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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

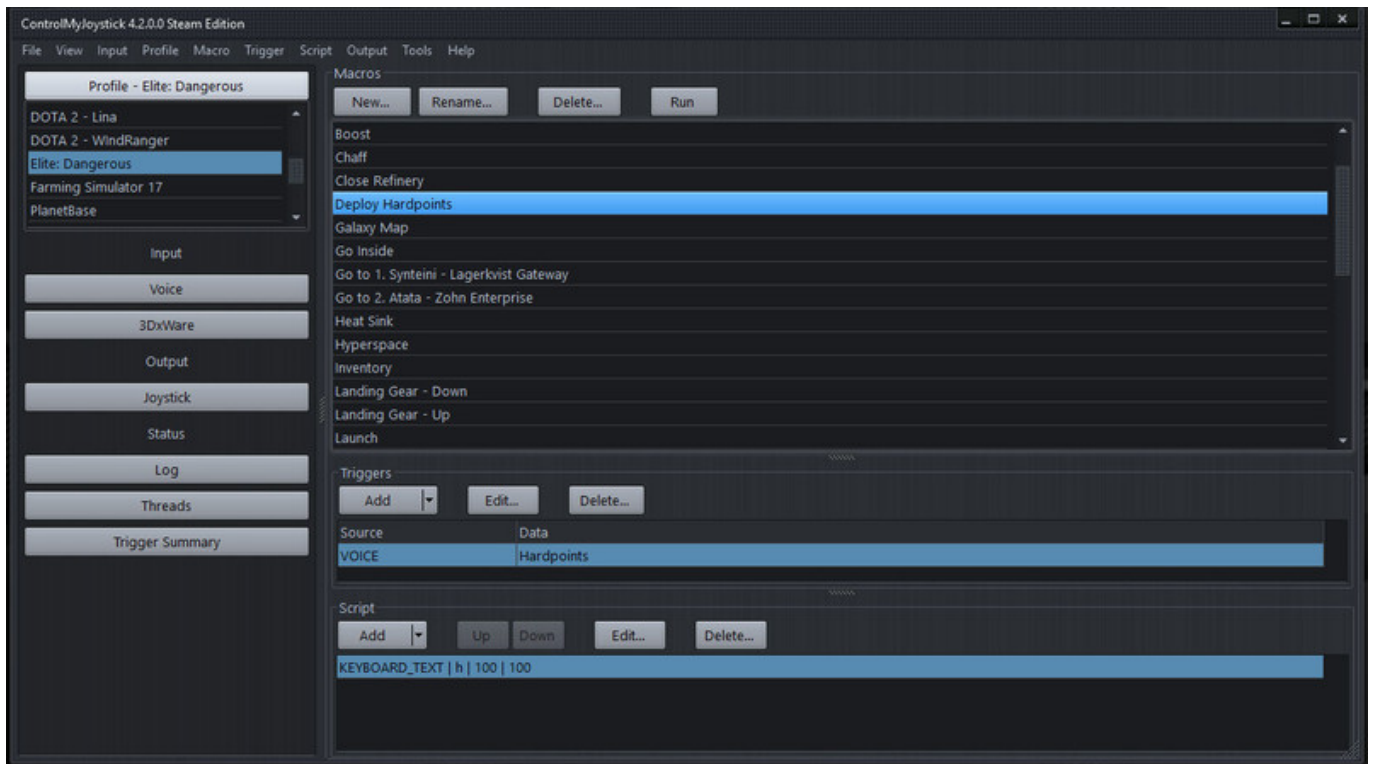
Publisher:

