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Thread: [\[Tutorial\]Everything about 'Arena Draft'](#)

Lufasu - October 26, 2016, 2:27 am

Preface -

Hello everyone!

I made this guide to help players that a bit difficult for them to decide which card you should have to choose during the Draft.

Anyone who does not know, Draft This is the part where building the Deck Arena.

After the player chooses a character with whom he wants to play,
Screen appears, which is building up his deck.

Whenever presented to him three cards, and the player is asked to choose one,
And continue until it finishes building the deck, which contains 30 cards.
This guide will explain how to choose cards to effectively continue the Arena.

How do you know if the card is good or not ?

1. Of course the first thing that should think about is whether the card fits into the pack, and how it can help.

May be a situation where one pack a bad card, but superior to another.

2. When the amount of power and life is greater than the card at least 2 times (the mana cost)
It is considered good peel, that is above average and you should select it.

For example, the Boulderfist Ogre.

Its cost is 6, and the amount of life force is 13.

Importantly, these cards are all cost, from 1 mana to 10 mana!

3. Usually, it is better to be larger than life force.

So that the opponent will have to invest more cards to get rid of parchment.

In addition, the prospects for trade of 2 cards of the opponent, the one growing up.

(Trade- mean that the player kills minion by sacrificing one or more minions / spells,
So essentially "replacing" the card / s on minion of his opponent).

4. Some cards are good against certain characters.

For example mignon with a 4 power, excellent anti-Priest, because it

Your opponent can not kill it with these two cards:

Mignon has 5 or live very well against the Mage, and Druid

That is not dead if the opponent plays with Flame Strike, or Swipe.

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5. Even if a card above average, but its effect is not necessary to you, still you should take it.

That is why many times on the arena you see people playing with Spiteful Smith, for example,
Although they have no weapons.

*Cards above average, and have common effects = win

6. There are cards in their stats are not good,
(Life and power) but their ability warrants it.

For example: Argent Commander.

The amount of life and its power is not so great, but the fact that he is a Divine Shield, And Charge, makes it an excellent peel!
There are cards with bad stats, and abilities do not justify it,
In short, they are worse. For example: Kid Napper. His stats poor, as well as ability.

Cards should not be ignored -
There are cards that I think are underrepresented.
Most players disparage these cards, but they can greatly influence the game!
I will give two examples of these cards:
Blood Knight
Crazed Alchemist
Of course there are a lot of cards such as Mind Control Tech,
Argent Protector and so on

Blood Knight -
On the arena, Divine Shields is very popular.
Scarlet Crusader, Sun Walker and so on ...
The card will not only raise the defender, he also gets + 3 / + 3 on the defender disappeared!
In addition it is also a card than average, since the amount of life and its power
Equal to its cost, twice.

Crazed Alchemist
Do not let the first impression fool you!
The card can destroy your opponent the programs easily!
First, because the enemy never guess you play this card, and secondly,
Because he can get rid of the cards most daunting!
Consider which you can destroy minions with 0 power, like the Shaman Totems.

Mana Curve
Mana Curve This relationship between cost (mana cost), and the number of cards in the deck that any cost.
It is marked by a graph at the bottom of the draft.

Basically, should strive each will cost at least 3-5 cards, so that each line
We will have to play with.
Cards with low cost, very important, and players tend to underestimate them.
When you build the draft and consider a card that costs mana 3-1,
It is very important to think about whether whether it is needed.
The first three theories incredibly important!
When there is a shortage of low cards, which cost 2 Mana, and instead use the character's ability,
This ranges from disaster to disaster terrible, depending on which character you choose.
So always have to have some minions cost of 1 and 3.
Preferably at least four cards that cost two mana, and with whom you want to play as the other.
Would you like intention, "she did not just drop them on the field,
To get rid of them, but in turn they will be required initial.
For example, Eviscerate, is not usually necessary as the other, because there is not much minions
that cost two mana, and with 4 life.

Accidic Swamp Ooze, for example, is a nice card for use as a second,
But even more fun to use when the opponent has a weapon. So use these cards wisely!

I hope i helped you guys :)

FjitoN29 - *October 30, 2016, 10:25 am*

great guide!

helped me a lot.

Pink-Tshirt - *October 31, 2016, 12:08 pm*

Really complete guide. Rep +1 op.

madlibs11111 - *November 5, 2016, 8:13 pm*

i suck at arena

i will definitely try this

TheMoneyMakingGuy - *November 8, 2016, 7:15 pm*

really nice guide for newbies