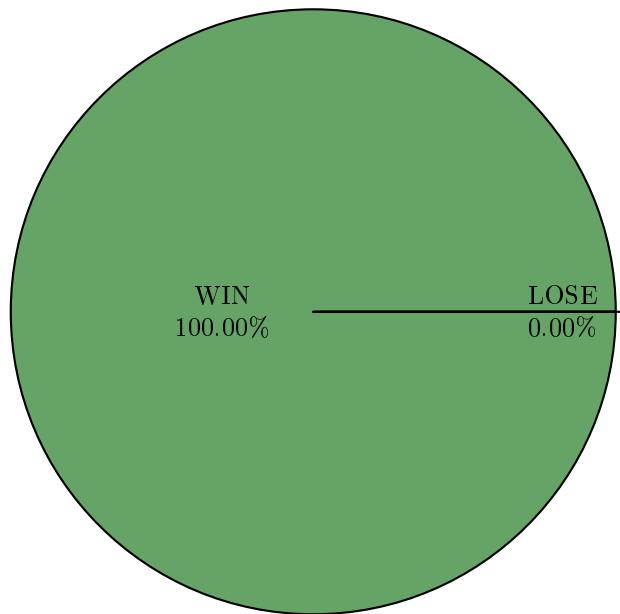
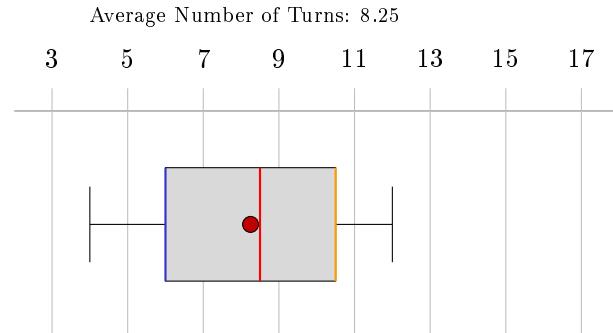


1v1 Commander Breakdown

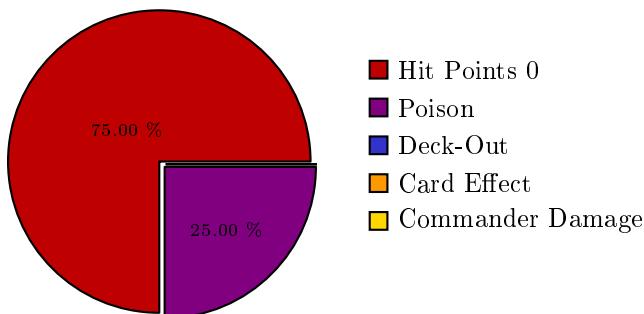
WIN/LOSE Statistics



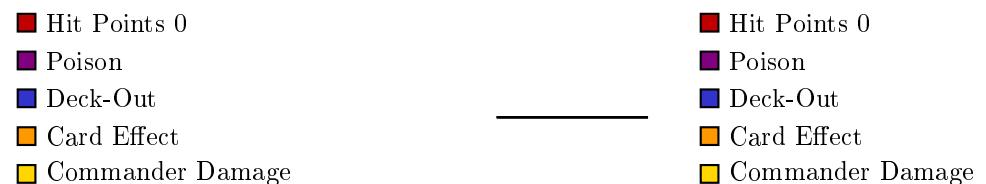
Turn Number Statistics



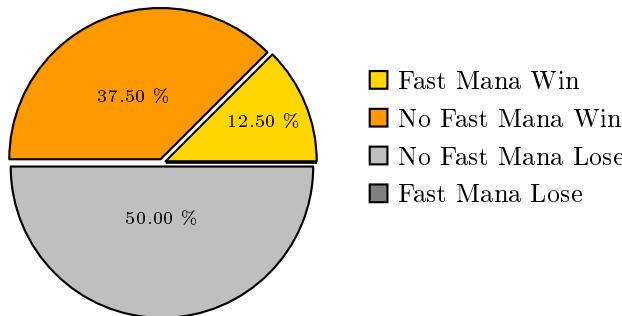
WIN CONDITION



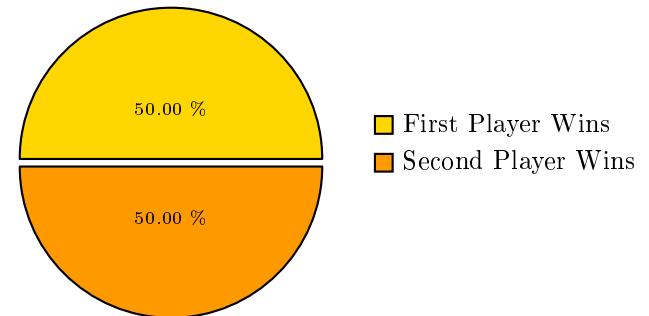
LOSE CONDITION



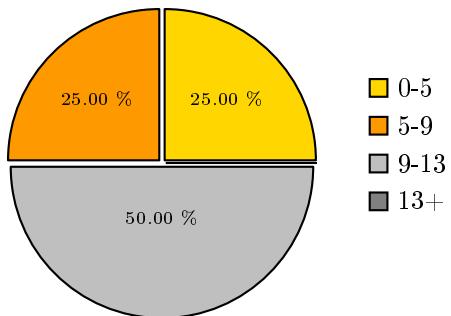
FAST MANA TO WIN/LOSE



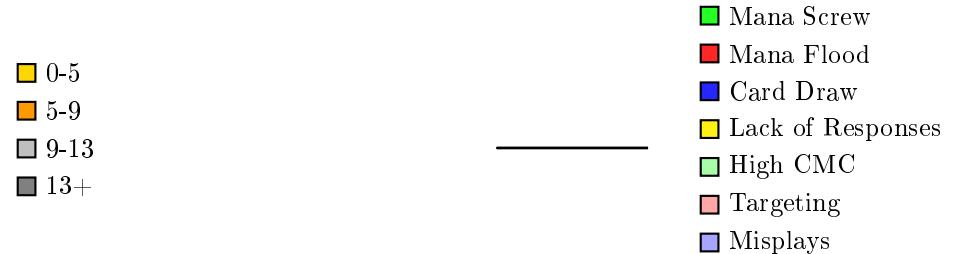
START POSITION TO WIN



GAME LENGTHS

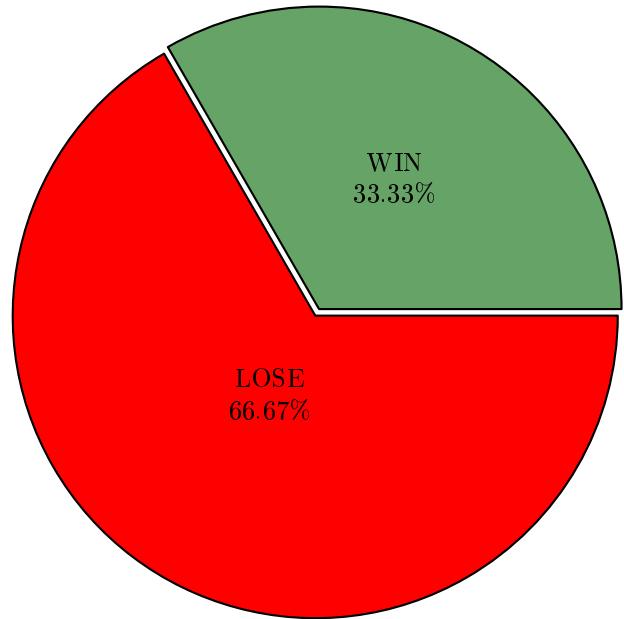


OBVIOUS PROBLEMS

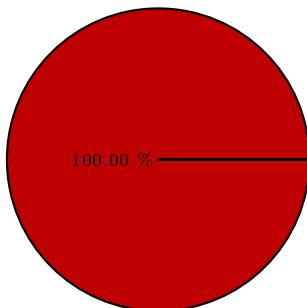


3-Player Commander Breakdown

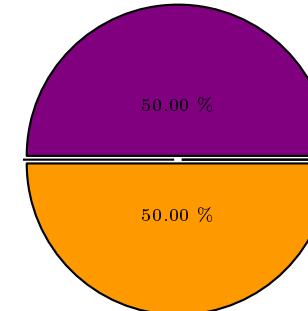
WIN/LOSE Statistics



WIN CONDITION

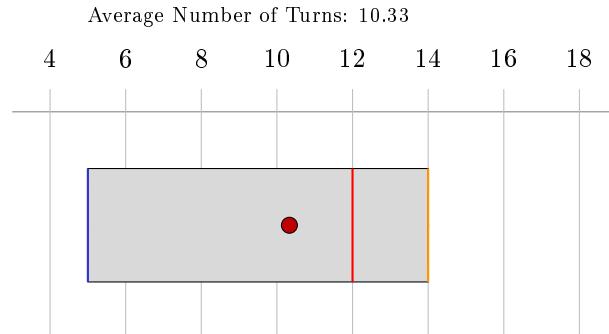


LOSE CONDITION



- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

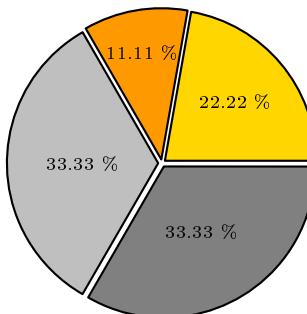
Turn Number Statistics



Average Finish Position

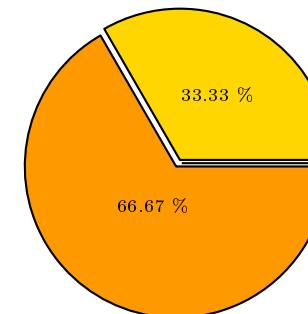
| | |
|---------------|------|
| SELF | 2.00 |
| FIRST PLAYER | 1.67 |
| SECOND PLAYER | 1.33 |
| THIRD PLAYER | 3.00 |

FAST MANA TO WIN/LOSE



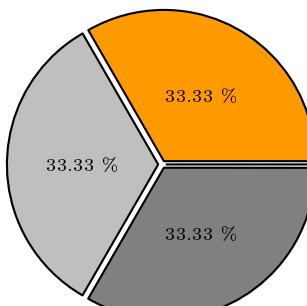
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN



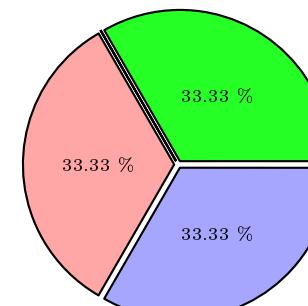
- First Player Wins
- Second Player Wins
- Third Player Wins

GAME LENGTHS



- 0-5
- 5-9
- 9-13
- 13+

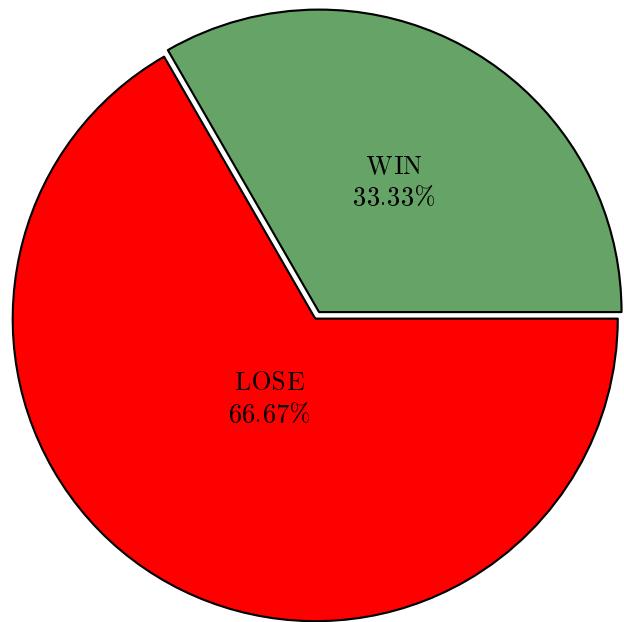
OBVIOUS PROBLEMS



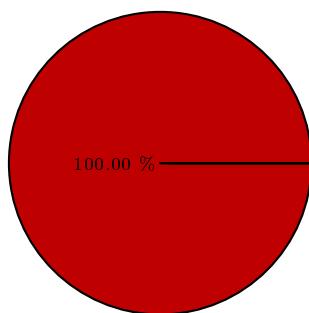
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

