

DUEL MASTERS

TRADING CARD GAME



QUICK-START guide

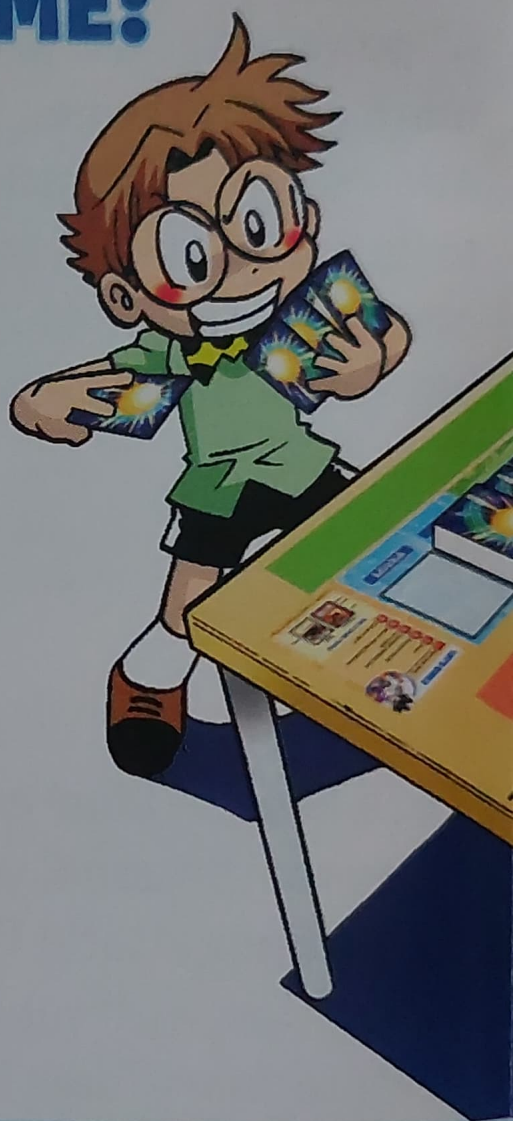
START HERE!

OBJECT OF THE GAME:

Break all your opponent's shields and then attack him one more time to win the game!

PREPARE FOR THE DUEL!

