

# MAGIC THE GATHERING: COMMANDER LOGBOOK

## Table of Decks

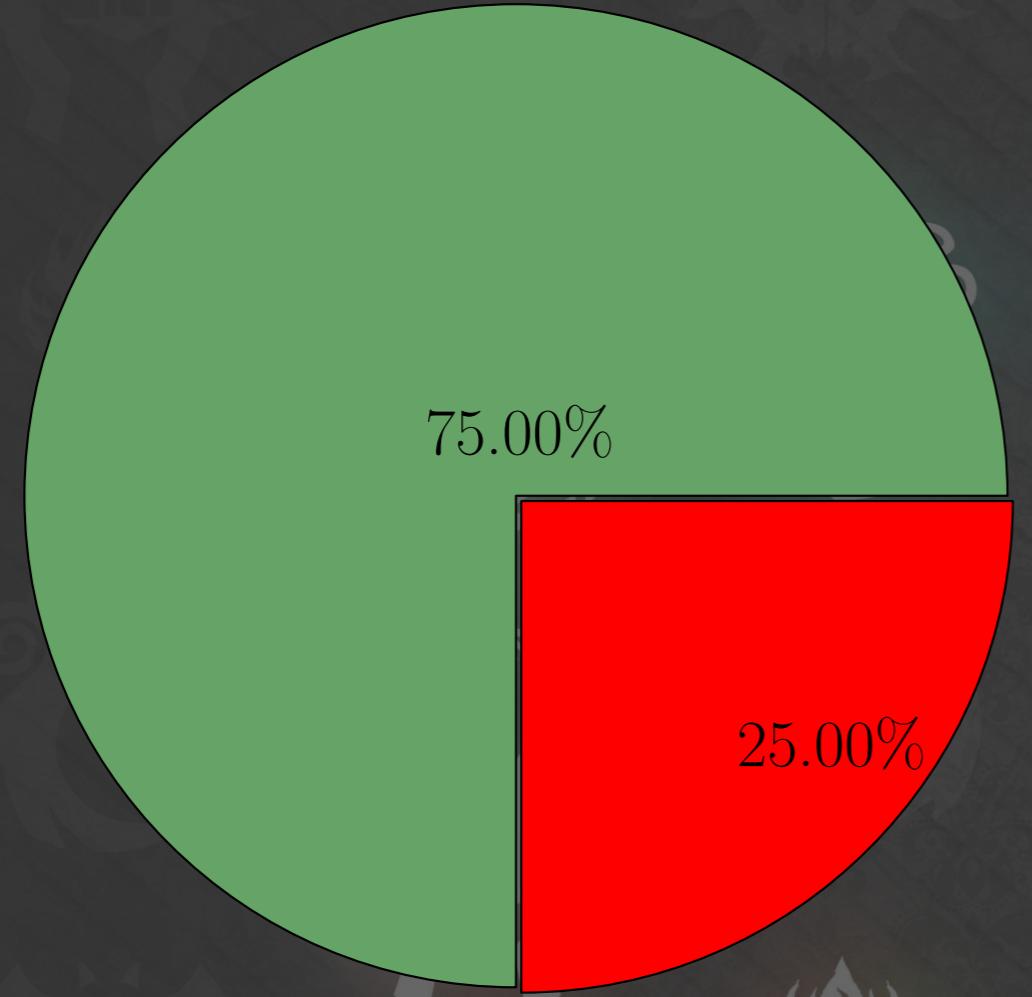
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This Table of Decks does support a total of 40 Decks

