

	Card No.	Card Name	Card Category	Effect	Question	Answer
1.	OP02-001	Edward Newgate	Leader	[End of Your Turn] Add 1 card from the top of your Life cards to your hand.	If I have 0 Life cards, what happens to the [End of Your Turn] effect?	Nothing happens and you do not lose the game with this [End of Your Turn] effect.
2.	OP02-002	Monkey D. Garp	Leader	[Your Turn] When this Leader or 1 of your Characters is given a DON!! card, give up to 1 of your opponent's Characters with a cost of 7 or less - 1 cost during this turn.	If a Character normally has a cost of 8 or more and then has a cost of 7 or less due to another effect, can I use this [Your Turn] effect to give the Character -1 cost?	Yes, you can.
3.	OP02-002	Monkey D. Garp	Leader	[Your Turn] When this Leader or 1 of your Characters is given a DON!! card, give up to 1 of your opponent's Characters with a cost of 7 or less - 1 cost during this turn.	I used [ST01-011 Brook]'s [On Play] effect to give 2 rested DON!! cards to this Leader. At this time, can I give -2 to the cost of 1 of my opponent's Characters?	Yes, you can.
4.	OP02-004	Edward Newgate	Character	[On Play] Up to 1 of your Leader gains +2000 power until the start of your next turn. Then, you cannot add Life cards to your hand using your own effects during this turn. [DON!! x2] [When Attacking] K.O. up to 1 of your opponent's Characters with 3000 power or less.	Can I pay the cost of "You may add 1 card from your Life area to your hand:" during the turn when this [On Play] effect activates?	No, you cannot pay it. Also, the effect does not activate because you cannot pay that activation cost.
5.	OP02-009	Squard	Character	[On Play] If your Leader's type includes "Whitebeard Pirates", give up to 1 of your opponent's Characters - 4000 power during this turn and add 1 card from the top of your Life cards to your hand.	When I have 0 Life cards or I cannot add Life cards to my hand, can I play this Character?	Yes, you can. You can use the [On Play] effect to reduce the power of an opponent's Character, but you cannot add Life cards to your hand.
6.	OP02-009	Squard	Character	[On Play] If your Leader's type includes "Whitebeard Pirates", give up to 1 of your opponent's Characters - 4000 power during this turn and add 1 card from the top of your Life cards to your hand.	When this Character is played, can I choose to not add a Life card to my hand without activating the [On Play] effect?	No, you cannot. You must activate the [On Play] effect, and you must add 1 Life card to your hand if possible.
7.	OP02-009	Squard	Character	[On Play] If your Leader's type includes "Whitebeard Pirates", give up to 1 of your opponent's Characters - 4000 power during this turn and add 1 card from the top of your Life cards to your hand.	If I do not use this [On Play] effect to give 1 of my opponent's Characters -4000 power, can I choose to not add 1 Life card to my hand?	No, you cannot. If you don't reduce the power by 4000, you must add 1 Life card to your hand if possible.
8.	OP02-013	Portgas D. Ace	Character	[On Play] Give up to 2 of your opponent's Characters - 3000 power during this turn. Then, if your Leader's type includes "Whitebeard Pirates", this Character gains [Rush] during this turn. (This card can attack on the turn in which it is played.)	If I do not give 2 of my opponent's Characters - 3000 power, does this Character gain [Rush]?	Yes, it does.

9.	OP02-013	Portgas D. Ace	Character	[On Play] Give up to 2 of your opponent's Characters – 3000 power during this turn. Then, if your Leader's type includes "Whitebeard Pirates", this Character gains [Rush] during this turn. (This card can attack on the turn in which it is played.)	If my Leader's type does not include "Whitebeard Pirates," can I activate the "Give up to 2 of your opponent's Characters -3000 power during this turn" effect?	Yes, you can. In such cases, you cannot gain [Rush].
