

**CONQUER THE ISLANDS**

The background of the cover features a large, circular map of the world, with a red skull and crossbones border. The map shows various islands and seas. The title "ONE PIECE" is written in large, white, stylized letters with a black outline, positioned across the bottom of the map. Above the title, the characters are arranged in a dynamic, action-oriented pose. Luffy is in the center, with his right arm raised in a fist. To his left is Zoro, holding his sword. To his right is Sanji, playing a violin. Other characters like Nami, Usopp, and the Straw Hat crew are also visible. The overall theme is adventure and conquest.

# **ONE PIECE**

**- ADVENTURE ISLAND -**

**RULES OF THE GAME**



# 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.

A YOUNG BOY BECOMES ELASTIC AFTER EATING THE GUM GUM FRUIT: MONKEY.D.LUFFY.

HE TAKES TO THE SEA WITH HIS CREW TO BECOME THE PIRATE KING. THE CREW HAVE LOTS OF ADVENTURES AND OVERCOME SO MANY OBSTACLES THAT THE WORLD GOVERNMENT AND ITS 4 EMPERORS CAN NO LONGER IGNORE THEM.

RELIVE ALL THE ADVENTURES OF THE STRAW HAT PIRATE 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.





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## THE 2 GAME MODES

BEFORE YOU PLAY, CHOOSE EITHER THE STORY MODE OR BATTLE CREWS MODE.

### STORY MODE

2 to 6 players – 8+ – 30 to 60 minutes – collaborative mode

Play together as members of Luffy's crew against one or two Gamemaster(s)

The Gamemaster(s) play as the Marine and the different island enemies and to try and eliminate your whole crew.

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

To win, the crew must complete 4 missions. They must get to the islands with the Log Pose cards and win fights against the island enemies there.

The Gamemaster(s) will win if they beat all the members of your crew. If you have more face down characters (lost fights) than completed missions after 8 rounds, then the Gamemaster wins.



### BATTLE CREWS MODE

2 to 6 players – 8+ – 45 to 90 minutes – every player for themselves

Each player chooses a pirate crew (see the list of 12 pirate crews on page 20).

There are 4 ways to earn victory points :

- 1 – Win a fight and collect the victory points indicated by the character card.
- 2 – Win victory points with your mission cards. Visit islands and win fights against the island pirates.
- 3 – Win victory points with tokens you collect on the islands.
- 4 – Win 10 victory points for every island which is still under your control at the start of your turn. (You left your flag on the island during previous turns)



The game ends after 5, 7 or 10 rounds. The winner is the one who has the most victory points at the end of the game.



# THE BOARD

Each island has island coordinates (a letter and a number).

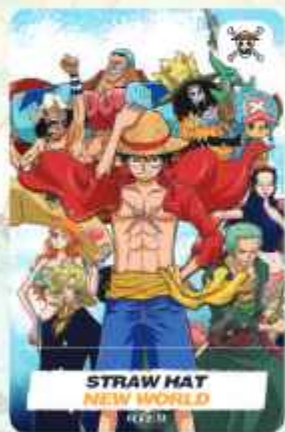
The first island Luffy visits at the start of ONE PIECE is Shelltown. It is the first island on the board with the coordinates A-1.

These coordinates are also indicated :

- on the Log Pose card
- on the back of the island character cards
- on the mission cards.



The Marine bases New Marine Ford, Marine Ford, Impel Down and Enies Lobby are Marine headquarters. You can not put flags on them in Battle Crews mode.



After 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.

So in Story mode, you must play as the New World Straw Hat Pirate Crew when you enter the New World on the board.

## MARINE SHIPS:

Put the 3 Marine ships on the board and fight them when you cross them in both game modes.



## MOVING ON THE BOARD:

In Story mode, you use the Letter die to move. In Battle Crews mode, you use the Letter die and the 6 die to move.



When setting up the board separate the 100 island characters according to their letters (A, B, C, D, E and F), then place the island characters next to the matching letters on the board. (See the example on page 2.)

## THE ISLAND CHARACTERS

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

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

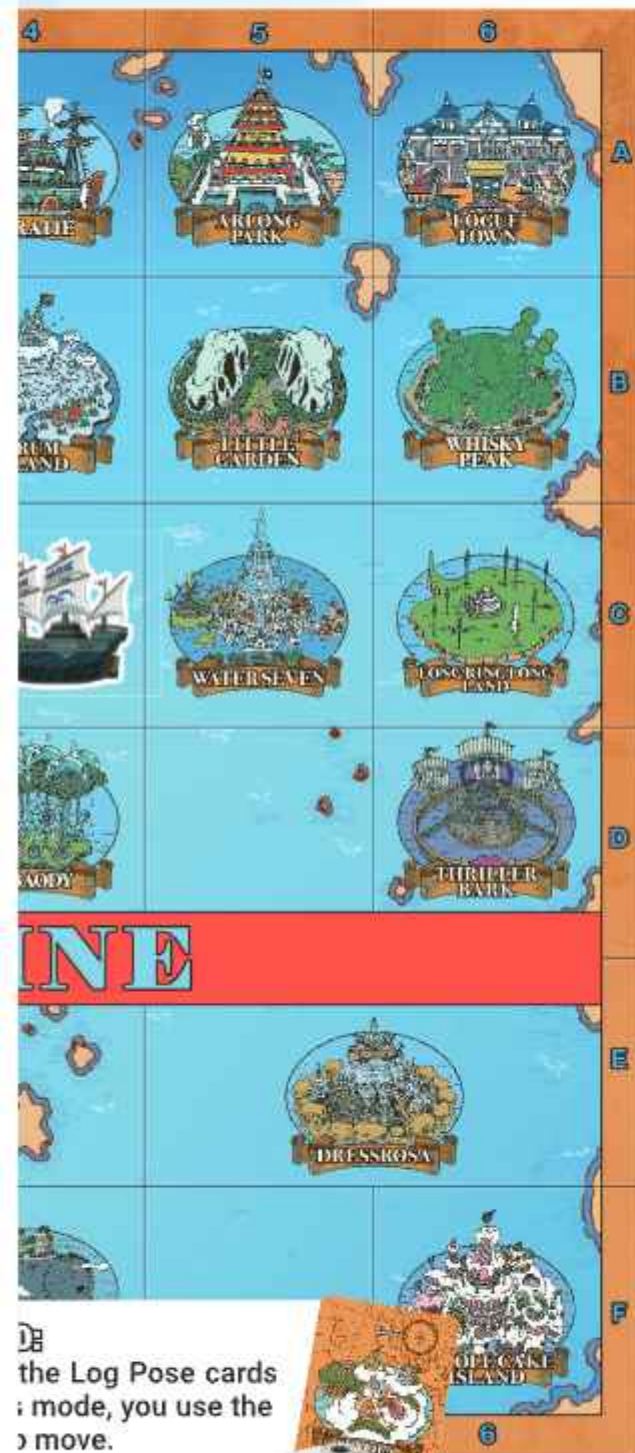
- WHISKY PEAK (B-6) : **Gem**, Mikita, Miss Monday
- LITTLE GARDEN (B-5) : **Galdino**, Marianne, Miss Friday
- DRUM KINGDOM (B-4) : **Wapol**, Chess, Kuromarimo
- ALABASTA (B-3) : **Crocodile**, Daz Bonez, Bentham, Zala
- JAYA (B-2) : **Bellamy**, Eddy, Sarquiss
- SKYPIEA (B-1) : **Ener**, Om, Gedatsu,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

- LONG RING LONG LAND (C-6) : **Foxy**, Big Pan, Hamburg
- IMPEL DOWN (C-1) : **Magellan**, Hannyabal, Sadi
- WATER SEVEN (C-5) : **Lulu**, Pauly, Iceberg
- ENIES LOBBY : **Rob Lucci**, Kaku, Jabura, Kumadori, Blueno, Kalifa, Fukuro

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

- FISH-MAN ISLAND (E-1) : **Hody Jones**, Vander Decken IX, Hyozo, Dosun, Zeo, Daruma, Icaros Mucchi
- PUNK HAZARD (E-3) : **Caesar Clown**, Vergo, Monet
- DRESSROSA (E-6) : **Fujitora**, Don Quijotte Doflamingo, Sugar, Pica
- THE COLOSSEUM (E-5) : **Sabo**, Jesus Burgess, Ideo, Don Chinjao, Diamante, Cavendish, Bartolomeo

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



the Log Pose cards  
mode, you use the  
move.