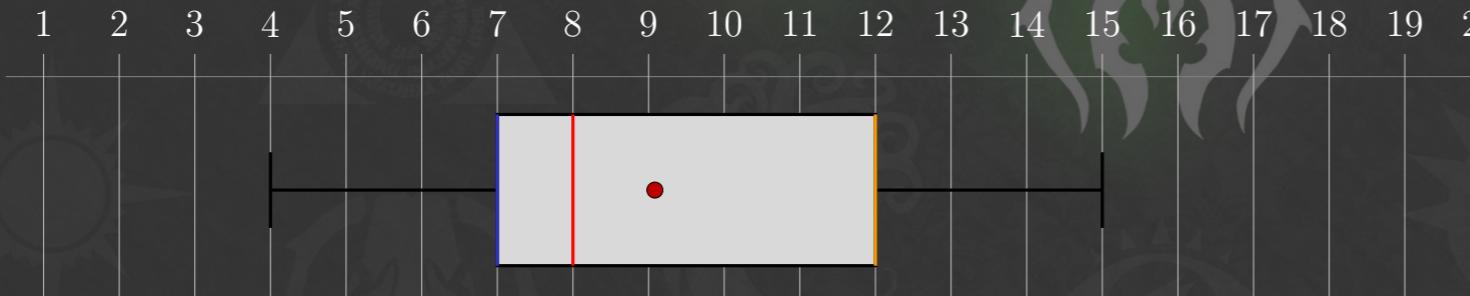
# 1v1 COMMANDER BREAKDOWN

## Win/Lose Statistic

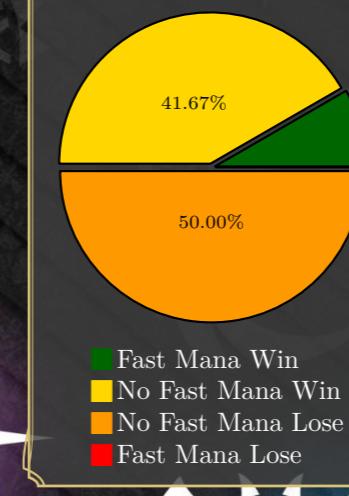


## Turn Number Statistics

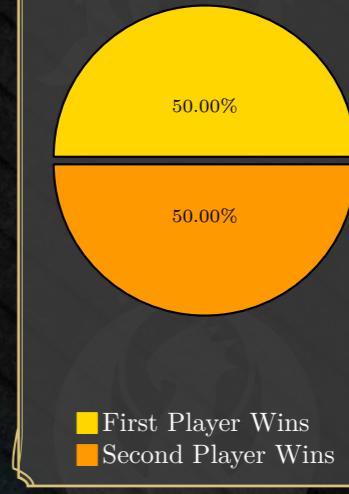
Average Number of Turns: 9.08



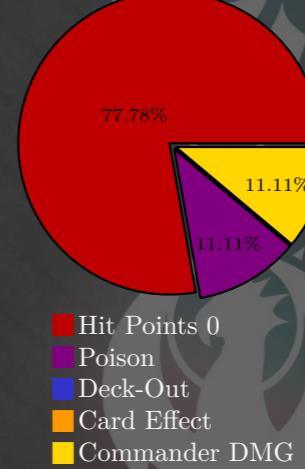
## Fast Mana to Win/Lose



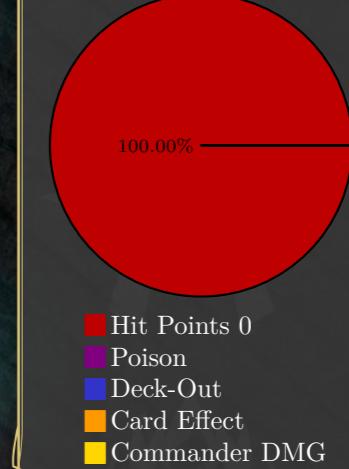
## Winner's Start Position



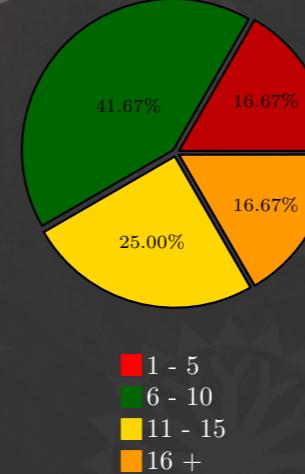
## Win Condition



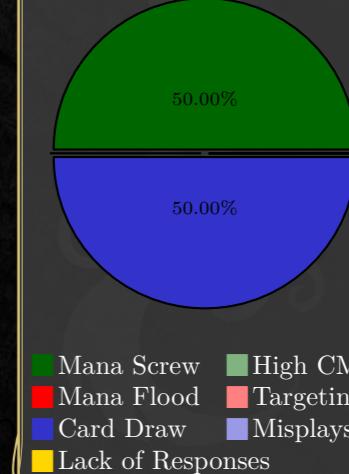
## Lose Condition



## Game Length

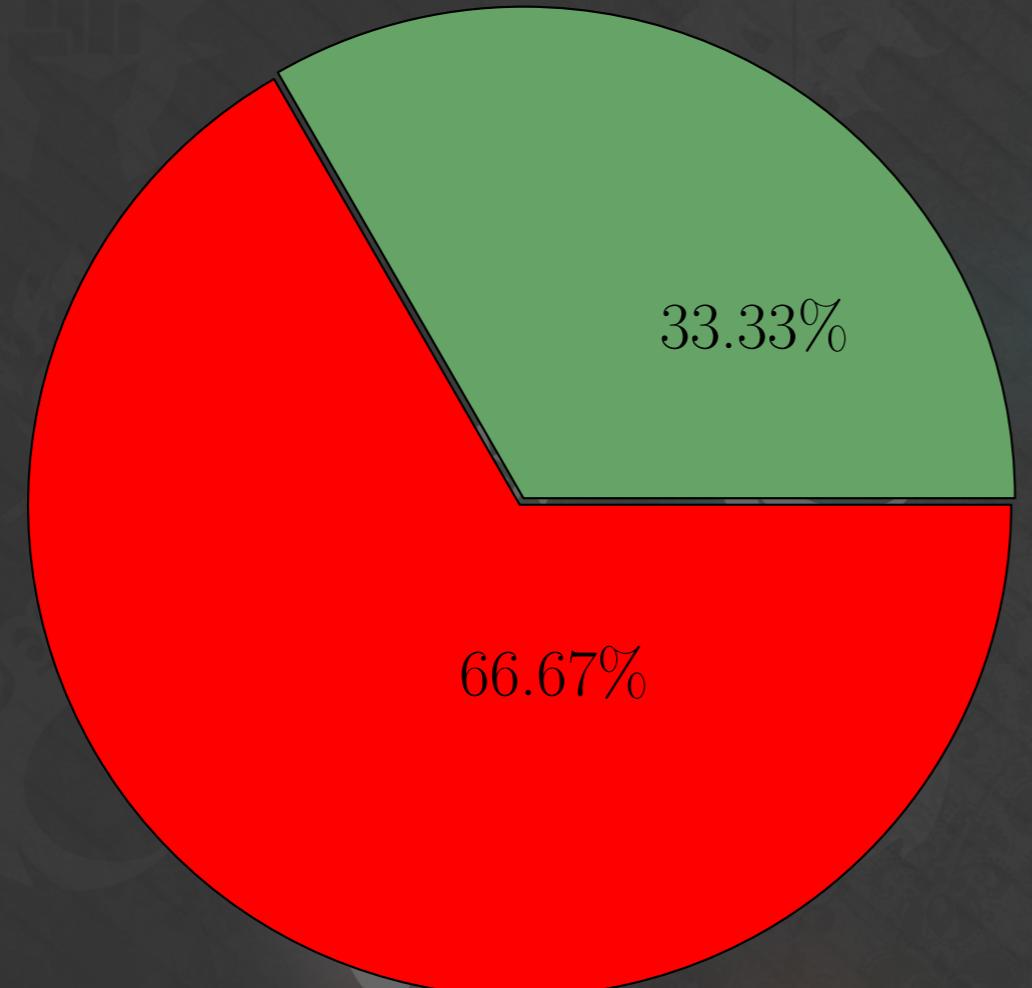


## Game Length



# 3 PLAYER COMMANDER BREAKDOWN

Win/Lose Statistic

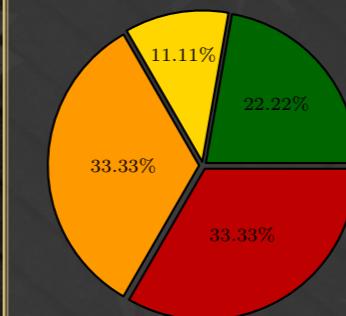


WIN  
LOSE

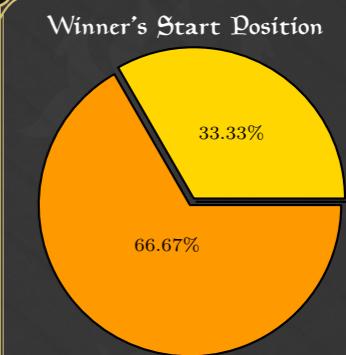
Average Finish Position

Self	2.00
First Player	1.67
Second Player	1.33
Third Player	3.00

Fast Mana to Win/Lose

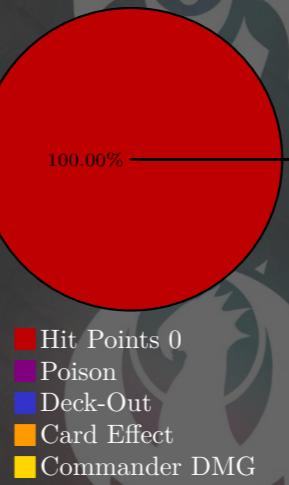


Winner's Start Position

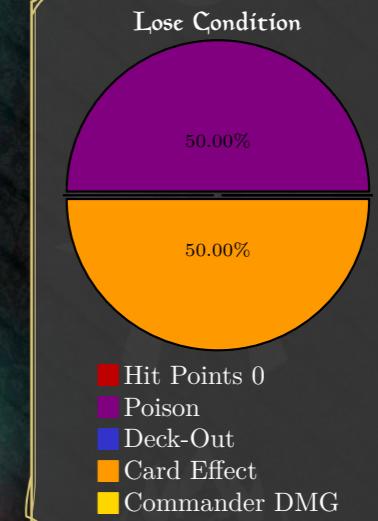


First Player Wins  
Second Player Wins  
Third Player Wins

Win Condition



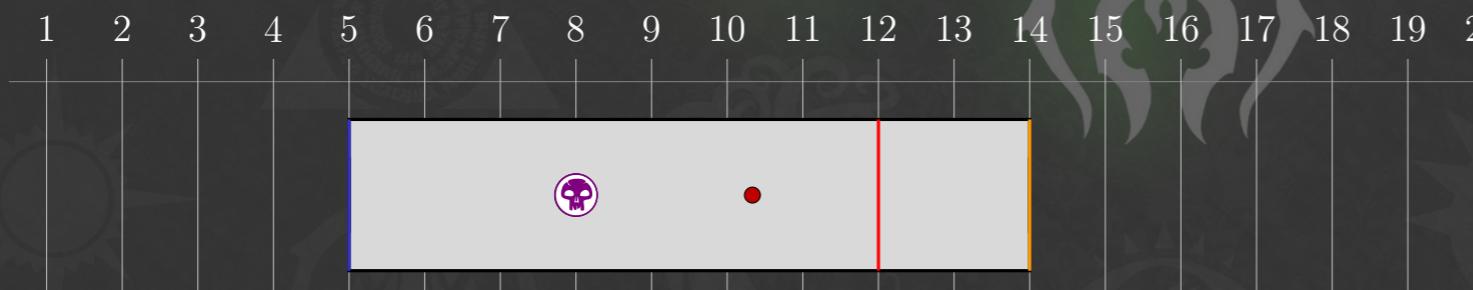
Lose Condition



Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

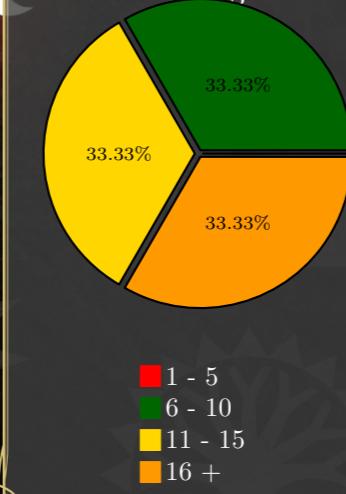
Turn Number Statistics

Average Number of Turns: 10.33

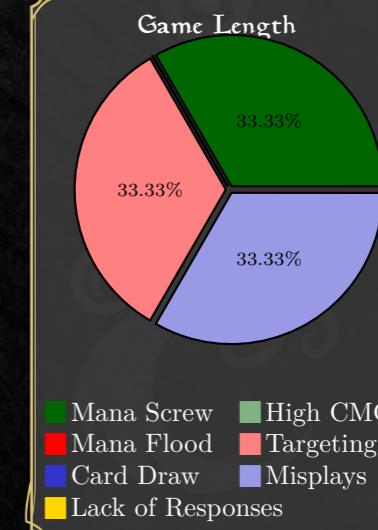


Average First Kill Turn: 8

Game Length

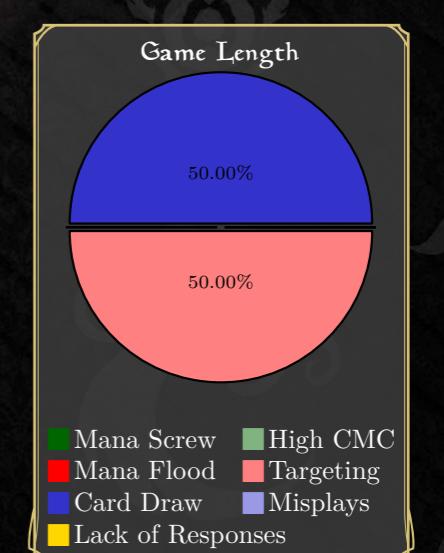
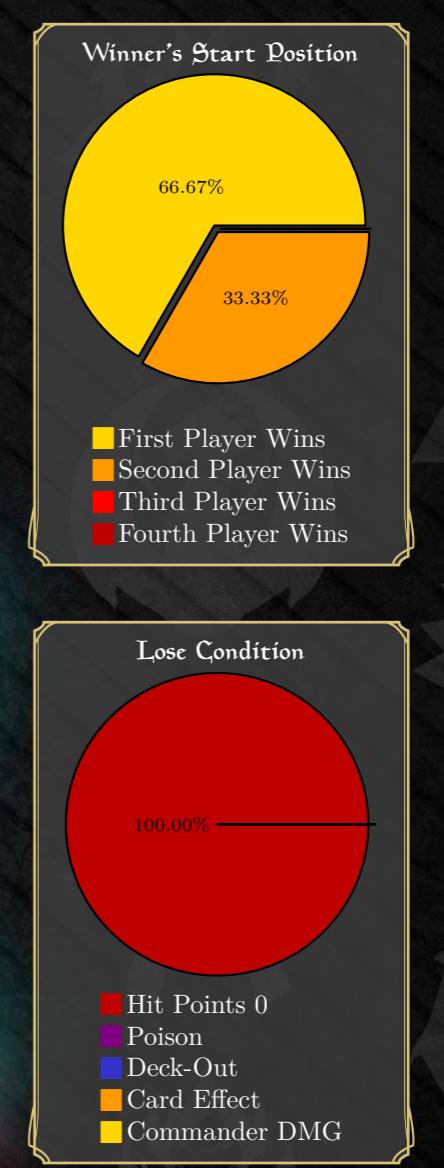
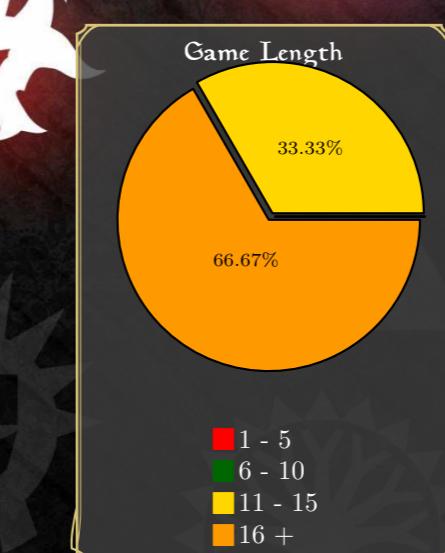
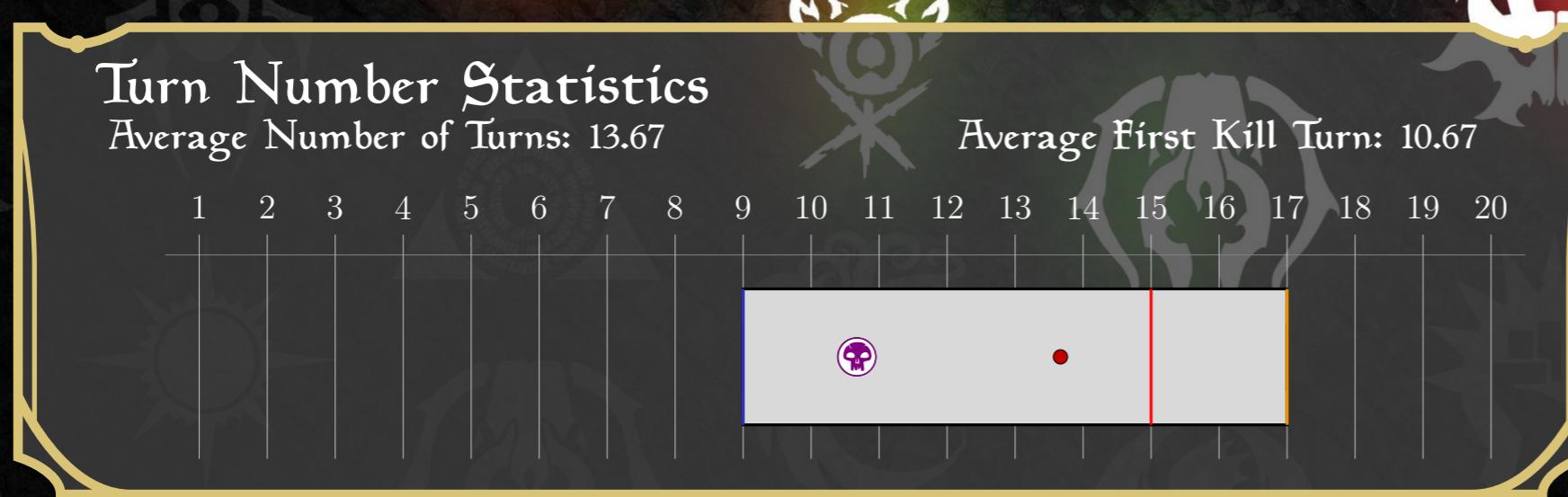
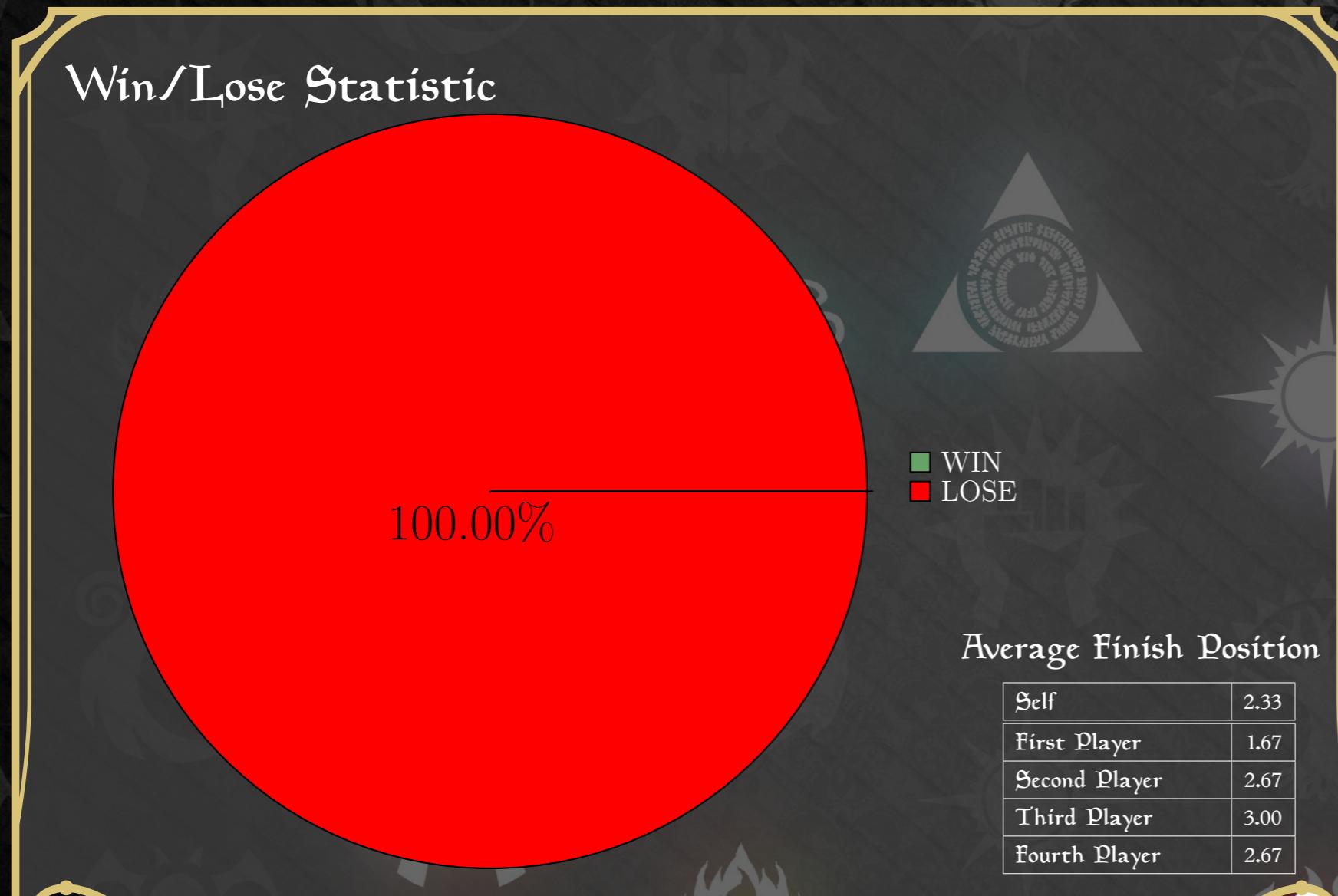


Game Length



Mana Screw  
Mana Flood  
Targeting  
Misplays  
Lack of Responses

# 4 PLAYER COMMANDER BREAKDOWN



# ADAMANTING FLYERS - GENERAL

Sephara, Sky's Blade

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics



100%

Game Length

- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

Game Length

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

# ADAMANTING FLYERS - 1v1

Sephara, Sky's Blade

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Game Length

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

# ADAMANTING FLYERS - 3 PLAYER

Sephara, Sky's Blade

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Fast Mana to Win/Lose

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

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

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

# ADAMANTING FLYERS - 4 PLAYER

Sephara, Sky's Blade

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

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

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

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

# De/Reforestation - GENERAL

Titania, Voice of Gaea

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics



100%

Game Length

- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

Game Length

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

# De/Reforestation - 1v1

Titania, Voice of Gaea

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Game Length

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

# De/Reforestation - 3 Player

Titania, Voice of Gaea

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

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

# De/Reforestation - 4 Player

Titania, Voice of Gaea

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

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

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

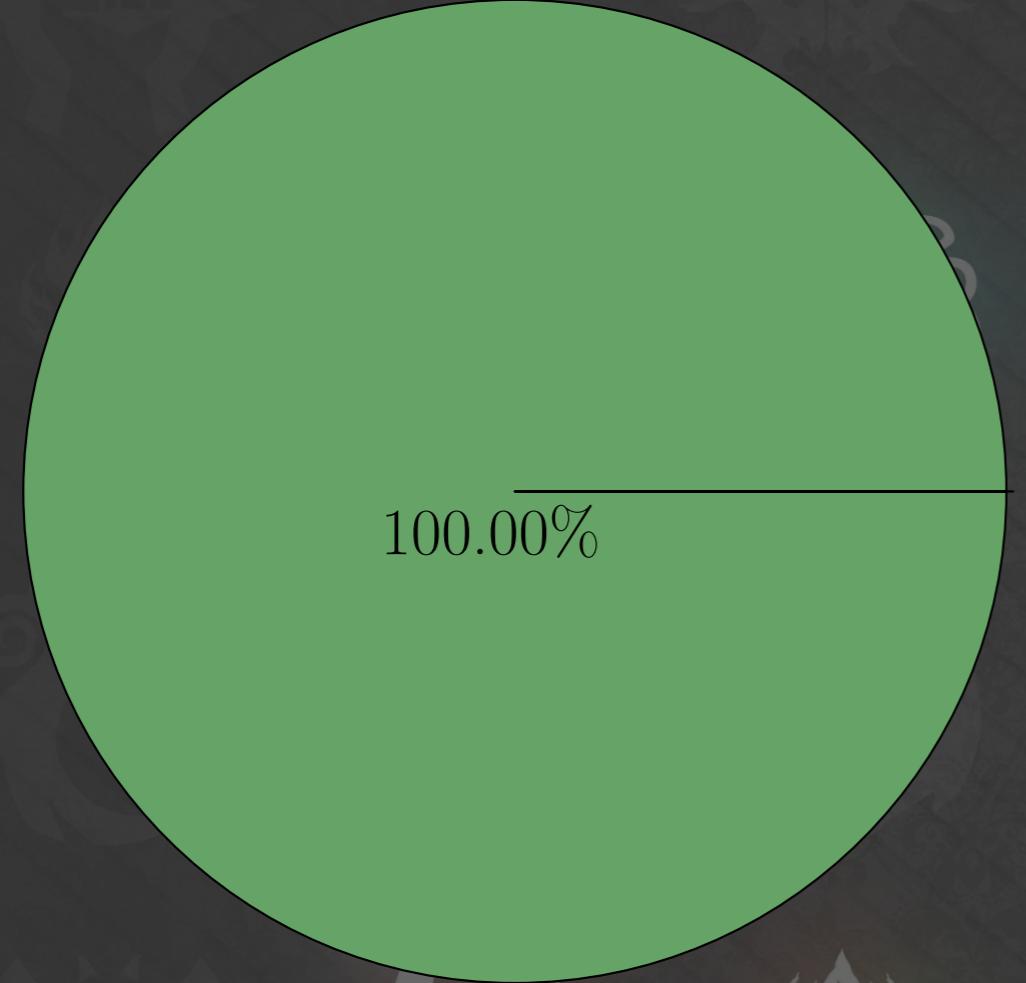
## Game Length

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

# ELDRAZI UNBOUND - GENERAL

Zhudok, Void Gorger

## Win/Lose Statistic



Mulligan Reasons

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

## Win Condition



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

## Lose Condition

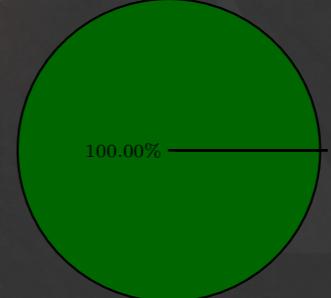
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

## Color Match-Up Statistics



100%

## Game Length



- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

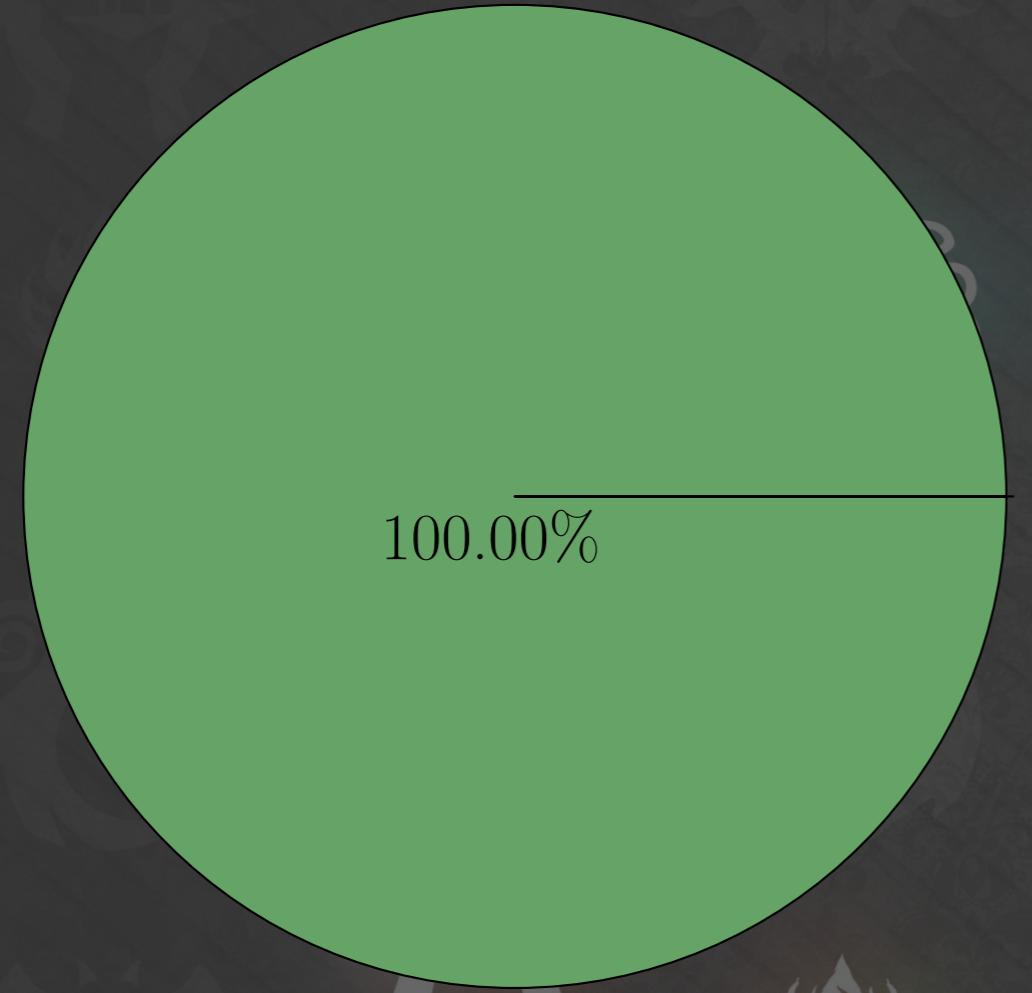
## Game Length

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

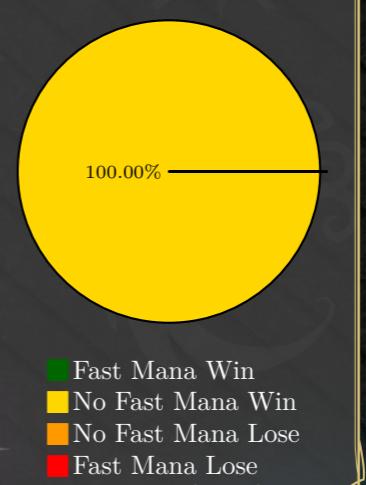
# ELDRAZI UNBOUND - 1v1

Zhudok, Void Gorer

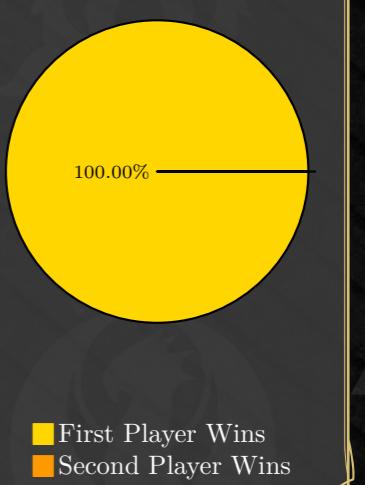
## Win/Lose Statistic



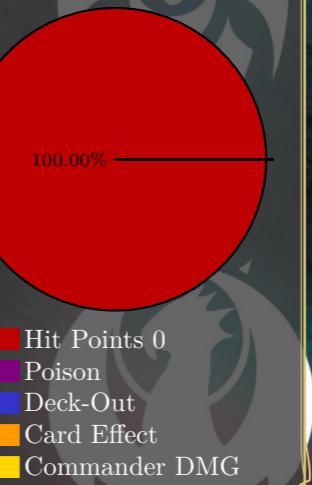
## Fast Mana to Win/Lose



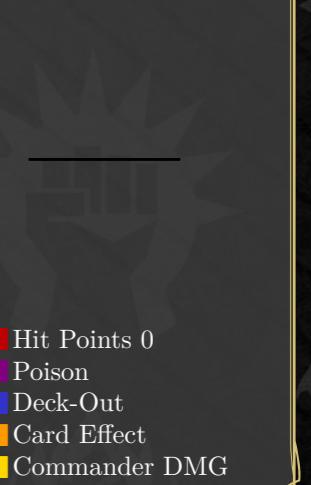
## Winner's Start Position



## Win Condition



## Lose Condition

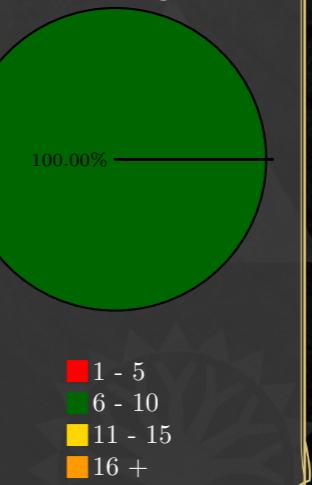


## Turn Number Statistics

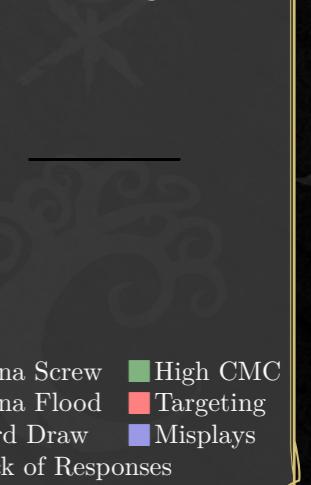
Average Number of Turns: 8



## Game Length



## Game Length



# ELDRAZI UNBOUND - 3 PLAYER

Zhudok, Void Gorer

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +  
Manas Screw  
Manaflood  
Card Draw  
Lack of Responses  
High CMC  
Targeting  
Misplays

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

# ELDRAZI UNBOUND - 4 PLAYER

Zhudok, Void Gorer

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +  
Manas Screw  
Manaflood  
Card Draw  
Lack of Responses  
High CMC  
Targeting  
Misplays

