Magic The Gathering: Commander Logbook

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This Table of Decks does support a total of 40 Decks

Performance

1v1 Commander
Number of Games: 18
Last 10 Games:
W W W W W L L W W L

3 Player Commander
Number of Games: 11
Last 10 Games:
W L W W W W W L W L

4 Player Commander
Number of Games: 13
Last 10 Games:
L L W L L W W W W W

Most Tracked Deck

The most tracked deck is Arachnophobia
(6 Games tracked)

Least Tracked Deck

The least tracked deck is Rabid Squirrels
(0 Games tracked)

Deck Archetypes

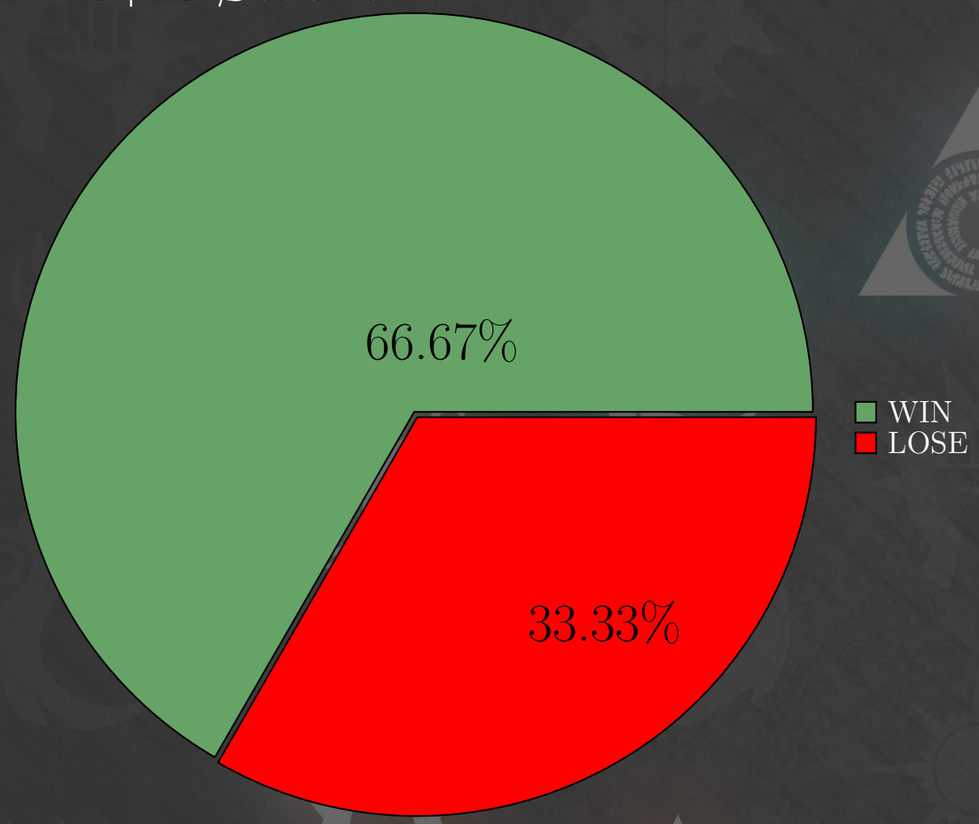
Aggro/Burn	3
Control	4
Midrange	7
Combo	2
Ramp/Landfall	4
Token	1
Voltron	3
Stax/Tax/Lock	1
Mill	0
Aristocrats	0
Pillow Fort	2
Reanimator	0
Toolbox	0

Author's Notes

This logbook serves as a comprehensive tracker for Magic: The Gathering Commander decks, offering a detailed account of performance metrics and game statistics across an array of deck archetypes. It's designed to aid in the refinement and understanding of each deck's capabilities, providing insights into their successes and areas for improvement.
- M4RZ

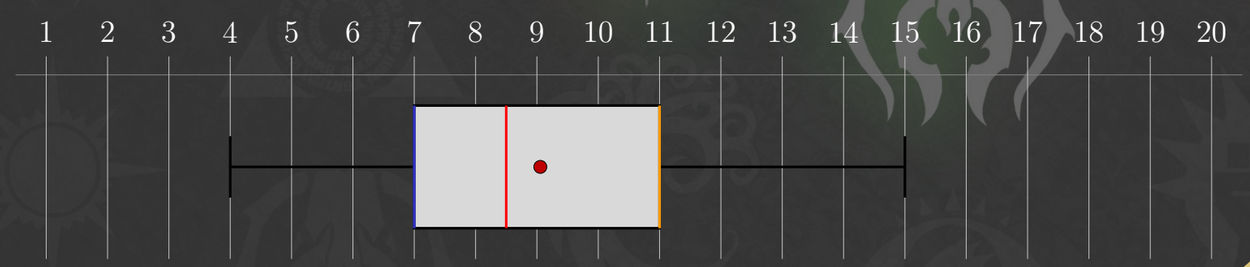
1v1 Commander Breakdown

Win/Lose Statistic

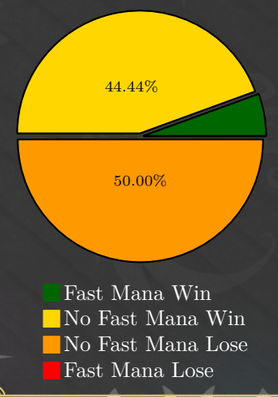


Turn Number Statistics

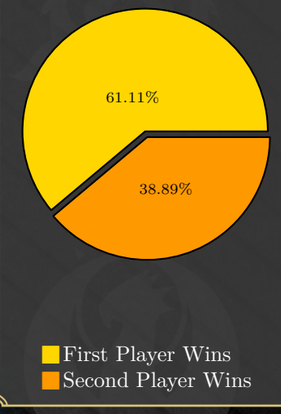
Average Number of Turns: 9.06



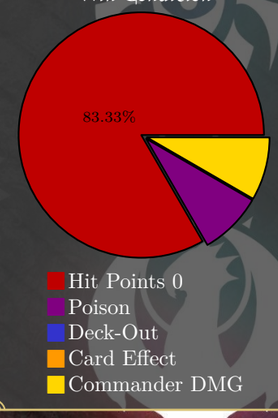
Fast Mana to Win/Lose



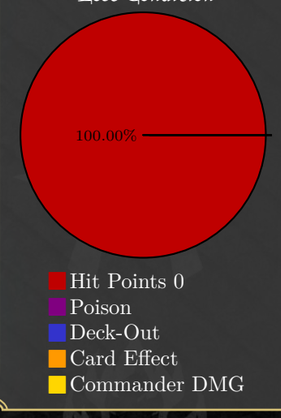
Winner's Start Position



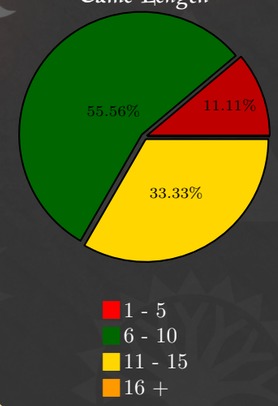
Win Condition



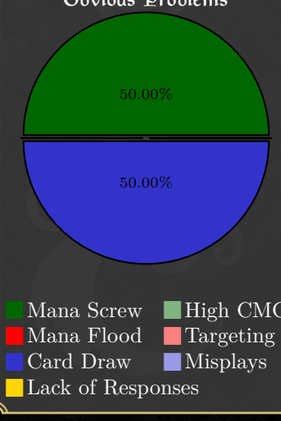
Lose Condition



Game Length



Obvious Problems



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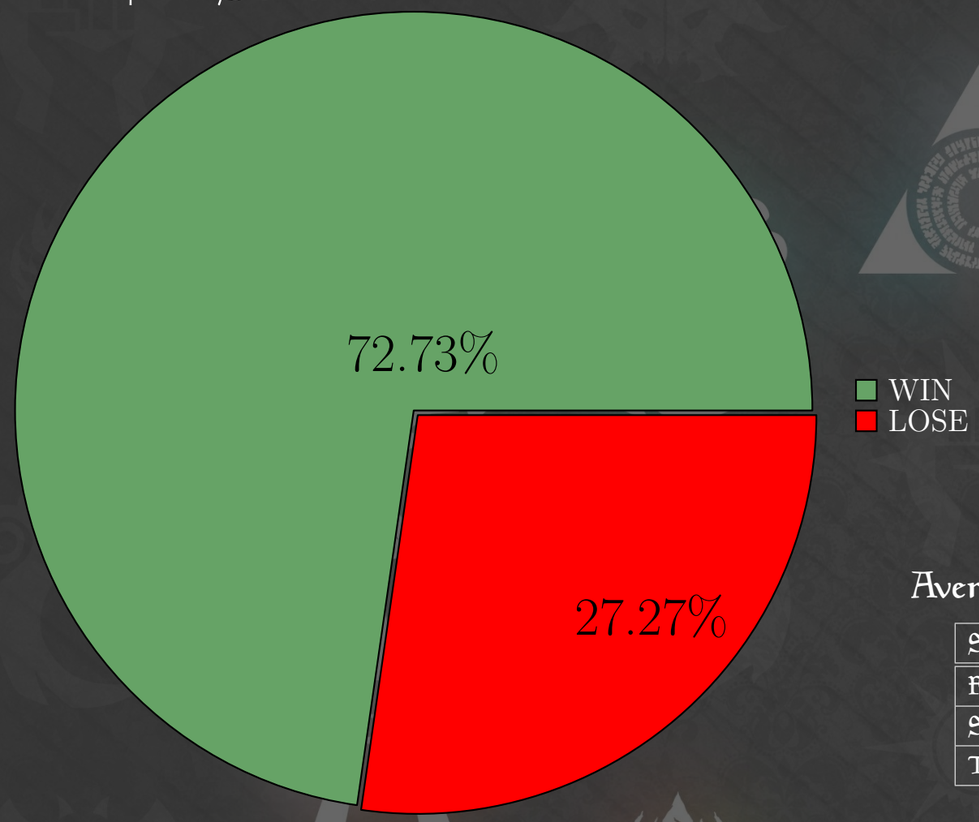
3 Player Commander Breakdown

Win/Lose Statistic



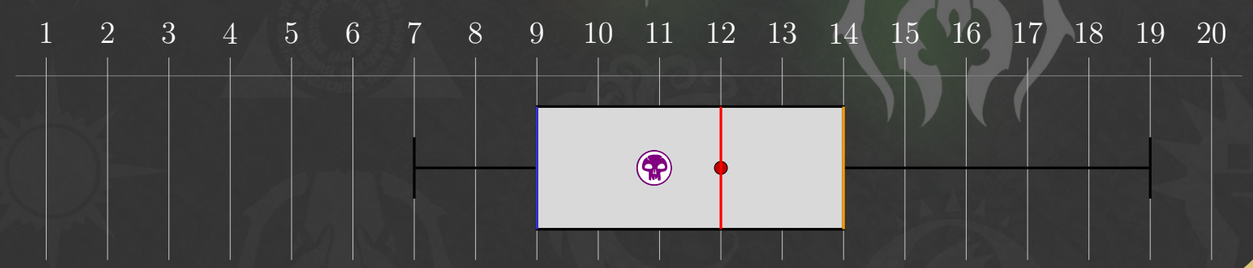
Average Finish Position

Self	1.45
First Player	1.55
Second Player	1.82
Third Player	2.64

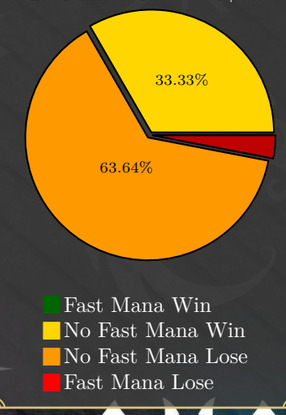
Turn Number Statistics

Average Number of Turns: 12

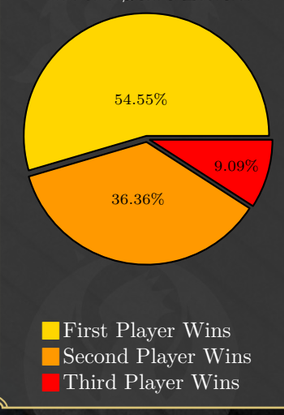
Average First Kill Turn: 10.91



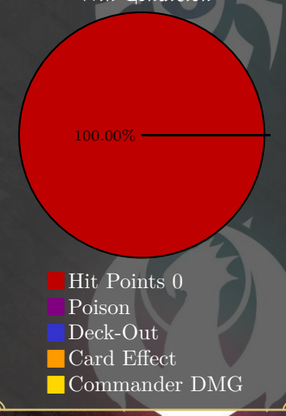
Fast Mana to Win/Lose



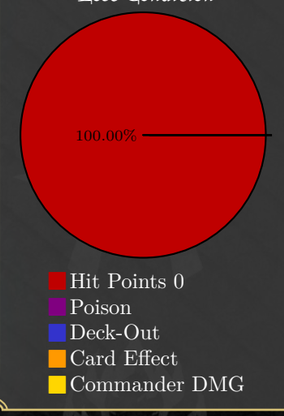
Winner's Start Position



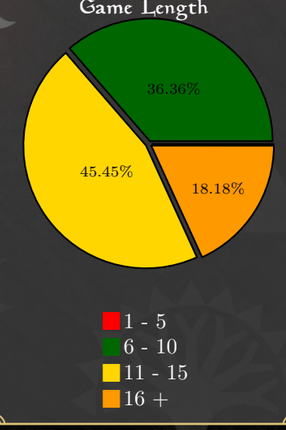
Win Condition



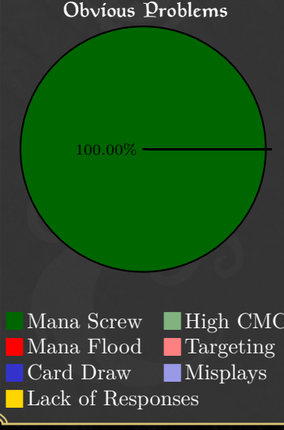
Lose Condition



Game Length



Obvious Problems



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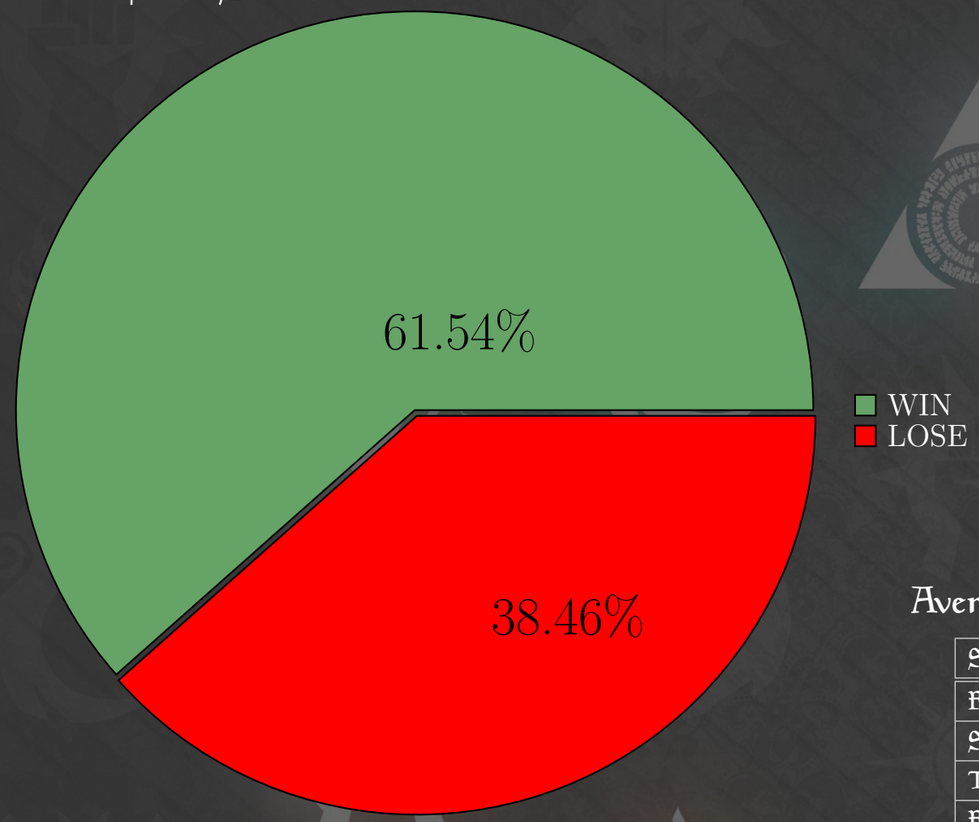
4 Player Commander Breakdown

Win/Lose Statistic



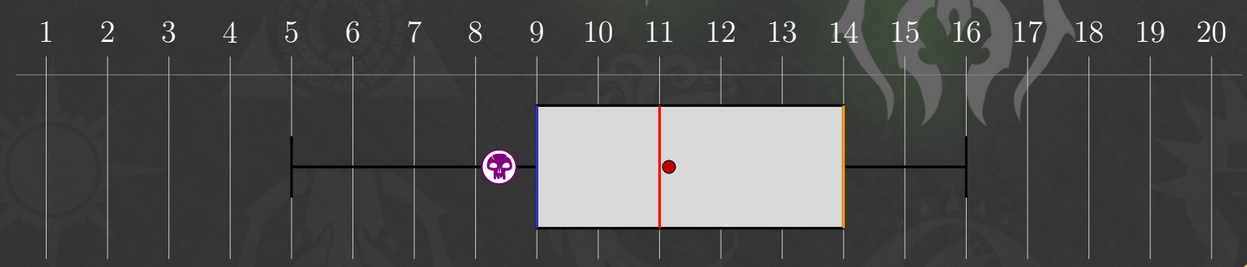
Average Finish Position

Self	1.46
First Player	2.62
Second Player	2.77
Third Player	2.15
Fourth Player	2.54

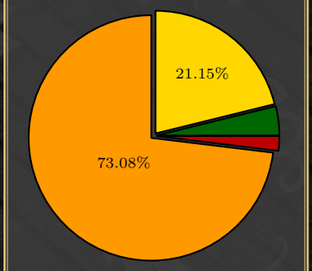
Turn Number Statistics

Average Number of Turns: 11.15

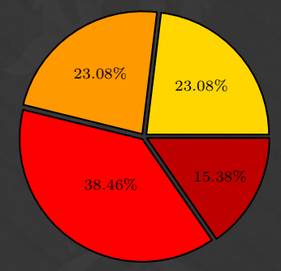
Average First Kill Turn: 8.38



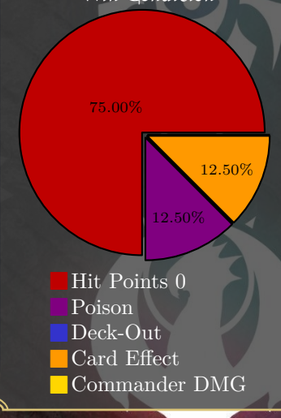
Fast Mana to Win/Lose



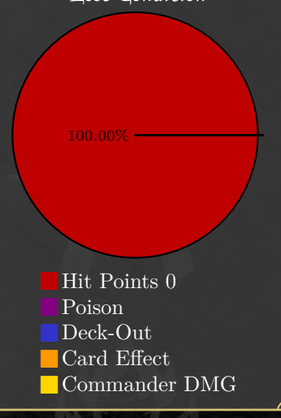
Winner's Start Position



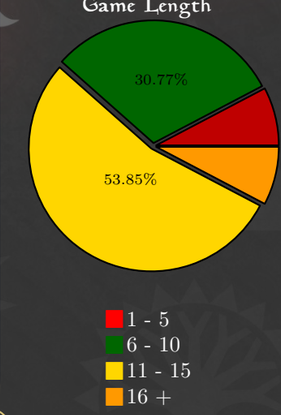
Win Condition



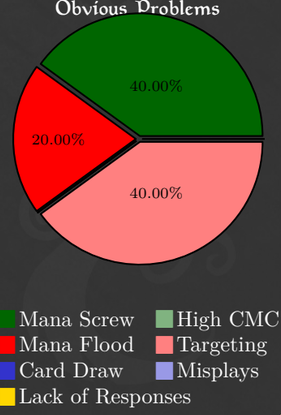
Lose Condition



Game Length



Obvious Problems



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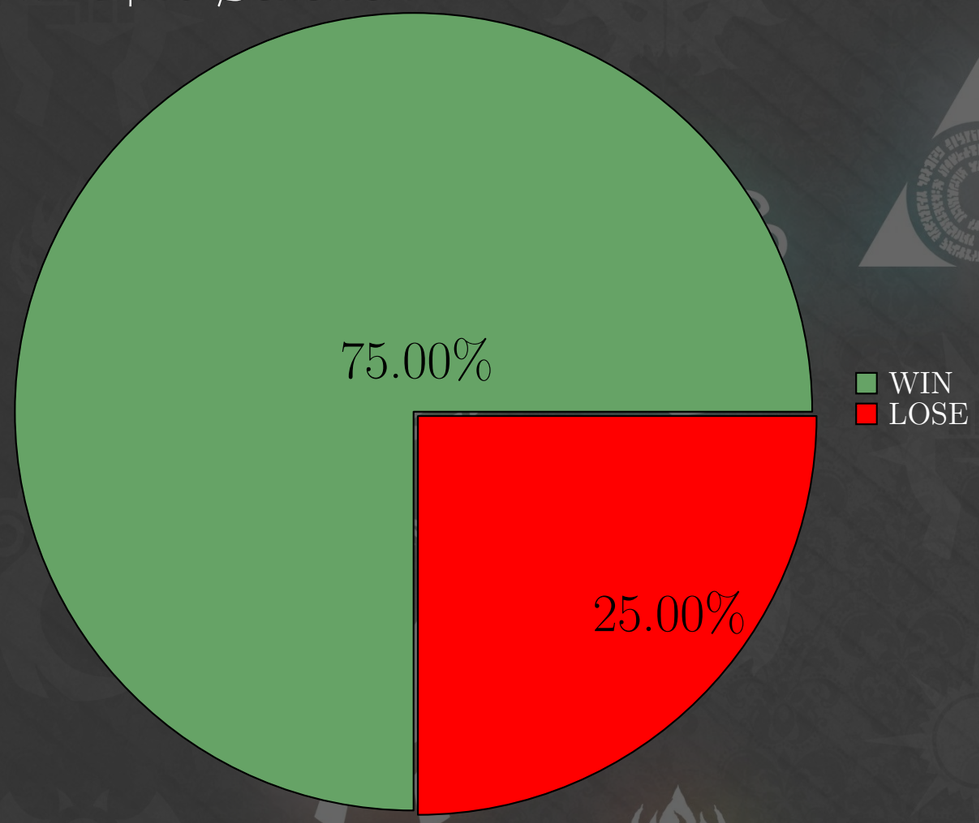
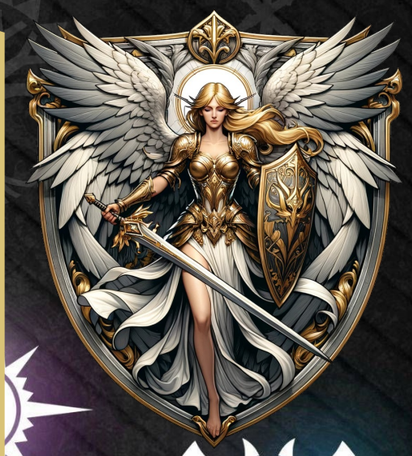
Adamantine Flyers - General

Sephara, Sky's Blade

Win/Lose Statistic

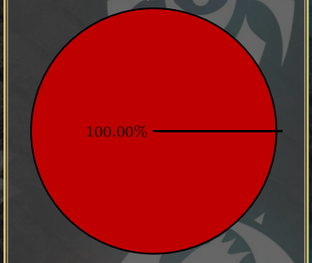




Mulligan Reasons

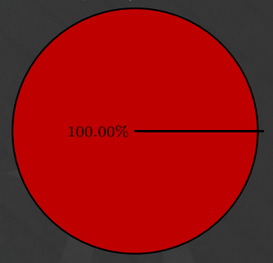
Mana Screw
Mana Flood
Bad Mana Curve
Action Lack
Deck Specific

Win Condition



Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

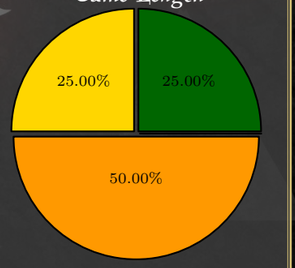
Lose Condition



Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

Color Match-Up Statistics

Game Length



1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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Adamantine 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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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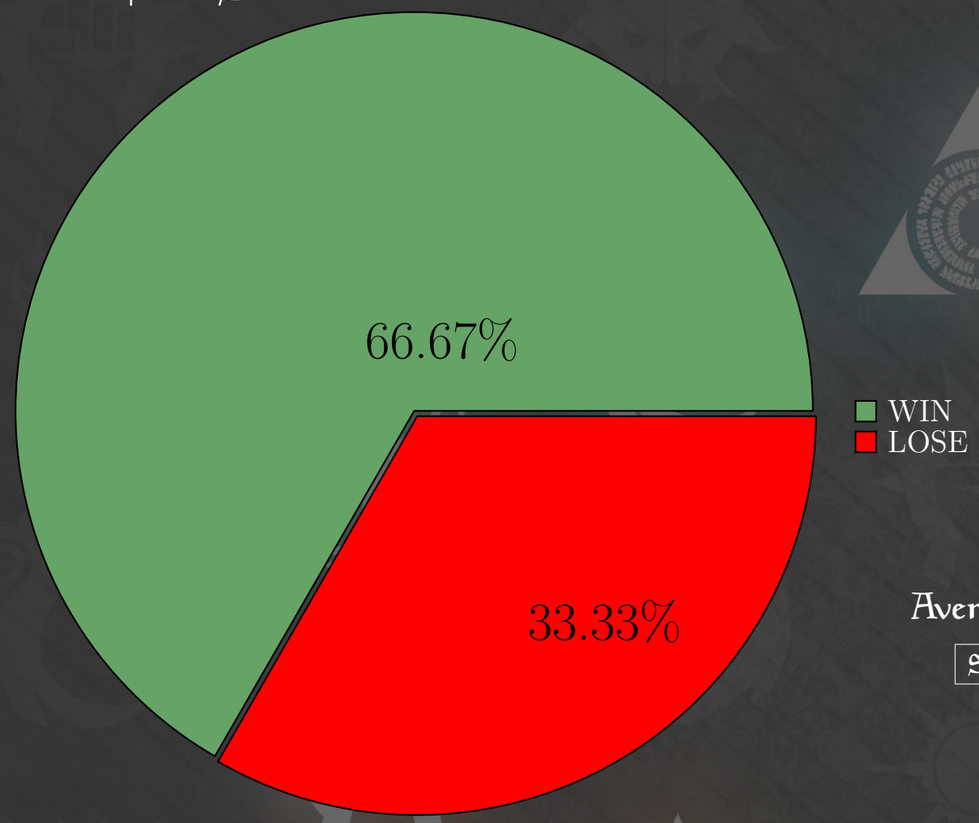
Adamantine Flyers - 3 Player

Sephara, Sky's Blade

Win/Lose Statistic



Average Finish Position

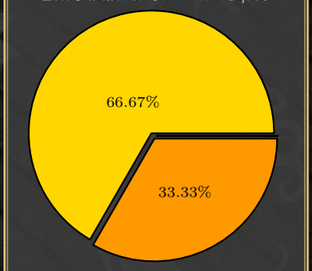
Self	1.67

Turn Number Statistics

Average Number of Turns: 16.67

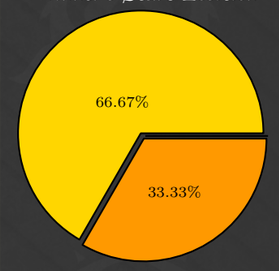
Average First Kill Turn: 14.67

Fast Mana to Win/Lose



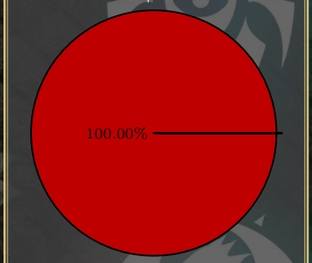
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

Winner's Start Position



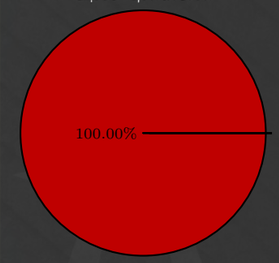
- First Player Wins
- Second Player Wins
- Third Player Wins

Win Condition



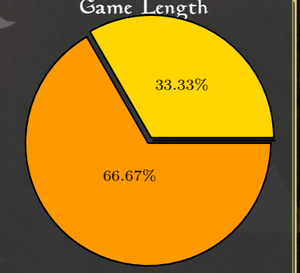
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition



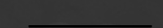
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Game Length



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

Obvious Problems



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

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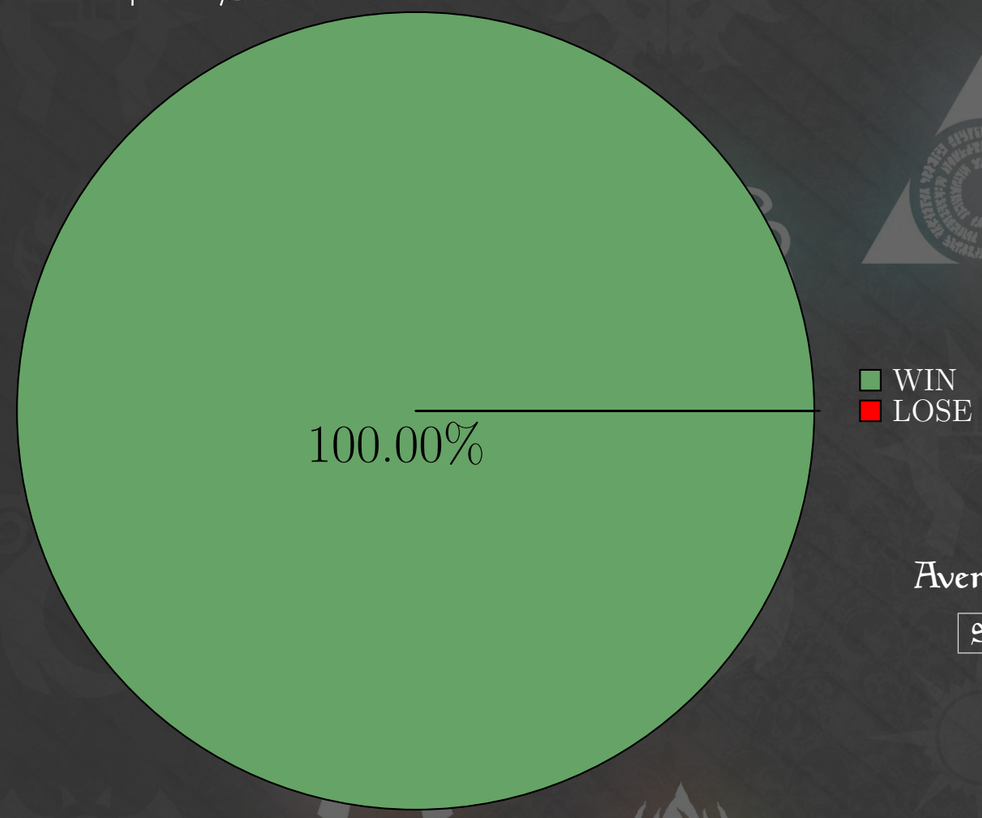
Adamantine Flyers - 4 Player