# THE CHARACTER CARDS

There are 2 types of character cards :

The small cards which correspond to the island characters (list on page 5), and the big cards which correspond to the 14 crews (list on page 20). Each character card has 9 features.



Crew cards



Island cards



## THE NUMBER OF ATTACK DICE

to roll during a fight. If the character that is attacking only has one attack point, they roll a single die. If the character has 5 attack points, they roll 5 dice...

## THE DIFFERENT KINDS OF HAKI

There are 3 kinds of Haki :

There is the Armament Haki, the Observation Haki and the King Haki which only the most powerful characters of ONE PIECE possess.

Your character's Haki allow you to use defence, weakness and attack cards which match the Haki.

For example, if the King Haki is present on your character card, you can use a card with a King Haki symbol on it. If it is not present, you cannot use this card during a fight.



## THE CHARACTER'S ABILITIES

These can be used when a character attacks to improve their attack or defence.

Some examples of character abilities are :

- To make the enemy lose several energies for each die (each die result which is equal to or above 4 makes the opponent lose 3 energies no matter what their defence).
- For every die result of 1, 3 or 6, the enemy loses 2 energies, no matter what their defence.
- To stop the other player from using their ability 1.
- To roll several attack dice again.
- To reduce the enemy's number of attack dice during every fight.
- To dodge 2 of the opponent's attack dice every time they attack.
- To add 1 to the result of each of the attack dice during the whole fight.
- To reduce the opponent's defence by 1 point.
- To steal victory points from another team.



## THE CHARACTER

Each character has a weakness. You can use a weakness card if the character has a weakness as indicated on their card. These cards can be used more easily if you have a weakness card than your character's weakness card for example, only one weakness card can be used.



### ① THE DEFENCE level of a character.

The golden rule: The attacker must get a dice result which is equal to or above a character's defence to make them lose any energy.

The character under attack loses one energy for each attack die which is equal to or above their defence. So a character with a resistance of 4 will lose 1 energy for every attack die with a result which is equal to or above 4.

By taking your abilities 1 and 2 into account during a fight you make your opponent lose more energies.

### ② THE NUMBER OF ENERGIES

This is the number of life points the character has. If you receive more damage (negative energy tokens) during a fight than the number of energies indicated by your character card, you lose the fight. When this happens in Story mode, you must turn your character card face down for 4 rounds. In Battle Crews mode you must do so for 2 rounds. Your character does not recover lost energies after a fight.

Tour  
4

Tour  
2

### THE TRANSFORMATION

Roll a die before you start the fight. If the result is equal to or above your transformation number, you will fight with your transformed character card and you will be stronger during the fight. (See the list on page 20 to find out if your character can transform.)

After each fight, your character goes back to its initial form and keeps the negative energy tokens received during the fight. Luffy and Chopper are the only characters with more than one transformation card.



### ③ THE CHARACTER'S INITIATIVE

When there is a fight, the character with the highest initiative number attacks first.

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

For example, a player who beats Luffy during a fight will win 16 victory points in Battle Crews mode. If both players have the same initiative level, each player rolls a die and the player with the highest result attacks first.



### CHARACTER'S WEAKNESS

Each character has one or more weaknesses. When a weakness card during a fight is used on a character you are facing has the same weakness as indicated by your weakness card. This can help you to win the fight. If your opponent is more powerful than your character. If you are facing Luffy, only the Greed and Seastone cards will work.



## THE OTHER KINDS OF CARDS

You begin the game with one attack card, a defence card and a weakness card. You can draw an extra card of your choice (attack defence, or weakness) when you win a fight and when you arrive on an island. But you cannot have more than a total of 6 of these cards in hand.



### THE ISLAND CHARACTER CARDS

There are more than 100 characters present on the islands (list on page 5). When a crew arrives on an island on the board in Story mode, the Gamemaster must draw an island character card for that island so that the active player can fight them. In Battle Crews mode the player located to the right of the active player draws the island character. The coordinates of the island where Luffy and his crew cross each enemy in the saga are indicated on the reverse side of the island character cards, at the top.



The name of the island is indicated at the bottom. For example, to move you use your Log Pose cards in Story mode or the dice in Battle Crews mode, and you land on Alabasta island with the coordinates B-3 on the board. The player to your right takes the 20 character cards for the islands on line B keeping them face down and takes the first Alabasta card which appears as they go through the deck. If there are 2 players in Luffy's crew they will draw a second Alabasta character card in the same way (mode 1).

In Story mode, the Gamemaster chooses to draw an attack, defence, or weakness card for the island enemy. In Battle Crews mode, the player to the right of the active player makes this choice.

If the island pirate has no Haki, the player can choose whether to draw an attack, defence or weakness card. They may not be able to use this card if it is reserved for a specific crew or if it requires a specific Haki. In this case the card is lost. They cannot draw another one to replace it. However, if the island character has an Observation Haki, they must draw a defence card, if they have an Armament Haki they must draw an attack card, if they have a King Haki they can draw any card.

If the island pirate has 2 Haki, they will draw 2 cards, one for

each Haki they possess. If they have all three Haki, they will draw 2 cards of their choice. (In this case they can draw 2 cards from the same deck.)

### THE BIG CHARACTER CARDS

The Marine, Supernovae and 7 Warlords cards can be used in both Story mode and Battle Crews mode. The 12 big crew cards are for Battle Crews mode (see list on page 20).

There are 2 Luffy crews (The Straw Hats). In Story mode you play with both of them. The initial crew corresponds to Luffy's crew at the start of the saga. In Story mode, you play with the advanced crew (the New World crew on the other side of the card) when you enter the New World on the board. In Battle Crews mode, play directly with Luffy's New World crew.



In Battle Crews mode, you or the other players can also play as the following crews :

Big Mom, Kaido, Whitebeard, Blackbeard, Germa 66 and the Don Quijote Family, Baroque Works, the CP9, Moria and his pirates, the Revolutionary Army, the 7 Warlords and the Marine.

### THE MISSION CARDS

These cards tell of Luffy's adventures when he visits the different islands in ONE PIECE. 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 Battle Crews mode, completing missions allows you to win additional victory points.

To complete your mission in Story mode you must win 2 fights. In Battle Crews mode you must win just one fight. You must go the island indicated on the mission card (using





Log Pose cards in Story mode, or the dice in Battle Crews mode), and win the fight(s) by making the island character(s) lose all of their energies. In Battle Crews mode, each character card is worth a number of victory points, which you earn if you win the fight.

