

Card No.	Card Name	Card Category	Effect	Question	Answer
1	OP05-001 Sabo	Leader	[DON!! x1] [Opponent's Turn] [Once Per Turn] If your Character with 5000 power or more would be K.O.'d, you may give that Character -1000 power during this turn instead of that Character being K.O.'d.	If a Character with a base power of 4000 or less is attacked and its power becomes 5000 or more in the Counter Step when it would be K.O.'d, can I use this [Opponent's Turn] effect to give the Character -1000 power instead of it being K.O.'d?	Yes, you can.
2	OP05-001 Sabo	Leader	[DON!! x1] [Opponent's Turn] [Once Per Turn] If your Character with 5000 power or more would be K.O.'d, you may give that Character -1000 power during this turn instead of that Character being K.O.'d.	When my Character with 5000 power or more would have been K.O.'d on my opponent's turn, I decided not to use this [Opponent's Turn] effect to give this Character -1000 power instead. Then, during that turn, if another one of my Characters with 5000 power or more would be K.O.'d, can I use this [Opponent's Turn] effect to give it -1000 power instead?	Yes, you can. Because "you may give that Character -1000 power during this turn instead" has not been resolved, the [Once Per Turn] restriction does not apply.
3	OP05-002 Belo Betty	Leader	[Activate: Main] [Once Per Turn] You may trash 1 {Revolutionary Army} type card from your hand: Up to 3 of your {Revolutionary Army} type Characters or Characters with a [Trigger] gain +3000 power during this turn.	Can I use this [Activate: Main] effect to give this Leader +3000 power?	No, you cannot.
4	OP05-003 Inazuma	Character	If you have a Character with 7000 power or more other than this Character, this Character gains [Rush]. (This card can attack on the turn in which it is played.)	I played this Character when I had a Character other than this Character with 7000 power or more. If I now no longer have a Character with 7000 power or more, can this Character still attack during this turn?	No, it cannot.
5	OP05-003 Inazuma	Character	If you have a Character with 7000 power or more other than this Character, this Character gains [Rush]. (This card can attack on the turn in which it is played.)	If this Character attacks on the turn in which it is played and, during that battle, I no longer have a Character with 7000 power or more other than this Character, what happens to the attack?	The processing of that battle proceeds as is.
6	OP05-003 Inazuma	Character	If you have a Character with 7000 power or more other than this Character, this Character gains [Rush]. (This card can attack on the turn in which it is played.)	If I had no Characters with 7000 power or more other than this Character when I played it, but during the turn I gain a Character with 7000 power or more, can this Character attack on this turn?	Yes, it can.
7	OP05-005 Karasu	Character	[On Play] If your Leader has the {Revolutionary Army} type, give up to 1 of your opponent's Leader or Character cards -1000 power during this turn. [When Attacking] If this Character has 7000 power or more, give up to 1 of your opponent's Leader or Character cards -1000 power during this turn.	Can I still activate this [When Attacking] effect if my Leader does not have the {Revolutionary Army} type?	Yes, you can.
8	OP05-007 Sabo	Character	[On Play] K.O. up to 2 of your opponent's Characters with a total power of 4000 or less.	Can I use this [On Play] effect to K.O. 1 Character with 4000 power?	Yes, you can.
9	OP05-007 Sabo	Character	[On Play] K.O. up to 2 of your opponent's Characters with a total power of 4000 or less.	Can I use this [On Play] effect to K.O. a Character with -2000 power and a Character with 6000 power?	Yes, you can.
10	OP05-008 Chaka	Character	[DON!! x1] [Activate: Main] [Once Per Turn] Give up to 2 rested DON!! cards to your Leader or 1 of your Characters.	Can I give my Leader and 1 of my Characters 1 DON!! card each?	No, you cannot.
11	OP05-019 Fire Fist	Event	[Main] Give up to 1 of your opponent's Characters -4000 power during this turn. Then, if you have 2 or less Life cards, K.O. up to 1 of your opponent's Characters with 0 power or less. [Trigger] Activate this card's [Main] effect.	Can I choose to give -4000 power to a Character and K.O. a different Character with 0 power or less according to this [Main] effect?	Yes, you can.
12	OP05-022 Donquixote Rosinante	Leader	[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] If you have 6 or less cards in your hand, set this Leader as active.	I activated this Leader's [Blocker] and made it the target of the attack. What happens if my Leader loses the battle?	You will take damage.
13	OP05-030 Donquixote Rosinante	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [Opponent's Turn] If your rested Character would be K.O.'d, you may trash this Character instead.	If this Character and my opponent's "ST02-010 Basil Hawkins" battle and I use this [Opponent's Turn] effect to trash this card instead, can my opponent activate the [Your Turn] effect of "ST02-010 Basil Hawkins"?	Yes, they can.
