ONE PIECE
CARD GAME

Official Rule Manual
Ver1.11

Index

About the Game

The ONE PIECE CARD GAME is a competitive trading card game! Players build decks around their Leader card for a massive showdown with their opponent!
Players win the game by attacking to bring an opponent's Leader card down to 0 life and then dealing the final blow!

Cards

Leader Cards

Back side of the Leader card
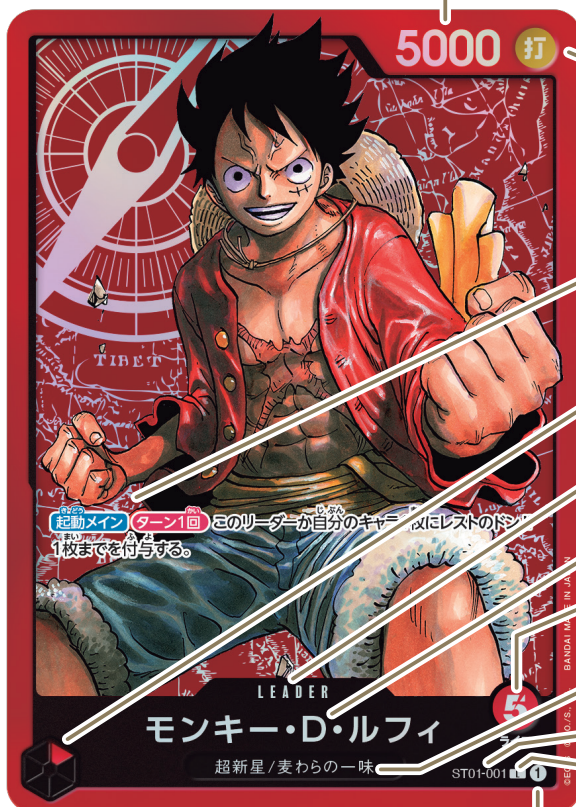
- **Power** : The Leader's attack power. In battle, power is compared and the higher number wins.
- **Attribute**
- **Effect** : Unique effects possessed by the Leader.
- **Color**
- **Card Type**
- **Card Name**
- **Life**
- **Type** : Displays the type(s) the Leader possesses.
- **Card Number**
- **Rarity**
- **Block Icon**

Character Cards

Back side of Character cards, Event cards, and Stage cards

Cost : The cost necessary to play the Character in the Character Area

Power : The Character's attack power. In battle, Power is compared and the higher number wins.

Attribute

Counter : The amount by which Power can be increased in the Counter Step.

Effect : Unique effects possessed by the Character.

Trigger Effect : An effect that can be activated when the Leader takes damage, causing this card to be added to a player's hand from their life.

Color

Card Type

Card Name

Type : Displays the type(s) the Character possesses.

Card Number

Rarity

Block Icon

2000 射

カウンター +1000

ドン!!×2 アタック時 相手は、このバトル中、パワー5000以上のキャラの ブロッカー を発動できない。

トリガー このカードを登場させる。

CHARACTER

ウソップ

麦わらの一味

ST01-002 C ①

Event Cards

- **Cost** : The cost necessary to activate an Event.
- **Effect** : The effect that occurs when an event is activated.
- **Trigger Effect** : An effect that can be activated when the Leader takes damage, causing this card to be added to a player's hand from their life.
- **Color**
- **Card Type**
- **Card Name**
- **Type** : Displays the type(s) the Event possesses.
- **Card Number**
- **Rarity**
- **Block Icon**

Stage Cards

- **Cost** : The cost necessary to play a Stage in the Stage Area.
- **Effect** :Unique effects possessed by the Stage.
- **Color**
- **Card Type**
- **Card Name**
- **Type** : Displays the type(s) the Stage possesses.
- **Card Number**
- **Rarity**
- **Block Icon**

