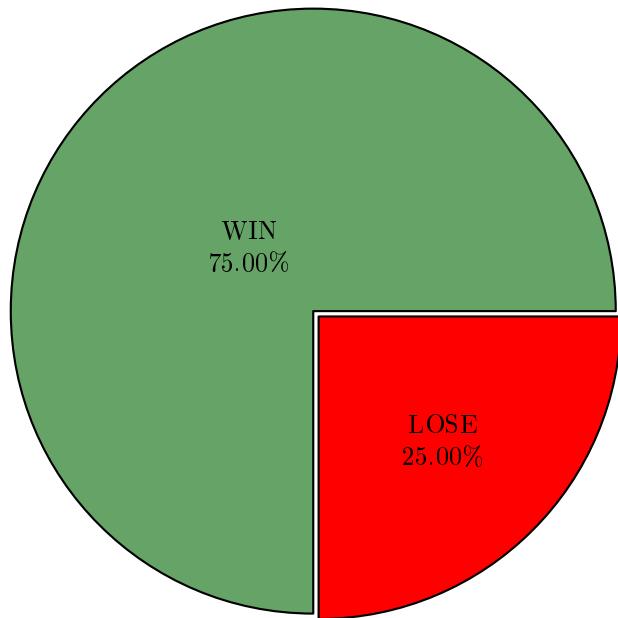
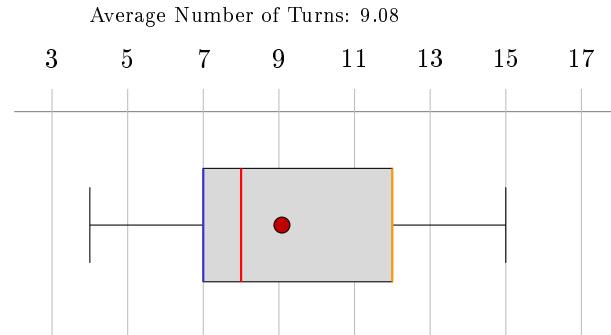


1v1 Commander Breakdown

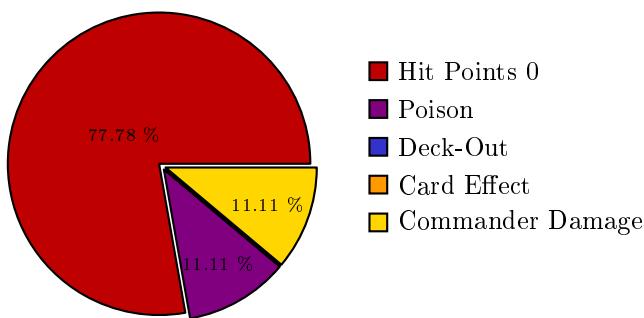
WIN/LOSE Statistics



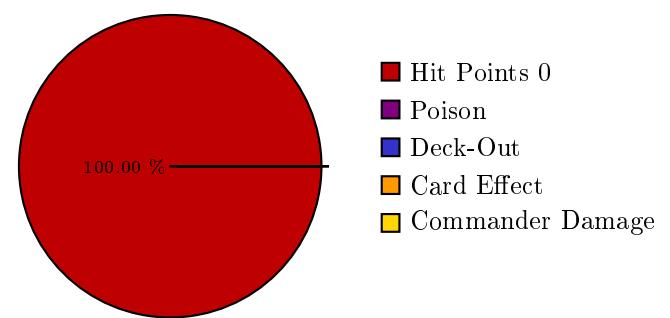
Turn Number Statistics



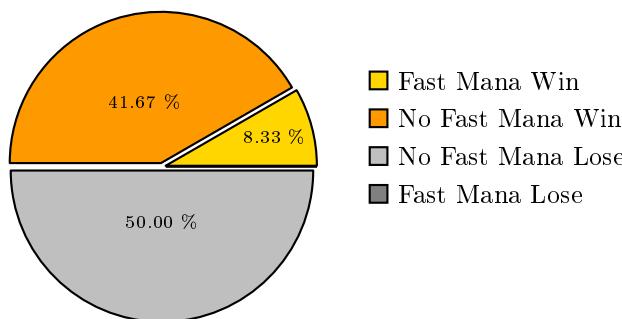
WIN CONDITION



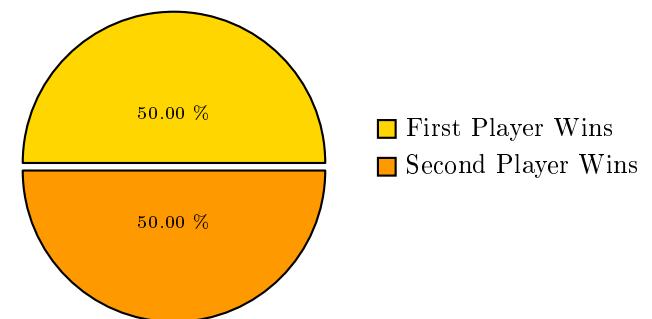
LOSE CONDITION



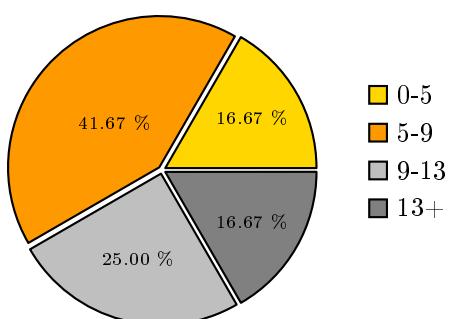
FAST MANA TO WIN/LOSE



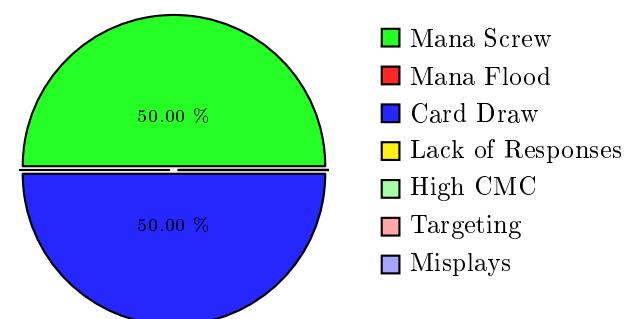
START POSITION TO WIN



GAME LENGTHS

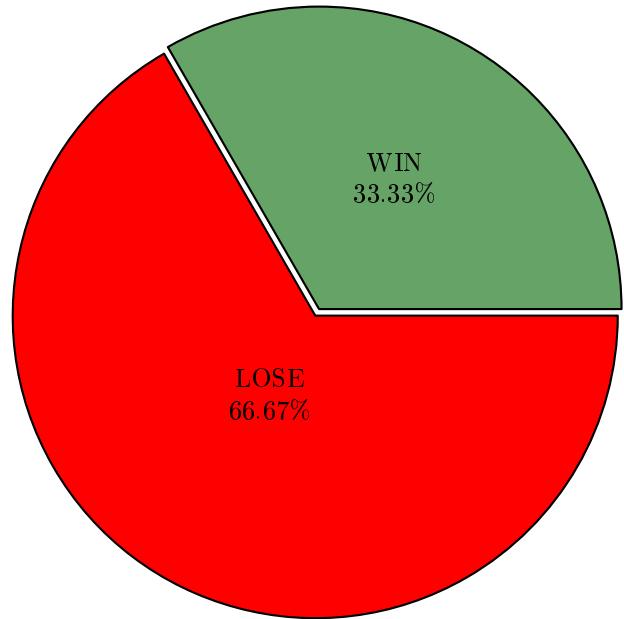


OBVIOUS PROBLEMS

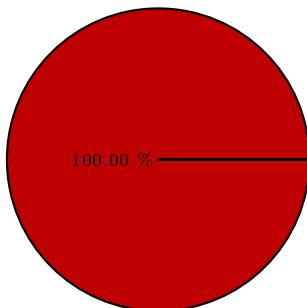


3-Player Commander Breakdown

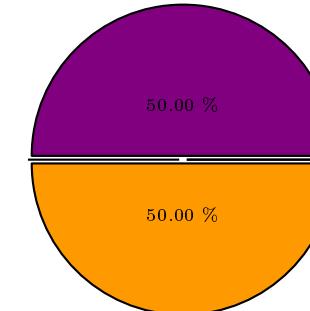
WIN/LOSE Statistics



WIN CONDITION

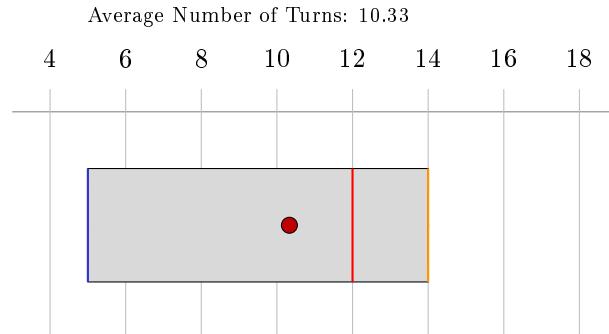


LOSE CONDITION



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

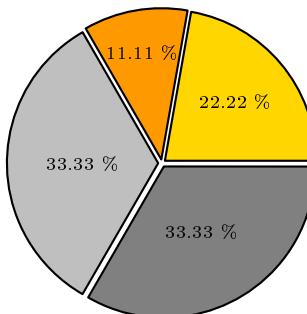
Turn Number Statistics



Average Finish Position

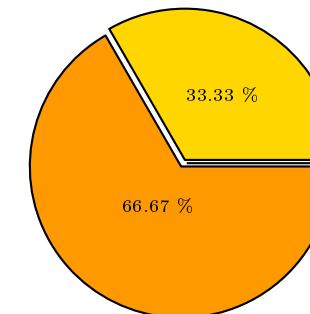
SELF	2.00
FIRST PLAYER	1.67
SECOND PLAYER	1.33
THIRD PLAYER	3.00

FAST MANA TO WIN/LOSE



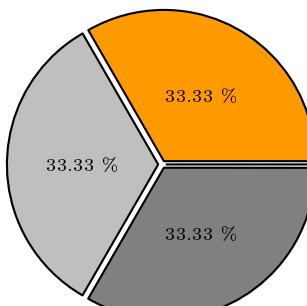
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN



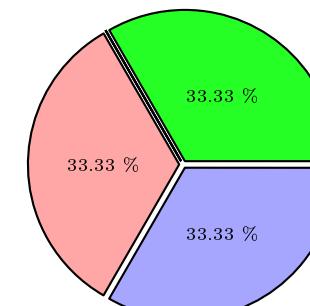
- First Player Wins
- Second Player Wins
- Third Player Wins

GAME LENGTHS



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

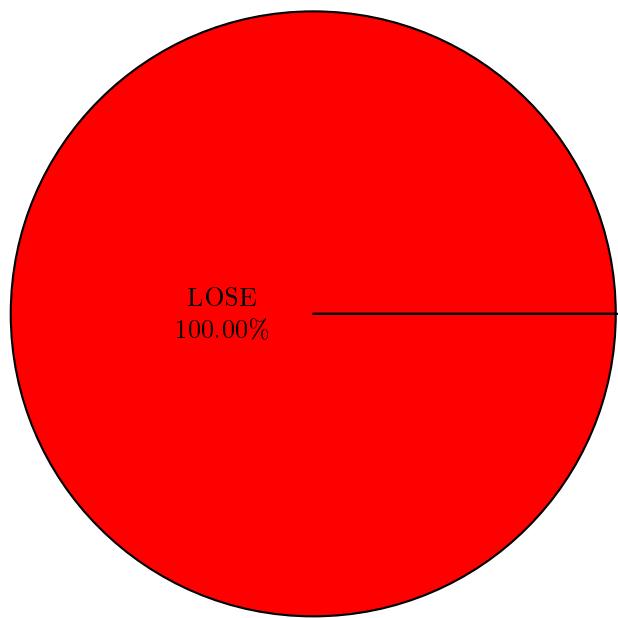
OBVIOUS PROBLEMS



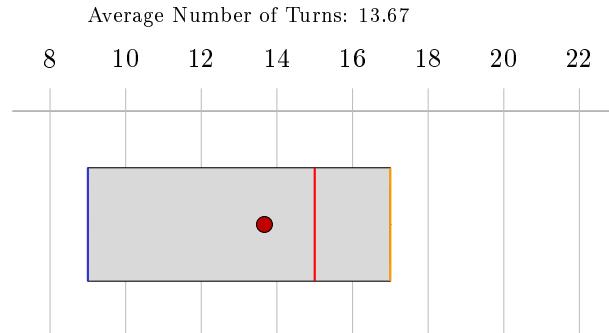
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

4-Player Commander Breakdown

WIN/LOSE Statistics



Turn Number Statistics



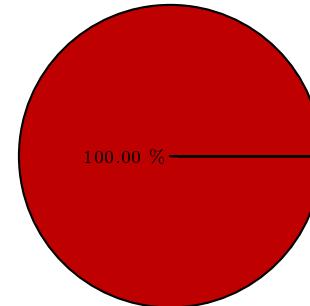
Average Finish Position

SELF	2.33
FIRST PLAYER	1.67
SECOND PLAYER	2.67
THIRD PLAYER	3.00
FOURTH PLAYER	2.67

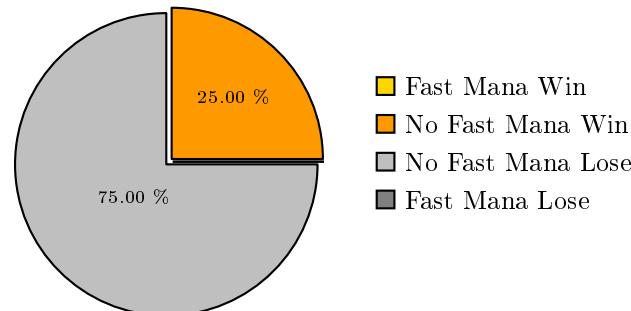
WIN CONDITION

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

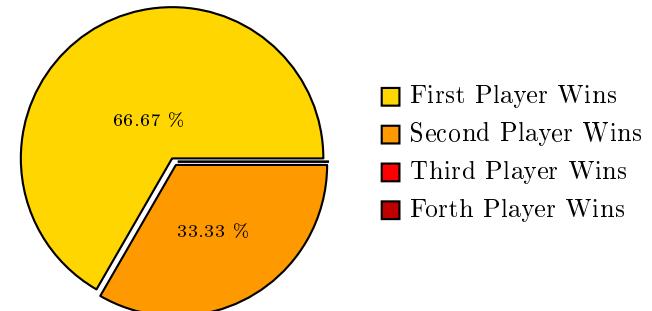
LOSE CONDITION



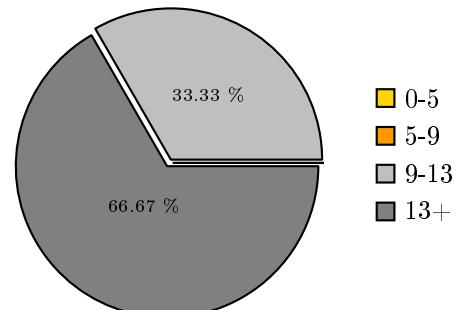
FAST MANA TO WIN/LOSE



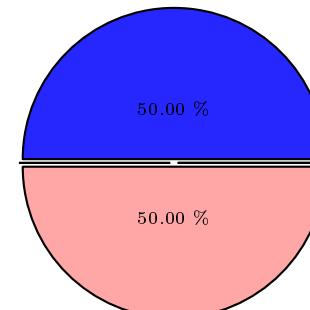
START POSITION TO WIN



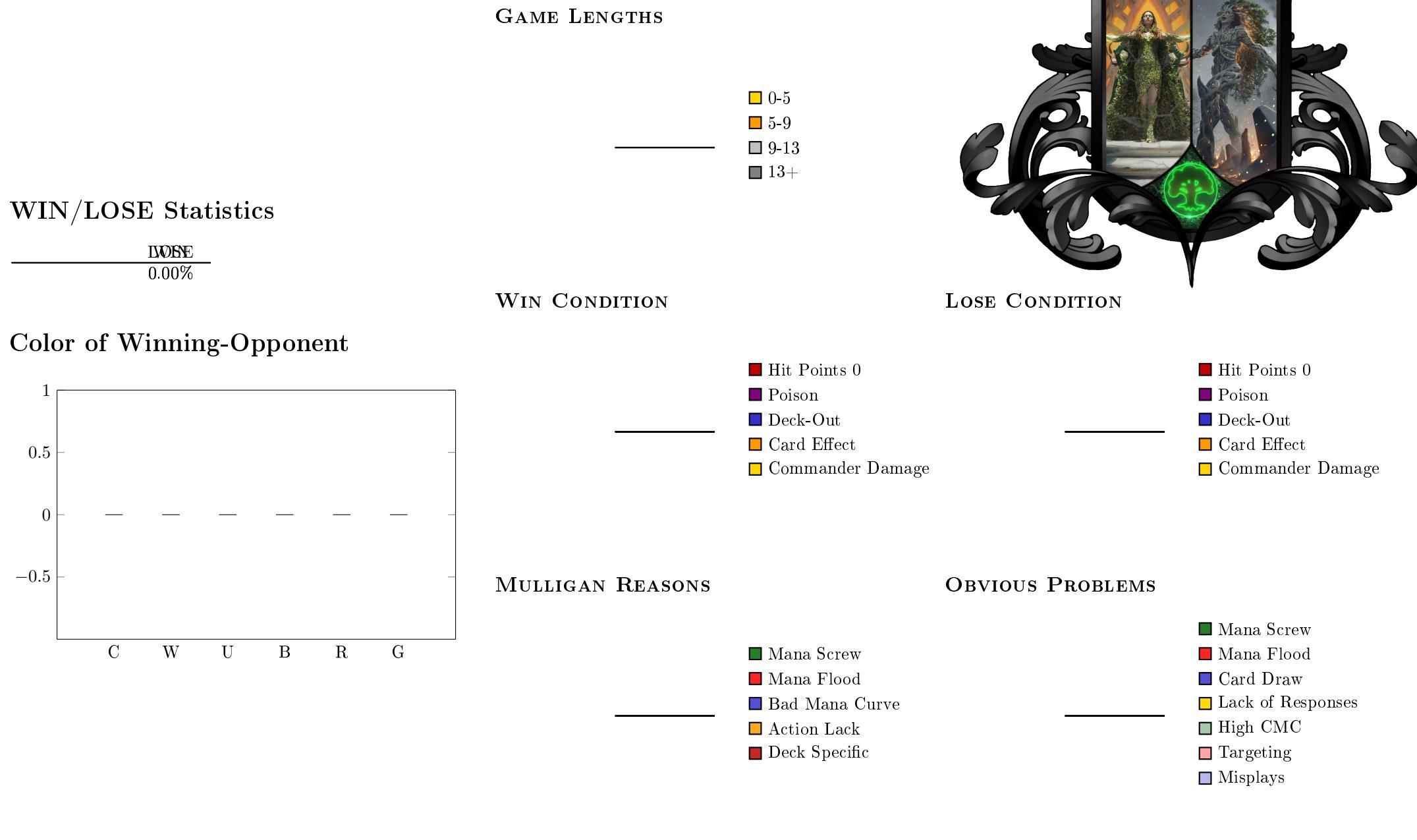
GAME LENGTHS



OBVIOUS PROBLEMS



DE/REFORESTATION - Titania, Voice of Gaea - General



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

WIN CONDITION

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

LOSE CONDITION

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

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

Turn Number Statistics

Average Number of Turns: 0

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

- First Player Wins
- Second Player Wins

GAME LENGTHS

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

OBVIOUS PROBLEMS

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

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

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

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

OBVIOUS PROBLEMS

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

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

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

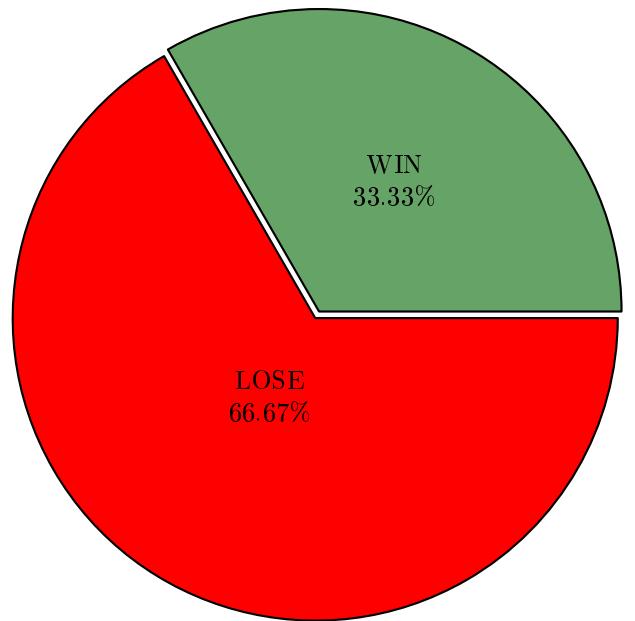
- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

