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About This Game

Face a greater challenge with Magic: The Gathering — Duels of the Planeswalkers 2013!

In the latest version of this hit franchise, play with friends or the AI as you travel across fantastic planes, take on new encounters and opponents, solve challenging puzzles, and face up to three other players in the Planechase multiplayer format. After honing your skills, pit yourself against the ultimate villain of the Multiverse, the dragon Planeswalker Nicol Bolas.

Featuring ten customizable decks, Magic 2013 offers new features including individual records for your game play, new game items to unlock, and, for those already skilled in slinging spells, the option to choose what lands to tap when you cast your spells.

Key features:

- **Bigger and better in every way:** Duels of the Planeswalkers 2013 adds to the hit franchise with updated graphics and music, the latest cards and decks, and additional features, challenges, and an updated multiplayer game mode!
- **Multiplayer Mayhem:** In the Planechase multiplayer format, you and up to 3 other (players or AI) will face strange phenomenon as you battle across the Multiverse in an ever-shifting environment in local and online play.
- **Decks using some of the latest cards:** Duels of the Planeswalkers 2013 features ten distinct decks using cards from the latest Magic: The Gathering expansions, including your first chance to play with cards from the Magic 2013 Core Set before their official release. Each deck also offers 30 additional cards that can be unlocked through gameplay as well.
- **Challenging Encounters:** Experience encounters, a unique type of puzzle available in Duels of the Planeswalkers 2013,

where your opponent plays a stacked deck that represents a particular type of Magic strategy.

- **Play Your Way:** In addition to being able to modify your decks to play the way you want you will also be able to choose what lands to tap when you cast your spells.
- **Built for all experience levels:** With an expanded tutorial and deep game play, Duels of the Planeswalkers 2013 offers content for all Magic fans from “new to the game” all the way to “expert Planeswalker”.

Title: Magic: The Gathering - Duels of the Planeswalkers 2013

Genre: Strategy

Developer:

Stainless Games

Publisher:

Wizards of the Coast LLC

Release Date: 20 Jun, 2012

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English,French,German,Italian,Japanese,Korean,Russian



