



Hearthstone is a turn-based, 2-player card game based on the famous Warcraft universe. Each player takes control of a popular hero from the Warcraft universe. Based on the chosen hero, each player is dealt a deck of cards. Over the course of the game, each player should use their cards to defeat the opponent's hero.

Gameplay

Game Setup and Start

Like most card games, each player starts the game with a deck of cards. The deck of cards consists of special cards that depend on the player's chosen hero as well as other general cards.

Initially, all cards are face down. The player who will start the game is randomly chosen. He/she draws three cards from his deck while the other player draws four.

Each player has the following:

- A deck of facedown cards
- A hand with still unplayed cards: this consists of both minions and spells. Each player can keep up to ten cards in his hand. If the player draws a card while his hand contains ten cards, the drawn card will be burned out and the player will not be able to use it.
- A field that contains the minion cards that the player has already played from his hand.

Mana Crystals

To be able to play any card, a special resource, namely *mana crystals*, is needed. Each player has his/her own mana crystals and each card has a specific mana cost. The player cannot play any card unless the card's cost is less than or equal to the mana crystals the player has. When the player plays a card, this card will consume its cost from the mana crystals of the player. In each turn, one player can play as many cards as he wants as long as he has enough mana crystals to play these cards. After that, the

player can end his turn and his opponent will start his turn. The game will keep going back and forth until a player is able to defeat the other one.

Each player starts with one mana crystal. The player can totally or partially use them by playing cards from his hand that he has already drawn before from the deck. If a player ends his turn with any unused mana crystals, these unused crystals will not carry over to his following turn.

At the start of each player's turn, the player will draw a card from his deck and his mana crystals balance in the new turn will be his mana crystals balance he started with in his previous turn plus one. The maximum number of mana crystals a player can have in his balance is ten.

Game End

The game ends when one of the two heroes is defeated by making its health points reach 0. The remaining hero is thus the winner of the game.

Card Types

There are two types of cards, Minion cards and Spell cards. Any card in the game has certain attributes/features. These features are:

- Card name
- Mana cost: The number of mana crystals the player must have to be able to play this card.
- Rarity: An indication of how precious this card is. The more precious the card is, the more powerful it is. There are 5 different rarities in the game ordered from the least precious to the most precious: *basic*, *common*, *rare*, *epic*, and *legendary*. Any deck can include up to two copies of any card except for legendary cards which the player can only have one copy of.

Minions

Minions are a type of cards that represent creatures that the hero summons either to attack the opponent's minions or the opponent hero.

Besides the common attributes of all cards, minions have the following extra attributes:

- **Attack:** a number representing how much damage will this minion inflict to the attacked target (either another minion or a hero) or to the attacker.
- **Health:** a number represents how much damage the minion can receive before he dies and gets removed from the field. The minion will keep losing health when he attacks/ gets attacked until it reaches or falls below zero. If so, the minion dies and gets removed from the game.

When a player plays a minion card, it will be added to his field. Each player can have up to seven minions in his field after that, he cannot play any more minions until one of his seven minions die and empties a slot for the new minion.

By default, the player cannot attack with any minion the same turn it is played. He has to wait for at least one extra turn to be able to attack with it.

Some types of minions can have some extra feature/s that affect other game elements

- **Charge:** minions with charge do not need to wait a turn to be able to attack. They can attack in the same turn they are played.
- **Divine Shield:** minions with a divine shield are not affected by the first hit/damage they receive, regardless of the attacker. After the first attack they receive, the shield will break and they will normally receive damage.
- **Taunt:** minions with taunt protect their other friendly minions (minions belonging to the same hero) and the hero that owns them. This means that if a hero has a taunt minion(s), he and his non-taunt minions cannot be attacked by the opponent, as long as he has taunt minion(s) on his field. The opponent has to kill all taunt minions first before he can attack him or his non-taunt minions.

There are minions that can be obtained by any hero (neutral minions) and minions that are specific to some heroes that no other hero can own.

