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## About This Game

**MORE CARDS. MORE STRATEGY. BIGGER STORY.** Collect 1,300+ earnable cards, battle in 60+ single-player campaign missions, and emerge victorious in epic online duels.

Never played Magic: The Gathering? Learn how as you take on the role of an iconic Planeswalker. Veteran Magic player? Hone your skills and match wits with opponents online.

**NEW CARDS:** 158 NEW unique cards from Magic's Amonkhet set.

**NEW STORY:** A NEW story-driven Amonkhet Campaign.

**NEW ITEMS:** Customize your play experience with 6 new cards sleeves and 5 new personas.

**MANY WAYS TO PLAY:** Experience some of Magic's most iconic moments in Story Mode, head to Battle Mode to take on your friends, or grab a partner for a four-player Two-Headed Giant battle.

**BUILD POWERFUL DECKS:** Build your deck of devastating spells from an ever-growing library of earnable cards.

**PRACTICE OFFLINE:** Hone your skills and try new decks and strategies against virtually endless AI opponents in Solo Mode.

For Magic Duels game support, please visit:

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<http://magic.wizards.com/en/content/magic-duels-support>

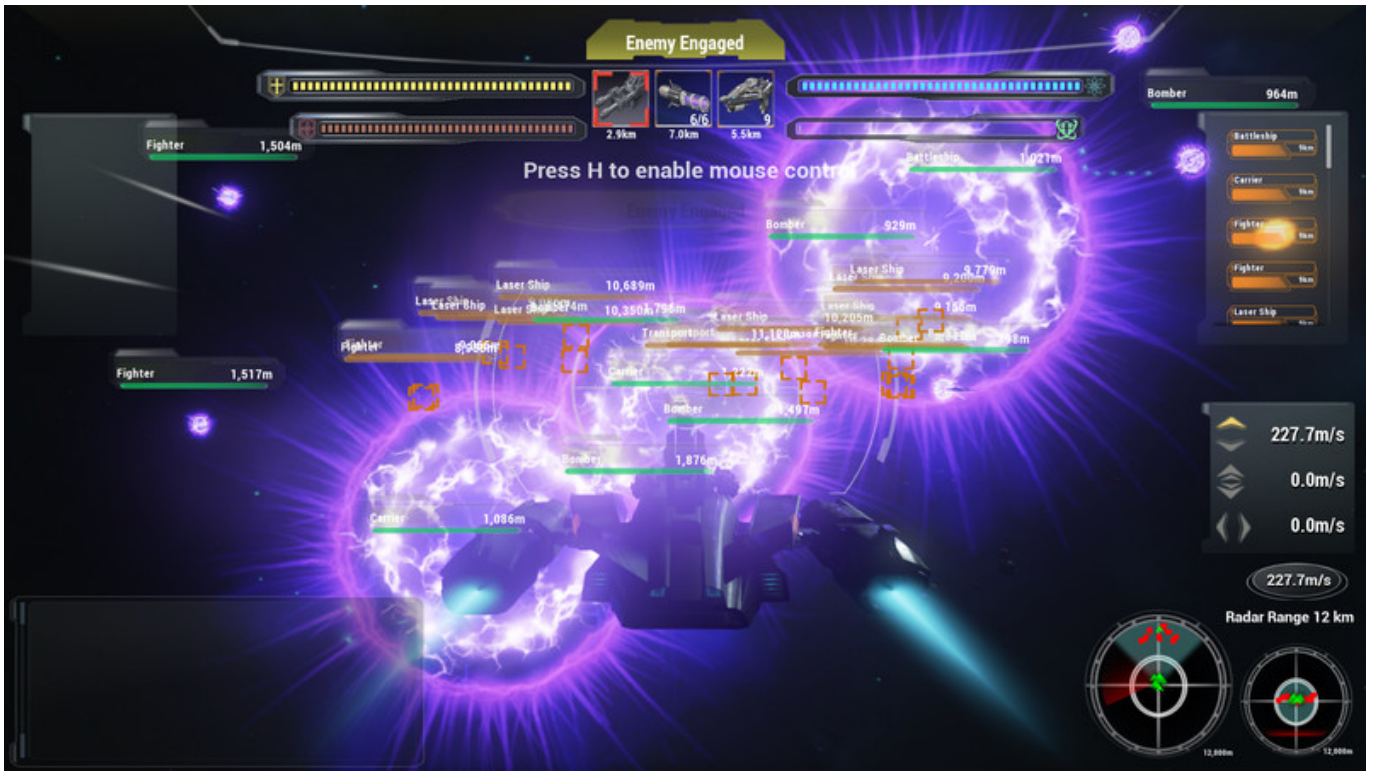
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Title: Magic Duels  
Genre: Free to Play, Strategy  
Developer:  
Stainless Games Ltd.  
Publisher:  
Wizards of the Coast LLC  
Release Date: 29 Jul, 2015

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English,French,Italian,German,Japanese,Korean,Russian,Simplified Chinese,Traditional Chinese







俗话说一寸光阴一寸金。你带领大家在门口卖了一天的呆——  
但是无人来买。

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I barely recommend this game but to be honest - it's really good for newbies like me. The Story Mode and Skil Quests are great to introduce MTG's mechanics. But some issues ruins all game:

- Turn will complete automatically if I have nothing to play. Do you realize that it gives too much info to my opponent?