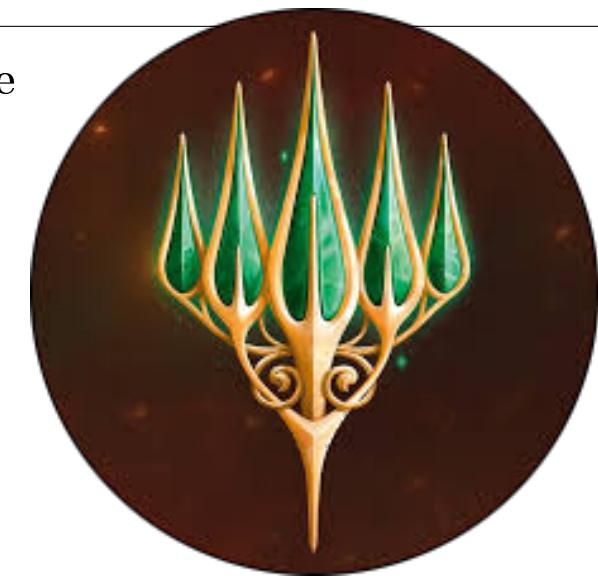
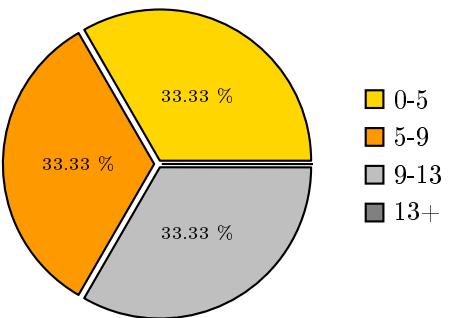
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

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

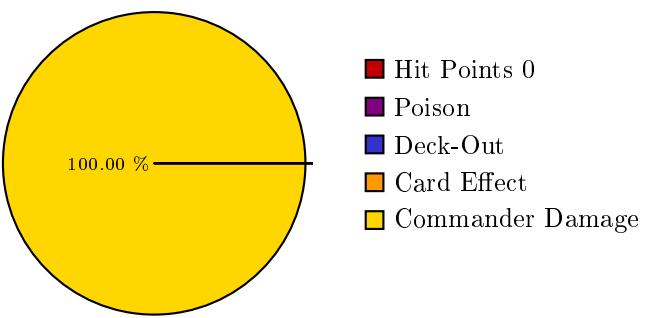
Reborn - General WIN/LOSE Statistics



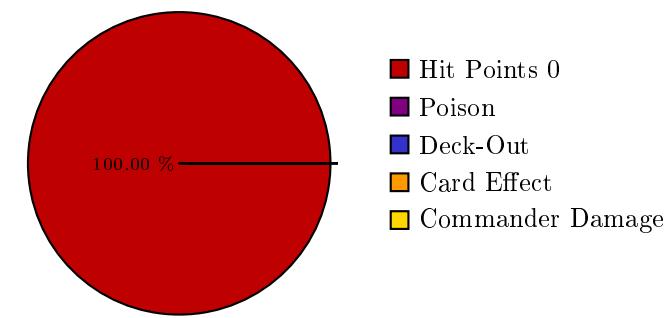
GAME LENGTHS



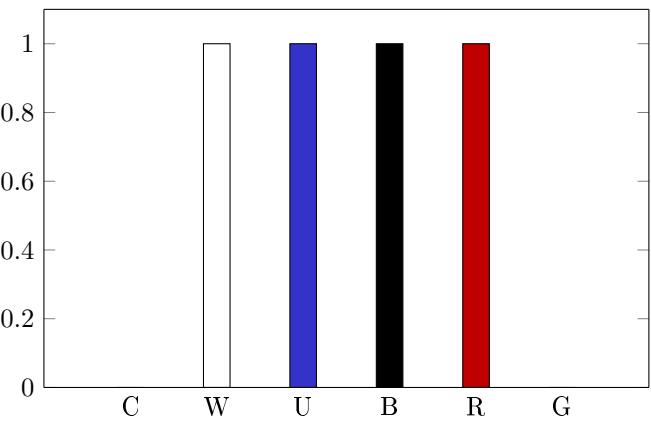
WIN CONDITION



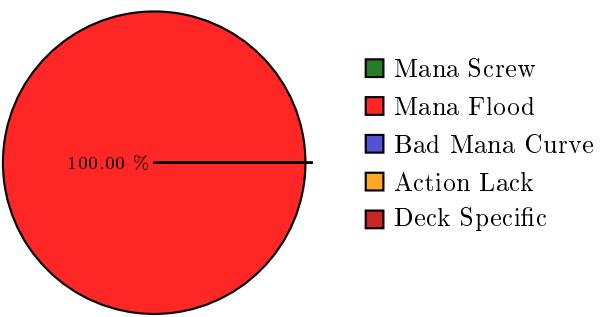
LOSE CONDITION



Color of Winning-Opponent

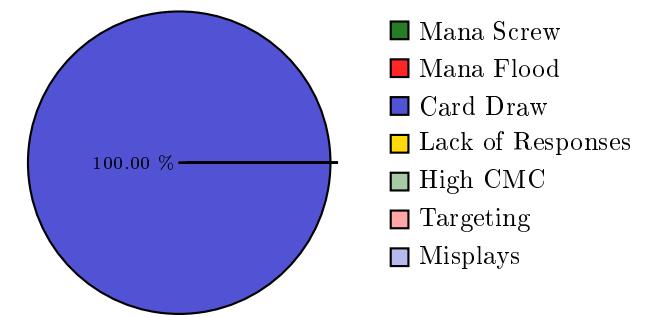


MULLIGAN REASONS



MULLIGAN NUMBER: 1

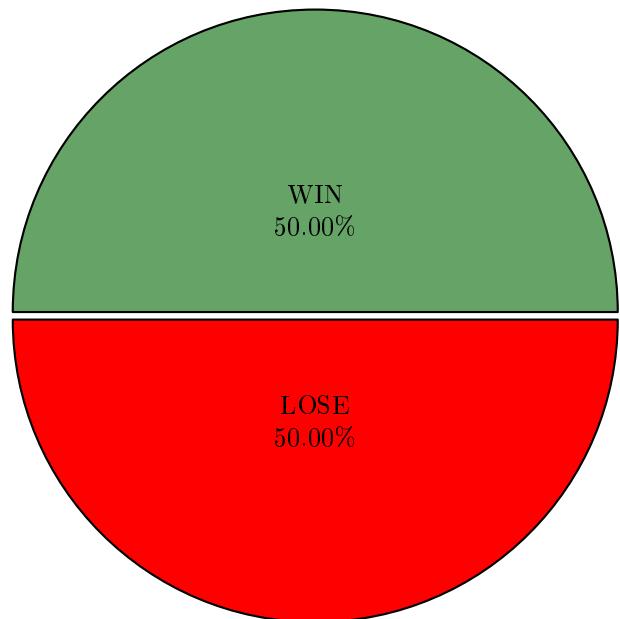
OBVIOUS PROBLEMS



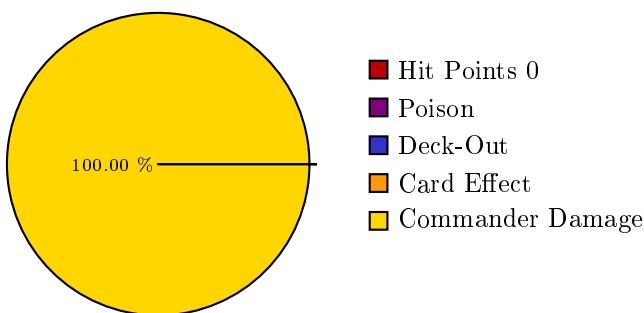
- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific
- High CMC
- Targeting
- Misplays

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

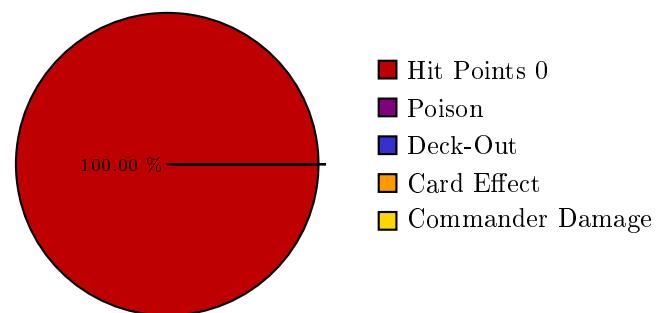
WIN/LOSE Statistics



WIN CONDITION

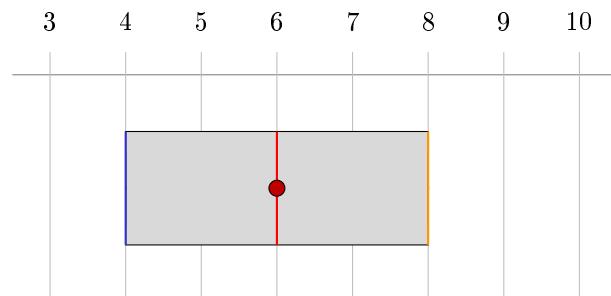


LOSE CONDITION

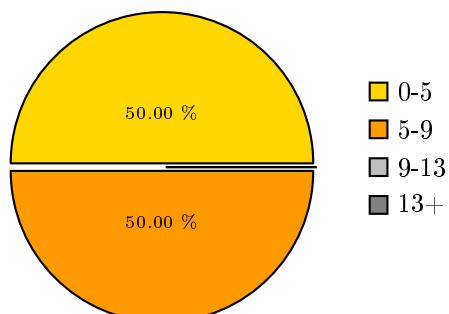


Turn Number Statistics

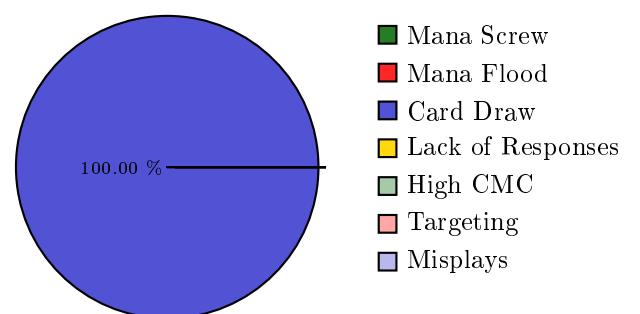
Average Number of Turns: 6.00



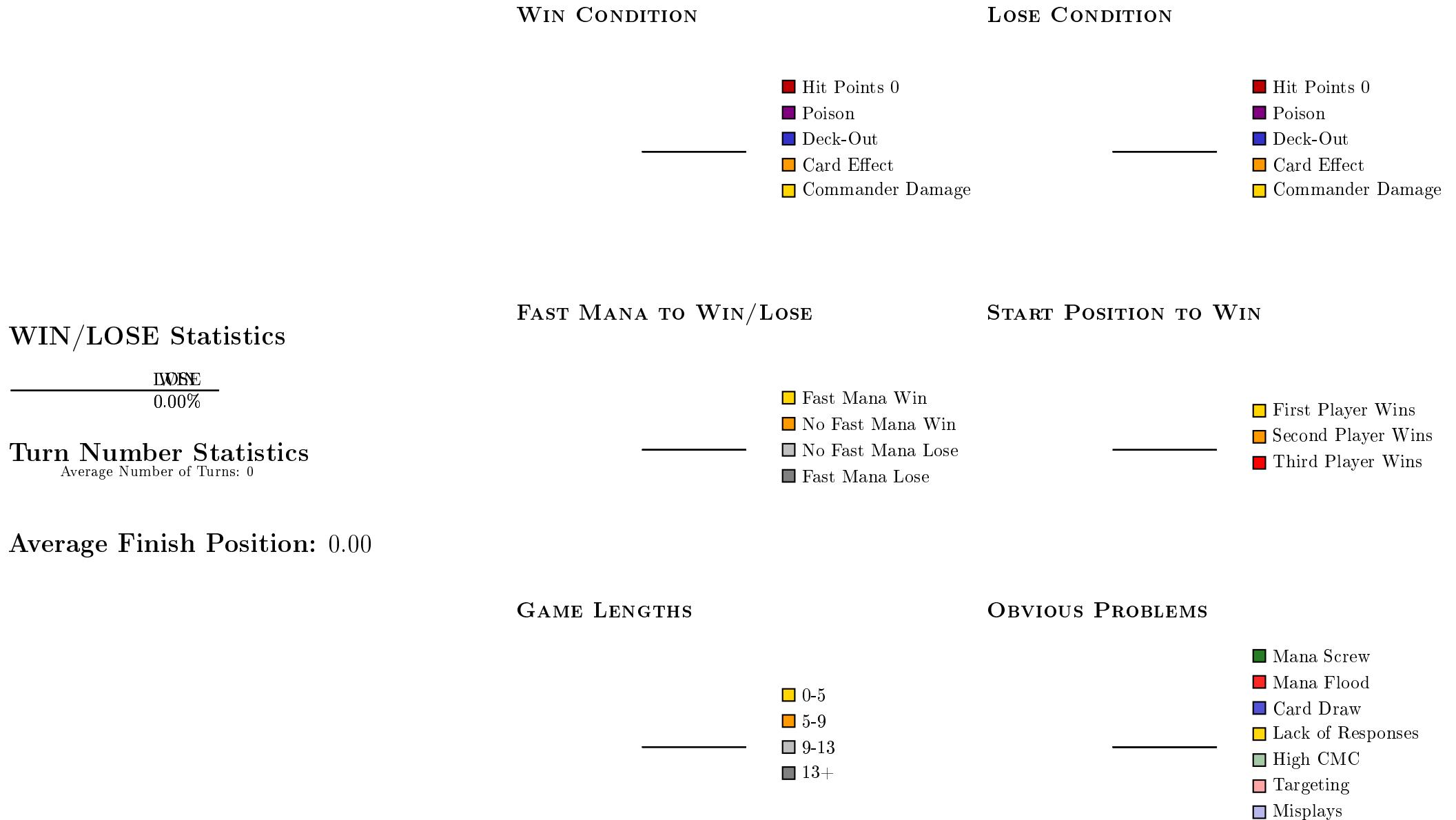
GAME LENGTHS



OBVIOUS PROBLEMS

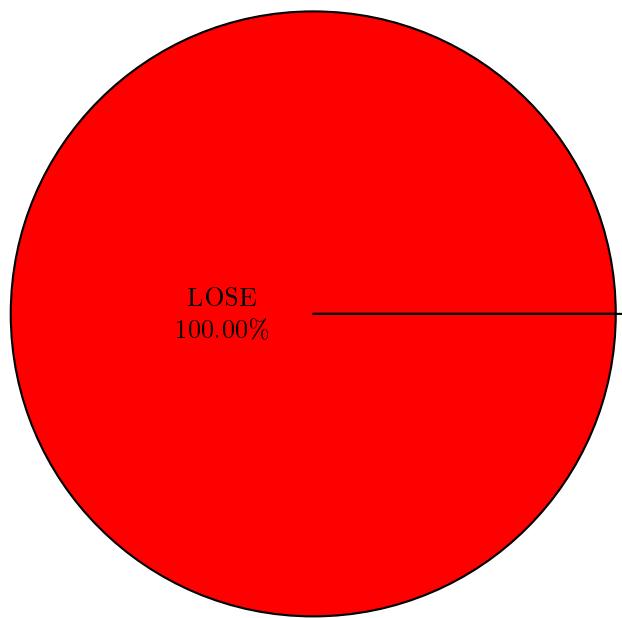


STRENGTH IS RELATIVE - Rograkh, Son of Rogahh and Jeska, Thrice Reborn - 3 Player



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

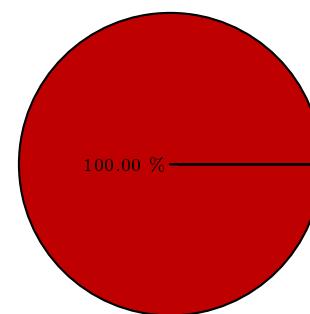
WIN/LOSE Statistics



WIN CONDITION

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

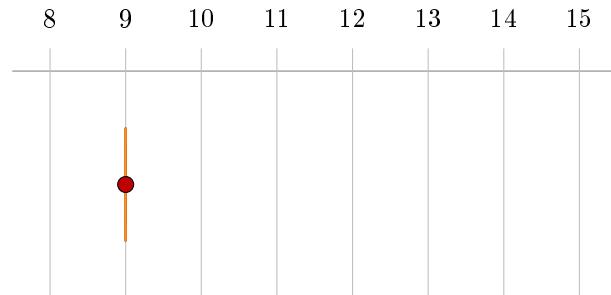
LOSE CONDITION



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

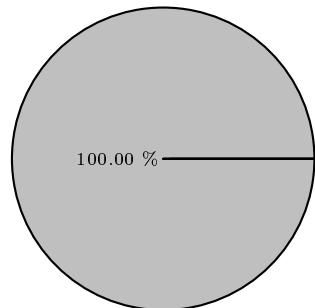
Turn Number Statistics

Average Number of Turns: 9.00



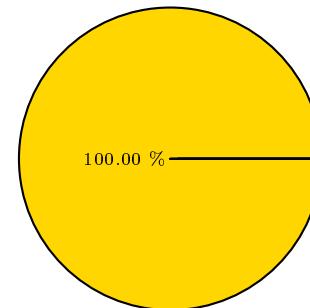
Average Finish Position: 2.00

FAST MANA TO WIN/LOSE



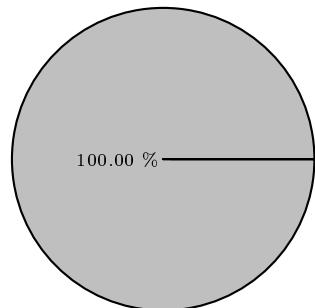
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN



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

GAME LENGTHS



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

OBVIOUS PROBLEMS

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

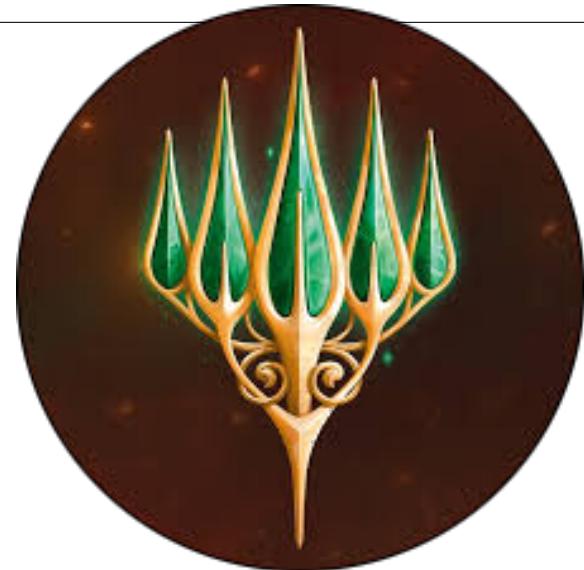
ADAMANTINE FLYERS - Sephara, Sky's Blade - General

GAME LENGTHS

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

WIN/LOSE Statistics

LOSE
0.00%



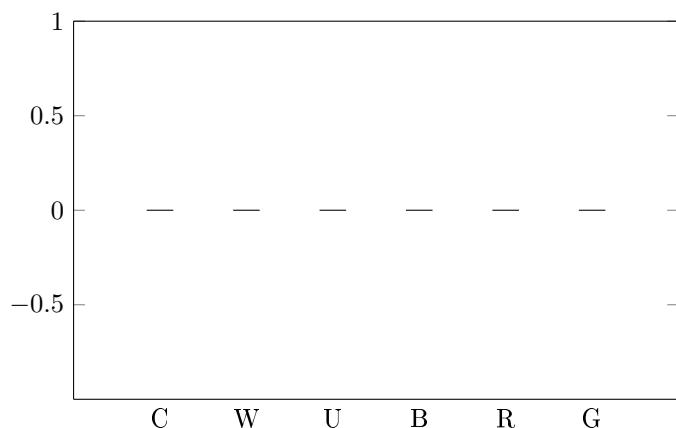
WIN CONDITION

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

LOSE CONDITION

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

Color of Winning-Opponent



MULLIGAN REASONS

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

OBVIOUS PROBLEMS

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

MULLIGAN NUMBER: 1

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

WIN CONDITION

LOSE CONDITION

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

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

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

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

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

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

OBVIOUS PROBLEMS

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

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

WIN CONDITION

LOSE CONDITION

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

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Average Finish Position: 0.00

GAME LENGTHS

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

OBVIOUS PROBLEMS

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

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

WIN CONDITION

LOSE CONDITION

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

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

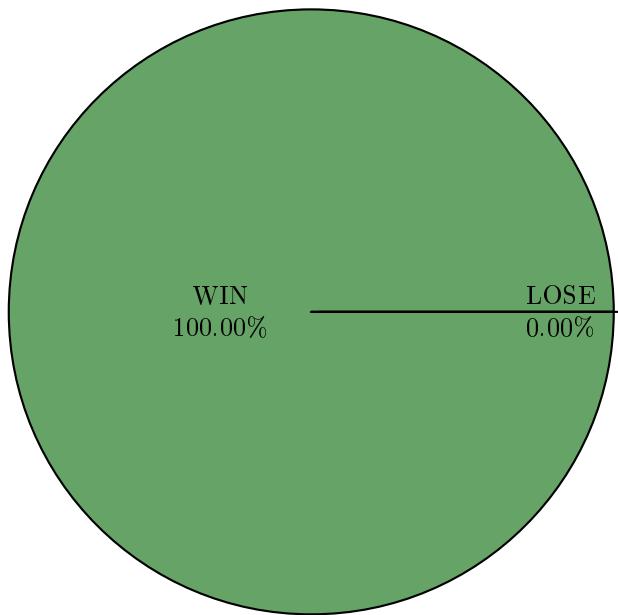
- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

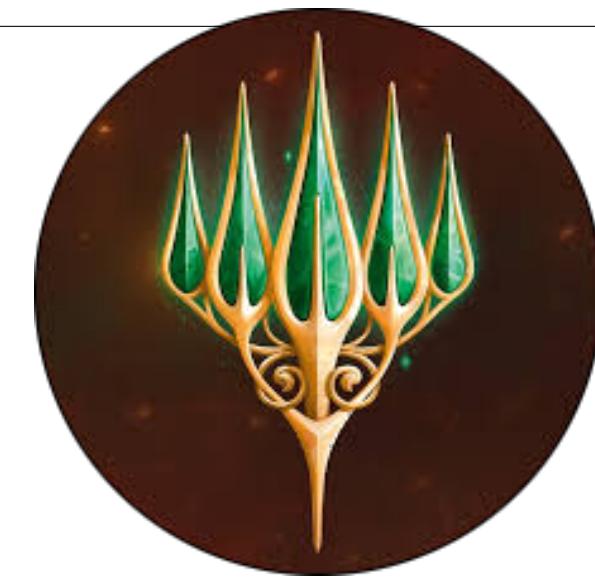
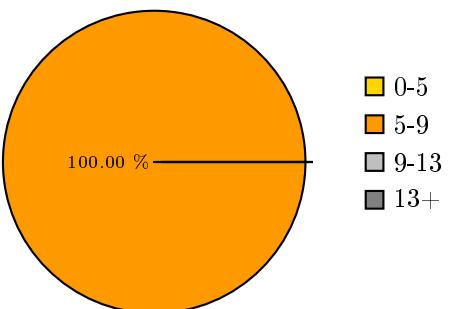
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

ELDRAZI UNBOUND - Zhulodok, Void Gorger - General

WIN/LOSE Statistics



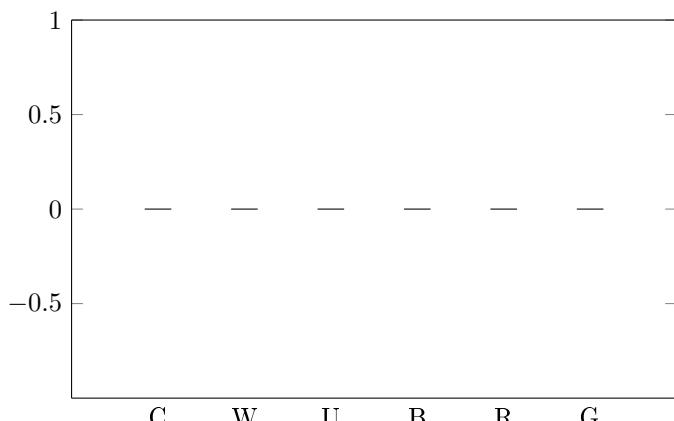
GAME LENGTHS



LOSE CONDITION

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

Color of Winning-Opponent



MULLIGAN REASONS

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

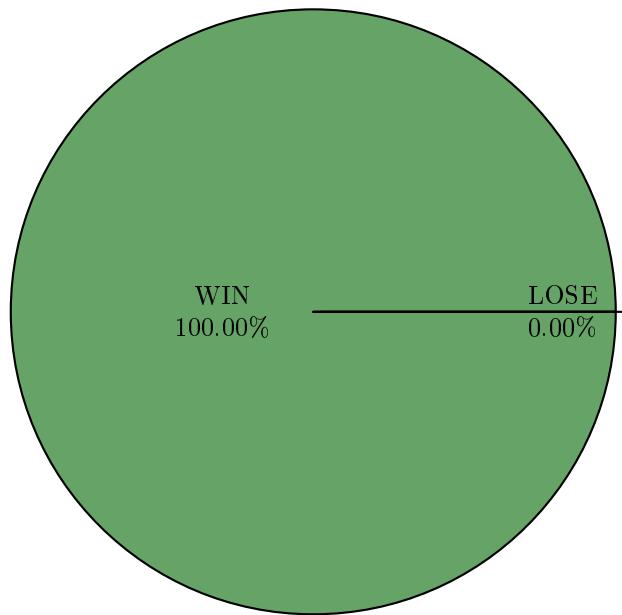
MULLIGAN NUMBER: 1

OBVIOUS PROBLEMS

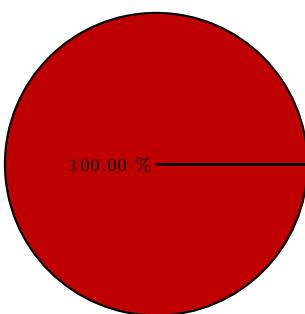
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

ELDRAZI UNBOUND - Zhulodok, Void Gorger - 1v1

WIN/LOSE Statistics



WIN CONDITION



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

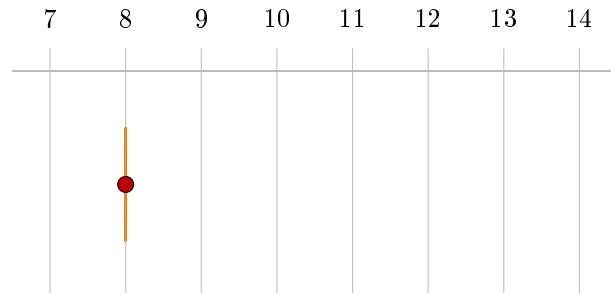
LOSE CONDITION



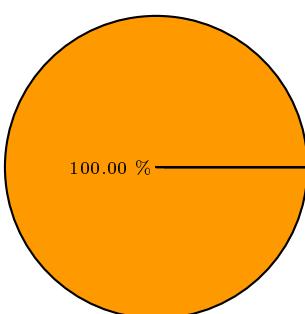
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Turn Number Statistics

Average Number of Turns: 8.00



GAME LENGTHS



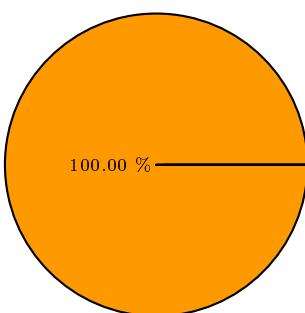
- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS



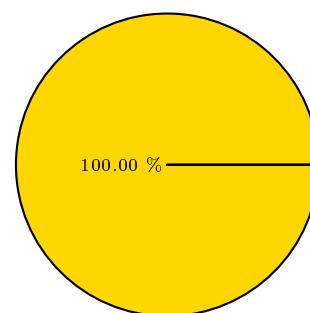
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

FAST MANA TO WIN/LOSE



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

START POSITION TO WIN



- First Player Wins
- Second Player Wins

ELDRAZI UNBOUND - Zhulodok, Void Gorger - 3 Player

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

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

OBVIOUS PROBLEMS

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

ELDRAZI UNBOUND - Zhulodok, Void Gorger - 4 Player

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

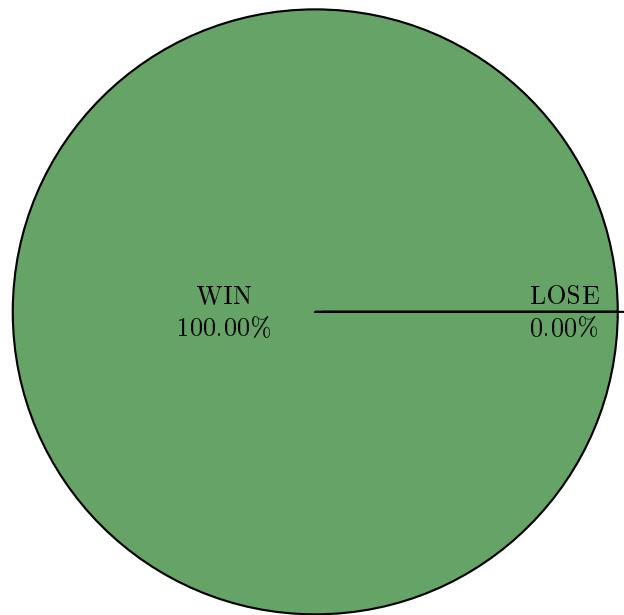
- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

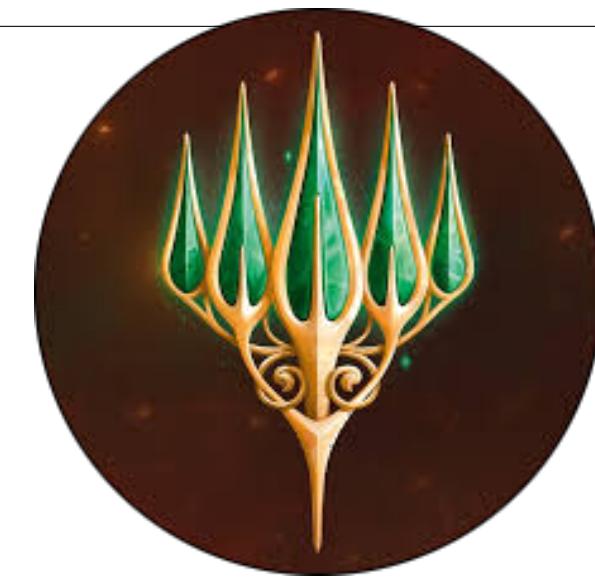
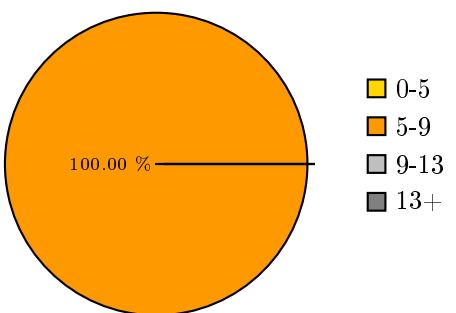
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

HIDING NINJAS - Satoru Umezawa - General

WIN/LOSE Statistics



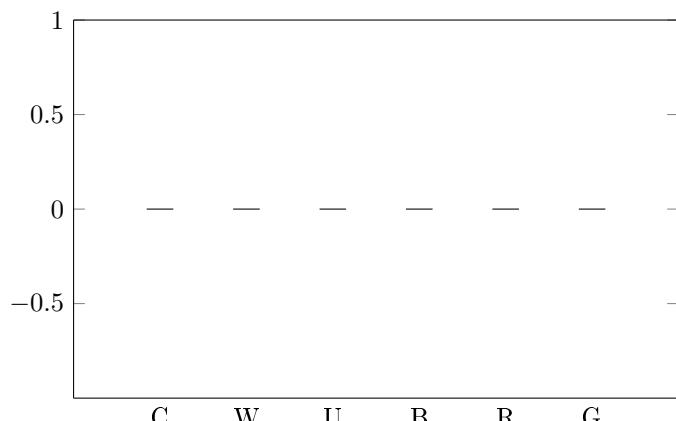
GAME LENGTHS



LOSE CONDITION

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

Color of Winning-Opponent



MULLIGAN REASONS

MULLIGAN NUMBER: 1

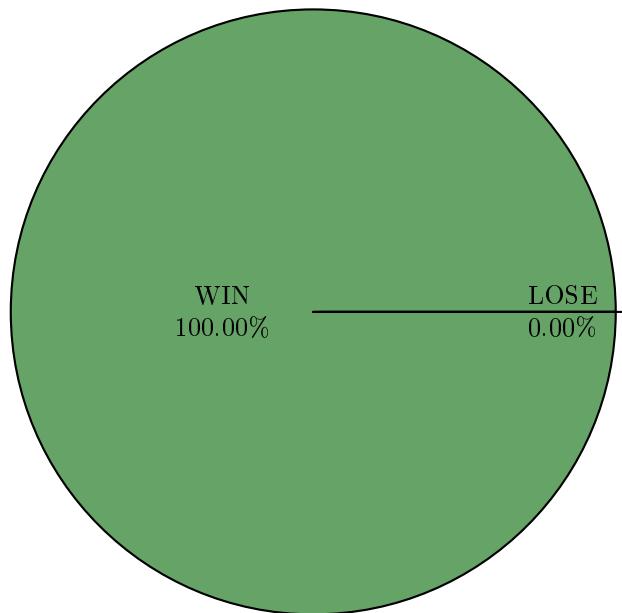
- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

OBVIOUS PROBLEMS

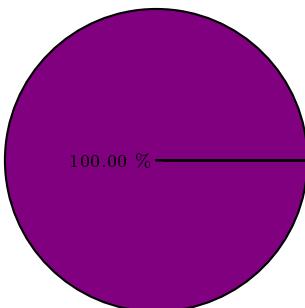
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

HIDING NINJAS - Satoru Umezawa - 1v1

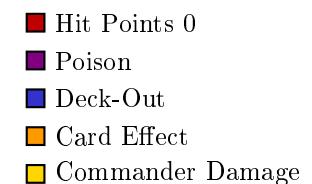
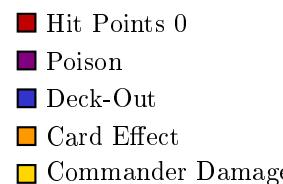
WIN/LOSE Statistics



WIN CONDITION

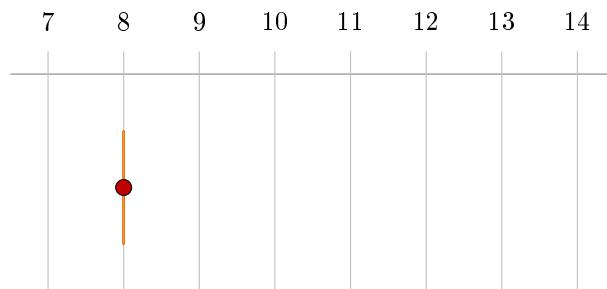


LOSE CONDITION

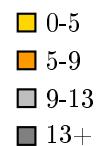
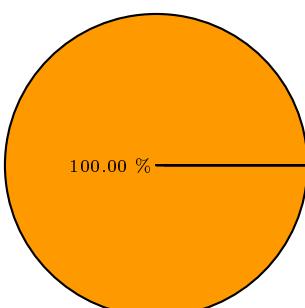