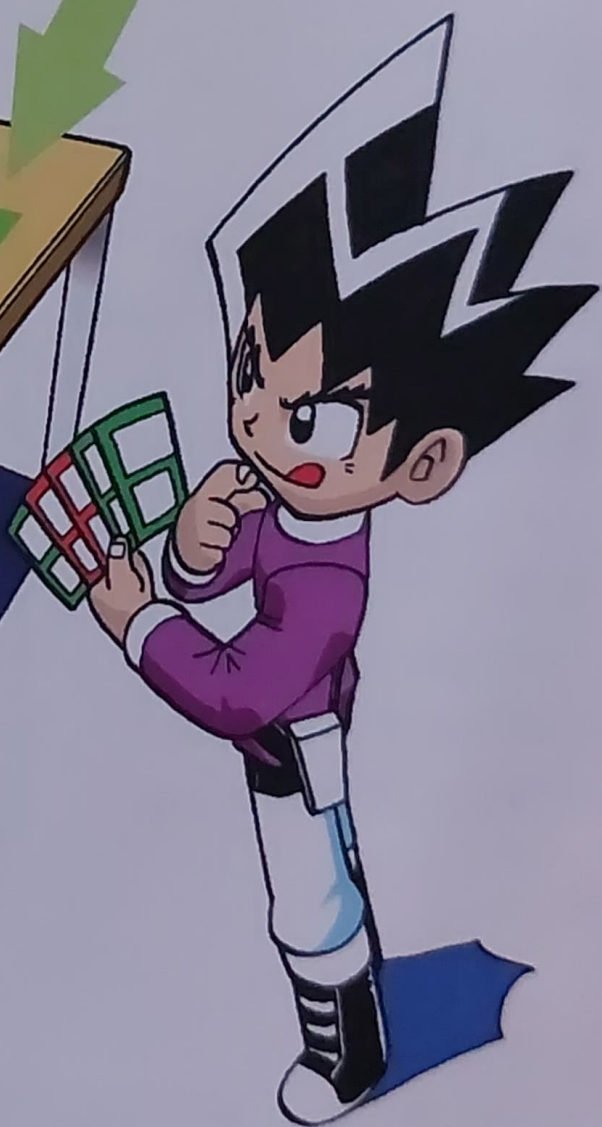
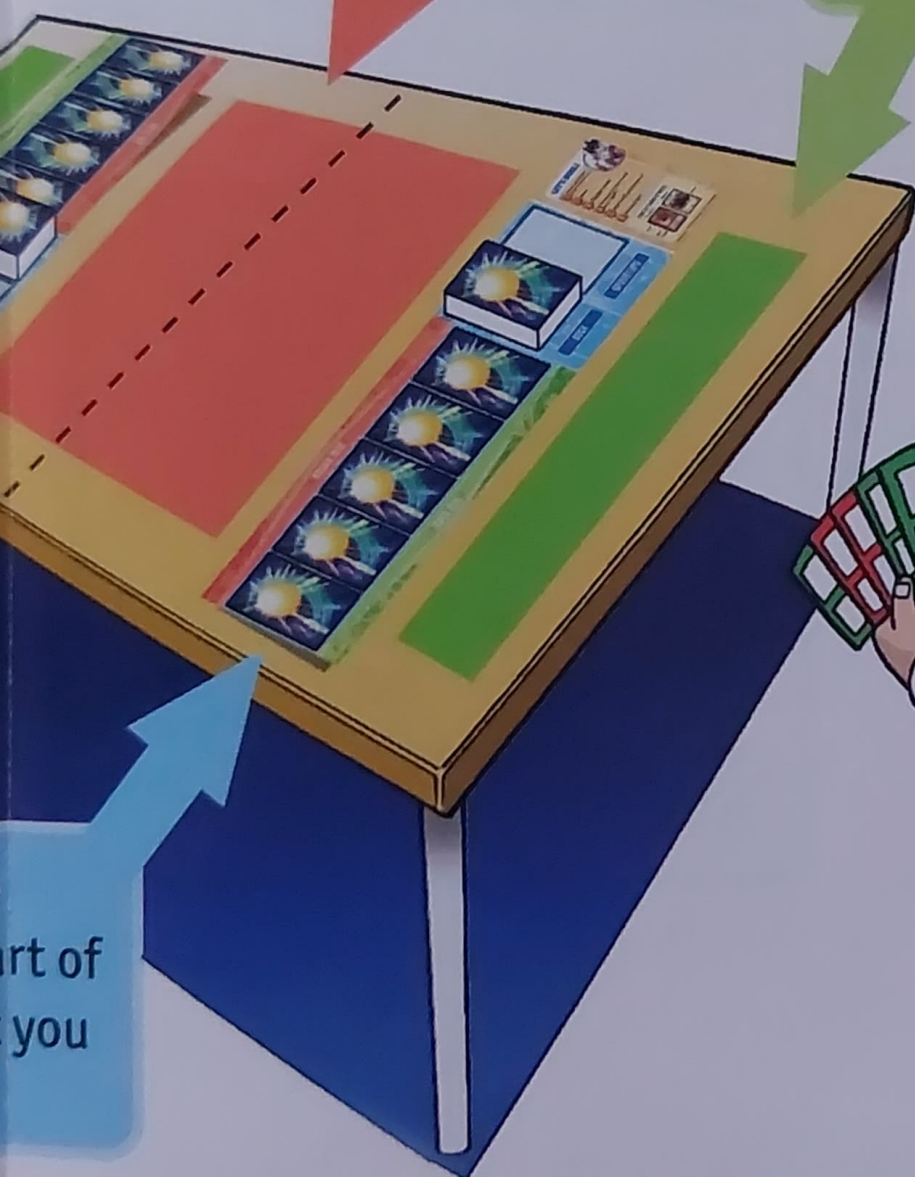
- ▶ Shuffle your deck.
- ▶ Take 5 cards from your deck. Don't look at them! Put them face down in your shield zone. They are your shield cards.
- ▶ Draw 5 cards from your deck. Look at them. This is your hand!



SHIELD ZONE. You have 5 shield cards at the start of the game. They protect you from creature attacks!

BATTLE ZONE. You will summon your creatures here to fight for you!

MANA ZONE. You will put 1 card here from your hand each turn, so the number in the circle is right side up. You will use these upside-down cards to summon creatures and cast spells!!



NOW LETS DUEL!

1 Start your turn!

Skip to step 2 right now if this is your first turn!

If you **tapped** (turned sideways) any of your cards on your last turn, you **untap** them now so you can use them again this turn!

2 Draw!

Draw 1 card from your deck and add it to your hand!