14	OP05-030 Donquixote Rosinante	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [Opponent's Turn] If your rested Character would be K.O.'d, you may trash this Character instead.	If this Character and 2 of my rested Characters would be K.O.'d by the [On Play] effect of "OP01-094 Kaido", can I use this Character's [Opponent's Turn] effect to prevent both of my 2 rested Characters from being K.O.'d?	Yes, you can.
15	OP05-030 Donquixote Rosinante	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [Opponent's Turn] If your rested Character would be K.O.'d, you may trash this Character instead.	I used this [Opponent's Turn] effect to trash this rested Character when it would have been K.O.'d. Can I activate the "When your opponent's Character is K.O.'d, set this Leader as active." effect of "OP03-076 Rob Lucci"?	No, you cannot.

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16	OP05-031	Buffalo	Character	[When Attacking] [Once Per Turn] If you have 2 or more rested Characters, set up to 1 of your rested Characters with a cost of 1 as active.	If I have 2 rested Characters including this attacking Character, can I use this [When Attacking] effect to set 1 of my rested Characters with a cost of 1 as active?	Yes, you can.
17	OP05-032	Pica	Character	[End of Your Turn] (C): Set this Character as active. [Once Per Turn] If this Character would be K.O.'d, you may rest 1 of your Characters with a cost of 3 or more other than [Pica] instead.	Can I rest my Character with a cost of 3 or more that would be K.O.'d at the same time as this Character to prevent this Character from being K.O.'d?	Yes, you can.
18	OP05-039	Stick-Stickem Meteora	Event	[Counter] Up to 1 of your Leader or Character cards gains +4000 power during this battle. Then, K.O. up to 1 of your opponent's rested Characters with a cost of 3 or less. [Trigger] K.O. up to 1 of your opponent's rested Characters with a cost of 5 or less.	If I K.O. an attacking Character with this [Counter] effect, what happens to the battle?	If there is no attacking Character or Character being attacked on the field at the end of that Counter Step, the battle will end without moving to the Damage Step.
19	OP05-040	Birdcage	Stage	If your Leader is [Donquixote Doflamingo], all Characters with a cost of 5 or less do not become active in your and your opponent's Refresh Phases. [End of Your Turn] If you have 10 DON!! cards on your field, K.O. all rested Characters with a cost of 5 or less. Then, trash this Stage.	Can I still use this [End of Your Turn] effect to K.O. all rested Characters with a cost of 5 or less if my Leader is not [Donquixote Doflamingo]?	Yes, you can.
20	OP05-040	Birdcage	Stage	If your Leader is [Donquixote Doflamingo], all Characters with a cost of 5 or less do not become active in your and your opponent's Refresh Phases. [End of Your Turn] If you have 10 DON!! cards on your field, K.O. all rested Characters with a cost of 5 or less. Then, trash this Stage.	Is this [End of Your Turn] effect always activated at the end of my turn when I have 10 DON!! cards on my field?	Yes, it is always activated.
21	OP05-047	Basil Hawkins	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [On Block] Draw 1 card if you have 3 or less cards in your hand. Then, this Character gains +1000 power during this battle.	If I have 4 or more cards in my hand, will this Character still gain +1000 power according to this [On Block] effect?	No, it will not.
22	OP05-047	Basil Hawkins	Character	[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [On Block] Draw 1 card if you have 3 or less cards in your hand. Then, this Character gains +1000 power during this battle.	If, after activating this Character's [Blocker], the number of cards in my hand goes from 4 or more to 3 or less in the Counter Step, can I draw 1 card and give this Character +1000 power according to this [On Block] effect?	No, you cannot.
23	OP05-058	It's a Waste of Human Life!!	Event	[Main] Place all Characters with a cost of 3 or less at the bottom of the owner's deck. Then, you and your opponent trash cards from your hands until you each have 5 cards in your hands. [Trigger] Place all Characters with a cost of 2 or less at the bottom of the owner's deck.	In what order should players trash cards from their hands?	First, the player whose turn it is and who activated this [Main] effect chooses cards in their own hand and trashes them. Then, their opponent chooses cards in their own hand and trashes them.
24	OP05-058	It's a Waste of Human Life!!	Event	[Main] Place all Characters with a cost of 3 or less at the bottom of the owner's deck. Then, you and your opponent trash cards from your hands until you each have 5 cards in your hands. [Trigger] Place all Characters with a cost of 2 or less at the bottom of the owner's deck.	Which player decides the order in which Characters are placed at the bottom of their deck?	First, the player whose turn it is puts their Characters with a cost of 3 or less at the bottom of their deck in any order they choose. Then, their opponent puts their Characters with a cost of 3 or less at the bottom of their deck in any order they choose.