4-Player Commander Breakdown

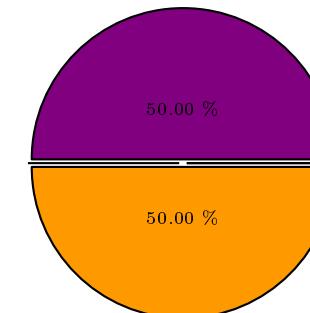
WIN/LOSE Statistics



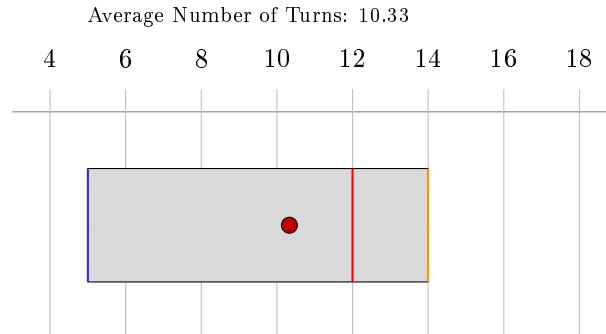
WIN CONDITION



LOSE CONDITION



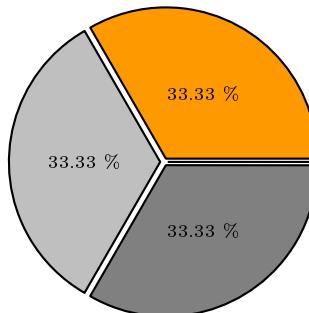
Turn Number Statistics



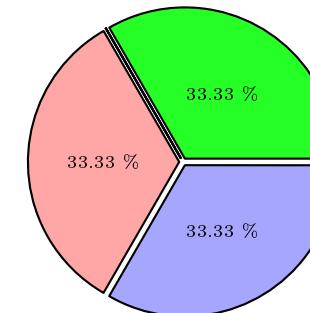
Average Finish Position

| | |
|---------------|------|
| SELF | 3.00 |
| FIRST PLAYER | 2.00 |
| SECOND PLAYER | 2.33 |
| THIRD PLAYER | 2.00 |
| FOURTH PLAYER | 3.67 |

GAME LENGTHS



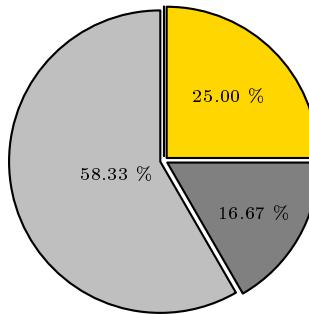
OBVIOUS PROBLEMS



- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

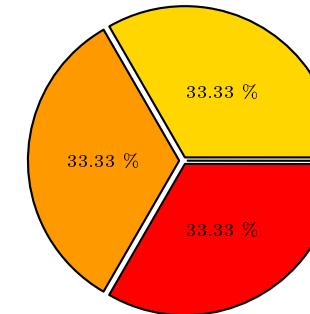
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

FAST MANA TO WIN/LOSE



- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN



- First Player Wins
- Second Player Wins
- Third Player Wins
- Forth Player Wins

DE/REFORESTATION - Titania, Voice of Gaea - General

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

WIN/LOSE Statistics

LOSE
0.00%

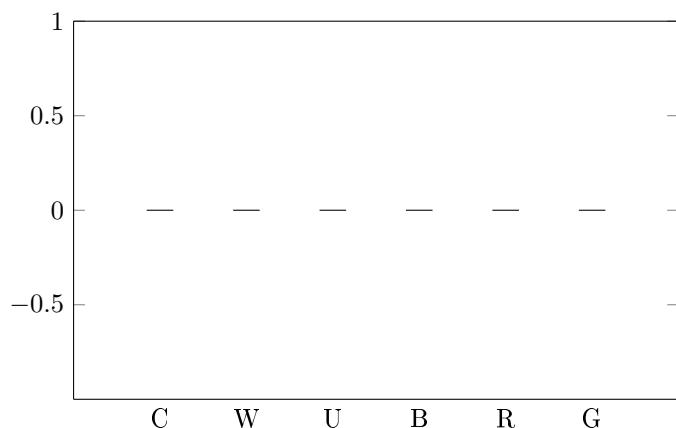
WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Color of Winning-Opponent



MULLIGAN REASONS

- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

MULLIGAN NUMBER: 1



DE/REFORESTATION - Titania, Voice of Gaea - 1v1

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

Turn Number Statistics

Average Number of Turns: 0

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

- First Player Wins
- Second Player Wins

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

DE/REFORESTATION - Titania, Voice of Gaea - 3 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

DE/REFORESTATION - Titania, Voice of Gaea - 4 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

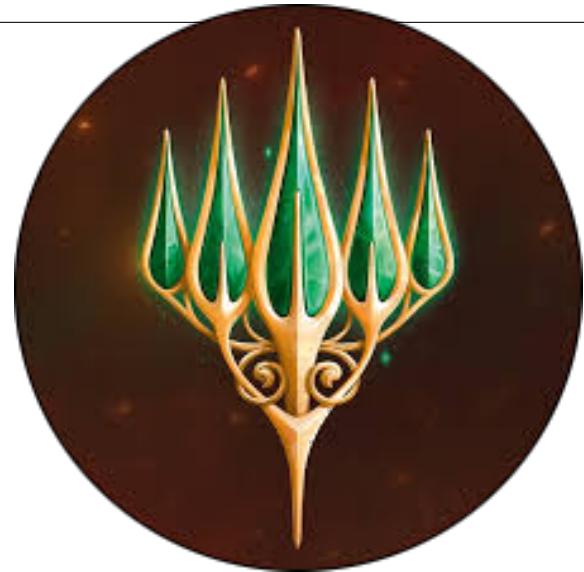
OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

STRENGTH IS RELATIVE - Rograkh, Son of Rogahh and Jeska, Thrice Reborn - General

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+



WIN/LOSE Statistics

LOSE
0.00%

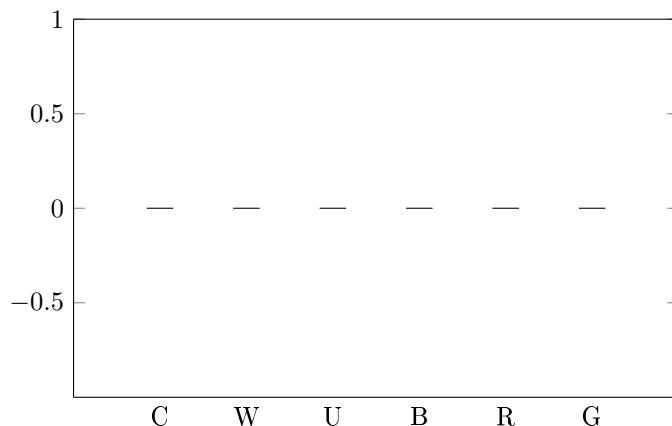
WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Color of Winning-Opponent