For example, you must win a fight against Crocodile and a member of their team to complete your mission in Story mode. In the Battle Crews mode, you must win just one fight against an island character from the island you are visiting. Some examples of missions are : Win the fight against Ener on Skypiea (B-1), or against Moria on Thriller Bark (D-6), or DoFlamingo on Dressrosa (E-6)...

## THE EVENT CARDS


There are 2 kinds of event cards : one for the Story mode (yellow cards), and one for the Battle Crews mode (purple cards).

In Story mode the Gamemaster draws an event card after the crew has taken their turn, and applies its effects to the game immediately. Afterwards, they roll the letter die and the 6 die to move the 3 Marine ships. The crew must fight a Marine if one of the ships lands on the same island as them.

In Battle Crews mode, each player draws an event card at the beginning of their 2nd, 4th, 6th and 8th turns, according to the number of rounds which have been decided on for the game (5, 7 or 10 rounds).

They apply the effects of the card and then roll the dice to move on the board, unless the event card states otherwise. For example, a mission card may say to go directly to an island where there is another player and challenge them to the Davy Back Fight. In this case you do not move again during this turn.

## THE WEAKNESS CARDS

These cards should be played at the start of a fight before an opponent attacks. Even if your  is inferior to that of your opponent you play it before they attack. These cards help you to win fights more quickly by playing on your

opponents' weaknesses. You may be able to win fights against characters which are more powerful than yours by using them during the fight. The characters' weaknesses in the game are **Vanity, Treasure, Greed, Naivety, Fear and Seastone** (for all the characters who have eaten a demon fruit). You can only use a weakness card during a fight if your opponent possesses this same weakness. For example, Luffy's weaknesses (indicated at the bottom of his character card) are Greed and Seastone, so you can only play these two kinds of weakness cards against Luffy.

## THE ATTACK CARDS

These cards must be used during a fight. See the indications in the centre of the card on when to play each card. They help you to make your opponents lose energies faster. You can either play them at the start of a fight, before you roll your dice, or after you roll your dice. To use Armament Haki cards and King Haki cards, your character card must have the same symbol on it: HA for the Armament Haki and HR for the King Haki.



## THE DEFENCE CARDS

These cards must be used during an attack or during your turn. See the indications in the centre of the card on when you can play each one. These cards help to protect your crew or individual characters when they are fighting. For example, they can help heal damage, counter an attack or enable you to flee from a fight on an island. They can be played either at the start or at the end of your turn, after your enemy has attacked you, or before they have rolled their dice. To use the Observation Haki cards, your character card must have the matching Haki symbol HO on it.





# THE FIGHTS

## STORY MODE

To win a fight against a character on an island you are visiting, you must make them lose all of their energies. When the players in Luffy's crew arrive on an island indicated by the Log Pose cards, the Gamemaster draws 2 characters from the island they are visiting and additional cards for the fight (see page 8).

In Story mode you must win both fights on the island to complete your mission.

If the crew has to complete a mission on the island and they lose one of the 2 fights, they can try a third time and fight another character. They are only given this opportunity if they have the mission card for the island.

## BATTLE CREWS MODE

To complete a mission in Battle Crews mode you must make just one character on the island you are visiting lose all of their energies. Your mission is then a success. When you win a fight against an island character you can plant your flag on that island. Keep the character cards for those you have beaten to count up the victory points at the end.

## THE 3 GOLDEN RULES DURING FIGHTS

- 1 – You can play a maximum of 5 cards per fight.
- 2 – The Observation Haki cards can counter any card and cannot be trumped by any other cards.
- 3 – No matter which game mode you are playing, each die result which is equal to or above the opponent's defence makes them lose 1 energy.

For example, Crocodile makes his opponent lose 3 energies for every die with a result of 1, 3 or 5. He has 4 attack dice. If he only rolls sixes, (4 x 6), the opponent will lose a total of 4 energies, 1 energy for each 6, no matter what their defence.

However, if the dice results are 1, 3, 5 and 6, the opponent will lose a total of 10 energies, 3 for the result of 1, 3 for the result of 3, 3 for the result of 5, and 1 for the result of 6.

(Crocodile's ability 2, and 1 energy for the result of 6).

If the opponent uses a weakness card to block Crocodile's ability 1 and 2, he will only make his opponent lose 1 energy for each die result which is equal to or above their defence.

## EXAMPLE OF A FIGHT BETWEEN 2 CHARACTERS

If one of the characters can transform, they roll a transformation die before the fight starts. If they fail, they stay in their initial form. If they succeed, they take the card which corresponds to the character in their transformed state. (See the crews on the last page to see which characters are able to transform.) The island character draws a card of their choice from one of the 3 categories before the fight begins. If the character they are facing has 2 or more Haki they draw 2 cards of their choice (see page 8).

- 1 – The one with the highest initiative (🎲) attacks first.

They look at the weakness and ability 1 and 2 of their character and their opponent. The one who attacks second can play a weakness or defence card at the start of their turn.

- 2 – The attacker takes the number of attack dice indicated at the top of their card (🎲) and rolls them directly, or, they can use an attack, defence or weakness card as indicated in the centre of each card, in order to improve their attack.

- 3 – The attacker rolls their dice. They must get results which are equal to or above the defence of their opponent. They look at their abilities 1 and 2 and their opponent's abilities to see how many energies the enemy will lose from the attack. The abilities have an impact on the number of energies they lose. (See ability 1 and 2 on page 6).

- 4 – The defender takes the damage from the attack and then it is their turn to roll the dice or play their cards.

- 5 – The cards can counter each other during the fight. You must respect the right moment to play them as indicated in the centre of each card. For example, a counter card can be cancelled by an Observation Haki card, and an Armament Haki card can be cancelled by another Armament Haki card with a higher value.



The fight ends when one of the 2 characters has no energies left. The winner draws a card of their choice from the attack, defence or weakness deck. You must keep the damage tokens you received during the fight.



## EXAMPLE : LUFFY AGAINST BLACK BEARD - a fight between captains in Battle Crews mode

New World Luffy is facing another player, Captain Blackbeard. He rolls his transformation die and gets a result of 3, so he plays as New World Luffy 3+, (he takes the 3rd Luffy New World card).

Blackbeard has an initiative (🟢) of 18 and Luffy has 16. Black Beard thus starts the fight. He can use 2 Haki, the Observation Haki and the Armament Haki. He can thus play Haki attack or defence cards during the fight if he has any in hand.

He has 6 attack dice, a defence level of 6 and 19 energies. His ability 1 stops Luffy from using his ability 1 during the whole fight and his ability 2 allows him to make Luffy lose 3 energies for every die result which is equal to or above 3.



**CASE 1 - IMMEDIATE VICTORY:** Blackbeard rolls his 6 attack dice and each die result is equal to or above 3, so each die makes Luffy lose 3 energies. The attack thus inflicts 18 damages on Luffy, who doesn't have any defence cards to play. He is hit by the 18 damages on the first round and loses the fight because he only had 18 energies to begin with.

Luffy's card is turned face down for 4 rounds in Story mode, or 2 rounds in Battle Crews mode.

The loser only loses half of their energies if it is a Davy Back Fight. (See page 17.)

**CASE 2 - DEFENCE AND ATTACK CARDS ARE USED DURING THE FIGHT:** (Continuation after the initial attack in case 1). Luffy can also use the 3 Haki. In this case he has the Observation Haki defence card, and uses it to dodge Black Beard's dice attack.

