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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







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A little background, I am both a big fan of the 'free to play' model as well as the Magic The Gathering card game. I've been playing Magic for about four years now. I've owned a few of the other digital game versions as well as having a few competitive decks in real life as well.

It's been no secret that many people have found the digital series to be pretty hit or miss. I don't know what Wizard's of The Coast does to miss the boat so hard. But I'll first put this review into a technical and then a business sense:

What works about the game:

- Bare bones, the game launches, plays, has a GUI and from what I've seen as of February, very little bugs. It's a smooth experience to start and once you get into the interface it's an enjoyable segue into the game.
- The music as always is top notch. I have yet to see anyone lodge a complaint against the music
- Fair art direction. The cards already have art that they have on file so it's hard to say that they really go out of their way with the art on the cards. However, the 3D cutscenes don't quite match the style of the cards and come off more as a Nickelodeon spinoff of Magic; which, depending on your preference, may be a good thing.
- The deck builder that everyone's been asking for is here. People complain about it not featuring a 'search by name' function. But I truly don't care. If you can remember the picture it takes all of about two seconds. And even if you unlock all the cards, it doesn't hurt to give your other options a browse while you flip to the card you want.

What doesn't work-

Now, before I get into the blemishes, it should be said that I generally enjoy the game but a review in my book is to tell people whether or not the product is worth investing in.

- The RNG. The point of the RNG being so poor is obviously an incentive to get you to buy more and more boosters. Hopefully with your own money. An easy way to observe this is to play the story mode decks. The 'challenge' often doesn't come from having a winnable deck and being forced to outthink your opponent's cards. It's redrawing, and restarting the duel over and over and over until you get a really good hand, (Hopefully with good draws afterward) and sometimes even then, some duels I found were almost impossible to win unless the opponent suffered from several bad draws.
- The Free To Pay model. Now, as I said, I love Free to Play. That's an awesome step forward with games with a competitive environment. I'll talk more about that in a second. But the problem here is that in the competitive side of the game, there's a huge incentive put on buying better cards than everyone else. Keep buy buy buying and hope your RNG gets you better cards than the other guy. A little RNG isn't bad, it keeps things interesting. However, when the incentive is to force the player to spend money when they would rather play with skill, then it's a waste of development time as you'll be seeing diminishing returns on your usage of those features.

What's just in the middle?

Well, between good and bad there's a few things that just sort of fall by the wayside.

- The free cards you earn are not very competitive. Grinding for better cards can be fun. However, it shouldn't be done in the multiplayer against people with better cards, or at the very least not left to RNG boosters. Not necessarily saying that the cards offered from the story should be perfectly competitive, but at least enough (if you've completed the whole story) to be able to play against starting level duelists.
- Lack of dynamic matchmaking  
As far as I can tell, there's not really any matchmaking algorithms in place to match you with people at your skill level. You seem to be matched with just whoever happens to be playing. This results often in playing against other players with much better or much worse cards than you rather than someone who offers a challenge and a fun game.

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-Lack of players

I don't know how many people actually play this game. But I'm judging that not a lot do from how long it can take to matchmake. I guess many people would just rather play the hard-format card game.

Ways to fix it really simply-

1.) First fix and probably most important: specifically two modes that I think will make the game even worth installing-

-Team battle: Basically, five players on each team (5v5) or (4v4) or (3v3) duel it out with premade competitive decks (similar to picking a hero in Dota, each deck has unique themes and abilities and once picked, can't be picked by the enemy team).

This is going to be the main draw of the game. Teams can use game chat to speak to each other, and make tactical decisions.

Suddenly there's a team dynamic, and it's even better than just playing 1v1 with a friend.

-Free battles: These are the current gametypes but reworked. #2 will talk about how to improve this mode. These are duels using decks that you've assembled yourself using the cards that are in the game. However, there can be certain rules applied:

Legacy, Modern, etc.

2.) Observe functioning Free to play systems: perhaps some of the best and most marketably viable free to play models are actually on Steam. Team Fortress and Dota 2 come with their own brand of users and you take them or leave them. Magic is much the same. However to make Magic work as an online game, all the content of the game needs to be free and readily available with balancing patches to control the meta game.

The reason why this works: players can spend more time on the game getting better, and more competitive with the game.

Switching the content you want to buy to cosmetic, makes the game more worth playing.

3.) By switching the focus to cosmetic, people invest more time into the game. As they invest, they spend more. I hate to say it, but Dota found the magic formula. You spend X amount of hours and as  $X + \text{fun} = \text{Financial investment}$ .

Now you may say, but that still applies to this game! However, consider that because it's also pay to win RNG, you've got to face facts and admit that you've also got,  $X + \text{fun} - (\text{loss} \times \text{loss conditions}) = \text{financial investment}$ . The greater the amount of losses, the less likely that user is to spend money on anything in the game. Nobody except a very small handful of people with huge egos will buy boosters just to compete in a pay to win game. It's very niche. The rest of the people willing to buy are hardcore magic fans who are already likely to just buy hard copies of cards.

Ultimately Wizards is in no financial trouble. However, they are walking away from a lot of money with this particular online game. By tweaking their approach by a bit, their financial rewards could be greater.

Players however, if you are a huge Magic fan then you'll love that the game is free to play, but may grow tired of the monotonous grinding for boosters and long loss streaks in attempts to get better cards with less frustrating outcomes.

If you're not a fan of Magic, but a fan of card games looking to install one on steam, then try it out.

If you're not a fan of Magic and can take or leave a card game, then pass. There are plenty of other, (better) free to play games out there.

If the game is updated to a state where it addresses some of its core issues, then I will happily update this review.. Great, But the shuffling needs major adjustments. Same with chances in boosters, or the revenue will end soon.

. Fun and potentially free way to play with some of the cards!. Likes:

Interface is nice

Controller enabled

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

F2P. 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 recommend it.

Also, Wizards needs to have a REAL support contact system enabled.



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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?)
- 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\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-cutsceen at the end of each campaign. And the stories are just boring. It rather ruins the univserse 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 thumbs up. Probably the kind of people going to McDonalds when they're hungry and liking every\u2665\u2665\u2665\u2665\u2665\u2665on facebook.... 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. 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)*

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- *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.. Fix eldrazi processors \u2665\u2665\u2665\u2665ers.. 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.. 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 time and earned 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 mode*
  - Cons:
    - *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). A good first step for Magic players. 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 this game is for you. i like it, its def a challenge. 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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