

Duel Masters: Sempai Legends Deck Creation Guide

by bchaos

Updated to v0.9 on Jun 27, 2004

```
#####=#
##      ##W      ##
##      ## ##,   ##X #####
##      B#= ##    t#  R#R      ##
##      ## ##    +#  ##I####X,X
##      :W##+  ##,   ##, Y#V      #M
#####      #####I  V#####
```

```
###      ###i      .#Y
###,      ##,      #W
#B##      ##R#      .#####R      B#####R R#####W      W####W      ##;### X#####
#= ##      ## :#      #R      ##      ##      ,#      #Y      ##      ##      ##,      #      #:
#B ##R :## R#      ,#####R##      :#####      ##      ##M#####      ##      #####;
##      ## ##      ##      ##      ##      ;      ##      =#B      ##      ##      ,      ##
#M      ##      M#,      ##Y####V## W##BWRR#i      ##M      ##BB###      ##      ##XWBV#Y
```

Duel Master deck creation guide

For Game Boy Advance

Written by Bradford "Bchaos" Farmer (bchaoscomic@hotmail.com)

Version .90.

This document is Copyright 2004 Bradford farmer.

00. Table of contents 00TC

Number-name-----	-----quick find code
00. Table of Contents	00TC
01. Copyright Information and recent updates.....	01CI
02. FAQs	02FA
03. Terms list.....	03TL
04. How to play.....	04HP
05. Card list.....	05CL
06. Deck types	06DT
07. Good Cards	07GC
08. Building a Deck	08BD
09. Example Decks.	09LC
10. Contacting me	10CM
11. Credits and future updates	11CF

01.Copyright Information and recent updates 01CI

This document is Copyright 2004, Bradford Farmer. It may not be reproduced nor retransmitted in any form without prior consent from the author(me). It may not be altered, published, sold, given as an incentive to buy, etc. without advance permission from the author(again me). All outside sources which have contributed which have contributed to the making of this guide in some form have been cited in the last section of the guide. If you want to host my FAQ

on your site, contact me and I will make the decision. You must also contact me to use any part of my guide and if I allow you to do so you must cite my guide as a source.

Here are a list of the sites that can house my guide

Gamefaqs.com

POjo.com

Ign.com

Neoseekers.com

Here are the recent Updates

6/27- Faqs have been updated, another deck has been added, plus some other comments in the deck building section have been added, also A list of the sites that may host this Faq has been added. One definition of the word "Destroy" has been fixed and other definitions have been added in.

How to play section added

02. FAQs

02FA

Q) EXplain how to play the game?

A) (See how to play section)

Q) Can you make me the perfect deck?

A) There is no Perfect deck each deck has it's advantages and disadvantages.

Q)ok then can you give me some decklist?

A) Yes I posted some more in this update.

Q) Are there any codes that you know of for this game?

A) Nope.

Q)when will your Card list be done?

A) I am unsure as of yet I may ask the people at Pojo to get the text for most of the cards.

Q) What do I do from (place X)?

A) YOur best bet is to look at your objective map.

Q) How do I get on the boat?

A) Beat all the tournements except for the one in your home town.

Q) What is your fav deck type mine is (archtype x)?

A) Personally I like control decks, but by no means are these the best my record in the game with them is about 75%.

03. Terms List

03TL

Here is a list of terms and definitions that I may use through out the course of this guide. This list will also include abilities that creatures have.

Abilities- These are powers that are on creature cards such as blocker, Unblockable, when this card comes into play draw a card.

Blockers- only these creatures may block attackers as long as the attacker does not have Unblockable as an ability.

Card advantage- This is the act of have more cards your hand and field then your opponent. Card advantage is one of the key things in terms of the ability

to win a match.

Color wheel- designates which abilities belong to which colors (example: black=destruction red=speed blue=draw white=big creatures green=acceleration.)

Creature type- This is the type of creature that a card is and it is located on the card it self above the ability text box.