3 Play your mana!

Choose 1 card in your hand and put it face up into your **mana** zone so the number in the circle is right side up. Playing your mana lets you summon more powerful creatures and cast more powerful spells!

(You can skip this step when you have enough cards in your mana zone.)

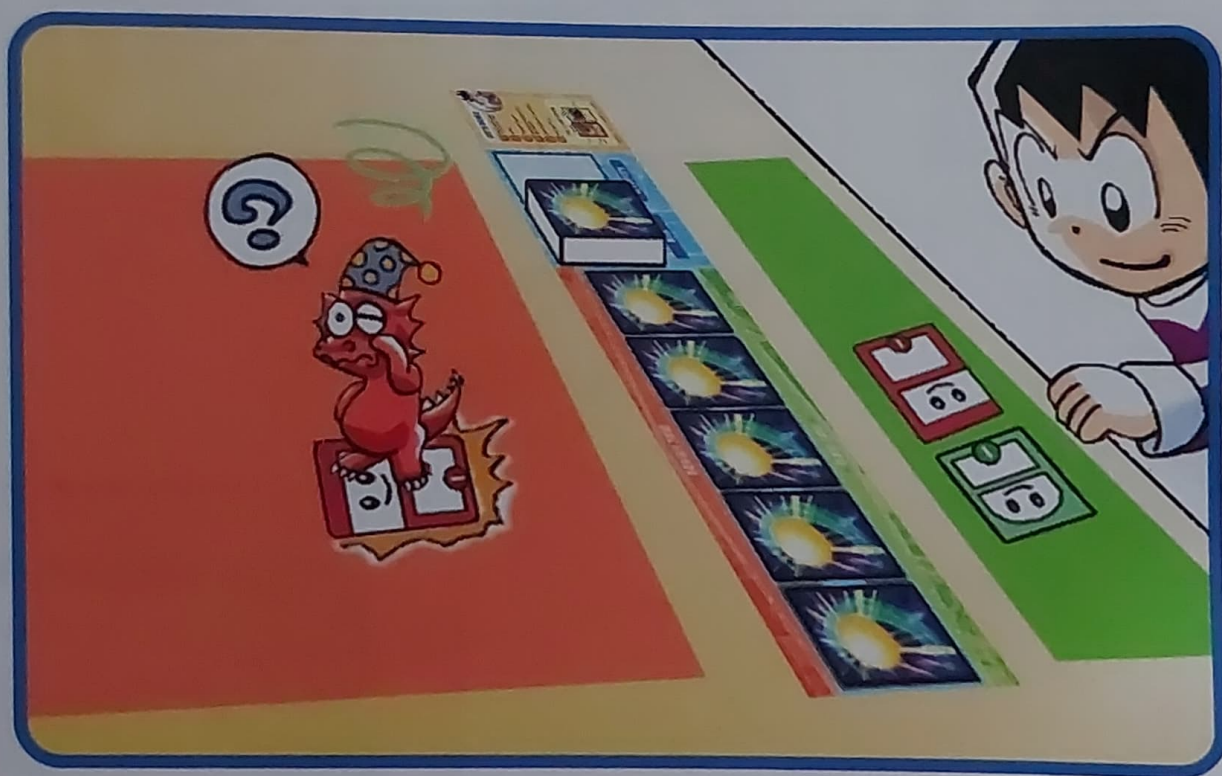


4 Summon creatures!

Once you have enough cards in your mana zone, you can summon creatures from your hand. **Tap** (turn sideways) a number of cards in your mana zone equal to the creature's **cost**.

At least one of the cards you tap must be the same color as the creature! The rest can be any color.

Then put the creature into your battle zone. It is **sick** this turn, so it can't **attack** until your next turn!



Cast spells!

Casting spells works just like summoning creatures! But spells don't go into your battle zone! Do what the spell says to do! Then put it into your graveyard face up!

5 Now attack with your creatures!

Tap a creature (turn it sideways) when you attack with it to show you have used it this turn!

You can attack with as many of your creatures as you want, but creatures attack one at a time.



You can:

- **Attack your opponent!** Your creature can **attack** your opponent to **break** one of his shield cards.
- **Attack your opponent's tapped creature!** If one of your opponent's creatures attacked last turn, it's tapped, and your creature can attack it! Your creature **battles** your opponent's creature.

Your creatures can't attack **untapped** creatures or cards in your opponent's mana zone!

