

CONQUER THE ISLANDS



# ONE PIECE

- ADVENTURE ISLAND -

**RULEBOOK**

# ONE PIECE

## • ADVENTURE ISLAND •

IT IS THE GOLDEN AGE OF PIRACY. LEGENDARY PIRATE KING GOLD ROGER HAS LEFT AN INCREDIBLE TREASURE IN HIS WAKE: THE ONE PIECE.

THERE ARE COUNTLESS SKIRMISHES AS THE PIRATES TRY TO LAY THEIR HANDS ON IT.

MONKEY D. LUFFY, WHO BECAME A RUBBER MAN AFTER EATING THE GUM-GUM FRUIT, TAKES TO THE SEA TO GATHER A CREW AND BECOME KING OF THE PIRATES!

THE CREW HAVE LOTS OF ADVENTURES AND OVERCOME SO MANY OBSTACLES THAT THE WORLD GOVERNMENT AND THE 4 EMPERORS CAN NO LONGER IGNORE THEM.

RELIVE ALL THE ADVENTURES OF THE STRAW HAT CREW IN THE STORY GAME MODE, OR CHOOSE A PIRATE CREW AND SET OUT TO CONQUER THE MANY ISLANDS OF THE ONE PIECE WORLD. MEANWHILE THE OTHER PLAYERS WILL STOP AT NOTHING TO ATTACK YOUR SHIP AND CHALLENGE YOU TO THE DAVY BACK FIGHT!



2 TO 6 PLAYERS - AGES 8+

# SUMMARY

CHARACTER CARDS.....	P 4
OTHER CARDS.....	P 5
THE BOARD .....	P 6 - 7
LIST OF THE ISLAND CHARACTERS.....	P 7
THE OTHER TYPES OF CARDS .....	P 5
THE FIGHTS.....	P 8
STORY MODE.....	P 9
CREW BATTLE MODE .....	P 12
THE LIST OF CREWS FOR THE CREW BATTLE MODE.....	P 16

# THE 2 GAME MODES

THERE ARE 2 WAYS TO PLAY ONE PIECE ADVENTURE ISLAND—CHOOSE STORY MODE OR CREW BATTLE MODE:

## STORY MODE Page.9

Relive all of the Straw Hat Crew's best adventures!

30 to 60 minutes – Collaborative mode

Play together as members of Luffy's crew as you compete against 1 or 2 Gamemasters. Try to complete 4 missions before they can eliminate your crew with their Marines and island enemies!

## CREW BATTLE MODE Page.12

Fight others as a Pirate Crew!

45 to 90 minutes – Free for All

Play as a Pirate Crew in a face-to-face challenge against pirates from all across the sea! The player with the most victory points after a few rounds is the winner!





# CHARACTER CARDS

## STRENGTH

During a fight, you will roll dice equal to your strength.



## HAKI

There are 3 kinds of Haki.

- Arms Haki
- Observation Haki
- Supreme King Haki (rare!)

These symbols mean that your character can use the powerful Attack, Defense, and Weakness cards that have the matching symbol.



## CHARACTER WEAKNESSES

Each character has one or more Weaknesses listed here. Weakness cards that mention these words can be used against this character. For example, Sea Prism Stone Shackles and Sea Prism Stone Handcuffs can both be used against Monkey D. Luffy.

## INITIATIVE

When there is a fight, the character with the highest initiative attacks first. If both players have the same initiative level, each player rolls a die and the player with the highest result attacks first.

The initiative number also indicates the number of victory points you will win if you beat your opponent in Crew Battle Mode.

## DEFENSE

When you attack, each die you roll that is equal to or higher than your enemy's defense is a "hit". Each hit causes them to lose 1 Energy.



## ENERGY

Energy determines how many hits you can take before you are "knocked out." If you ever have enough damage (negative Energy tokens) to meet or exceed your Energy, you lose the fight. If this happens, flip your character face-down for a number of rounds (based on the game mode you are playing). After that time, flip them face-up and restore them to full Energy. Characters do not recover lost Energy at the end of the fight.

Turn 4

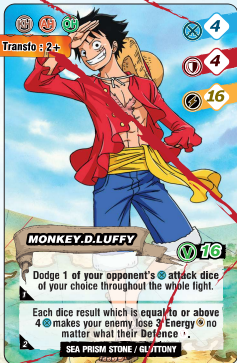
Turn 2

## THE CHARACTER ABILITIES

These can be used when a character fights.

## TRANSFORMATION

Some characters can transform into a more powerful version. Here you will see the result you must roll to transform into that form. You can find it on that character's Transformation cards.



There are 2 types of character cards:  
Small: Island characters.  
Big: Crew characters.



