

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:
WWWWWLLWLWWL

3 Player Commander

Number of Games: 3
Last 10 Games:
WLL

4 Player Commander

Number of Games: 5
Last 10 Games:
LLWW

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

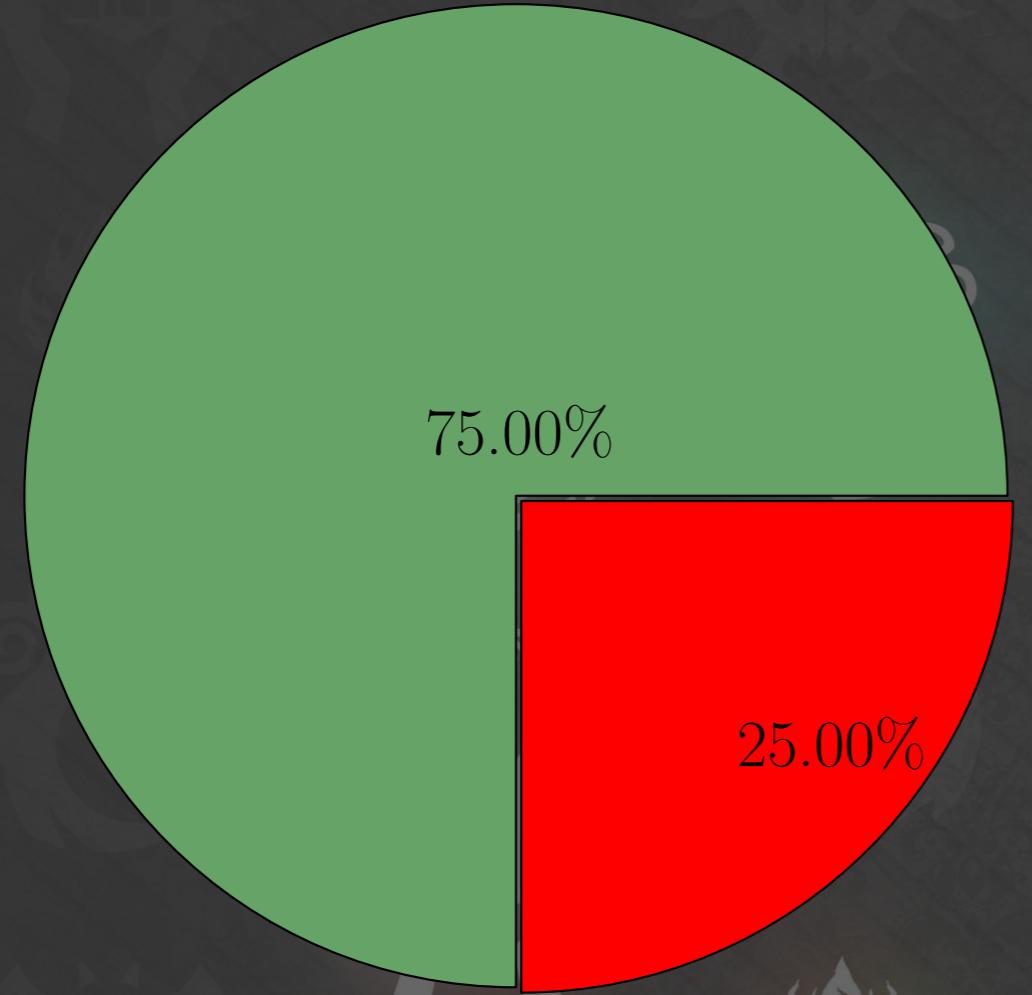
AUTHOR'S NOTES

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

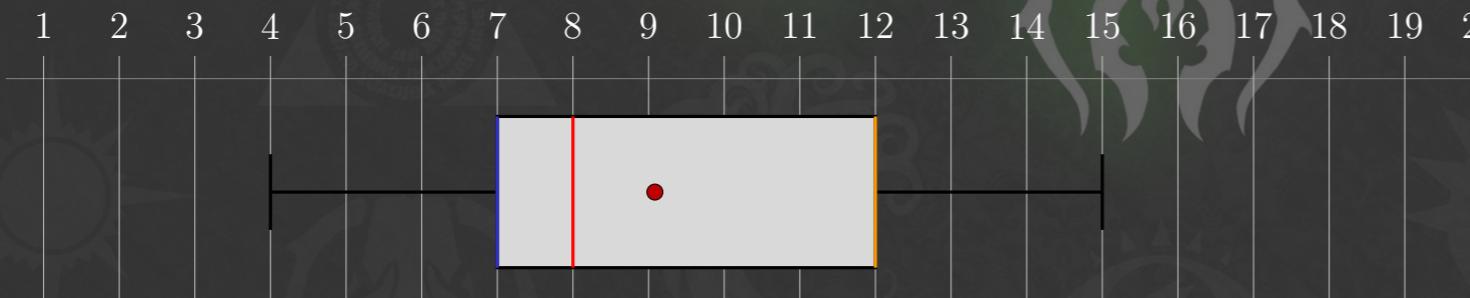
1v1 COMMANDER BREAKDOWN

Win/Lose Statistic

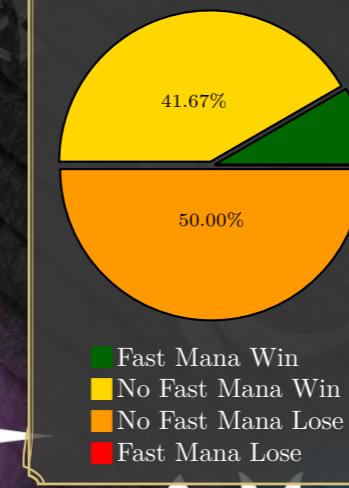


Turn Number Statistics

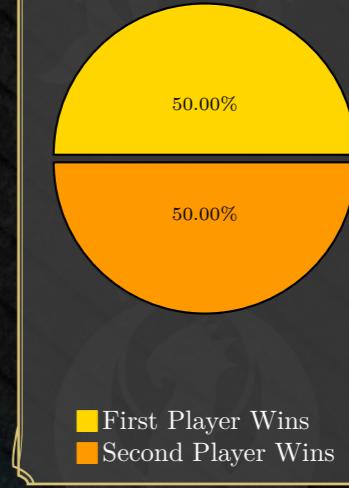
Average Number of Turns: 9.08



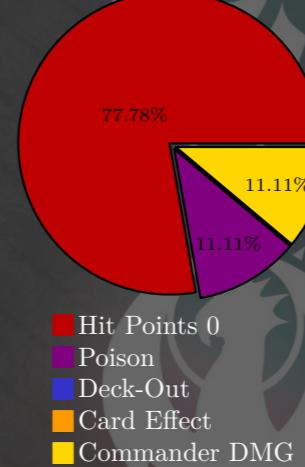
Fast Mana to Win/Lose



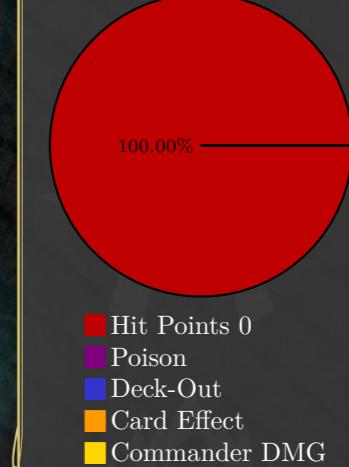
Winner's Start Position



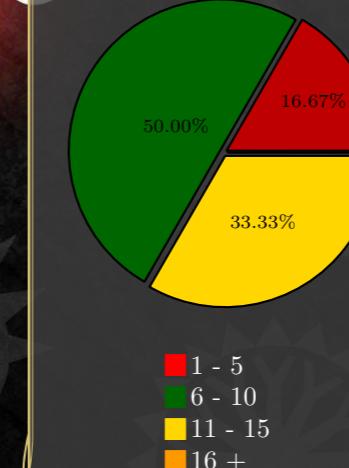
Win Condition



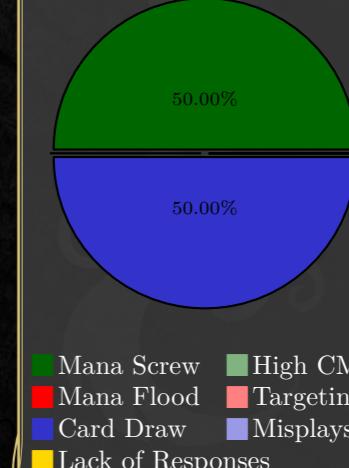
Lose Condition



Game Length



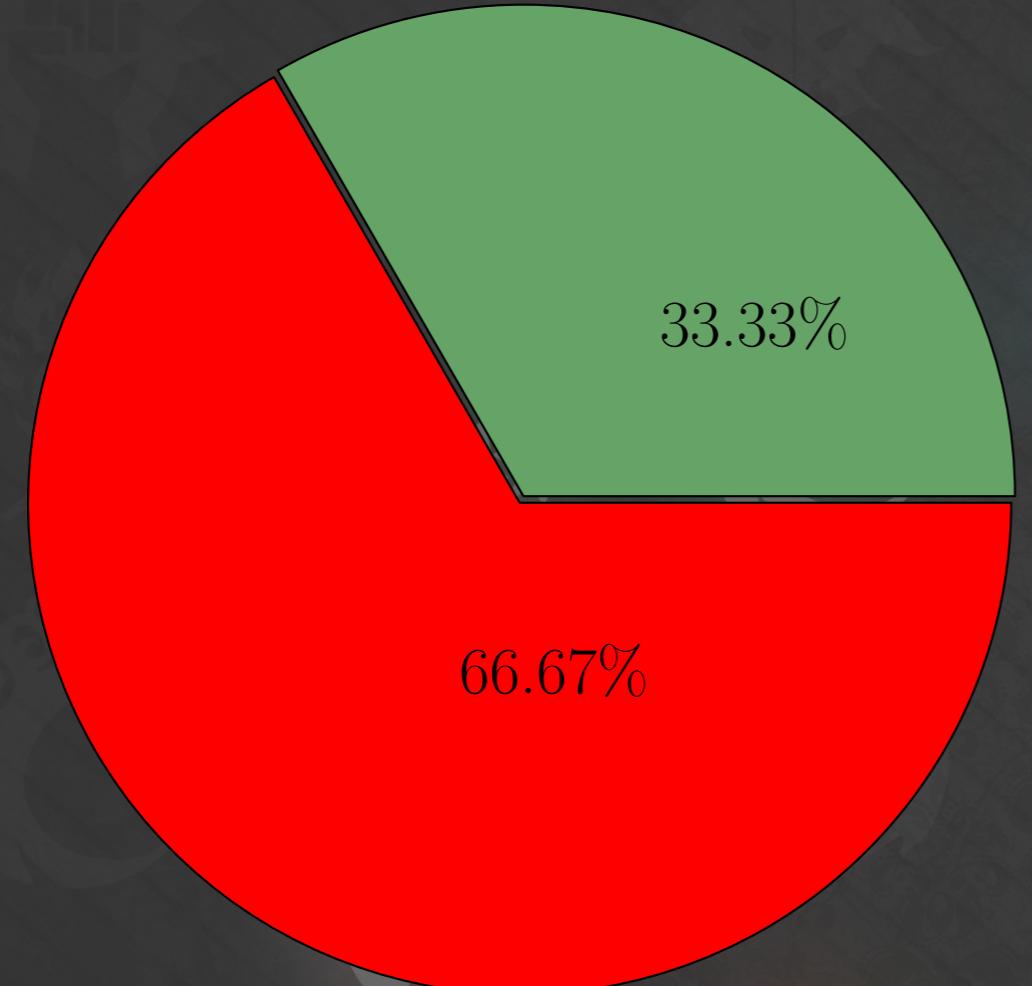
Obvious Problems



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3 PLAYER COMMANDER BREAKDOWN

Win/Lose Statistic

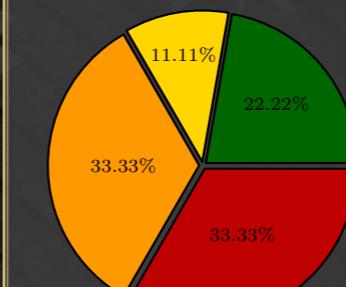


WIN
LOSE

Average Finish Position

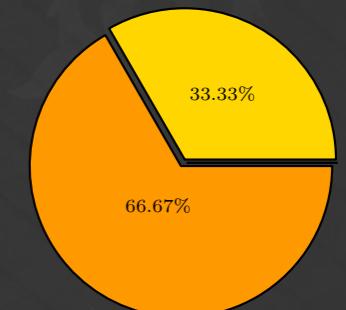
Self	2.00
First Player	1.67
Second Player	1.33
Third Player	3.00

Fast Mana to Win/Lose



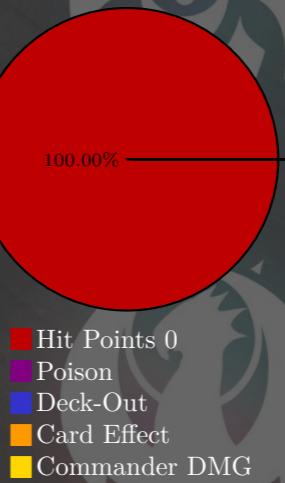
Fast Mana Win
No Fast Mana Win
No Fast Mana Lose
Fast Mana Lose

Winner's Start Position



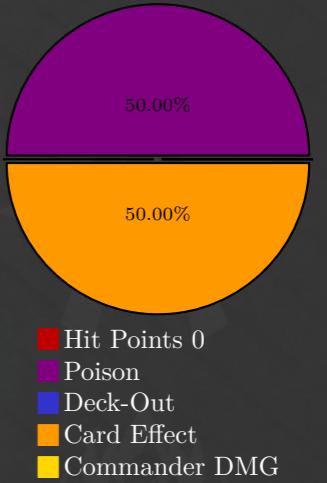
First Player Wins
Second Player Wins
Third Player Wins

Win Condition



Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

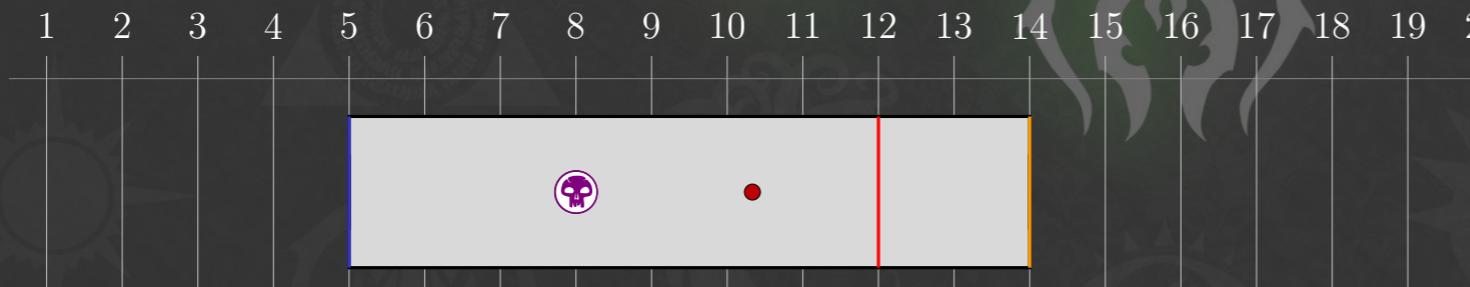
Lose Condition



Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

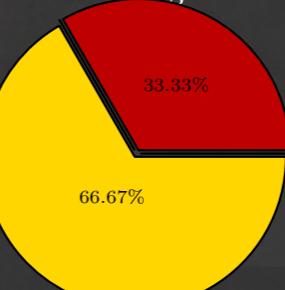
Turn Number Statistics

Average Number of Turns: 10.33



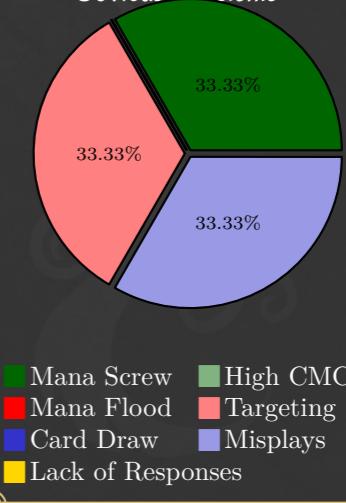
Average First Kill Turn: 8

Game Length



1 - 5
6 - 10
11 - 15
16 +

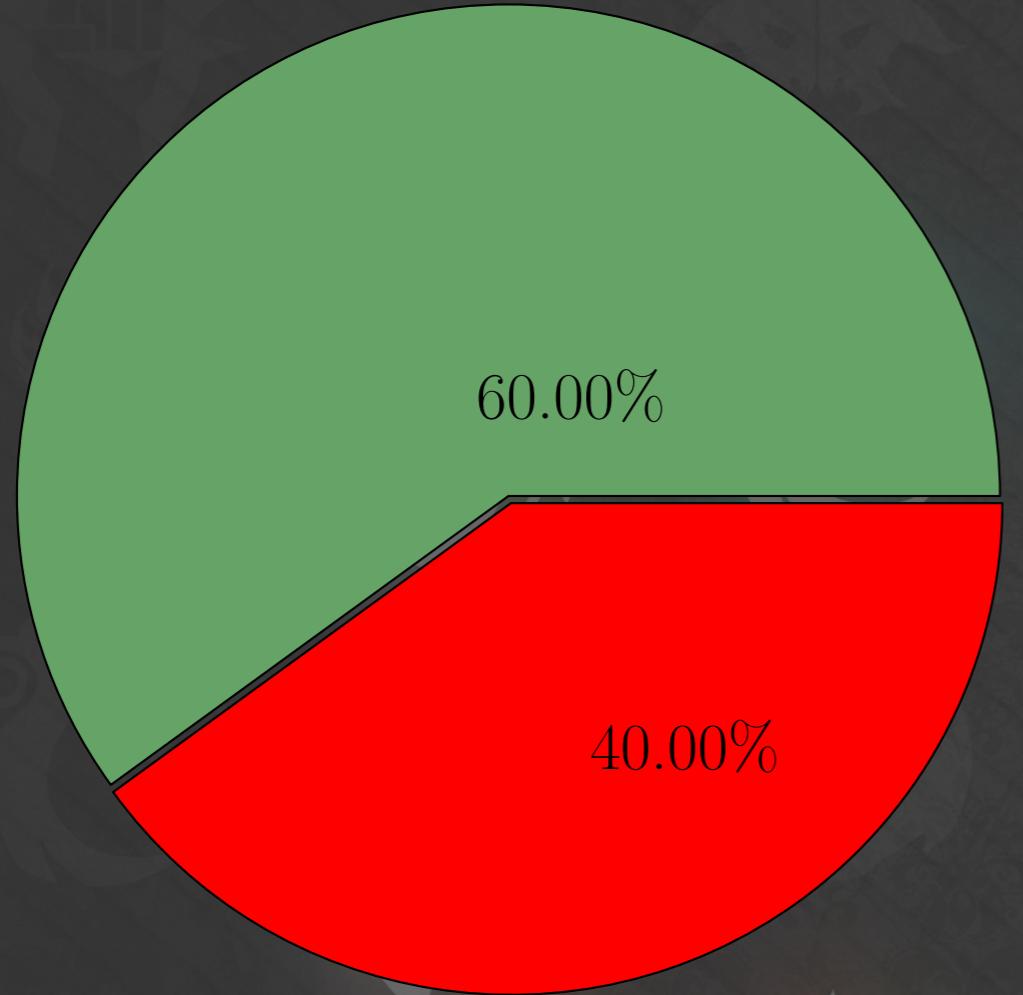
Obvious Problems



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4 PLAYER COMMANDER BREAKDOWN

Win/Lose Statistic

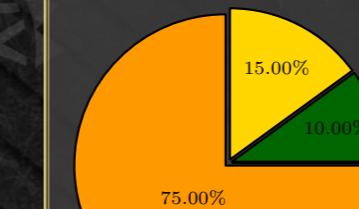


WIN
LOSE

Average Finish Position

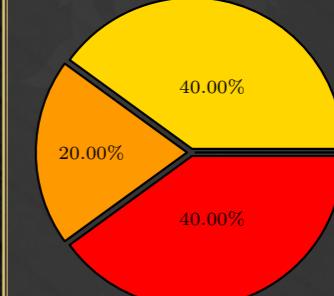
Self	1.40
First Player	1.60
Second Player	3.00
Third Player	2.20
Fourth Player	3.20

Fast Mana to Win/Lose



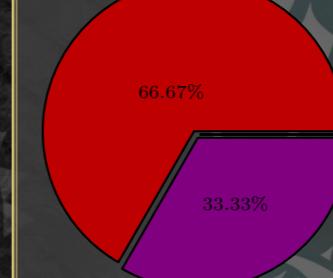
Fast Mana Win
No Fast Mana Win
No Fast Mana Lose
Fast Mana Lose

Winner's Start Position



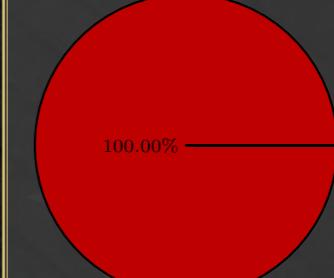
First Player Wins
Second Player Wins
Third Player Wins
Fourth Player Wins

Win Condition



Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

Lose Condition



Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

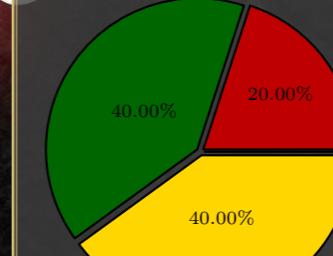
Turn Number Statistics

Average Number of Turns: 10.2



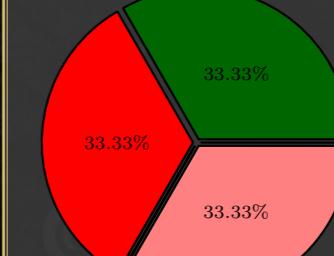
Average First Kill Turn: 7.4

Game Length



1 - 5
6 - 10
11 - 15
16 +

Obvious Problems



Mana Screw
Mana Flood
Targeting
Card Draw
Misplays
Lack of Responses

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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 ■ High CMC
- Mana Flood ■ Targeting
- Card Draw ■ 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



