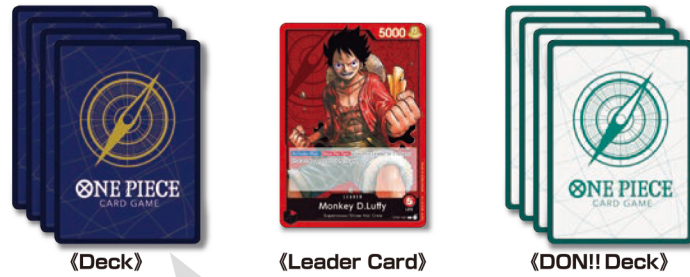
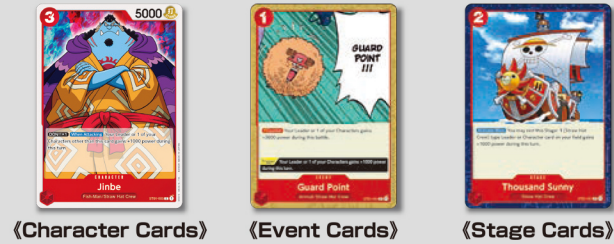


Game Essentials

- 1 Leader card.
- A deck made up of 50 cards with the same color as your Leader card.
A deck can contain no more than 4 cards with the same card number.
- A DON!! deck containing 10 DON!! cards.



Decks are made up of 3 card types:

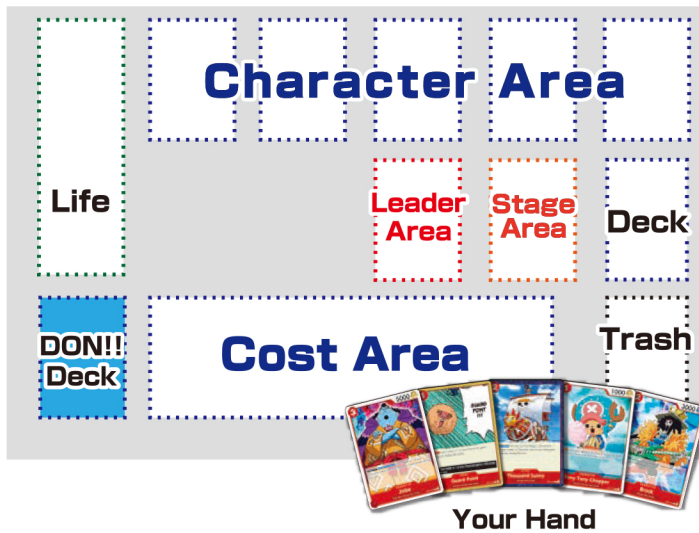


<Game Preparation>

- Place your well-shuffled deck and DON!! deck in their designated areas.
- Place your Leader card in your Leader area.
- Decide who goes first with Rock-Paper-Scissors or some other means.
- Draw 5 cards from the top of your deck.
- You may choose to shuffle all the cards in your hand back into your deck and redraw 5 cards from the top. You can do this only once.
- Place cards equal to the Life value of your Leader from the top of your deck to your Life area face-down.
- The player going first starts their turn.

<Areas>

The image below displays the different "areas" during play. The battle area, Leader area, stage area, and cost area are collectively referred to as "the field."



Victory Conditions

- Successfully attack your opponent's Leader when their Leader has 0 Life cards remaining.
- The number of cards remaining in your opponent's deck reaches 0.

ONE PIECE

CARD GAME

Turn Flow

The game is started by the first player and proceeds according to the flowchart below.

Refresh Phase

- Return all attached DON!! cards on your field to your cost area.
- Set all rested cards on your field as active.



Draw Phase

Draw 1 card from the top of your deck.
(The player going first does not draw a card on their first turn.)

DON!! Phase

Place 2 DON!! cards from the top of your DON!! deck in your cost area face-up.
(The player going first can only place 1 DON!! card on their first turn.)



Main Phase

You may perform actions ①~④ in any order and as many times as you wish.

① Play a Card

Play a card by resting DON!! cards in your cost area equal to the card's cost. Event cards are trashed after they have been played.



② Attach DON!! Cards

Attach DON!! cards in an active state to your Leader or Character cards.



*When a card with DON!! card(s) attached to it leaves the field, the attached DON!! card(s) are rested and placed in your cost area.

③ Use a Card's Effect

Use the effects of the Leader or Characters on your field by fulfilling their conditions.

DON!!x1 ... Can be used if 1 DON!! card is attached.

DON!!-1 ... Can be used if you return 1 DON!! card from your field to your DON!! deck.

Activate (Main) ① ... Can be used if you rest 1 active DON!! card in your cost area.

④ Attack

Attack by resting an active Character or Leader on your field. Be aware that Characters cannot attack on the turn they are played. Players also cannot attack on their first turn.

End Phase

All "during this turn" effects are ended.

Battles

① Attack Step:

Rest 1 active Character or Leader on your field and designate a target to attack. Any "When Attacking" effects will activate and resolve after the target is selected.



② Block Step:

The player being attacked may activate their Character's **Blocker** ability.



③ Counter Step:

The player being attacked may play a **Counter** card from their hand.



④ Damage Step:

Compare the power of the attacking and defending cards. The attacking card will win if its power is **greater than or equal to** the power of the card being attacked, leading to one of these results.

If a Leader is attacked:

...The defeated Leader takes 1 damage.

If a Character is attacked:

...The defeated Character is K.O.'d and trashed.

If the attacking Character is defeated: ...Nothing happens.

When your Leader takes damage, add 1 card from your Life area to your hand.

If that card has a **Trigger**, you may reveal the card and activate its **Trigger** effect.

If a player **doesn't have any cards in their Life area** and their Leader takes damage, they **lose** the game.

For the full rules and product info
<https://en.onepiece-cardgame.com/>

*The illustration may differ somewhat from the final product.

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