

# MAGIC THE GATHERING: COMMANDER LOGBOOK

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This Table of Decks does support a total of 40 Decks



### MOST TRACKED DECK



The most tracked deck is  
Arachnophobia  
(4 Games tracked)

### PERFORMANCE

#### 1v1 Commander

Number of Games: 12  
Last 10 Games:  
WWWWWL LWL WWL

#### 3 Player Commander

Number of Games: 3  
Last 10 Games:  
WL L

#### 4 Player Commander

Number of Games: 3  
Last 10 Games:  
L LW

### LEAST TRACKED DECK



The least tracked deck is  
Adamantine Flyers  
(0 Games tracked)

### DECK ARCHETYPES

Aggro/Burn	3
Control	3
Midrange	5
Combo	2
Ramp/Landfall	4
Token	0
Voltron	3
Stax/Tax/Lock	1
Mill	0
Aristocrats	0
Pillow Fort	2
Reanimator	0
Toolbox	0

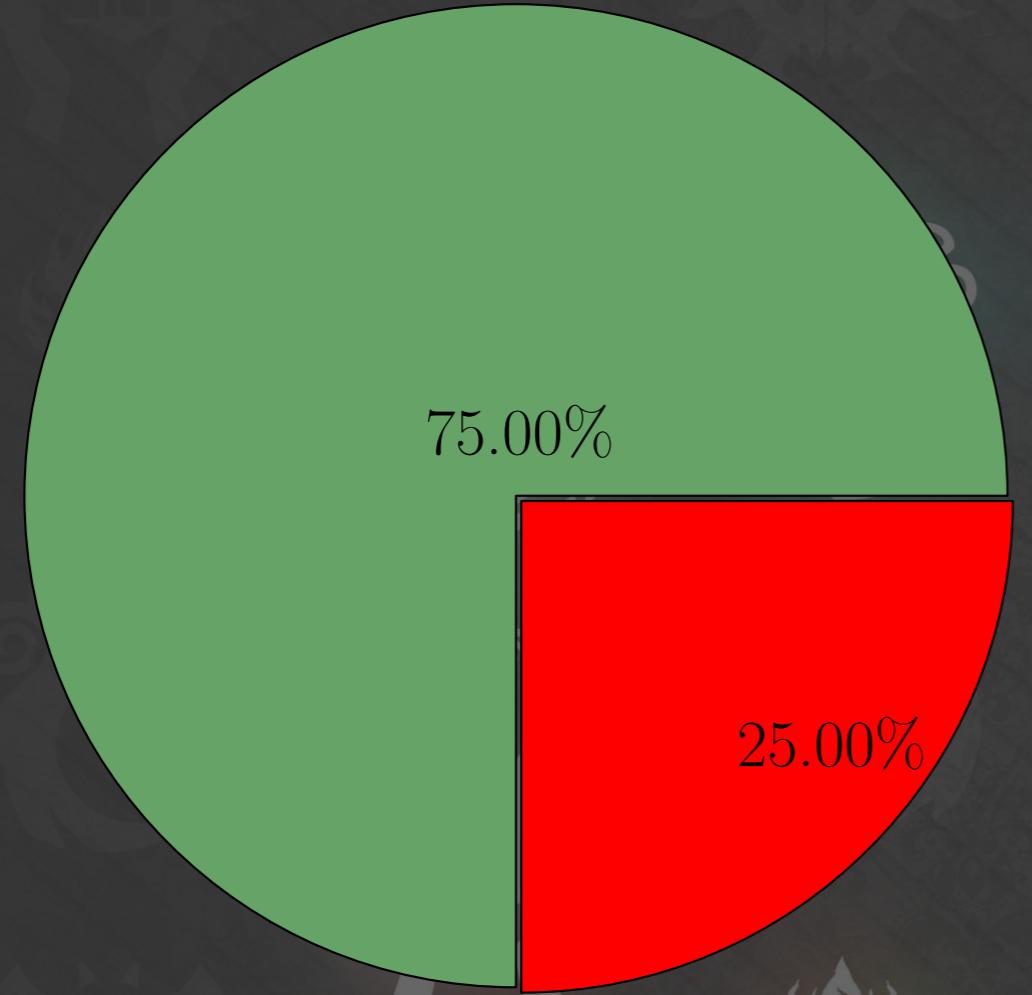
### AUTHOR'S NOTES

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

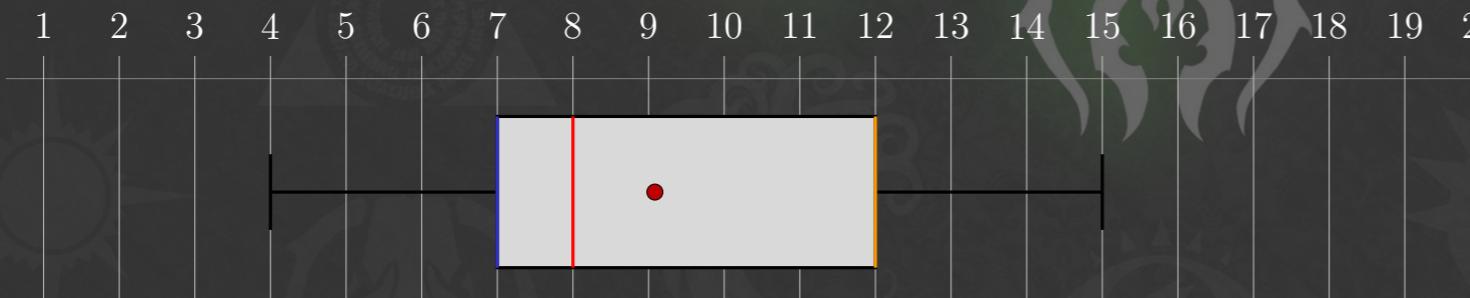
# 1v1 COMMANDER BREAKDOWN

## Win/Lose Statistic

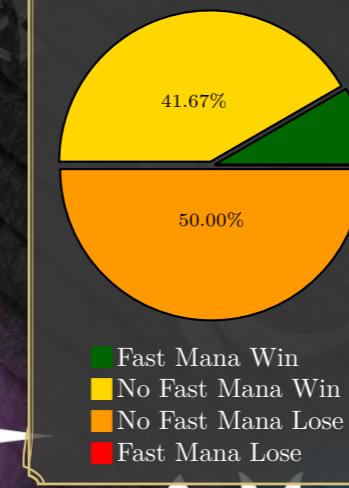


## Turn Number Statistics

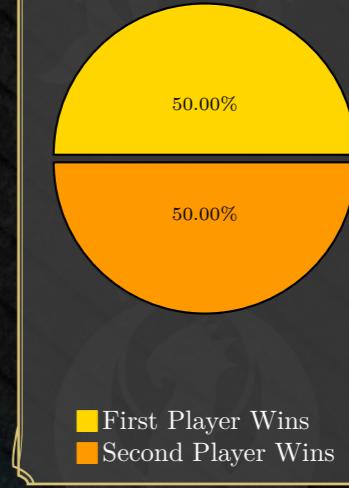
Average Number of Turns: 9.08



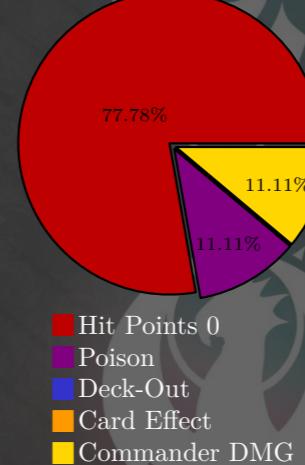
## Fast Mana to Win/Lose



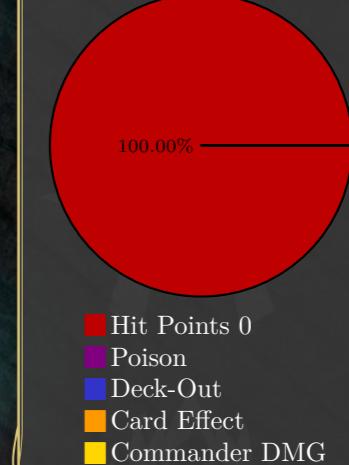
## Winner's Start Position



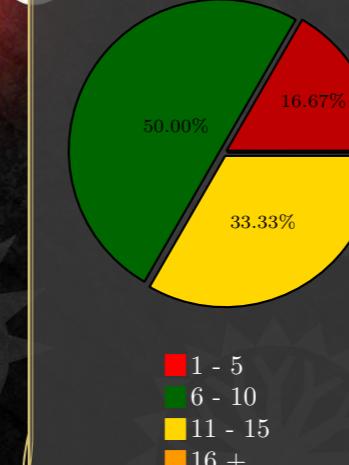
## Win Condition



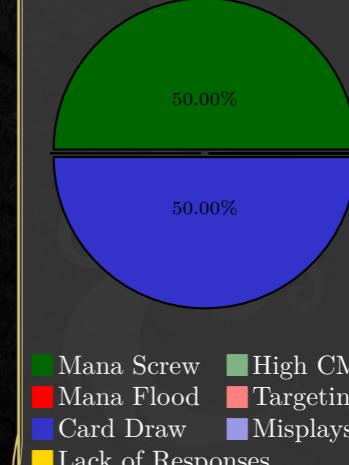
## Lose Condition



## Game Length



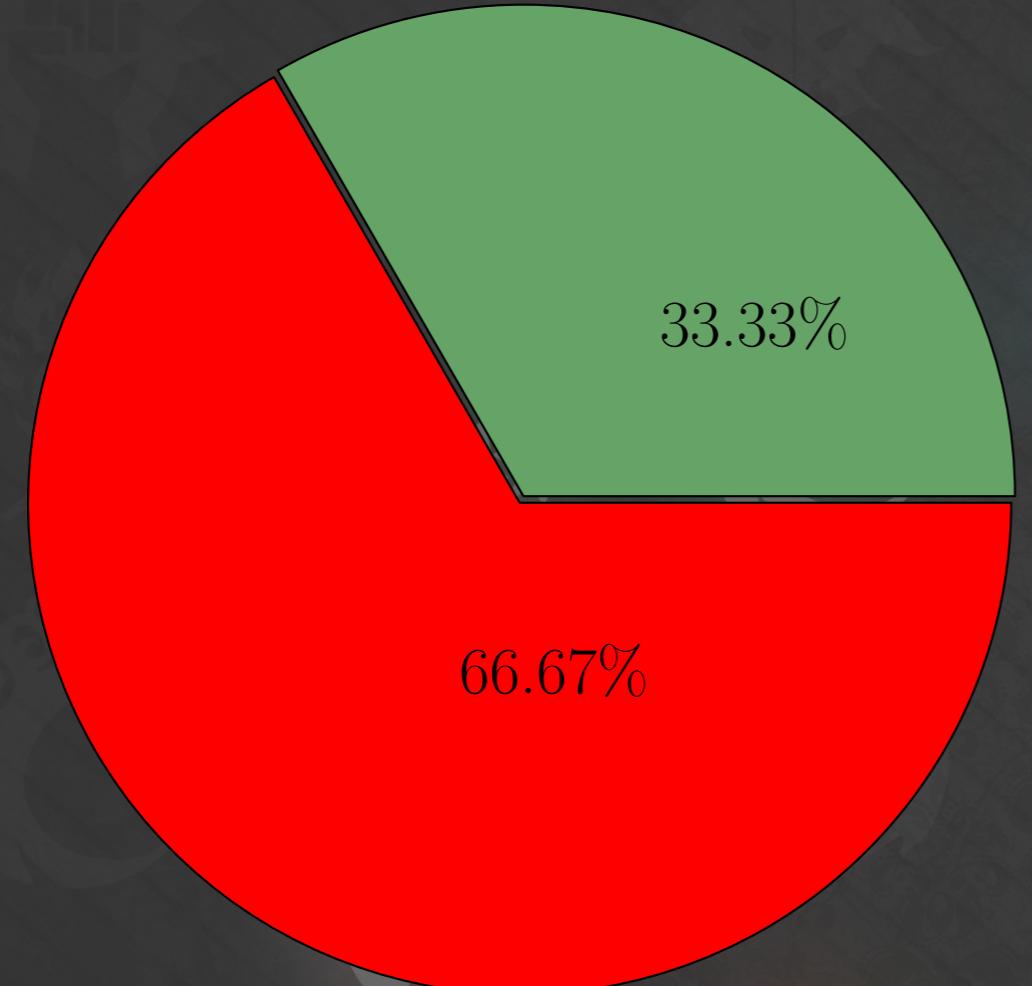
## Obvious Problems



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# 3 PLAYER COMMANDER BREAKDOWN

Win/Lose Statistic

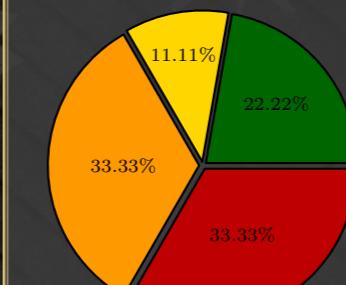


WIN  
LOSE

Average Finish Position

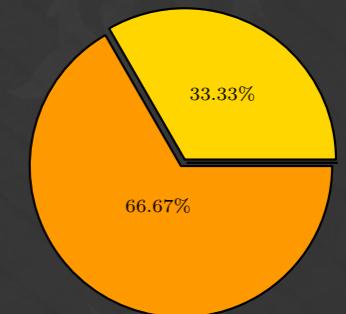
Self	2.00
First Player	1.67
Second Player	1.33
Third Player	3.00

Fast Mana to Win/Lose



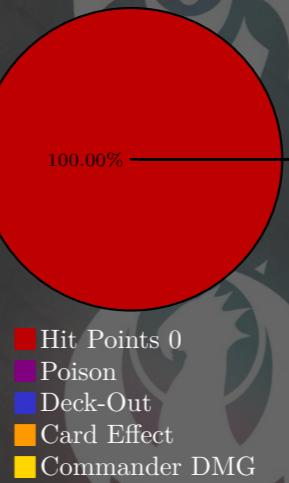
Fast Mana Win  
No Fast Mana Win  
No Fast Mana Lose  
Fast Mana Lose

Winner's Start Position



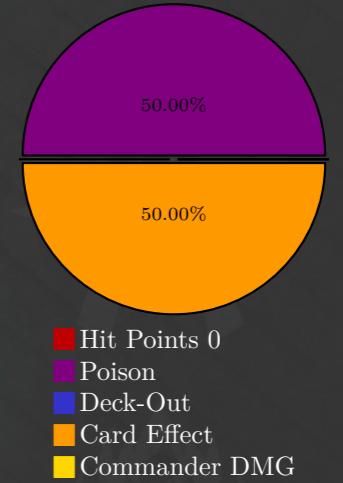
First Player Wins  
Second Player Wins  
Third Player Wins

Win Condition



Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

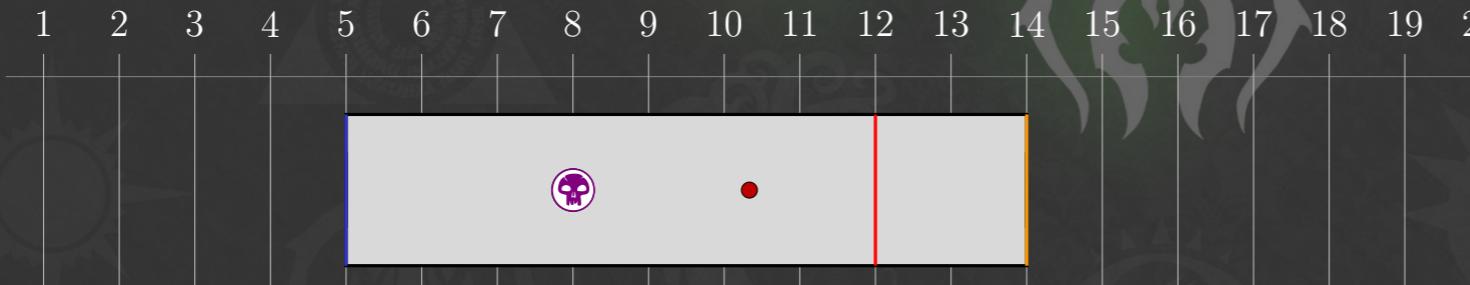
Lose Condition



Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

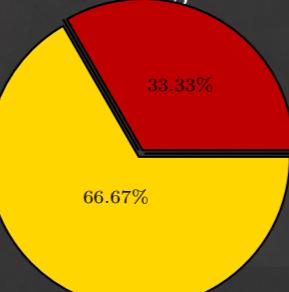
Turn Number Statistics

Average Number of Turns: 10.33



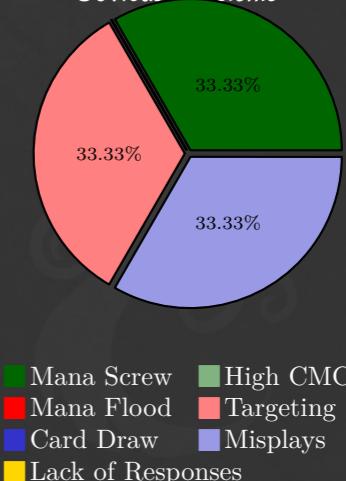
Average First Kill Turn: 8

Game Length



1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

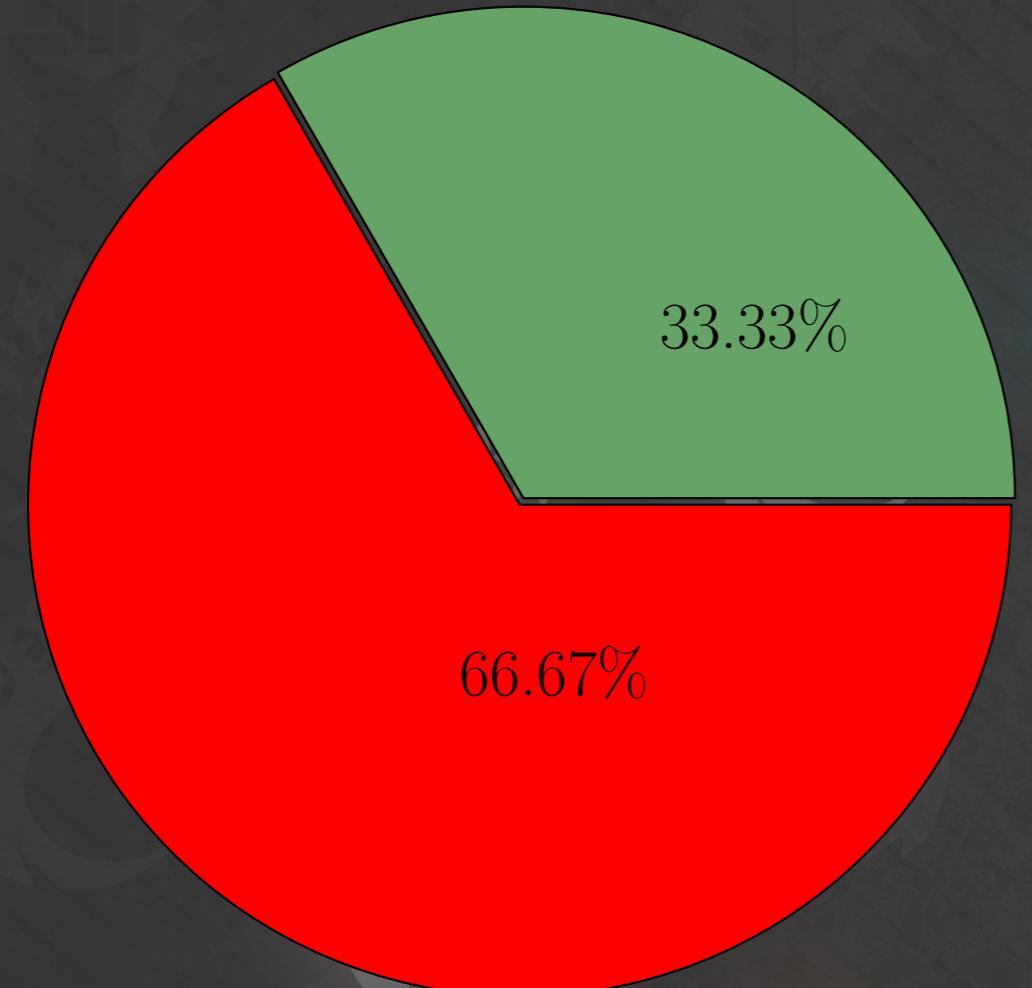


High CMC  
Misplays  
Lack of Responses

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# 4 PLAYER COMMANDER BREAKDOWN

## Win/Lose Statistic

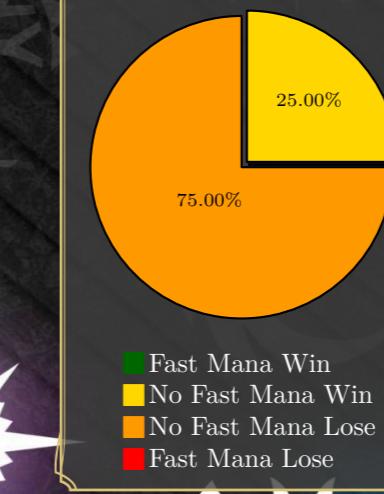


WIN  
LOSE

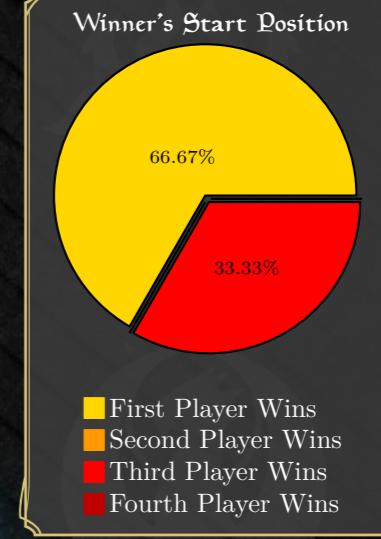
## Average Finish Position

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

## Fast Mana to Win/Lose



## Winner's Start Position

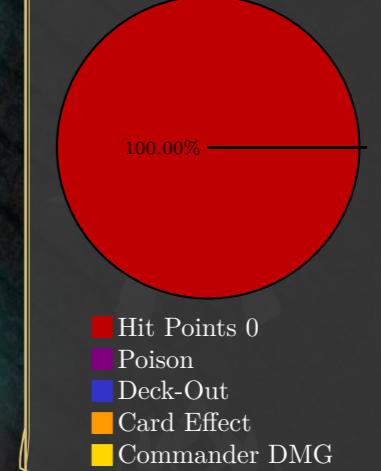


First Player Wins  
Second Player Wins  
No Fast Mana Win  
No Fast Mana Lose  
Fast Mana Lose