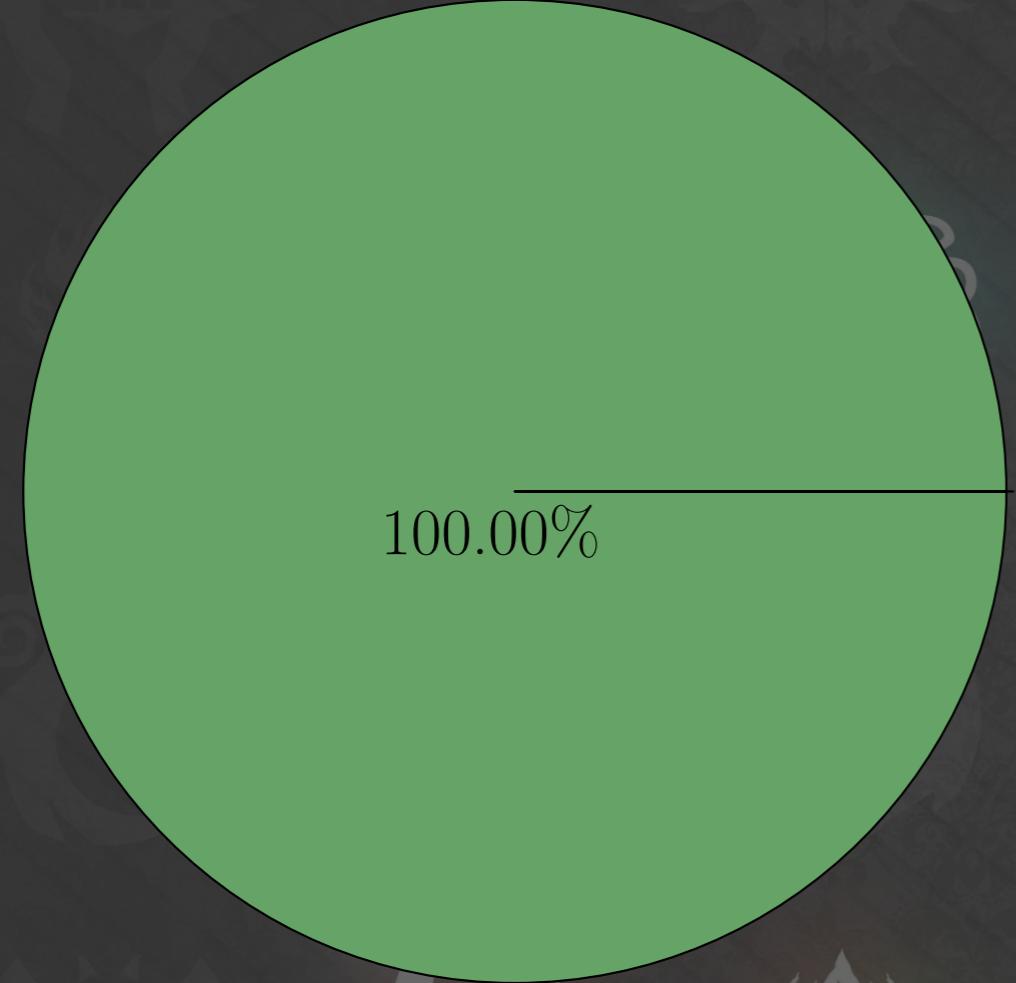
Average First Kill Turn: 0

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ELDRAZI UNBOUND - GENERAL

Zhudok, Void Gorer

Win/Lose Statistic



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

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

Color Match-Up Statistics



100%

Game Length

50.00%

50.00%

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

Obvious Problems

100.00%

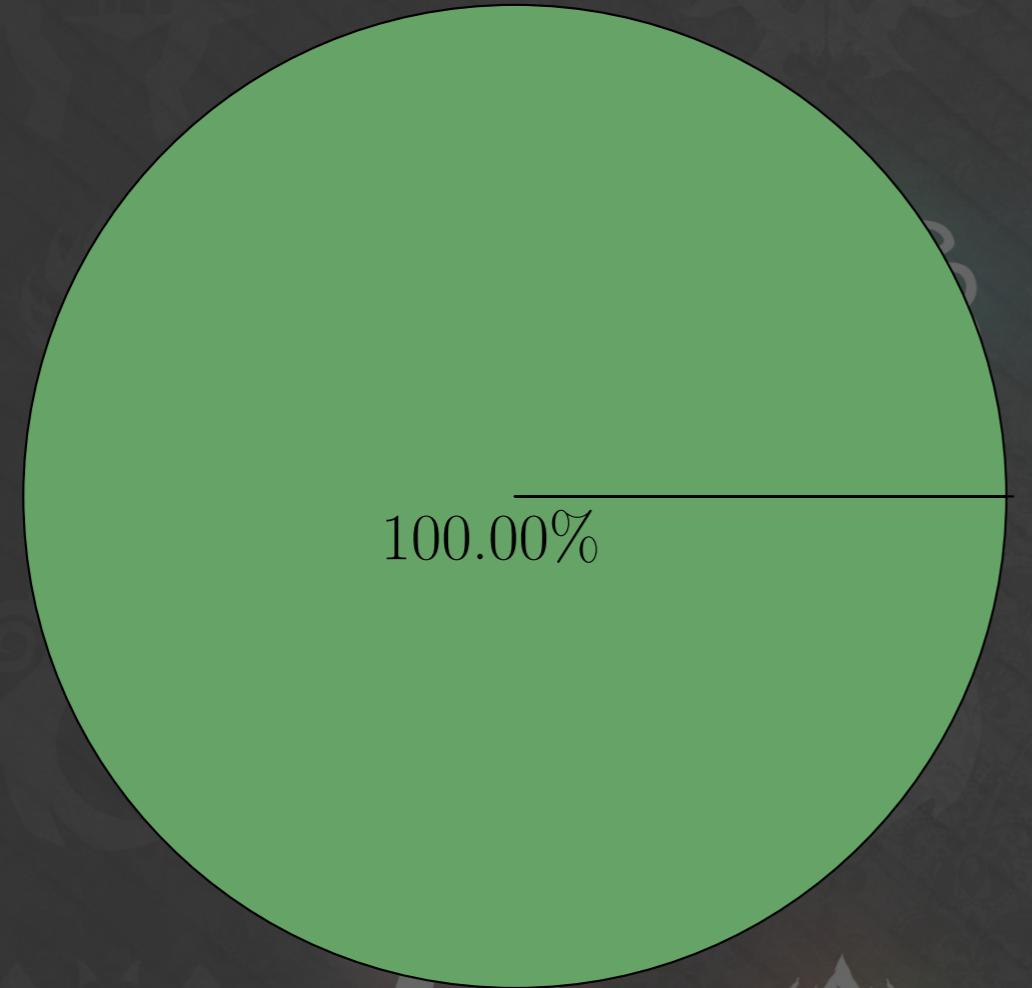
- Mana Screw
- Mana Flood
- Card Draw
- High CMC
- Targeting
- Misplays
- Lack of Responses

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ELDRAZI UNBOUND - 1v1

Zhudok, Void Gorer

Win/Lose Statistic

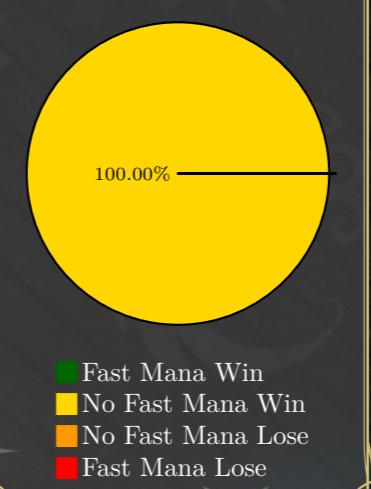


Turn Number Statistics

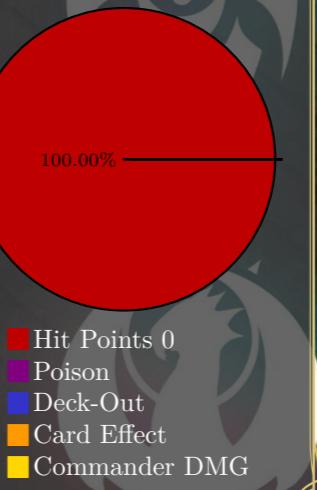
Average Number of Turns: 8



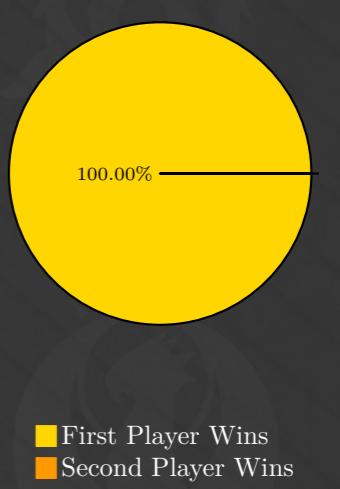
Fast Mana to Win/Lose



Win Condition



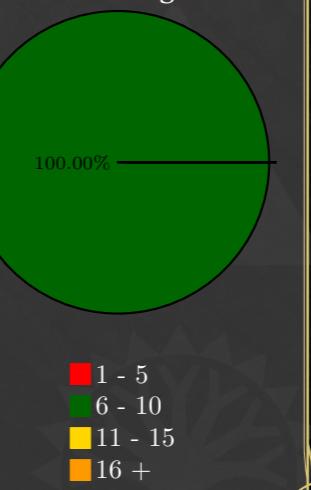
Winner's Start Position



Lose Condition



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 +

High CMC
Targeting
Misplays
Lack of Responses

Turn Number Statistics

Average Number of Turns: 0



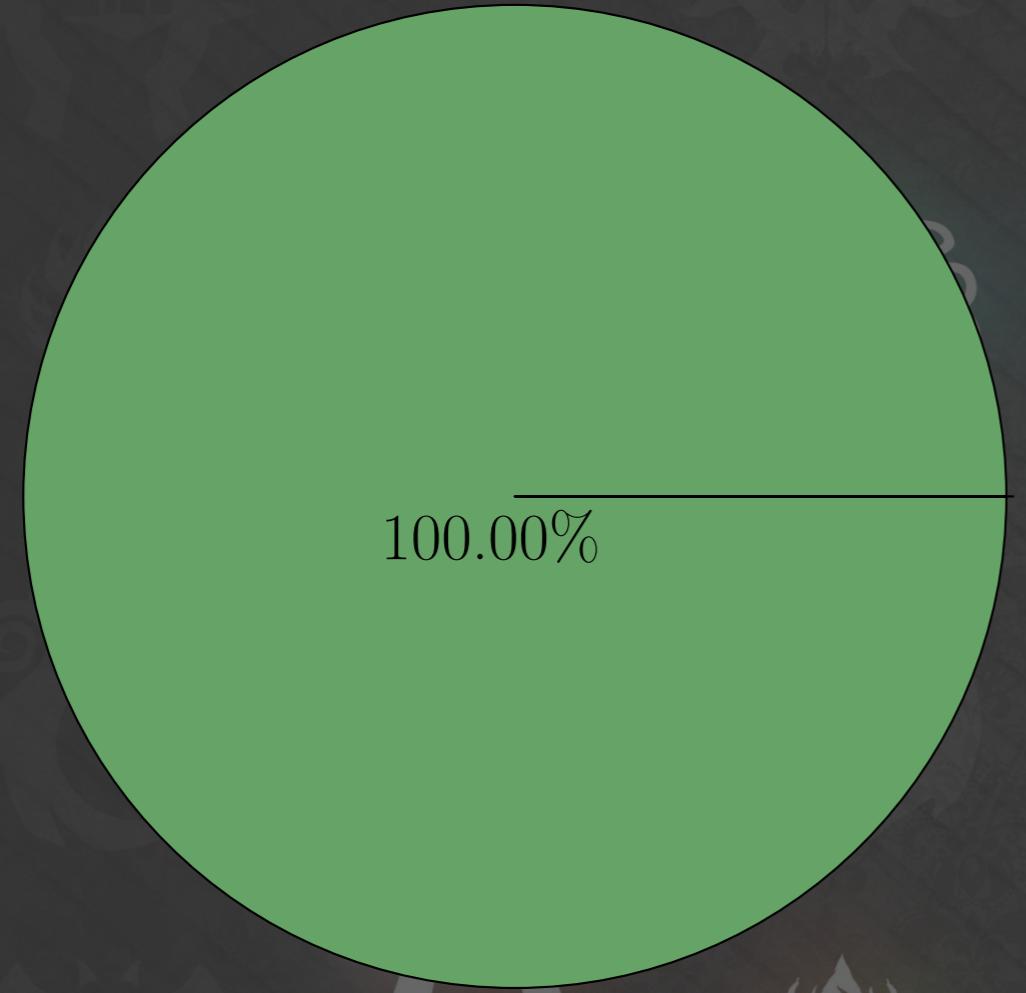
Average First Kill Turn: 0

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ELDRAZI UNBOUND - 4 PLAYER

Zhudok, Void Gorer

Win/Lose Statistic



Average Finish Position

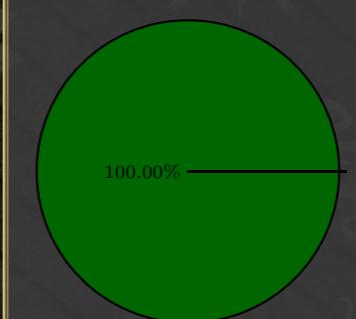
Self | 1.00

Turn Number Statistics

Average Number of Turns: 12

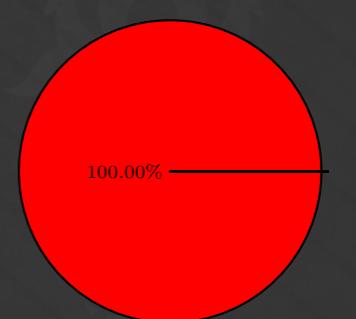


Fast Mana to Win/Lose



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

Winner's Start Position



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

Win Condition

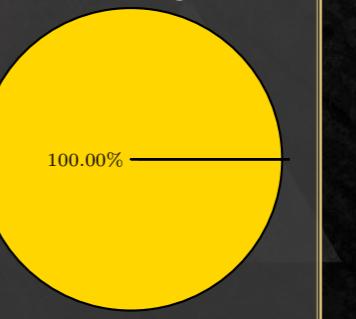


- Hit Points 0
- Poison
- Deck-Out
- Card Effect
- Commander DMG

Lose Condition

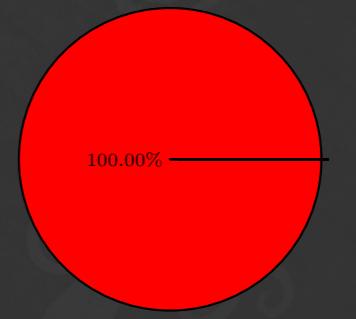


Game Length



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

Obvious Problems



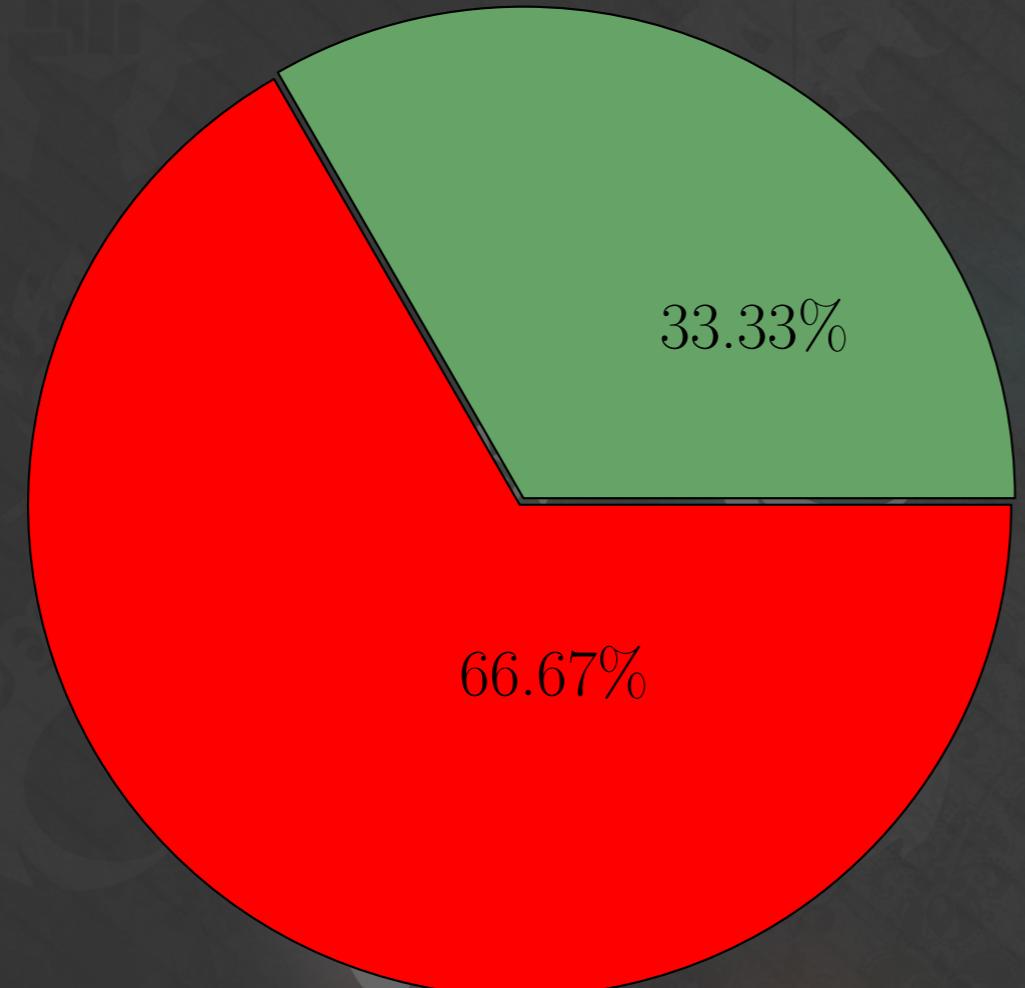
- Mana Screw
- High CMC
- Mana Flood
- Targeting
- Card Draw
- Misplays
- Lack of Responses

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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%

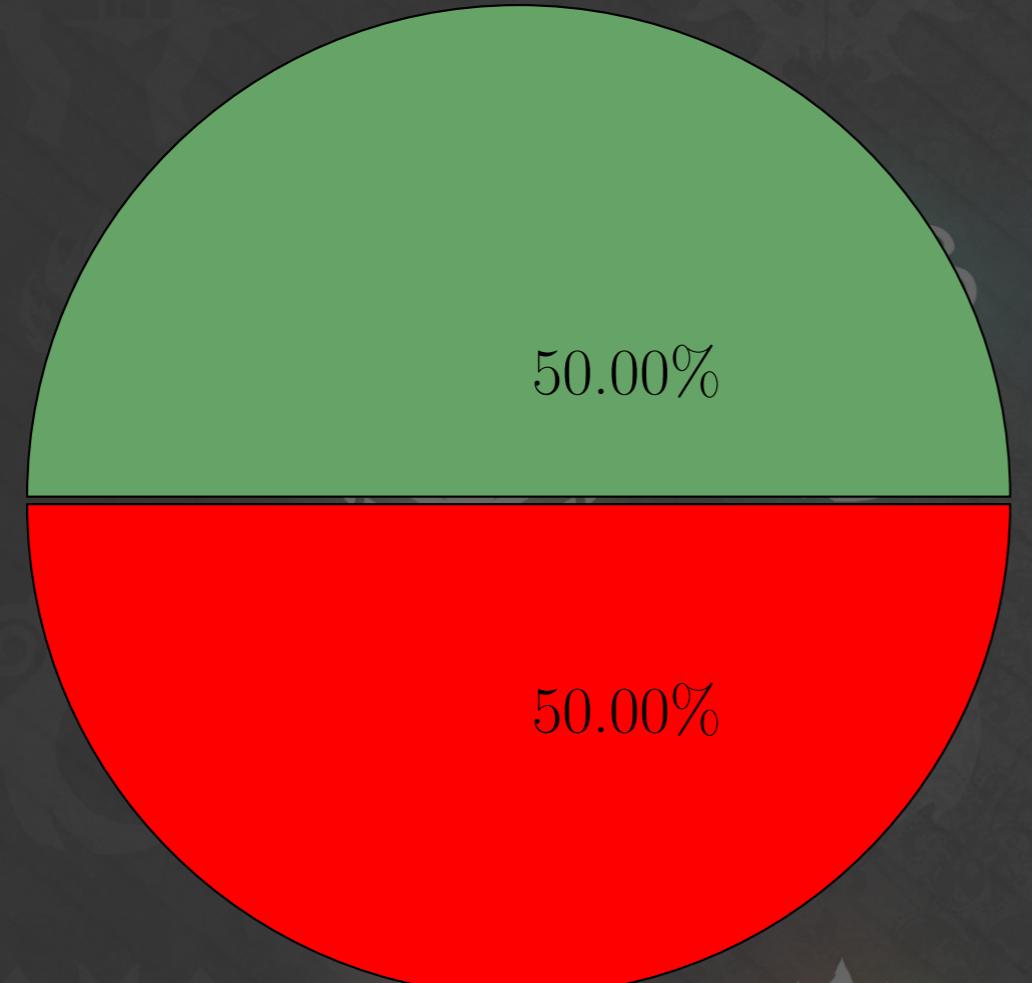
- Mana Screw
- Mana Flood
- Targeting
- Card Draw
- Misplays
- Lack of Responses

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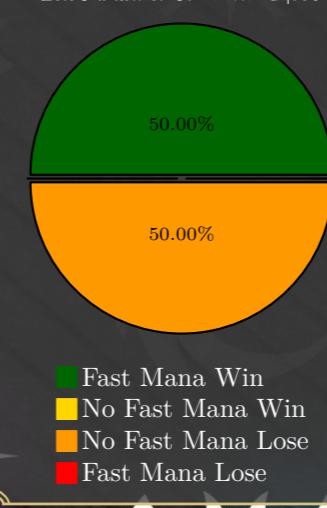
STRENGTH IS RELATIVE - v1