25	OP05-062	O-Nami	Character	If you have 10 DON!! cards on your field, this Character gains [Blocker]. (After your opponent declares an attack, you may rest this card to make it the new target of the attack.)	I played this Character when I had 10 DON!! cards on my field. If I now have 9 or less DON!! cards on my field, can I still activate this Character's [Blocker]?	No, you cannot.
26	OP05-062	O-Nami	Character	If you have 10 DON!! cards on your field, this Character gains [Blocker]. (After your opponent declares an attack, you may rest this card to make it the new target of the attack.)	Is this card treated as a card with the card name "Nami"?	No, it is not.
27	OP05-075	Mr.1(Daz.Bonez)	Character	[On Your Opponent's Attack] [Once Per Turn] DON!! -1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Play up to 1 {Baroque Works} type Character card with a cost of 3 or less from your hand.	My opponent attacked and I used this [On Your Opponent's Attack] effect to play another "OP05-075 Mr.1(Daz.Bonez)". Can I activate the [On Your Opponent's Attack] effect of the "OP05-075 Mr.1(Daz.Bonez)" I just played during this attack?	No, you cannot.
28	OP05-079	Viola	Character	[On Play] Your opponent places 3 cards from their trash at the bottom of their deck in any order.	Which player chooses which cards are returned to the deck according to this [On Play] effect?	The player who did not activate this [On Play] effect.

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29	OP05-082 Shirahoshi	Character	[Activate: Main] You may rest this Character and place 2 cards from your trash at the bottom of your deck in any order: If your opponent has 6 or more cards in their hand, your opponent trashes 1 card from their hand.	If my opponent has 5 or less cards in their hand, can I still place 2 cards from my trash at the bottom of my deck according to this [Activate: Main] effect?	Yes, you can, but your opponent will not trash 1 card from their hand.
30	OP05-084 Saint Charlos	Character	[Your Turn] If the only Characters on your field are (Celestial Dragons) type Characters, give all of your opponent's Characters -4 cost.	If the only Characters on my field are (Celestial Dragons) type Characters, and I play a non-(Celestial Dragons) type Character, can I activate that Character's [On Play] effect with all my opponent's Characters still having -4 cost?	No, you cannot.
31	OP05-086 Nefeltari Vivi	Character	If you have 10 or more cards in your trash, this Character gains [Blocker]. (After your opponent declares an attack, you may rest this card to make it the new target of the attack.)	I played this Character when I had 10 cards in my trash. If the number of cards in my trash then becomes 9 or less, can I still activate this Character's [Blocker]?	No, you cannot.
32	OP05-087 Hakuba	Character	[DON!! x1] [When Attacking] You may K.O. 1 of your Characters other than this Character: Give up to 1 of your opponent's Characters -5 cost during this turn.	What happens if I choose my "OP03-088 Fukuro" as the Character to K.O. according to this [When Attacking] effect?	Your "OP03-088 Fukuro" will not be K.O.'d, and you will not be able to give 1 of your opponent's Characters -5 cost according to this [When Attacking] effect.
33	OP05-087 Hakuba	Character	[DON!! x1] [When Attacking] You may K.O. 1 of your Characters other than this Character: Give up to 1 of your opponent's Characters -5 cost during this turn.	What happens if I choose my "OP04-082 Kyros" as the Character to K.O. according to this [When Attacking] effect, and then rest my Leader or [Corrida Coliseum] instead of K.O.'ing it?	Your "OP04-082 Kyros" will not be K.O.'d, and you will not be able to give 1 of your opponent's Characters -5 cost according to this [When Attacking] effect.
34	OP05-091 Rebecca	Character	[Blocker] [On Play] Add up to 1 black Character card with a cost of 3 to 7 other than [Rebecca] from your trash to your hand. Then, play up to 1 black Character card with a cost of 3 or less from your hand rested.	Can I add a black card with a cost of 3 to my hand and then play that card rested according to this [On Play] effect?	Yes, you can.
35	OP05-092 Saint Rosward	Character	[Your Turn] If the only Characters on your field are (Celestial Dragons) type Characters, give all of your opponent's Characters -6 cost.	If the only Characters on my field are (Celestial Dragons) type Characters, and I play a non-(Celestial Dragons) type Character, can I activate that Character's [On Play] effect with all my opponent's Characters still having -6 cost?	No, you cannot.
36	OP05-095 Dragon Claw	Event	[Counter] Up to 1 of your Leader or Character cards gains +4000 power during this battle. Then, if you have 15 or more cards in your trash, K.O. up to 1 of your opponent's Characters with a cost of 4 or less.	If I have 14 cards in my trash, can I still use this [Counter] effect to K.O. 1 of my opponent's Characters with a cost of 4 or less?	Yes, you can.
