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## Duel Masters revival project

### The Not Yet Frequently Asked Questions



#### General

### What is the Duel Masters Revival project?

Duel Masters Revival project is a remake of the original Duel Masters trading card game distributed freely, as PDF files ready to print, on the internet. The primary goal is to make sure this game stay alives even if Wizard of the coast does not have any benefits to gain from continuing distributing the game.

### When will the project start?

The project will start if and ONLY IF the Duel Masters's trading cards game stops being published. The project will only start after approximately 6 month after the game stop being published. So it might be available only 1 year after the Duel Masters truly end.

### Must it stop being published in the whole world?

I am not sure about this one, probably yes. I know that this game is really popular in Japan, so it might die in other parts of the world but still be published in Japan. Even if my cards would be distributed in english, I think that the cards could be considered as a replacement to a product sold.

There has been

**8474**

visitors since  
August 15th, 2006

Last Update  
November 22nd, 2009

So it is possible that I need to wait for the Japanese distribution to stop before starting. This could take a lot of time of course.

## **What about the copyrights?**

This is the most touchy subject. In what ever situation, it will be copyright infringement and I know that Wizards of the Coast is really fanatic about it ( For example: They closed down the MTG card editor ). Else we should wait 95 years for the copyright to drop, but by that time people will forget what is Duel Masters and I will be dead. My idea is that if Wizard of the Coast does not make any profit from it and if we distribute the game for free and acknowledge them for the copyright, they might not bother. But sure, I would prefer an official authorisation saying that they really don't mind about it.

## **How can I participate in the project?**

You can do this in various ways : Participate in surveys, Make suggestions, submit artwork, distribute your own cards and of course play the game.

## **What are the surveys you are talking about?**

I don't want this game to be my game, but rather everybody's game. So I will in the future make many surveys to get peoples comment and ideas to make the game. This is to make sure that everybody likes the game. These surveys will appear before the project officially start. I will judge my decisions on these results but the survey results are not absolute.

## **Why do you want to remake Duel Masters?**

The core rules of the game is really good and it would be a waste to disappear like this.

## **Why don't you make a new game of your own?**

Why should I make a rip-off of Duel Masters that works almost the same way and that bears a different name, let say "Duel Monsters", just to make sure there I can sell the game and that there is no copyright problem. I don't really find this honest. Instead of using these tricky methods, I make

a free game and I say that this is Duel Masters and that I am not the original author.

## **Do you intend to attract new players?**

YES. But it does not mean that it will. But if you are not a Duel Masters player I want to know what could make you want to play the game.

## **Can the cards be used with other games?**

I thought about it, making sure the cards can be used as component of other games (Ex: a miniature game, a board game, barcode battler style game, etc ). The cards are simple enough to allow this, the only problem is the unique rule text on the cards. I might require more ability standardisation and reinterpret these differently in each game or simply say that the unique card text rules are not used in other games. It might also require additional stats for these other games like for example : speed, armor, etc.

## **Do you want to make 2 rule difficulty level in the game?**

I thought about making 2 difficulty level of rules. The basic rules would be the core rules of the original Duel Master game. The advanced rules would include more complex game play like, for example, keeping track of the creature's lost health with tokens. The cards would be compatible for both rule set. But now, I am not sure yet and I don't have a clear idea of what the advanced rules could look like. But what I do intend to do is to place the common and simple text rules in the basic set and all the more complex rules will be put in the expansions.

## **Will there be a comic book?**

If you want to make one, I always have a story idea that you can develop, else NO. The story I have will be used as background story to develop the card collections.



## **Card Distribution**

## **Will it recreate exactly the original card collection?**

No. Entirely new collection of cards will be made. Some cards or creatures, like the popular ones, might end up in the new collection, but I don't want to be limited with the stuff already published.

## **Will there be many expansions?**

There will be a basic set and some expansions. But I want to make sure that each expansions come with a series of new rules and unique abilities not seen before. So there will not be an overload of expansions. But consider that players can also make cards of their own.

## **Will the PDF be in color or in black and white?**

They will be available in both color to make sure you can easily do black and white printing.

## **Would you mail printed copies?**

NO. Download them and print them yourself. And by the way, I don't have a printer.

## **What languages will be supported?**

By default, it will support english. If I wish, I could add french support, but I don't think that adding french will necessarily attract more people to play. If it does, I might reconsider it. If the japanese game is dead too, I could publish the cards in Japanese too but I am really a beginner at the japanese language so I might need help. I dont want to end up with a japanese "All your base are belong to us" kind of sentense in the cards.



## **Card Design**

### **How can people create their own cards?**

There will be a set of official rules that each have a price with specific conditions. You add up the abilities you want with the strength of the creatures and it gives you the mana cost. If this game becomes popular, there might be validation codes on the cards that could be used later for check up to see if the cards is balanced correctly. This could be used in tournament, if there are any. Each

new collections will come up with a series of new rules that can now be added to the cards.

## **Can we play these cards with the original cards?**

YES. The core rule mechanics stay the same. All new rules or card types will be compatible with the core rules which also mean the old cards. The only problem is that the official cards might be stronger due to the inflation of cards strength with subsequent expansions. I am planning to balance the cards according to the creature strength in the 2 first collections.

## **What do you mean by making the game more balanced?**

The biggest flaw of Duel Masters is the card's balance. The main reason is because it was a collectible card game, so balance is not a priority issue. My cards design will follow the rule of the "What you pay is what you get". So there won't be powered up creatures just because of their rarity. All civilisations will have blockers. The darkness and water civilisation will not be powered down anymore. There will be a strict regulation on the card rules to make sure that some abusive cards, like "Terror pit" and "Holy awe", does not exist. But like I said, I will always be open to players suggestion. That is why they will be surveys.

## **Will there be rarity levels?**

NO. Because, you can reprint the cards as you wish. The only alternative is to limit the occurrence of certain cards in the deck. But it will be too much trouble to check everybody's deck in a tournament for example. So I stick to the "What you pay is what you get". I might make cards that produce 0 mana and receive a 1000 or 2000 power up but that's all.

## **Will there be new rules?**

YES, there will be new card text rules, but the core rules stay the same. It is possible that the basic set use really simple common rule text to make sure that new players can play the game easily. Then if they want more advanced rules, they can get the extensions.

## **Will there be new components?**

YES, but they will be optional. You can add optional components, like for example a groove system, to the game, but the cards text will never refer these optional components. This makes sure you can play the game the way you want and all the cards will stay compatible with the core rules.

## Will there be new types of cards?

YES, I have planned a few new types besides Creatures, Evolutions and spells. Generally a new kind of card will come in an expansion and no other cards in all the other sets will refer to these rules. So if you don't like it, just don't use the corresponding expansion.

## Will it contain new artwork?

YES, I will not use any of the original card's artwork. I will probably use black and white illustration to make it easier to draw. If there is not enough artwork donations for the game, there will simply be no artwork on the cards because I cannot draw them myself.

## Will the civilisation theme stay the same?

I really like the theme and I might try to make it even more unique. Some races might dissapears or have their name changes to make sure it does not refer to anything known in our real and fantasy worlds. They will still be some cute stuff but stupid stuff will be removed to make the game more serious ( ex : Wild Veggies, Masked Pomegrenate ). I might try to change the black civilisation more toward ghost/spirit and dimentional stuff rather than creepy stuff. Anyways, I'll first ask for your comments.

If you have any other questions, don't mind to e-mail me [ericp@ariel.bdeb.qc.ca](mailto:ericp@ariel.bdeb.qc.ca)

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