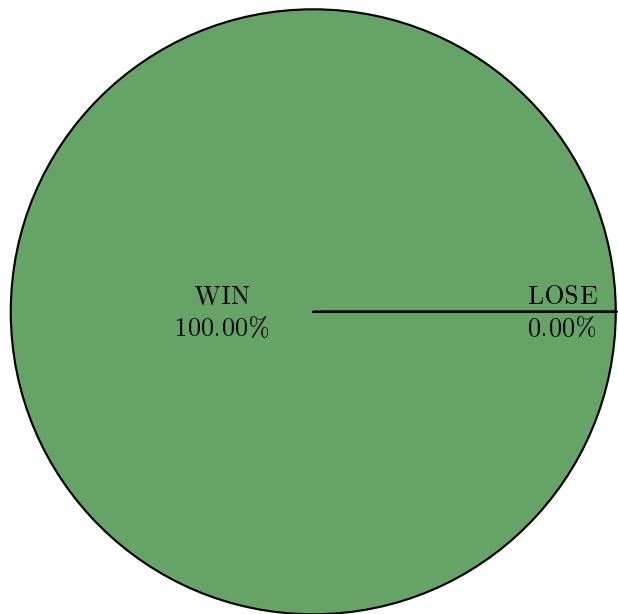
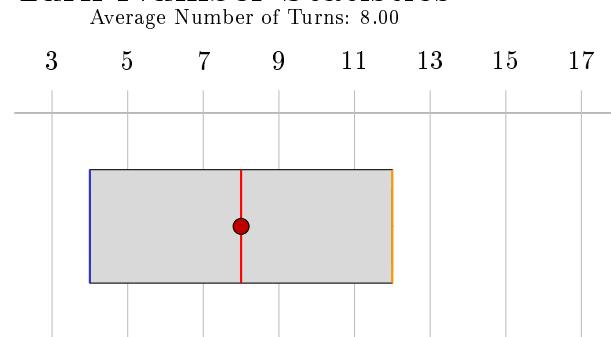


