

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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