ONE PIECE Collectible Card Game Rules

The ONE PIECE Collectible Card Game is an exciting 3-on-3 card battle of the great pirates. Organize your own pirate corps, then take command of the great pirates and their amazing techniques to capture your opponent's Captain. Are you ready for the white-hot Pirate's Battle?!

CARDS

The ONE PIECE CCG has 2 card types: **Character cards** and **Technique cards**.

Character cards

Great Pirates, Navies, and Citizens are represented as Character cards in this game. These cards are necessary to Attack your opponent's Character cards. These Character cards can also be used as Reinforcements to aid a Character card in Battle.

A Character name : This shows the name of the Character card.
B Card name : This shows the title of the Character card.
C Faction : This represents the Faction of the Character card. There are 6 Factions in the game: Luffy Pirates, Navy, Enemy Force, Strong Man, Citizen. Besides the Faction logo, each Faction can also be distinguished by the unique color of its card frame.
D Life Points : This shows the amount of Life Points this Character card possesses.
E Power : This shows the amount of Power this Character card possesses. Power is the factor that decides the winner of a Battle.
F Damage : This shows the Damage that this Character card inflicts on the opposing Character card when you win a Battle.
G Special Ability : This shows the Special Ability of the Character card. Not every Character card has a Special Ability.
H Flavor Text : This describes the Pirate, Navy, or Citizen on the card.
I Card number

FACTIONS
Luffy Pirates · Navy · Enemy Force (Buggy Pirates Type) · Strong Man · Citizen

Technique cards

The amazing Techniques of the Pirates, Navies, and Citizens are represented as Technique cards. These cards can be played in Battle to ensure victory, or to come from behind and win. They have many effects, including changing Power, Damage, and much more! These Technique cards can be played only during Battle.

A Technique name : This shows the name of the Technique card.
B User : This shows the name of the Character card that can play this Technique card.
C Requirements : This shows the conditions that must be fulfilled to play this Technique card.
D Effects : This shows the effect of this Technique card. If it says "+A/+B", this means you can add the number to the left of the forward slash ("A") to your Character card's Power and add the number to the right of the forward slash ("B") to your Character card's Damage. Some Technique cards have the effects of "−A" or "−B" which means a reduction of Power ("−A") or Damage ("−B") to Character cards.
E Card number

- A Technique card with an **[X] CARDS DECK** icon indicates that "X" number of that card may be included in a Deck.
- A Technique card with an **[X] CARDS BATTLE** icon indicates that "X" number of that card can be used in a Battle.
- A Technique card with a **Counter** icon can be used even when your opponent is playing their own Technique card. After using a Technique card with a **Counter** icon during your opponent's Battle Action, you can then play another Technique card (or Pass or play a Reinforcement - see "Main Phase - Make a Battle Action") as your own Battle Action.

GAME MAT

The ONE PIECE CCG requires a Game Mat to play the game. Each card must be put in a certain area of the Game Mat.

A Captain Box : The area to place the Character card designated as a Captain.
B Comrade Box : The areas to place Character cards designated as Comrades.
C Treasure Box : The area to place your Deck. When you draw a card, draw from here.
D Ocean : The area to place all discarded cards. When you discard a card, it is placed face up.
E Life Points Box : The area to place cards used as Life Points for the Character cards.
F Reinforcements Box : The area to place Character cards played as Reinforcements.
G Technique Box : The area to place the Technique cards.
H Log : The area to place cards that will later be used as Life Points by the Character cards, or that will be used to pay certain Technique card costs.
I Bounty Head List : The area to place Character cards whose Life Points have been reduced to "0". Cards are placed here face up.
J Action Counter : Used to keep track of how many Actions have been taken during the current turn.

WINNING THE GAME

The first player who first achieves one of the following victory conditions wins the game:

Victory Condition 1: Reduce the Life Points of the opposing Captain to "0".
Victory Condition 2: The total Life Points of the Character cards in your opponent's Bounty Head List equal 6 or more.
Victory Condition 3: Your opponent is instructed to draw a card from the Treasure Box, but cannot do so because there are no cards left in their Treasure Box.