# 1v1 Commander Breakdown

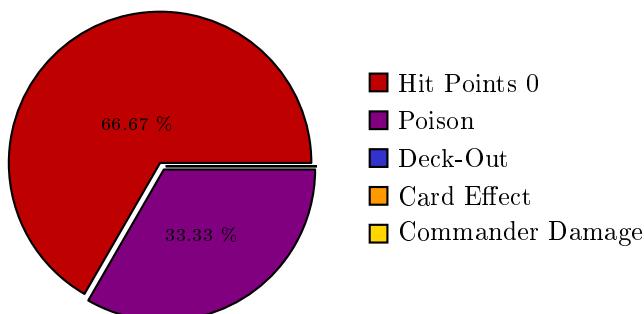
## WIN/LOSE Statistics



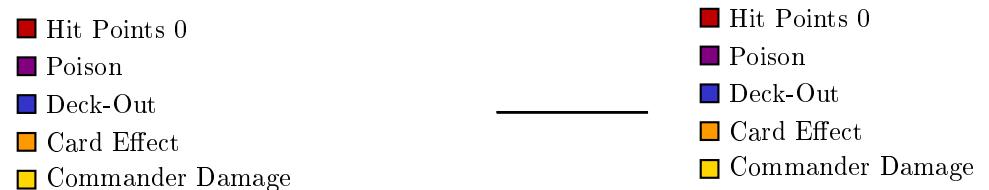
## Turn Number Statistics



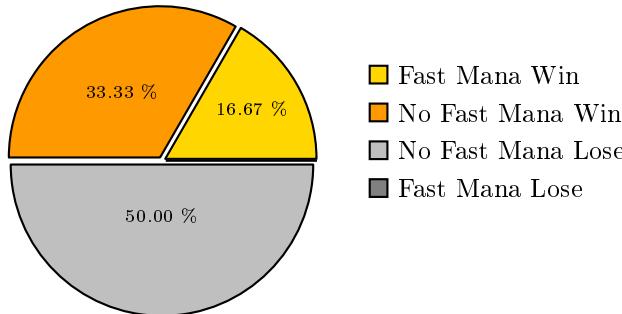
## WIN CONDITION



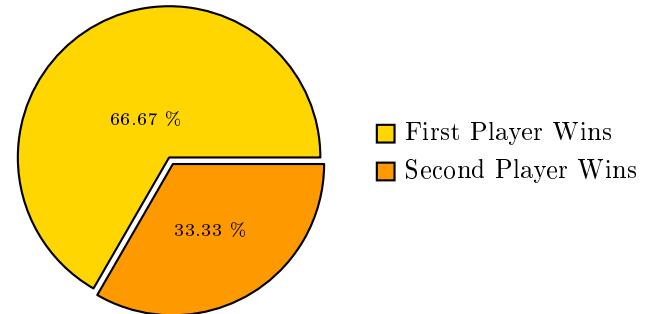
## LOSE CONDITION



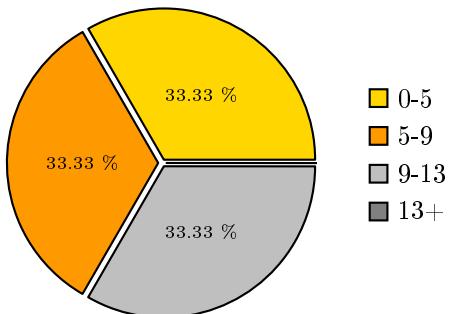
## FAST MANA TO WIN/LOSE



## START POSITION TO WIN



## GAME LENGTHS

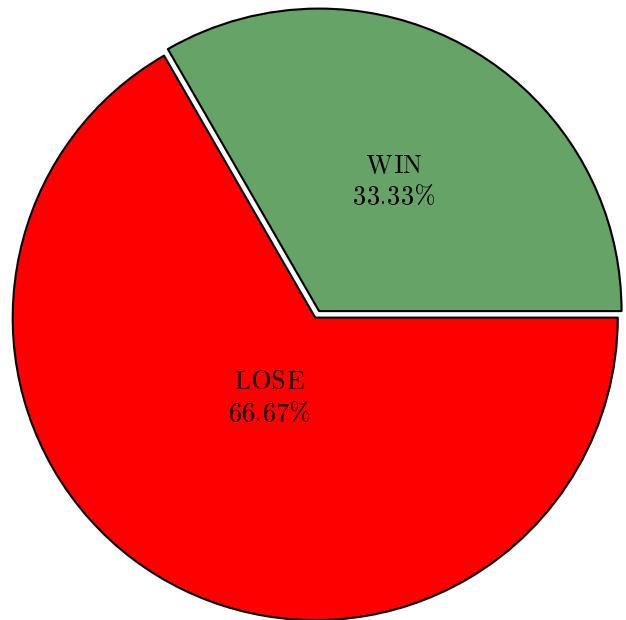


## OBVIOUS PROBLEMS

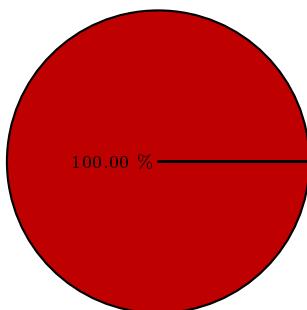


# 3-Player Commander Breakdown

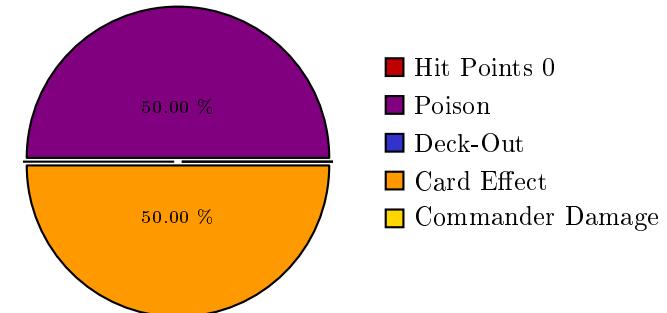
## WIN/LOSE Statistics



## WIN CONDITION

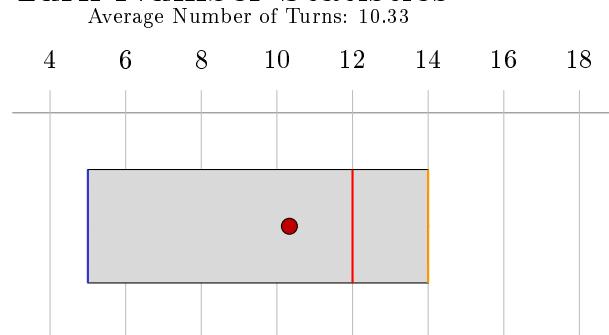


## LOSE CONDITION



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

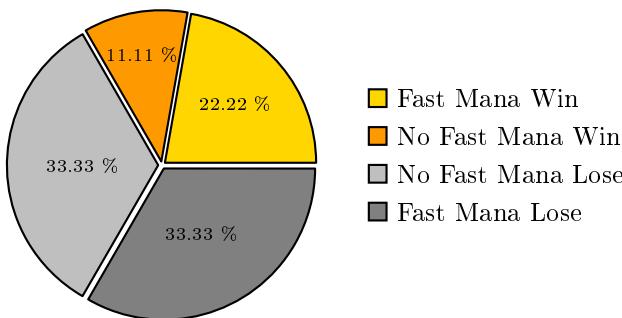
## Turn Number Statistics



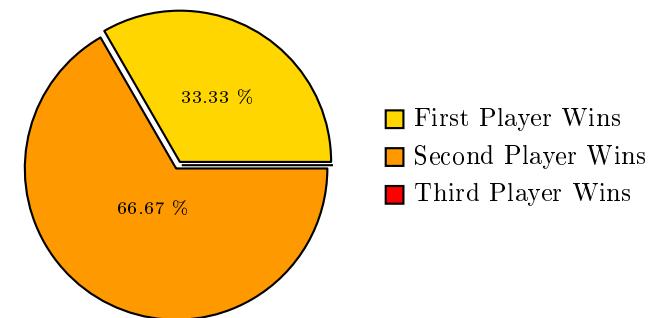
## Average Finish Position

SELF	2.00
FIRST PLAYER	1.67
SECOND PLAYER	1.33
THIRD PLAYER	3.00

## FAST MANA TO WIN/LOSE

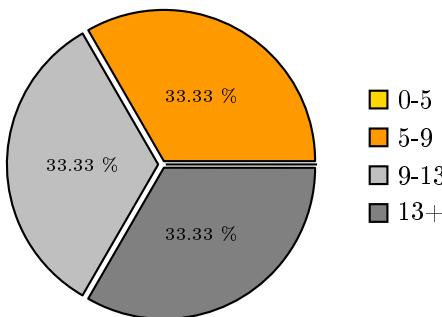


## START POSITION TO WIN

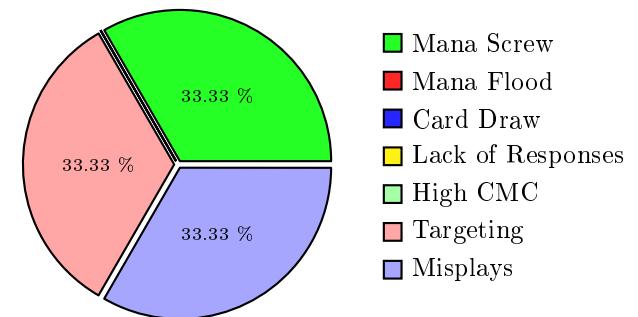


- First Player Wins
- Second Player Wins
- Third Player Wins

## GAME LENGTHS



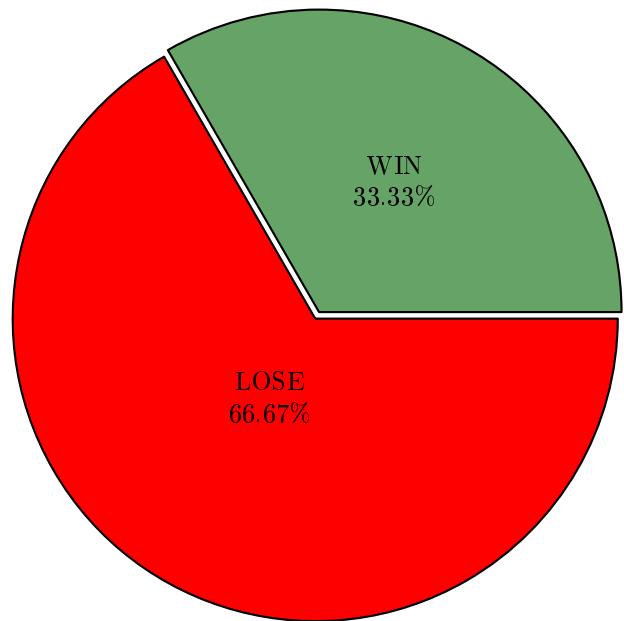
## OBVIOUS PROBLEMS



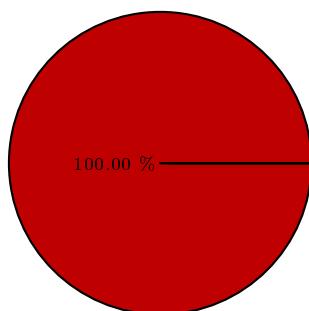
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

# 4-Player Commander Breakdown

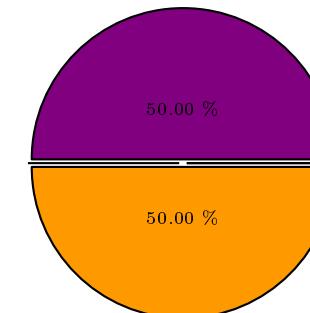
## WIN/LOSE Statistics



## WIN CONDITION

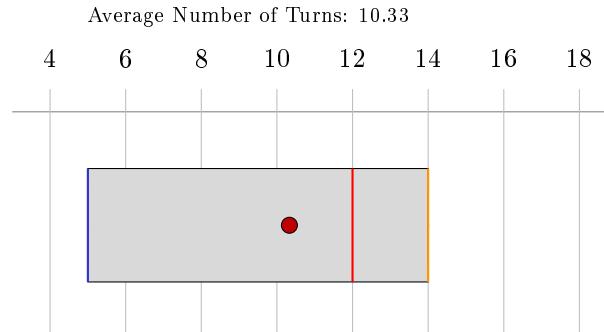


## LOSE CONDITION



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

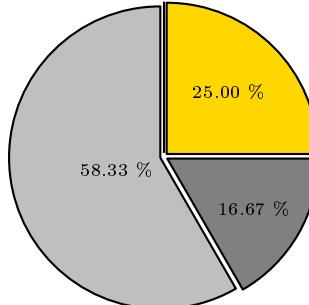
## Turn Number Statistics



## Average Finish Position

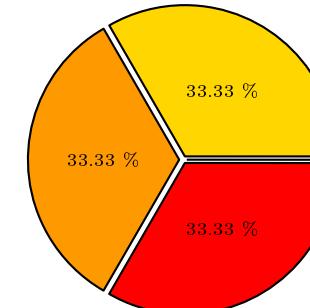
SELF	3.00
FIRST PLAYER	2.00
SECOND PLAYER	2.33
THIRD PLAYER	2.00
FOURTH PLAYER	3.67

## FAST MANA TO WIN/LOSE



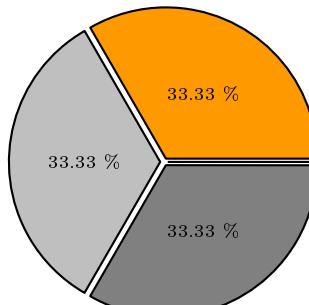
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

## START POSITION TO WIN



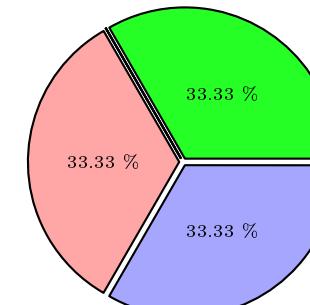
- First Player Wins
- Second Player Wins
- Third Player Wins
- Forth Player Wins

