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## Magic manastrike deck builds

While it's fair to say that the grandfather of all collectible card games, Magic: The Gathering, didn't always love grandly on mobile, one thing you can't deny is that he keeps coming back in new forms. With Magic: ManaStrike (Free), Netmarble could finally hit on a way to keep the taste of the brand completely intact while presenting its characters, creatures and traditions in a cool new way. This is not to say that ManaStrike is built around some revolutionary mechanics because it's a real-time, live PVP strategy game – basically a mobile MOBA (which is always fun to write or talk about). But it's a very well-designed example of your genre, pulled off by the elegant trick of being both simple and deep, and you don't even have to have any prior M:TG knowledge to get it. We're going to get you to squeal some spells and call some Planeswalkers, okay? How to play Magic: ManaStrike - Basics of Magic: ManaStrike features fast and relatively short PvP matches against other players. Both you and your opponent have decks of cards (appropriately) that are based around Planeswalker, a powerful spellcaster that is consistent with one or more different types of Mana, and can only use cards of these types. Planeswalkers are actually your leader on the field, and when they are strong, they are not invincible. You can summon a Planeswalker simply by dragging them to the box – you'll find their tab on the left side of the bar at the bottom of the screen. Once planeswalker is in the game, their card is replaced by a skill that you can also drag into the game to activate. While planeswalkers are not worth mana summon, you can only put up a battle three times during a normal game and once during ManaStrike, which we will have for a second. The goal of each three-minute battle is to outnumber the opponent by destroying one or more of their guards. Here's where people who have played MOBAs will feel comfortable with ManaStrike because the playing field is split into two lanes, up and down, with the Guardian sub (which besading like a turret so it moved attacks on your units) guarding each one. There's a stronger Chief Constable behind them. The destruction of the Sub Guardian earns you one point, while the Chief Keeper is worth two points and eliminates it automatically wins the match. As you might guess, your Planeswalker alone is not enough to win the day, which is where the rest of your cards come from. You'll see them sorted at the bottom of the screen: From your deck of seven cards, four will always be available at any given time, and a fifth all the way to the right let you know what the card is coming next after you've played one of your hands. The bar under the cards complements over time and tracks the amount of Mana you have – no need to worry about tapping the land here. Each card costs a certain amount of Mana to play, which is clearly displayed in his portrait. Assuming you have enough Mana, you can play any of your four available simply by dragging it to the playing field. When your planeswalker is active, you will be able to summon other creatures and place them anywhere near your leader (and the game is pretty clear where possible). Otherwise, you will need to drop them on your own side of the board, near the subseed or the chief constable. Some cards are attacks or effects instead of creatures, and display the area or radius of the screen as you drag them to show where they will take effect, and simply drop them where you would like them in the game. If no one wins the battle in the first two minutes, it's ManaStrike time! For the last 60 seconds, things get really feverish as Mana complements at an accelerated pace, which if you've played games of this type before, shouldn't catch you guard. The key here is that each player gets another Planeswalker card during ManaStrike as well, so even if you've used all three, you'll get one more chance to use them - or another backup if you still have some of your first three at hand. How to change cards and build multiple packages even at the beginning of your Magic: ManaStrike journey, you will be able to choose from five different decks based around five starter planeswalkers – one for each Mana color. You can access them by tapping the Tab button on the main game screen. The game allows you to save five different packages at any given time, and you can cycle between them by clicking on a small number of buttons once in the 'Card' menu. To edit a package, you can swap planeswalker by tapping their portrait and selecting a new one from the screen that looks like this: Changing other cards is as easy as moving a new card from the selection shown at the bottom of the screen to the one currently in the deck you want to replace. Usefully, ManaStrike only displays the cards you own that are legal in the deck you are currently viewing, so there is no doubt about what you can or can't use. Bonus tip: Pay attention to the average Mana rating for your deck while playing with the deck structure that appears on the right side of the screen. As card game players know, you don't want too many cards with high mana costs because you find yourself unable to play anything at a certain time, and a delay before you can act again can spell doom. It is possible to make some decks with high average mana evaluation work, but each card must be very efficient and can be more difficult to handle for beginners. So if your package seems to be losing frequently, lowering this score by being replaced in some lower cost cards is a good place to start tinkering. Do you have any favorite cards? You can make them even stronger by collecting duplicates and then spending gold to level them up. He's a pretty ordinary mechanic in both card and mobile RTS titles and should feel pretty familiar to most players. Rewards and so on: How to get free cards in plain old Magic: Gathering how well you depends on your access to larger cards. You still need to know how and when to play, but more options generally means a better chance of success. That's not quite true in ManaStrike, simply because there's a much smaller pool of total cards and the matchmaking system ensures they usually won't face off against players with tomb of multiple cards. Restrictions on the construction of decks also help in this respect. Still, you'll want more Planeswalkers and cards because part of the fun is releasing as much as possible and having the widest possible selection of game styles. The good news is that you can get more cards simply by playing. For starters, the game offers rewards after the battles you win that come in the form of booster decks of cards that give you a few cards and gold (which you need to level up the cards and make them better). You can work your way up to better reward boosters, but there's a daily limit if you decide to spend gems, premium currencies, to renew. Magic: ManaStrike also uses a seasonal system that pays rewards as you go and for your season-ending rank. If you tap the star symbol just below the profile name in the upper-left corner of the game screen, you'll see your current rank and rewards that you can earn with further progress. Each victory will get you points to potentially improve your rank, but losing (after you've reached a certain rank) to reduce your point total, so winning more than you lose is key. There's also something called magic pass, which is almost a requirement for PvP-style games of all kinds these days. Magic Pass also focuses on the season-based format, but has its own way of watching how you thrive called Spark. Inflict damage on enemy Guardians earns more spark, up to the maximum amount each day, and you can also complete quests to earn more. Tap the Magic Pass icon to see the currently active tasks and where you can get more cards and boosters. You may also notice there is a paid layer for magic pass, and you can thank Fortnite for making this trend in gaming so popular. The top row of the chart contains magic pass rewards that you get for free only while playing, and the bottom line is what you get if you pay for magic pass. Our focus is on free, but just know it's an option if you find that you love ManaStrike and plan on playing daily. Bonus tip: Pay attention to the events of both active and passive varieties as another way to catch some free cards. The 'Event' tab on the main screen unlocks when you reach a rating of 3 as a player, and provides several different twists and turns on a normal game and other loot you can win. These modes are just about for a limited time each, so check out what's popping up before they turn out. If you go to the main navigation menu, you will also find the Event option, which is worth investigating. For example, at launch was a 7-day check-in calendar for new players, which culminated in gold on the seventh day, all for free. Free.