



**DESIGNED BY** Blizzard Entertainment  
**GENRE** Collectible Card Game  
**PLATFORMS** Windows and Mac PCs; Windows, iOS, and Android tablets; iOS and Android phones  
**WEBSITE** [www.playhearthstone.com](http://www.playhearthstone.com)

**CONTACT**  
Fabio Lo Zito  
Tel: (949) 302-9673  
[flowitz@blizzard.com](mailto:flowitz@blizzard.com)

## EARN EXPERIENCE AND REWARDS WITH THE NEW HEARTHSTONE® PROGRESSION SYSTEM

The new progression revamp is the biggest Hearthstone® systems update ever. On November 12, players will find new challenges, greater rewards, in-game profile pages, and more. It includes four major parts:

- An **Achievements** system that tracks your in-game accomplishments.
- A central **Reward Track** for all earnable rewards outside of Standard & Wild.
- A **Quest revamp** that supports daily and weekly quests.
- An updated **Profile page** with player info, ranks, and stats.

**ACHIEVEMENTS:** The new Achievements system tracks a diverse set of stats and in-game accomplishments for players to earn. These include achievements related to your class, collection, ranked milestones, Solo Adventures, Tavern Brawls, Duels and Battlegrounds, and more. New achievements will be added with each expansion, future game mode, and major update.

**REWARD TRACK & TAVERN PASS:** With each new expansion, players will make progress along a 50-level Reward Track, accruing experience through completing quests, earning select achievements and by just playing, in more game modes than ever before. Players will earn gold, card packs, cards, and cosmetics, receiving more rewards for their time, whether they play an expansion for 10 hours or 1000 hours. The Reward Track will be free for all players and is found in your Journal.

- Completing all 50 levels of the Reward Track will earn players one of 10 all-new Hero Skins.
- Rewards include card packs from Standard sets, Tavern Tickets that grant access to Arena or Duels, Epic and Legendary cards, Gold, and more.
- Completing each level after 50 rewards players with 150 Gold.

The new Tavern Pass adds additional earnable items to the Reward Track. Purchasing the *Madness at the Darkmoon Faire™* Tavern Pass at any point during the expansion will grant all items up to your current Reward Track level, the Golden Silas Darkmoon Legendary card, and a 10% XP boost for the duration of the expansion. The XP boost increases to 15% at level 10 and 20% at level 35.

The *Madness at the Darkmoon Faire* Tavern Pass unlocks the ability to earn cosmetic rewards such as the Annhylde alternate Warrior Hero and card back, three Jaina Hero Skins, three Thrall Hero Skins, and one of Hearthstone's first-ever collectible Coins.

**QUEST REVAMP:** Quests will now award Reward Track XP. In addition to the current crop of daily quests, players will be able to embark on all-new weekly quests, receiving three at the start of every week (refreshing on Mondays at 12 a.m. PT). Like daily quests, players can reroll one weekly quest per day. Legendary quests will no longer override daily quests, but players should complete any they are still working on soon as most quests will reset on November 12 when the progression system debuts.

**PROFILES:** All players will have an in-game profile page that displays lifetime statistics for their accounts, including current rank, Battlegrounds and Duels rating, total wins per class, upcoming rewards, and more. For all assets related to *Hearthstone*, check out our [press site](#).