

|   | Card No. | Card Name      | Card Category | Effect   | Question   | Answer   |
|---|----------|----------------|---------------|--|--|--|
| 1 | ST01-001 | Monkey.D.Luffy | Leader        | [Activate: Main] [Once Per Turn] Give this Leader or 1 of your Characters up to 1 rested DON!! card.   | Can I use this [Activate: Main] effect to give a Character a DON!! card that has already been given to another Character?                                    | No, you cannot. A DON!! card that has already been given to a Character is not a "rested DON!! card".                                |
| 2 | ST01-001 | Monkey.D.Luffy | Leader        | [Activate: Main] [Once Per Turn] Give this Leader or 1 of your Characters up to 1 rested DON!! card.   | When I use this [Activate: Main] effect to give a Character a rested DON!! card, do I need to leave the DON!! card sideways?                                 | No, the orientation of a DON!! card given to a Character does not matter.  |
| 3 | ST01-002 | Usopp          | Character     | [DON!! x2] [When Attacking] Your opponent cannot activate a [Blocker] Character that has 5000 or more power during this battle.<br>[Trigger] Play this card. | If the power of a Character blocking this Character becomes 6000 or more due to a Counter, does the target of the attack revert back to the original target? | No. Since the [Blocker] has already been activated, the target of the attack will remain the Character that activated the [Blocker]. |
| 4 | ST01-004 | Sanji          | Character     | [DON!! x2] This Character gains [Rush].<br>(This card can attack on the turn in which it is played.)   | Can this Character attack if it has been rested by another effect on the turn in which it is played?   | No, a rested Character cannot attack.  |

|   |          |                |           |  |  |  |
|---|----------|----------------|-----------|--|--|--|
| 5 | ST01-005 | Jinbe          | Character | [DON!! x1] [When Attacking]<br>Up to 1 of your Leader or Character cards other than this card gains +1000 power during this turn.                              | If I have 2 of these cards on my field, can I use 1 Jinbe's [When Attacking] effect on the other Jinbe?            | Yes, you can. "Other than this card" refers to the Character itself, not the card name.  |
| 6 | ST01-007 | Nami           | Character | [Activate: Main] [Once Per Turn] Give up to 1 rested DON!! card to your Leader or 1 of your Characters.  | Can I use this card's [Activate: Main] effect to give this card itself a DON!! card?                               | Yes, you can.  |
| 7 | ST01-011 | Brook          | Character | [On Play] Give up to 2 rested DON!! cards to your Leader or 1 of your Characters.  | Can I use this [On Play] effect to give only 1 rested DON!! card?  | Yes, you can. When a card's text states "up to" a specified number of cards, you can choose 0 cards.   |
| 8 | ST01-011 | Brook          | Character | [On Play] Give up to 2 rested DON!! cards to your Leader or 1 of your Characters.  | Can I use this [On Play] effect to give 1 DON!! card each to my Leader and 1 Character, or 2 different Characters? | No, you cannot.  |
| 9 | ST01-012 | Monkey.D.Luffy | Character | [Rush] (This card can attack on the turn in which it is played.)<br>[DON!! x2] [When Attacking]<br>Your opponent cannot activate [Blocker] during this battle. | Can my opponent activate [Blocker] if another Character attacks after this Character has attacked?                 | Yes, your opponent can activate [Blocker] because it is not during the battle in which this Character's [When Attacking] effect was activated. |

|    |          |                    |           |  |   |  |
|----|----------|--------------------|-----------|--|---|--|
| 10 | ST01-013 | Roronoa Zoro       | Character | [DON!! x1] This Character gains +1000 power.   | Does this [DON!! x1] effect mean this Character gains +1000 power even during my opponent's turn?   | Yes, this Character gains +1000 power during your opponent's turn. This effect is effective during both players' turns.                              |
| 11 | ST01-015 | Gum-Gum Jet Pistol | Event     | [Main] K.O. up to 1 of your opponent's Characters with 6000 power or less.<br>[Trigger] Activate this card's [Main] effect.  | If the power of a Character with an original power of 6000 or less becomes 7000 or more due to an effect, can it be K.O.'d by this [Main] effect? | No, it cannot. This effect can only K.O. a Character with a current power of 6000 or less.   |
| 12 | ST01-016 | Diable Jambe       | Event     | [Main] Select up to 1 of your {Straw Hat Crew} type Leader or Character cards. Your opponent cannot activate [Blocker] if that Leader or Character attacks during this turn.<br>[Trigger] K.O. up to 1 of your opponent's [Blocker] Characters with a cost of 3 or less. | Can my opponent activate [Blocker] if another Character attacks after the selected Character has attacked?  | Yes, your opponent can activate [Blocker] because it is not during the battle in which the Character you selected with this Event card is attacking. |