10.	OP02-013	Portgas D. Ace	Character	[On Play] Give up to 2 of your opponent's Characters – 3000 power during this turn. Then, if your Leader's type includes "Whitebeard Pirates", this Character gains [Rush] during this turn. (This card can attack on the turn in which it is played.)	Can I use this [On Play] effect to select the same Character card twice and give it -6000 power?	No, you cannot.
11.	OP02-014	Whitey Bay	Character	[DON!! x1] This Character can also attack your opponent's active Characters.	Can I attack an opponent's rested Character after gaining [DON!! x1]?	Yes, you can.
12.	OP02-018	Marco	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [On K.O.] You may trash 1 card with a type including "Whitebeard Pirates" from your hand: If you have 2 or less Life cards, play this Character card from your trash rested.	This Character was given -2000 power by [OP01-006 Otama]'s [On Play] effect, it was K.O.'d, then played using its [On K.O.] effect. Does it play with -2000 power?	No, it does not. If this card is moved to a different area, it is treated as a different card.
13.	OP02-023	You May Be a Fool... but I Still Love You	Event	[Main] If you have 3 or less Life cards, you cannot add Life cards to your hand using your own effects during this turn. [Trigger] Up to 1 of your Leader gains +1000 power during this turn.	Does "If you have 3 or less Life cards" refer to cases where I currently have 3 or less Life cards?	Yes, it refers to your current number of Life cards.
14.	OP02-023	You May Be a Fool... but I Still Love You	Event	[Main] If you have 3 or less Life cards, you cannot add Life cards to your hand using your own effects during this turn. [Trigger] Up to 1 of your Leader gains +1000 power during this turn.	Can I pay the cost of "You may add 1 card from your Life area to your hand:" during the turn when this [Main] effect activates?	No, you cannot pay it. Also, the effect does not activate because you cannot pay that activation cost.
15.	OP02-023	You May Be a Fool... but I Still Love You	Event	【[Main] If you have 3 or less Life cards, you cannot add Life cards to your hand using your own effects during this turn. [Trigger] Up to 1 of your Leader gains +1000 power during this turn.	Can I activate this [Main] effect when I have 4 Life cards or less?	You can activate it, but nothing happens with the [Main] effect.
16.	OP02-024	Moby Dick	Stage	[Your Turn] If you have 1 or less Life cards, your [Edward.Newgate] and all your Characters with a type including "Whitebeard Pirates" gain +2000 power. [Trigger] Play this card.	Does this [Your Turn] effect give my "Edward Newgate" Leader +2000 power?	Yes, it does.

17.	OP02-024	Moby Dick	Stage	[Your Turn] If you have 1 or less Life cards, your [Edward.Newgate] and all your Characters with a type including "Whitebeard Pirates" gain +2000 power. [Trigger] Play this card.	Does this [Your Turn] effect give my "Edward Newgate" Characters +4000 power?	No, it does not. In such cases, your "Edward Newgate" Characters gain +2000 power.
18.	OP02-025	Kin'emon	Leader	[Activate: Main] [Once Per Turn] If you have 1 or less Characters, the next time you play a {Land of Wano} type Character card with a cost of 3 or more from your hand during this turn, the cost will be reduced by 1.	After activating this [Activate: Main] effect when I had 0 Characters, I played a Character without the {Land of Wano} type from my hand. The next time I play a {Land of Wano} type Character with a cost of 3 from my hand, is its cost reduced by 1?	Yes, the cost is reduced by 1.
19.	OP02-025	Kin'emon	Leader	[Activate: Main] [Once Per Turn] If you have 1 or less Characters, the next time you play a {Land of Wano} type Character card with a cost of 3 or more from your hand during this turn, the cost will be reduced by 1.	After activating this [Activate: Main] effect when I had 0 Characters, I played a {Land of Wano} type Character with a cost of 1 from my hand. The next time I play a {Land of Wano} type Character with a cost of 3 from my hand, is its cost reduced by 1?	Yes, the cost is reduced by 1.