The attack inflicting 18 damages thus doesn't make Luffy lose any energies. Luffy then attacks with his 6 dice.

Luffy rolls his 6 attack dice and gets the following results : (1, 2, 3, 4, 5 and 6). His ability 1 allows him to add 1 to each dice result, but Blackbeard's ability 1 stops Luffy from using his ability 1 during the whole fight. He can however use his ability 2, which makes Black Beard lose 3 energies for every die result which is equal to or above 4. Blackbeard thus loses 9 energies in total from the dice results 4, 5 and 6.

He only has 10 energies left ( $19 - 9 = 10$ ).

**TAKE NOTE:** In this scenario, the dice results which are equal to or above Blackbeard's defence are not taken into account because he already loses 3 energies for each die which is equal to or above 4, so when Luffy rolls a 6 (Black Beard's defence level), he already loses 3 energies for the 6 (Luffy's ability 2). However, if Black Beard were to prevent Luffy from using his ability 1 and 2 during one or two attack rounds using a weakness card for example, only a result of 6 would make Blackbeard lose an energy because his defence level is 6.

Black Beard attacks again. He decides to use an attack card which makes Luffy lose 10 energies. Luffy thus only has 8 energies left. ( $18 - 10 = 8$ ). Luffy then plays an Armament Haki and makes Blackbeard lose 11 energies. Luffy wins the fight, so this player draws a card of their choice (attack, defence or weakness).



## CASE 3 - USE OF A WEAKNESS CARD AND THE OPPONENT'S DEFENCE TO MAKE THEM LOSE ENERGIES:

At the start of the fight, Luffy begins by using the weakness card for vanity, which is Blackbeard's weakness. Blackbeard thus cannot use his ability 1 or 2 for one attack round. So Luffy can also use his ability 1 during this round because Blackbeard is not blocking it this time.

Blackbeard attacks with his 6 dice and gets the following results: 1, 2, 5, 5, 5 and 6. Luffy loses 4 energies from the results 5, 5, 5 and 6 because his defence level is 5. He thus has 14 energies left. Luffy attacks with his 6 dice and gets 2, 3, 4, 5, 6, 6 and 6. 5 of Luffy's dice results are equal to or above 4, so thanks to his ability 1 Blackbeard loses 15 energies and only has 4 remaining.

Blackbeard attacks again, this time his abilities 1 and 2 are applicable because the weakness card only blocked him for one attack round. Blackbeard plays the Akainu attack card. He has 2 Haki and is able to play this card. Luffy loses 14 energies and the fight. Blackbeard keeps his 15 damage points. The winner of the Davy Back Fight between the 2 captains steals a crew member from the loser in Battle Crews mode and also draws a card of their choice. The loser only loses half of their energies (see page 17).



# STORY MODE

*2 to 6 players - 8 years + 30 to 60 minutes - Collaborative mode*

The game lasts for a maximum of 8 rounds, so unless one side completes the game before the end of the 8 rounds, the crew should visit 8 islands in total.

## THE PRINCIPLE OF THE GAME

Collaborate together and relive the best adventures of the Straw Hat Crew. 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.

## BEFORE YOU PLAY

The player who rolls the highest die result chooses their side : Crew or Gamemaster. (Roll again if you get the same result.) If there are 5 or 6 players, 2 players play as Gamemasters. In this case, each Gamemaster participates in one fight per island. The crew members take it in turns to participate in fights on the islands they visit.

## SETTING UP THE GAME

1 – Shuffle each deck of cards and position them around the board.

2– 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.

3- Now position the 30 weakness cards, 40 attack cards and 27 Log Pose cards. Split them into two decks for before and after the New World. Do the same for the 26 mission cards.



4 – Now take the 15 big Marine cards, the 7 Warlord cards and the 10 Supernovae cards and place them around the board.

**The Gamemaster :** Choose islands on the board to strategically place the following tokens face down: 2 Supernovae, 2 Warlords, 3 Marines, 1 Admiral, 2 Canonballs, and the 3 Marine ships M1, M2, M3. Place the ships by rolling the letter die and 6 die 3 times each. Place them according to the resulting coordinates.

**Luffy's crew :** Take your large Straw Hat Ship card, your counter, and the cards for the whole crew and place them in front of you. (Do not take the New World cards.)

You will start the game with the crew from the first part of **ONE PIECE**. You only play with the New World crew and the second ship when you enter the New World (lines E and F). Next draw the first 5 cards from the mission card deck and draw 1 defence card, 1 attack card and 1 weakness card. (Do not draw New World mission cards yet).

## AIM OF THE GAME

The crew must complete 4 missions to win the game. To complete a mission and reveal the token on an island you must go to the island where your mission is using the Log Pose cards and win at least two fights against the island pirates there, no matter how many players there are in your crew. Take it in turns to fight. If there are 2 players in the crew or 3 players in the crew, each may fight once per island. If there are 4 players in the crew, the 4th player should be the first one to fight on the next island.

If you lose one of the first 2 fights, you can fight a 3rd time if and only if you have the mission card for the island you are visiting. In addition, you may also have to fight a Marine on some islands (ships or tokens present on those islands). If you lose against a Marine, you will be imprisoned in Impel Down.



To win, the gamemaster must beat all 9 members of the Straw Hat Crew. Each time a member of Luffy's crew is beaten they must remain out of play for 4 rounds. (Place the 4 round token on the character card to indicate that they are out of play.) When a crew member loses against a Marine they are sent to the prison of Impel Down. At the start of the crew's next turn, another crew member can choose to go to Impel Down and try to free their crewmate(s) by winning 2 fights. If successful, they return to the ship with the crewmate(s) they have freed.

## THE TWO PHASES OF THE GAME

1 – You must travel to at least 4 islands before you can enter the New World (lines E and F on the board).

2 – When you enter the New World you receive 3 extra mission cards from the New World deck. Take the New World ship counter to enter the New World (lines E and F). You will not be able to return to the previous part of the game (lines A, B, C and D). At the start of each turn, you must now draw the New World Log Pose cards.

### PART 1 – VISIT AT LEAST 4 ISLANDS BEFORE ENTERING THE NEW WORLD (about 20 minutes):

Complete as many missions as possible while visiting the 4 islands.

Win fights on the islands the Log Pose cards which you draw at the start of your turn take you to.

If you don't have a mission to complete on the island, do 2 or 3 fights (depending on whether there are 2 or 3+ crew members).

If you do have a mission to complete on the island you must win at least 2 fights to succeed, even if there are 4 players. If the Gamemaster left a token on the island at the start of the game, reveal it after you have fought the 2 island pirates. Draw the appropriate card and fight if it is a Supernovae, Warlord, Marine or Admiral token. If it is a cannonball token, place 1 or more cannonballs on your crew ship card.

If one of the 3 Marine ships arrives on the island where the crew is, fight a character from the Marine deck at the start of your next turn. Go on to do the 2 island fights afterwards. Marine ship 1 causes the crew ship to suffer 1 damage, ship 2 causes 2 damages and ship 3 causes 3 damages.

## MOVING IN STORY MODE : THE LOG POSE CARDS

The Log Pose cards indicate which island you must go to at the start of your turn. You may only draw the New World Log Pose cards once you have entered the New World.