Turn Number Statistics

Average Number of Turns: 8.00



GAME LENGTHS



OBVIOUS PROBLEMS



HIDING NINJAS - Satoru Umezawa - 3 Player

WIN CONDITION

LOSE CONDITION

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

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Average Finish Position: 0.00

GAME LENGTHS

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

OBVIOUS PROBLEMS

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

HIDING NINJAS - Satoru Umezawa - 4 Player

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

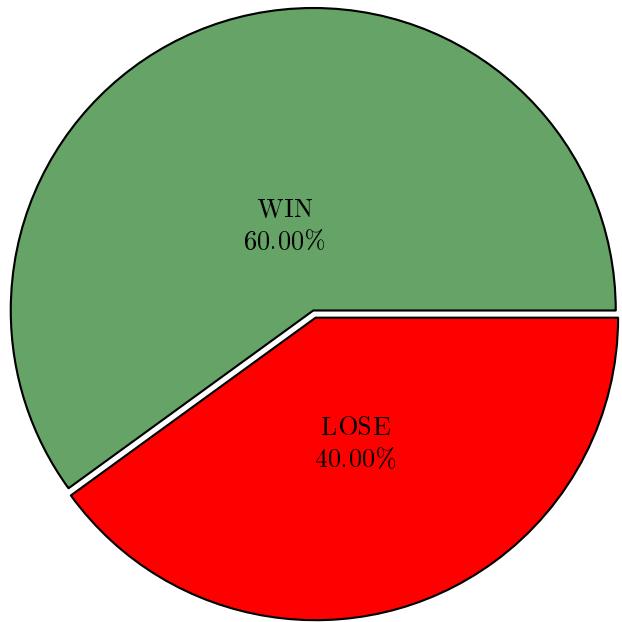
- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

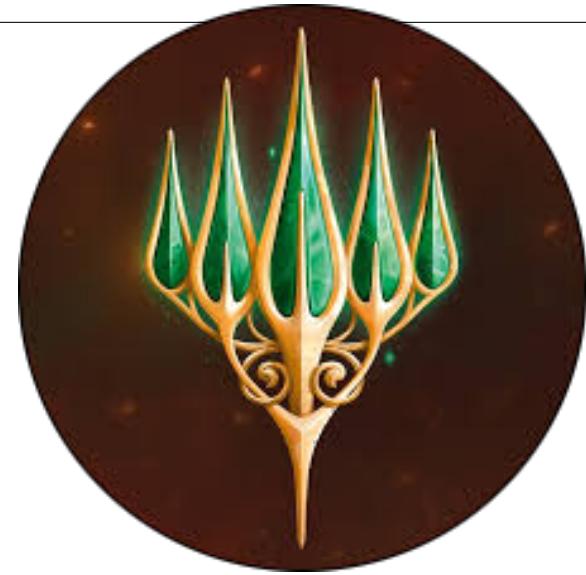
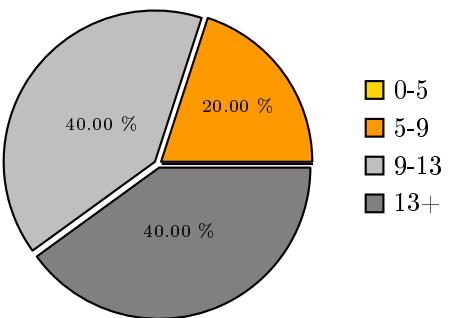
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

ARACHNOphobia - Shelob, Child of Ungoliant - General

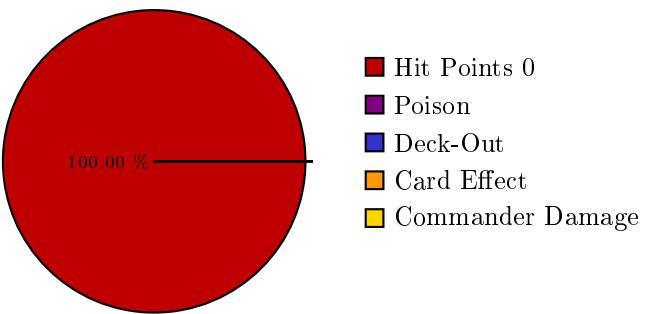
WIN/LOSE Statistics



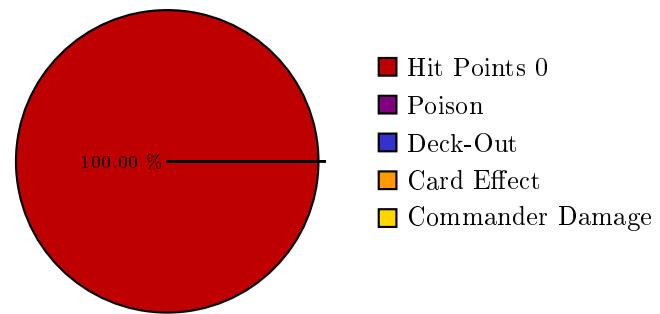
GAME LENGTHS



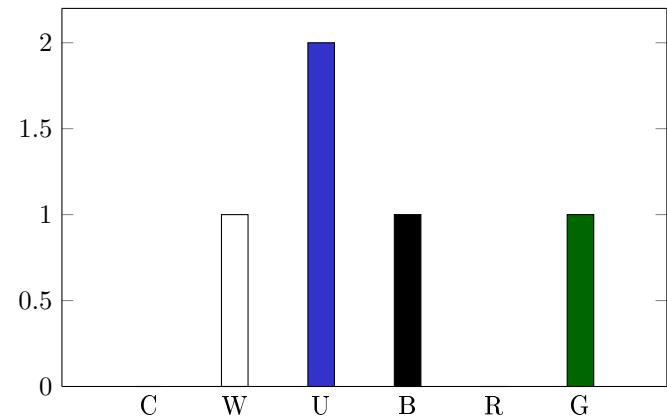
WIN CONDITION



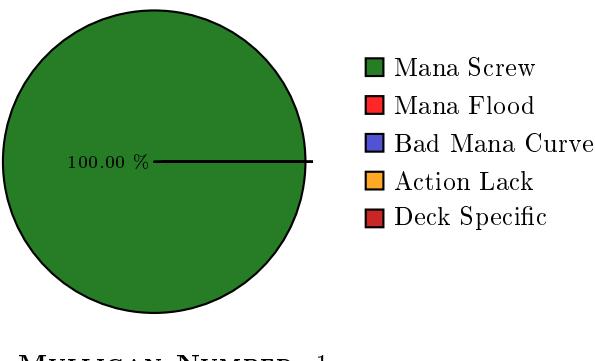
LOSE CONDITION



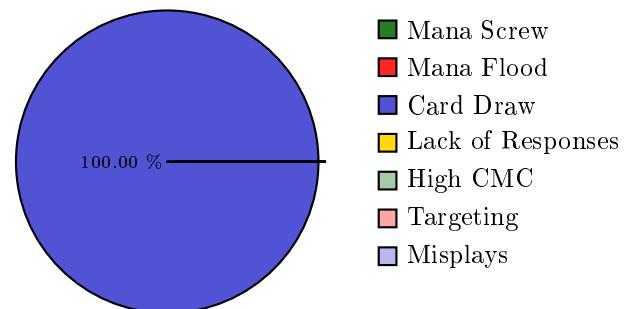
Color of Winning-Opponent



MULLIGAN REASONS

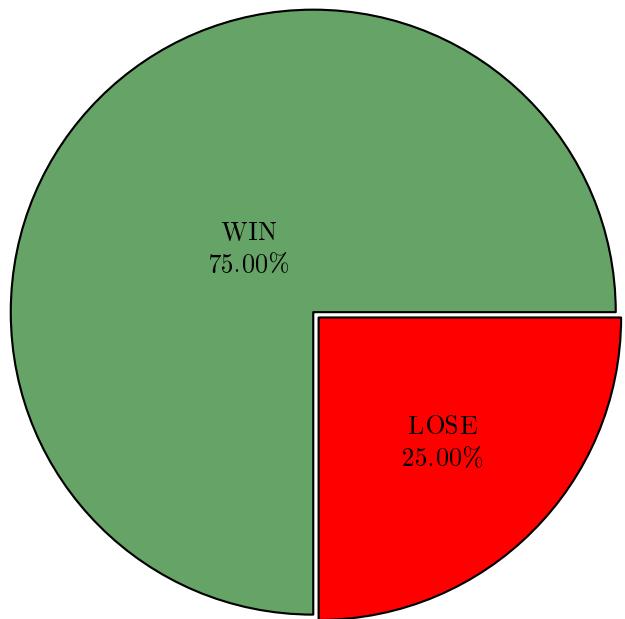


OBVIOUS PROBLEMS

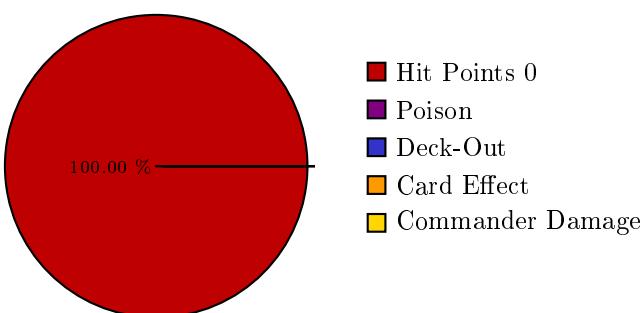


ARACHNOphobia - Shelob, Child of Ungoliant - 1v1

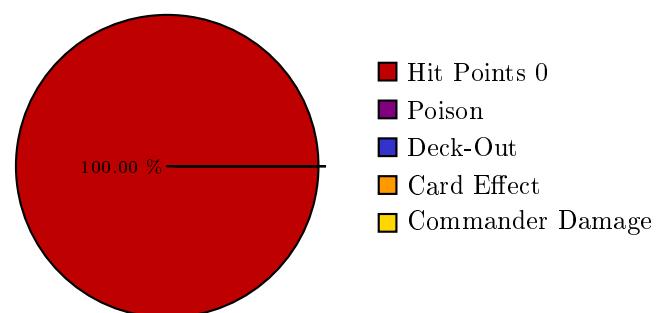
WIN/LOSE Statistics



WIN CONDITION

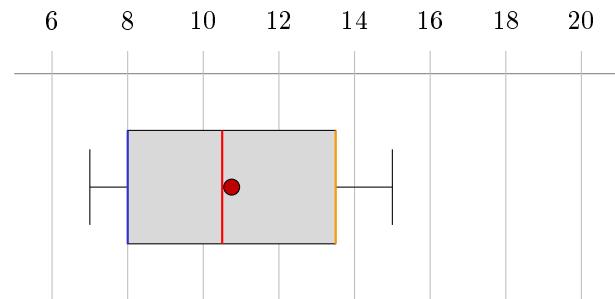


LOSE CONDITION

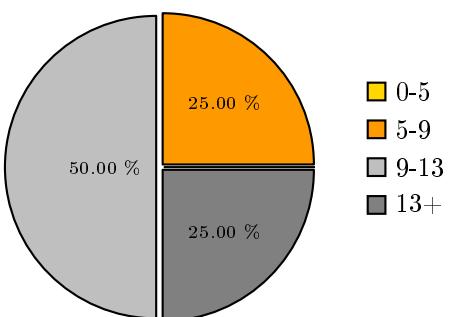


Turn Number Statistics

Average Number of Turns: 10.75



GAME LENGTHS



OBVIOUS PROBLEMS

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

ARACHNOPHOBIA - Shelob, Child of Ungoliant - 3 Player

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Average Finish Position: 0.00

GAME LENGTHS

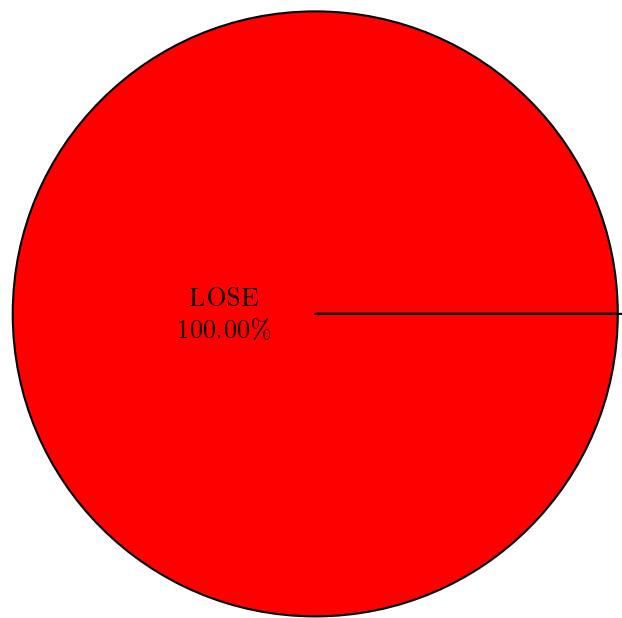
- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

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

ARACHNOphobia - Shelob, Child of Ungoliant - 4 Player

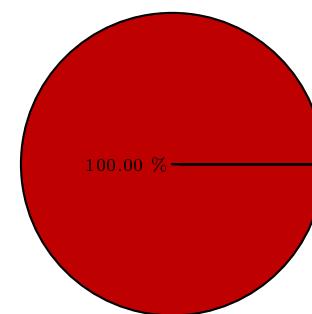
WIN/LOSE Statistics



WIN CONDITION

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

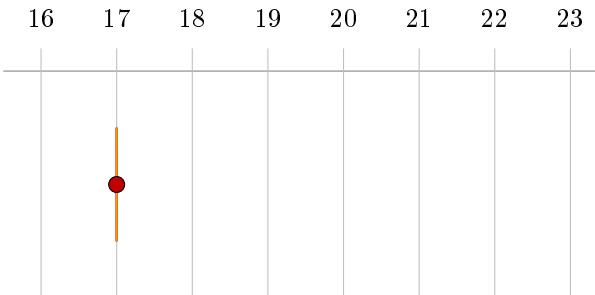
LOSE CONDITION



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

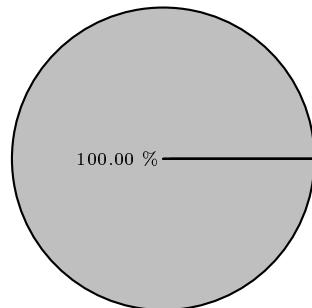
Turn Number Statistics

Average Number of Turns: 17.00



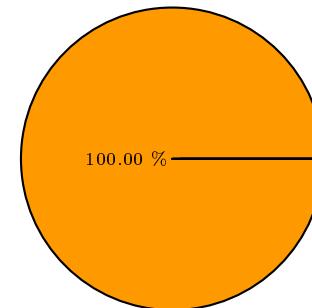
Average Finish Position: 3.00

FAST MANA TO WIN/LOSE



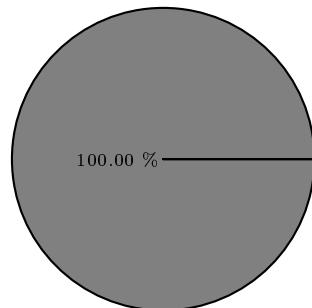
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN



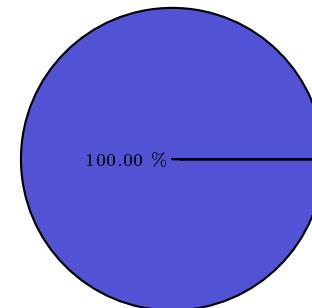
- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

