

## Astral Heroes Patch



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## About This Game

Astral Heroes is a Collectible Card Game that's simple to learn, exciting to play, and deep enough to challenge even the greatest strategists. It's the spiritual sequel to our older game, Astral Masters, which still enjoys a loyal following over ten years after its release!

Astral Heroes uses a truly fair Free-to-Play model that never hides the best content behind "pay walls". There's nothing in the game that you can't have for free, and you won't need to grind for months to build a competitive deck.

Why choose Astral Heroes?

- Fast-paced and simple core gameplay
- 3 different game modes
  - Custom Decks: Construct and play a deck of your own personal design
  - Random Decks: Improvise a strategy on the fly with a deck of random cards
  - Draft Tournament: Draft the cards you need before your opponents snatch them!
- A deep library of wellbalanced creatures and spells

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- No “junk” – every card in the game can be powerful in the right hands
  - A global Online League – match wits with players from all around the world
  - Guilds – team up with other players to earn extra bonuses and access special cards
  - Sophisticated and merciless AI opponents that will test your mettle
  - A rich singleplayer campaign, available for free to every player

In the new version (1.1) you can find 8 new cards and you can play with 3-color decks.

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Title: Astral Heroes  
Genre: Free to Play, Indie, Strategy  
Developer:  
Apus Software  
Publisher:  
Apus Software  
Release Date: 20 Oct, 2016

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**Minimum:**

**OS:** WinXP or later

**Processor:** 1 GHz or faster

**Memory:** 512 MB RAM

**Graphics:** OpenGL 1.4 or higher, 32MB VRAM, 1280x800 screen resolution

**Storage:** 150 MB available space

**Sound Card:** Any

English,Russian,French,Ukrainian





Power **8** Mana **0**

**30**

Magister, level 12 (bot)

-- Estarh ends turn --

Magister cast Fountain of Light

Magister receives a card

Magister receives a card

Magister receives a card

Magister receives 4 mana

Magister replaces a card

Magister summons Holy Avenger

Magister summons Orc Trooper

-- Magister ends turn --

Estarh receives a card (effect of Elven Sage)

Estarh replaces a card

Chat

ASTRAL HEROES

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Menu

Surrender

End Turn



Power **10** Mana **10**

**18**

Estarh, level 10

			
			

**Steal Essence**  
 Death spell, cost 1  
 Deal 5 damage to any creature,  
 then add a copy of that creature to your hand.













Cards: 25/25    Cards cost: 695    Astral power: 700

Order (28 cards)    Chaos (26 cards)    Life (43 cards)    Death (31 cards)    All cards (128 cards)

Clear    Mana Curve:    Deck name: Dragon    OK    Cancel

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Astral Heroes is a new card game in a series of similar card games. The early ones were Astral Masters and Spectromancer. This is free and worth trying to see if you like the style of game, but I feel like it's a step back from Spectromancer. In Spectromancer, you got all the cards you could possibly play right at the beginning of the game, and so you could proceed along a longer term strategy. Here you have a hand and draw at the end of your turn like a normal card game. Frankly it's a lot less interesting. The core game is good, but I'd just go buy Spectromancer if I were you.. This game blows big time ... you MAY be able to get everything with out paying ... but do not get your hopes up unless you do pay.. my favorite game, dat combos.... I found AH to be simple and entertaining. I didn't have any playability issues, or too much of a learning curve problems; and while I wouldn't necessarily consider it to be a game I'd want to play often, I enjoyed it. And it's free.. Very rich and enjoyable card game. A true gem!. the game is so lagy i cant even play my monitor just went black i dont even know what to do just FIX IT

. i play this game when im angry.this game make me calm down.. Jogo muito bom cara!! excepcional!! curtí demais esse jogo!!! Comecei a jogar só pra ver como era, quando fui ver tinha mais de 1h de jogo ! haha

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It's an interesting game, but those Russian just speak Russian which I don't understand. but many of them have a German name and understand German than English.

The AI is very very smart, finish the quests and get more points of deck, and find out which creatures helped each other, especially the undead side.

I love Soul Hunter. First of all:

I played this game only with random decks, which i think is a great idea, so i cannot judge about the other modes this game has to offer, as they simply are of no interest for me.

Now, the bad thing about those random matches is, that they are much too unpredictable!

One turn, you have full board-control and are just about to win, then the opponent draws some crazy card, and all of a sudden, everything flips. Out of nowhere.

Which i hate! Im coming from Shadowverse, which i left, because i couldnt stand the extreme cards anymore, just to find the same conditions in this game...

When i outplay the opponent, i like to get rewarded.

I dont like to have to fear each single round, that some insane card or combo is going to change everything, and break my whole strategy.

And trying to avoid mass-destruction and playing carefully rewards the opponent as well, as having no cards in hand grants a card that deals two damage to all opponent creatures AND draws you a new card- for the cost of two maximum mana- every single time you spend your last hand-card!

Which, in the late-game, favours the player without hand-cards a lot!

In the end, the game doesnt give me any feeling of control, and i dont enjoy playing it.