Spells

Spells are magical abilities that the hero can use to affect minions or heroes. Unlike minions, spells are hero-specific. There are no spells that can be used by all heroes.

There are five different types of spells depending on what the spell can affect. These types are:

1. **Minion Target** spells that affect minions.
2. **Hero Target** spells that affect heroes.
3. **Field** spells that affect the player's field.
4. **Area of Effect** spells that can affect both player's fields.
5. **Leeching** spells that damage minions while healing its user.

Note that some spells can have more than one type, e.g. there are some spells that are both minion and hero target spells.

Heroes and classes

The Warcraft universe has many heroes. Some of them are good while others are evil. Each hero has a certain amount of health points. The first hero to make the other opponent's health points reach zero is the winner.

Each hero has a specific proficiency (**class**), distinguishing him/her from other heroes. According to the hero's class, each hero has a special ability (**hero power**) that he/she can use once per turn. Using the hero power will always cost 2 mana crystals.

In this game, we will have five different classes with each class represented by an iconic hero with its specialization.



Mage

Mages are masters of all things magical, they can summon balls of fire, bolts of ice and even pure arcane energy to sear and destroy their opponents. Mages excel at instant damage spells, whether blasting enemies from the field of battle one by one or wiping out whole armies with a single area of effect attack. Mages are also masters of control, able to freeze enemies in place with explosions of frost, or transform them into powerless sheep at will.

Famous mages in the Warcraft universe: Medivh, his student Khadgar and Archmage Antonidas.

The mage class is represented by the legendary Jaina Proudmoore.



Hunter

From an early age the call of the wild draws some adventurers from the comfort of their homes into the unforgiving primal world outside. Those who endure become hunters. As masters of their environment, hunters are able to slip like ghosts through the trees and lay traps in the paths of their enemies. These expert marksmen drop foes dead in their tracks with flawless shots from a bow, crossbow or rifle. With the ability to wield two weapons simultaneously, hunters can unleash a flurry of blows against anyone unfortunate enough to stumble into close combat with them.

Famous hunters in the Warcraft universe: The Windrunner sisters Alleria, Vereesa and Sylvanas.

The hunter class is represented by the BeastMaster Rexxar



Paladin

This is the call of the paladin: to protect the weak, to bring justice to the unjust, and to vanquish evil from the darkest corners of the world. These holy warriors are equipped with plate armor so they can confront the toughest of foes, and the blessing of the Light allows them to heal wounds and, in some cases, even restore life to the dead. The Light grants paladins additional power against the undead and demons, ensuring that these profane beings corrupt the world no longer.

Paladins are not only zealots, but also guardians of the righteous, and they bestow blessings on those the Light would shine upon. The Light radiates from paladins, and worthy allies who stand near them are emboldened by its power.

Famous paladins in Warcraft universe: Tirion Fordring, Bolvar Fordragon and Turalyon

The paladin class is represented by the first human paladin, Uther the Lightbringer.



Priest

Priests are masters of healing, and can heal themselves and their minions through their Hero Power and a range of healing spells, as well as boosting minions' health. Priests are capable of strong defensive play, keeping a handful of minions alive against all odds, and quickly regenerating defenders between rounds.

However, these masters of the light also have their shadow side, and priests also command a number of darker abilities such as the shadow word abilities.

Famous priests in the Warcraft universe: Tyrande Whisperwind, Prophet Velen and Archbishop Benedictus.

The priest class is represented by Anduin Wyrnn, King of Stormwind.



Warlock

In the face of demonic power, most heroes see death. Warlocks see only opportunity. Dominance is their aim, and they have found a path to it in the dark arts. These voracious spellcasters summon demonic minions to fight beside them. Warlocks can ignite distant enemies in searing flames, send them fleeing in terror and pain, or afflict them with corrupting diseases and curses that steal the victim's vitality.

These practitioners of the profane are feared across the universe, and many who have felt their wrath now prefer to fight alongside a warlock than against one.

Famous warlocks in the Warcraft universe: Archimonde, Kil'jaden and Ner'zhul.

The warlock class is represented by Darkness incarnate Gul'dan