Rograkh, Son of Rogahh and Jeska, Thrice Reborn

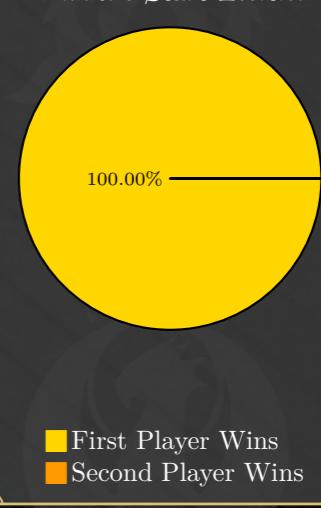
Win/Lose Statistic



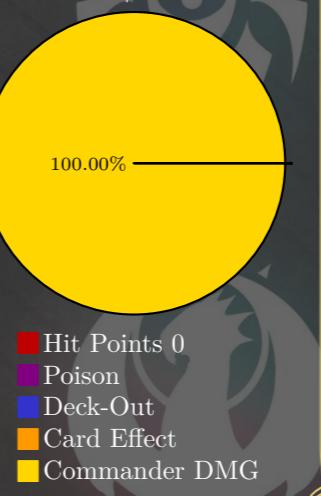
Fast Mana to Win/Lose



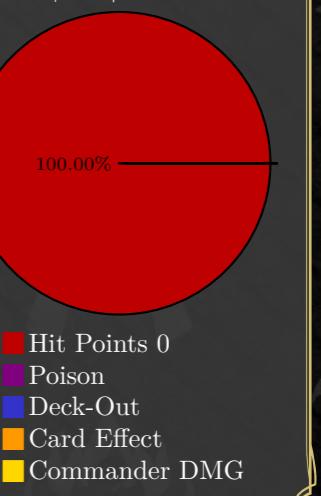
Winner's Start Position



Win Condition



Lose Condition

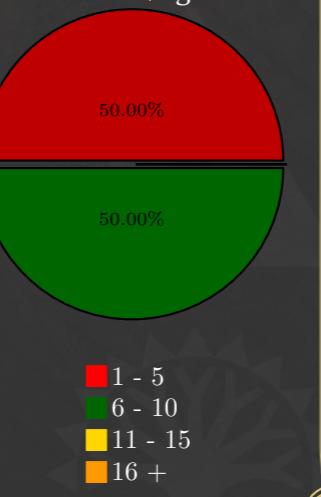


Turn Number Statistics

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



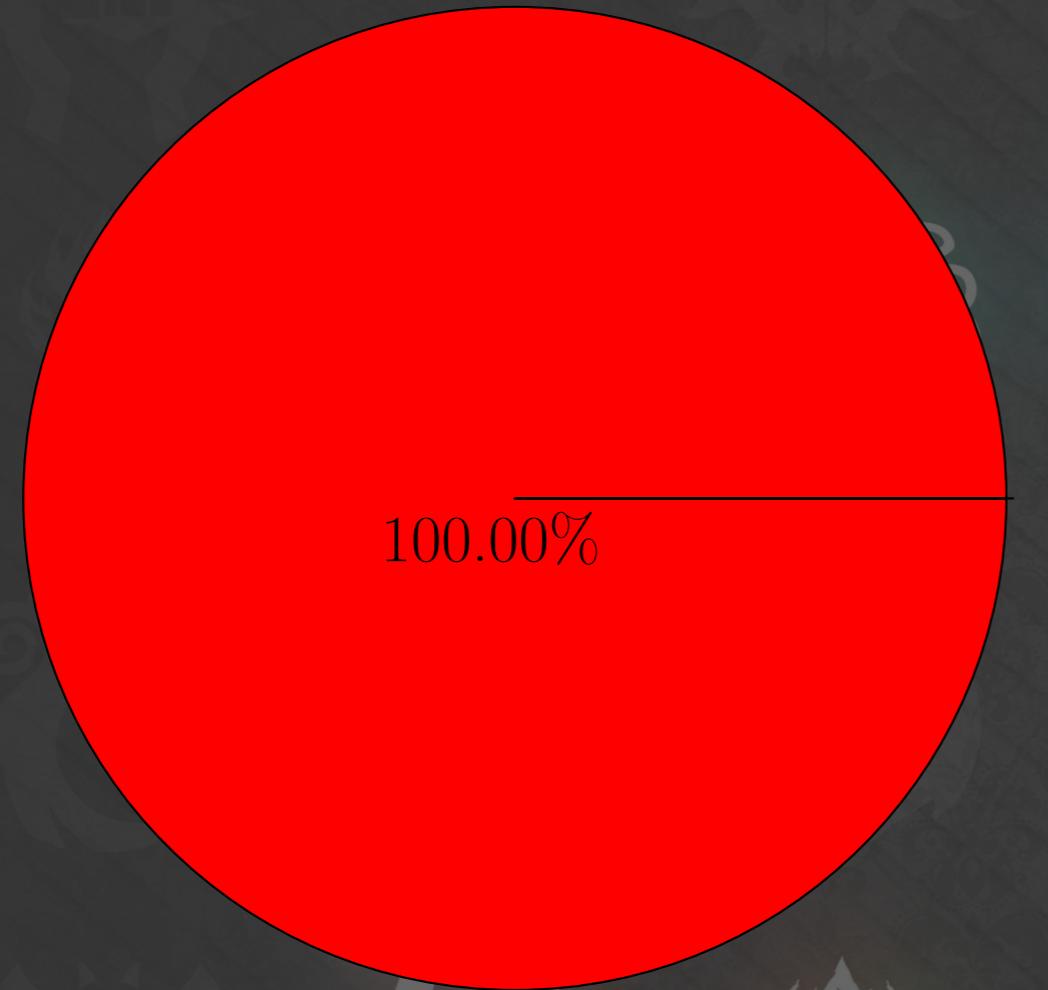
Average First Kill Turn: 0

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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

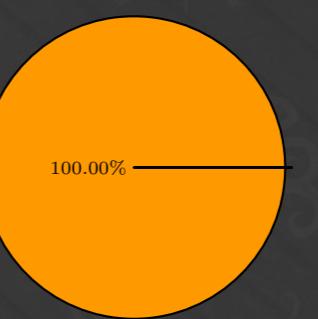
Turn Number Statistics

Average Number of Turns: 9



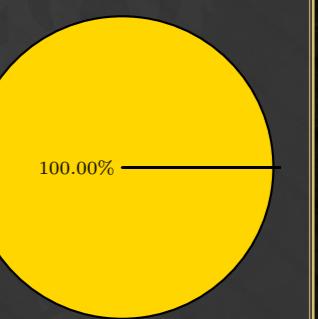
Average First Kill Turn: 3

Fast Mana to Win/Lose



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

Winner's Start Position

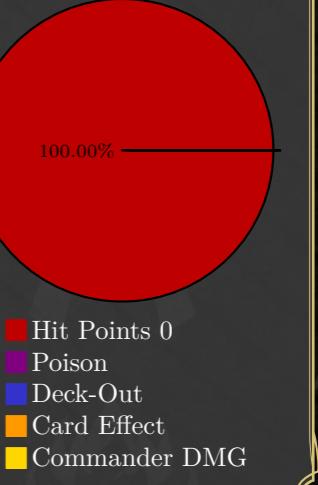


First Player Wins
Second Player Wins
Third Player Wins
Fourth Player Wins

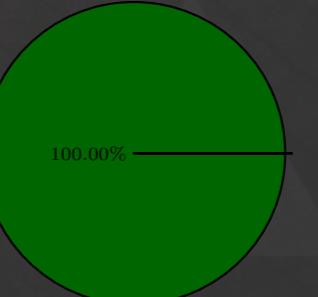
Win Condition



Lose Condition



Game Length



1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

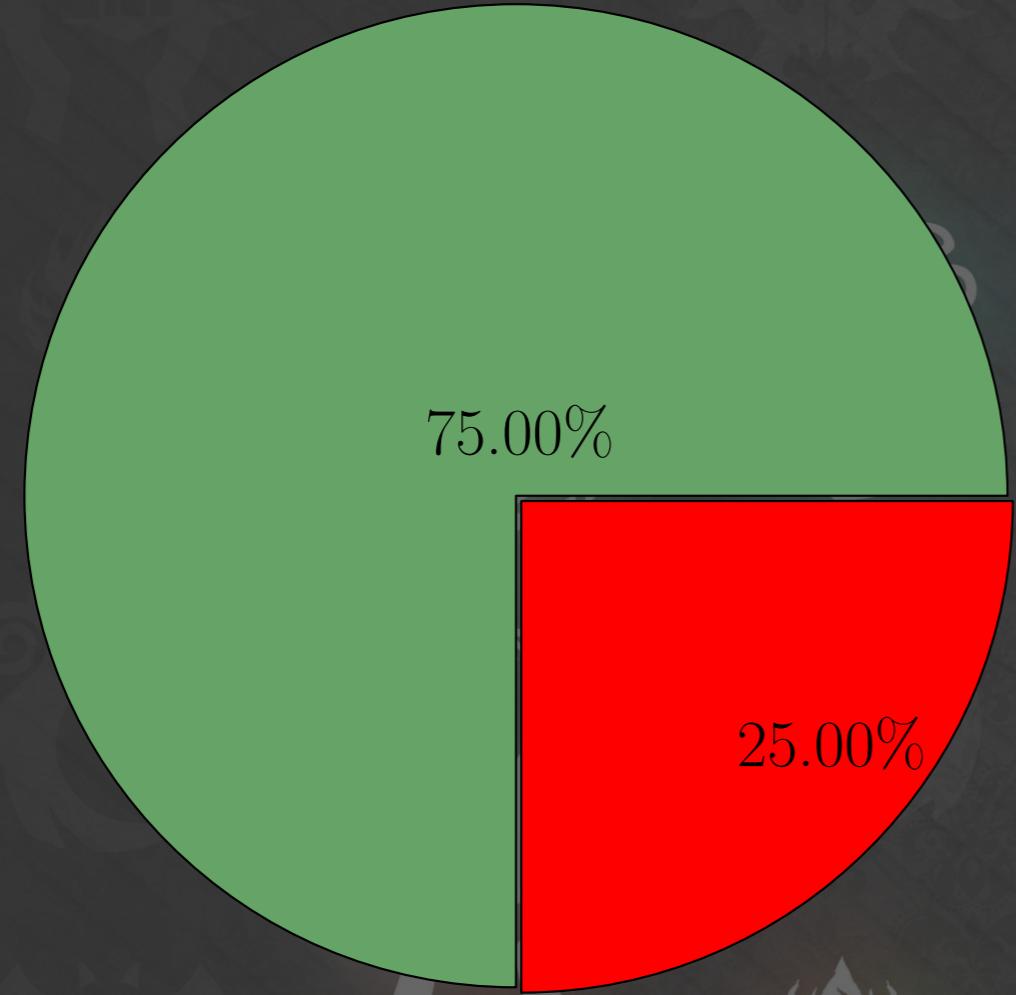


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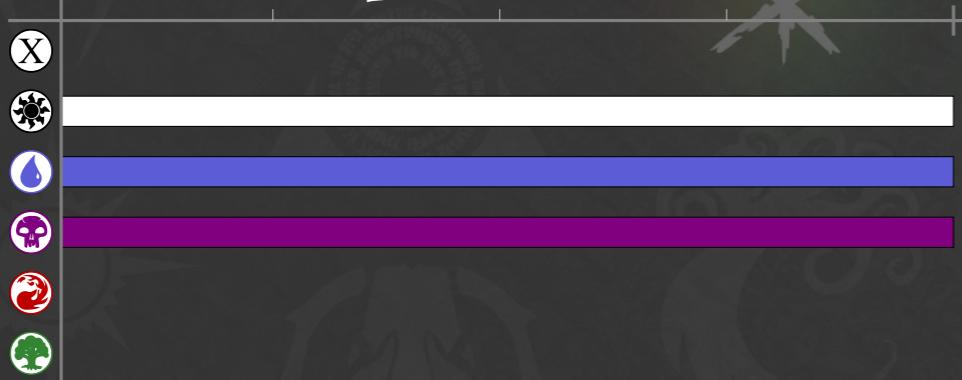
ARACHNOPHOBIA - GENERAL

Shelob, Child of Ungoliant

Win/Lose Statistic



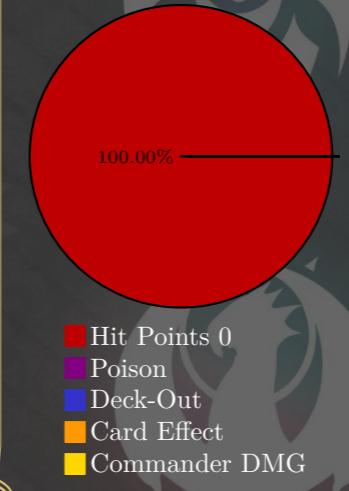
Color Match-Up Statistics



Mulligan Reasons



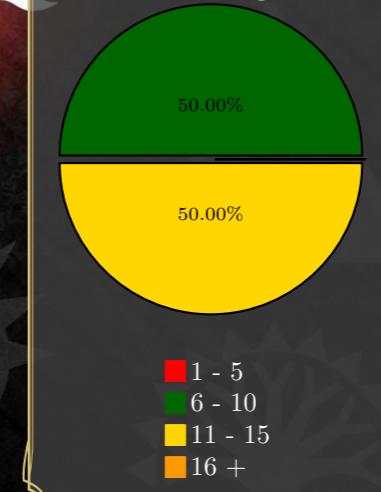
Win Condition



Lose Condition



Game Length



Obvious Problems

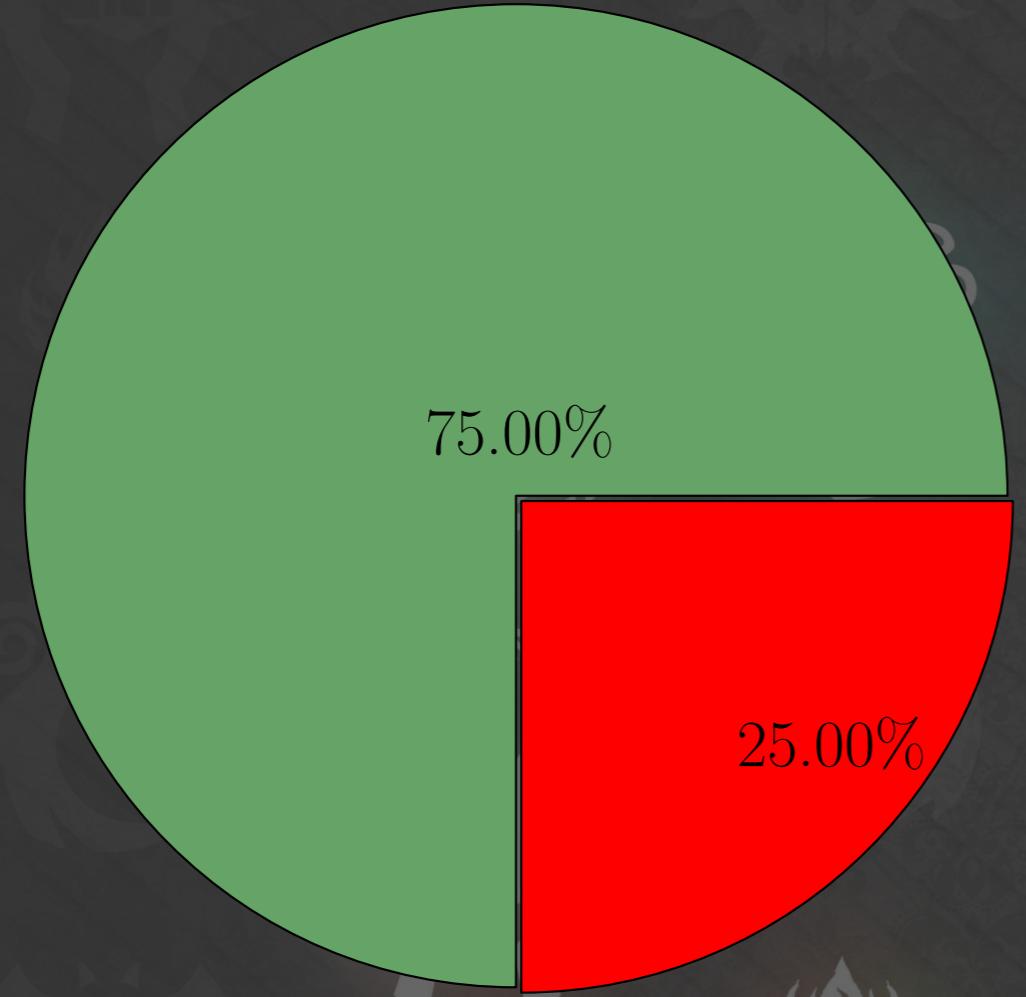


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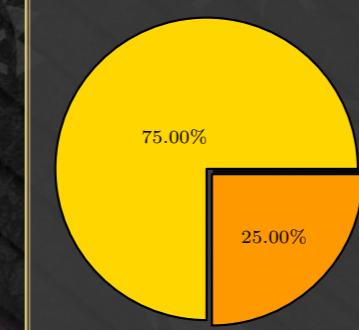
ARAChNOPHOBIA - 1v1

Shelob, Child of Ungoliant

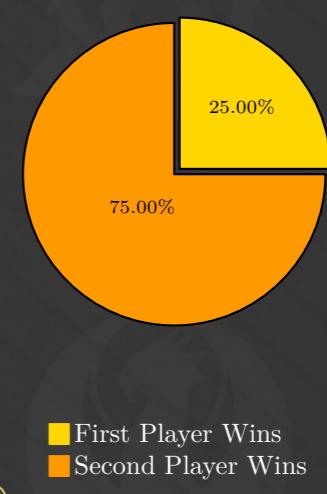
Win/Lose Statistic



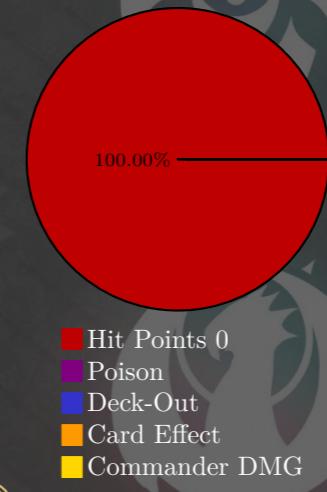
Fast Mana to Win/Lose



Winner's Start Position



Win Condition

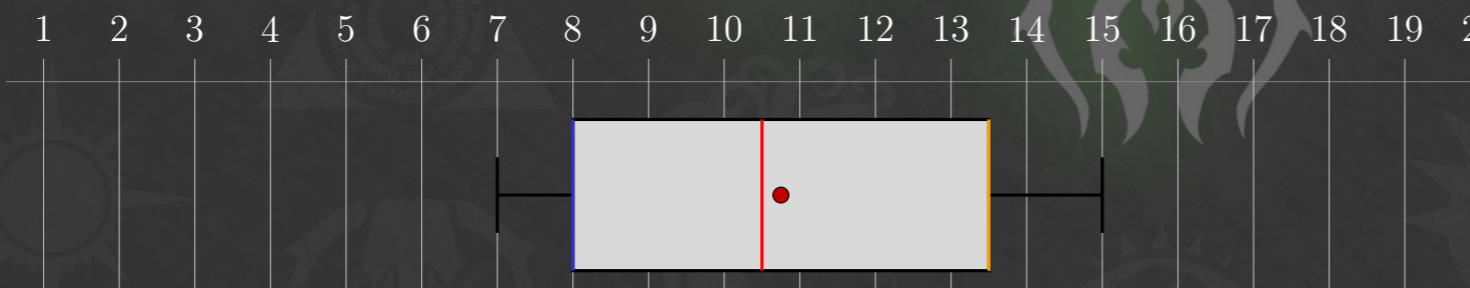


Lose Condition

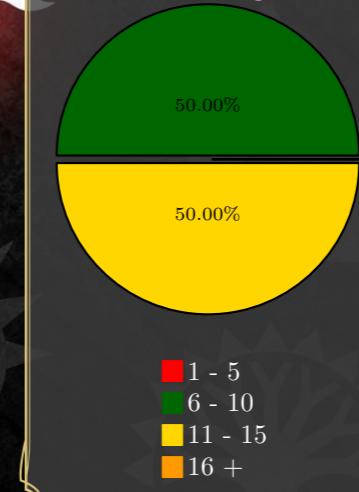


Turn Number Statistics

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 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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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

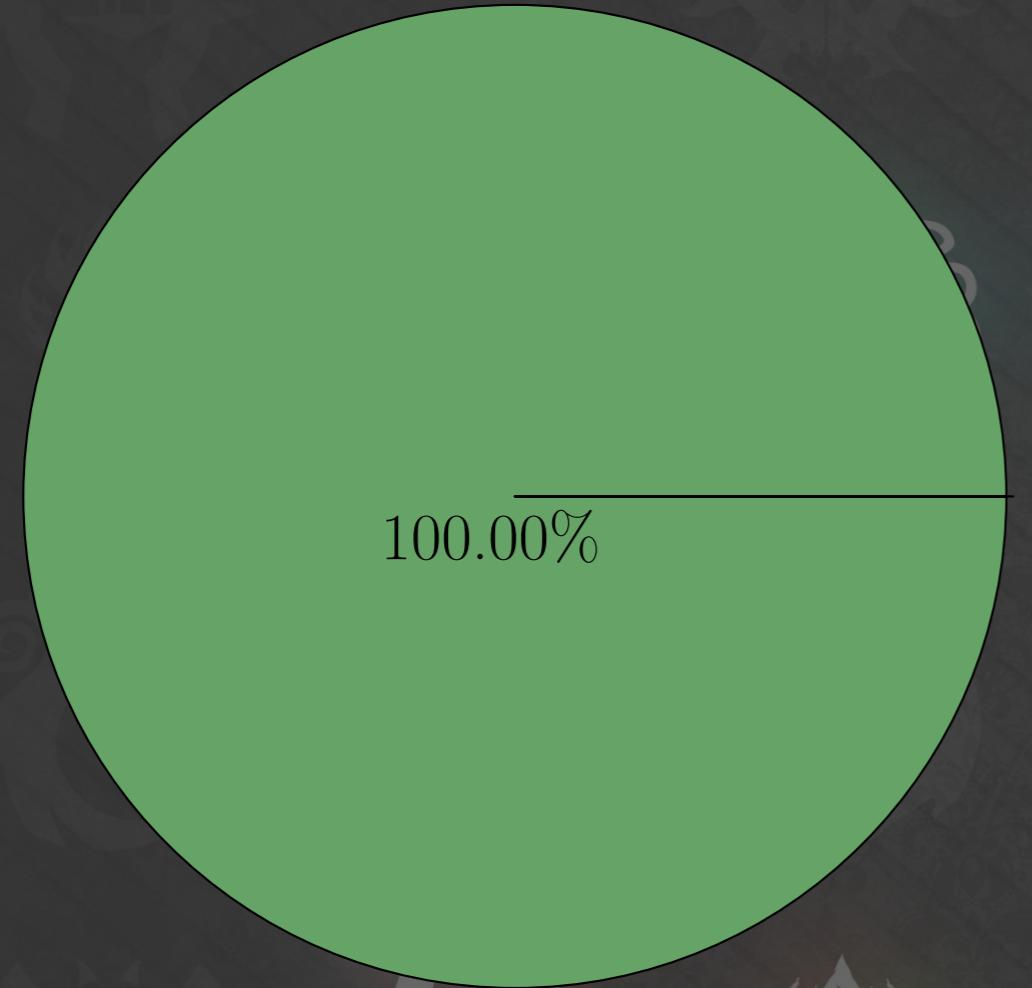
Mana Screw | High CMC
Mana Flood | Targeting
Card Draw | Misplays
Lack of Responses