Dead draw- A Dead draw is when you draw a card that is useless to you at the present time.(example: you draw a card that forces your opponent to discard when they have no cards in his/her respective hand.)

Destroy- This is when a creature is sent to the graveyard by a spell(that says "destroy target mosneter" on it) or by an attack by a monster with equal or greater power.

Double breaker- this ability allows a creature to destroy two shields if that creature is remained unblocked.

Evolution- Evolution is a creature that maybe only played on another creature of the same creature type and this new creature replaces the old one.

Mana eater- This is a name I made up for a red ability. The ability states that when this creature comes into play you must also sacrifice mana generators in order to play this creature.

Mana makers- This is a name I made up for a green ability. This ability states that when this creature dies instead of going into the graveyard it goes into your mana area.

On attack- This is where a creature gains an extra ability while attacking.

On die-This is where a creature gains an extra ability that takes affect upon being sent to the graveyard.

ON summon- This is where a creature gains an extra ability that takes affect during summoning.

Over extending- Is the act of placing/attacking with to many cards which may leave you open for a huge beating next turn. This will sometimes cause the tide of the game to turn.

Power attacker- this is the ability that states when this creature attacks it attacks power goes up by a certain amount.

Sheild- Sheilds are your life points in this game you start off with five of them and they can be attacked during your opponents phase.

Shield trigger-Shield trigger is when a spell is moved from your shield zone to your hand you may cast it immediately with no cost.

Slayer- Slayer is the ability that states when this creature dies in combat with another creature it takes that other creature with it.

Spell- spells are card that you play that have an effect to them.

Tapped- tapped is the state that occurs after an attack is made or an effect can causes this state. While in the tapped state a creature may not attack nor block(if it has the ability to block). While tapped other creatures may attack this creature.

Unblockable- This means that a card may not be block by a blocker creature.

Untapped- untapped is the state in which allows creatures to attack(as long as this is not the first turn they came into play) and block.

04. How to play

04CL

How to play this game is the question that I have been asked the most well here is a breif overview of the basics of how to play this game.

The goal is to destroy all of your opponents sheild card. If your sheild cards get destroyed first you lose the game.

The game starts off with each player flipping a coin to see who goes first the winner of the toss may choose to either play or draw. When the game starts each player draws five cards with out looking at those cards and places them into their sheild zone. Following this each player draws five cards for there had. Then the player who is going first goes straight into their mana phase where they may place a card from their hand into their mana zone. Following the completion of this the player enters their standby phase where they may play spells or summon creatures. After this the player enters there attack phase in which they may attack with any untapped creature that was not place that turn (unless otherwise stated on the card). Once this is completed it is their opponents turn. THE opponent has the same exact phases as the other player except he gets to draw a card at the begining of the turn since he did not go first. (bellow is a list of the phases and what occures in them.)

1.Untap phase (all mana and creatures that you control that were tapped become untapped.)

2. Draw phase (You draw one card from your deck and place it into your hand.)

3. standby phase (You may tap mana to play spells or creatures.(In order to play a spell or a creature you must tap atleast one mana of the same color.)

4a. Attack phase(you may attack your opponents tapped creatures or their sheilds, but only once per creature.)

4b. Blocker phase (your opponent my block your attacking creatures with creatures that have the blocker ability.)

5. End of turn(This is where you pass your turn over to your opponent.)

05. Card list

05CL

*coming soon

*

06. Deck types

06DT

There are many types of decks that can be created with this game before I can explain the deck types I will first explain the color wheel. The color wheel says which abilities belong to each color. Ie. On the color wheel black would be destruction and sacrifice, red would be speed. And control, green would be acceleration and speed (to an extent), blue would be draw and control (I count unblockablity as a form of control because it disallows your opponents to use

certain cards in there deck making every time they draw one of those cards a dead draw.), and finally white which as far as I can tell is mostly beat down.