20.	OP02-025	Kin'emon	Leader	[Activate: Main] [Once Per Turn] If you have 1 or less Characters, the next time you play a {Land of Wano} type Character card with a cost of 3 or more from your hand during this turn, the cost will be reduced by 1.	After activating this [Activate: Main] effect when I had 1 Character, can I use [OP01-047 Trafalgar Law]'s [On Play] effect to play a {Land of Wano} type Character with a cost of 4 from my hand?	No, you cannot.
21.	OP02-025	Kin'emon	Leader	[Activate: Main] [Once Per Turn] If you have 1 or less Characters, the next time you play a {Land of Wano} type Character card with a cost of 3 or more from your hand during this turn, the cost will be reduced by 1.	After activating this [Activate: Main] effect when I had 1 Character, I used [OP01-047 Trafalgar Law]'s effect to play a {Land of Wano} type Character with a cost of 3 from my hand without paying the cost. The next time I play a {Land of Wano} type Character from my hand, is its cost reduced by 1?	Yes, the cost is reduced by 1.
22.	OP02-026	Sanji	Leader	[Once Per Turn] When you play a Character with no base effect from your hand, if you have 3 or less Characters, set up to 2 of your DON!! cards as active.	I played a Character with no base effect from my hand when I had 3 Characters. At this time, can I use this [Once Per Turn] effect to set 2 of my DON!! cards as active?	No, you cannot.
23.	OP02-026	Sanji	Leader	[Once Per Turn] When you play a Character with no base effect from your hand, if you have 3 or less Characters, set up to 2 of your DON!! cards as active.	I played a Character with no base effect from my hand when I had 0 Characters. At this time, can I choose to not activate this [Once Per Turn] effect?	No, you must activate it if possible.
24.	OP02-026	Sanji	Leader	[Once Per Turn] When you play a Character with no base effect from your hand, if you have 3 or less Characters, set up to 2 of your DON!! cards as active.	I played a Character with no base effect from my hand during my opponent's turn when I had 2 Characters. At this time, can I use this [Once Per Turn] effect to set 2 of my DON!! cards as active?	Yes, you can.

25.	OP02-027	Inuarashi	Character	If all of your DON!! cards are rested, this Character cannot be removed from the field by your opponent's effects.	Does "cannot be removed from the field by your opponent's effects" also mean that this Character will not be moved to my hand or deck?	Yes, it will not be K.O.'d or moved to your hand, deck, or trash by effects.
26.	OP02-027	Inuarashi	Character	If all of your DON!! cards are rested, this Character cannot be removed from the field by your opponent's effects.	If my Characters and Leaders have DON!! cards added, is the "if all of your DON!! cards are rested" condition fulfilled?	No, it is not fulfilled.
27.	OP02-030	Kouzuki Oden	Character	[Activate: Main] [Once Per Turn] ③ (You may rest the specified number of DON!! cards in your cost area.): Set this Character as active. [On K.O.] Play up to 1 green {Land of Wano} type Character card with a cost of 3 from your deck. Then, shuffle your deck.	Can I use this [On K.O.] effect to play a Character card with a cost of 2 or less?	No, you cannot. You can play a Character with a cost of exactly 3.
28.	OP02-030	Kouzuki Oden	Character	[Activate: Main] [Once Per Turn] ③ (You may rest the specified number of DON!! cards in your cost area.): Set this Character as active. [On K.O.] Play up to 1 green {Land of Wano} type Character card with a cost of 3 from your deck. Then, shuffle your deck.	If I do not use this [On K.O.] effect to play a Character card, can I choose to not shuffle my deck?	No. When this Character is K.O.'d, the [On K.O.] effect always activates and you must shuffle your deck.