GAME LENGTHS



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

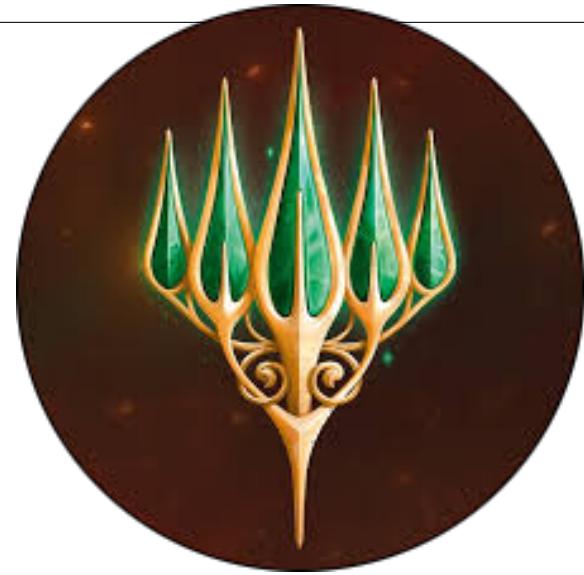
OBVIOUS PROBLEMS



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

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

GAME LENGTHS



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

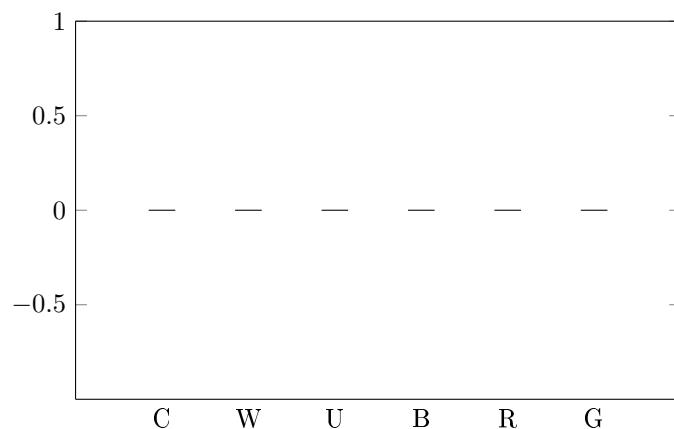
WIN/LOSE Statistics

LOSE
0.00%

WIN CONDITION

LOSE CONDITION

Color of Winning-Opponent



MULLIGAN REASONS

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

OBVIOUS PROBLEMS

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

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

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

MULLIGAN NUMBER: 1

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

WIN CONDITION

LOSE CONDITION

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

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

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

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

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

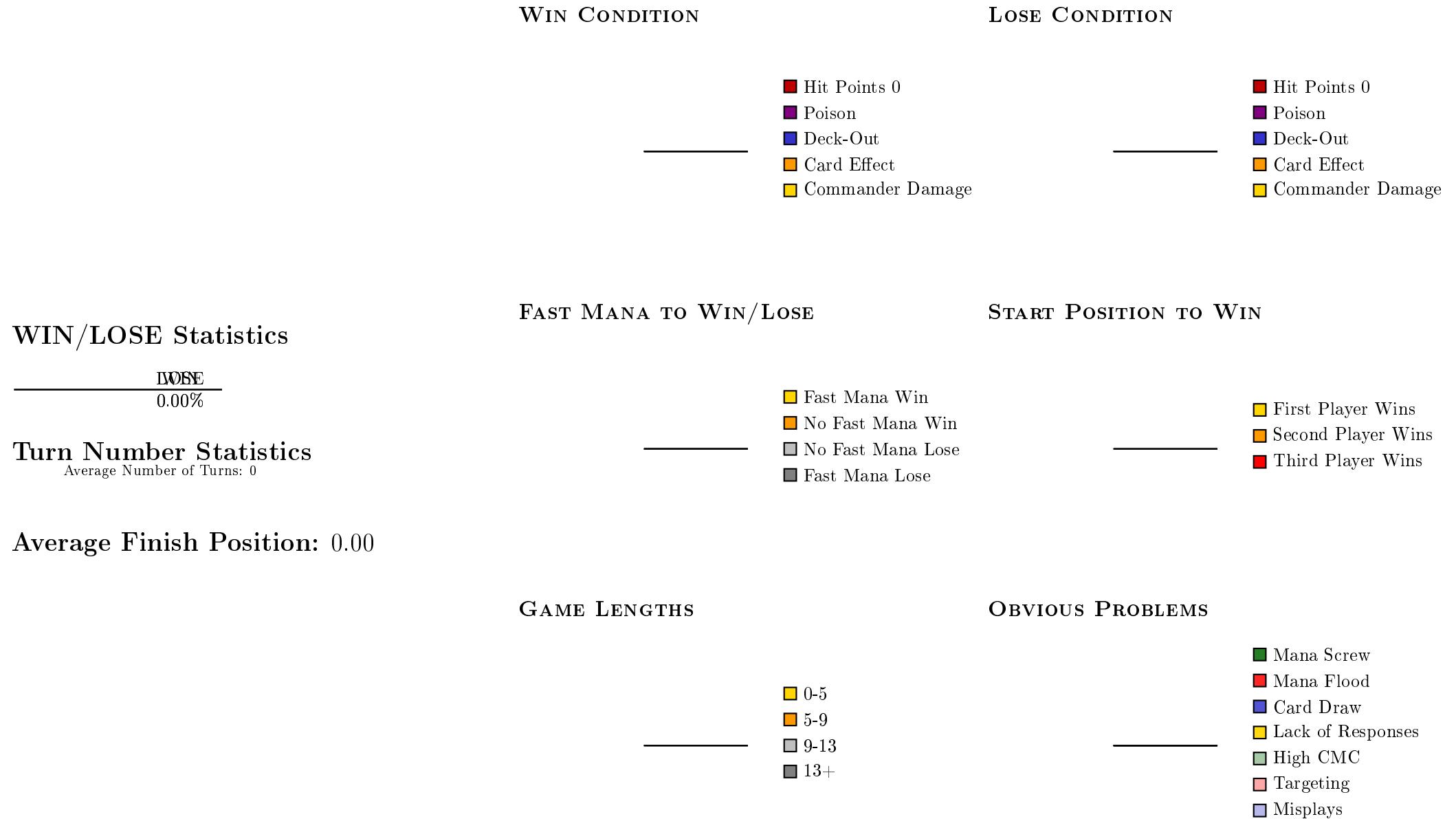
GAME LENGTHS

OBVIOUS PROBLEMS

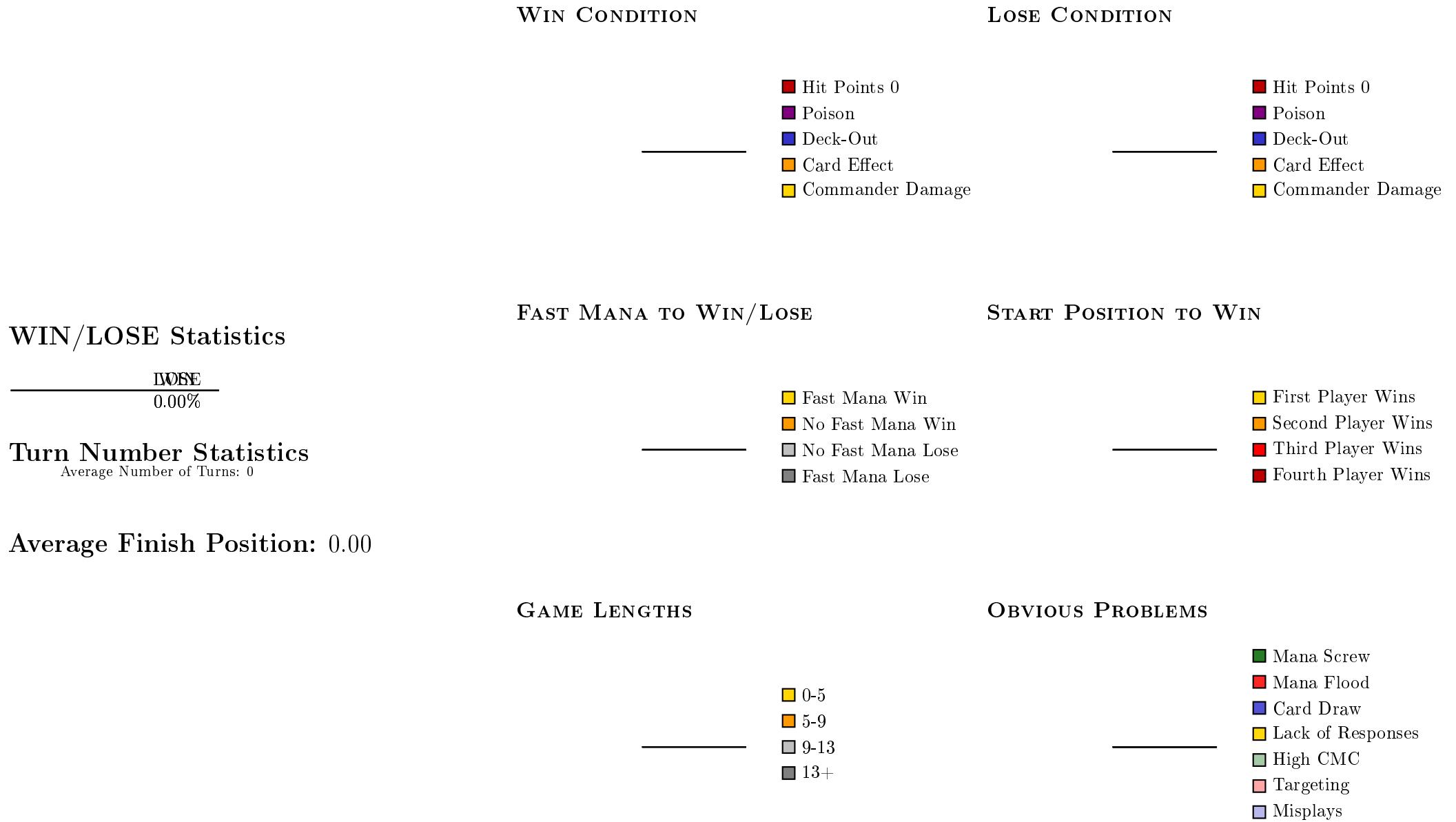
- 0-5
- 5-9
- 9-13
- 13+

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

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



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

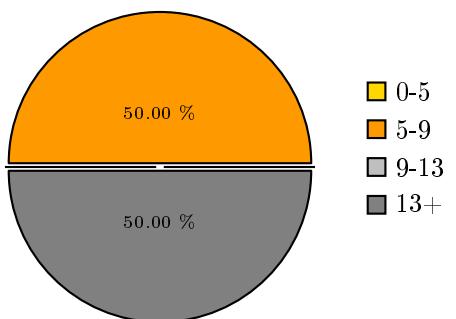


DRIVE-BY VEHICLES - Sydri, Galvanic Genius - General

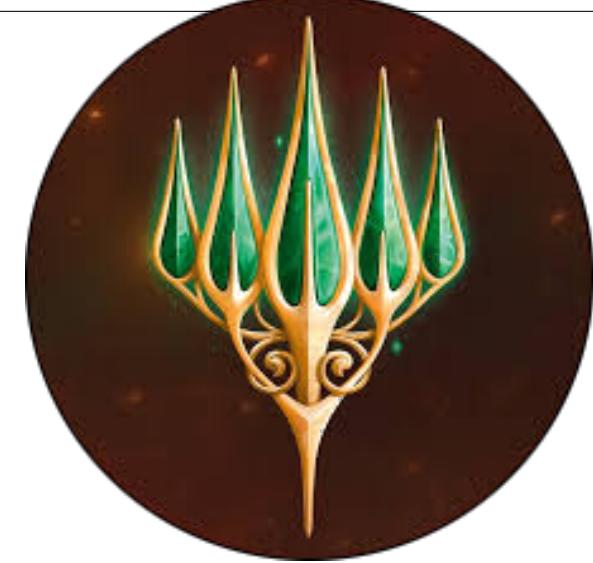
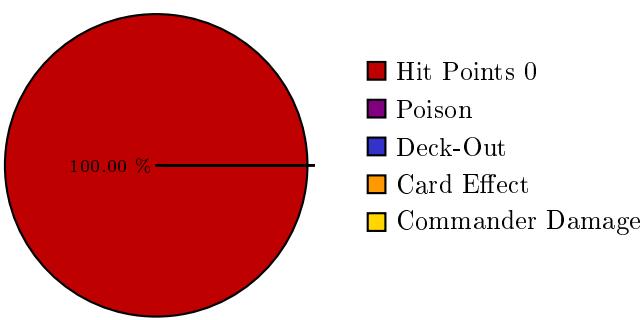
WIN/LOSE Statistics



