

About Hearthstone

Hearthstone: Heroes of Warcraft is an online free to play collectible card game developed and published by Blizzard Entertainment. Released in March 11, 2014, the game allows the players to collect cards based on Blizzard Entertainment's Warcraft franchise by buying card packs either with in-game currency or real money. The player can then assemble a deck out of their collected cards and duel against other player's online.

About Cards

Every card in Hearthstone has a rarity associated with it: **free** (cards which are automatically included in every player's collection or received when the player levels up a class or beats an adventure boss for the first time), **common**, **rare**, **epic** and **legendary**. Cards received from card packs are of a *common* or higher rarity; the higher the rarity, the more unlikely is the chance to receive them. Every card pack is guaranteed to have at least one card which rarity is *rare* or higher. The cards received from the packs have a small chance of being **golden**. Golden cards have golden borders and the card art has animated features, so gameplay wise they offer no advantages compared to the regular cards. Players can also craft specific cards with the use of **arcane dust**, which can be received by breaking down cards or at the end of an arena run.

About Decks

When creating a Deck in Hearthstone, the player must choose a class for the deck. Currently there are 9 different classes in Hearthstone: **Druid**, **Hunter**, **Mage**, **Rogue**, **Paladin**, **Priest**, **Shaman**, **Warlock** and **Warrior**. Each class has their own *Hero Power*, a unique special ability. After choosing a class, the player has to pick 30 cards to assemble a playable deck. The Player may use class-specific cards and neutral cards, which are available to all the classes. The deck can only contain 2 copies of a specific card (golden and regular versions of the card are considered the same, so the player cannot use golden cards to circumvent the 2 card limit.), with the exception of cards with *legendary* rarity which are restricted to 1 copy per deck.

About Matches

The match begins with the players drawing 3 cards and the game flipping a coin which determines the turn order. The winner of the coin flip gets to play first each round (a round consists of 2 turns, each player having one turn.), while the loser gets a 4th card for his starting hand and **The Coin**, a special card which allows the player to gain an extra mana crystal for the duration of a single turn. The players may choose to reshuffle any number of

cards in their starting hand back into the deck once, and draw new ones to replace them. Each round the player's **mana** crystals increase by 1 up until the 11th round, when no new mana crystal is gained. More mana allows the players to play cards with higher mana cost and more cards per turn in general. For example at round 7, the players can play a single card with a mana cost of 7 or play 2 cards with mana cost of 3 and 4. Mana crystals are refilled at the beginning of each turn, so the players don't have to worry about conserving mana.

The player wins a match by reducing the opponent's hero's (avatar representing the deck's class) life points below 1, or if the opponent leaves the match either by their own volition or due to connection issues on their side. A tie occurs if both player's heroes' life points drop below 1 on the same turn, both players disconnect due to server issues, or the game reaches round 90 (a feat which is impossible without specific decks and both players' co-operation). In the arena a tie counts neither as a win or a loss, so the player's score remains unaffected. A loss occurs if the player's hero's life points drop below 1, or if the player opponent leaves the match either by their own volition or due to connection issues on their side.

About the Arena

About Drafting an Arena Deck.

Arena is an alternate game mode in Hearthstone. In the arena the player is first given a choice between 3 random classes. After the player has chosen a class, they must draft a 30 card deck out of 30 different picks which allow you to choose between 3 cards. The card choices given in these picks are always the same rarity, with higher rarity cards having a lower chance to appear. The 1st, 10th, 20th and the final 30th pick are guaranteed to have cards with *rare* or higher rarity. The cards offered in the drafting phase are not dependent on the player's card collection, so the player can be offered cards which they have not obtained yet.

After the player has finished drafting their deck, he can now start playing against other players and their drafted decks in the Arena. The player may use the deck until he wins 12 matches or loses 3 matches, after which he has to pay either with real money or the in-game currency to draft a new deck if the player wishes to start a new arena run.

About Receiving Rewards in the Arena

After the player's arena run ends from either getting 12 wins or 3 losses, or if the player retires their deck, the player receives their rewards. Every arena run automatically includes 1 card pack, with the other rewards varying. Alongside the default card pack, a player may receive **gold** (the main in-game currency), **arcane dust** (the other in-game currency used to create new regular or golden cards), **regular- and golden cards**, and even **extra card**

backs. The more wins the player got, the better are the rewards. A table of possible rewards for each win amount is available at the [Hearthstone Wiki](#).