Especially if I am playing control deck.

- UI is awful. Did you try to rename your deck? As a gamedeveloper myself I can't imagine how did you manage to hide this so good

- UI is still awful. When a spell in a stack you can zoom it to read some information from the card. You have to right'click it and select "Zoom in". My God, it's the only item in this context menu! Why should I select it when I have no other options?

Anyway, all this problems can be fixed and I hope you will do it, community will be thankful (just kidding, community is never thankful). I haven't played this too long yet, but the game itself isn't too bad. It is similar enough to MTG to be worth playing and the in game booster pack system is not outrageously priced (compared to other 'freemium' games out there).

That being said, the game is unstable. Crash errors occur in online and single-player quest modes. The customer Support option in the game only takes you to a page that you need to have a WotC login ID to access.

Fix the glitches and I may reccommend it.

Also, Wizards needs to have a REAL support contact system enabled.. Magic The Gathering is an easy game to learn and a very difficult game to master no matter what version you play (original physical collectable card game or any digital rendition that has been made over the years).

MTG Duels is a free to play game, and even if you stick to playing just the story mode and completing the challenges that the current 7 stories which complement the 7 decks available in the game, it will offer you a good few hours of enjoyable gameplay.

To be honest it offered just as much enjoyment and gameplay as some of the other MTG: Duels of the Planeswalkers games that you have to pay for on Steam.

If you are new to MTG then this is a great way to learn the game and get to grips with the mechanics of the game, and if you are like me and have played MTG on and off for over 18 years, it was a great way to get back up to speed with some of the new abilities introduced in newer decks. The game offers Skill Quests whenever you encounter a card with a new ability and guides you through a simple scenario where you get to see how that ability works.

By playing through the story modes and completing the Skill Quests you will accumulate a reasonable number of in game coins that can be used to purchase booster packs of cards for you to build your own decks from. You can then venture in to playing against friends or matched opponents online, solo battles against AI, and two headed giant duels. This is where the game does encounter some issues. Playing solo against the AI is fine and you can earn more coins depending on the difficulty level of the AI player. The online matched duels unfortunately has issues. The matching is very poor and novice/new players with only a few cards/boosters and relatively weak decks frequently get matched against players that have either played for a considerable

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time and earn a significant amount of coins, or bought coins in game and then spent them on lots of boosters and built fast, powerful decks.

Overall if you take the game at face value and view it as a free to play game that will offer several hours of enjoyable gameplay working through the story mode without having to spend a single penny then it's well worth installing. If you are looking for a challenging game that rewards you for spending a considerable amount of money to be able to purchase new booster packs and build powerful decks with a collection of virtual, digital cards then you may be better looking at playing MTG Online. For me, if I am spending my money on collecting cards then I would much sooner buy the real things, sit around a table with my friends and play a real game of MTG.

#### Pros:

- Free to play
- Great tutorials/Skill Quests that help you learn the game and advanced abilities
- Enjoyable story modeCons:
  - UI could be better
  - Online \u201cmatched\u201d game very poor at finding a matched player
  - Some bugs still exist in the game (but sure they will gradually get ironed out with future updates). Fun and potentially free way to play with some of the cards!. I've been playing this game for a little while now and I've been enjoying it very much! It's easy to pick up and play and new sets are being released in conjunction with the tabletop game, and getting cards in-game is not hard, definitely not a pay to win game, but there are perks such as avatars and card backs that are nice to have. A good game for Magic or TCG enthusiasts!. This game is starting to get better with the recent expansions. Will not replace the full mtg experience though, perfect for casual mtg players like me.. A good first step for Magic players. For a long time it was a fun game with a lot of little flaws; great for scratching that itch to play MtG when I hadn't for about 10 years. The one thing that finally made me quit was the introduction of daily quests with very specific requirements that only work in PvP. Even with a daily quest refresh, this often ends up requiring you to use decks in PvP that are substandard either because they don't fit the meta or you don't have enough cards unlocked to build them.

So, in short, the best way to unlock cards now often depends on already having cards unlocked. In PvP.

