

Hosts - ChanManV, Alliestrasza, & J4CKIECHAN

Date/Time - 06/28/17 4pm EDT / 10pm CEST

Stream - <http://twitch.tv/chanmanv>

➤ **Intro**

➤ **Community News**

- [Rogue Nerf](#)
- [Ben Brode - Change to Packs](#)
- [Wild Tournament Finals for \\$25K](#)

➤ **Seatstory Cup 7**

- J4CKIE how was the event?
- What was with all the Quest Mage? Is it good now? [Toast Savjz Rage](#)
 - Mitsuhide wins over Ostkaka ([Decks](#))
 - [Ostkaka Druid](#)

➤ **J4CKIE's Wacky Creations**

- Inspired by: [RB8647POKE'S ELEMENTAL TEMPO ROGUE](#)
- [J4ckie's Tempo Elemental Rogue](#)

➤ **iTunes Shoutout**

- Lagging24/7

➤ **Plug Patreons** - Remind them to double check payment method

- Producers/Legends
 - Mike T
- Others
 - Nathan J.
 - Havoc
 - William C
 - Bruce W.
 - Jonathan V.
 - Michael O.
 - Morashty
 - Zach M.
 - Enoch K.
 - Austin L.

➤ **Underrated or Jebaited?**

- Ironbeak Owl
- Stampede

➤ Does Hearthstone have an issue with polarized decks right now in competitive Hearthstone?

- What decks are polarized?
- Ladder vs Events
- Last Hero standing vs Conquest (reference quest vs miracle rogue)
- Is this good vs bad for the game?

➤ **Mekkatorque's Workshop**

- Birk M.
 - [Mr. Innkeeper](#)
 - [Mrs. Innkeeper](#)
- Kacper K.
 - [Arche-o Bot](#)
 - [Living Contamination](#)
- Radler C.
 - [Cranfur the Noodler](#)
- J4ckie
 - [Big Game Explorer](#)

➤ **Q&A Emails**

- **Daddy Bojangles**
 - Love the show, and welcome to Allie and Jackie(Noxious you will be missed!) Since Allie and Jackie are full time Hearthstone streamers I had a question more aimed towards them. When playing on the ladder and suffering 2-3 losses in a row, I get tilted a little and leave the game sometimes for hours if not for the rest of the day. How do you guys avoid getting tilted when playing for 6-8 hours a day? Just curious if you switch decks after so many losses in a row or if your numb to the tilt at this point. Shout out to all of you for the great podcast!
- **Aquiloso**
 - First of all love your podcasts, have been listening all year. I think a couple of weeks ago you and noxious were talking about how RNG from discover cards made things super hard to predict in certain decks, taking the skill out of knowing your oponents class and deck. I love the discover mechanic but I agree being able to put your oponent on a certain hand/card brings a whole new depth and understanding of the

game.

My solution is to treat discover mechanics much like the Paladin Heal from Ivory Knight. When any discover mechanic is used, the mana cost of the new card gained should be broadcasted to the opponent. Thereby allowing players to narrow down the options that might have been chosen leading to more informed plays and higher skill cap.

- **Dom S.**

- if the rumour is true and Return of the Lich King is the new card set, could you imagine they'll implement the Deathknight as playable class?
And if they do, should there be new class cards for it in Basic and Classic or just in this set?

➤ **Shoutouts**

- Patrons
- Streamer Showdown next week!