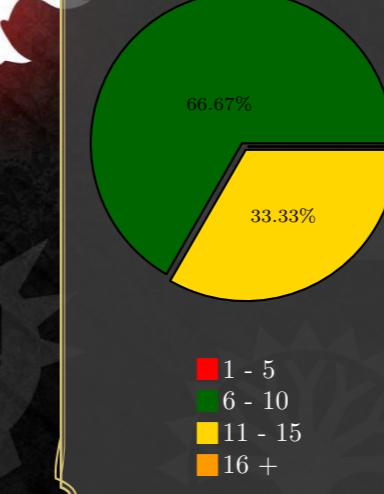
## Win Condition



## Lose Condition

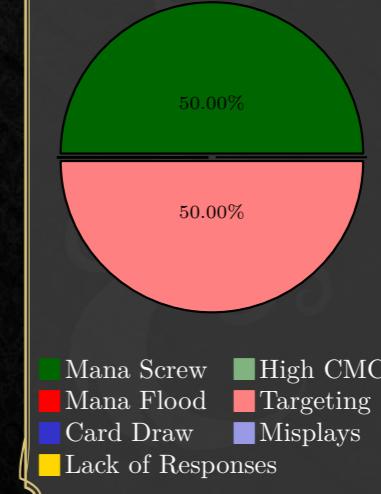


## Game Length



1 - 5  
6 - 10  
11 - 15  
16 +

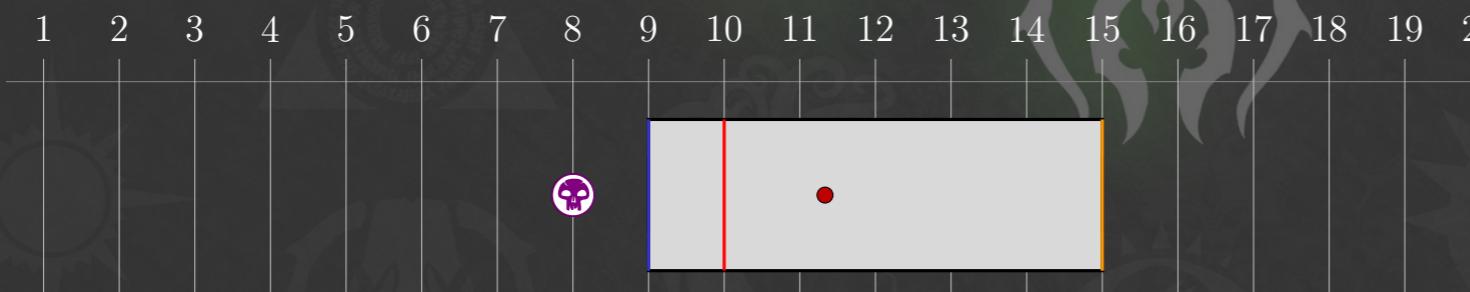
## Obvious Problems



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

## Turn Number Statistics

Average Number of Turns: 11.33



Average First Kill Turn: 8

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# ADAMANTING FLYERS - GENERAL

Sephara, Sky's Blade

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics

X  
●  
●  
●  
●  
●

100%

Game Length

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

Obvious Problems

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

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# ADAMANTING FLYERS - 1v1

Sephara, Sky's Blade

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

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

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# ADAMANTING FLYERS - 3 PLAYER

Sephara, Sky's Blade

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

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# ADAMANTING FLYERS - 4 PLAYER

Sephara, Sky's Blade

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Winner's Start Position

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

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

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# De/Reforestation - GENERAL

Titania, Voice of Gaea

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics

X  
●  
●  
●  
●  
●  
●

100%

Game Length

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

Obvious Problems

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

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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



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

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

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# De/Reforestation - 3 Player

Titania, Voice of Gaea

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Obvious Problems

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

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# De/Reforestation - 4 Player

Titania, Voice of Gaea

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

## Turn Number Statistics

Average Number of Turns: 0



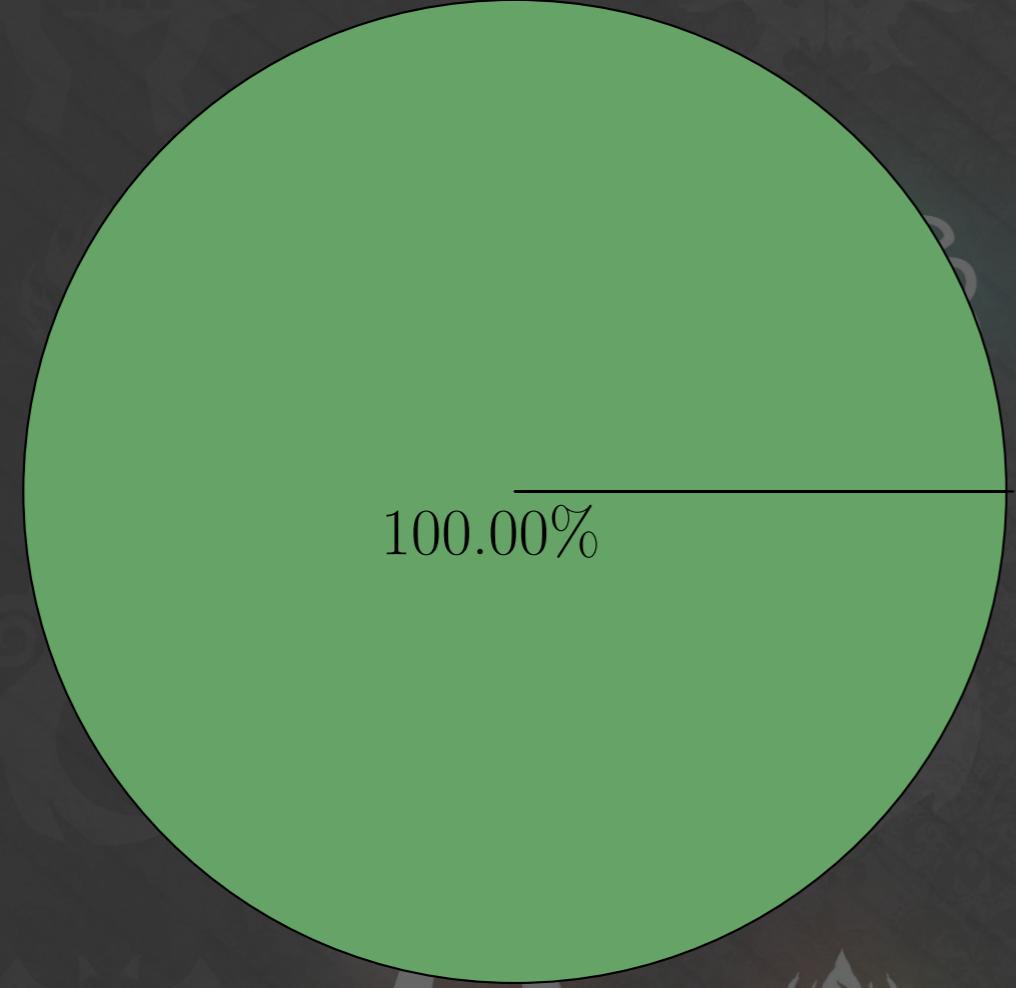
Average First Kill Turn: 0

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# ELDRAZI UNBOUND - GENERAL

Zhudok, Void Gorger

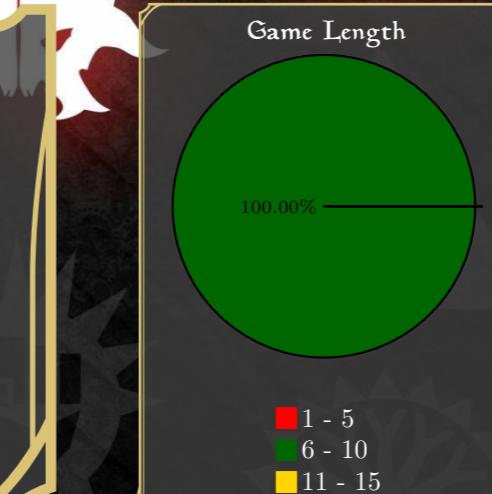
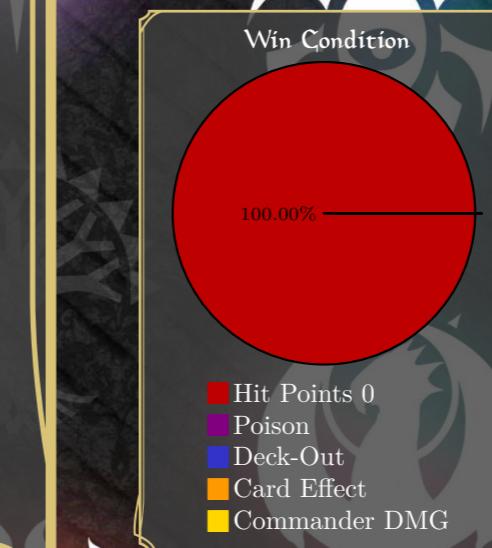
## Win/Lose Statistic



## Color Match-Up Statistics



100%



## Mulligan Reasons

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

## Lose Condition

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

## Obvious Problems

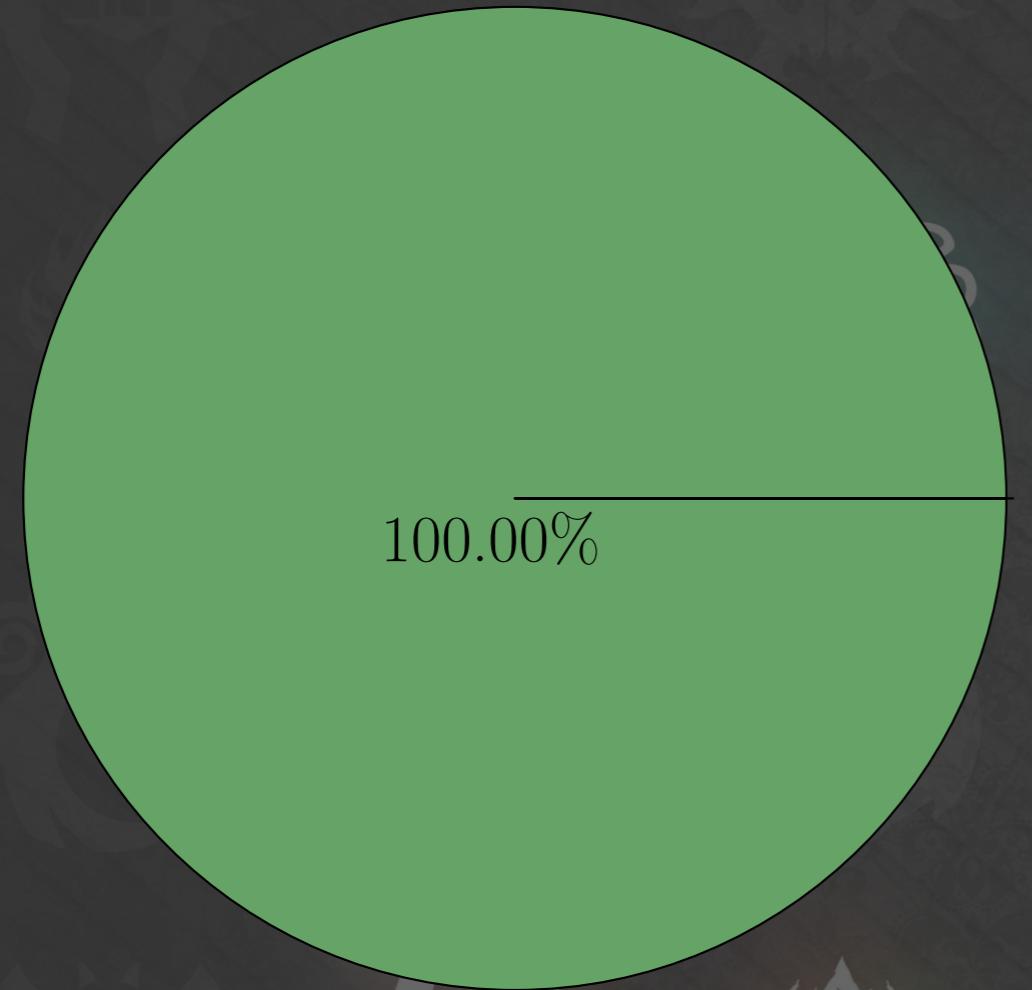
- Mana Screw
- High CMC
- Mana Flood
- Targeting
- Card Draw
- Misplays
- Lack of Responses

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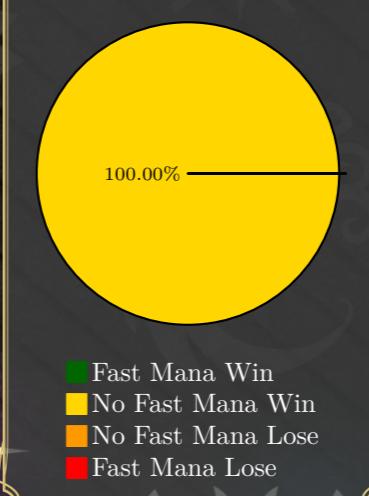
# ELDRAZI UNBOUND - 1v1

Zhudok, Void Gorer

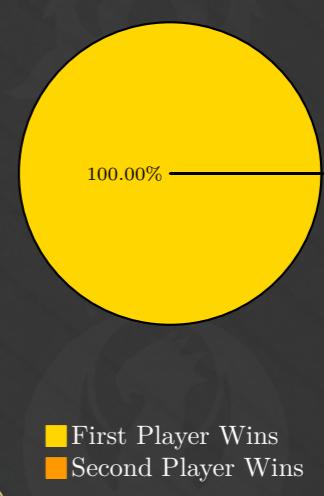
## Win/Lose Statistic



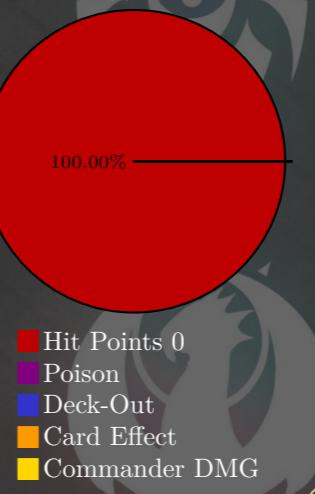
## Fast Mana to Win/Lose



## Winner's Start Position



## Win Condition



## Lose Condition

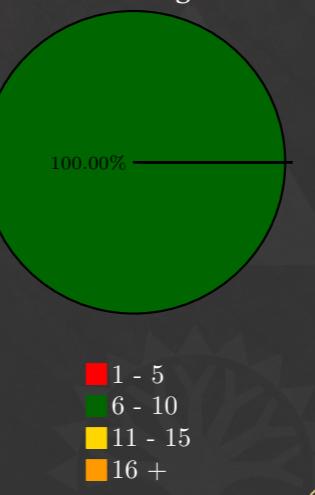


## Turn Number Statistics

Average Number of Turns: 8



## Game Length



## Obvious Problems



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# ELDRAZI UNBOUND - 3 PLAYER

Zhudok, Void Gorer

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

## Turn Number Statistics

Average Number of Turns: 0



## Average First Kill Turn: 0

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# ELDRAZI UNBOUND - 4 PLAYER

Zhudok, Void Gorer

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Fast Mana to Win/Lose

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

## Winner's Start Position

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

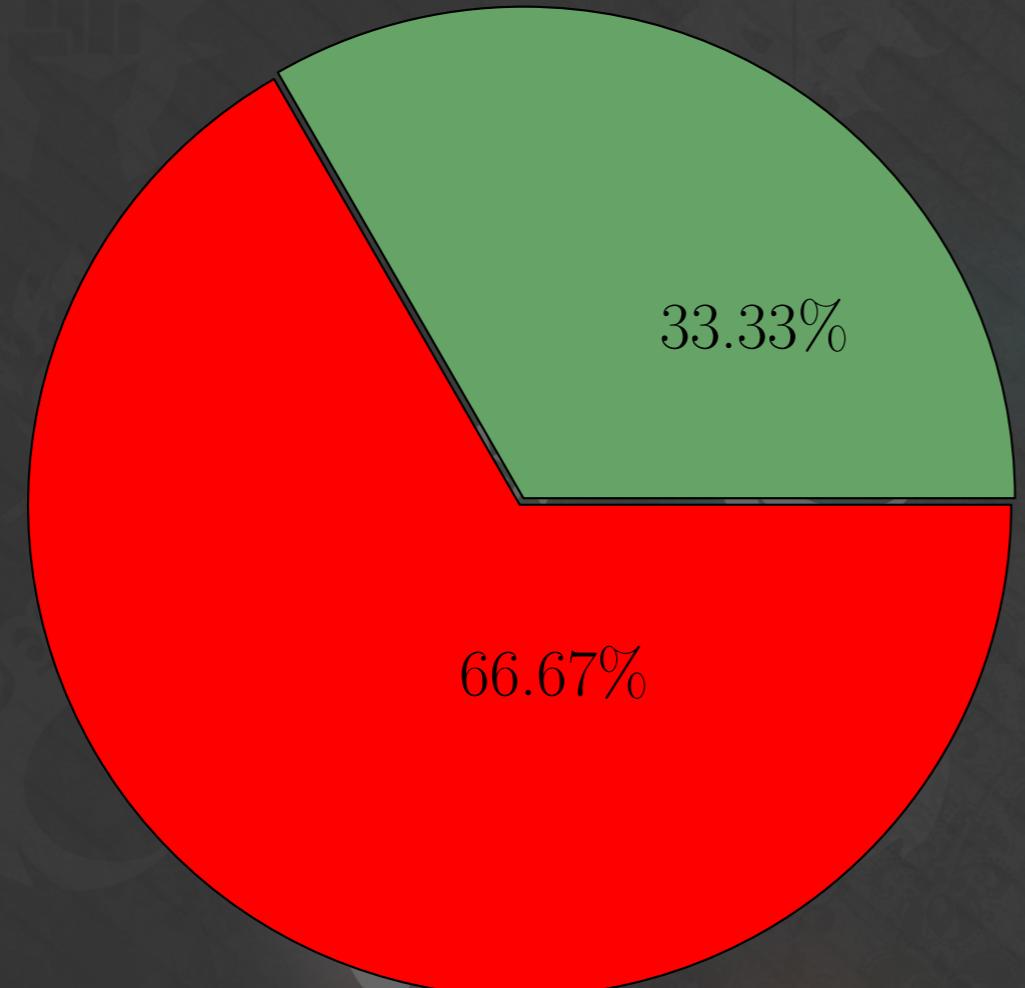
Mana Screw | High CMC  
Mana Flood | Targeting  
Card Draw | Misplays  
Lack of Responses

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# STRENGTH IS RELATIVE - GENERAL

Rograkh, Son of Rogahh and Jeska, Thrice Reborn

Win/Lose Statistic



■ WIN  
■ LOSE



Mulligan Reasons

100.00%

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

Win Condition

100.00%

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

Lose Condition

100.00%

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

Color Match-Up Statistics



25%

Game Length



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

Obvious Problems

100.00%

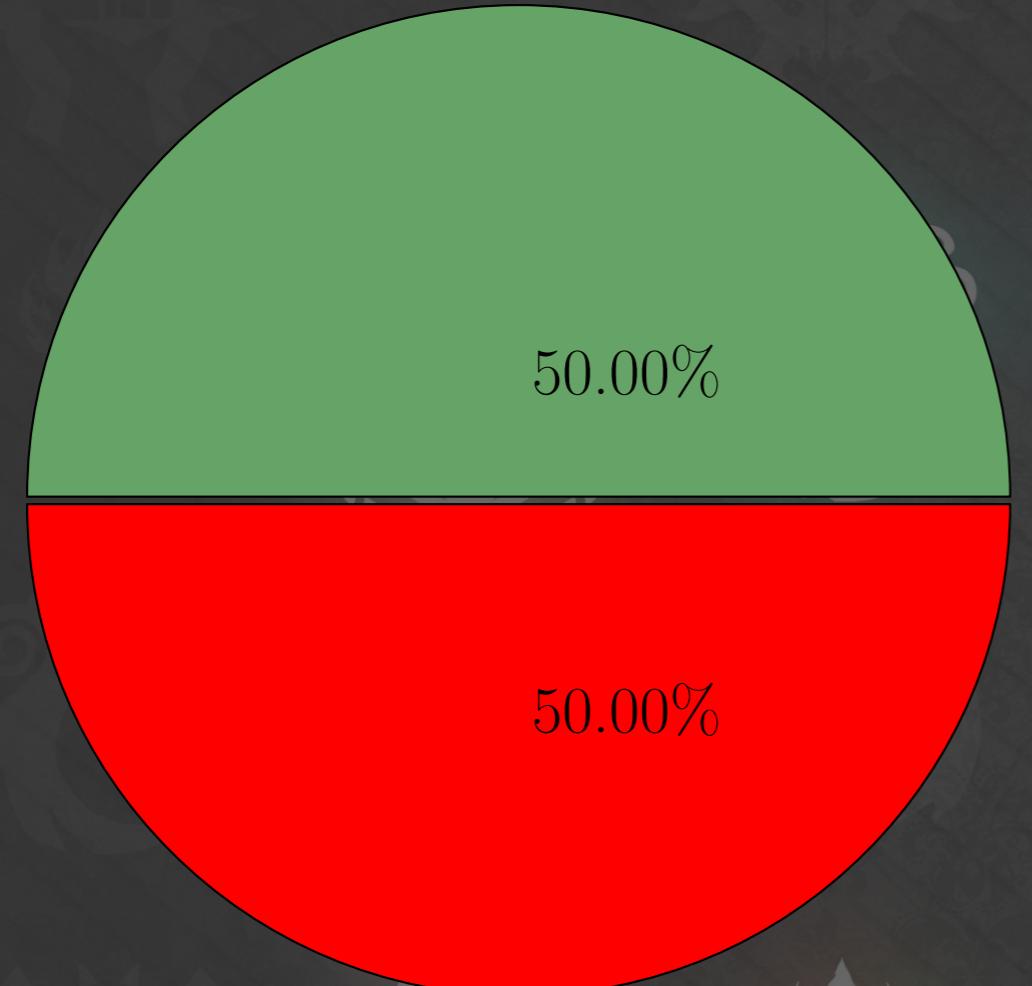
- Mana Screw
- Mana Flood
- Targeting
- Card Draw
- Misplays
- Lack of Responses

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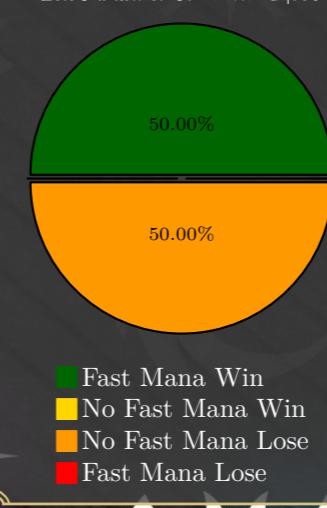
# STRENGTH IS RELATIVE - v1