## Winner's Start Position

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

## Lose Condition

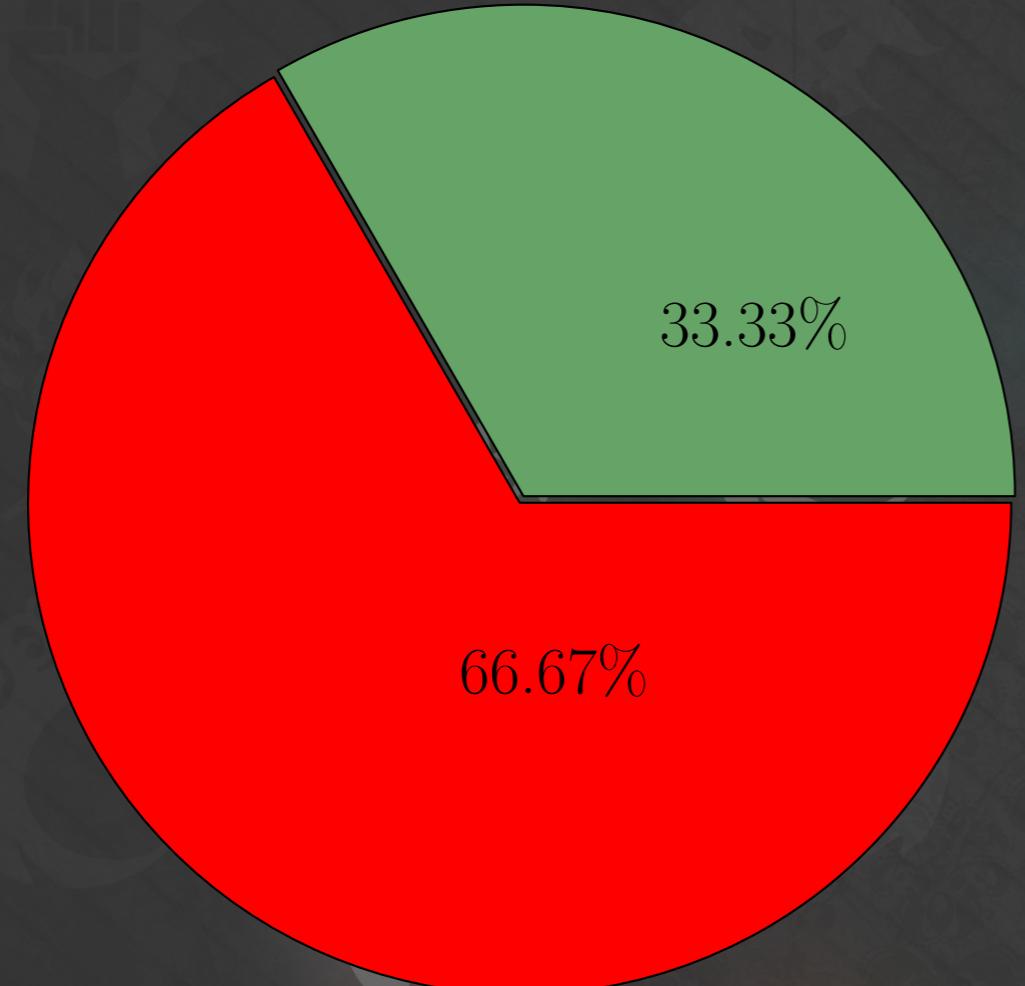
Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

# STRENGTH IS RELATIVE - GENERAL

Rograkh, Son of Rogahh and Jeska, Thrice Reborn

Win/Lose Statistic



■ WIN  
■ LOSE



Mulligan Reasons

100.00%

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

Win Condition

100.00%

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

Lose Condition

100.00%

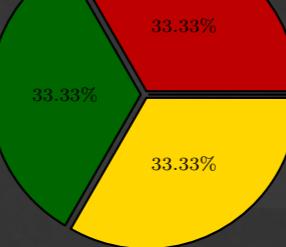
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Color Match-Up Statistics



25%

Game Length



- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

Game Length

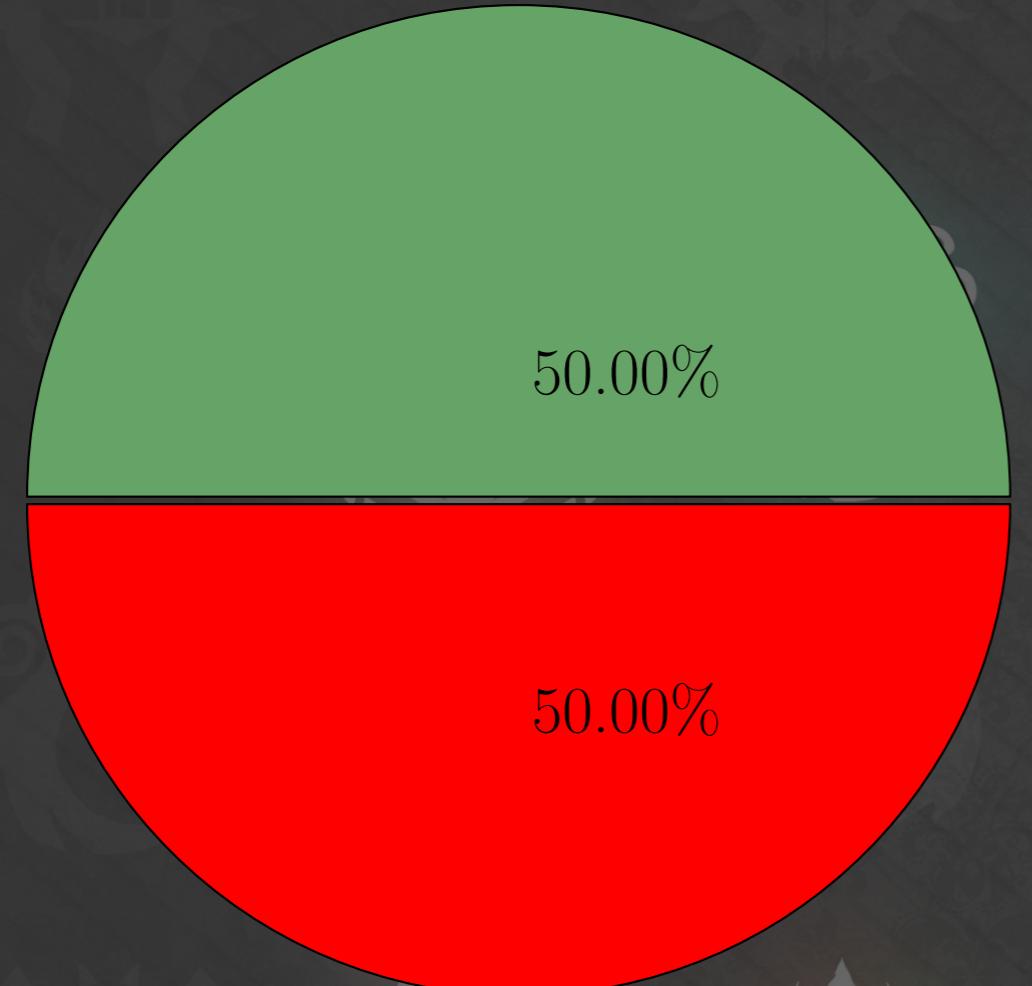
100.00%

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

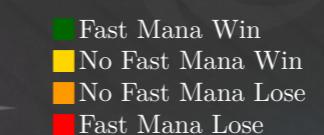
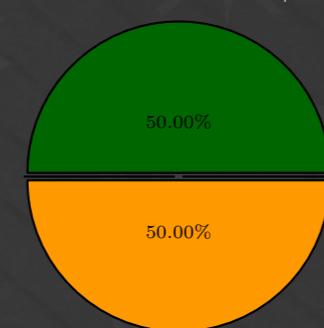
# STRENGTH IS RELATIVE - v1

