ONE PIECE CARD GAME COMPREHENSIVE RULES

Ver. 1.1.3

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Table of Contents

Comprehensive Rules

1. Game Overview

1-1. Number of Players

1-1-1. This is a two-player competitive game. There are currently no official rules for games with any other number of players.

1-2. Winning and Losing the Game

1-2-1. The game ends when either player loses the game. If a player's opponent loses the game, and that player did not, they win the game.

1-2-1-1. The two loss conditions are as follows:

1-2-1-1-1. Your life reaches zero cards and your Leader sustains damage.

1-2-1-1-2. Your deck reaches zero cards.

1-2-2. If either player fulfills a loss condition, that player loses the game the next time rules processing is performed. (See *9. Rule Processing*.)

1-2-2-1. During the game, if either player's life reaches zero cards and then that player's leader sustains damage, that player fulfills the corresponding loss condition.

1-2-2-2. During the game, if either player's deck reaches zero cards, that player fulfills the corresponding loss condition.

1-2-3. If both players simultaneously fulfill loss conditions, the game is a draw.

1-2-4. Either player may resign during the game at any time of their liking. A surrendering player instantly loses, and the game ends.

1-2-5. The act of resigning is not affected by any cards. Players can never be forced to resign due to card effects, and loss by resignation is not subject to any replacement effects.

1-2-6. Some card effects can make a player win or lose the game. In such cases, that player wins or loses during that processing, and the game ends.

1-3. Fundamental Principles

1-3-1. Any text written on cards that conflicts with the Comprehensive Rules is prioritized over the rules.

1-3-2. If a player is requested to perform an impossible action for some reason, that action is not carried out. Similarly, if an effect requests that a player carry out a certain number of actions and some of those actions are not fully possible, that player must perform as many of the requested actions as possible.

1-3-2-1. If an existing object is requested to be changed to some state but is already in that state, the object does not again switch to that state. Instead, the action itself is not carried out.

1-3-2-2. If a player is requested to carry out some action zero or a negative number of times for some reason, that action is not carried out. Conducting a certain action a negative number of times does not imply carrying out the opposite action.

1-3-3. If a card effect instructs a player to carry out a certain action, but there is an active effect prohibiting that action, that effect is prioritized and the action is not carried out.

1-3-4. If multiple players are simultaneously requested to make a choice for some reason, the turn player makes their choice first. The non-turn player chooses after that.

1-3-5. If a player must choose a number due to card effects or rules, the number must be an integer greater than or equal to 0 unless otherwise specified. Numbers that include fractions less than 1 and negative numbers can't be chosen.

1-3-5-1. If cards or rules indicate a maximum number such as "up to," the player can choose 0 unless a minimum number is specified.

1-3-6. If a card effect rewrites information on a card, unless otherwise specified or there are rule definitions to the contrary, numbers on a card can't include fractions less than 1. If the numbers (other than power) reach negative values, with the exception of situations where numbers are either added or subtracted, they are treated as 0.

1-3-7. Power can become a negative value.

1-3-7-1. Even if the power is changed to a negative value, unless otherwise specified, that card can't be moved, including trashing it.

1-3-8. Unless otherwise specified, card effects are resolved in the order they are described on the card.

1-3-9. If card effects instruct a player to carry out actions in a way that would switch a card to rested and active simultaneously, the effect requiring the switch to rested always takes priority.

1-3-10. Costs and activation costs

1-3-10-1. *Cost* refers to the cost paid when playing a card. The cost is the number at the upper left of each card. (See *6-5-3-1*.)

1-3-10-2. *Activation cost* refers to the cost necessary to activate a card effect. (See *8-3*.)

2. Card Information

2-1. Card Name

2-1-1. This card's proper name.

2-1-2. Some text will indicate nouns with "" without specifying what kind of information it is. Such text refers to card names.

2-1-2-1. Some text will indicate part of a card name with 『』. Such text refers to cards with names that include the text within 『』.

2-1-3. As an exception, some text indicates that cards gain card names. In such cases, the cards are treated as originally having these names, and this is valid even during deck construction and when the cards are in secret areas.

2-2. Card Category

2-2-1. This card's category.

2-2-2. There are five categories of cards: Leader cards, Character cards, Event cards, Stage cards, and DON!! cards.

2-2-3. Leader cards are placed in the Leader Area.

2-2-3-1. If card text refers to a "Leader" or "Leader card," it means a Leader card in a Leader Area.

2-2-4. Character cards are placed in the Character Area.

2-2-4-1. If card text refers to a "Character," it means a Character card in a Character Area.

2-2-4-2. If card text refers to a "Character card," it means a Character card that is somewhere other than a Character Area.

2-2-5. The effects of Event cards can be activated by trashing such cards from your hand.

2-2-5-1. If card text refers to an "Event" or "Event card," it means an Event card.

2-2-6. Stage cards are placed in the Stage Area.

2-2-6-1. If card text refers to a "Stage," it means a Stage card.

2-2-6-2. If card text refers to a "Stage card," it means a Stage card that is somewhere other than a Stage Area.

2-3. Colors

2-3-1. This card's color. Card text sometimes refers to card colors.