Rograkh, Son of Rogahh and Jeska, Thrice Reborn

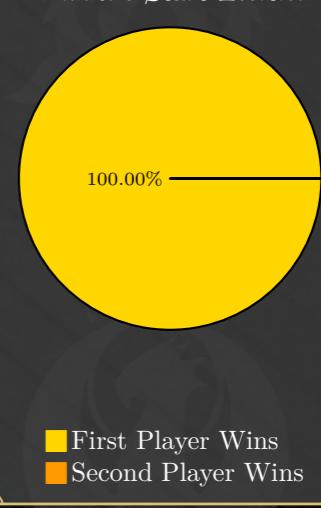
## Win/Lose Statistic



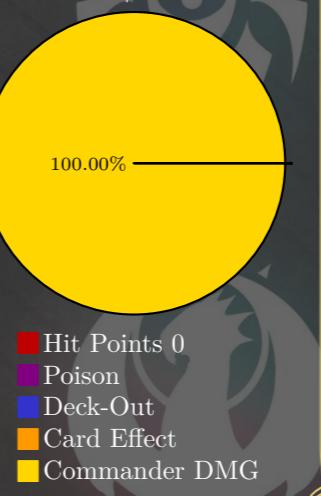
## Fast Mana to Win/Lose



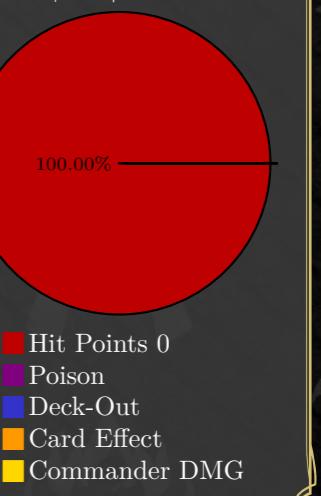
## Winner's Start Position



## Win Condition



## Lose Condition

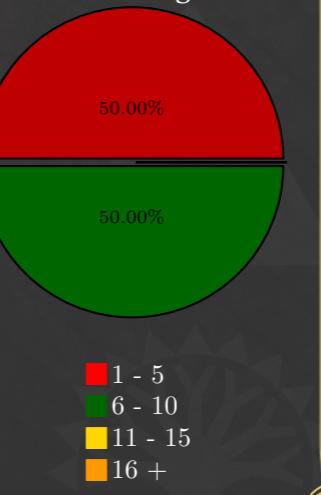


## Turn Number Statistics

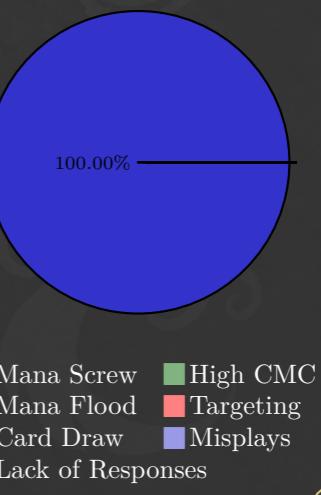
Average Number of Turns: 6



## Game Length



## Obvious Problems



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# STRENGTH IS RELATIVE - 3 PLAYER

Rograkh, Son of Rogahh and Jeska, Thrice Reborn

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

High CMC  
Targeting  
Misplays  
Lack of Responses

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Obvious Problems

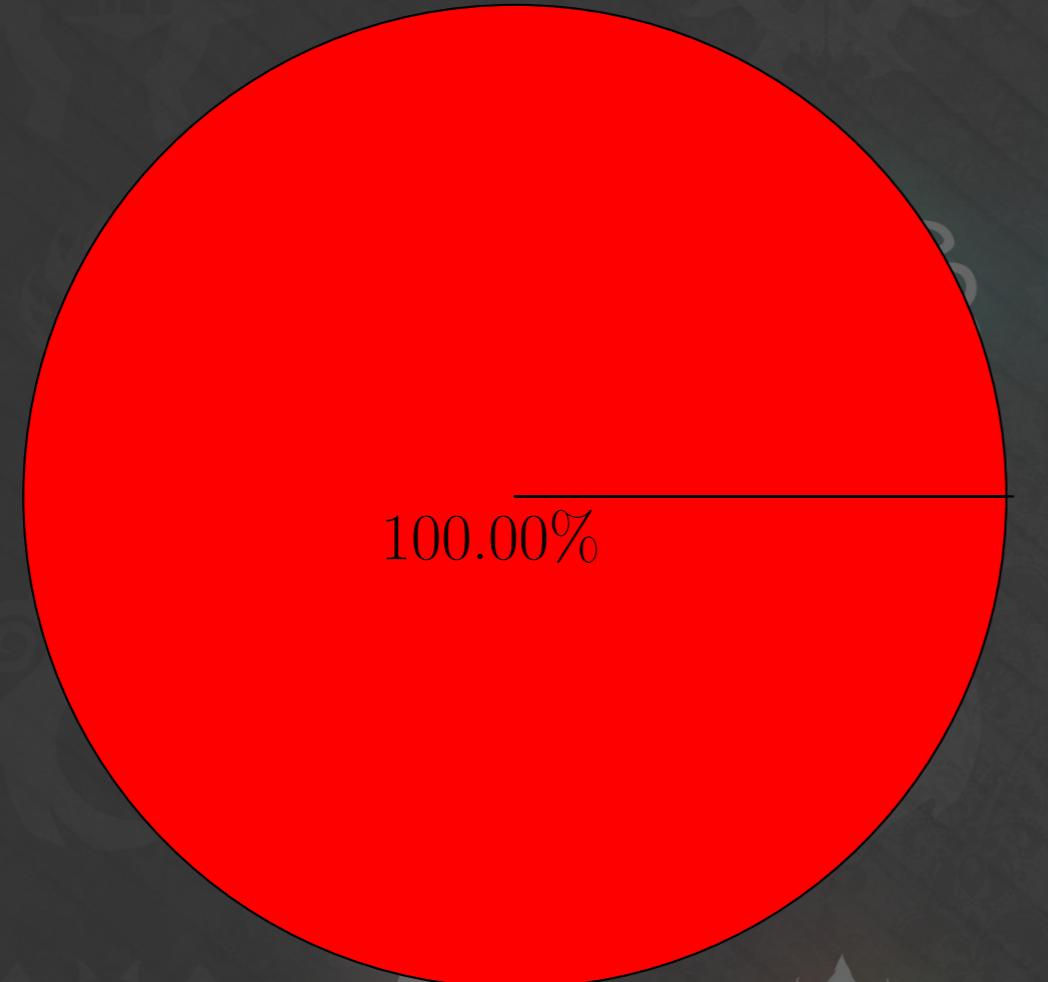
Mana Screw  
Mana Flood  
Card Draw  
Lack of Responses

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# STRENGTH IS RELATIVE - 4 PLAYER

Rograkh, Son of Rogahh and Jeska, Thrice Reborn

## Win/Lose Statistic



## Average Finish Position

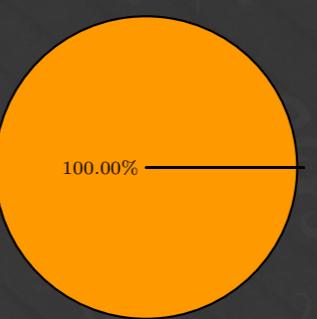
Self | 2.00

## Turn Number Statistics

Average Number of Turns: 9

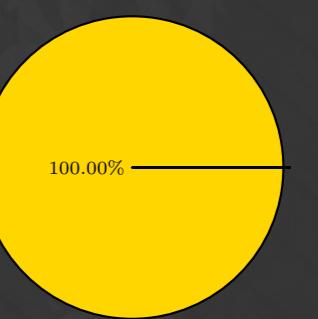


## Fast Mana to Win/Lose



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

## Winner's Start Position



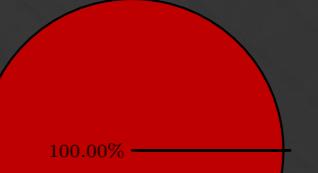
First Player Wins  
Second Player Wins  
Third Player Wins  
Fourth Player Wins

## Win Condition



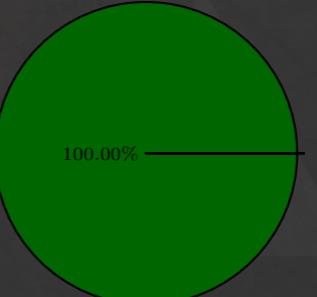
Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition



Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length



1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems



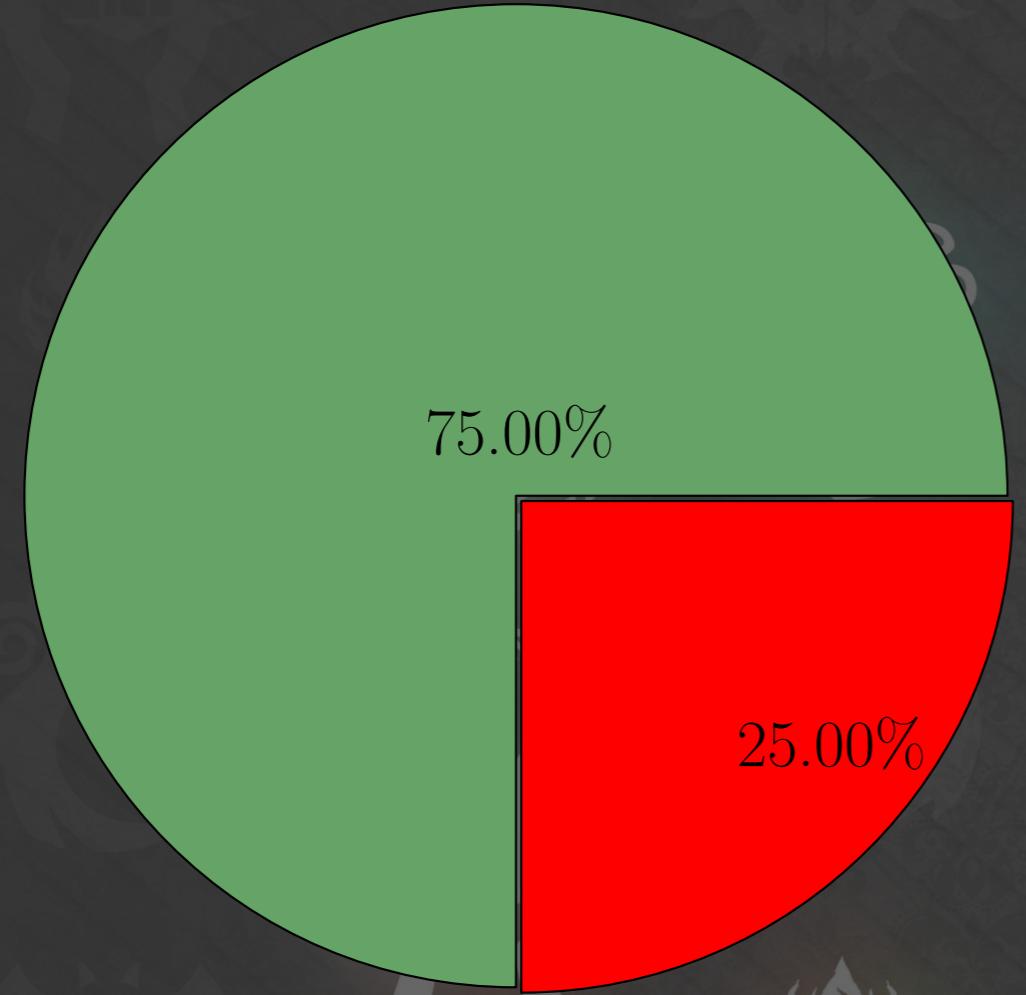
Mana Screw  
Mana Flood  
Card Draw  
Lack of Responses  
High CMC  
Targeting  
Misplays

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# ARACHNOPHOBIA - GENERAL

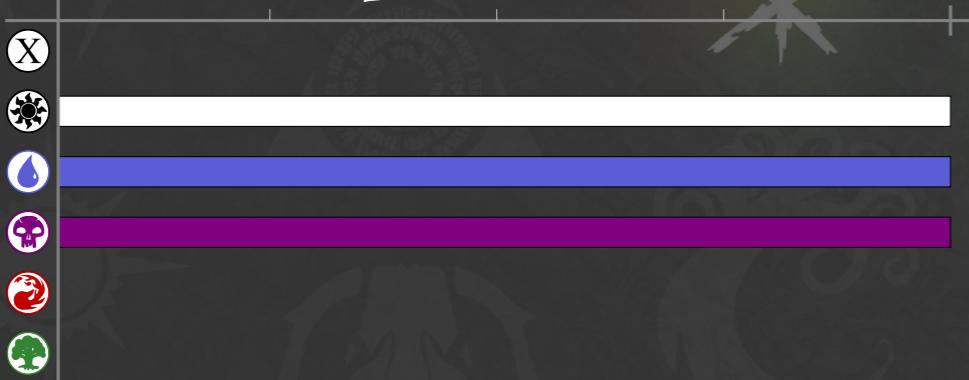
Shelob, Child of Ungoliant

## Win/Lose Statistic



■ WIN  
■ LOSE

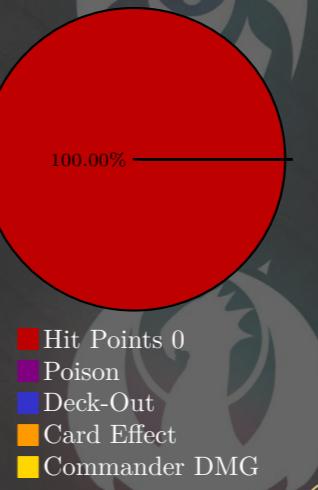
## Color Match-Up Statistics



33.33%

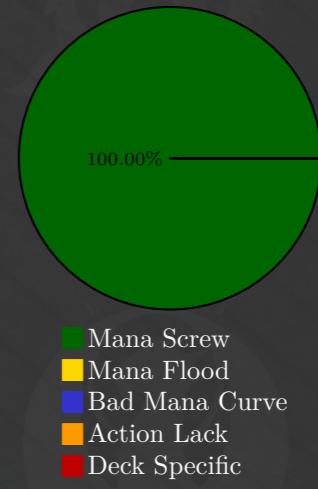


## Win Condition



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

## Mulligan Reasons



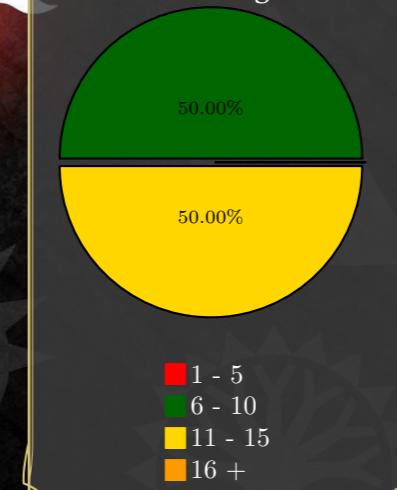
■ Mana Screw  
■ Mana Flood  
■ Bad Mana Curve  
■ Action Lack  
■ Deck Specific

## Lose Condition



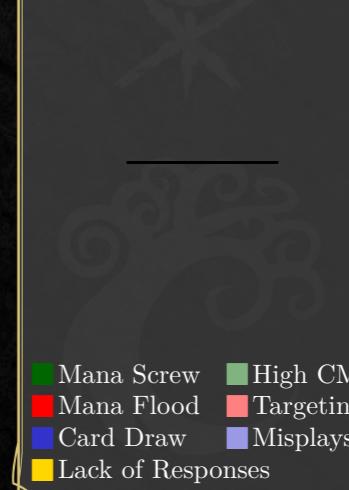
■ Hit Points 0  
■ Poison  
■ Deck-Out  
■ Card Effect  
■ Commander DMG

## Game Length



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

## Obvious Problems



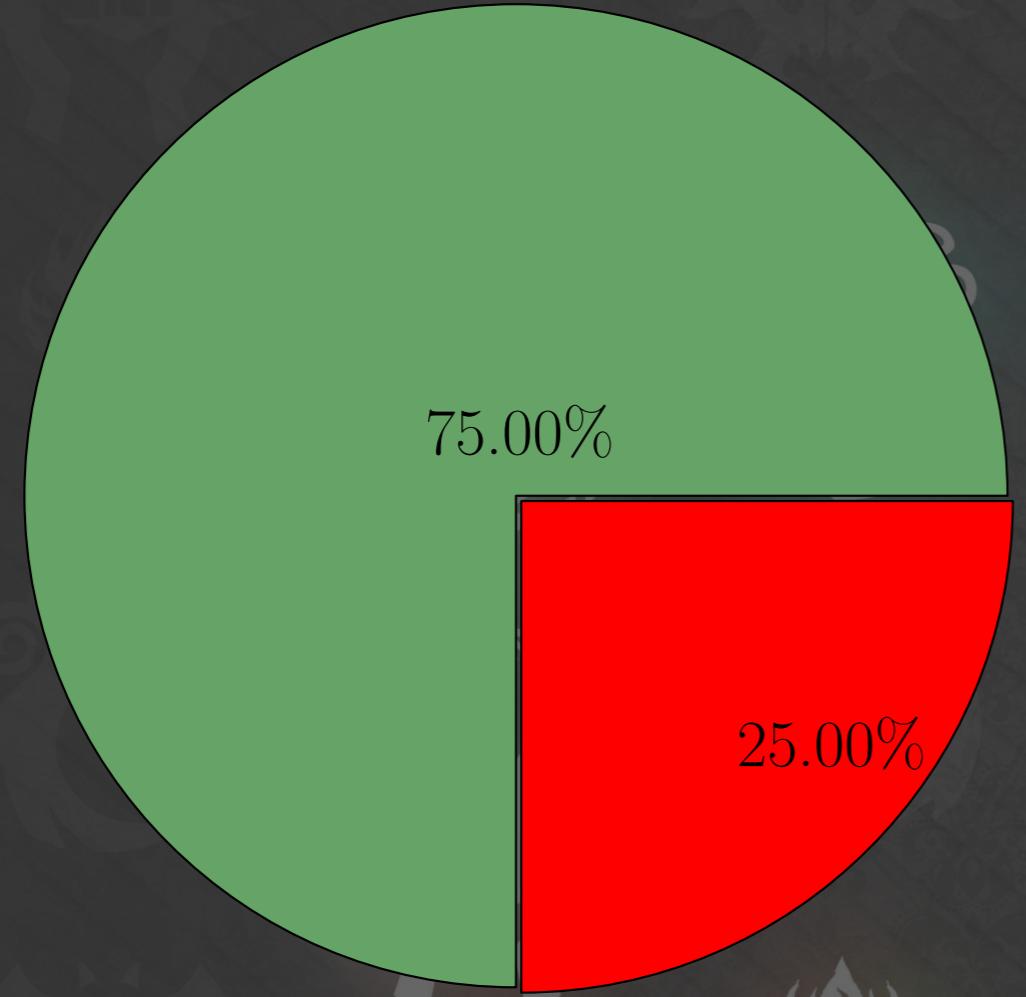
■ Mana Screw ■ High CMC  
■ Mana Flood ■ Targeting  
■ Card Draw ■ Misplays  
■ Lack of Responses

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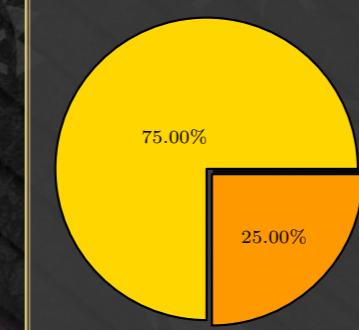
# ARAChNOPHOBIA - 1v1

Shelob, Child of Ungoliant

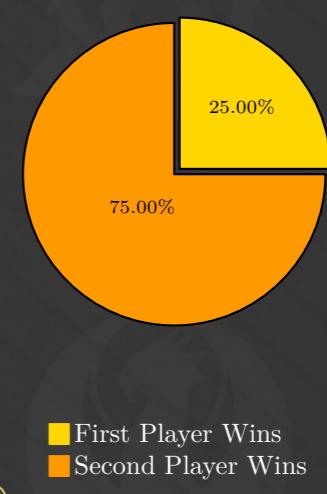
## Win/Lose Statistic



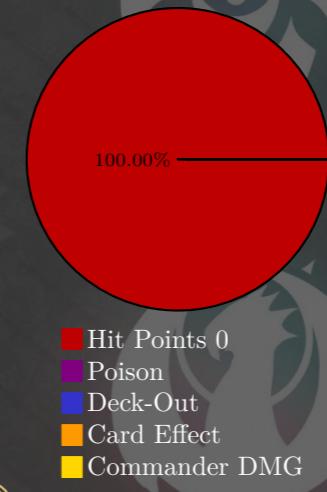
## Fast Mana to Win/Lose



## Winner's Start Position



## Win Condition

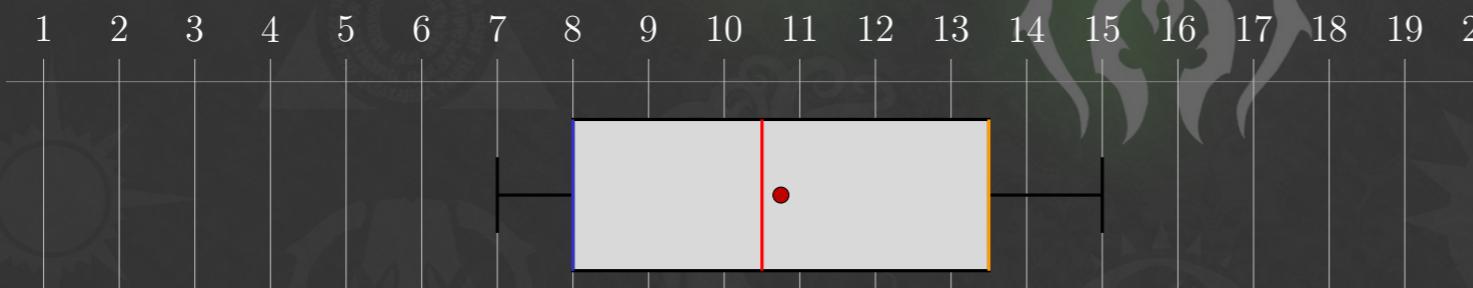


## Lose Condition

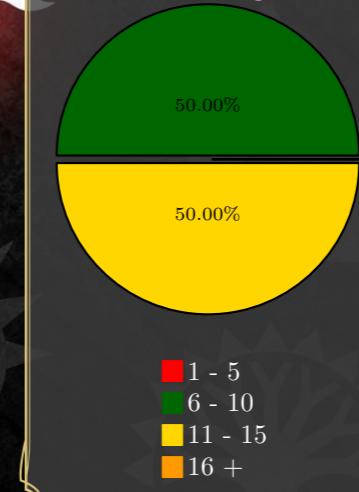


## Turn Number Statistics

Average Number of Turns: 10.75



## Game Length



## Obvious Problems



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# ARACHNOPHOBIA - 3 PLAYER

Shelob, Child of Ungoliant

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

High CMC  
Targeting  
Misplays  
Lack of Responses

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

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# ARACHNOPHOBIA - 4 PLAYER

Shelob, Child of Ungoliant

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Fast Mana to Win/Lose

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

## Winner's Start Position

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

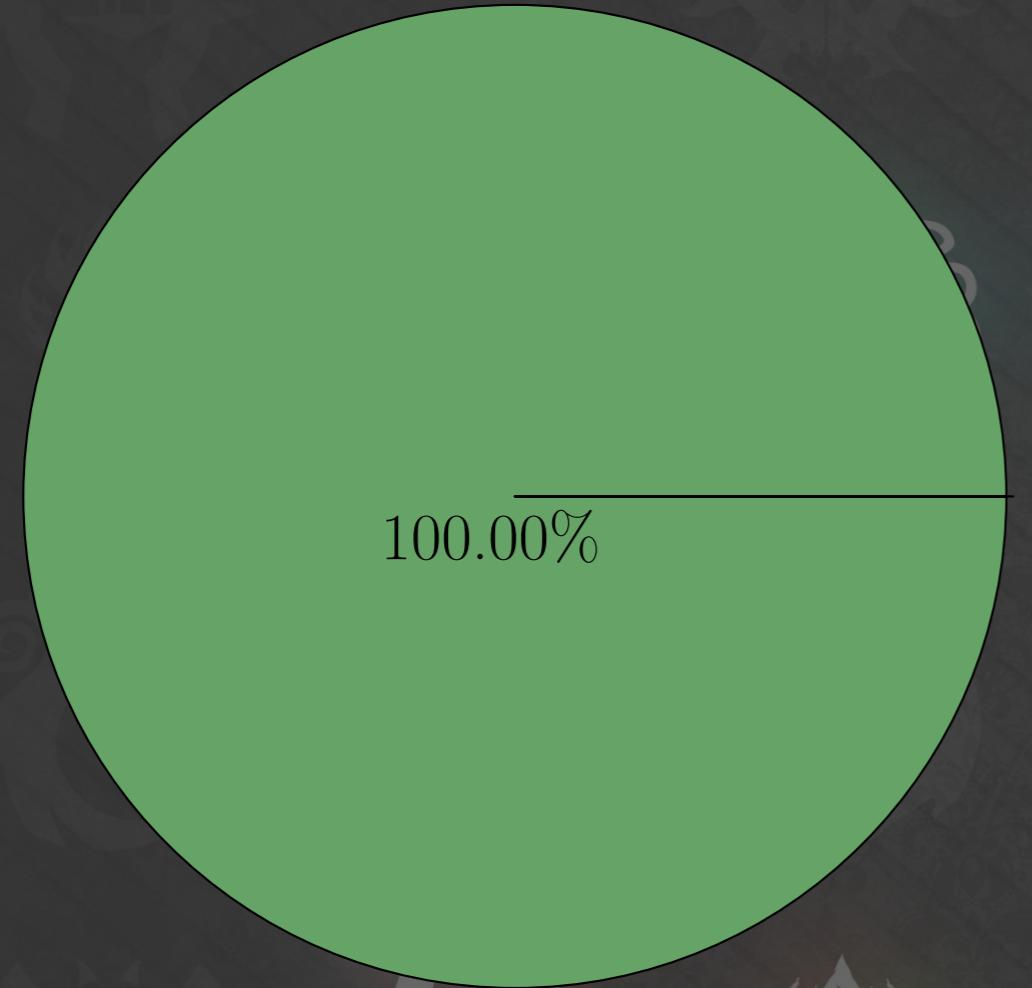
Mana Screw | High CMC  
Mana Flood | Targeting  
Card Draw | Misplays  
Lack of Responses