Now that I got that out of the way on to the deck types:

Control-control is a deck in which your try to gain card advantage by removing creatures from your opponents side of the field or hand. These kinds of decks are build mostly through blue, red, and black.

Beat down- a beat down deck is a deck that overwhelms your opponent with cheap small creature in hopes to break all their shields before they have a chance to set blockers or destroy your creatures with bigger ones. Usually beat down decks have a couple bigger creature in the deck for mid to late game play. These kinds of decks are build mostly through green, white, and red.

Acceleration- an acceleration deck like its name suggests tries to speed up the process in which it can bring out bigger creatures by putting more mana in to your mana supply area. This is dominated by green as a deck type.

Show stopper- a show stopper deck is a deck that uses blockers and the ability to tap your opponent's creatures in order to stop any sort of momentum your opponent may have. This is similar to a control deck except it involves more creature rather than spells that a control deck uses. . These kinds of decks are build mostly through blue and white.

Sacrificial deck- this type of deck causes you to lose cards of your own in order to bring out more powerful creatures and cards. The sacrifice is either through your mana producers or other creatures. . These kinds of decks are build mostly through black and red.

07. Good Cards

07GC

What is a good card you might ask? A good card is any card that can be used in multiple decks types and still be well good. It is also any card that gives you minor to major card advantage. The biggest thing about what makes a good card is any card that works for you the player because it is your deck not mine.

This section was mostly to get you thinking about what defines a good card and what defines a useless one because in the right style deck almost any card can be good I will give you a quick example of this right now with a random card.

Lets take Hypersquid Walter for example: he a 3 mana blue creature with 1000 power and his ability states that every time he attacks you may draw a card. His good side is that every time he attacks you draw a card, but his bad side is that he only has 1000 power and he comes out on turn (3 without any from of earlier acceleration). So at most he will probably only draw you one card which is not card advantage since basically all he does is replace himself (except for the fact that he thins your deck by one card in turn slightly increasing the odds of drawing the card you need). The best way to make him better is by adding acceleration, blocking, and/or cards that return cards to your opponent's hand this causes Walter to be able to draw you a couple extra cards and maybe even allow him to win the game by himself. In the examples section I will show a deck using Walter.

That was just there to show you that if you think hard enough about a card you maybe able to figure out a way to use it with in a deck.

This is probably the section that you all came for the actual construction of a deck. When the game first starts you are given an option of choosing between 5 deck type they are Black and some other color(the other color is completely random as far as I can tell), Green and some other color, red and some other color, blue and some other color, and finally white and some other color. You could always restart your game over and over till you get the color combination that you want.

When you start off the game you will not be able to customize your deck at all, but once you start winning battles with other opponents and start receiving cards from packs (which also appears to be random). You will have to start thinking about what kind of deck do I want to make. Should I make a beatdown deck, a control deck, a good deck, or a bad deck? What do I want to make?

To help you with this process here are something to consider. What cards have I obtained so far and how many of them do I have? What kind of player am I? after you thought of all these things and came up with an answer now it is time to construct a deck.

A good deck has a solid theme through out the deck and is not just a jumble of random card that look cool. A good deck will win against most AI opponents. A good deck will not have too many cards with just 1 of them in the deck (at least not later on in the game earlier on is a different issue).

A bad deck is just the opposite of a good deck. It loses a lot probably has no real theme and may even be a five colored monster. The bad deck will use one of every card with in the deck. See the example deck section for a good deck and a bad deck.

When building a deck it is obvious that you need the cards for that deck and there are 2 ways in which you can get the cards that you need. One is to battle everyone over and over again receiving packs hoping to get new cool cards. The other way is to go to the trade center in every town and duel for specific cards (the list of cards your can duel for change every time you duel not every time you click on him.) or trade with the guy behind the counter (he rarely has the card you need.)

When you are finally ready to build your deck here are a couple more rules to consider.

1.Limit yourself to one or two colors.
(You only get 40 cards use those slots wisely.)

