



HEARTHSTONE

HEROES OF WARCRAFT™

By AbhiTechGames

Overview

Hearthstone is a Multiplayer Card Game played between two player in an arena where both player have a HERO & one's need to Destroy the HERO of opponent player in order to win the Match.

Target Audience

- Players who like Strategy Games.
- Players with age of 18 - 30 years of Age.
- Players who love Card Games.

Gameplay

Before Starting a match player need to Select a specific Hero, (each Hero have its own Ability, *more about Hero's abilities in upcoming slides*) & set of cards which player wants to use during the battle with opponent.





Match just got started...

The System will randomly choose who will get the opportunity to first use his/her cards, The player who will go second will get an **MANA Card**

MANA - This is a Special Crystal used by Players to Draw cards, In more detail at every turn player will be allocated a certain amount of **MANAs** and whenever player draws a card there is a certain Mana Cost of that Card that got deducted that time, For Eg : If Player Currently have 5 **MANAs** then he cannot draw a card with a Mana Cost of 6 or more

CARD TEMPLATE



2 Types of Cards



Minion Cards :

They have a Attack and Health Value. They can also have a special ability & They remain in the battle field when minion card is drawn by the player

Till they are alive they can attack the opponent player Minions or Hero & Fight for their Hero



Spell Cards :

They don't have a Attack and Health Value. They have a special ability & They get destroyed after using their ability when spell card is drawn by the player

Fight of Minions

Here is How the Minions attack the minions/hero of Opponent.

Player Simply Drags the minions card on the Minion/Hero of opponent team which he wants to deal damage,

Let's say we are attacking the Minion of opponent (not the opponent hero)

If Our Minion have a Attack value of 3 and Health of 2 and Opponents Minions have health value of 3 and attack value of 2 then Our Minion deals damage of 3 to opponent's minion health (which is 3) means Health turns 0 and hence Opponent minion dies, but opponent minion also have a attack value of 2 so Minion which attacked the opponent will *also take damage of 2 and hence Minion health turn down to 0*(which were 2 before attack) [See diagram in next slide for better visualization]

Minions Attacks Workflow



Opponent Minion



-3 Damage to Opponent Minion

Get -2 Damage in return



Our Minion

Win Scenario

Defeating/Destroying Opponent's Hero is Path for Success in a Match.

Each Hero can have a Max Health of 30.

Just Take down opponent hero's health to Zero him by Attacking through Minions or Spells and Match is yours !

If your Hero's health goes down to Zero then no one can stop you to Lose