MULLIGAN REASONS

- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

MULLIGAN NUMBER: 1

STRENGTH IS RELATIVE - Rograkh, Son of Rogahh and Jeska, Thrice Reborn - 1v1

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

DOSE
0.00%

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

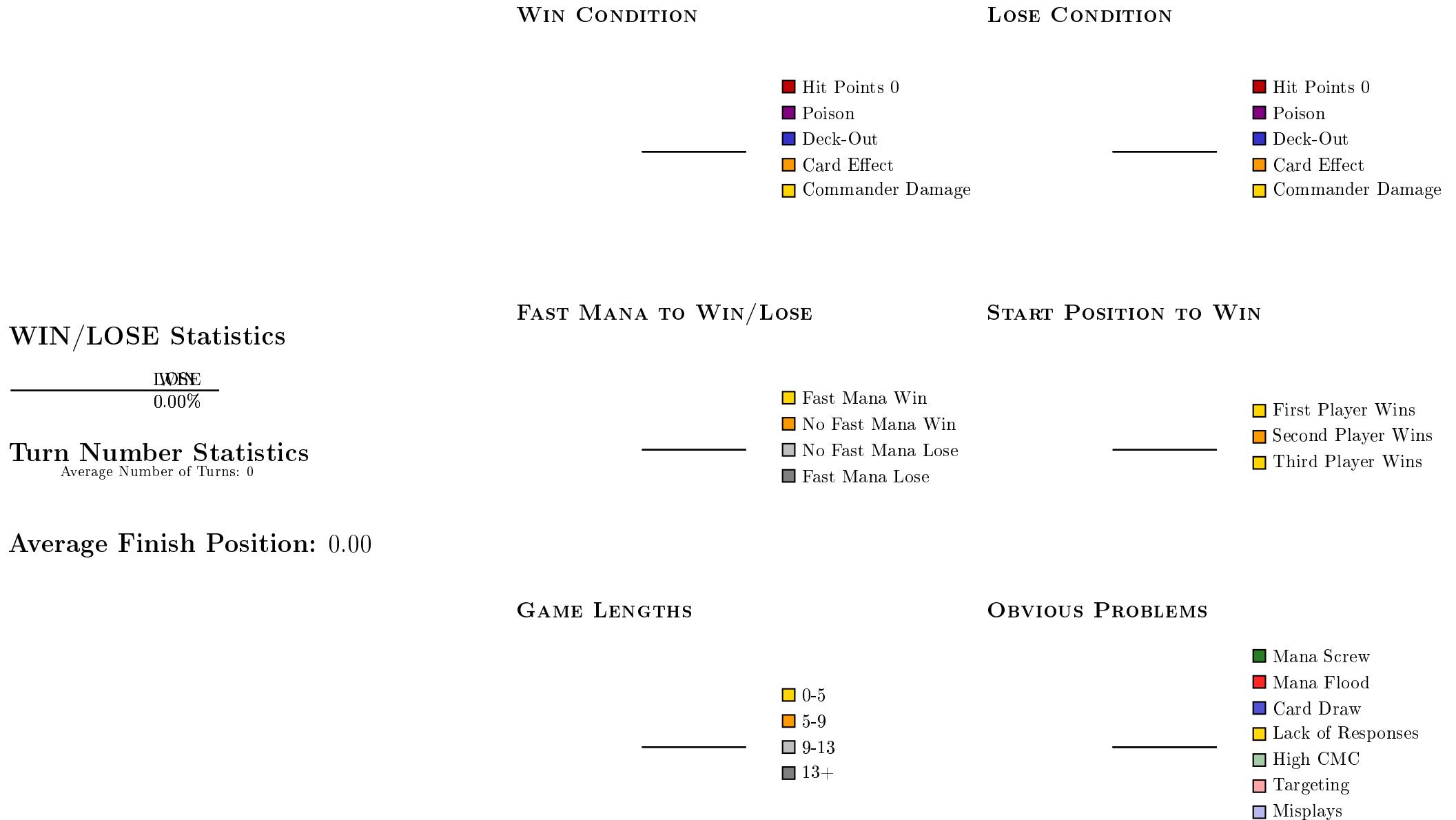
GAME LENGTHS

OBVIOUS PROBLEMS

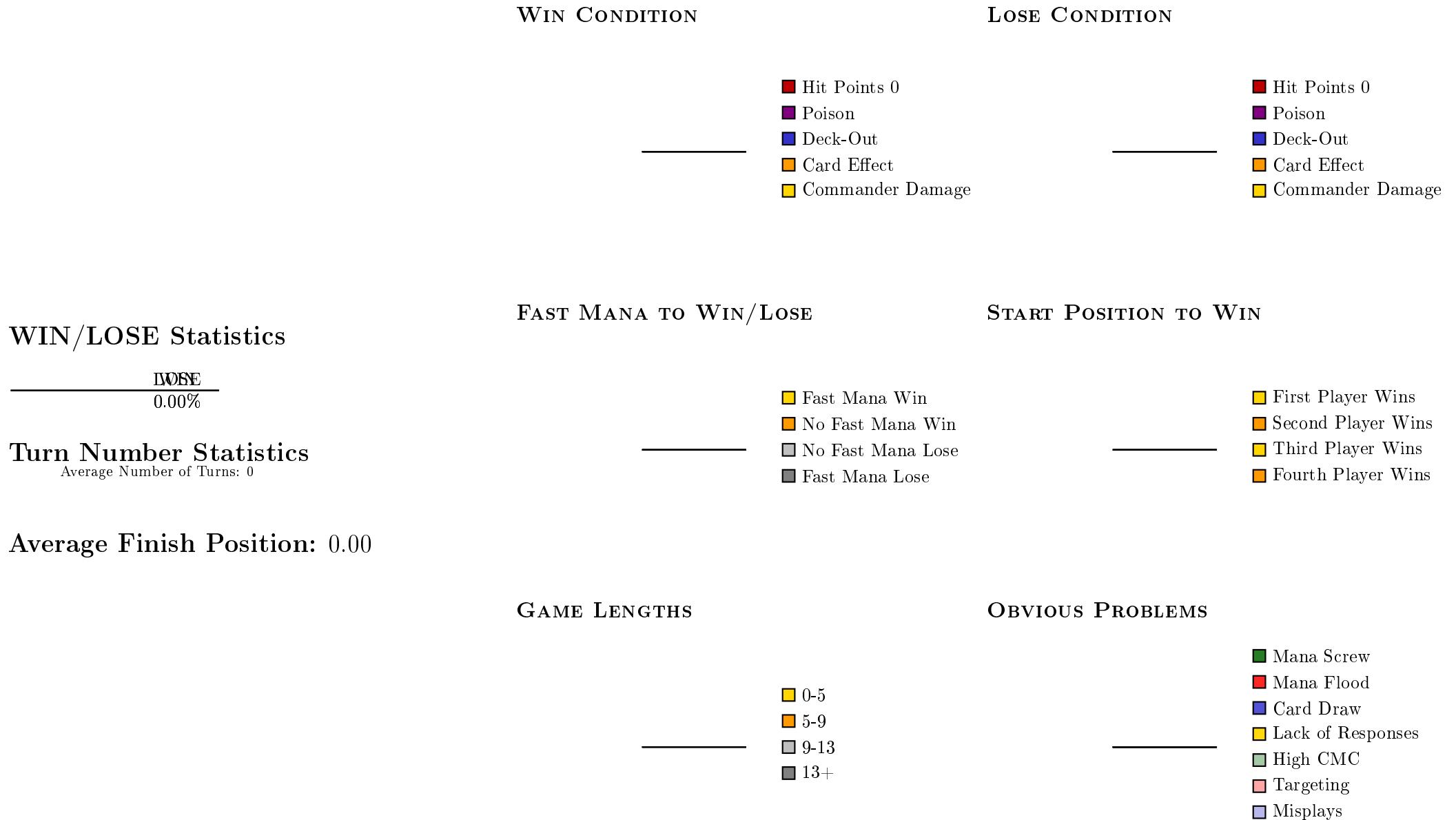
- 0-5
- 5-9
- 9-13
- 13+

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

STRENGTH IS RELATIVE - Rograkh, Son of Rogahh and Jeska, Thrice Reborn - 3 Player

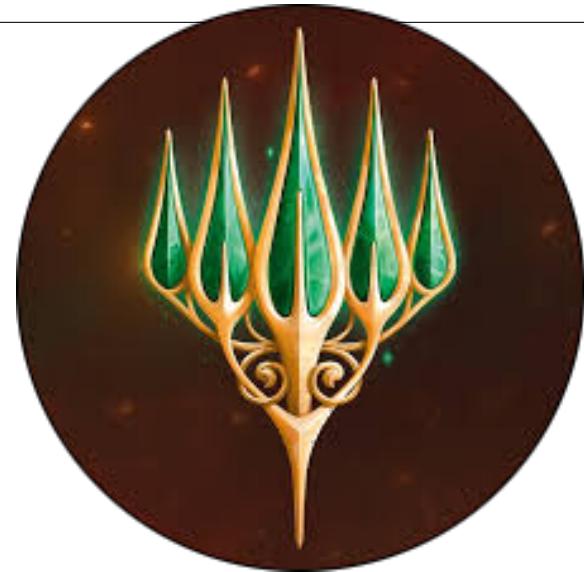


STRENGTH IS RELATIVE - Rograkh, Son of Rogahh and Jeska, Thrice Reborn - 4 Player



ADAMANTINE FLYERS - Sephara, Sky's Blade - General

GAME LENGTHS



WIN/LOSE Statistics

LOSE
0.00%

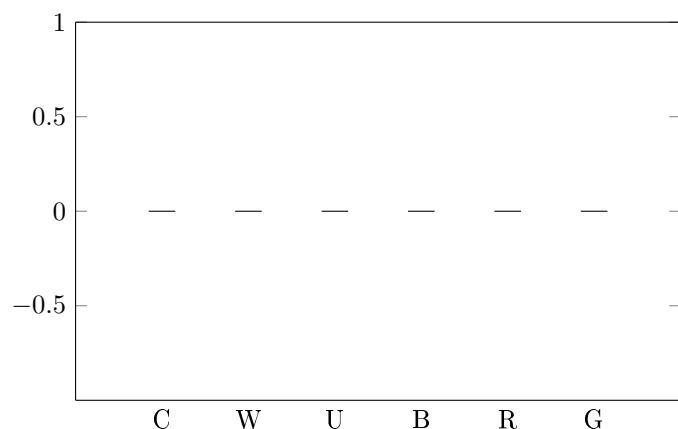
WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Color of Winning-Opponent



MULLIGAN REASONS

- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

MULLIGAN NUMBER: 1

ADAMANTINE FLYERS - Sephara, Sky's Blade - 1v1

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

ADAMANTINE FLYERS - Sephara, Sky's Blade - 3 Player

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

ADAMANTINE FLYERS - Sephara, Sky's Blade - 4 Player

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

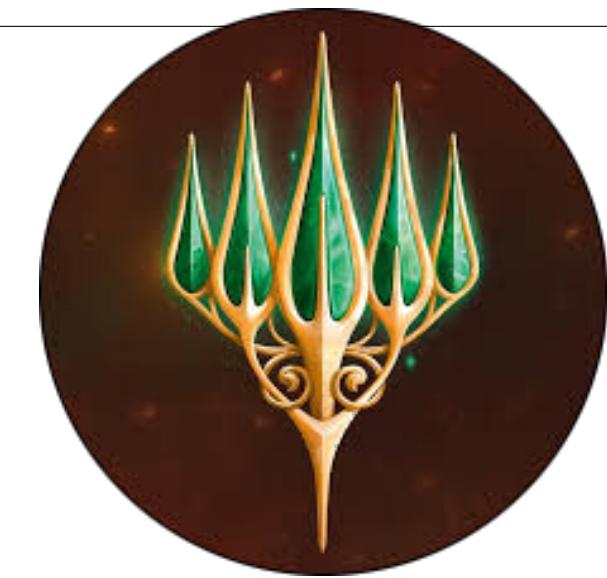
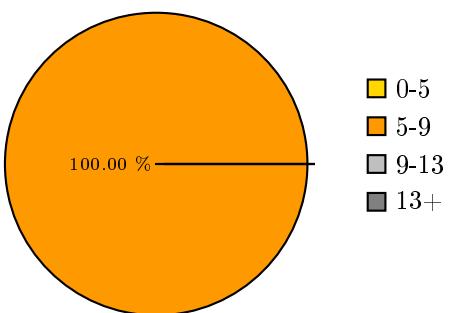
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

HIDING NINJAS - Satoru Umezawa - General

WIN/LOSE Statistics



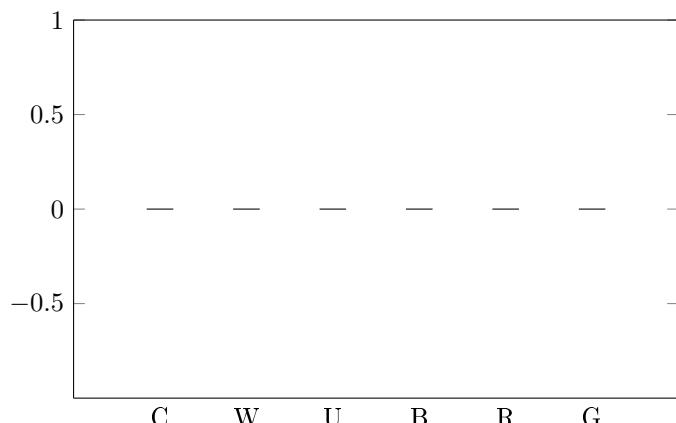
GAME LENGTHS



LOSE CONDITION



Color of Winning-Opponent



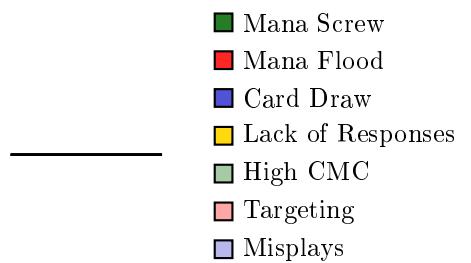
MULLIGAN REASONS



MULLIGAN NUMBER: 1

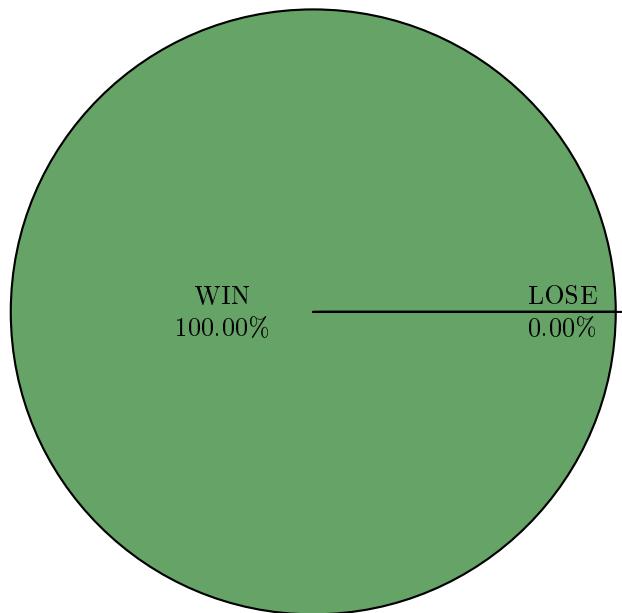
- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

OBVIOUS PROBLEMS

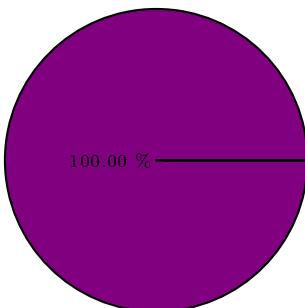


HIDING NINJAS - Satoru Umezawa - 1v1

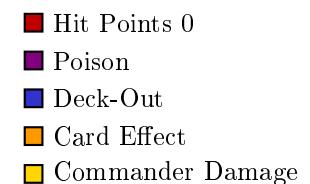
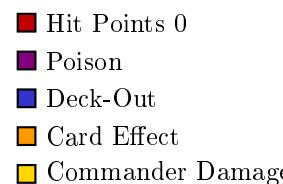
WIN/LOSE Statistics