## OTHER CARDS

### MISSION CARDS

Follow the indications on the cards according to the game mode you are playing. In **Story Mode**, if you complete 4 missions you win the game. In **Crew Battle Mode**, completing missions allows you to win additional victory points.



### ATTACK CARDS

Played during a fight before or after an attack. Your fighting character will need the correct Haki to play certain Attack cards. The timing of use is mentioned on the card. If a card has a Haki symbol, you may only play it if your character has the matching symbol.



### DEFENSE CARDS

Played during a fight before or after an attack. Your fighting character will need the correct Haki to play certain Defense cards. The timing of use is mentioned on the card. If a card has a Haki symbol, you may only play it if your character has the matching symbol.



### WEAKNESS CARDS

Cards played from your hand before a fight. You can only play cards that match your enemy's listed Weakness.



### EVENT CARDS

There are 2 kinds of Event cards: one for the **Story Mode** and one for the **Crew Battle Mode**. Use only the deck for the game mode you are playing. When you draw an Event card, carry out its instructions immediately.



### LOG ROSE CARD

These cards move your Ship to the listed location. Only used in **Story Mode**.



### PIRATE SHIP CARDS

Each Ship card has 3 abilities and a number of damage spaces. Place the cannonballs on the damage spaces when you suffer damage. If you fill all of the damage spaces, you will need to repair your Ship.

Your Ship suffers damage:

- Each time you cross paths with a Marine Ship (See Big Marine ship card).
- When you reveal a Cannonball token, take 1 damage.
- In Crew Battle mode, if 2 Ships move to the same space, they will inflict damage based on their Ship abilities.
- When an Event card instructs you to.

**Repairing your Ship:** If you have taken full damage, your next turn will be moving your Ship to Water Seven, removing all damage, and resetting your Marine Encounter die to 1 (**Story Mode**).



### EMPTY DECKS

If any deck of cards is ever empty, discarded cards are shuffled together to form a new deck.

# THE BOARD AND STANDARD BOARD SETUP

## ISLAND COORDINATES

Each island has island coordinates (a letter and a number). The first island Luffy visits at the start of **ONE PIECE** is Shells Town at space A-1!

## ISLAND CARDS

Separate the 100 Island cards into 6 decks according to their letters (A, B, C, D, E, and F). Place them next to the letters on the board.

## MARINE HEADQUARTERS

Some islands are Marine Headquarters. Some rules may call attention to these spaces.

## MOVING ON THE BOARD

In **Story Mode**, you use the Log Pose cards to move. In **Crew Battle Mode**, you use the letter die and the 6 die to move.



## RED LINE

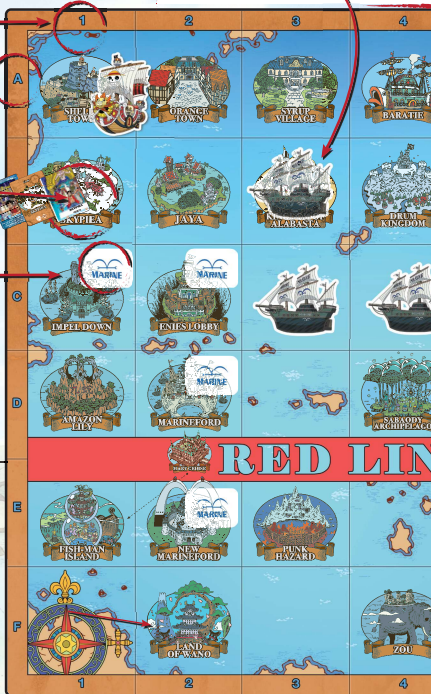
After crossing the Red Line, you enter the New World on lines E and F. The characters you will fight here are much more powerful than those on lines A, B, C, and D!

## SETTING UP OTHER CARDS

Sort the other cards by the color on the back. Shuffle each deck separately and place them below the board. Setup is a little different between **Story Mode** and **Crew Battle Mode**, but in general all of these cards should be in reach of all players.

## MARINE SHIPS

3 Marine Ships roam the board. You will need to fight them if you find yourself in the sail spaces as them.



will need  
the same

**Island Characters:** Separate the 100 island characters according to their letters (A, B, C, D, E, and F), then place them next to the matching letters on the board.



