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Playing the Game

Multiplayer game Variations



There are many ways to play multiplayer games in Duel Masters. Here are a few ideas that I have found so far. I did not play test them all intensively yet, so there can be some bug. You can also make your own variations and combinations if you want. If you have any other idea, just send them by e-mail.

General Rules and Clarifications

There are a few basic guide lines to follow for all multi player games. First, when you defeat a player, you add the top cards from your deck to your shield as a reward. This rule stand for all multiplayer games. The turns are always played clockwise. To determine the initiative, instead of flipping a coin, you can split your deck and the player that cut the card with the highest casting cost wins. He will decide which player start first. There is also a few things to note about the rules on the cards.

All your opponent's creature are tapped (ex: Holy Awe)

Since in a multi player you generally have more than one opponent, when the card indicate that it affect an opponent, it will only affect only one of your opponent that you will select. For example, an holy awe will tap the creature of one of you opponent but it will never tap all the creatures of all your opponents.

Shield Trigger

There has been

8474

visitors since
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If for example an Holy Awe is cast as shield trigger, you can select any opponent as your target, not necessarily the player who broke the shield.

Spell Range

There is no spell range limit, you can cast a spell on any player even if you are not allowed to attack this player.

All creatures in play with a strength of 2000 or less are destroyed (ex: Burst Shot)

In this situation, all players are affected by the spell including yourself. You don't need to select a target.

If your opponent has 3 or more creatures in play draw 3 cards (ex: Thought Probe)

To cast this spell, there must be 3 creatures in play owned by the SAME PLAYER. So you cannot totalise the creature of all your opponent's.

Consider that whatever is the multiplayer mode your are playing, a player must always have all his cards in his zones. So it is impossible in any situation that some of your cards goes in to your team mate's graveyard or mana zone.

Multiplayer modes

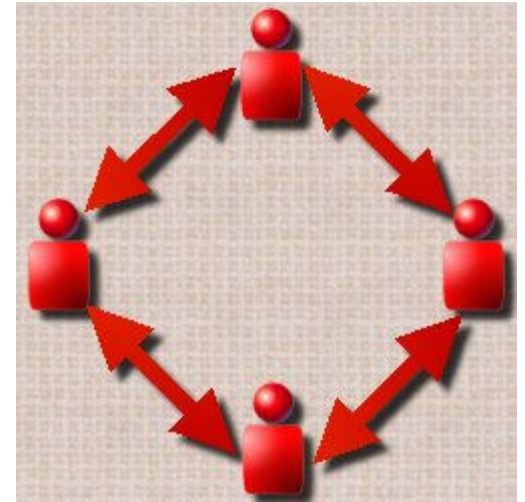
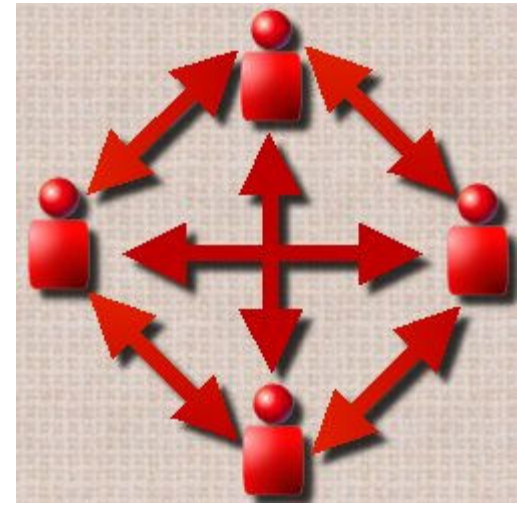
Here are the various multiplayer mode I have found so far.

Free for All

In a free for all, any player can attack any players. The player who survives is the winner.

Limited Attack Range

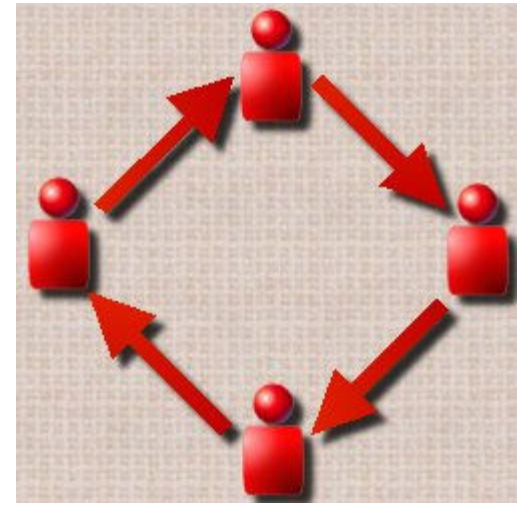
The objectives are the same than in a free for all game, but you can only attack the opponents beside you. So you can have at most 2 opponents at the same time. This can be interesting when playing with more than 4 players.