## EXAMPLE OF A ROUND OF PLAY

- 1 – At the start of your turn, draw 2 Log Pose cards.
  - 2 – You must choose one of the islands indicated to go to and complete a mission if possible.
  - 3 – Win 2 fights on the island to reveal the island token if there is one.
  - 4 – You complete your mission if you win 2 fights on this island. As a reward, you may draw as many attack defence or weakness cards as fights won.
  - 5 – Reveal the token and fight if necessary.
  - 6 – Fight a Marine at the start of your turn if a ship is already on the island you are visiting, or if one arrives on the island you are on when the Gamemaster takes their turn. Fight the island pirates afterwards.
- For example, it is the first round of play in Story mode. Nami has drawn 2 Log Pose cards, Enies Lobby and Alabasta. The crew thus has the choice to go to Alabasta on B-3 and fight the characters in Crocodile's crew, or to go to C-2 and fight the much more powerful characters of CP9. If you have a mission card for one of these 2 islands, you should go straight to that island, but if you don't have a mission card for either, choose the one with the letter which is closest to the start (A, B...) so that you can fight less powerful enemies and save your energy for later.

- 7 – The Gamemaster draws a Story mode event card and applies its effect.
- 8 – They then move the ships by rolling the letter die and 6 die 3 times. If a ship arrives on the same island as the crew, the Gamemaster draws a card from the Marine deck and there is a fight between the Marine and a member of the crew.

9 – It is Luffy's crew's turn again.



## THE GAMEMASTER'S TURN

The Gamemaster draws an event card at the end of the crew's turn and applies its effect. They then roll the letter die and the 6 die to move the 3 ships. If one of the Marine ships arrives on the same island as the crew, they draw a Marine card and fight a member of the crew. The players in Luffy's crew decide which crew member will participate in the fight, and one of the players faces the Marine. The character with the highest number of victory points on their card attacks first. If the crew member loses the fight they are arrested and sent to the prison of Impel Down.

**PART 2** (about 25 minutes): **FINISH YOUR MISSIONS** either on the first part of the board (lines A, B, C and D) or in the New World (lines E and F). Luffy's crew must complete 4 missions before the Gamemaster arrests them all and before the end of the 8th round of play. At the start of round 5 the crew can enter the New World to complete missions on New World islands. Luffy's crew members must take the Thousand Sunny ship, the New World Luffy Crew cards, draw 3 New World mission cards and use 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.

## END OF THE GAME

If Luffy's crew completes 4 missions then the game ends and they win.

The Gamemaster wins when all of the Straw Hat Crew members are turned face down and the crew can no longer fight.

If there is no clear winner, if the crew has more crew members turned face down than missions completed, then the Gamemaster wins. For example, if the crew has completed 3 missions but after 8 rounds 4 crew characters cards are turned face down (one is in Impel Down), then the Gamemaster wins. The Gamemaster also wins if there is a tie (equal numbers of completed missions to face down crewmates). However, if the crew has completed 3 missions and only has 2 face down crewmates, then the crew wins.

## THE 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 no longer be able to move your ship, roll the dice or draw Log Pose cards. You must use your next turn to go to Water Seven and repair your ship. You will not be able to make another move during this turn.

Your ship suffers damage when :

- You cross paths with a Marine ship. If it is the 1st Marine ship you receive 1 cannonball, 2 for the second and 3 for the third.
- If you cross the ship of another player in Battle Crews mode. In this case the level of damage will depend on the abilities of the 2 ships.
- When you draw an event card.
- When you reveal the island token, which may potentially be a cannonball.

Don't forget that in mode 2 you can add +1 to your move if you don't like the island you land on.





## EXAMPLE OF A ROUND OF PLAY

Luffy's crew starts the game (with Luffy's first ship). At the start of each turn, the Going Merry's ability allows Luffy's crew to draw 2 Log Pose cards. If Luffy's crew has a mission to complete on one of the two islands, the players must go there to complete it.

If they don't have any missions on these islands they can choose to go and fight the stronger characters (D, E or F), or the weaker characters (A, B or C). The Gamemaster takes the corresponding deck of island characters and draws 2 cards for the island they have chosen. The crew will then fight these characters and must win 2 fights to complete the mission. Any crewmates who lose a fight must turn their character cards face down. They will not be able to enter play again for 4 rounds. Adjust the round marker to 4, and change it each round, so 3 the next round, then 2, then 1. The following round this character can re-enter the game with all of their energies.

For example: the crew draws the 2 Log Pose cards Shells Town on A-1 and Thriller Bark on D-6. The crew check their 4 mission cards and decide to go to Thriller Bark where they have a mission to complete. The crew chooses to draw an attack card when they arrive on the island. There is neither a token on this island, nor a Marine ship.

(If there had been a ship, they would have had to first fight a member of the Marine before fighting the 2 island characters.) If there is a token present, it is revealed after the 2nd or 3rd fight on the island. If he token is a Marine, a Warlord or a Supernovae, the crew must also fight them.

The Gamemaster takes all of the island character cards from line D and takes out the 6 cards for Thriller Bark on D-6. They invite a member of the crew to draw 2 of these cards. The first is Hogback, the second is Moria.

To complete their mission, the crew must win 2 fights on the island. If they lose one of the fights, they can fight a third time if and only if they have the mission card for that island.

### The result of the first fight:

The crew's first player chooses Sanji to fight Hogback. The Gamemaster draws one defence card for each island character. If a character has 2 or 3 Haki, he can draw a second card for them (see Haki on page 8). The defence card he draws is the counter Observation Haki. The island character Hogback has no Haki so the Gamemaster will be unable to play this card. He thus discards it.

Sanji begins the fight because he has V9 and Hogback only has V6.

The player rolls Sanji's 4 attack dice and gets the results 4, 5, 5 and 6. Sanji's ability 1 allows him to make his opponent lose 2 energies for every die result which is equal to or above 3. Hogback thus loses 8 energies. He began with 7 so he loses the fight. The player from the crew draws a defence card as their reward for winning the fight.



### The result of the second fight:

Luffy does the second fight against Moria. He starts because he has V11 and Moria has V9. The Gamemaster draws an attack card. Luffy attempts his transformation and gets 4, so he will play as Luffy in Gear 2. He can only roll 4 dice instead of 5 because Moria's ability 2 allows him to subtract one attack die from his opponent. Luffy rolls his 4 dice and gets 1, 4, 5 and 6. Moria thus loses 6 energies from the results 5 and 6 as Luffy's ability 2 allows him to cost his enemy 3 energies for every dice which is equal to or above 5. Moria only has 7 energies left. He plays his attack card, the 3 sword technique (to be played instead of a dice attack), which makes Luffy lose 12 energies, but Luffy plays his counter defence card which cancels the attack card. Luffy thus loses 0 energies and it is his turn to attack again. He rolls his 4 dice and gets 4, 5, 6 and 6. Moria loses 9 energies from Luffy's 5 and 6s. He only had 7 energies left so he loses the fight and Luffy decides to draw a weakness card as a reward.



The crew has thus completed its 1st mission at Thriller Bark. See fight on page 10.

The crew's turn is over and there are no tokens on this island so it is the Gamemaster's turn to play.

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



# BATTLE CREWS MODE

## SETTING UP THE GAME

- 1 – Shuffle each deck of cards and place them around the board.
- 2 – Separate the 100 island character cards into 6 decks according to their letters (A, B, C, D, E and F) and put them next to each letter on the board.
- 3 – Then position the 30 weakness cards, the 30 defence cards and 40 attack cards.
- 4 – Take the 15 big Marine cards, the 7 Warlord cards and the 10 Supernovae cards and place them around the board.
- 5 – Each player chooses their crew. (See the list of crews on page 20. Roll a die as a decider if two players want the same crew). Then each crew takes :
  - Their ship counter and stand + the crew ship card.
  - The appropriate crew member cards (see page 20).
  - The crew's 7 flags which are indicated at the top left side of the ship card.

