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## Duel Masters Tutorial

### Special creature types



I am now going to talk about the special types of creatures that exist in Duel Masters. I decided to dedicate a specific tutorial page for them because, they are not essential to the basic game rules and they require more explanations.

#### Evolution

An evolution is a creature that evolves into another creature. The evolved state is represented by a card marked with the "Evolution" icon. This card looks like a normal creature. A creature can only be evolved with an evolution of the same race. In the example below, we have a "Burning Mane" which is a beast folk. The "Barkwhip the Smasher" is an evolution which is also a beast folk. So the "Burning mane" is capable of evolving as a "Barkwhip the smasher". Which mean that all creatures where the race is a beast folk can evolve as a "Barkwhip the Smasher".

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How do we play an evolution during the game? First, you need to have a creature to evolve in play. In the example above, the creature that must be in play is a "Burning mane". Then you can summon the evolution card, like any other creature card, but you place evolution card above the creature to evolve. So in our example, the "Barkship the Smasher" will be placed above the "Burning Mane".



You can never put an evolution creature alone in play, you always need a target creature already in play that match the race. When a creature is evolved, the evolution creature replace all the stats and special abilities of the creature below. So the original abilities of the creature before it's evolution are lost.

It is important to note that an evolution creature **DOES NOT HAVE SUMMONING SICKNESS**. So in our example above, since we had 4 cards in the mana zone, we could summon "Burning mane", evolve it in a "Barkwhip the Smasher" and attack with this creature in the same turn. The evolution and the target creature cards act as a group of card. If a spell effect or an ability make your evolution creature move in your mana zone or in your hand, both cards will move. So unsummoning an evolution can be frustrating since the player need to resummon the host creature and then the evolution creature again.

## Survivors

The survivor creatures are summoned like any other creatures, but they have the ability to share abilities with each others. All survivors creatures can receive the abilities of other survivor creatures. But it is not necessarily all survivor creatures that will give an ability to all other survivors. So all survivors are host, and most survivors give their abilities.

I will explain with a long example. I will summon a survivor creature one after another and show you all the adjustments and abilities for each creature. As you will see, survivor creatures are more expensive in mana to summon, but if you combine them together, they can make a deadly army. All survivor creatures can be identified with a red icon where they normally put the evolution icons. Yes, it is possible to have a survivor evolution-creature, I'll give some information about it later.. Here is what a survivor creature looks like :



We will first start by summoning "Gallia Zohl, Iron Guardian Q". This is a survivor that has the "blocker" ability but it also gives "Blocker" to all other survivors in play. There are currently no other survivor in play so it won't make any difference.

### Iron Guardian Q



2000  
Blocker

Now let summon another survivor : "Gigaling Q". This creature has a strength of 2000 and cost 5. Is has the "Slayer" ability and it gives slayer to all other survivors. So we now have :

### Iron Guardian Q    Gigaling Q



2000  
Blocker  
Slayer



2000  
Blocker  
Slayer

So you see, our first survivor receive "slayer" and the new creature receive "blocker". Now let summon another one "Promephius Q" which is a creature that cost 3 with a strength of 2000. It does not have any ability and it does not give any abilities. But since it is a survivor creature, it still inherit the abilities of other survivors.

### Iron Guardian Q    Gigaling Q    Promephius Q



2000



2000



2000

Blocker  
Slayer

Blocker  
Slayer

Blocker  
Slayer

Let summon another one because it's fun. This time, we are summoning "Smash Horn Q". This creature cost 3 mana and has a strength of 2000. It has the ability to increase the strength of all survivors by 1000. This mean that it includes itself, so the result would be :

**Iron Guardian Q    Gigaling Q    Promephius Q    Smash Horn Q**



3000  
Blocker  
Slayer

3000  
Blocker  
Slayer

3000  
Blocker  
Slayer

3000  
Blocker  
Slayer

Finally, we will complete our army with this last creature "Bladerush Skyterror Q". This is a survivor creature with a strength of 5000 that cost 7. It has the double breaker ability and it gives this ability to all other survivors.

**Iron Guardian Q    Gigaling Q    Promephius Q    Smash Horn Q    Bladerush Skyterror Q**



3000  
Blocker  
Slayer  
Double Breaker

3000  
Blocker  
Slayer  
Double Breaker

3000  
Blocker  
Slayer  
Double Breaker

3000  
Blocker  
Slayer  
Double Breaker

6000  
Blocker  
Slayer  
Double Breaker

It is important to note that a creature inherit all it's survivor abilities as soon as it is in your hand. Some suvivor creature gives an ability that is triggered when it is summoned. The survivor

"Factory shell Q" allows you, when you summon it, to take another survivor creature from deck and place it in your hand. But this ability is also given to other survivors. So if you summon another survivor, even if it is not in play yet, you will still receive the "Factory shell Q" ability allowing you to get another survivor from your deck ( yes, it is abusive). But survivors in hand CANNOT give abilities to survivors in play.

## Evolution-Survivors

Now to reach the summit of abusivity, let's take our previous example and summon an Evolution-Survivor creature. We will now summon an evolution on a survivor creature where the evolution is also itself a survivor. The race of an evolution-survivor creature is always "Survivor". While the race of a survivor creature is always "Survivor/Another race". Which means that a survivor can either be evolved with a normal evolution that has "Another Race" or it can be evolved with an evolution-survivor. If in case of doubt, check in the rule text of the card, they will write something like this : "Evolution : Put on one of your survivors" or "Evolution : Put on one of your Beast Folk".



So in this example, I will summon "Q-tronic hypermind" over my "Gigaling Q". Even if "Gigaling

Q" race's is "Survivor/Chimera" it works fine because the evolution says that we can place it on any survivor. This will also mean that all other survivors will lose the "slayer" ability since "Gigaling Q" will not be there anymore once evolved. When you summon "Q-tronic hypermind", you must draw a card for each survivor in play. In this example, we will draw 5 cards since the "Q-tronic Hypermind" is a survivor itself and "Gigaling Q" is replaced by the evolution. But even if "Q-tronic hypermind" is a survivor, it does not give his card drawing ability to other survivors. So here is the result:

Iron Guardian Q	Q-tronic Hypermind	Promephius Q	Smash Horn Q	Bladerush Skyterror Q
				
3000	9000	3000	3000	6000
Blocker	Blocker	Blocker	Blocker	Blocker
Double Breaker	Double Breaker	Double Breaker	Double Breaker	Double Breaker

So this section explains the complex situations that can happen in a Duel Master game with the special type of creature. Don't worry, Evolution-Survivor creature are super-rare cards, which mean that you should not encounter them really often.

## Wave Striker

A wave striker ability means that the creature has a special ability which is temporarily deactivated. To activate the ability, you need to have another Wave striker creature into play. So if you need at least a pair of wave striker creatures into play to make sure all wave striker creatures in play can use their abilities.

## Vortex Evolution

These evolutions works like normal evolutions except that they require 2 cards as host for the



evolution. So you need 2 creatures of a specific race in play and then play your Vortex Evolution. Most of the time, the creatures required are from different colors which mean that the vortex evolution card itself is multi-color.



Previous  
page

Next  
page



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