Rograkh, Son of Rogahh and Jeska, Thrice Reborn

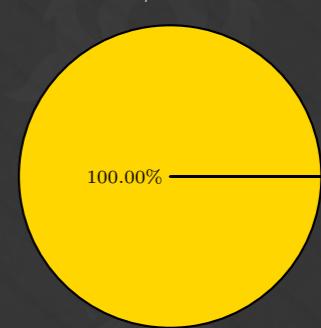
## Win/Lose Statistic



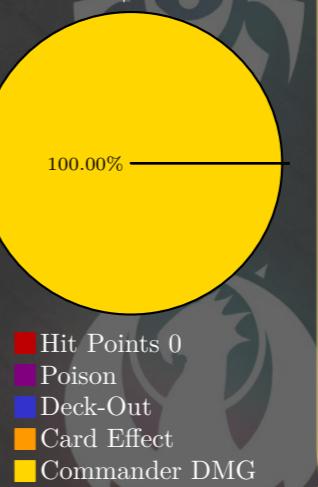
## Fast Mana to Win/Lose



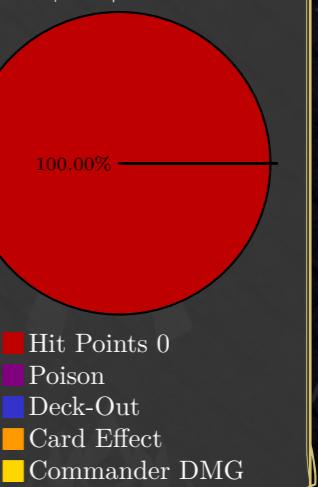
## Winner's Start Position



## Win Condition



## Lose Condition

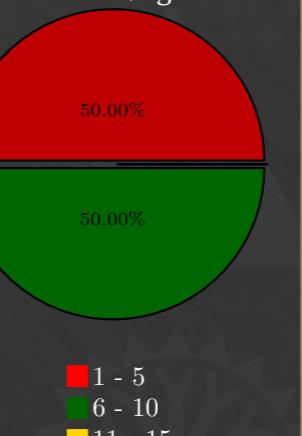


## Turn Number Statistics

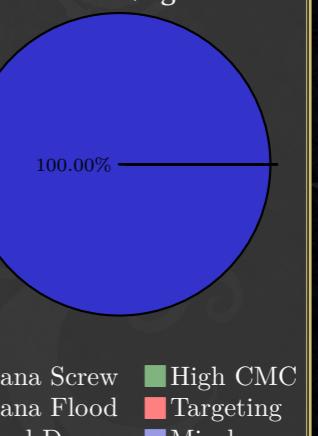
Average Number of Turns: 6



## Game Length



## Game Length



# STRENGTH IS RELATIVE - 3 PLAYER

Rograkh, Son of Rogahh and Jeska, Thrice Reborn

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Winner's Start Position

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

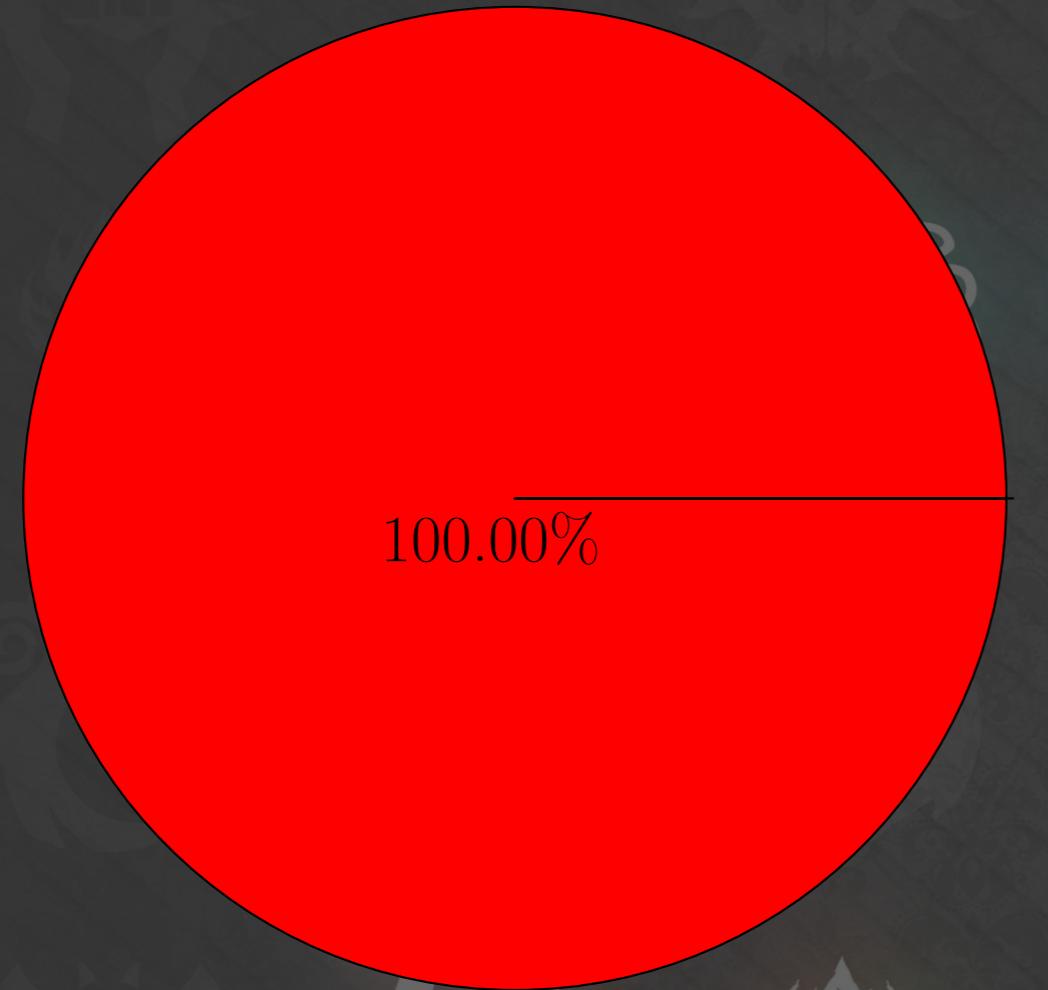
## Game Length

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

# STRENGTH IS RELATIVE - 4 PLAYER

Rograkh, Son of Rogahh and Jeska, Thrice Reborn

## Win/Lose Statistic



## Average Finish Position

Self | 2.00

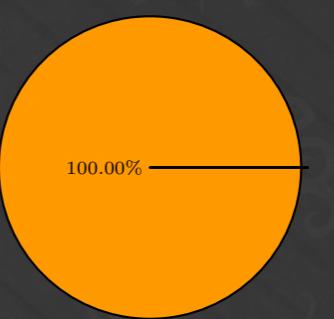
## Turn Number Statistics

Average Number of Turns: 9



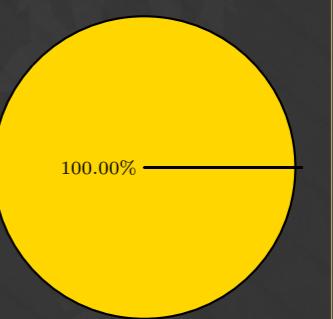
Average First Kill Turn: 3

## Fast Mana to Win/Lose



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

## Winner's Start Position

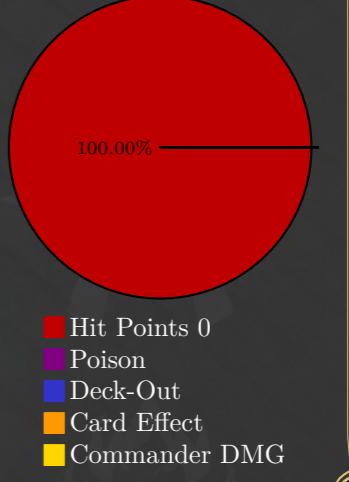


First Player Wins  
Second Player Wins  
Third Player Wins  
Fourth Player Wins

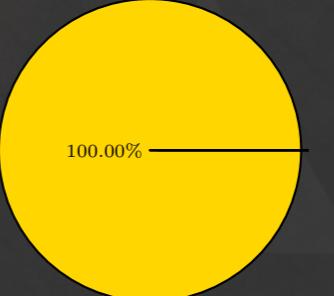
## Win Condition



## Lose Condition



## Game Length



1 - 5  
6 - 10  
11 - 15  
16 +

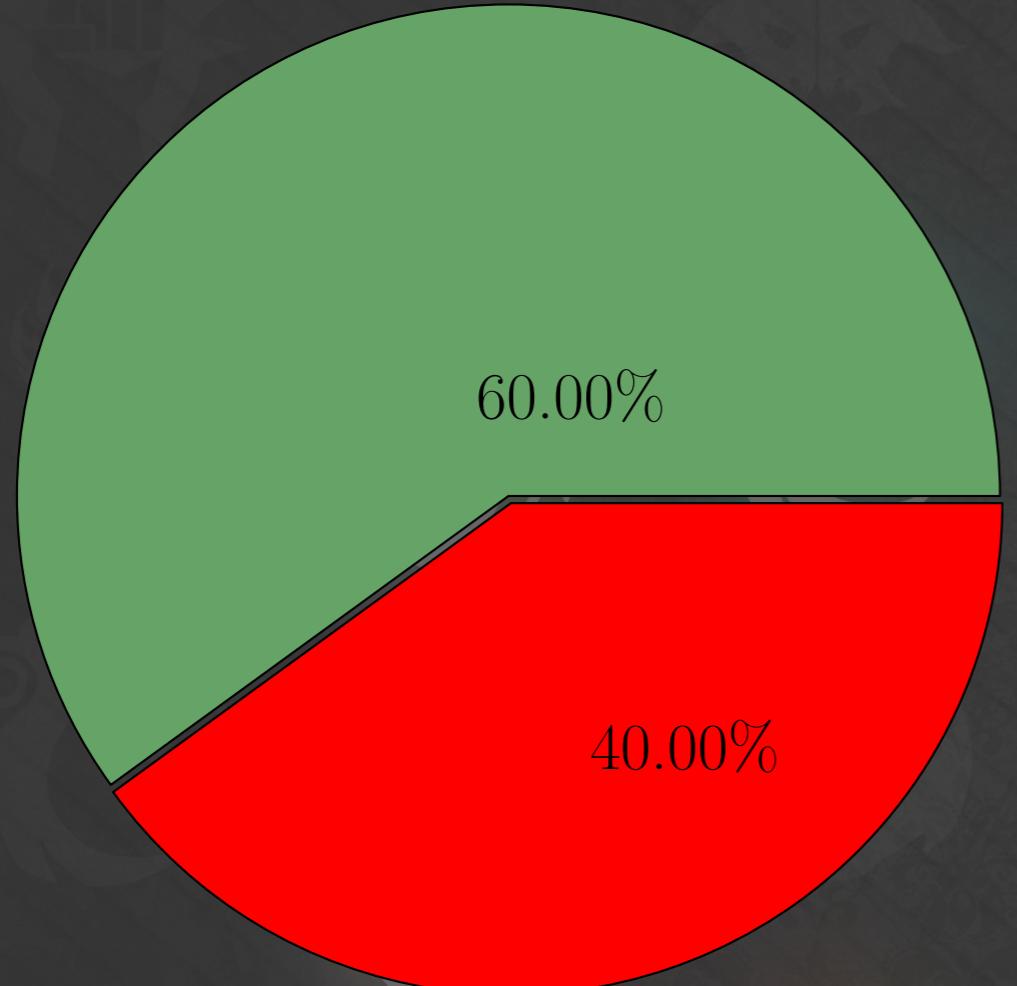
## Game Length



# ARACHNOPHOBIA - GENERAL

Shelob, Child of Ungoliant

## Win/Lose Statistic



WIN  
LOSE

## Color Match-Up Statistics



40%



## Win Condition

100.00%

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Mulligan Reasons

100.00%

Mana Screw  
Mana Flood  
Bad Mana Curve  
Action Lack  
Deck Specific

## Lose Condition

100.00%

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

40.00%

20.00%

40.00%

1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

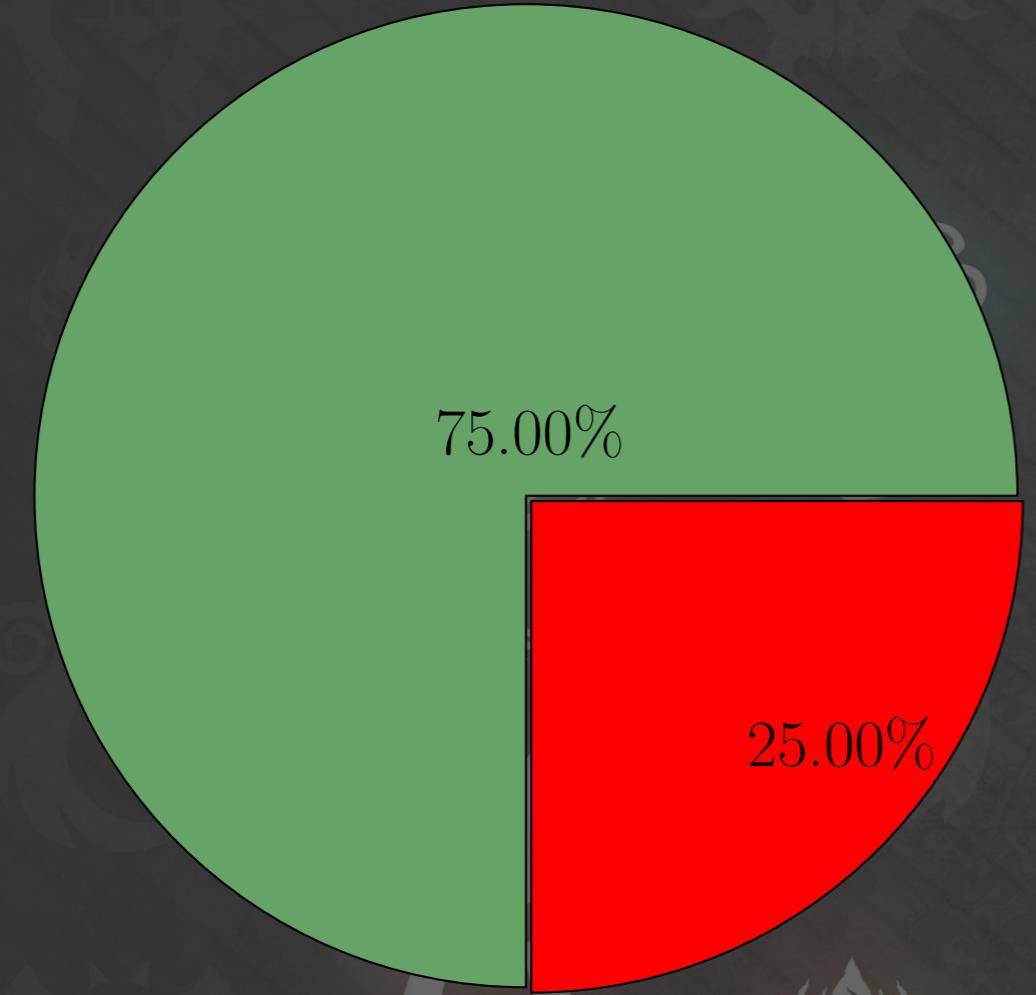
100.00%

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

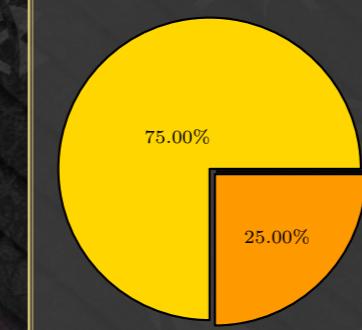
# ARAChNOPhOBIA - 1v1

Shelob, Child of Ungoliant

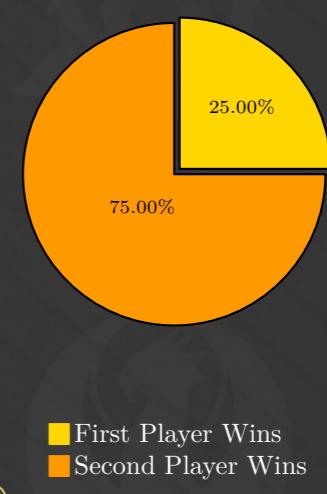
## Win/Lose Statistic



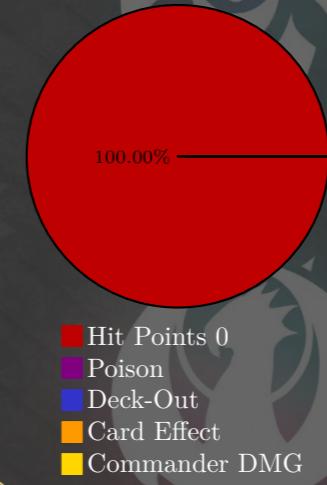
## Fast Mana to Win/Lose



## Winner's Start Position



## Win Condition

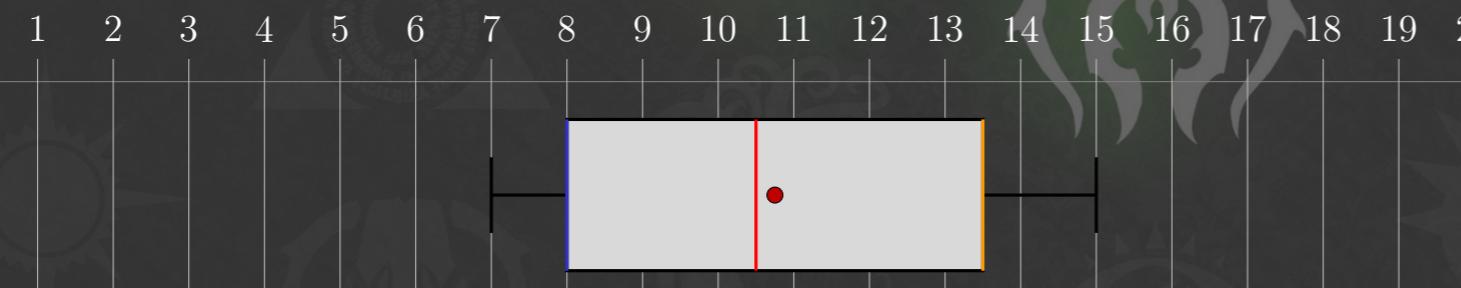


## Lose Condition

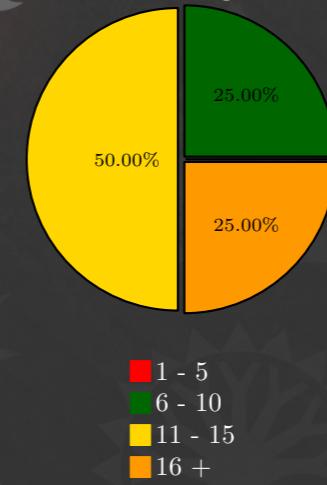


## Turn Number Statistics

Average Number of Turns: 10.75



## Game Length



## Game Length



# ARACHNOPHOBIA - 3 PLAYER

Shelob, Child of Ungoliant

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

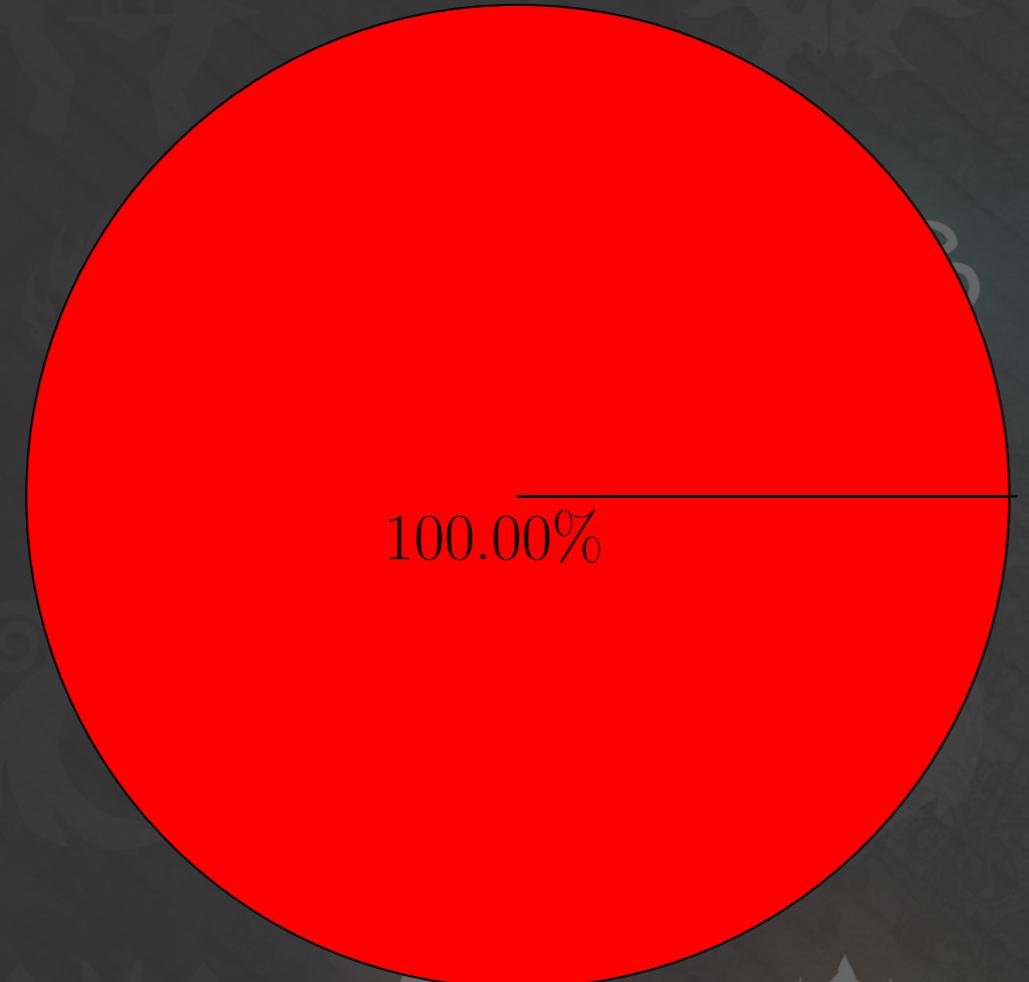
## Game Length

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

# ARACHNOPHOBIA - 4 PLAYER

Shelob, Child of Ungoliant

## Win/Lose Statistic



## Average Finish Position

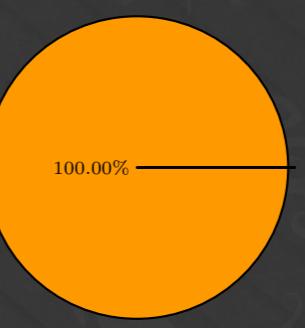
Self | 3.00

## Turn Number Statistics

Average Number of Turns: 17

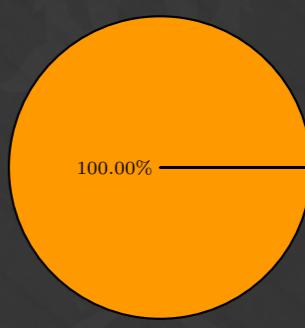


## Fast Mana to Win/Lose



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

## Winner's Start Position



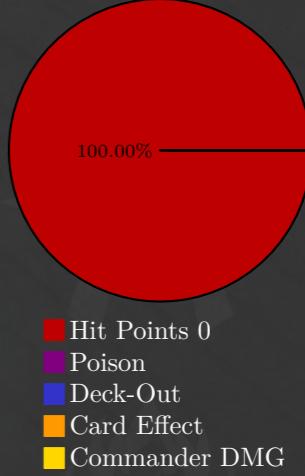
First Player Wins  
Second Player Wins  
Third Player Wins  
Fourth Player Wins

## Win Condition



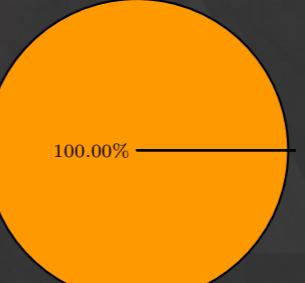
Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition



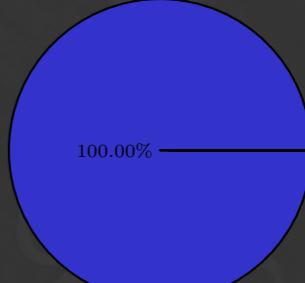
Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length



1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

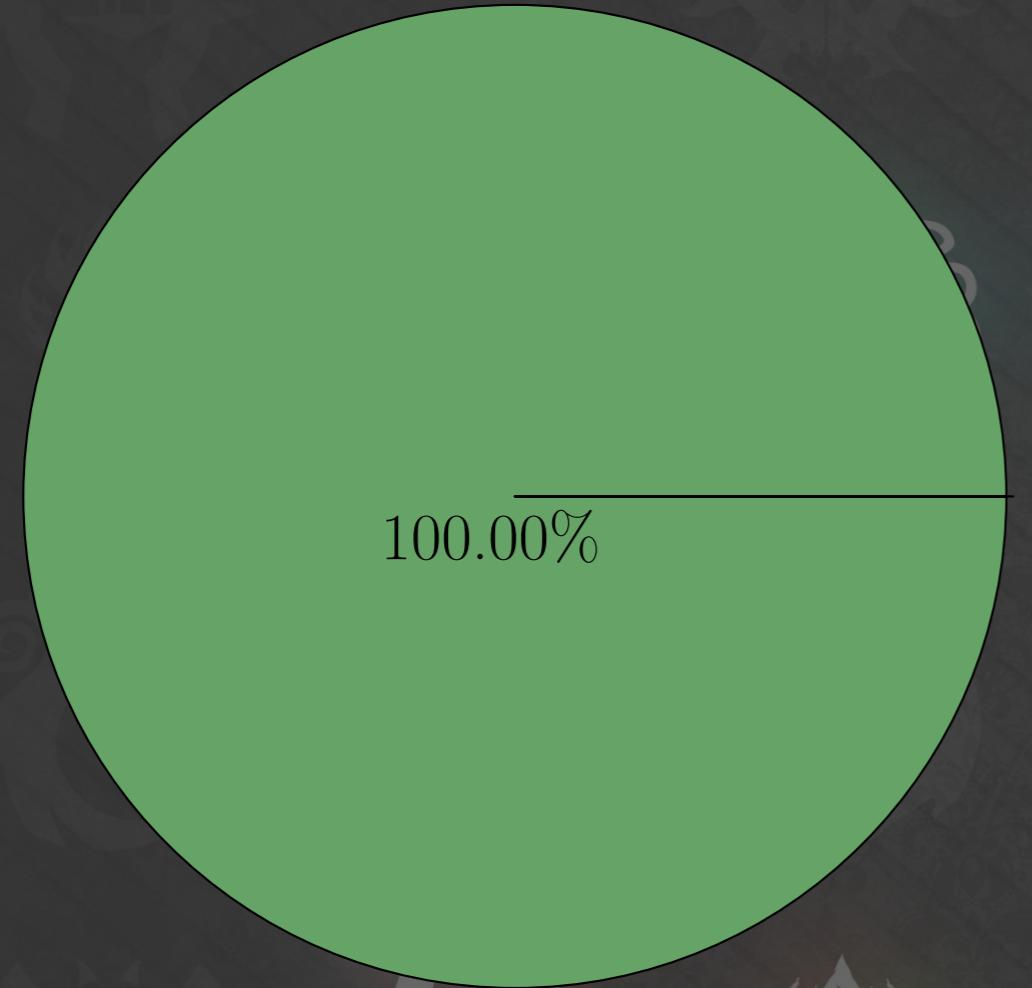


Mana Screw  
Manaflood  
Card Draw  
Lack of Responses  
High CMC  
Targeting  
Misplays

# HIDING NINJAS - GENERAL

Satoru Umezawa

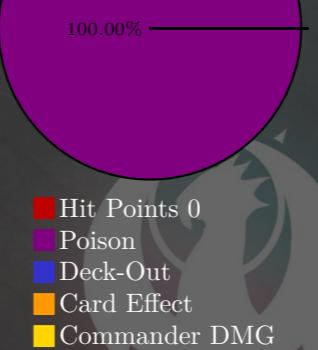
## Win/Lose Statistic



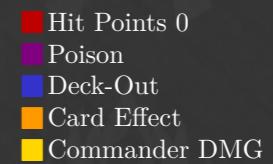
Mulligan Reasons

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

## Win Condition



## Lose Condition

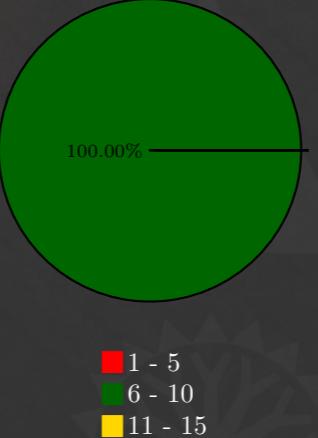


## Color Match-Up Statistics



100%

## Game Length



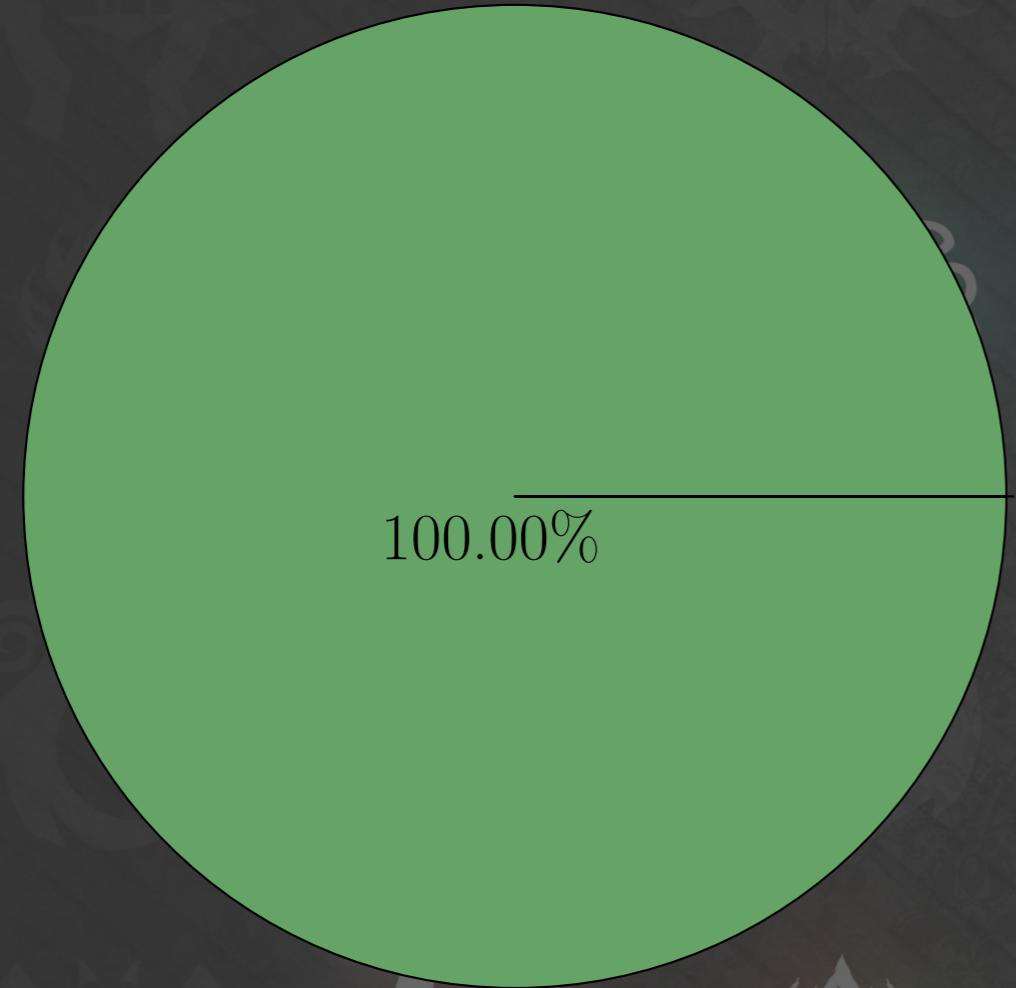
## Game Length



# HIDING NINJAS - 1v1

Satoru Umezawa

## Win/Lose Statistic

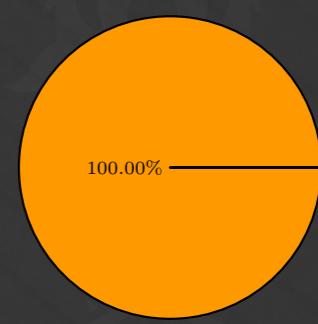


## Fast Mana to Win/Lose



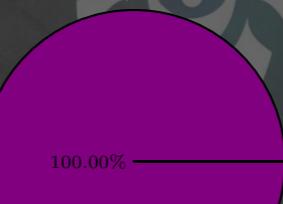
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