WIN CONDITION

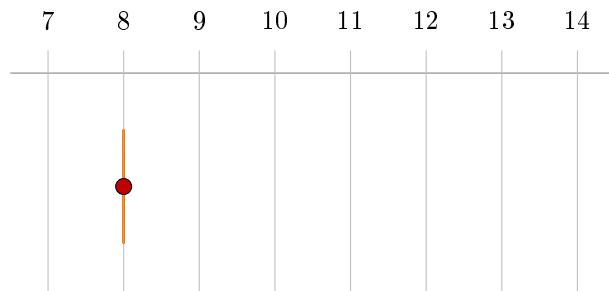


LOSE CONDITION

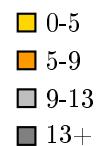
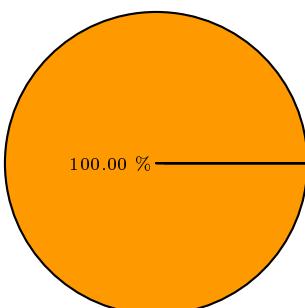


Turn Number Statistics

Average Number of Turns: 8.00



GAME LENGTHS



OBVIOUS PROBLEMS



HIDING NINJAS - Satoru Umezawa - 3 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

HIDING NINJAS - Satoru Umezawa - 4 Player

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

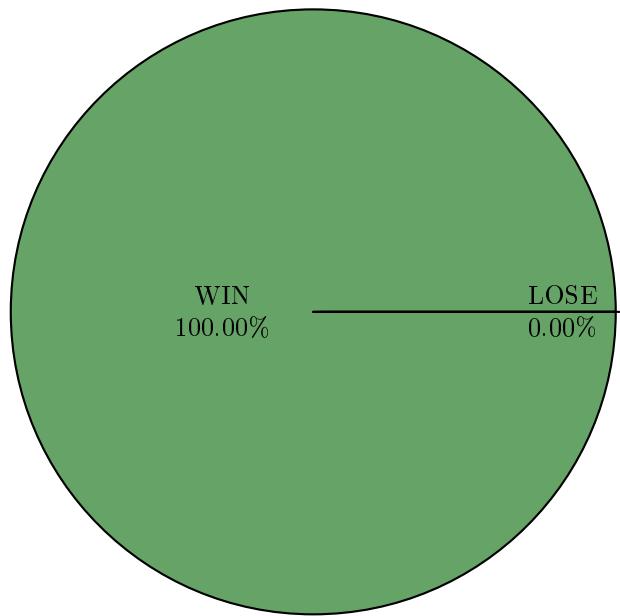
- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

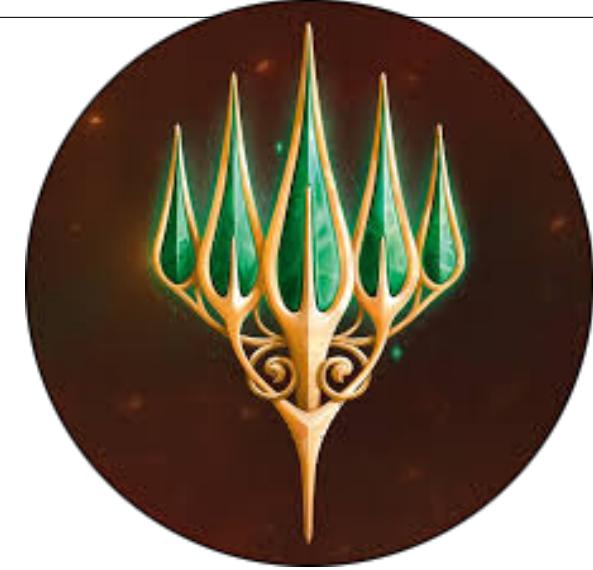
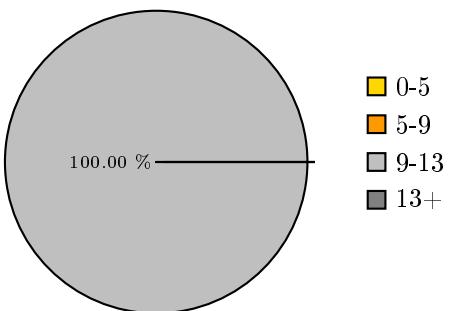
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

ARACHNOphobia - Shelob, Child of Ungoliant - General

WIN/LOSE Statistics



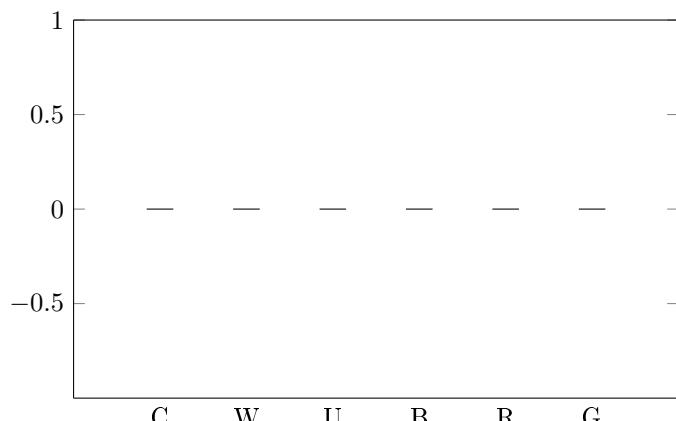
GAME LENGTHS



LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Color of Winning-Opponent



MULLIGAN REASONS

- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

MULLIGAN NUMBER: 1

OBVIOUS PROBLEMS

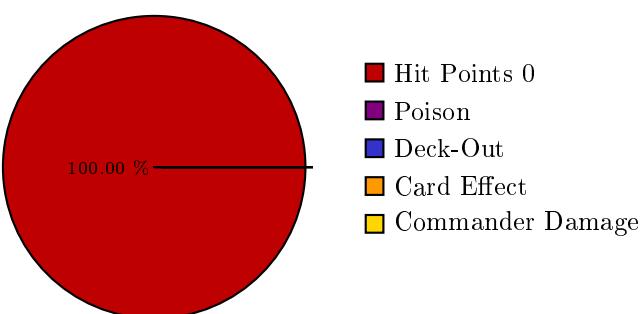
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

ARACHNOPHOBIA - Shelob, Child of Ungoliant - 1v1

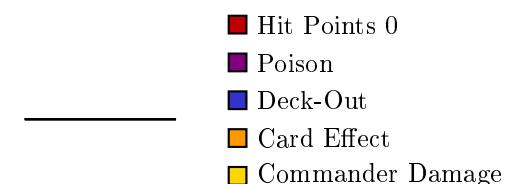
WIN/LOSE Statistics



WIN CONDITION

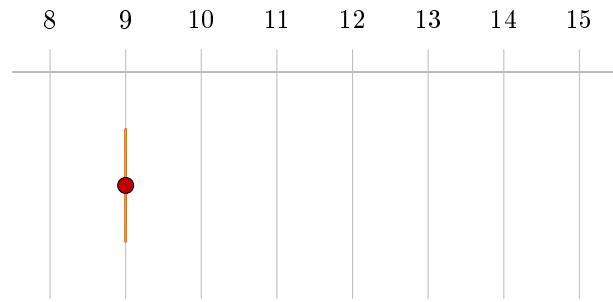


LOSE CONDITION

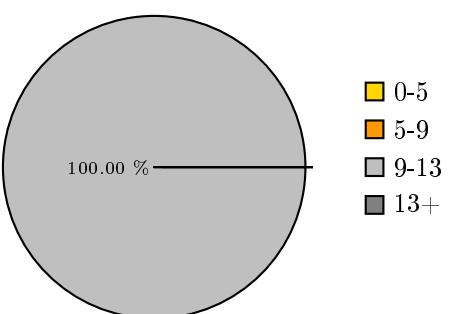


Turn Number Statistics

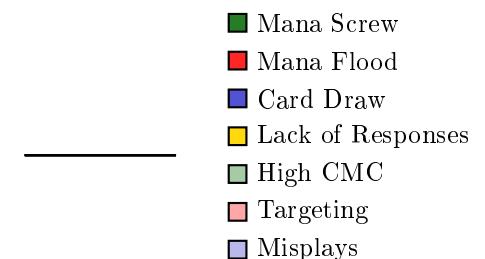
Average Number of Turns: 9.00



GAME LENGTHS



OBVIOUS PROBLEMS



ARACHNOPHOBIA - Shelob, Child of Ungoliant - 3 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

ARACHNOPHOBIA - Shelob, Child of Ungoliant - 4 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

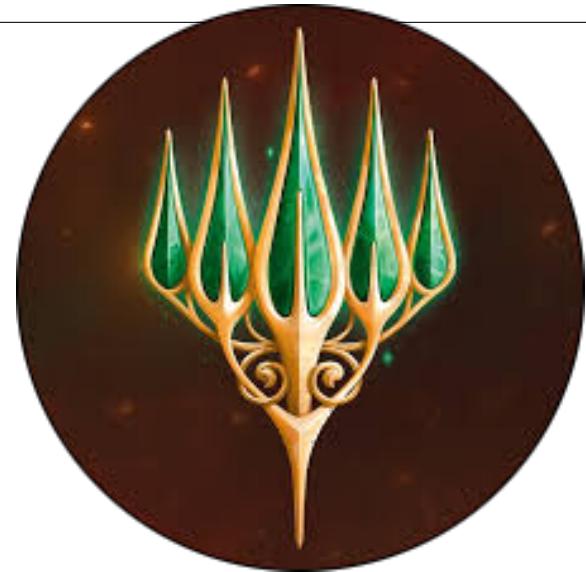
- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

COUNTERING MERFOLKS - Ishai, Ojutai Dragonspeaker and Thrasios, Triton Hero - General

GAME LENGTHS



- 0-5
- 5-9
- 9-13
- 13+

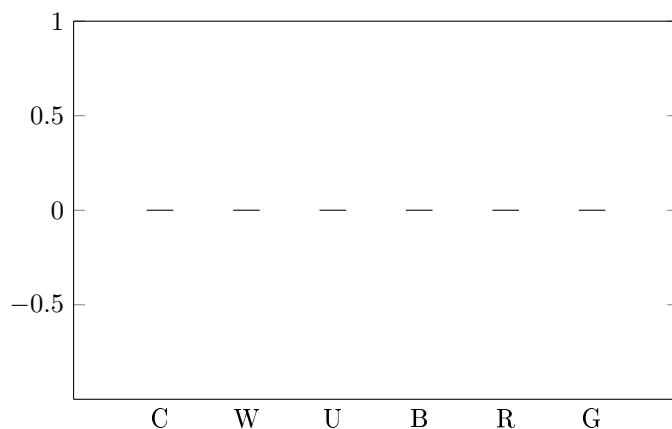
WIN/LOSE Statistics

LOSE
0.00%

WIN CONDITION

LOSE CONDITION

Color of Winning-Opponent



MULLIGAN REASONS

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

MULLIGAN NUMBER: 1

COUNTERING MERFOLKS - Ishai, Ojutai Dragonspeaker and Thrasios, Triton Hero - 1v1

