



MAGE COACH

Your data. Your AI. Your choice.

User Guide

Mage Coach Version 1.9.6

Mage Coach User Guide

Version 1.1

Project Owner and Author

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AI Assistance Disclosure

ChatGPT by OpenAI was used as an editorial and technical-assistance tool during the development of this guide, including content organization, copyediting, documentation review, software-development support, documentation planning, Adobe InDesign troubleshooting, and production troubleshooting. The author reviewed, revised, and approved the final content and is responsible for its accuracy.

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Acknowledgements

I could not have undertaken such a project without the help of my nephew, Cory Burrington. His contribution to testing and development helped immeasurably.

I also want to thank my beta testers: Zach and Tony.

Conventions used in this guide:

Buttons have a **lavender shade** behind the word.

Paths and file names use a `mono-spaced font`.

Menu titles are ***blue italics*** while the menu choices are **semi-bold**.

Checkbox text looks like this.

Keyboard shortcuts also use a **blue `mono-spaced font`**.

What is Mage Coach?

With Mage Coach, every game session becomes a personalized coaching experience. Unlike traditional deck analysis tools that rely only on decklists or win rates, Mage Coach provides your AI with rich gameplay data, so its recommendations are grounded in your own matches.

Whether you are learning a new deck, tuning an existing one, or improving your overall play, Mage Coach helps your AI identify useful lessons grounded in your own games.

Getting Started

Version 1.9.6 is a private Windows testing release, not a public or digitally signed release. Support is provided directly by the Mage Coach project owner during testing. Report unexpected behavior with a screenshot, the relevant AI Analysis ZIP when safe to share, and `Mage Coach\logs\mage_coach.log`; do not send raw Arena logs unless specifically requested and reviewed for privacy.

What Mage Coach Does

Mage Coach reads MTG Arena `Player.log` files, reconstructs games, stores tracked-deck history, creates an offline Dashboard, and prepares optional AI coaching packages. Everything remains on your computer unless you personally upload an exported ZIP. Temporary events such as Limited and Midweek Magic are preserved for review but excluded from long-term deck statistics. Think of it as turning `Player.log` from something only software could love into a record a human can actually use.

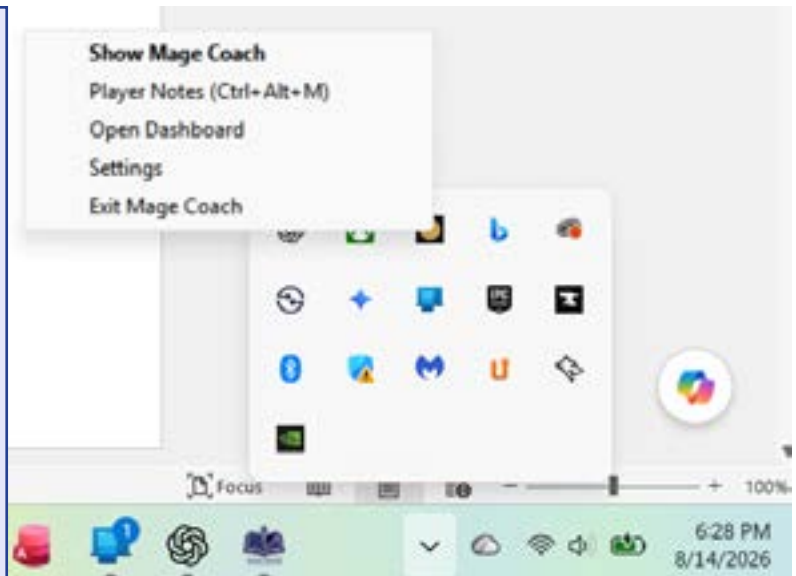
Install and Start

1. Exit any running Mage Coach copy from the system tray.
2. Run `MageCoach-Setup-1.9.6.exe` and check the box acknowledging that Detailed Logs in Arena must be turned on for Mage Coach to function. Mage Coach will repeat this warning after installation until it is acknowledged. Users can choose **I Enabled Detailed Logs, Remind Me Later**, or open **Arena Log Diagnostics**. Enabling Detailed Logs is very important because *missing detailed gameplay records cannot be reconstructed afterward*. Selecting **I Enabled Detailed Logs** records your acknowledgement only. It does not verify Arena's setting. Finally, approve the optional desktop shortcut.
3. Launch **Mage Coach** from the desktop or Start menu.
4. Click **Check Card Data** to get the most recent Scryfall card data file.

