5-MINUTE ONE PIECE

RULES

GREETINGS FROM THE GRAND LINE!

Find adventure with your pirate crew in this fast-paced co-op card game! Choose your island, clear challenges and overcome each card in the Adventure Deck to win... all in just 5 minutes!

There's no turn-taking: race against the clock with your crew in real-time to match symbols on the *Going Merry*.

READY TO SET SAIL?

THE GOING MERRY
SHC SHC

PIRACY IS FOREVER!!!

XOXOXO
MONKEY D LUFFY

COMPONENTS

Game Board (Two pieces)

5 Adventure Decks (42 cards total)

6 Character Mats

1 Challenge Deck (40 cards)

6 Character Decks (25 cards each)

SETUP

1. Construct the *Going Merry* and place it where everyone can reach it.

2. Shuffle the double-sided Challenge Deck cards. Place them above the *Going Merry*.

3. Find the Adventure Deck labeled "Loguetown".

Place the card that says BOSS (Smoker) aside, then shuffle the rest of the cards and put them on top of it.

4. All players: Pick a Character Mat and corresponding deck. Shuffle the deck and place it in front of you, then draw 5 cards.

👥 TWO-PLAYER MODE:
Pick an additional Character Mat and deck. When you run out of cards in your deck and need to draw more cards, you may swap to your backup crewmember's deck and Character Mat.

5. Get a timer that you can set, or use your phone timer.

Once you're fully prepared to play, reveal the first card of the Adventure Deck and start the timer. Good luck!

HOW TO PLAY

In order to complete an Island, your crew will need to work through all cards in the Adventure Deck before time expires!

SET THE TIMER

Set the timer according to the number of players:

PLAYERS	TIME
2 →	6:30 Min
3 →	6:00 Min
4 →	5:00 Min
5 →	4:00 Min
6 →	3:30 Min

You can also adjust the difficulty by adding or subtracting time:

Marine (Easy) +2:00 Min

Straw Hat (Hard) –1:00 Min

Pirate King (Very Hard) –2:00 Min

REVEAL AN ADVENTURE CARD

The Adventure Deck represents the various encounters you will face along your journey through an island.

Flip over the top card of the Adventure Deck.

- If it is an **ALLY**, choose a player to hold onto it.
- If the card has an **!**, do what it says immediately.
- Cards without an **!** have ongoing abilities that persist until they are defeated.

Most Adventure cards have a **Challenge Rating**, indicated by an **X** in the top left of the card. In order to defeat the Adventure card, you must claim **X** equal to the card's Challenge Rating.

An X can be claimed in two ways:

1. Clearing a Challenge Card.
2. Playing an Action Card or Ally with an **X** on it.

CLEAR CHALLENGE CARDS

To clear a Challenge Card and claim its **X**, play Symbol Cards from your hand onto the *Going Merry* until its symbol order matches those on the challenge card. The symbols can come from many players, or just one. (See *Challenge Cards* on page 7 for more details).

Play symbols to match the sequence of the Challenge Card.

Once all cards on the *Going Merry* match the sequence on the Challenge Card, you've cleared the Challenge! Move it beside the current Adventure Card and reveal the next Challenge.

Symbols stay on the *Going Merry* between Challenges, so you can re-use the same symbols between Challenge cards if you're lucky.

Symbols can also be moved between piles using certain abilities and action cards (see *Player Cards* on page 5 for more details).

DEFEAT THE ADVENTURE CARD

Once the current Adventure Card has a number of ❌ beside it equal to its Challenge Rating ❌, you've defeated that card!

Sweep it aside along with all ❌ cards used to defeat it—Challenges, Allies and Action Cards—and reveal the next Adventure Card.

WINNING

Once you've defeated the final card in the Adventure Deck, your crew has won — congratulations!