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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

100.00%

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

## Lose Condition

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

## Color Match-Up Statistics

- X
- 
- 
- 
- 
- 

100%

## Game Length

100.00%

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

## Obvious Problems

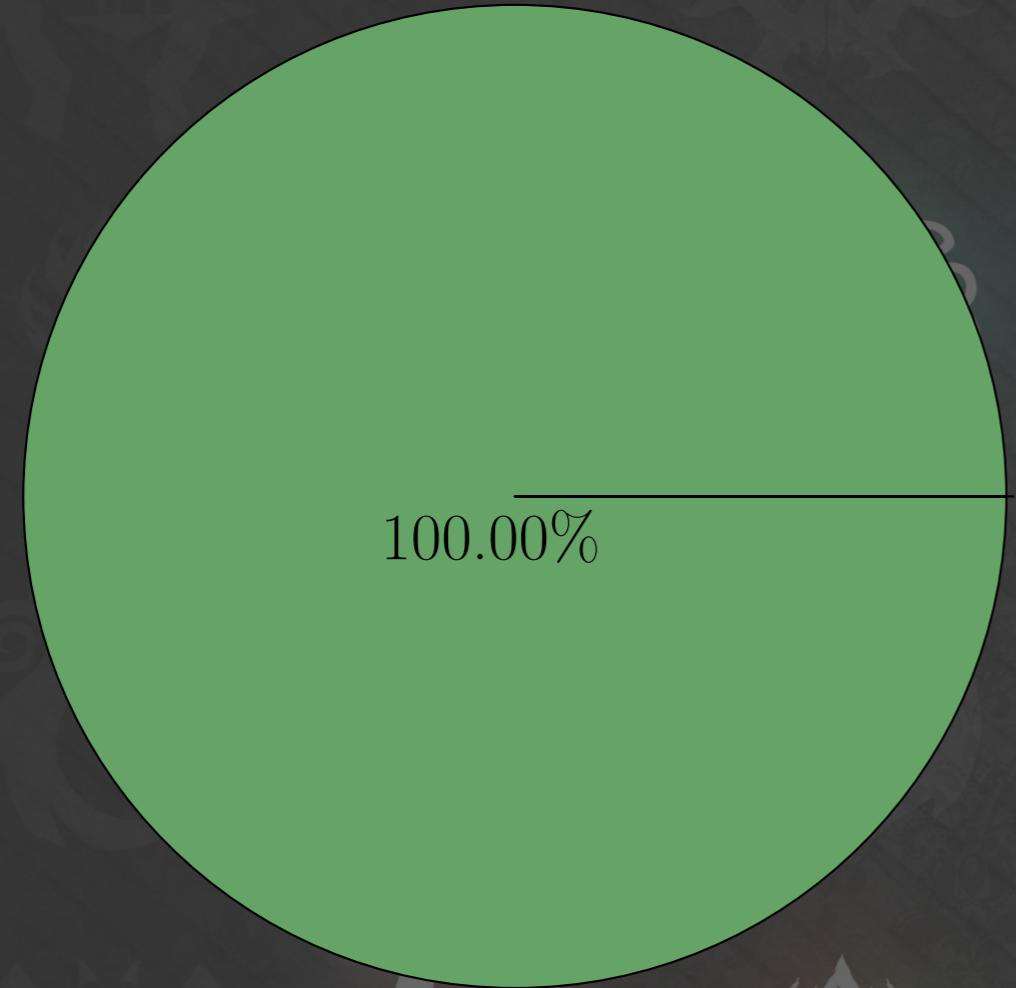
- Mana Screw
- Mana Flood
- Card Draw
- High CMC
- Targeting
- Misplays
- Lack of Responses

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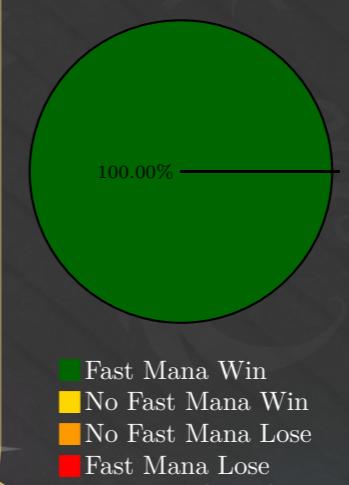
# hIDING NINJAS - 1v1

Satoru Umezawa

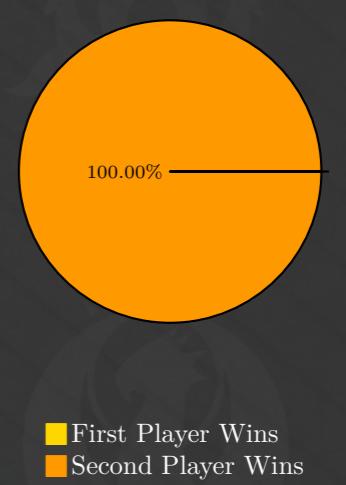
## Win/Lose Statistic



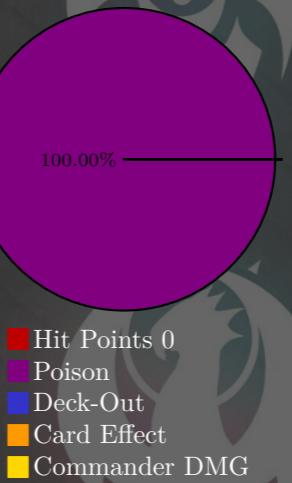
## Fast Mana to Win/Lose



## Winner's Start Position



## Win Condition



## Lose Condition

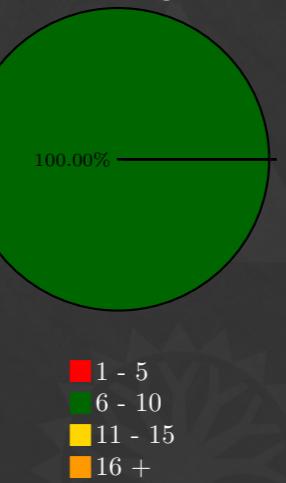


## Turn Number Statistics

Average Number of Turns: 8



## Game Length



## Obvious Problems



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# HIDING NINJAS - 3 PLAYER

Satoru Umezawa

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



## Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## 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

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Winner's Start Position

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

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

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# 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

X  
●  
●  
●  
●  
●

100%

Game Length

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

Obvious Problems

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

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# 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



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

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

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# RETURN TO MONKEE - 3 PLAYER

Kibo, Uktabi Prince

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

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# 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

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

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# 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

X  
●  
●  
●  
●  
●

100%

Game Length

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

Obvious Problems

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

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# BLINKING DRAGONS - 1v1

Miirym, Sentinel Wyrm

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

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

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# BLINKING DRAGONS - 3 PLAYER

Miiryrm, Sentinel Wyrm

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

High CMC  
Targeting  
Misplays  
Lack of Responses

## Turn Number Statistics

Average Number of Turns: 0



## Fast Mana to Win/Lose

## Winner's Start Position

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# BLINKING DRAGONS - 4 PLAYER

Miiryrm, 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

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

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# BLOODTHIRSTY HYBRID - GENERAL

Indoraptor, the Perfect Hybrid

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics

X  
●  
●  
●  
●  
●

100%

Game Length

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

Obvious Problems

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

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# BLOODTHIRSTY HYBRID - 1v1

Indoraptor, the Perfect Hybrid

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

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

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# BLOODTHIRSTY HYBRID - 3 PLAYER

Indoraptor, the Perfect Hybrid

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

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# BLOODTHIRSTY HYBRID - 4 PLAYER

Indoraptor, the Perfect Hybrid

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

## Turn Number Statistics

Average Number of Turns: 0



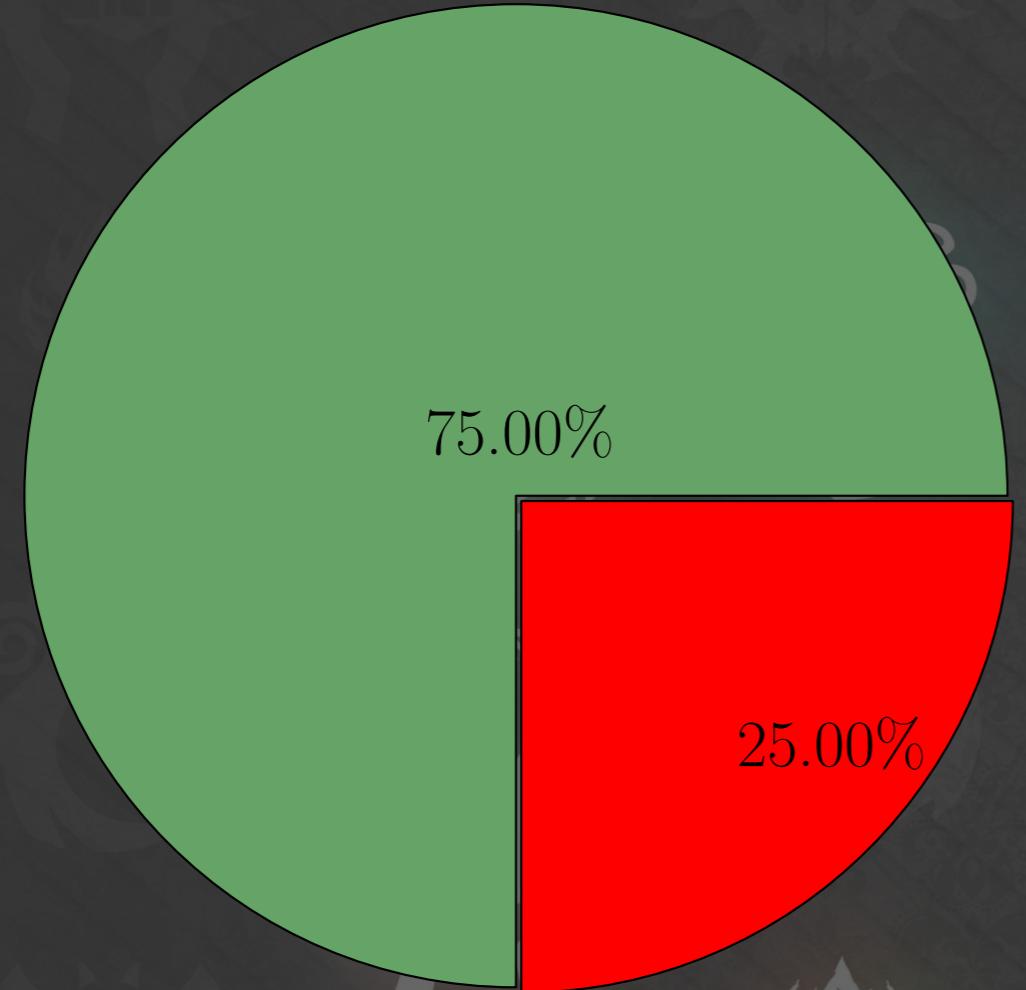
Average First Kill Turn: 0

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# BURNING HEAVENS - GENERAL

Kaalia of the Vast

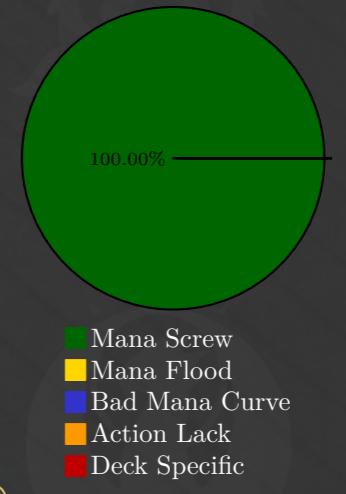
## Win/Lose Statistic



■ WIN  
■ LOSE

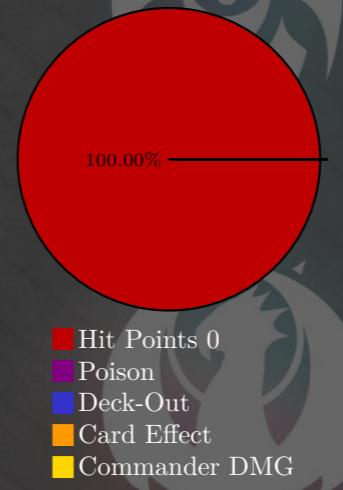


## Mulligan Reasons



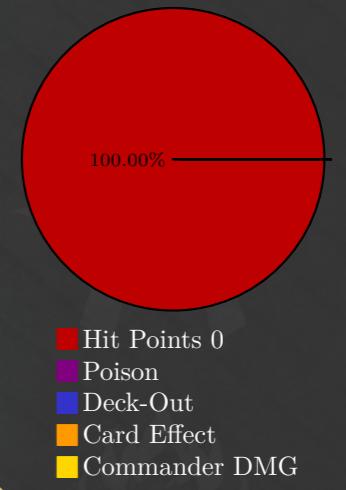
■ Mana Screw  
■ Mana Flood  
■ Bad Mana Curve  
■ Action Lack  
■ Deck Specific

## Win Condition



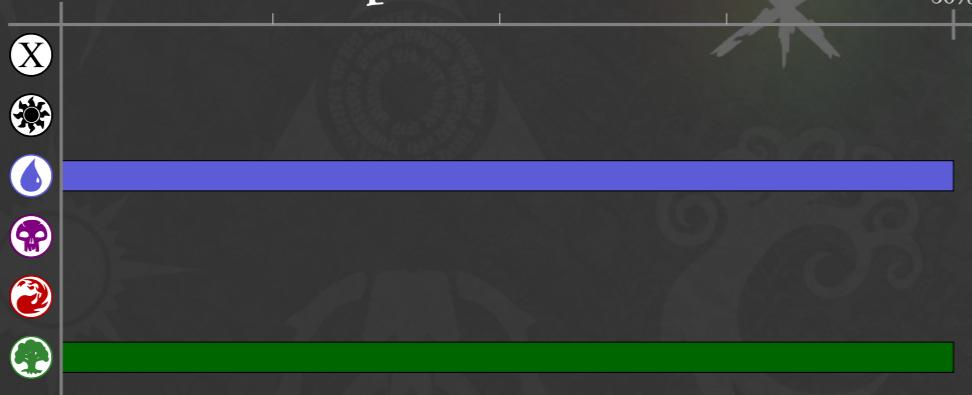
■ Hit Points 0  
■ Poison  
■ Deck-Out  
■ Card Effect  
■ Commander DMG

## Lose Condition



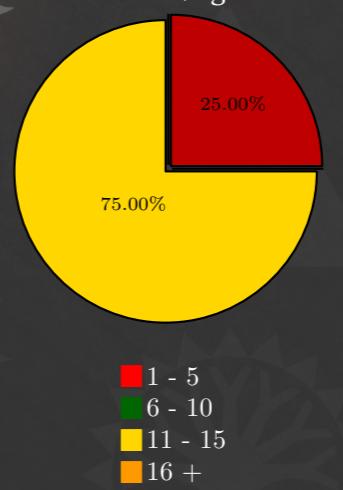
■ Hit Points 0  
■ Poison  
■ Deck-Out  
■ Card Effect  
■ Commander DMG

## Color Match-Up Statistics



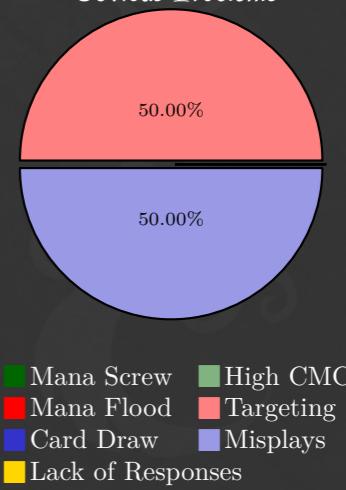
50%

## Game Length



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

## Obvious Problems



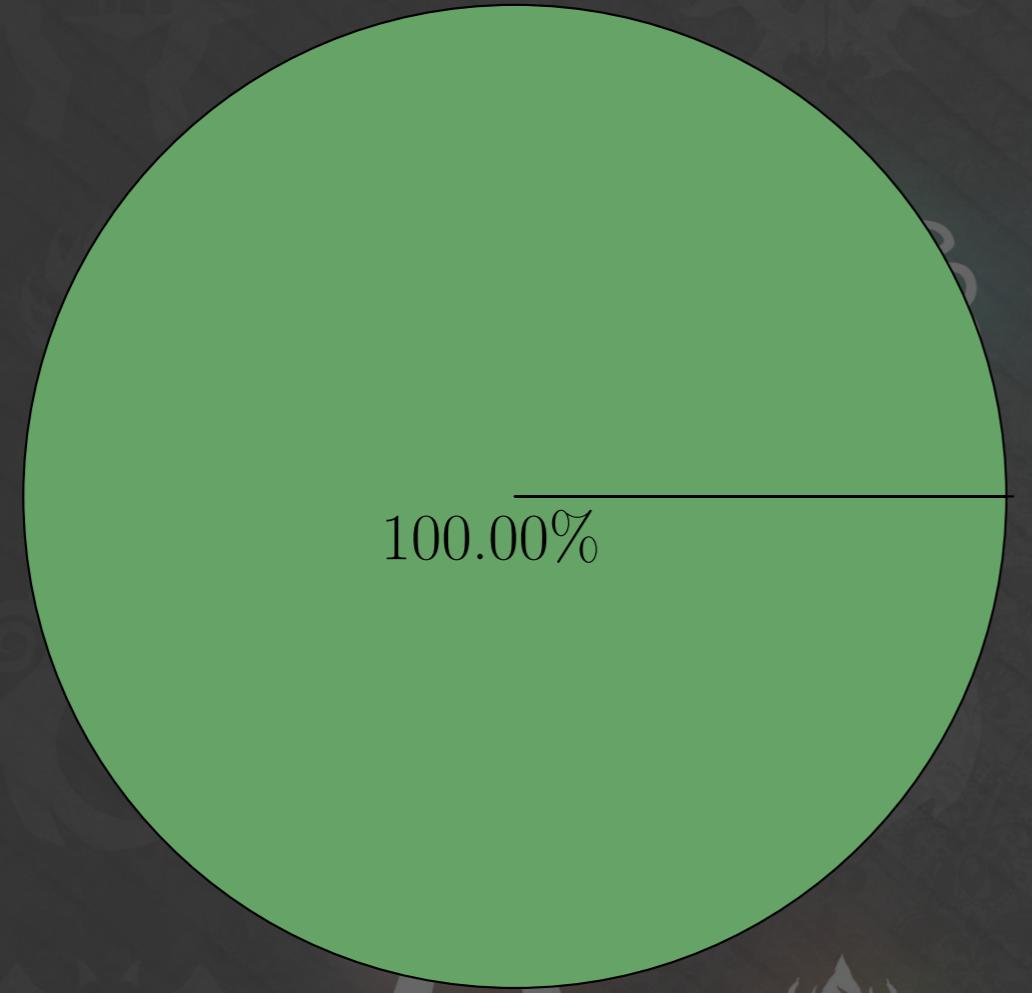
■ Mana Screw ■ High CMC  
■ Mana Flood ■ Targeting  
■ Card Draw ■ Misplays  
■ Lack of Responses

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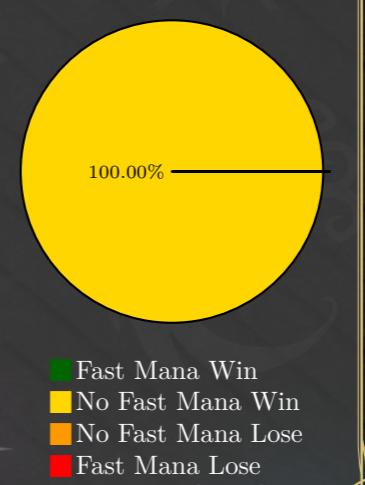
# BURNING heAVENS - 1v1

