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The other mechanic is a new keyword: Adapt. Adapt functions a little like Discover. When it's triggered, players are presented with three choices to choose between, drawn from a pool of ten cards. The choice is then instantly applied to the base card. The idea is that players can adapt to the situation at hand, which is potentially incredibly powerful - you can make tech choices mid game, essentially. Verdant Longneck (below), for instance, sacrifices +1/+1 in terms of vanilla stats, but the possible upside is huge.

[illegible]

So far we've only seen six of the ten options that will be presented (again, below), but that's not the only integration of Adapt, as "some spells will also trigger minion adaptation, so don't let your guard down!"

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Another notable inclusion in Journey to Un'Goro is the new "Elemental" tribal tag, which you can see on the awesome Mage legendary Pyros (below). The team will also be adding to tags to Elementals that are already in the game - such as Unbound Elemental, Earth Elemental, Fireguard Destroyer, Rumbling Elemental, Anomalous, Ragnaros the Firelord, Ragnaros, Lightlord, Neptulon, Baron Geddon, Al'Akir the Windlord, Ice Rager and Magma Rager. Yep, you heard it here first - **buff incoming** to Magma Rager!

[illegible]

As you'd expect, Journey to Un'Goro packs can be won in Arena or purchased with in-game gold or real money. From tomorrow, players will also be able to pre-purchase a special 50-pack Un'Goro bundle for the price of a 40-pack bundle, and receive a themed card back in the process.

[illegible]

The release of Journey to Un'Goro will usher in the Year of the Mammoth, i.e. the next Standard rotation, which means cards from Blackrock Mountain, The Grand Tournament and League of Explorers will no longer be playable in the Standard format. (They will, however, still be available – along with other legacy cards – in the Wild format.)

[illegible]

Blizzard has detailed a number of other changes that will accompany the release. Six cards from the Classic and Basic sets – which form the bedrock of the Standard format – will be moved out of Standard and into a Hall of Fame collection; again, only available to play in Wild. The cards in questions are three neutrals: Azure Drake, Sylvanas Windrunner and Ragnaros the Firelord, one Warlock card: Power Overwhelming, one Mage card: Ice Lance, and one Rogue card: Conceal. Players will get the full dust value for each card (up to the amount that can be put into a deck, so full dust for one copy of each legendary, and full dust for two copies of the others) in addition

[illegible]

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[illegible]

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