## THE ISLAND CHARACTERS

The most powerful characters of each island are indicated below in bold:

- **SHELLS TOWN (A-1):** Morgan, Helmeppo, Marine Soldiers
- **ORANGE TOWN (A-2):** Buggy, Cabaji, Richie & Mohji
- **SYRUP VILLAGE (A-3):** Kuro, Siam, Django
- **BARATIE (A-4):** Dracule Mihawk, Krieg, Gin, Pearl
- **ARLONG PARK (A-5):** Arlong, Kuroobi, Choo, Hatchan
- **LOGUE TOWN (A-6):** Buggy, Smoker, Tashigi, Alvida

- **SKYPIEA (B-1):** Eneru, Ohm, Gedatsu, Shura, Satori
- **JAYA (B-2):** Bellamy, Eddy, Sarquiss
- **ALABASTA (B-3):** Crocodile, Daz Bonez, Bentham, Zala
- **DRUM KINGDOM (B-4):** Wapol, Chess, Kuromarimo
- **LITTLE GARDEN (B-5):** Galdino, Marianne, Miss Friday
- **WHISKY PEAK (B-6):** Gem, Mikita, Miss Monday

- **IMPEL DOWN (C-1):** Magellan, Hannayabai, Sadi
- **ENIES LOBBY (C-2):** Rob Lucci, Kaku, Jabra, Kumadori, Blueno, Kalifa, Fukurou
- **WATER SEVEN (C-3):** Lulu, Paulie, Iceberg
- **LONG RING LONG LAND (C-6):** Foxy, Big Pan, Hamburg

- **AMAZON LILY (D-1):** Boa Hancock, Boa Marigold, Boa Sandersonia
- **SABAODY (D-4):** Kizaru, Sentomaru, Pacifista
- **THRILLER BARK (D-6):** Oars, Ryuma, Bartholomew Kuma, Gecko Moria, Perona, Absalom, Hogback

- **FISH-MAN ISLAND (E-1):** Hody Jones, Vander Decken IX, Hyozou, Dosun, Zeo, Daruma, Icaros Much
- **PUNK HAZARD (E-3):** Caesar Clown, Vergo, Monet
- **DRESSROSA (E-6):** Fujitora, Donquixote Doflamingo, Sugar, Pica
- **CORRIDA COLISEUM (E-5):** Sabo, Jesus Burgess, Ideo, Don Chin Jao, Diamante, Cavendish, Bartolomeo

- **LAND OF WANO (F-2):** Kaido, King, Queen, Jack, Basil Hawkins
- **ZOU (F-4):** Jack
- **WHOLE CAKE ISLAND (F-6):** Big Mom, Charlotte Katakuri, Charlotte Cracker, Charlotte Perospero, Charlotte Daifuku



## FIGHTS

### THE 3 GOLDEN RULES DURING FIGHTS

1: Each die result which is equal to or higher than the opponent's defense makes them lose 1 Energy.

2: Observation Haki (👁️) cards can counter any card and cannot be trumped by any other cards.

3: You can play a maximum of 5 cards per fight.

### RESOLVING A FIGHT

Fights always occur between 2 characters. If you reduce the opposing character to zero Energy, you win the fight.

1. **Check for Transformation:** If either of the characters can transform, that player rolls a die. If you meet or exceed the transformation value, you will fight with the transformation card instead of the standard character card.

2. **Initiative:** The character with the highest initiative (🎲) attacks first. If the initiative (🎲) is tied, each player rolls a die. The player with the highest result fights first.

3. **Draw Cards:** If a character is from an island, they draw 1 card. If a character has 2 or more Haki, they draw 2 cards.

4. **Weakness Cards:** If you have any Weakness cards to play, play them before the fight begins.

5. **Attacker Turn:** (These can be done in any order.)

- Roll dice equal to your strength.
- Play Attack cards.
- Use your character's abilities

**The Defender** can play Defense cards and use their character abilities.

6. **Apply hits:** The defender loses Energy according to how the attacker's attack played out.

7. **Defenders Turn:** If the defender survives, it becomes their turn to attack. They can perform the same actions.

8. **Keep Fighting:** The combatants continue to alternate turns until one of them is knocked out.

9. **Prize:** The winner draws 1 card (Attack, Defense, or Weakness). Energy that is lost is not recovered at the end of the fight!

Some cards specify that a defeated character is put back to half of their Energy after being defeated, instead of being flipped face-down.



# STORY MODE

30 to 60 minutes – Collaborative mode

1-4 Players vs. 1-2 Gamemasters (6 players max)

Collaborate together and relive the best adventures of the Straw Hat Crew against a Gamemaster player!

## SETUP

1 – Complete the standard board setup. Use the Event deck specific to **Story mode**.

2 – Take the 15 big Marine cards, the 7 Warlords of the Sea cards, and the 10 Supernovas cards, shuffle each deck separately, and place them near the board.

3 – Split the Log Pose deck into 2 decks: one containing only locations above the Red Line and the other for locations below it. Shuffle both decks separately.

4 – Place the Straw Hat Crew ship in a place that can be accessed by all players. Choose a 6 die, set it to "1", and place it on the Ship. This will be the Marine Encounter die.

5 – Determine Teams: Determine who will be the Gamemaster(s) by choice or randomly.

6 – The Gamemaster grabs and places the following tokens on the board face-down in locations of their choice: 2 Supernovas, 2 Warlords, 3 Marines, 1 Admiral, and 2 Cannonballs.

