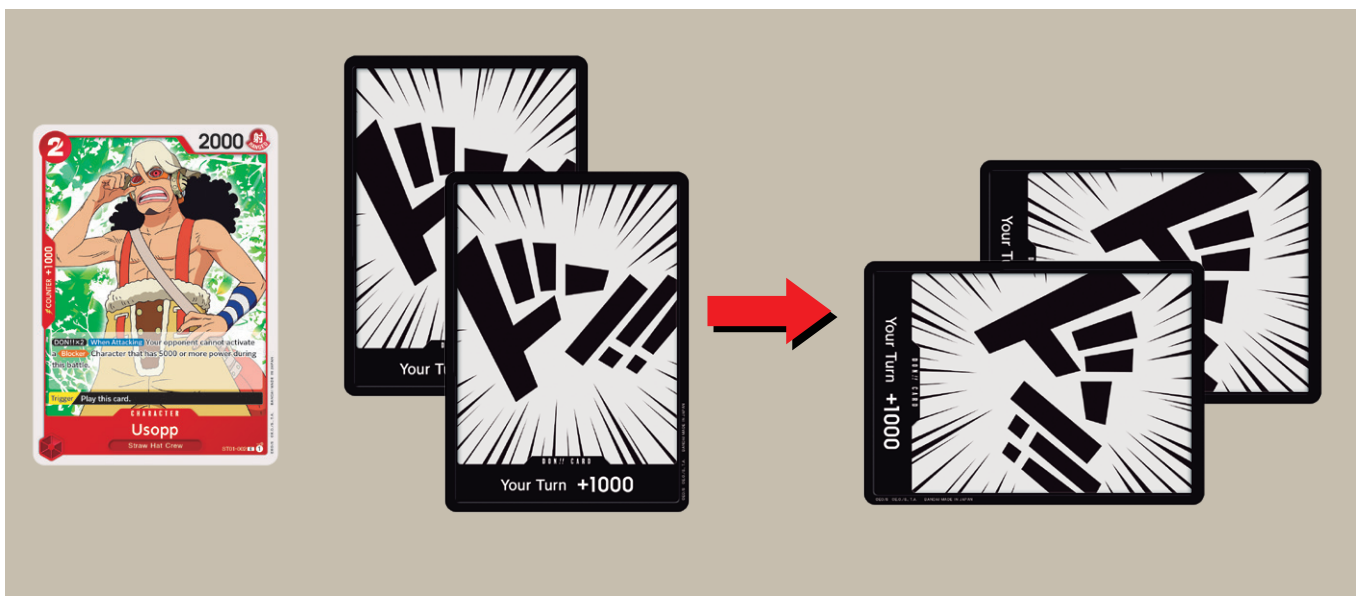


《Rested》

Returning a rested card to an active state is called *setting it as active*, while changing an active card to a rested state is called *resting it*.

★Paying Costs

In this card game, when you play a Character or Stage card, or activate an Event card, you will need to pay its cost by resting the specified number of active DON!! cards in your cost area.



Game Flow

The game proceeds according to the flowchart below.

① Refresh Phase

Set all of your rested cards as active, and return all DON!! cards attached to cards to your cost area in an active state.

② Draw Phase

Draw 1 card from your deck and add it to your hand.
(The player going first does not draw a card on their first turn.)

③ DON!! Phase

Place 2 DON!! cards from your DON!! deck in your cost area and set them as active. If you only have 1 card in your DON!! deck, then place 1 DON!! card in your cost area and set it as active.

The player going first can only place 1 DON!! card in their cost area and set it as active on their first turn.

④ Main Phase

This is the primary phase of the game. You may perform actions A to D in any order and as many times as you wish when possible.

A Play Cards

- Play Character Cards
- Play Stage Cards
- Activate Event Cards

B Activate Card Effects

C Give DON!! Cards

D Battle

* The game proceeds to ⑤ End Phase when you declare the end of your Main Phase.

⑤ End Phase

“End of Your Turn” and similar effects activate and are resolved. Then, your turn ends and it becomes your opponent’s turn.

Main Phase **A**

A Play Cards

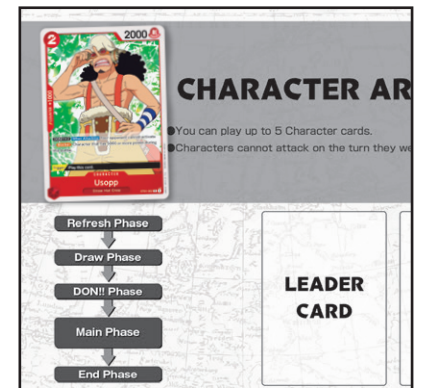
● Play Character Cards

Players can play Character cards from their hand to their Character area.

First, place the Character card you want to play in your Character area and set it as active.

Next, pay the cost of that Character card. The Character is now played in your Character area.

If you have 5 Characters on your field and want to play a new Character card, you can do so by trashing one of the Characters already on your field.



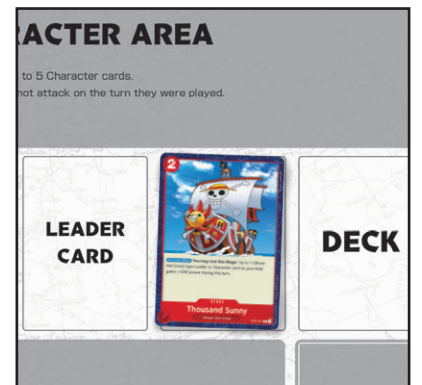
● Play Stage Cards

Players can play Stage cards from their hand to their Stage area.

First, place the Stage card you want to play in your Stage area and set it as active.

Next, pay the cost of that Stage card. The Stage is now played in your Stage area.