29.	OP02-031	Kouzuki Toki	Character	If you have a [Kouzuki Oden] Character, this Character gains [Blocker]. (After your opponent declares an attack, you may rest this card to make it the new target of the attack.)	Can I use this card's effect to gain [Blocker] even on Characters with "Also treat this card's name as [Kouzuki Oden] according to the rules" such as [OP02-042 Yamato]?	Yes, you can gain [Blocker].
30.	OP02-035	Trafalgar Law	Character	[Activate: Main] ① (You may rest the specified number of DON!! cards in your cost area.) You may return this Character to the owner's hand: Play up to 1 Character with a cost of 3 from your hand.	Can I use this [Activate: Main] effect to play a Character card with a cost of 2 or less?	No, you cannot. You can play a Character with a cost of exactly 3.
31.	OP02-049	Emporio Ivankov	Leader	[End of Your Turn] If you have 0 cards in your hand, draw 2 cards.	When I had [OP02-065 Galdino] on my field, its [End of Your Turn] effect left 0 cards in my hand, then I activated this card's [End of Your Turn] effect. In such cases, can I draw 2 cards?	Yes, you can.
32.	OP02-049	Emporio Ivankov	Leader	[End of Your Turn] If you have 0 cards in your hand, draw 2 cards.	If I have 0 cards in my hand, can I choose to not draw 2 cards with this card's [End of Your Turn] effect?	No, you must draw cards if possible.

33.	OP02-050	Inazuma	Character	If you have 1 or less cards in your hand, this Character gains +2000 power. [Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.)	When this Character is attacked, if I activate Counter from my hand and 1 or fewer cards are left in my hand, does this effect give this Character +2000 power?	Yes, it does.
34.	OP02-051	Emporio Ivankov	Character	[On Play] Draw card(s) so that you have 3 cards in your hand and then play up to 1 blue {Impel Down} type Character card with a cost of 6 or less from your hand.	If I have 3 or more cards in my hand, can I use this [On Play] effect to play a Character card?	Yes, you can.
35.	OP02-051	Emporio Ivankov	Character	[On Play] Draw card(s) so that you have 3 cards in your hand and then play up to 1 blue {Impel Down} type Character card with a cost of 6 or less from your hand.	If I have 4 or more cards in my hand, do I have to trash cards so that I have 3 cards in my hand for this [On Play] effect?	No, you do not have to trash cards.
36.	OP02-051	Emporio Ivankov	Character	[On Play] Draw card(s) so that you have 3 cards in your hand and then play up to 1 blue {Impel Down} type Character card with a cost of 6 or less from your hand.	If I have 2 or fewer cards in my hand, can I choose to not draw a card(s) for this [On Play] effect?	No, you cannot. If possible, you must draw card(s) so that you have 3 cards in your hand.
37.	OP02-059	Boa Hancock	Character	[When Attacking] Draw 1 card and trash 1 card from your hand. Then, trash up to 3 cards from your hand.	Can I select 0 cards to trash for the "Then, trash up to 3 cards from your hand" effect?	Yes, you can. You can select any number of cards between 0 and 3 to trash from your hand.
38.	OP02-062	Monkey D. Luffy	Character	[On Play]/[When Attacking] You may trash 2 cards from your hand: Return up to 1 Character with a cost of 4 or less to the owner's hand. Then, this Character gains [Double Attack] during this turn.	Can I use this [On Play] effect or [When Attacking] effect to return 1 of my Characters to my hand?	Yes, you can.
39.	OP02-062	Monkey D. Luffy	Character	[On Play]/[When Attacking] You may trash 2 cards from your hand: Return up to 1 Character with a cost of 4 or less to the owner's hand. Then, this Character gains [Double Attack] during this turn.	If I have 2 or fewer cards in my hand, can this Character be played or attack?	Yes, it can be played or attack. However, you cannot activate the [On Play] effect or [When Attacking] effect.
40.	OP02-063	Mr. 1 (Das Boney)	Character	[On Play] Add up to 1 blue Event card with a cost of 1 from your trash to your hand.	Can I use this [On Play] effect to add 1 Event card with a cost of 0 to my hand?	No, you cannot. You can add an Event card with a cost of exactly 1.