|    |          |                     |        |   |  |  |
|----|----------|---------------------|--------|---|--|--|
| 13 | ST01-016 | Diable Jambe        | Event  | <p>[Main] Select up to 1 of your {Straw Hat Crew} type Leader or Character cards. Your opponent cannot activate [Blocker] if that Leader or Character attacks during this turn.</p> <p>[Trigger] K.O. up to 1 of your opponent's [Blocker] Characters with a cost of 3 or less.</p> | Can this [Trigger] effect be used to K.O. Characters like "ST01-012 Monkey.D.Luffy" that do not have their own [Blocker] effect but have the word "[Blocker]" in their effect? | No, it cannot. Only characters with their own [Blocker] effect at the time of using this card can be K.O.'d. |
| 14 | ST01-017 | Thousand Sunny      | Stage  | <p>[Activate: Main] You may rest this Stage: Up to 1 {Straw Hat Crew} type Leader or Character card on your field gains +1000 power during this turn.</p>   | Can I activate this Stage's "You may rest this Stage:" effect on the turn it is played?  | Yes, you can.  |
| 15 | ST02-001 | Eustass"Captain"Kid | Leader | <p>[Activate: Main] [Once Per Turn] ③ (You may rest the specified number of DON!! cards in your cost area.) You may trash 1 card from your hand: Set this Leader as active.</p>   | If my Leader has already attacked during this turn and I use this effect to set it as active, can my Leader attack again?  | Yes, your Leader can attack again.   |

|    |          |        |           |   |   |   |
|----|----------|--------|-----------|---|---|---|
| 16 | ST02-003 | Urouge | Character | [DON!! x1] If you have 3 or more Characters, this card gains +2000 power. | What happens to this Character's power if the number of Characters I have changes while this Character is battling? | If you have 3 or more Characters at the Damage Step of the battle, the result of the battle is determined on the basis that this Character gains +2000 power. |
| 17 | ST02-003 | Urouge | Character | [DON!! x1] If you have 3 or more Characters, this card gains +2000 power. | Is this Character included in the count to determine "If you have 3 or more Characters"?                            | Yes, this Character gains +2000 power if you have 3 or more Characters including this Character.  |
| 18 | ST02-003 | Urouge | Character | [DON!! x1] If you have 3 or more Characters, this card gains +2000 power. | Does this [DON!! x1] effect mean this Character gains +2000 power even during my opponent's turn?                   | Yes, this Character gains +2000 power during your opponent's turn. This effect is effective during both players' turns.                                       |

|    |          |                |           |   |  |   |
|----|----------|----------------|-----------|---|--|---|
| 19 | ST02-007 | Jewelry Bonney | Character | <p>[Activate: Main] ① (You may rest the specified number of DON!! cards in your cost area.) You may rest this card: Look at 5 cards from the top of your deck; reveal up to 1 {Supernovas} type card and add it to your hand. Then, place the rest at the bottom of your deck in any order.</p> | <p>Can I use this card's effect to add non-green {Supernovas} type cards to my hand?</p> | <p>Yes, you can.</p>  |
| 20 | ST02-007 | Jewelry Bonney | Character | <p>[Activate: Main] ① (You may rest the specified number of DON!! cards in your cost area.) You may rest this card: Look at 5 cards from the top of your deck; reveal up to 1 {Supernovas} type card and add it to your hand. Then, place the rest at the bottom of your deck in any order.</p> | <p>What happens if there aren't any {Supernovas} type cards?</p>                         | <p>You place all the cards you looked at from the top of your deck at the bottom of your deck in any order.</p> |