Wizards of the Coast LLC

Release Date: 20 Jun, 2012

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







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4V10

Promising game. Very frustrating. 1st playthrough a vital piece of a puzzle dropped through the floor. Unable to continue. Restart. Second playthrough, dropped another vital piece of a puzzle which I could see on the floor, but couldn't pick up because it was below the floor parameters Steam had set for VR. Restart. Third playthrough. Must keep this vital thing, brought it up to my face to look closely at it, and it pinged off god knows where. There will be no fourth playthrough. This game is broken, and life is too short for this kind of nonsense. Avoid.. There is some roughness, such as the controls, that you have to tank through. They also dont hold your hand so you learn by doing. However, I stuck with it and after I adjusted I had a very good time. The flow of money gets easier later but there always seems to be something to buy so it keeps you busy.. Tea Party Simulator 2015 is just another of those games that you stumble upon in the wrong side of the Steam Store. The game has obvious influence from Surgeon Simulator but instead of making the game more unique and different it instead decides to copy the game entirely and just make the objectives different with terrible controls, graphics, and overall level design. Yet again just one of those YouTube trash games that kids and meme cucks play because they have nothing better to do.

- +Unique and different levels
- +Randomized table
- +Easter eggs
- +Multiple ways to set the table
- +Funny to\u2665\u2665\u2665\u2665\u2665Teddy off
- +Fun to break\u2665\u2665\u2665\u2665\u2665

- Copy of Surgeon Simulator
- Lots of glitchy meshes and models
- Overall no point, at least Surgeon Sim had more to it and felt like an actual game as this just seems like an unfinished project that was published
- Several controls and other items throughout the game aren\u2019t explained how to be used
- Second level is pure aids
- Very random and odd
- Achievements are random
- Only 5 levels
- Super short you could honestly do anything but this have spent your day better than wasting your time and money on this

Like I said and as seen by the other recommended games on this store page, this is one of those games that are super weird and useless to play and are just something to laugh about that someone actually made a game like that and then to continue on with your life. Also the fact that all the negative reviews are the only serious and actually and not like the positive reviews ridden by meme cucks. I don't even know why I bought this in the first play and also the \u2665\u2665\u2665\u2665ing game has trading cards which is another money grab cuck move. This game is boring and so short it isn\u2019t even worth playing, honestly any game besides this is better and more importantly I would rather play through Surgeon Simulator again and again rather than play this garbo.. A great visual novel that deals with depression. There are some NSFW scenes, but they do add to the plot. Well worth the price.. Very fun! Really like managing the dwarves. They are kinda cute.

Management games are always hard to get at first for me.

But this one is well organized with good tutorial.

I can learn how to manage the game step by step!

But the sound really surprised me at first and annoyed me until now.
I like playing it with the sound off.
Also, there's a little bug.
Sometimes the dwarves don't work as I told them. And I cannot play anymore.

#1 Boring

#2 Way 2 easy

#3 Menu has a bunch of buttons, none of them with any description\text\icons, you have to guess.

#4 WHY ?. Beautiful. Just beautiful. I have not seen such an intelligent way of telling a story with characters so rich in humanity.

To put pride, greed, fear, jealousy in the characters and at the same time justify these emotions as "just human", is out of pure genius.

10/10.. Perhaps you're reading this review because you played the first Drizzlepath and would like to evaluate the sequel.

If you expect them to be remotely similar, then you will be disappointed; the only similarity the two share is horribly forced voiceover and disjointed, pseudomystical narration. But I hope you're not trying to play this game for its narrative quality. If you played its predecessor, you know not to expect. You're expecting a gorgeous walking simulator with refined graphics and intuitive controls and logical design.

Again, you will be disappointed.

The graphics, even on maximum settings, appear so overcooked that you would be better off buying Morrowind (the original).

Really you would, because not only does it have equivocal graphics; it has actual gameplay, intuitive controls, voice ACTING, an appreciable narrative, and Player Models (which were very impressively present in the first Drizzlepath, but in Genie, you are an immaterial set of eyes).

It's a horrible game. I couldn't put myself through more than 40 minutes (and 20 of those minutes were me seeing if any of the controls made the menu cursor move at more than 2 fps).

It's horrible. A massive letdown on Bodur's part. Buy the first game if you want a good walking simulator. (Or just spend the extra change and buy Morrowind).. I can see how this game might be difficult to play with a regular controller, I didn't really like that control option with my Touch. Would like to see an open air location -- something with a lot more room to fly.

. Truly breathtaking game.... Where is it? I bought the OST, but can't find the \u2665\u2665\u2665\u2665ing thing, to play it :(. Very nice and simple solitaire game.

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