Sephara, Sky's Blade

Win/Lose Statistic



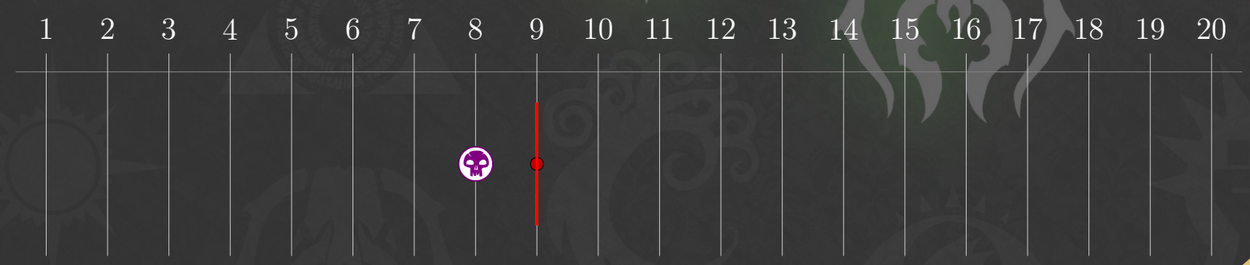
Average Finish Position

Self	1.00

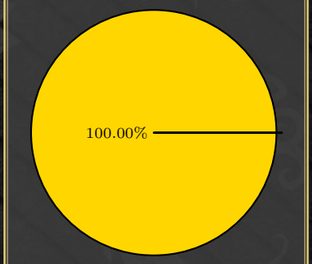
Turn Number Statistics

Average Number of Turns: 9

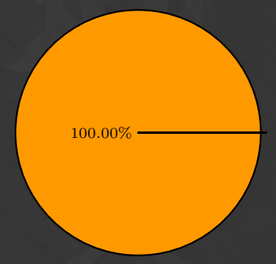
Average First Kill Turn: 8



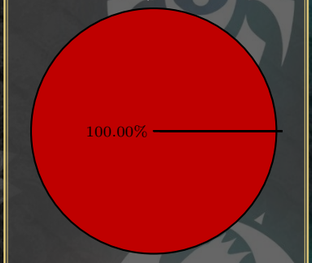
Fast Mana to Win/Lose



Winner's Start Position



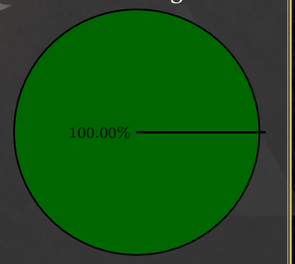
Win Condition



Lose Condition

Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

Game Length



Obvious Problems

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

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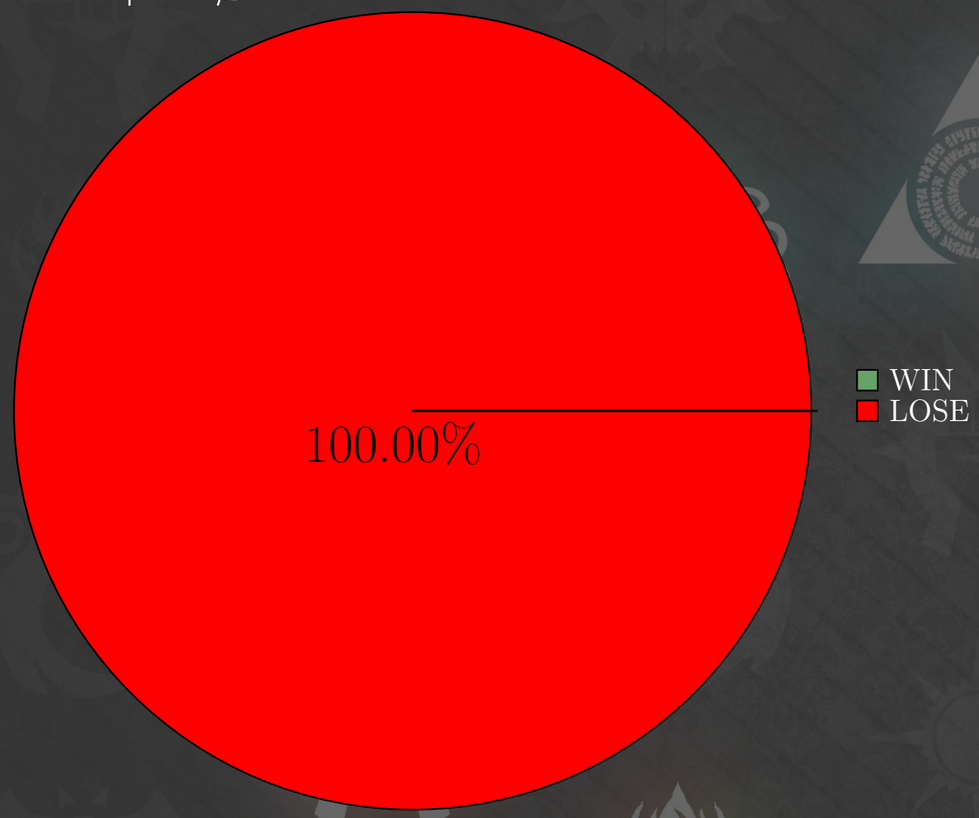
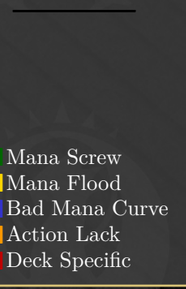
De/Reforestation - General

Titania, Voice of Gaea

Win/Lose Statistic

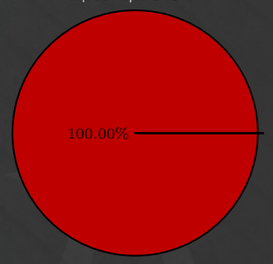


Mulligan Reasons



Win Condition

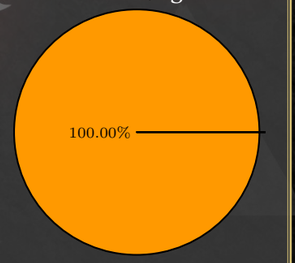
Lose Condition



Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

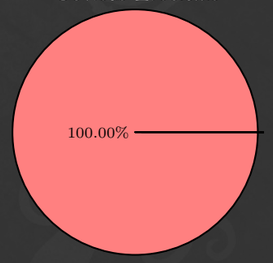
Color Match-Up Statistics

Game Length



1 - 5
6 - 10
11 - 15
16 +

Obvious Problems



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

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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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

De/Reforestation - 3 Player

Titania, Voice of Gaea

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

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

Obvious Problems

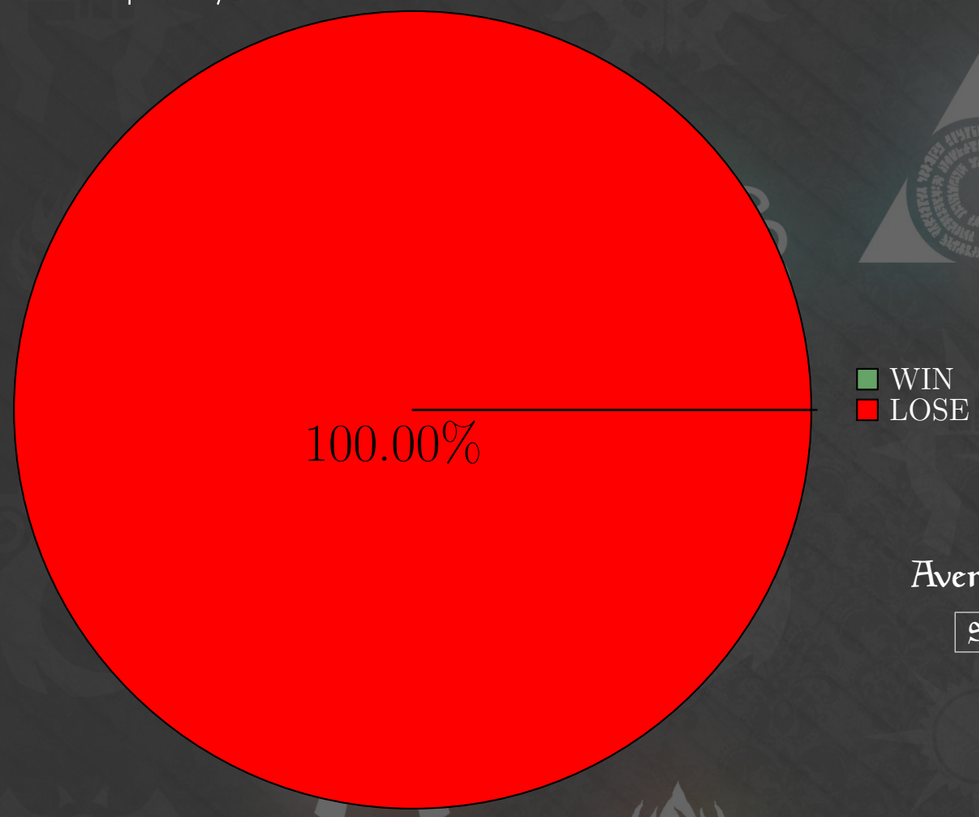
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

back to top

De/Reforestation - 4 Player

Titania, Voice of Gaea

Win/Lose Statistic



Average Finish Position

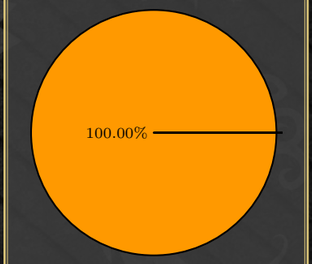
Self	3.00

Turn Number Statistics

Average Number of Turns: 16

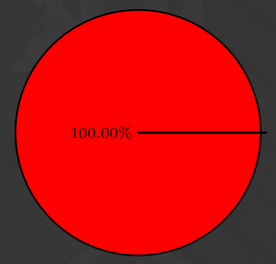
Average First Kill Turn: 8

Fast Mana to Win/Lose



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

Winner's Start Position

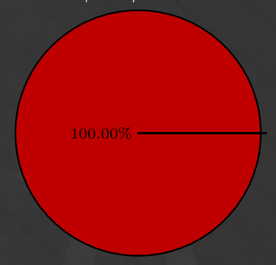


- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Win Condition

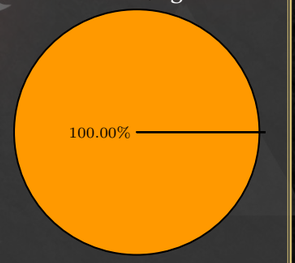
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition



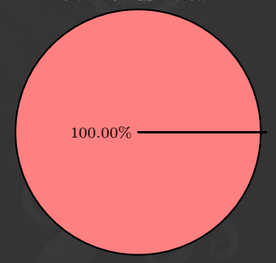
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Game Length



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

Obvious Problems



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

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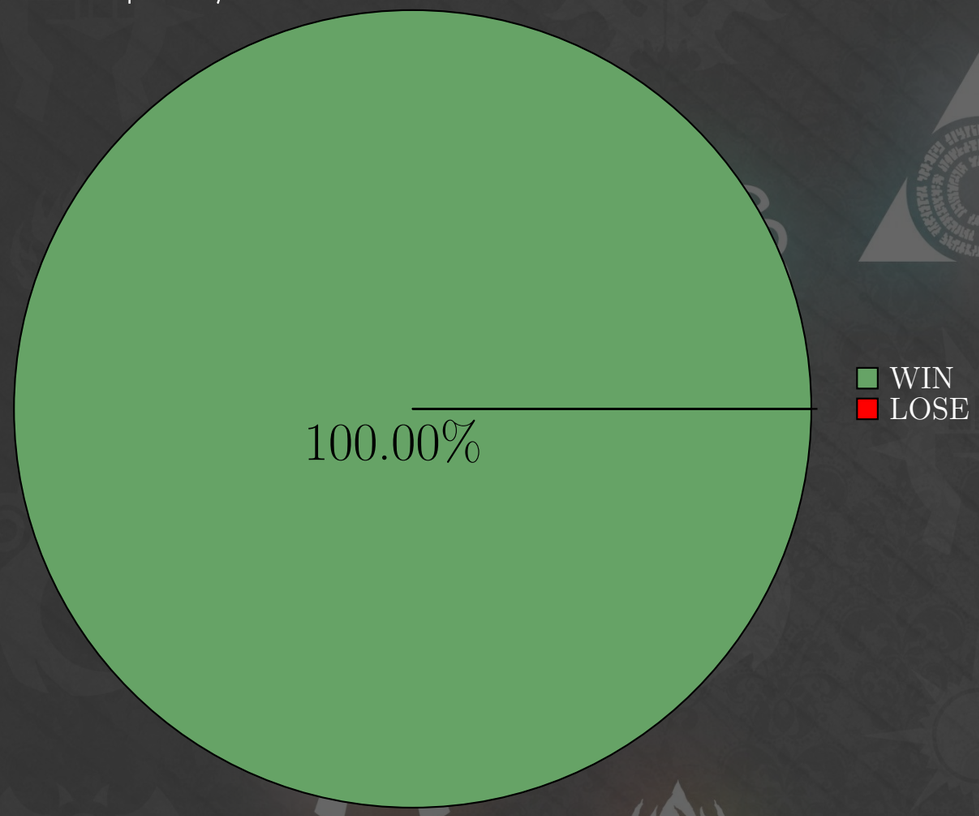
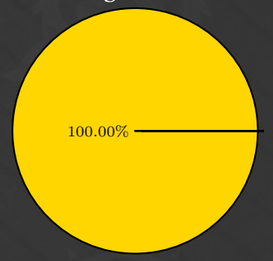
Eldrazi Unbound - General

Zhulodok, Void Gorger

Win/Lose Statistic

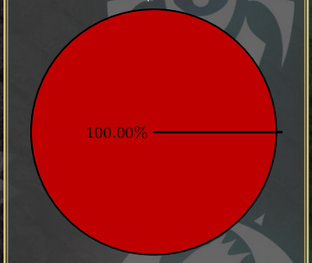


Mulligan Reasons



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

Win Condition



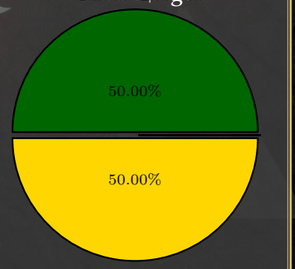
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition

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

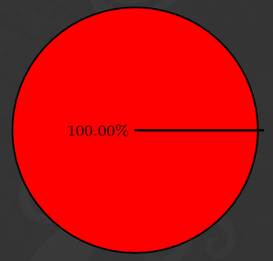
Color Match-Up Statistics

Game Length



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

Obvious Problems



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

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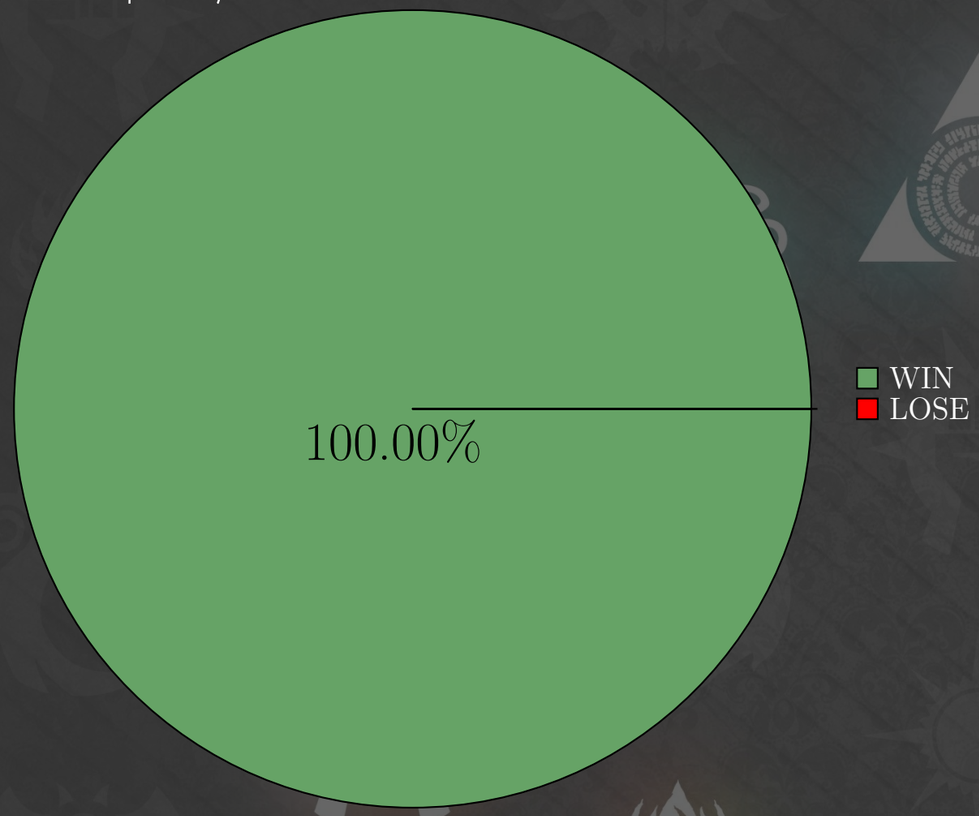
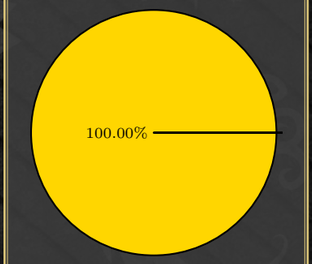
Eldrazi Unbound - 1v1

Zhulodok, Void Gorger

Win/Lose Statistic

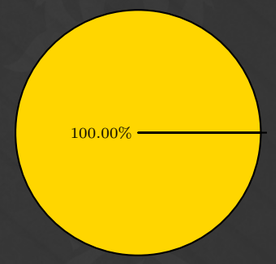


Fast Mana to Win/Lose



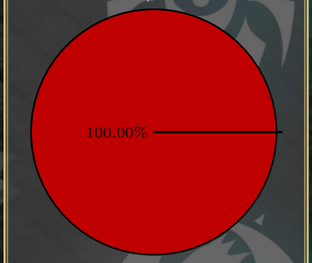
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

Winner's Start Position



- First Player Wins
- Second Player Wins

Win Condition



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

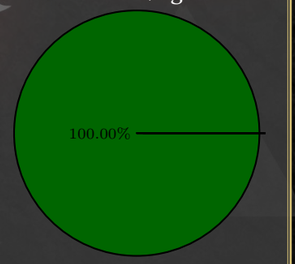
Lose Condition

- 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 +

Obvious Problems

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

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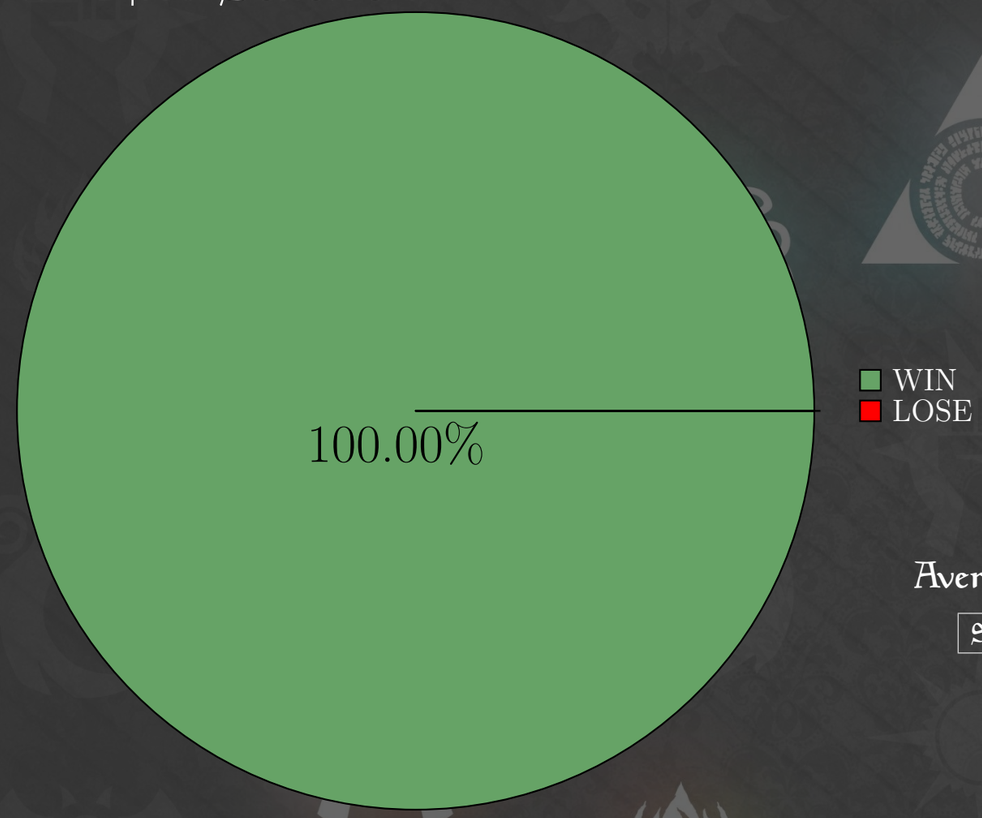
Eldrazi Unbound - 3 Player

Zhulodok, Void Gorger

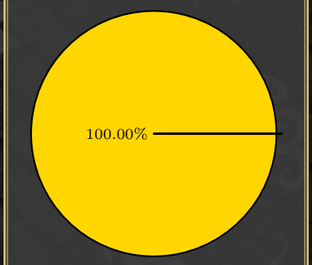
Win/Lose Statistic



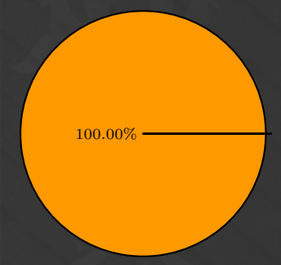
Average Finish Position

Self	1.00

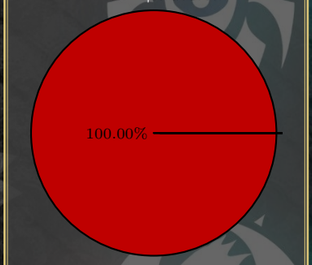
Fast Mana to Win/Lose



Winner's Start Position



Win Condition

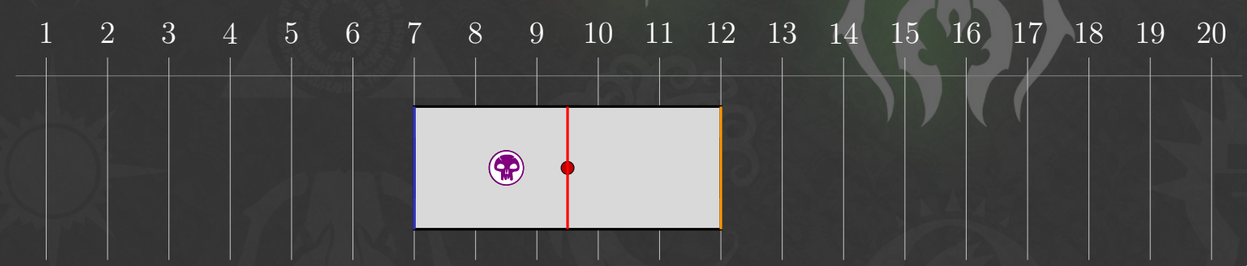


Lose Condition

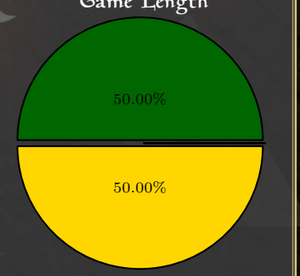
Turn Number Statistics

Average Number of Turns: 9.5

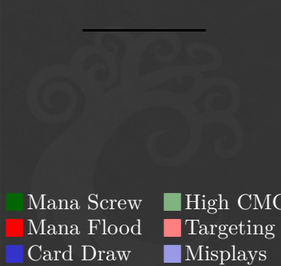
Average First Kill Turn: 8.5



Game Length



Obvious Problems



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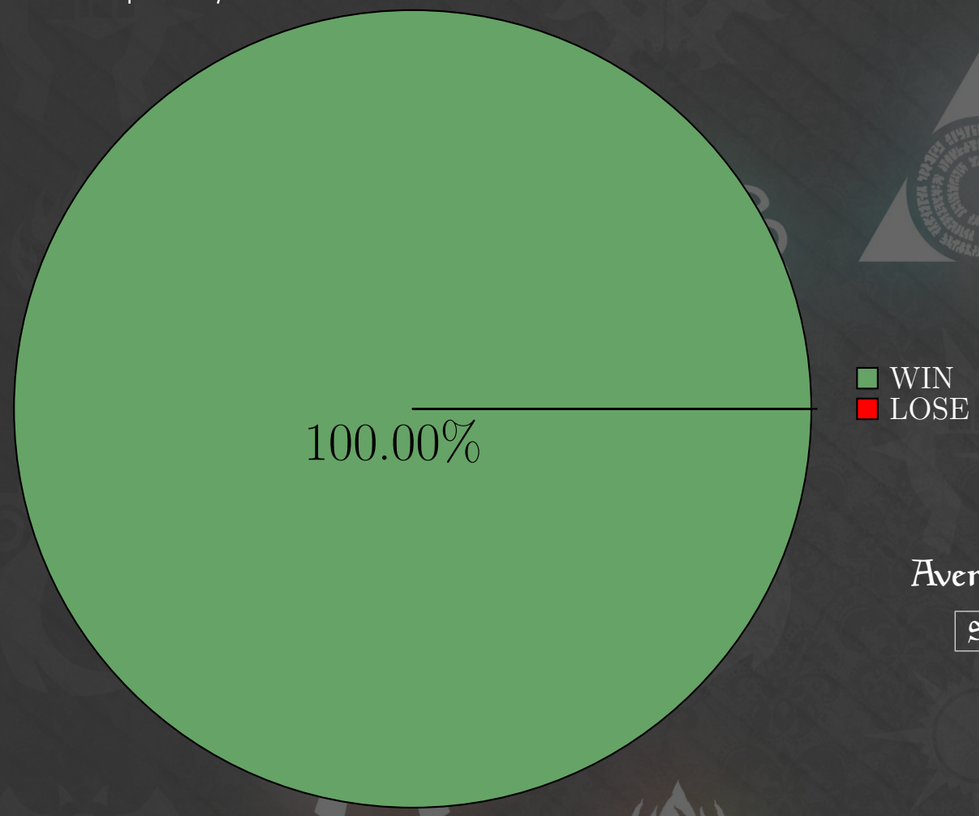
Eldrazi Unbound - 4 Player

Zhulodok, Void Gorger

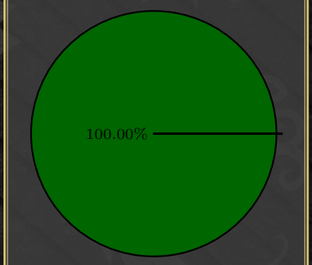
Win/Lose Statistic



Average Finish Position

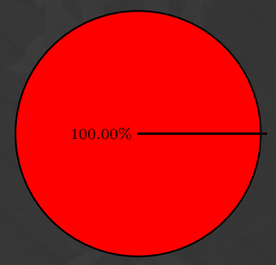
Self	1.00

Fast Mana to Win/Lose



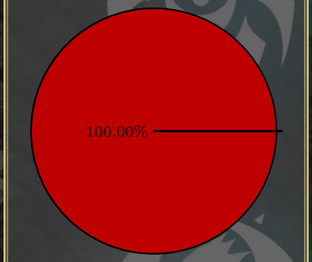
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

Winner's Start Position



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

Win Condition



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

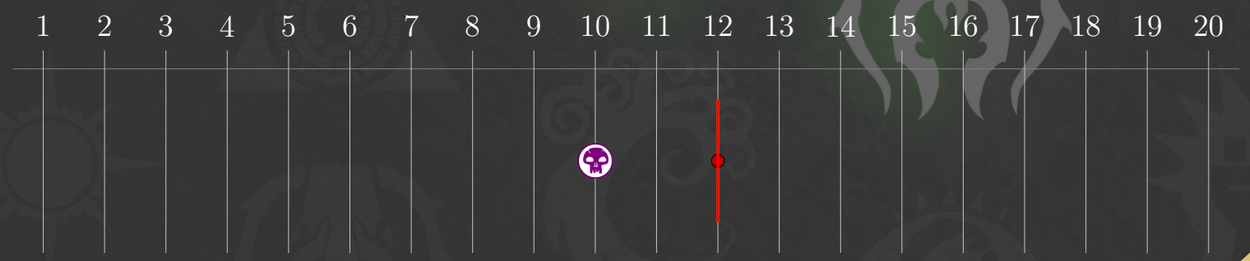
Lose Condition

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

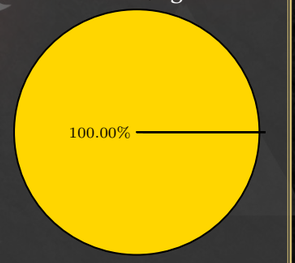
Turn Number Statistics

Average Number of Turns: 12

Average First Kill Turn: 10

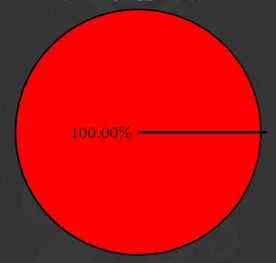


Game Length



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

Obvious Problems



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

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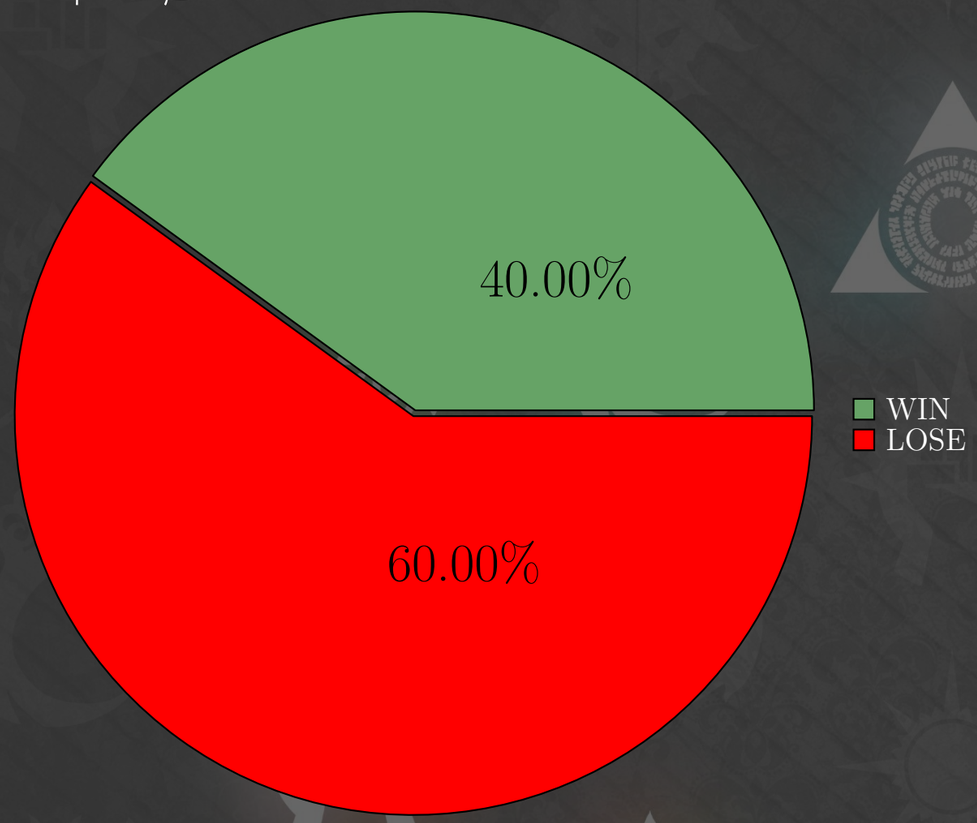
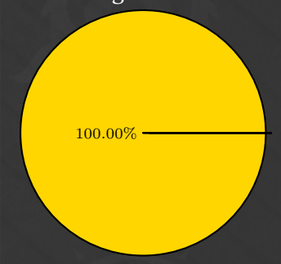
Strength IS Relative - General