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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

50.00%

50.00%

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

Obvious Problems

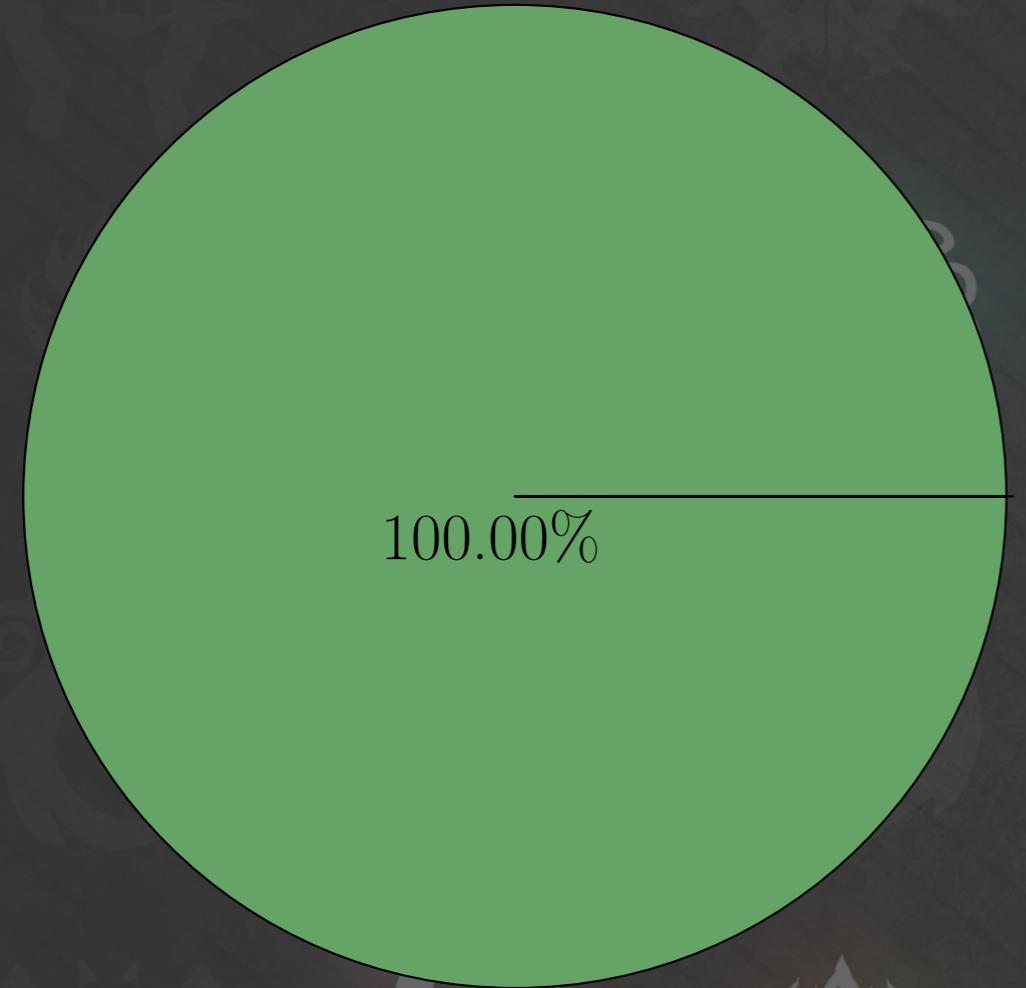
- Mana Screw
- Mana Flood
- Card Draw
- High CMC
- Targeting
- Misplays
- Lack of Responses

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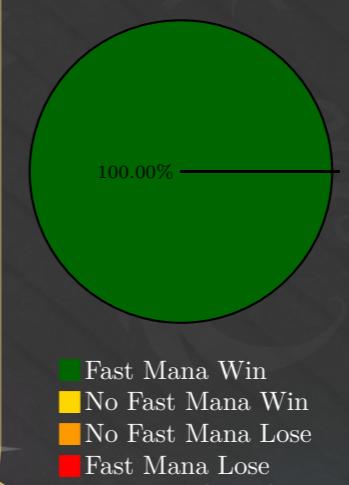
hIDING NINJAS - 1v1

Satoru Umezawa

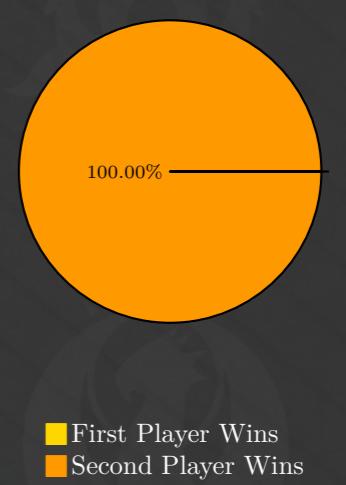
Win/Lose Statistic



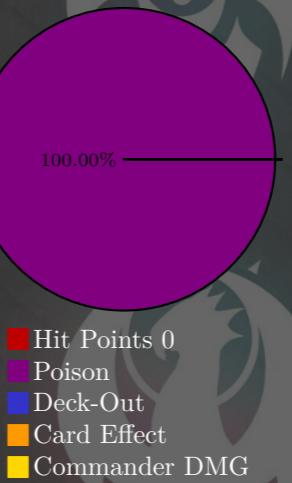
Fast Mana to Win/Lose



Winner's Start Position



Win Condition



Lose Condition

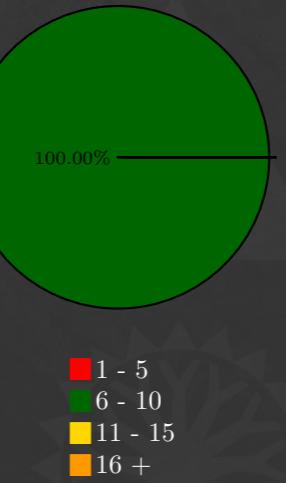


Turn Number Statistics

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

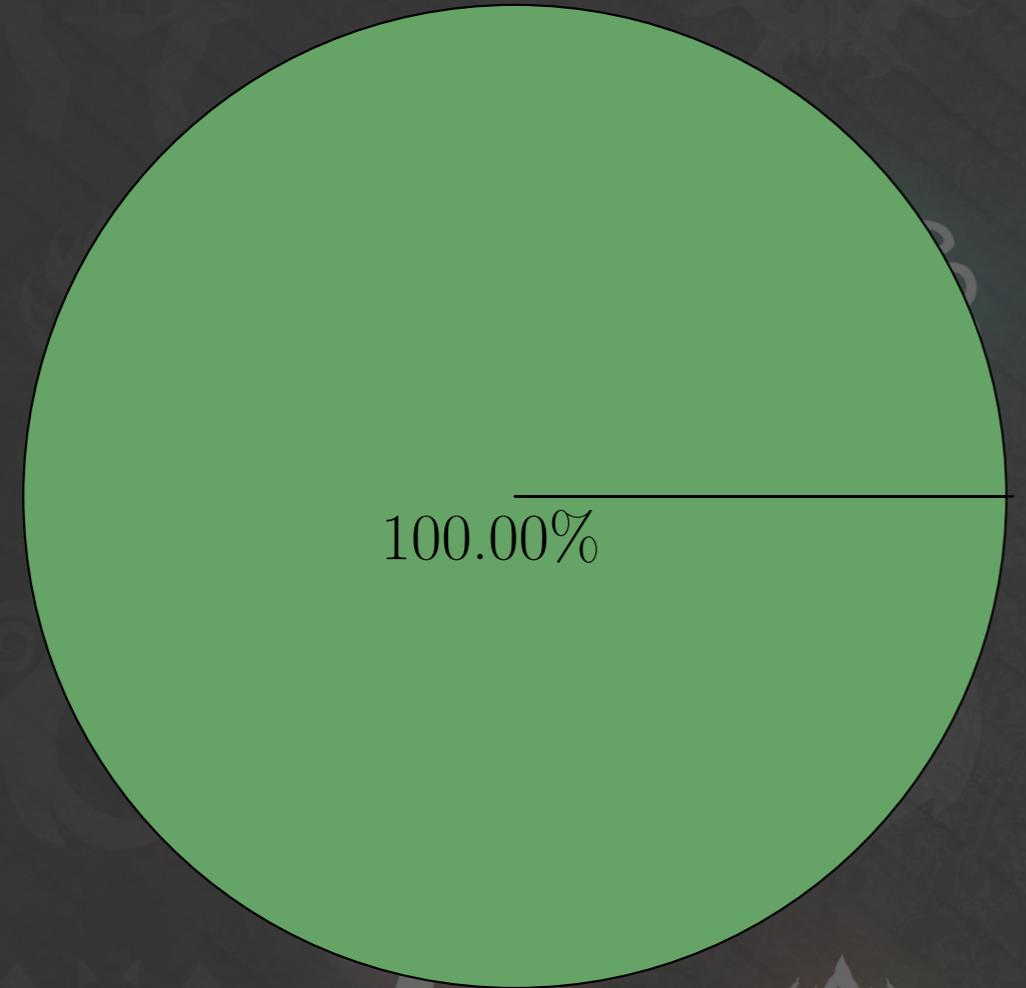
Mana Screw
Mana Flood
Card Draw
Lack of Responses
High CMC
Targeting
Misplays

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HIDING NINJAS - 4 PLAYER

Satoru Umezawa

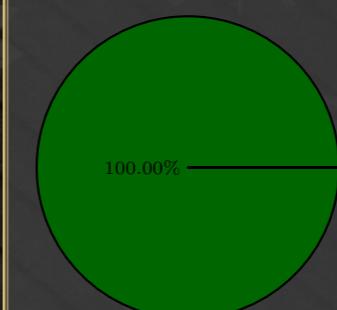
Win/Lose Statistic



Average Finish Position

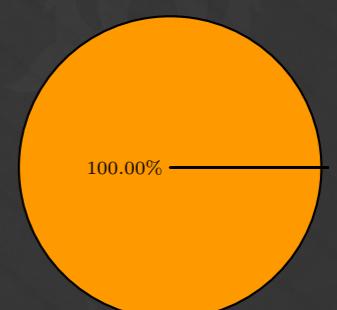
Self | 1.00

Fast Mana to Win/Lose



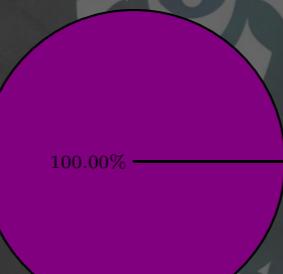
Fast Mana Win
No Fast Mana Win
No Fast Mana Lose
Fast Mana Lose

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

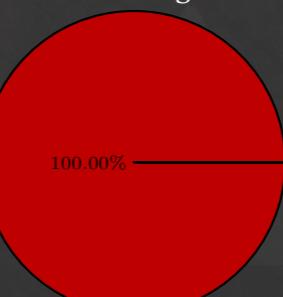
Turn Number Statistics

Average Number of Turns: 5



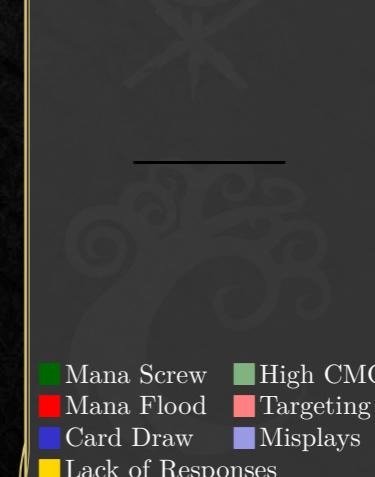
Average First Kill Turn: 3

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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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

[back to top](#)

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

[back to top](#)

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

Lose Condition

Obvious Problems

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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



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



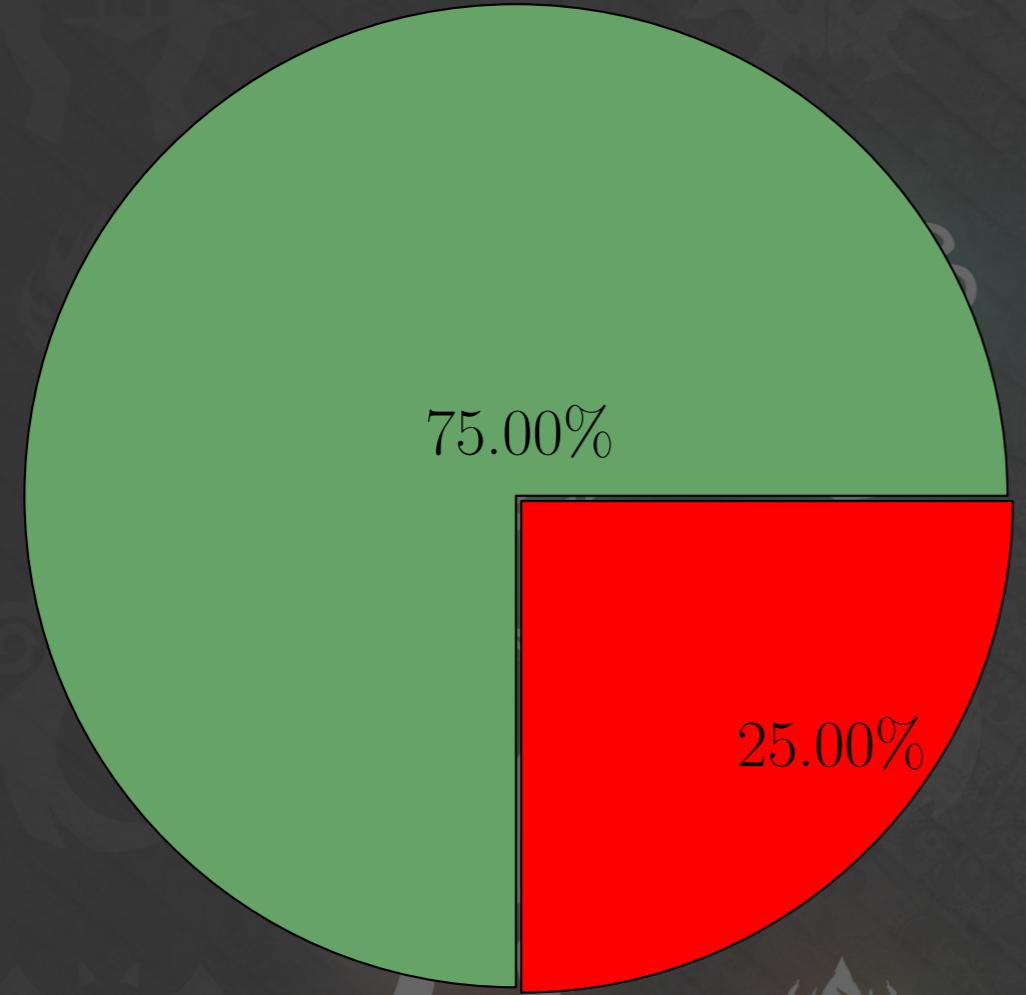
Average First Kill Turn: 0

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BURNING HEAVENS - GENERAL

Kaalia of the Vast

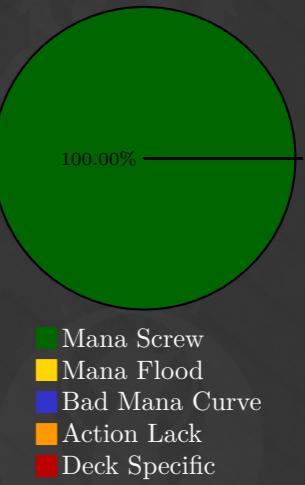
Win/Lose Statistic



■ WIN
■ LOSE

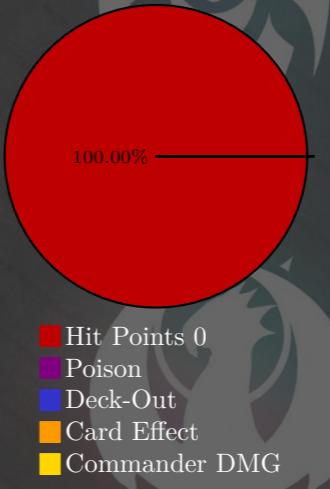


Mulligan Reasons



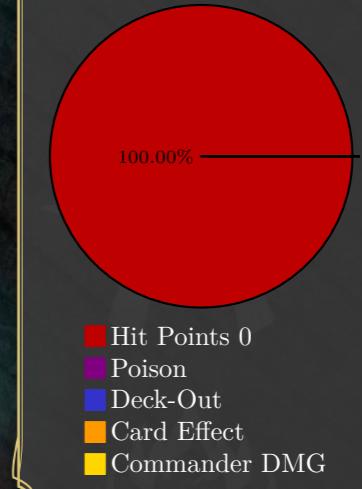
■ Mana Screw
■ Mana Flood
■ Bad Mana Curve
■ Action Lack
■ Deck Specific

Win Condition



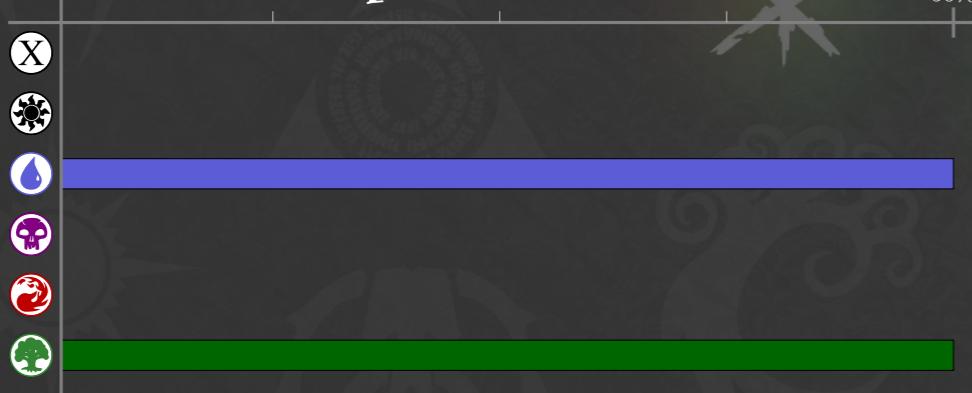
■ Hit Points 0
■ Poison
■ Deck-Out
■ Card Effect
■ Commander DMG

Lose Condition



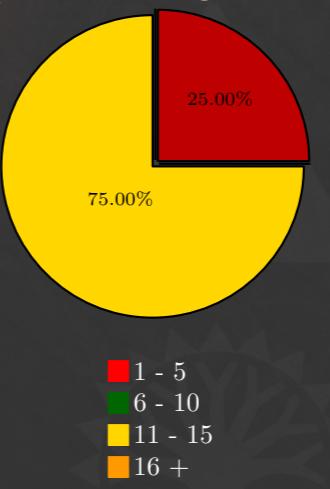
■ Hit Points 0
■ Poison
■ Deck-Out
■ Card Effect
■ Commander DMG

Color Match-Up Statistics



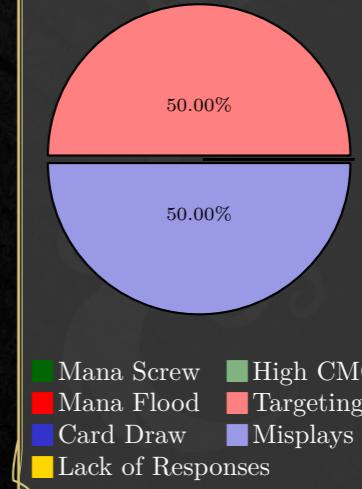
50%

Game Length



■ 1 - 5
■ 6 - 10
■ 11 - 15
■ 16 +

Obvious Problems



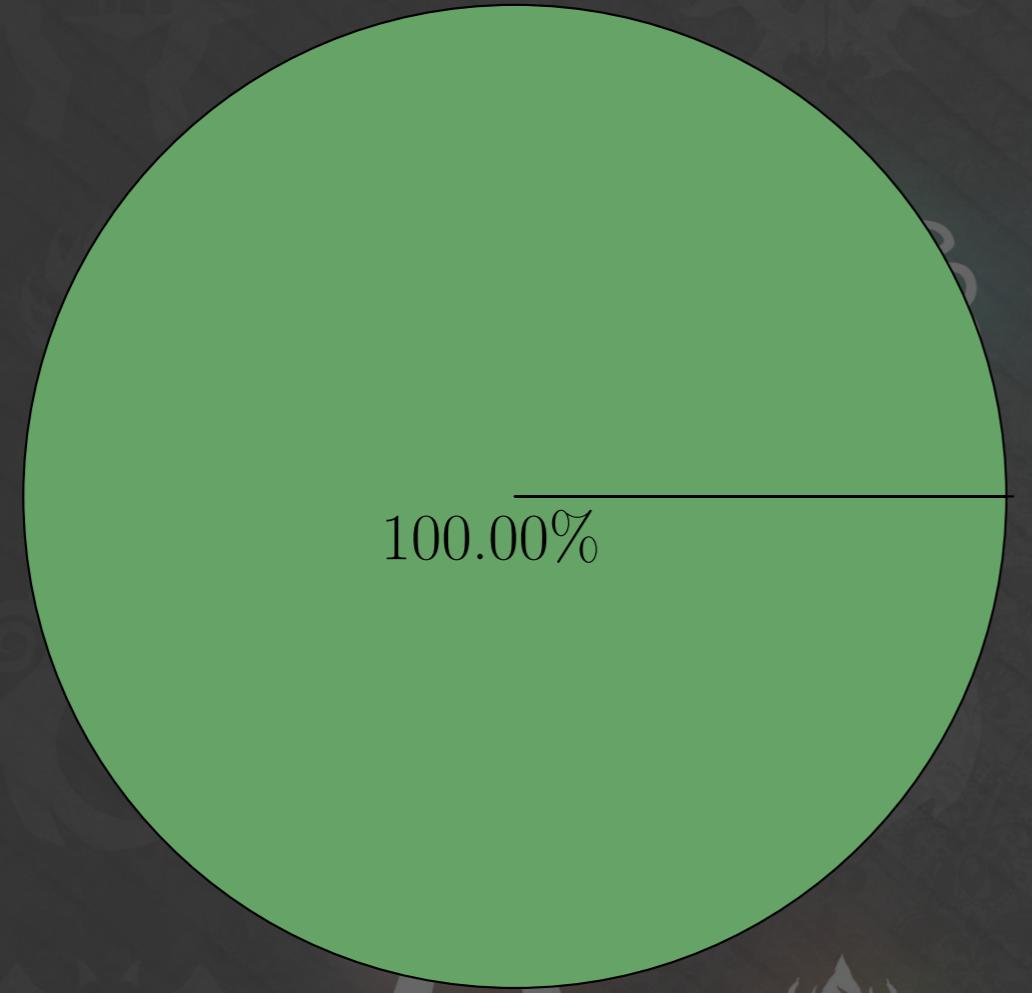
■ Mana Screw ■ High CMC
■ Mana Flood ■ Targeting
■ Card Draw ■ Misplays
■ Lack of Responses