If you have chosen the Marine, draw 7 cards at random.

- 6 – Each crew begins the game with 4 secret mission cards which they must complete to obtain extra victory points.
- 7 – Each player draws three cards; they draw one attack, one defence and one weakness card. Each player can have a maximum of 6 of these cards at any one time.

Any player who finds themselves with more than 6 cards must discard the additional one(s).

- 8 – Draw a Log Pose card and place your ship on the island which it indicates.

9 – The put Ace's fruit on the Colosseum and all of the other tokens face down on the other islands on the board except for Mary Geoise and Red Line.

10 – Take the Battle Crews events cards (purple) and put them with the other cards.

11 – Finally, roll the letter die and the 6 die 3 times to position the 3 Marine ships. If any land on the same islands as a crew, that player will have to fight a Marine at the start of their turn.

12 – The player who goes first is the one who rolls the highest die result. (See the set up picture on page 2.)

## AIM OF THE GAME

Each player must choose a crew from among the 12 pirate crews available (see page 20).

The game ends after 5, 7 or 10 rounds of play.

2 to 6 players - 8 years +

45 to 90 minutes – Everyone for themselves

It is up to you to choose the number of rounds before you start to play. Don't do more than 5 or 7 rounds if there are more than 4 players.

The winner is the one to have the most victory points at the end of the game once all of the players have completed the final round.

## HOW TO WIN VICTORY POINTS

There are 4 ways to win victory points :

- If you win a fight you win the number of victory points on the vanquished character's card (keep the cards of the characters you have beaten).
- Win victory points by completing missions (keep the cards).
  - Win victory points with the island tokens (keep the tokens).
  - Win 10 victory points for every island under your control at the start of your turn (take the token).



## MOVING IN BATTLE CREWS MODE

Roll the letter die to get a letter and the 6 die for a number. The 2 results give you the coordinates of the island you must go to for this turn with your crew or the Marines.



For example if the letter is C and the number is 2, go to C-2, Enies Lobby. If you aren't satisfied with this location you can move one square around this one (to C-1, B-1, B-2, B-3, D-1 or D2). You don't have to move when you take your turn. For example, if you didn't complete your mission during your last turn you can stay where you are, or you can move to another square adjacent to the one you are already on.

The player to the right of the active player makes the decision concerning the cards to draw for each island character to fight with. They can draw either an attack, defence or weakness card, or 2 of these cards if they have 2 Haki.

## EXAMPLE OF A TURN

- 1 – Players must roll the 6 die and the letter die to obtain the coordinates of the island to move their ship counter to. They can move one extra square if they like, or roll the directional dice again if their ship's ability allows for it.



2 — Once on the island, a player must fight against a Marine if one is present on the island then fight the island characters with the crewmate of their choice. The same character cannot participate in two successive fights.

3 — The player to the right of the active player randomly draws an island character for the island in question keeping it face down, as well as an attack defence or weakness card for each pirate, or 2 cards if the character has 2 Haki (see page 8).

4 — Players must reveal the island token if they win a fight and place it on their ship card, but leave it where it is if they are defeated. If the token is a Warlord, a Supernovae or a Marine, they must also fight them.

5 — If a player wins a fight and has the mission card for that island, they can also take the victory points for that mission. If they lose the fight they must turn their defeated character card face down during 2 rounds.

If a character loses against a Marine, that character is captured and must go to prison at Impel Down (see page 18).

6 — If a player wins the first fight, they can put one of their crew's flag tokens on the island. They must leave one of their crew members on the island to protect it. They cannot have less than 2 players from their crew available to fight. Players can recruit other members with the Davy Back Fight if needed. 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.

At the start of each player's turn, they win 10 victory points for every island which is still under their control, (for each crew flag they have left on an island).

7 — Players may draw one attack, defence or weakness card for every fight they win.

8 — If a player reveals a treasure token, they may take it. If a token causes damage to their ship, they must place cannonballs on it. If a crewmate is defeated by a Warlord or a Supernovae, the defeated character card must be turned face down for two rounds.

### **FIGHTING ANOTHER PLAYER ON ONE OF YOUR ISLANDS**

1 — If another player attacks you on an island where you have put your flag, you must fight them with the crewmate you left to defend the island. If you are defeated you must remove your flag and your defeated crewmate is captured by the other crew. If you win the fight, the attacking crew must immediately leave the island by rolling the dice. The same rules apply for Marine ships which arrive on an island controlled by a crew. You must fight the Marine and if you beat them you must put the Marine

ship back on a Marine base (Impel Down, Marine Ford, New Marine Ford or Enies Lobby).

The player to your left is next to play.

2 — If two crews land on the same island they can either fight each other with the crewmates of their choice, (the winner takes the loser's victory points + 1 treasure token), or they can do a Davy Back Fight : the two captains face each other, the defeated side loses half of their energies and the winner recruits a member of the losing crew's team. This crewmate will now play as part of the other crew's team. You must wait a round before doing another Davy Back Fight (every 2 rounds).

### **MARINE MOVES AND EVENTS**

The Marine ships move at the start of rounds 2, 4, 6 and 8. Each player rolls a letter die and a 6 die to obtain the coordinates for each of the 3 Marine ships to move to. Each player draws an event card at the start of their turn and applies its effect before moving themselves, unless the event card indicates otherwise.

### **THE END OF THE GAME**

The game ends when the decided number of rounds has been completed. The winner is the player with the most victory points.

#### **ACTIONS YOU MAY TAKE AT THE START OF YOUR TURN**

1 — Take 10 victory points for each island under your control.

2 — Each player draws an event card at the start of their turn during rounds 2, 4, 6 and 8, and moves the 3 Marine counters (roll the letter die and 6 die 3 times to move them at the start of rounds 2, 4, 6 and 8, before drawing any event cards).

3 — You can play your attack or defence cards at the start of your turn.

4 — Send a crewmate to Impel Down (see P 16) to free another crewmate and then end your turn.

5 — If your ship is not immobilised and does not need to be sent to Water Seven for one turn to be repaired, you may roll your dice to move or stay on your current island or move to an adjacent island.

6 — Roll your dice again if the ability of your ship allows for it.

7 — If you have a character(s) turned face down, (they lost a fight previously), exchange the 2 round token for a 1 round token.



## EXAMPLE OF A COMPLETE ROUND OF PLAY

The coordinates of your dice roll send you to the Colosseum on E-5, but there is a Marine ship on the island so you decide to go one square further to Dressrosa on E-6. If you win the fight you can leave your flag there. You also have the mission card for this island so you will also be able to win victory points for the mission if you win. There are no other ships on Dressrosa and there is a token to collect there.

To complete your mission you must beat Doflamingo in both game modes. The player to the right of the active player takes the deck of cards for the islands on line E and goes through them. They take the first card for Dressrosa out of the deck. It is the Fujitora card.

You choose Zorro to fight against him (he only has 9 energies left because he lost some on previous islands). Before the fight starts the Gamemaster draws two cards, an attack card, because Fujitora has the Armament Haki, and a defence card for the Observation Haki.

He draws a King Haki for the attack card so he will be unable to play it because he doesn't have the King Haki. He also draws an Observation Haki that he will be able to play.