## 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 - General

## GAME LENGTHS

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

## WIN/LOSE Statistics

LOSE  
0.00%

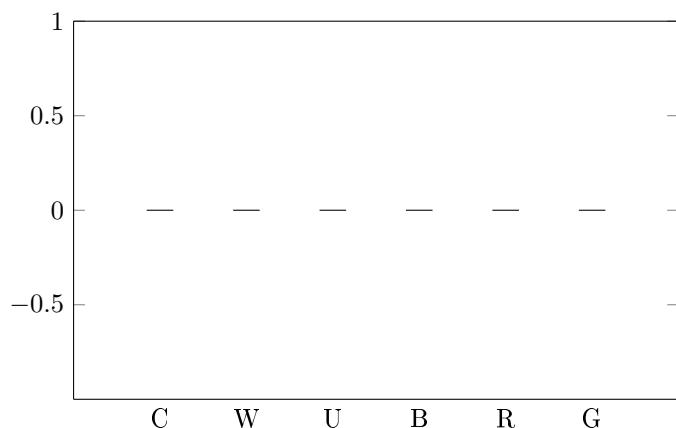
## WIN CONDITION

- 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

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+

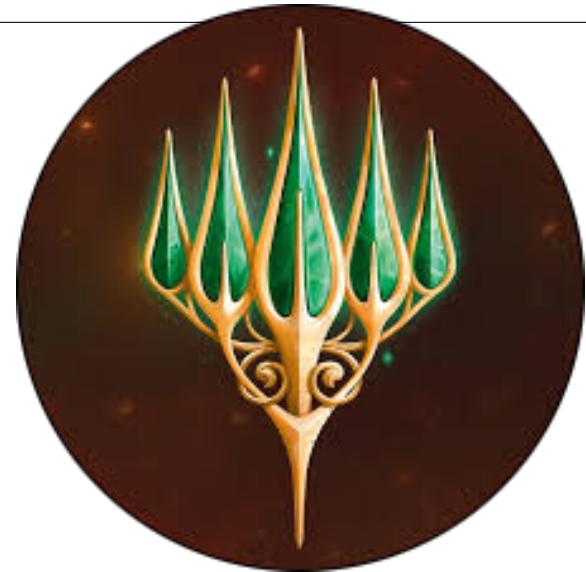
## OBVIOUS PROBLEMS

- 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%

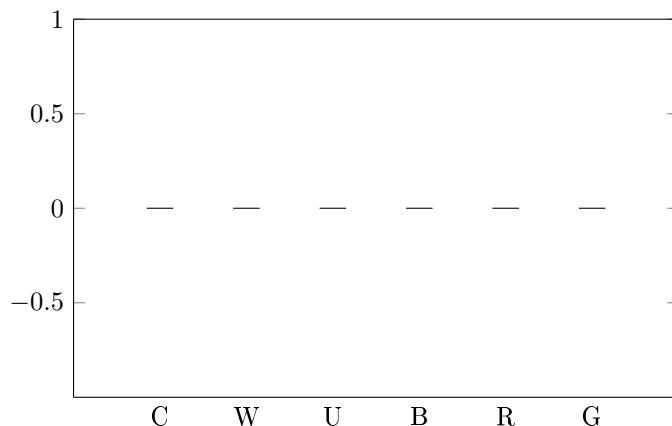
## WIN CONDITION

- 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

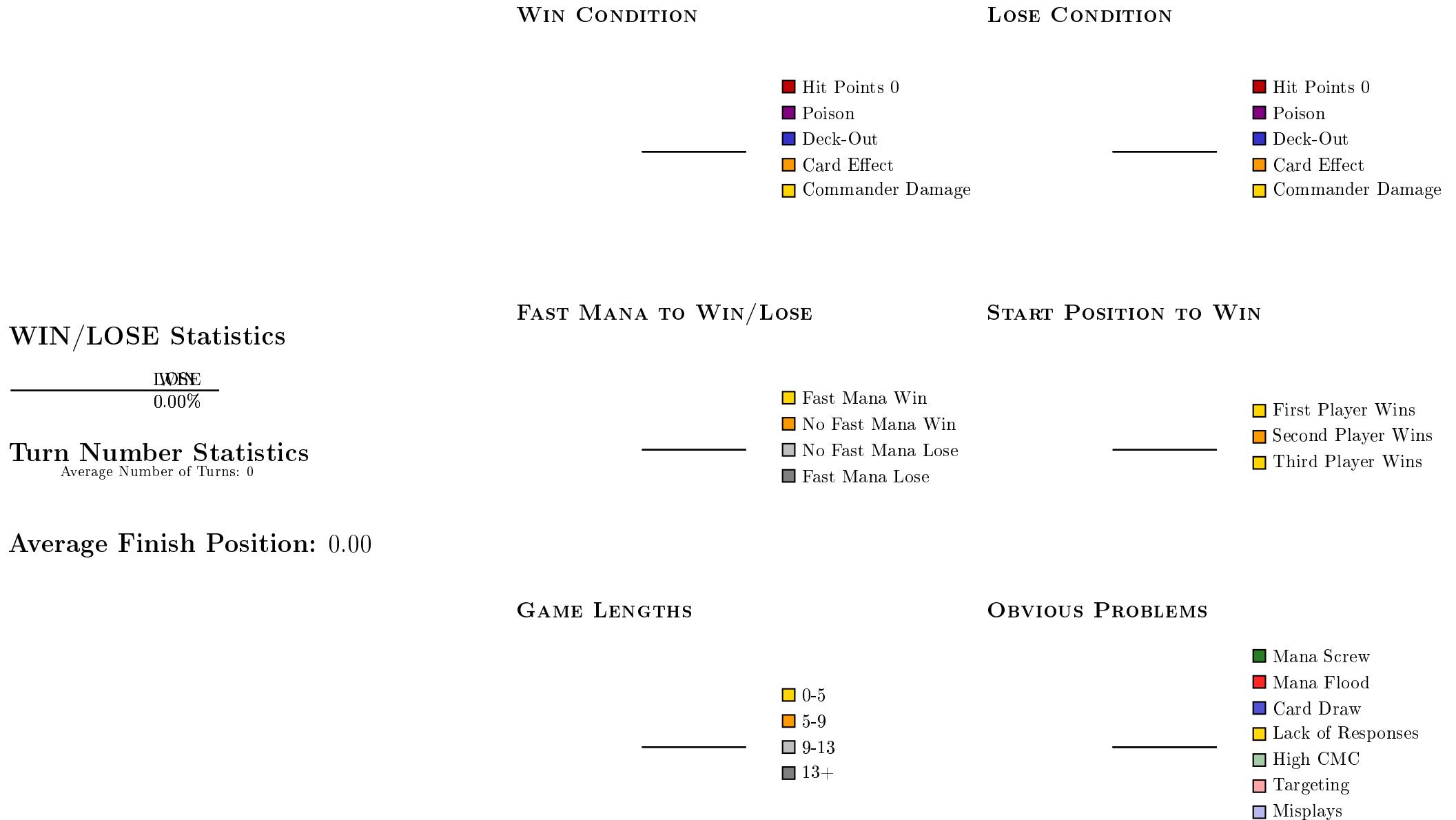
## GAME LENGTHS

## OBVIOUS PROBLEMS

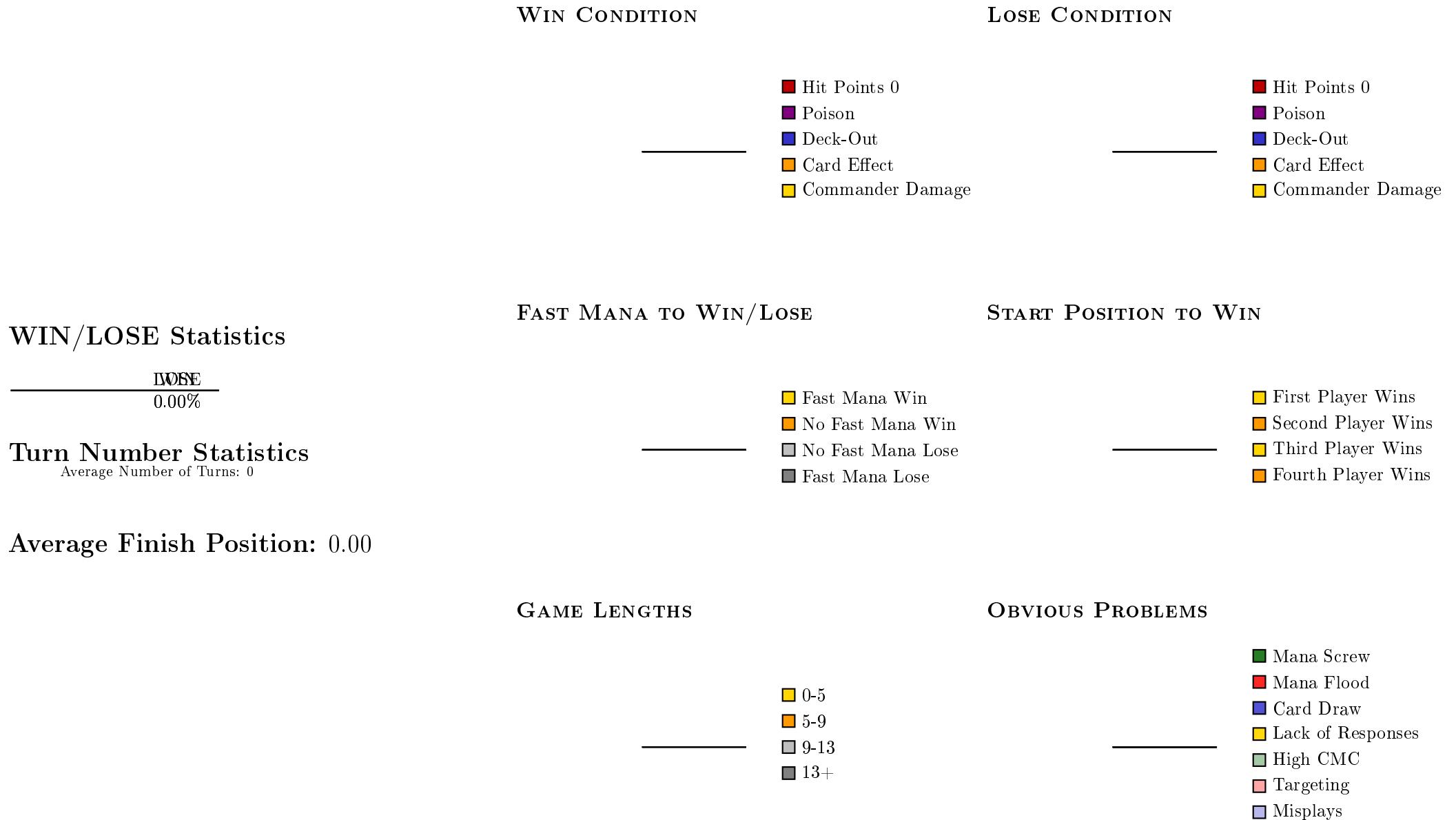
- 0-5
- 5-9
- 9-13
- 13+

- 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



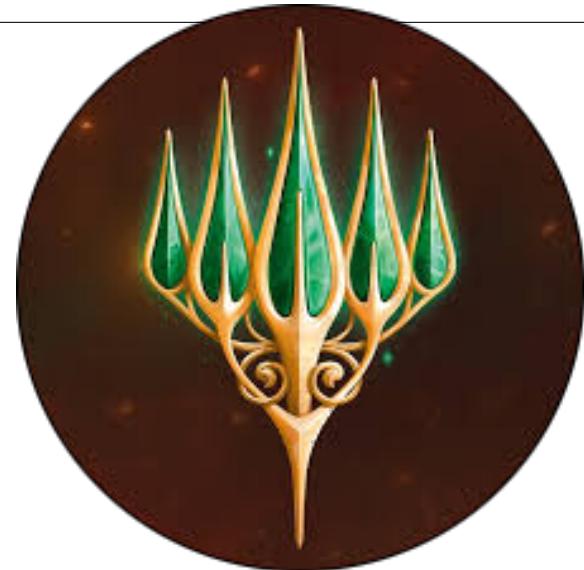
# ADAMANTINE FLYERS - Sephara, Sky's Blade - General

## GAME LENGTHS

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

## WIN/LOSE Statistics

LOSE  
0.00%



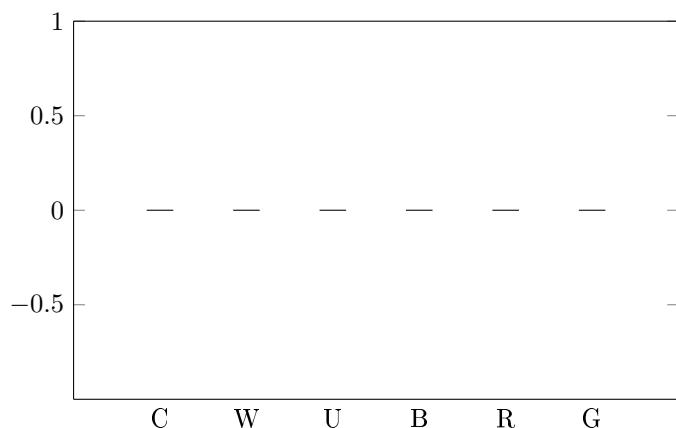
## WIN CONDITION

- 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

# 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

- 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

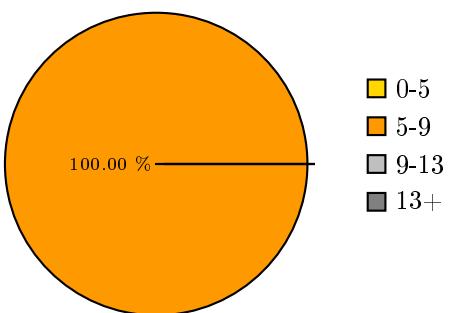
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