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

DOSE
0.00%

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

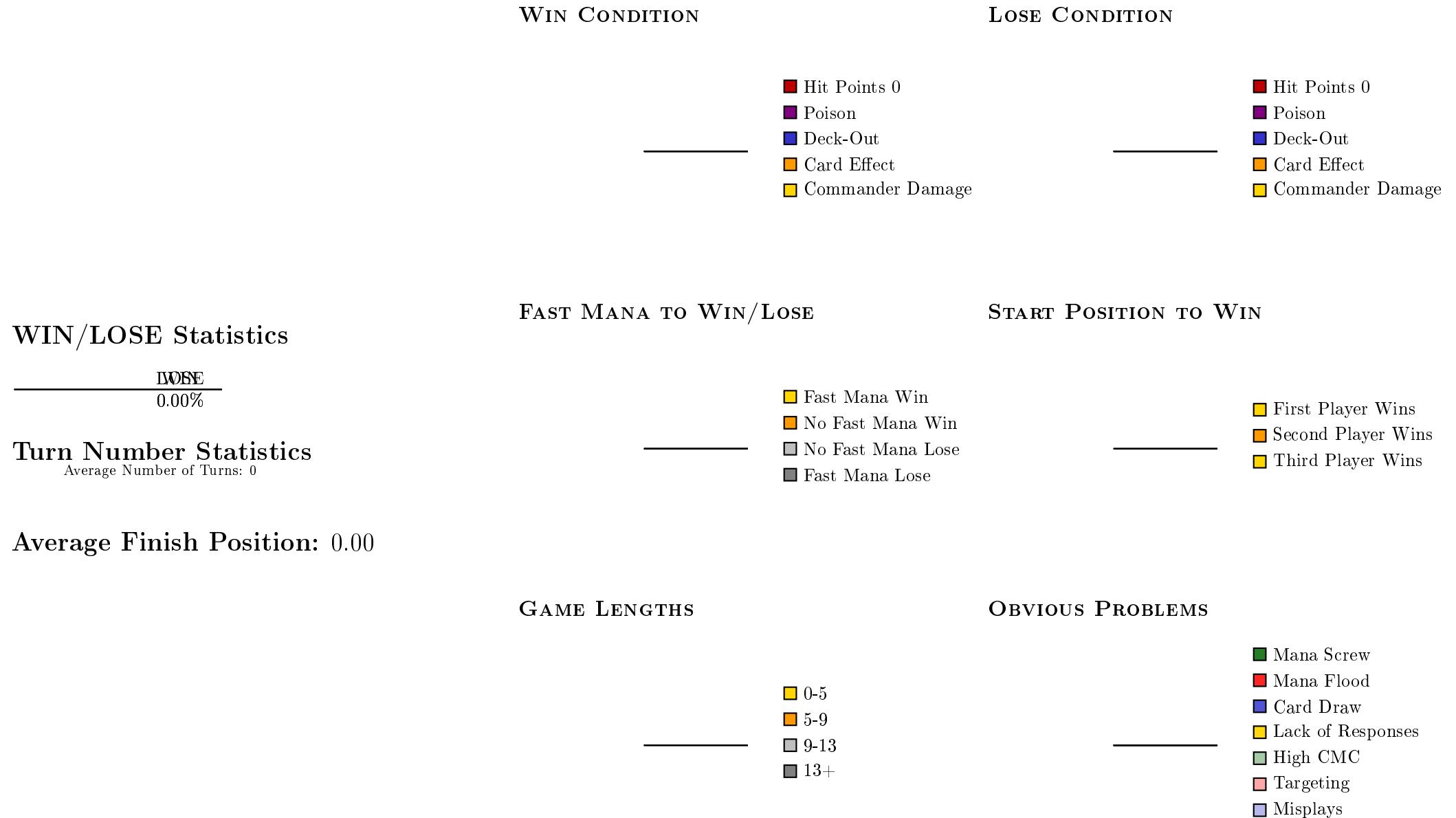
GAME LENGTHS

OBVIOUS PROBLEMS

- 0-5
- 5-9
- 9-13
- 13+

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

COUNTERING MERFOLKS - Ishai, Ojutai Dragonspeaker and Thrasios, Triton Hero - 3 Player



COUNTERING MERFOLKS - Ishai, Ojutai Dragonspeaker and Thrasios, Triton Hero - 4 Player

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

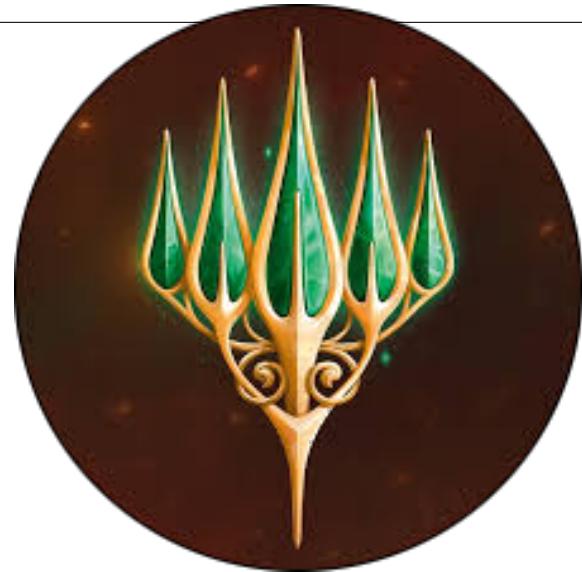
GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

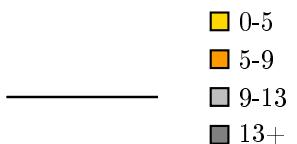
OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

DRIVE-BY VEHICLES - Sydri, Galvanic Genius - General



GAME LENGTHS



WIN/LOSE Statistics

LOSE
0.00%

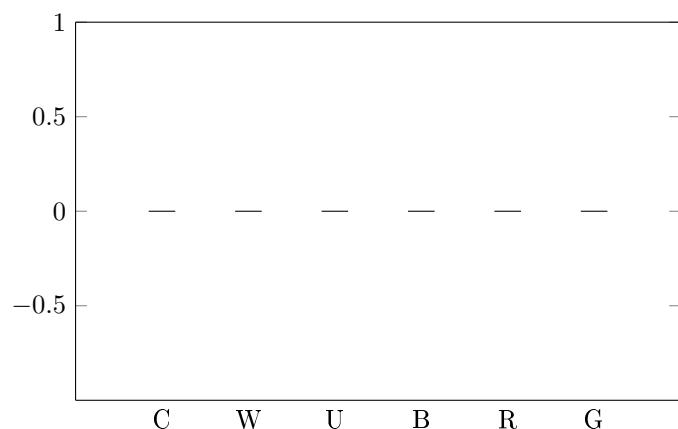
WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Color of Winning-Opponent



MULLIGAN REASONS

- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

MULLIGAN NUMBER: 1

DRIVE-BY VEHICLES - Sydri, Galvanic Genius - 1v1

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

DRIVE-BY VEHICLES - Sydri, Galvanic Genius - 3 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

DRIVE-BY VEHICLES - Sydri, Galvanic Genius - 4 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

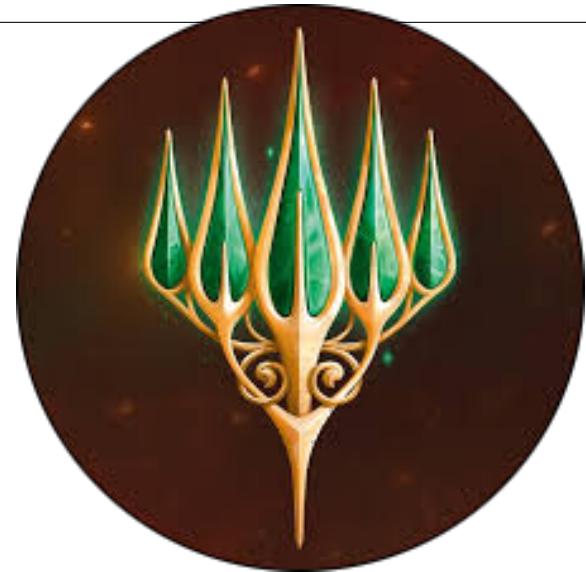
GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

CONTROLLING TIME - Obeka, Brute Chronologist - General



GAME LENGTHS



WIN/LOSE Statistics

LOSE
0.00%

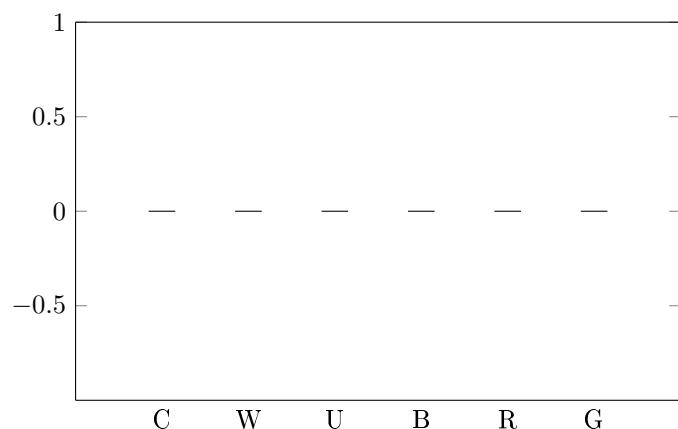
WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Color of Winning-Opponent



MULLIGAN REASONS

- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

MULLIGAN NUMBER: 1

CONTROLLING TIME - Obeka, Brute Chronologist - 1v1

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

OBVIOUS PROBLEMS

- 0-5
- 5-9
- 9-13
- 13+

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

CONTROLLING TIME - Obeka, Brute Chronologist - 3 Player

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

CONTROLLING TIME - Obeka, Brute Chronologist - 4 Player

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

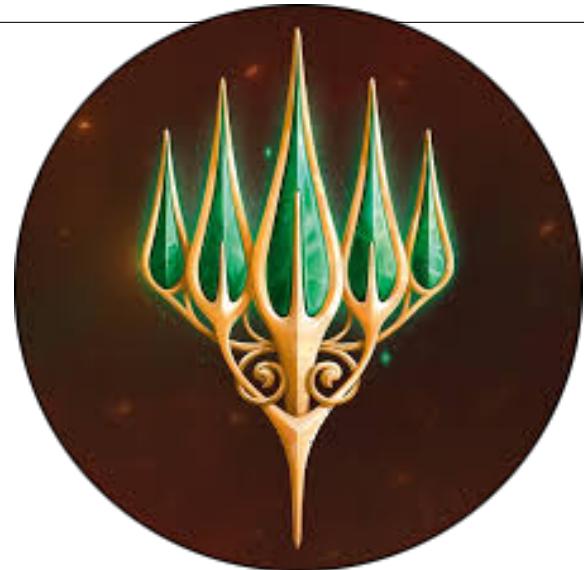
OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

STEALING PIRATE MEMORY GAME - Admiral Beckett Brass - General

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+



WIN/LOSE Statistics

LOSE
0.00%

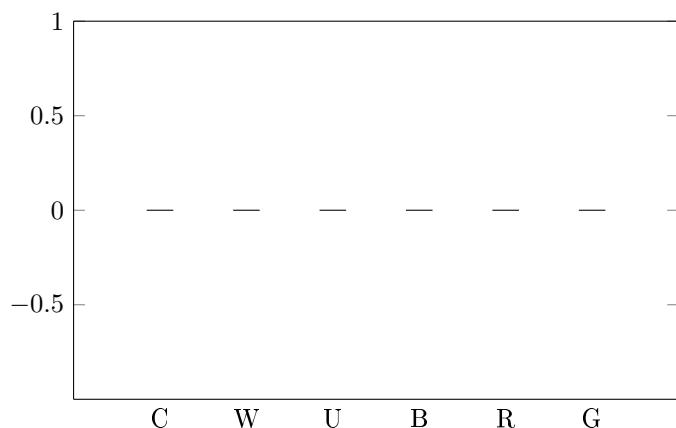
WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Color of Winning-Opponent