|    |          |                 |           |  |   |   |
|----|----------|-----------------|-----------|--|---|---|
| 21 | ST02-007 | Jewelry Bonney  | Character | [Activate: Main] ① (You may rest the specified number of DON!! cards in your cost area.) You may rest this card: Look at 5 cards from the top of your deck; reveal up to 1 {Supernovas} type card and add it to your hand. Then, place the rest at the bottom of your deck in any order. | Can I activate this Character's "You may rest this card" effect on the turn it is played?                                       | Yes, you can.   |
| 22 | ST02-008 | Scratchmen Apoo | Character | [DON!! x1] [When Attacking] Rest up to 1 of your opponent's DON!! cards.   | Can I rest a DON!! card that is already rested?   | No, you cannot. You must choose up to 1 active DON!! card from your opponent's cost area. |
| 23 | ST02-008 | Scratchmen Apoo | Character | [DON!! x1] [When Attacking] Rest up to 1 of your opponent's DON!! cards.   | Can I rest a DON!! card that has been given to an opponent's Character?   | No, you cannot. You must choose up to 1 active DON!! card from your opponent's cost area. |
| 24 | ST02-009 | Trafalgar Law   | Character | [On Play] Set up to 1 of your {Supernovas} or {Heart Pirates} type rested Characters with a cost of 5 or less as active.   | If my Character has already attacked during this turn and I use this effect to set it as active, can my Character attack again? | Yes, your Character can attack again.   |

|    |          |                     |           |  |  |   |
|----|----------|---------------------|-----------|--|--|---|
| 25 | ST02-010 | Basil Hawkins       | Character | [DON!! x1] [Once Per Turn] [Your Turn] If this Character battles your opponent's Character, set this card as active.   | Can the Character set as active by this effect attack again?   | Yes, the Character can attack again.  |
| 26 | ST02-010 | Basil Hawkins       | Character | [DON!! x1] [Once Per Turn] [Your Turn] If this Character battles your opponent's Character, set this card as active.   | If this Character battles my opponent's Character, at what point during the Battle Phase does this Character become active?    | This Character becomes active at the end of the battle if the target of the attack was a Character. |
| 27 | ST02-010 | Basil Hawkins       | Character | [DON!! x1] [Once Per Turn] [Your Turn] If this Character battles your opponent's Character, set this card as active.   | Does this Character become active if it attacks my opponent's Leader and my opponent activates [Blocker]?                      | Yes, it does.   |
| 28 | ST02-013 | Eustass"Captain"Kid | Character | [Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.) [DON!! x1] [End of Your Turn] Set this card as active. | Can I choose not to set this Character as active at the end of my turn if it is rested with 1 or more DON!! cards given to it? | No, you must set it as active whenever possible.  |

|    |          |                     |           |  |  |   |
|----|----------|---------------------|-----------|--|--|---|
| 29 | ST02-013 | Eustass"Captain"Kid | Character | [Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.)<br>[DON!! x1] [End of Your Turn] Set this card as active.                      | If this Character is active, can I use this [End of Your Turn] effect to set this Character as active again? | No. Nothing happens if this Character is already active.  |
| 30 | ST02-014 | X.Drake             | Character | [DON!! x1] [Your Turn] If this Character is rested, your {Supernovas} or {Navy} type Leaders and Characters gain +1000 power.  | Do Characters with both {Supernovas} and {Navy} types gain +2000 power?                                      | No, they do not. Each Character with the {Supernovas} type, {Navy} type, or both types gains +1000 power. |
| 31 | ST02-015 | Scalpel             | Event     | [Counter] Up to 1 of your Leader or Character cards gains +2000 power during this battle. Then, set up to 1 of your DON!! cards as active.<br>[Trigger] Set up to 2 of your DON!! cards as active. | Can I choose not to set any DON!! cards as active when using this [Counter] effect?                          | Yes, you can.   |