DON!! Cards

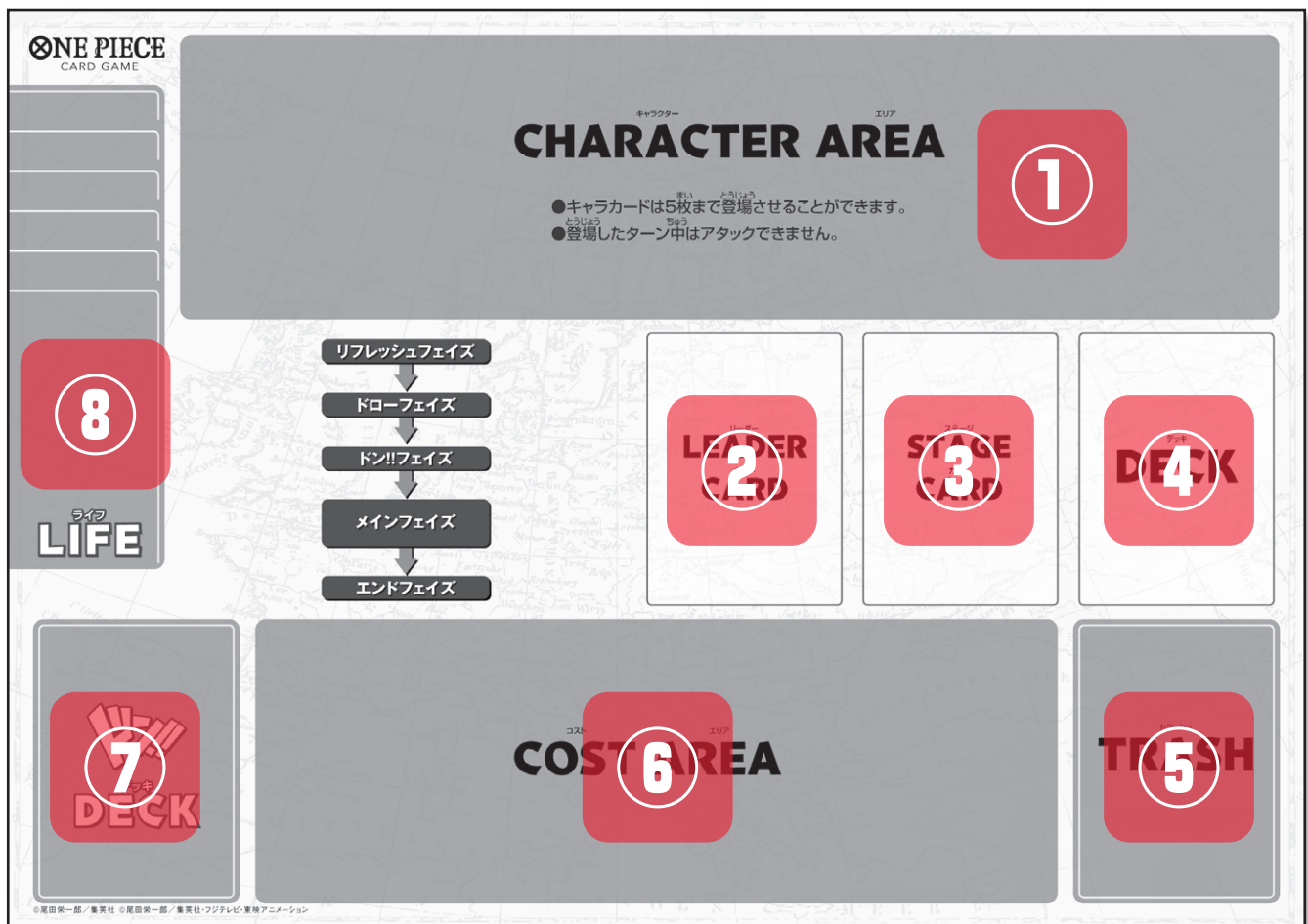Back side of DON!! cards

ドン!!カード
自分のターン　+1000

A card needed as cost in order to use cards.

They can also add to Character cards and Leader cards. These cards receive an increase of 1,000 power during your turn for each DON!! card added to them.

Areas

During the game, cards are placed in the positions shown below.

❶ **Character Area** : The area where Character cards are placed.

❷ **Leader Area** : The area where 1 Leader card is placed. The Leader card is placed face up from the start of the game.

❸ **Stage Area** : The area where a maximum of 1 Stage cards is placed.

❹ **Deck Area** : The area where the Deck is placed.

❺ **Trash** : The area where cards including Character cards K.O.'d in battle and activated Event cards are placed.

❻ **Cost Area** : The area where DON!! cards from your DON!! deck are placed.

❼ **DON!! deck** : The area where your DON!! deck is placed.

❽ **Life** : The area where the life listed on the Leader is placed face down. When the leader takes damage, it loses life. If a player's Leader takes damage after being reduced to 0 life, they lose the game.

*The Leader Area, Character Area, Stage Area, and Cost Area are collectively called "the field."

Decks

**The following cards are necessary
to play the ONE PIECE CARD GAME.**

- **Leader card**：1 card
- **Deck**：A deck made of exactly 50 cards including Character cards, Event cards, and/or Stage cards.
  When building a deck, only cards including the color of the Leader can be used. Those that do not include the leader's color can't be used.
  Up to 4 cards of the same card number can be used.
- **DON!! deck**：A deck made of exactly 10 DON!! cards.