# HIDING NINJAS - Satoru Umezawa - General

## WIN/LOSE Statistics



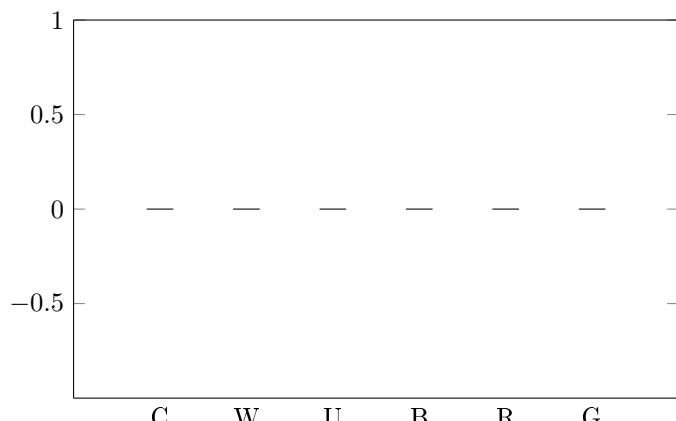
## GAME LENGTHS



## LOSE CONDITION



## Color of Winning-Opponent



## MULLIGAN REASONS

MULLIGAN NUMBER: 1

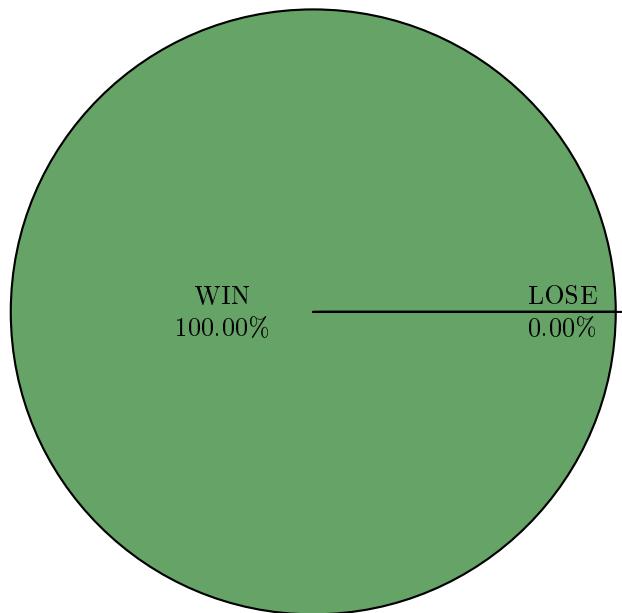
- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

## OBVIOUS PROBLEMS

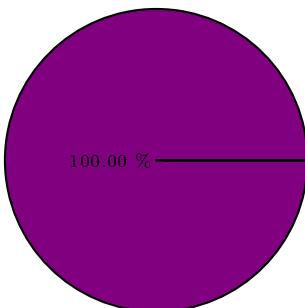
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

# HIDING NINJAS - Satoru Umezawa - 1v1

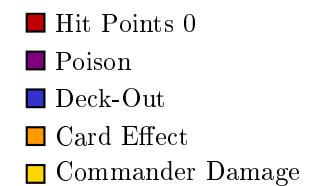
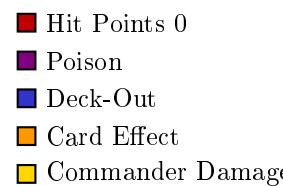
## WIN/LOSE Statistics