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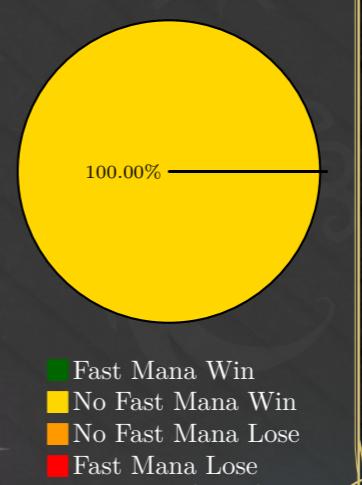
BURNING heAVENS - 1v1

Kaalia of the Vast

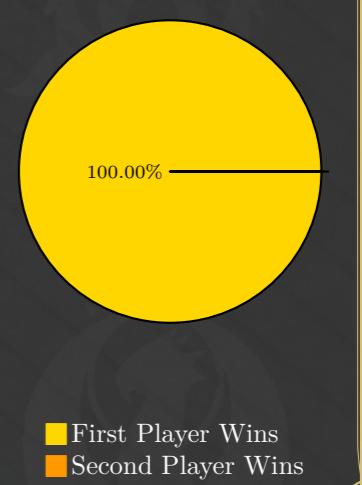
Win/Lose Statistic



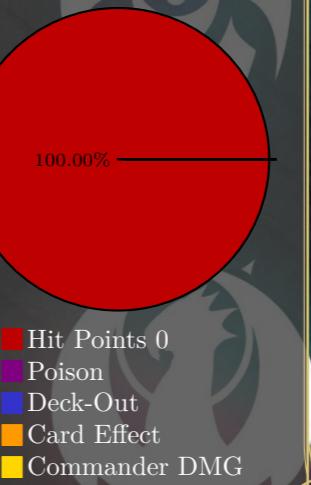
Fast Mana to Win/Lose



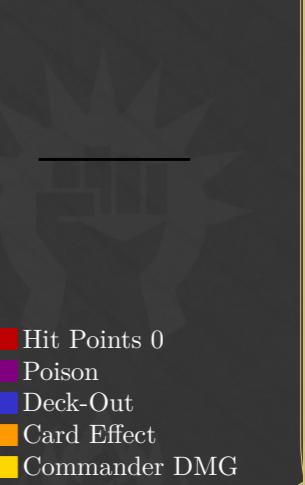
Winner's Start Position



Win Condition

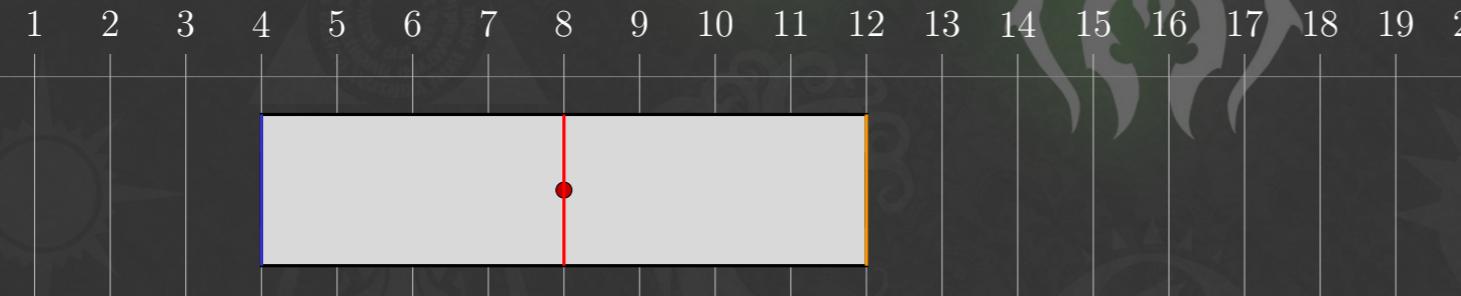


Lose Condition

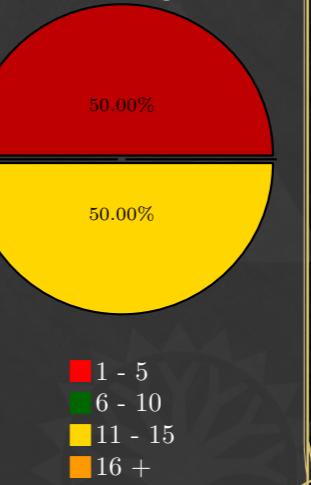


Turn Number Statistics

Average Number of Turns: 8



Game Length



Obvious Problems

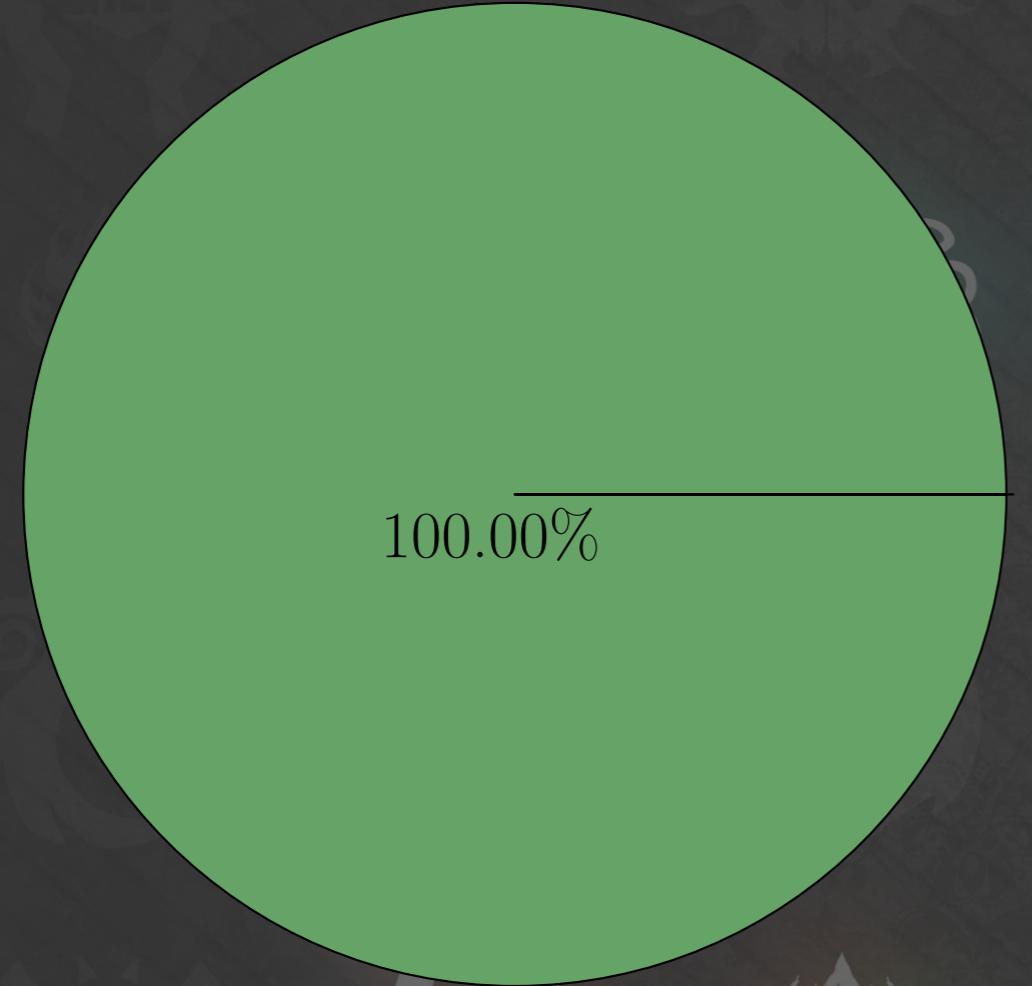


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BURNING HEAVENS - 3 PLAYER

Kaalia of the Vast

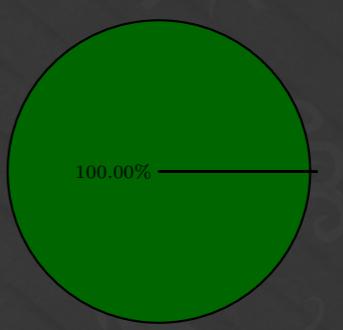
Win/Lose Statistic



Average Finish Position

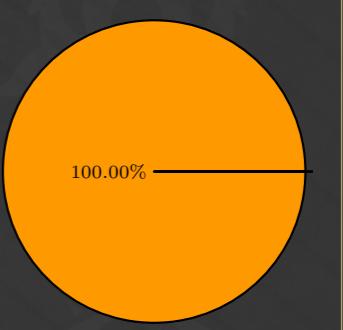
Self | 1.00

Fast Mana to Win/Lose



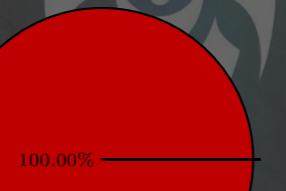
Fast Mana Win
■ No Fast Mana Win
■ No Fast Mana Lose
■ Fast Mana Lose

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

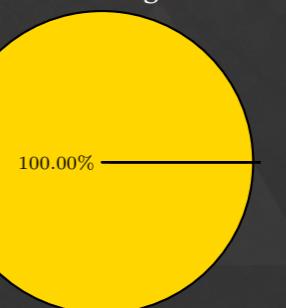
Turn Number Statistics

Average Number of Turns: 12



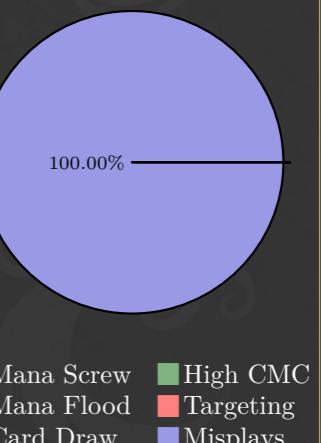
Average First Kill Turn: 10

Game Length



1 - 5
■ 6 - 10
■ 11 - 15
■ 16 +

Obvious Problems



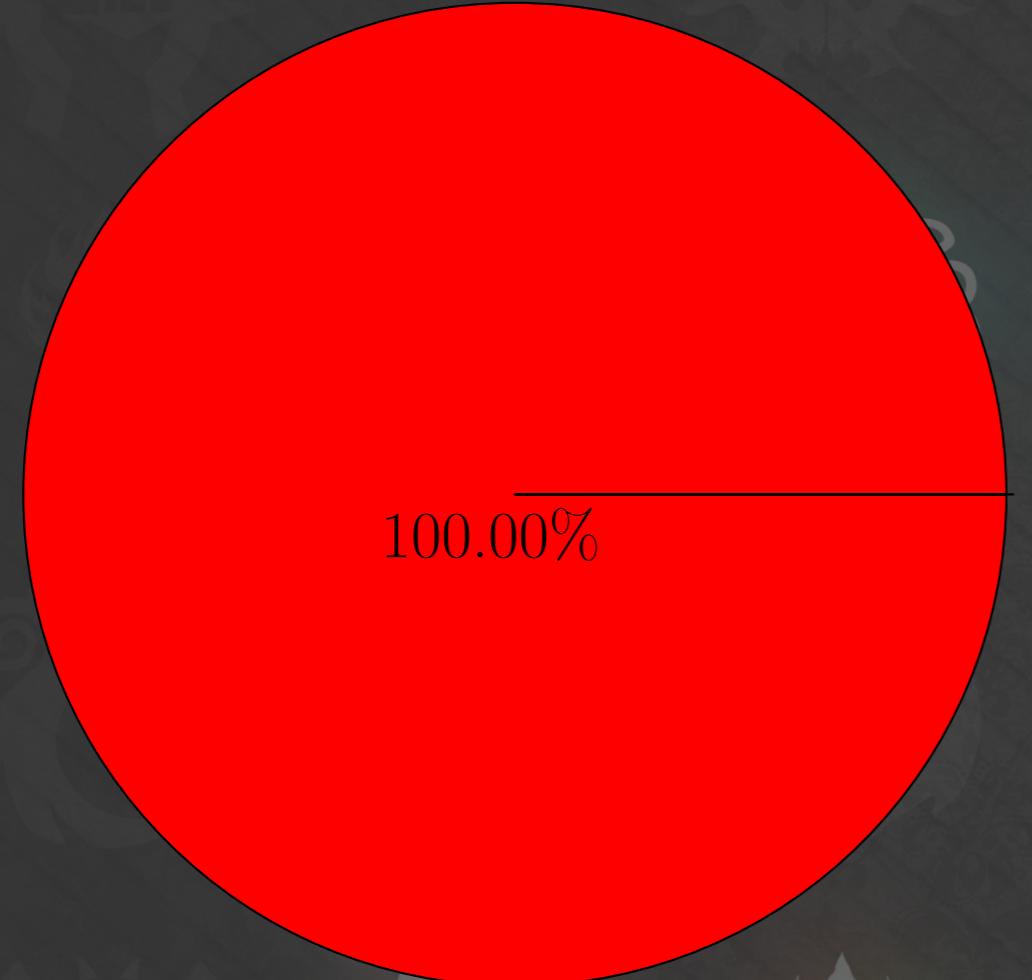
Man Screw ■ High CMC
■ Mana Flood ■ Targeting
■ Card Draw ■ Misplays
■ Lack of Responses

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BURNING HEAVENS - 4 PLAYER

Kaalia of the Vast

Win/Lose Statistic



Average Finish Position

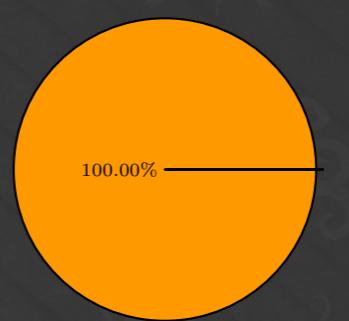
Self 2.00

Turn Number Statistics

Average Number of Turns: 15

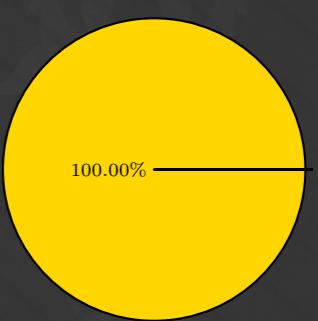


Fast Mana to Win/Lose



- 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

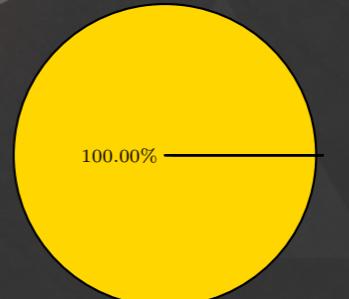
Win Condition



Lose Condition

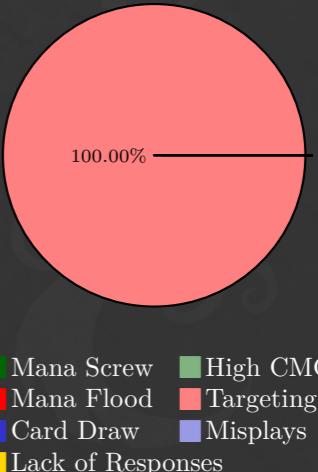


Game Length



- 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 +

High CMC
Targeting
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

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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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

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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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



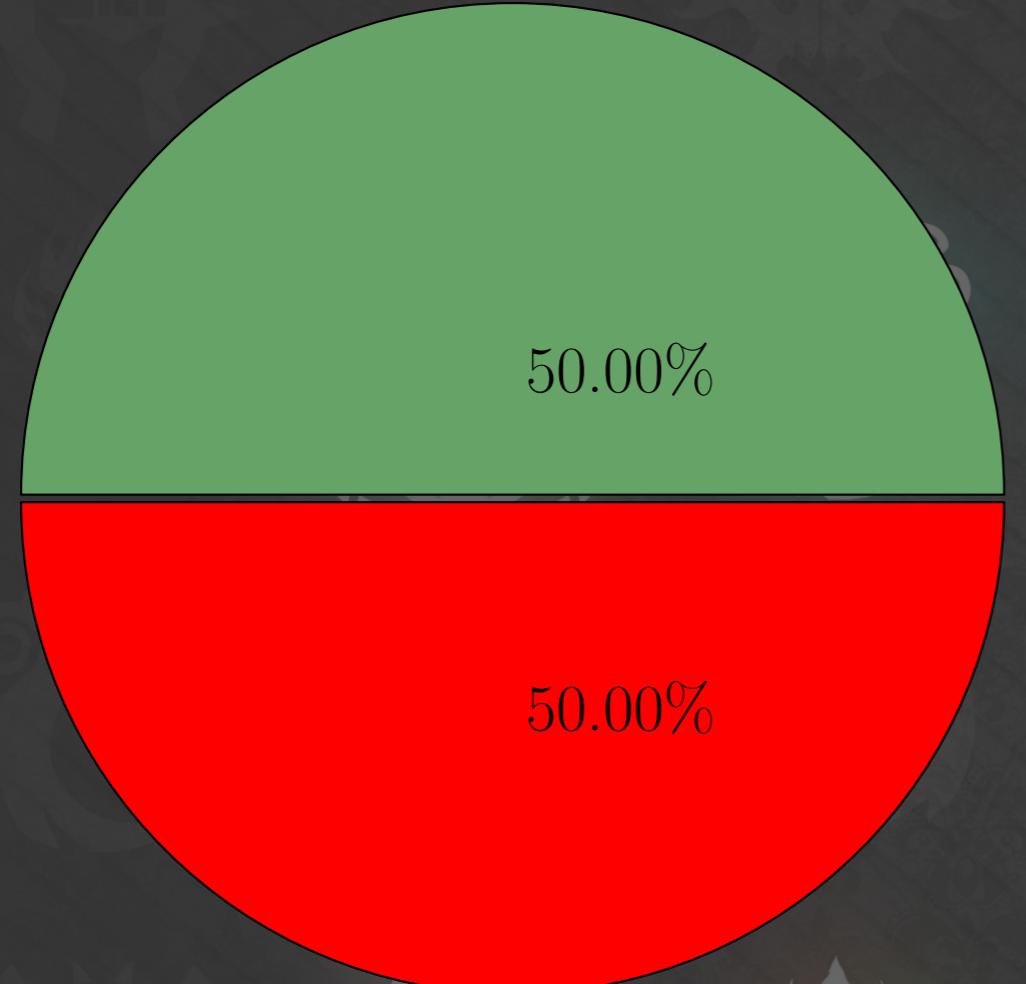
Average First Kill Turn: 0

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DRIVE-BY VEHICLES - GENERAL

Sydri, Galvanic Genius

Win/Lose Statistic



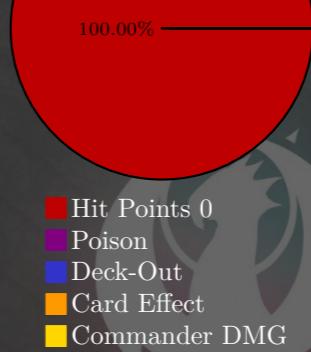
WIN
LOSE



Mulligan Reasons

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

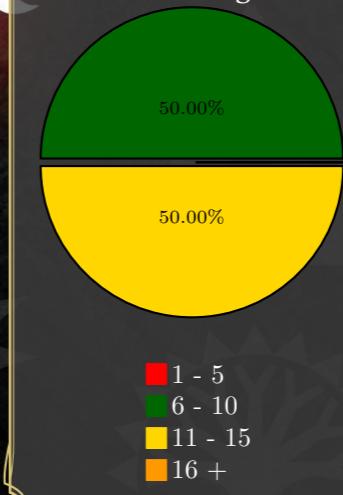
Win Condition



Lose Condition

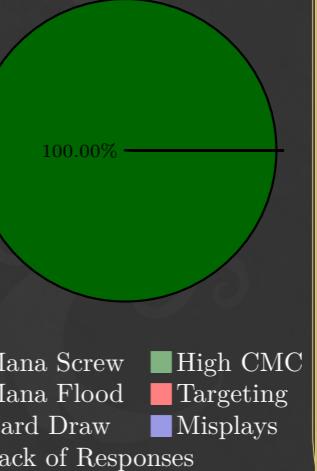


Game Length

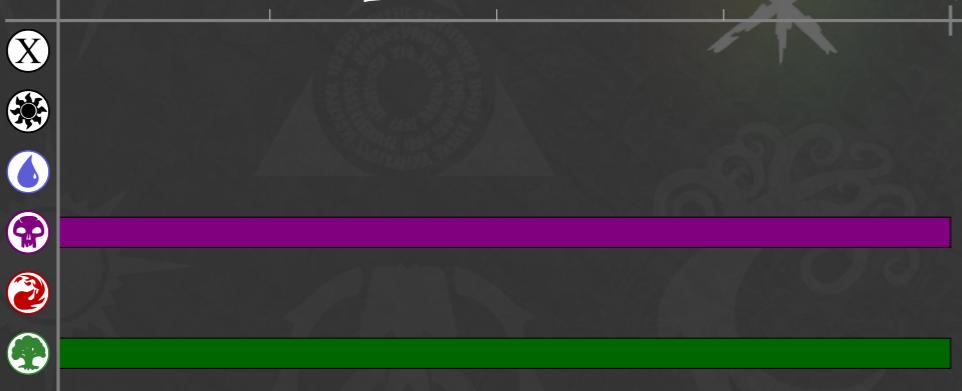


1 - 5
6 - 10
11 - 15
16 +

Obvious Problems



Color Match-Up Statistics



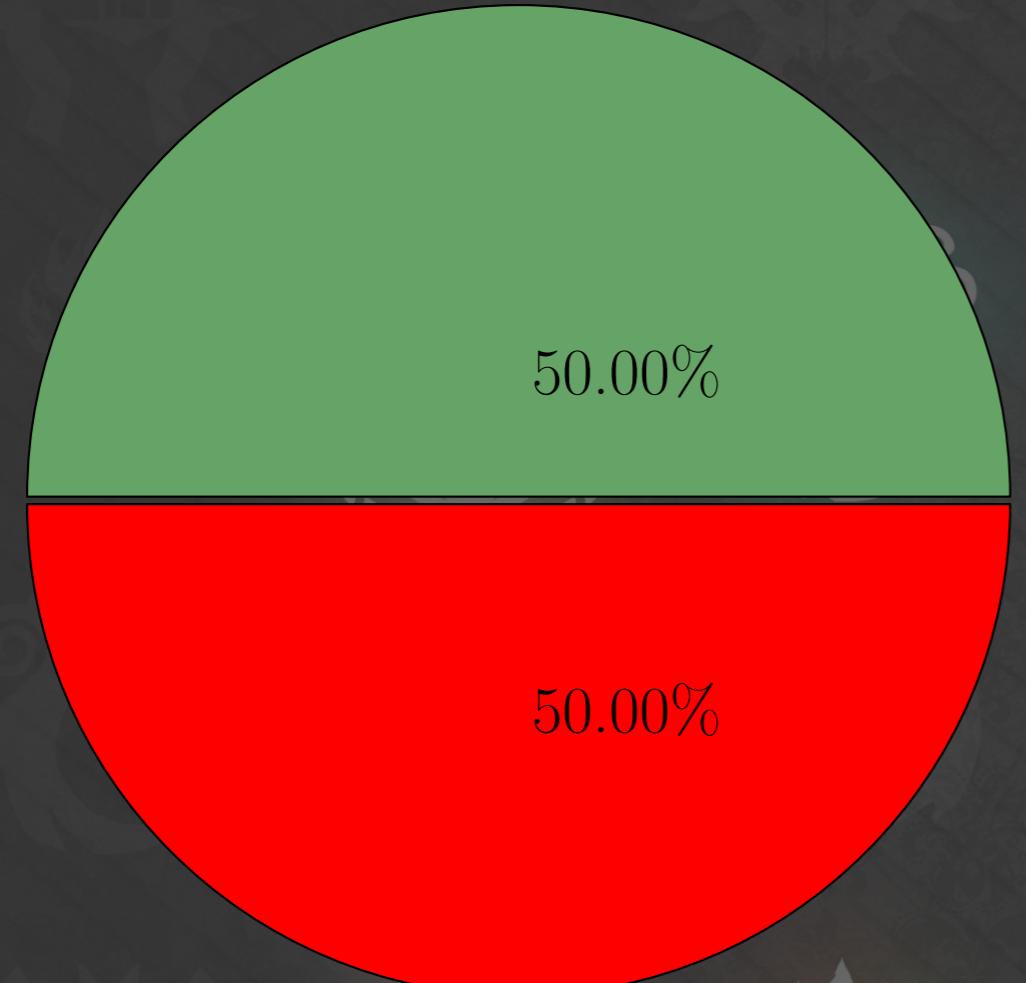
50%

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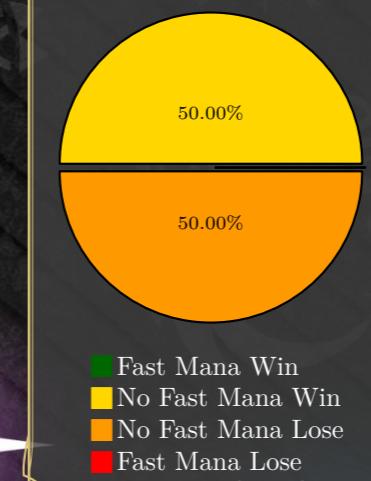
DRIVE-BY VEHICLES - 1v1