7 – Take the 3 Marine Ships and place them on the board by rolling the letter die and 6 die to determine the starting coordinates for each Ship.

8 – Luffy's crew: Draw 5 mission cards, 1 defence card, 1 attack card and 1 weakness card.

## WIN CONDITION

The game ends when the Straw Hat Crew completes 4 missions or when 8 rounds have passed. To complete a mission, you must go to the island and win 2 fights there. A Mission may have additional conditions you must fulfill on it.

The Gamemaster wins if they defeat all the members of the Straw Hat Crew, or, if at the end of 8 rounds, the Straw Hat Crew has more knocked out characters than completed missions.

## THE PRINCIPLE OF THE GAME

Go to the islands indicated by the Log Pose cards and win at least 2 fights on each island to complete your missions. You win the game when you have completed 4 missions. One of the players will be the Gamemaster and play as the Marines and the island characters. Their goal is to eliminate the whole Straw Hat Crew.

## PLAYER RULES

Each player chooses 1 character to play as. They take turns participating in fights on the islands they visit. Each player must fight once before players get to participate in their second fight.

**If Knocked out:** Your character will be out of play for 4 rounds.

At the end of the 4th round, they are flipped face-up and restore all their Energy.

**The New World:** You cannot travel to these islands until you have visited 4 normal islands. Only then can you visit islands of the New World (lines E and F). When you first enter the New World, draw 3 Mission cards from the New World deck. Switch your Ship for the New World Ship and your Crew for the New World Crew. From now on, you cannot return to the previous area. All future Log Pose cards are drawn from the New World Pose deck.

**Hand size:** Your maximum hand size is 6. If you ever have more, you discard down to 6 immediately.

## GAMEMASTER RULES

The Gamemaster controls the island characters. If there is more than one Gamemaster, they take turns performing the fights.

**When a fight begins:** The Gamemaster draws 1 Defense card for each island character. If that character has 2 or 3 Haki, they draw an extra card.



# STORY MODE

## MARINE RULES

If a Marine Ship moves to the same island as the Crew, or if one is there at the beginning of the Crew's turn, they must fight a Marine card drawn from the deck. The Crew may decide which character will face the Marine.

**Defeating a Marine Ship:** If you defeat a Marine Ship, move it to any space labeled as a Marine base.

**Imprisonment:** If a player loses a fight against a Marine, their character is imprisoned at Impel Down. Place their Crew card there. At the start of the Crew's turn, another Crew member can choose to go to Impel Down and try to free their crewmate(s) by winning two fights against Marines drawn at random. If successful, they return to the Ship with the crewmate(s) they have freed.

## GAME PLAY

### STRAW HAT CREW TURN

**1. Marine Fight:** Marine Fight: If there is a Marine ship in your space you must fight it: your ship takes damage from the Marine ship (See Big Marine ship card).

**2. Move:** A player draws 2 Log Pose cards and chooses one of those destinations to go to. The other card is shuffled back into the Log Pose deck. Alternatively, you can auto move to Impel Down to attempt to free a crew member.

**3. Fight:** You must fight the defenders of the island you land on. If you have a mission there, you must win 2 fights to complete it. If you lose 1 of those fights, you may try fighting a third island character. If not, you must still fight 2 island characters (3 if the Crew has 3+ members). The Gamemaster draws cards and fights as the island characters. If you win a fight, draw 1 card (Attack, Defense, or Weakness).

The Gamemaster draws Island Character cards that match the island you are on to determine who you must fight and the order that you will face them. If the character has no Haki, the Gamemaster draws any 1 card before the fight starts (Attack, Defense, or Weakness). If they do have Haki, the Gamemaster must draw 1 card that matches the color of each Haki the character has (any color for the Supreme King Haki), up to 2 cards total.

**4. Token Events:** If there are tokens on the island, they are revealed after fighting. Then take the action:

- **If a Supernova:** Draw a Supernova card and fight it.
- **If a Warlord:** Draw a Warlord card and fight it.
- **If a Marine:** Draw a Marine card and fight it.
- **If an Admiral:** Draw an Admiral card and fight it.
- **If a Cannonball:** Your Ship takes 1 damage.

## GAMEMASTER TURN

**1. Story Effect:** Draw a **Story Mode** event and apply its effect.

**2. Move Marines:** Roll the letter die and 6 die once each to move all 3 Marine Ships. If a Marine Ship moves onto an island with the Straw Hat Ship, draw a Marine card and fight.

## RED LINE AND CREW UPGRADE

At the start of round 5, the Crew must enter the New World to complete missions on New World islands. The Crew takes the Thousand Sunny Ship and the New World Luffy Crew cards, draws 3 New World Mission cards, and must now use the New World Log Pose cards to go and fight the pirates on the New World islands. They can no longer return to the first part of the board. When a pirate Ship or character is replaced, they are replaced as they are, meaning, any damage is transferred over and if they are K.O'd, they remain K.O'd.