### The result of the first fight:

Fujitora begins the fight because he has V 17 whereas Zorro has V 13, but you play a « Seastone chain » weakness card (to be played before the opponent's attack) because Seastone is Fujitora's weakness.

Fujitora won't be able to use his ability 1 or 2 for this first attack round. He rolls his six attack dice and must get a result of at least 5 on each die (Zorro's defence level). He gets the results : 1, 2, 3, 5, 5 and 6 so Zorro loses 3 energies from the die results 5, 5 and 6. Zorro only has 6 energies left. You now roll Zorro's 5 dice and get the results 1, 3, 3, 4 and 6, but Zorro's ability 2 allows you to add 2 to each of the attack dice results. The new score is 3, 5, 5, 6, 6 (1+2 = 3, 3+2 = 5, 3+2=5, 4+2=6, 6 stays as 6). Zorro's ability 1 allows him to make his opponent Fujitora lose 3 energies for each die result which is equal to or above 5 so Fujitora should lose 12 energies, but he uses his observation Haki card which allows him to dodge a dice or card attack, so he doesn't lose any energies. He discards the used Haki card. (When there are no attack, defence or weakness cards left to



draw, the discard deck should be separated out into the original decks to be shuffled and reused).

Fujitora attacks again, but this time his abilities 1 and 2 are active because your weakness card is no longer effective. He rolls his 6 dice and gets 1, 1, 3, 4, 6, 6. His ability 1 allows him to reduce Zorro's defence by 2, (it shrinks from 5 to 3), and his ability 2 allows him to make Zorro lose 3 energies for every die result of 1, 3, 4 or 5. Fujitora thus makes Zorro lose 14 energies, 3 energies for the die results of 1, 1, 3 and 4, and 2 energies for the 2 results of 6 because Zorro's defence level is 3. Zorro is defeated and you lose the first fight against Fujitora, and as Fujitora is a Marine Zorro is captured and sent to Impel Down. (If you had been defeated by an island pirate, you would have turned the Zorro card face down. After two rounds Zorro would enter the game again with all of his energies.) As he has been captured in the prison on C-1, you will have to win 2 fights at Impel Down during your next turn to free him. Make sure you are well prepared before you go because no one leaves this prison! As your crew has the mission card for this island you can try and win a second fight. The player to your right takes out a second card from the island character deck. It is Doflamingo. You decide to send Luffy to fight Doflamingo (he only has 12 energies left because he lost some on previous islands).

### Result of the second fight:

Doflamingo has all 3 Haki, so before the fight begins he draws two cards. He chooses to draw an attack card and a weakness card. The attack card is « Devil Fruit Awakening » and the weakness card is « fear ». He won't be able to play this card because Luffy doesn't have this weakness. You roll Luffy's transformation die and gets 4 so you will play with the Transfo 4+ card. You begin the fight because Luffy has V16 and Doflamingo has V13. You can either roll Luffy's 6 attack dice or play an attack, defence, or weakness card. Doflamingo has a defence level of 5. All of Luffy's die results which are equal to or above 5 will make him lose 1 energy, but Luffy's ability 2 means he can make his enemy lose 3 energies for every die result which is equal to or above 4. You roll the dice and gets 1, 3, 4, 5, 5, 6. Luffy's ability 1 allows him to add 1 to each die result, so your new score is 2, 4, 5, 6, 6, 6, so Doflamingo will lose 15 energies from Luffy's die results of 4, 5, 6, 6, 6. Doflamingo uses his ability 1 and asks Luffy to roll his 6 dice again. You attack again and this time you get 3, 3, 4, 5, 5, 5, so with Luffy's ability 1 the new result is 4, 4, 5, 6, 6, 6. Doflamingo thus loses the fight and you draw an attack card as a reward. You have completed your mission so you can reveal the island token. It is a cannonball which damages your ship. You keep the 2 cards for the pirates you have beaten, collect the victory points for the mission and leave your pirate flag on the island. You decide



to leave Brook to protect this island. At the start of your next turn, you will win 10 more victory points for each island which is under your control (islands where you have left your flag).

## THE ISLANDS

### BATTLE CREWS MODE

When you arrive on the islands, draw an island character card and fight them with a member of your crew.

If you win the fight :

- Keep the defeated character card and the damage tokens you received.
- Reveal the island token and keep it.
- Complete your mission if you have the mission card.
- Leave your flag on the island and turn a member of your crew face down to protect the island. Place the token indicating the island coordinates on this character card.

If you lose the fight :

- If you have the mission card for the island, you can fight a second time, otherwise it is the next player's turn to play.
- If you lose against an island character, turn your character face down for 2 rounds and place the 2 round token on the character card.

### STORY MODE

Fight against 2 island characters if there are only 1 or 2 players in the crew.

Fight 3 times if there are 3 players in the crew.

If there are 4 players in the crew, the 4th player will be the first to fight the next time.

If you win the fights, you complete the mission no matter how many players there are in the crew.

If you lose one out of 2 fights, you can do a third if you have the island mission card.

If you lose 2 out of 3 fights, you lose the mission.

After you have fought the island characters reveal the island token if there is one.

- You keep the number of energies left at the end of the fight for

the next rounds (your energies are not restored).

- If you lose against a Marine, go to Impel Down.
- If you lose against an island character, turn your character face down for 4 rounds and place the 4 round token on that character card.

If a Marine ship is already on an island you land on, you must first fight the Marine before fighting any island characters, no matter which game mode you are playing.

### THE SPECIAL ISLANDS

None of the following 4 Marine bases can be controlled by a crew in the second game mode, so you cannot leave your flag on these squares.

**1 AND 2 - NEW MARINE FORD ET MARINE FORD (D-2 AND E-2) :** Draw 2 Marine cards with the Marine Ford background and win the 2 fights.

**3 - IMPEL DOWN:** If a crewmate loses a fight against a Marine, they are arrested and sent to the prison of Impel Down. In this case, a member of your crew can go to Impel down at the start of your next turn and win two fights to free the crewmate(s) in prison.

If you win both fights, all of the crew members return to the ship. If you lose one of the fights, the crew member who was sent to free the others returns to the ship with half of their energies. You can attempt to free them again during your next turn.

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

**WATER SEVEN:** At the start of your turn, go to Water Seven and draw an island character. The Galley workers are going to repair your ship. In Battle Crews mode your turn ends. In story mode it is then the Marine's turn to play.

**THE COLOSSEUM:** You must fight 2 Colosseum characters. If more than one crew is at the Colosseum each one should fight an island character, then the winners should fight each other a second or third time if there are 3 or more players. The winner of the tournament wins the Ace fruit and 25 victory points.