Rograkh, Son of Rogahh and Jeska, Thrice Reborn

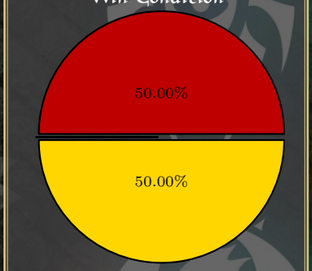
Win/Lose Statistic



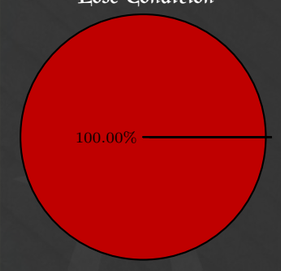
Mulligan Reasons



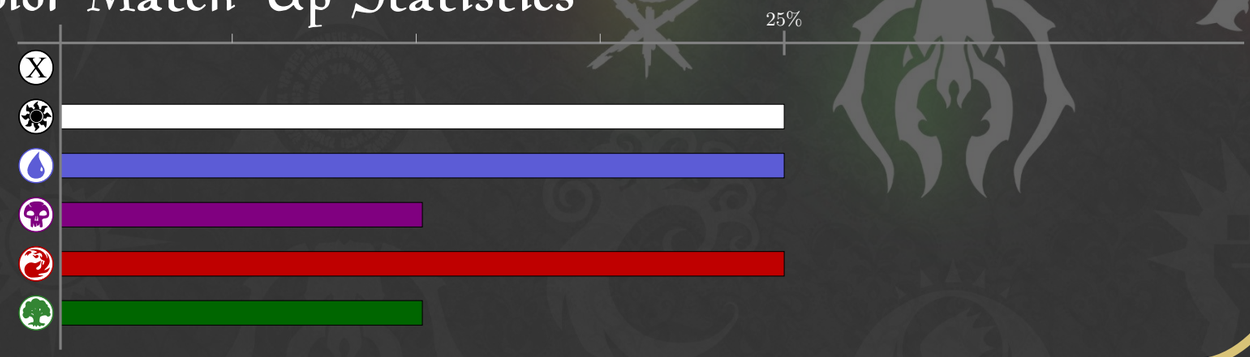
Win Condition



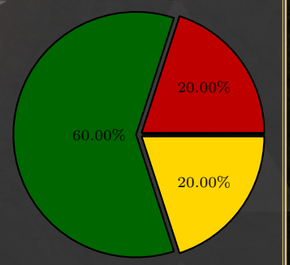
Lose Condition



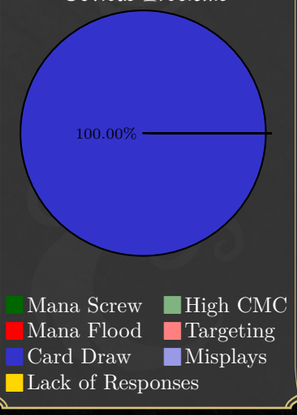
Color Match-Up Statistics



Game Length



Obvious Problems



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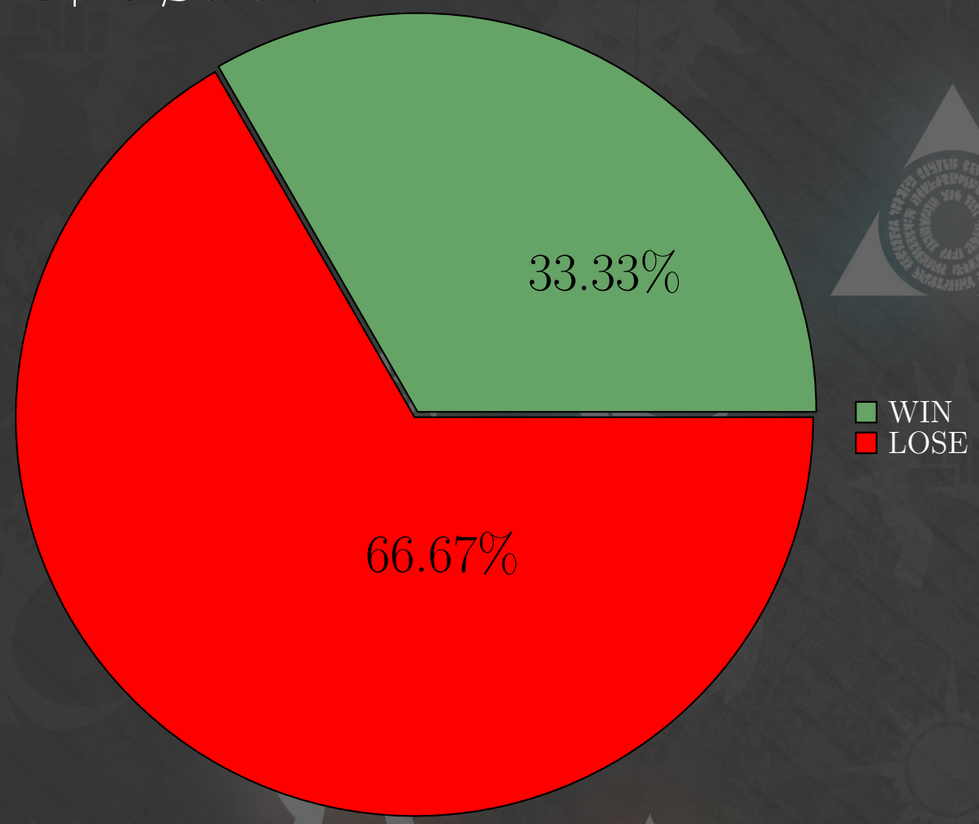
Strength IS Relative - 1v1

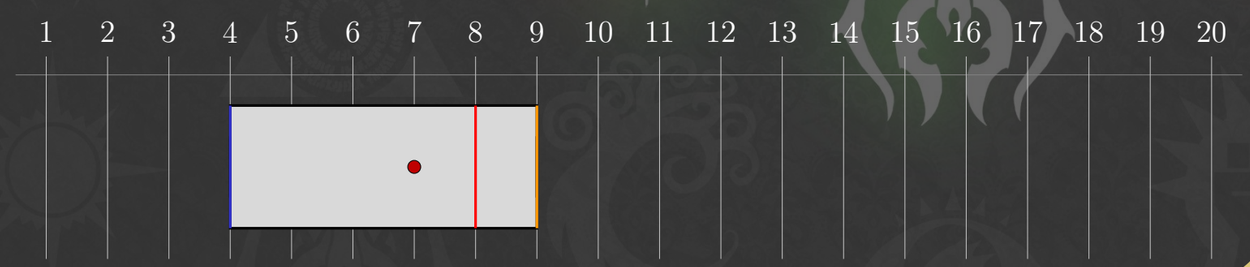
Rograkh, Son of Rogahh and Jeska, Thrice Reborn

Win/Lose Statistic

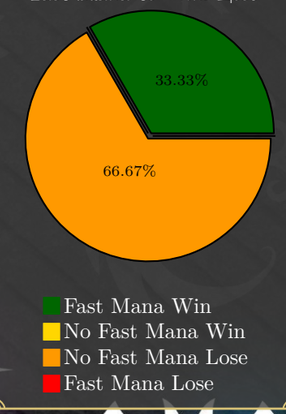


Turn Number Statistics

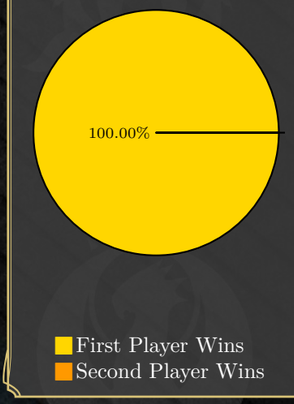
Average Number of Turns: 7



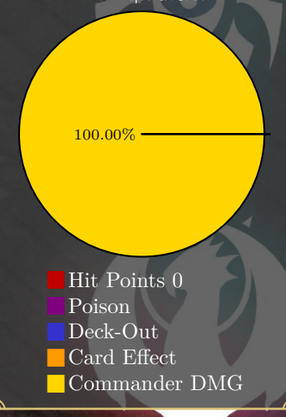
Fast Mana to Win/Lose



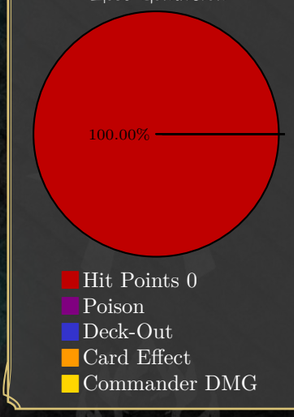
Winner's Start Position



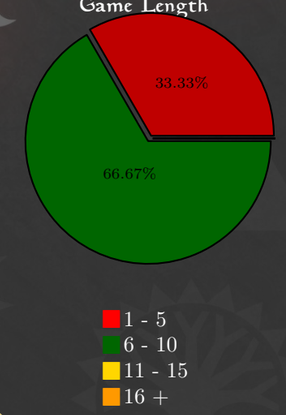
Win Condition



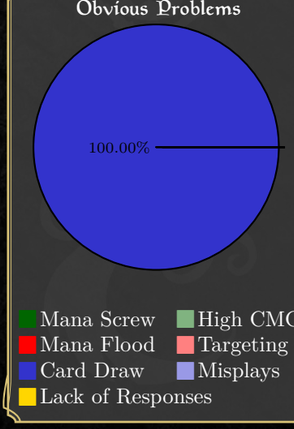
Lose Condition



Game Length



Obvious Problems



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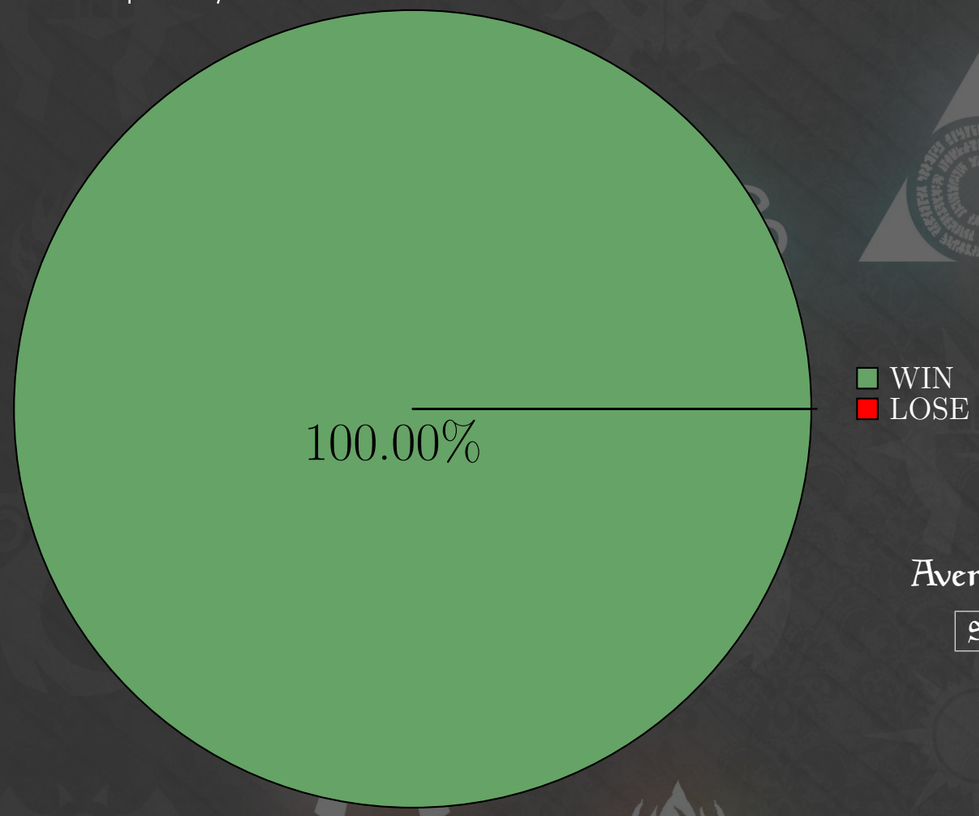
Strength Is Relative - 3 Player

Rograkh, Son of Rogahh and Jeska, Thrice Reborn

Win/Lose Statistic



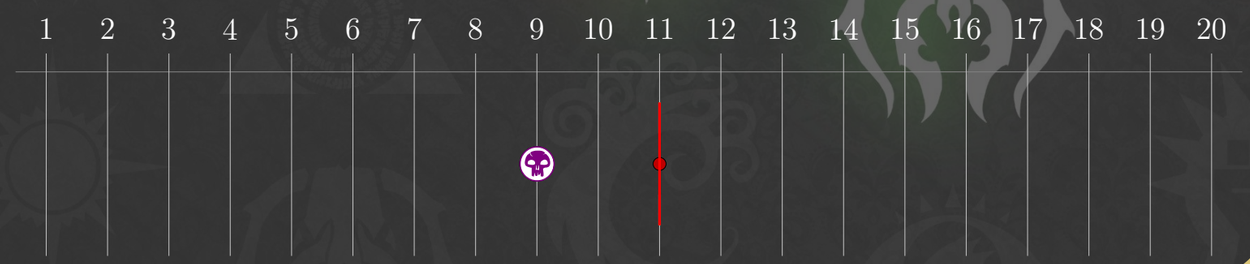
Average Finish Position

Self	1.00

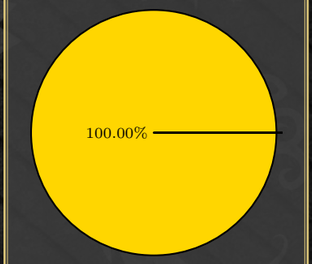
Turn Number Statistics

Average Number of Turns: 11

Average First Kill Turn: 9

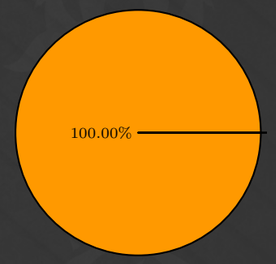


Fast Mana to Win/Lose



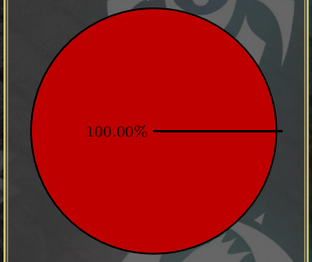
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

Winner's Start Position



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

Win Condition

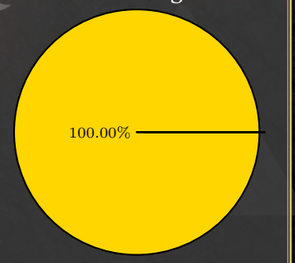


- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition

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

Game Length



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

Obvious Problems

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

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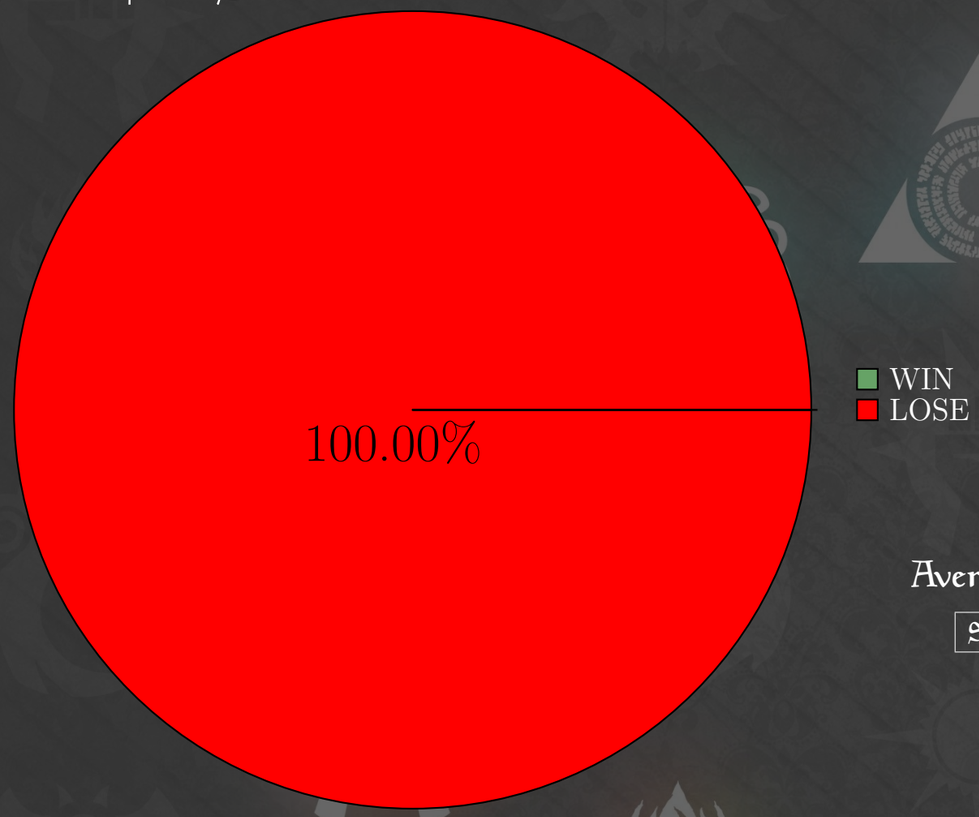
Strength Is Relative - 4 Player

Rograkh, Son of Rogahh and Jeska, Thrice Reborn

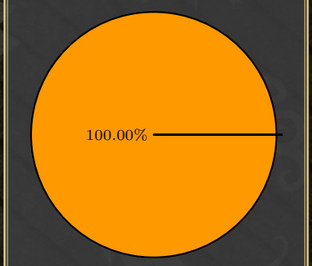
Win/Lose Statistic



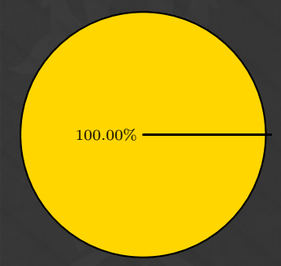
Average Finish Position

Self	2.00

Fast Mana to Win/Lose

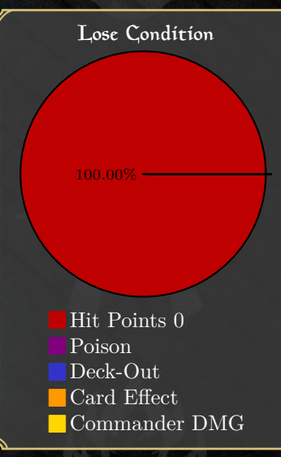


Winner's Start Position



Win Condition

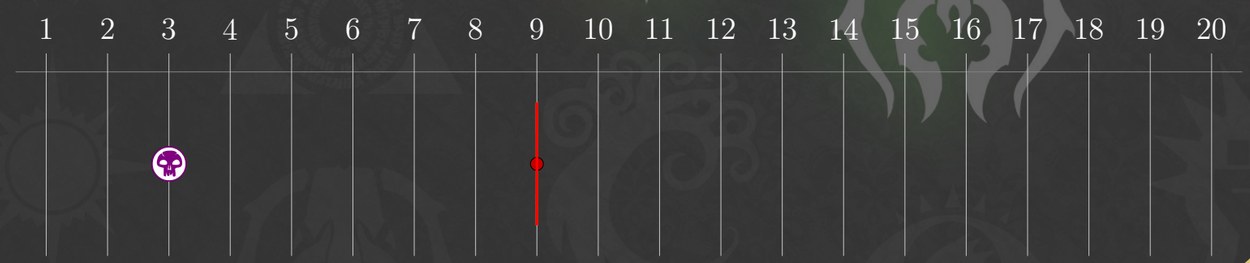
Lose Condition



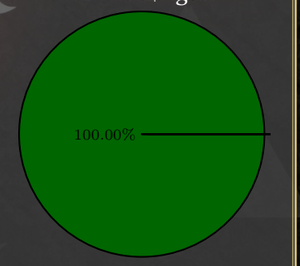
Turn Number Statistics

Average Number of Turns: 9

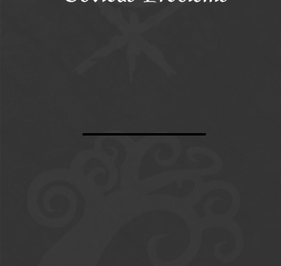
Average First Kill Turn: 3



Game Length



Obvious Problems



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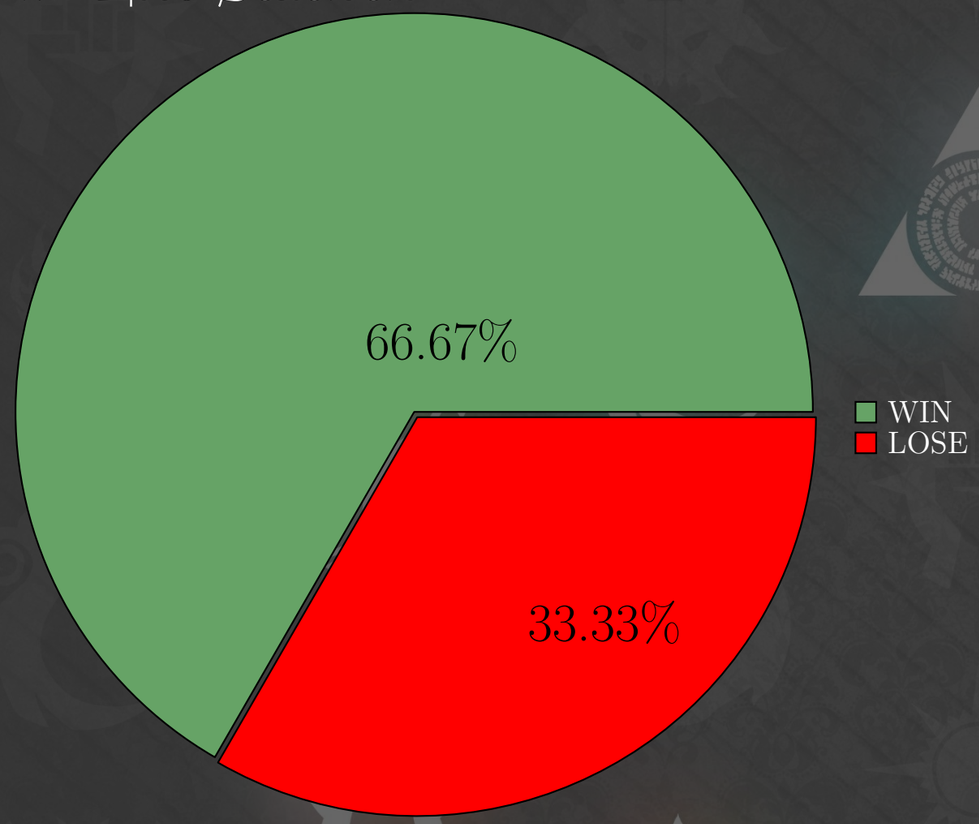
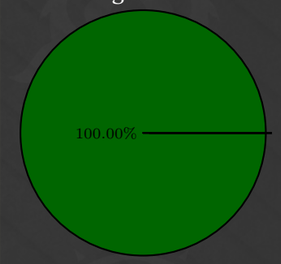
Arachnophobia - General

Shelob, Child of Ungoliant

Win/Lose Statistic

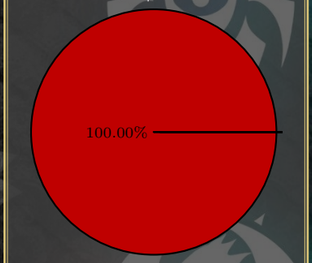


Mulligan Reasons



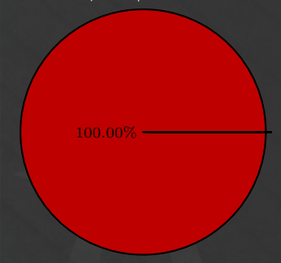
- Mana Screw
- Mana Flood
- Bad Mana Curve
- Action Lack
- Deck Specific

Win Condition



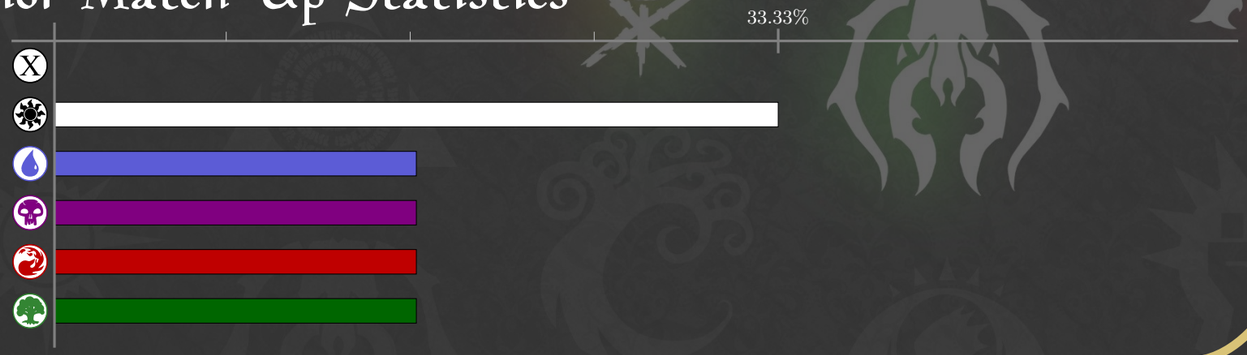
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition

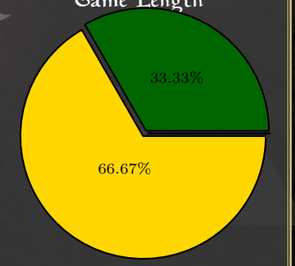


- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Color Match-Up Statistics

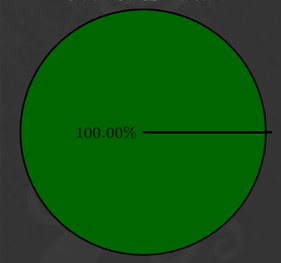


Game Length



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

Obvious Problems



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

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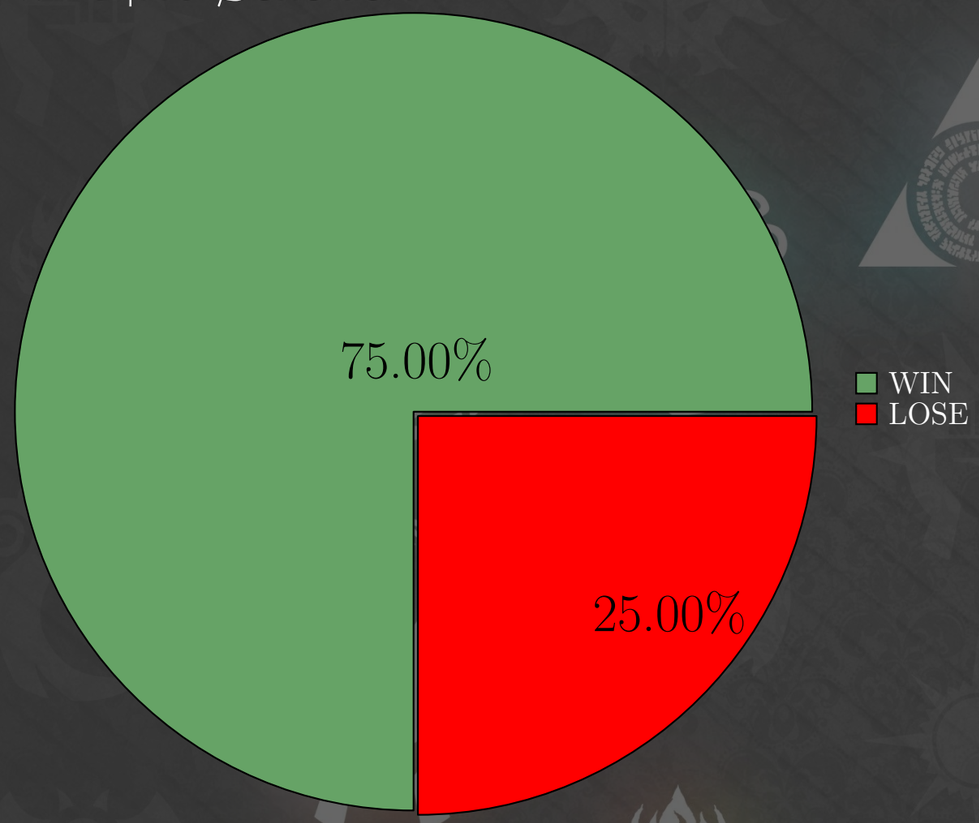
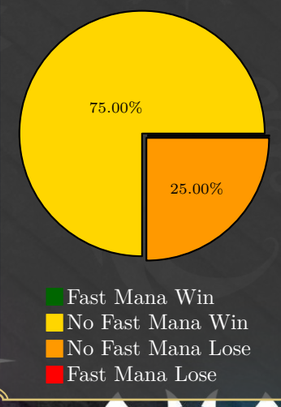
Arachnophobia - 1v1