|    |          |             |       |  |  |   |
|----|----------|-------------|-------|--|--|---|
| 32 | ST02-015 | Scalpel     | Event | [Counter] Up to 1 of your Leader or Character cards gains +2000 power during this battle. Then, set up to 1 of your DON!! cards as active.<br>[Trigger] Set up to 2 of your DON!! cards as active. | Can I activate this [Trigger] effect if I don't have enough DON!! cards in my cost area? | Yes, you can. In that case, you can choose to set 0 or 1 DON!! cards as active. |
| 33 | ST02-016 | Repel       | Event | [Counter] Up to 1 of your Leader or Character cards gains +4000 power during this battle. Then, set up to 1 of your DON!! cards as active.   | Can I choose not to set any DON!! cards as active when using this [Counter] effect?      | Yes, you can.   |
| 34 | ST02-017 | Straw Sword | Event | [Main] Rest up to 1 of your opponent's Characters.<br>[Trigger] Play up to 1 {Supernovas} type card with a cost of 2 or less from your hand.   | Can I choose a Character that is already rested for this [Main] effect?                  | Yes, you can. In that case, nothing happens for this [Main] effect.             |
| 35 | ST02-017 | Straw Sword | Event | [Main] Rest up to 1 of your opponent's Characters.<br>[Trigger] Play up to 1 {Supernovas} type card with a cost of 2 or less from your hand.   | Can I use a {Supernovas} type Event card with this [Trigger] effect?                     | No, you cannot. You can only play a Character card or Stage card.               |

|    |          |             |           |   |   |  |
|----|----------|-------------|-----------|---|---|--|
| 36 | ST02-017 | Straw Sword | Event     | <p>[Main] Rest up to 1 of your opponent's Characters.</p> <p>[Trigger] Play up to 1 {Supernovas} type card with a cost of 2 or less from your hand.</p>   | <p>If I use this [Trigger] effect to play a card with an [On Play] effect, will the [On Play] effect be activated?</p>                | <p>Yes, the effect will be activated.</p>  |
| 37 | ST03-001 | Crocodile   | Leader    | <p>[Activate: Main] [Once Per Turn] DON!! -4 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Return up to 1 Character with a cost of 5 or less to the owner's hand.</p>                           | <p>Can I use this [Activate: Main] effect to return my own Character to my hand?</p>  | <p>Yes, you can.</p>   |
| 38 | ST03-003 | Crocodile   | Character | <p>[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.)</p> <p>[DON!! x1] [On Block] Place up to 1 Character with a cost of 2 or less at the bottom of the owner's deck.</p> | <p>What happens to a battle if this [On Block] effect is used to place the attacking Character at the bottom of the owner's deck?</p> | <p>If the attacking Character is not on the field, the battle ends without anything happening.</p> |

|    |          |                |           |   |  |  |
|----|----------|----------------|-----------|---|--|--|
| 39 | ST03-003 | Crocodile      | Character | <p>[Blocker] (After your opponent declares an attack, you may rest this card to make it the new target of the attack.)</p> <p>[DON!! x1] [On Block] Place up to 1 Character with a cost of 2 or less at the bottom of the owner's deck.</p> | Can I use this [On Block] effect to place my own Character at the bottom of my deck?                         | Yes, you can.  |
| 40 | ST03-004 | Gecko Moria    | Character | <p>[On Play] Add up to 1 {The Seven Warlords of the Sea} or {Thriller Bark Pirates} type Character with a cost of 4 or less other than [Gecko Moria] from your trash to your hand.</p>  | Can I add a card with the name [Gecko Moria] to my hand so long as it isn't "ST03-004 Gecko Moria"?          | No, you cannot. This effect does not allow you to add any cards with the name [Gecko Moria] to your hand.  |
| 41 | ST03-005 | Dracule Mihawk | Character | <p>[DON!! x1] [When Attacking] Draw 2 cards and trash 2 cards from your hand.</p>   | If I have 1 or less cards in my deck, can I use this Character to attack if it has a DON!! card given to it? | Yes, you can. However, since the [When Attacking] effect is always activated and requires a player to draw 2 cards whenever possible, if the deck is reduced to 0 cards as a result, the player with 0 cards in their deck will lose the game. |