MULLIGAN REASONS

- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

MULLIGAN NUMBER: 1

STEALING PIRATE MEMORY GAME - Admiral Beckett Brass - 1v1

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

OBVIOUS PROBLEMS

- 0-5
- 5-9
- 9-13
- 13+

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

STEALING PIRATE MEMORY GAME - Admiral Beckett Brass - 3 Player

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

STEALING PIRATE MEMORY GAME - Admiral Beckett Brass - 4 Player

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

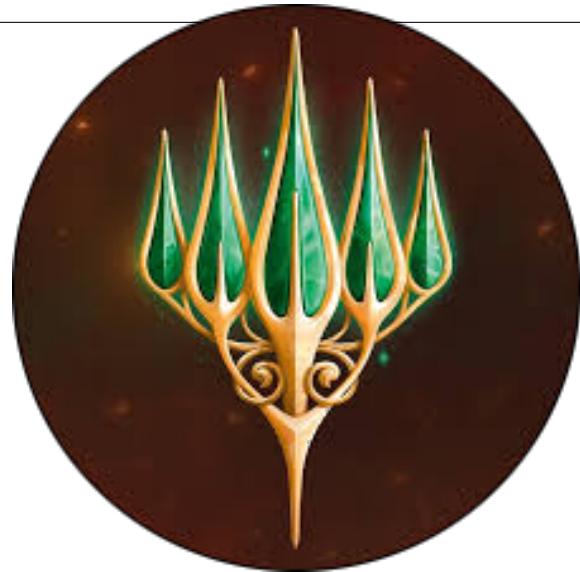
GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

ENRAGED DINOSAURS - Zacama, Primal Calamity - General



GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

WIN/LOSE Statistics

LOSE
0.00%

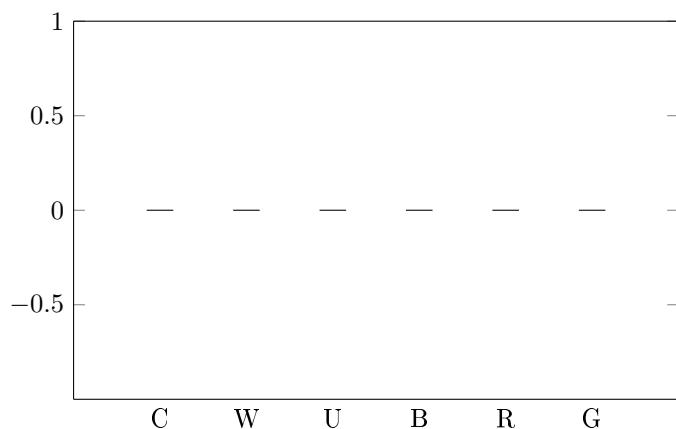
WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Color of Winning-Opponent



MULLIGAN REASONS

- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

MULLIGAN NUMBER: 1

ENRAGED DINOSAURS - Zacama, Primal Calamity - 1v1

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

OBVIOUS PROBLEMS

- 0-5
- 5-9
- 9-13
- 13+

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

ENRAGED DINOSAURS - Zacama, Primal Calamity - 3 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

ENRAGED DINOSAURS - Zacama, Primal Calamity - 4 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

CORRUPTING INFLUENCE - Vishgraz, the Doomhive - General



GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

WIN/LOSE Statistics

LOSE
0.00%

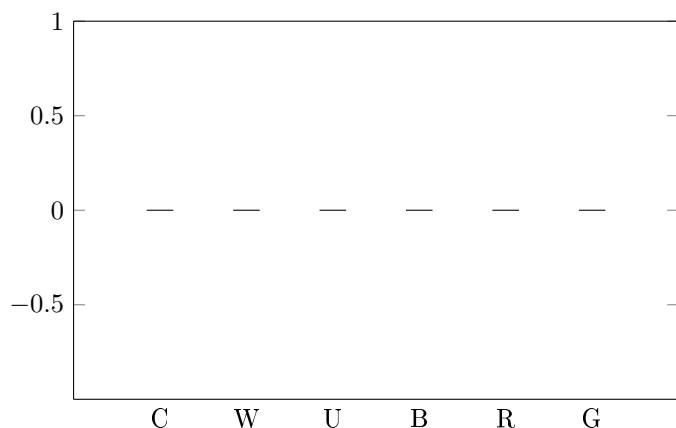
WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Color of Winning-Opponent



MULLIGAN REASONS

- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

MULLIGAN NUMBER: 1

CORRUPTING INFLUENCE - Vishgraz, the Doomhive - 1v1

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

DOSE
0.00%

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

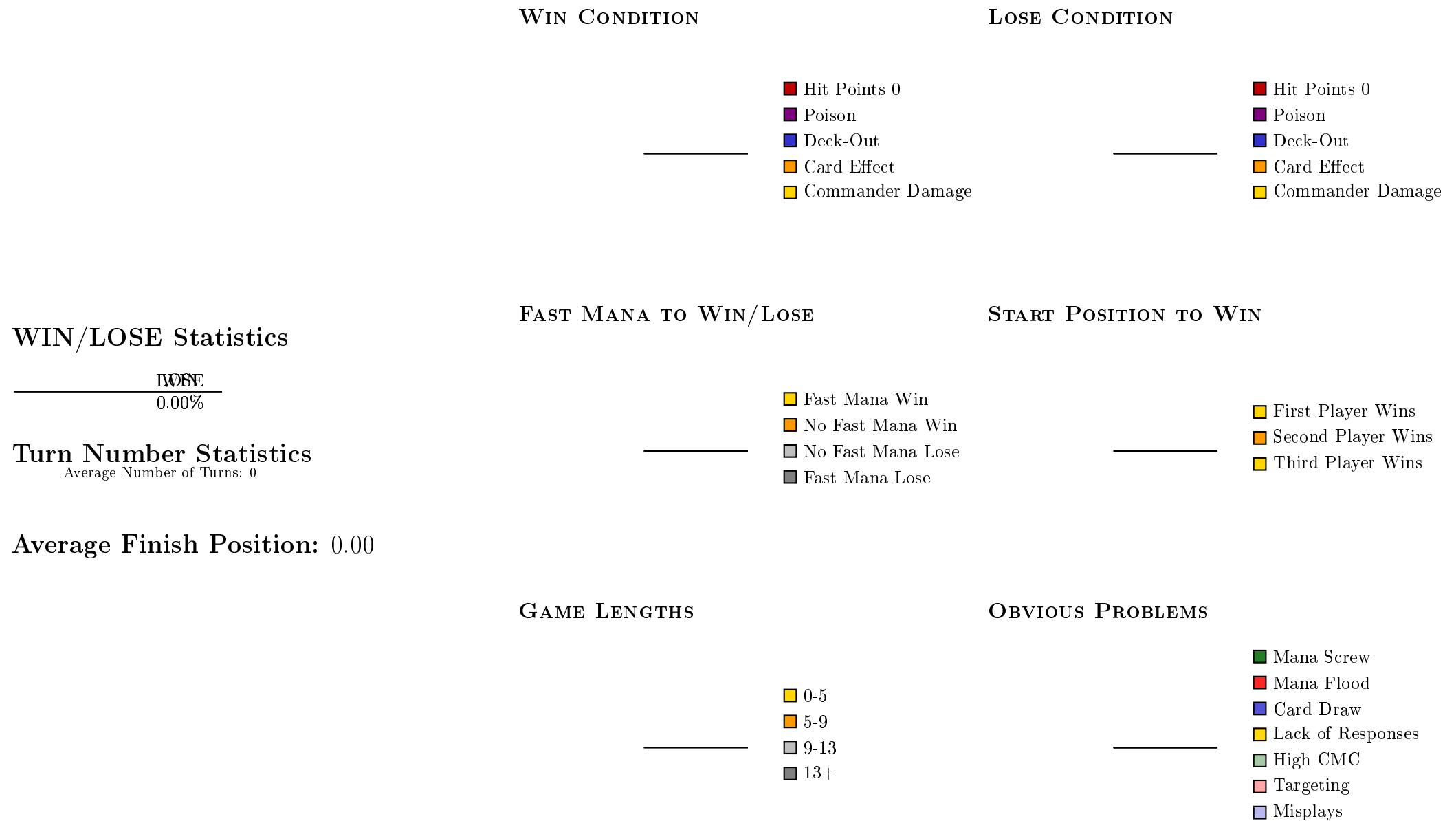
GAME LENGTHS

OBVIOUS PROBLEMS

- 0-5
- 5-9
- 9-13
- 13+

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

CORRUPTING INFLUENCE - Vishgraz, the Doomhive - 3 Player



CORRUPTING INFLUENCE - Vishgraz, the Doomhive - 4 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

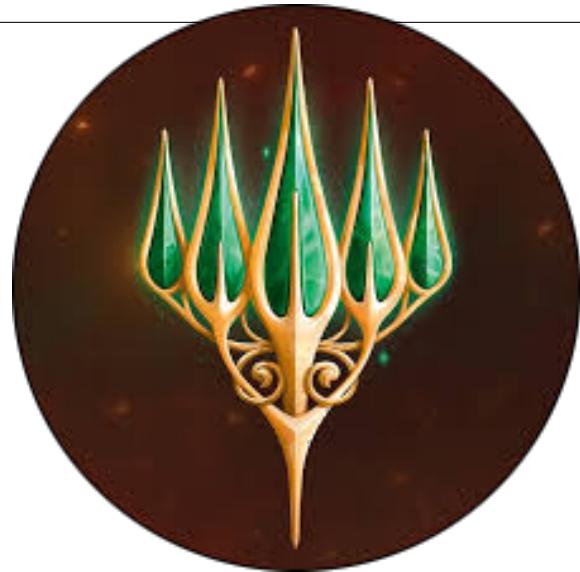
GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

BLINKING DRAGONS - Miirym, Sentinel Wyrm - General



GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

WIN/LOSE Statistics

LOSE
0.00%

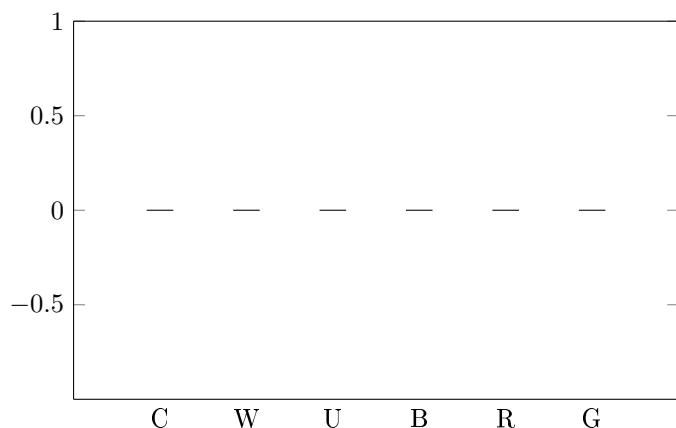
WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Color of Winning-Opponent



MULLIGAN REASONS

- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

MULLIGAN NUMBER: 1

BLINKING DRAGONS - Miirym, Sentinel Wyrm - 1v1

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

OBVIOUS PROBLEMS

- 0-5
- 5-9
- 9-13
- 13+

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

BLINKING DRAGONS - Miirym, Sentinel Wurm - 3 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

BLINKING DRAGONS - Miirym, Sentinel Wyrm - 4 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

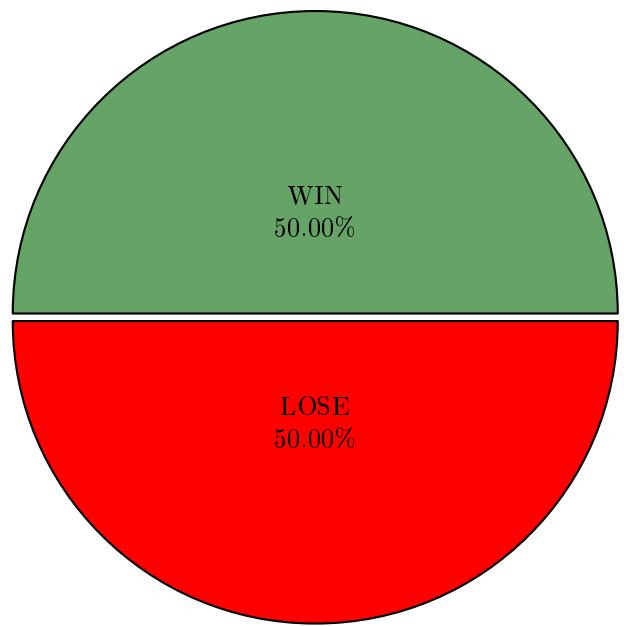
- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