Shelob, Child of Ungoliant

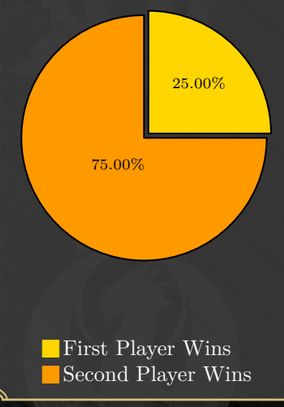
Win/Lose Statistic



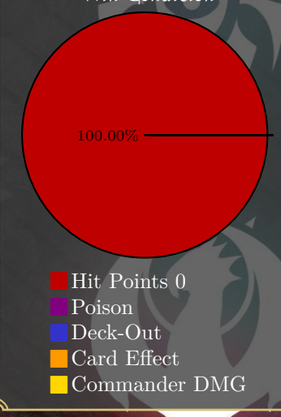
Fast Mana to Win/Lose



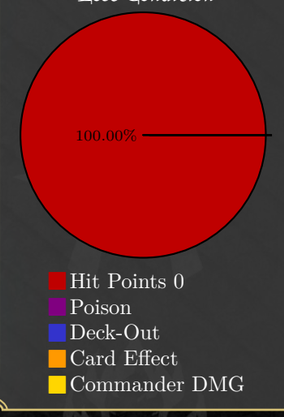
Winner's Start Position



Win Condition

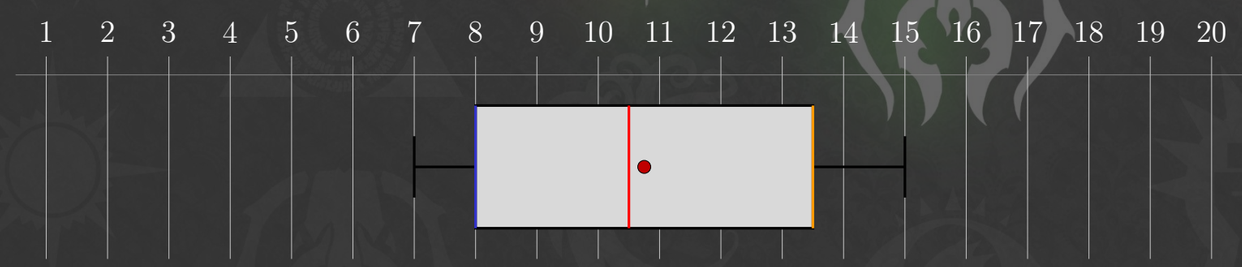


Lose Condition

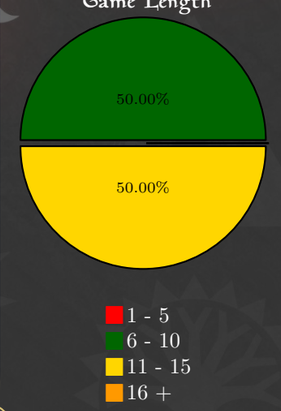


Turn Number Statistics

Average Number of Turns: 10.75



Game Length



Obvious Problems

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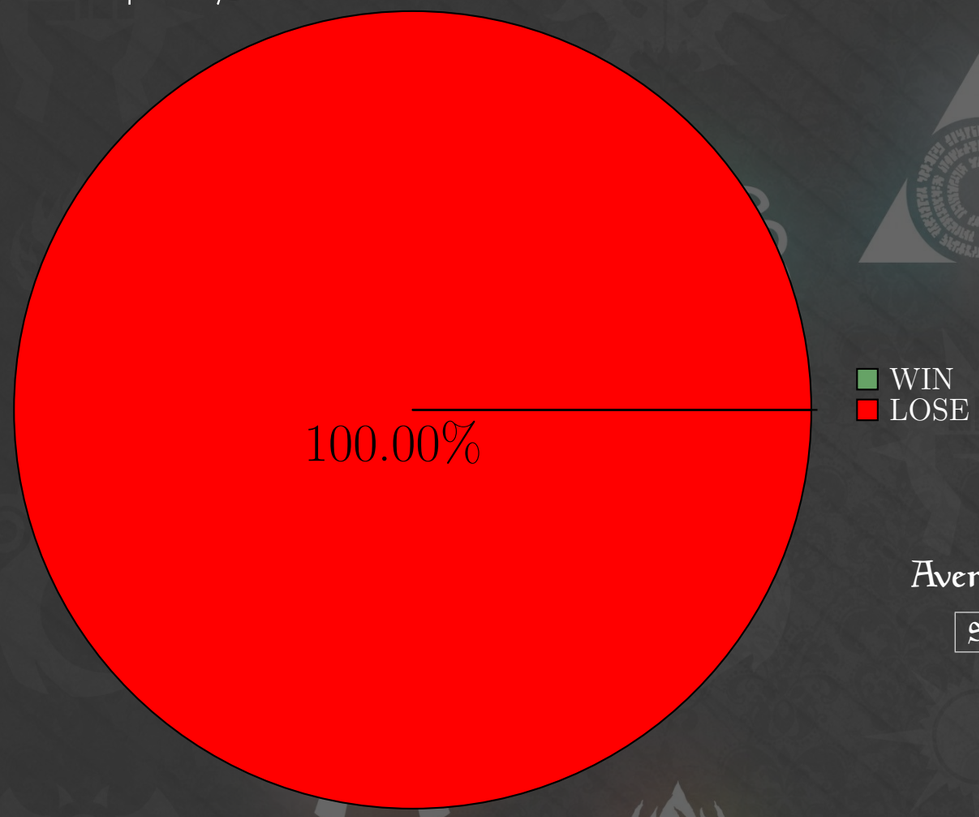
Arachnophobia - 3 Player

Shelob, Child of Ungoliant

Win/Lose Statistic



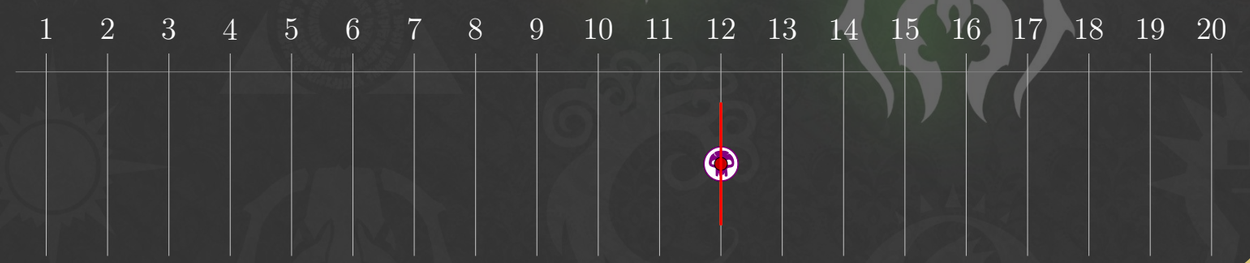
Average Finish Position

Self	2.00

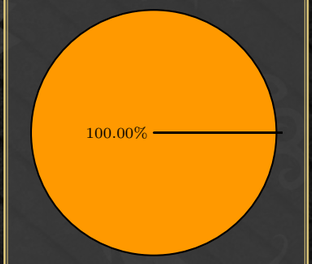
Turn Number Statistics

Average Number of Turns: 12

Average First Kill Turn: 12

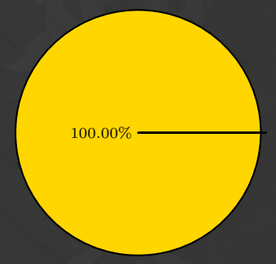


Fast Mana to Win/Lose



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

Winner's Start Position

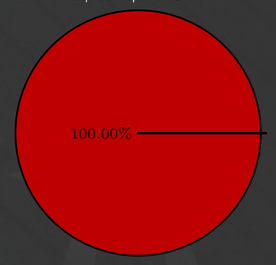


- First Player Wins
- Second Player Wins
- Third Player Wins

Win Condition

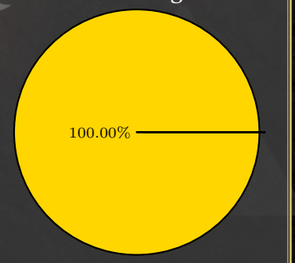
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition



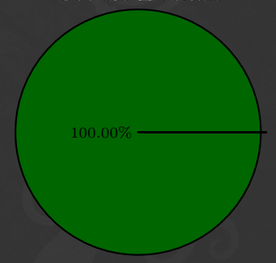
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Game Length



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

Obvious Problems



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

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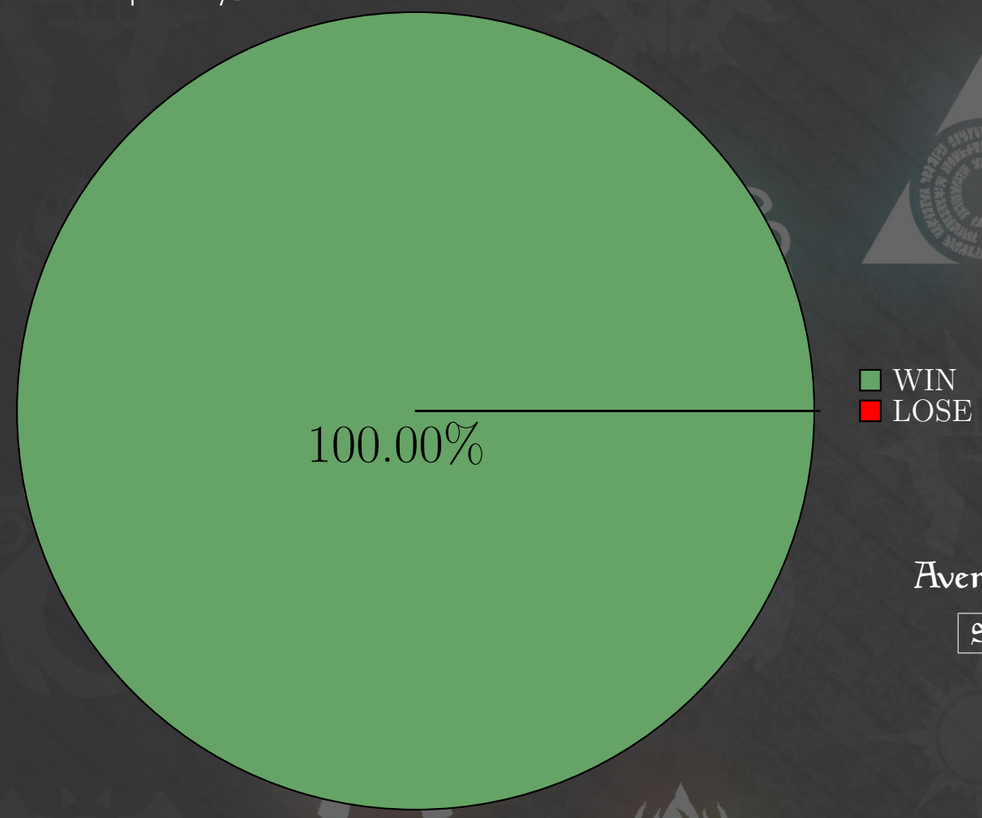
Arachnophobia - 4 Player

Shelob, Child of Ungoliant

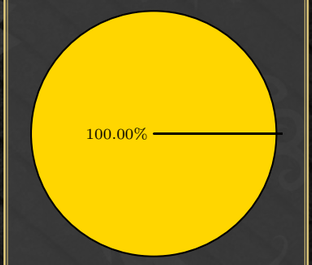
Win/Lose Statistic



Average Finish Position

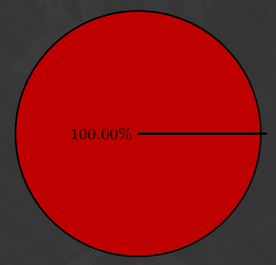
Self	1.00

Fast Mana to Win/Lose



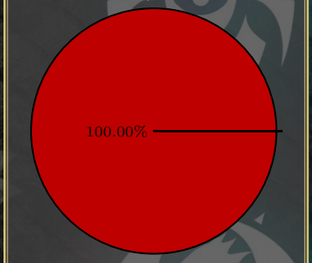
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

Winner's Start Position



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

Win Condition



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

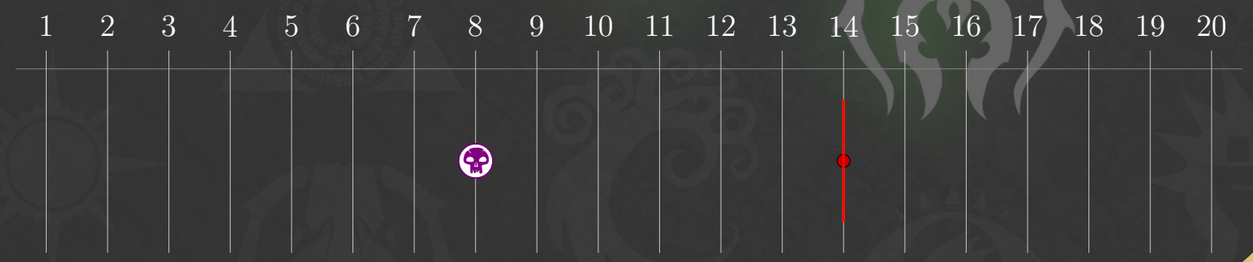
Lose Condition

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

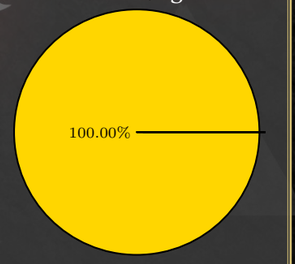
Turn Number Statistics

Average Number of Turns: 14

Average First Kill Turn: 8



Game Length



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

Obvious Problems

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

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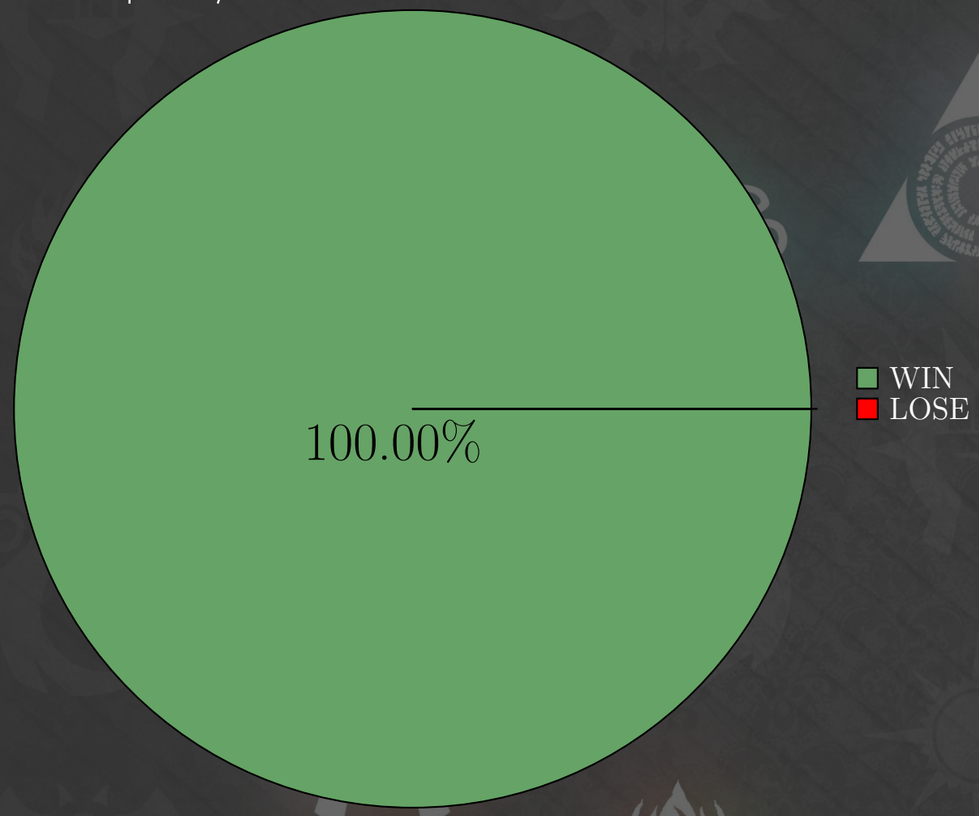
hiding Ninjas - General

Satoru Umezawa

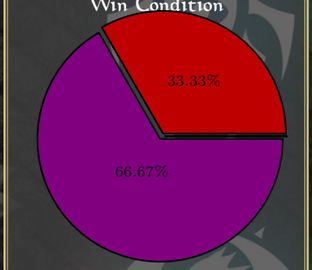
Win/Lose Statistic



Mulligan Reasons

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

Win Condition



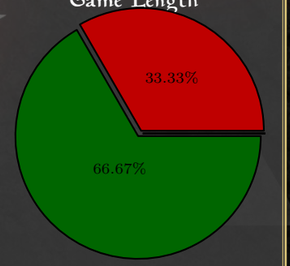
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition

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

Color Match-Up Statistics

Game Length



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

Obvious Problems

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

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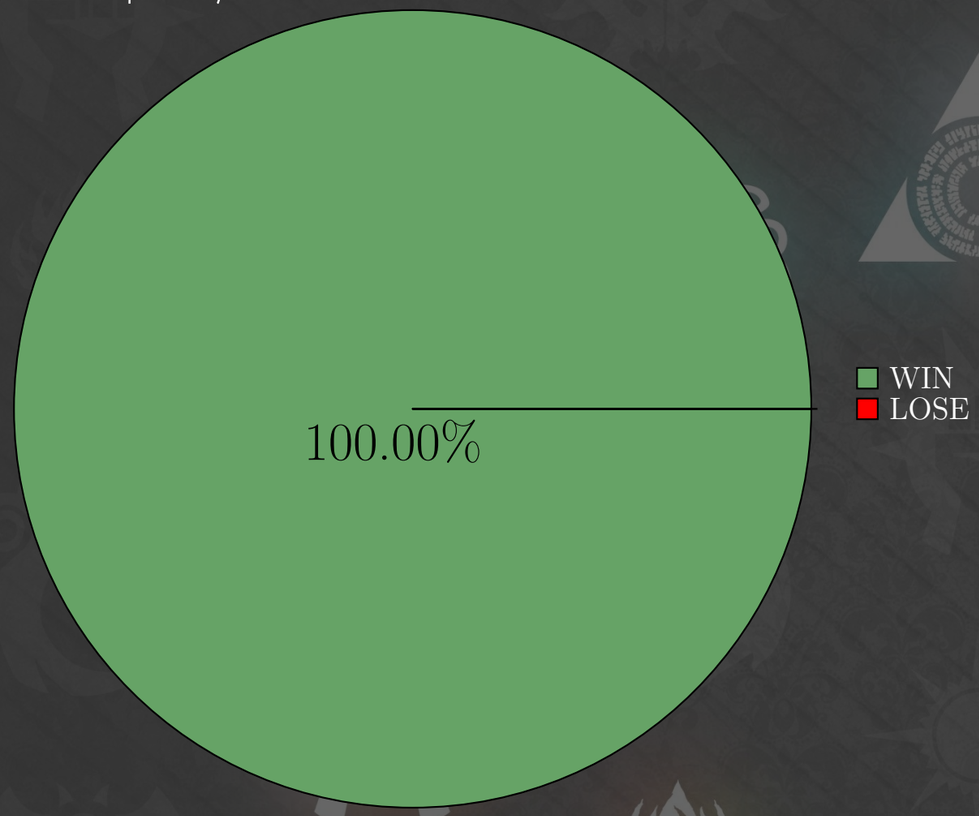
hiding Ninjas - 1v1

Satoru Umezawa

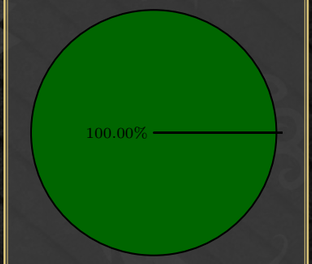
Win/Lose Statistic



Turn Number Statistics

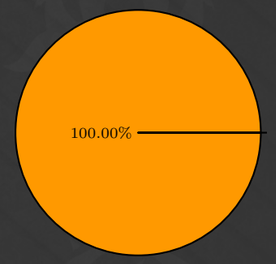
Average Number of Turns: 8

Fast Mana to Win/Lose



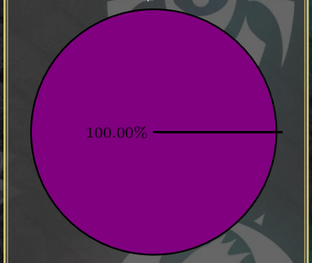
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

Winner's Start Position



- First Player Wins
- Second Player Wins

Win Condition

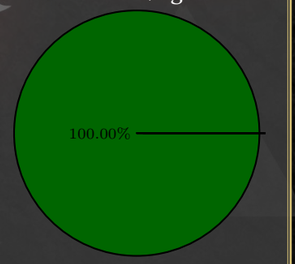


- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition

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

Game Length



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

Obvious Problems

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

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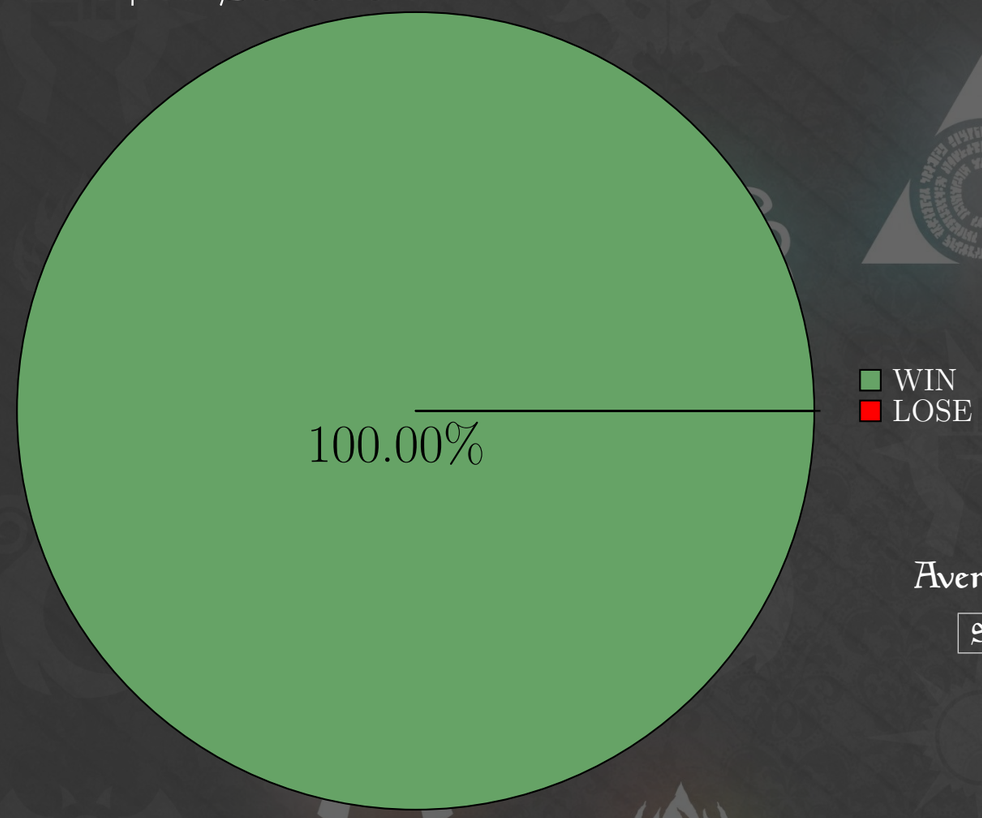
hiding Ninjas - 3 Player

Satoru Umezawa

Win/Lose Statistic



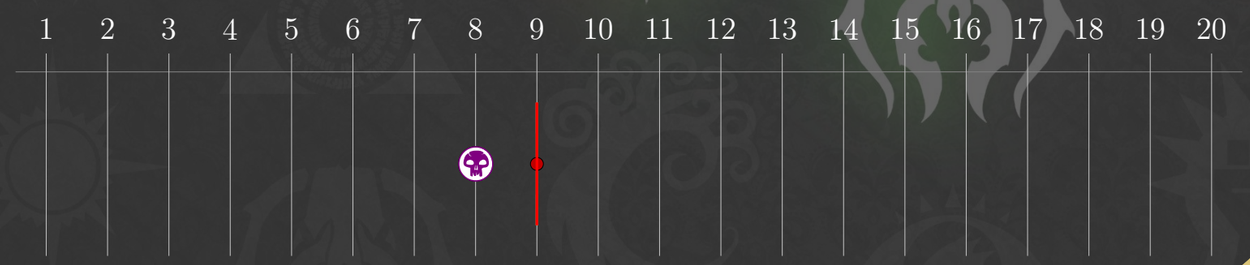
Average Finish Position

Self	1.00

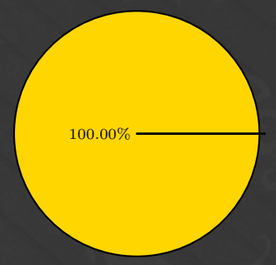
Turn Number Statistics

Average Number of Turns: 9

Average First Kill Turn: 8

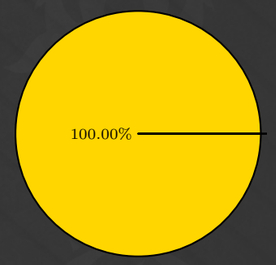


Fast Mana to Win/Lose



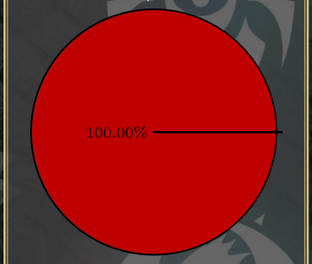
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

Winner's Start Position



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

Win Condition

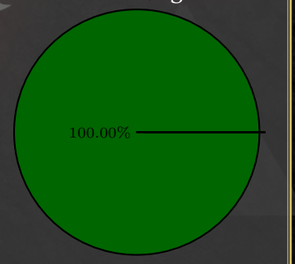


- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition

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

Game Length



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

Obvious Problems

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

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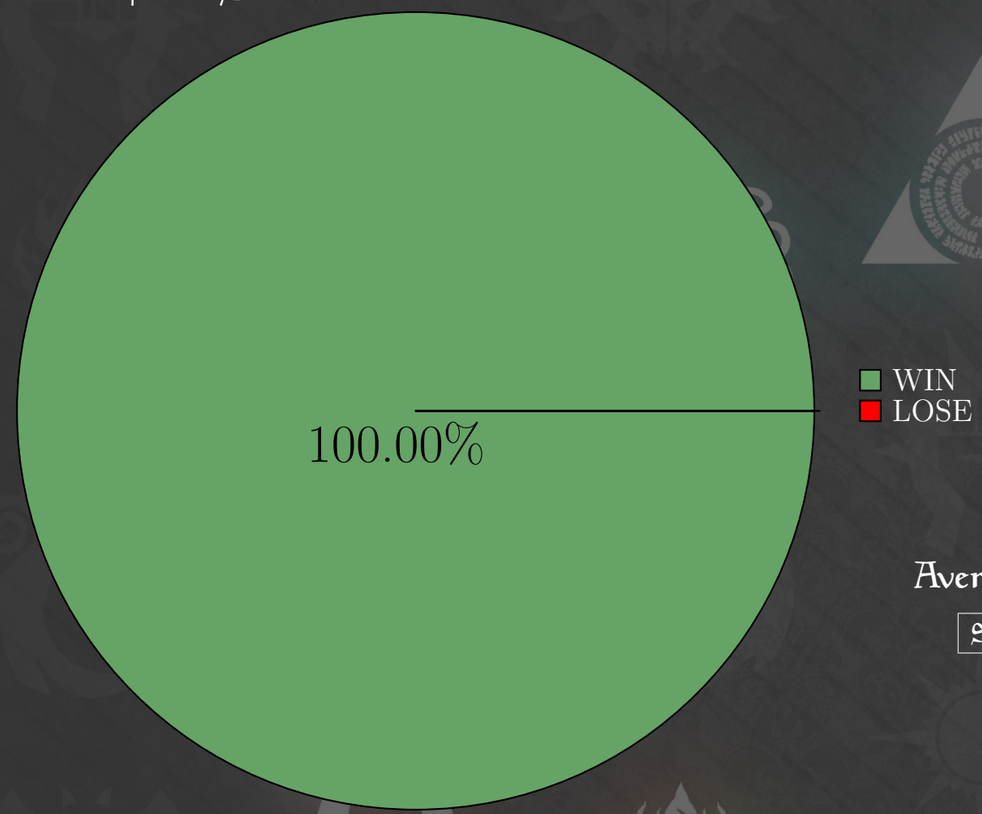
hiding Ninjas - 4 Player

Satoru Umezawa

Win/Lose Statistic



Average Finish Position

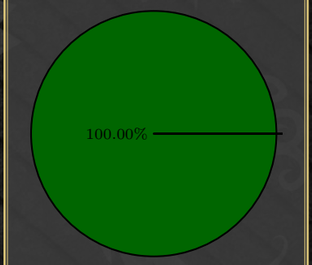
Self	1.00

Turn Number Statistics

Average Number of Turns: 5

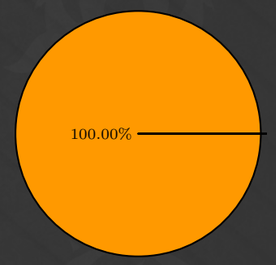
Average First Kill Turn: 3

Fast Mana to Win/Lose



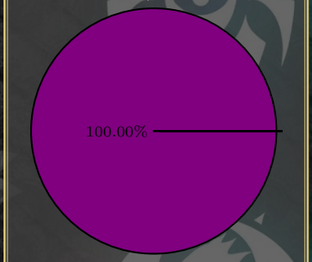
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

Winner's Start Position



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

Win Condition

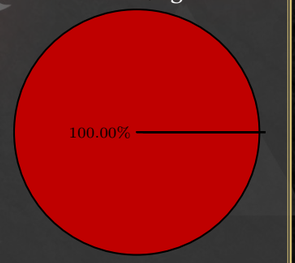


- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition

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

Game Length



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

Obvious Problems

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

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Rabid Squirrels - General

Chatterfang, Squirrel General

Win/Lose Statistic

WIN
LOSE

Color Match-Up Statistics

100%

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

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Rabid Squirrels - 1v1

Chatterfang, Squirrel General

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Rabid Squirrels - 3 Player

Chatterfang, Squirrel General

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Rabid Squirrels - 4 Player

Chatterfang, Squirrel General

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Return to Monkee - General

Kibo, Uktabi Prince

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 +

Obvious Problems

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

back to top

Return to Monkee - 1v1

Kibo, Uktabi Prince

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Return to Monkee - 3 Player

Kibo, Uktabi Prince

Win/Lose Statistic

WIN
LOSE

Average Finish Position

Self	0.00

Turn Number Statistics

Average Number of Turns: 0

Average First Kill Turn: 0

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

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 +

Obvious Problems

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

back to top

Return to Monkee - 4 Player

Kibo, Uktabi Prince

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Zombies Go Carnival - General

The Scarab God

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 +

Obvious Problems

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

back to top

Zombies Go Carnival - 1v1

The Scarab God

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Zombies Go Carnival - 3 Player

The Scarab God

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Zombies Go Carnival - 4 Player

The Scarab God

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Blinking Dragons - General

Miirym, 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

100%

Game Length

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

Obvious Problems

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

back to top

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Blinking Dragons - 3 Player

Miirym, Sentinel Wyrm

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Blinking Dragons - 4 Player

Miirym, Sentinel Wyrm

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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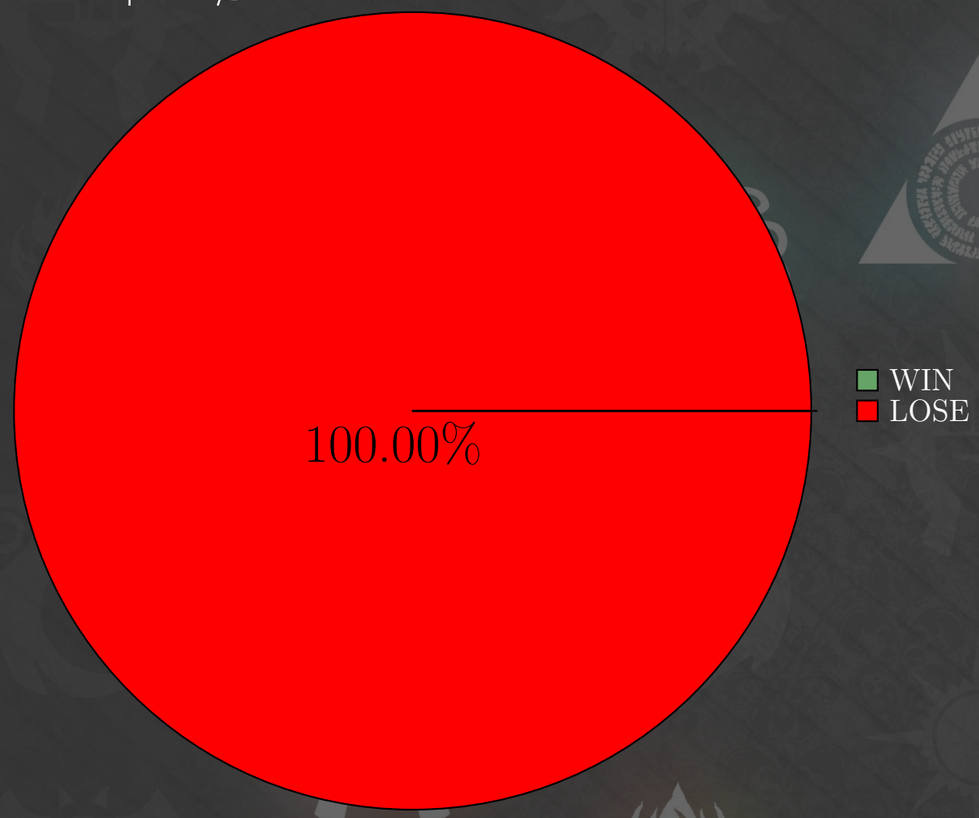
Bloodthirsty hybrid - General