One Way Attack

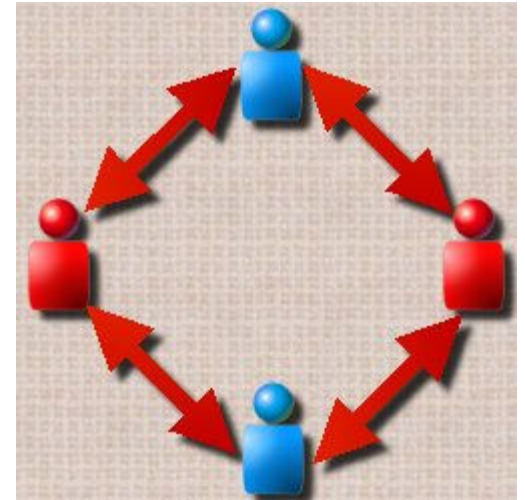
In a one way game, you can only attack one opponent, and you can only be attacked by one opponent. This game is a bit tricky. It is almost essential to have deck with blockers for this kind of game. Your normal creatures will be used to attack your opponent to your left and your blockers will protect you

from your opponent to your right. Again, the goal is to be the only survivor.



Team

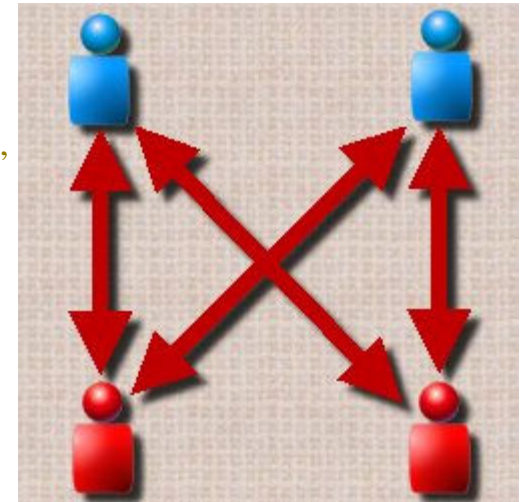
This is a simple team game, a team must be able to get rid of the opposing teams to win. You can also make a 6 or 8 player team game, the same team players will always face each other. You can play either as limited attack range or free for all.



Shared

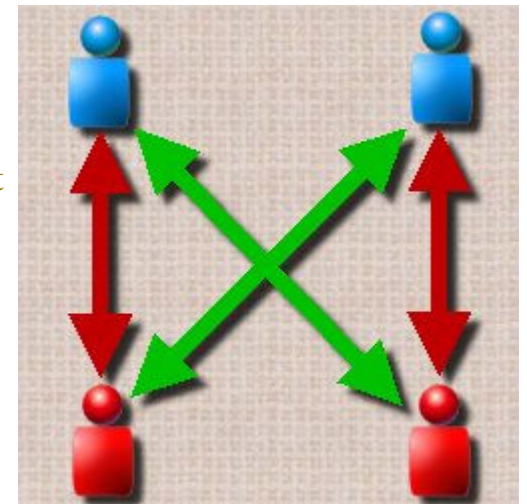
In this game, both players in the team play their phase at the same time. They play like if they were one player. The goal is to break 10 shields and then attack again to win the game. The players share their mana with each other, they can tap mana for their team mate. Which means it is a good idea to play compatible colors. The battle zone is common to both players, so a blocker can help a team mate's creature. Shield triggers

and any card that get back in hand return to their respective owner's hand. All card effect and ability are determined according the cards owned by the player (ex: If you destroy one of your card in the mana zone when summoning a creature, you cannot take your opponent's card). So you need to keep track of the ownership of the cards. If you have more than 4 players, you can play with more than 2 teams.