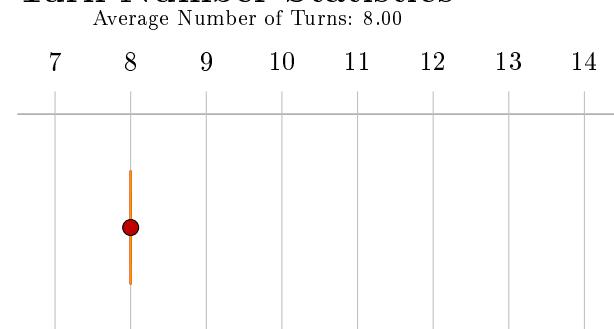
## WIN CONDITION



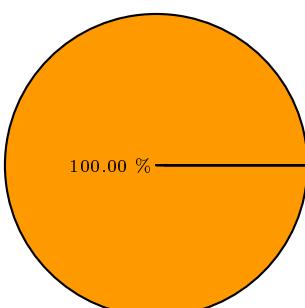
## LOSE CONDITION



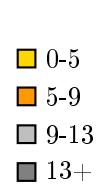
## Turn Number Statistics



## 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

- 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

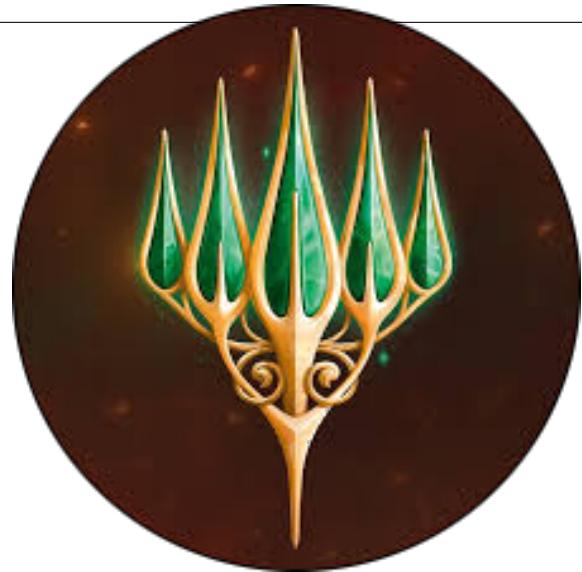
## GAME LENGTHS

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

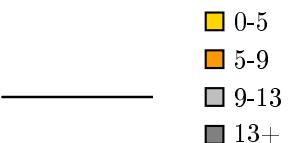
## OBVIOUS PROBLEMS

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

# ARACHNOphobia - Shelob, Child of Ungoliant - General



## GAME LENGTHS



## WIN/LOSE Statistics

LOSE  
0.00%

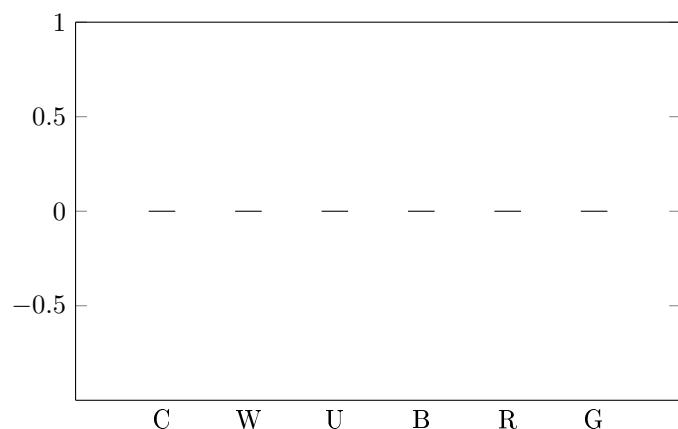
## WIN CONDITION

- 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

# ARACHNOPHOBIA - Shelob, Child of Ungoliant - 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

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

## START POSITION TO WIN

- First Player Wins
- Second Player Wins

## WIN/LOSE Statistics

LOSE  
0.00%

## 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

# 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+

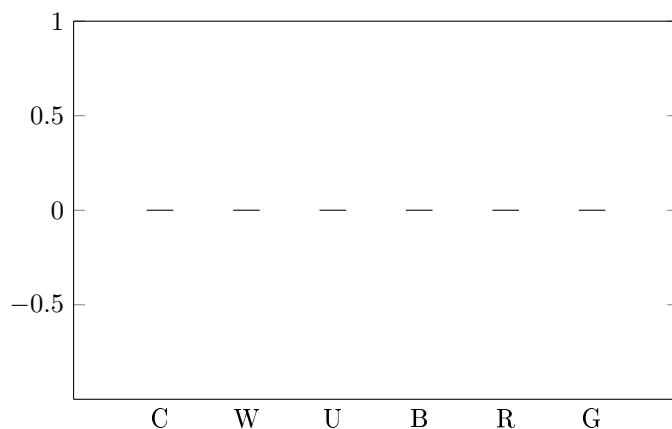
## WIN/LOSE Statistics

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

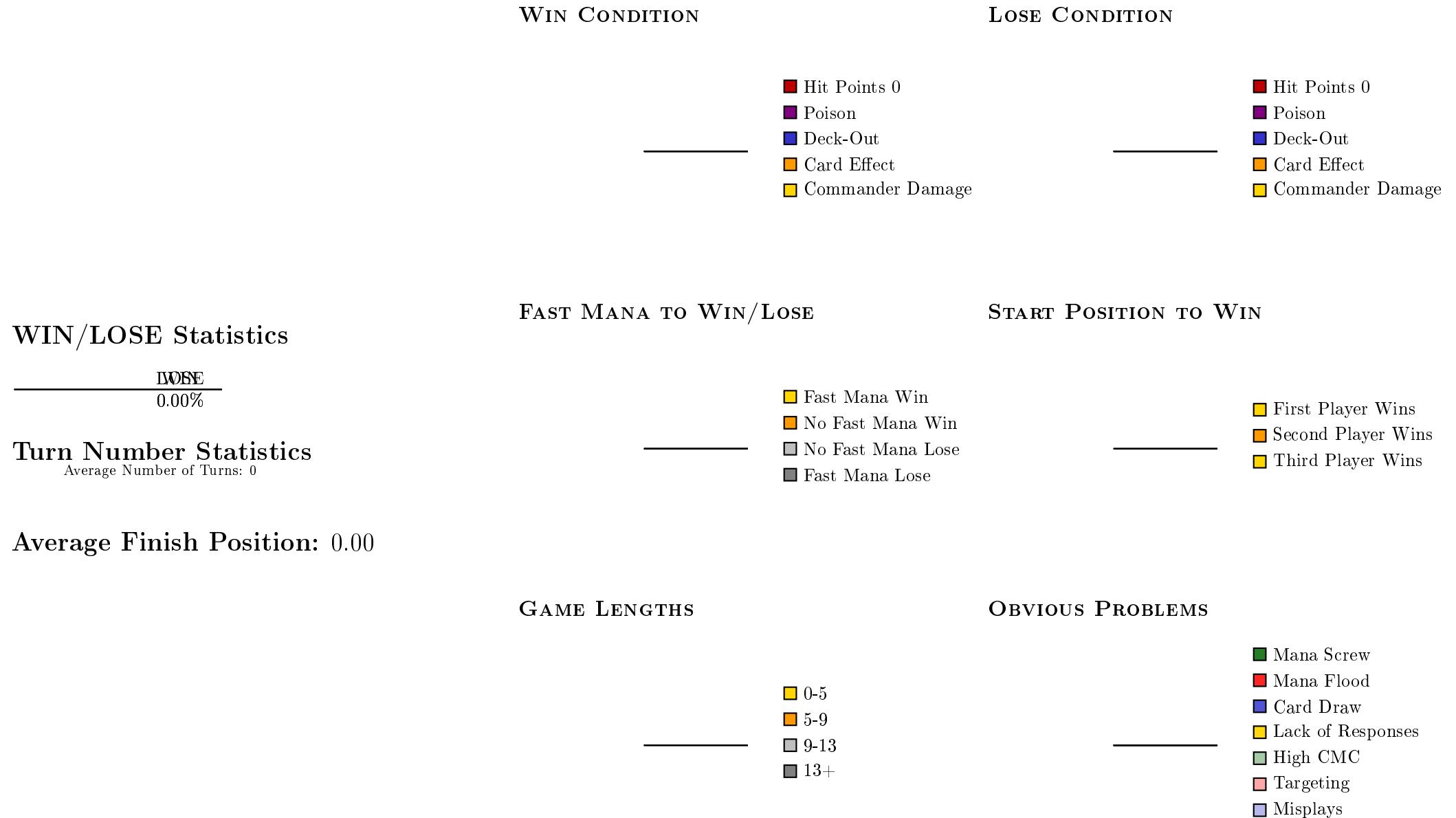
## GAME LENGTHS

## 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+

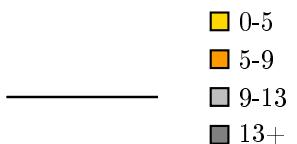
## OBVIOUS PROBLEMS

- 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%

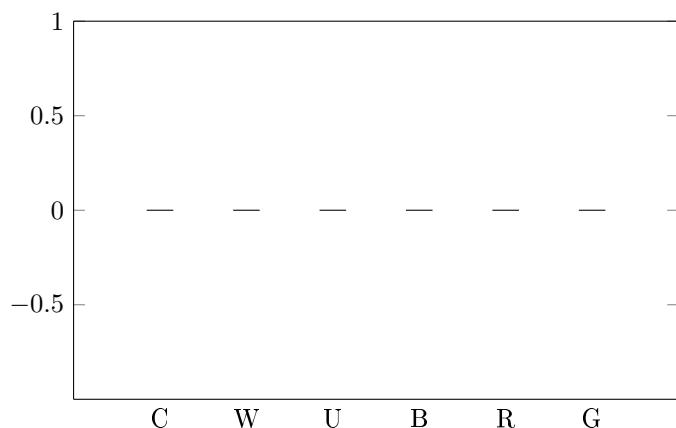
## WIN CONDITION

- 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

Average Finish Position: 0.00

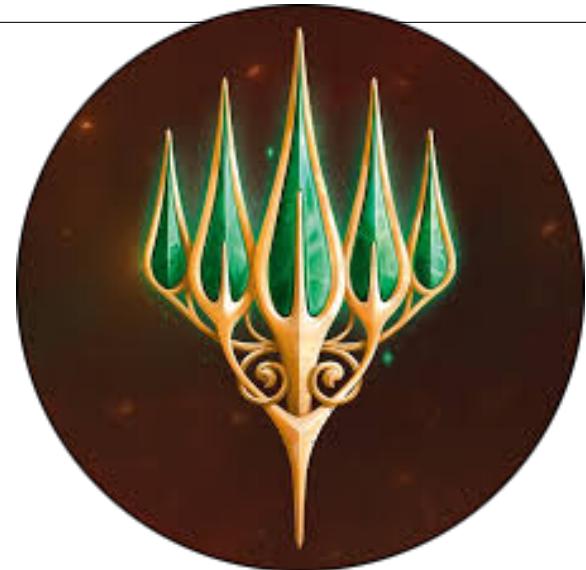
## GAME LENGTHS

- 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%