《Leader card》　　　　　《Deck》　　　　　《DON!! deck》

Although not required for the game, having playsheets for each player is recommended.

Preparation to Play

*If the rule manual conflicts with card text, priority is given to the card text.

Preparations to play the game proceed in the following order.

❶ Shuffle the deck and place it in the Deck Area.

❷ Place the Leader card face up.

❸ Play rock-paper-scissors to determine who takes this first turn. The person who wins may choose to go first or second.

❹ Draw a hand of 5 cards from the deck.

❺ Each player may once choose to mulligan by returning their hand to their deck, shuffling the deck, and drawing 5 new cards from it. (The player who takes the first turn chooses first.)

❻ Place a number of cards equal to your Leader card's life from the top of your deck one by one face-down in your Life Area without looking at them.
(Place them so that the top card of your deck becomes the bottom card of your life.)

❼ The player taking the first turn begins the game!

Victory Condition

A player wins the game when either of the following conditions occur.

・They deal damage to their opponent's leader after their opponent's life has been reduced to 0.

・Their opponent has 0 cards in their deck.

※When a player's deck is reduced to 0 cards, all effects taking place are canceled, and the player with 0 cards loses.

★Active and rest

Characters and Stages are normally placed vertically as "active." When they attack or block, they are turned horizontally as "rested."
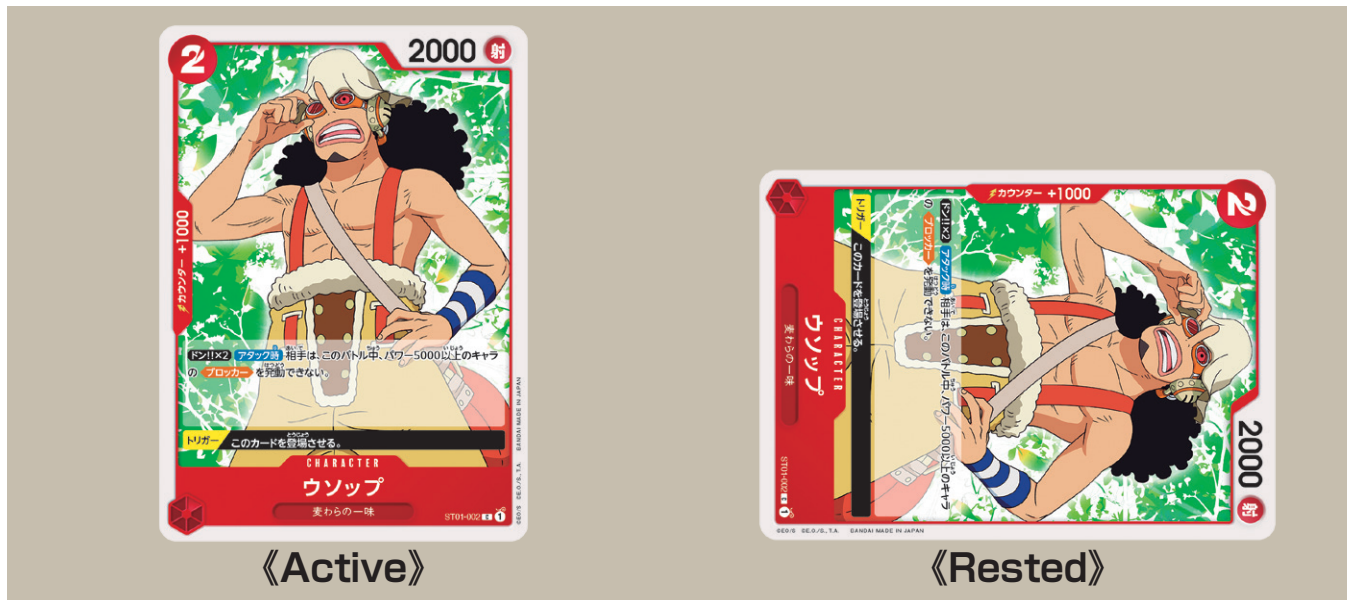
《Active》　　　　《Rested》

Changing a rested card to active is called "setting it as active," and changing an active card to rested is called "resting it."