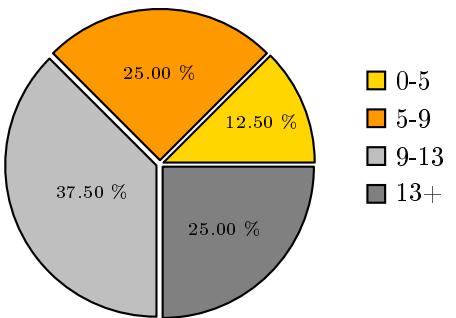
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

BURNING HEAVENS - Kaalia of the Vast - General

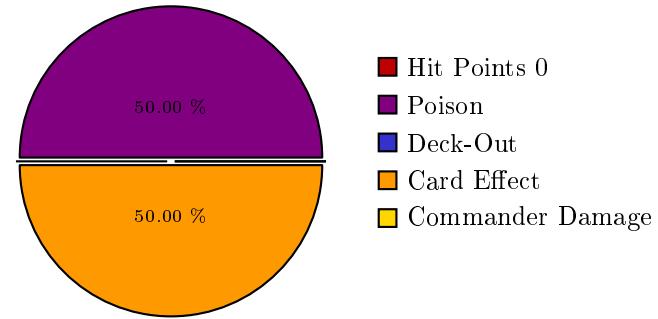
WIN/LOSE Statistics



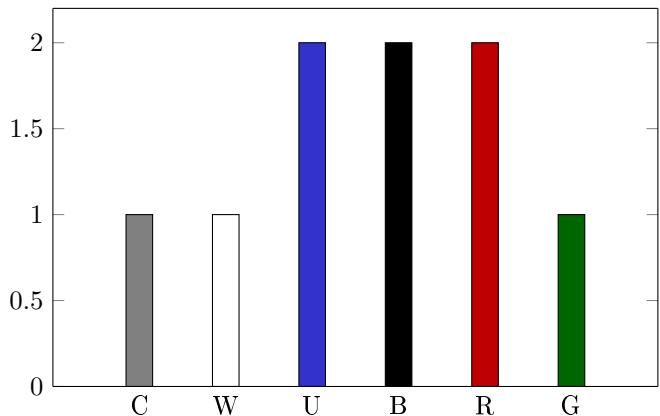
GAME LENGTHS



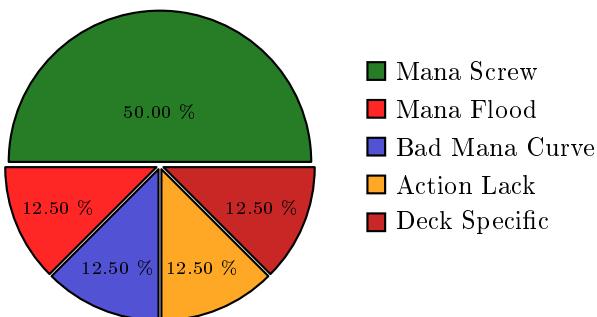
LOSE CONDITION



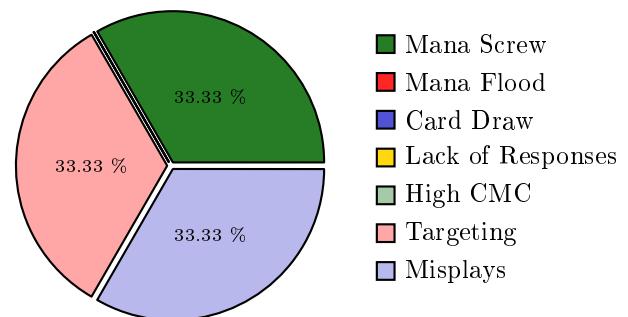
Color of Winning-Opponent



MULLIGAN REASONS

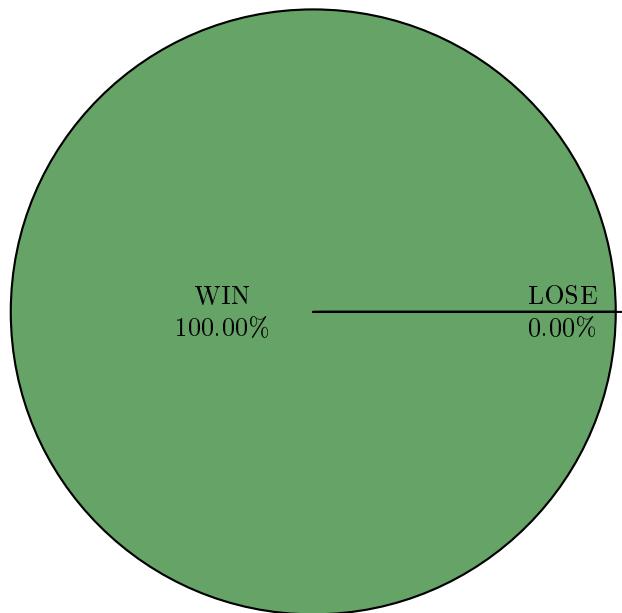


OBVIOUS PROBLEMS

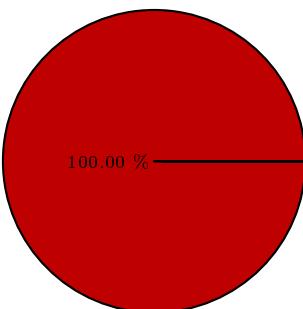


BURNING HEAVENS - Kaalia of the Vast - 1v1

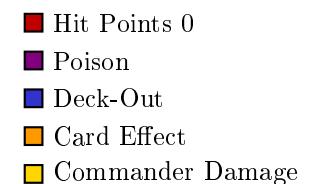
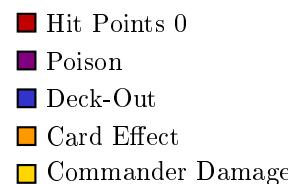
WIN/LOSE Statistics



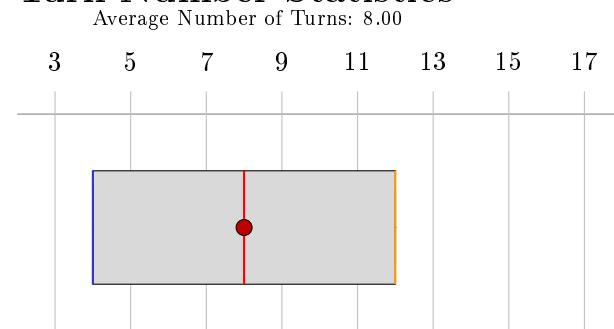
WIN CONDITION



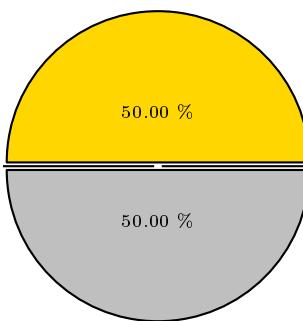
LOSE CONDITION



Turn Number Statistics



GAME LENGTHS

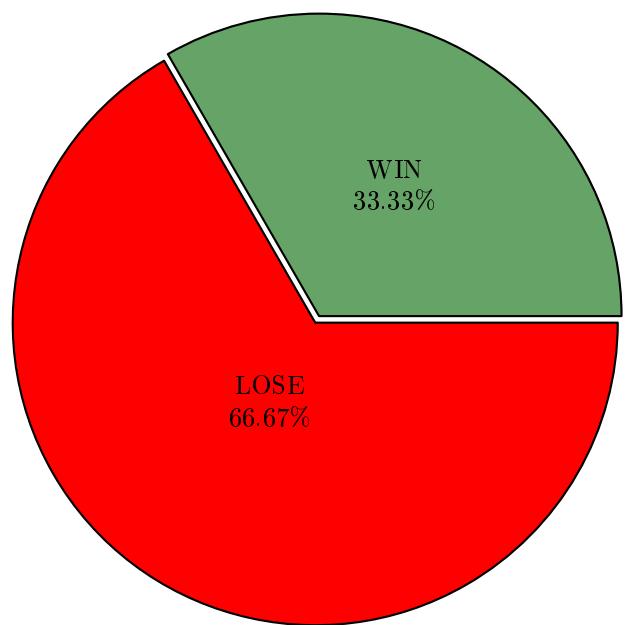


OBVIOUS PROBLEMS

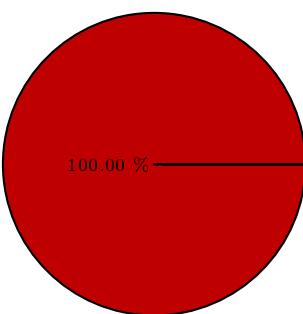


BURNING HEAVENS - Kaalia of the Vast - 3 Player

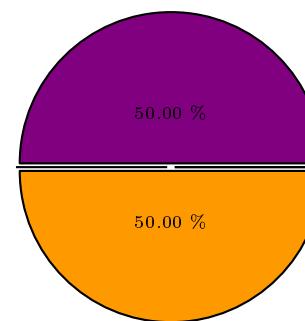
WIN/LOSE Statistics



WIN CONDITION



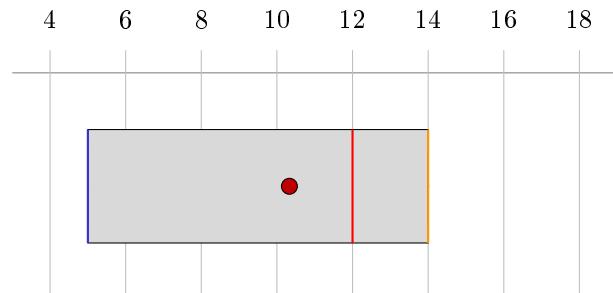
LOSE CONDITION



- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

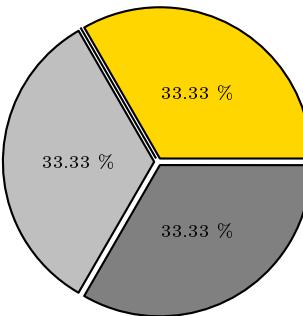
Turn Number Statistics

Average Number of Turns: 10.33



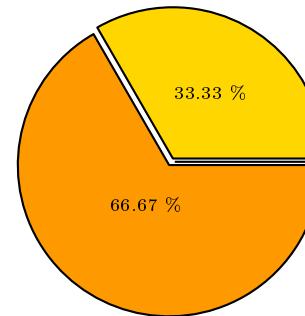
Average Finish Position: 2.00

FAST MANA TO WIN/LOSE



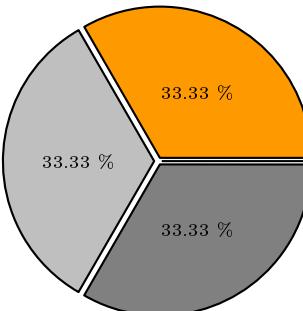
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN



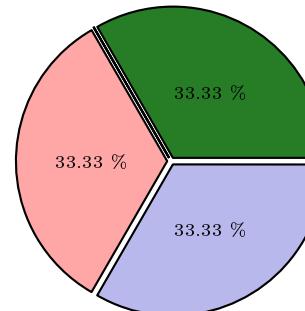
- First Player Wins
- Second Player Wins
- Third Player Wins