Kaalia of the Vast

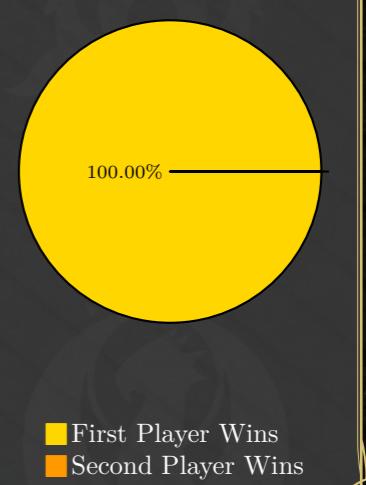
## Win/Lose Statistic



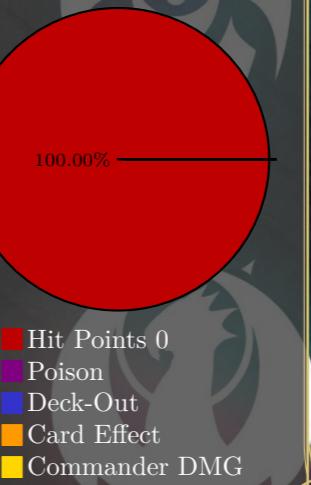
## Fast Mana to Win/Lose



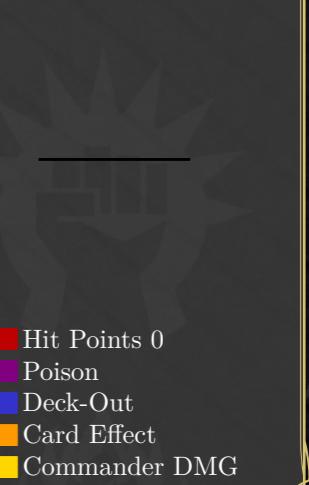
## Winner's Start Position



## Win Condition

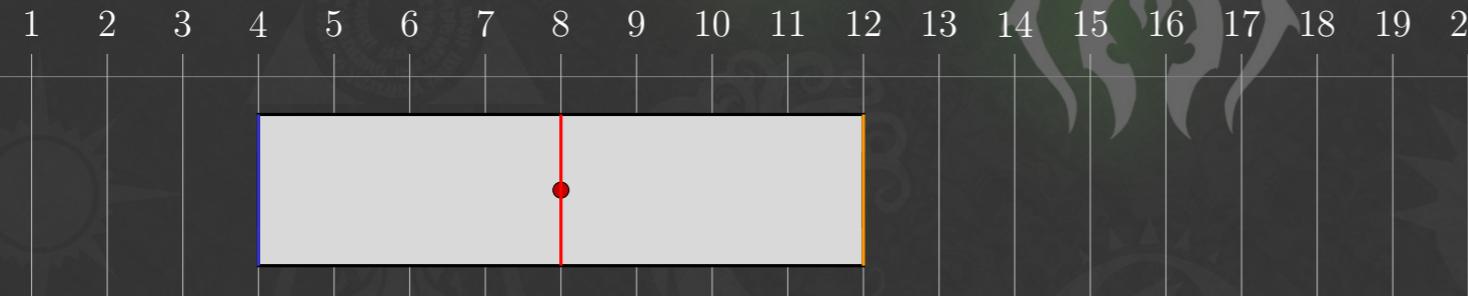


## Lose Condition

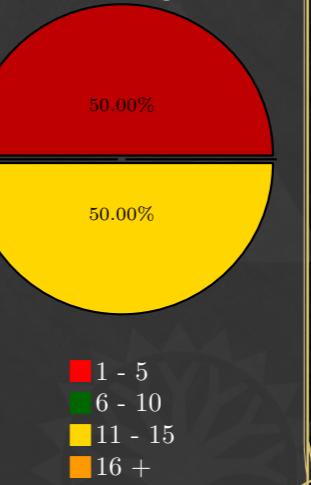


## Turn Number Statistics

Average Number of Turns: 8



## Game Length



## Obvious Problems

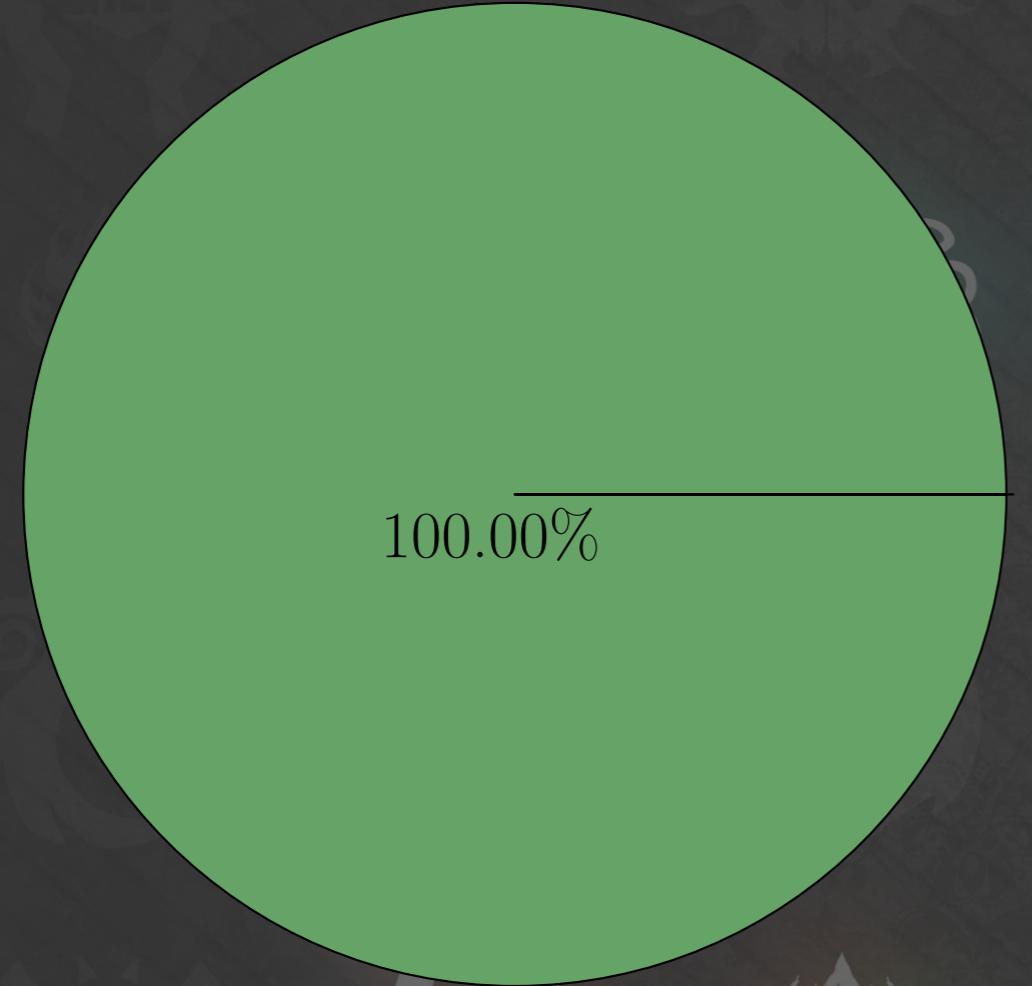


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# BURNING HEAVENS - 3 PLAYER

Kaalia of the Vast

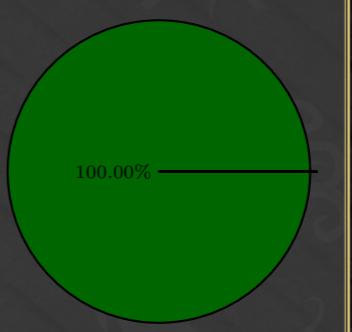
## Win/Lose Statistic



## Average Finish Position

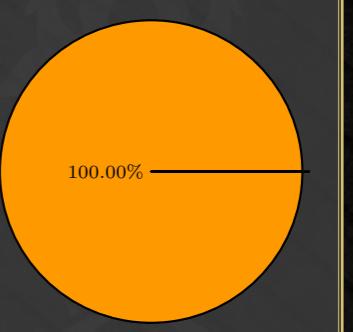
Self | 1.00

## Fast Mana to Win/Lose



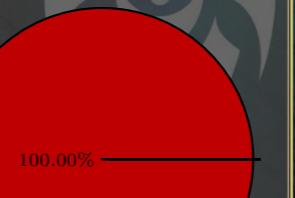
Fast Mana Win  
■ No Fast Mana Win  
■ No Fast Mana Lose  
■ Fast Mana Lose

## Winner's Start Position



First Player Wins  
■ Second Player Wins  
■ Third Player Wins

## Win Condition



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

## Lose Condition



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

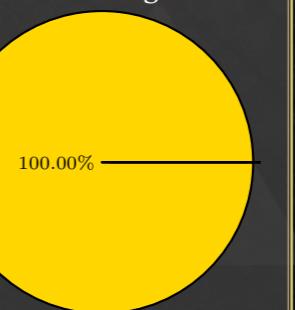
## Turn Number Statistics

Average Number of Turns: 12



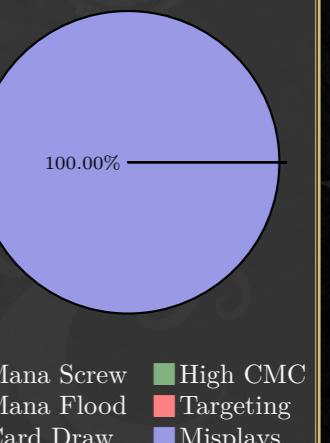
Average First Kill Turn: 10

## Game Length



1 - 5  
■ 6 - 10  
■ 11 - 15  
■ 16 +

## Obvious Problems



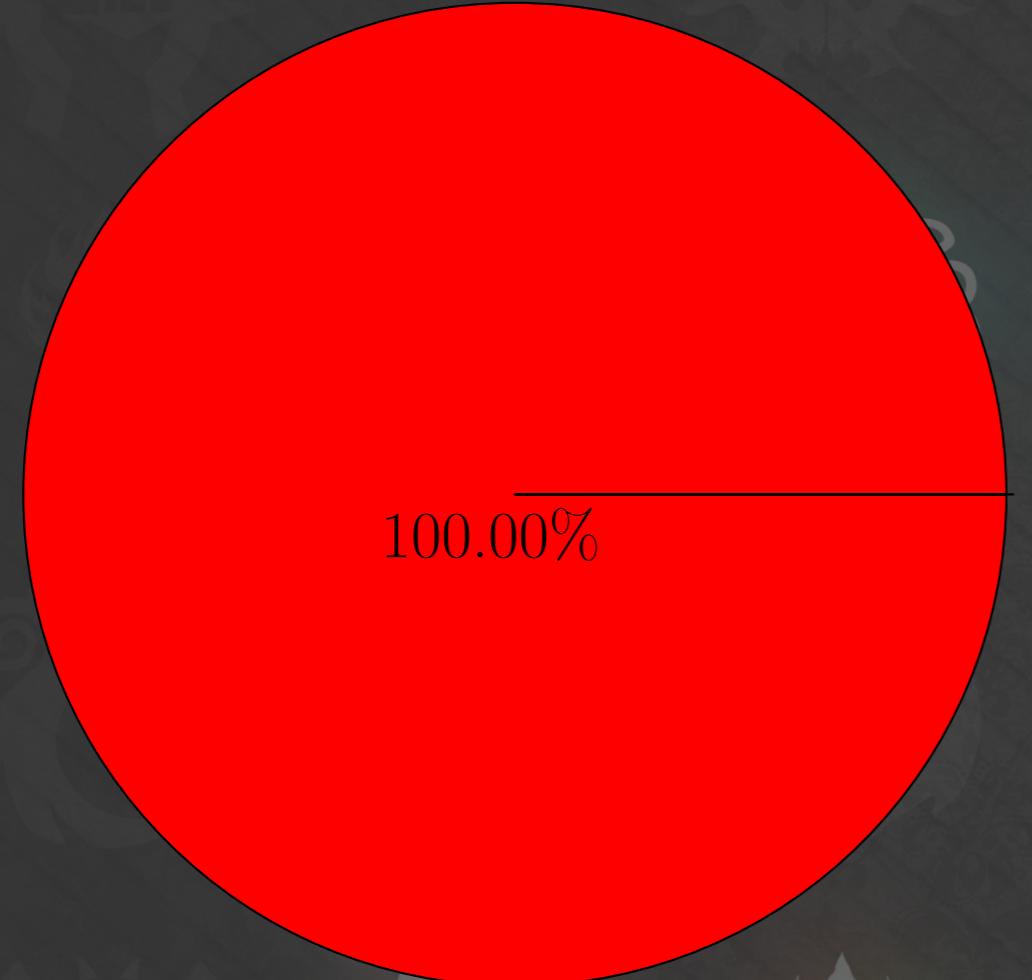
Man Screw ■ High CMC  
■ Mana Flood ■ Targeting  
■ Card Draw ■ Misplays  
■ Lack of Responses

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# BURNING HEAVENS - 4 PLAYER

Kaalia of the Vast

## Win/Lose Statistic



## Average Finish Position

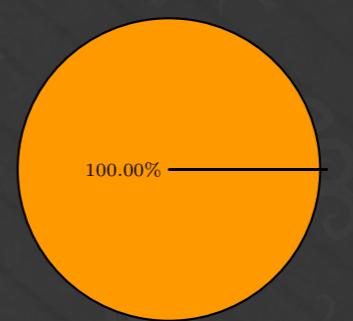
Self 2.00

## Turn Number Statistics

Average Number of Turns: 15

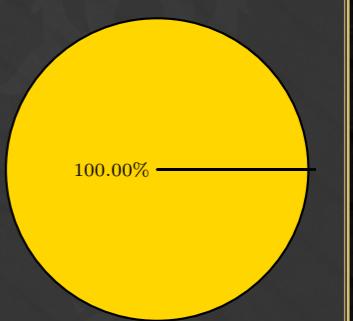


## Fast Mana to Win/Lose



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

## Winner's Start Position

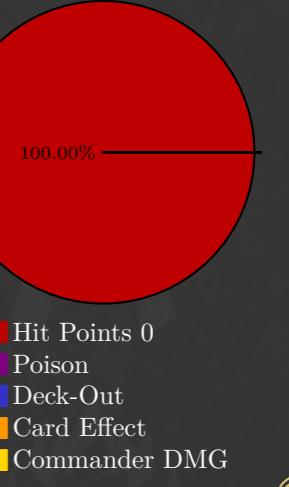


- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

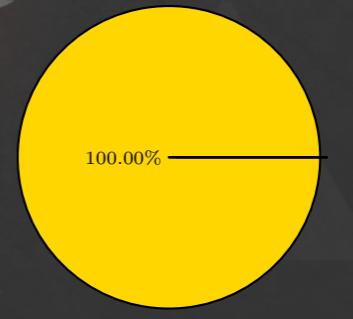
## Win Condition



## Lose Condition

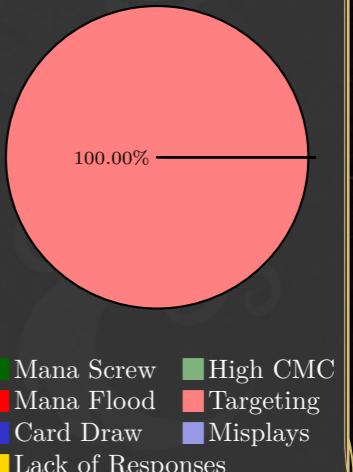


## Game Length



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

## Obvious Problems



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# CONTROLLING TIME - GENERAL

Obeka, Brute Chronologist

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics

X  
●  
●  
●  
●  
●  
●

100%

Game Length

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

Obvious Problems

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

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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



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

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

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# CONTROLLING TIME - 3 PLAYER

Obeka, Brute Chronologist

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Winner's Start Position

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

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# CONTROLLING TIME - 4 PLAYER

Obeka, Brute Chronologist

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

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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

X  
●  
●  
●  
●  
●  
●

100%

Game Length

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

Obvious Problems

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

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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



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

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

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# CORRUPTING INFLUENCE - 3 PLAYER

Vishgraz, the Doomhive

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Obvious Problems

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

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# CORRUPTING INFLUENCE - 4 PLAYER

Vishgraz, the Doomhive

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Winner's Start Position

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

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

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# COUNTERING MERFOLKS - GENERAL

Ishai, Ojutai Dragonspeaker and Thrasios, Triton Hero

## Win/Lose Statistic

WIN  
LOSE



### Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

### Mulligan Reasons

Mana Screw  
Mana Flood  
Bad Mana Curve  
Action Lack  
Deck Specific

### Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Color Match-Up Statistics

X  
●  
●  
●  
●  
●  
●

100%

### Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

### Obvious Problems

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

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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



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

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

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# COUNTERING MERFOLKS - 3 PLAYER

Ishai, Ojutai Dragonspeaker and Thrasios, Triton Hero

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

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# COUNTERING MERFOLKS - 4 PLAYER

Ishai, Ojutai Dragonspeaker and Thrasios, Triton Hero

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

## Turn Number Statistics

Average Number of Turns: 0



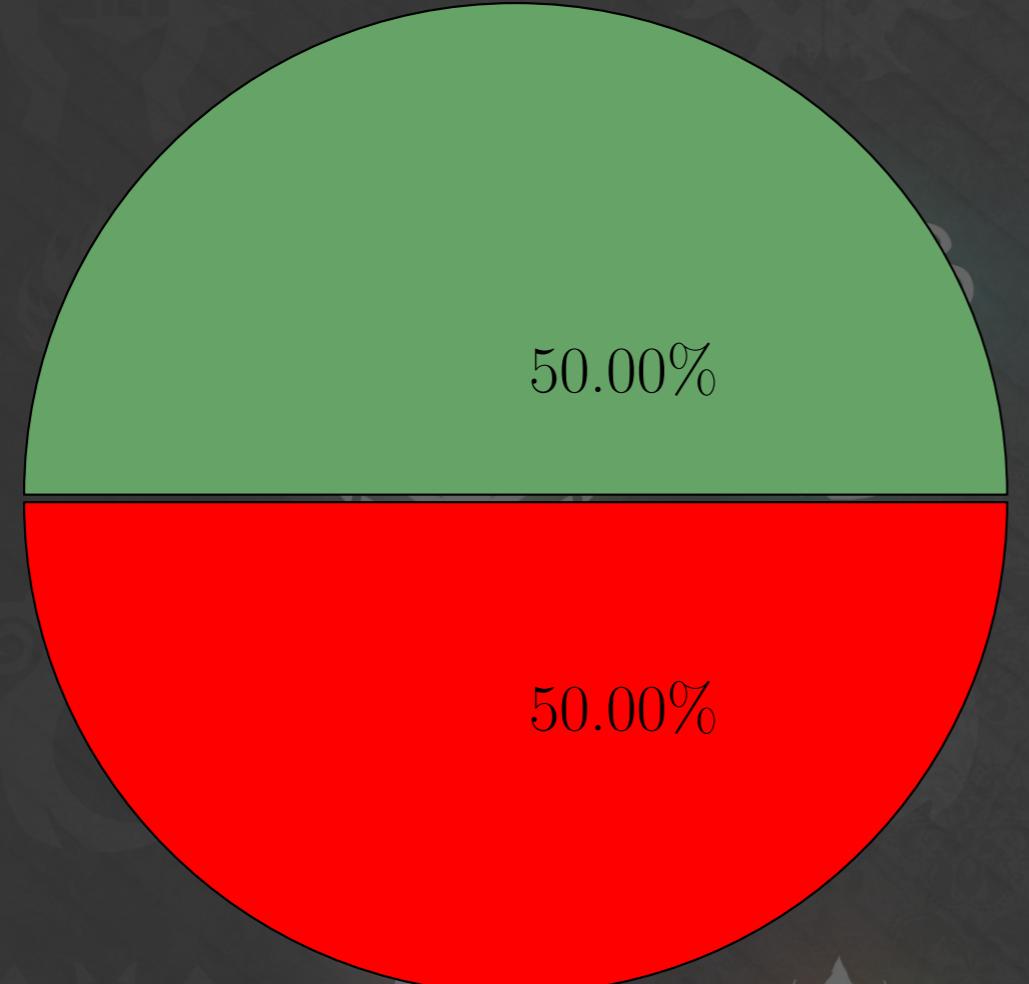
Average First Kill Turn: 0

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# DRIVE-BY VEHICLES - GENERAL

Sydri, Galvanic Genius

## Win/Lose Statistic



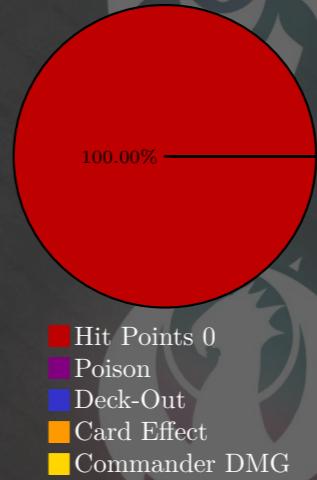
WIN  
LOSE



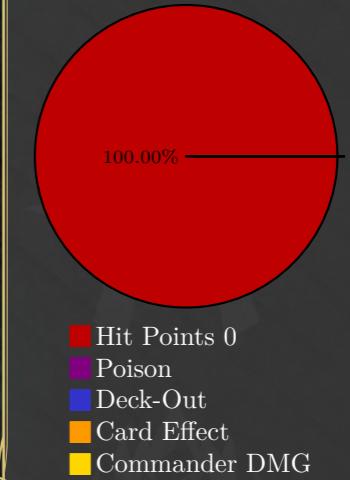
Mulligan Reasons

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

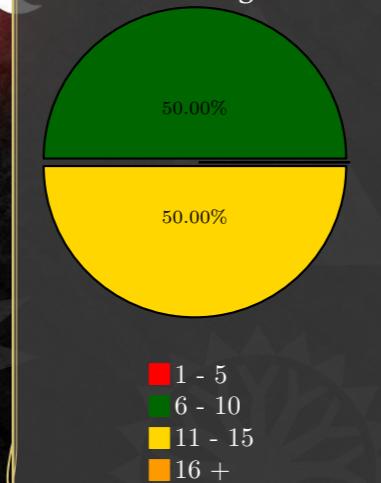
## Win Condition



## Lose Condition

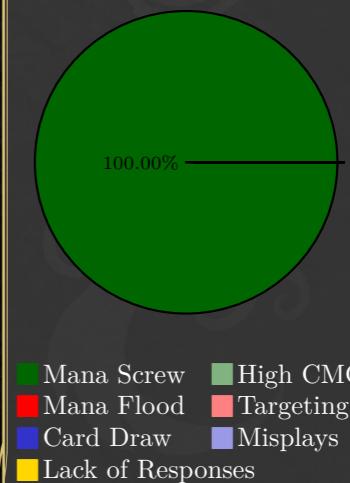


## Game Length



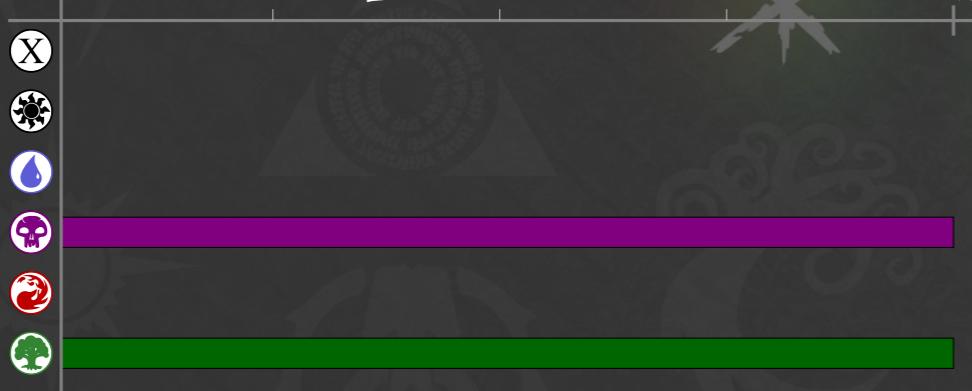
1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems



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

## Color Match-Up Statistics



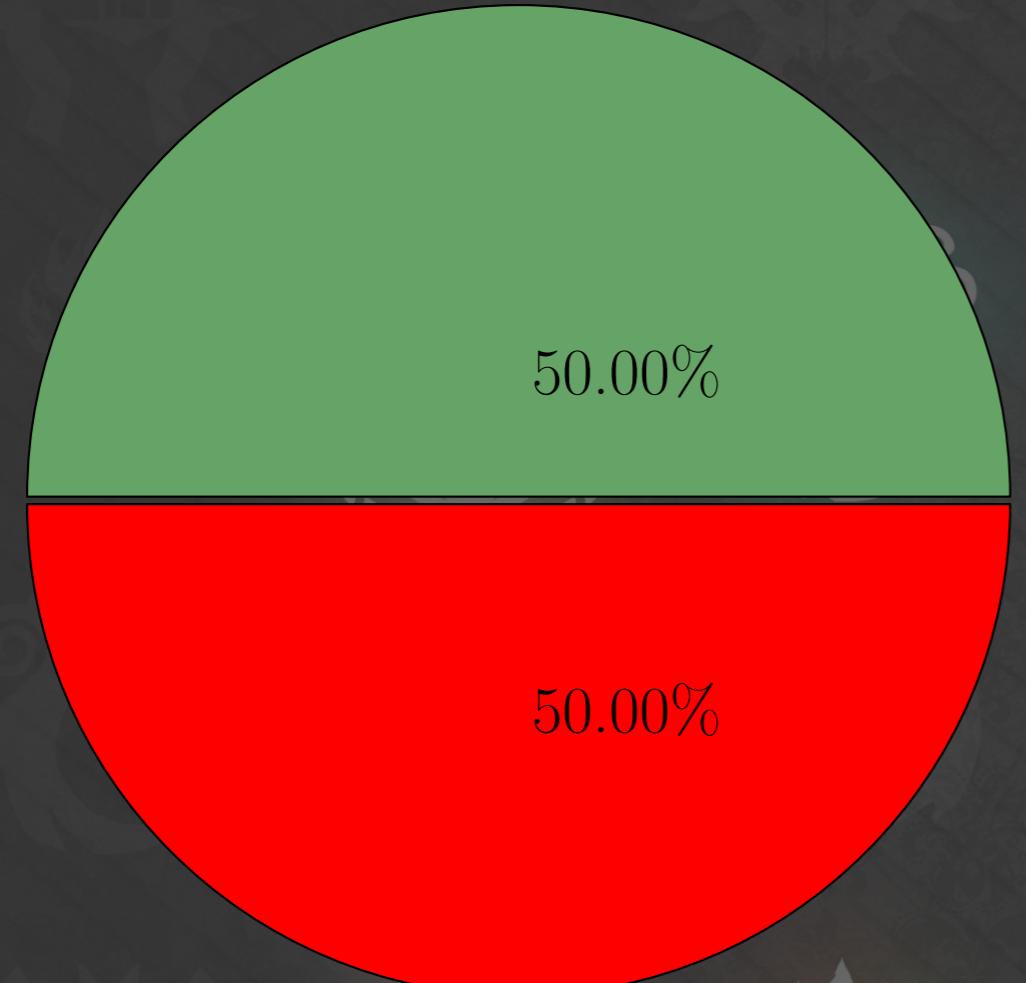
50%

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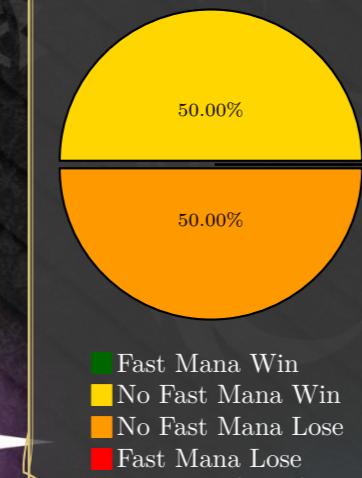
# DRIVE-BY VEHICLES - 1v1

Sydri, Galvanic Genius

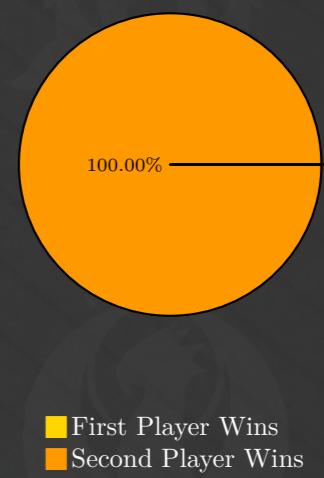
## Win/Lose Statistic



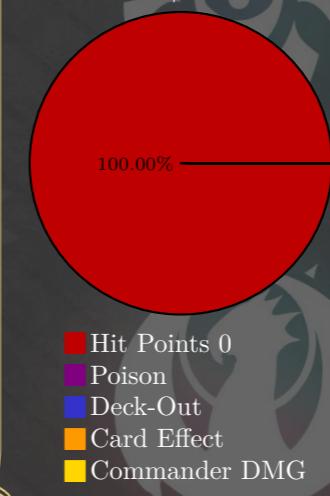
## Fast Mana to Win/Lose



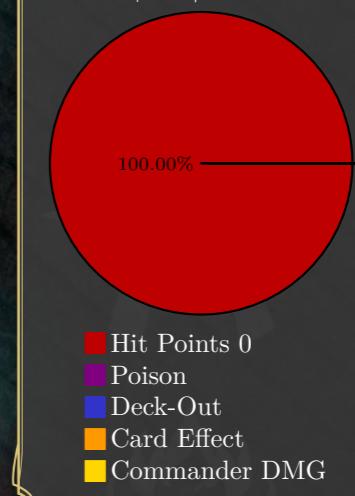
## Winner's Start Position



## Win Condition



## Lose Condition

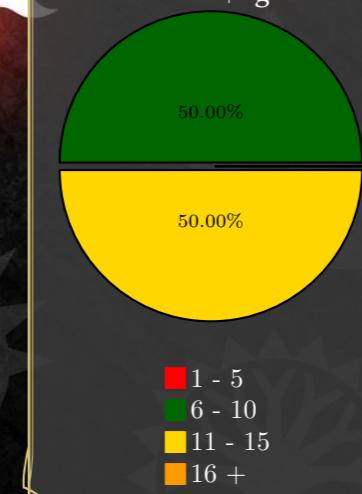


## Turn Number Statistics

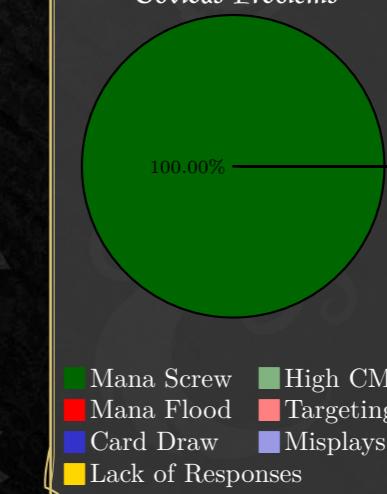
Average Number of Turns: 11



## 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

## Turn Number Statistics

Average Number of Turns: 0



## Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## 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

## Turn Number Statistics

Average Number of Turns: 0



## Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

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

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Obvious Problems

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

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# ENRAGED DINOSAURS - GENERAL

Zacama, Primal Calamity

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics

X  
●  
●  
●  
●  
●  
●

100%

Game Length

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

Obvious Problems

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

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# ENRAGED DINOSAURS - Lv1

Zacama, Primal Calamity

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

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

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# ENRAGED DINOSAURS - 3 PLAYER

Zacama, Primal Calamity

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Fast Mana to Win/Lose

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

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

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# ENRAGED DINOSAURS - 4 PLAYER

Zacama, Primal Calamity

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Fast Mana to Win/Lose

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

## Winner's Start Position

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

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# 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

X  
●  
●  
●  
●  
●  
●

100%

Game Length

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

Obvious Problems

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

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# 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



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

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

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# FALLOUT OVERLOAD - 3 PLAYER

Liberty Prime, Recharged

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

High CMC  
Targeting  
Misplays  
Lack of Responses

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

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# 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

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

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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

X  
●  
●  
●  
●  
●  
●

100%

Game Length

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

Obvious Problems

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

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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



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

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

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# FROZEN RESOURCES - 3 PLAYER

Jorn, God of Winter

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



## Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Obvious Problems

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

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# 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

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

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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

X  
●  
●  
●  
●  
●  
●

100%

Game Length

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

Obvious Problems

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

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# HYBRIDIZATION - Lv1

Indominus Rex, Alpha

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

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

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# HYBRIDIZATION - 3 PLAYER

Indominus Rex, Alpha

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

First Player Wins  
Second Player Wins  
Third Player Wins

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Obvious Problems

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

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# HYBRIDIZATION - 4 PLAYER

Indominus Rex, Alpha

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Winner's Start Position

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

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

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# STEALING PIRATE MEMORY GAME - GENERAL

Admiral Beckett Brass

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

## Win Condition

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

## Lose Condition

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

## Color Match-Up Statistics

- X
- 
- 
- 
- 
- 

100%

## Game Length

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

## Obvious Problems

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

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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



### Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

### Obvious Problems

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

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

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# STEALING PIRATE MEMORY GAME - 4 PLAYER

Admiral Beckett Brass

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self 0.00

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

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

## Turn Number Statistics

Average Number of Turns: 0



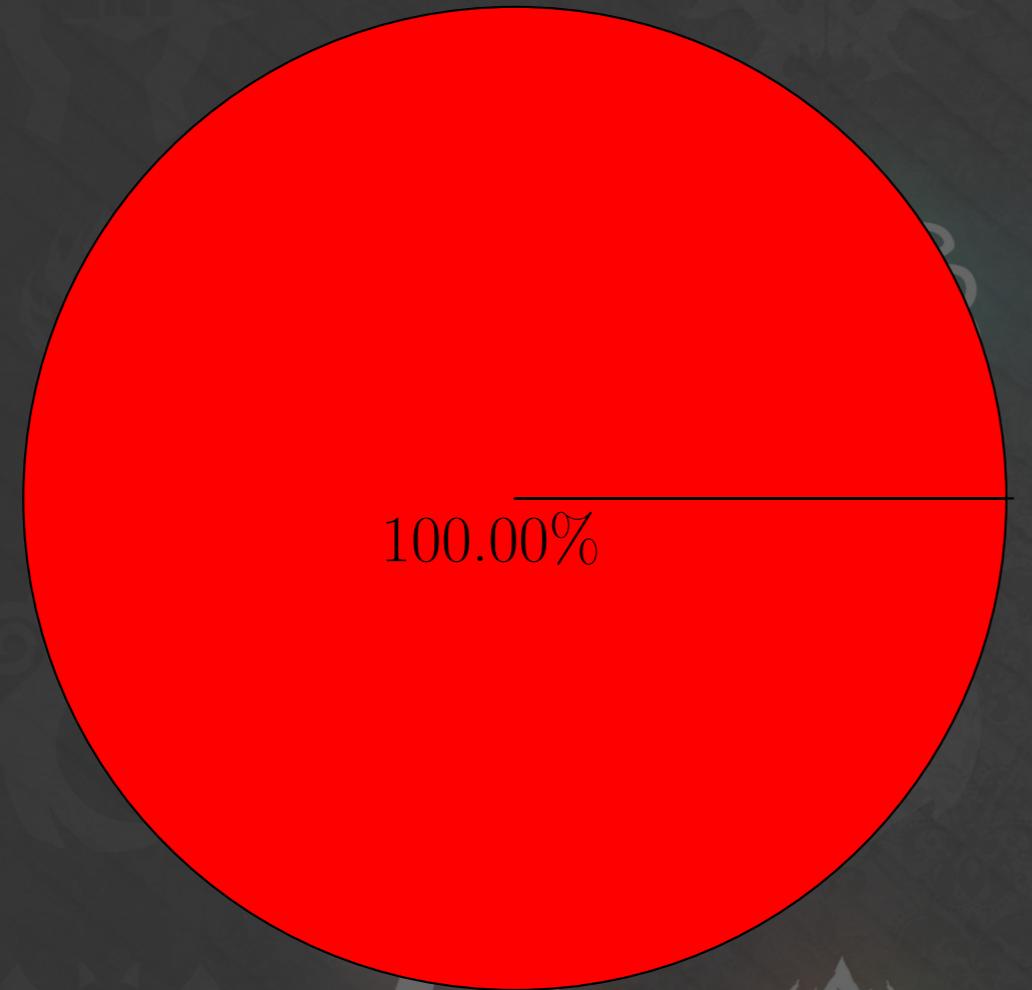
Average First Kill Turn: 0

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# SHINING ARTIFACTS - GENERAL

Breya, Etherium Shaper

## Win/Lose Statistic



## Mulligan Reasons

100.00%

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

## Lose Condition

100.00%

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

## Win Condition

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

## Color Match-Up Statistics



100%



## Game Length

100.00%

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

## Obvious Problems

100.00%

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

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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



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

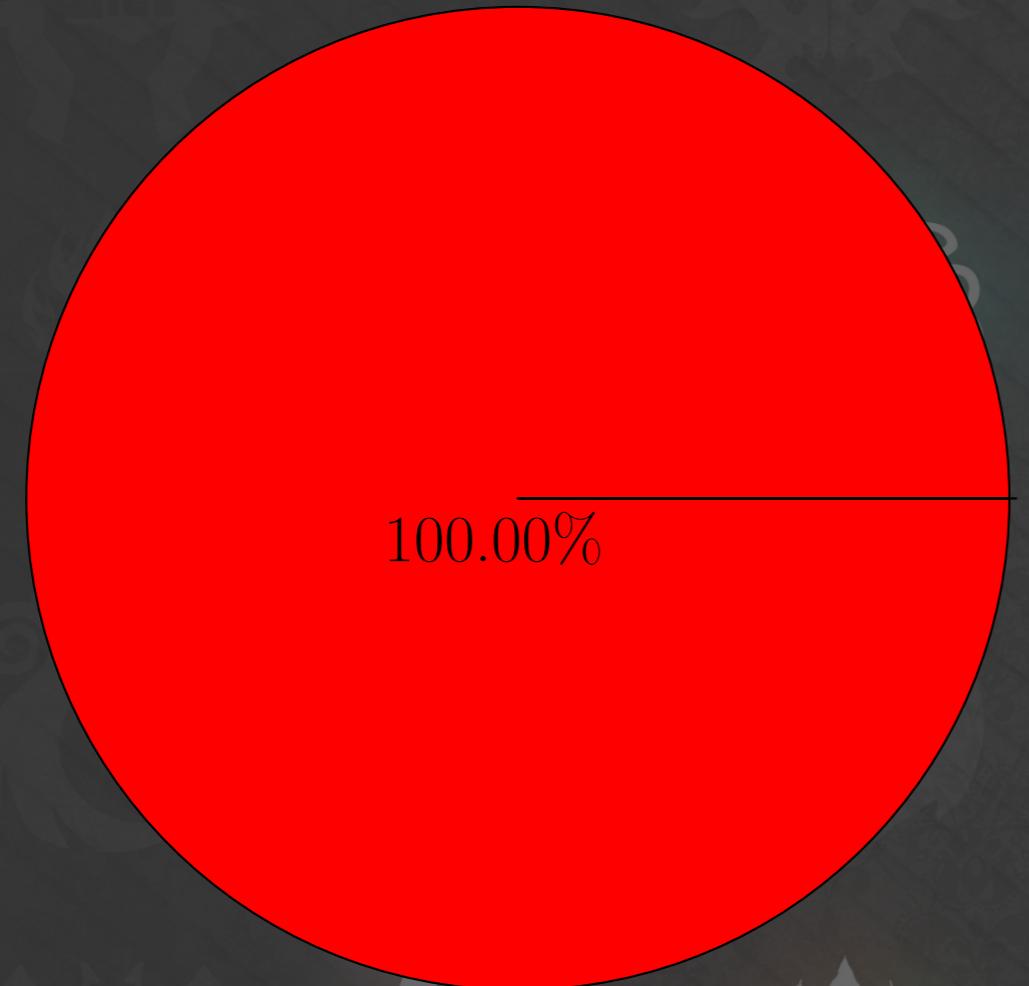
Mana Screw      High CMC  
Mana Flood      Targeting  
Card Draw      Misplays  
Lack of Responses

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# SHINING ARTIFACTS - 3 PLAYER

Breya, Etherium Shaper

## Win/Lose Statistic



## Average Finish Position

Self | 3.00

## Turn Number Statistics

Average Number of Turns: 14



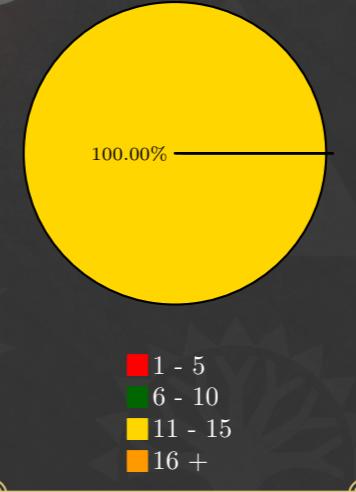
## Fast Mana to Win/Lose



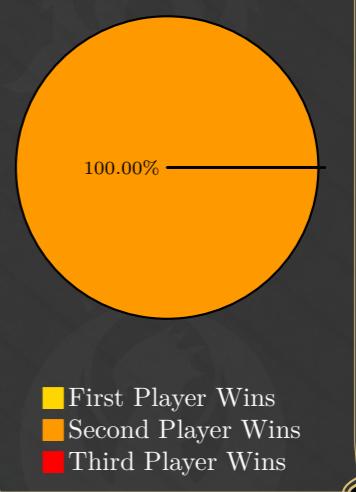
## Win Condition



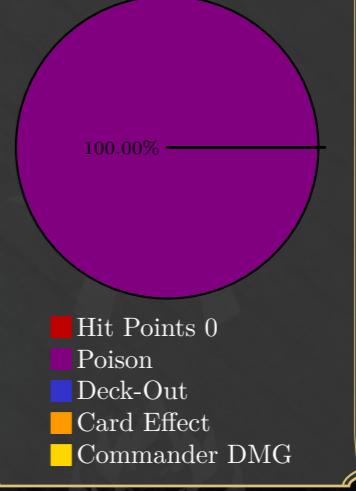
## Game Length



## Winner's Start Position



## Lose Condition



## Obvious Problems



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# SHINING ARTIFACTS - 4 PLAYER

Breya, Etherium Shaper

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

## Turn Number Statistics

Average Number of Turns: 0



## Average First Kill Turn: 0

## Fast Mana to Win/Lose

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Winner's Start Position

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

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Obvious Problems

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

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# The FELLOWSHIP - GENERAL

Aragorn, the Uniter

## Win/Lose Statistic

WIN  
LOSE



Mulligan Reasons

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

Win Condition

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

Lose Condition

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

## Color Match-Up Statistics



100%

Game Length

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

Obvious Problems

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

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# The Fellowship - 1v1

Aragorn, the Uniter

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

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

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# The Fellowship - 3 Player

Aragorn, the Uniter

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

High CMC  
Targeting  
Misplays  
Lack of Responses

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

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# The Fellowship - 4 Player

Aragorn, the Uniter

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Winner's Start Position

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

## Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

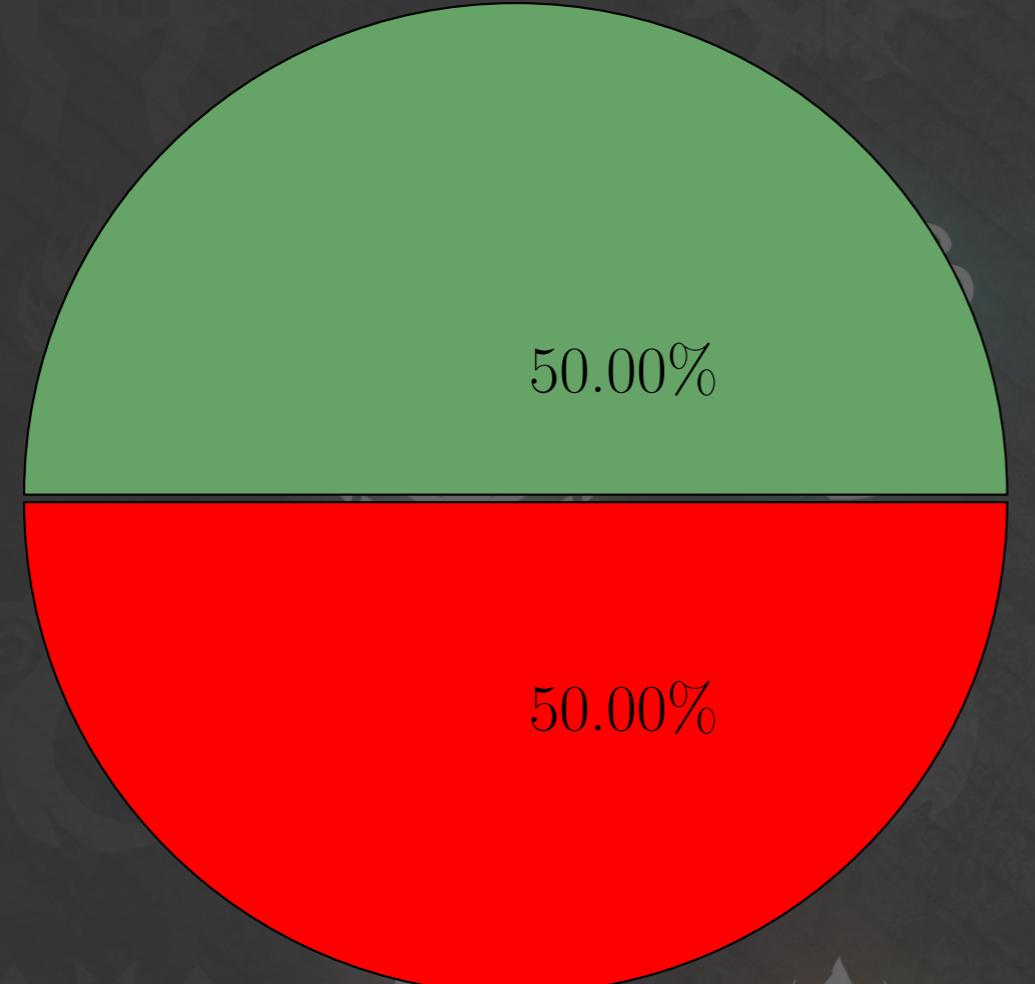
Mana Screw | High CMC  
Mana Flood | Targeting  
Card Draw | Misplays  
Lack of Responses

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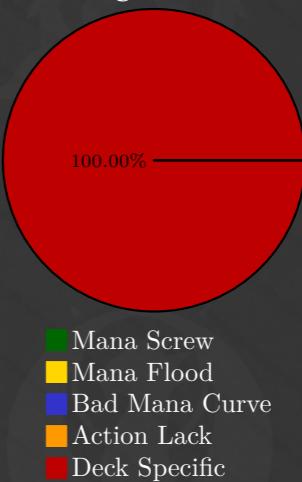
# FLOURISHING ShRINES - GENERAL