2-3-2. All cards have a color, which is shown by the filled-in portion of the hexagon at the lower left of the card.

2-3-3. There are six colors: red, green, blue, purple, black, and yellow.

2-3-3-1. The hexagon shows red at the upper right, green at the right, blue at the lower right, purple at the lower left, black at the left, and yellow at the upper left.

2-3-4. Some cards have multiple colors, such as red and blue or green and purple.

2-3-5. Cards that have the colors red and green are treated as though they have both.

2-3-6. Cards with multiple colors are sometimes referred to as *multicolor cards* in card text.

2-4. Types

2-4-1. This card's types. Some card text refers to types.

2-4-2. Some cards have multiple types. Multiple types are listed with /.

2-4-3. Some text will indicate nouns with 《》 without specifying what kind of information it is. Such text refers to cards with those types.

2-4-3-1. Some text will indicate part of a type with 『』. Such text refers to cards with types that include the text

within 『』.

2-4-4. As an exception, some text indicates that cards gain types. In such cases, the cards are treated as originally having these types, and this is valid even during deck construction and when the cards are in secret areas.

2-5. Attributes

2-5-1. This Character card's attribute. Card text sometimes refers to attributes.

2-5-2. Only Leader cards and Character cards can have attributes.

2-5-3. Some text will specify attributes in parentheses. Such text refers to cards with those attributes.

2-5-4. As an exception, some text indicates that cards gain attributes. In such cases, the cards are treated as originally having these attributes, and this is valid even during deck construction and when the cards are in secret areas.

2-6. Power

2-6-1. This card's power in battle. (See *7. Card Attacking and Battle.*)

2-6-2. Only Leader cards and Character cards have power.

2-7. Cost

2-7-1. This is the cost necessary to play this card from a player's hand. (See *6-5-3-1.*)

2-7-2. To play a Character card from your hand, first reveal the card you want to play, choose a number of active DON!! cards in your Cost Area equal to the cost of the card to be played, rest them, and then play the revealed card.

2-7-3. To activate an Event card from your hand, first reveal the card you want to activate, choose a number of active DON!! cards in your Cost Area equal to the cost of the card to be activated, rest them, and then trash the revealed card and activate it.

2-7-4. To play a Stage card from your hand, first reveal the card you want to play, choose a number of active DON!! cards in your Cost Area equal to the cost of the card to be played, rest them, and then play the revealed card.

2-7-5. Only Character cards, Event cards, and Stage cards have a cost.

2-8. Card Text

2-8-1. This card's special effect.

2-8-2. Unless otherwise specified, the effects (card text) of Leader cards, Character cards, and Stage cards are only valid in the Leader Area, Character Area, or Stage Area.

2-8-3. Effects are executed in order starting at the beginning of the text.

2-8-4. Some text includes detailed explanations of keyword effects or card effects in parentheses. The purpose of such text, which is called *notes*, is to explain effects.

2-8-4-1. Notes have no effect on gameplay.

2-8-4-2. As an exception, some effects are described in parentheses to make them easier to understand.

2-8-5. Some text will refer to cards that have no card text as "(cards) with no effects to begin with."

2-9. Life

2-9-1. This Leader card's life value.

2-9-2. At the start of the game, place a number of cards equal to your Leader card's life from the top of your deck face-down in your Life Area. Do not look at these cards.

2-9-2-1. At this time, place the cards so that the top card of your deck becomes the bottom card of your life.

2-9-3. Only Leader cards have life.

2-10. (Icon) Counter

2-10-1. This Character card effect can be activated during the Counter Step and indicates the value by which the power is increased.

2-10-2. Only Character cards can have (Icon) Counters.

2-11. [Trigger]

2-11-1. An effect that can be activated instead of adding a card from your life to your hand when damage is sustained.

2-11-2. [Trigger] is part of the card text.

2-12. Copyright Notice

2-12-1. This card's copyright notice. This has no effect on gameplay.

2-13. Rarity

2-13-1. This card's rarity. This has no effect on gameplay.

2-14. Card Number

2-14-1. This is referred to when preparing the game.

2-14-2. When preparing the game, a player's deck can only include up to 4 copies of a card with the same card number.

2-14-3. This card's number. Some card text will refer to this.

2-15. Block Icon

2-15-1. The block to which this card belongs. This has no effect on gameplay.

2-16. Illustration

2-16-1. This card's illustration. This has no effect on gameplay.

2-17. Illustrator Name

2-17-1. The name of the illustrator who created this card's illustration. This has no effect on gameplay.

3. Game Areas

3-1. Areas

3-1-1. The term *area* refers to the Deck Area, DON!! Deck Area, hand, trash, Leader Area, Character Area, Stage Area, Cost Area, and Life Area.

3-1-2. The Leader Area, Character Area, Stage Area, and Cost Area are sometimes collectively referred to as *areas*.

3-1-3. Unless otherwise specified, both players possess one of each area.

3-1-4. The number of cards in each area is open information, and each player can check these numbers whenever they want to.

3-1-5. Cards in some areas are revealed to both players while others are not. Areas with revealed cards are called *open areas* while areas with hidden cards are called *secret areas*.