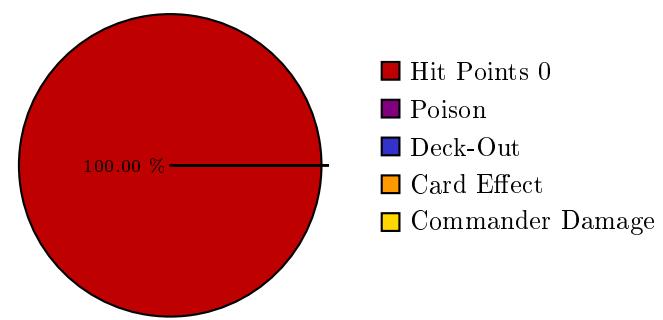
GAME LENGTHS



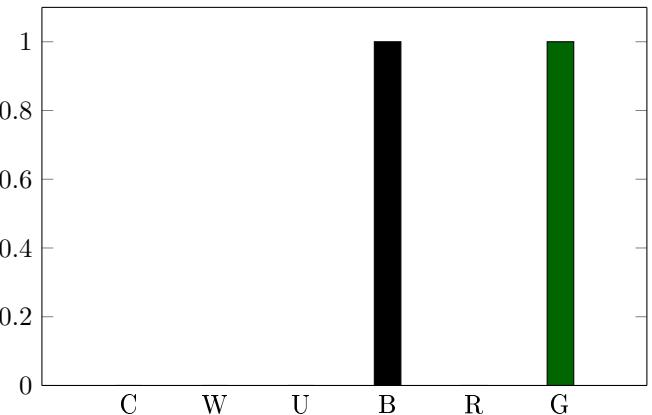
WIN CONDITION



LOSE CONDITION



Color of Winning-Opponent



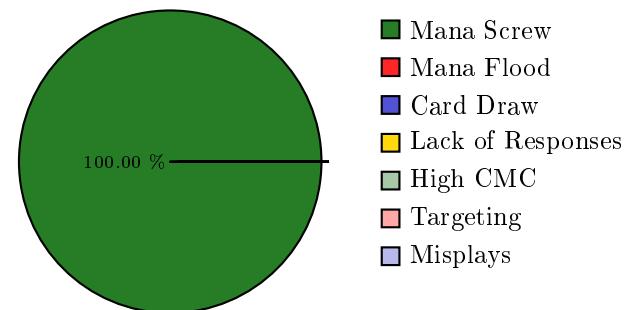
MULLIGAN REASONS

—

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

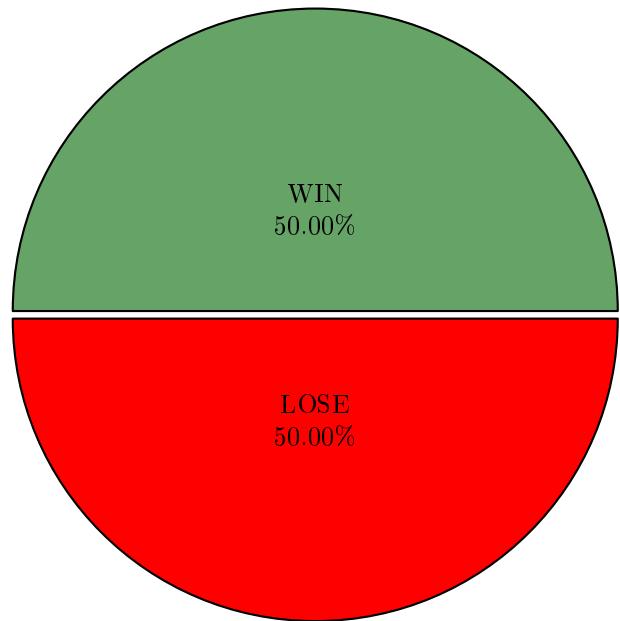
MULLIGAN NUMBER: 1

OBVIOUS PROBLEMS

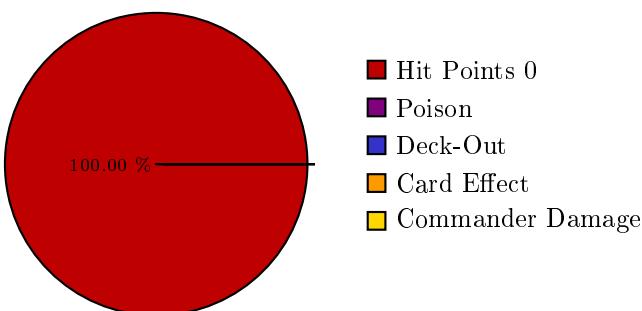


DRIVE-BY VEHICLES - Sydri, Galvanic Genius - 1v1

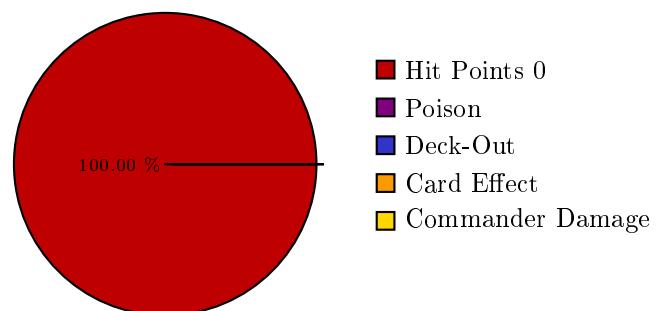
WIN/LOSE Statistics



WIN CONDITION

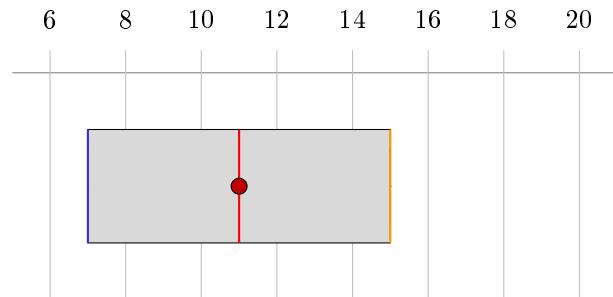


LOSE CONDITION

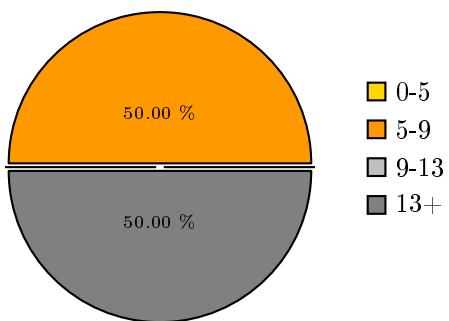


Turn Number Statistics

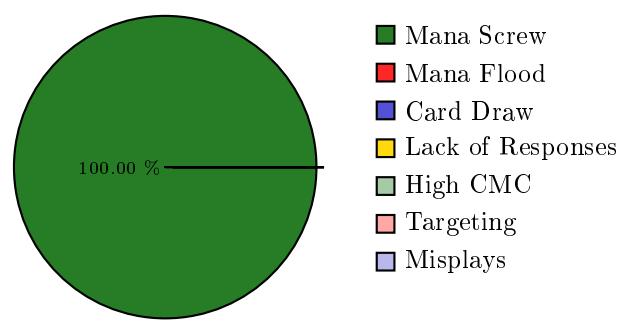
Average Number of Turns: 11.00



GAME LENGTHS



OBVIOUS PROBLEMS



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

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

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

OBVIOUS PROBLEMS

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

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

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

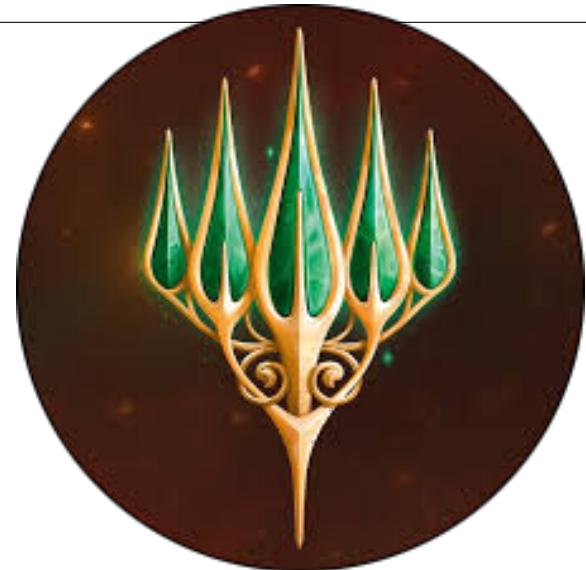
GAME LENGTHS

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

OBVIOUS PROBLEMS

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

CONTROLLING TIME - Obeka, Brute Chronologist - General



GAME LENGTHS



WIN/LOSE Statistics

LOSE
0.00%

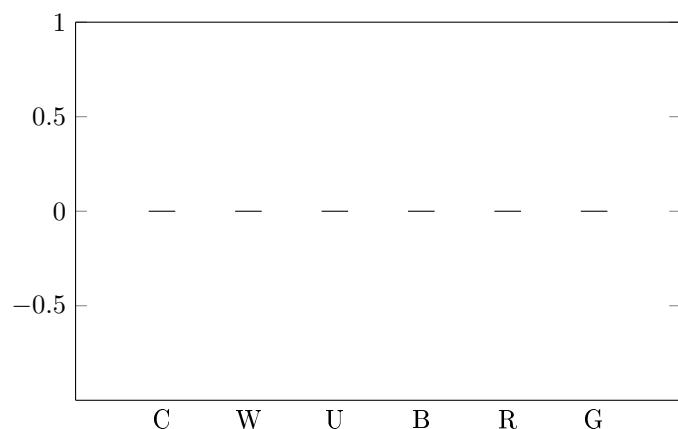
WIN CONDITION

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

LOSE CONDITION

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

Color of Winning-Opponent



MULLIGAN REASONS

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

OBVIOUS PROBLEMS

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

MULLIGAN NUMBER: 1

CONTROLLING TIME - Obeka, Brute Chronologist - 1v1

WIN CONDITION

LOSE CONDITION

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

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

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

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

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

OBVIOUS PROBLEMS

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

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

CONTROLLING TIME - Obeka, Brute Chronologist - 3 Player

WIN CONDITION

LOSE CONDITION

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

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

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

OBVIOUS PROBLEMS

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

CONTROLLING TIME - Obeka, Brute Chronologist - 4 Player

WIN CONDITION

LOSE CONDITION

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

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

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

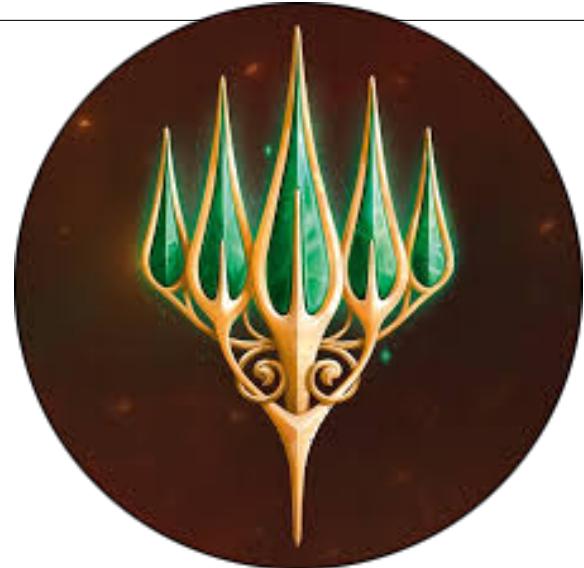
OBVIOUS PROBLEMS

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

STEALING PIRATE MEMORY GAME - Admiral Beckett Brass - General

GAME LENGTHS

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



WIN/LOSE Statistics

LOSE
0.00%

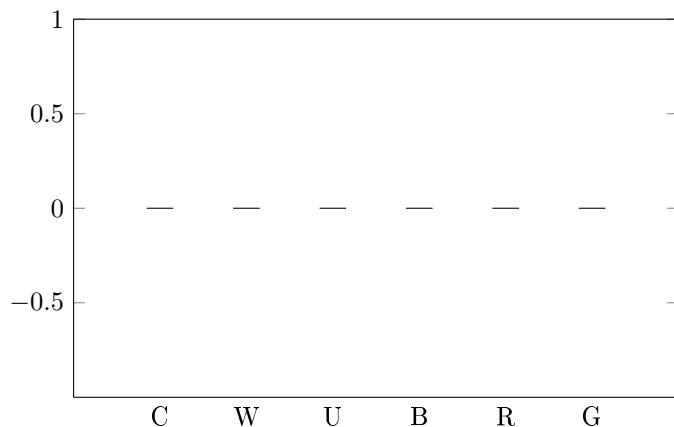
WIN CONDITION

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

LOSE CONDITION

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

Color of Winning-Opponent



MULLIGAN REASONS

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

OBVIOUS PROBLEMS

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

MULLIGAN NUMBER: 1

STEALING PIRATE MEMORY GAME - Admiral Beckett Brass - 1v1

WIN CONDITION

LOSE CONDITION

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

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

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

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

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

OBVIOUS PROBLEMS

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

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

STEALING PIRATE MEMORY GAME - Admiral Beckett Brass - 3 Player

WIN CONDITION

LOSE CONDITION

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

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

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

OBVIOUS PROBLEMS

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

STEALING PIRATE MEMORY GAME - Admiral Beckett Brass - 4 Player

WIN CONDITION

LOSE CONDITION

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

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

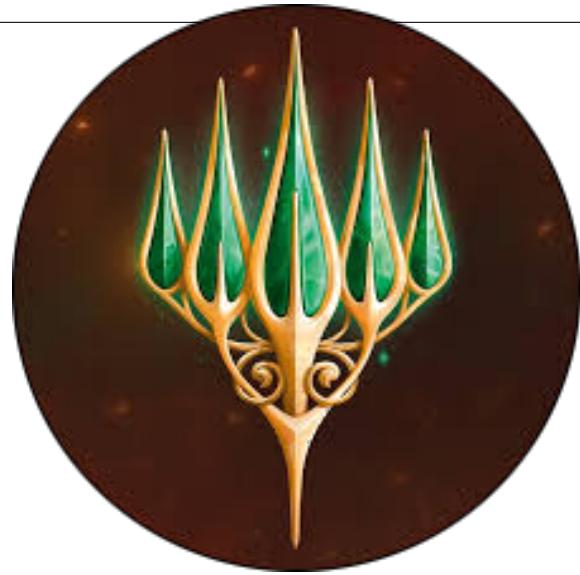
GAME LENGTHS

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

OBVIOUS PROBLEMS

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

ENRAGED DINOSAURS - Zacama, Primal Calamity - General



GAME LENGTHS

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

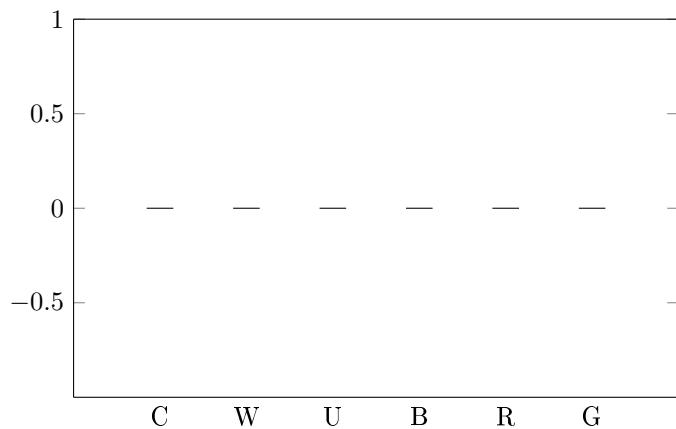
WIN/LOSE Statistics

LOSE
0.00%

WIN CONDITION

LOSE CONDITION

Color of Winning-Opponent



MULLIGAN REASONS

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

OBVIOUS PROBLEMS

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

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

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

MULLIGAN NUMBER: 1

ENRAGED DINOSAURS - Zacama, Primal Calamity - 1v1

WIN CONDITION

LOSE CONDITION

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

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

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

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

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

OBVIOUS PROBLEMS

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

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

ENRAGED DINOSAURS - Zacama, Primal Calamity - 3 Player

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Average Finish Position: 0.00

GAME LENGTHS

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

OBVIOUS PROBLEMS

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

ENRAGED DINOSAURS - Zacama, Primal Calamity - 4 Player

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

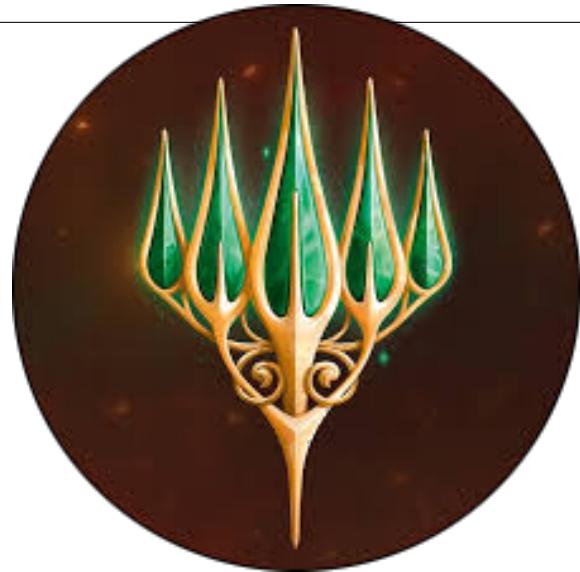
GAME LENGTHS

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

OBVIOUS PROBLEMS

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

CORRUPTING INFLUENCE - Vishgraz, the Doomhive - General



GAME LENGTHS

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

WIN/LOSE Statistics

LOSE
0.00%

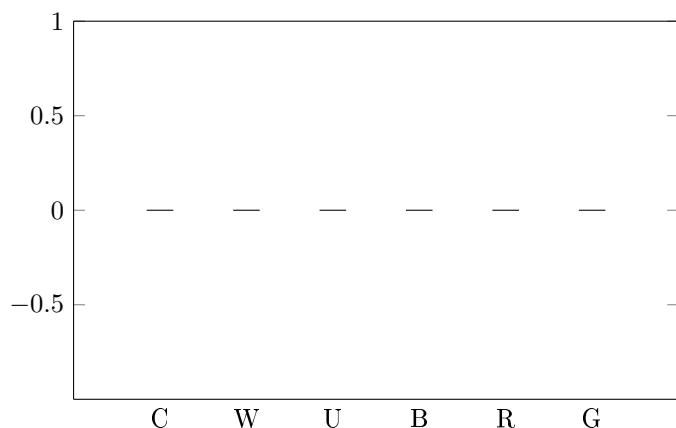
WIN CONDITION

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

LOSE CONDITION

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

Color of Winning-Opponent



MULLIGAN REASONS

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

OBVIOUS PROBLEMS

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

MULLIGAN NUMBER: 1

CORRUPTING INFLUENCE - Vishgraz, the Doomhive - 1v1

WIN CONDITION

LOSE CONDITION

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

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

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

DOSE
0.00%

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

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

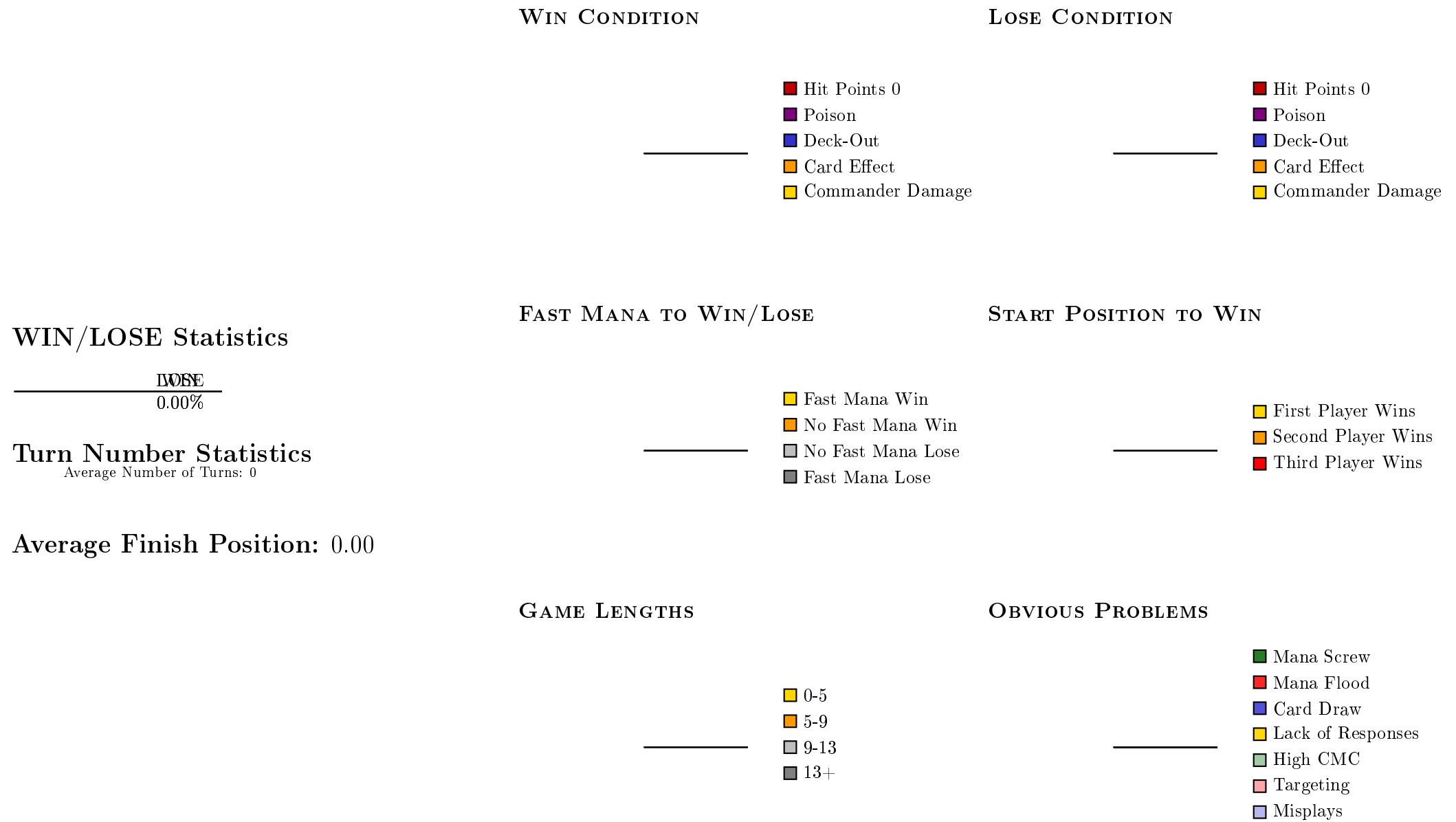
GAME LENGTHS

OBVIOUS PROBLEMS

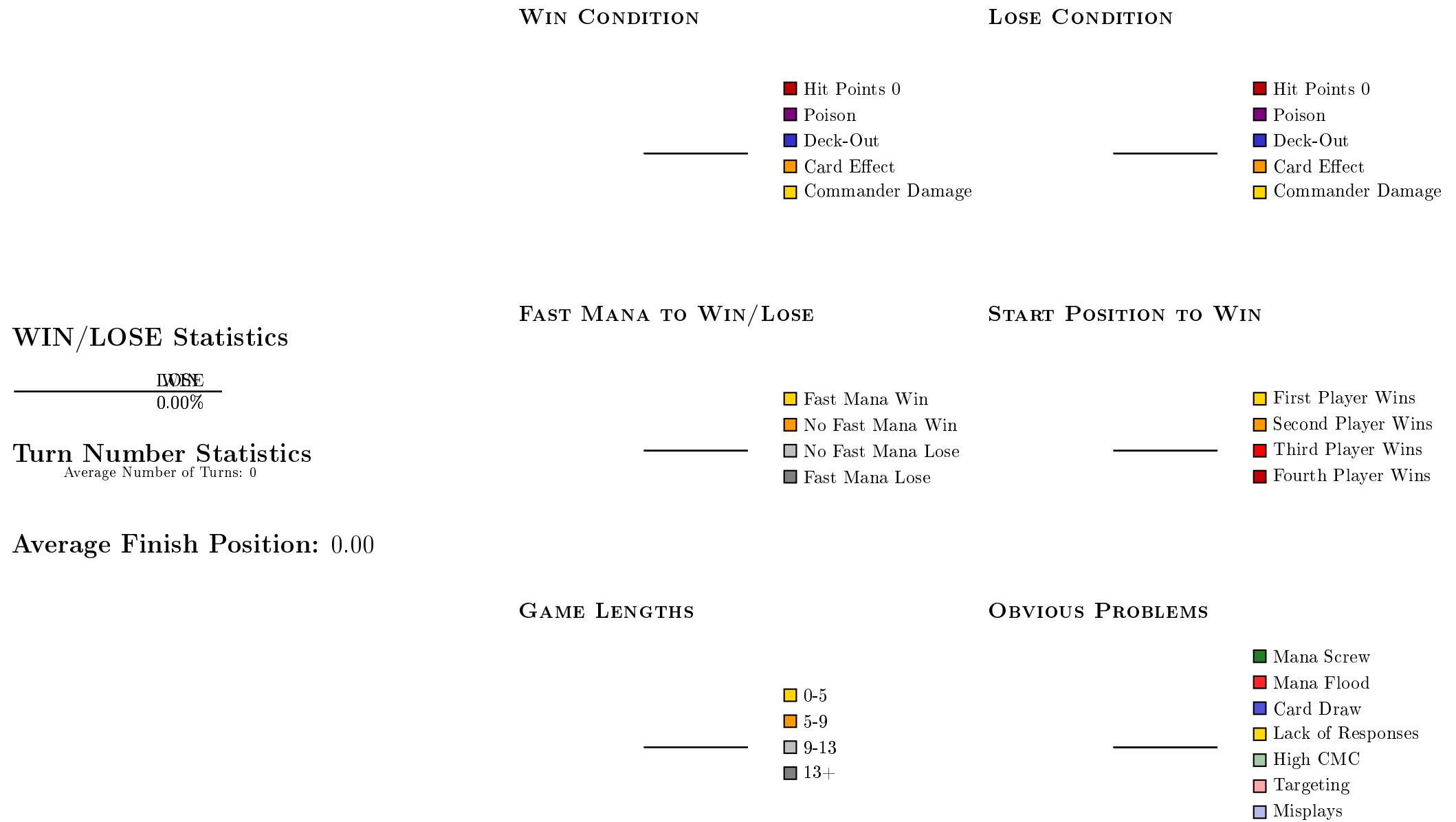
- 0-5
- 5-9
- 9-13
- 13+

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

CORRUPTING INFLUENCE - Vishgraz, the Doomhive - 3 Player



CORRUPTING INFLUENCE - Vishgraz, the Doomhive - 4 Player



BLINKING DRAGONS - Miirym, Sentinel Wyrm - General



GAME LENGTHS

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

WIN/LOSE Statistics

LOSE
0.00%

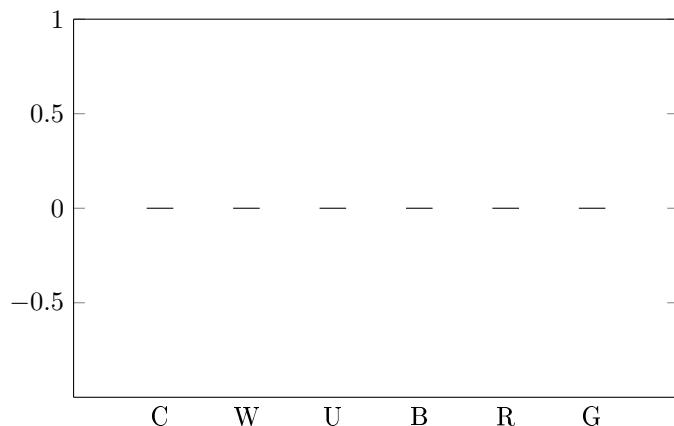
WIN CONDITION

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

LOSE CONDITION

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

Color of Winning-Opponent



MULLIGAN REASONS

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

OBVIOUS PROBLEMS

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

MULLIGAN NUMBER: 1

BLINKING DRAGONS - Miirym, Sentinel Wyrm - 1v1

WIN CONDITION

LOSE CONDITION

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

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

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

Turn Number Statistics

Average Number of Turns: 0

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

- First Player Wins
- Second Player Wins

GAME LENGTHS

OBVIOUS PROBLEMS

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

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

BLINKING DRAGONS - Miirym, Sentinel Wyrm - 3 Player

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Average Finish Position: 0.00