# LIST OF CREWS (BATTLE CREWS MODE)

CHARACTER / CREW							
BARBE BLANCHE							
Barbe Blanche (Edward Newgate) - Emperor - Captain	x	x	x	22	7	6	22
Marco		x	x	15	5	5	17
Marco T2+		x	x	15	6	6	18
Portgas D. Ace	x			13	4	5	15
Portgas D. Ace T2+	x			16	6	5	16
Diamond Joz		x	x	12	5	5	15
Diamond Joz T2+		x	x	12	5	6	16
Vista			x	10	5	5	14
Blamenco		x		9	4	5	13
Igo			x	11	5	5	12
ÉQUIPAGE DES CENT BÊTES							
Kaido - Emperor - Captain	x	x	x	21	6	6	20
Kaido T3+ - Emperor - Captain		x	x	21	7	6	21
King		x	x	15	6	5	17
King T3+		x	x	15	6	6	18
Queen		x	x	14	5	5	17
Queen T3+		x	x	14	6	6	18
Jack		x	x	13	5	5	16
Jack T3+		x	x	13	6	6	17
Basil Hawkins				11	5	5	17
X Drake				11	4	4	15
X Drake T4+				11	5	5	16
Page One				11	3	4	14
Page One T3+				11	4	5	15
BIG MOM							
Big Mom (Charlotte Linlin) - Emperor - Captain	x	x	x	20	6	6	19
Big Mom T3+ (Charlotte Linlin) - Emperor - Captain	x	x	x	20	7	6	20
Charlotte Denti-de-Chien	x	x	x	15	6	6	17
Charlotte Denti-de-Chien T3+	x	x	x	15	7	6	18
Charlotte Slurp		x	x	12	5	5	15
Charlotte Smoothie		x	x	13	5	5	16
Charlotte Oven		x	x	9	5	5	16
Charlotte Daifuku		x	x	11	5	5	15
Charlotte Cracker		x	x	13	5	5	16
Charlotte Cracker T2+		x	x	13	6	6	17
BARBE NOIRE							
Barbe Noire (Marshall D. Teach) - Emperor - Captain		x	x	18	6	6	19
Avala Pizarro				11	4	4	16
Catarina Devon				11	4	5	14
Lafitte				10	4	5	15
Doc Q				10	3	4	11
Jesus Burgess				13	5	5	16
Shiliew				14	5	6	16
Vasco Shot				12	5	5	13
Van Auger				12	4	5	15
Sanjuan Wolf				13	4	4	14
CHAPEAU DE PAILLE NM							
Monkey D. Luffy - 5e Emperor - Captain	x	x	x	16	4	4	16
Monkey D. Luffy T2+ - 5e Emperor - Captain	x	x	x	16	5	5	17
Monkey D. Luffy T3+ - 5e Emperor - Captain	x	x	x	16	6	5	18
Monkey D. Luffy T5+ - 5e Emperor - Captain	x	x	x	16	7	6	19
Roronoa Zoro		x	x	13	5	5	17
Usopp			x	6	3	4	11
Nami			x	4	3	4	12
Sanji		x	x	11	5	5	15
Tony-Tony Chopper				8	3	3	9
Tony-Tony Chopper 2+				8	4	4	12
Tony-Tony Chopper 3+				8	4	4	14
Tony-Tony Chopper 5+				8	5	5	16
Nico Robin				7	4	4	14
Franky				9	4	4	15
Franky T3+				9	5	5	16
Brook				7	4	4	13
CHAPEAU DE PAILLE							
Monkey D. Luffy - Captain				11	4	4	11
Monkey D. Luffy T3+ - Captain				11	5	5	13
Roronoa Zoro				10	4	4	11
Usopp				2	3	3	6
Sokeking T3+				5	4	3	9
Nami				3	3	3	6
Sanji				9	4	4	10
Tony-Tony Chopper				5	2	3	5
Tony-Tony Chopper 2+				5	3	3	7
Tony-Tony Chopper 3+				5	4	4	8
Tony-Tony Chopper 5+				5	4	5	10
Nico Robin				6	3	3	8
Franky				7	4	4	9
Brook				5	3	3	7
ARMÉE RÉVOLUTIONNAIRE							
Monkey D. Dragon - Commander of the Revolutionary Army	x	x	x	21	7	6	20
Sabo	x	x		15	5	5	18
Sabo T4+	x	x		15	6	6	19
Corbeau				11	6	5	16
Emporio Ivankov				12	5	5	15

CHARACTER / CREW							
Belo Betty				8	4	5	15
Linbergh				11	4	4	11
Morely				11	5	5	14
Inazuma				9	3	4	9
DOFLAMINGO							
Don Quijote DoFlamingo - Captain	x	x	x	13	6	5	17
Delling				9	5	5	13
Diamante		x	x	10	4	5	15
Pica		x	x	10	5	5	14
Pica T4+		x	x	10	5	6	15
Vergo		x	x	10	5	5	17
Sugar				11	1	3	8
Trebol		x	x	9	3	4	11
Monet				10	3	4	13
CP9							
Rob Lucci		x	x	11	4	5	15
Rob Lucci T3+		x	x	11	5	5	16
Kaku		x	x	9	4	4	13
Kaku T3+		x	x	9	5	5	14
Jabura		x	x	8	4	4	12
Jabura T4+		x	x	8	4	4	13
Kumadori		x	x	7	4	3	11
Blueno		x	x	7	4	4	11
Kalifa		x	x	6	4	3	10
Fukuro				6	3	3	9
GERMA 66							
Vinsmoke Judge - Dignité				12	5	5	16
Vinsmoke Reiju				10	5	4	13
Vinsmoke Niji				10	5	5	15
Vinsmoke Ichiji				10	5	5	16
Vinsmoke Yonji				10	4	5	14
GECKO MORIA							
Oz				12	5	5	15
Ryuma				12	4	5	13
Gecko Moria - Captain				9	4	5	12
Perona				8	2	4	8
Absalom				6	3	4	5
Hogback				6	3	3	7
BAROQUE WORKS							
Crocodile - Captain				10	4	4	14
Das Bones				8	3	4	9
Bentham				7	3	3	7
Zala				5	3	3	8
Caldino				5	3	4	6
Drophy				5	3	3	6
Babe				5	3	4	7
MARINE							
Monkey D. Garp - Vice Amiral		x	x	20	7	6	20
Sengoku - Amiral en Chef	x	x	x	20	6	6	19
Sengoku T3+ - Amiral en Chef	x	x	x	20	7	6	20
Aokiji - Amiral		x	x	19	6	6	19
Aokiji - Amiral		x	x	18	6	6	18
Kizaru - Amiral		x	x	17	6	6	17
Hina		x	x	8	4	5	14
Sentomaru		x	x	11	5	5	15
Tashigi		x	x	7	4	4	10
Smoker - Vice Amiral		x	x	8	5	5	14
Fujitora - Amiral		x	x	17	6	6	17
Koby			x	8	4	4	14
Pacifista				9	4	5	11
Strawberry - Vice Amiral		x	x	8	4	5	14
Dobberman - Vice Amiral		x	x	8	4	5	13
Momonga - Vice Amiral		x	x	8	4	5	14
Hermep			x	7	3	4	11
7 CORSAIRES							
Dracule Mihawk - Captain		x	x	15	6	6	17
Roa Hancock - Captain	x	x	x	11	5	5	16
Don Quijote DoFlamingo - Captain	x	x	x	13	6	5	17
Bartholomew Kuma - Captain				11	5	5	16
Jinbe - Captain		x	x	12	5	5	16
Crocodile - Captain				10	4	4	14
Gecko Moria - Captain				9	4	5	13
SUPERNOVAE							
Eustass Kidd - Captain	x			13	5	5	17
Urouge - Captain				9	5	5	16
Basil Hawkins - Captain				11	5	5	17
Scratchmen Apoo - Captain				10	5	5	16
X Drake - Captain				11	4	4	15
X Drake T4+ - Captain				11	5	5	16
Capone Bege - Captain				10	4	5	16
Capone Bege T4+ - Captain				10	5	5	17
Killer				11	4	5	15
Trafalgar Law - Captain		x	x	12	5	5	17
Jewelry Bonney - Captain				7	2	4	15



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