3-1-6. When cards move from the Character Area or Stage Area to a different area, they are regarded as new cards in those new areas (unless otherwise specified). Effects that were active on those cards in the original area are not carried over to the new area.

3-1-7. If multiple cards are to be placed in a certain area simultaneously, the order in which they are placed into that area is decided by the owner of those cards unless otherwise specified.

3-1-8. When the owner of multiple cards can decide the order of cards being placed into a secret area from an open area, players other than the owner of the cards can't confirm the order those cards were placed into the secret area.

3-2. Deck Area

3-2-1. Place your deck here at the start of the game.

3-2-2. The Deck Area is a secret area. The cards in this area are placed face-down, and—unless otherwise specified—neither player can check the contents or order of those cards, nor can they change their order.

3-2-3. If multiple cards in a deck are to simultaneously move between areas, move the cards one by one.

3-2-4. If a player is requested to shuffle their deck, they must randomly change the order of the cards of their deck.

3-3. DON!! Deck Area

3-3-1. Place your DON!! deck here at the start of the game.

3-3-2. The DON!! Deck Area is an open area. The cards in this area are placed face-down, and either player can check the contents or order of these cards. They can also change the order.

3-3-3. If multiple DON!! cards in a DON!! deck are to simultaneously move between areas, move the cards one by one.

3-4. Hand

3-4-1. This is the area where each player keeps the cards they drew from their deck.

3-4-2. The hand is a secret area as far as the opponent is concerned, but you can freely view the contents and change the order of the cards in your hand.

3-4-3. Players can't view the contents of cards in the other player's hand unless otherwise specified.

3-5. Trash

3-5-1. KO'd Character cards, activated Event cards, etc. are placed in this area.

3-5-2. The trash is an open area. The cards in this area are placed face-up, and either player can freely check the contents of these cards. You can also freely change the order of your trash. In general, cards placed in this area are placed on top of the cards that are already there.

3-6. Leader Area

3-6-1. At the start of the game, place your Leader card in this area with its front side facing up.

3-6-2. The Leader Area is an open area.

3-6-3. A card placed in the Leader Area that is treated as a Leader can't be moved from the Leader Area via any card effects or rules, and it does not leave the Leader Area under any circumstances.

3-7. Character Area

3-7-1. Place your Character cards in this area.

3-7-2. The Character Area is an open area. Cards are placed face-up in this area.

3-7-3. Placing a Character card in the Character Area is referred to as "playing" it.

3-7-4. Unless otherwise specified, Character cards cannot attack

during the turn on which they are played.

3-7-5. Unless otherwise specified, cards are placed in the Character Area active.

3-7-6. Up to 5 Character cards can be placed in the Character Area.

3-7-6-1. If you want to play a Character card in your Character Area when there are already 5 Character cards in it, reveal the card you want to play, trash 1 Character card, and then play the new Character card in your Character Area.

3-8. Stage Area

3-8-1. Place your Stage cards in this area.

3-8-2. The Stage Area is an open area. Cards are placed face-up in this area.

3-8-3. Placing a Stage card in the Stage Area is referred to as "playing" it.

3-8-4. Unless otherwise specified, cards are placed in the Stage Area active.

3-8-5. Up to 1 Stage card can be placed in the Stage Area.

3-8-5-1. If you want to play a Stage card in your Stage Area when there is already 1 Stage card in it, reveal the card you want to play, trash the Stage card that is already in play, and then play the new Stage card in your Stage Area.

3-9. Cost Area

3-9-1. Place your DON!! cards in this area.

3-9-2. The Cost Area is an open area. Either player can freely check the contents of the cards in this area. You can also freely change the order of your Cost Area. When you pay a cost, you can choose whichever cards you like.

3-9-3. Unless otherwise specified, DON!! cards are placed in the Cost Area active.

3-10. Life Area

3-10-1. Place your Leader's life in this area.

3-10-2. The Life Area is a secret area. Unless otherwise specified, neither player can check the contents of the cards in this area, nor can they change their order. Unless otherwise specified, the owner chooses the top card when a card is moved from the Life Area to other areas.

3-10-2-1. In some cases, an effect may cause a card to be added face-up to a player's life. In such cases, the face-up card will be considered a card in an open area as an exception.

4. **Basic Game Terms**

4-1. Effects

4-1-1. *Effects* are the descriptions given in the card text.

4-1-2. Effects include keyword effects such as [Activate: Main], [Blocker], [Counter], and [Trigger]. (See *10-1*.)

4-2. Players

4-2-1. *Players* are the owners of cards.

4-2-1-1. If card text refers to an "owner," it means the original player.

4-2-2. At the end of the game, both players recover all of the cards they own.

4-3. Turn Player and Non-Turn Player

4-3-1. The *turn player* is the player whose turn it is.

4-3-2. The *non-turn player* is the player who is not currently taking their turn.

4-4. Card Positions

4-4-1. All cards in the Leader Area, Character Area, and Stage Area are always in one of the following 2 positions during the game.

4-4-1-1. Active: a card positioned vertically from a player's point of view.

4-4-1-2. Rested: a card positioned horizontally from a player's point of view.

