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## Duel Masters Tutorial

### Card Information

Duel master is a trading card game, which mean that the cards are sold as either starter pack ( 40 cards ) or booster pack ( 10 cards ). The content of each of these pack is determined randomly. Some card are more likely to occur than others according to the rarity of the card. The idea is to collect and trade with other player your cards to increase your variety and try to collect them all.

The cards are divided in 5 civilisations which is a faction of creatures and spells represented by a color. The cards are designed in a way that each civilisation has different abilities and tactics of it's own. But there are still some abilities that can be found in more than one civilisation. A card contains the following information :

There has been

**8471**

visitors since

August 15th, 2006

Last Update

November 22nd, 2009



**Name** : This is the name of the creature or the spell.

**Color** : This is the color of the card identifying the civilisation. Since there is 5 civilisations, there is 5 colors. Here is a list of the civilisation :

Civilisation	Color
Light	Yellow
Water	Blue
Darkness	Gray
Fire	Red
Nature	Green

**Type** : This is the kind of card, basically there is creatures and spells. But there is also a special kind of card called evolution. In the example above, we have an evolution. It works like a creature but it is summoned differently, I'll explain later.

**Race** : This is a group of creatures which makes a race. Each civilisation has a list of races of it's own. Races are used by evolution cards and they can be required by special ability text.

**Casting Cost** : This is the number of mana required to play the card. Each card played requires magic power to be played. The more power required, the more powerful is the card.

**Mana** : This is the number of mana generated by the card when you place it in your mana zone. I'll explain the details later, but all the cards released so far always have a mana value of 1.

**Strength** : This is the strength of your creature. This information is only available on creatures and evolutions, spells does not have strength.

**Special Ability** : This is some unique text rule that is used when playing the cards. This rule text explains how to interpret the creature special ability. Each dot before a line in the rule text indicates the beginning of a rule. There is also some standard abilities that has names (ex: Blocker, slayer, etc. )and some even have icons. In this case, they will place the rule text in parenthesis for this ability, but you generally don't need it because you generally remember these standard abilities easily. There is a small list of abilities at the end of this tutorial

**Special Types** : This is a special type of cards that is so unusual that they decided to place a special icon on the side of the card. There are currently only 2 kind of special types : Evolutions and Survivors.

**Collection** : This is an icon identifying in which card collection it was released. There is an icon for each collection.

**Rarity** : This is an icon that identifies the rarity of the card. A card with an higher rarity has less chances to be found in a booster pack of cards. In duel masters, there is 5 level of rarity :

Icon	Rarity
	Common
	Uncommon
	Rare

	Very Rare
	Super Rare

**Identification** : This is the identification number of the card within its collection. The numerotation is reset for each collection. Notice that the number ends at 55 for a 60 card collection and at 110 for a 120 card collection. The reason is that the super rare cards are not numbered the same way. They are numbered from S1 to S5, or to S10 for 120 cards collections.

**Artwork** : This is a simple picture that helps you visualize the concept of the card. Notice that the artwork border box changes according to the type of card. Survivor and evolution creature always have their respective special type icon somewhere in the picture. In the example above, you can see the little evolution star in the center of the flash.

**Flavor Text** : Some text that gives more information about the card. It is useless in the game.

**Illustrator** : This is the name of the illustrator, it adds nothing to the game play.

**Copyright** : is some copyright information, again it adds nothing to the game play.

Before playing the game, you must make a selection of cards to create a deck. A deck is a set of 40 cards that will be used for playing a game. You cannot change the cards in your deck during the game. So you must customize in advance the 40 cards that you are going to use for the game. You can choose any cards from the whole duel master collection.

But there are still some basic recommendations to follow when making a deck. You must make sure to group the color of the cards, it will make sure that you can easily play your cards ( explained later ). People generally make deck with 1 or 2 colors. A 5 color deck is possible, but it is more difficult to play. You must also make sure that you have creatures in your deck, a deck made only of spell cannot possibly win. Generally, people have more creatures than spells, spells are there to support their creatures.

Now there are many ways to configure your deck of cards. There is not a solution better than the other. Designing your deck is a part of the strategy of the game. You make it according to your

taste, playing style, objective or strategy. Once your deck is completed, you can play the game. The next page will show you how.

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