## EXAMPLE OF A ROUND OF PLAY

The Straw Hat Crew plays first. One of the players draws 2 Log Pose cards. They choose D-6 (Thriller Bark) and move their Ship to that space.

The Gamemaster draws 2 Island character cards. The Gamemaster chooses the order, sending Hogback out first. The Straw Hat crew chooses Sanji to fight. The Gamemaster draws 2 cards (Attack, Defense, Weakness), one for each island character in the fight.

Sanji begins the fight because he has the highest initiative. Sanji rolls 4 attack dice and gets the results 4,5,5, and 6. Sanji's ability allows him to make his opponent lose 2 Energy for every die result equal to 3+. Hogback loses 8 Energy and is defeated. The Straw Hat crew draws a card as a prize.

Sanji is benched and Luffy, controlled by a different player, is chosen to fight against Moria. Luffy goes first because he has the highest initiative. Luffy attempts his transformation and gets a result of 4, a success. Luffy's card is switched with Luffy in Gear 2 for this fight. Luffy rolls dice but rolls only 4 instead of 5 due to Moria's effect. Luffy rolls a 1, 4, 5, and 6. Two of those results hit. Luffy's other ability allows him to take 3 Energy for every die above 5 so Moria loses 6 Energy. Moria plays an Attack card which makes Luffy lose 12 Energy but Luffy plays his counter Defense card which cancels the attack. Luffy loses 0 Energy and Moria's turn is over.

Luffy rolls his 4 dice and gets 4, 5, 6, and 6. Moria loses 9 Energy from Luffy's 5 and 6s, and is defeated. Luffy decides to draw a Weakness card as a reward.

The crew has completed their first Mission card "Thriller Bark". Now that the fight is over, any tokens on the Island flip, but in this case there are none so there are no additional fights or actions.

The Gamemaster draws an event card and applies its effect. The Gamemaster rolls the letter die and 6 die 3 times to move the Marine Ships. None of them encounter the crew for now. It is then the crew's turn to play a second time.



# CREW BATTLE MODE

2 to 6 players – 45 to 90 minutes – Free for All

Play as a Pirate Crew in a face-to-face challenge against all the other pirates! The player with the most victory points after a few rounds is the winner!

## SETUP

- 1 – Complete the standard board setup. Use the Event deck specific to Crew Battle Mode.
- 2 – Set aside the letter die and a 6 die for movement.



- 3 – Each player chooses a Pirate Crew to play as. Each player takes all their Crew, their Ship token and card, and 7 flags (indicated at the top of their Ship card) and places them in front of them, face-up. Consult the list on the back of this rulebook! If two players want the same crew, determine who gets that crew at random.

- 4 – Each crew begins with 4 Secret Mission cards given out at random from the Mission deck.

- 5 – Take the 15 big Marine cards, the 7 Warlords of the Sea cards, and the 10 Supernovas cards, shuffle each deck separately, and place them near the board.

- 6 – Place the Flame-Flame Fruit on the Coliseum and all of the other tokens randomly face-down on the other islands on the board except for Marijoa and the Red Line.



- 7 – Each player draws 1 Attack card, 1 Defense card, and 1 Weakness card.
- 8 – All players roll to determine their starting position.
- 9 – Roll dice and position the 3 Marine Ships on the map.
- 10 – Choose how many rounds to play:

**2-4 Players:** 5 or 7 rounds

**5-6 players:** 7 or 10 rounds.

## WIN CONDITION

The player with the most VP at the end of all rounds wins the game.

## HOW TO WIN VICTORY POINTS

There are 4 ways to win victory points. When you collect VP, you can collect the card, token, or VP Tokens. You can not collect Player Crew cards this way, so use VP tokens instead.



- If you win a fight, you win VP equal to the character's initiative.
- Completing missions.
- Defeating island tokens.
- At the start of your turn, win 10 VP for each island you control.

## MARINE RULES

**Defeating a Marine Ship:** If you defeat a marine Ship, move its Ship to a space labeled as a Marine base.

**Imprisonment:** If you lose against a Marine, your character is imprisoned in Impel Down. The character card is moved there. At the start of your turn, another crew member can choose to go to Impel Down and try to free their crewmate(s) by winning 2 fights against Marines drawn at random. If successful, they return to the Ship with the crewmate(s) they have freed.

**Marine Movement:** Marines move at the start of rounds 2,4,6,8.

## PLAYER RULES

**If Knocked out(2 Rounds):** If a character is knocked out, they are out of play for 2 rounds. At the end of the 2nd round, they are flipped face-up and restore all their Energy.