- **Attack your opponent to win!** When all his shields are gone, attack your opponent one more time to win the game!

6 End your turn!

Your turn is over.

Now it's your opponent's turn.

**CONFUSED?
TURN THIS
OVER!**



STOP

READ THE OTHER SIDE FIRST.

Tap

"Tap" means "turn a card sideways." It shows you have used the card this turn and can't use it again until your next turn! Tap cards in your mana zone to summon creatures and cast spells! Tap your creatures when they attack!



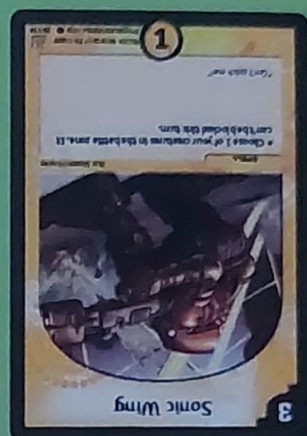
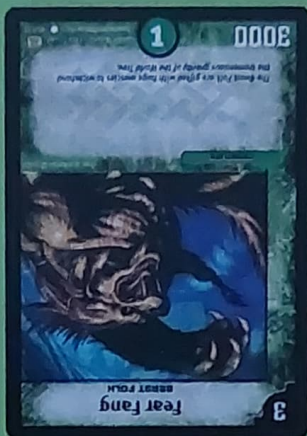
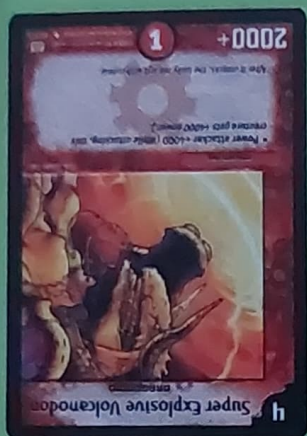
Untap

"Untap" means "straighten a tapped card"! You untap all your tapped cards when each of your turns starts!



Mana

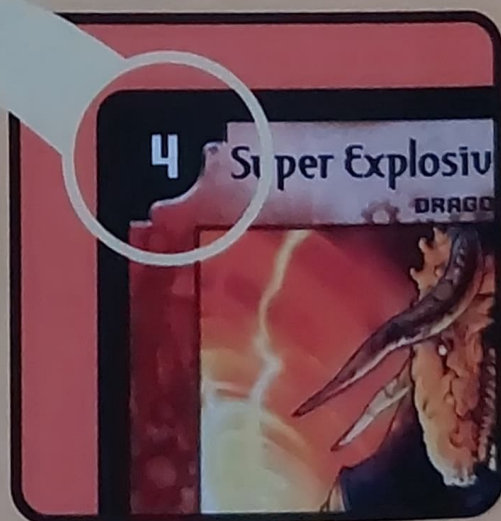
Cards in your mana zone are special! They're upside-down (but still face up) to show that you use them only for summoning creatures and casting spells! That's all they do!



▲ In the mana zone, put cards face up but upside-down!!!

Cost

A card's cost is in its top left corner! This is the number of cards in your mana zone you need to tap to summon the creature or cast the spell. At least one of the cards you tap has to be the same color as the creature or spell! You don't have to tap cards in your mana zone to attack.



Sick Creatures

When you summon a creature, it is sick for that turn. That means it can't attack until your next turn!

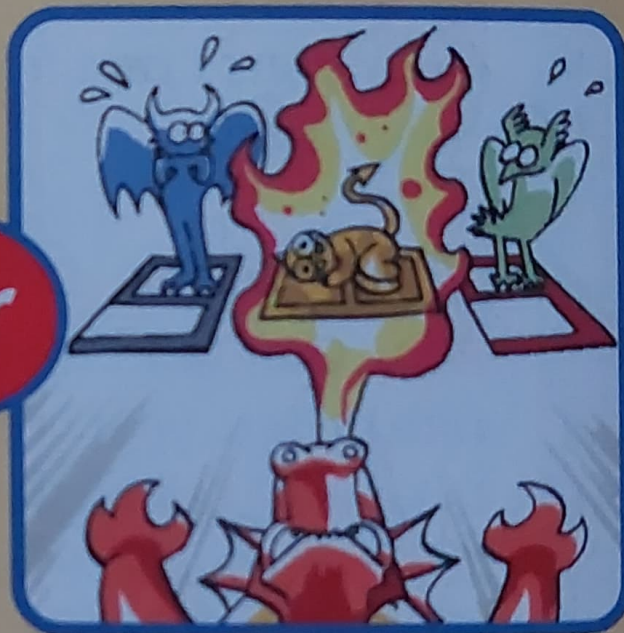


Attack

Choose what your creature attacks.

