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## My comments about Duel Masters

### What makes Duel Masters better than Yu-gi-oh?

I hate yu-gi-oh, and I hate even more the people who just cannot admit the obvious flaws in the game. I'll try to explain these flaws and then compare with Duel Master. If you are a Yu-Gi-Oh fan, maybe you will see the light after reading this text or maybe you'll find a way to counter my argumentation.

In Yu-Gi-Oh, there is not any casting cost for summoning a creature. Well in fact, it is not totally true, you need to sacrifice a creatures to summon a creature with a level of 5 or higher. But there is no difference between summoning a level 1 or a level 4 creatures, they can't both be summoned in 1 turn without asking for any additional ressources. Since the level determines directly the strength of the creature, why in hell would I put a level 1-3 creature in my deck. The level 4 creatures are stronger and does not require more ressources to put in play. Yes, some creatures has special abilities like flip effect, but it is only 10% of the creatures that does have a special ability.

So level 1-3 creatures with no special abilities are simply useless, just put them in the garbage, they does not worth anything. This is why game stores does not sell individual yu-gi-oh cards, because they don't want to get stuck with these cards. But in duel masters, it is totally different. Weak creatures are useful because they have a lower casting cost which allows you to put them in play sooner in the game or summon more of theses creatures at the same time. So all creature can be useful. If you Make a deck of only strong creature, it will take time to deploy your army. Else a deck of weak creature will deploy faster but if your opponent summon a strong creature you will have an hard time. So a balance is essential.

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The second problem is how combat are managed. In yu-gi-oh, the strongest creature wins and the goal is to destroy the opponent's creatures and the player. But the problem is that small creatures cannot group together to defeat a strong creature. At least in MTG, you could sacrifice many small creature to destroy a big one. So if your opponent summon a creature which is stronger than all the creatures available in your deck, there is simply no possible way to win the game. Of course, you can use spells or trap cards, they can sometime save your back, but the basic concept stand. So the only way to win against an opponent with a creature stronger than your whole deck is to hope that he does not draw the card. So the player with the most powerfull cards is most likely to win the game.

In Duel Masters, the combat mechanics is almost the same than Yu-Gi-Oh : the strongest monster wins. But the huge difference is that the goal of the game is not to destroy creatures, but to destroy shield. A shield can be destroyed by any creature whatever it's strength. So even if my opponent summon a really strong creature, yes I won't be able to destroy it, but I can still flood the battle field with small creatures. They will break many shield and my opponent will be forced to destroy my small creature with his strong one, else he will die. If he attacks my creatures, he does not attack me. So I indirectly protect myself and I buy some time to summon new creatures.

In yu-gi-oh, it is generally always the rare cards which are the most powerfull. Since the strategy of the game consist in having the most powerful creature in your deck, it is generally the player who has the highest amount of money to spend on cards that wins the game. In Duel Masters, very rare and super rare creature are generally more powerful than the usual but there can also be some powerful common cards. There is also many way to get rid or to get around a powerful creature. You can destroy it, tap it, unsummon it, use an unblockable creature, flood with many creatures so that it can't block them all, use slayer creatures, force him to attack so that his creature will be tapped, etc. In other words, there is strategy. Even if you have the most powerfull and rare cards, you might be advantaged, but you are not sure to win the game. A deck made only of common cards can be deadly too you know.

One thing I have noticed in Yu-Gi-Oh, it is a bit hard to explain, is the fact that the winning players are advantaged compared to the losing player. When a player is currently winning the game, the rules make sure that this player will become even more powerful and make it easier to crush his opponent, while the loser will have little chances of making a reversal.

The use of tribute to summon creatures is one of the thing that cause this problem. To destroy your

opponent creature's which is level 5 or above, you will probably need to summon yourself a creature which is level 5 or above. But to do so, you need to summon another creature first that will be used as a tribute. But after you have summoned your creature to sacrifice on your next turn, your opponent will simply destroy it and then summon another creature. So you cannot easily summon a creature that will destroy his, and all the creatures you will summon from now on will be destroyed by his strongest creature. By that time, he will summon a larger army, since he has no opposition, and he will crush you even faster. So even if you get rid of the strongest creature with a spell or trap, you now face a army of many other creatures.

How does duel masters correct these bug? First, the losing player can make a reversal if the opponent hit a shield trigger spell, sometimes it can save your life. The second element is that your summoned creatures cannot be attacked by your opponent because he can only attack tapped creatures and summoned creatures are untapped. So you can summon creatures, he won't be able to destroy even if they are weaker, and then you can launch an attack on the next turn. So you can launch an offensive even if he has a stronger creature than yours. So you can make an easy comeback in the game.

A few other things that I find stupid are cards that can only be used with another specific cards in the whole collection. This is totally stupid and makes the card ability unflexible. So if you don't have the second card that is required by your card, it mean that this card is useless until you find the required card. On my point of view, they should use more generic rules to make the card can be used in different ways. For example, they could use the creatures's type or element to make a match. This would have increased the combo possibilities that could be done in the game.

There is also the fusion cards. First, I don't like the fact that fusion must be outside the deck. Then for the same reason than above, the fact that a fusion can only be made with two specific creatures, instead of 2 types or elements, makes the card useless if you do not have the 2 required creatures. During the game, you need the 2 target creatures cards and a spell to fusion your creatures together, getting a combination of 3 exact card is rather difficult in a card drawing game don't you think. But in the end, the fusioned creature's strength is only a few hundred more than the original creature. So beside being cool, did it worth all the trouble?

The theme of the game is absolutely horrible. A Fantasy theme is OK. A Fantasy theme with machines and technology is acceptable. All the above plus the man-eating hamburger that requires a cook to summon is absolutely horrible. In Yu-Gi-Oh, there is no theme, it is a mixup of

anything ... and I mean anything. Some creature are just totally stupid which makes the game really not attractive.

Sincerely, I don't know why this game works? I have realised a few time ago that there is a lot of CCG that are bad games which is probably due to the fact that there is too much marketted CCG. CCG are like a replacement to usual collectible cards. Instead of selling collectible cards, they sell CCG. Which is better in some point of view because you can at least play with them. But some companies, like Decipher, seems only to care about releasing the theme license rather than a game. They want to sell you picture from the license on cards rather than a game. This is why all decipher's games are on my point of view bad ( I played Star Trek, Star Wars and Hack Sign). Yu-Gi-Oh seems to have the same problem which also makes it's popularity. They are selling you monsters "as seen on TV" printed on cards, rather than a game.

There is only 1 good idea that I have found in the Yu-Gi-Oh card game so far : the password code. There is a password code at the bottom of each card that can be input in a Yu-Gi-Oh video game. Which mean that if you have the card in real life, you input the code which will unlock the card in the video game. It is a wonderfull idea that allows you to transfer your real life cards into the video game. Of course, you can find faqs on the net with the codes of all the cards which breaks a bit the spirit of transferring your card in the game.



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