Indoraptor, the Perfect Hybrid

Win/Lose Statistic



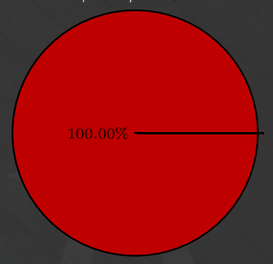
Mulligan Reasons

Mana Screw
Mana Flood
Bad Mana Curve
Action Lack
Deck Specific

Win Condition

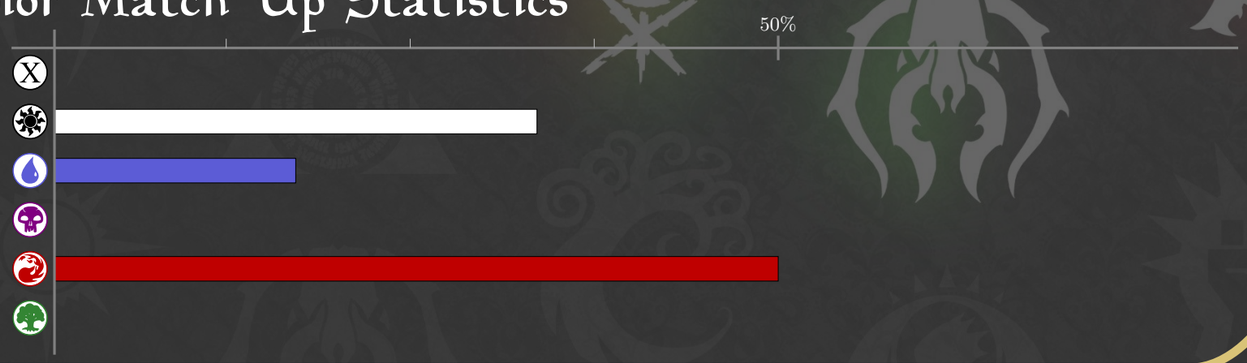
Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

Lose Condition

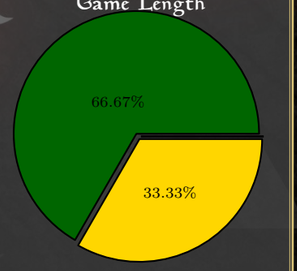


Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

Color Match-Up Statistics



Game Length



1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Bloodthirsty hybrid - lvl

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

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

Obvious Problems

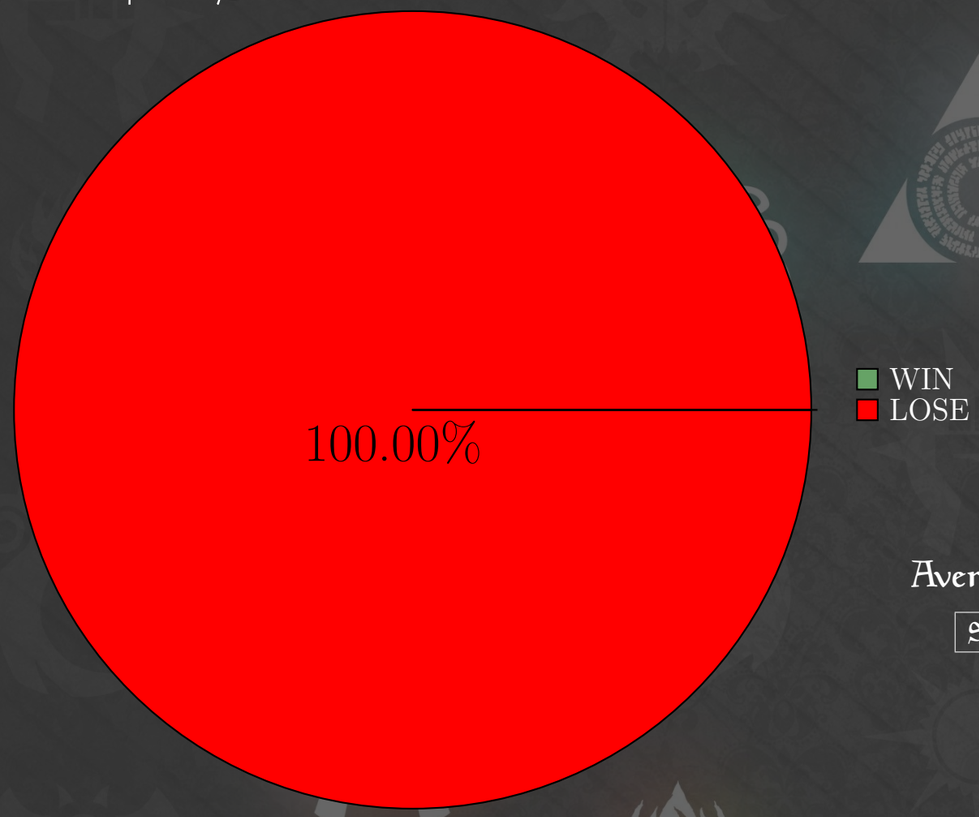
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

back to top

Bloodthirsty hybrid - 3 Player

Indoraptor, the Perfect Hybrid

Win/Lose Statistic



Average Finish Position

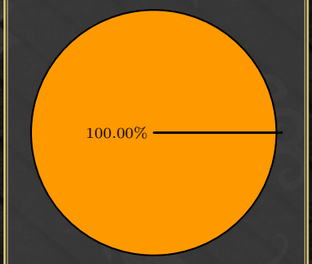
Self	3.00

Turn Number Statistics

Average Number of Turns: 8

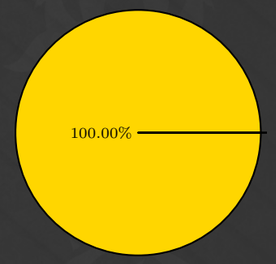
Average First Kill Turn: 8

Fast Mana to Win/Lose



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

Winner's Start Position

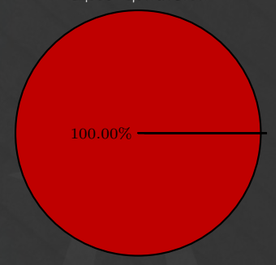


- First Player Wins
- Second Player Wins
- Third Player Wins

Win Condition

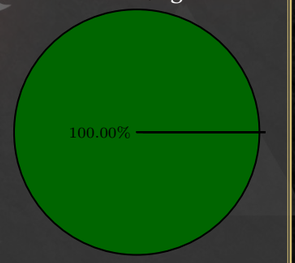
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition



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

Game Length



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

Obvious Problems

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

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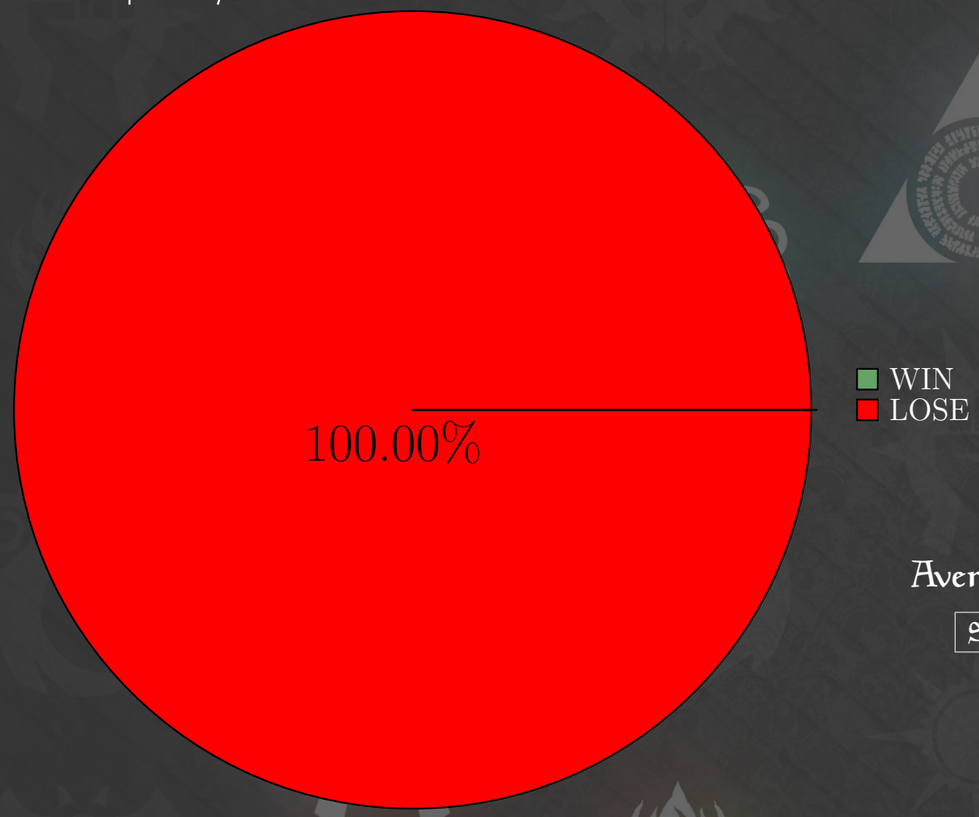
Bloodthirsty hybrid - 4 Player

Indoraptor, the Perfect Hybrid

Win/Lose Statistic



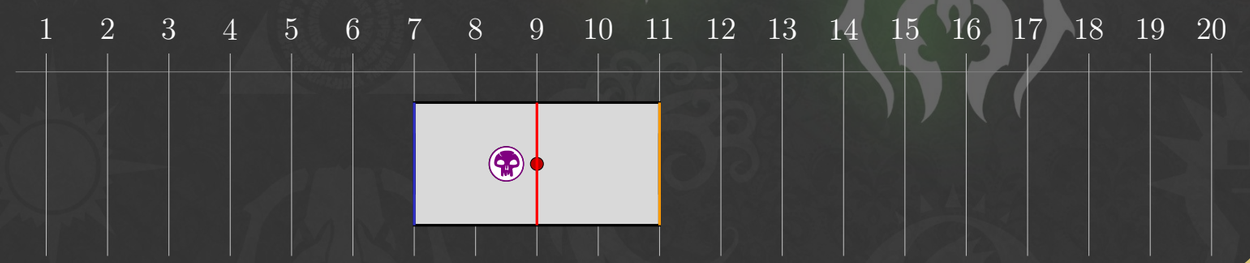
Average Finish Position

Self	2.00

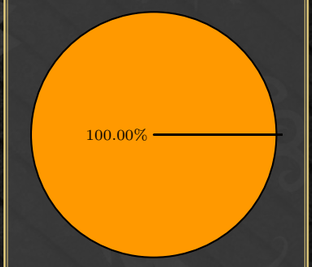
Turn Number Statistics

Average Number of Turns: 9

Average First Kill Turn: 8.5

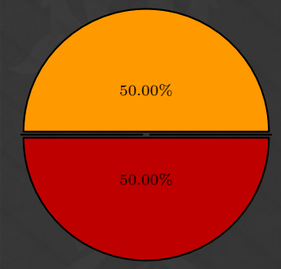


Fast Mana to Win/Lose



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

Winner's Start Position

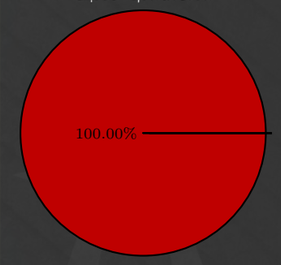


- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

Win Condition

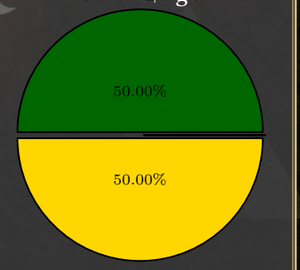
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition



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

Game Length



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

Obvious Problems

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

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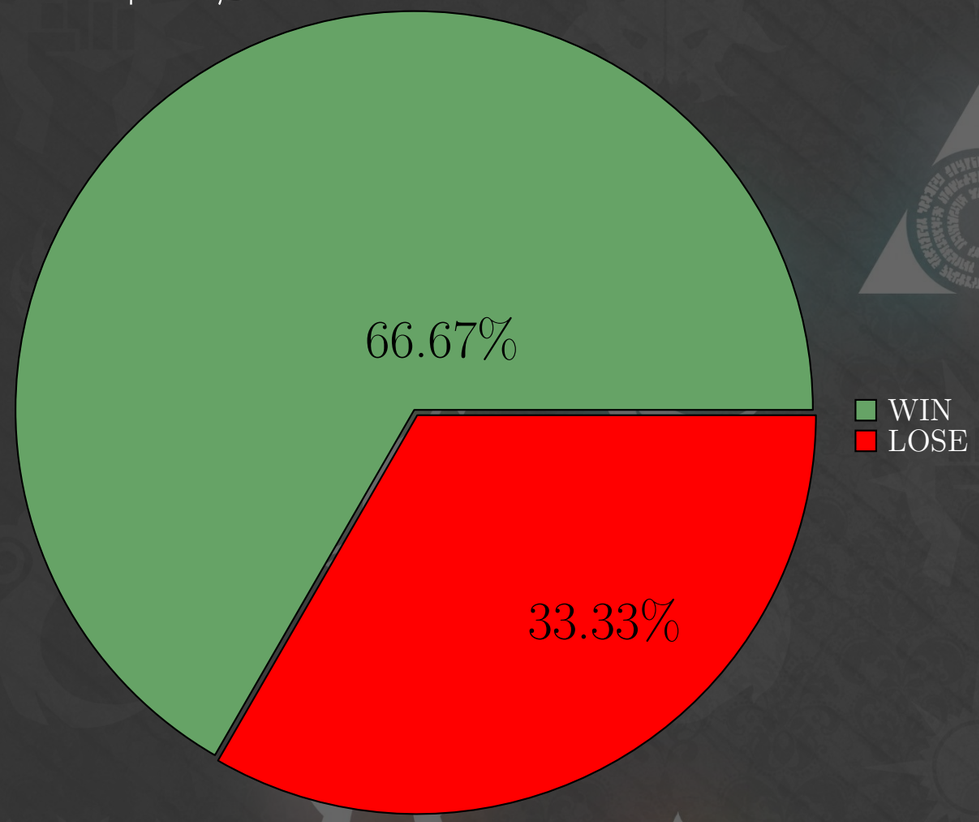
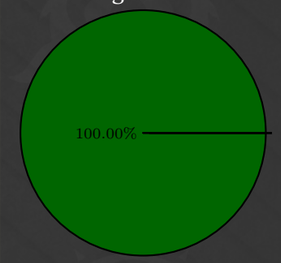
Burning heavens - General

Kaalia of the Vast

Win/Lose Statistic

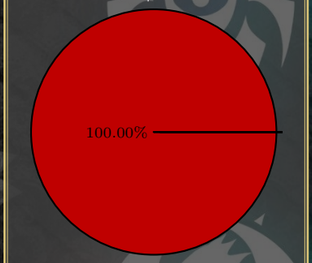


Mulligan Reasons



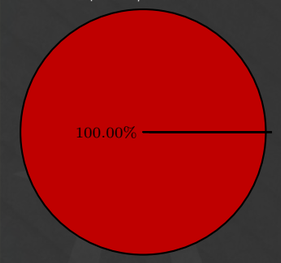
- Mana Screw
- Mana Flood
- Bad Mana Curve
- Action Lack
- Deck Specific

Win Condition



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

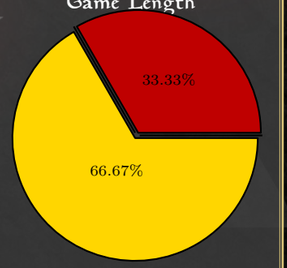
Lose Condition



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

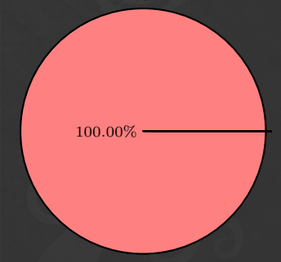
Color Match-Up Statistics

Game Length



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

Obvious Problems



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

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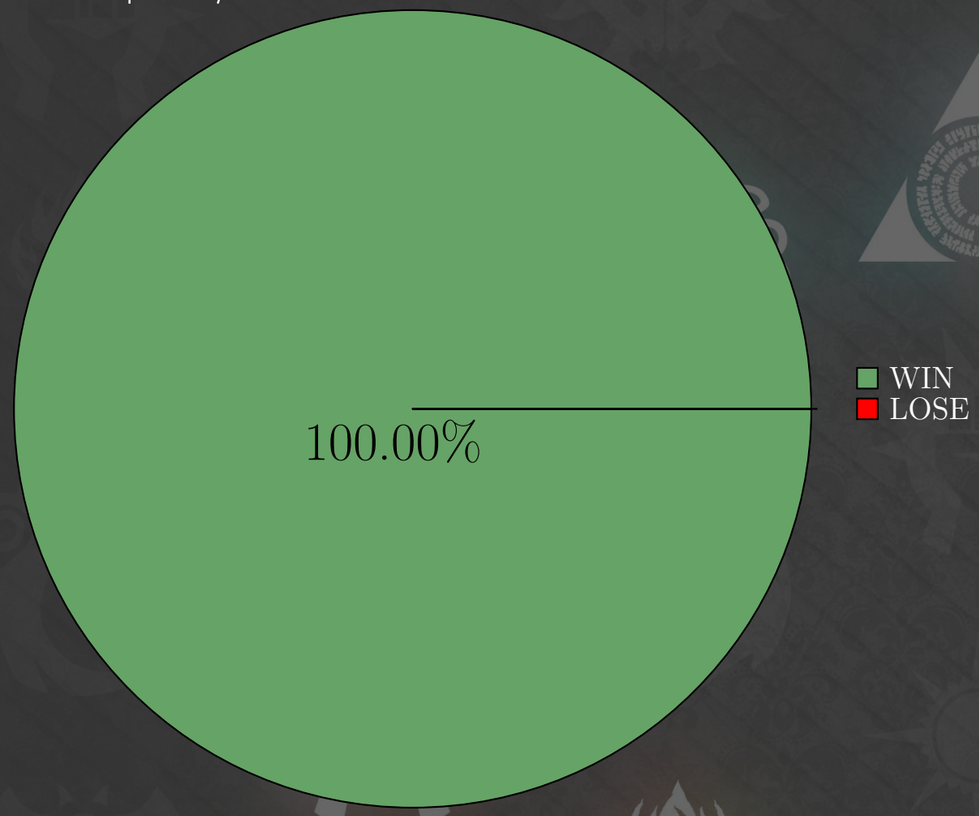
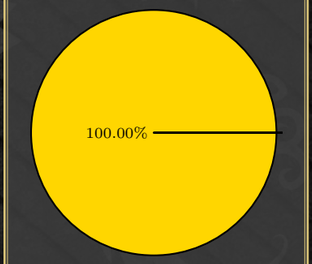
Burning heavens - lvl

Kaalia of the Vast

Win/Lose Statistic

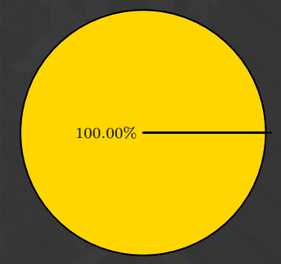


Fast Mana to Win/Lose



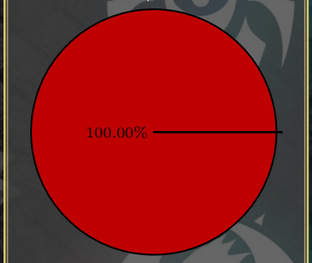
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

Winner's Start Position



- First Player Wins
- Second Player Wins

Win Condition



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

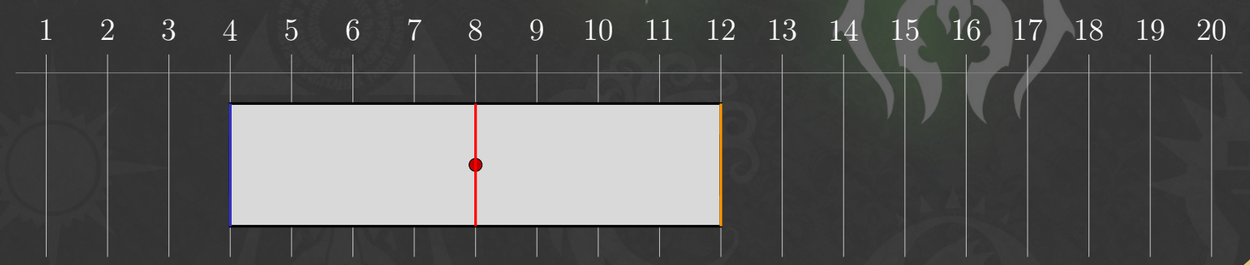
Lose Condition

—

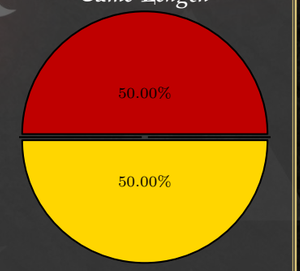
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Turn Number Statistics

Average Number of Turns: 8



Game Length



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

Obvious Problems

—

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

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Burning heavens - 3 Player

Kaalia of the Vast

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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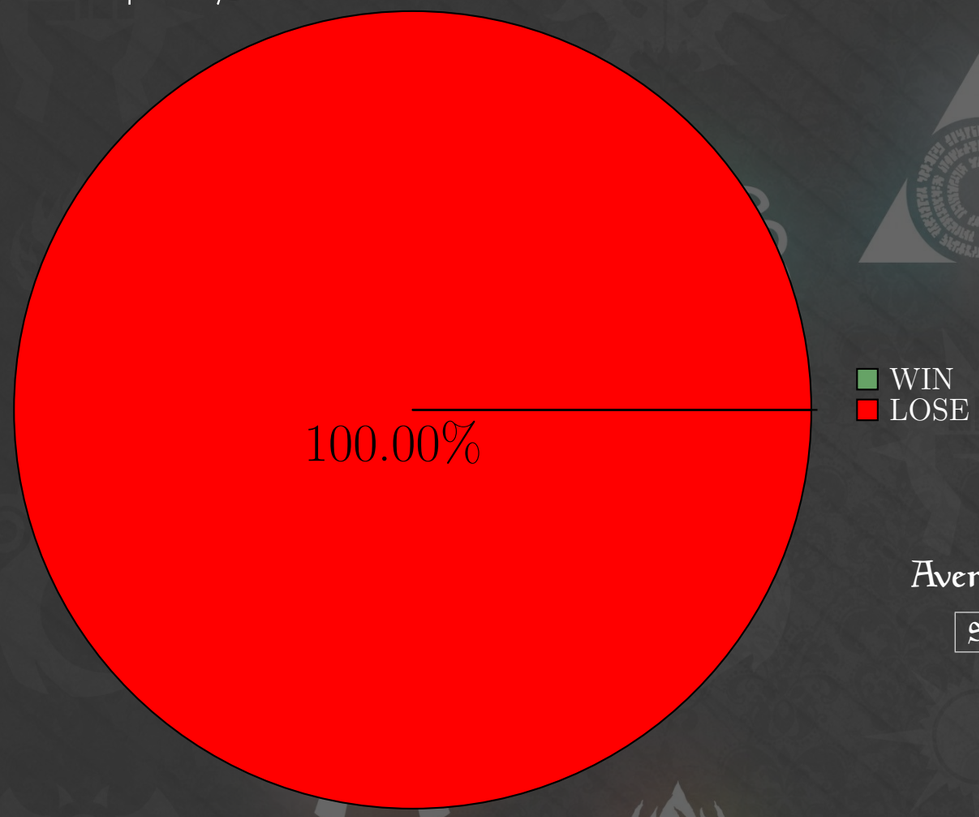
Burning heavens - 4 Player

Kaalia of the Vast

Win/Lose Statistic



Average Finish Position

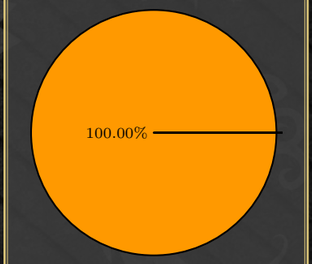
Self	2.00

Turn Number Statistics

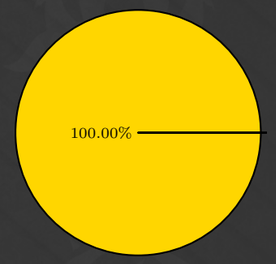
Average Number of Turns: 15

Average First Kill Turn: 12

Fast Mana to Win/Lose

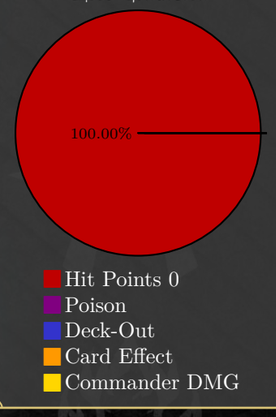


Winner's Start Position

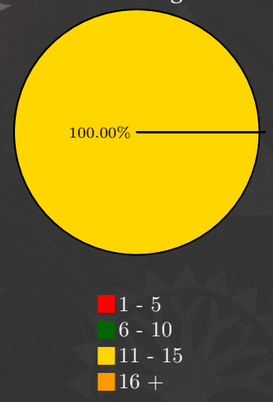


Win Condition

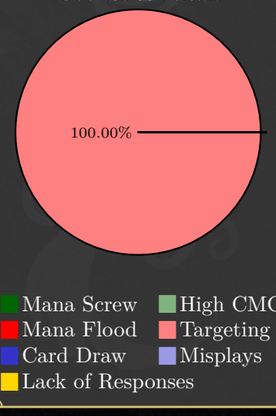
Lose Condition



Game Length



Obvious Problems



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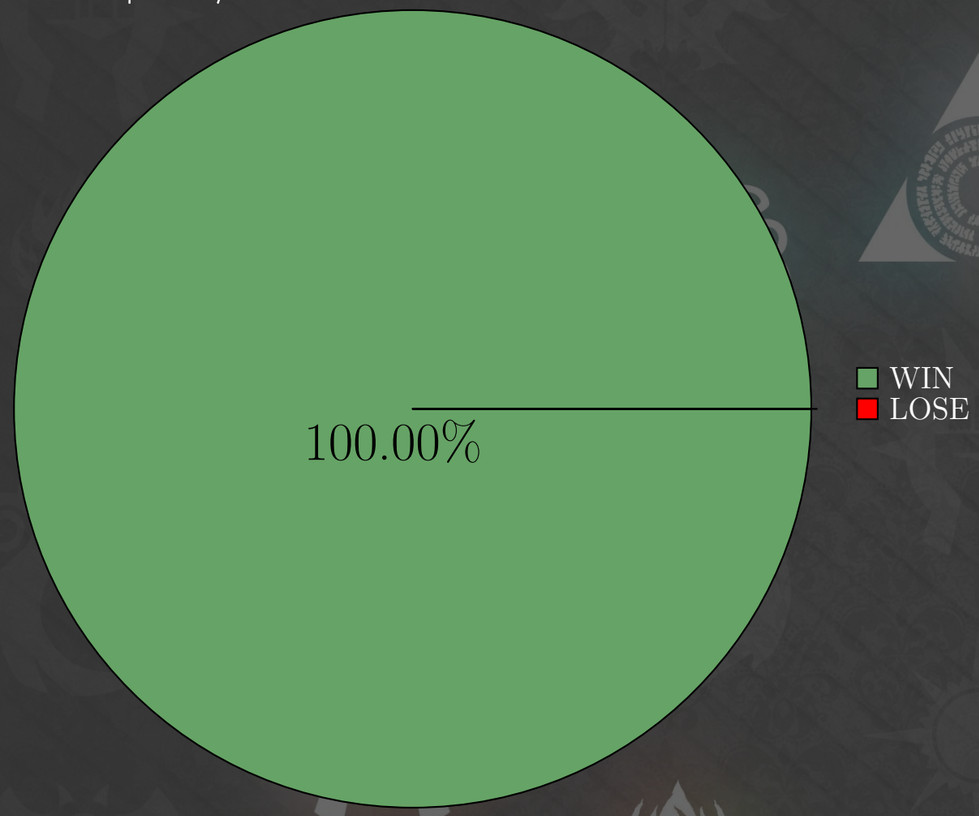
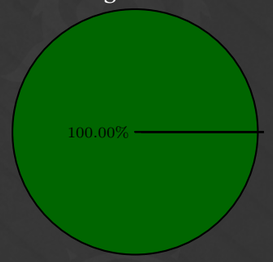
Controlling Time - General

Obeka, Brute Chronologist

Win/Lose Statistic

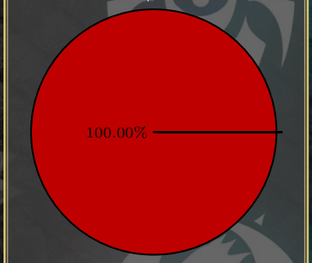


Mulligan Reasons



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

Win Condition



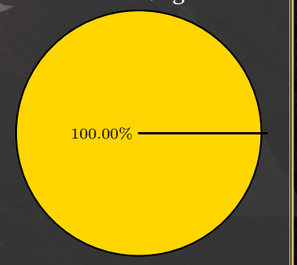
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition

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

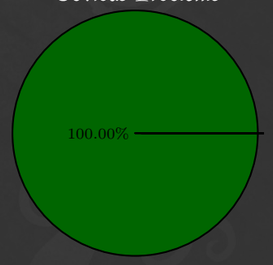
Color Match-Up Statistics

Game Length



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

Obvious Problems



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

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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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Controlling Time - 3 Player