4-5. Drawing a Card

4-5-1. "Drawing a card" is the act of adding the top card of your deck to your hand without revealing it to your opponent.

4-5-2. If a player is instructed to "draw a card," that player adds 1 card from the top of their deck to their hand without revealing it to their opponent.

4-5-3. If a player is instructed to "draw X cards," nothing happens if X is 0. If X is 1 or higher, repeat the "draw a card" process that many times.

4-5-4. If a player is instructed to "draw up to X cards," nothing happens if X is 0. If X is 1 or higher, the player carries out the following actions.

4-5-4-1. The player can end this action.

4-5-4-2. The player draws 1 card.

4-5-4-3. If the player has carried out *4-5-4-2* X times, end this action. If not, return to *4-5-4-1*.

4-6. Damage Processing

4-6-1. The act of "inflicting damage" is called *damage processing*.

4-6-2. If an action inflicts damage to a Leader, that Leader's player follows the procedure below.

4-6-2-1. If the sustained damage was 1, that player takes 1 card from the top of their Life Area and adds it to their hand.

4-6-2-2. If the sustained damage was X, and X is 0, nothing happens. If X is 1 or more, the player repeats the process of "taking 1 damage" (*4-6-2-1*) that many times.

4-6-3. In this case, if the player adds a card with [Trigger] to their hand, they can choose to activate that [Trigger]. (See *10-1-5*.)

4-7. Playing a Card

4-7-1. *Playing a card* is the act of paying the cost of a card in your hand to either activate or play the card.

4-8. Up to X

4-8-1. If a player is instructed to "up to X" for something, when the effect activates, they choose 0 to X immediately before performing the processing for the effect, then the effect is resolved.

4-8-2. As an exception, the processing in 4-5-4 is performed for "draw up to X cards."

4-9. "To begin with"

4-9-1. Some text may refer to "to begin with."

4-9-2. "To begin with" refers to the numbers or text on the card.

5. **Game Preparation**

5-1. Preparing a Leader card, Deck, and DON!! deck

5-1-1. Each player prepares their own Leader card, deck, and DON!! deck before starting the game.

5-1-2. Each player must have exactly 1 Leader card, a deck containing exactly 50 cards, and a DON!! deck containing exactly 10 cards.

5-1-2-1. A deck consists of Character cards, Event cards, and Stage cards.

5-1-2-2. When constructing a deck, only cards that include the color of the Leader can be included. Cards that don't include the Leader's color can't be included.

5-1-2-3. A player's deck can only include up to 4 copies of a card with the same card number.

5-1-2-4. Effects that affect deck construction are applied as

permanent affects that replace the above deck construction conditions. (See *8-1-3-3*.)

5-1-2-4-1. Effects that affect deck construction include effects that specify the following: "you can include X copies of a card in your deck or cards of type X in your deck" or "you can't include X copies of a card in your deck or cards of type X in your deck."

5-1-2-4-2. Effects that affect deck construction apply during deck preparation.

5-1-3. Each player must have a DON!! deck that contains exactly 10 DON!! cards.

5-2. Before Playing the Game

5-2-1. Before the start of the game, each player must follow the procedure below.

5-2-1-1. Each player must present the decks they will use for the game. The decks must follow the deck construction rules described in *5-1-2*, but only at this point in time.

5-2-1-2. Each player shuffles their deck well. Next, each player places their deck face-down in their Deck Area.

5-2-1-3. Each player places their Leader card in their Leader Area face-up.

5-2-1-4. The players decide the right to choose who goes first through random methods such as rock-paper-scissors.

5-2-1-4-1. The decision of which player will go first can't be outwardly influenced in any way.

5-2-1-5. When a player is given the choice to decide who goes first, that player makes and declares their decision.

5-2-1-6. Each player draws 5 cards from their deck as their opening hand. Next, starting with the player who goes first, each player has 1 chance to redraw their hand by following the procedure below.

5-2-1-6-1. Each player may return their entire hand to their deck. In this case, they shuffle their deck and then draw 5 cards again.

5-2-1-7. Each player places the top X cards of their deck face-down in their Life Area so that X is equal to their Leader's life value, and the top card of their deck

becomes the bottom card of their life.

5-2-1-8. The player who goes first begins the game and starts their turn.

6. Game Progression

6-1. Turn Flow

6-1-1. A *turn* consists of the following phases played in order: the Refresh Phase, Draw Phase, DON!! Phase, Main Phase, and End Phase.

6-1-2. During the game, one of the players always progresses the game as the turn player. The turn player follows the procedures below during each phase.

6-2. Refresh Phase

6-2-1. Any currently active effects that apply "until the start of the turn," are rendered invalid.

6-2-2. You and your opponent's effects that activate "at the start of the turn" activate.

6-2-3. Return all DON!! cards added to cards in your Leader Area and Character Area to your Cost Area. (See *6-5-5-1*.)

6-2-4. Switch all rested cards in your Leader Area, Character Area, Stage Area, and Cost Area to active.

6-3. Draw Phase

6-3-1. The turn player draws 1 card from their deck. The player who goes first does *not* draw a card on their first turn.