But there is more adventure ahead: whenever you're ready for a new challenge, prepare the next Adventure Deck:

- Sort out each deck of player cards to the appropriate players. You can add or remove players and/or swap characters if you'd like.
- Reshuffle the Challenge Cards.
- Set up the next island, draw 5 cards, and prepare your timer. Good luck clearing all Adventure Decks!

LOSING

There are two ways your crew can fail on their adventure:

- If time runs out.
- If players have no way to progress: no cards left, no useful abilities to use, and no options for getting further.

If you find yourself in either of these situations, your crew has failed! Reset the timer, rebuild your decks and try again!

CHARACTER ABILITIES

Character abilities are effects that you get to use at any time during your adventures. They require you to discard a card in order to use, but you can repeat them as long as you have cards to discard.

SYMBOL CARDS

Symbol Cards represent the various actions your crew can take to complete a Challenge. For example, some Challenges require direct strength or bravery, while others require smooth talking or quick thinking.

Different ways to solve problems are represented with the five types of symbol cards:

Punch 👊, Talk 💬, Sword 🗡, Coin 🪙, & Jump 🏃

Special Symbol Cards

Some Symbol Cards have special symbols on them. These provide some extra optional benefits.

Stash 🎒 : You can store this card face up in front of you. You may play stashed cards as if they were in your hand, or you may discard them to pay for character abilities and action cards like Nami's *Bribe*. Stashed cards are safe from effects that force you to discard from your hand. There is no limit to how many cards you can have in your stash.

Move 🧭 : When you play a card with a Move icon on it, you may also move the top card from any pile on the *Going Merry* to another pile.

ACTION CARDS

Each character has their own set of Action Cards that have a one-time effect when played.

Most Action Cards have Stash 🎒. Once played, they go directly to your Discard Pile. Any Action Cards with an ❌ are instead played next to the current Adventure Card.

If you can't pay the cost or meet the condition of an Action Card you've played, it still goes to your Discard Pile, but it has no effect and does nothing (even if it has an ❌).

REFILLING YOUR HAND

At any point, if you have fewer than 5 cards in hand, you may refill your hand until you are holding 5 cards. Stashed cards do not count towards your hand size limit.

If a card or ability makes you draw cards, you may refill your hand first before drawing the extras.

OUT OF CARDS?

If you run out of cards in your hand and deck, you can keep playing and using abilities, but you can't reclaim new cards unless another ability lets you. Make the most of your cards so you don't run out!

THE ADVENTURE DECK

The Adventure Deck represents the various encounters you will face along your journey through an island.

Starting with Loguetown, each round you will move from one island to the next, in this order:

Loguetown ➔ Twin Cape ➔ Whiskey Peak ➔ Little Garden ➔ Drum Island.

There are 4 types of Adventure Cards:

ENEMIES

Enemies are the most common type of card you will encounter. Each one has a Challenge Rating, indicated with an ⚔ on the corner.

The Challenge Rating indicates how many ⚔ are needed to defeat the enemy.

> For example:
> Buggy requires 3 ⚔ to defeat.

An ⚔ can come from any combination of Challenges, Allies and/or Actions.

Enemies often have ongoing abilities that take effect once the card is revealed and last until they are defeated.

EVENTS

Events work the same as Enemies, but usually have a ❗ on them, which indicates an action that all players must follow before they attempt to defeat the card.

ALLIES

Not all cards in the Adventure Deck will challenge you! Some are Allies that will join your team temporarily to help you out.

When an Ally is revealed, choose a player to **Stash** 👊 the card in front of them.

At any time, you may play an Ally for a one-time effect. If an Ally provides an ⚔, play their card at any time by placing it next to your current Adventure Card as if it's a cleared Challenge.

Otherwise, after you use an Ally's ability, flip their card face down to indicate that it's been spent this round.

BOSSES

The final card in each Adventure Deck will be the Boss.

The Boss is your final obstacle to overcome before completing an island and is tougher than any other Adventure Card in the deck.