Obeka, Brute Chronologist

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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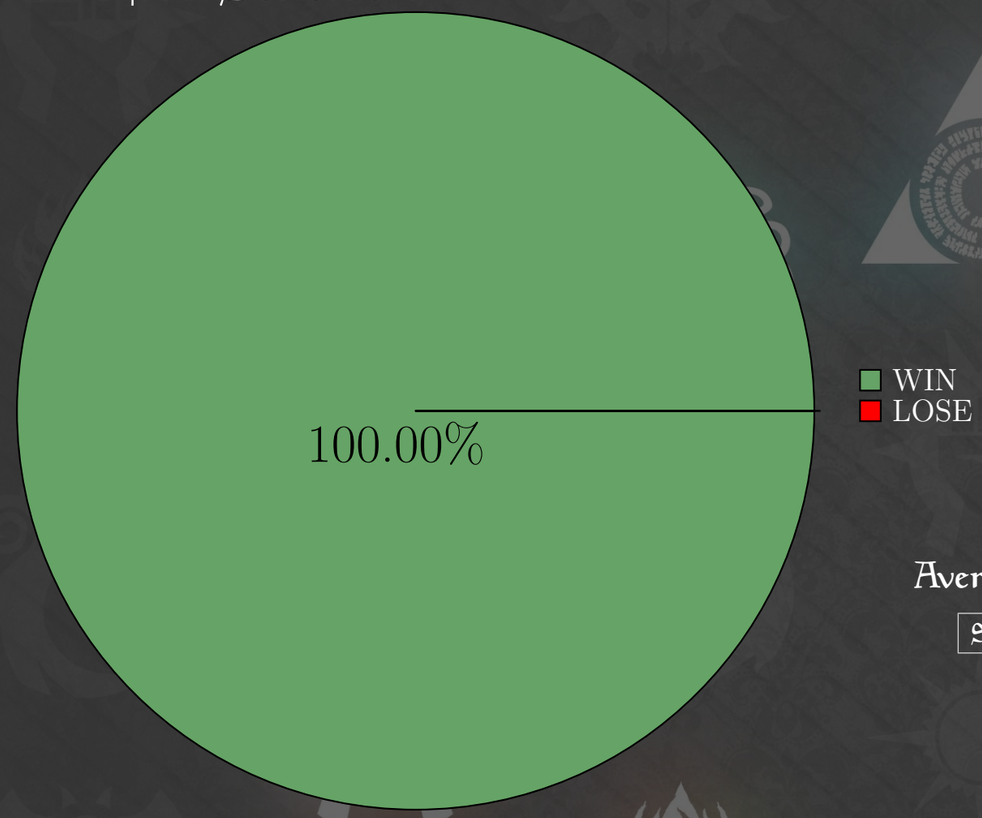
Controlling Time - 4 Player

Obeka, Brute Chronologist

Win/Lose Statistic



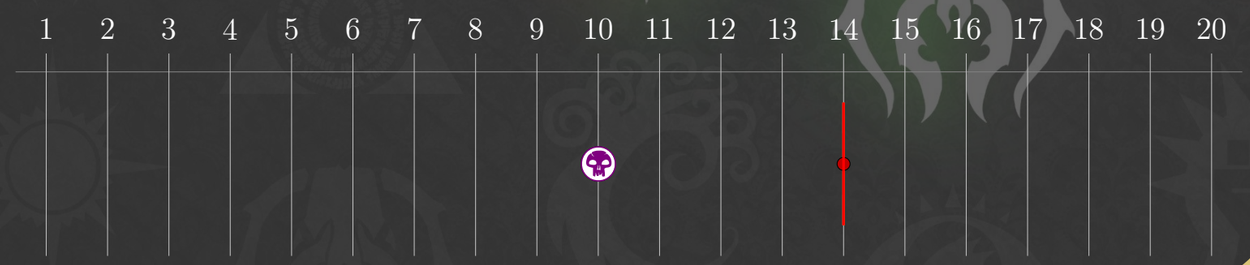
Average Finish Position

Self	1.00

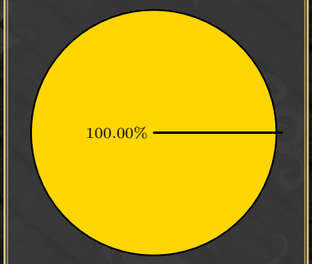
Turn Number Statistics

Average Number of Turns: 14

Average First Kill Turn: 10

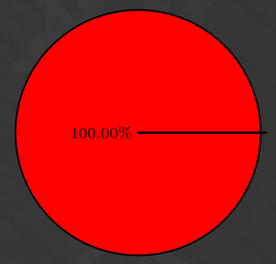


Fast Mana to Win/Lose



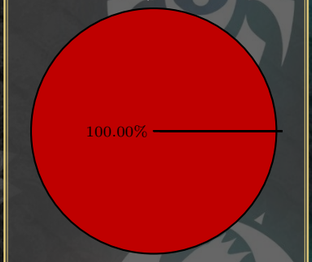
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

Winner's Start Position



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

Win Condition

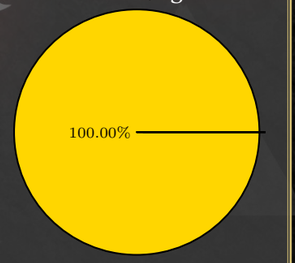


- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition

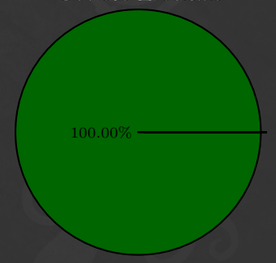
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Game Length



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

Obvious Problems



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

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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

100%

Game Length

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

Obvious Problems

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

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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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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Corrupting Influence - 3 Player

Vishgraz, the Doomhive

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Corrupting Influence - 4 Player

Vishgraz, the Doomhive

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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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

100%

Game Length

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

Obvious Problems

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

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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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Countering Merfolks - 3 Player

Ishai, Ojutai Dragonspeaker and Thrasios, Triton Hero

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Countering Merfolks - 4 Player

Ishai, Ojutai Dragonspeaker and Thrasios, Triton Hero

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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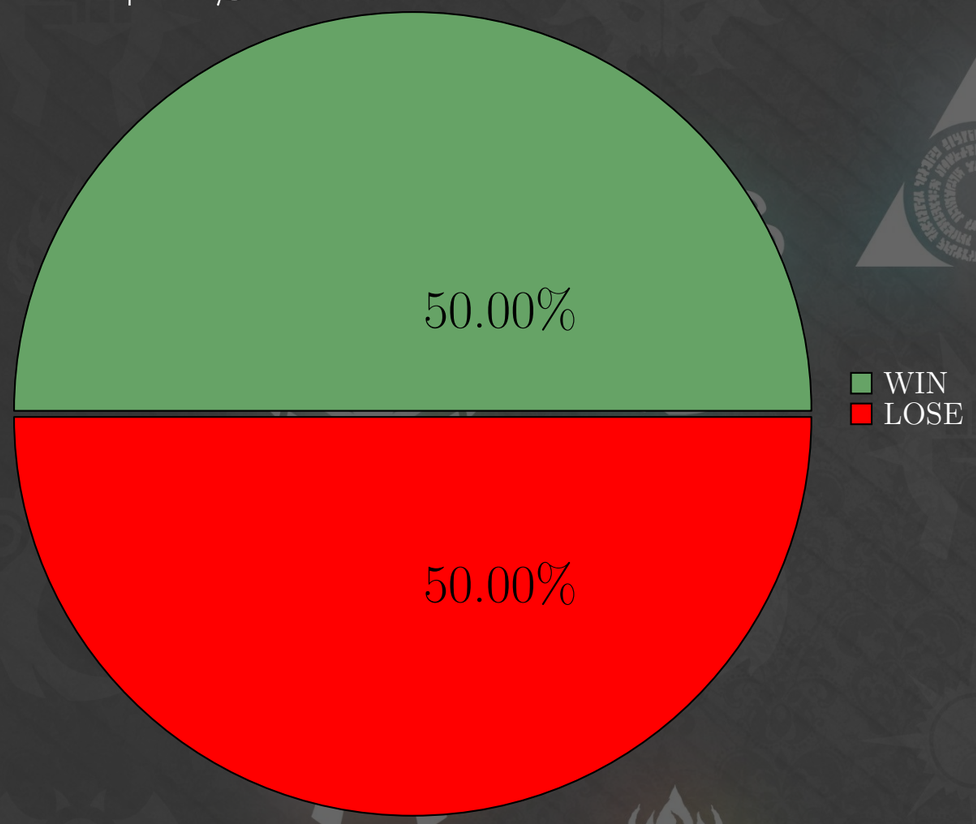
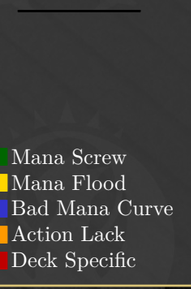
Drive-By Vehicles - General

Sydri, Galvanic Genius

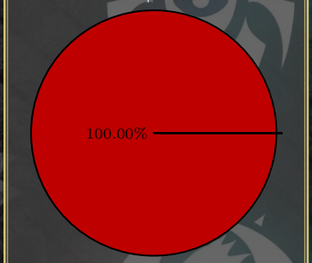
Win/Lose Statistic



Mulligan Reasons

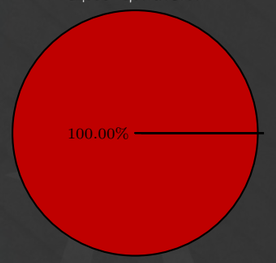


Win Condition



Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

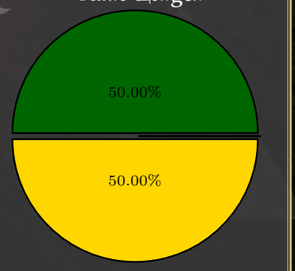
Lose Condition



Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

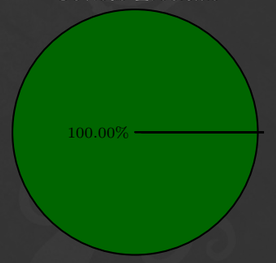
Color Match-Up Statistics

Game Length



1 - 5
6 - 10
11 - 15
16 +

Obvious Problems



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

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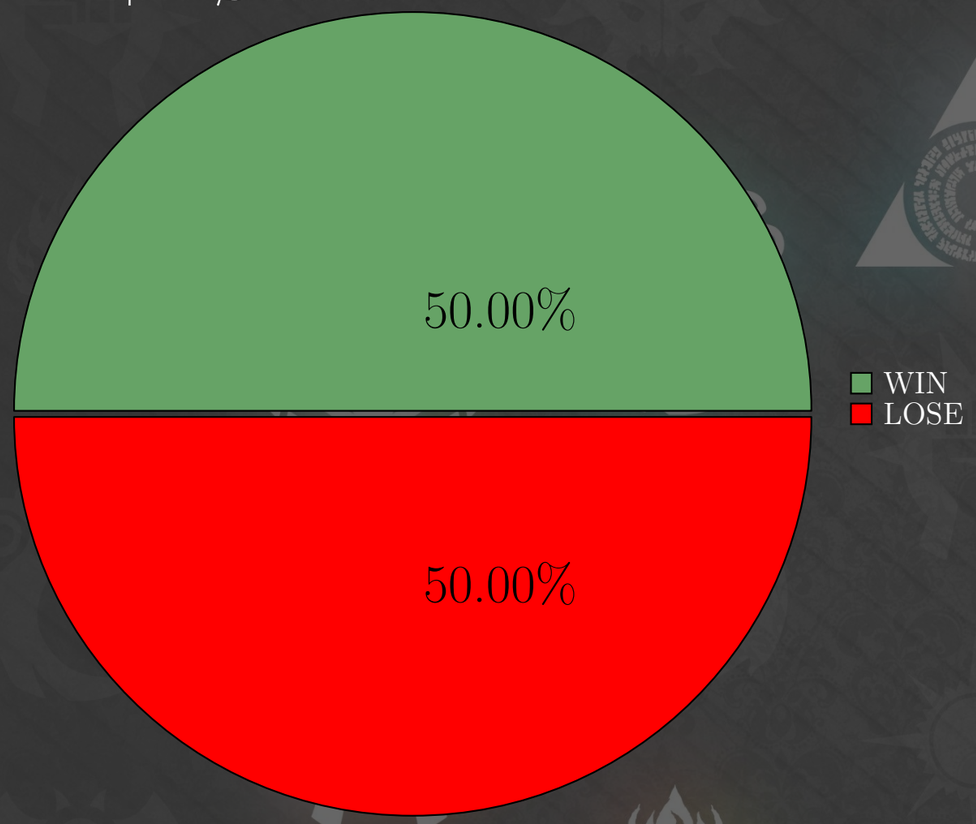
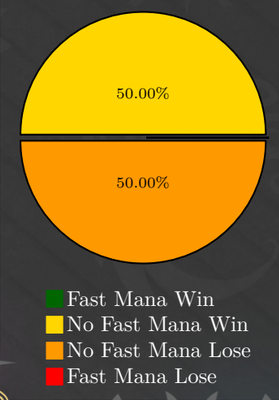
Drive-By Vehicles - 1v1

Sydri, Galvanic Genius

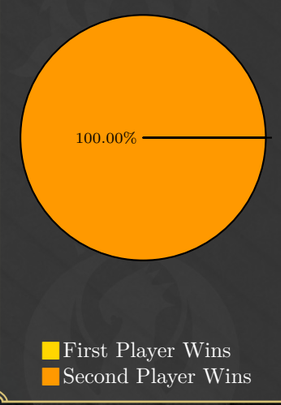
Win/Lose Statistic



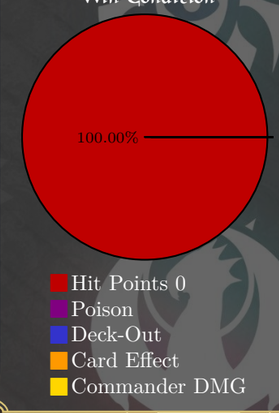
Fast Mana to Win/Lose



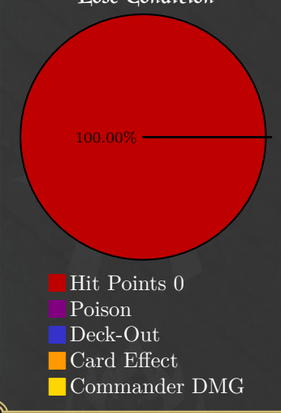
Winner's Start Position



Win Condition

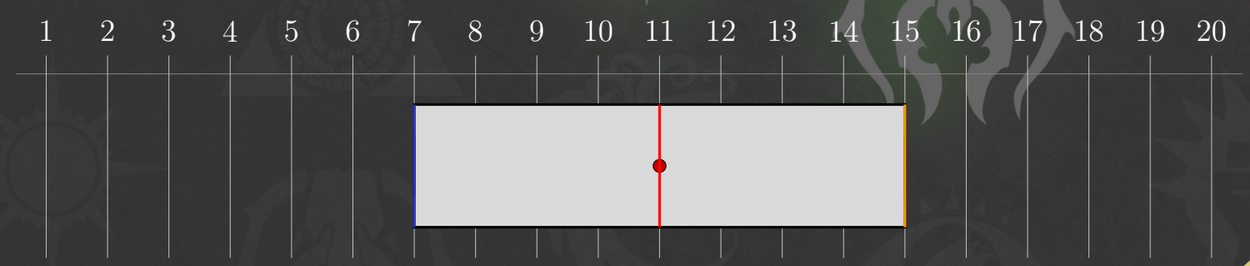


Lose Condition

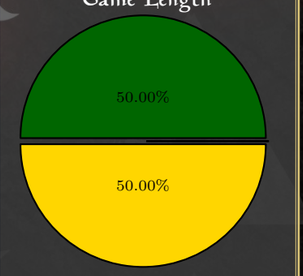


Turn Number Statistics

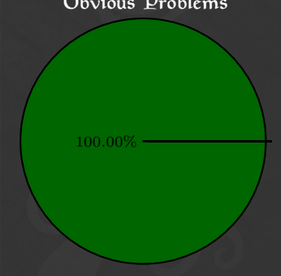
Average Number of Turns: 11



Game Length



Obvious Problems



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Drive-By Vehicles - 3 Player

Sydri, Galvanic Genius

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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Drive-By Vehicles - 4 Player

Sydri, Galvanic Genius

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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Enraged Dinosaurs - General

Gishath, Sun's Avatar

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 +

Obvious Problems

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

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Enraged Dinosaurs - 1v1

Gishath, Sun's Avatar

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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Enraged Dinosaurs - 3 Player

Gishath, Sun's Avatar

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Enraged Dinosaurs - 4 Player

Gishath, Sun's Avatar

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Fallout Overload - General

Liberty Prime, Recharged

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 +

Obvious Problems

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

back to top

Fallout Overload - 1v1

Liberty Prime, Recharged

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

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

Obvious Problems

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

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Fallout Overload - 3 Player

Liberty Prime, Recharged

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Fallout Overload - 4 Player

Liberty Prime, Recharged

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

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

Obvious Problems

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

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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

100%

Game Length

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

Obvious Problems

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

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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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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Frozen Resources - 3 Player

Jorn, God of Winter

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Frozen Resources - 4 Player

Jorn, God of Winter

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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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

100%

Game Length

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

Obvious Problems

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

back to top

hybridization - 1v1

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 +

Obvious Problems

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

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hybridization - 3 Player

Indominus Rex, Alpha

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

hybridization - 4 Player

Indominus Rex, Alpha

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

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

Obvious Problems

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

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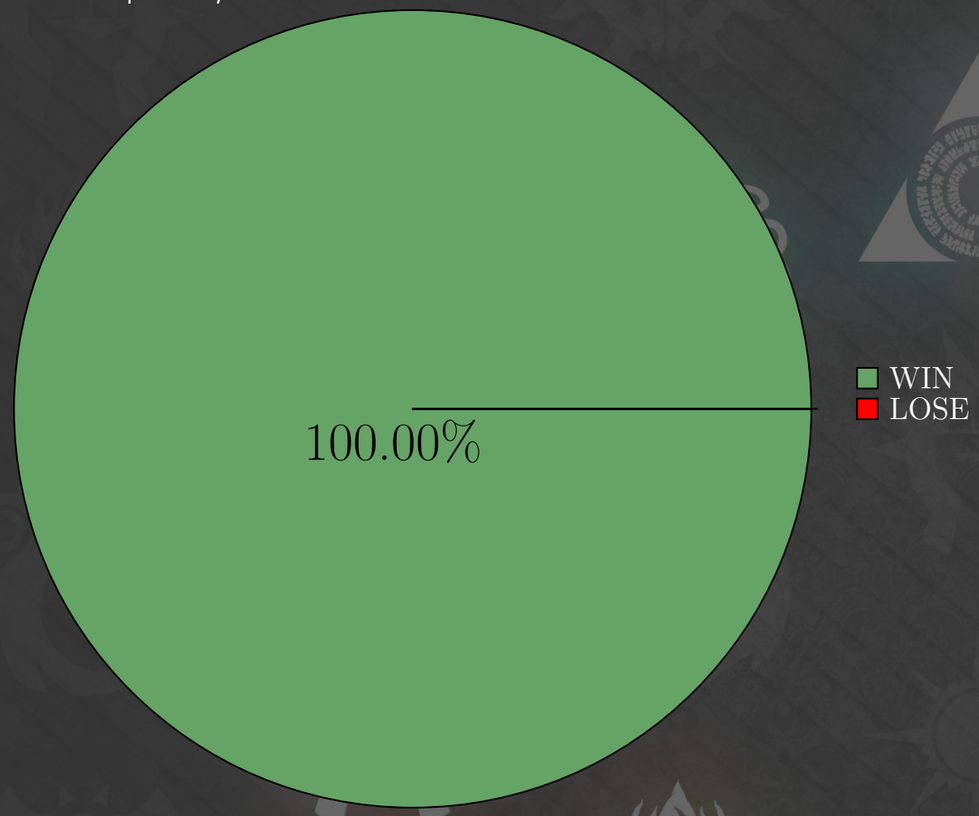
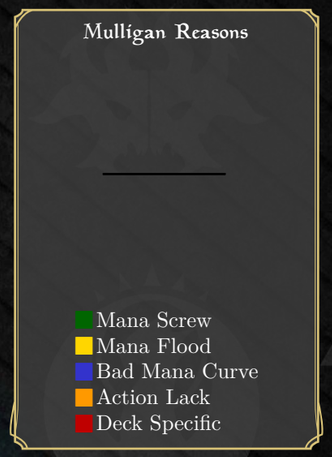
Stealing Pirate Memory Game - General

Admiral Beckett Brass

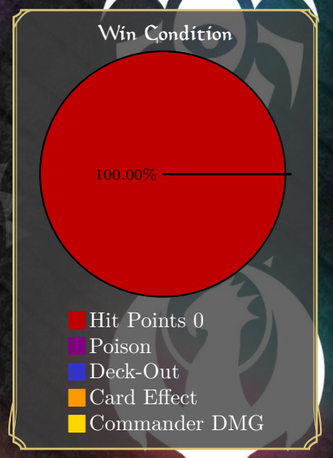
Win/Lose Statistic



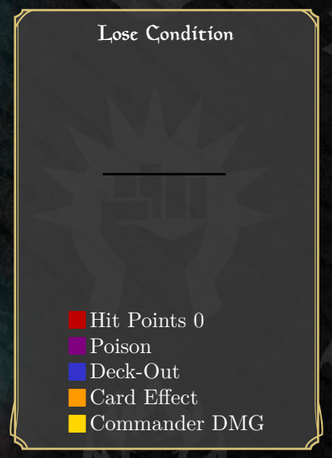
Mulligan Reasons



Win Condition

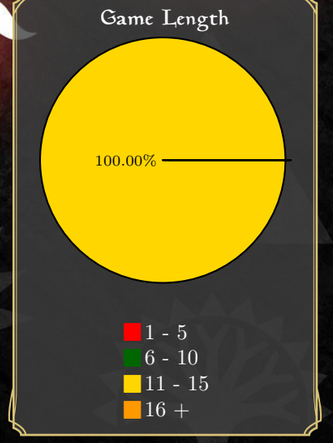


Lose Condition

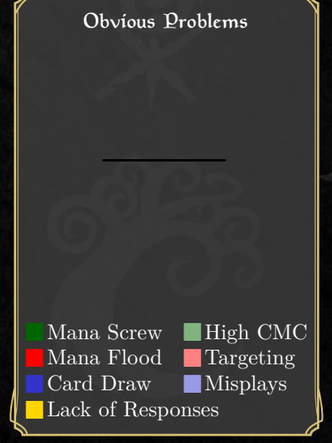


Color Match-Up Statistics

Game Length



Obvious Problems



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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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

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

Obvious Problems

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

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Stealing Pirate Memory Game - 3 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

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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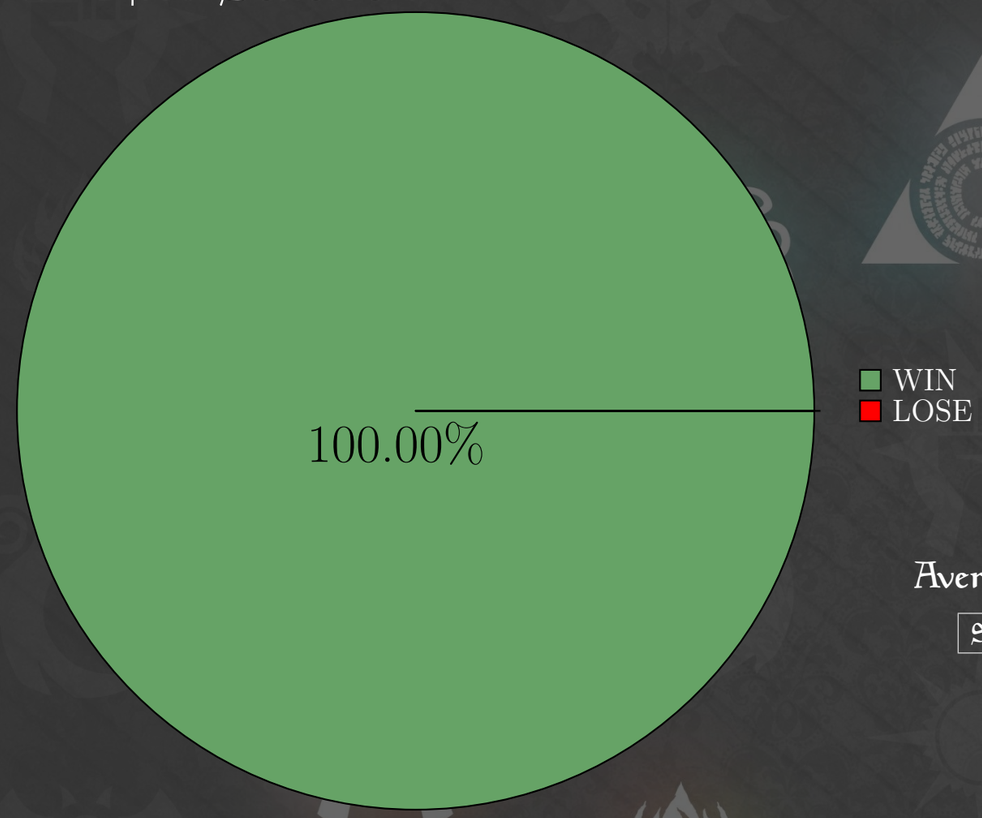
Stealing Pirate Memory Game - 4 Player

Admiral Beckett Brass

Win/Lose Statistic



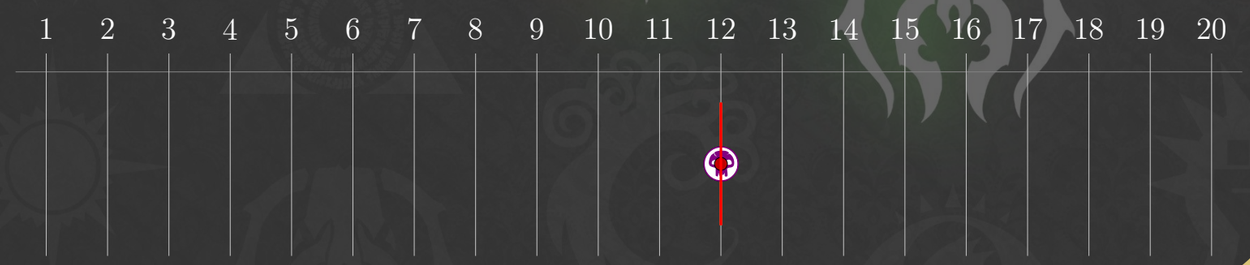
Average Finish Position

Self	1.00

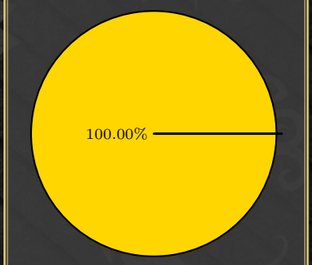
Turn Number Statistics

Average Number of Turns: 12

Average First Kill Turn: 12

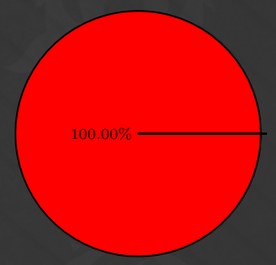


Fast Mana to Win/Lose



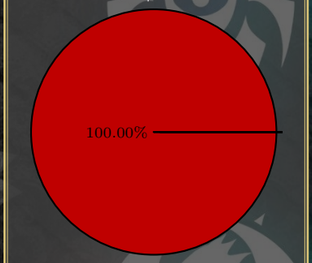
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

Winner's Start Position



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

Win Condition

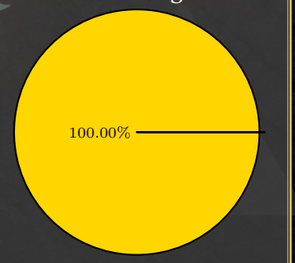


- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition

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

Game Length



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

Obvious Problems

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

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The Dragon God - General

Nicol Bolas, the Ravager

Mulligan Reasons

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

Win/Lose Statistic

- WIN
- LOSE

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 +

Obvious Problems

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

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The Dragon God - 1v1

Nicol Bolas, the Ravager

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

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

Obvious Problems

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

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The Dragon God - 3 Player

Nicol Bolas, the Ravager

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

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

Obvious Problems

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

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The Dragon God - 4 Player

Nicol Bolas, the Ravager

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

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

Obvious Problems

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

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Shining Artifacts - General

Breya, Etherium Shaper

Win/Lose Statistic

- WIN
- LOSE

Color Match-Up Statistics

100%

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

Game Length

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

Obvious Problems

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

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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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

back to top

Shining Artifacts - 3 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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

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 +

Obvious Problems

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

back to top

Shining Artifacts - 4 Player

Breya, Etherium Shaper

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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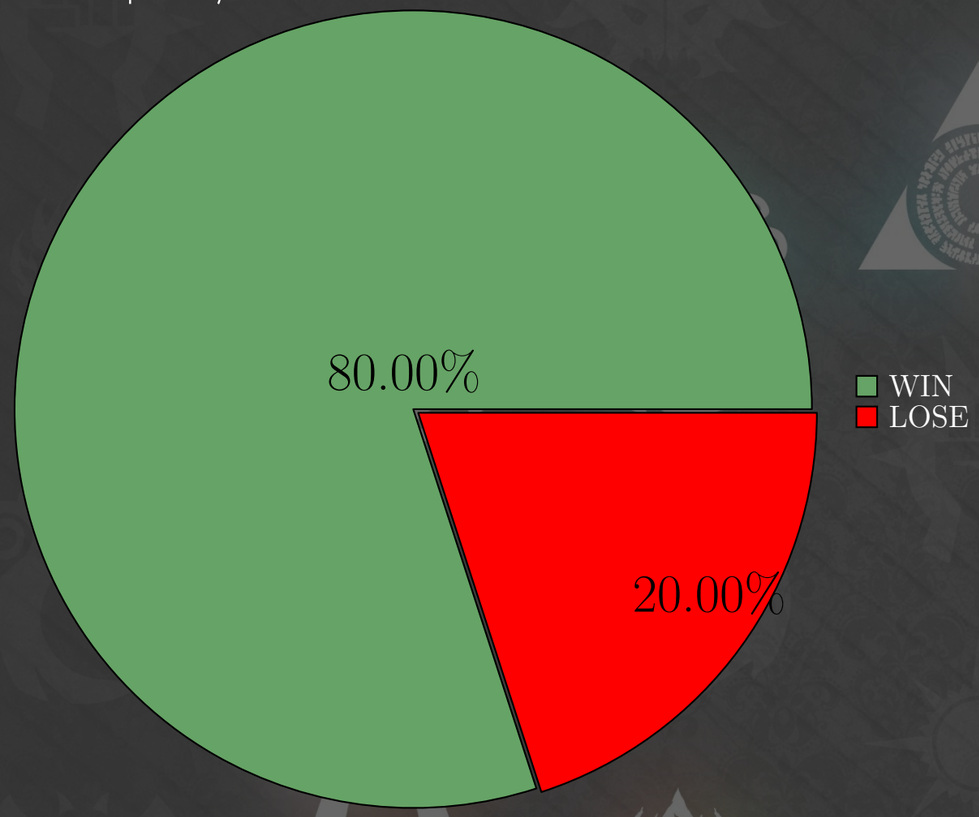
The Fellowship - General

Aragorn, the Uniter

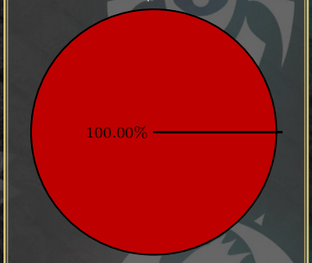
Win/Lose Statistic



Mulligan Reasons

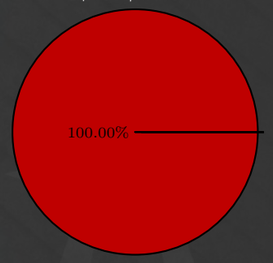
Mana Screw
Mana Flood
Bad Mana Curve
Action Lack
Deck Specific