6-4. DON!! Phase

6-4-1. Place 2 DON!! cards from your DON!! deck into your Cost Area face-up. If you are going first and it is your first turn, place 1 DON!! card into your Cost Area face-up instead.

6-4-2. If your DON!! deck contains only 1 card, place 1 DON!! card into your Cost Area face-up instead.

6-4-3. If your DON!! deck contains zero cards, no DON!! cards are placed into your Cost Area.

6-5. Main Phase

6-5-1. You and your opponent's effects that activate "at the start of the Main Phase" activate.

6-5-2. During the main phase, the following actions can be performed in any order any number of times: "6-5-3. Playing cards," "6-5-4. Activating card effects," "6-5-5. Adding DON!! cards," and "6-5-6. Battling."

6-5-2-1. When the end of the Main Phase is declared, proceed to "6-6. End Phase."

6-5-3. Playing cards

6-5-3-1. The following actions can be performed in any order any number of times by paying the cost of the corresponding cards in your hand: playing Character cards, playing Stage cards, and activating Event cards for which [Main] is specified.

6-5-4. Activating card effects

6-5-4-1. The turn player can activate effects for which [Main] or [Activate: Main] is specified.

6-5-5. Adding DON!! cards

6-5-5-1. Place 1 active DON!! card in your Cost Area under your Leader or one of your characters so that it can be seen. This is called "adding" it.

6-5-5-2. During your turn, your Leader cards and Character cards get power +1000 for each DON!! card added to them.

6-5-5-3. "Adding" can be done any number of times.

6-5-5-4. If you move a card to which any DON!! cards are added to a different area, place the added DON!! cards in your Cost Area.

6-5-6. Battling

6-5-6-1. Neither player can battle on their first turn.

6-5-6-2. For details on battles, see "7. Card Attacking and Battle" below.

6-6. End Phase

6-6-1. Various types of processing are performed during the End Phase at the end of each turn. During this phase, follow the procedure below.

6-6-1-1. Any effects that activate "at the end of the turn" activate.

6-6-1-1-1. Effects that activate "at the end of the turn" activate and resolve only once.

6-6-1-2. After all the processing that must be done at this time ends, the turn player's effects that are active "during this turn" or "until the end of the turn" are rendered invalid.

6-6-1-3. The non-turn player's effects that are active "during this turn" or "until the end of the turn" are rendered invalid.

6-6-1-4. If there are no effects that activate "at the end of the turn" and have not fulfilled their conditions during this

turn, this turn ends, the opponent becomes the turn player, and play proceeds to the Refresh Phase of the next turn.

7. Card Attacking and Battle

7-1. During the Main Phase, the turn player can rest an active Leader card/Character card in their Leader Area/Character Area in order to attack the opponent's Leader card in their Leader Area or one of their rested Character cards in their Character Area. In the event of an attack, proceed to the battle processing (see *6-5-6*) and perform the processing from the Attack Step (see *7-1-1*) to the Damage Step (see *7-1-4*).

7-1-1. Attack Step

7-1-1-1. You can attack by using your Leader card or a Character card in your Character Area. First, rest the active Leader card or Character card you want to attack with and declare your attack.

7-1-1-2. Next, choose the attack target. The target can be either the opponent's Leader card or one of their rested Character cards in their Character Area.

7-1-1-3. Effects that activate [When Attacking] or "after attacking" activate.

7-1-1-4. At the end of the Attack Step, if the attacking card or attack target somehow moves to a different area, play proceeds to the end of the battle (see *7-1-5*) without proceeding to the Block Step (see *7-1-2*).

7-1-2. Block Step

7-1-2-1. The player being attacked can activate the [Blocker] effect of one of their cards once per battle.

7-1-2-2. If [Blocker] is activated, effects that activate [When Blocking] or "after blocking" activate.

7-1-2-3. At the end of the Block Step, if the attacking card or attack target somehow moves to a different area, play proceeds to the end of the battle (see *7-1-5*) without proceeding to the Counter Step (see *7-1-3*).

7-1-3. Counter Step

7-1-3-1. The player being attacked activates any effects that activate "after being attacked."

7-1-3-2. The player being attacked can perform the actions below as many times as they like in any order.

7-1-3-2-1. **Activating "(Icon) Counter"**: The player being attacked can trash a Character card with "(Icon) Counter" to increase the power of their leader or 1 Character card by the "(Icon) Counter" value for the duration of the battle.

7-1-3-2-2. **Activating Event cards**: The player being attacked can pay the cost of an Event card in their hand with [Counter] and trash it to activate the [Counter] effect.

7-1-3-2-3. At the end of the Counter Step, if the attacking card or attack target somehow moves to a different area, play proceeds to the end of the battle (see *7-1-5*) without proceeding to the Damage Step (see *7-1-4*).

7-1-4. Damage Step

7-1-4-1. Compare the power of the attacking card to the power of the card being attacked. If the attacking card's power is greater than or equal to that of the card being attacked, the attacking card wins the battle, and—depending on the type of card being attacked—the result is as described in either *7-1-4-1-1* or *7-1-4-1-2*.