When setting up, make sure to place the card labeled BOSS on the bottom of the Adventure Deck.
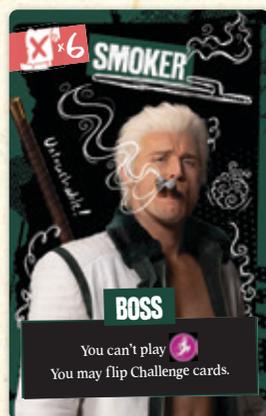
CHALLENGE CARDS

Your crew must face Challenges to overcome most Adventure cards! To clear a Challenge, match the sequence of symbols on the Challenge card by playing Symbol cards onto the *Going Merry*.

It doesn't matter when you play each symbol. You just need to make the four piles on the *Going Merry* match the four piles on the Challenge card, from left to right:

✓

> Each Pile on the *Going Merry* matches the same order as the Challenge Card.

🚫

> Your crew played the right symbols, but in the wrong order.

Once all four piles on the *Going Merry* match the sequence of symbols on the Challenge, move that Challenge Card to the side of the current Adventure Card. This will reveal the next Challenge Card.

If one or more of the *Going Merry's* piles already happen to match the correct symbol for the new Challenge, even better! You can just use them without needing to play any new cards to those piles.

SETS

Sometimes you'll see Sets of 🔴🔴 on Challenge Cards. Sets require you to play multiple copes of any symbol you choose.

> For example, 🔴🔴🟡🔵 can be cleared with 🟡🟡🟡🔵 or 🟢🟢🟢🔵!

MARKS

Some effects will **Mark** ◎ a symbol on Challenge cards.

This gives you a new way to clear challenges: instead of matching *every* symbol on that challenge once, you can clear the Challenge by matching that Marked symbol twice!

THE PIRATE HUNTER
DISCARD A CARD:
EACH 🟢 ON THIS CHALLENGE HAS ◎
STASH CARDS HERE ⬇

For example, if Swords are Marked, then whenever a Challenge has a Sword, you can go all-in and play one Sword on top of another instead of matching all four symbols.

> **Important:** For a Mark to count, the required symbol must appear on the current Challenge Card—and the symbol must be played to the correct pile.

GLOSSARY

Symbol Cards: Cards that contribute 🦞 ⚔️ 🌊 💨 🪙 to the *Going Merry*.

Stash 🗜️ : Place this card in front of you, separate from your Discard Pile. You can play stashed cards at any time, just like you would a card from your hand, or discard them to pay for abilities or Action Cards like Nami's *Bribe*.

Move ↪️ : When you play this, move the top card from *any* pile on the *Going Merry* to another.

Mark 🎯 : Instead of matching *every* symbol on a challenge once, you may clear the Challenge by matching the Marked symbol twice (e.g. playing a Sword on top of another matching Sword).

❗ : A one-time effect as soon as the card is revealed.

📜 : Most Adventure Cards require your team to earn a quantity of these to defeat them. Earn them by completing Challenges or by playing certain Action Cards or Allies.

ALLY : When an Ally is revealed, choose a player to stash the card in front of them. If it has an X, you can play it to any Adventure Card to contribute to defeating that card. Otherwise, you can flip it face-down to use its effect.

CLARIFICATIONS

- Adventure Cards that say "You" refer to all players.

- If a card has a cost, it must be paid by the player holding it. For example, Sanji's ability or Nami's *Bribe* requires only the player using the ability to discard anything.

- Cards played onto the *Going Merry* stay in their piles for the whole round, and don't get swept away between Challenges and Adventure Cards.

- Once the timer is paused, it will be unpaused when you play a card or use an ability. Refilling your hand, stashing cards, or replacing a defeated Adventure Card (if you paused right after defeating one, for example) doesn't unpause the timer.

Scan for a free timer!

Questions about the game? Scan to learn more!

ONE PIECE   NETFLIX   Wiggles 3D