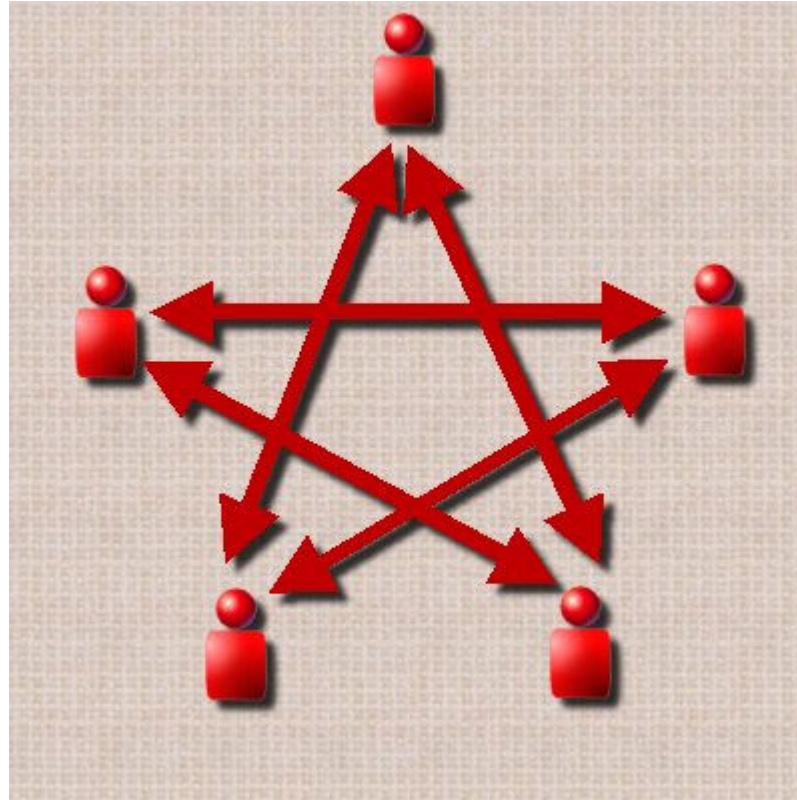
Tag Team

This is another kind of interesting team game. In a tag team game, one player in each team are determined as the active players. The other team members, which are inactive, must tap their deck of cards. At the beginning of a turn, a player can decide to change the tag with it's team mate. To do so, the player tap his deck, the team mate untap his deck and then start his turn as usual. An inactive team mate is not part of the game, he is not affected by spell or abilities. The inactive team mate plays the same way as the active player at the same time, but he **MUST SKIP HIS DRAW PHASE AND HIS BATTLE PHASE** . The only things that can make him draw cards are spell or creature abilities (ex : "Aqua Hulcus"). An inactive player is in his own bubble, he does not have any opponents. For example, a "Tought Probe" does absolutely nothing. The goal is to defeat **ONE** of the opposing team's player, so switch tags wisely. If you have 6 players or more, you can play with more than 2 teams.



Star

This kind of game is exclusively for a 5 player game. In this kind of game, you can only attack the 2 players in front of you. The goal is to destroy both these players. But consider that by destroying a player, you can also help another player to win the game. The first player to destroy his two opponents wins the game. If at the end of the game, two players end up having their goal opponents destroyed, the player who made the finishing blow wins the game. It is also possible to play this game as free for all (allowing you to attack side players), but the only victory conditions possible is to destroy your two goal opponents.

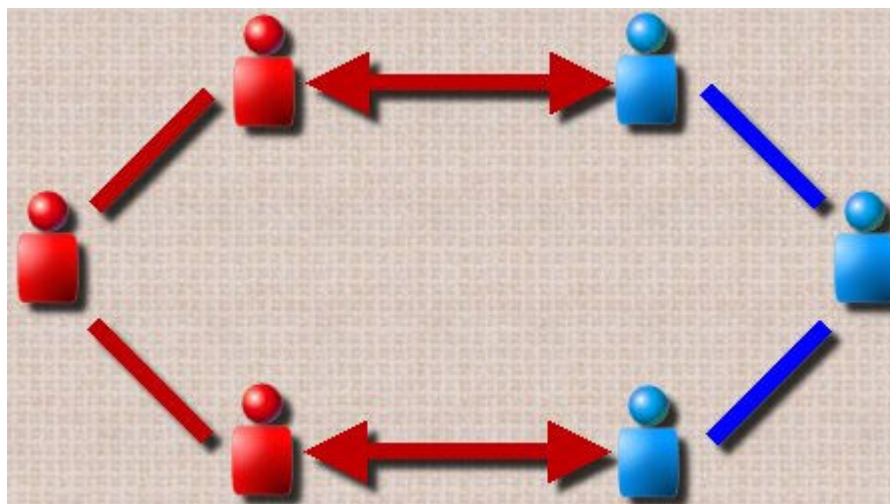


Emperor

Finally, the master game for large multiplayer games, the Emperor mode. In this game, there are 2 teams made of 3 players. The players on the back is the emperor and the players in front are the knights. The goal is to destroy the emperor. The knight can only attack the knight that his located in front of him. When the knight is defeated, the knight can attack the emperor. If the knight of

both team are defeated on the same side, the emperors can fight each other. If you have a lot of players, you can play a 3 team game. The game will be set up as a triangle where each knight face a different team. The initiative is determined for the team, the winning team determines which team play first. The emperor is the first player to play, then continue clockwise.

There is 1 additional rule in emperor mode that can give some twist : The emperor can cast spell in their knight's turn. Doing so will make the knight caster of the spell. So for example, if the emperor cast "Brain Serum" on his knight's turn, his knight will draw 2 cards. All charger spell will go into the emperor's mana zone. So if you cast "boomerang comet" on your knight, the knight takes a card from his mana zone and place it in his hand, and the emperor place "Boomerang Comet" in his own mana zone.



So as you can see, there is a multitude of multiplayer games possibilities in Duel Masters. You can also combine these multiplayer modes with the alternate rules. For multiplayer games that have more than 4 players, I suggest you to draw either 1 or 2 additional cards at the beginning of the game or add 1 or 2 cards in your mana zone, or simply set less than 3 shields. Increasing the number of cards in the deck can also be a good idea for very long games.

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