



# Game Balancing Report

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# Game Summary

Hearthstone: Heroes of Warcraft

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Hearthstone is a Collectible Card Game based on the lore of World of Warcraft. Each player assembles a custom deck of cards and battles other players with them.

# Sustained Uncertainty



x 30

- Each player draws a minimum of 1 card each turn.
- Controlling the draw is important to reduce uncertainty.
- Perception of uncertainty varies from casual players to hardcore players.

# Preventing Stagnation













Help through the UI



Ability descriptions

# Positive Feedback Loops

- Generally, a player wants to dominate draw and board.
- The more creatures a player has alive at the end of the turn, higher the chances of winning.
- Losing one trade off may be decisive.
- Uncertainty is lost on hardcore competitive games.

Most Successful Deck Lists	
#	Deck
1	 <b>Tempo Demon Hunter</b> #7402
2	 <b>Highlander Hunter</b> #2477
3	 <b>Bomb Warrior</b> #3508
4	 <b>Highlander Mage</b> #62826
5	 <b>Egg Warrior</b> #42054
6	 <b>Enrage Warrior</b> #194
7	 <b>Galakrond Secret Rogue</b> #556
8	 <b>Quest Warlock</b> #3594
9	 <b>Spell Druid</b> #646
10	 <b>Galakrond Stealth Rogue</b> #25521

Decks by Rank

# Player Equality and Equity

## Summary

- Asymmetric game.
- Intrinsic relations in decks, but not in characters.
- Single win condition

# Asymmetric game

- Characters with different abilities.
- One player starts first.

## Win rate

51.65% vs 48.35%





Intransitive relations in decks, but not in characters.





# Single win condition

You win when enemy's health is 0.

- Get hit
- Use some cards
- Not cards left.



# Non-dominant strategies



# Non-dominant strategies

In game currency: **Mana**



Non-accumulable, up to 10 mana each turn.

Card cost is not the same as its value.



Costs 4 mana. Value can be negative if the enemy has no cards on the table.

# Non-dominant strategies

Powerful combinations are riskier.



# Non-dominant strategies

## Early game decks

- Aggressive
- Powerful individual cards
- Enemy hero as target
- Riskier

## Late game decks

- Less aggressive
- Relay on card combos



# Non-dominant strategies

## Secret card based decks

- Can break other players experience.
- Hard to play against. Difficult to plan future movements.