## Winner's Start Position



- First Player Wins
- Second Player Wins

## Win Condition



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

## Lose Condition



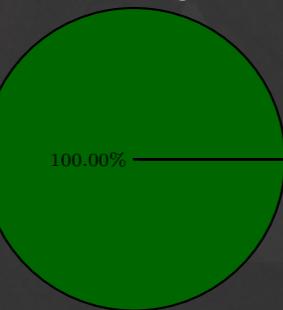
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

## Turn Number Statistics

Average Number of Turns: 8



## Game Length



- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

## Game Length



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

# HIDING NINJAS - 3 PLAYER

Satoru Umezawa

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

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

# HIDING NINJAS - 4 PLAYER

Satoru Umezawa

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

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

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

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

# BLINKING DRAGONS - GENERAL

Miiryrm, Sentinel Wyrm

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics

X  
●  
●  
●  
●  
●  
●

100%

Game Length

- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

Game Length

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

# BLINKING DRAGONS - 1v1

Miirym, Sentinel Wyrm

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Game Length

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

# BLINKING DRAGONS - 3 PLAYER

Miiryrm, Sentinel Wyrm

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

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

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

# BLINKING DRAGONS - 4 PLAYER

Miiryrm, Sentinel Wyrm

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

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

# BLOODTHIRSTY HYBRID - GENERAL

Indoraptor, the Perfect Hybrid

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics



100%

Game Length

- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

Game Length

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

# BLOODTHIRSTY HYBRID - 1v1

Indoraptor, the Perfect Hybrid

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Game Length

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

# BLOODTHIRSTY HYBRID - 3 PLAYER

Indoraptor, the Perfect Hybrid

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

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

# BLOODTHIRSTY HYBRID - 4 PLAYER

Indoraptor, the Perfect Hybrid

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

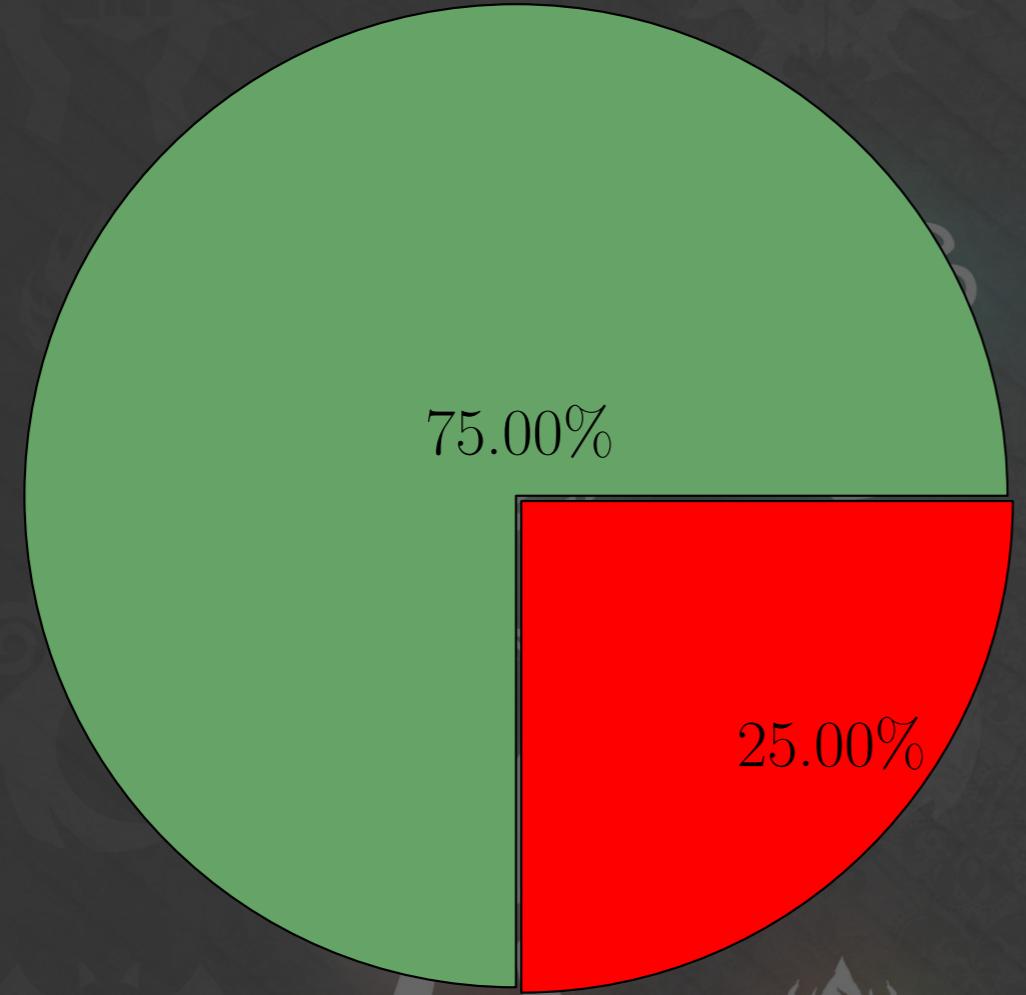
## Game Length

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

# BURNING HEAVENS - GENERAL

Kaalia of the Vast

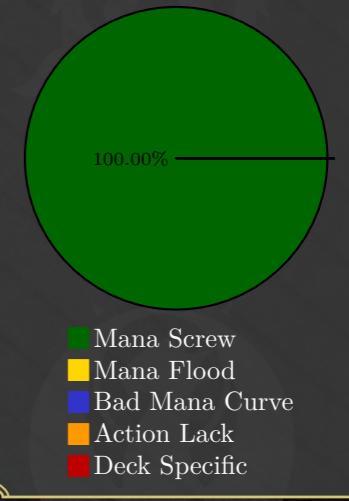
## Win/Lose Statistic



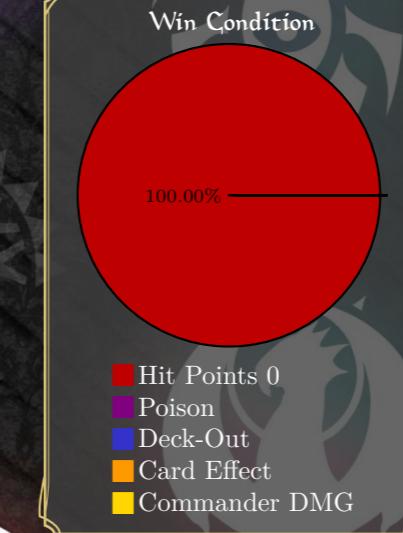
WIN  
LOSE



## Mulligan Reasons

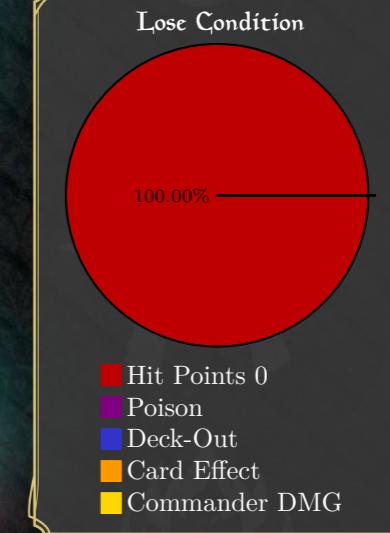


## Win Condition



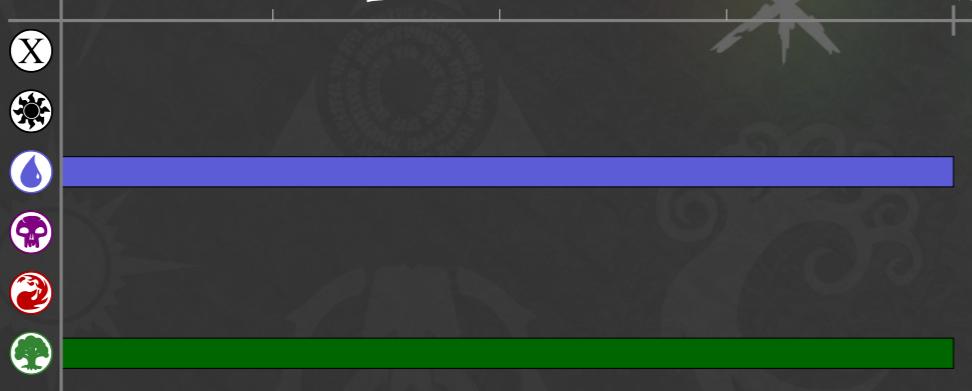
Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition



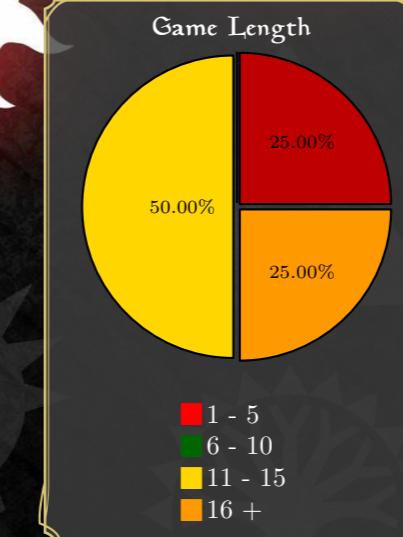
Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Color Match-Up Statistics



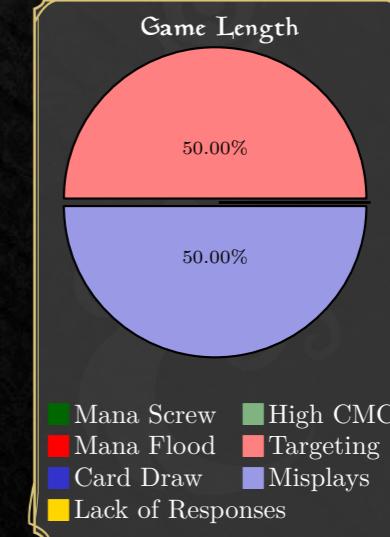
50%

## Game Length



1-5  
6-10  
11-15  
16+

## Game Length

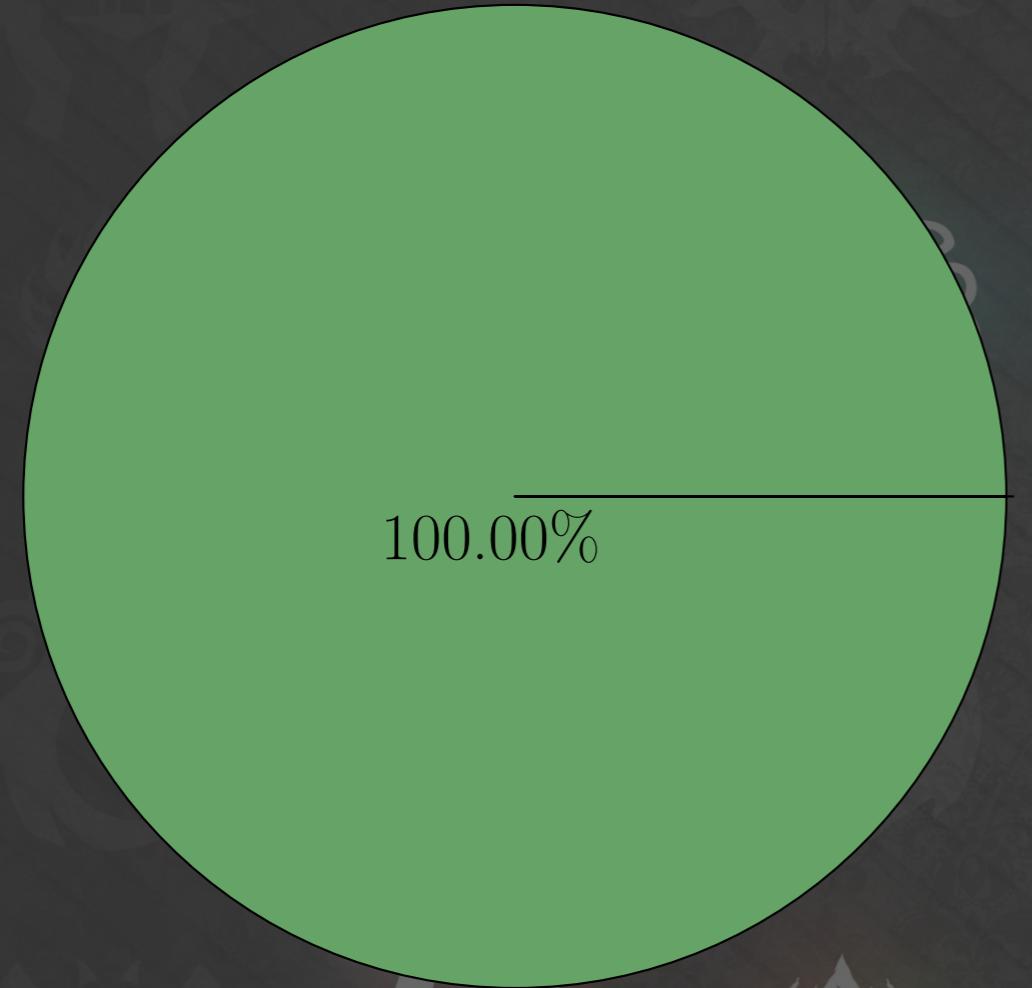


Mana Screw  
Mana Flood  
High CMC  
Targeting  
Card Draw  
Misplays  
Lack of Responses

