



# HowestStone Rules Cheat Sheet

HOWEST EDITION

Project I | ProjectManagement | 12 feb 2018

HOWESTSTONE

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## GAME FUNDAMENTALS

### Turn based

- Max 50 seconds per turn, auto end when done.
- Turn can be terminated prior to end time by player.
- First turn randomly decided. Player with second turn gains special 'Coin' card.

### Hand

- ✓ Starting hand draws 3 cards from deck .
- ✓ Subsequent turns: single card draw (unless modified by abilities).
- ✓ 10 cards in hands maximum. If hand > 10 => subsequent draws "burn" drawn cards.

### Mana

- ❖ +1 / turn
- ❖ 0 mana @ start of game, 1 mana first turn.

### Deck

- 30 cards (exact match, no more, no less).
- Max. 2 same cards, except for Legendary, max.
- When deck is empty, upon next draw +1 damage (stacking every turn).

### Cards

- Mana cost
- Possible abilities
- 2 types: spells or minions
  - ✓ Minion cards
    - ❖ Suffer from summoning sickness (unless overridden by ability)
    - ❖ Have health and attack value
    - ❖ Can have abilities
    - ❖ Can have type
  - ✓ Spell cards
    - ❖ Cast an effect

### Possible abilities

- ✓ Battlecry
- ✓ Charge
- ✓ Stealth

- ✓ Divine shield
- ✓ Deathrattle
- ✓ Freeze
- ✓ Taunt
- ✓ Enrage
- ✓ Windfury

## Weapons

- ❖ Damage minion or opponent
- ❖ Can have abilities same as other types of cards

## Heroes

- 2 different classes from 6 possible choices (see HOWEST limitations).
- Each class has a different ability, costing 2 mana.
- Each hero starts with 30 health

## Board

- Max. 7 cards simultaneously on each side

## Deck builder

- ✓ All cards are supplied.
- ✓ Allows for correct deck building according to limitations.
- ✓ Does NOT copy HearthStone layout -> create your own user-friendly UI