Sydri, Galvanic Genius

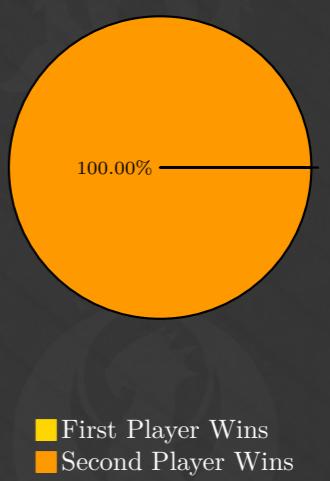
Win/Lose Statistic



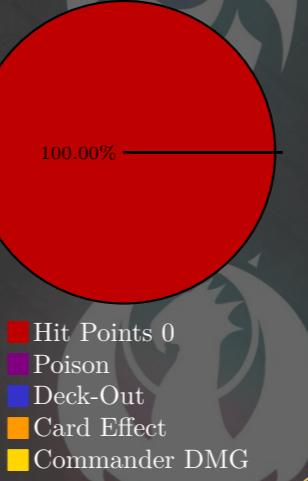
Fast Mana to Win/Lose



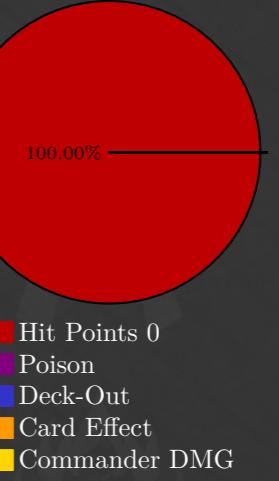
Winner's Start Position



Win Condition



Lose Condition

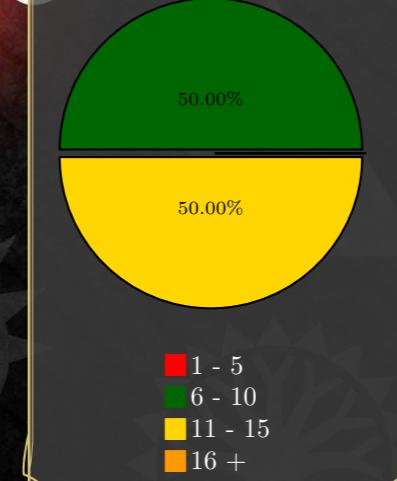


Turn Number Statistics

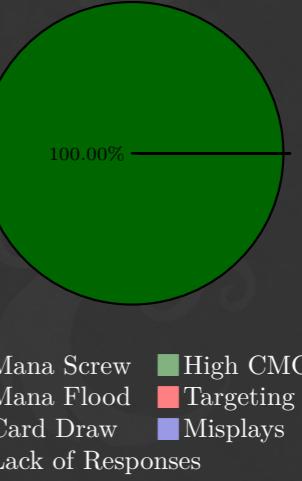
Average Number of Turns: 11



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

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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ENRAGED DINOSAURS - GENERAL

Zacama, Primal Calamity

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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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



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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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

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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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

[back to top](#)

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

[back to top](#)

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

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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STEALING PIRATE MEMORY GAME - 4 PLAYER

Admiral Beckett Brass

Win/Lose Statistic

WIN
LOSE

Average Finish Position

Self 0.00

Fast Mana to Win/Lose

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

Winner's Start Position

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

Win Condition

Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

Lose Condition

Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

Turn Number Statistics

Average Number of Turns: 0



Average First Kill Turn: 0

Game Length

1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

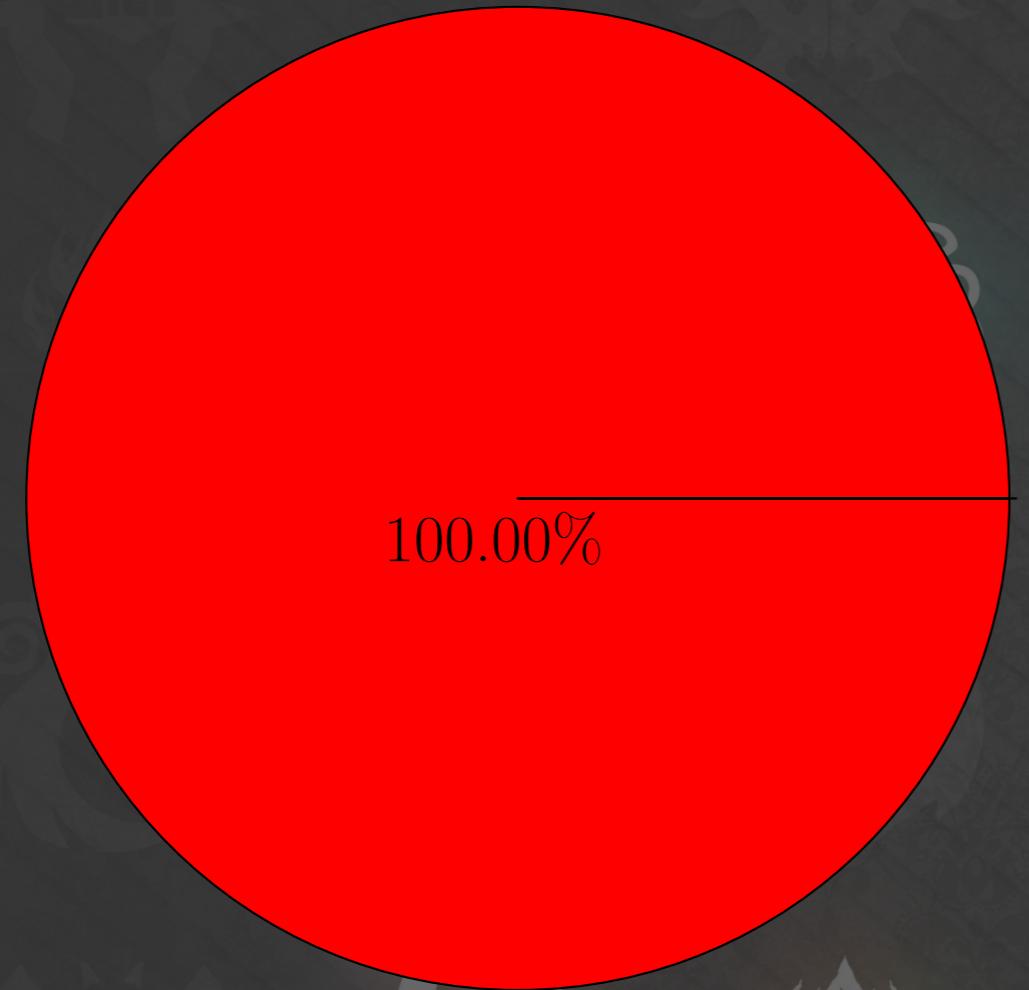
Mana Screw High CMC
Mana Flood Targeting
Card Draw Misplays
Lack of Responses

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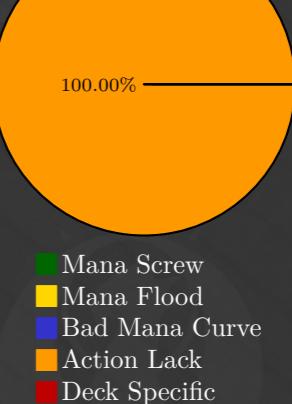
SHINING ARTIFACTS - GENERAL

Breya, Etherium Shaper

Win/Lose Statistic



Mulligan Reasons



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

Win Condition

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

Lose Condition

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

Color Match-Up Statistics



100%

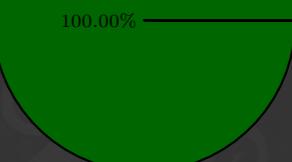


Game Length

100.00%

- 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 - 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

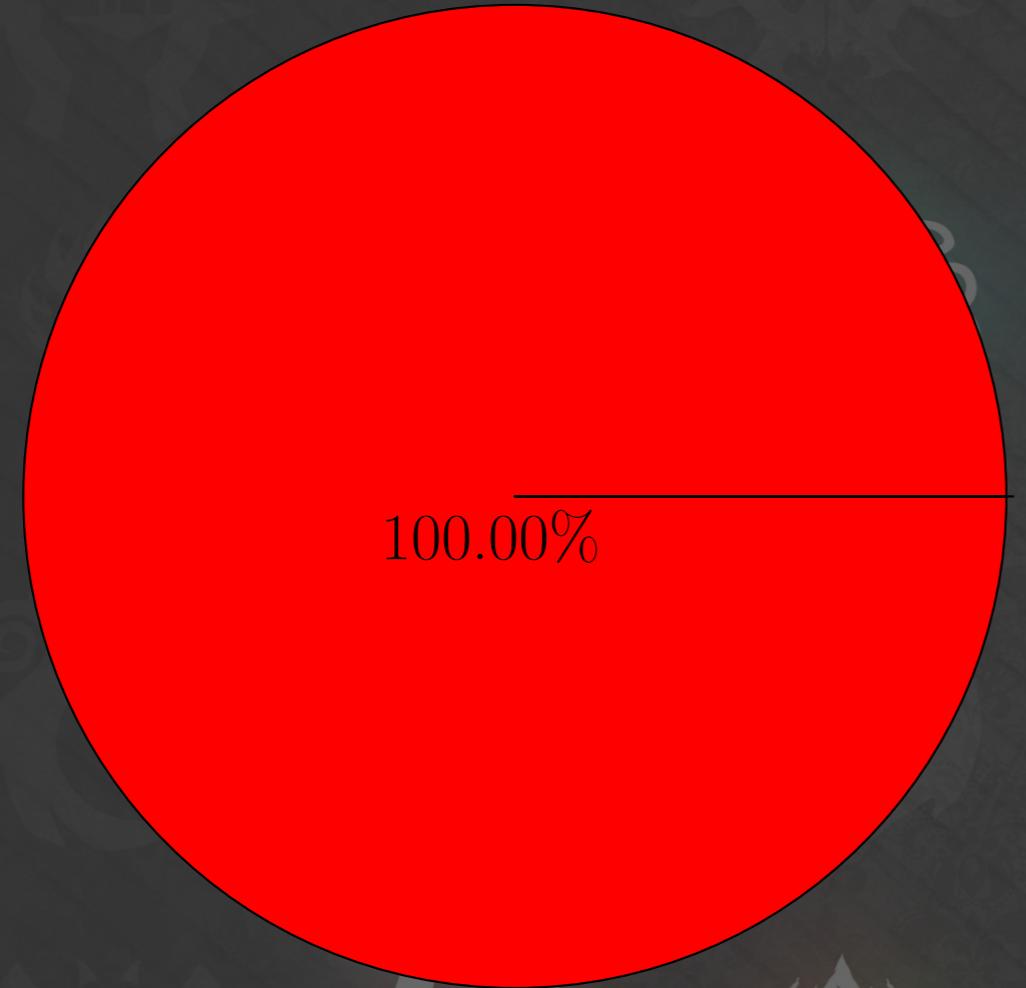
Mana Screw High CMC
Mana Flood Targeting
Card Draw Misplays
Lack of Responses

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SHINING ARTIFACTS - 3 PLAYER

Breya, Etherium Shaper

Win/Lose Statistic



Average Finish Position

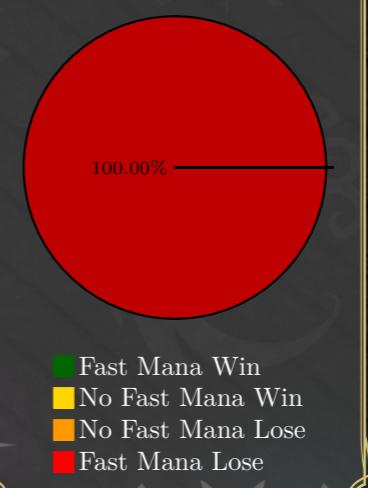
Self | 3.00

Turn Number Statistics

Average Number of Turns: 14



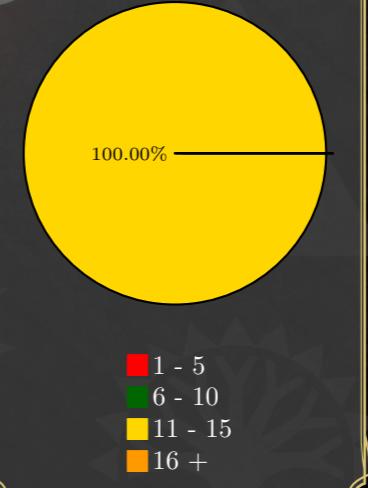
Fast Mana to Win/Lose



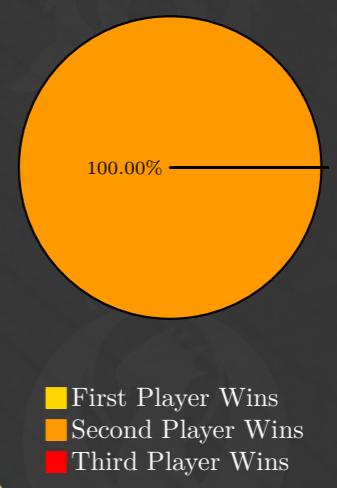
Win Condition



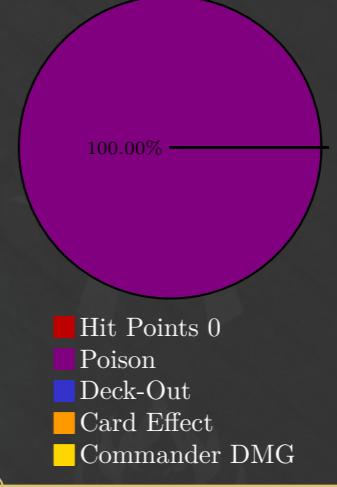
Game Length



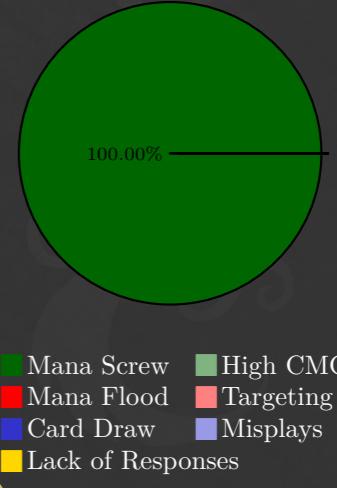
Winner's Start Position



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

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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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 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

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



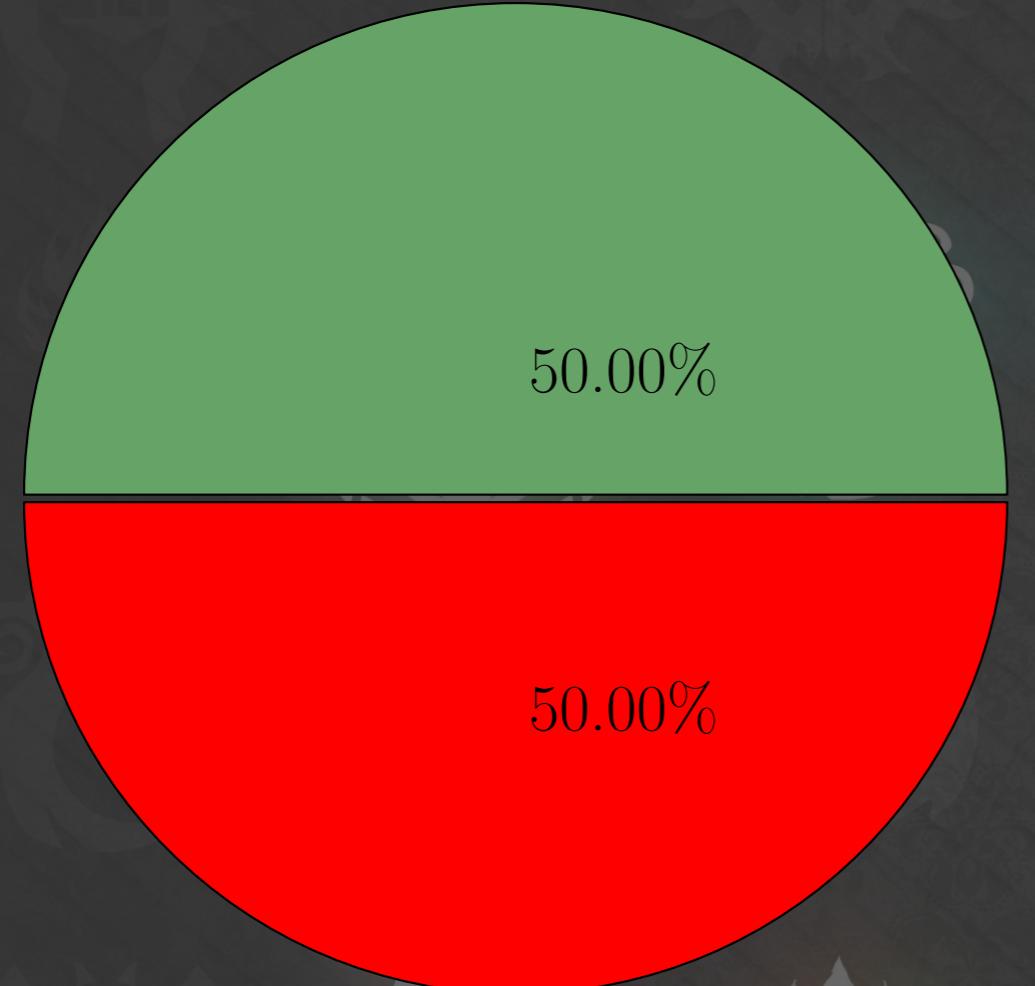
Average First Kill Turn: 0

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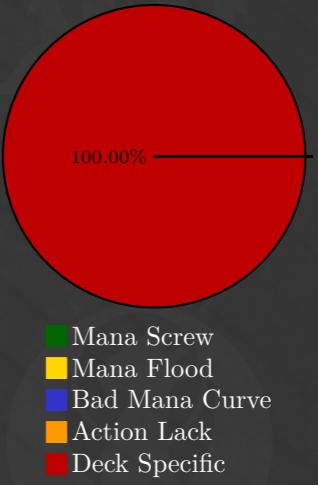
FLOURISHING ShRINES - GENERAL