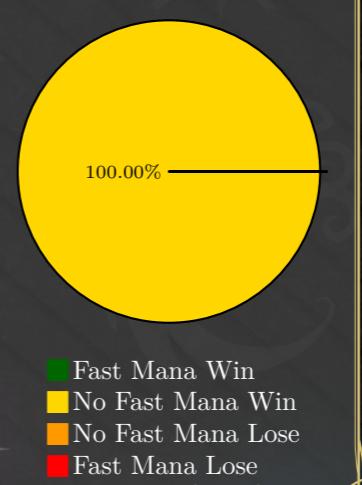
# BURNING HEAVENS - 1v1

Kaalia of the Vast

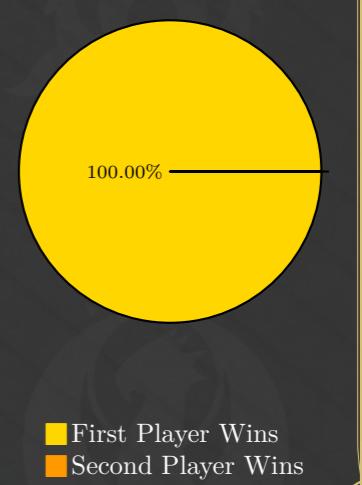
## Win/Lose Statistic



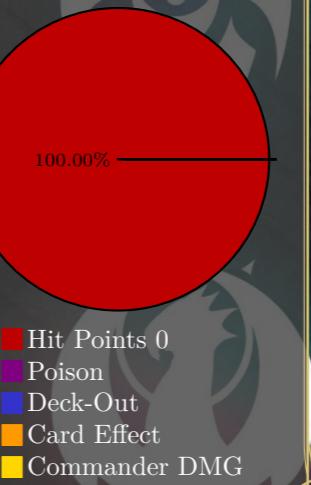
## Fast Mana to Win/Lose



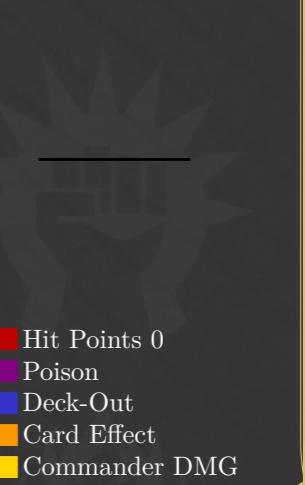
## Winner's Start Position



## Win Condition

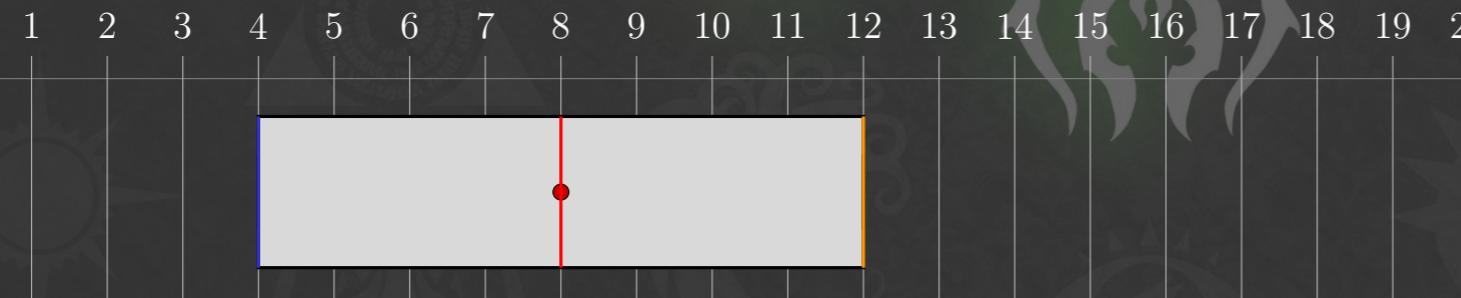


## Lose Condition

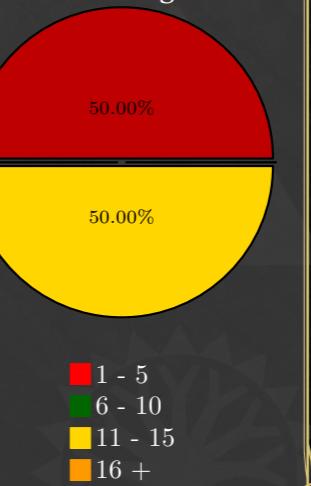


## Turn Number Statistics

Average Number of Turns: 8



## Game Length



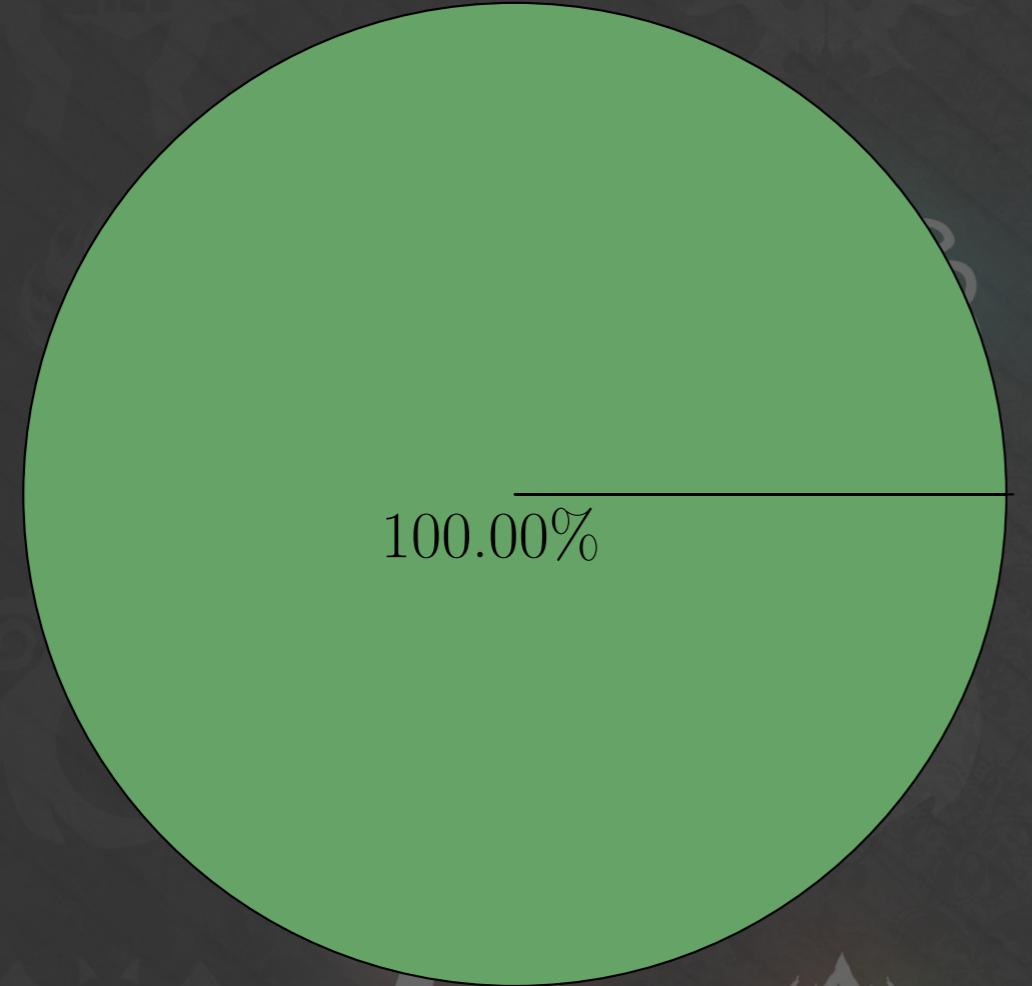
## Game Length



# BURNING HEAVENS - 3 PLAYER

Kaalia of the Vast

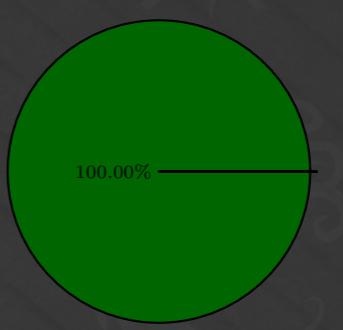
## Win/Lose Statistic



## Average Finish Position

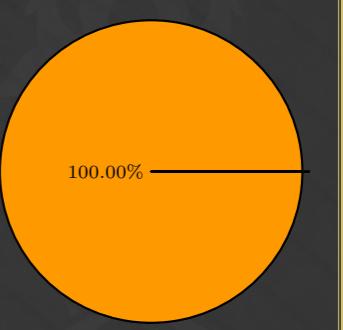
Self | 1.00

## Fast Mana to Win/Lose



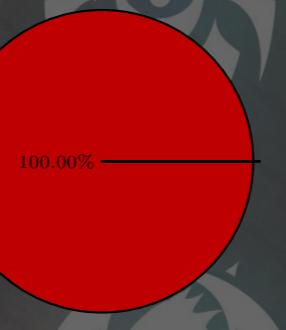
Fast Mana Win  
No Fast Mana Win  
No Fast Mana Lose  
Fast Mana Lose

## Winner's Start Position



First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition



Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition



Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

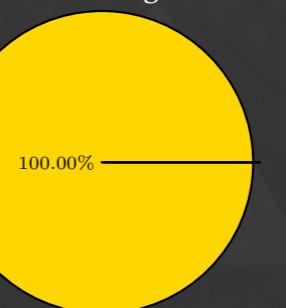
## Turn Number Statistics

Average Number of Turns: 12



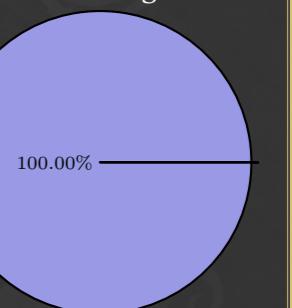
Average First Kill Turn: 10

## Game Length



1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

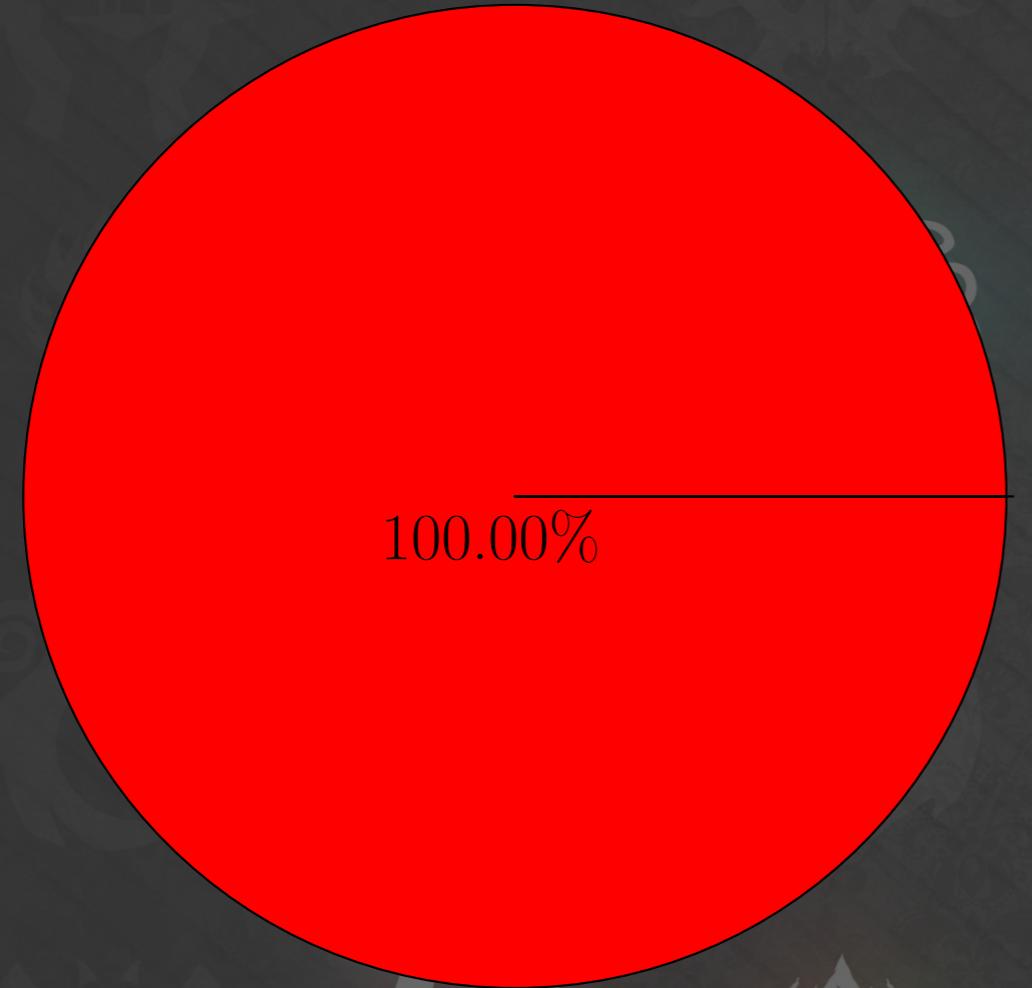


Mana Screw  
Mana Flood  
Card Draw  
Lack of Responses  
High CMC  
Targeting  
Misplays