Therefore, no recommendation.. Not as good as Astral Masters but till a good card game .. As you know, this game has a CCG (Collectible Card Game) genre. What makes a CCG kind of a game fun? Yes, the answer is to collect a card, obviously.

I'd recommend this game if its not for its difficulty for collecting a card. Not only you have to pay if you want to have more card, the flow of the game in getting a card is too damn slow (maybe this is the tactic to force players to pay for the card). But well, you can always try the game since it is f2p.. Nice card game for those who loved Astral Tournament/Astral Masters/Spectromancer back in 00's. Avid card/board/turn based fan here.

Astral Heroes has simply too many issues to be considered enjoyable.

+Multiple lanes, but...

-...the damage is one sided damage (only attacker deals) -> snowballs ridiculously easy

-Feels extremely RNGish due to the above

-Forced single player grind

There simply are better DCGs out there. Eg. Duelyst.. I have played over 500 hours of this free to play game. The game is a two player collectable card game where you play a series of games against others or AI. In my view it counters the three major problems with magic the gathering.

1. Lands - Instead of suffering at the hands of luck and getting too many or too little lands, in Astral Heroes your power level starts at 1 and goes up by one each round.

2. Bad cards that you can't use - In Astral heroes you get to throw out and replce a card each turn as a free action.

3. Slow games - Magic the Gathering takes me 10-15 minutes to play a game. I can play three games of Astral heroes in that time.. Oh. My. No. This game is incredibly grindy, all your AI enemies have incredibly META decks (Even the beginner daily quests, mind you), I'm pretty sure the AI controls its card draw, even going as far to pull WINS out of its♥♥♥♥♥ and it's INCREDIBLY bad with money. When someone called the game P2W, the devs just spouted some statistic that no one can check about how "6/10 top players never spent real money". Avoid it like the plague.



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TLDR: Game cheats like crazy, devs don't care, and it's P2W..



#### **Game updated to version 1.11:**

Main changes:

- Support for user-contributed translations, packages for French and Ukrainian languages included.
- Bug fixed: wrong avatar size/placement.
- Bug fixed: caravan battle doesn't start.
- Some UI improvements.

Cards were not changed.

[How to make your own language pack](#)[astralheroes.com]. **New version released - 1.1!:**

- 8 new cards added.
- Player titles give passive abilities, including 3-color decks, initial health boost, card upgrade etc.
- Some cards were changed (see the full list at the game forums).
- Player levels now directly depend on fame, so they can decrease
- Turn time now depends on player's behavior
- Game UI improved, some bugs fixed

#### **. New version - 1.12!:**

- Spanish translation added - big respect to Hansi Rojas!
- French translation updated - many thanks to Alexandre Rossi.
- Guild bonus "Investments" nerfed.
- Bugfix: rare freeze during card effects fixed.
- Interface: player status autoupdate in the player search results box.
- Interface: more convenient card upgrading.
- Cards: astral price for Armageddon increased by 10.. **Game updated to version 1.01:**

**Main changes:**

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- Now the second part of the campaign unlocks upon reaching level-5 in any mode. It is made easier, so level-5 players can pass it.
  - Search Players feature improved.
  - Some cards were changed (full list below).
  - Some bugs were fixed.

#### **CHANGED CARDS:**

##### Chaos:

Tenacious Ooze, +1 attack (to 6)  
Harpy, +5 astral cost (to 85)  
Chaotic Wave, +10 astral cost (to 40)  
Energy Wave, -10 astral cost (to 30)

##### Life:

Seeker of Knowledge, -15 astral cost (to 10)

##### Death:

Final Sacrifice, +10 astral cost (to 80). **New version - 1.2a:**

The game updated with bugfixes and minor improvements suggested by players on the game forum.. **New version - 1.13:**  
The game updated to version 1.13!

- Completed missions are listed at the bottom.
- Ukrainian translation updated (by Denis Nizhnik).
- Some AI decks were changed as well as their occurrence probability.
- Some bugs were fixed.

#### **. Spanish translation.:**

Looks nice, isn't it? Thanks to Hansi Rojas, who translated the game to Spanish. Very soon this translation will be available in the game!

Cruzadas
Liga
Gremio

# ASTRAL HEROES

Cooler, mago avanzado
Puntos de héroe: 51 de 78



## Mercado

**Profeta**  
Criatura de orden, costo 3, ataque 4, vida 16  
Habilidad (costo 0)  
Pierde 1 de poder mágico y saca una carta.



20 de oro



20 de oro



20 de oro



20 de oro



20 de oro

Comprar carta al azar

50 de oro

¿Qué regalo traerá el destino?

Genera una carta de tu elección

Elegir carta

Generar una carta requiere 200 o 200

Cerrar

Tu perfil de campaña

Mi mazo actual:

der+Chaos-2 ( 665 / 720 )

Editar
Borrar

Tu oponente

**Bruja del bosque**  
Los ciudadanos de Lormund han solicitado tu ayuda contra la Bruja del bosque, quien ha causado estragos por su cuenta en la ciudad con un torrente de monstruos y magia.

de la cruzada: fácil.

a: 20 puntos de héroe

**¡PELEAR!**

Misiones

Mercado

1

3480

Prémium: 2 días



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