

Emper0rTime's New Player Guide to the World of Shadowverse.

Before you take the time to read this guide please note this is for new players, not players who have already invested time and/or money into the game. I am making this as a reference tool for my twitch.com followers so they will have the best experience possible and the most efficient start to the game.

Common new player questions:

- I am a brand new player (just downloaded the game) what should I do?
 - New player checklist:
 - Research what sort of deck you want to build.
 - Take advantage of rerolling (requires mobile/emulator) to acquire the desired deck.
 - If you can't reroll or don't want to go through the hassle, open all you free packs that steam provides after you link your account to steam.
 - Play all the story missions.
 - Use the deck you acquired to beat all the AI on elite (200g a piece)
 - Use all your take-two tickets to get the packs and gold.
 - From here you can decide if the gold you now have is more efficiently spent playing take-two or if you want to just spend it all on packs straight away.
 - Look up decklists ([link](#)) to determine if any of the cards you have are worth keeping or liquefying.
 - Do your daily quests.
 - Play the game (competitive or take-two).
 - What is rerolling?
 - Opening the first 18 packs the mobile version of the game gives you for free and seeing if you get the cards you want.
 - If you don't like the cards, you can simply restart by clearing the data and cache of the game.
 - This will allow you to reopen the 18 packs as you will now have a new account.
 - Repeat this process until you're satisfied with the results.

- Is rerolling worth it?
 - Yes. If you have the patience you can get everything you need for any deck just by rerolling. It will be time consuming, but well worth the effort.
- Why should I play the story mode?
 - It will ease you into the game by giving you easy opponents so you can learn the most basic game mechanics.
 - Lots of rewards for beating the story mode.
 - It doesn't take a lot of time, nor is it very difficult.
- As a FTP (free to play) user can I play competitive?
 - Absolutely! Shadowverse is very generous with their FTP model. New accounts on steam are given 40 free packs which is more than enough for you to have a top-tier deck right at the beginning.
- As a Hearthstone player what is similar? What is different?
 - (Link to Reddit post)
- I just started out and I pulled (x) cards would it be good for me to make a (y) craft deck?
 - The short version is, play what you want to play. Yes there are decks that are better than others (Forestcraft/Havencraft/Runecraft are currently top tier followed by Swordcraft/Bloodcraft then Dragoncraft/Shadowcraft) however, as it goes with card games, the meta is ever evolving so it is better to play something you enjoy especially for a new player.
- Should I liquefy (x) card?
 - If you plan on playing a deck with that in it at any time, it is not worth it to liquefy as you get a fraction of the cards vial value. I usually liquefy my animated golds/silver cards unless I am using those cards in my decks. I also picked 5 crafts (Rune/Sword/Forest/Haven/Blood) that I wanted to play and 2 (Dragon/Shadow) that I instantly liquefy, this way I had variety and the vials to make multiple decks. It is all up to you. If you want to be FTP only, it will take you a long time (even if you're a take-two god) to collect enough cards to make one decent deck for every craft.
- I am a meta slave, what is the best deck out there?
 - Currently (November 2016): PTP(Path to Purgatory) Forestcraft, Tempo Forestcraft, Garuda Storm Havencraft and Dimension Shift Runecraft are considered S tier. Just below those decks are: Elana Heal Havencraft, Banner Aggro Swordcraft, Midrange Swordcraft, Aggro Bats Bloodcraft, Control Swordcraft, Aggro Face Dragoncraft, Aggro Shadowcraft.

- Here is my attempt to explain the S tier meta decks:
 - Forestcraft is the “Jack of all trades” God tier. Fantastic overall kit synergy and combos, incredible burst with rhinoceroach, versatility with nature’s guidance, powerful value cards like Ancient Elf/Crystallia Tia, PP efficient turns with 1/1 for 1 PP fairy drops and great finishers in Path to Purgatory/Elf Knight Cynthia. If I had to point out one lacking feature it would be that it doesn’t have an incredible 4 drop evolve card like most decks, it instead has a resource gain on that turn in elven princess mage. The deck is also only as good as its pilot, just because the deck has all the answers doesn’t mean you will know how to use it. It is not by any means an easy deck to play and will probably fall flat in the hands of an inexperienced player.
 - Garuda Storm Havencraft is arguably the fastest deck out there. With lethal potential on turns as early as 5, going face isn’t a decision but an inevitability. You have bigger followers than aggro decks which will force them to respond by trading/using removal where you are free to hit them in the face with your superior size. Havencraft has arguably the most valuable 4 PP evolve card in the game in Priest of the Cudgel. The value priest (AKA Father Cornelio) is big enough to trade and stay on board while having an effect that BANISHES a 3 or less defense follower making him effectively a 2 for 0 card. Very simple deck to play, I like to call it a paint-by-numbers sort of deck. You just drop the best card for the matchup you’re in and hit them in the face until they concede. Beastcall aria is a ridiculous 2 drop amulet, one of the few cards in the game in need of a nerf. If they have no way of dealing with the amulet, beastcall will go off as early as the next turn (with hallowed dogma) putting a 4/4 and 2/1 storm on board while your opponent doesn’t have evolution available or enough PP to deal with them. The downsides to this deck are its lack of late game fire and struggles vs very early decks. You will find yourself starved for value cards if the game goes longer than 8 PP. The deck can also be outpaced by good early curve from aggro decks. If you are looking to climb with an inexpensive, effective and easy deck: Garuda Storm Havencraft is your answer.
 - Dimension Shift Runecraft is a fun and powerful combo deck that revolves around spell boosting your cards to gain more turns and OTK (one turn kill) your opponent. Dimension shift is all about riding the fine line between losing and total victory. Knowing what deck your opponent is running and planning accordingly is the difference between a good D-shift player and a bad D-shift player. Timeworn Mage Levi is mega value card, being as it a cheap 2 drop that can effectively give you the value a 4 drop evolve. Merlin is a fantastic tutor card for the deck, giving you the ability to search for 2 spells that have spell boost (Like Dimension Shift) and trade with a 4/3 that spell boosts all the cards in

your hand. All the spells in the deck are useful and create opportunity for you to end the game before your opponent gets too strong to kill you. D-Shift is a different kind of meta deck in that it struggles heavily vs aggro decks and has a very clear advantage vs control decks. Anything that can kill you before 7 PP is basically your worst case scenario and any deck that wants to stall the game out is your dream match-up. All around I find this deck incredibly fun and rewarding to play, whereas most people feel exactly the opposite when playing against it.