Win Condition



Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

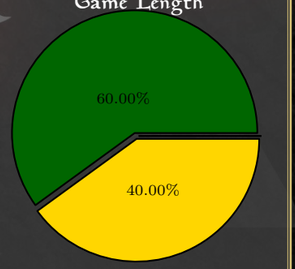
Lose Condition



Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

Color Match-Up Statistics

Game Length



1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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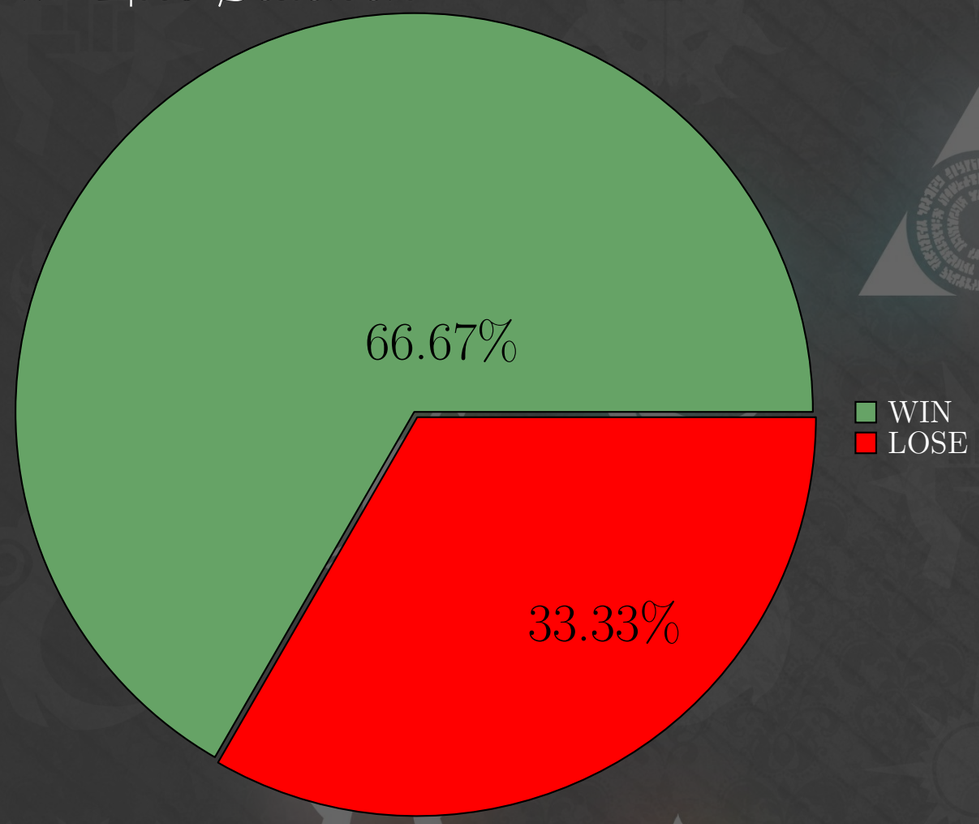
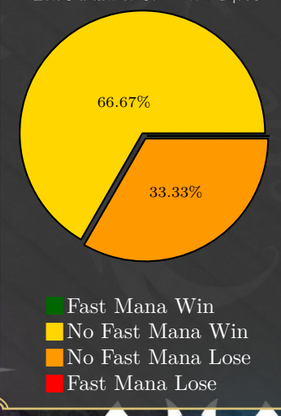
The Fellowship - lvl

Aragorn, the Uniter

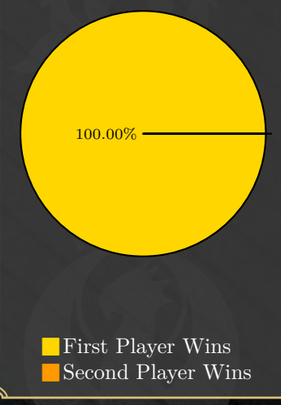
Win/Lose Statistic



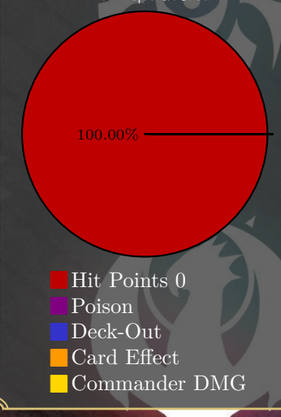
Fast Mana to Win/Lose



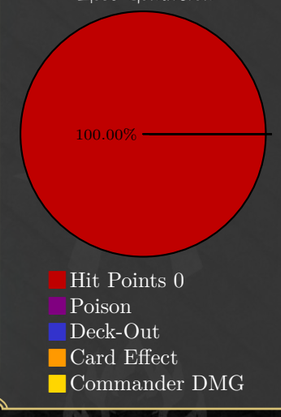
Winner's Start Position



Win Condition

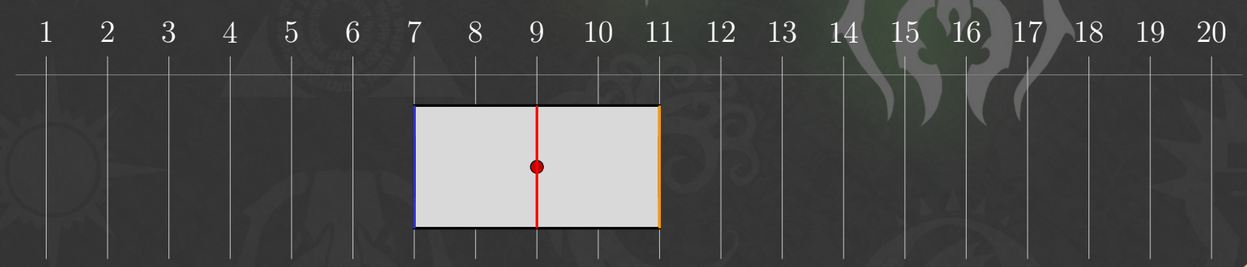


Lose Condition

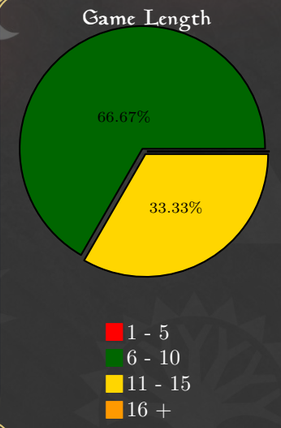


Turn Number Statistics

Average Number of Turns: 9



Game Length



Obvious Problems

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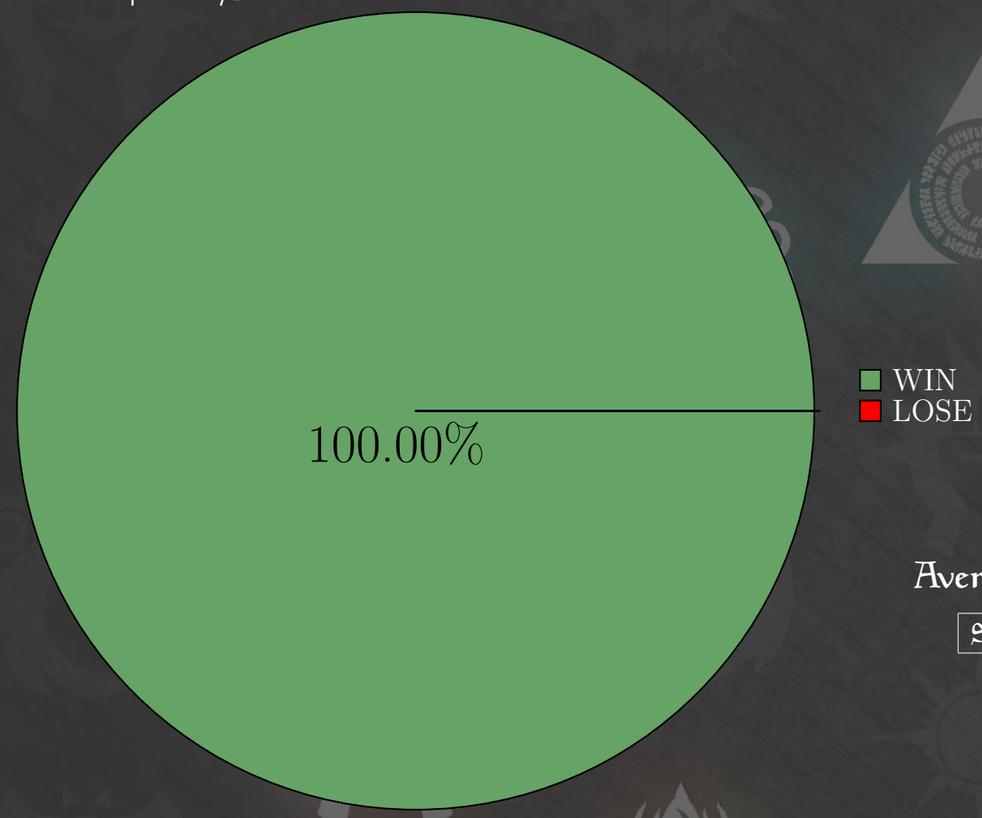
The Fellowship - 3 Player

Aragorn, the Uniter

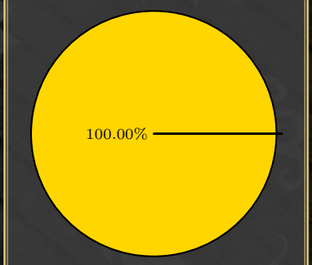
Win/Lose Statistic



Average Finish Position

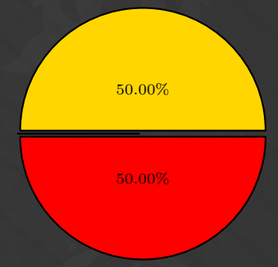
Self	1.00

Fast Mana to Win/Lose



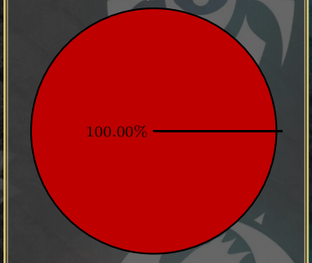
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

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

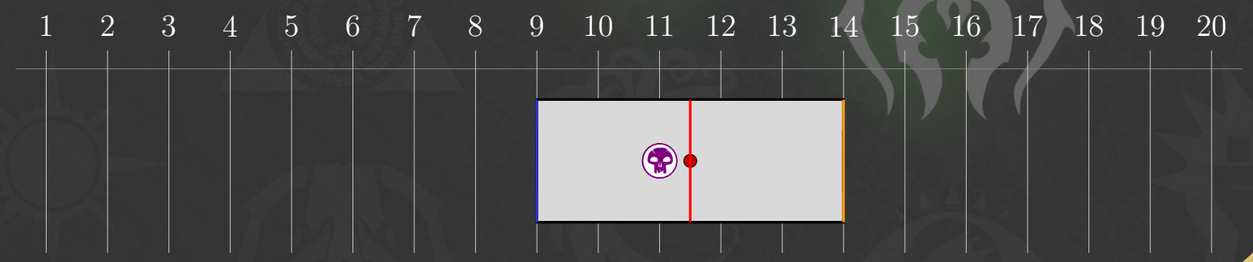
Lose Condition

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

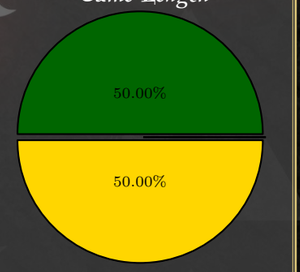
Turn Number Statistics

Average Number of Turns: 11.5

Average First Kill Turn: 11



Game Length



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

Obvious Problems

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

back to top

The Fellowship - 4 Player

Aragorn, the Uniter

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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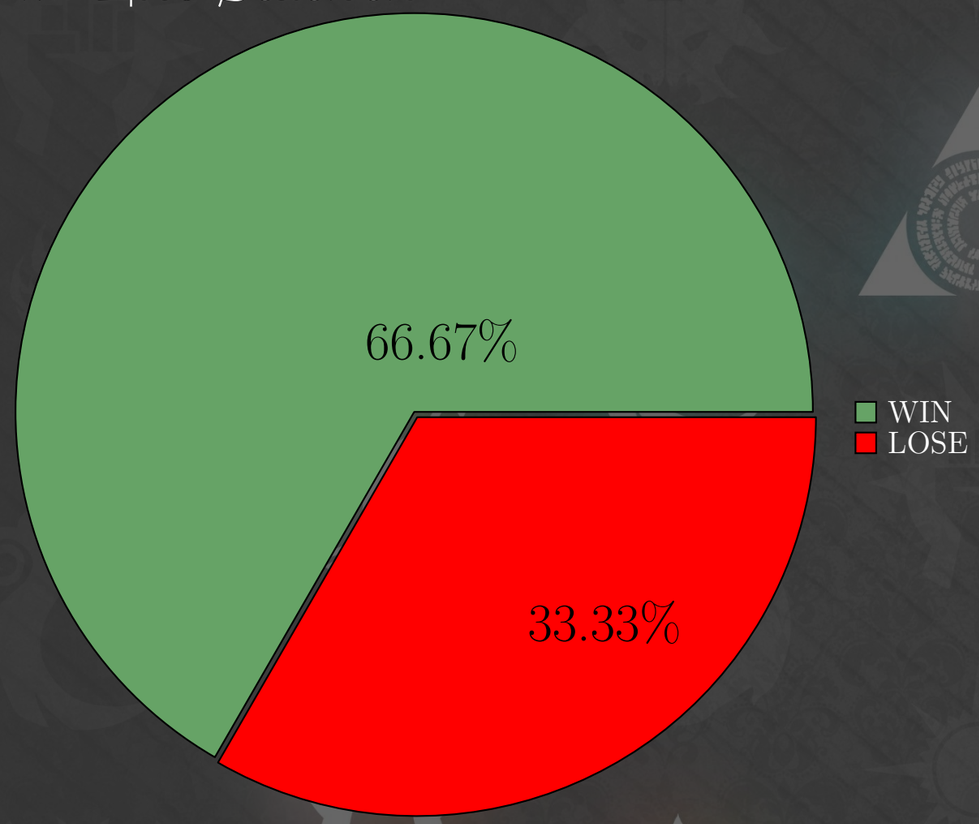
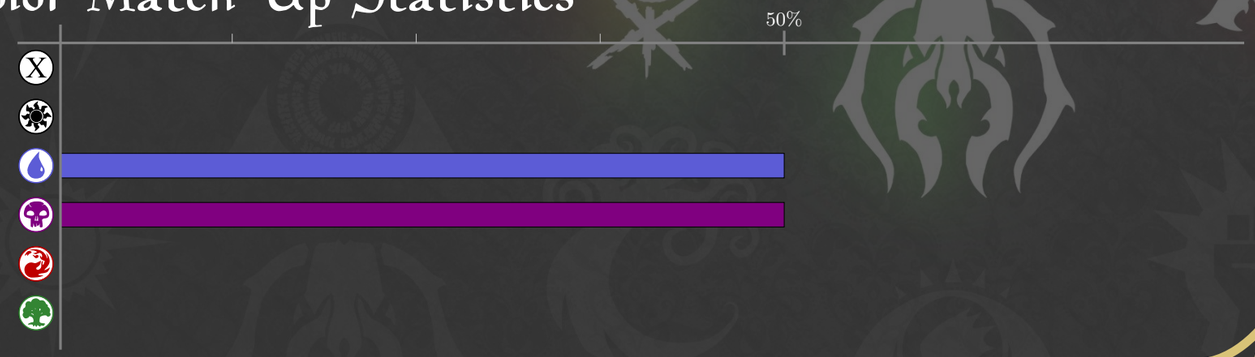
Flourishing Shrines - General

Go-Shintai of Life's Origin

Win/Lose Statistic



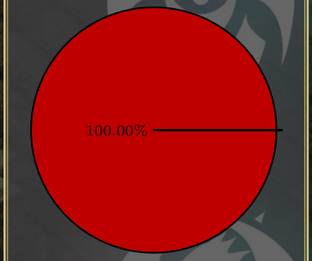
Color Match-Up Statistics



Mulligan Reasons

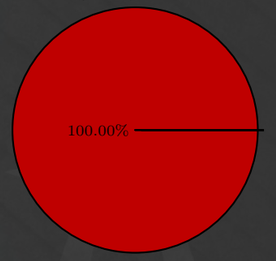
- Mana Screw
- Mana Flood
- Bad Mana Curve
- Action Lack
- Deck Specific

Win Condition



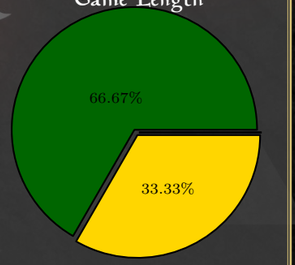
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition



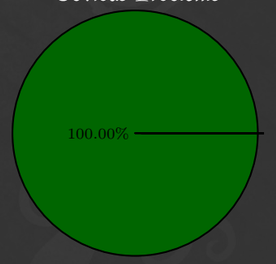
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Game Length



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

Obvious Problems



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

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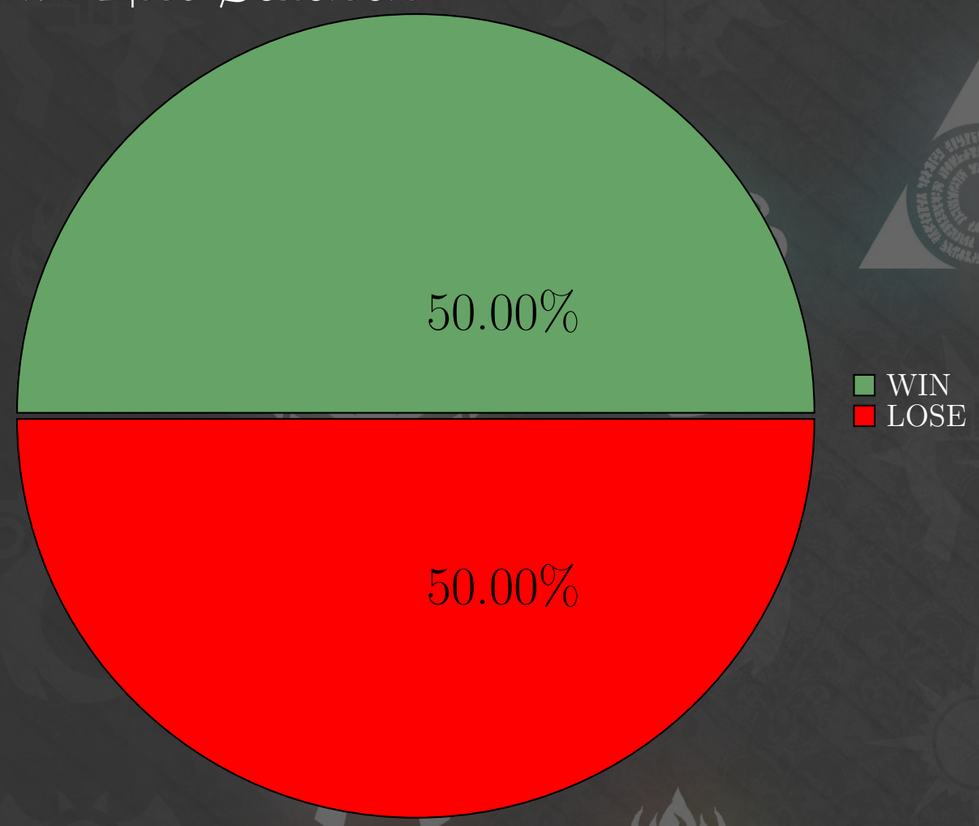
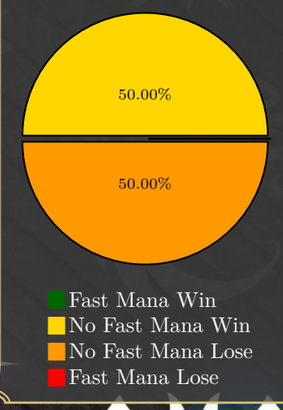
Flourishing Shrines - lvl

Go-Shintai of Life's Origin

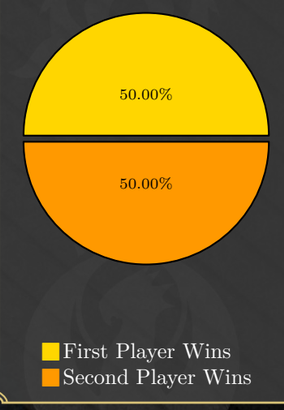
Win/Lose Statistic



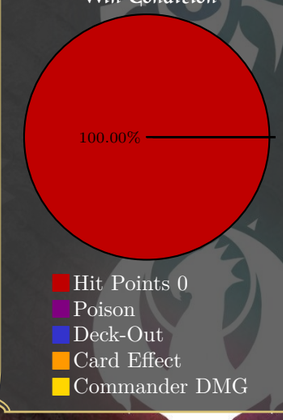
Fast Mana to Win/Lose



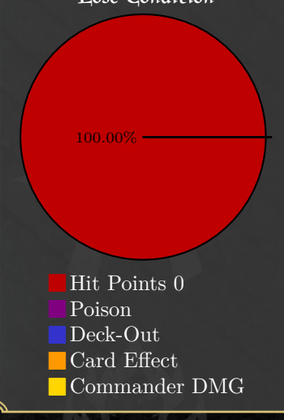
Winner's Start Position



Win Condition

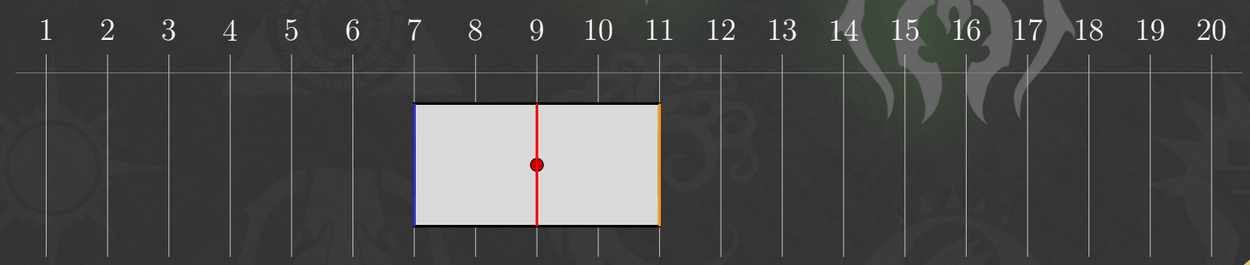


Lose Condition

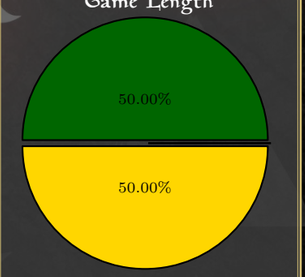


Turn Number Statistics

Average Number of Turns: 9



Game Length



Obvious Problems

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Flourishing Shrines - 3 Player

Go-Shintai of Life's Origin

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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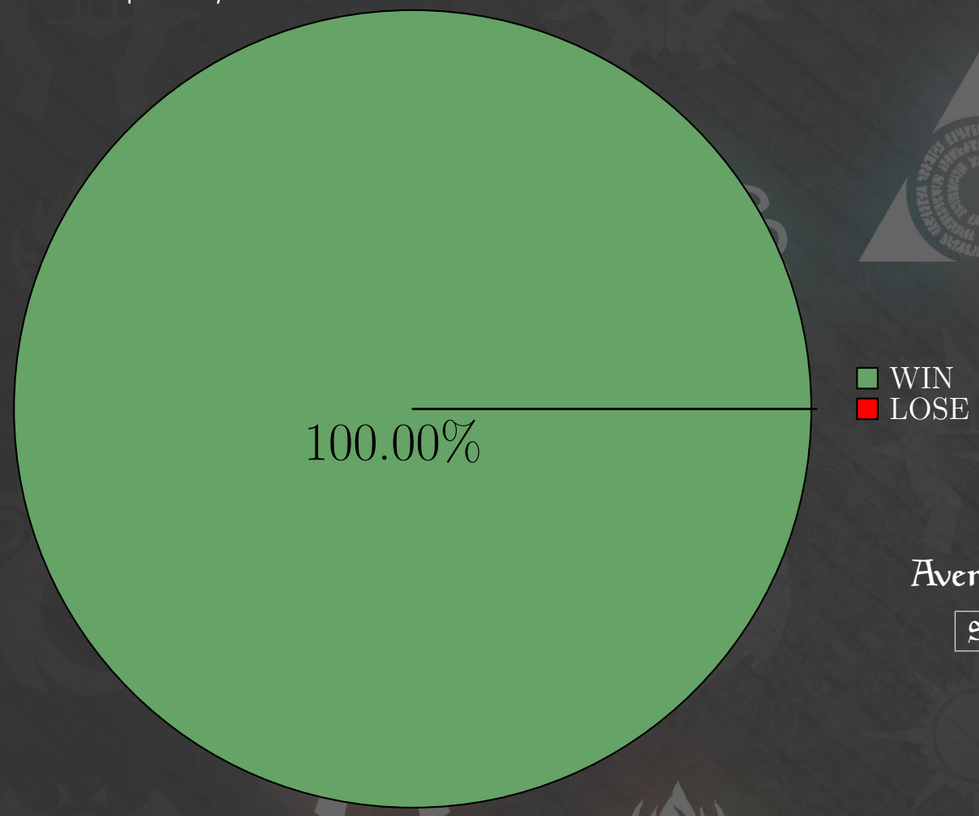
Flourishing Shrines - 4 Player

Go-Shintai of Life's Origin

Win/Lose Statistic



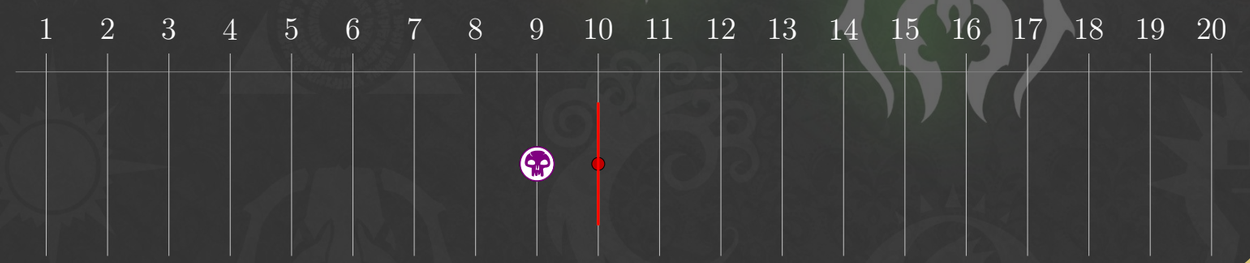
Average Finish Position

Self	1.00

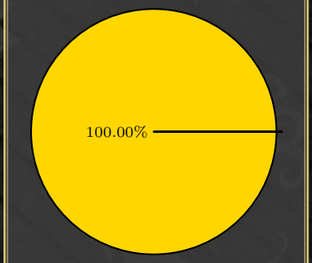
Turn Number Statistics

Average Number of Turns: 10

Average First Kill Turn: 9

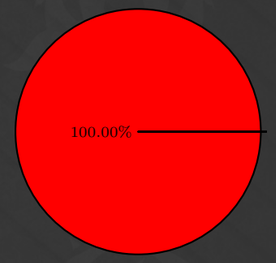


Fast Mana to Win/Lose



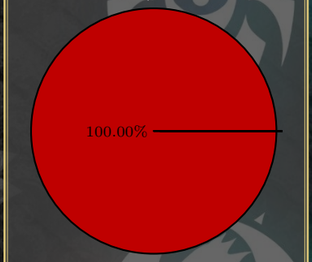
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

Winner's Start Position



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

Win Condition

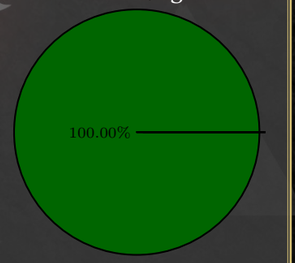


- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition

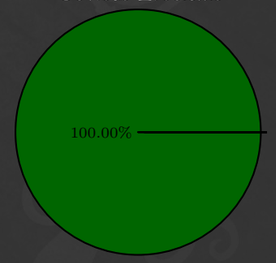
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Game Length



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

Obvious Problems



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

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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

100%

Game Length

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

Obvious Problems

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

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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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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Legendary Legends - 3 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

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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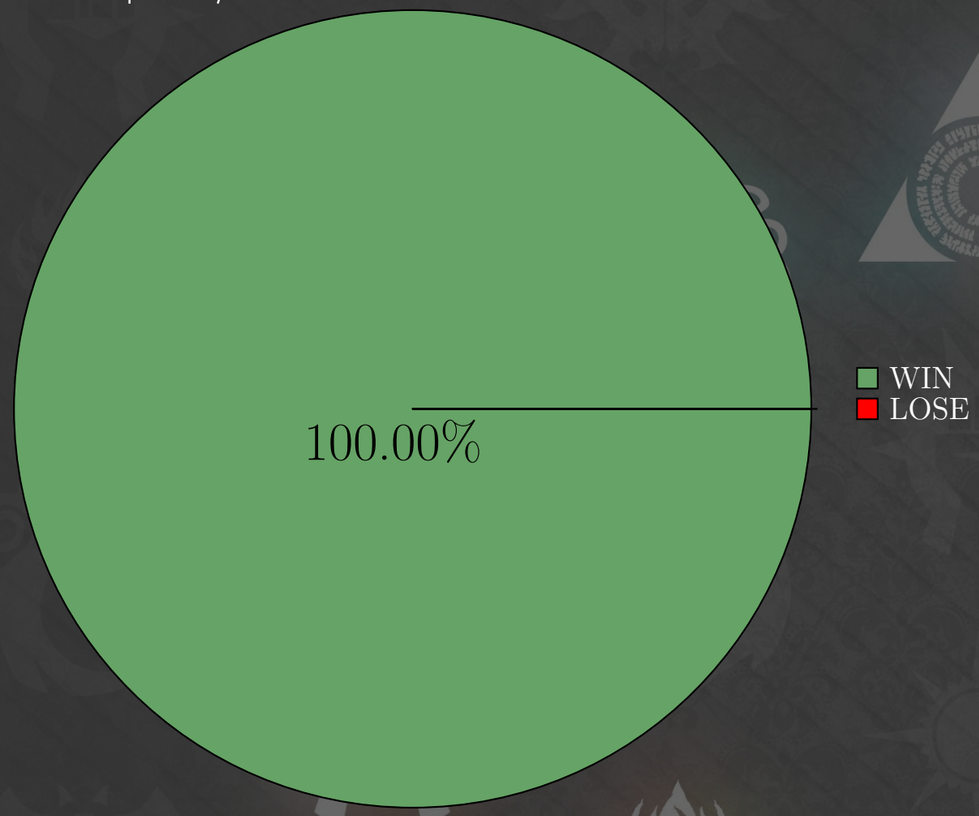
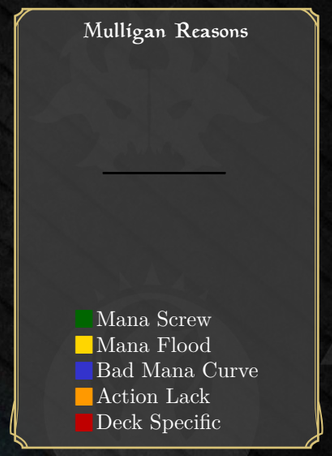
The Legacy - General