GAME LENGTHS



- 0-5
- 5-9
- 9-13
- 13+

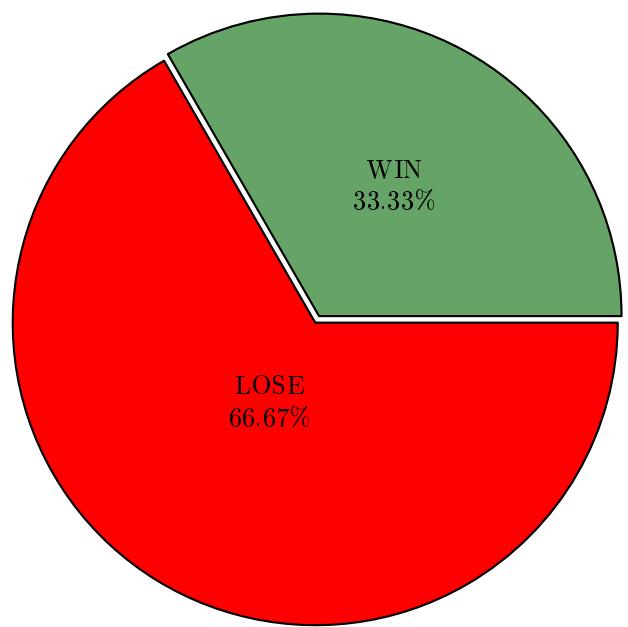
OBVIOUS PROBLEMS



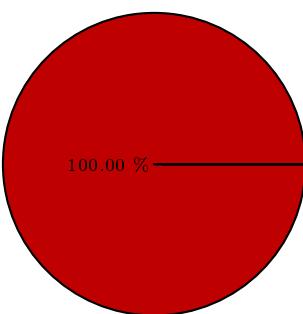
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

BURNING HEAVENS - Kaalia of the Vast - 4 Player

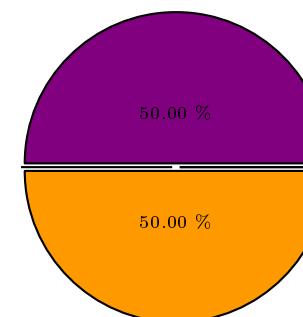
WIN/LOSE Statistics



WIN CONDITION



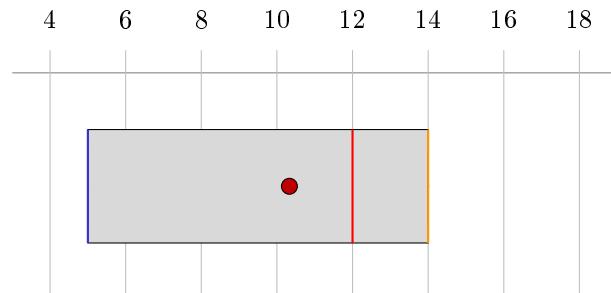
LOSE CONDITION



- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

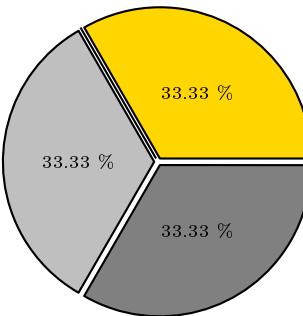
Turn Number Statistics

Average Number of Turns: 10.33



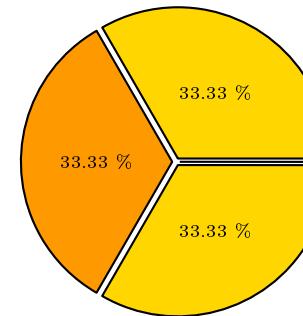
Average Finish Position: 3.00

FAST MANA TO WIN/LOSE



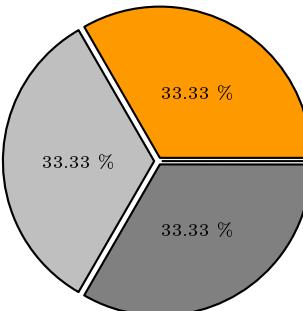
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN



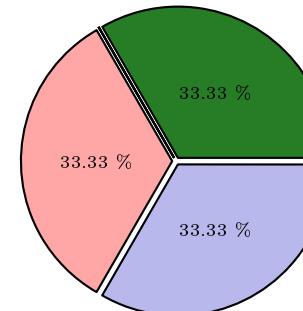
- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

GAME LENGTHS



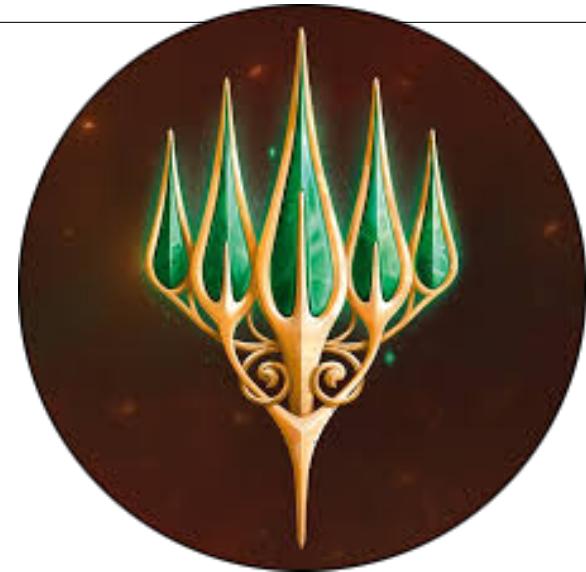
- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS



- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

SHINING ARTIFACTS - Breya, Etherium Shaper - General



GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

WIN/LOSE Statistics

LOSE
0.00%

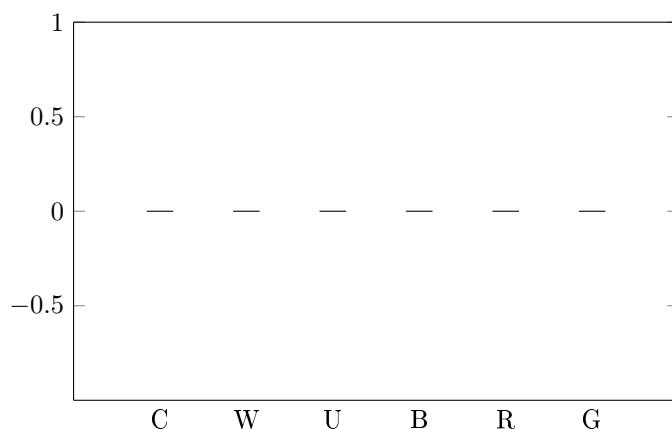
WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Color of Winning-Opponent



MULLIGAN REASONS

- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

MULLIGAN NUMBER: 1

SHINING ARTIFACTS - Breya, Etherium Shaper - 1v1

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

SHINING ARTIFACTS - Breya, Etherium Shaper - 3 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

SHINING ARTIFACTS - Breya, Etherium Shaper - 4 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Average Finish Position: 0.00

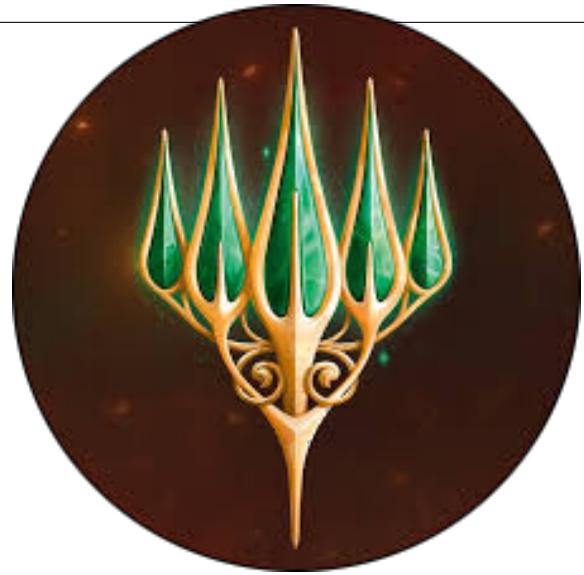
GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

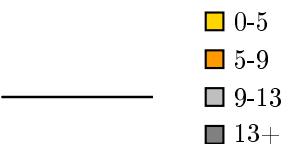
OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

FLOURISHING SHRINES - Go-Shintai of Life's Origin - General



GAME LENGTHS



WIN/LOSE Statistics

LOSE
0.00%

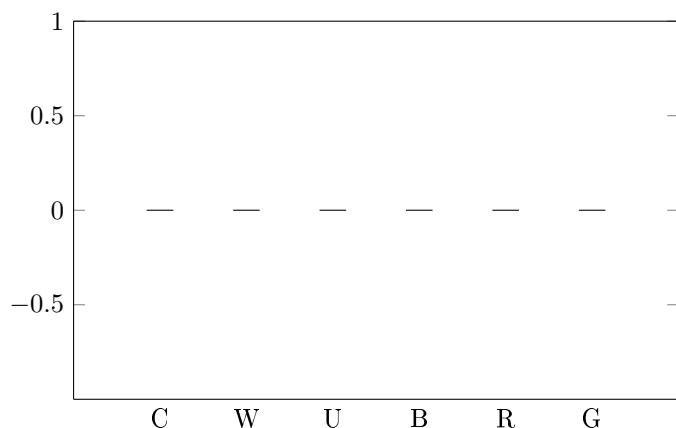
WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Color of Winning-Opponent



MULLIGAN REASONS

- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

MULLIGAN NUMBER: 1

FLOURISHING SHRINES - Go-Shintai of Life's Origin - 1v1

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

FLOURISHING SHRINES - Go-Shintai of Life's Origin - 3 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

FLOURISHING SHRINES - Go-Shintai of Life's Origin - 4 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

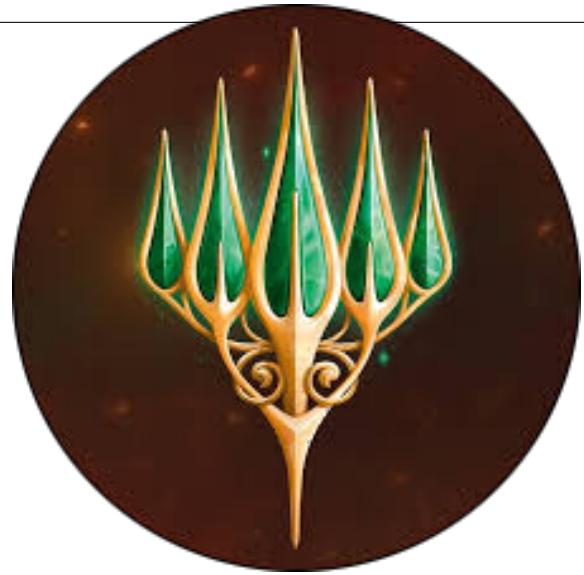
GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

LEGENDARY LEGENDS - Sisay, Weatherlight Captain - General



GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

WIN/LOSE Statistics

LOSE
0.00%

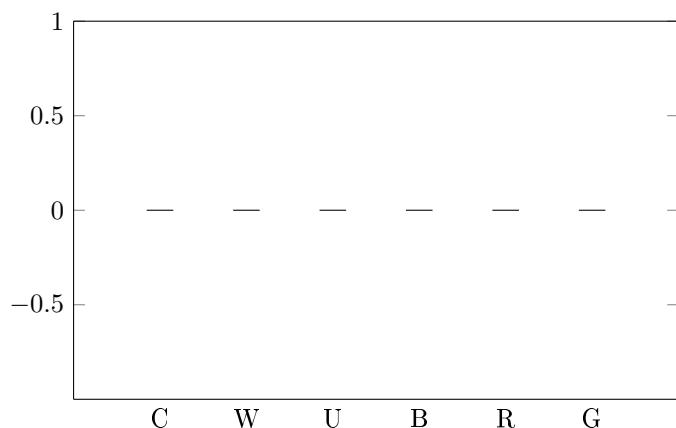
WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Color of Winning-Opponent



MULLIGAN REASONS

- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

MULLIGAN NUMBER: 1

LEGENDARY LEGENDS - Sisay, Weatherlight Captain - 1v1

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

OBVIOUS PROBLEMS

- 0-5
- 5-9
- 9-13
- 13+

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

LEGENDARY LEGENDS - Sisay, Weatherlight Captain - 3 Player

WIN CONDITION

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

LEGENDARY LEGENDS - Sisay, Weatherlight Captain - 4 Player

WIN CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

LOSE CONDITION

- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN

- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays