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Various Informations

Derived games



I have surfed on E-Bay, Amazon and the internet as an attempt to make a complete list of all derived board games that used the Duel Masters license and all the video game ports of the card game. For the video games, I know that there was a game for game cube that only appeared in japan, so it's not in the list since I don't have more info. You can click on the picture to take a closer look at the game components or at the screen shots of the video game.

Board games

Duel Masters Board game

This is a simple game that has more strategy than I thought, but it's still not the ultimate game. What's surprising is that there is much more components that you actually need to play. There is 35 extra card token and 5 additional plastic chips. Even if they say it's a 2-5 player game, it really plays better with 5 players.

The goal of the game is to move your creatures in your opponent's areas to capture his chip. You need a chip of each color to win the game. At your turn, you can either move a creature or attempt to summon a creature. When a creatures land on the same space, they battle with dices. The number on the

There has been

8471

visitors since
August 15th, 2006

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November 22nd, 2009

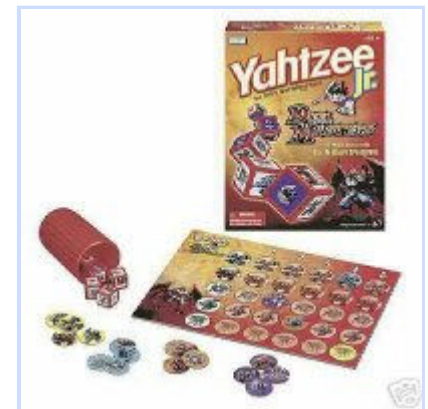
creatures token indicate the movement speed and combat strength. Which mean that at the end of the game, you can almost go around the board with a creature that has 6 or 7.

I think that I can come up with a cool adaptation for the card game. You could summon creatures in your area, then move it in your opponents area. Blockers will move slower and maybe where the chip lies is where the player is. Anyways, I am sure there an easy way to adapt the card game with a graph style board game.



Yahtzee Duel Masters JR

Since it is a game for kids, the game is too much simple. The advantage is that it does not require paper to play, which is something I like. You can only attempt to score picture of the same kind. The strategy in this game is that you cannot score the same picture twice, and you cannot score the same amount of a particular picture than your opponent. So scoring a number of picture actually blocks this number for other players.



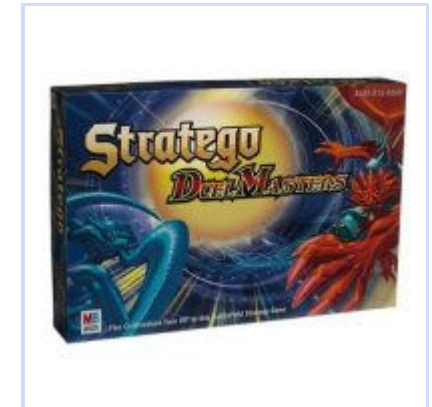
The way I thought of adapting this game for the card game is that at the beginning of your turn, you roll the dices and score a picture. Then later, you can use these pictures to cast a spell effect. The more pictures your score, the stronger the spell will be.

Stratego Duel Master

You can first play this game as a normal stratego game. The only thing that is different is the theme. But on my point of view, the Duel Masters theme makes more sense for this game than the original military theme. Then you can add the optional rules that add different special powers to 6 types of units. You must reveal the unit to activate the ability. The new abilities ideas are cool, but it completely unbalance the game since some

units really becomes too much powerful.

I intend to do a rule variation for this game by reassigning the special abilities of each unit and maybe increasing to movement of all unit to 2. I don't think there is actually a way to adapt this game to the card game but I am still open to suggestions. The theme is also somewhat screwed up since there is only 2 players with 5 civilisation. So 1 player play black-red and the other one yellow-blue-green.



Monopoly Duel masters

That's the only Duel Master Board game I don't own. Why? First because I hate monopoly, second I already own 2 copies and third, I don't play with them. Apparently, there is some alternate rules that you can play with but I doubt that it does a major change to the game. In other words, you could probably do this variation with any other monopoly game.



I have not thought of any adaptation with the card game yet. Again since the terrain series are in multiples of 4, it's hard to integrate 5 civilisations in the game. Maybe I could make a game where the creatures are actually commodity that you can buy or trade or you must try build a home for your creatures.

Video Games

Duel Masters : Sempai Legends

This is not the best game, but it's the first one for gameboy advanced so you can't expect too much. The game contains 180 cards and it is a fairly good adaptation of the card game. The

game itself, which is some sort of RPG is not really fun and it takes a lot of time. The story is just there to make sure that there is a story. I finished this game at easy, at higher difficulty levels, you can cross to another island and have gain booster packs of the second collection and fight against stronger opponents.



Duel Masters : Kaijudo Showdown

In this game, they made a lot of improvement to the engine. The interface is better, the graphics are better. It's now easier to trade since you can now trade with anybody, but trading is always 3 cards for 1. You can now actually buy starter and booster packs with money like in real life. There is now 300 cards, but they comes from DM-03 and DM-04 collection which are not the best ones so far. I have not played really far, but in general, it is better than the first one. The only bug found so far, is that you need money to enter tournament and that's the only way to make money. So if you spend all your money, you are screwed.



Duel Masters : Shadow of the code

That's the best game so far, If you have a gameboy advance, I really suggest that you buy this one. The engine is almost the same than the 2nd duel masters game. They have removed combat animation in combat to speed the game and there is no more card trading. There is now 600 cards available which add a lot of good cards including survivor creatures. You now have many tournament with house rules that you must follow for building your deck. There is also a series of mini-games that you can get through the game. And the story so far seems really cool (they paid the scenarist). I have not gone really far in the

story yet, so I don't know if it really good. But one thing for sure your character is cool and you are not playing Shobu.



Duel Masters

This is the play station 2 version of the game. I don't think that there is a lot of cards, I think it's around a hundred. But I think there are cards that have been added by the programmers. I also read that the staff who made the game have made a tournament of their own, and the deck of the finalist have been put in the game. I don't know if the game is actually an RPG like the game boy games since I have not played it yet.



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