Ezio Auditore Da Firenze

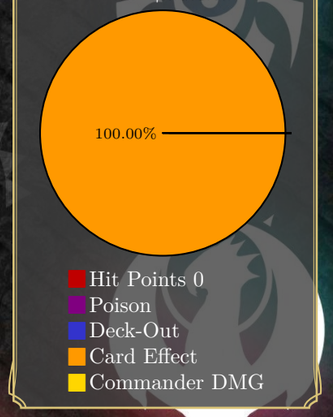
Win/Lose Statistic



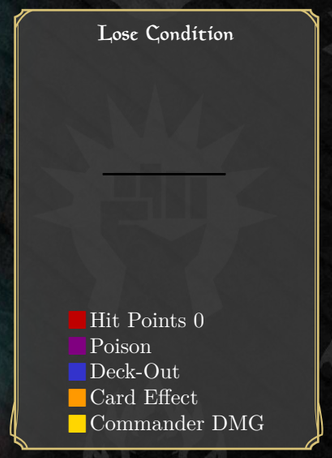
Mulligan Reasons



Win Condition

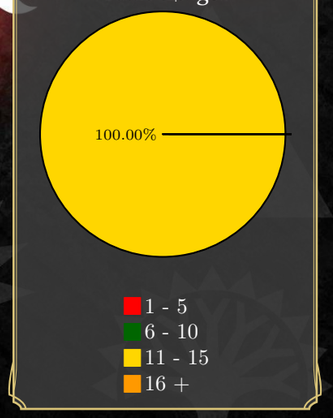


Lose Condition



Color Match-Up Statistics

Game Length



Obvious Problems

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The Legacy - 1v1

Ezio Auditore Da Firenze

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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The Legacy - 3 Player

Ezio Auditore Da Firenze

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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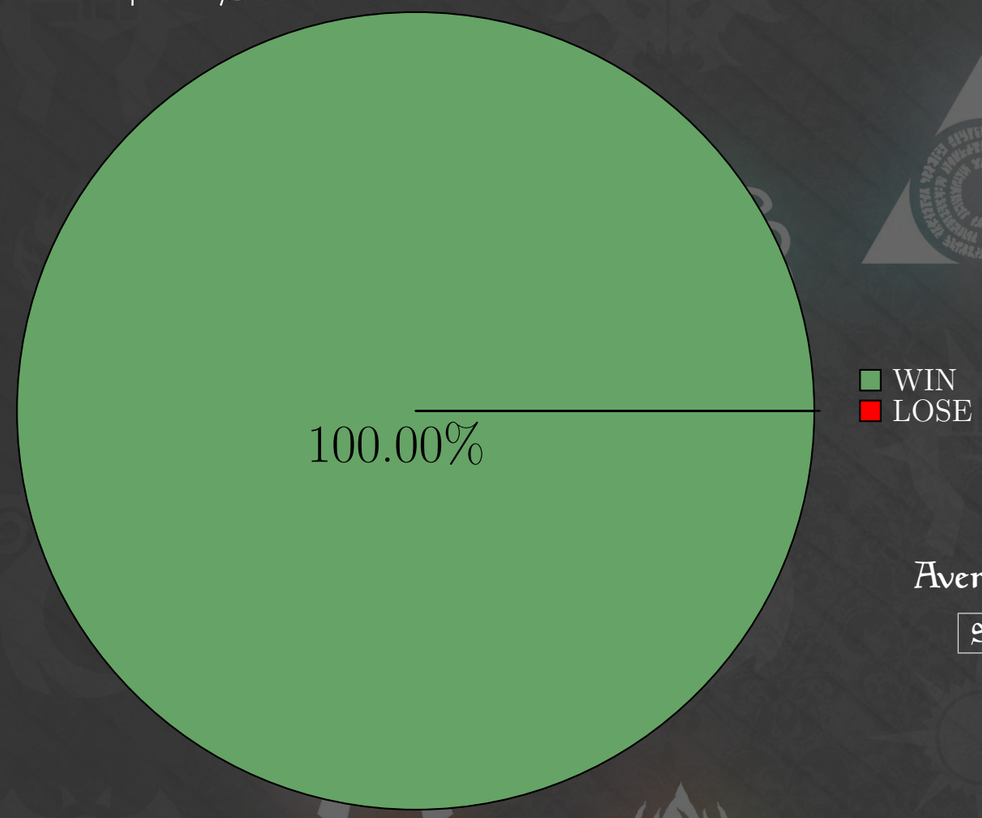
The Legacy - 4 Player

Ezio Auditore Da Firenze

Win/Lose Statistic



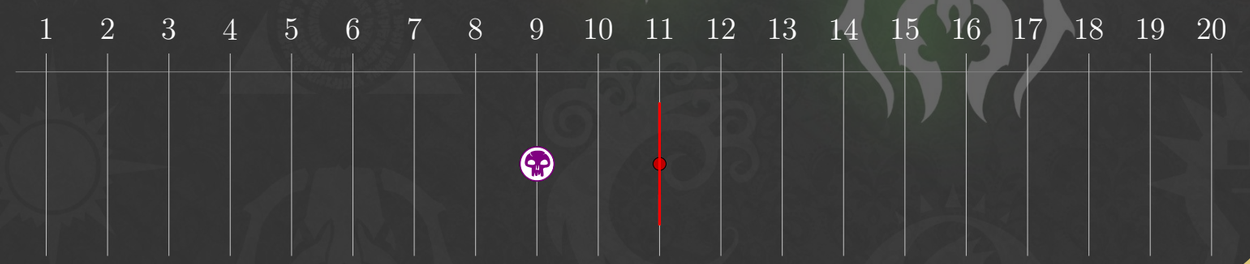
Average Finish Position

Self	1.00

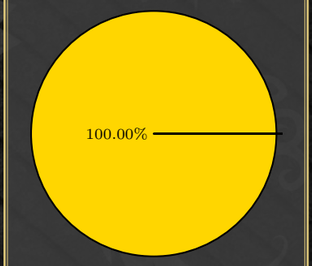
Turn Number Statistics

Average Number of Turns: 11

Average First Kill Turn: 9

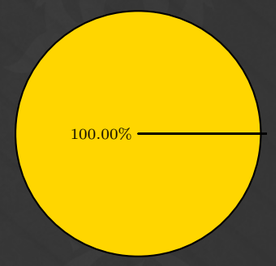


Fast Mana to Win/Lose



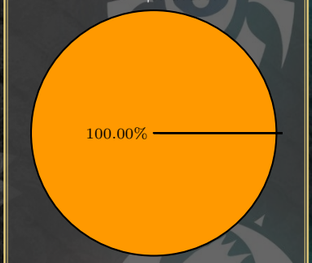
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

Winner's Start Position



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

Win Condition

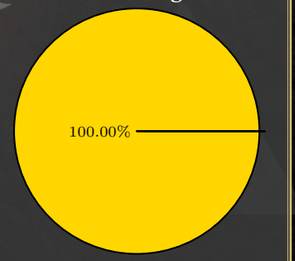


- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition

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

Game Length



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

Obvious Problems

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

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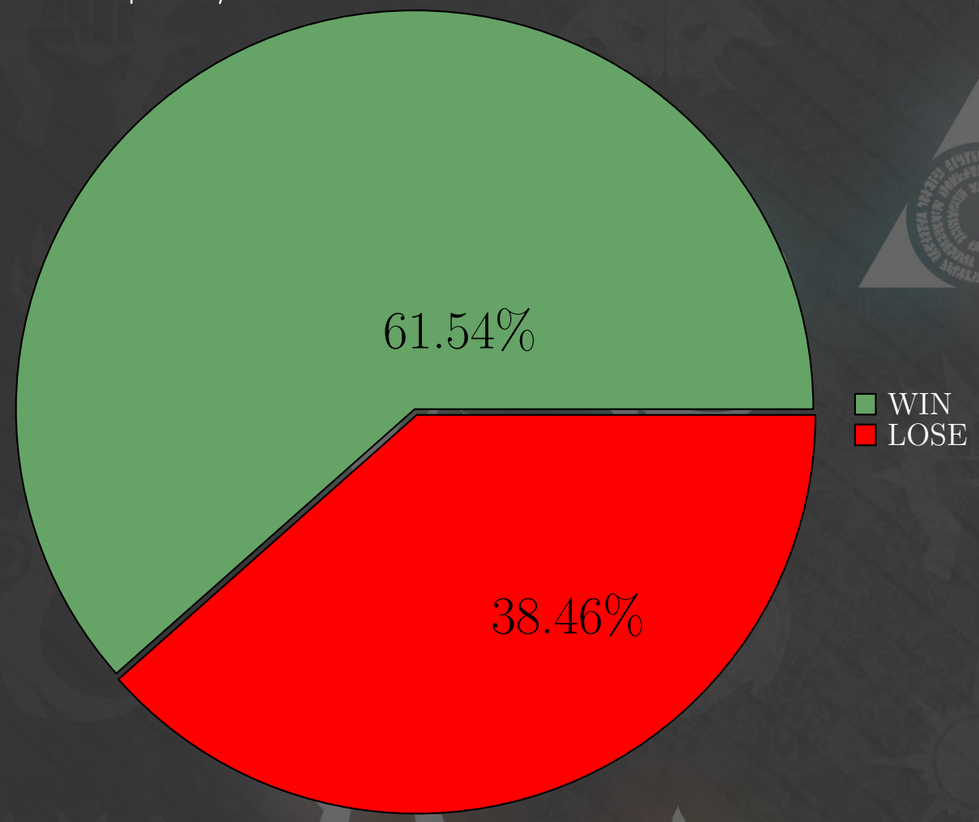
Pre-Constructed Decks - General Statistic

Win/Lose Statistic



Performance

1v1 Commander
Number of Games: 5
Last 10 Games:
WWLWL

3 Player Commander
Number of Games: 5
Last 10 Games:
LWWWW

4 Player Commander
Number of Games: 3
Last 10 Games:
LLW

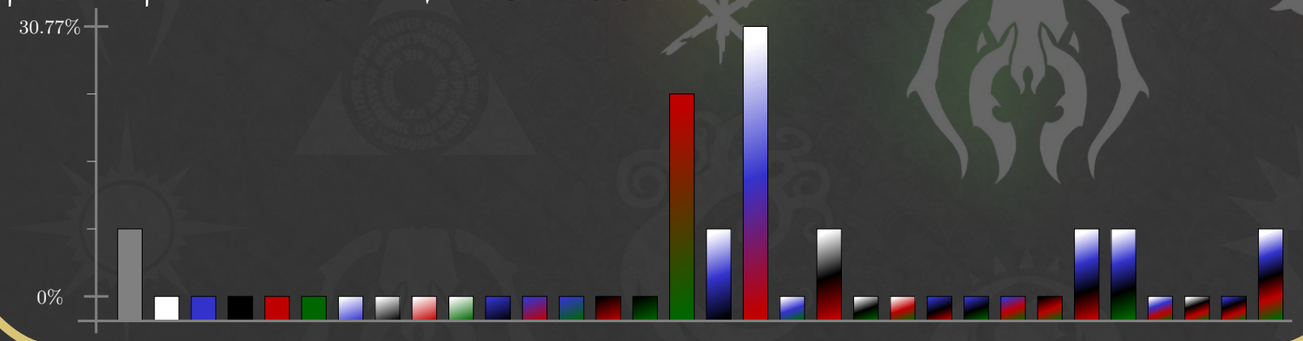
Most Played Color Combination

The most played Color-Combination is Jeskai (WUR) (4 Games played)

Least Played Color Combination

The least played Color-Combination is White (W) (0 Games played)

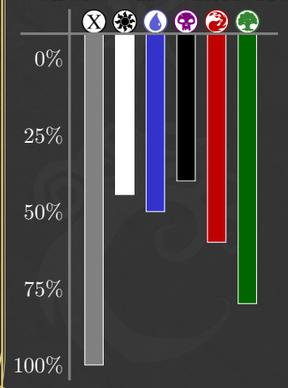
Color Combination Distribution



Deck Archetypes

Aggro/Burn	2
Control	1
Midrange	1
Combo	0
Ramp/Landfall	1
Token	2
Voltron	1
Stax/Tax/Lock	1
Mill	0
Aristocrats	0
Pillow Fort	0
Reanimator	0
Toolbox	4

Color-WIN Statistic



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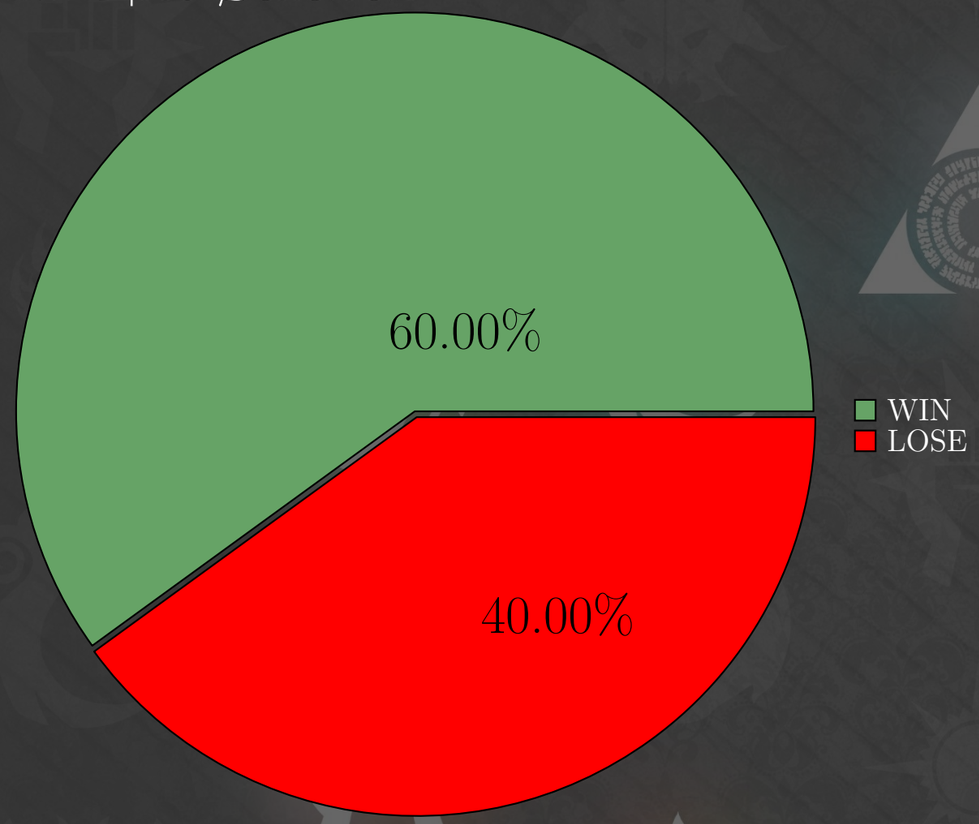
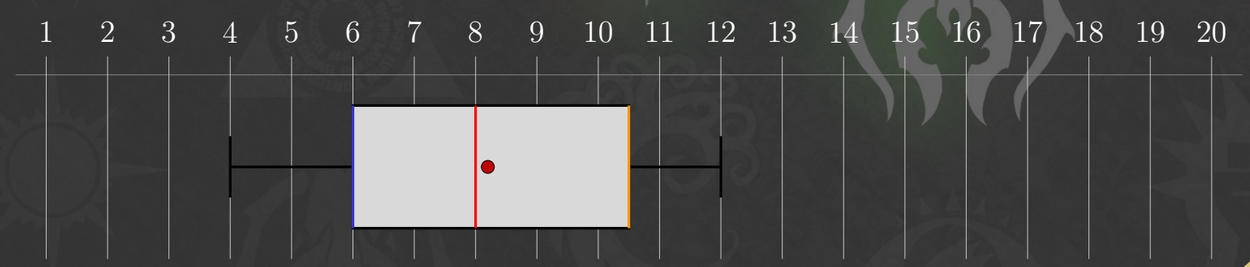
1v1 Commander Breakdown (PreCon)

Win/Lose Statistic

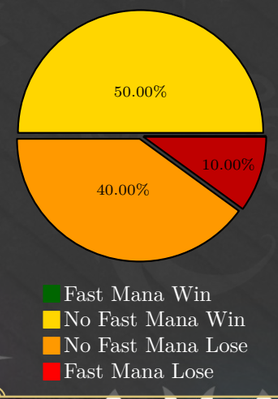


Turn Number Statistics

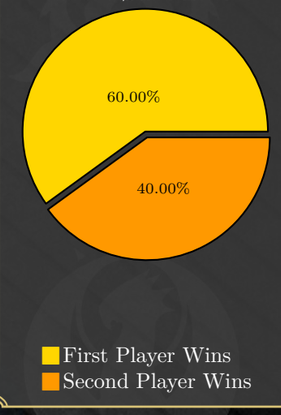
Average Number of Turns: 8.2



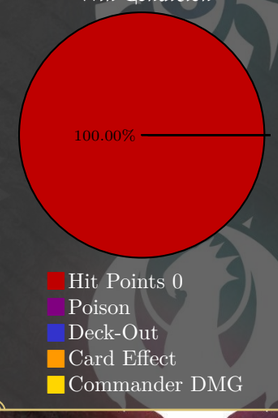
Fast Mana to Win/Lose



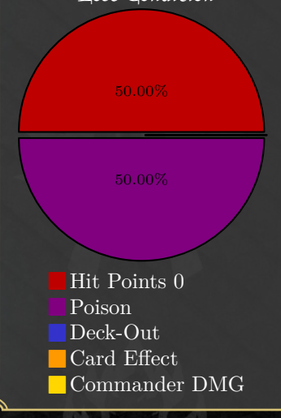
Winner's Start Position



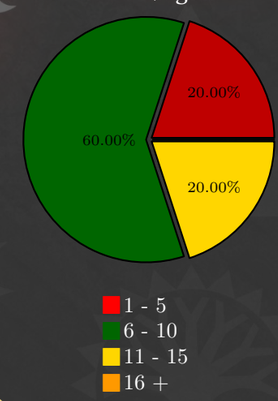
Win Condition



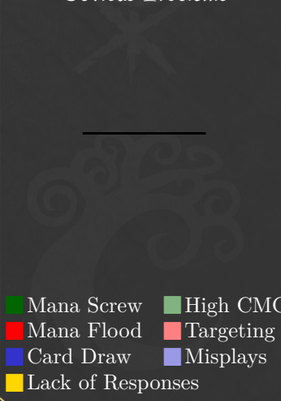
Lose Condition



Game Length



Obvious Problems



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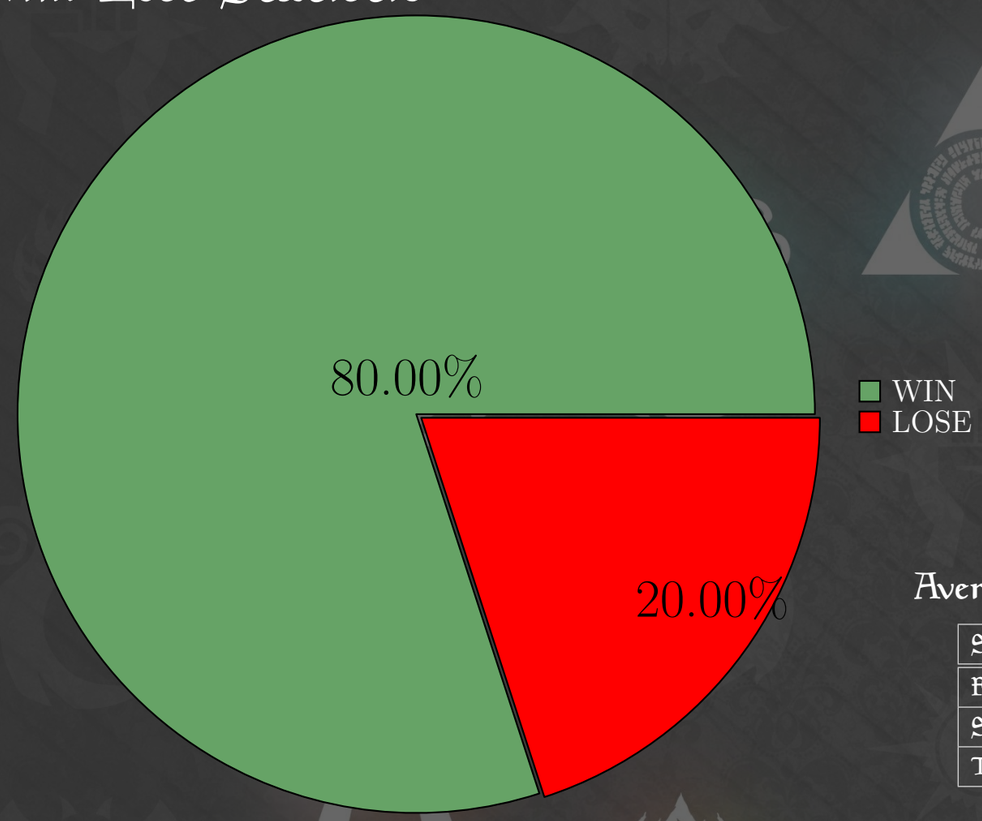
3 Player Commander Breakdown (PreCon)

Win/Lose Statistic



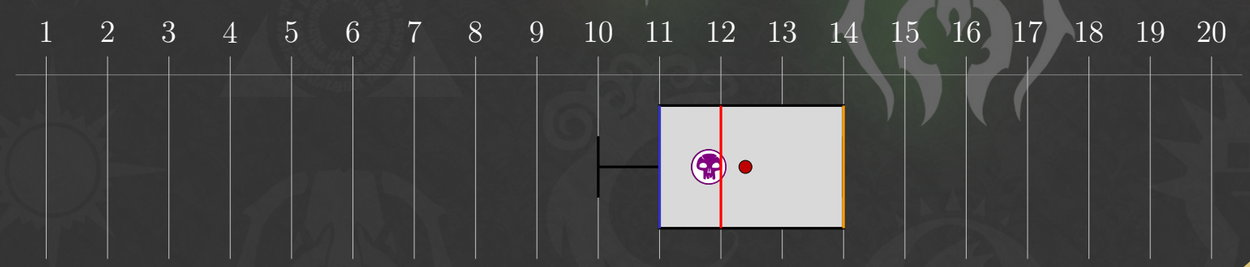
Average Finish Position

Self	1.20
First Player	1.60
Second Player	2.20
Third Player	2.20

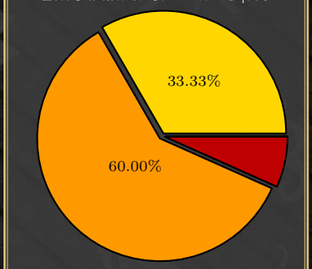
Turn Number Statistics

Average Number of Turns: 12.4

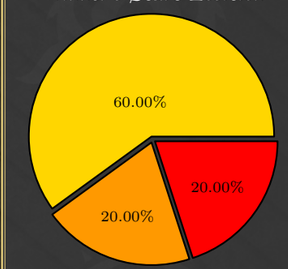
Average First Kill Turn: 11.8



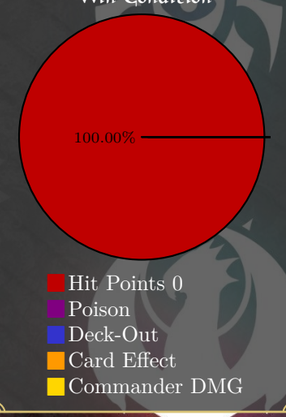
Fast Mana to Win/Lose



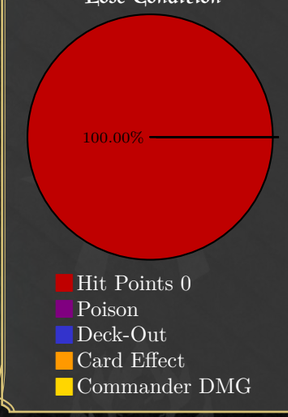
Winner's Start Position



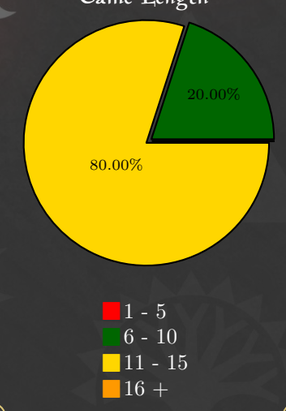
Win Condition



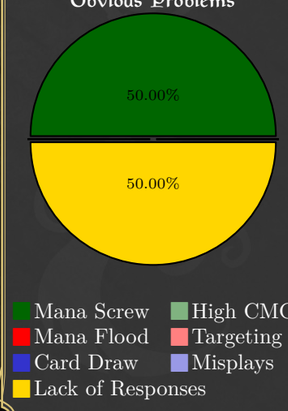
Lose Condition



Game Length



Obvious Problems



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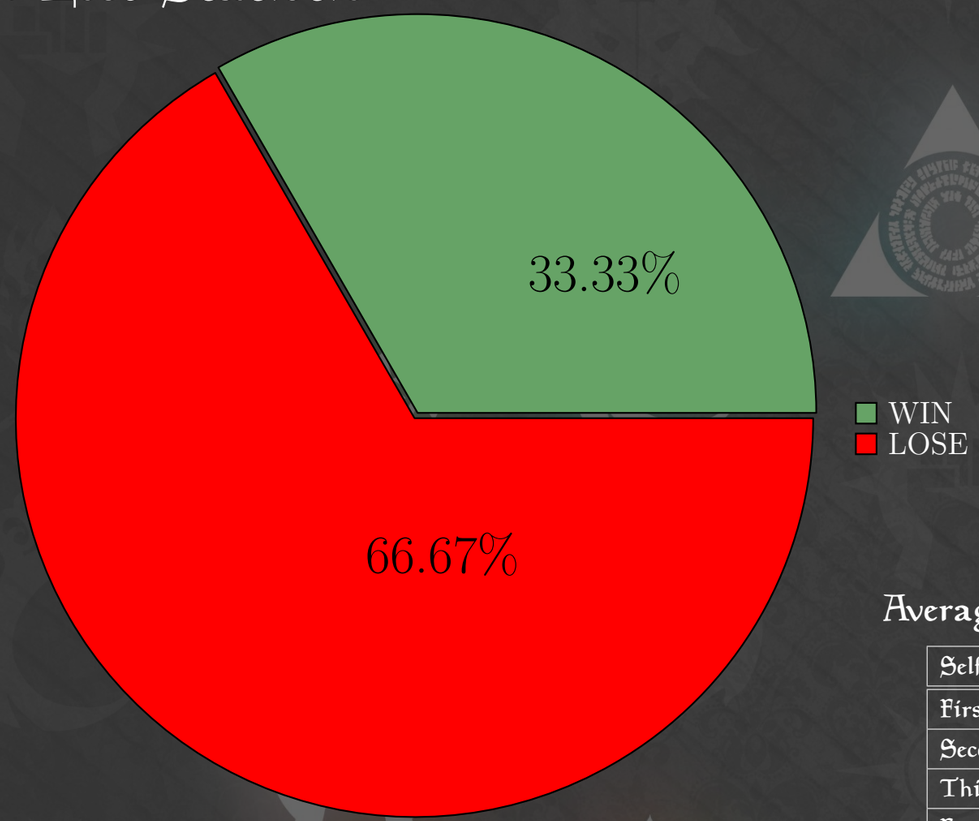
4 Player Commander Breakdown (PreCon)

Win/Lose Statistic



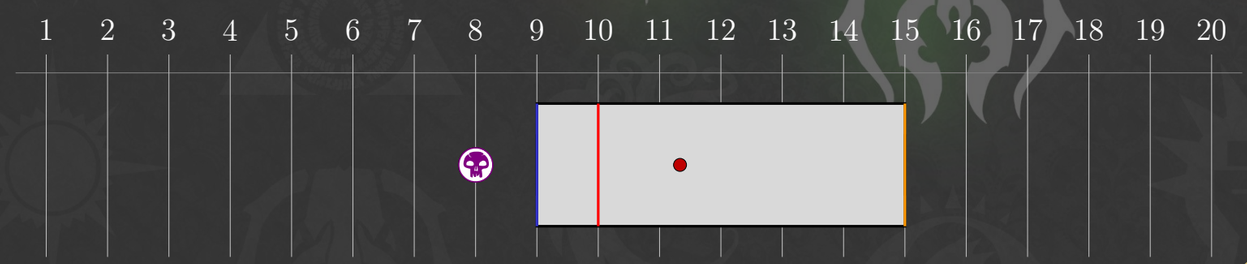
Average Finish Position

Self	1.67
First Player	1.33
Second Player	3.33
Third Player	2.00
Fourth Player	3.33

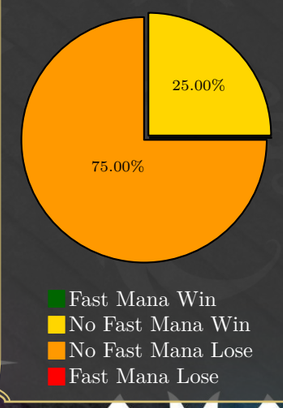
Turn Number Statistics

Average Number of Turns: 11.33

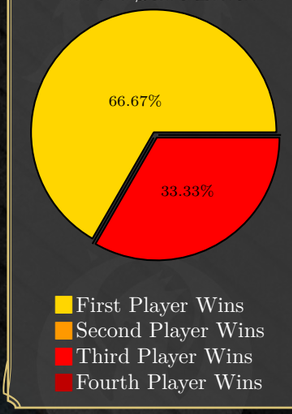
Average First Kill Turn: 8



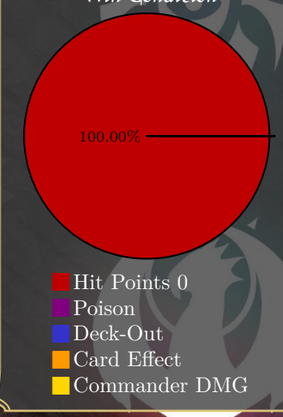
Fast Mana to Win/Lose



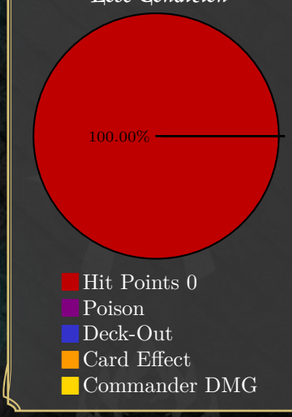
Winner's Start Position



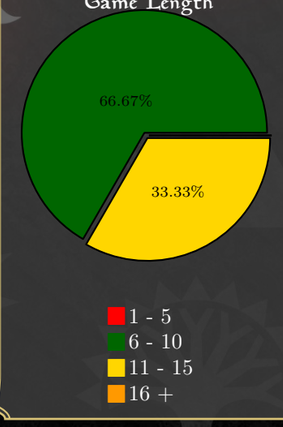
Win Condition



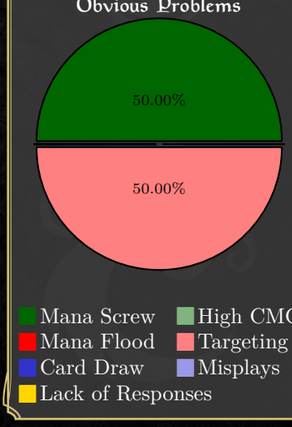
Lose Condition



Game Length



Obvious Problems



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