

One Piece: LD-01 or Two Starter Decks

Choose LD-01 for a shared lesson; choose two starters after both players want owned projects. Ten games are enough to make the next purchase evidence-based.

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Choose the first table

NEED	CHOOSE	REASON
Learn together	LD-01	Three decks, matchup variety, and one shared vocabulary.
Build owned projects	Two current starters	Each player gets a direction worth upgrading.
No local opponent	Teaching App or borrowed deck	Test the game before buying an imaginary table.

Ten-game teaching route

- Games 1–2**
Open hands, narrate DON!!, and allow take-backs before damage.
- Games 3–5**
Close hands, swap decks, and record forgotten triggers.
- Games 6–8**
Keep one deck each; practice counter math and attack targets.
- Games 9–10**
Learn pace and event procedure without rushing the learner.

Pack for the first event

- ☐ **Main deck** — 50 opaque standard-size sleeves plus matching spares.
- ☐ **DON!! deck** — 10 visibly different sleeves.
- ☐ **Leader** — Identifiable and protected within current event policy.
- ☐ **Counters** — Keep hard pieces in a separate pouch, away from card faces.

Sources. Bandai One Piece Card Game LD-01 product page, comprehensive rules, floor rules, tournament policy, and current starter catalog.
Accuracy. Every figure on this sheet was read from the sources above on 2026-08-24. Prices and availability change; rules do not. Where this sheet and the rulebook disagree, the rulebook is right.
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