

ONE PIECE VIVRE RUSH CARD GAME RULEBOOK

Number of Players: 2 to 5

Play Time: Roughly 10 minutes.

Age Recommendation: 6 years and above.

Game Summary

"VIVRE RUSH" is a dynamic board game where players vie for the quickest wit and sharpest intuition with cards portraying "ONE PIECE" character panels and data. Select from the array of character cards on the board, and be the first to snatch the card that aligns with the theme. When all have chosen a card, reveal your picks. The one with the most theme-matching characters scores a point. Repeat the process until a player hits 5 points to become the victor.

Components

- Character Cards x 100 (featuring illustrations and character data)
- Theme Cards x 18 (displaying the theme and the logo)
- Rulebook x 1

Character Cards Details

These exclusive "VIVRE RUSH" cards catalog data on 100 "ONE PIECE" characters.

Illustration Side:

- Character Name: Includes alias in parentheses.
- Affiliation: The pirate crew or organization the character is part of.
- Frame: Depicts the character's appearance from the manga.

Data Side:

- Character Name
- Debut Volume/Episode: Lists the volume and episode where the character first appeared. Example: Vol.1, Ep.1 (1巻1話)
- Height: The character's height, excluding headwear. Example: 174cm
- Age: The character's age as of Vol. 104. Example: 19 years (19歳)
- Bounty: The character's bounty, if any. Absent or unknown bounties are marked blank or with a dash. Example: 3 billion (30億)
- Quoted Panel Volume/Episode: The specific volume and episode featuring the character's illustration. Example: Vol. 61, Ep. 601 (61巻 / 601話)

Setup

1. Shuffle all the character cards with the illustration side facing up to form the "Character Deck."
2. Draw 20 cards from the character deck and lay them out with the illustration side facing up.
3. Shuffle all the theme cards with the title logo facing up to create the "Theme Deck."
4. The person who has read "ONE PIECE" most recently becomes the first dealer.

Gameplay

The game unfolds over successive rounds, each involving steps 1-4.

1. Theme Selection: The dealer draws and reveals a theme card to all players.
2. RUSH: Players simultaneously choose what they believe is the most fitting character card from the table. Some themes allow for two cards to be picked. Once a card is claimed, it cannot be returned.
3. CHECK: Players reveal the data side of their character cards to compare theme-related data.
4. SCORE: The player whose card best matches the theme earns 1 point. Ties in data lead to multiple-point awards.

After each round, replenish the Character Deck to maintain 20 cards on the table. The dealer role passes clockwise, and a new round begins.

Example Round:

The theme is "tallest character" (身長が高いキャラクター). Player A selects "Monkey D. Luffy" (モンキー・D・ルフィ) while Player B picks "Roronoa Zoro" (ロロノア・ゾロ). With Luffy's height at 174cm and Zoro's at 181cm, Player B wins the point.

Ending the Game and Declaring a Champion

Continue rounds until a player accumulates 5 points, crowning them the champion. In the event of a tie at 5 points, rounds continue until a single player emerges with the highest score.

Additional Rules:

- Character cards with incomplete or absent data are ineligible for themes requiring that data, such as naval characters lacking a bounty.
- If all players select such cards, they're discarded, and a new round commences.

Special Data Notations:

Data with qualifiers, like an estimated age, are taken at face value for the game. Example: 24 years old (estimated) (24歳(推定)) is treated as 24 years old.

Theme Deck Management:

When the Theme Deck depletes, reshuffle to form a new deck.

Themes Requiring Two Cards:

For themes like "two characters close in height" (身長に近い2キャラクター) players select two character cards. If either card lacks comparable data, that player cannot win.

Enhancing Your Game Experience

- Discuss memorable scenes or favorite characters with fellow "ONE PIECE" enthusiasts for a richer gaming session.

- Revisiting "ONE PIECE" manga before or after "VIVRE RUSH" can deepen the game's enjoyment, inspiring you to explore the stories behind your preferred characters and scenes.

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