**Hand size:** The max hand size is 6. If you ever have more, you discard down to 6 immediately.

**Fighting a player-controlled Island:** If another player lands on an island you control, the Crew member you left behind must fight 1 of their Crew. If you are defeated, you must remove your flag and the other player can take control. If you successfully defend, the invading player must roll and move to a new space. The same rule applies if a Marine Ship lands on your island: you must fight the Marine and if you win, move it to any Marine Base.

**Davy Back Fight:** If 2 Crews land on the same island, they must fight. If both players agree, they will have a Davy Back Fight. If not, they will fight for Treasure. To fight for Treasure, each player selects 1 Crew member to fight. The winner takes the loser's victory points and 1 Treasure from the opposing Ship (if

they have any). In a Davy Back Fight, the 2 Captains face each other. The defeated Captain loses half their Energy instead of being flipped over. The winner takes control of 1 opposing Crew Member of their choice to join their Ship. A player who participates in a Davy Back Fight cannot be involved in another one for 2 rounds.

## PLAYER TURN

**1. Gain VP for Islands:** Gain 10 VP for every island you control.

**2. Marine Ships:** If there is a Marine Ship in your space, you must fight them by drawing a Marine card.

**3. Event Card:** Draw an Event card on rounds 2, 4, 6, and 8.

**4. Move:** You may roll to move or choose to not move. If you move, roll the letter dice and the 6 die to create coordinates. You can move to that exact location or any space orthogonally adjacent to it. Alternatively, you can auto move to Impel Down to attempt to free a crew member or you can also choose to move 1 space to an adjacent island instead of rolling.

**5. Fight:** You must fight the defenders of the island you land on. If you have a mission there, you only need to win 1 fight to complete it. If not, you must still fight 1 island character. The player to your right draws cards and fights as the island characters. If you win a fight, draw 1 card (Attack, Defense, or Weakness).

The player to your right draws an Island Character card that matches the island you are on to determine who you must fight. If that character has no Haki, they also draw 1 card before the fight starts (Attack, Defense, or Weakness). If they do have Haki, they must draw 1 card that matches the color of each Haki the character has (any color for the Supreme King Haki), up to 2 cards total. They may only use these cards during the fight (not any cards they have in their own hand).

**6. Token events:** If there are tokens on the island, they are revealed. Then take the appropriate action:

- If a **Supernova**: Draw a Supernova card and fight it.
- If a **Warlord**: Draw a Warlord card and fight it.
- If a **Marine**: Draw a Marine card and fight it.
- If an **Admiral**: Draw an Admiral card and fight it.
- If a **cannonball token**: your Ship takes 1 damage.
- If a **treasure**: Add it to your pirate ship.

**7. Flags:** If you win a fight and you have 3 or more healthy Crew members, you can leave one behind and place your flag on that island. The character card chosen to be the protector must be turned face down, and the counter indicating the coordinates of the island must be placed on it. If an opponent later attacks that island, they must fight the Crew member you left behind.

## THE ISLANDS

### THE SPECIAL ISLANDS

**You cannot leave a flag on a Marine Base island:** Don't do it!

**MARINEFORD AND NEW MARINEFORD:** Draw 2 Marine cards with the Marineford background and fight both of them.

**ENIES LOBBY:** Draw 2 island cards and win both fights.

**WATER SEVEN:** Repair your Ship! If you have taken full damage, your next turn must be moving to Water Seven, removing all damage.

**THE COLISEUM:** Win the tournament here to earn 25 VP. First, fight 2 coliseum characters. Then if there are other player crew at this location, they must fight each other. Once there is only one player character left, they earn the 25 VP from the Flame-Flame Fruit.

### EXAMPLE OF A ROUND OF PLAY

Your turn begins and you gain 20 VP because you control 2 Islands. You draw and resolve an Event card because it's round 2. Then you roll to move and get A-1. You decide to move to A-2 instead using the orthogonal rule. There you challenge another player's Crew to a Davy Back fight. Both players agree and your captains fight. You win and gain control of one of their crew members permanently. There is no additional token on this island for you to claim because it was claimed by the previous player. The defeated pirates must move immediately. You choose to leave a character and flag behind and claim your 3rd island. Then your turn is over.