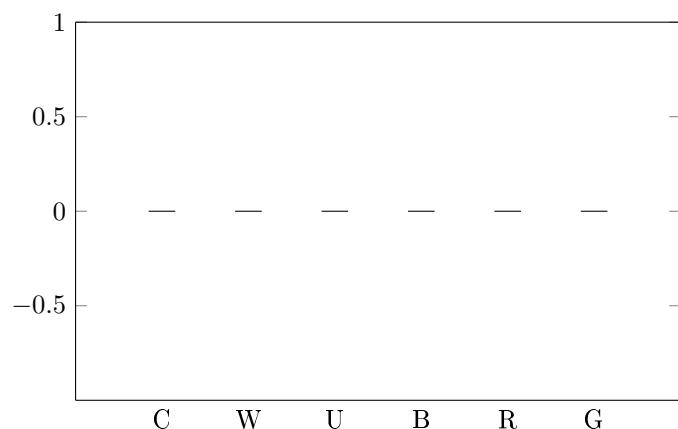
## WIN CONDITION

- 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

- 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

# 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

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

## Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

## GAME LENGTHS

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

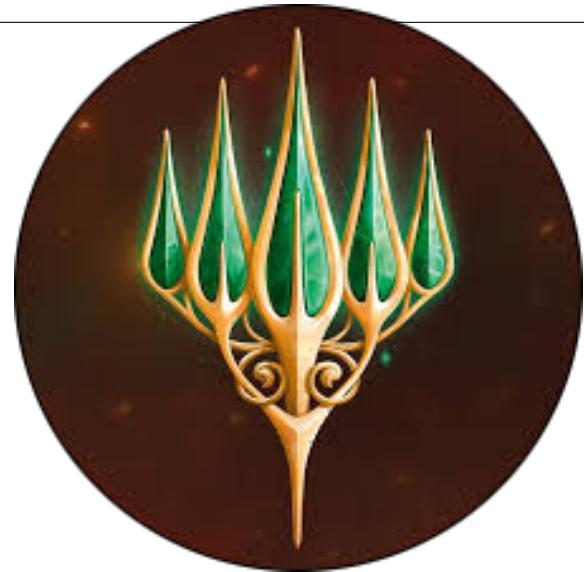
## OBVIOUS PROBLEMS

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

# STEALING PIRATE MEMORY GAME - Admiral Beckett Brass - General

## GAME LENGTHS

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



## WIN/LOSE Statistics

LOSE  
0.00%

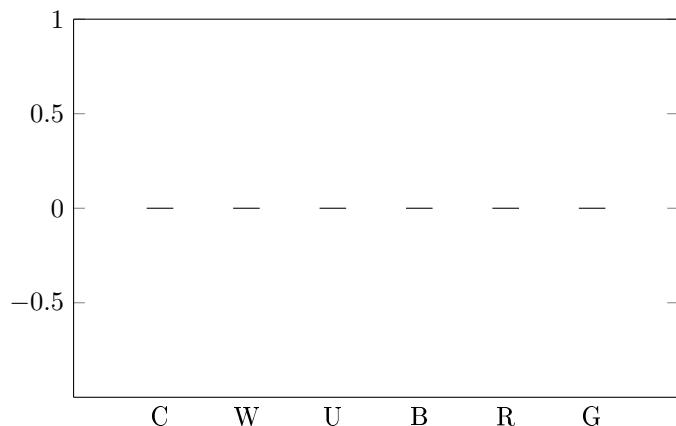
## WIN CONDITION

- 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

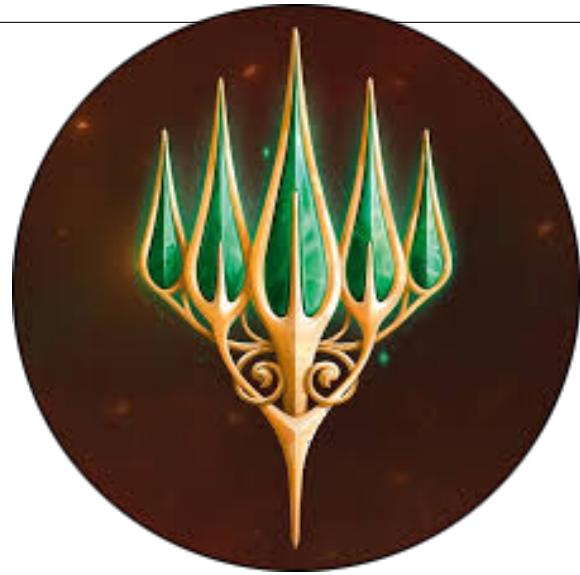
## GAME LENGTHS

- 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%

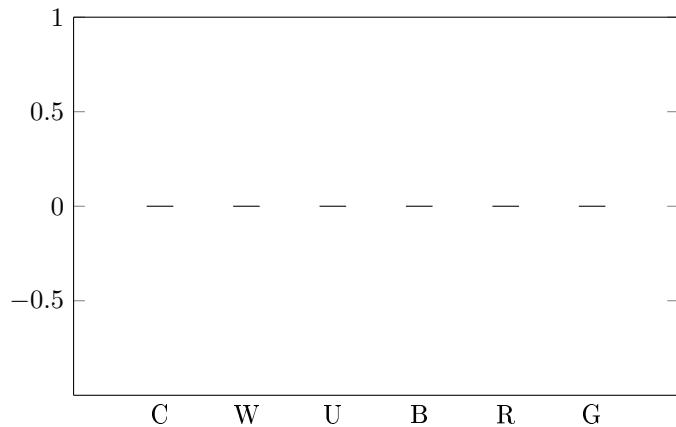
## WIN CONDITION

- 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%

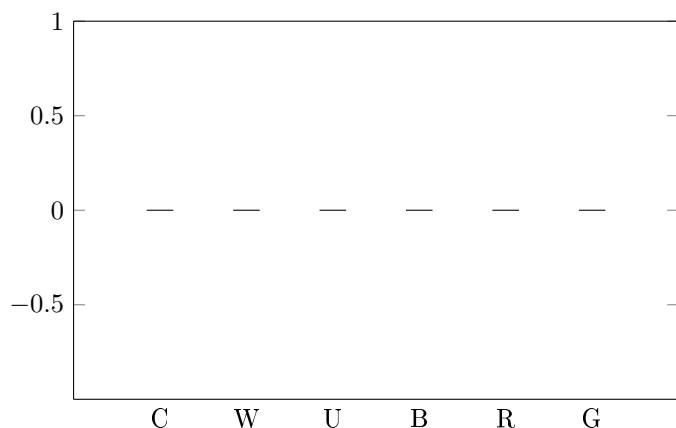
## WIN CONDITION

- 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

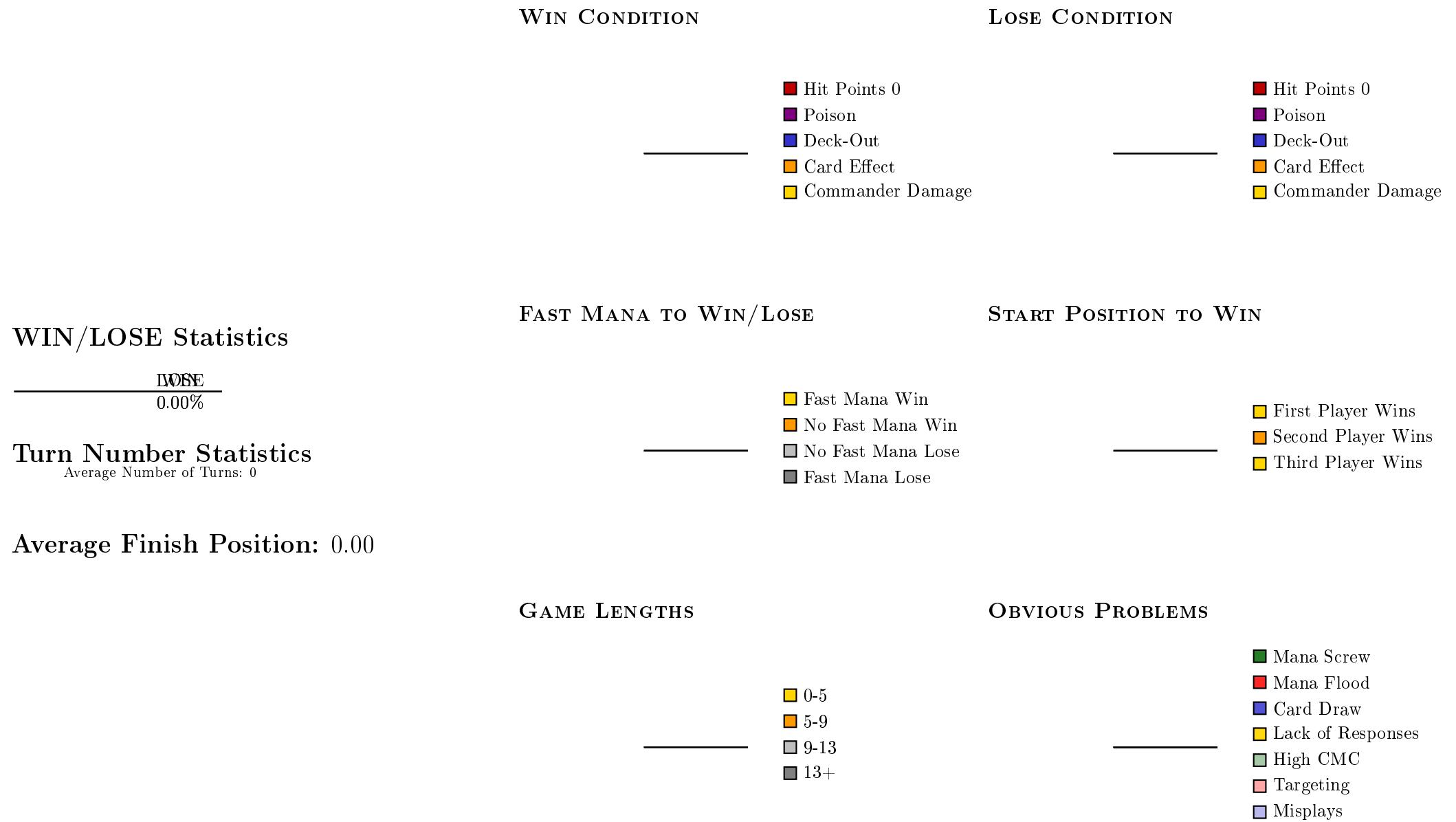
## GAME LENGTHS

## 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

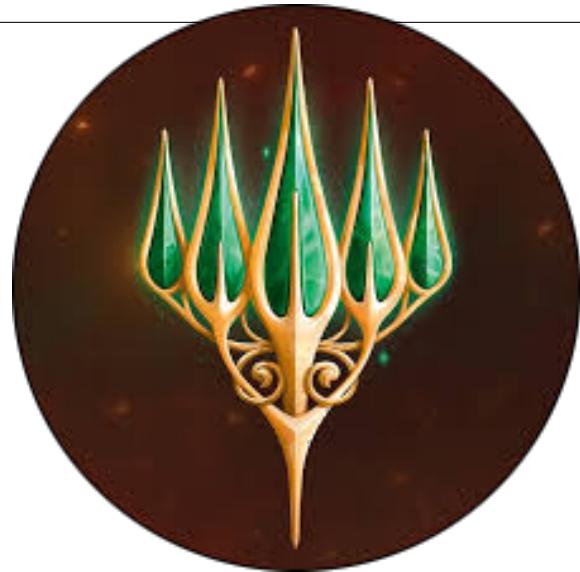
## GAME LENGTHS

- 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%

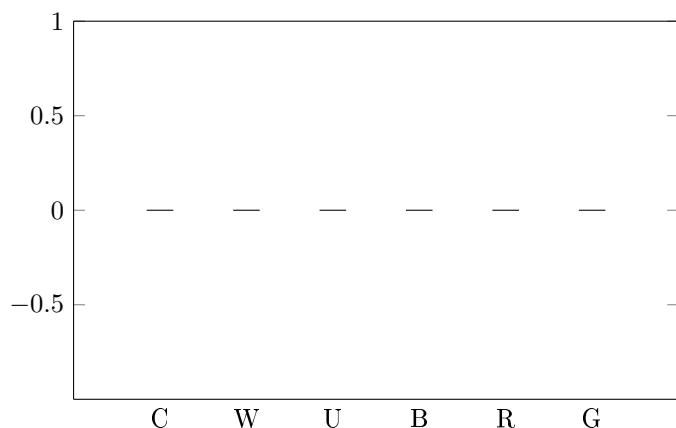
## WIN CONDITION

- 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

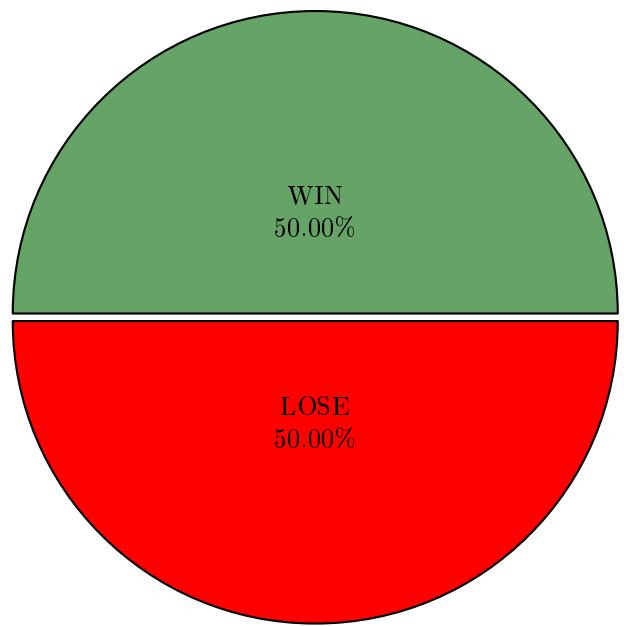
- 0-5
- 5-9
- 9-13
- 13+

## OBVIOUS PROBLEMS

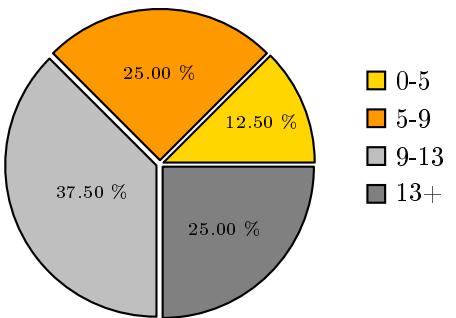
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