If you have a Stage card on your field and want to play a new Stage card, you can do so by trashing the Stage card already on your field.



● Activate Event Cards

To activate an Event card from your hand, first reveal the Event card you wish to activate from your hand. Pay the activation cost and the Event card's Main effect will be activated. Then, place the Event card in your trash.

Trigger effects cannot be activated from your hand.

Main Phase B, C, D-1

B Activate Card Effects

Players can activate the effects of Leader, Character, Event, and Stage cards.

C Give DON!! Cards

Players can give 1 active DON!! card from their cost area to one of their Leader or Character cards by placing it under that card. The DON!! card must remain visible. This is referred to as “giving” a DON!! card.

Leader and Character cards gain 1000 power during your turn for each DON!! card you have attached to them.

As long as you have DON!! cards to give, there is no limit to the number of times you can give DON!! cards.

D Battle

Battle Flow

Battles proceed according to the following flowchart. (Neither player can attack on their first turn.)

① Attack Declaration

Leaders or Characters in the Character area can attack. First, rest the active Leader or Character you want to attack with and declare your attack. Then, choose the target of your attack. You can either target your opponent's Leader or a rested Character in their Character area. Any **When Attacking** effects or effects that activate when your Leader or Character attacks are activated at this point.

② Block Step

The player being attacked can activate the **Blocker** effect of one of their Characters.

Continues on the next page

Main Phase D-2

D Battle (continued)

③ Counter Step

The player being attacked may perform the following actions in any order and as many times as they like:

- **Activate a Character card's [Counter] effect**

Trash a Character card with ⚡ **Counter** to activate an effect that increases the power of your Leader or one of your Characters by the value of the ⚡ **Counter** for the duration of the battle.

- **Play an Event card**

Trash an Event card with ⚡ **Counter** from your hand to activate the effect.

④ Damage Step

Compare the power of the attacking and defending cards.

The attacking card will win if its power is greater than or equal to the power of the card being attacked, leading to one of the following results.

When the opponent's Leader is attacked:

…The Leader takes 1 damage.

▶ **When the opponent's Leader has 0 Life:**

…The attacking player wins the game.

When the opponent's Character is attacked:

…That Character is K.O.'d (trashed).

Then, proceed to ⑤ End of the Battle.

If the attacking card's power is less than the card being attacked, the attacking card will lose the battle, and nothing will happen. Then, proceed to ⑤ End of the Battle.

Damage to Leaders

When your Leader takes damage, check the contents of the card at the top of your Life cards without showing your opponent. If that card has a **Trigger** effect, you may reveal the card and activate its **Trigger** effect instead of adding it to your hand.

* You can also choose not to active the **Trigger** effect. In this case, add the card to your hand without revealing it.

* If your Leader takes 2 or more damage due to an effect such as a **Double Attack**, the above process is repeated for every 1 damage taken.

Main Phase **D**-3

D Battle (continued)

⑤ End of the Battle

The battle ends.
If there are any effects that activate at the end of the battle, they can be activated at this point.
Then, all effects specified as applying during this battle are canceled.

End Phase

The End Phase proceeds in the following order:

- ① Any of your effects that activate at the end of the turn will be activated and resolved.
- ② Any of your opponent's effects that activate at the end of the turn will be activated and resolved.
- ③ Any of your effects specified as being restricted to a period such as "during this turn" are canceled.
- ④ Any of your opponent's effects specified as being restricted to a period such as "during this turn" are canceled.
- ⑤ Your turn ends and your opponent's turn begins.

Effect Activation Order

A player whose card has multiple effects that occur at the same time can decide in which order to activate these effects, for example when a player attacks using a Character with multiple **When Attacking** effects.

If you and your opponent both have effects that occur at the same time, the player whose turn it is activates their effects first. After all of their effects have been resolved, the other player will activate their effects.

Multicolored Cards

A single card may have more than one color in this game.

For example, the card shown on the right is both red and green. Cards with multiple colors are treated as having all of the specified colors simultaneously.



When a Character with DON!! Card(s) Leaves the Field

When a Character that has been given DON!! card(s) leaves the field, for example, due to being K.O.'d or returned to a player's hand by an effect, the attached DON!! card(s) should be returned to the cost area and rested.

Glossary

On Play ...An effect that is activated when you play the Character with this effect on the field.

Activate:Main ...An effect that can be activated during your Main Phase.

Your Turn ...An effect that is activated during your turn.

End of Your Turn ...An effect that is activated during the End Phase of your turn.

Main ...An Event card effect that can be played during your Main Phase.

⚡ Counter ...An Event card effect that can be played during the Counter Step of your opponent's turn.

Once Per Turn ...An effect that can be activated only once in a single turn.

DON!!×1 ...An effect that is (or can be) activated when 1 or more DON!! cards are given to the Character. The number of DON!! cards that must be given depends on the number written in the effect.

① ...An effect that can be activated by resting DON!! card(s) in your cost area. The number of DON!! cards that must be rested depends on the number written in the effect.

DON!!-1 ...An effect that can be activated by returning a DON!! card(s) from your field (Leader, Character, and Cost areas) to your DON!! deck. The number of DON!! cards that must be returned depends on the number written in the effect. You can return any DON!! cards that have been attached to another card, regardless of whether they are active or rested.

Blocker ...An effect that can be activated during the Block Step. The card can take the place of the Leader or Character being attacked by your opponent.

Rush ...An effect that allows a Character to attack on the turn in which it is played.

Double Attack ...When a Character with this effect deals damage to the opponent's Leader in an attack, they deal 2 damage.

Banish ...When a Character with this effect deals damage to the opponent's Leader in an attack, the Life card is trashed without its **Trigger** being activated.