Go-Shintai of Life's Origin

Win/Lose Statistic



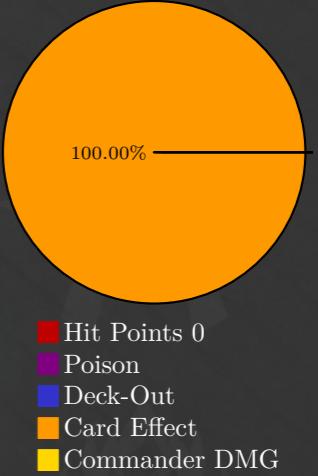
Mulligan Reasons



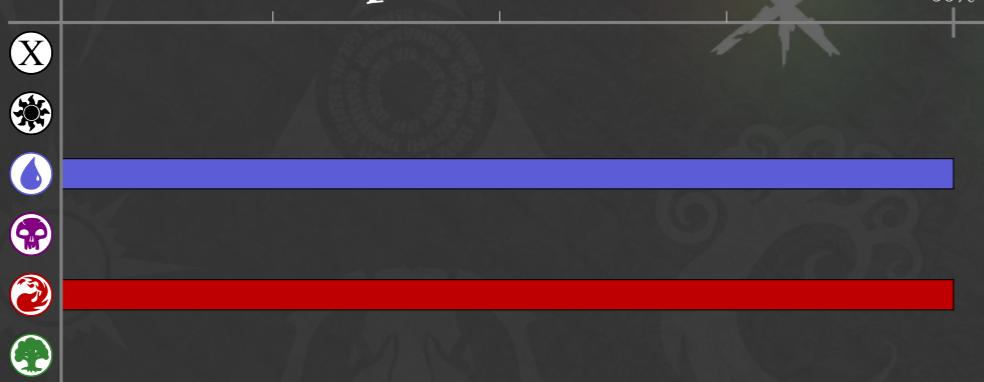
Win Condition



Lose Condition

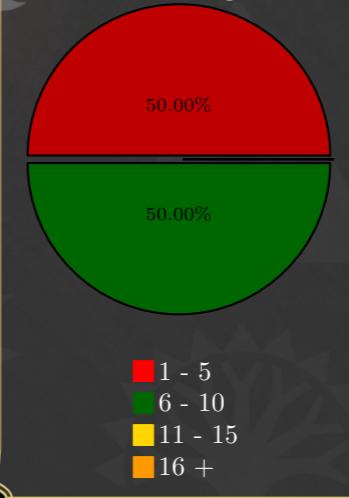


Color Match-Up Statistics

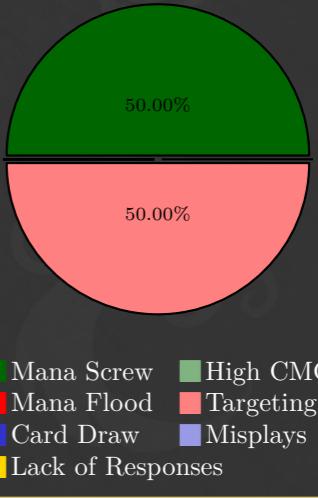


50%

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

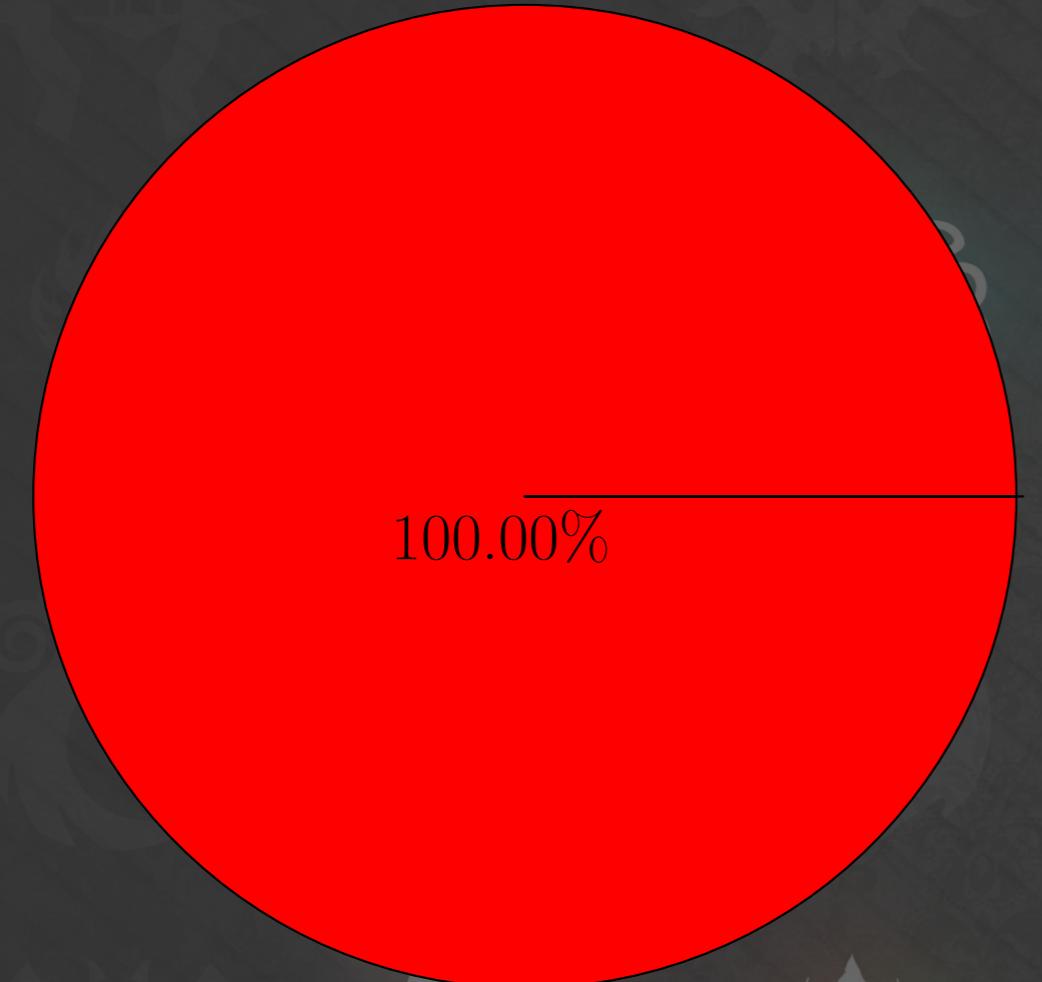
Mana Screw High CMC
Mana Flood Targeting
Card Draw Misplays
Lack of Responses

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FLOURISHING ShRINES - 3 PLAYER

Go-Shintai of Life's Origin

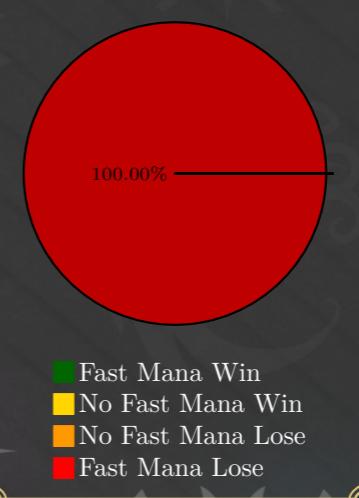
Win/Lose Statistic



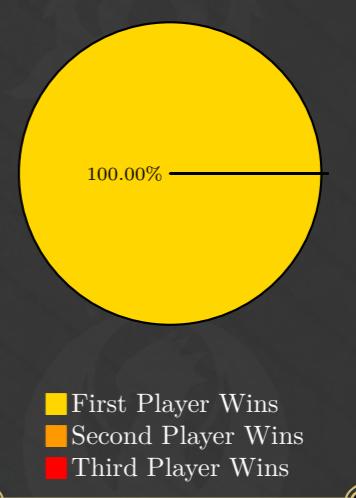
Average Finish Position

Self | 2.00

Fast Mana to Win/Lose



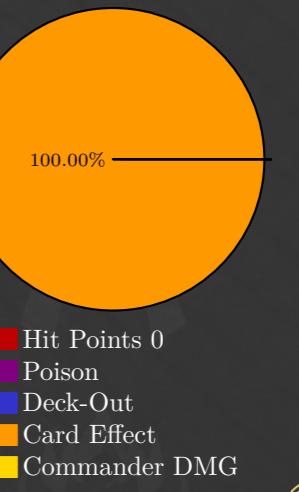
Winner's Start Position



Win Condition



Lose Condition



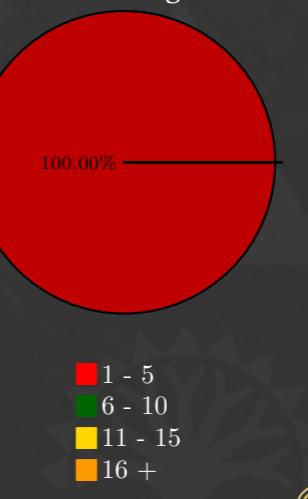
Turn Number Statistics

Average Number of Turns: 5



Average First Kill Turn: 5

Game Length



Obvious Problems

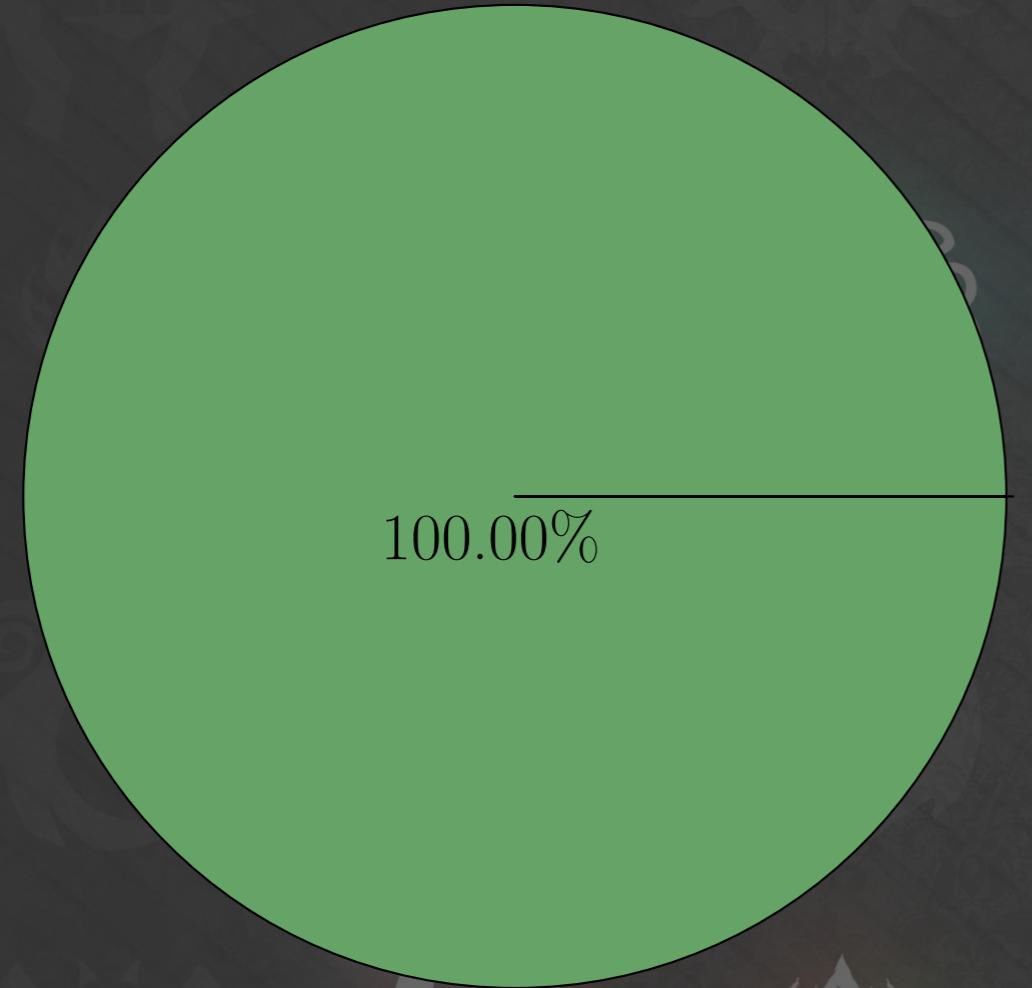


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FLOURISHING ShRINES - 4 PLAYER

Go-Shintai of Life's Origin

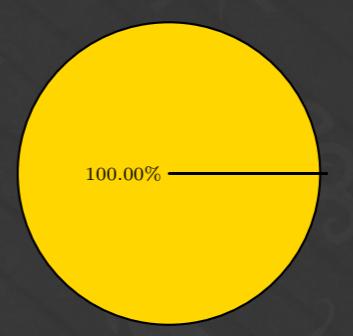
Win/Lose Statistic



Average Finish Position

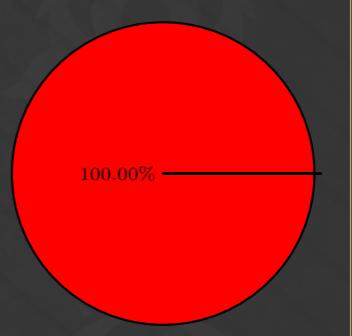
Self | 1.00

Fast Mana to Win/Lose



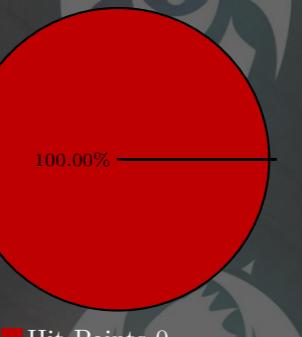
Fast Mana Win
No Fast Mana Win
No Fast Mana Lose
Fast Mana Lose

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

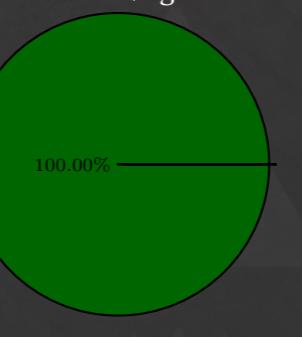
Turn Number Statistics

Average Number of Turns: 10



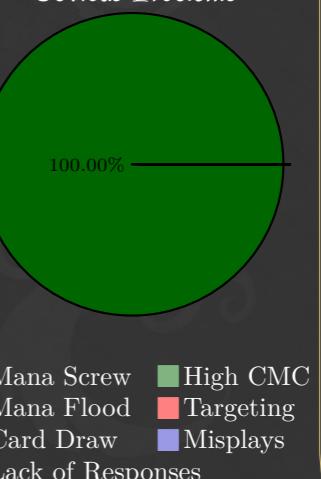
Average First Kill Turn: 9

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 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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LEGENDARY LEGENDS - 4 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

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

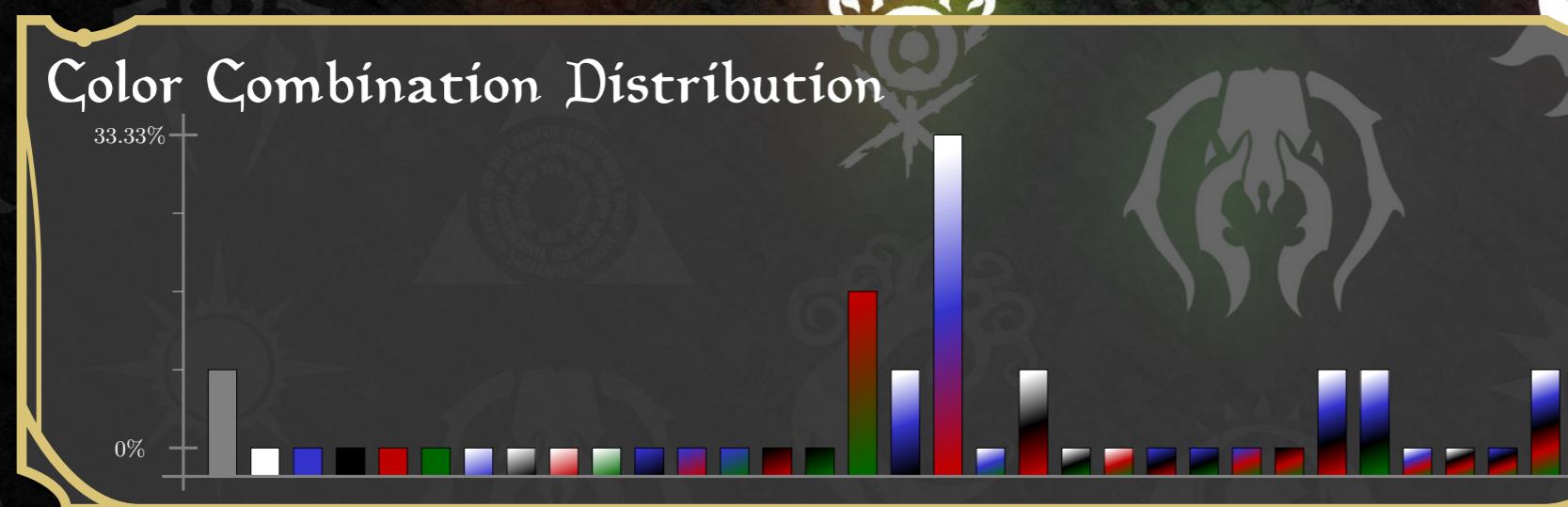
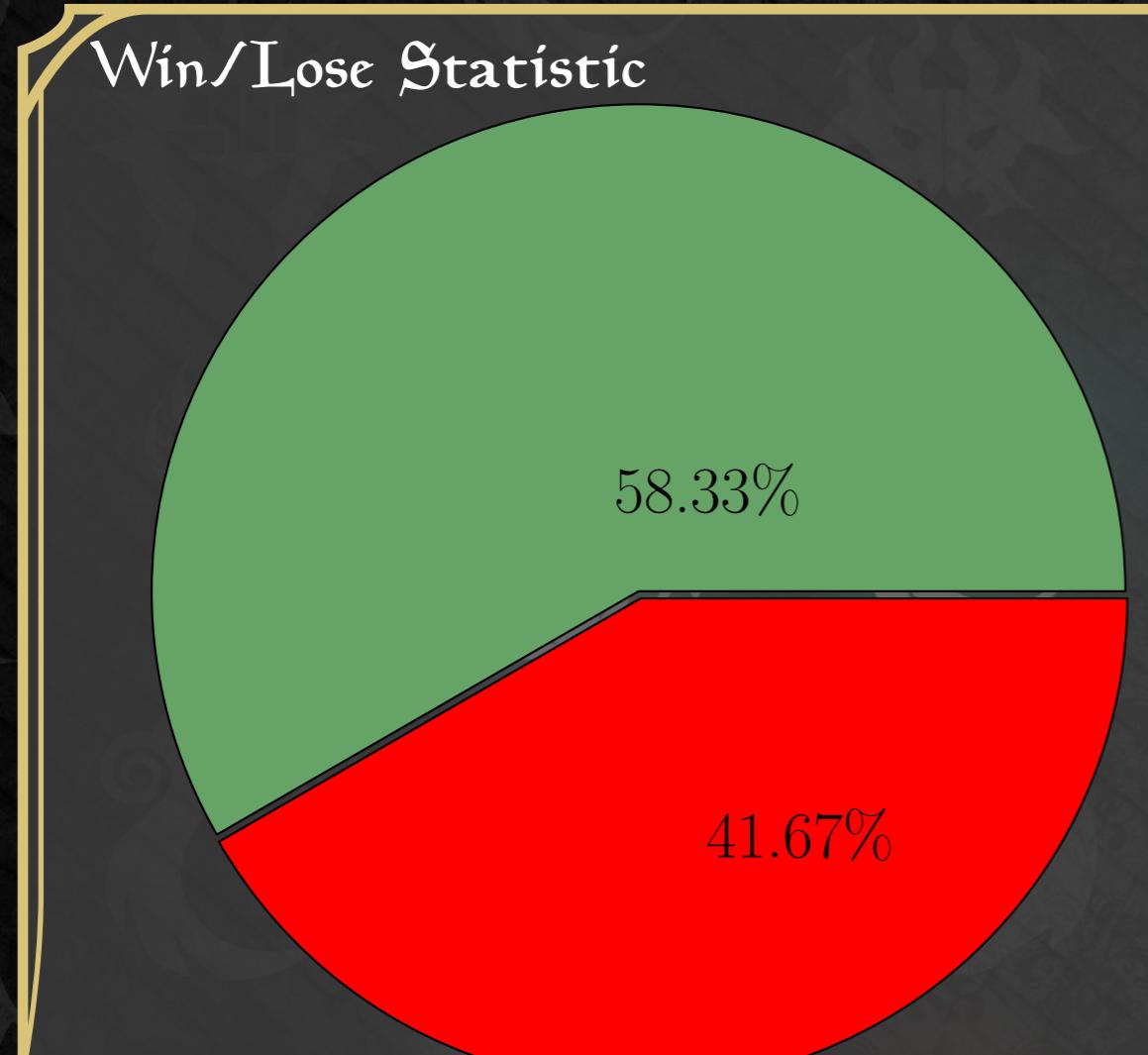
1 - 5
6 - 10
11 - 15
16 +

Obvious Problems

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

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PRE-CONSTRUCTED Decks - GENERAL STATISTICS



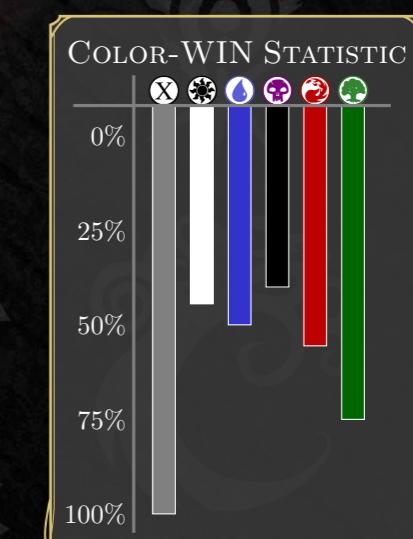
MOST PLAYED COLOR COMBINATION



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

DECK ARCHETYPES

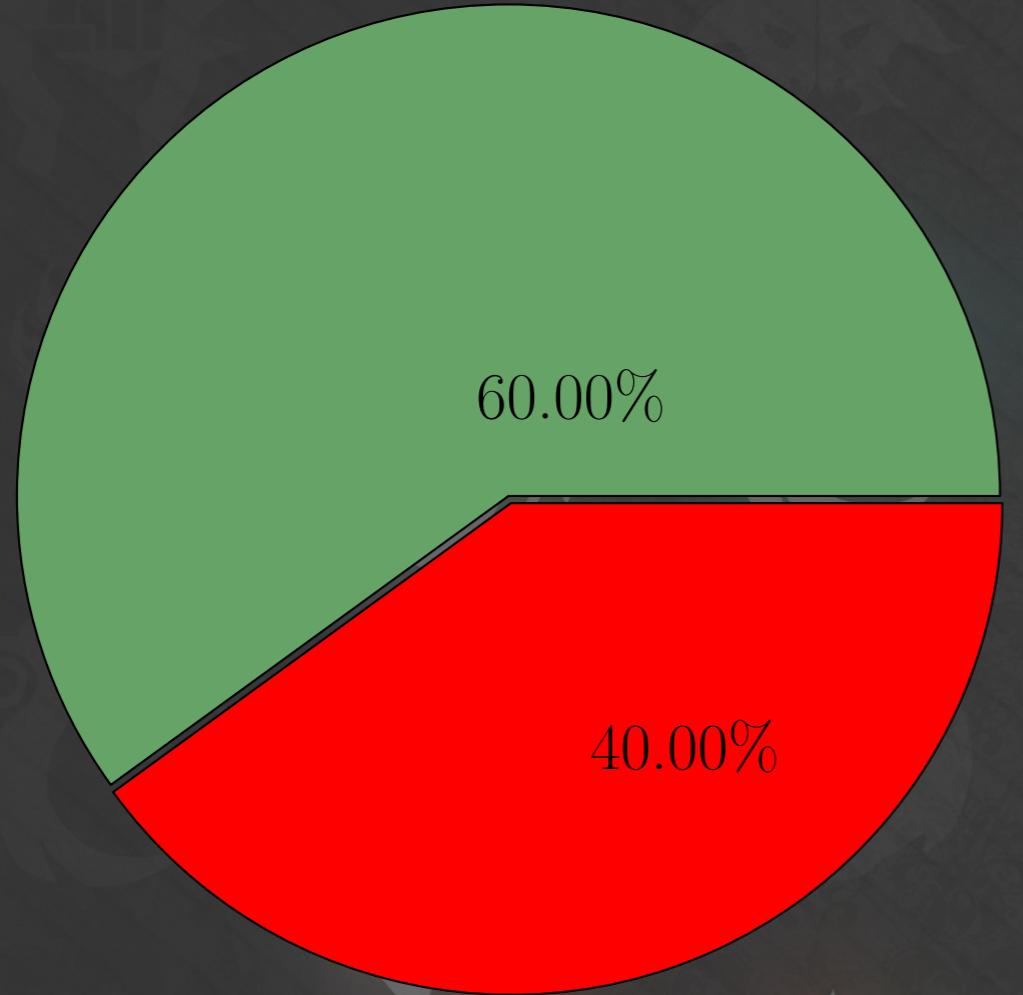
Aggro/Burn	2
Control	1
Midrange	1
Combo	0
Ramp/Landfall	0
Token	2
Voltron	1
Stax/Tax/Lock	1
Mill	0
Aristocrats	0
Pillow Fort	0
Reanimator	0
Toolbox	4