# BURNING HEAVENS - Kaalia of the Vast - General

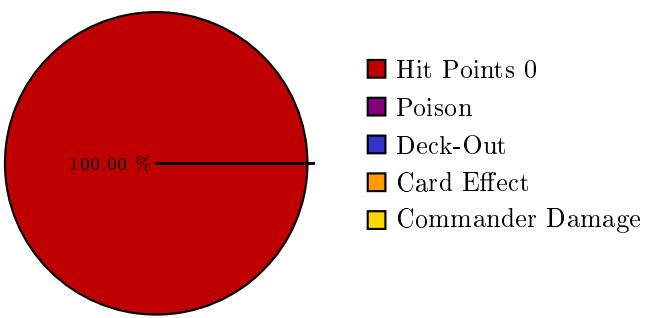
## WIN/LOSE Statistics



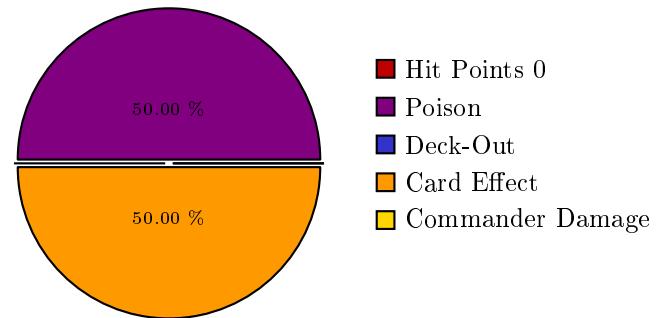
## GAME LENGTHS



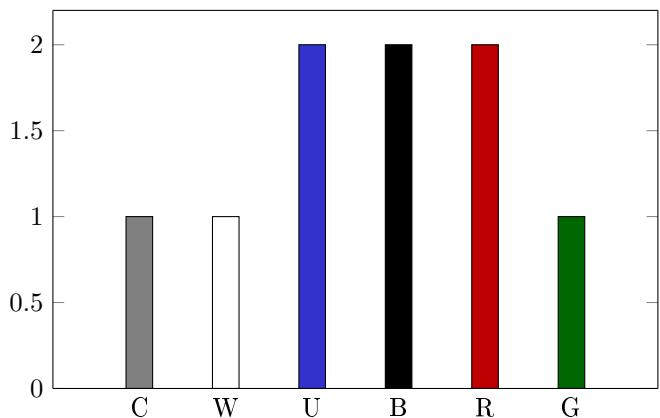
## WIN CONDITION



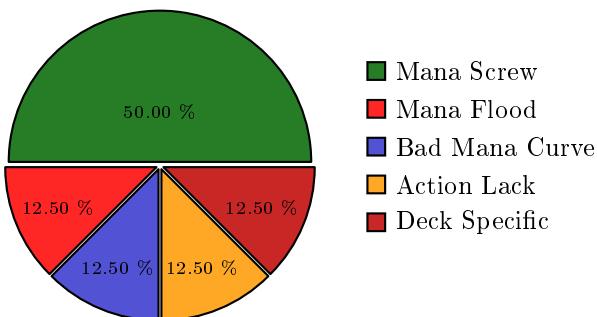
## LOSE CONDITION



## Color of Winning-Opponent

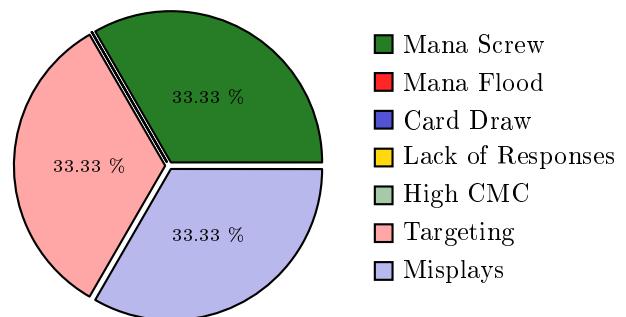


## MULLIGAN REASONS



MULLIGAN NUMBER: 8

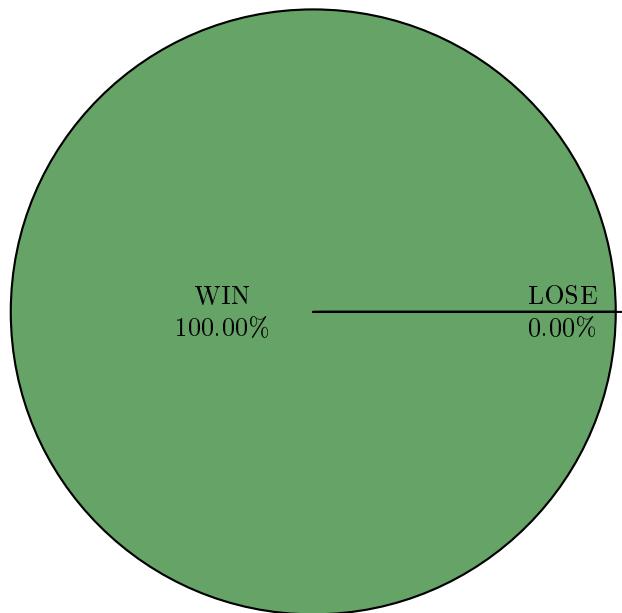
## OBVIOUS PROBLEMS



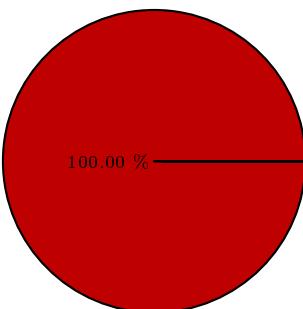
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

# BURNING HEAVENS - Kaalia of the Vast - 1v1

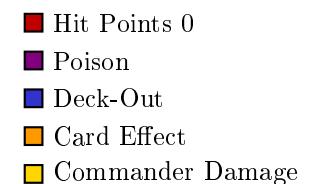
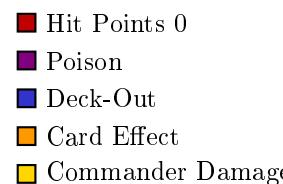
## WIN/LOSE Statistics



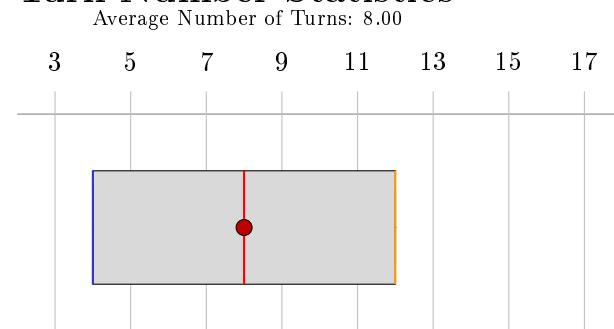
## WIN CONDITION



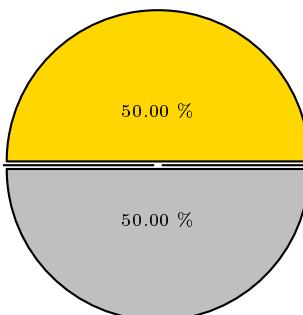
## LOSE CONDITION



## Turn Number Statistics



## GAME LENGTHS

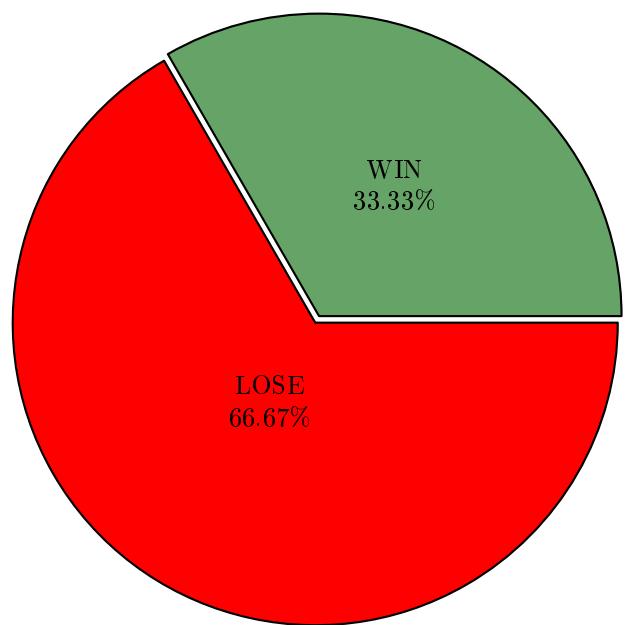


## OBVIOUS PROBLEMS

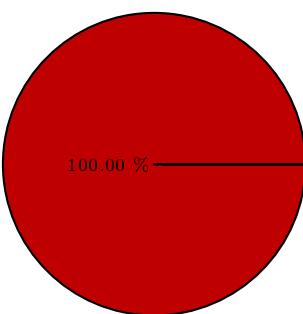


# BURNING HEAVENS - Kaalia of the Vast - 3 Player

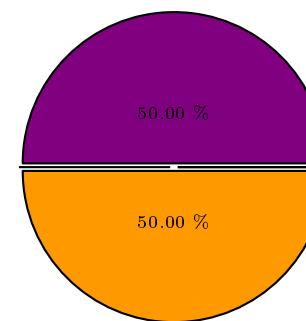
## WIN/LOSE Statistics



## WIN CONDITION



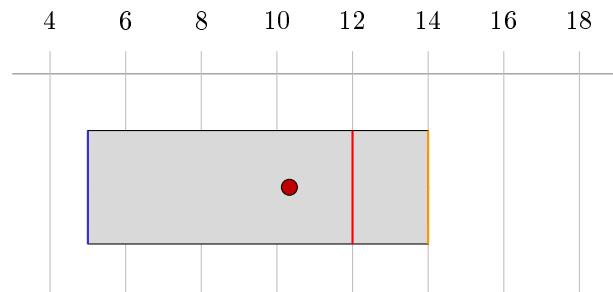
## LOSE CONDITION



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

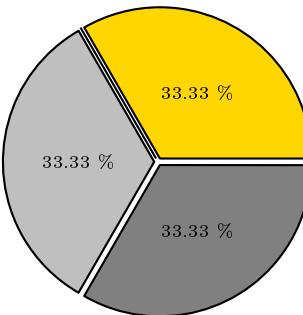
## Turn Number Statistics

Average Number of Turns: 10.33



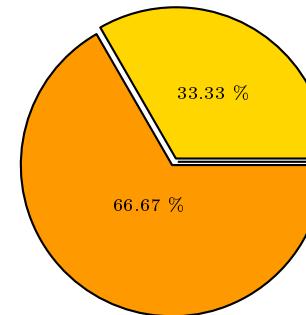
Average Finish Position: 2.00

## FAST MANA TO WIN/LOSE



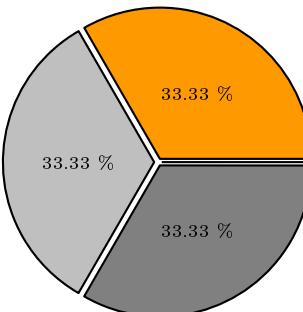
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

## START POSITION TO WIN



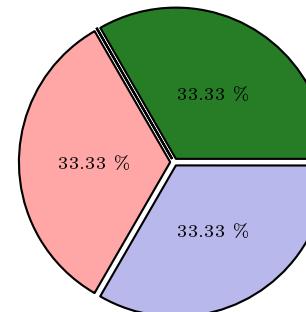
- First Player Wins
- Second Player Wins
- Third Player Wins

## GAME LENGTHS



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

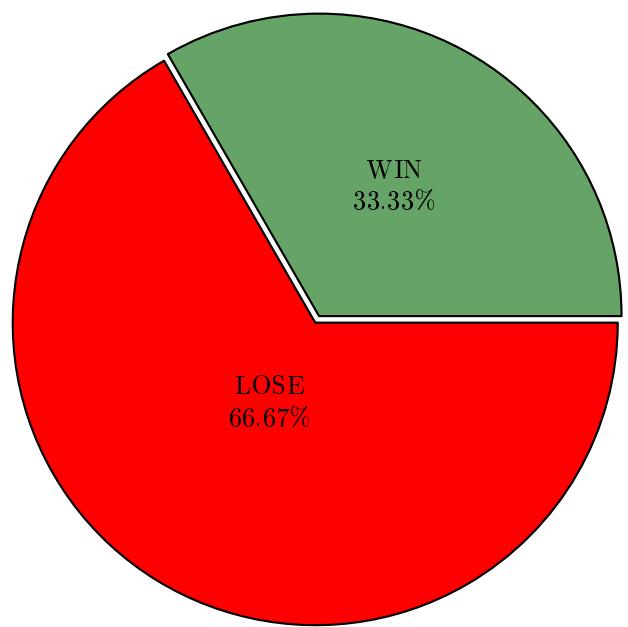
## OBVIOUS PROBLEMS



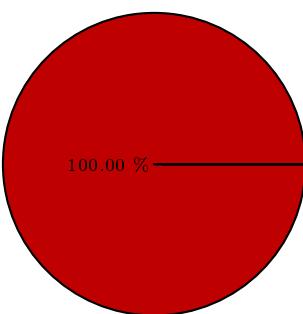
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

