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Various informations

Card distribution and publication

The card game is distributed as starter deck and booster pack. A starter deck contains 40 cards while a booster pack contains 10 cards. At the beginning, they distributed a 2 player starter deck made of 40 cards plus a booster pack. I bought 2 of them and they had both exactly the same cards in it, so I am not sure if there was any randomness in these. Later, they released some theme deck in some collection and when the 6th expansion arrived, they republished again the 2 player starter deck but with 6th edition cards instead.

There are currently 12 collection of duel masters cards and they officially stopped publishing the cards in America. The Japanese version of the game has over 20 Expansions and it is still beign published. Each collection is identified as DM?? where ?? is the number of the collection. The first collection (DM01) had 120 cards, which is not too much compared to the 300 cards for MTG. Each expansion add a set of 60 cards with sometimes new abilities and rules. On the 6th and 10th collection, they made a collection that contained 120 cards. Which mean that there are 900 cards which have been released so far. Only 3 card from DM01 has been reedited in DM06 a few others has been reedited in DM10. It is much better than MTG with it's collection that exceed 20000 cards including many reeditons. Remembering 900 cards is a bit much easier than 20000.

The first collection was published in 2004 according to the copyright notice. From what I know, they are publishing a new expansion each 3 months. Generally, there is at least one collection each year which has 120 cards instead of 60.

All collection of DM03 and above generally have 1 evolution for each color while DM02 had 2 for

There has been

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each color since it was the collection that started evolutions. DM05 is the collection that started survivor creatures, so there was 2 survivor per color but they also released a few other survivors in DM06 including the Q-tronic Evolution-survivors.

The Duel Masters card collections follows a strict distribution. In the table below, you can see how much card there is in each collection according to the card's rarity. I will also indicate from experience what are the occurrence of the cards according to it's rarity. The cards are distributed in multiple of 5, this is because there is 5 civilisation (Colors). So the number of cards for each color is the same inside a collection.

Rarity	# in a 60 cards Collection	# in a 120 cards Collection	Estimated Occurrence
Common	20	40	6 per booster
Uncommon	15	30	3 per booster
Rare	15	30	1 per booster
Very Rare	5	10	Unknown
Super Rare	5	10	1 for 8 booster

In some countries, they made some promotion of the game. For example, you could find promotional cards of Duel Master in a Kellogg cereal box or at McDonalds. Unfortunately, there has never been some promotion cards where I live(~_~)(Snif!). I think I would have willingly gone to McDonalds just get some cards. Anyways, all promo card generally get published later in an official collection. The rules stay the same, but the identification number and the card's artwork are different. In each booster pack, there is also puzzle card. On one side there are some useless message or advertisement and on the other side their is a part of a puzzle. You need 9 cards to create a complete puzzle. Each collection has a puzzle of it's own. Puzzle cards are useless in the game.

So there is currently 12 Duel Masters collections, they are listed below I'll try to update the informations as new collections are released. One thing that I find really weird in Duel Masters is the name of the collections. Some names look really weird and stupid. But they generally always follow the same structure "Something of Something".

Icon	ID	Collection Name	Nb Card	Note
	DM01	Basic Set	120	The collection that started it all

			
	DM02 Evo-Crushinators of Doom	60	First release of evolution creatures
	DM03 Rampage of the Superwarriors	60	
	DM04 Shadowclash of Blinding Night	60	Strengthen Light and darkness Civilisation
	DM05 Survivors of Megapocalypse	60	First release of survivor creatures
	DM06 Stomp-o-Trons of Invincible Wrath	120	
	DM07 Thundercharge of Ultradestruction	60	
	DM08 Epic Dragons of Hyperchaos	60	Focus all cards on dragons
	DM09 Fatal Brood of Infinite Ruin	60	
	DM10 Shockwaves of the Shattered Rainbow	120	Promotes the creation of 5 color decks
	DM11 Blastplosion of Gigantic Rage	60	
	DM12 Thrash of the Hybrid Megacreatures	60	The arrival of Vortex Evolutions