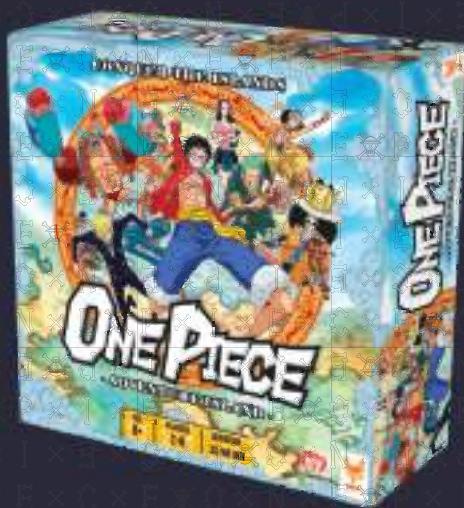


## STORY MODE RULES FOR ONE PIECE - ADVENTURE ISLAND



### SETUP:

In addition to the standard setup for Story Mode in ONE PIECE ADVENTURE ISLAND:

- Shuffle a deck made up of the **Animal Kingdom** and **Big Mom Pirates** from Onigashima, and place it outside the board, just below space F2.



- At the end of **Turn 4**, draw 4 New World Mission cards, including the **Onigashima Mission card**.

## GAME FLOW:

At the end of **Turn 7**, set sail for **Onigashima Island (F2)**.

On this island, you must win **three consecutive battles** against the Game Master to complete the mission.

Upon arrival:

- Replace your **Straw Hat Crew** cards with their **Onigashima** versions.
- Also replace all your **Attack, Defense, and Weakness** cards from **Adventure Island** with the corresponding **Onigashima** cards.

Note:

Any damage sustained by crew members must be kept.

If some of your crew members are flipped or imprisoned in Impel Down, they remain in that state during Turn 8.

## ONIGASHIMA ATTACK, DEFENSE, AND WEAKNESS CARDS:

- Upon arrival on the island, the **Straw Hat Crew** may draw **4 cards** from the piles of their choice, up to a maximum of 6 cards in hand during the game.
- **Game Master:** In each battle, depending on your character's Haki, draw **one or two cards** from the **Attack, Defense, or Weakness** decks (see page 8 of the Adventure Island rulebook).

NOTE:

The use of **Haki and Advanced Haki** follows the same rules as described on page 3 of the Onigashima rulebook.

