

◆ ONE PIECE CARD GAME 8 PACKS BATTLE Rules ◆

◆ About an errata of a Leader Card "Monkey.D.Luffy"

There is an errata for the Leader card "Monkey.D.Luffy", which is used in this event, to make battle more interesting. So, for this card, the "After" text is applied to all game formats and takes precedence over the original wording of the card.

Before: Leader Card "Monkey.D.Luffy" Life 4

After: Leader Card "Monkey.D.Luffy" Life 5

Unfortunately, we will not prepare new card for this errata. We sincerely apologize for any inconvenience caused.

◆ Permitted decks

● Leader card: 1 card

***Limited to a Leader card that can only be used in 8 PACKS BATTLE.**

● Deck: Contains exactly 30 cards consisting of Character cards, Event cards, and Stage cards, all from the 8 packs opened at the event. When constructing the deck, only cards that include the color of the Leader can be included.

***A Leader card that can only be used in 8 PACKS BATTLE is treated as a card that has all card names, types, and attributes.**

● DON!! deck: Contains exactly 10 cards consisting of DON!! cards.

***Please bring your own DON!! cards for your DON!! deck.**

◆ Game rules

Winning conditions

If you win a battle with your opponent's Leader when your opponent has zero life cards.

When your opponent's deck reaches zero cards.

◆ Competition format

● Swiss draw with a maximum of 4 rounds

***You can't change your deck during the tournament.**

◆ Event rules

*The latest version of the Official Rule Manual will be used at this event. Be sure to read the rules in advance. (For details, please check the Official Web Site.)

[Rule page of Official Web Site]

• English: <https://asia-en.onepiece-cardgame.com/rules/>

• Hong Kong: <https://asia-hk.onepiece-cardgame.com/rules/>

• Taiwan: <https://asia-tw.onepiece-cardgame.com/rules/>

• Thai: <https://asia-th.onepiece-cardgame.com/rules/>

*The end of each game, winning, and losing will be determined by the stated rules.

*Game results cannot be changed after they have been reported or confirmed by a staff member.

*If an infraction is observed, you will immediately lose the game.

*Game results will not be overturned even if the rules were improperly applied, except in the case of an infraction.

*If infractions, improper conduct, or disruptive behavior are observed, depending on the judgement of the staff, you may be disqualified or ejected from the tournament.

*If you have any questions about the rules or are unsure of the validity of an action during a game, raise your hand, call a staff member, and abide by their rulings. Note that proper rulings cannot be made after an action is over.

Also note that rulings are valid for the day of the tournament, but afterward there may be changes to the ruling in the Official Rule Manual, etc.

Rulings by staff take priority during the tournament.

◆ Permitted cards and sleeves

***Only cards from packs opened at this event can be used. You cannot bring and use your own cards. (Except in the case of DON!! cards.)**

***Banned cards do not apply to this event, and there are no restrictions on the number of cards with the same card number.**

***Card sleeves must be used at this event. Please be sure to bring your own sleeves.**

*Damaged sleeves that harm legibility of required game information are prohibited.

*When using card sleeves, all cards in your deck must be placed in a sleeve, you must use the same sleeves, all cards must face the same direction, and you must place only 1 card in each sleeve.

You may use up to 2 sleeves for 1 card. In such cases, all cards must use the same number of sleeves, and all of the sleeves must be placed in the same order.

In addition, sleeves may be forbidden by staff if they harm the legibility of card information.