



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 are the flaws of Duel Masters

Duel Master is not a completely perfect and here are the reasons why. The first bug is not necessarily a design problem according to your point of view. Duel Masters lack of interrupt, in fact beside shield trigger, there are not any. Which mean that at some point of the game, it is possible to know if you are going to win or to lose. Reversal are still possible and beleive me, I have seen a lot of surprises in Duel Masters.

I don't consider this as bug if for example you compare it to chess. When you play chess, at some point of the game, you know if you are going to win or to lose unless your opponent makes an error. Is this a bug, I don't think so, it is just that you have taken the wrong strategic path. I once tried this in the duel master video game. After I have lost a match, I reloaded my save state at the begining of the game and replayed the match. In the end, I found a way to win. So I think that the strategy you use will determine if you win or not. Of course, you can never know what your opponent will play(unless when playing a video game with save states), that is the tricky part about Duel Masters strategy.

The biggest flaw is the card balance. Most of the time, in a CCG, there are some rules that allow to determine what will be the casting cost of a creature according to it's strength. These rules are somewhat followed. Very rare and super rare creatures get a boost in strength, but that does not bother me because in the end, there is a logical explanation : The rarity is higher. It happens in Duel masters that some cards are stronger or weaker without any logical explanations.

The first card unbalance category is between civilisations. Fire and Nature does not have blocker,



There has been  
**8471**  
visitors since  
August 15th, 2006

Last Update  
November 22nd, 2009

Water and Darkness have blockers but their creatures are weaker. So far these choices seem to be logical. But light creatures are as strong as Fire and nature and they have blockers stronger than Water and Darkness. So my question is : does light creatures have any weak point to compensate this? Many darkness creatures are weaker than water creatures which are already weak. Why? It's not like if darkness was an abusive color. I have seen really few strong darkness decks.

Then there is the balance between cards. Some times, you can't explain why this creature is stronger than the other. Sometime rare creatures are weaker than common ones. Just for an example, I'll compare to cards below:

	<b>Tentacle Worm</b>	<b>Gregorian Worm</b>
Race	Parasite worm	Parasite worm
Civilisation	Darkness	Darkness
Casting Cost	4	4
Strength	3000	3000
Rarity	Common	Common
Collection	DM06	DM04
Ability	----	Shield Trigger

As you can see, the cards are exactly the same but the "Gregorian worm" is shield trigger. So why would I put "tentacle worms" in my deck when there is another card exactly the same and more powerfull called "Gregorian Worm". Normally, a shield trigger creature's strength is reduced by 1000, so in this case, the gregorian worm should be 2000 or cost 5 mana to cast.

There is also what I call the inflation of power which is common to many CCG especially those from wizards of the coast. When they release new expansions, they sometimes make creatures stronger than they should be. The strength continue to grow as new expansions are released, and in the end, old cards becomes obsolete because they are not strong enough. For example, "burning power" is a red card that cost 1 and boost a creature by 2000. In the new DM-10 collection, there is a red spell that cost 1 and boost a creature by 4000. So the new cards is twice as much stronger than the old one for the same price and rarity. "Tornado flames" destroy a creature of 4000 or less. This is pretty much useful since the majority of creatures are below 4000. But with the power inflation, it's now a minority of creature that stand below 4000, so "Tornado flame" becomes less useful.

Yes, I can understand that they could have made an error at the beginning and they then realised that "burning power" was not strong enough. But they should have called it something like "Burning power 2" or "Burning power beta", just to make sure that be know that this is the second version of "buning power" which would allow us, has a house rule, to consider all "burning power" as a +4000 spell instead of +2000. But now, it means that the player who own new cards will be advantaged compared to the players who own old cards. The power inflation can only be prevented by defining a strict set of rules for balancing the cards and follow them until the game dies.

If I ever make a video game of Duel Masters, I'll give the option to use another set of cards where the stats will have been balanced. It might even be possible that I place a few blockers in nature and in fire just to make sure the balance between civilisation is maintained. I'll probably post the card balancing propositions on this website and make the people vote for it.

Finally, since the unique rules on each card follow certain regulation, the possible permutations of rules that can be placed on a cards is lower than MTG. Consequence, it is hard to make new cards with really different rules or abilities. The new Duel Master expansions, especially DM09, adds really few inovation to the game. If they want to keep the game alive, they will have to make interesting new stuff that will bring in new strategies without unbalancing the game, which is already fragile. Else there won't simply have a good reasons to acquire new cards.

I am trying to find new rules that could be interesting in case it can help wizards of the coast. The most difficult stuff to create are new special types of creatures like Evolutions and Survivors. I'll probably place these new rules ideas on this web site and make people vote on it.

Follow on the next page to know how come Duel Masters is not as popular as it should be for a game that has a good design.



Previous  
page

Next  
page



**WebRing®**  
Search for rings on any topic:

---

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