7-1-4-1-1. **If the card being attacked is a Leader card**: Inflict 1 damage to that Leader.

7-1-4-1-1-1. Once the infliction of damage is finalized, if the opponent has zero life cards, the attacking player wins the game.

7-1-4-1-1-2. Once the infliction of damage is finalized, if the opponent has 1 or more life cards, the opponent takes 1 card from the top of their Life Area and adds it to their hand. If the card they add to their hand in this way has [Trigger], they may choose to reveal that card and activate its [Trigger] instead of adding the card to their hand. (See *10-1-5.*)

7-1-4-1-1-3. In cases where the sustained damage is 2 or more—such as due to effects like [Double Attack]—repeat *7-1-4-1-1-2* once for each point of damage sustained.

7-1-4-1-2. **If the card being attacked is a Character card**: KO that Character card. (See *10-2-1.*) Next,

proceed to the end of the battle. (See *7-1-5.*)

7-1-4-2. If the attacking card's power is less than that of the card being attacked, the attacking card loses the battle, and nothing happens as a result of that battle. Next, proceed to the end of the battle (see *7-1-5*).

7-1-5. End of the battle

7-1-5-1. The battle ends.

7-1-5-2. You and your opponent's effects that activate "at the end of the battle" or "if this Character battles your opponent's Character" activate.

7-1-5-3. The turn player's effects that are active "during this battle" are rendered invalid.

7-1-5-4. The non-turn player's effects that are active "during this battle" are rendered invalid.

7-1-5-5. The battle ends, and play returns to *6-5-2*.

8. **Activating and Resolving Effects**

8-1. Effects

8-1-1. *Effects* are orders that occur due to card text as well as their costs.

8-1-2. Effects include effects that "do X" and effects that "may do X." Effects that "do X" always activate and are processed as much as possible. In the case of effects that "may do X," you can choose not to activate the effect.

8-1-3. In general, there are three types of effects: automatic effects, activated effects, and permanent effects.

8-1-3-1. *Automatic effects* are automatically activated once each time the specified event occurs during the game. If the same event occurs more than once, the corresponding automatic effect automatically occurs once each time unless otherwise specified.

8-1-3-2. If the events specified for multiple effects occur at the same time during the game, first the turn player performs the processing for their permanent effects, then the non-turn player performs the processing for their permanent effects. Next, the turn player determines the order in which to activate and resolve their automatic effects, then the non-turn player determines the order in which to activate and resolve their automatic effects.

8-1-3-2-1. Cards sometimes describe automatic effects as

occurring [On Play], [When Attacking], [When Blocking], [On KO], [End of Your Turn], or [End of Your Opponent's Turn]. Other effects described as occurring "when something is done" or "when something happens to something else" are also considered automatic effects.

8-1-3-2-2. Some automatic effects require that activation costs be paid or that conditions be fulfilled.

8-1-3-3. *Activated effects* can be activated by the turn player during the Main Phase (see *6-5-4*) by declaring them.

8-1-3-3-1. Cards sometimes indicate *activated effects* as [Activate: Main] or [Main].

8-1-3-3-2. Some activated effects require that activation costs be paid or that conditions be fulfilled.

8-1-3-4. *Permanent effects* continuously have an effect as long as they are valid.

8-1-3-4-1. Effects that can't be categorized as automatic effects or activated effects are sometimes categorized as permanent effects on cards.

8-1-3-4-2. Some permanent effects require that conditions be fulfilled in order to render the effects valid.

8-1-3-4-3. Some permanent effects replace specific deck construction conditions during game preparation.

8-1-3-4-4. Some permanent effects are specified by the rules, and such effects are valid and have a continuous effect even if they are in secret areas.

8-1-3-4-5. As long as they satisfy their conditions, permanent effects are always valid and continuously have an effect.

8-2. Rendering Effects Valid or Invalid

8-2-1. Some effects may render specific effects valid or invalid. In this case, follow the rules below.

8-2-1-1. If an effect specifies that an effect is partially or totally invalid under specific conditions, that effect does not occur. If the invalid effect would normally require a choice, the choice is not made. In addition, the activation costs of invalid effects can't be paid.

8-2-1-2. If an effect is specified as partially or totally valid only under specific conditions, the specified part is invalid if those conditions are not fulfilled.

8-2-2. If the effects of a card are rendered invalid, that card is not

treated as "(a card) with no effects to begin with."

8-3. Activation Costs and Conditions

8-3-1. Some effects provide instructions to perform an action before a colon (" : "). This is called the effect's *activation cost*.

8-3-1-1. If an activation cost requires multiple actions, perform the actions in order starting from the beginning of the text.

8-3-1-2. Next, if an activation cost has been added due to a different effect, resolve such effects in order.

8-3-1-3. If it is not possible to pay part or all of an activation cost, none of the activation cost for activating that effect can be paid.

8-3-1-4. Some activation costs provide instructions indicating that "something may be done." In such cases, you can choose not to pay the activation cost, but then the effect can't be activated.

8-3-1-5. Some activation costs provide instructions that include circled numbers such as "①." This means that you must choose the indicated number of active DON!! cards in your Cost Area and rest them.