41.	OP02-064	Mr. 2 Bon Kurei (Bentham)	Character	[DON!! x1] [When Attacking] You may trash 1 card from your hand: Place up to 1 Character with a cost of 2 or less at the bottom of the owner's deck. Then, at the end of this battle, place this Character at the bottom of the owner's deck.	If this Character is moved to the owner's hand or trash during the battle where this [When Attacking] effect activated, do I place it at the bottom of the owner's deck at the end of this battle?	No, you do not. If this card is moved to a different area, it is treated as a different card.

42.	OP02-064	Mr. 2 Bon Kurei (Bentham)	Character	[DON!! x1] [When Attacking] You may trash 1 card from your hand: Place up to 1 Character with a cost of 2 or less at the bottom of the owner's deck. Then, at the end of this battle, place this Character at the bottom of the owner's deck.	Can I use this [When Attacking] effect to return 1 of my Characters to my hand?	Yes, you can.
43.	OP02-064	Mr. 2 Bon Kurei (Bentham)	Character	[DON!! x1] [When Attacking] You may trash 1 card from your hand: Place up to 1 Character with a cost of 2 or less at the bottom of the owner's deck. Then, at the end of this battle, place this Character at the bottom of the owner's deck.	I used this [When Attacking] effect to place the target Character that this Character attacked at the bottom of the owner's deck. Do I then place this Character at the bottom of the owner's deck at the end of this battle?	Yes, you place it at the bottom of the owner's deck.
44.	OP02-065	Mr. 3 (Galdino)	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [End of Your Turn] You may trash 1 card from your hand: Set this Character as active.	If this Character is active, can I trash 1 card from my hand for the activation cost of this [End of Your Turn] effect?	Yes, you can. In such cases, nothing will happen for the effect that sets this Character as active.
45.	OP02-065	Mr. 3 (Galdino)	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [End of Your Turn] You may trash 1 card from your hand: Set this Character as active.	If my Leader is a [OP02-049 Emporio Ivankov], can I use this card's [End of Your Turn] effect to trash a card that was drawn with that Leader's [End of Your Turn] effect?	Yes, you can.
46.	OP02-066	Impel Down All Stars	Event	[Main] You may trash 2 cards from your hand: If your Leader has the {Impel Down} type, draw up to 2 cards.	If my Leader's type does not include {Impel Down}, can I trash cards from my hand for the activation cost of this [Main] effect?	Yes, you can. In such cases, you cannot draw 2 cards.
47.	OP02-067	Arabesque Brick Fist	Event	[Main] Return up to 1 Character with a cost of 4 or less to the owner's hand. [Trigger] Activate this card's [Main] effect.	Can I use this [Main] effect to return 1 of my Characters to my hand?	Yes, you can.
48.	OP02-068	Gum-Gum Rain	Event	[Counter] You may trash 1 card from your hand: Up to 1 of your Leader or Character cards gains +3000 power during this battle. [Trigger] Return up to 1 Character with a cost of 2 or less to the owner's hand.	Can I use this [Trigger] effect to return 1 of my Characters to my hand?	Yes, you can.
49.	OP02-068	Gum-Gum Rain	Event	[Counter] You may trash 1 card from your hand: Up to 1 of your Leader or Character cards gains +3000 power during this battle. [Trigger] Return up to 1 Character with a cost of 2 or less to the owner's hand.	Can I activate this card during the Counter Step without trashing 1 card from my hand?	Yes, you can. In such cases, you do not gain +3000 power.

50.	OP02-069	DEATH WINK	Event	[Counter] Up to 1 of your Leader or Character cards gains +6000 power during this battle. Then, draw cards so that you have 2 cards in your hand. [Trigger] Return up to 1 Character with a cost of 7 or less to the owner's hand.	I activated this card's [Counter] effect when I had 2 cards in my hand, including this card. At this time, can I draw 1 card so that I have 2 cards in my hand?	Yes, you can.
