

AUTO-GENERATED TRANSCRIPT OF <https://www.youtube.com/watch?v=CVZ4qyx-c2o>

00:00

what's up guys it's me Jeremy and today

00:02

I'm going to teach you guys how to play

00:03

hearthstone hopefully they should also

00:05

hope you guys watch the game too

00:06

hearthstone is an awesome card game that

00:09

is fairly simple to understand let's get

00:11

started

00:12

so hearthstone is a card game where the

00:15

goal is to kill your opponent's hero

00:16

each hero has 30 life and once it gets

00:19

to zero or below they die and the

00:21

opposing player wins the game this is

00:24

done by playing cards and slowly

00:25

reducing your opponent's life some cards

00:28

can combo for massive damage but that

00:30

doesn't happen too often each player

00:32

plays one of nine different heroes the

00:35

mage paladin shaman warlock rogue priest

00:39

druid warrior or the hunter and yes both

00:43

players can play the same hero so

00:46

hearthstone uses a mana based system

00:49

each player starts with zero mana

00:51

crystals and gains one each turn

00:53

including on the first turn so you'll

00:55

have one mana crystal on your first turn

00:57

the mana crystals cap at a maximum of

01:00

ten you use these mana crystals to play

01:03  
cards and your mana restores to full  
01:05  
each turn each card costs a certain  
01:08  
amount of mana which can be seen in the  
01:09  
top left of a card there are ways to  
01:12  
gain mana but usually you can only use  
01:14  
the mana crystals that you gain normally  
01:15  
in hearthstone there are three basic  
01:18  
types of cards creatures weapons and  
01:20  
spells creatures have a certain amount  
01:23  
of attack represented by the sword on  
01:25  
the bottom left corner and a certain  
01:27  
amount of health shown by the droplet on  
01:28  
the bottom right corner creatures can  
01:31  
attack other creatures or the enemy hero  
01:33  
but they must wait a turn after being  
01:35  
played before attacking when someone  
01:38  
does battle with the creature they deal  
01:40  
their damage in addition to receiving  
01:42  
the damage that the creature they  
01:44  
attacked does for example if my creature  
01:47  
has five health and five damaged and my  
01:49  
opponent's creature has five health and  
01:51  
nine damage if one creature attacks the  
01:54  
other both creatures would die since  
01:56  
they both take five damage and then they  
01:58  
would be removed from the field  
01:59  
creatures remain on the field in the  
02:01  
main area that you see until their

02:03  
health is reduced to zero or below you  
02:06  
can play up to ten creatures on your  
02:08  
side of the field creatures often have  
02:10  
some abilities which I will go over late  
02:12  
heroes cannot normally attack unless you  
02:15  
equip a type of card called a weapon  
02:17  
weapons have an attack value and a  
02:20  
durability value shown in the left and  
02:22  
right corners respectively every time a  
02:24  
hero attacks with a weapon it loses one  
02:26  
durability  
02:27  
now spells are a little bit simpler  
02:30  
they simply just enact the effect they  
02:32  
say on the card they range from effects  
02:34  
such as dealing damage to healing to  
02:36  
summoning creatures to all sorts of  
02:37  
various abilities in addition to these  
02:39  
cards each hero has a unique class  
02:41  
ability these abilities always cost two  
02:44  
mana crystals and they all do very  
02:46  
different things it's very comparable to  
02:49  
somewhat of a mini spell these can often  
02:52  
be very effective since you do not have  
02:54  
to use of a card to play the hero  
02:55  
ability so they are a little bit weak to  
02:57  
balance it out now on to playing the  
02:59  
game your hand is located in the bottom  
03:02  
Center with all of your cards face-up

03:04  
your opponent's hand is in the top  
03:06  
center your hero is directly above your  
03:08  
hand and your opponent's hero is above  
03:09  
theirs your health is shown on the  
03:12  
bottom right corner of your portrait  
03:13  
your hero ability is located to the  
03:15  
right of each respective hero your deck  
03:17  
is on the right side of the screen while  
03:19  
a history of the place that have  
03:21  
happened is on the left side of the  
03:22  
screen creatures are played in the  
03:24  
middle of the screen the end turn button  
03:26  
is on the middle right of the screen the  
03:29  
game starts with a coin toss and the  
03:30  
winner goes first and the loser goes  
03:32  
second the game does this coin toss for  
03:35  
you so in no situations do you get to  
03:37  
choose who goes first it's always random  
03:39  
the player going first starts with a  
03:41  
three card hand which they get to  
03:43  
mulligan any number of cards which means  
03:45  
they can send back up to three cards  
03:47  
into the deck and draw new ones this is  
03:49  
done because some cards say for example  
03:51  
something that costs a lot of mana might  
03:53  
not be something you want at the  
03:54  
beginning of the game since it will take  
03:56  
you quite a long time to build up the

03:58  
mana crystals just to even play that  
03:59  
card the player that goes second gains  
04:01  
an extra card so they get to mulligan 4  
04:04  
cards in addition after both players  
04:06  
mulligan they get a spell card called  
04:08  
the coin which costs 0 mana to play and  
04:12  
gives you one mana crystal for only the  
04:14  
turn that you played on this is because  
04:16  
the player that goes first will always  
04:18  
be one mana crystal ahead and that is a  
04:21  
huge advantage  
04:22  
all the creatures will be able to attack  
04:23  
before the second player however this  
04:26  
difference of two cards is definitely  
04:28  
enough to balance out the advantage and  
04:30  
can sometimes even be better so when it  
04:33  
is your turn you start by drawing one  
04:35  
card and then you can use your mana to  
04:37  
play cards attack with your creatures or  
04:39  
use your hero ability these things can  
04:41  
be executed in any order but often the  
04:44  
order you play things in matters a lot  
04:46  
once you are finished with your turn you  
04:48  
end your turn and wait for your opponent  
04:50  
and the cycle continues until a hero's  
04:52  
life is reduced to zero if you take  
04:54  
longer than 90 seconds for your turn  
04:56  
your turn will end automatically now

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