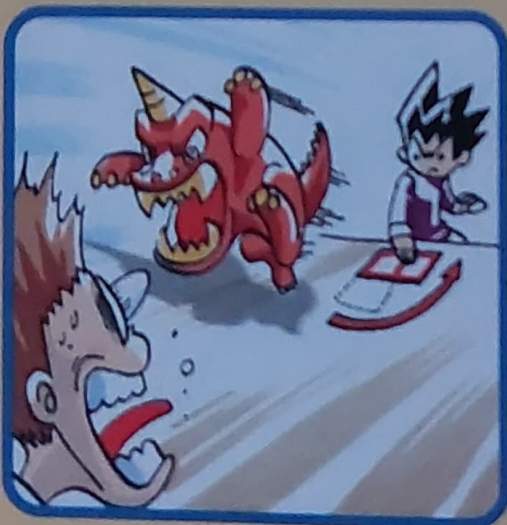


or



▲ Attack your opponent to break his shields!

▲ Attack your opponent's tapped creatures!



◀ When his shields are gone, attack your opponent to win!

Break a Shield

When any player's shield is broken, it moves from his shield zone to his hand! When your opponent has no shields left, attack him one more time to win the game!!



Battle

When two creatures battle, the creature with the higher power wins! It kicks the other into the graveyard! But if the creatures have the same exact power number, then both are kicked into the graveyards!!

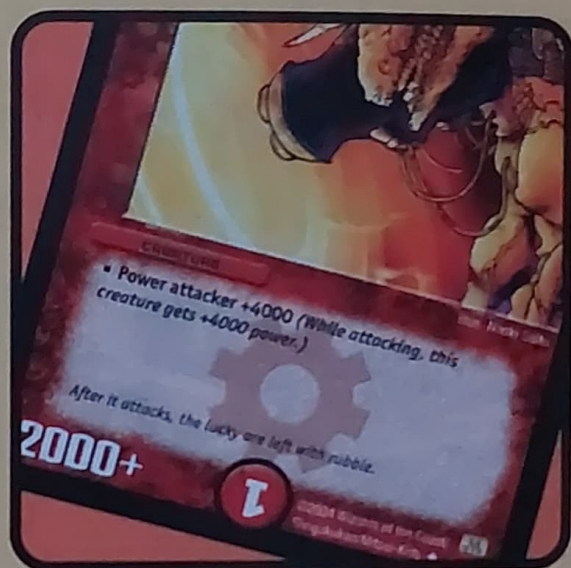




Look for these special creature abilities!

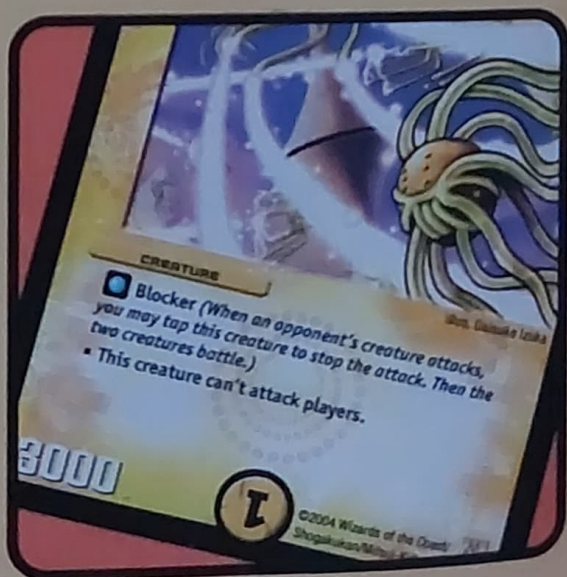
Power Attacker

A "power attacker" creature gets more powerful when it attacks! Add its "power attacker" bonus to its power when it attacks. Most power attackers add 2000 power, but some can add much more!!



Blocker

If you have a "blocker" creature in your battle zone, you can tap it to stop any attack! The attacker then battles with your "blocker" creature!! Creatures that don't have the special "blocker" ability can't block!



Lastly . . .

Create your own super deck!

The 2 starter decks can be
combined into one!

You can buy boosters (like the one
you got in this Starter Set)
and give more power
to your deck!

See the online demo at
www.duelmasters.com