51.	OP02-069	DEATH WINK	Event	[Counter] Up to 1 of your Leader or Character cards gains +6000 power during this battle. Then, draw cards so that you have 2 cards in your hand. [Trigger] Return up to 1 Character with a cost of 7 or less to the owner's hand.	If I have 3 or more cards in my hand, do I have to trash cards so that I have 2 cards in my hand for this [Counter] effect?	No, you do not have to trash cards.
52.	OP02-069	DEATH WINK	Event	[Counter] Up to 1 of your Leader or Character cards gains +6000 power during this battle. Then, draw cards so that you have 2 cards in your hand. [Trigger] Return up to 1 Character with a cost of 7 or less to the owner's hand.	Can I use this [Trigger] effect to return 1 of my Characters to my hand?	Yes, you can.
53.	OP02-070	New Kama Land	Stage	[Activate: Main] You may rest this Stage: If your Leader is [Emporio.Ivankov], draw 1 card and trash 1 card from your hand. Then, trash up to 3 cards from your hand.	Can I select 0 cards to trash for the "Then, trash up to 3 cards from your hand" effect?	Yes, you can. You can select any number of cards between 0 and 3 to trash from your hand.
54.	OP02-070	New Kama Land	Stage	[Activate: Main] You may rest this Stage: If your Leader is [Emporio.Ivankov], draw 1 card and trash 1 card from your hand. Then, trash up to 3 cards from your hand.	If my Leader is not [Emporio Ivankov], can I activate this [Activate: Main] effect?	Yes, you can. In such cases, this card is rested but nothing happens for the rest of the effect.
55.	OP02-071	Magellan	Leader	[Your Turn] [Once Per Turn] When a DON!! card on your field is returned to your DON!! deck, this Leader gains +1000 power during this turn.	Does "When a DON!! card on your field is returned to your DON!! deck" also refer to cases where my opponent's DON!! card is returned to my opponent's hand?	Yes, it does.
56.	OP02-071	Magellan	Leader	[Your Turn] [Once Per Turn] When a DON!! card on your field is returned to your DON!! deck, this Leader gains +1000 power during this turn.	If 2 DON!! cards are returned to a deck by a "DON!! -2" effect, what happens to this Leader's power?	It gains +1000 power.
57.	OP02-082	Byrnndi World	Character	[Activate: Main] DON!! - 8 (You may return the specified number of DON!! cards from your field to your DON!! deck.): This Character gains +792000 power during this turn.	Are the values in this [Activate: Main] effect correct?	Yes, they are correct.
58.	OP02-085	Magellan	Character	[On Play] DON!! -1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Your opponent returns 1 DON!! card from their field to their DON!! deck. [Opponent's Turn] When this Character is K.O.'d, your opponent returns 2 DON!! cards from their field to their DON!! deck.	Can I use this [On Play] effect or [Opponent's Turn] effect to have my opponent return DON!! cards that were added to a Character or Leader?	Yes, you can.

59.	OP02-085	Magellan	Character	[On Play] DON!! – 1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Your opponent returns 1 DON!! card from their field to their DON!! deck. [Opponent's Turn] When this Character is K.O.'d, your opponent returns 2 DON!! cards from their field to their DON!! deck.	When I use this [On Play] effect or [Opponent's Turn] effect to have my opponent return DON!! cards, do I select the DON!! cards to be returned?	No, your opponent selects the cards to be returned.
60.	OP02-089	Judgment of Hell	Event	[Counter] DON!! – 1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Give up to a total of 2 of your opponent's Leader or Character cards – 3000 power during this turn. [Trigger] If your opponent has 6 or more DON!! cards on their field, your opponent returns 1 DON!! card from their field to their DON!! deck.	Can I choose 1 Leader card and 1 Character card for "up to a total of 2 or your opponent's Leader or Character cards"?	Yes, you can.