## NOTES

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# LIST OF CREWS (CREWS BATTLE MODE)

CHARACTER / CREW										
<b>WHITEBEARD PIRATES</b>										
Whitebeard (Edward Newgate) - Emperor - Captain	x	x	x	22	7	6	22			
Marco	x	x	15	5	3	17				
Marco T2+	x	x	15	5	6	18				
Porcia	x	x	11	4	5	16				
Porcia D.Ace T2+	x	x	12	5	5	16				
Porcia D.Ace T3+	x	x	12	5	5	16				
Diamond Jozu T2+	x	x	12	5	5	16				
Vista	x	x	9	4	5	13				
Blamenco	x	x	11	5	5	12				
Jozu	x	x	11	5	5	12				
<b>ANIMAL KINGDOM PIRATES</b>										
Kaido - Emperor - Captain	x	x	x	21	5	6	20			
Kaido T3+ - Emperor - Captain	x	x	x	21	5	6	20			
King	x	x	x	15	5	5	17			
King T3+	x	x	x	14	5	5	17			
Queen	x	x	x	14	5	5	17			
Queen T3+	x	x	x	14	5	5	17			
Jack	x	x	x	13	5	5	16			
Jack T3+	x	x	x	13	5	5	16			
Beal Hawkins	x	x	x	11	5	5	17			
X. Drake	x	x	x	11	4	5	15			
X. Drake T4+	x	x	x	11	5	5	16			
Page One	x	x	x	11	4	5	14			
Page One T3+	x	x	x	11	4	5	15			
<b>BIG MOM PIRATES</b>										
Big Mom (Charlotte Linlin) - Emperor - Captain	x	x	x	20	5	6	19			
Big Mom T3+ (Charlotte Linlin) - Emperor - Captain	x	x	x	20	5	6	20			
Charlotte Katakuri	x	x	x	15	6	17				
Charlotte Katakuri T3+	x	x	x	15	7	6	18			
Charlotte Perospero	x	x	x	12	5	5	15			
Charlotte Smoothie	x	x	x	13	5	5	16			
Charlotte Oven	x	x	x	9	5	5	16			
Charlotte Daifuku	x	x	x	11	5	5	15			
Charlotte Cracker	x	x	x	13	5	5	16			
Charlotte Cracker T2+	x	x	x	13	5	6	17			
<b>BLACKBEARD PIRATES</b>										
Blackbeard (Marshall D. Teach) - Emperor - Captain	x	x	x	18	5	6	19			
Avalo Pizarro	x	x	x	11	4	5	14			
Catalina Deven	x	x	x	11	4	5	14			
Luffy	x	x	x	10	3	4	11			
Doc D	x	x	x	10	3	4	11			
Jesús Burgess	x	x	x	13	5	5	16			
Shiray	x	x	x	12	5	5	15			
Vasoo shot	x	x	x	12	5	5	13			
Van Ope	x	x	x	12	4	5	13			
Smyan Wolf	x	x	x	13	4	4	14			
<b>STRAW HAT CREW NEW WORLD</b>										
Monkey D. Luffy - Emperor - Captain	x	x	x	16	5	4	16			
Monkey D. Luffy T2+ - Emperor - Captain	x	x	x	16	5	4	17			
Monkey D. Luffy T3+ - Emperor - Captain	x	x	x	16	5	5	18			
Monkey D. Luffy T5+ - Emperor - Captain	x	x	x	16	5	7	19			
Romoneo Zoro	x	x	x	13	5	5	17			
Ussop	x	x	x	6	4	11				
Nami	x	x	x	4	3	4	12			
Sanji	x	x	x	11	5	5	15			
Tony Tony Chopper	x	x	x	8	3	3	9			
Tony Tony Chopper 2+	x	x	x	8	4	4	12			
Tony Tony Chopper 3+	x	x	x	8	4	4	14			
Nico Robin	x	x	x	9	3	3	14			
Franky	x	x	x	9	4	4	15			
Franky T3+	x	x	x	9	4	5	16			
Brook	x	x	x	7	3	4	13			
<b>STRAW HAT CREW</b>										
Monkey D. Luffy - Captain	x	x	x	11	4	4	11			
Monkey D. Luffy T2+ - Captain	x	x	x	11	5	4	13			
Romoneo Zoro	x	x	x	10	4	4	11			
Ussop	x	x	x	2	3	3	6			
Shiner King T3+	x	x	x	5	4	3	9			
Nami	x	x	x	3	3	3	6			
Sanji	x	x	x	9	4	4	10			
Tony Tony Chopper	x	x	x	5	3	3	8			
Tony Tony Chopper 2+	x	x	x	5	3	3	7			
Tony Tony Chopper 3+	x	x	x	5	4	5	10			
Nico Robin	x	x	x	7	4	4	9			
Franky	x	x	x	7	4	4	9			
Brook	x	x	x	5	3	3	7			
<b>REVOLUTIONARY ARMY</b>										
Monkey D. Dragon - Commander of the Revolutionary Army	x	x	x	21	7	6	20			
Sabo	x	x	x	5	3	3	18			
Sabo T4+	x	x	x	15	5	6	18			
Kamari	x	x	x	11	5	5	19			
Emporio Ivankov	x	x	x	12	5	5	15			