37	OP05-098 Enel	Leader	[Opponent's Turn] [Once Per Turn] When your number of Life cards becomes 0, add 1 card from the top of your deck to the top of your Life cards. Then, trash 1 card from your hand.	If I take damage when I have 1 Life card remaining and that Life card has a Trigger, which will activate first: this [Opponent's Turn] effect or the [Trigger]?	You will choose whether to activate the [Trigger] effect. If you choose to activate it, this [Opponent's Turn] effect will activate after that effect has been processed.
38	OP05-098 Enel	Leader	[Opponent's Turn] [Once Per Turn] When your number of Life cards becomes 0, add 1 card from the top of your deck to the top of your Life cards. Then, trash 1 card from your hand.	I took damage when I had 1 Life card remaining. That Life card was "OP03-118 Ikoku Sovereignty", so I activated the [Trigger] effect and my number of Life cards went from 0 to 1. In this case, can I still activate this [Opponent's Turn] effect?	Yes, you can.
39	OP05-098 Enel	Leader	[Opponent's Turn] [Once Per Turn] When your number of Life cards becomes 0, add 1 card from the top of your deck to the top of your Life cards. Then, trash 1 card from your hand.	I took damage when I had 1 Life card remaining. That Life card was "OP05-106 Shura", so I activated the [Trigger] effect. What will activate first, this Leader's [Opponent's Turn] effect or the [On Play] effect of "OP05-106 Shura"?	The player who activated this Leader's [Opponent's Turn] effect and the [On Play] effect of "OP05-106 Shura" can activate the effects in the order they wish.
40	OP05-098 Enel	Leader	[Opponent's Turn] [Once Per Turn] When your number of Life cards becomes 0, add 1 card from the top of your deck to the top of your Life cards. Then, trash 1 card from your hand.	I took 2 damage from my opponent's card with [Double Attack] when I had 1 Life card remaining. In this case, do I take the second damage after I have taken the first damage and activated this [Opponent's Turn] effect?	No. After you have taken 2 damage and the Damage Step has ended, you can then use this [Opponent's Turn] effect to add 1 card from the top of your deck to the top of your Life cards.
41	OP05-100 Enel	Character	[Rush] [Once Per Turn] If this Character would leave the field, you may trash 1 card from the top of your Life cards instead. If there is a [Monkey.D.Luffy] Character, this effect is negated.	If this Character would leave my field due to one of my effects, can I use this [Once Per Turn] effect to trash 1 Life card instead?	Yes, you can.
42	OP05-100 Enel	Character	[Rush] [Once Per Turn] If this Character would leave the field, you may trash 1 card from the top of your Life cards instead. If there is a [Monkey.D.Luffy] Character, this effect is negated.	If I choose this Character with the "You may return 1 Character to your hand:" effect of "OP01-047 Trafalgar Law" and trash 1 of my Life cards instead, can I still use the effect of "OP01-047 Trafalgar Law" to play a Character with a cost of 3 or less from my hand?	No, you cannot.

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43	OP05-100	Enel	Character [Rush] [Once Per Turn] If this Character would leave the field, you may trash 1 card from the top of your Life cards instead. If there is a [Monkey.D.Luffy] Character, this effect is negated.	Is this Character's [Rush] also negated if there is a [Monkey D.Luffy] Character present?	No, it is not.
44	OP05-101	Ohm	Character If you have 2 or less Life cards, this Character gains +1000 power. [On Play] Look at 5 cards from the top of your deck; reveal up to 1 [Holly] and add it to your hand. Then, place the rest at the bottom of your deck in any order and play up to 1 [Holly] from your hand.	If I do not reveal a [Holly] when I look at 5 cards from the top of my deck, can I still play a [Holly] from my hand?	Yes, you can.
45	OP05-107	Lieutenant Spacey	Character [Your Turn] [Once Per Turn] When a card is added to your hand from your Life, this Character gains +2000 power during this turn.	If I activate the [Trigger] effect of "ST09-002 Uzuki Tempura" ("[Trigger] Rest up to 1 of your opponent's Characters with a cost of 2 or less and add this card to your hand.") and add it to my hand, can I activate this Character's [Your Turn] effect?	No, you cannot.
46	OP05-109	Pagaya	Character [Once Per Turn] When a [Trigger] activates, draw 2 cards and trash 2 cards from your hand.	Is this Character's effect also activated when my opponent activates a [Trigger]?	Yes, it is.
47	OP05-001	Sabo	Leader [DON!! x1] [Opponent's Turn] [Once Per Turn] If your Character with 5000 power or more would be K.O.'d, you may give that Character -1000 power during this turn instead of that Character being K.O.'d.	If the [On Play] effect of my opponent's "OP01-094 Kaido" would K.O. 2 of my Characters with 5000 power or more, can I use this [Opponent's Turn] effect of my Leader with 1 DON!! card given to it to prevent those 2 Characters from being K.O.'d?	Yes, you can. In this case, you can choose whether both of your 2 Characters with 5000 power or more will be K.O.'d, or neither will be K.O.'d but be given -1000 power.