# BURNING HEAVENS - 4 PLAYER

Kaalia of the Vast

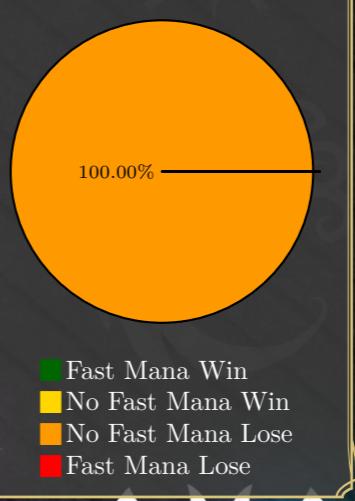
## Win/Lose Statistic



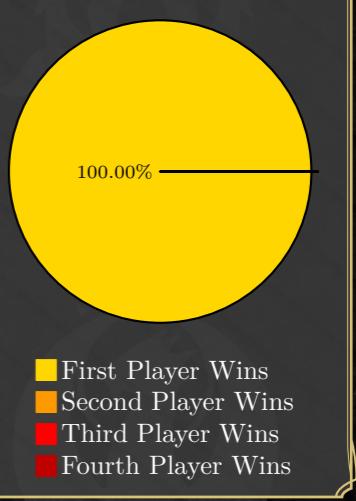
## Average Finish Position

Self | 2.00

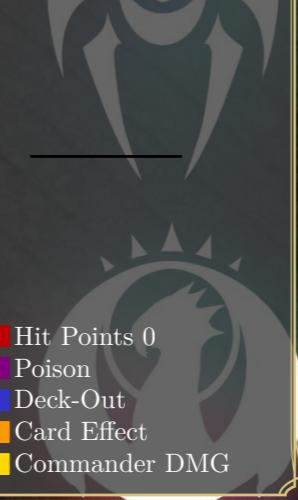
## Fast Mana to Win/Lose



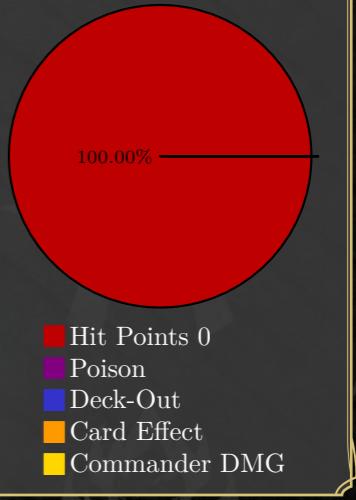
## Winner's Start Position



## Win Condition



## Lose Condition

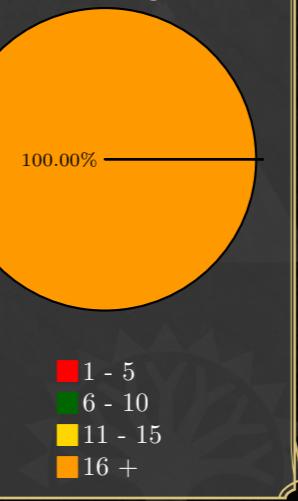


## Turn Number Statistics

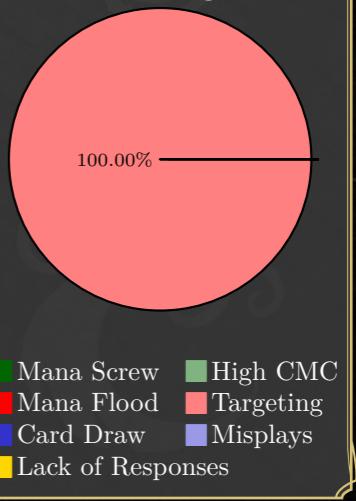
Average Number of Turns: 15



## Game Length



## Game Length



# CONTROLLING TIME - GENERAL

# Obeka, Brute Chronologist



Mulligan Reasons

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

## Win Condition

- Hit Points 0  
■ Poison  
■ Deck-Out  
■ Card Effect  
■ Commander DMG

## Lose Condition

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

# Color Match-Up Statistics

100%

## Game Length

- 1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

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

# CONTROLLING TIME - 1v1

Obeka, Brute Chronologist

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Game Length

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

# CONTROLLING TIME - 3 PLAYER

Obeka, Brute Chronologist

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

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

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

# CONTROLLING TIME - 4 PLAYER

Obeka, Brute Chronologist

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

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

# CORRUPTING INFLUENCE - GENERAL

Vishgraz, the Doomhive

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics

X  
●  
●  
●  
●  
●  
●

100%

Game Length

- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

Game Length

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

# CORRUPTING INFLUENCE - 1v1

Vishgraz, the Doomhive

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Game Length

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

# CORRUPTING INFLUENCE - 3 PLAYER

Vishgraz, the Doomhive

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

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

# CORRUPTING INFLUENCE - 4 PLAYER

Vishgraz, the Doomhive

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

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

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Average Finish Position

Self 0.00

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Game Length

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

# COUNTERING MERFOLKS - GENERAL

Ishai, Ojutai Dragonspeaker and Thrasios, Triton Hero

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics

X  
●  
●  
●  
●  
●  
●

100%

Game Length

- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

Game Length

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

# COUNTERING MERFOLKS - 1v1

Ishai, Ojutai Dragonspeaker and Thrasios, Triton Hero

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Game Length

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

# COUNTERING MERFOLKS - 3 PLAYER

Ishai, Ojutai Dragonspeaker and Thrasios, Triton Hero

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



## Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

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

# COUNTERING MERFOLKS - 4 PLAYER

Ishai, Ojutai Dragonspeaker and Thrasios, Triton Hero

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

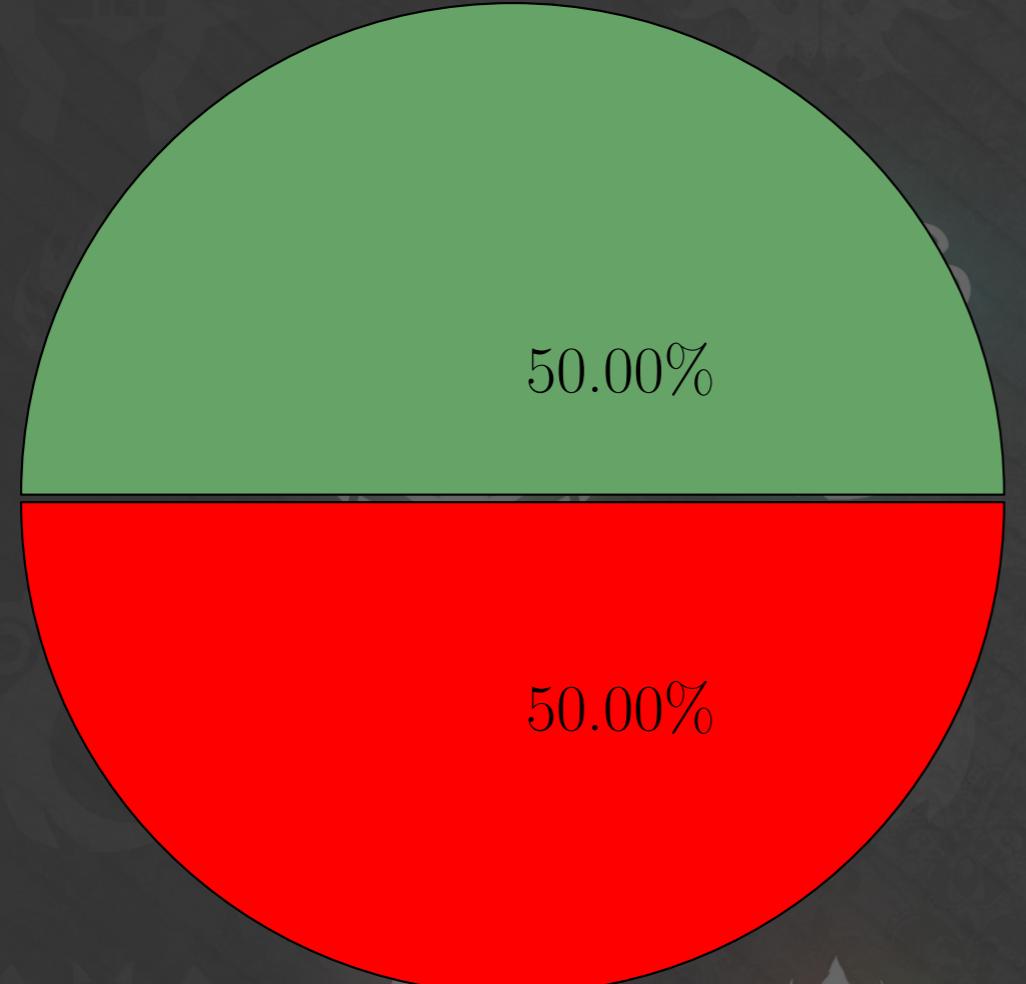
## Game Length

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

# DRIVE-BY VEHICLES - GENERAL

Sydri, Galvanic Genius

## Win/Lose Statistic



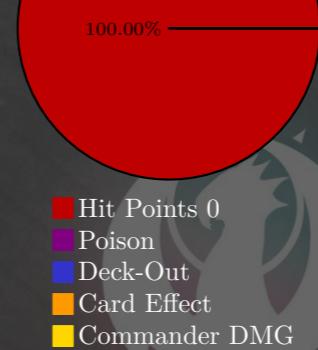
WIN  
LOSE



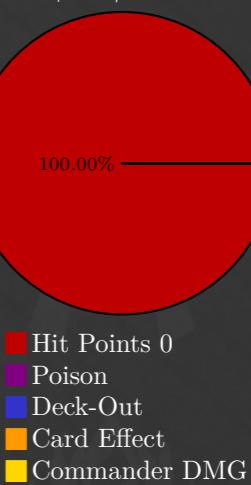
Mulligan Reasons

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

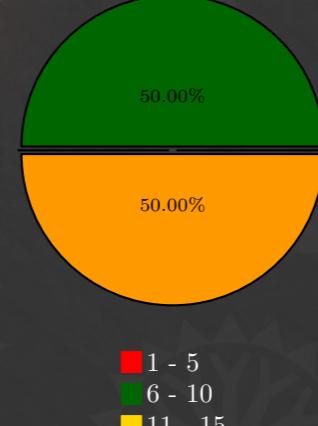
## Win Condition



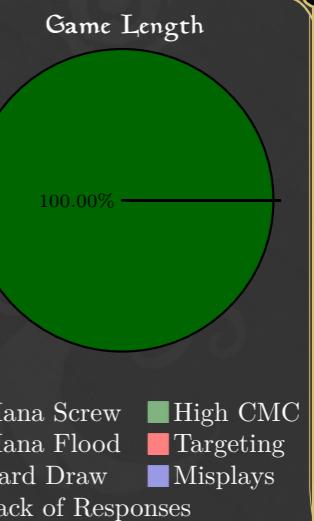
## Lose Condition



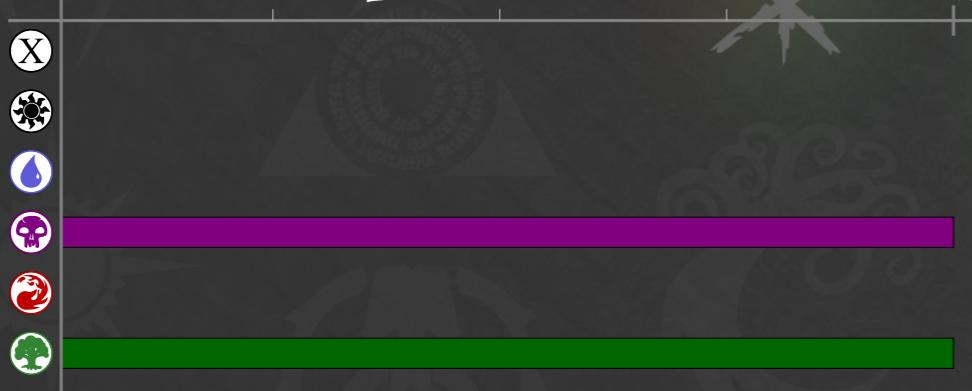
## Game Length



## Game Length



## Color Match-Up Statistics



50%

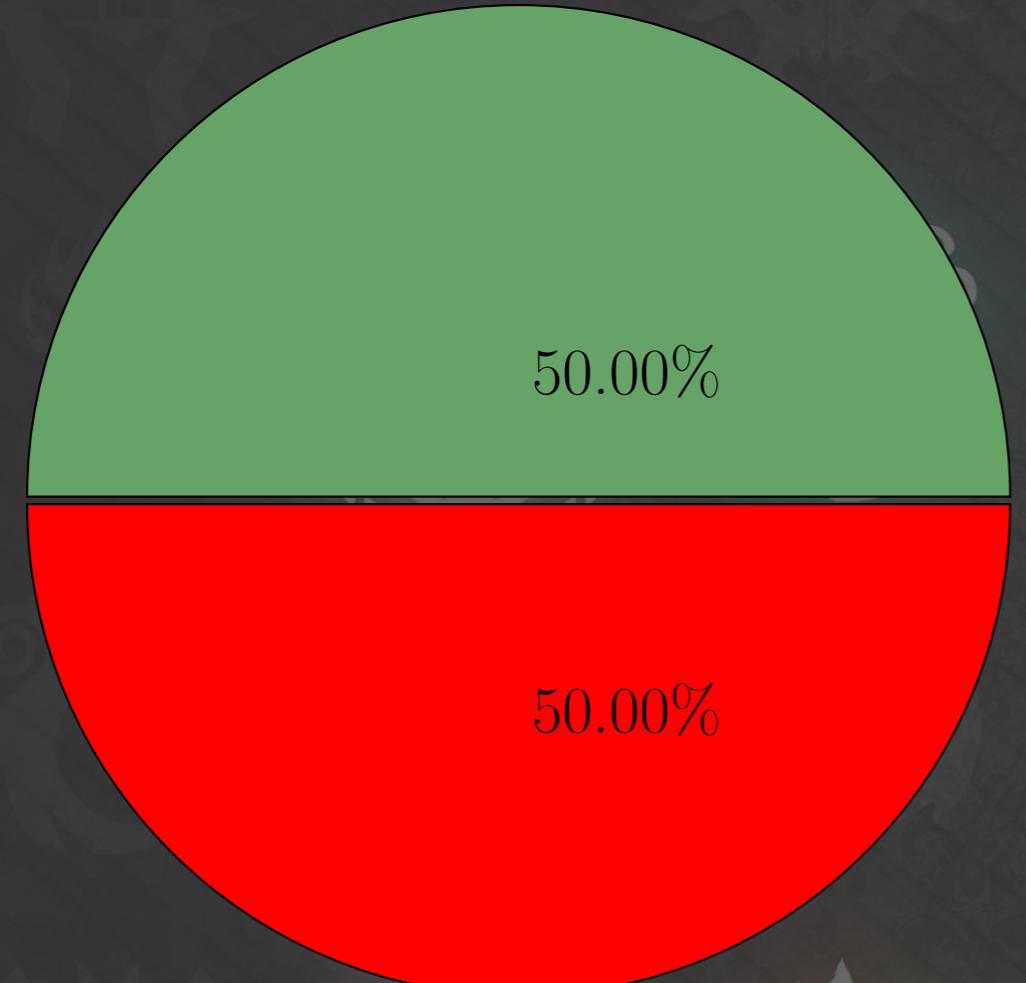
50%

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

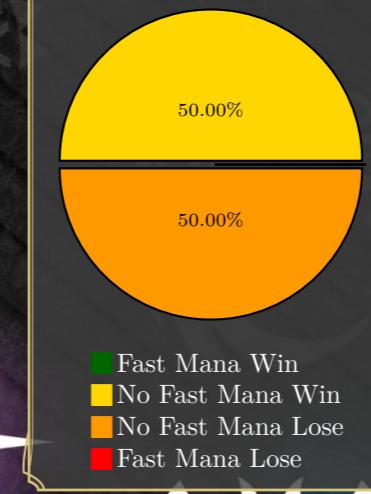
# DRIVE-BY VEHICLES - 1v1

Sydri, Galvanic Genius

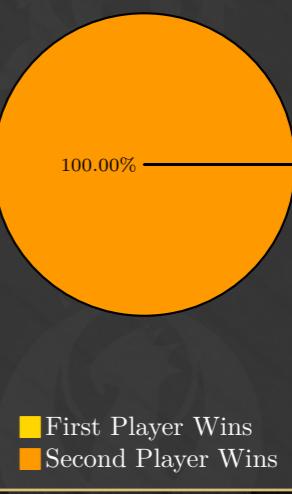
## Win/Lose Statistic



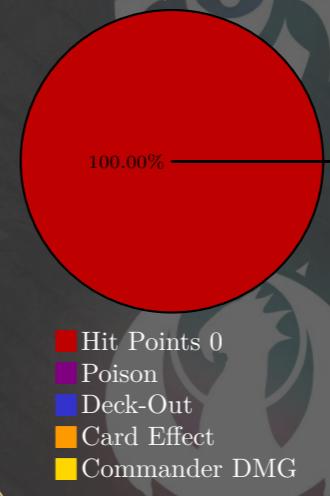
## Fast Mana to Win/Lose



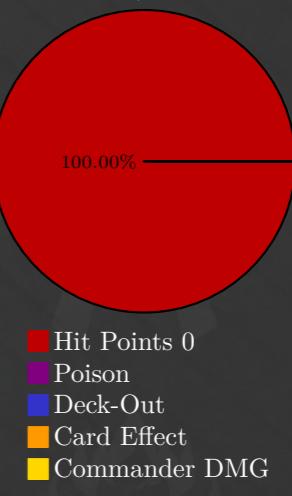
## Winner's Start Position



## Win Condition



## Lose Condition

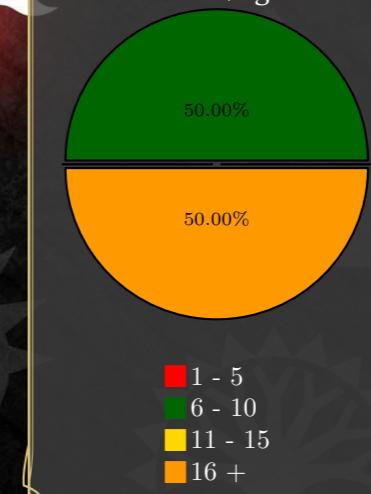


## Turn Number Statistics

Average Number of Turns: 11



## Game Length



## Game Length



# DRIVE-BY VEHICLES - 3 PLAYER

Sydri, Galvanic Genius

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

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

# DRIVE-BY VEHICLES - 4 PLAYER

Sydri, Galvanic Genius

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



## Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

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

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

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

# ENRAGED DINOSAURS - GENERAL

Zacama, Primal Calamity

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics

X  
●  
●  
●  
●  
●  
●

100%

Game Length

- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

Game Length

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

# ENRAGED DINOSAURS - Lv1

Zacama, Primal Calamity

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Game Length

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

# ENRAGED DINOSAURS - 3 PLAYER

Zacama, Primal Calamity

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Fast Mana to Win/Lose

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

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

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

# ENRAGED DINOSAURS - 4 PLAYER

Zacama, Primal Calamity

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Fast Mana to Win/Lose

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

## Winner's Start Position

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

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

# FROZEN RESOURCES - GENERAL

Jorn, God of Winter

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics

X  
●  
●  
●  
●  
●  
●

100%

Game Length

- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

Game Length

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

# FROZEN RESOURCES - 1v1

Jorn, God of Winter

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Game Length

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

# FROZEN RESOURCES - 3 PLAYER

Jorn, God of Winter

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

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

# FROZEN RESOURCES - 4 PLAYER

Jorn, God of Winter

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

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

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

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

# HYBRIDIZATION - GENERAL

Indominus Rex, Alpha

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics

X  
●  
●  
●  
●  
●  
●

100%

Game Length

- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

Game Length

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