GAME LENGTHS

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

OBVIOUS PROBLEMS

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

BLINKING DRAGONS - Miirym, Sentinel Wyrm - 4 Player

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

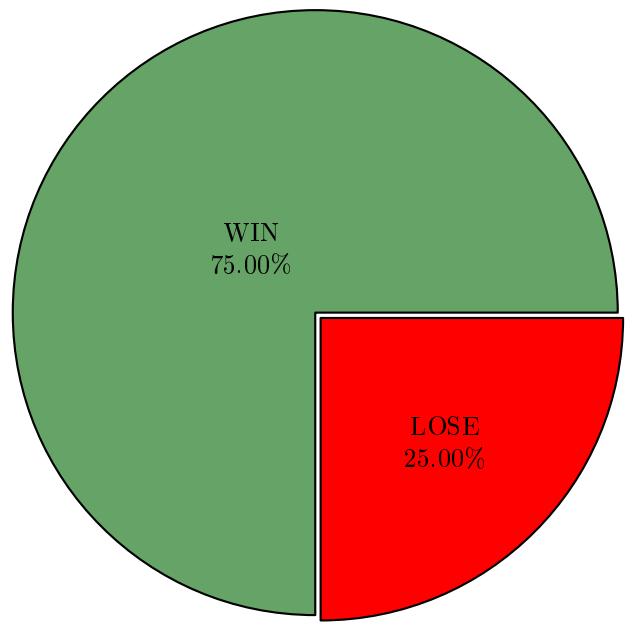
- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

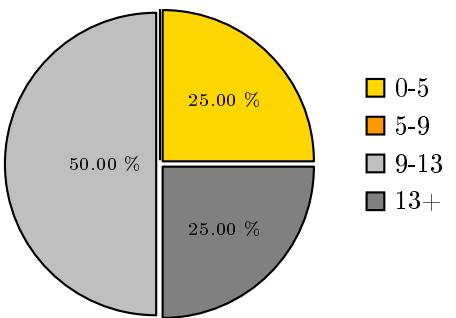
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

BURNING HEAVENS - Kaalia of the Vast - General

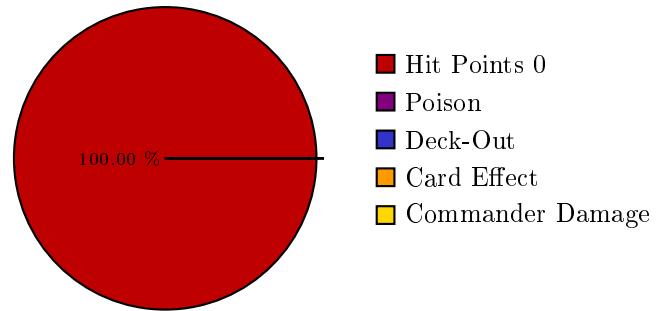
WIN/LOSE Statistics



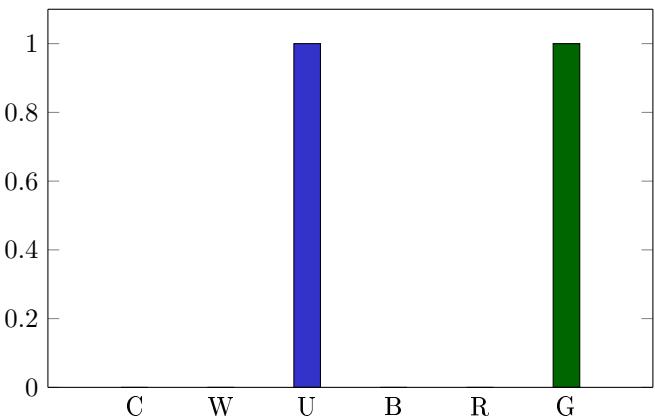
GAME LENGTHS



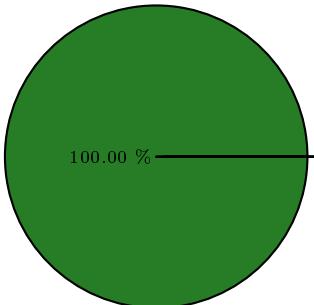
LOSE CONDITION



Color of Winning-Opponent

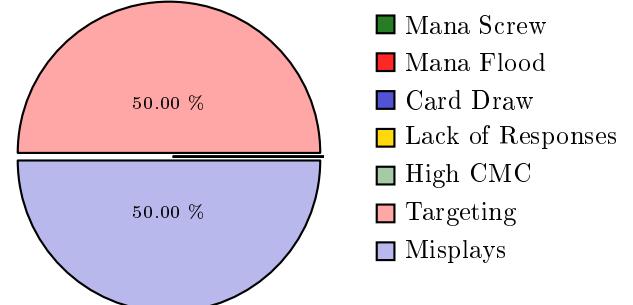


MULLIGAN REASONS



MULLIGAN NUMBER: 3

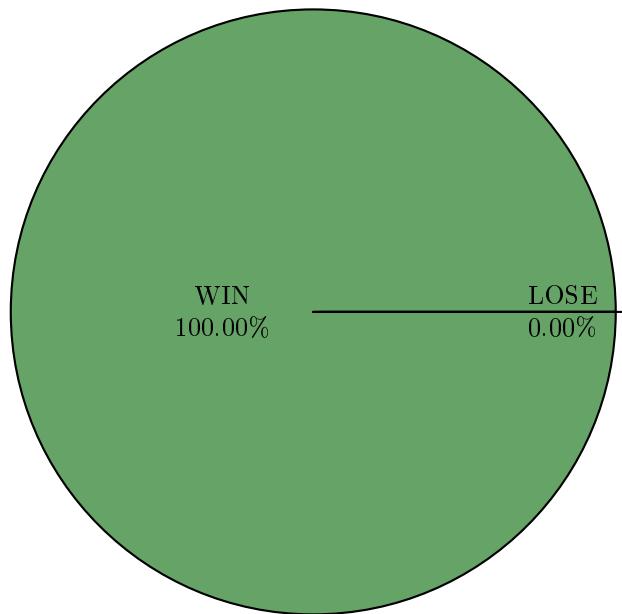
OBVIOUS PROBLEMS



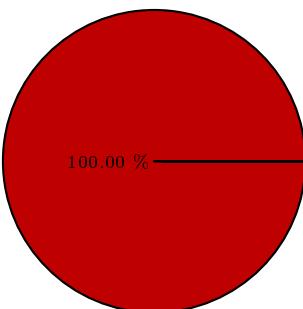
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

BURNING HEAVENS - Kaalia of the Vast - 1v1

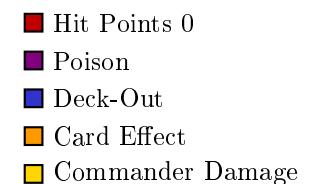
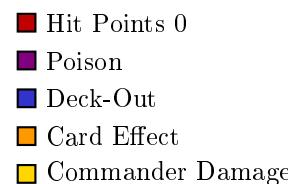
WIN/LOSE Statistics



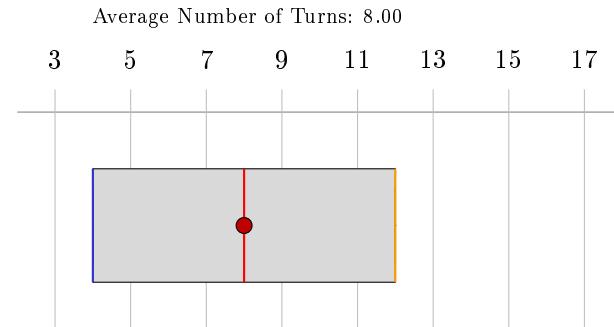
WIN CONDITION



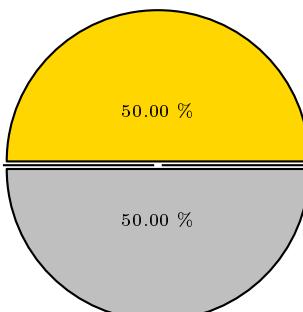
LOSE CONDITION



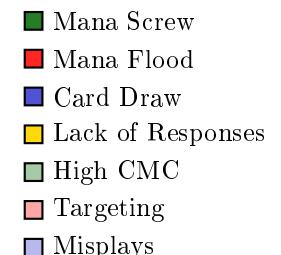
Turn Number Statistics



GAME LENGTHS



OBVIOUS PROBLEMS

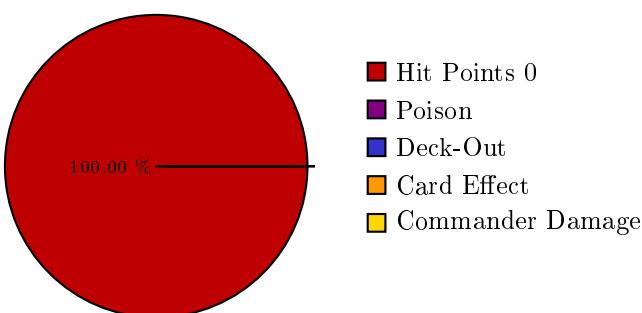


BURNING HEAVENS - Kaalia of the Vast - 3 Player

WIN/LOSE Statistics



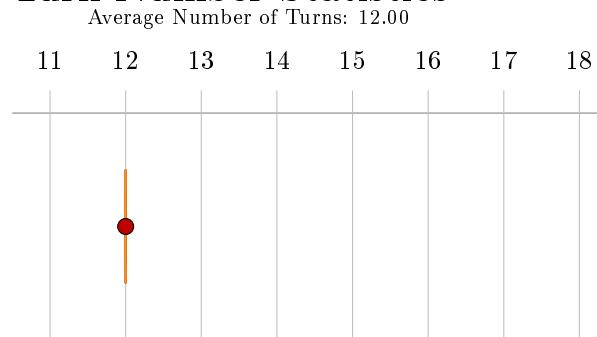
WIN CONDITION



LOSE CONDITION

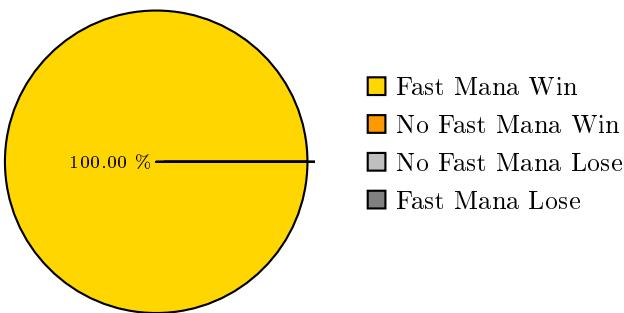


Turn Number Statistics

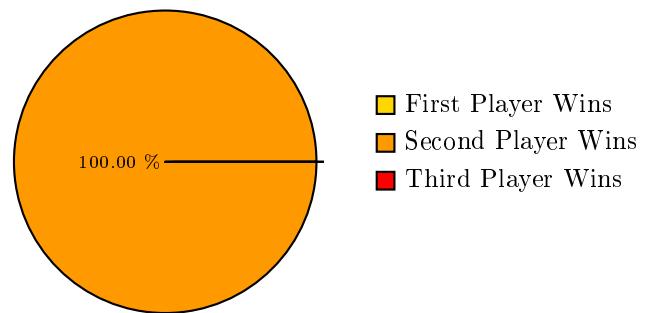


Average Finish Position: 1.00

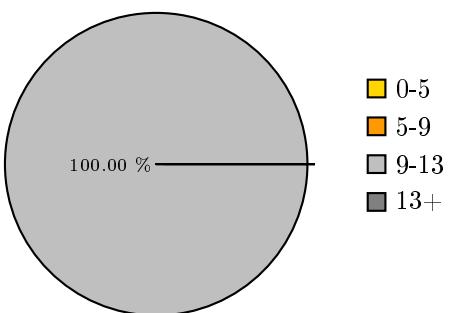
FAST MANA TO WIN/LOSE



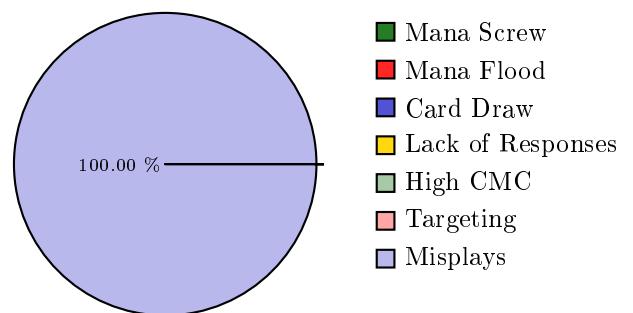
START POSITION TO WIN



GAME LENGTHS

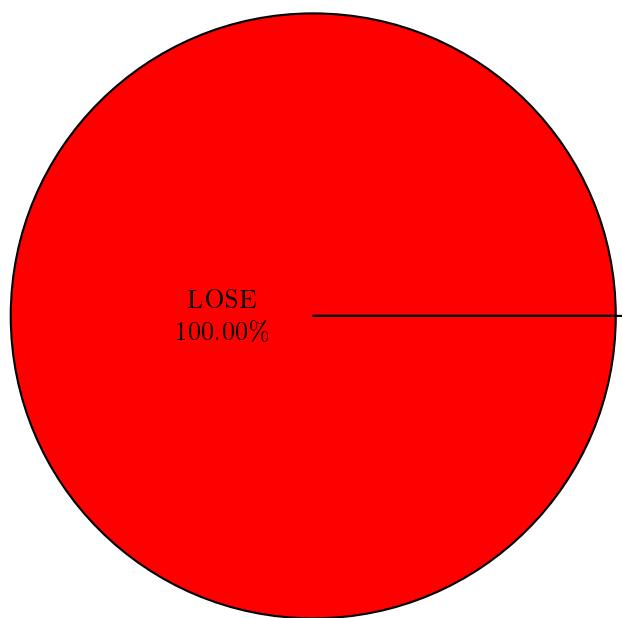


OBVIOUS PROBLEMS



BURNING HEAVENS - Kaalia of the Vast - 4 Player

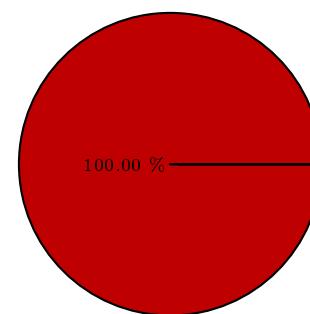
WIN/LOSE Statistics



WIN CONDITION

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

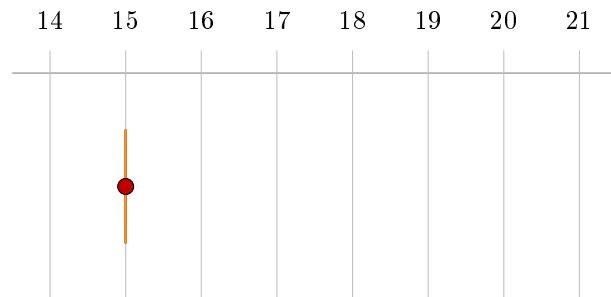
LOSE CONDITION



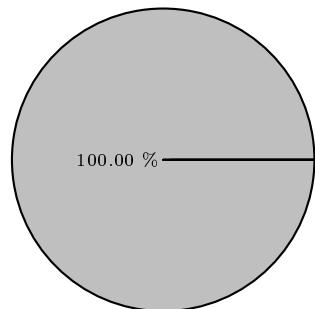
- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Turn Number Statistics

Average Number of Turns: 15.00

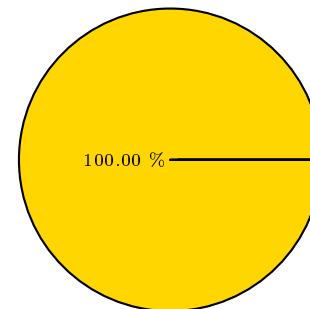


FAST MANA TO WIN/LOSE



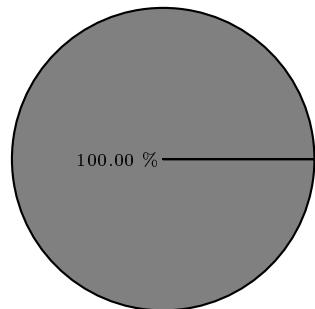
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN



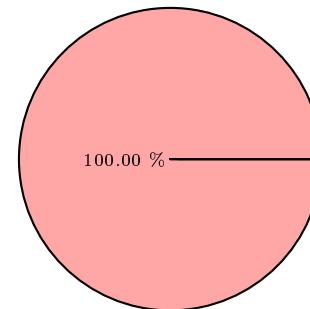
- First Player Wins
- Second Player Wins
- Third Player Wins
- Fourth Player Wins

GAME LENGTHS



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

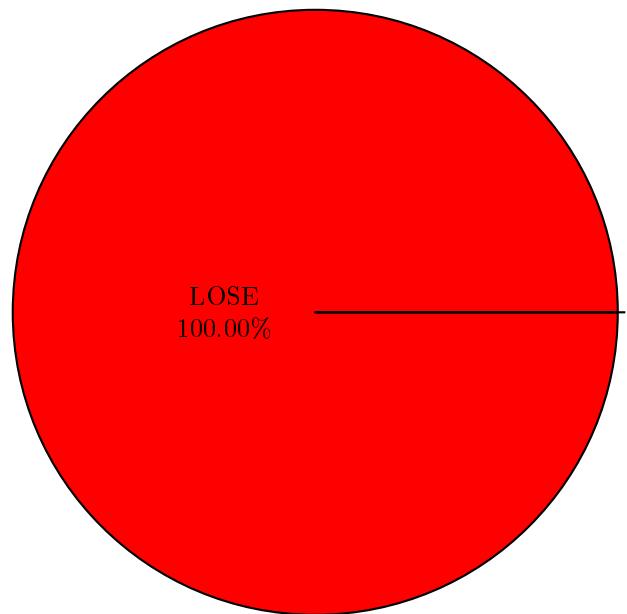
OBVIOUS PROBLEMS



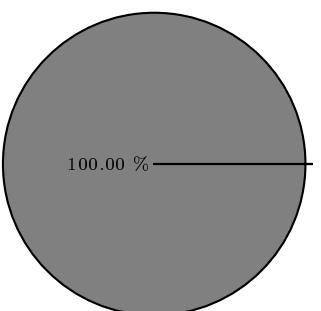
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