Go-Shintai of Life's Origin

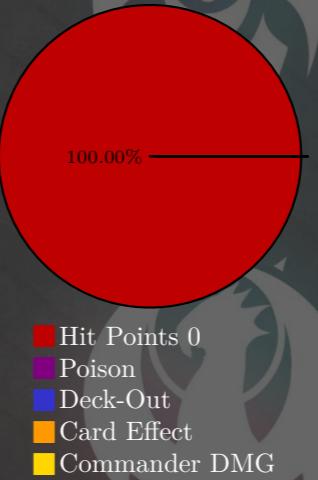
## Win/Lose Statistic



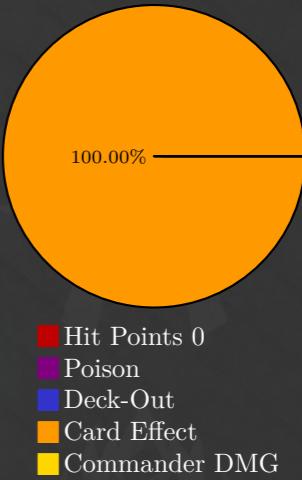
## Mulligan Reasons



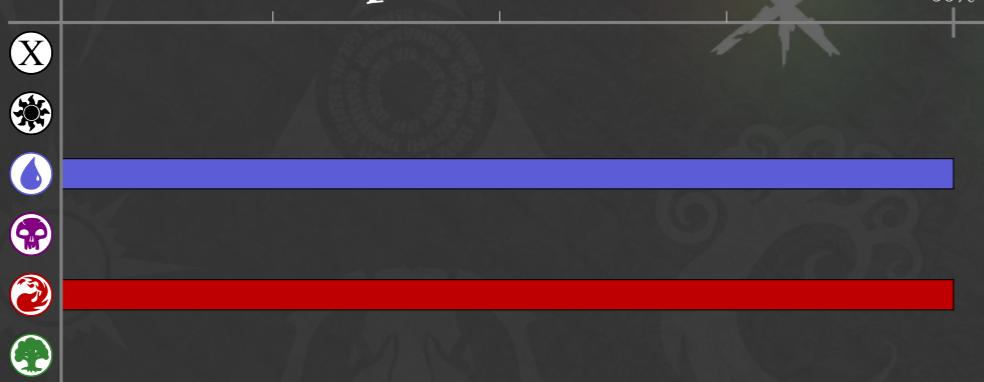
## Win Condition



## Lose Condition

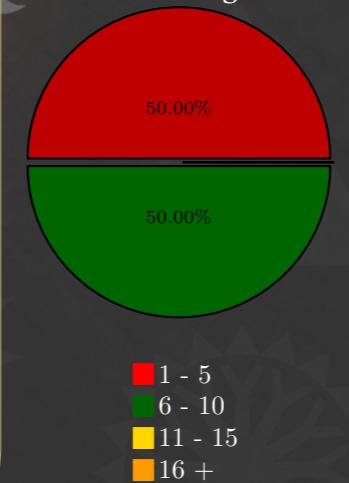


## Color Match-Up Statistics

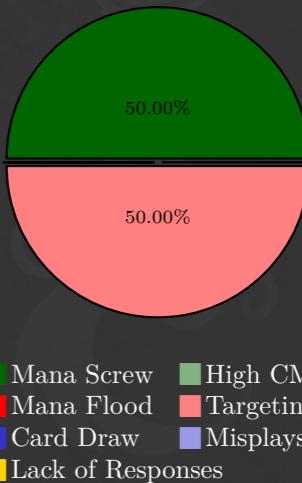


50%

## Game Length



## Obvious Problems



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# FLOURISHING ShRINES - 1v1

Go-Shintai of Life's Origin

## Win/Lose Statistic

WIN  
LOSE

Fast Mana to Win/Lose

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

Winner's Start Position

First Player Wins  
Second Player Wins

Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Lose Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Turn Number Statistics

Average Number of Turns: 0



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

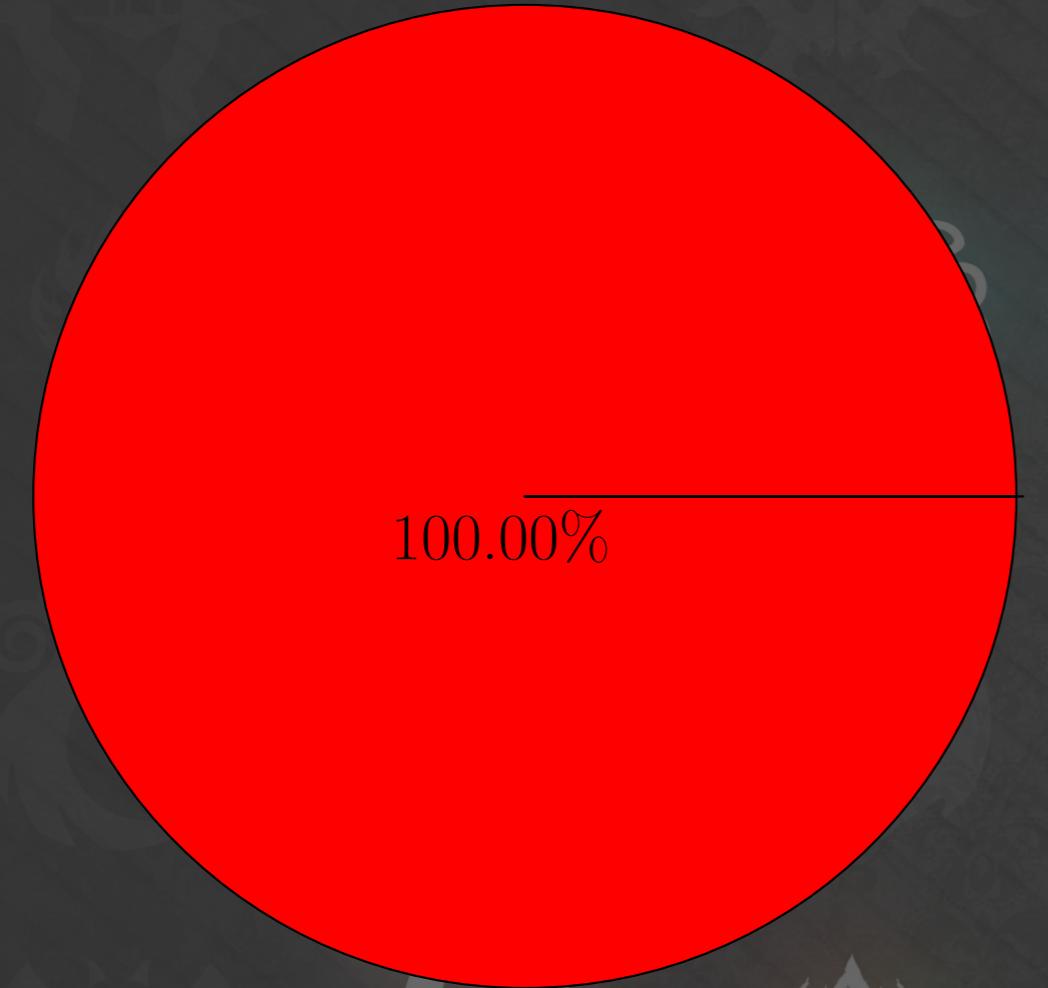
Mana Screw    High CMC  
Mana Flood    Targeting  
Card Draw    Misplays  
Lack of Responses

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# FLOURISHING ShRINES - 3 PLAYER

Go-Shintai of Life's Origin

## Win/Lose Statistic



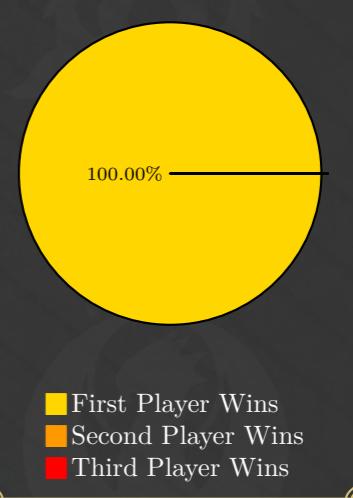
## Average Finish Position

Self | 2.00

## Fast Mana to Win/Lose



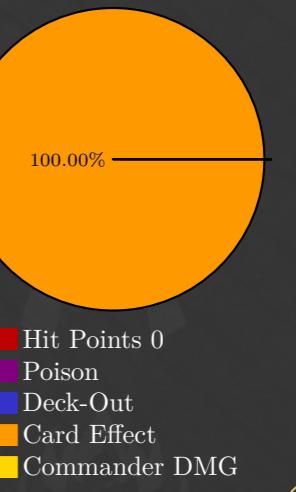
## Winner's Start Position



## Win Condition



## Lose Condition



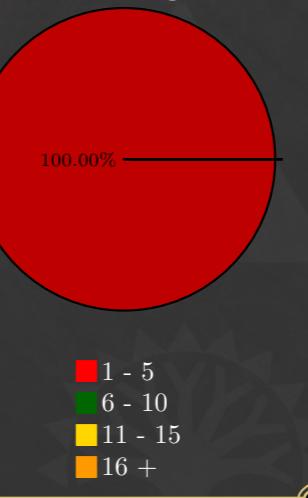
## Turn Number Statistics

Average Number of Turns: 5

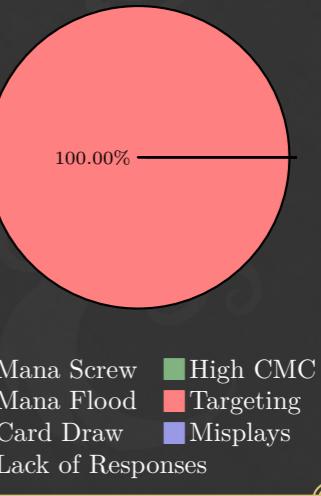


Average First Kill Turn: 5

## Game Length



## Obvious Problems

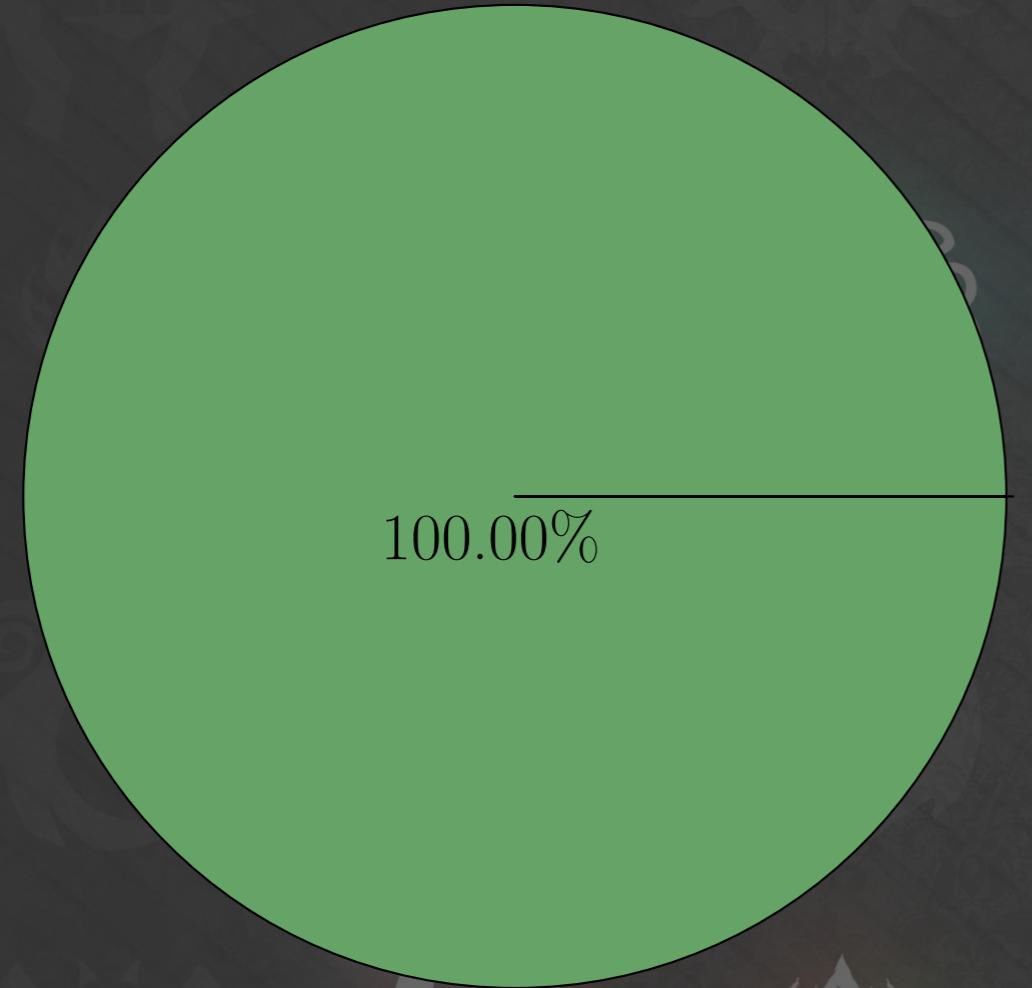


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# FLOURISHING ShRINES - 4 PLAYER

Go-Shintai of Life's Origin

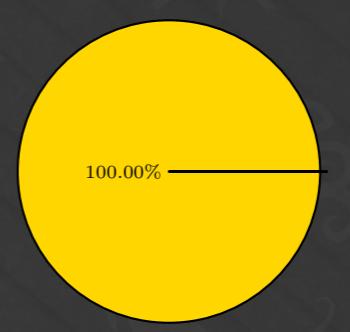
## Win/Lose Statistic



## Average Finish Position

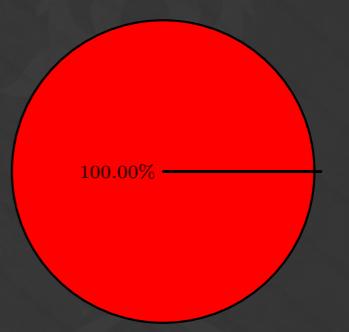
Self | 1.00

## Fast Mana to Win/Lose



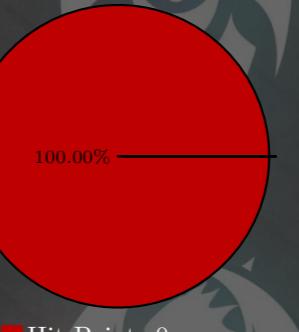
Fast Mana Win  
No Fast Mana Win  
No Fast Mana Lose  
Fast Mana Lose

## 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

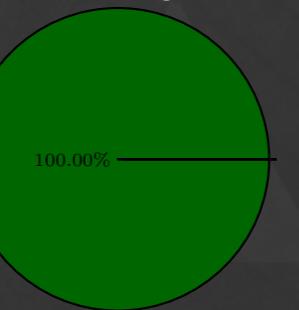
## Turn Number Statistics

Average Number of Turns: 10



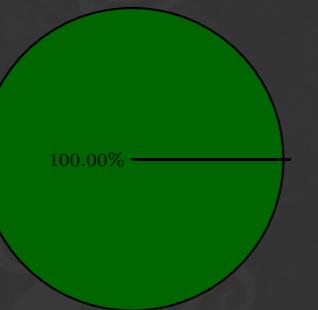
Average First Kill Turn: 9

## Game Length



1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems



Mana Screw  
Mana Flood  
Card Draw  
16 +  
High CMC  
Targeting  
Misplays  
Lack of Responses

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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

X  
●  
●  
●  
●  
●  
●

100%

Game Length

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

Obvious Problems

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

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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



Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

Obvious Problems

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

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# LEGENDARY LEGENDS - 3 PLAYER

Sisay, Weatherlight Captain

## Win/Lose Statistic

WIN  
LOSE

## Average Finish Position

Self | 0.00

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

First Player Wins  
Second Player Wins  
Third Player Wins

## Win Condition

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

Hit Points 0  
Poison  
Deck-Out  
Card Effect  
Commander DMG

## Game Length

1 - 5  
6 - 10  
11 - 15  
16 +

High CMC  
Targeting  
Misplays  
Lack of Responses

## Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

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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

## Game Length

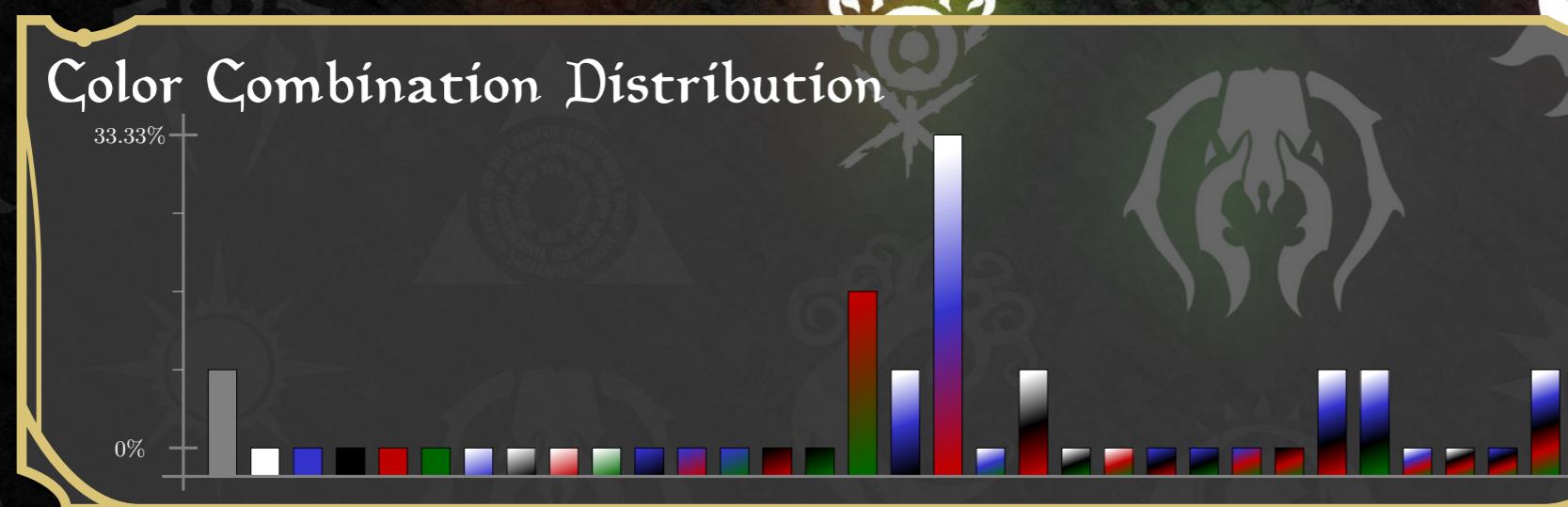
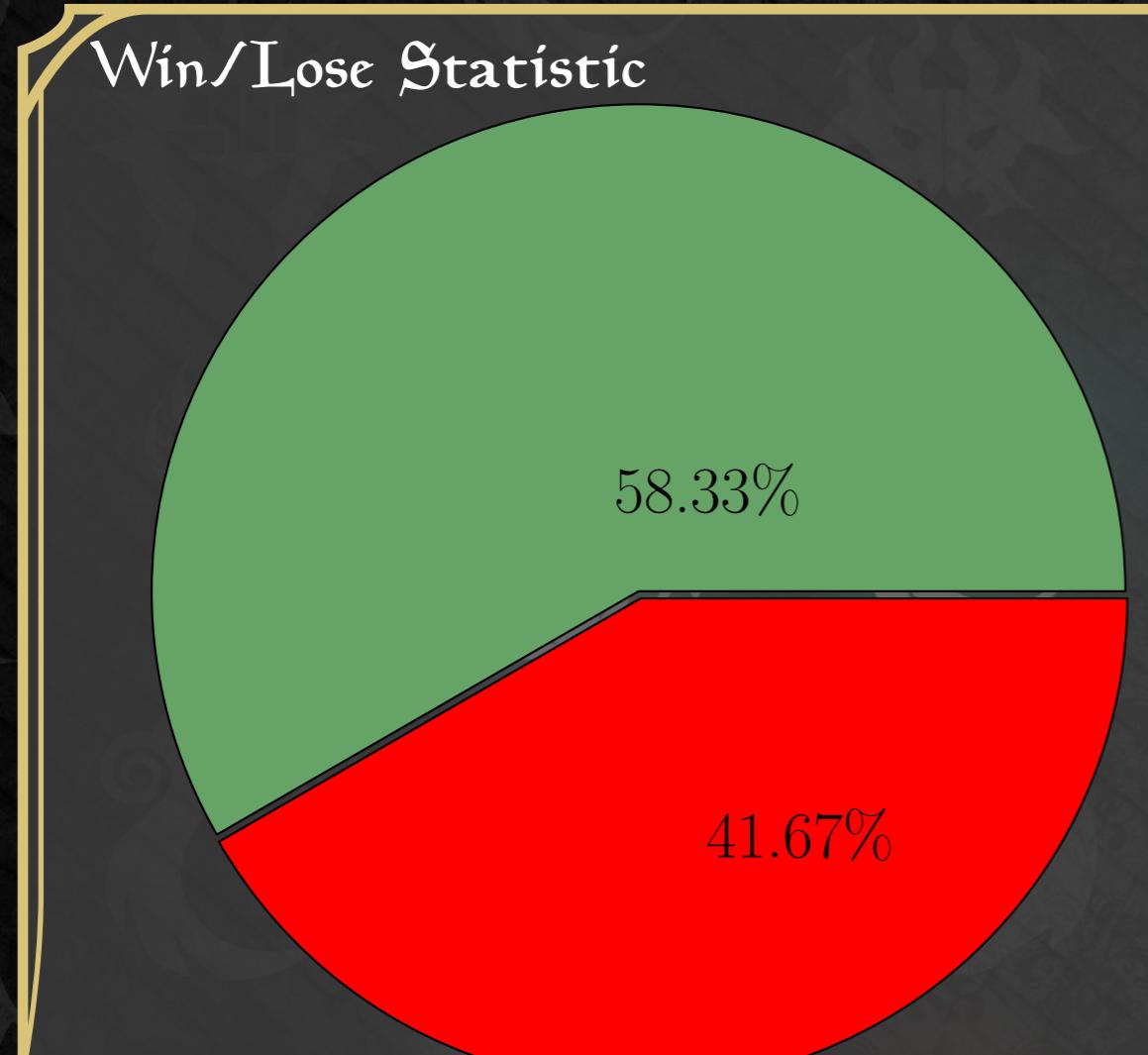
1 - 5  
6 - 10  
11 - 15  
16 +