METAL SLUG DEFENSE
DECK

 : 000170

 : 00128740

BONUS : HP +10%

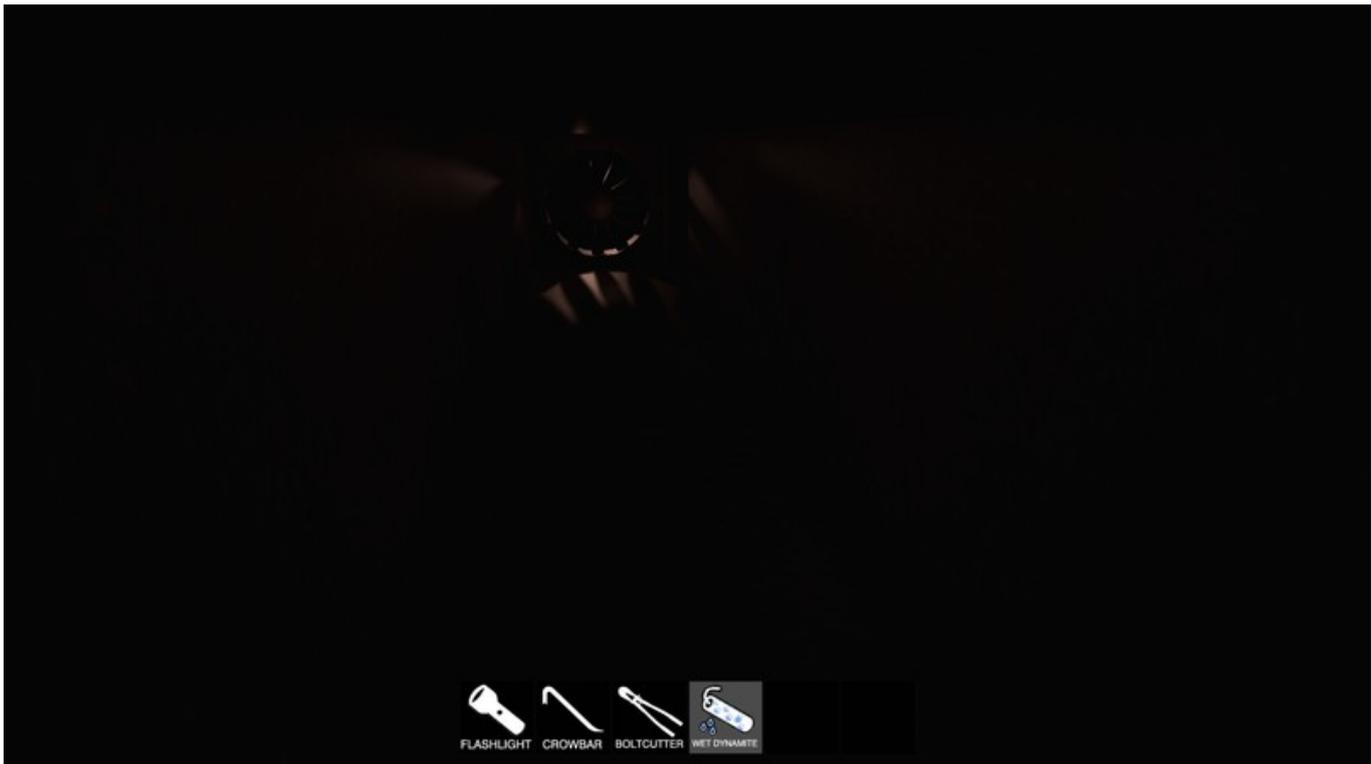


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Edit: a year later

abandoned game. Zero progress since release. full of bugs and half implimented game play.

It is a Fun Game with good graphics, but still in beta.
It has great possibilities.

Short version:

Gameplay is similar to banished, but without any difficultly. Like zero.

None to little replay value

Single Player mode (Campaign), which is actually a tutorial. Only takes an one hour to beat.

Beta Quality (missing text, villagers stop working and fall through the ground, animals and people say they are attacking but do not. And many many others). Doesn't work as soon as I enter combat.. Just like what it says: Getin, get out, get paid.. It takes about 20 minutes to finish the game.

You basically walk in a striaght line and read the writting on the screen (the writting does get hard to read as it all starts overlapping which is annoying)

The game isn't bad but it's not great either.

I like that this game really tried to be deep but I just didn't feel it, you can't complain much for the price though 4V10. Have only 'played' for a short while, but so far, the LOL's have been thick and fast, and that's just reading the characters names:-) buy it, more than worth the dosh for the laughs if nothing else (i'm a 55 yr old woman, guys will love this!)

This game is for players that love a laggy, glitchy and quite disappointing game. In theory the game was that of a fun one. It was giving people a way to experience what war would have looked like in the mid 1800s. Gloomy, bloody and dirt filled fun for a low price on steam. Overall the servers were NOT ready for the amount of people it was advertised to hold. Matches started to crash and the amount of strange glitches that plagued new customers caused a crash of players. People either refunded the game or uninstalled after not receiving the gameplay they were promised. The game also doesn't give people a lot of content, with a small amount of weapons, clothing and maps caused people to become bored very fast. Its the same couple of maps doing the same thing. Two sides going head on. The next fault of the game is relying on the player base to create the fun. The game gave this big open map that is hard to understand and also did not give us good respawn system. Without a cooperative "general" the team falls apart. People mostly spend their time mingling and grieving the game. Also the amount of racist jokes heard during these games were terrible. All and all this game was not ready for the public. It has low amount of content.. These are really slow, mellow songs, nothing harsh. Better yet, if you can get live audio of stream, chirping birds, insects and such like for your game project, then you'll really get people thinking!. A robot who doesn't feel enough robotic to obey. A mechanic who takes the gun and resists. Also, with cool graphics.. Very nice game. Its refreshing to see a developer that doesnt demolish their own game by trying too hard to improve and innovate, and just sticks to solid values that work.

Combat system is one of the better ive seen in rpg maker games, and it offers a decent challenge. I particularly like that there are no hp/mp recharge spots at every corner like in most other games.

There is a respectable amount of skills, items and equipment with good variation.

A very nice touch is the work put into making exploration worthwhile and how it avoids being tedious.

Despite its low production values, it is obvious that genuine effort was put into every aspect of the game and i have a lot of respect for that.

. Strange game. I enjoyed it though. Point and click adventure game with a few annoying little things like not being able to skip dialogue you've heard before and the main characters tiny legs and thigh gap in the artwork and she does do some pretty messed up things to advance the plot but overall I did enjoy it. It is definitely an intriguing story line and I can't wait for the last episode to come out I will be buying it. Overall for this one? 6.5/10 a not disappointing start with the potential to be a really good overall story.. I finished the game and i want to say i LOVE IT!!!!

it is both funny and dramatic in all the right places.

i own and played all 3 now and i can say this series is amazing, definitely a must buy.

and even if this is your first one it is still easy to follow as the game explains enough not to be in the dark if you never played the other 2.

I am going to play this one a lot more to, even after finishing it.

it is one of my favorite games just like the whole series.. Second in the series, you get pulled back into the Lost Lands to face four mystical and dark horsemen. Seems you have been marked as the Chosen One.

The plot is engaging, the HO scenes fun, and the minigames challenging. Get in the bundle.

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