SETUP

1. Choose the cards you wish to include in your Deck. Your Deck must have **32 cards**. You can have up to **4 cards** with same card number in your Deck. If a card says **[X] CARDS DECK**, it means that you can include up to "X" copies of that card in your Deck.

2. Shuffle the Deck well and place it face down on the **Treasure Box**.

3. Draw **6 cards** from the **Treasure Box** and place them face down in the **Log** without looking at them.

4. Draw **7 cards** from the **Treasure Box** and place them in your Hand.

5. Decide who goes first.

6. Player 1 can send their entire Hand to the **Ocean** and draw **7 new cards** if they want to change the cards in their Hand. This can be done as many times as the player desires, but keep in mind that a player with an exhausted **Treasure Box** loses the game. When Player 1 decides to keep their Hand, they choose 1 Character card from their Hand to play as the Captain, and place it face down in the Captain Box. The 2 Comrades can also be placed in the **Comrade Boxes** at this time, if the player desires (a player may choose to place only 1, or no, Comrades in the **Comrade Boxes** if they desire). However, the total Life Points of the Captain plus the Comrades must be 6 or less at this point. A player cannot have two Characters with the same name in their Captain and **Comrade boxes**.

7. Player 2 then draws their Hand, exchanges cards if desires, and places their Character cards. Player 2 is allowed to use Character cards for their own Captain and Comrades that are in play as their opponent's Captain and Comrades, even if it means the same Character will Battle itself!

8. Both players turn over the Character cards in each Box. Each player then consults their Character cards, and moves a number of cards equal to each Character card's Life Points from their **Log** to the **Life Points Box** directly behind that Character card. Hereafter, the Character cards in the **Captain Box** and **Comrade Boxes** are considered to be in play and the cards placed on the **Life Points Box** are called "Life Points".

9. The game then begins, with Player 1 taking the first turn.

GAME PLAY FLOW

1. Start Phase
Draw a card from the Treasure Box.

Draw 1 card from the **Treasure Box** and place it in your Hand, unless you have 5 or more cards. Only when your Hand consists of 4 cards or less can you draw a card in this Phase.

2. Main Phase
Take 3 Actions.

In the Main Phase, a player can take 3 Actions. Make 3 selections from the following types of Actions (A) through (G). You can take the same Action 2 or 3 times if you wish.

When you take an Action, it is referred to as being "consumed". Also, when a card effect restores a consumed Action, it is referred to as being "recovered".

Keep track of the Actions taken during your turn by placing a counter on the Game Mat's **Action Counter** whenever you take an Action. Be sure to clear your **Action Counter** once your turn is over.

A. Attack your opponent's Character card
Select 1 of your opponent's Character cards and Attack to start a Battle. Once a Character card Attacks, the Battle has begun! A Character card that is currently involved in a Battle is referred to as the "Battling Character".
IMPORTANT: Each Character card can Attack only once in a Turn. No player can Attack in their first turn.

B. Use Special Abilities
If the Character's Special Ability is written as **X Actions**, then you can use this Special Ability by consuming the number of Actions written on the Character card. The Special Ability with **X Actions** can be used only once per Character card in a turn.

C. Replenish your Log
Draw 1 card from the **Treasure Box** and place it face down in the **Log**. There is no limit on the number of cards in the **Log**.

D. Put a new Comrade in play
To put a Comrade in play, select 1 Character card from your Hand and place it face up in an open **Comrade Box**. Then bring a number of cards equal to the new Comrade's Life Points from your **Log** and place them in the new Comrade's **Life Points Box**.

E. Move
Move a Comrade from one **Comrade Box** to the other, or change the places of each Comrade. Captains cannot be moved. Be sure to move the Comrade's Life Points along with the Comrade card.

F. Draw a Card
If you have 4 or less cards in your Hand, draw 1 card from the **Treasure Box** and place it in your Hand.

G. Pass

GO! End Phase

3. End Phase
Adjust the cards in your Hand to 4.

Count the number of the cards in your Hand. If you have 3 or less cards, draw cards from the **Treasure Box** until you have 4 cards in your Hand. If you have 5 or more cards, select cards from your Hand and send them to the **Ocean** face up until you have 4 cards in your Hand.