8-3-1-6. Some activation costs provide instructions such as "DON!! -X." This means that you must choose X DON!! cards in your Leader Area, Character Area, or Cost Area and return them to your DON!! deck.

8-3-2. Some effects include text such as [DON!! xX], [Your Turn], and [Opponent's Turn]. These are called the effect's *conditions*.

8-3-2-1. If an effect includes multiple conditions, confirm that all of the conditions are fulfilled.

8-3-2-2. If any conditions have been added due to different effects, confirm that all such conditions have been fulfilled.

8-3-2-3. Some conditions provide instructions in the form [DON!! xX]. This means that at least X DON!! cards must be added to this card to fulfill the condition.

8-3-2-4. Some conditions provide instructions indicating that it must be [Your Turn]. This means that the condition is fulfilled only during your turn.

8-3-2-5. Some conditions provide instructions indicating that it must be the [Opponent's Turn]. This means that the condition is fulfilled only during the opponent's turn.

8-4. Activation and Resolution

8-4-1. To activate an effect, perform the procedure below.

8-4-1-1. If the activation is subject to conditions, those conditions must be fulfilled. Activation is not possible as long as the conditions are not fulfilled.

8-4-1-2. Specify the effect to activate. If a card in your hand has the effect, reveal that card.

8-4-1-3. If the activation has an activation cost, determine that cost and then pay it in its entirety.

8-4-1-4. Actually activate the effect.

8-4-1-5. Resolve the effect.

8-4-2. If the activated effect is an Event card effect, trash that Event card, and then execute the effect indicated on the card.

8-4-3. If the activated effect is a Leader Area, Character Area, or Stage Area card effect, execute the effect indicated on the card.

8-4-4. If the effect includes text such as "choose X," "up to," or "do X," upon resolving the effect, choose the card, player, etc. at the instructed timing.

8-4-4-1. If the number of items to choose is specified, you must choose that many cards, players, etc. if at all possible. However, if the text includes "up to," you can choose zero.

8-4-4-2. If a player must choose cards in a secret area and the card information is necessary as a condition for making this choice, there is no guarantee that the cards in that secret area have that information. In this case, the player can choose not to select a card in that area even if it fulfills the conditions.

8-4-4-3. Unless the text explicitly specifies the card, player, etc. that must be chosen, if the effect concerns a card, it targets the source of the effect, and, if the effect concerns a player, it targets the player who triggered the effect.

8-4-4-4. When choosing a card from a deck, check the front sides of each card in the deck and choose the specified card from among them.

8-5. Activating Cards and Effects

8-5-1. Card activation differs from effect activation.

8-5-2. *Card activation* refers to playing an Event card from your hand.

8-5-3. *Effect activation* refers to activating a card's effect.

8-5-4. As an example, if a card says "after activating an Event," that refers to card activation.

9. Rule Processing

9-1. Fundamental Rule Processing

9-1-1. *Rule processing* is a general term referring to various types of automatic processing by the rules for specific events that have occurred or are occurring throughout the game.

9-1-2. Rule processing results in the immediate resolution of events even if they occur during the execution of other actions.

9-2. Loss Judgment Processing

9-2-1. At the start of rule processing, if any player fulfills any of the loss conditions below, all players fulfilling those conditions lose the game.

9-2-1-1. If either player's Leader sustains damage while that player has zero cards in their Life Area, that player has fulfilled the conditions for losing the game.

9-2-1-2. If either player has zero cards in their deck, that player has fulfilled the conditions for losing the game.

10. Keyword Effects and Keywords

10-1. Keyword Effects

10-1-1. [Rush]

10-1-1-1. [Rush] enables a Character card with it to attack on the turn the card is played.

10-1-2. [Double Attack]

10-1-2-1. [Double Attack] causes a card with it to inflict 2 damage to a Leader's life instead of 1.

10-1-3. [Banish]

10-1-3-1. [Banish] forces the opponent to trash a card from their Life Area instead of their hand when the card with [Banish] inflicts damage to their Leader's life. In this case, [Trigger] doesn't activate.

10-1-4. [Blocker]

10-1-4-1. [Blocker] can be activated by resting an active card with it during the Block Step when one of your other cards has been attacked. Doing this enables you to "change the attacked card to the card that activated [Blocker]."

10-1-5. [Trigger]

10-1-5-1. [Trigger] can be activated if you sustain damage,

the card you take from your Life Area has [Trigger], you reveal the card, and you choose not to add the card to your hand.

10-1-5-2. You can also choose not to activate [Trigger]. In that case, you add the card with [Trigger] to your hand without revealing it.

10-2. Keywords

10-2-1. K.O.

10-2-1-1. The keyword "K.O." refers to placing a Character card in the Trash either as a result of losing a battle or due to card effects.

10-2-1-2. "To K.O." means to move a Character card from its owner's Character Area to its owner's Trash.

10-2-1-3. Effects that activate "On K.O.," "not K.O.'d," etc. are only valid when caused by effects that "K.O." or the results of battle. If a Character card is placed in the Trash by any other means, it is not treated as a "K.O."