# BURNING HEAVENS - Kaalia of the Vast - 4 Player

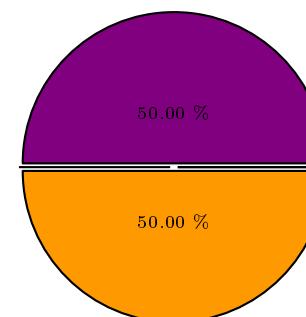
## WIN/LOSE Statistics



## WIN CONDITION



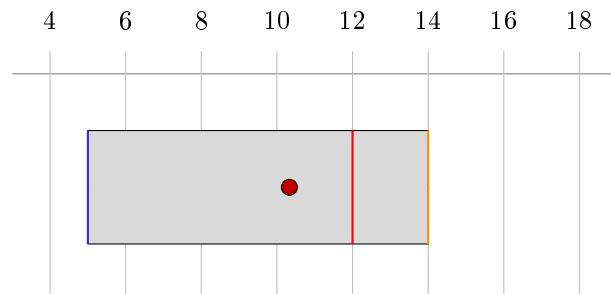
## LOSE CONDITION



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

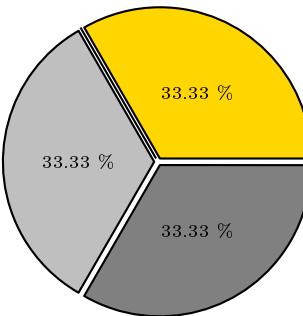
## Turn Number Statistics

Average Number of Turns: 10.33



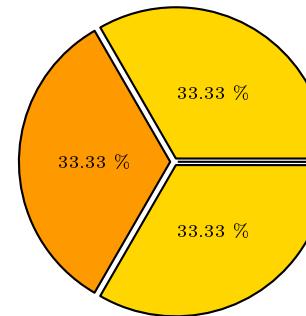
Average Finish Position: 3.00

## FAST MANA TO WIN/LOSE



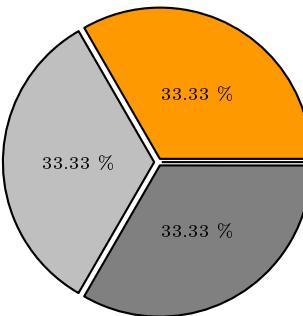
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

## START POSITION TO WIN



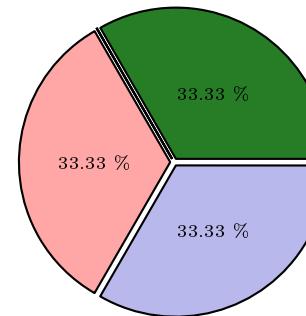
- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

## GAME LENGTHS



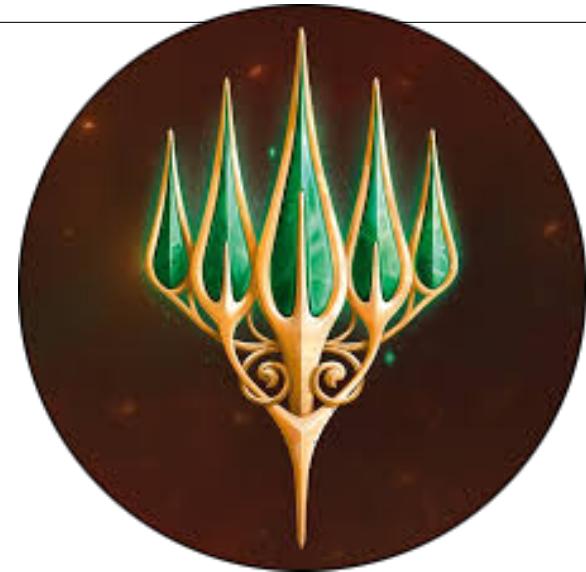
- 0-5
- 5-9
- 9-13
- 13+

## 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%

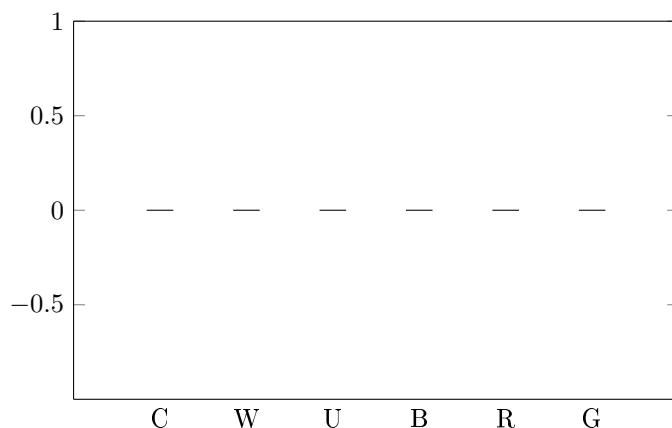
## WIN CONDITION

- 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

## OBVIOUS PROBLEMS

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

- 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

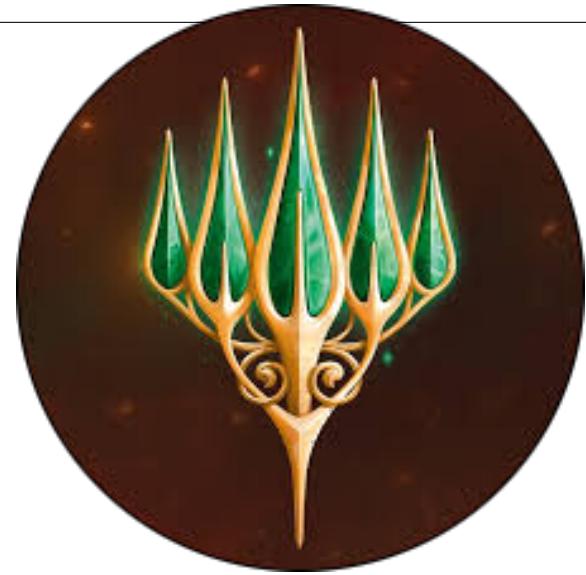
## GAME LENGTHS

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

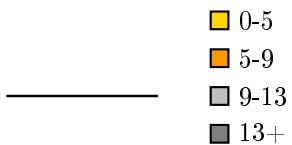
## OBVIOUS PROBLEMS

- 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%

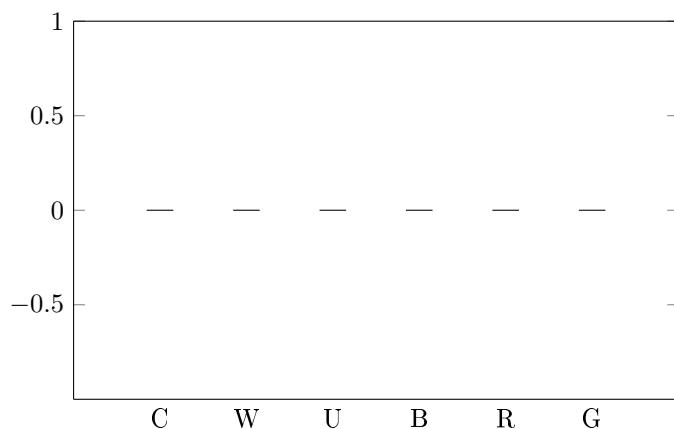
## WIN CONDITION

- 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

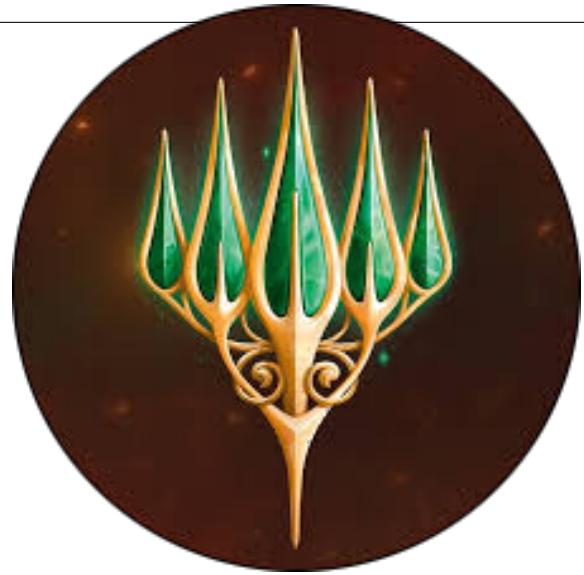
## GAME LENGTHS

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

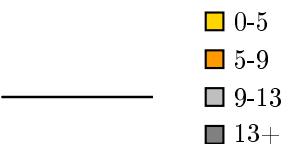
## OBVIOUS PROBLEMS

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

# LEGENDARY LEGENDS - Sisay, Weatherlight Captain - General



## GAME LENGTHS



## WIN/LOSE Statistics

LOSE  
0.00%

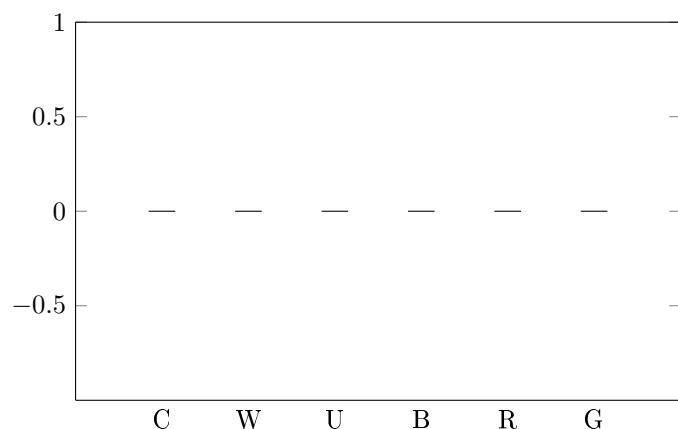
## WIN CONDITION

- 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

- 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

# 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