61.	OP02-089	Judgment of Hell	Event	[Counter] DON!! – 1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Give up to a total of 2 of your opponent's Leader or Character cards – 3000 power during this turn. [Trigger] If your opponent has 6 or more DON!! cards on their field, your opponent returns 1 DON!! card from their field to their DON!! deck.	Can I choose 2 Character cards for "up to a total of 2 or your opponent's Leader or Character cards"?	Yes, you can.
62.	OP02-089	Judgment of Hell	Event	[Counter] DON!! – 1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Give up to a total of 2 of your opponent's Leader or Character cards – 3000 power during this turn. [Trigger] If your opponent has 6 or more DON!! cards on their field, your opponent returns 1 DON!! card from their field to their DON!! deck.	Can I select 2 Character cards for "up to a total of 2 or your opponent's Leader or Character cards" and then give them a total of -6000 power?	No, you cannot.
63.	OP02-089	Judgment of Hell	Event	[Counter] DON!! – 1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Give up to a total of 2 of your opponent's Leader or Character cards – 3000 power during this turn. [Trigger] If your opponent has 6 or more DON!! cards on their field, your opponent returns 1 DON!! card from their field to their DON!! deck.	Can I use this [Trigger] effect to have my opponent return DON!! cards that were added to a Character or Leader?	Yes, you can.
64.	OP02-089	Judgment of Hell	Event	[Counter] DON!! – 1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Give up to a total of 2 of your opponent's Leader or Character cards – 3000 power during this turn. [Trigger] If your opponent has 6 or more DON!! cards on their field, your opponent returns 1 DON!! card from their field to their DON!! deck.	When I use this [Trigger] effect to have my opponent return DON!! cards, do I select the DON!! cards to be returned?	Your opponent selects the cards to be returned.

65.	OP02-090	Hydra	Event	[Main] DON!! – 1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Give up to 1 of your opponent's Characters – 3000 power during this turn. [Trigger] If your opponent has 6 or more DON!! cards on their field, your opponent returns 1 DON!! card from their field to their DON!! deck.	Can I use this [Trigger] effect to have my opponent return DON!! cards that were added to a Character or Leader?	Yes, you can.
66.	OP02-090	Hydra	Event	[Main] DON!! – 1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Give up to 1 of your opponent's Characters – 3000 power during this turn. [Trigger] If your opponent has 6 or more DON!! cards on their field, your opponent returns 1 DON!! card from their field to their DON!! deck.	When I use this [Trigger] effect to have my opponent return DON!! cards, do I select the DON!! cards to be returned?	Your opponent selects the cards to be returned.
67.	OP02-091	Venom Road	Event	[Main] Add up to 1 DON!! card from your DON!! deck and set it as active. [Trigger] If your opponent has 6 or more DON!! cards on their field, your opponent returns 1 DON!! card from their field to their DON!! deck.	Can I use this [Trigger] effect to have my opponent return DON!! cards that were added to a Character or Leader?	Yes, you can.
68.	OP02-091	Venom Road	Event	[Main] Add up to 1 DON!! card from your DON!! deck and set it as active. [Trigger] If your opponent has 6 or more DON!! cards on their field, your opponent returns 1 DON!! card from their field to their DON!! deck.	When I use this [Trigger] effect to have my opponent return DON!! cards, do I select the DON!! cards to be returned?	Your opponent selects the cards to return.
69.	OP02-093	Smoker	Leader	[DON!! x1] [Activate: Main] [Once Per Turn] Give up to 1 of your opponent's Characters – 1 cost during this turn. Then, if there is a Character with a cost of 0, this Leader gains +1000 power during this turn.	If there is a Character with a cost of 0 other than a Character given -1 cost by this [Activate: Main] effect, does this Leader gain +1000 power?	Yes, it does.
