

# HEARTHSTONE™

HEROES OF WARCRAFT™



GAME APK,  
CHARACTERS, DOWNLOAD  
GUIDE UNOFFICIAL

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# Hearthstone Heroes of Warcraft Game Apk, Characters, Download Guide Unofficial

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# Getting Started

Hearthstone is a free-to-play trading/collectible card game. If you've played trading card games (TSGs) before, for example Magic the Gathering, you'll know the basics of playing Hearthstone. Don't worry if you're new to TCGs because the tutorial that Hearthstone provides players with is extremely helpful and easy to understand.

While playing against all AI opponents, you'll earn all of the card you need for your 'basic' deck to be complete. To play against new AI opponents, simply switch your Hero class and earn the basic cards for all classes.

To get more cards, you can get a booster pack which contains 5 random cards

(which includes a minimum of 1 'rare' card) which grants you better cards than the basic set. You can earn or purchase the booster packs in the game.

Players can then create a deck of cards based on a theme (in this case 'Hero') and then play against real players or AI. Battles can take place in various modes, which are:

## **Practice Mode:**

Allows you to play against the computer AI. This is a great way to learn about your cards, decks, and various situations. Practice Mode can be played in two difficulty levels – Regular or Expert.

## **Play Mode:**

You can play against real players in this mode, so make sure that you read this guide first and then build a deck of your own instead of the game's default deck. In play mode, there are 2 ways to play—casual play and ranked play. If you're a beginner, it's best to opt for the default casual player option. Once you familiarize

yourself with the game you can switch to ranked play.

### **Arena Mode:**

This mode is quite similar to 'drafting' in your traditional CCG's. You'll be presented with a choice between 3 Heroes. You'll then need to build a deck on the fly. You must pick one card out of a selection of three, until you have a full deck.

Then you'll be matched against players who have also built a deck on the fly. You'll keep using your deck until you've reached 3 losses. You'll then be rewarded according to your performance.

Since you must choose random cards and Heroes in Arena mode, it's very important to familiarize yourself with the game before playing Arena mode. Every Hero has a unique play style, so make sure you familiarize yourself with individual cards while building a deck for the Arena.

# Hero Classes

When you build a deck, select a Hero class to center the deck around. The Heroes and corresponding WoW classes in the game are based on Warcraft lore characters. Cards in your deck are similar to abilities that every class would have in the universe of WoW.

**Jaina Proudmoore's Hero Ability** - Fireblast: 1 damage is dealt to a character (hero or minion), and isn't restricted by Taunt Minions.

**Anduin Wrynn's Hero Ability** – Lesser Heal: Heals targeted heroes or minions by 2 health. If Auchenai Soulpriest is on your board, the Hero Power will deal damage rather than healing.

**Gul'dan's Hero Ability** – Life Tap: 2 damage is dealt to the Warlock, and a card is drawn. If the Warlock is only at 1 or 2 health, Life Tap will immediately kill them.

**Uther Lightbringer's Hero Ability** – Reinforce: A Silver Hand Recruit is summoned which counts toward your Summoned units, so effects like the Knife Juggler will be set off.

**Garrosh Hellscream's Hero Ability** – Armor Up!: Gives your Warrior 2 armor and stacks indefinitely.

**Malfurion Stormrage's Hero Ability** – Shapeshift: Gives your Druid an extra 1 armor and 1 attack per turn. The armor lasts until it's broken, but the attack only lasts for a turn. The druid can attack enemy heroes or minions, but is restricted by Taunt.

**Rexxar's Hero Ability** – Steady Shot: 2 damage is dealt to the enemy hero, but doesn't target enemy cards. This isn't restricted by Taunt.

**Valeera Sanguinar's Hero Ability** – Dagger Mastery: A weapon with 2 durability and 1 attack is created for the rogue, which can attack both enemy heroes and minions but is restricted by Taunt.



**Thrall's Hero Ability** – Totemic Call: Randomly summons one of four possible totems. Since a totem is regarded as a minion, it counts toward spell effects that summoned units trigger, like the Knife Juggler. Shamans can't have more than a single totem type on the board at one time. Shamans can summon 4 different types of totems:

Stoneclaw - 0/2 with Taunt

Wrath of Air - 0/2 with +1 Spell Damage

Healing - 0/2 totem, heals 1 health of all friendly minions at the end of the

Shaman's turn.

Searing - 1/1 totem.

# Player's Guide

Before accessing many features of the game, you must complete the tutorial. We also recommend that you DO NOT do the following:

## **Spend your Gold:**

During the tutorial, you'll start to earn some gold—don't be tempted to spend it! It's best to wait to spend your gold until you've finished reading our guide and understand the game better, including the ways gold can be spent, and how to earn more.

## **Craft or Disenchant Cards:**

It's not recommended to create or disenchant cards at this point of the game. Once you've familiarized yourself with the game, the cards, and deck building you can start by checking out our guide to disenchanting.

## **Enter the Arena:**

After all of the classes are unlocked, the arena feature will also become available.

The first Arena game is free, but it's not recommended that you play in the arena yet (even if you're using your free invitation).

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