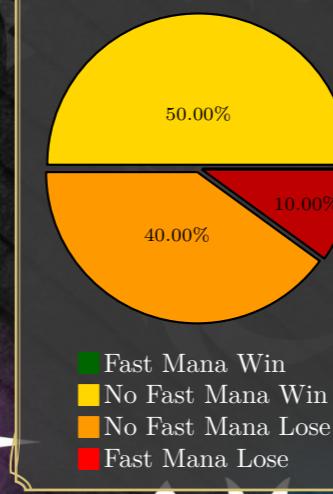
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1v1 COMMANDER BREAKDOWN (PRECON)

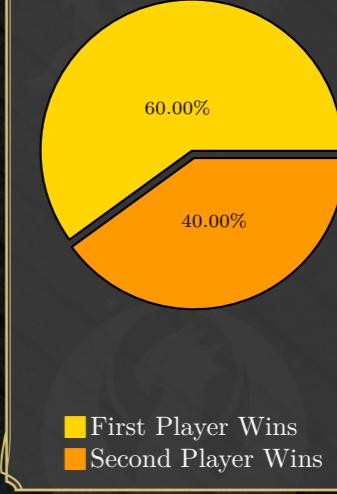
Win/Lose Statistic



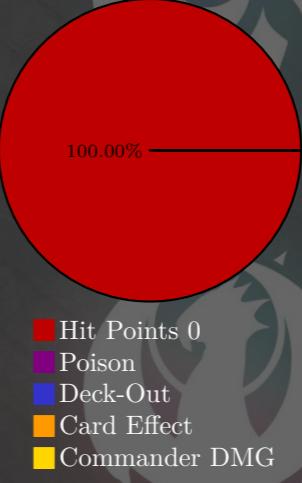
Fast Mana to Win/Lose



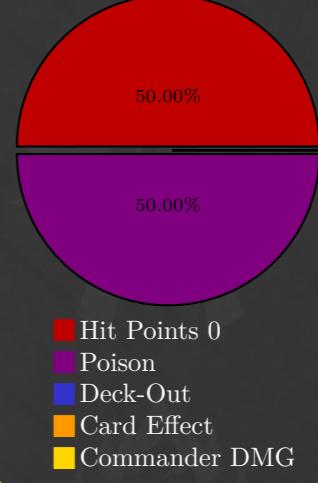
Winner's Start Position



Win Condition

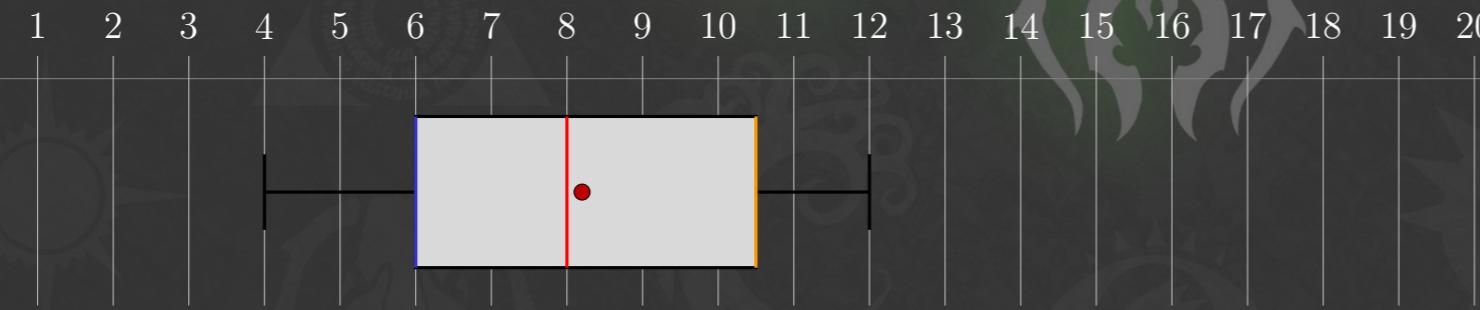


Lose Condition

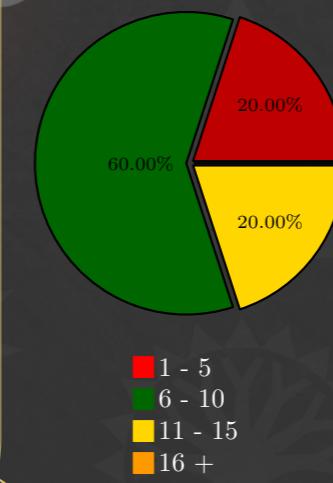


Turn Number Statistics

Average Number of Turns: 8.2



Game Length



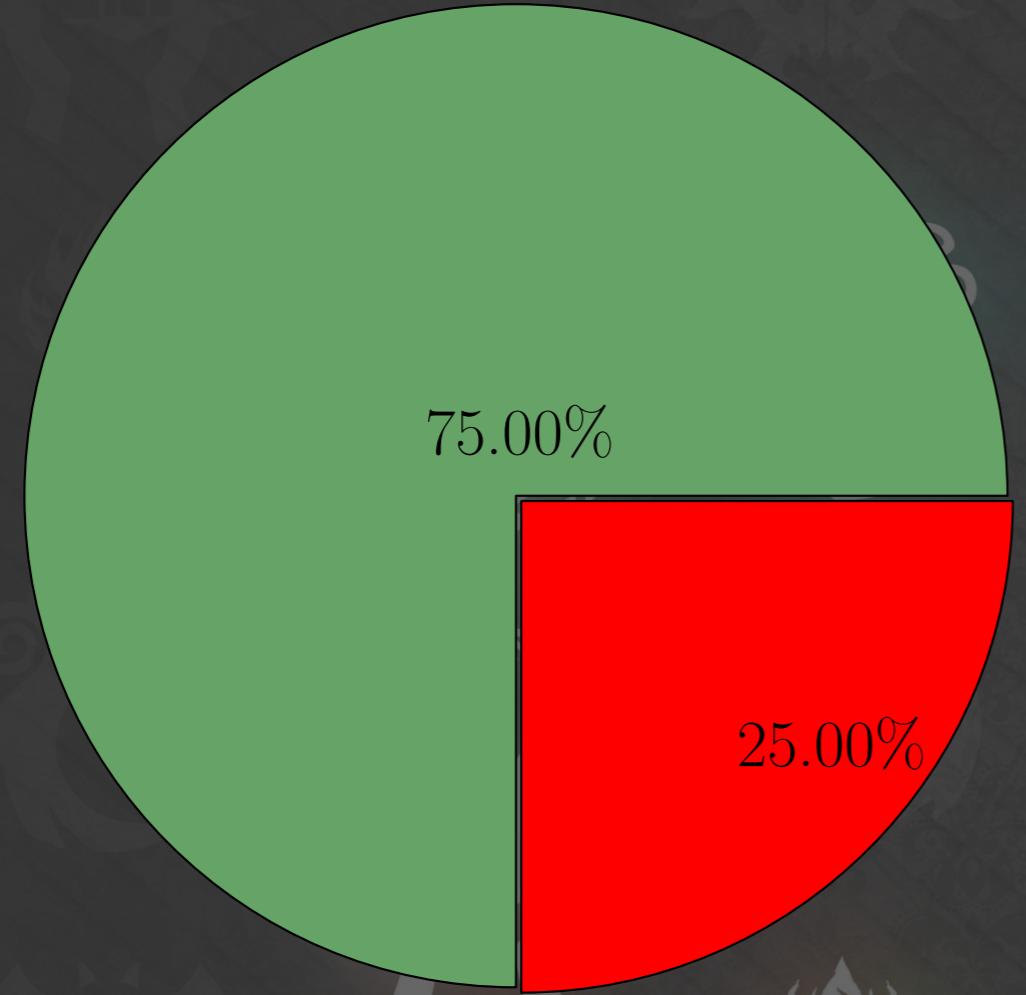
Obvious Problems



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3 PLAYER COMMANDER BREAKDOWN (PRECON)

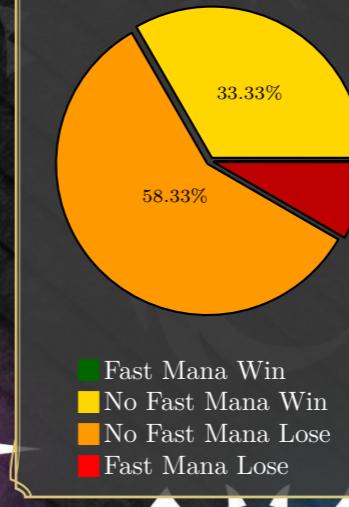
Win/Lose Statistic



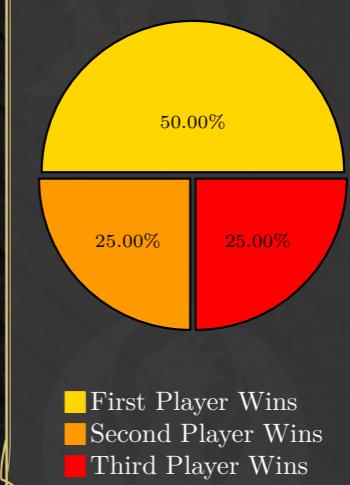
Average Finish Position

Self	1.25
First Player	1.75
Second Player	2.25
Third Player	2.00

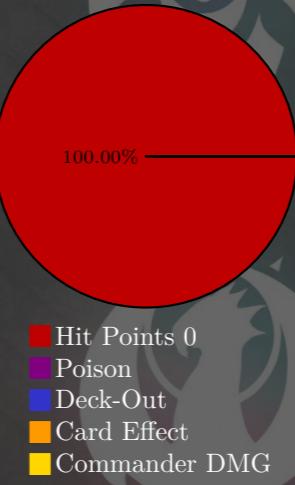
Fast Mana to Win/Lose



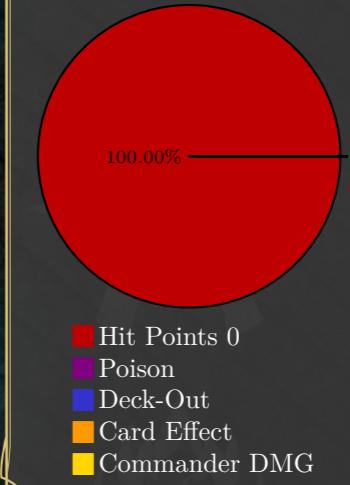
Winner's Start Position



Win Condition

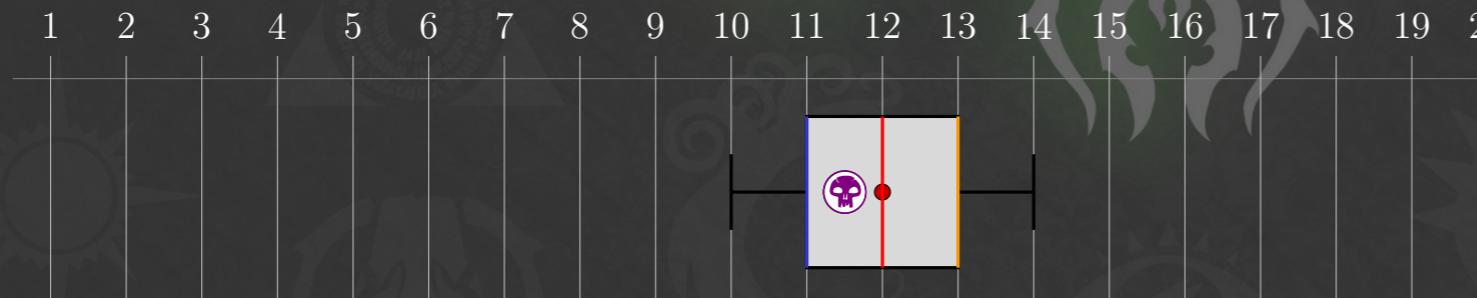


Lose Condition



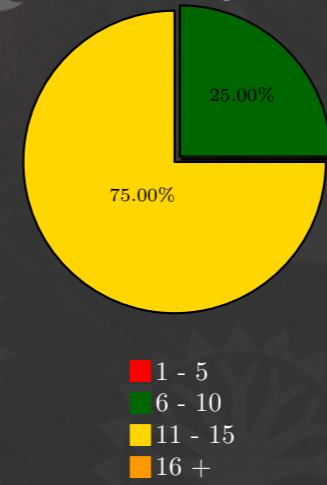
Turn Number Statistics

Average Number of Turns: 12

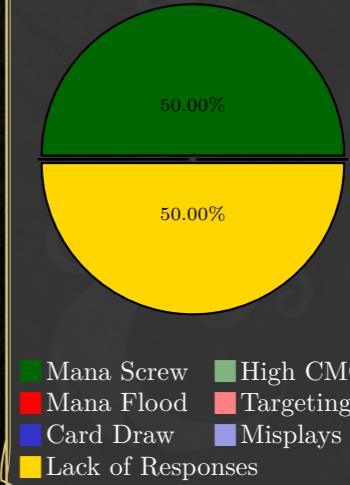


Average First Kill Turn: 11.5

Game Length



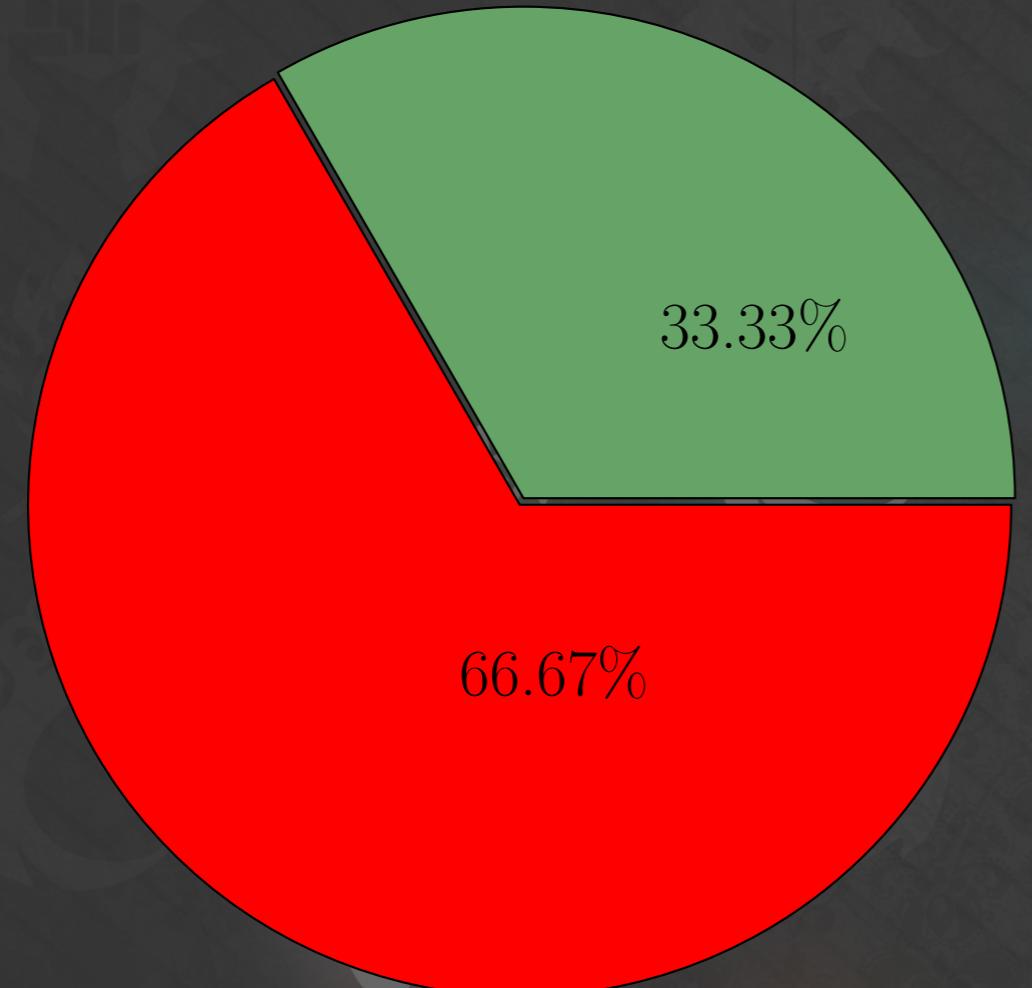
Obvious Problems



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4 PLAYER COMMANDER BREAKDOWN (PRECON)

Win/Lose Statistic

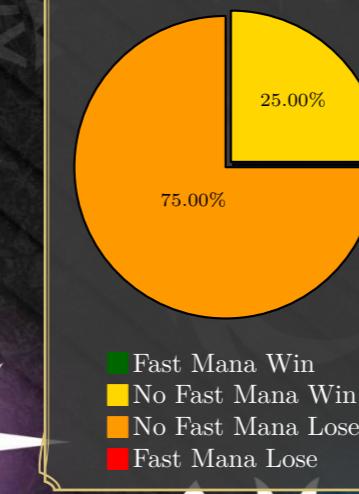


WIN
LOSE

Average Finish Position

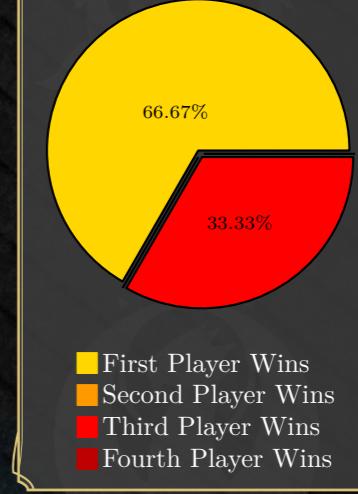
Self	1.67
First Player	1.33
Second Player	3.33
Third Player	2.00
Fourth Player	3.33

Fast Mana to Win/Lose



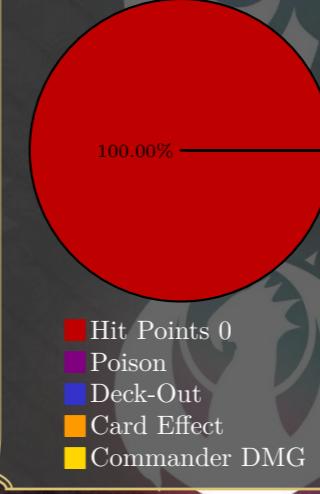
Fast Mana Win
No Fast Mana Win
No Fast Mana Lose
Fast Mana Lose

Winner's Start Position



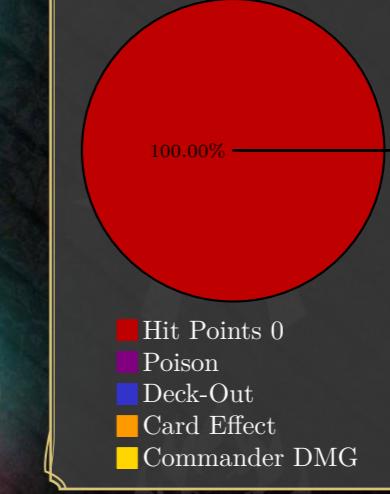
First Player Wins
Second Player Wins
Third Player Wins
Fourth Player Wins

Win Condition



Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

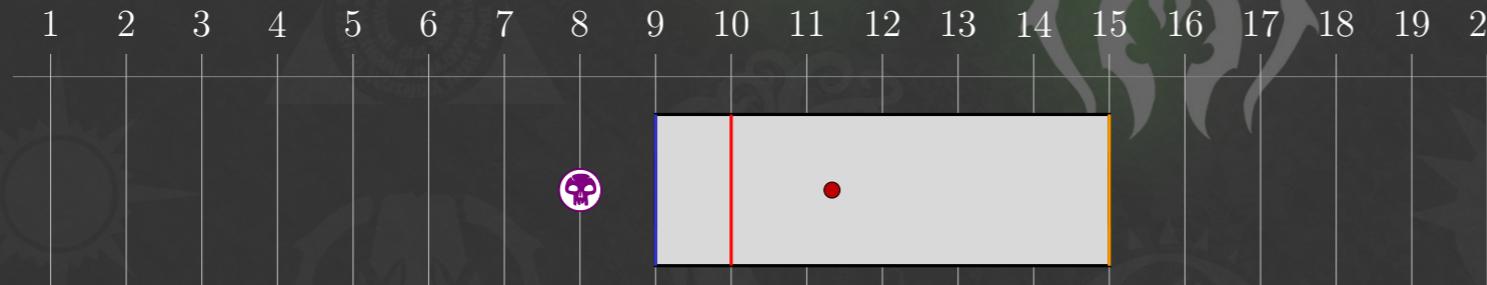
Lose Condition



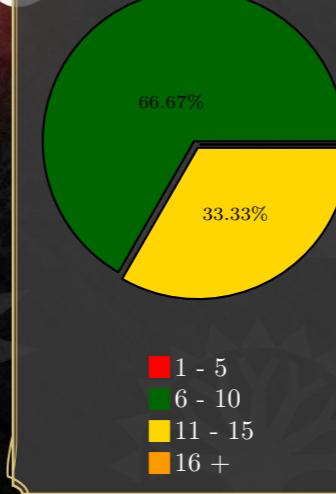
Hit Points 0
Poison
Deck-Out
Card Effect
Commander DMG

Turn Number Statistics

Average Number of Turns: 11.33

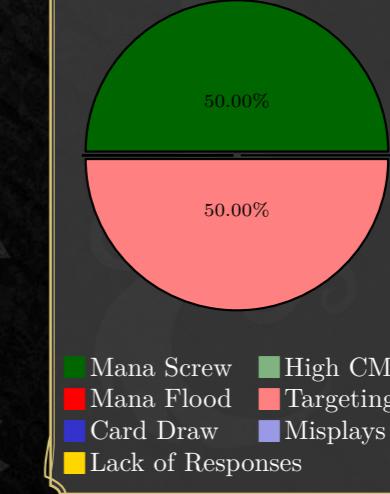


Game Length



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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