The portable `MageCoach-Portable-1.9.6.zip` may instead be extracted to a permanent folder and started with `MageCoach.exe`. Neither Windows package requires Python or PowerShell.

Closing the main window hides it in the Windows system tray when tray support is available. Use the tray icon to open Player Notes, open the Dashboard, change Settings, or exit completely.

It is best to exit **Mage Coach** from the system tray. This will close both the program and the main screen of **Mage Coach**.



On first launch, **Mage Coach** asks where to keep the MTGA Logs data directory. Local Documents is recommended. A usable OneDrive location is offered when detected, but OneDrive is optional and is never selected automatically. You may also choose another folder. **Mage Coach** remembers the confirmed location for later launches.

If **Mage Coach** finds an established data directory from an earlier installation, it offers that location without moving or merging anything. Selecting a different location does not migrate old data; the prior files remain untouched. If a saved location is temporarily unavailable, **Mage Coach** stops and asks what to do rather than silently creating a second database elsewhere.

Enable Arena Detailed Logs

Before playing games that you want **Mage Coach** to capture, open MTG Arena → Options → Account, enable *Detailed Logs (Plugin Support)*, and restart Arena. **Mage Coach** needs the resulting match and game-state records to reconstruct gameplay. Enabling Detailed Logs later cannot recover games that Arena did not record in detail.

Mage Coach displays the current Detailed Logs status near the top of its main window:

Detailed gameplay records were detected means **Mage Coach** found usable match and game-state records and is ready to reconstruct new games.

Detailed Logs appear enabled, but no reconstructable game has been recorded yet means the setting appears to be enabled, but **Mage Coach** needs a completed game before it can verify usable gameplay records.

Detailed Logs were acknowledged but have not been verified means you selected *I Enabled Detailed Logs* during the install, but **Mage Coach** has not yet found gameplay evidence confirming the setting. A message instructing you to *Enable Detailed Logs* means neither the setting nor usable gameplay records were detected.

Parse an Arena Log

The live Arena log normally appears automatically. To use an older saved log, click **Browse...** and choose its `Player.log`. Click **Parse and Open Dashboard**. A successful parse updates the database and reports, then opens the Dashboard in a browser window. Re-parsing exactly the same log does not duplicate its games. After parsing, return to the **Mage Coach** window by clicking **Open Mage Coach** on the Dashboard Overview page. You can also choose **Show Mage Coach** from the system-tray menu or click the icon on the Windows taskbar. Choosing Arena's live `Player.log` also checks `Player-prev.log` so games from a restart or disconnect are not silently missed. Saved logs outside Arena are imported alone unless you choose a ZIP containing multiple logs. **Browse...** accepts `.log` and `.zip`. ZIPs may contain nested log folders; **Mage Coach** validates the archive and removes temporary extracted files afterward.

Live Monitoring

Click **Start Live Monitoring** before playing when you want **Mage Coach** to watch Arena's local `Player.log` and `Player-prev.log`. The status beneath the buttons reports whether **Mage Coach** is watching, waiting for the files to settle, processing a change, or needs attention. The button becomes **Stop Live Monitoring** while active.

Monitoring is off by default. It continues while **Mage Coach** is in the system tray and stops when you click **Stop Live Monitoring** or completely exit **Mage Coach**. **Mage Coach** waits for changing files to settle and uses the same parser and duplicate protection as manual parsing. Ordinary gameplay pauses do not launch the full parser; **Mage Coach** waits for reliable match-completion evidence. If Arena writes information without adding another completed game, the status explains that monitoring continues and no parse is needed. Live Monitoring is local and does not provide in-game recommendations or upload anything.