★How to pay cost

When playing characters or stages, or activating events, the cost is paid by resting the corresponding number of active DON!! cards in the Cost Area.
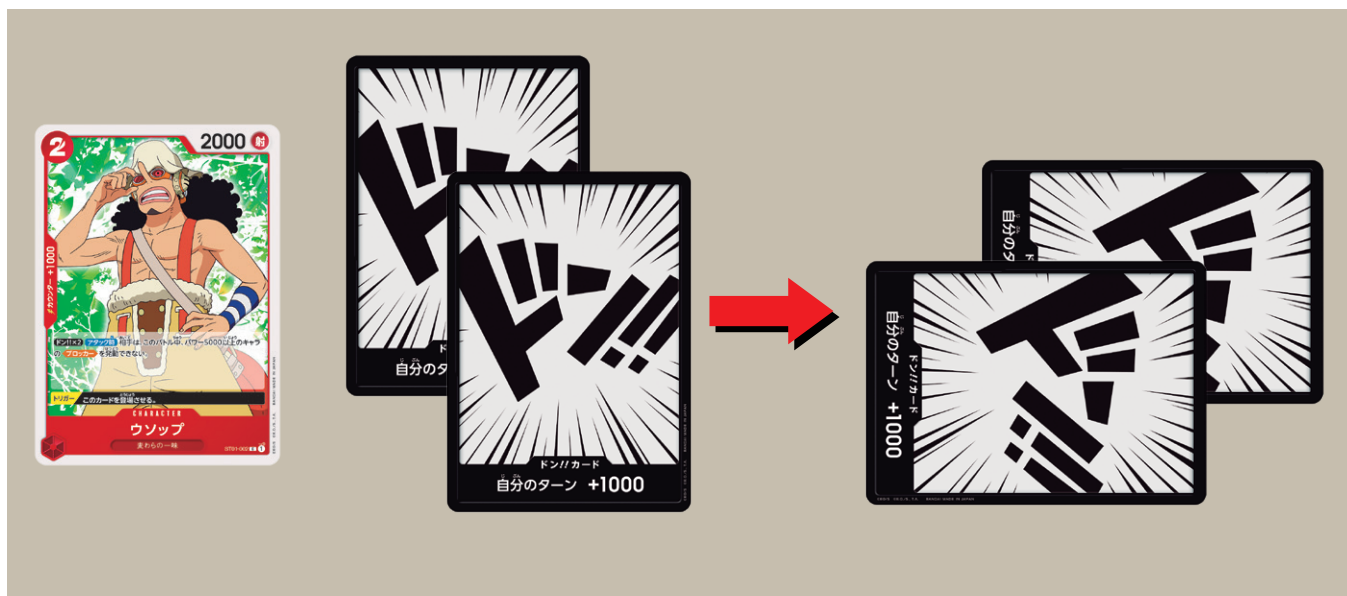
Playing the Game

The game proceeds in the following order.

① Refresh Phase

Activate all your rested cards, and return all your DON!! cards currently being added to your Cost Area active.

② Draw Phase

Draw 1 card from the top of your deck. (The player who takes the first turn doesn't draw on that turn.)

③ DON!! Phase

Place 2 DON!! cards from your DON!! deck in your Cost Area active. If there is only 1 DON!! card in your DON!! deck, place 1 instead.

④ Main Phase

During the main phase of the game, you can take the following actions in any order, as many times as you are capable of.

A **Playing cards**
- **Playing Characters**
- **Playing Stages**
- **Activating Events**

B **Activating card effects**

C **Adding DON!! cards**

D **Battling**

*Declaring the end of the main phase moves to ⑤, the end phase.

⑤ End Phase

Any effects that activate at the end of your turn activate and are resolved. Then, the players change turns.

Main Phase Ⓐ

Ⓐ Playing Cards

●Playing Characters

To play a Character card from your hand in your Character Area, first place a Character card from your hand in your Character Area, and set it as active. Then, pay the play cost of the Character card to finish playing it. To play a new Character card when you already have 5 Characters in play, trash one of the already played Characters.

●Playing Stages

To play a Stage card from your hand in your Stage Area, first place a stage card from your hand in your Stage Area, and set it as active. Then, pay the play cost of the Stage card to finish playing it. To play a new Stage card when you already have a Stage in play, trash the already played Stage.

●Playing Events

To play an Event card, reveal the Event card from your hand, pay its play cost, and place the Event card on your trash. [Triger] effects cannot be played from your hand.

Main Phase B、C and D-1

B Activating Card Effects

Effects of Leaders, Characters, Events, and Stages are activated.

C Adding DON!!

Take 1 active DON!! card from your Cost Area and stack it under your Leader card so as to be visible.

This called "adding it." Leaders and Characters with DON!! added to them receive an increase of 1,000 Power during your turn. DON!! can be added as many times as possible.

D Battle

Battle proceeds in the following order.

① Declaring Attack

Attacks are made by Leaders as well as Characters in the Character Area. First, rest 1 active Leader or Character you wish to attack with, and declare the attack. Next, choose the target of the attack. Valid targets are either the opponent's Leader, or 1 rested Character in their Character Area. At this time, any [When Attacking] effects, or other effects that activate when your Leader or Characters attack, are activated.

