



The Duel Masters games and the pictures on this web site are copyrighted by Wizards of the coast, Shogakukan and Mitsui-kids

My comments about Duel Masters

What is Duel Masters?

I first learned the existence of Duel Masters from one of my friend. He discovered the anime series on TV and he wondered if there was actually a real game of Duel Masters. He said that there was a Gameboy Advanced game available. I searched a bit a I successfully downloaded it on Limewire. We were not sure if it was based on a real card game until we saw "Wizards of the Coast" in the credits.

I learned the rules from the video game and I started to play the video game. The game was looking good and it was really interesesting. So I said to myself, I am curious to see how the real cards looks like. Maybe I should buy some, it would allow me to play on a table with my friends. Since this game was really not popular where I live it was almost impossible to buy the cards, so I bought card lots on e-bay. It allowed me to buy cards at a lower price but I received less rare cards.

After a few game, my friend decided to join in and he bought 2 booster boxes on e-bay. Now we are the only people I know in my area that collect these cards, so it limits the trading possibilities. We now make decks for all ou friends who wants to play but does not necessarily want to buy cards. We play together and everybody is happy.

Now what is exactly Duel Masters?

Duel Master is a trading card game made by wizards of the coast and two other japanese companies: Shogakukan and Mitsui-kids. Wizard of the coast is the company that released the first collectible card game : Magic : the gathering (MTG). They released many other card games up to



There has been

8471

visitors since
August 15th, 2006

Last Update
November 22nd, 2009

now. Which mean that they have a lot of experience for this kind of game. According the copyright notice on the card, the game was released in 2004.

I do not know if the game idea first came from the japanese companies or from Wizards of the coast. Most of the artwork on the card are done by japanese illustrators. So I think the game was intended for a japanese public or any other fan of the japanese culture. Nevertheless, the game was publish around the world in at least 3 languages : Japanese, English and French.

Duel Master was created in response the the growing in popularity of another japanese card game : Yu-Gi-Oh. Yu-Gi-Oh was first a japanese manga and was then releases as a card game. The game is somewhat a copy of the game played in the manga. Since the manga became really popular, the game became popular too, it is now the 2nd most popular collectible card game available.

Duel Masters is a ripoff of Yu-Gi-Oh, like Digimon is a ripoff of Pokemon. But in this case, it happens that the ripoff is better than the original. Yu-Gi-Oh in the manga was a good game because it is a fantasy novel, there are thing that can happen in the manga that cannot happen in a real life game. The author of the manga was not a game designer, he was just a writer, so he knows nothing about game design. But they still tried to adapt the game from the manga and make a real life game, but on my point of view they failed. This is why most yu-gi-oh video games are different from the original card game, they try to rebalance the game or create a new game by changing the rules.

But in marketting, a game does not need to be good to sell well. The manga was popular so the game became popular too. And Yu-Gi-Oh became, on my point of view, the 2nd worst designed popular board game ever made ... the first being Monopoly.

When designing Duel Master, they kepts almost the same theme than Yu-Gi-Oh. It is a game that focus more on creatures which can be supported by spells. In Duel Masters, you cannot possibly win with a deck only made of spells. The game has a touch of magic the gathering. Since Wizards of the coast own the patent on the tapping mechanics, they could make a game where you can tap mana to summon creatures. But they also solved many problems found in MTG: they did not make the same mistakes twice. I don't know what they are waiting for to take some the mechanic ideas from Duel Masters and make a sequel to Magic : The gathering. On my point of view, this is something that should have been done a long time ago. But they still continue to produce massively the old MTG game probably due to it's popularity. So making more money seems more

important than making a good game.

In duel masters, you must summon creatures in a battle field that will be used to attack your opponents. All the cards from your deck can be used as a mana source to summon other creature cards. Once these creatures are in play, you can attack your opponent's creatures or your opponent himself. Some kind of creatures can be used to protect yourself against your opponent's attacks. When you attack your opponent, you break his shields. If you destroy all your opponent's shields, your next attack will make you win.

Compared to other CCG, Duel Masters at some point of the game has a strategy that looks like chess. You must plan in advance what you intend to do and anticipate what your opponent can do. The only random element in this game is the card drawing mechanic. So you can't plan what creature you opponent will summon on his turn. Sometimes, you lose a game because you made a bad decision two turns ago. The game is really short, it can last around 15 minute for a 2 player game with people who knows how to play. The strategy becomes really more interesting when playing with more than 2 players.

In overall, Duel Masters is a pretty good cards game that deserves more respect and popularity than it currently have. In the following pages, I'll give the technical explanations why I think Duel Masters is better than Yu-Gi-Oh and MTG. On the last page, I'll try to investigate how come Duel Masters is not the most popular card game, even if it's is one of the best CCG I have played so far.

Next
page



WebRing®

Search for rings on any topic:

Is this your site?
ID/U# has no memberships? [Click for assistance.](#)