The Technical Stuff. Completed-game processing runs separately so Player Notes remains responsive. **Mage Coach** parses only the Arena log containing new completion evidence. Harmless menu, splash-screen, and logout activity does not trigger another full parse. Live Monitoring can associate notes automatically after the game is imported. The privacy-safe diagnostic file may be used when troubleshooting responsiveness: `Mage Coach\logs\live_monitor_diagnostics.jsonl`

Why use Live Monitoring?

Live Monitoring automatically imports each completed Arena match and connects Player Notes saved as Live Game to the correct game whenever the timestamp and deck information identify one unambiguous match. Without Live Monitoring, your notes remain safely saved, but you must parse the latest Arena logs before Mage Coach can associate them.

Parse and Open Dashboard remains available at all times. Use it whenever you want an explicit refresh or need to verify that monitoring captured the latest game.

Arena rotates its logs from `Player.log` to `Player-prev.log` every time you log into the game. If you haven't parsed the logs with **Mage Coach**, save a zipped copy of any logs you want to keep before another Arena session overwrites that information. Once **Mage Coach** parses the player logs, the information is committed to the database and you don't have to worry about losing it.

To find Arena's `Player.log`:

1. Press `Windows Key + R`
2. Paste or type: `%USERPROFILE%\AppData\LocalLow\Wizards Of The Coast\MTGA`
3. Press Enter

`AppData` is normally hidden, so using the Run box avoids having to enable hidden folders. Arena should be closed before copying or zipping the logs so the files are no longer changing.

Dashboard

Overview shows tracked games, record, win rate, decks, and Game Explorer. Select a deck for historical statistics, card performance, matchups, recent games, and coaching notes. Report links open in a new browser tab.

Tracked decks accumulate games, records, trends, matchups, mulligan results, play/draw results, and card-performance observations. These can be viewed by clicking on [Historical Statistics](#) and [Card Performance](#) in the **Reports** section of each deck's Local Analytics. Small samples are labeled cautiously; correlation is not proof that a card caused a result. Archive-only events (like Limited and Midweek Magic) remain reviewable without changing tracked-deck statistics.



The **Coaching Library** lists the most recent games for each deck. Clicking on a game opens up the **Coaching Companion** along with the turn-by-turn game summaries. The turn summary uses a compact narrative similar to “sports writing.” Routine hidden opponent draws appear as “drew a card.” Low-value bookkeeping is filtered out of the readable paragraph. [Exact Turn Evidence](#) below each summary preserves the underlying detailed records.

Game Explorer searches by opponent, commander, or game ID and filters by deck and result. Game Explorer on the Dashboard starts with the newest 25 games. Search and filters apply before pagination; page-size choices are 10, 25, 50, and 100.

Opening a game provides reconstruction, replay, and supported coaching highlights. Early concessions may be classified as low-information and discounted for strategic and card-performance conclusions. Hidden information remains unknown rather than guessed. **Mage Coach** can reconstruct a great deal, but it still refuses to pretend that face-down cards introduced themselves.

Multiple Arena Profiles

If you play on more than one MTG Arena account, **Mage Coach** automatically identifies the Arena profile associated with each parsed game. **Mage Coach** locally distinguishes Arena profiles. Overview displays an aggregate **All Arena Profiles** summary on the Dashboard view and adds the appropriate friendly profile label to deck names. Identically named decks belonging to different Arena accounts remain separate. The profiles are displayed together on Overview, but their decks, games, statistics, Player Notes, and coaching packages remain separate. To edit a friendly profile label, open Settings > Arena Profiles under **Maintenance and Diagnostics**. Arena profile labels are stored only on your computer. **Mage Coach** does not create accounts or upload profile information.