CHARACTER / CREW										
<b>DOFLAMINGO FAMILY</b>										
Belo Betty	x	x	x	13	6	5	17			
Lowbergh	x	x	x	11	4	4	11			
Morley	x	x	x	11	5	5	14			
Isazuma	x	x	x	9	3	4	9			
Donquixote Doflamingo - Captain	x	x	x	13	6	5	17			
Bellamy	x	x	x	10	4	4	15			
Diamante	x	x	x	10	4	4	15			
Pica	x	x	x	10	4	4	15			
Pica T4+	x	x	x	10	5	6	15			
Verigo	x	x	x	11	5	5	17			
Sugar	x	x	x	11	5	5	17			
Trebol	x	x	x	10	3	3	14			
Morced	x	x	x	10	3	3	14			
<b>CP9</b>										
Rob Lucci	x	x	x	11	4	5	15			
Rob Lucci T3+	x	x	x	11	5	5	16			
Kaku	x	x	x	9	4	4	15			
Kaku T3+	x	x	x	9	4	4	15			
Jabra	x	x	x	8	4	4	13			
Jabra T4+	x	x	x	8	4	4	13			
Kumadon	x	x	x	7	3	3	11			
Blueno	x	x	x	7	4	4	11			
Katifa	x	x	x	6	3	3	10			
Fukuro	x	x	x	6	3	3	9			
<b>GERMA 66</b>										
Vermisoke Judge - Emperor	x	x	x	12	5	5	16			
Vermisoke Reiji	x	x	x	10	5	4	13			
Vermisoke Niji	x	x	x	10	5	5	15			
Vermisoke Voci	x	x	x	10	4	5	14			
<b>THRILLER BARK PIRATES</b>										
Dais	x	x	x	12	5	5	15			
Huma	x	x	x	12	4	5	13			
Gecko Moria - Captain	x	x	x	10	5	5	15			
Perona	x	x	x	6	2	4	8			
Abraham	x	x	x	5	3	3	7			
Hopback	x	x	x	5	3	3	7			
<b>BAROQUE WORKS</b>										
Crocodile - Captain	x	x	x	10	4	4	14			
Bar Bonner	x	x	x	5	3	3	7			
Bentham	x	x	x	7	3	3	7			
Zala	x	x	x	5	3	3	7			
Calisto	x	x	x	5	3	3	6			
Droopy	x	x	x	5	3	3	6			
Babe	x	x	x	5	3	3	4			
<b>MASSIVE</b>										
Monkey D. Garp - Vice Admiral	x	x	x	20	7	6	20			
Senkou - Admiral on chief	x	x	x	20	6	6	20			
Senkou T3+ - Admiral on chief	x	x	x	20	7	6	20			
Aokiji - Admiral	x	x	x	18	6	6	18			
Kizaru - Admiral	x	x	x	18	6	6	18			
Hina - Vice Admiral	x	x	x	9	4	5	14			
Senomaru	x	x	x	11	5	5	15			
Tashigi - Vice Admiral	x	x	x	8	5	5	14			
Shuker - Vice Admiral	x	x	x	8	4	4	12			
Fukuro - Admiral	x	x	x	17	6	6	17			
Kobay	x	x	x	8	4	4	14			
Pacifica	x	x	x	17	6	6	17			
Strawberry - Vice Admiral	x	x	x	8	4	4	14			
Dobberman - Vice Admiral	x	x	x	8	3	3	13			
Momonga - Vice Admiral	x	x	x	8	4	4	14			
Hatsumo	x	x	x	5	4	4	14			
<b>SEVEN WARLORDS OF THE SEA</b>										
Dracule Mihawk - Captain	x	x	x	15	6	6	17			
Boa Hancock - Captain	x	x	x	11	5	5	16			
Donquixote Doflamingo - Captain	x	x	x	13	6	5	17			
Bartholomew Kuma - Captain	x	x	x	11	5	5	16			
Jinbe - Captain	x	x	x	11	5	5	16			
Crocodile - Captain	x	x	x	10	4	4	14			
Gecko Moria - Captain	x	x	x	5	4	5	13			
<b>SUPERNOVAS</b>										
Eustass Kidd - Captain	x	x	x	13	5	5	17			
Unagie - Captain	x	x	x	8	4	4	16			
Basel Hawkins - Captain	x	x	x	11	5	5	17			
Senshimen Agao - Captain	x	x	x	10	5	5	17			
X. Drake - Captain	x	x	x	11	4	4	15			
X. Drake T4+ - Captain	x	x	x	11	5	5	16			
Capone Bege - Captain	x	x	x	10	4	5	16			
Capone Bege T4+ - Captain	x	x	x	10	4	5	16			
Killer	x	x	x	11	4	5	15			
Tony Tony Law - Captain	x	x	x	7	2	2	15			
Jewels Bonney - Captain	x	x	x	7	2	2	15			



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