② Block Step

The player being attacked can activate the ブロッカー (Blocker) effect of their characters.

Continue to the next page

Main Phase Ⓓ-2

Ⓓ Battle (continued)

③ Counter Step

The player being attacked can take the following actions in any order, as many times as they are capable of.

● **Activate the Counter effect of a Character card**

By trashing a Character card with ⚡カウンター (Counter) from their hand, the player activates an effect that increases the Power of a Leader or Character by the value of the Counter for the duration of the battle.

● **Activate an Event card**

By trashing an Event card with ⚡カウンター (Counter) from their hand, the players activates its effect.

④ Damage Step

Compare the power of the card that is attacking and that card that is being attacked.

If the power of the attacking card is **equal to or greater than** that of the attacked card, it wins the battle, and the following results occur depending on the type of the attacked card.

> **If the opponent's Leader has been attacked**
> ⋯The Leader is dealt 1 damage.
> **If the opponent's leader is already at 0 life**
> ⋯The attacking player wins the game.
> **If the opponent's Character has been attacked**
> ⋯The Character is K.O.'d (trashed). Then, proceed to 5), End of Battle.

If the power of the attacking card is less than that of the attacked card, it loses the battle, no changes occur, and players proceed to 5), End of Battle.

When a Leader takes damage
When your Leader takes damage, take the top card from your life and look at it without revealing it.
If the card has a トリガー (Trigger), reveal it and add it to your hand to activate its トリガー (Trigger) effect.
*You can also choose not to activate the its トリガー (Trigger) effect. In that case, the card is added to your hand without revealing it.
*If your leader takes 2 or more damage due to effects such as [Double Attack], perform the process for when your Leader takes damage separately for each damage received.

Main Phase Ⓓ-3

Ⓓ Battle (continued)

⑤ End of Battle

End the battle. At that time, any effects that activate at the end of battle are activated. Then, all effects that specify the duration of the battle are canceled.

End Phase

The End Phase proceeds in the following order.

❶ If you have any effects that activate at end of turn, they are activated and resolved.

❷ If your opponent has any effects that are activated at end of turn, they are activated and resolved.

❸ Any of your effects with a specified duration such as "for this turn" are cancelled.

❹ Any of your opponent's effects with a specified duration such as "for this turn" are cancelled.

❺ The players change turns.

About effect activation order

During the game, when a Character attacks which has multiple effects that occur upon attacking, the order in which these effects occur is determined by the player of the card with these effects.

If both the player and their opponent have effects that occur at the same time, the player whose turn it is receives priority in activation, and once all of their effects have been activated, their opponent's effects are activated.

About multicolor cards

Some cards in the game include multiple colors in the same card.
The card to the right is a red and green multicolor card, and is treated as all of the colors that it includes.

When Characters with DON!! cards added leave the field

When Characters with DON!! cards added are K.O.'d or leave the field due to effects such as those returning them to their owner's hand, the DON!! cards are returned to their owner's Cost Area rested.

Glossary

登場時 (On Play)···Characters with this effect activate the effect when played.

起動メイン (Activate: Main)···An effect that can be activated during your Main Phase.

自分のターン中 (During Your Turn)···An effect that is active during your turn.

自分のターン終了時 (End of Your Turn)···An effect that activates at the End Phase of your turn.

メイン (Main)···An effect from an Event card that can be played during your Main Phase.

カウンター (Counter)···An effect from an Event card that can be played during the Counter Step of your opponent's turn.

ターン1回 (Once Per Turn)···An effect that can be activated just once each turn.

ドン!!×1 (DON!! x1)···An effect that is or can be activated when a Character has 1 or more DON!! cards added to it. The number indicates the number of DON!! cards necessary to be added.

①···An effect that can be activated by resting 1 DON!! card in your Cost Area. The number indicates the number of DON!! cards necessary to be rested.

ドン!!-1 (DON!! -1)···An effect that can be activated by returning 1 DON!! card from your field (in the Leader, Character, or Cost Areas) to your DON!! deck. The number indicates the number of DON!! cards necessary to be returned. DON!! cards can be returned whether active or rested.

ブロッカー (Blocker)···An effect that can be activated during the Block Step.

速攻 (Rush)···An effect allowing a card to attack during the turn in which it was played.

ダブルアタック (Double Attack)···When a Character with this effect attacks and deals damage to a Leader, it deals 2 damage.

バニッシュ (Banish)···When a Character with this effect attacks and deals damage to a Leader, the life is trashed without activating its Trigger effect.