Player Notes While Playing Arena

Mage Coach must be running. Before starting a game, click **Player Notes** from **Mage Coach**. During play, use the keyboard shortcut **Alt+Tab** to switch between Arena and Player Notes. **Alt+Tab** is standard Windows behavior for switching to different open windows and avoids conflicts with shortcuts used by Arena, overlays, browsers, or other applications.

An optional system-wide shortcut is available in **Settings** but is disabled by default for new players. If enabled, its initial key combination is **Ctrl+Alt+M** but it can be changed to any unused keyboard shortcut you prefer. Existing saved shortcut preferences are preserved. The on-screen **Player Notes** button remains available whether or not the optional shortcut is enabled.

Save a note

Notes are stored locally and, along with the AI Analysis Package, are one of the most powerful features of the software. They do not automatically modify an existing AI Analysis Package ZIP. Notes are your recollections or reasoning for why you did something in the game. They are not parser-verified evidence. A note may say, “I had a concept of a plan.” The replay’s job is to determine whether the plan ever met the game.

To create a note:

1. Choose a deck.
2. Choose **Live Game**, **Most Recent Game**, or **Selected Game**. The difference between **Live Game** and **Most Recent Game** is when the note was *started*, not when it was completed and saved. If you started the note during a game, choose **Live Game** and leave that choice in place even if you finish the note later after the game has been completed. A note started during play remains **Live Game** even when editing finishes afterward. **Game Association** may remain unresolved when the correct game is not yet available. **Session Game** is required and provides an important association clue. These details provide useful clues if a note later becomes detached from its game or requires manual association repair. This can happen when Arena glitches or you get disconnected during a game. If Arena disconnects or must be restarted during a game, some gameplay events may be missing from the resulting log.

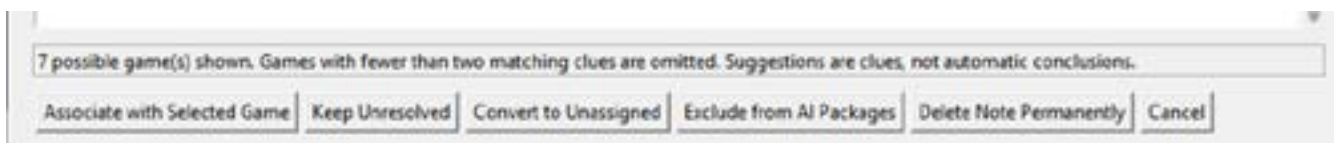
3. **Player Notes** starts at Session Game 1 whenever the window opens. Confirm that the number matches the game you are playing. Click **Next Game** when beginning the next game. Click **Start New Session** when beginning a new play session or switching decks. The session number tracks the number of games you play in a row with the same deck. Do not expect **Mage Coach** to advance the visible number automatically. Automatic association can correct the saved Session Game number when the parsed evidence confidently identifies the game.
4. For the Note Type, choose **Post-Game Reflection**, **Possible Mistake**, **Mulligan Decision**, **Intention/Decision**, or **Other**. This information gets included in the AI Analysis Package and is taken into consideration by your AI when reconciling turn-by-turn information for a coaching session. Knowing your logic for a game decision helps the AI to better evaluate the result of a turn.
5. Enter your note into the text box.
6. Leave *Make this note available for future AI packages* checked so it may be shared later.
7. Click **Save New Note**.

Editing, fixing, or deleting notes

Select an entry under **Saved Player Notes**. **Mage Coach** activates **Save Changes**, **Fix Association**, and **Delete Note**, and deactivates **Save New Note**. This prevents an edit from accidentally creating a duplicate note. Click **New Note / Cancel Editing** to return to a blank note text box and enable **Save New Note** again.

Click **Refresh** to reload newly parsed games and saved notes without closing the window. The selected deck remains in place, while active editing is cleared so refreshed information cannot be overwritten accidentally. Changing the Session Game number does not move a note to another game. If the new number conflicts with the note's existing game association, **Mage Coach** will stop the change. Click **Fix Association**, choose the correct completed game, and confirm the new association.