10-2-2. [Activate: Main]

10-2-2-1. [Activate: Main] refers to the ability to activate an effect during the Main Phase when not engaged in a battle.

10-2-3. [Main]

10-2-3-1. [Main] is only possessed by Event cards, and it refers to the ability to activate an effect by playing an Event card with this keyword during the Main Phase when not engaged in battle. Such cards can only be played during the Main Phase when not engaged in battle.

10-2-4. [Counter]

10-2-4-1. [Counter] is only possessed by Event cards, and it refers to the ability to activate an effect by playing an Event card with this keyword during the opponent's Counter Step. Such cards can only be played during the opponent's Counter Step.

10-2-5. [When Attacking]

10-2-5-1. [When Attacking] refers to effects that activate upon declaring an attack during your Attack Step. (See *7-1-1*.)

10-2-6. [On Play]

10-2-6-1. [On Play] refers to effects that activate upon

playing a card.

10-2-7. [End of Your Turn]

10-2-7-1. [End of Your Turn] refers to effects that activate during the End Phase of your turn. (See *6-6-1-1.*)

10-2-8. [End of Your Opponent's Turn]

10-2-8-1. [End of Your Opponent's Turn] refers to effects that activate during the End Phase of the opponent's turn.

10-2-9. [DON!! xX]

10-2-9-1. [DON!! xX] imposes the following condition on cards that don't have any DON!! cards added to them or cards that have less than X DON!! cards added to them: at least X DON!! cards must be added to this card.

10-2-10. DON!! -X

10-2-10-1. DON!! -X imposes the following condition on effects: you must choose X DON!! cards in your Leader Area, Character Area, or Cost Area and return them to your DON!! deck.

10-2-11. [Your Turn]

10-2-11-1. [Your Turn] imposes the following condition on effects: the effect only applies during your turn.

10-2-12. [Opponent's Turn]

10-2-12-1. [Opponent's Turn] imposes the following condition on effects: the effect only applies during the opponent's turn.

10-2-13. [Once Per Turn]

10-2-13-1. [Once Per Turn] refers to the ability to activate and resolve an effect only once per turn.

10-2-13-2. Even if there are multiple cards with the same [Once Per Turn] effect, such effects can only be activated and resolved once each.

10-2-13-3. After a [Once Per Turn] effect has been resolved during a given turn, that effect can't be activated again during that turn even if its conditions are fulfilled. In addition, that card's activation cost can't be paid during that turn.

10-2-13-4. After a [Once Per Turn] effect has been resolved during a given turn, if the card with that effect is moved to a different area and is then reintroduced to play, it is treated as a different card, so its [Once Per

Turn] effect can be activated again. (See *3-1-6.*)

10-2-14. Trash

10-2-14-1. To "trash" a card means to choose a card from your hand and place it in your Trash.

10-2-15. [When Blocking]

10-2-15-1. [When Blocking] refers to an effect that activates when [Blocker] activates on one of your cards during your Block Step. (See *7-1-2-2.*)

10-2-16. [When Your Opponent Attacks]

10-2-16-1. [When Your Opponent Attacks] refers to an effect that activates after activation of an opponent's [When Attacking] (See *7-1-1-3*) or other such effect that they may have when they declare an attack during their Attack Step. (See *7-1-1.*)

11. **Other**

11-1. Infinite Loops

11-1-1. When carrying out some processing, there may be occasions where an action can be or must be carried out infinitely. This is called an *infinite loop*, and one cycle of action from the start to the end of the loop is called a *loop action*. If such an event occurs, follow the procedure below.

11-1-1-1. If neither player can stop an infinite loop, the game ends in a draw.

11-1-1-2. If only one player has the choice to stop the infinite loop during the loop action, that player declares how many times they wish to carry out the loop action. Carry out the loop action that many times and finish it at a timing when that player can choose to stop the infinite loop. The player can't choose to restart the loop even if the game is in exactly the same state (all cards in all areas are the same) as before the loop unless they are forced to do so.

11-1-1-3. If both players have the choice to stop the infinite loop during the loop action, the turn player first decides how many times they wish to carry out the loop action. Next, the turn player's opponent decides how many times they wish to carry out the loop action. Carry out the loop action the fewer of these two times and finish it at a timing when that player can choose to stop the infinite loop. The players can't choose to

12

restart the loop even if the game is in exactly the same state (all cards in all areas are the same) as before the loop unless they are forced to do so.

11-2. Revealing Cards

11-2-1. As an example, if a card is moved from one secret area to another under specified conditions, such as due to an instruction to "add a "Monkey D. Luffy" card from your deck to your hand," the moved card must be revealed even if there is no explicit instruction to do so.

11-2-2. If a card in a secret area is revealed due to a card effect, that card is hidden again after the card's effect and cost are resolved.

11-3. Viewing Secret Areas

11-3-1. Some card effects enable players to look at cards in secret areas. Unless otherwise specified by the cards, such card effects apply only to the card's owner.

11-3-2. While cards are looked at, they remain in their original areas.

11-3-3. After looking at cards, if there is nothing printed in the card text regarding actions to be taken in reference to the cards that were looked at, it is necessary to return the cards to their original areas and randomize them, such as by shuffling them.

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