SHINING ARTIFACTS - Breya, Etherium Shaper - General

WIN/LOSE Statistics

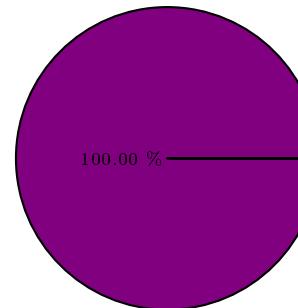


GAME LENGTHS



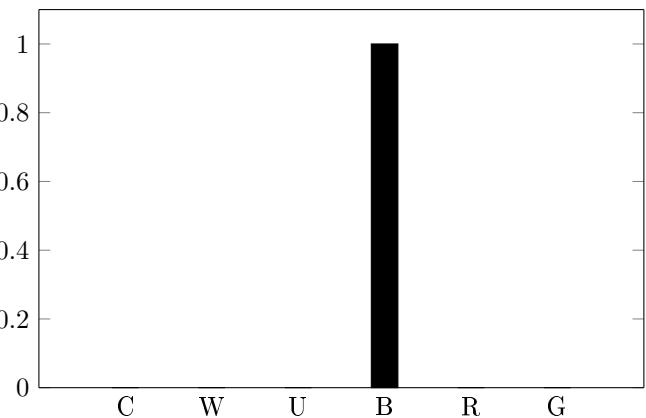
- 0-5
- 5-9
- 9-13
- 13+

LOSE CONDITION

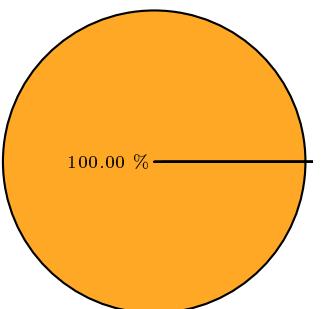


- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Color of Winning-Opponent



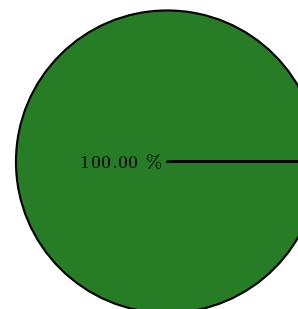
MULLIGAN REASONS



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

MULLIGAN NUMBER: 1

OBVIOUS PROBLEMS



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



SHINING ARTIFACTS - Breya, Etherium Shaper - 1v1

WIN CONDITION

LOSE CONDITION

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

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

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

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

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

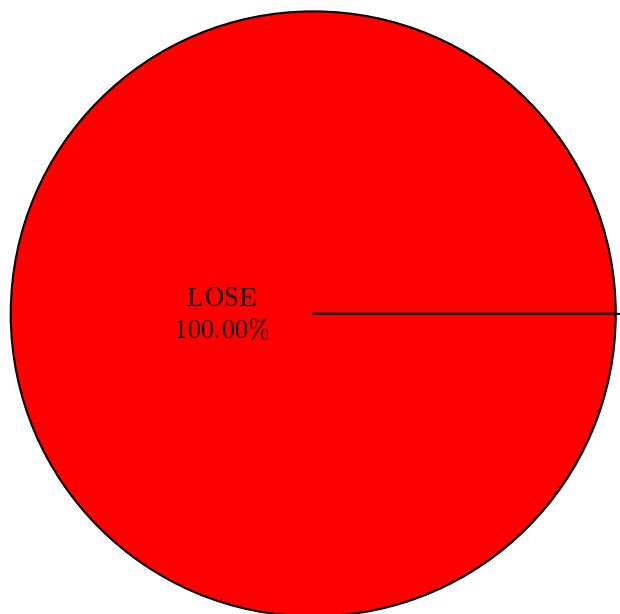
OBVIOUS PROBLEMS

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

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

SHINING ARTIFACTS - Breya, Etherium Shaper - 3 Player

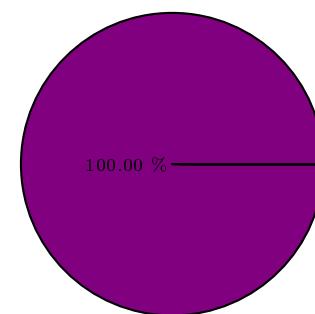
WIN/LOSE Statistics



WIN CONDITION

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

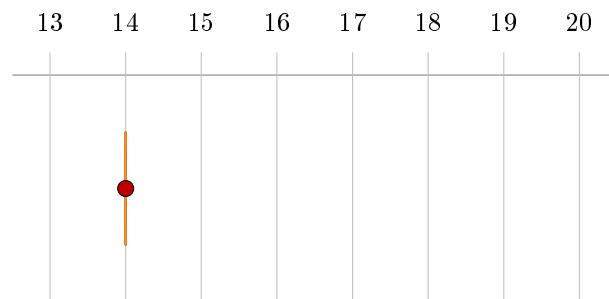
LOSE CONDITION



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

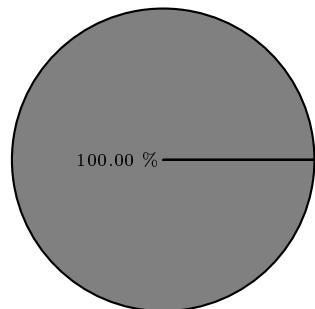
Turn Number Statistics

Average Number of Turns: 14.00



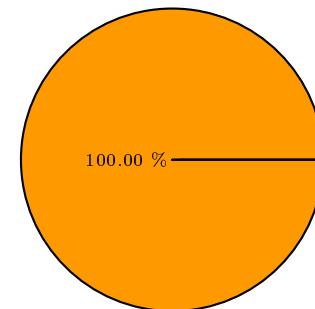
Average Finish Position: 3.00

FAST MANA TO WIN/LOSE



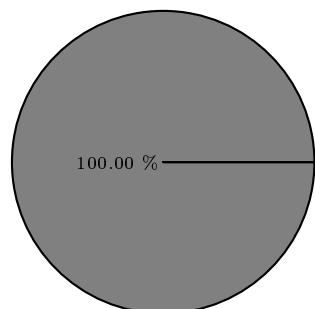
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN



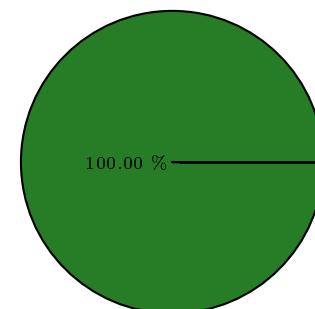
- First Player Wins
- Second Player Wins
- Third Player Wins

GAME LENGTHS



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

OBVIOUS PROBLEMS



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

SHINING ARTIFACTS - Breya, Etherium Shaper - 4 Player

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Average Finish Position: 0.00

GAME LENGTHS

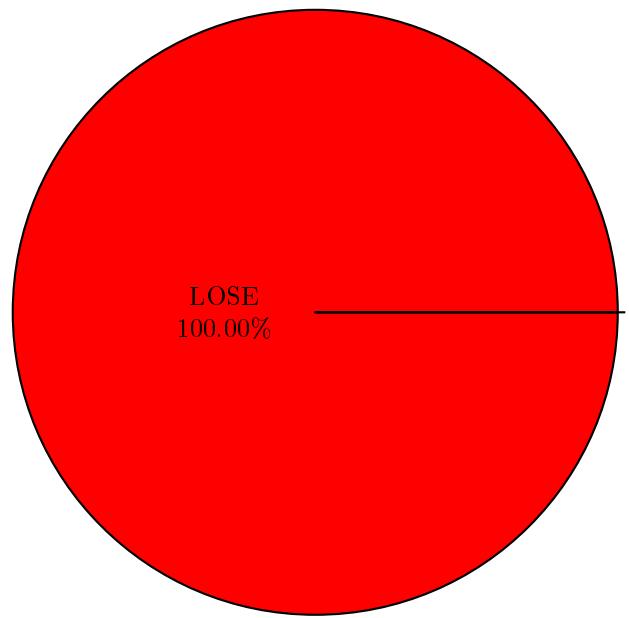
- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

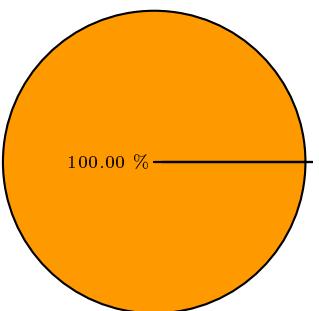
- Mana Screw
- Mana Flood
- Card Draw
- Lack of Responses
- High CMC
- Targeting
- Misplays

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

WIN/LOSE Statistics

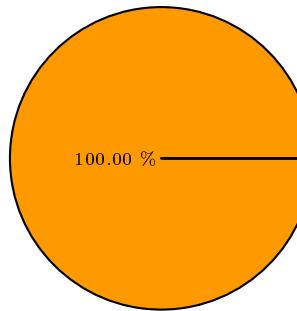


GAME LENGTHS



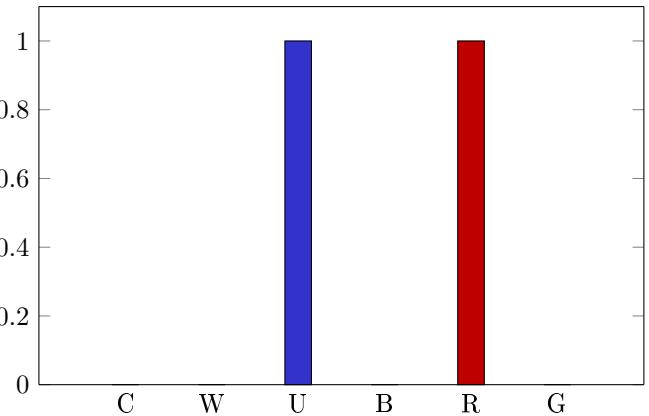
- 0-5
- 5-9
- 9-13
- 13+

LOSE CONDITION

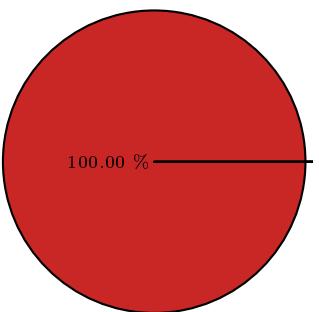


- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander Damage

Color of Winning-Opponent



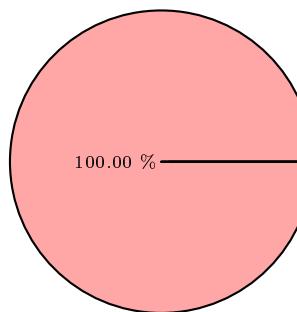
MULLIGAN REASONS



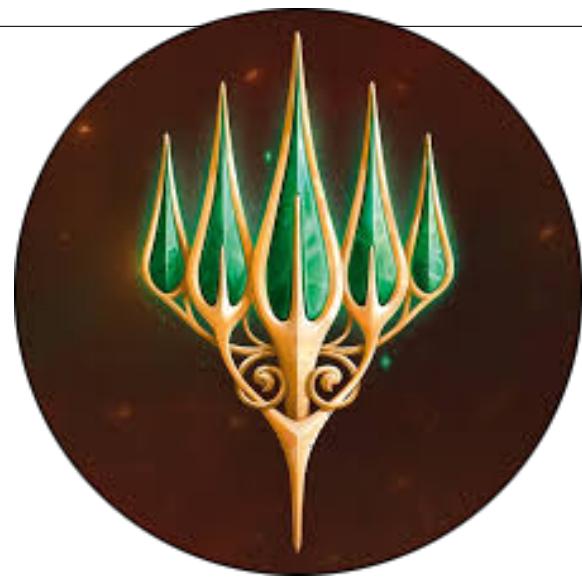
- Mana Screw
- Mana Flood
- Card Draw
- Bad Mana Curve
- Action Lack
- Deck Specific

MULLIGAN NUMBER: 1

OBVIOUS PROBLEMS



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



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

WIN CONDITION

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

LOSE CONDITION

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

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

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

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

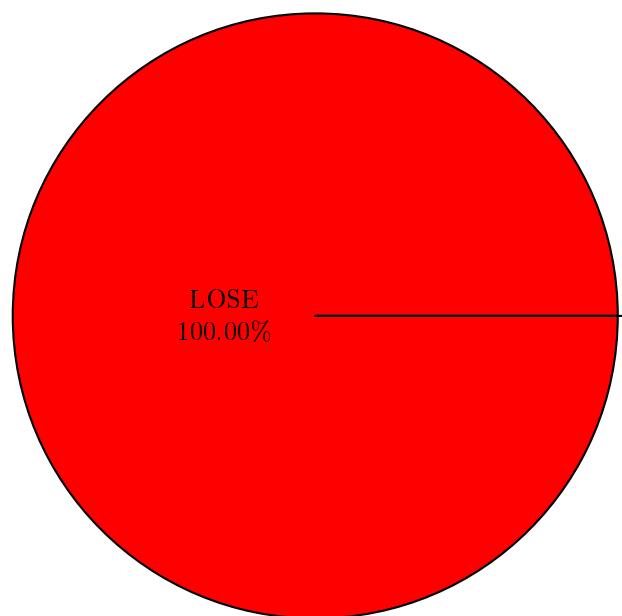
- 0-5
- 5-9
- 9-13
- 13+

OBVIOUS PROBLEMS

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

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

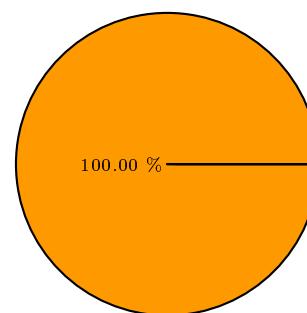
WIN/LOSE Statistics



WIN CONDITION

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

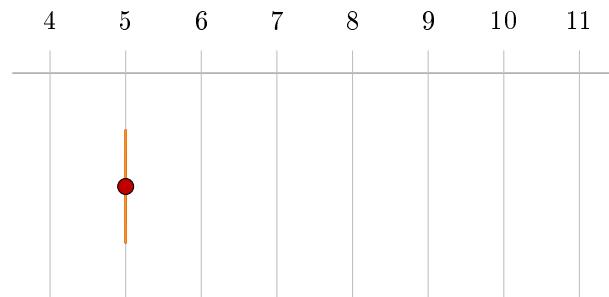
LOSE CONDITION



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

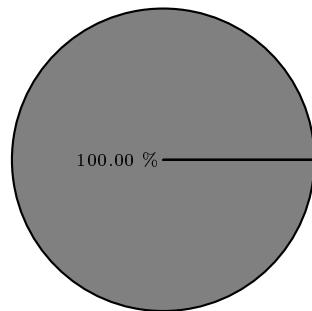
Turn Number Statistics

Average Number of Turns: 5.00



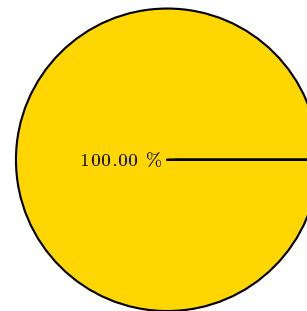
Average Finish Position: 2.00

FAST MANA TO WIN/LOSE



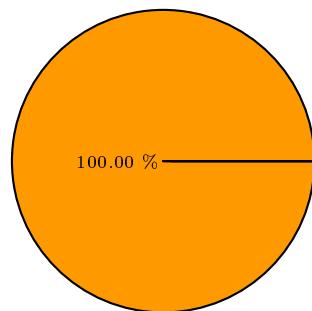
- Fast Mana Win
- No Fast Mana Win
- No Fast Mana Lose
- Fast Mana Lose

START POSITION TO WIN



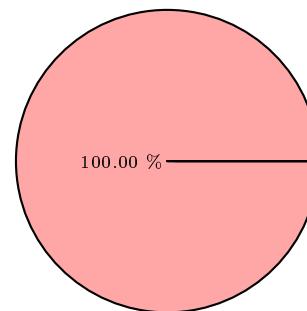
- First Player Wins
- Second Player Wins
- Third Player Wins

GAME LENGTHS



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

OBVIOUS PROBLEMS



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

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

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

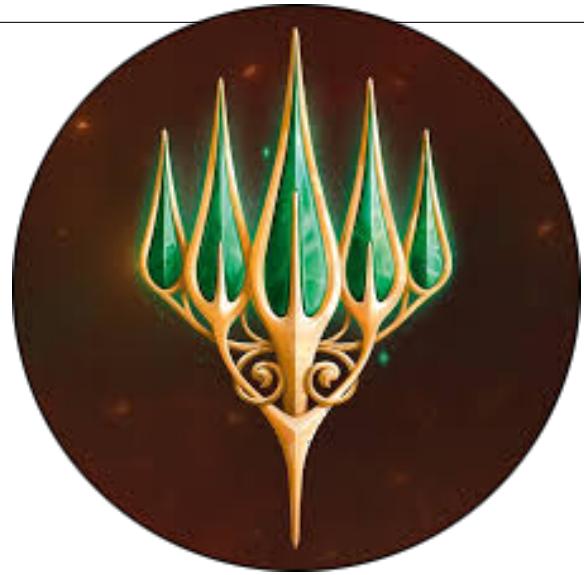
GAME LENGTHS

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

OBVIOUS PROBLEMS

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

LEGENDARY LEGENDS - Sisay, Weatherlight Captain - General



GAME LENGTHS

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

WIN/LOSE Statistics

LOSE
0.00%

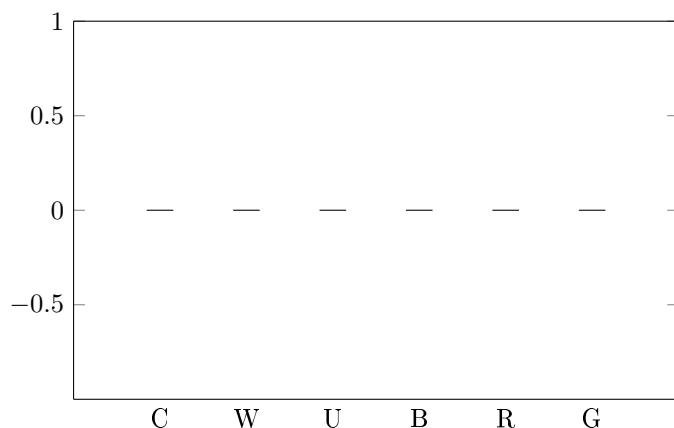
WIN CONDITION

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

LOSE CONDITION

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

Color of Winning-Opponent



MULLIGAN REASONS

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

OBVIOUS PROBLEMS

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

MULLIGAN NUMBER: 1

LEGENDARY LEGENDS - Sisay, Weatherlight Captain - 1v1

WIN CONDITION

LOSE CONDITION

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

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

FAST MANA TO WIN/LOSE

START POSITION TO WIN

WIN/LOSE Statistics

LOSE
0.00%

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

- First Player Wins
- Second Player Wins

Turn Number Statistics

Average Number of Turns: 0

GAME LENGTHS

OBVIOUS PROBLEMS

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

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

LEGENDARY LEGENDS - Sisay, Weatherlight Captain - 3 Player

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

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

OBVIOUS PROBLEMS

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

LEGENDARY LEGENDS - Sisay, Weatherlight Captain - 4 Player

WIN CONDITION

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

LOSE CONDITION

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

WIN/LOSE Statistics

LOSE
0.00%

FAST MANA TO WIN/LOSE

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

START POSITION TO WIN

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

Turn Number Statistics

Average Number of Turns: 0

Average Finish Position: 0.00

GAME LENGTHS

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

OBVIOUS PROBLEMS

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