## Obvious Problems

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

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# PRE-CONSTRUCTED DECKS - GENERAL STATISTICS



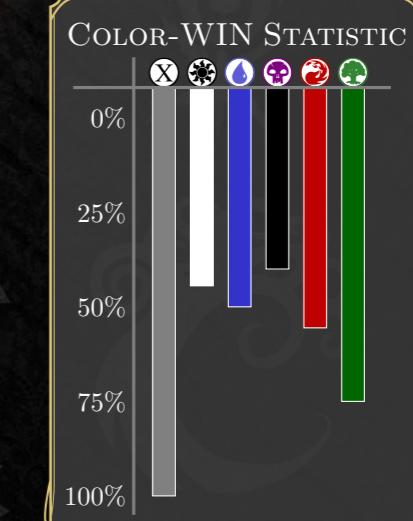
## MOST PLAYED COLOR COMBINATION



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

## DECK ARCHETYPES

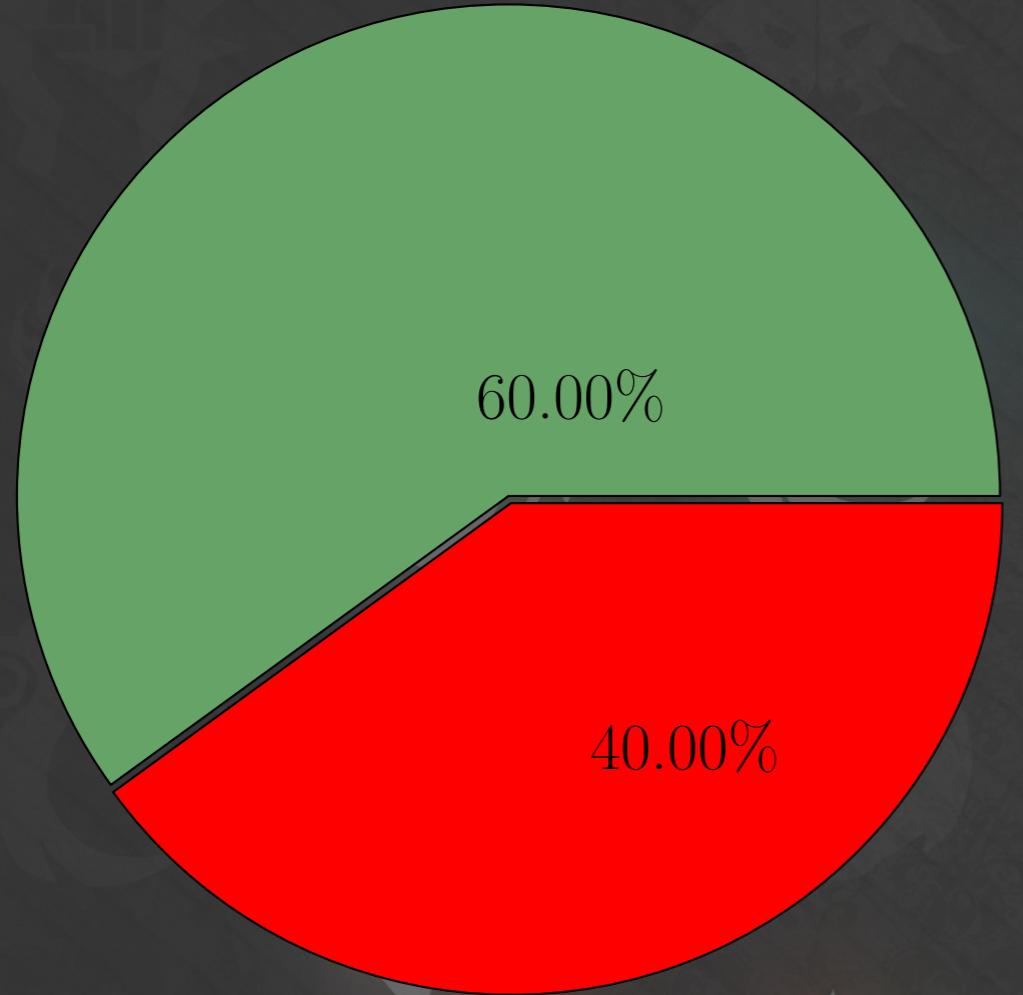
Aggro/Burn	2
Control	1
Midrange	1
Combo	0
Ramp/Landfall	0
Token	2
Voltron	1
Stax/Tax/Lock	1
Mill	0
Aristocrats	0
Pillow Fort	0
Reanimator	0
Toolbox	4



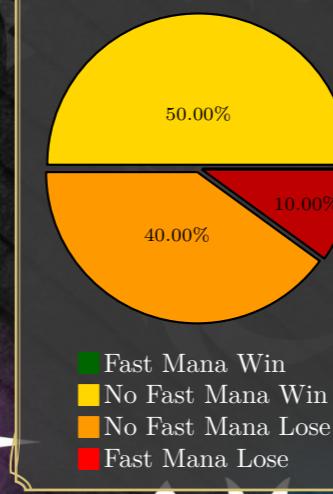
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# 1v1 COMMANDER BREAKDOWN (PRECON)

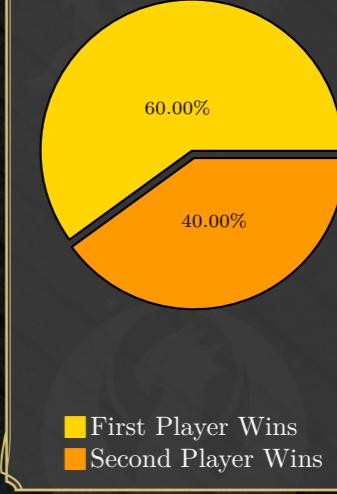
Win/Lose Statistic



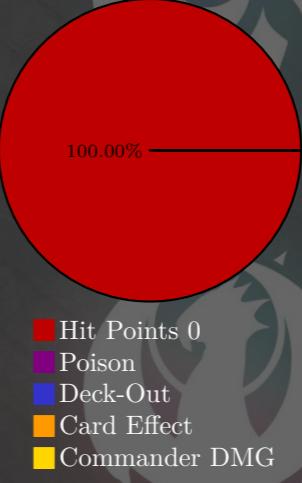
Fast Mana to Win/Lose



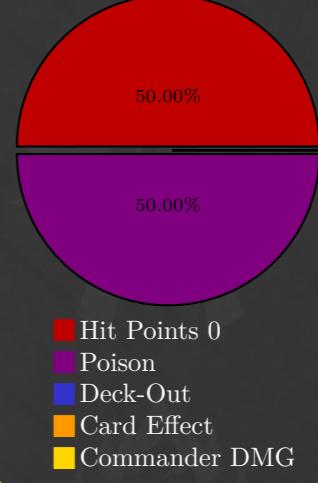
Winner's Start Position



Win Condition

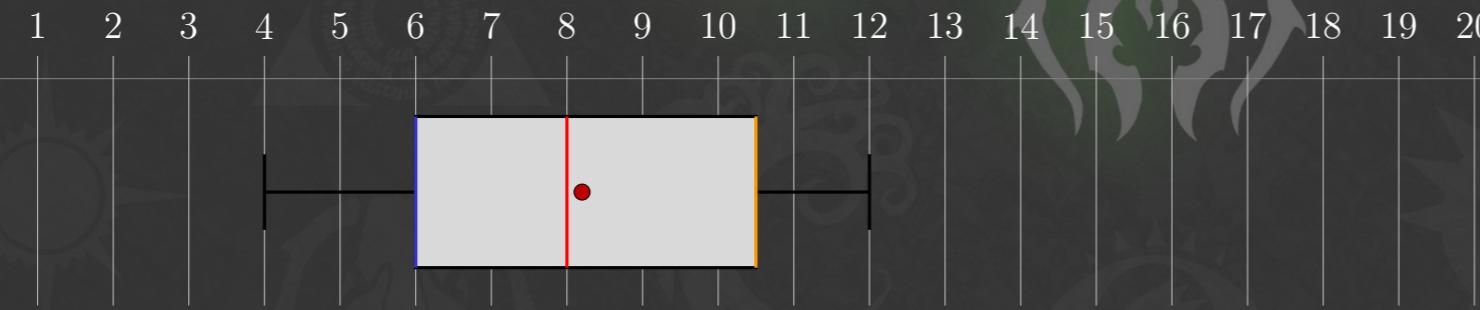


Lose Condition

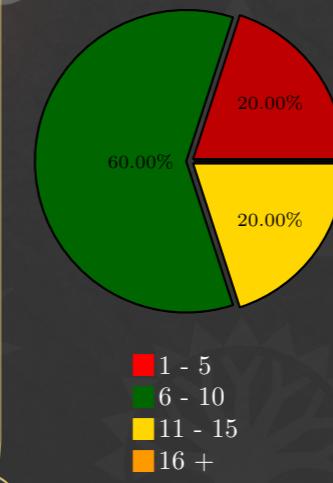


Turn Number Statistics

Average Number of Turns: 8.2



Game Length



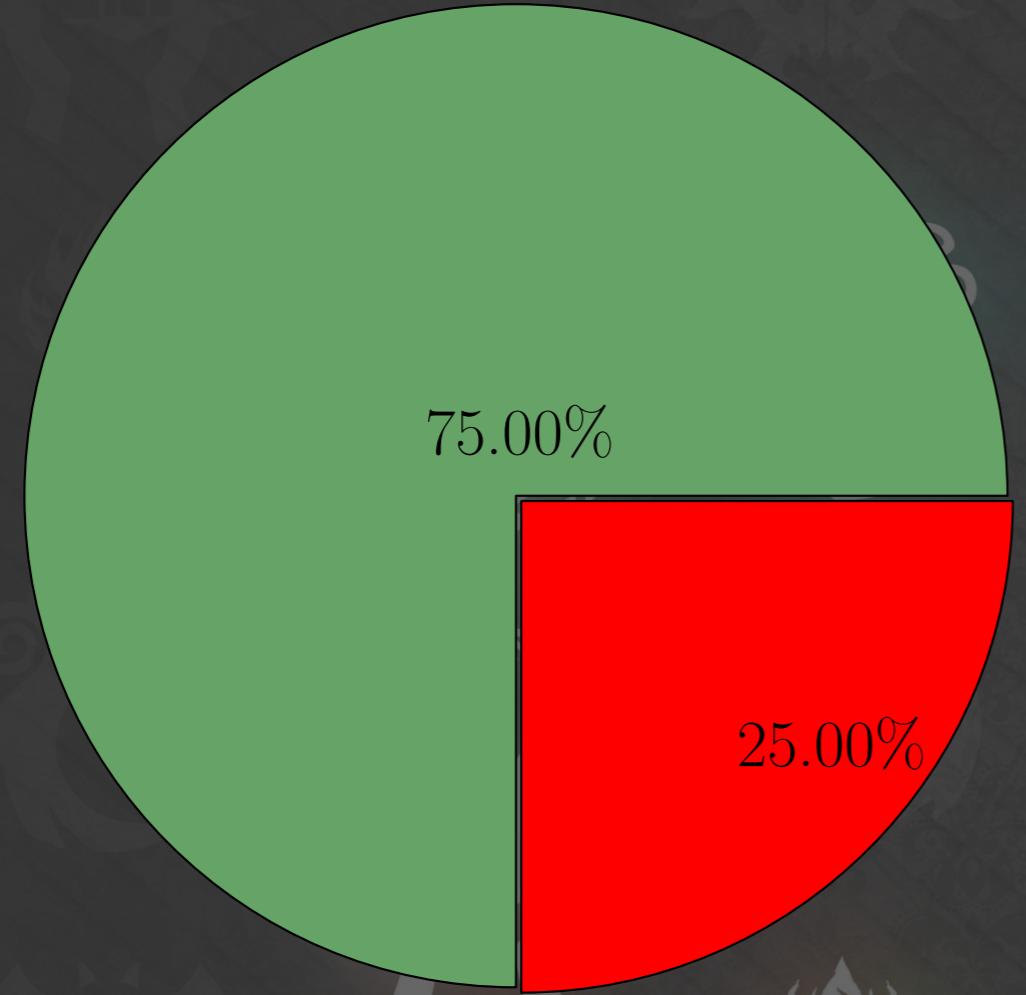
Obvious Problems



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# 3 PLAYER COMMANDER BREAKDOWN (PRECON)

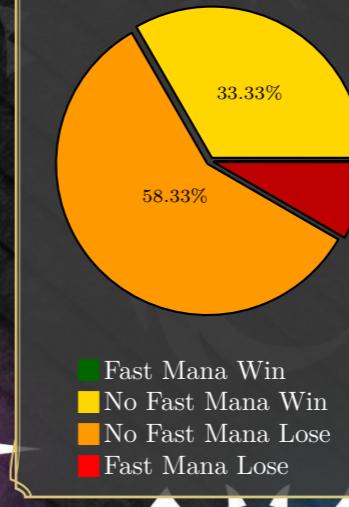
Win/Lose Statistic



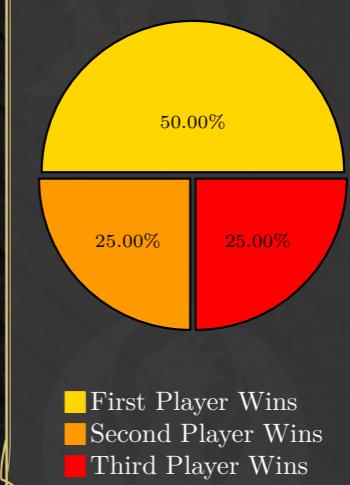
Average Finish Position

Self	1.25
First Player	1.75
Second Player	2.25
Third Player	2.00

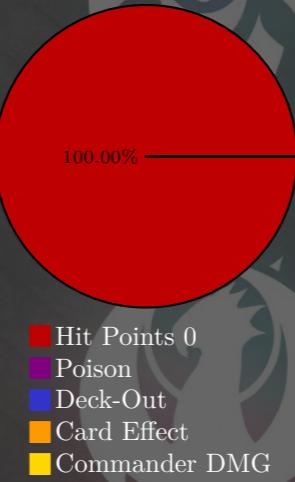
Fast Mana to Win/Lose



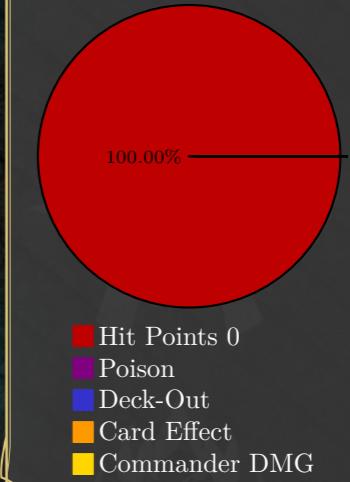
Winner's Start Position



Win Condition



Lose Condition



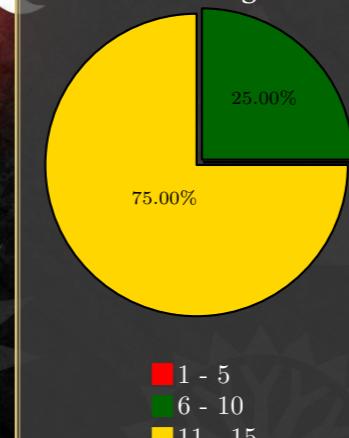
Turn Number Statistics

Average Number of Turns: 12

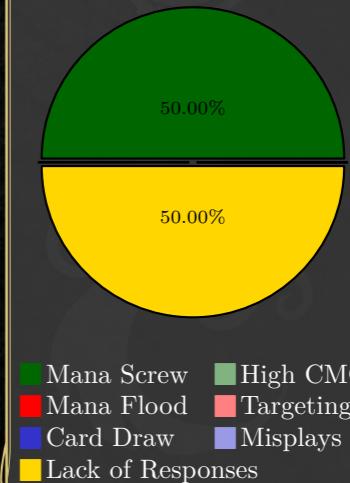


Average First Kill Turn: 11.5

Game Length



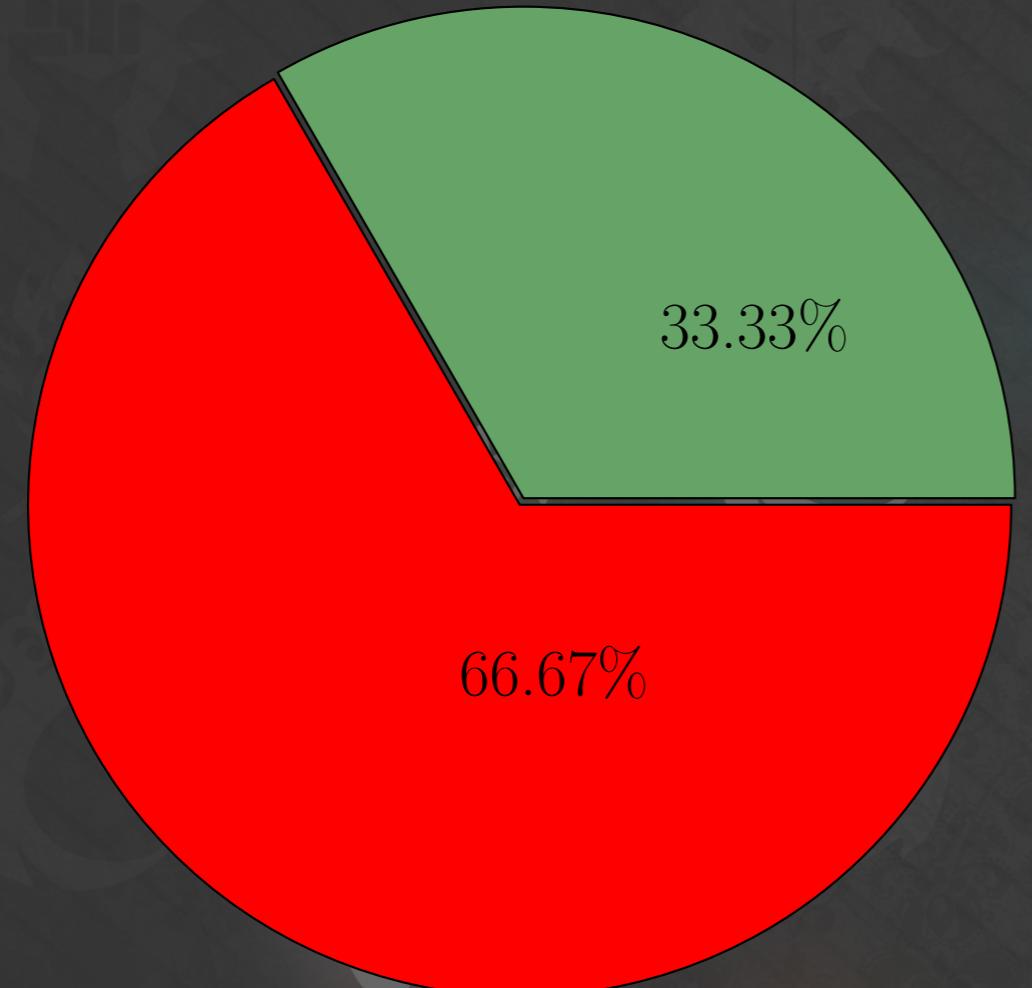
Obvious Problems



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# 4 PLAYER COMMANDER BREAKDOWN (PRECON)

Win/Lose Statistic

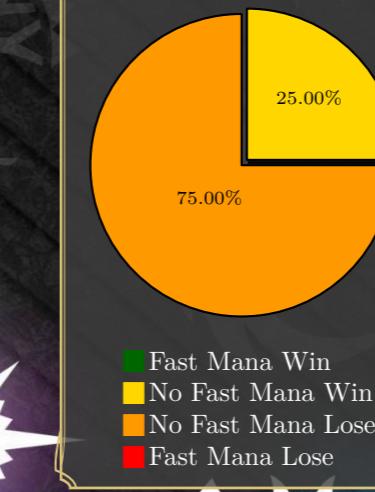


WIN  
LOSE

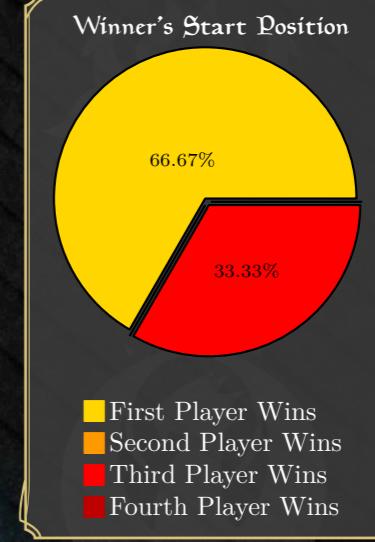
Average Finish Position

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

Fast Mana to Win/Lose



Winner's Start Position

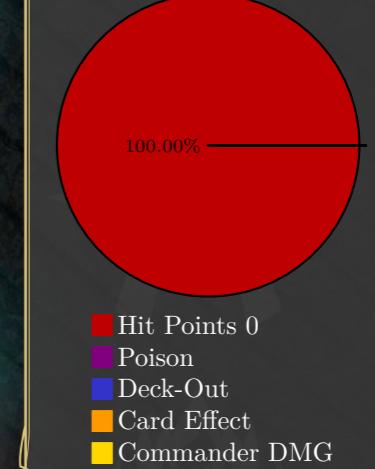


First Player Wins  
Second Player Wins  
No Fast Mana Lose  
Fast Mana Lose

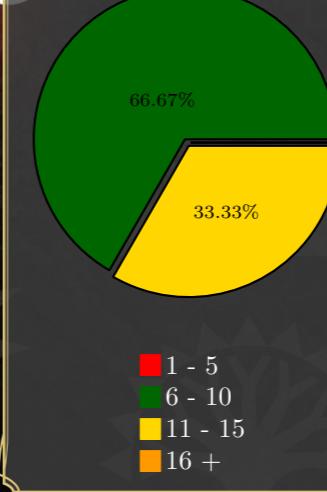
Win Condition



Lose Condition



Game Length



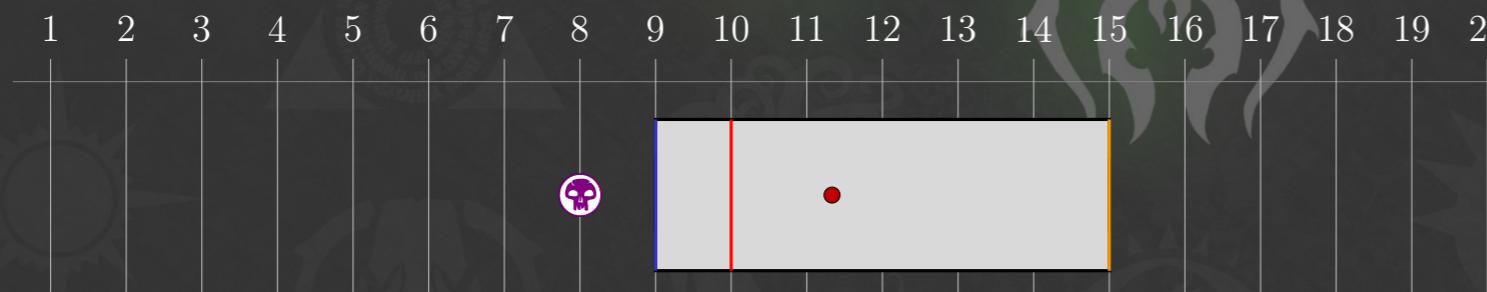
Obvious Problems



Maná Flood Targeting  
Card Draw Misplays  
Lack of Responses

Turn Number Statistics

Average Number of Turns: 11.33



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