For an unattached, uncertain, or incorrectly associated note, select the note and click **Fix Association** which will automatically reload the latest available game information. Click **Refresh Games** if recently parsed games are still not shown. **Mage Coach** searches the complete available game history and places likely candidates first using clues such as deck, time the game ended, Session Game number, opponent, and commander. Only games with at least two matching clues are displayed. Candidate rows and details show the session game number when available and the actual difference in minutes between the note and the game's recorded ending time. If no ending time exists, **Mage Coach** uses the game start and labels that fallback clearly. Review the displayed evidence before confirming; a suggested game is not an automatic conclusion. You may associate the note with a selected game, keep it unresolved if you're just not sure, convert it to intentionally unassigned general context, exclude it from AI packages, delete only the note after a separate permanent-deletion warning, or cancel without changing anything. These options are at the bottom of the **Fix Player Note Association** window as illustrated on the next page.



Create an AI Analysis Package

The AI Analysis Package is **Mage Coach's** flagship feature. It's not about just exporting data—it's about turning raw gameplay logs into meaningful coaching. **Mage Coach** is designed to complement statistical trackers and gameplay overlays by preparing detailed, player-specific evidence for an AI coaching conversation. Instead of simply reviewing game statistics, the AI Analysis Package provides your AI with detailed information about your matches, including game events, deck information, player notes, replay data, and coaching metadata. This allows your AI to deliver personalized feedback based on what actually happened during your games. Depending on the package size and AI service, the review may take anywhere from several seconds to several minutes. Think of this as giving the coach time to review the film before asking why it has not delivered the halftime speech. A sample AI analysis is included in the Appendix for a real game played by the author. The workflow for creating an AI Analysis Package is as follows:

1. Click **Create AI Analysis Package**.
2. **Deck** - Choose a tracked deck or an available Limited event.
3. **Games to Include**. If a game is grayed out, that means it has been automatically selected for you.
 - **Latest Parsed Session** is all games for the deck from the most recently parsed log.
 - **Most Recent Game for This Deck** is the last game played for the chosen deck.
 - **Selected Games** will list every game from that deck and allow you to select which game you want to include. You can use **Shift** and **Ctrl** to help with your selections.
 - **Last 5/10/20 Games** will list that many historical games across imports.
 - **Complete Deck History** is every tracked game for the deck. These games are all automatically selected.
 - **Custom Date Range** are games within valid YYYY-MM-DD dates.
4. **Coaching Response Style**. Choose how the coach should respond.
 - **Balanced** provides a practical review with a moderate amount of detail. Your AI identifies the most important strengths, mistakes, turning points, and recommendations without becoming overly brief or highly technical. It balances encouragement with direct criticism and explains enough reasoning to make the advice useful.

Best for: Most coaching sessions and players who are unsure which style to choose.
 - **Quick and Concise** provides a short review focused only on the most important conclusions. Your AI minimizes background explanation and concentrates on key takeaways,

the biggest decision or turning point, and a small number of practical recommendations. Minor observations may be omitted to keep the response easy to scan.

Best for: A fast review between games or when you only want the main lesson.

- **Detailed** provides a thorough review with examples, explanations, uncertainty, and recommendations. Your AI examines more of the available evidence, explains the reasoning behind its conclusions, and discusses relevant alternatives. It should clearly distinguish confirmed events from interpretations and acknowledge when the Arena log does not provide enough information.

Best for: Careful post-session study or games you want to examine in depth.

- **Supportive** uses an encouraging, constructive tone while still providing honest feedback. Your AI highlights successful decisions and progress, explains mistakes without being harsh, and presents improvements as achievable next steps. Supportive does not mean avoiding criticism or declaring every decision correct.

Best for: Newer players, discouraging losses, difficult sessions, or anyone who learns better through positive reinforcement.

