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Duel Masters Tutorial

Playing sequence

Basically, this game is played with 2 players, but it is possible to make multi-player games. There are various rules and setup for multiplayer games, look in my "Playing the game" section. Each player play their turn one after another. A player cannot play any cards in the turn of another player. The only situation where this could happen is with shield trigger cards (It will be explained later). Note that each player has it's own set of 40 cards. A player can never draw in an opponent deck and can never use an opponent's card.

There is a setup required before starting the game. In duel master, they devided the playing field in zones. Each zone can hold cards and they will behave differently according to the zone it is placed in. There are also other zones, that are not specifically called zones, but that works the same way. Below, there is a list of the zones with a figure displaying their location. This figure shows the setup for one player, so each player will have it's own setup like this.

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Battle Zone : It contains creatures that will be used to attack your opponent or protect yourself from your opponent.

Shield Zone : This is a wall of face down cards that must be broken before your opponent player can kill you.

Mana Zone : The cards in this zone can be used to generate mana to summon creatures and cast spells.

Deck : This is where you place you pile of 40 cards.

Graveyard : Creatures that are destroyed or spells that are cast are put there. It is a discard pile.

Hand : This is the cards you currently have in your hands. (Not illustrated)

At the beginning of the game, you must determine who wins the initiative. This can be done by flipping a coin, rolling a die or cutting the deck : The player that cut the card with the highest

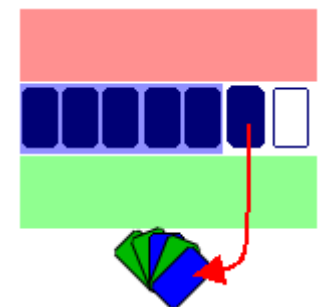
casting cost wins. The player that wins initiative must decide if he play first or if his opponent start first. The player who start first does not draw a card on it's first turn. Each player then take the top 5 cards from his deck and place them face down in his shield zone without looking at them. Then each player takes again the 5 top cards from their deck and place it in their hand.

When a player start his turn, he must follow a strict sequence of actions. He follows each step one after another, when each step is completed his turn ends. Remeber that the first player on his first turn will skip the draw card phase.

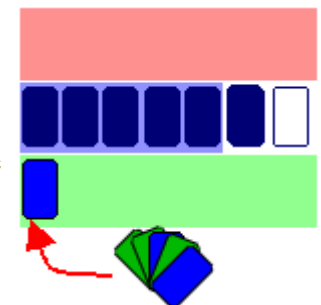
Untap Phase : This is the phase where you untap all your cards. Tapping mean placing a card sideway to indecate it has been used which make sure you don't use the same card twice. Cards that are tapped during the game are those in the battle zone and in the mana zone. So in this phase, you place all your cards back in their original position.



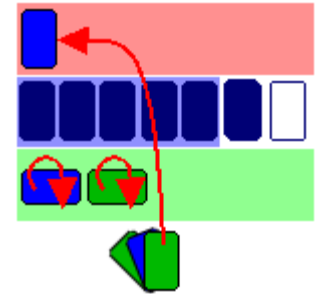
Draw Phase : In this phase, you simply draw 1 card from the top of your deck and place it in your hand. If you draw the last card from your deck because you don't have any card left in it, you immediately lose the game. Since there is 30 cards left in you deck after the game setup, it mean that the game can last at most 30 turns.



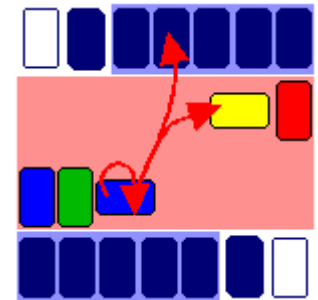
Mana Phase : In this phase, you can select 1 card from your hand and place it upside down in your mana zone. For the rest of the game, this card will only be able to be used to generate mana. So you generally place in this zone cards that you think you won't need to play (yes, sometimes it can be a tough decision). You can only place 1 card per turn.



Casting Phase : In this phase, you can cast spells or summon creatures. A spell cast will perform its effect and then go to the graveyard while a summoned creature will be placed in the battle zone. The mechanic to play a card will be explained shortly.



Combat Phase : You can now use your creatures in your battle zone to attack your opponent's creatures or himself. There are various things to consider in combat, it will be explained in the next tutorial page. When a card in the battle zone is engaged in a combat, it is tapped. Note that a creature that has been summoned always receives summoning sickness. This will prevent it from attacking the turn it is placed in play, so you will have to wait until the next turn to attack with it.



When all combat is done, your turn ends, the next player starts his turn and follows the same steps.

To play a card, you must tap a number of cards in your mana zone equal to the casting cost of the card you want to play. A card with a casting cost of 3 requires at least 3 cards in the mana zone. You must then make sure that there is at least 1 card in the ones you have tapped that match the color of the card you want to play. So if you summon a blue creature with a casting cost of 3, you must tap 1 blue card plus 2 any other cards in your mana zone. It also means that if you only have 1 blue card in the mana zone, you cannot play more than 1 blue card per turn.

So you continue this way until the game ends. Combat and winning conditions will be explained in the following pages. After a few turns, here is what a player's setup could look like.



As you can see, there is 3 creatures in the battle zone. One of them is tapped, which mean that is has attacked this turn. In the mana zone, there are 3 tapped cards. It was used to summon a creature in the battle zone. There is also a spell in the graveyard that was cast in a previous turn.

Follow to the next page to learn how to attack and resolve combat.



[Previous page](#)

[Next page](#)



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