One turn end
Players 1 & 2 then take turns until one of them complete a victory condition and wins the game!

Battle Mode

1. Select 1 of your opponent's Character cards
Select 1 of your own Character cards to Attack with. Your Captain can Attack any of your opponent's Character cards. However, if your opponent has Comrades in both **Comrade Boxes**, you cannot Attack your opponent's Captain. Your Comrade can Attack your opponent's Comrade that is directly in front of it. Your Comrade can only Attack your opponent's Captain when there is no opposing Comrade directly in front of it.
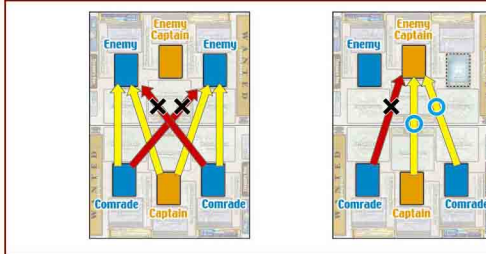
2. Make a Battle Action
Players 1 & 2 then take turns making Battle Actions. Each player may make only one Battle Action at a time before giving their opponent a chance to make their own Battle Action. If both players pass, then the Battle is over. There are 3 types of Battle Actions:

● Play other Character cards as Reinforcements
Put Characters cards from your Hand in the **Reinforcements Box** to support your Character card in Battle. The Character card in Battle adds 100 to their Power for each Reinforcement you played to the **Reinforcement Box**.

However, to use a Reinforcement card, the Faction of the Character card in Battle and the Character card played as a Reinforcement must be the same.
If the Factions are different, the card can still be used as a Reinforcement, but the Character card in Battle receives 1 Damage (see "**Receiving Damage**"). This condition does not apply to "Citizen" Faction Character cards: ALL Character cards except those of the "Enemy Force" Faction can play "Citizen" Faction Character cards as their Reinforcements without receiving any Damage. Also, all Character cards except those of the "Enemy Force" Faction can be played as Reinforcements for the "Citizen" Faction Character cards without receiving any Damage.

You can play as many Character cards as possible as Reinforcements for your Character card in Battle.

Character cards that have the same Character name as your in play Captain or Comrades CAN be used as Reinforcements, even on the Character card with which they share their name.

In addition, Character cards played as Reinforcements can also use Technique cards, as long as they are the specified User and any Requirements are fulfilled (see "**Use Technique cards**").

● Use Technique cards
Place a Technique card from your Hand in the **Technique Box**. The effect of the Technique card is applied immediately.

When you use a Technique card, you have to fulfill all the conditions written on the Technique card (eg. User, Requirements, etc.). You can play as many Technique cards as possible in a Battle.

When a Technique card refers to "initial" Powers, Damage, etc., it means the value printed on the card, before any modifications.

● Pass

3. Compare Power
Compare the total Power of both players' Battling Character cards, being sure to take into account all Power modifications. The Character card with the greatest Power wins the Battle. If the Power is the same, then it's a Draw.

4. Inflict the Damage
The winner inflicts the Damage listed on the victorious Character card (which may be changed by card effects) to the opposing Character card's Life Points. If the Battle ends in a Draw, both players' Life Points receive Damage (see "Receiving Damage").

5. End of the Battle
Send all used Reinforcement and Technique cards to the **Ocean** after the Battle, face up.

Receiving Damage
When your Character card receives Damage, bring a number of cards equal to the Damage printed on your opponent's Character card (including any modifications due to card effects) from the **Life Points Box** behind your defeated Character card to your Hand. When the Life Points in a Character card's **Life Points Box** is "0" (meaning there are no more cards in the **Life Points Box**), the Character card is captured. The captured Character card is placed face up in the **Bounty Head List** of the card's owner. The Life Points of Character cards can also be Damaged by card effects and Special Abilities. Character cards whose Life Point are reduced to "0" in this manner are also sent to the **Bounty Head List** of the card's owner.
Sending your Life Points to the **Ocean** is not considered as receiving Damage.