I understand this was probably an effort to get people to buy boosters. The game does need to make money or it gets shut down, of course. And while there are things I would pay for, boosters are not one of them. I started playing Duels *specifically to get away from having to pay for boosters. If Stainless wanted to get money from me there are some things they could charge for:*

- *Access to older blocks (i.e. ~\$5-10 for a block that comes with a few boosters, then you have to unlock the rest with earned or purchased coins)*

- *Access to alternate game modes like Sealed (where you don't keep the cards), Vanguard, Commander, etc.*

*At any rate, it's still a better game than Hearthstone.. I recently started getting back into magic after being inactive for around 15 years. However, other than standard tournaments, I don't have many opportunities to play against other players, so I figured I needed an online version of magic to practice. Magic duels is OK to get back into the mechanics and see what other people play, but other than that, it's a HUGE disappointment:*

*- Insane grind. buying boosters as a poor kid in the 90ies (p2w in its pure form) was more fun.*

*- Stupid deck restrictions: rares 2x, uncommons 3x (to keep serious players away or p2w low?)*



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- *Strange format: not pure standard, balance seems off ( banned smuggler's copter still being played, too many cheap removal spells...)*

- *Terrible connectivity: connection losses all the time, dropped players get replaced by AI and most of the time, you have to beat the AI in order to not receive a loss, alt+tab is all it takes to get disconnected, possibly lots of room for exploits. Lags are so hard that often you can't hit the stop button to react to your opponent, which defeats the whole purpose of playing magic.*

- *No possibility to interact with other players: no chat, no trade, nothing. Which might be wise, because...*

- *The duels community equals the bottom of the magic community. You won't find many good matches, real magic fans are probably somewhere else to be found. Often enough, playing a removal spell is all that it takes for your opponent to pull the plug and let the AI take over.... which surprisingly often leads to the AI coming back hard and winning a lost match... and then there are these \u2665\u2665\u2665\u2665\u2665\u2665s just waiting everytime as long as the timer allows (playing a land after waiting for 1 minute) to make YOU impatient and disconnect, giving them a default win.*

- *Always playing against the same decks. Right now: red burn, topters, green ramp, sphinx tutelage. boring.*

- *The campaigns are a joke. The way they try to tell stories is just unworthy of the magic universe. It's nothing but still images and written dialouge, combined with a muted 90ies-style render-cutscene at the end of each campaign. And the stories are just boring. It rather ruins the unvierse for me...*

- *Presentation is rudimentary at best. Graphics are just the cards, a boring table, generic FX like fireballs and lightnings... even tablets could do better. There is only 1 music track playing throughout the whole game and it will drive you insane after the 2nd loop.*

*I honestly can't find a reason to play this other than getting a very blurry first impression of what magic the gathering is and that it's probably best to stay away from it lol. Do yourself a favor and play real magic or Xmage. I honestly can't understand the people giving this a thumps up. Probably the kind of people going to McDonalds when they're hungry and liking every\u2665\u2665\u2665\u2665\u2665\u2665on facebook.... Game constantly getting updates unlike the Duels series, tonnes of active players in PVP.*

*My only complaint is that PVP is being really forced on people, even those who start out if you're trying to just complete dailies. Bulk of the daily quests are "In Versus Battles" which a newbie couldn't really stand a chance against.*

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Fix eldrazi processors \u2665\u2665\u2665\u2665ers.. The game is great. I started playing magic long time ago and now I'm back enjoying it. The only problem is that for new players now you can't get enough coins for buying card boosters from old expansions and create nice decks is really hard.

I payed like 100\u20ac or so but still not close to get 50% of current cards.

Why old boosters don't get a discount? It's a pain. Had a 1 hour game and a bug caused me to lose >:(

Would Not Recommend. if you are into strategic card games along with fantasy then nthis game is for you. i like it, its def a challenge. Great, But the shuffling needs major adjustments. Same with chances in boosters, or the revinue will end soon.

. The game is great, the app is poor

- The animation is pretty time consuming. Even if you turn off all possible animations, there are still some animations left which are really really slow. That is pretty exhausting if you play the whole evening.

- It is still pay to win. The story mode gives you the illusion, that there is a possibility to earn enough good cards to create a good deck, but its still an illusion. Even if you spend some money, it will not be enough. You have to spend a lot or your money is wasted.

- A booster has only 6 cards for a real price of 1.79\u20ac. Thats pretty expensive for a few virtual cards in comparison to a real card booster. The only advantage is, that you cant get cards double. Because of this, it is best to focus on one edition to get at least all good cards from one edition (if you spend tons of money).

-The battle interface is poorly designed. If the developers would have spent half the time they took for animations to create a good battle interface, the gameplay experience would be much better

-You even have to buy your Avatar from a limited selection. There is no possibility to personalize without paying (except you pay the little coins you get from story mode, but then it is guaranteed that you will loose fights without spending money for boosters)

+ It is still magic. The rules are implemented well and the cards look good. Likes:

Interface is nice

Controller enabled

Can be semi-creative with my deck builds while still able to win

F2P. A few things I would Like to point out about this game:

I absolutely enjoy playing magic, and getting to try out different decks is my thing. However, when I try to play with friends, it becomes extremely difficult to connect, especially in Two-Headed Giant. Until this gets fixed, I feel like the game isnt living up to expectations for such an esteemed gaming company

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