|    |          |                          |           |  |  |  |
|----|----------|--------------------------|-----------|--|--|--|
| 42 | ST03-007 | Sentomaru                | Character | [DON!! x1] [Activate: Main]<br>[Once Per Turn] ② (You may rest the specified number of DON!! cards in your cost area.):<br>Play up to 1 [Pacifista] with a cost of 4 or less from your deck, then shuffle your deck. | Can I activate this effect even if I have no [Pacifista] cards in my deck?                                 | Yes, you can. After looking at your deck, proceed to shuffling your deck without playing any cards.  |
| 43 | ST03-009 | Donquixote<br>Doflamingo | Character | [On Play] Return up to 1 Character with a cost of 7 or less to the owner's hand.   | Can I use this [On Play] effect to return this Character or another of my Characters to my hand?           | Yes, you can.  |
| 44 | ST03-010 | Bartholomew Kuma         | Character | [On Play] Look at 3 cards from the top of your deck and return them to the top or bottom of the deck in any order.<br>[Trigger] Play this card.  | After looking at 3 cards from the top of my deck, can I place 1 card on the top and 2 cards on the bottom? | No, you cannot. After deciding the order in which you want to place the 3 cards, you must choose whether to return all 3 cards to the top or bottom of the deck. |
| 45 | ST03-010 | Bartholomew Kuma         | Character | [On Play] Look at 3 cards from the top of your deck and return them to the top or bottom of the deck in any order.<br>[Trigger] Play this card.  | Can I activate this effect if I have 2 or less cards in my deck?   | Yes, you can. While looking at your deck, the number of cards in your deck is not considered 0.  |

|    |          |                   |           |  |  |   |
|----|----------|-------------------|-----------|--|--|---|
| 46 | ST03-014 | Marshall.D.Teach  | Character | [On Play] Return up to 1 Character with a cost of 3 or less to the owner's hand.   | Can I use this [On Play] effect to return this Character or another of my Characters to my hand?   | Yes, you can.   |
| 47 | ST03-015 | Sables            | Event     | [Main] Return up to 1 Character with a cost of 7 or less to the owner's hand.<br>[Trigger] Activate this card's [Main] effect.       | Can I use this [Main] effect to return this Character or another of my Characters to my hand?  | Yes, you can.   |
| 48 | ST03-016 | Thrust Pad Cannon | Event     | [Counter] Return up to 1 Character with a cost of 3 or less to the owner's hand.<br>[Trigger] Activate this card's [Counter] effect. | What happens to a battle if this [Counter] effect is used to return the attacking Character or the Character being attacked to the owner's hand? | If the attacking Character or the Character being attacked is not on the field, the battle ends without anything happening. |
| 49 | ST03-016 | Thrust Pad Cannon | Event     | [Counter] Return up to 1 Character with a cost of 3 or less to the owner's hand.<br>[Trigger] Activate this card's [Counter] effect. | Can I use this [Counter] effect to return my own Character to my hand?   | Yes, you can.   |

|    |          |                   |        |  |  |  |
|----|----------|-------------------|--------|--|--|--|
| 50 | ST03-016 | Thrust Pad Cannon | Event  | [Counter] Return up to 1 Character with a cost of 3 or less to the owner's hand.<br>[Trigger] Activate this card's [Counter] effect.   | If I return my own Character to my hand, can I use that Character card's Counter during that battle? | Yes, you can.  |
| 51 | ST03-017 | Love-Love Mellow  | Event  | [Counter] Up to 1 of your Leader or Character cards gains +4000 power during this battle. Then, draw 1 card if you have 3 or less cards in your hand.                            | Can I use this effect to draw a card if I have 4 cards in my hand including this card?               | Yes, the "draw 1 card" effect will be activated. When an Event card is activated, that card is trashed and is not included when counting the number of cards in your hand. |
| 52 | ST04-001 | Kaido             | Leader | [Activate: Main] [Once Per Turn] DON!! -7 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Trash up to 1 of your opponent's Life cards. | Can I use this effect to win the game if my opponent has no Life cards?                              | No. You can activate this effect, but if your opponent has no Life cards, nothing will happen.   |

