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Alternate Rules

Rule variations



The first way to include variations in Duel Masters is to change the parameters. Duel Master has many different elements that can be changed to make the game really different. You can also change some interpretations of the rules. Here are a few suggestions :

Changing parameters

These are changes done by modifying the value of one parameter.

Number of shield

You can increase or decrease the number of shields. For a relatively good game play, I suggest between 3 and 8 shield. Remember that you only have a deck of 40 cards, so more shield in play means less turns to play. The number of shield will generally make the game longer or shorter.

Number of cards in hand

You can increase or decrease the number of cards you have in your hand at the beginning of the game. Increasing the number of cards could be interesting if you intend to make a long multiplayer game. Having more cards in hand will make the game run faster since the player will have more options and will not wait for their cards. Again, think that each additional cards removes a turn that you can play.

There has been

8473

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Initial Mana

You can set a number of cards that directly goes into the mana zone before the game start. First place your shield, draw your hand and finally place the top cards from your deck into your mana zone. The number of cards should range from 1 to 3. This will increase the power of the creatures that will be summoned because players can have more than 1 mana on the first turn they play.

Change the size of the deck

You can lower or increase the size of the deck. Playing with 30 cards is possible (I did it when I did not have enough cards), but you can be decked more easily. If you play with less than 30 cards, consider dropping the number of shields. Playing with more cards will mean that you have less chances of being decked, but you will have less chances to draw the cards you want. Using more cards could be useful for longer games (ex: multiplayer, more shields, etc)



Changing the rules

These are some variations to the rules you can make that can change the look of the game.

Sharing Survivor

This rule make sure that all player can share the survivor abilities of all player's survivor creature. So placing a survivor in play will not only boost your other survivor creatures, but also you opponent's survivors. This rule was made by error. When I first played duel masters, I played survivor this way. Until I realised that you only share YOUR survivor abilities.

This rule is particulary interesting if you want people to actually be able to make decks with few survivors in it. So you could be able to play survivor cards without necessarily make a deck only of survivors. This could be useful for people who don't own many survivors. Another variation for multiplayer game would be that only the abilities from the survivors owned by the player's in the same team are shared.

Power-up gives multi-breaker

This rule allows creatures that are boosted in power, by spell or abilities, to gain the multi-breaker

ability that other creatures of this strength normally have. So any creature boosted to a strength of 8000 will automatically gain double breaker, a creature boosted to a power of 14000 and above will gain triple breaker. Power attacker need to be stronger to gain multi breaking. So I would say that a power attacker must have 1000 or 2000 additional power above 8000/14000 to receive Multi-Breaking.

You can also change the numbers to your taste if you think it could be too much easy to gain multi-breaking. For example, you could use : 8000/16000, 9000/15000, 10000/16000, 10000/18000, etc. I think that the values should be higher than those on the original card because they don't have this multi-breaking ability naturally, so they were not designed to have it. But a 2000 creature boosted to 8000 (not power attacker) deserves to get double breaker.

Combined Blocking

This variant allows the defending player to use more than one blocker to block an attacking creature. Both blockers are tapped and it is the attacker who will decide which blocker in the defending group will be destroyed. The attacker cannot destroy more than his own strength. So a 2000 and 3000 blocker blocking a 5000 creature will all die. If the attacking creature was 4000, only one of the 2 blockers would die.

This rule allows to make it possible to get rid of really strong creatures while blocking. but it does not necessarily makes the player invulnerable since the blockers are tapped after blocking. So when you combine, you block stronger creatures but you can block less creatures, so you are not protected from creature flooding.

As an option to this optional rule, if you find this rule too much powerful, you can say that all blocking creatures in the combined battle dies whatever was the strength of the attacking creature.



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