# HYBRIDIZATION - Lv1

Indominus Rex, Alpha

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Game Length

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

# HYBRIDIZATION - 3 PLAYER

Indominus Rex, Alpha

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



## Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

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

# HYBRIDIZATION - 4 PLAYER

Indominus Rex, Alpha

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

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

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

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

# STEALING PIRATE MEMORY GAME - GENERAL

Admiral Beckett Brass

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

## Win Condition

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

## Lose Condition

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

## Color Match-Up Statistics

- X
- 
- 
- 
- 
- 

100%

## Game Length

- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

## Game Length

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

# STEALING PIRATE MEMORY GAME - 1v1

Admiral Beckett Brass

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Game Length

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

# STEALING PIRATE MEMORY GAME - 3 PLAYER

Admiral Beckett Brass

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

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

# STEALING PIRATE MEMORY GAME - 4 PLAYER

Admiral Beckett Brass

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Fast Mana to Win/Lose

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

## Winner's Start Position

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

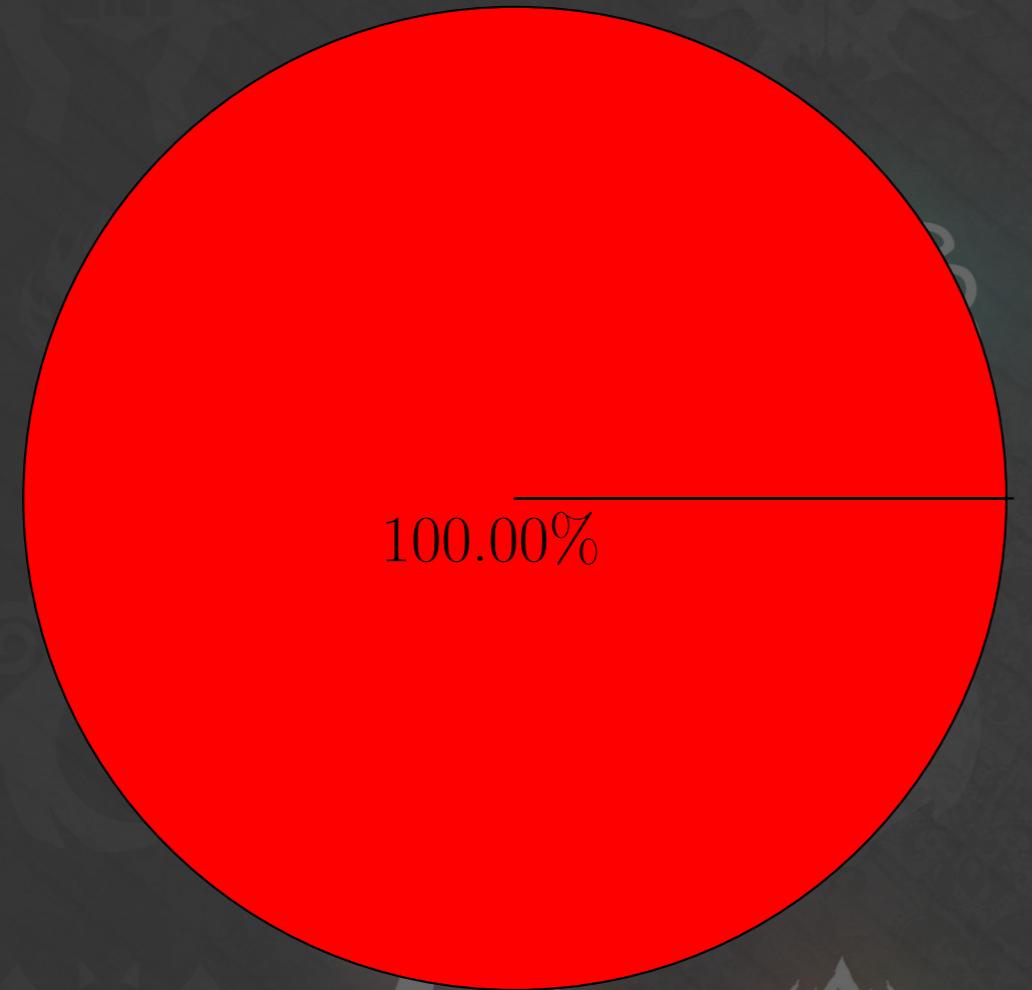
## Game Length

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

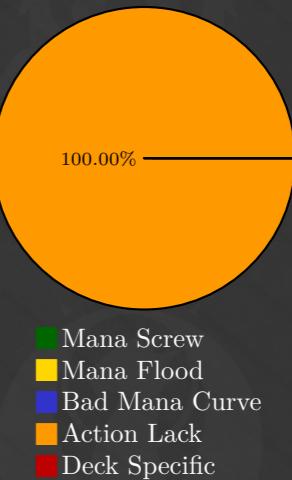
# SHINING ARTIFACTS - GENERAL

Breya, Etherium Shaper

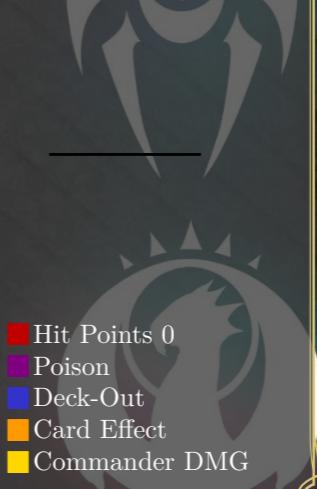
## Win/Lose Statistic



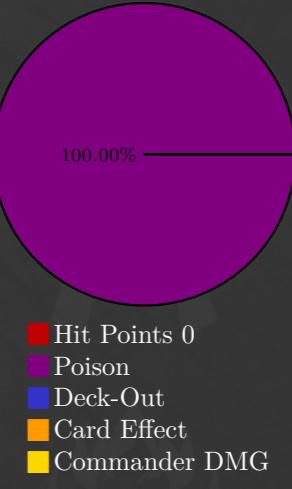
## Mulligan Reasons



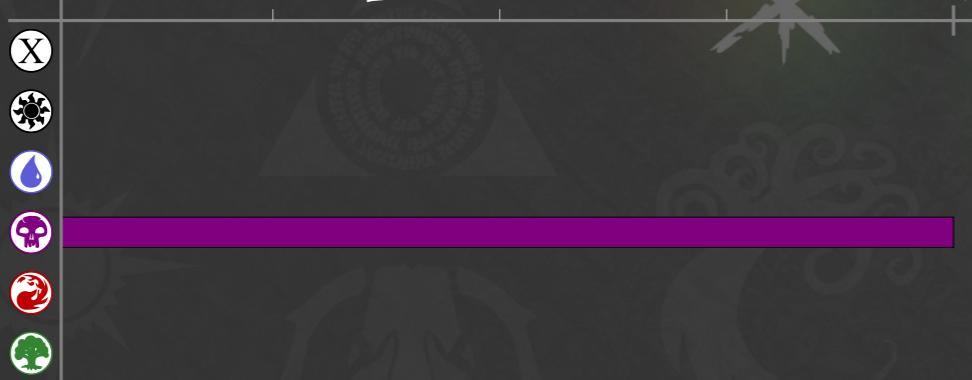
## Win Condition



## Lose Condition

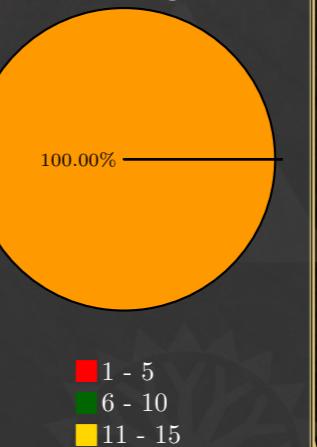


## Color Match-Up Statistics



100%

## Game Length



## Game Length



# ShINING ARTIFACTS - 1v1

Breya, Etherium Shaper

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

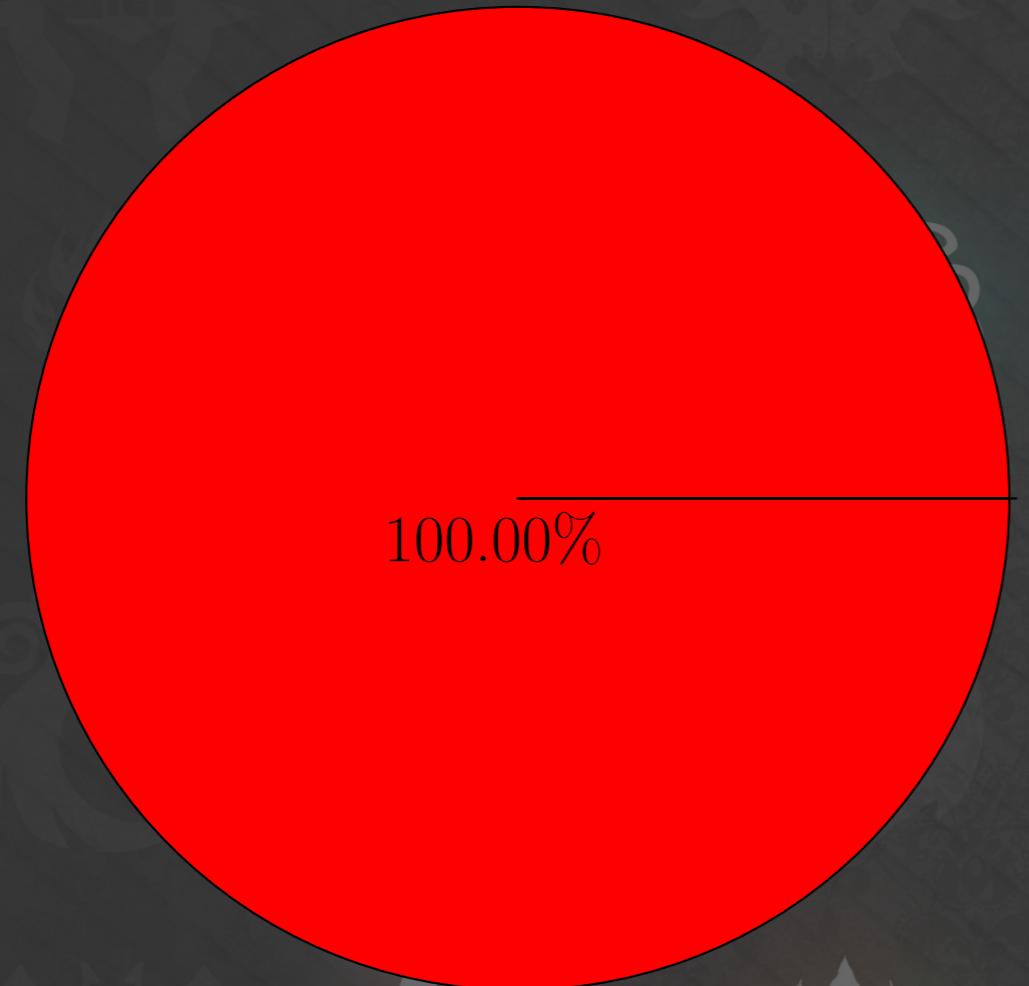
Game Length

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

# SHINING ARTIFACTS - 3 PLAYER

Breya, Etherium Shaper

## Win/Lose Statistic



## Average Finish Position

Self | 3.00

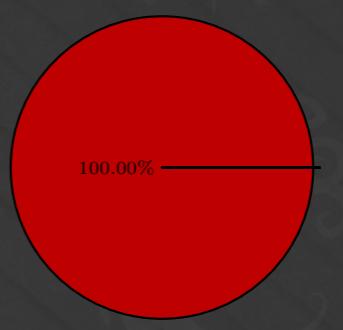
## Turn Number Statistics

Average Number of Turns: 14



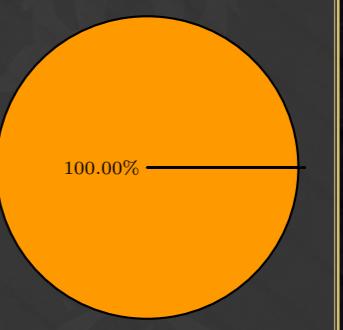
Average First Kill Turn: 9

## Fast Mana to Win/Lose



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

## Winner's Start Position



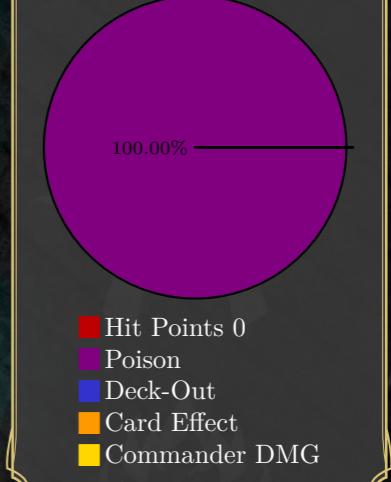
First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition



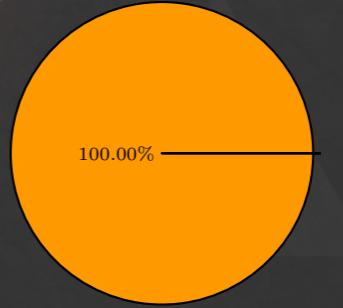
Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition



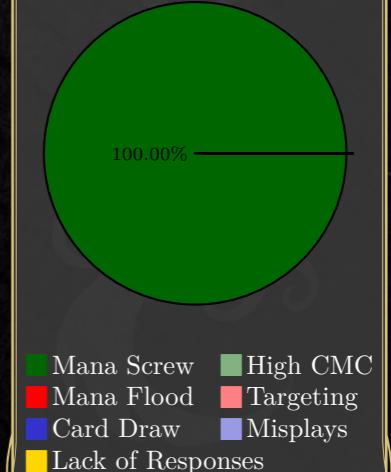
Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length



1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length



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

# SHINING ARTIFACTS - 4 PLAYER

Breya, Etherium Shaper

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

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

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

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

# The FELLOWSHIP - GENERAL

Aragorn, the Uniter

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics



100%

Game Length

- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

Game Length

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

# The Fellowship - 1v1

Aragorn, the Uniter

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Game Length

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

# The Fellowship - 3 Player

Aragorn, the Uniter

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Winner's Start Position

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

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

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

# The Fellowship - 4 Player

Aragorn, the Uniter

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

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

## Turn Number Statistics

Average Number of Turns: 0

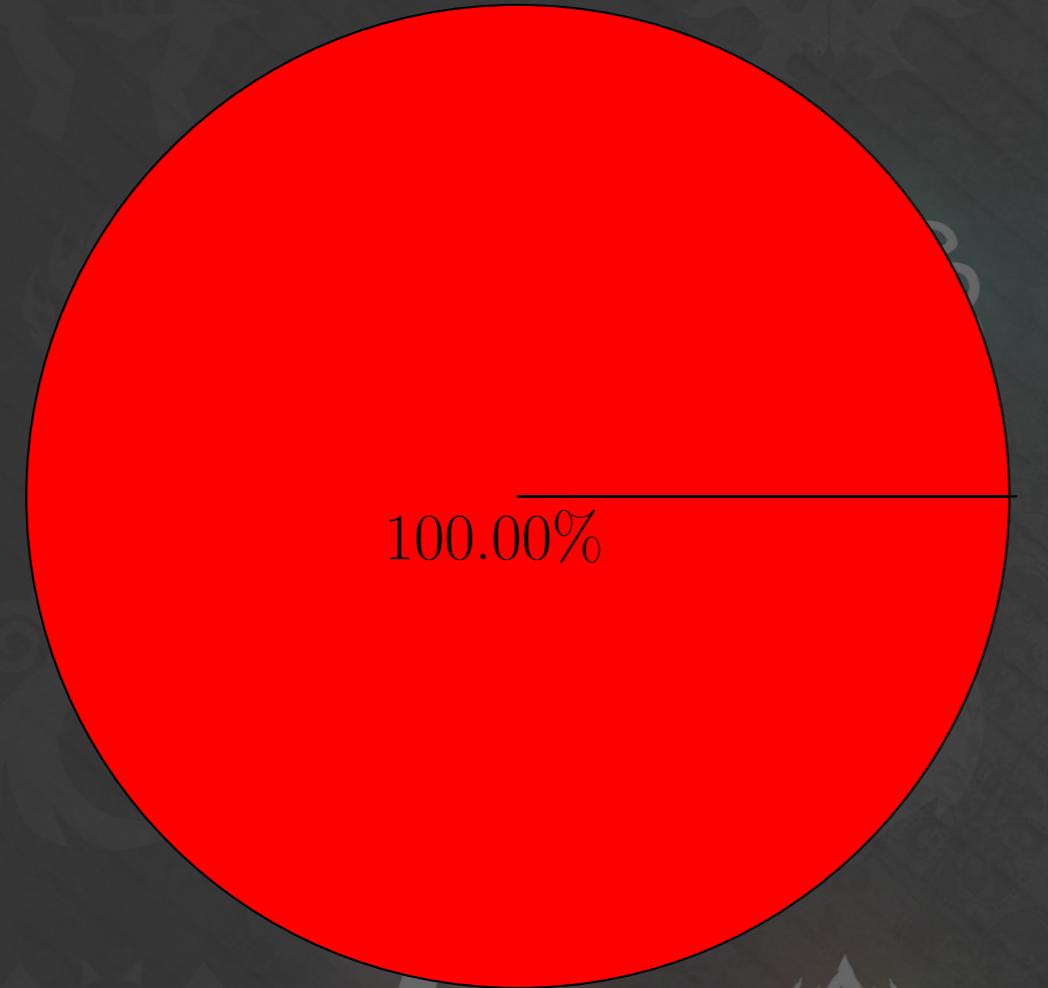


Average First Kill Turn: 0

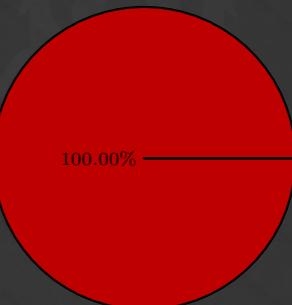
# FLOURISHING ShRINES - GENERAL

Go-Shintai of Life's Origin

## Win/Lose Statistic



## Mulligan Reasons



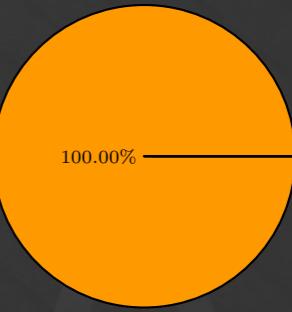
- Mana Screw
- Mana Flood
- Bad Mana Curve
- Action Lack
- Deck Specific

## Win Condition



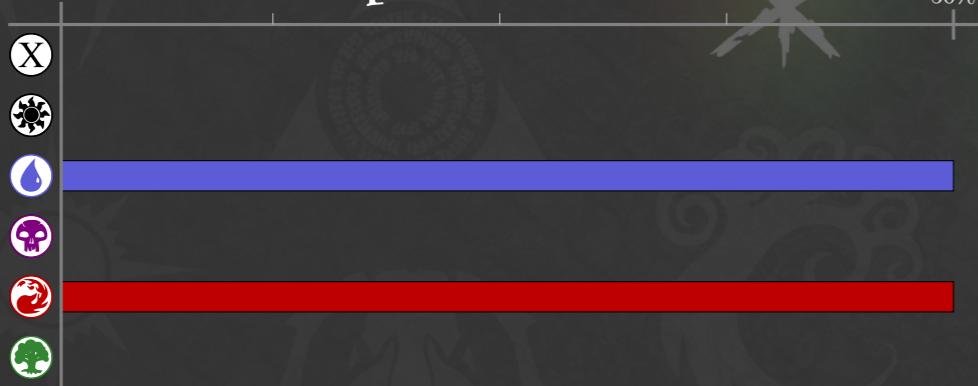
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

## Lose Condition



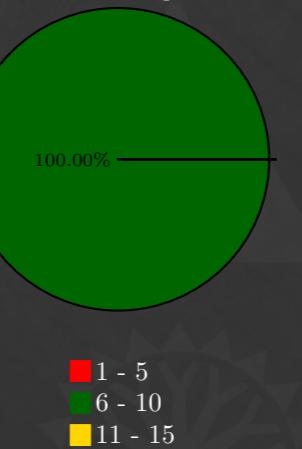
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

## Color Match-Up Statistics



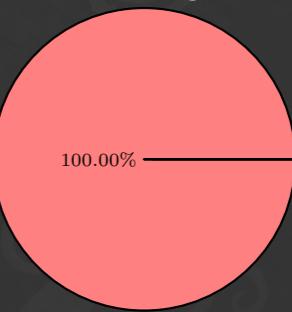
50%

## Game Length



- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

## Game Length



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

# FLOURISHING ShRINES - 1v1

Go-Shintai of Life's Origin

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

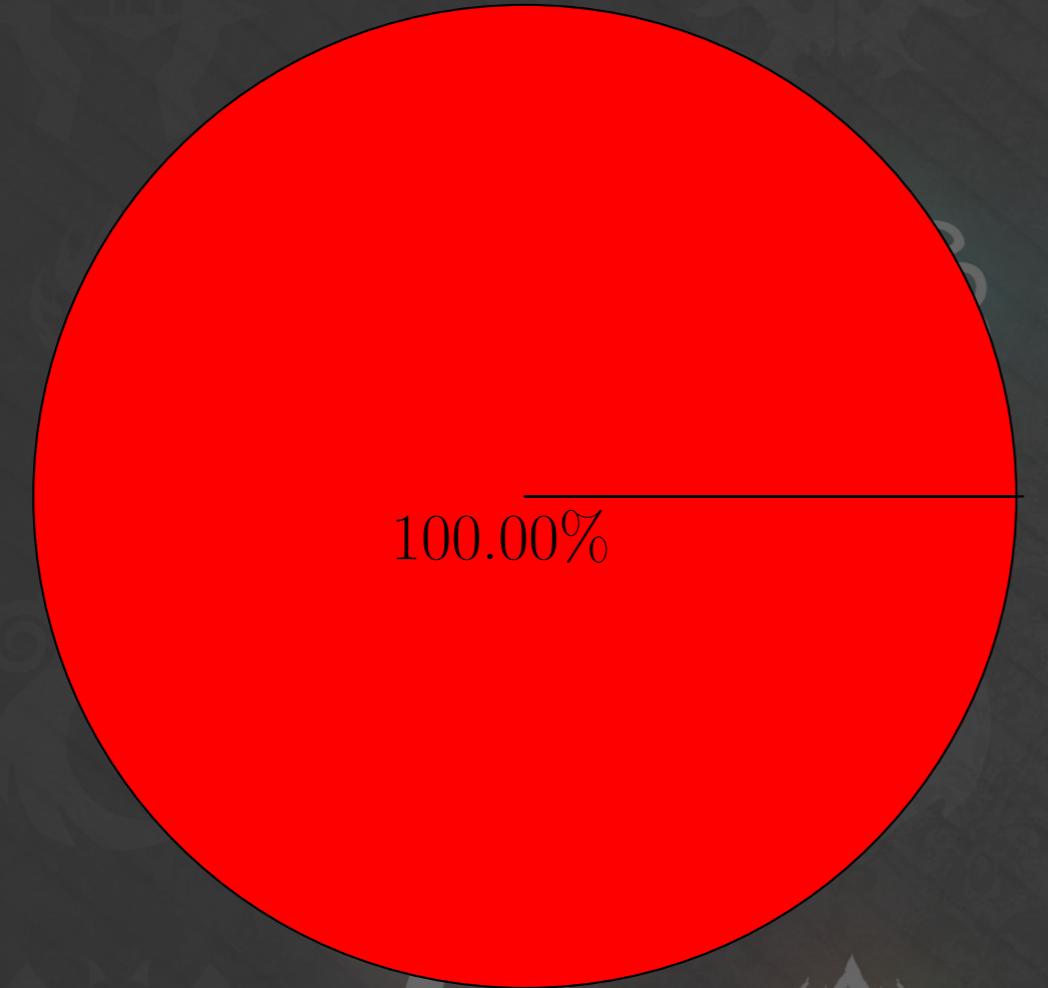
Game Length

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

# FLOURISHING ShRINES - 3 PLAYER

Go-Shintai of Life's Origin

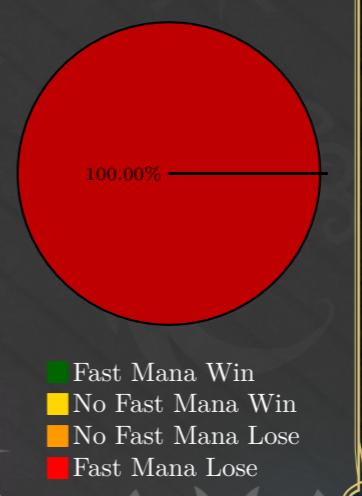
## Win/Lose Statistic



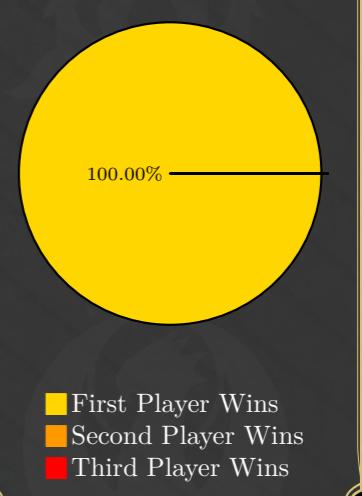
## Average Finish Position

Self | 2.00

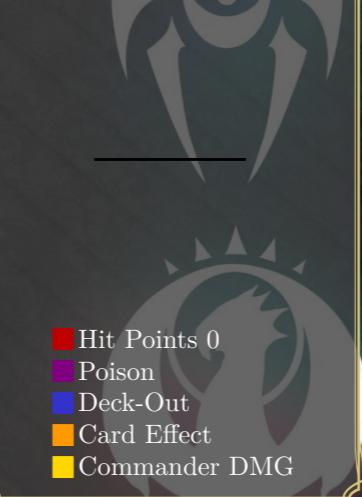
## Fast Mana to Win/Lose



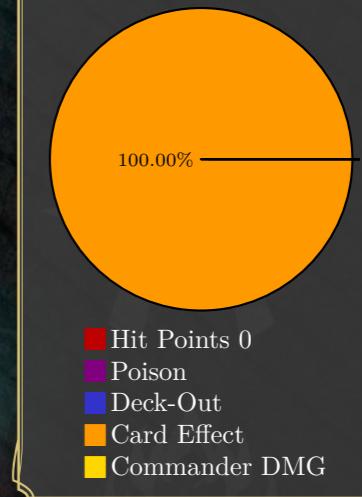
## Winner's Start Position



## Win Condition



## Lose Condition



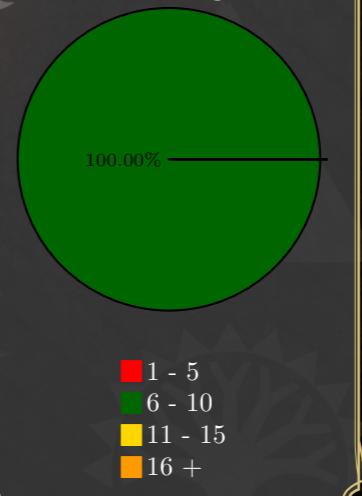
## Turn Number Statistics

Average Number of Turns: 5

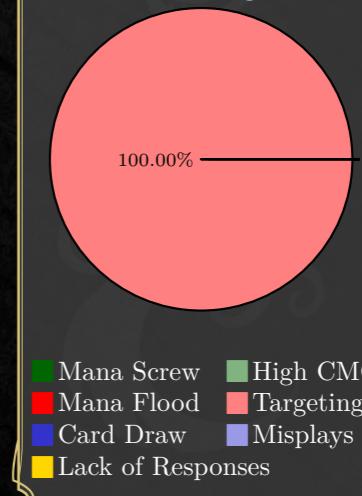


Average First Kill Turn: 5

## Game Length



## Game Length



# FLOURISHING SHRINES - 4 PLAYER

Go-Shintai of Life's Origin

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

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

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Game Length

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

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

# LEGENDARY LEGENDS - GENERAL

Sisay, Weatherlight Captain

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics

X  
●  
●  
●  
●  
●  
●

100%

Game Length

- 1 - 5
- 6 - 10
- 11 - 15
- 16 +

Game Length

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

# LEGENDARY LEGENDS - 1v1

Sisay, Weatherlight Captain

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Game Length

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

# LEGENDARY LEGENDS - 3 PLAYER

Sisay, Weatherlight Captain

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

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

# LEGENDARY LEGENDS - 4 PLAYER

Sisay, Weatherlight Captain

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Fast Mana to Win/Lose

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

## Winner's Start Position

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Game Length

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