

Fig 1: Rarity distribution across data showing higher percentages of uncommon cards compared to common or any other rarity.

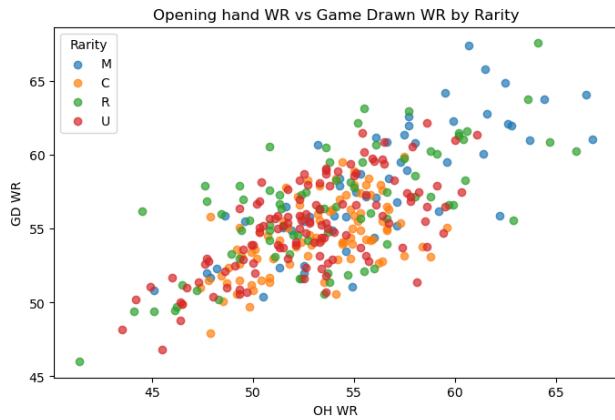


Fig 2: Opening hand win rate vs game drawn win rate by card rarity. Higher rarity cards tend to have stronger correlations between opening hand and drawn game performance.

Fig 3: General play win rates vary across card colors, with multi colored, green, and black cards generally performing better.

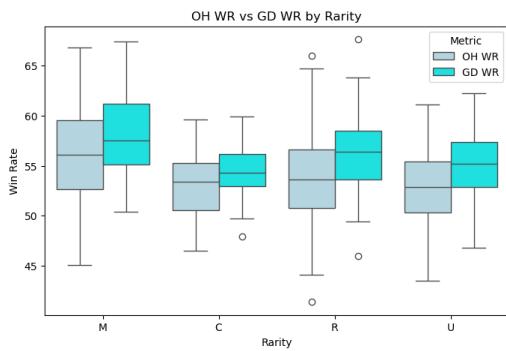
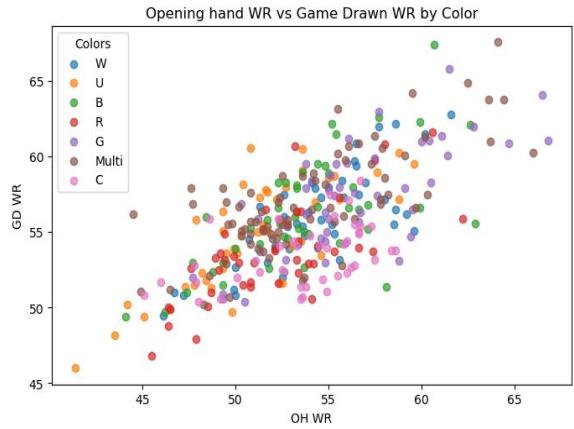


Fig 4: Opening hand and drawn win rates across card rarities. Rare and mythic cards have higher median win rates. All cards perform better when drawn vs starting in the opening hand.

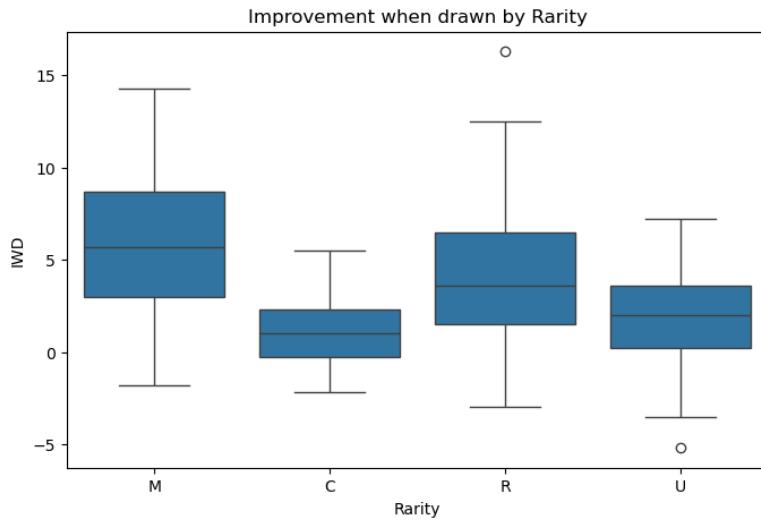


Fig 5: Graph demonstrating improvement when drawn, which was calculated using the difference between Games in Hand Win Rate and Games Not Seen Win Rate.

Based on the analysis of win rates, certain colors and rarities appear to be prioritized during drafts, with multi-colored and higher rarity cards performing better. Gathering additional data on deck composition, card synergies, and match context could further improve analysis of card performance and guide more effective deck building strategies.