70.	OP02-093	Smoker	Leader	[DON!! x1] [Activate: Main] [Once Per Turn] Give up to 1 of your opponent's Characters – 1 cost during this turn. Then, if there is a Character with a cost of 0, this Leader gains +1000 power during this turn.	If I have 2 Characters with a cost of 0, does this Leader gain +2000 power?	No, it does not.
71.	OP02-102	Smoker	Character	This Character cannot be K.O.'d by effects. [When Attacking] If there is a Character with a cost of 0, this Character gains +2000 power during this battle.	If I have 2 Characters with a cost of 0, does this Character gain +4000 power?	No, it does not.
72.	OP02-110	Hina	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [On Block] Select up to 1 of your opponent's Characters with a cost of 6 or less. The selected Character cannot attack during this turn.	If use this [On Block] effect to select 1 of my opponent's active characters with [Rush], can it attack?	No, it cannot.

73.	OP02-110	Hina	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [On Block] Select up to 1 of your opponent's Characters with a cost of 6 or less. The selected Character cannot attack during this turn.	If a rested Character is set as active by another effect after being selected for this [On Block] effect, can that Character attack?	No, it cannot.
74.	OP02-110	Hina	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [On Block] Select up to 1 of your opponent's Characters with a cost of 6 or less. The selected Character cannot attack during this turn.	If use this [On Block] effect to select the Character that is attacking this Character, what happens to the attack?	Because the attack was already declared, the battle proceeds normally.
75.	OP02-112	Bell-mère	Character	[Activate: Main] You may rest this Character: Give up to 1 of your opponent's Characters -1 cost during this turn. Then, up to 1 of your Leader or Character cards gains +1000 power during this turn.	If my opponent does not have any Characters, does 1 of my Leader or Character cards gain +1000 power from this [Activate: Main] effect?	Yes, it does.
76.	OP02-113	Helmeppe	Character	[When Attacking] Give up to 1 of your opponent's Characters -2 cost during this turn. Then, if there is a Character with a cost of 0, this Character gains +2000 power during this battle. [Trigger] Play this card.	If there is a Character with a cost of 0 other than a Character given -2 cost by this [When Attacking] effect, does this Character gain +2000 power?	Yes, it does.
77.	OP02-113	Helmeppe	Character	[When Attacking] Give up to 1 of your opponent's Characters -2 cost during this turn. Then, if there is a Character with a cost of 0, this Character gains +2000 power during this battle. [Trigger] Play this card.	If I have 2 Characters with a cost of 0, does this Character gain +4000 power?	No, it does not.
78.	OP02-120	Uta	Character	[On Play] DON!! -2 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Your Leader and all of your Characters gain +1000 power until the start of your next turn.	Do Characters played after activating this [On Play] effect gain +1000 power?	No, they do not.
79.	OP02-121	Kuzan	Character	[Your Turn] Give all of your opponent's Characters -5 cost. [On Play] K.O. up to 1 of your opponent's Characters with a cost of 0.	Does this [Your Turn] effect give -5 cost to Character cards in my opponent's trash or hand?	No, it does not. It only refers to Characters on the field with "Character" in their card text.
80.	OP02-121	Kuzan	Character	[Your Turn] Give all of your opponent's Characters -5 cost. [On Play] K.O. up to 1 of your opponent's Characters with a cost of 0.	My opponent's Character with a cost of 6 had a cost of 1 from this [Your Turn] effect, then it was given -2 cost by [OP02-106 Tsuru]'s effect and had a cost of 0. Then, if this Character then leaves the field, what will be the cost of my opponent's Character?	In such cases, the cost will be 4.

81.	OP02-121	Kuzan	Character	[Your Turn] Give all of your opponent's Characters -5 cost. [On Play] K.O. up to 1 of your opponent's Characters with a cost of 0.	Can I use this [On Play] effect to select a Character whose cost became 0 from this [Your Turn] effect?	Yes, you can.
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