2.Have a good mixture of spells and creatures.
(This is a rule of thumb that I like but your deck should always have more creatures then spells.)

3.Avoid dead cards.
(if a card can only be used if creature x is on the field try not to use it because think of your odds if it is creature type x then maybe it gets better but if it is a specific creature you odds will be low if you only have one of that creature.)

First I will start off with a bad deck as my first example. Then I will show

other example deck that have been created. After each deck I will write a quick rundown of the deck

Bad deck the five colored monster-

- 2-Black feather shadow rage.
- 2-Vampire Silphy
- 2-Gigaberos
- 2-Terror Pit
- 2-Boltshack Dragon
- 2- Gatling Skyterror
- 2- Astrocomet Dragon
- 2- Szubz Kin, Twilight Guardain
- 2- Laser Wing
- 2- Ultimate Force
- 2- Cooling Vines
- 2- Natural Snare
- 2- Gel fish
- 2- King depthcon
- 2- Essence Elf
- 2- Ultracide worm
- 2- Aqua Solider
- 2- Virtual Tripwire
- 2- Thorny mandra
- 2- Red-eye scorpion

This deck is horrible by nature it is a terrible deck there is no idea or purpose to the deck most of the cards are big and expensive giving you no early protection and some of the cards are not even useable with in the deck itself.

Minimalist's white red deck

- 3-Solar ray
- 2-Sonic wind
- 2-Iocant, the orcale
- 2-Ruby grass
- 2-Dia nork, moonlight guardain
- 2- laser wing
- 2- holy awe
- 1- Urth, Purifying elemental
- 3- La Ura Giga, Sky Guardain
- 2- Magris, Vizier of magnetism
- 2- Rothus, the traveler
- 2- Immortal Baron, Vorg
- 3- Onslaught triceps
- 2- Tornado flame
- 1- Explosive fighter ucarin
- 1- Gatling Skyterror
- 2- Mini titan gett
- 1- Metalwing SKYterror
- 2- fatal attacker Horvath
- 3- fire sweeper burning hellion

This deck that can be realtivly easily made early on in the game. This deck is not great and it has problems with consistanly, but early in the game this is not that big of a deal.

Red black control-

- 4-Death Smoke
- 3-Rothus, The Traveler
- 3-Parasite Worm
- 4-Bloody Squito
- 4-critical blade
- 3-Terror Pit

2- General Dark Fiend
3-Tornado Flame
4-Deadly fighter braid claw
3-Dark Clown
3-Armored walker Urherion
4-brawler zyler

The way that this deck essentially works is that uses small creature to destroy your opponent while using spells to keep your opponents creatures off the field during this process.

Green blue speedy-
4-Hypersquid Walter
4-Essence Elf
2-Aqua Sniper
4-unicorn fish
4-brain serum
4-spiral gate
3-illusionary merfolk
4-bronze-arm tribe
2-Ulitimate Force
3-Dimension Gate
3-mighty shouter
3-coiling vines

The point of this deck is more to overwhelm your opponent when you have more creatures on your side of the field then they do.(this is also the deck that uses Hypersquid walter.)

These decks are by no means the best decks ever these are simply some examples I thought of you may play around with them to create a special super deck of your own.

10. Contacting me 10CM

There are two main ways of contacting me one of which is through my email accounts which is Bchaoscomic@hotmail.com the other is through my Aim account which is Bchaos567. Either way is perfectly fine, but when you do contact me please have something insightful to say such as I think maybe you should add {insert x here} or I have a question about (card x and its interactions with card y). All other comments about my guide are welcome and accepted.

11. Credits and future updates 11CF

This guide was created by Bradford "Bchaos" Farmer.
The game Duel Masters is licensed by Wizards of the Coast, which is a subsidiary of Hasbro Toys and Games.

Future updates:

In my next update I hope to add a list of all 180 cards.

-this is the end of the guide... so far I hoped you enjoyed it.-