|    |          |       |           |  |  |  |
|----|----------|-------|-----------|--|--|--|
| 53 | ST04-002 | Ulti  | Character | [On Play] DON!! -1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Play up to 1 [Page One] card with a cost of 4 or less from your hand.   | Can I play this Character card if I have no cards in my hand that I can play with this [On Play] effect? | Yes, you can.  |
| 54 | ST04-003 | Kaido | Character | [On Play] DON!! -5 (You may return the specified number of DON!! cards from your field to your DON!! deck.): K.O. up to 1 of your opponent's Characters with a cost of 6 or less. This Character gains [Rush] during this turn.<br>(This card can attack on the turn in which it is played.) | Can I gain [Rush] using this [On Play] effect if there is no Character I can K.O.?                       | Yes, you can. When a card's text states "up to" a specified number of cards, you can choose 0 cards. |
| 55 | ST04-008 | Jack  | Character | [On Play] You may trash 1 card from your hand: Add up to 1 DON!! card from your DON!! deck and set it as active.   | Can I activate this effect if I have no cards in my DON!! deck?  | Yes, you can. Nothing will happen after you trash 1 card from your hand.                             |

|    |          |                              |           |  |   |  |
|----|----------|------------------------------|-----------|--|---|--|
| 56 | ST04-008 | Jack                         | Character | [On Play] You may trash 1 card from your hand: Add up to 1 DON!! card from your DON!! deck and set it as active.   | Can I play this Character if I have no cards in my hand?  | Yes, you can. However, you cannot activate its [On Play] effect.   |
| 57 | ST04-010 | Who's Who                    | Character | [On Play] DON!! -1 (You may return the specified number of DON!! cards from your field to your DON!! deck.); K.O. up to 1 of your opponent's Characters with a cost of 3 or less.<br>[Trigger] Play this card. | Can I use this Character card's [Trigger] effect to play this card if I have no DON!! cards that I can return to my DON!! deck? | Yes, you can. In that case, because you don't have enough DON!! cards, you cannot activate the [On Play] effect. |
| 58 | ST04-014 | Lead Performer<br>"Disaster" | Event     | [Main] Draw 1 card, then add up to 1 DON!! card from your DON!! deck and set it as active.<br>[Trigger] Activate this card's [Main] effect.  | Can I choose to only carry out the "add up to 1 DON!! card from your DON!! deck and set it as active" part of this effect?      | No. According to this effect, you must also draw 1 card whenever possible.                                       |

|    |          |                              |       |   |   |  |
|----|----------|------------------------------|-------|---|---|--|
| 59 | ST04-014 | Lead Performer<br>"Disaster" | Event | [Main] Draw 1 card, then add up to 1 DON!! card from your DON!! deck and set it as active.<br>[Trigger] Activate this card's [Main] effect.   | Can I activate this effect if I have no cards in my DON!! deck? | Yes, you can.  |
| 60 | ST04-015 | Brachio Bomber               | Event | [Main] K.O. up to 1 of your opponent's Characters with a cost of 6 or less, then add up to 1 DON!! card from your DON!! deck and set it as active.<br>[Trigger] Add up to 1 DON!! card from your DON!! deck and set it as active. | Can I activate this effect if I have no cards in my DON!! deck? | Yes, you can.  |
| 61 | ST04-016 | Blast Breath                 | Event | [Counter] DON!! - 1 (You may return the specified number of DON!! cards from your field to your DON!! deck.): Up to 1 of your Leader or Character cards gains +4000 power during this battle.                                     | Can I activate this card without paying the DON!! - 1?          | Yes. You can activate the card, but nothing will happen. |

|    |          |                   |           |  |   |  |
|----|----------|-------------------|-----------|--|---|--|
| 62 | ST04-017 | Onigashima Island | Stage     | [Activate: Main] You may rest this Stage: If your Leader has the {Animal Kingdom Pirates} type, add up to 1 DON!! card from your DON!! deck and rest it. | Can I activate this [Activate: Main] effect if my Leader does not have the {Animal Kingdom Pirates} type? | Yes. You can activate the effect, but nothing will happen.                 |
| 63 | ST04-017 | Onigashima Island | Stage     | [Activate: Main] You may rest this Stage: If your Leader has the {Animal Kingdom Pirates} type, add up to 1 DON!! card from your DON!! deck and rest it. | Can I activate this effect if I have no cards in my DON!! deck?   | Yes, you can.  |
| 64 | ST02-009 | Trafalgar Law     | Character | [On Play] Set up to 1 of your {Supernovas} or {Heart Pirates} type rested Characters with a cost of 5 or less as active.                                 | Can I use this [On Play] effect to set my Leader card as active?  | No, you cannot. "1 of your ... Characters" refers only to Character cards. |