- **Competitive and Technical** provides direct, strategically rigorous feedback using established Magic terminology. Your AI focuses on efficiency, sequencing, resource exchanges, tempo, card advantage, threat assessment, matchup roles, technical execution, and alternative lines. It spends less time explaining basic terminology and is more willing to state where a supported decision appears suboptimal. It must still respect uncertainty. “Competitive” does not give your AI permission to invent hidden cards, unsupported mistakes, or exact alternatives that the available evidence cannot establish.

Best for: Experienced players, tournament preparation, and players seeking direct technical analysis.

- **Teaching and Beginner-Friendly** explains the review as a lesson and defines important ideas in approachable language. Your AI uses plain explanations, introduces Magic terminology carefully, and explains why a decision or recommendation matters. It emphasizes reusable concepts and habits instead of merely listing errors. This style can still provide detailed strategic advice, but it should not assume that you already understand concepts such as tempo, card advantage, priority, sequencing, or playing to outs.

Best for: New players, unfamiliar decks or formats, and anyone who wants to understand the reasoning rather than receive only a verdict.

5. **Player Notes to Include.** Select only the notes you want included. Selecting a note highlights it and includes it. **Shift** and **Ctrl** can be used to help with selections. Saved Player Notes are listed newest first so that notes from the current session are easier to find.

6. **What Help Do You Want?** Choose one primary Coaching Goal and, if useful, one secondary goal. A secondary goal adds a second emphasis without replacing the primary purpose. Useful combinations include:

- General Game Review + Improve My Gameplay: a broad review with extra attention to player decisions.
- Improve My Gameplay + Teach Me: identifies better lines and explains why they are better.
- General Game Review + Tune My Deck: reviews both gameplay and possible deck changes.
- Tune My Deck + Improve My Gameplay: helps distinguish deck-construction problems from piloting problems.
- Limited Gameplay Review + Teach Me: explains Limited gameplay lessons in an educational way.

Choose only one goal when you have a clear question. Add a secondary goal when both areas are genuinely important; selecting more topics does not automatically produce better coaching. Selecting every option is the coaching equivalent of answering “What should we work on?” with “Yes.” The following describe what is included in each goal:

- **General Game Review** provides a balanced overview of what happened in the selected game or games. Your AI reviews the outcome, important turning points, successful decisions, possible mistakes, major threats, and the most useful lesson. Choose this when you want a broad review without emphasizing one specific kind of coaching.

Best for: “Tell me what went well, what went wrong, and what I should take away from this game.”

- **Improve My Gameplay** focuses on helping you make better decisions in future games. Your AI pays closer attention to sequencing, timing, mulligan choices, resource use, combat decisions, missed opportunities, questionable plays, and alternative lines. The purpose is to improve how the deck is played—not primarily to change the deck itself.

Best for: “Help me become a better player with this deck.”

- **Tune My Deck** focuses on the construction and performance of the selected deck. Your AI reviews the deck list alongside available game evidence, looking for underperforming cards, mana-development problems, card synergies, matchup weaknesses, and possible replacements or deck changes. A card performing poorly in a small number of games should be treated as a review signal rather than proof that it must be removed. Selecting this goal automatically includes the available deck list.

Best for: “Help me decide whether any cards or deck-building choices should change.”

- **Teach Me** explains the game in a more educational, beginner-friendly way. Your AI emphasizes why particular decisions matter, explains relevant Magic concepts, identifies useful habits, and turns game events into lessons that can apply elsewhere. It should avoid assuming that you already understand advanced terminology. This goal determines what

kind of help is requested. The separate **Response Style** controls how concise, detailed, supportive, or technical the answer should sound.

Best for: “Explain what I can learn from this game and help me understand the reasoning.”

- **Limited Gameplay Review** reviews gameplay from Draft, Sealed, Midweek Magic, or other Limited events after the games have been played. Your AI focuses on mulligans, mana development, sequencing, combat, use of removal and tricks, threats, resource management, and adapting to the opponent’s plan. It may discuss how the submitted deck performed, but it is not intended to recreate the draft or provide live draft-pick assistance.

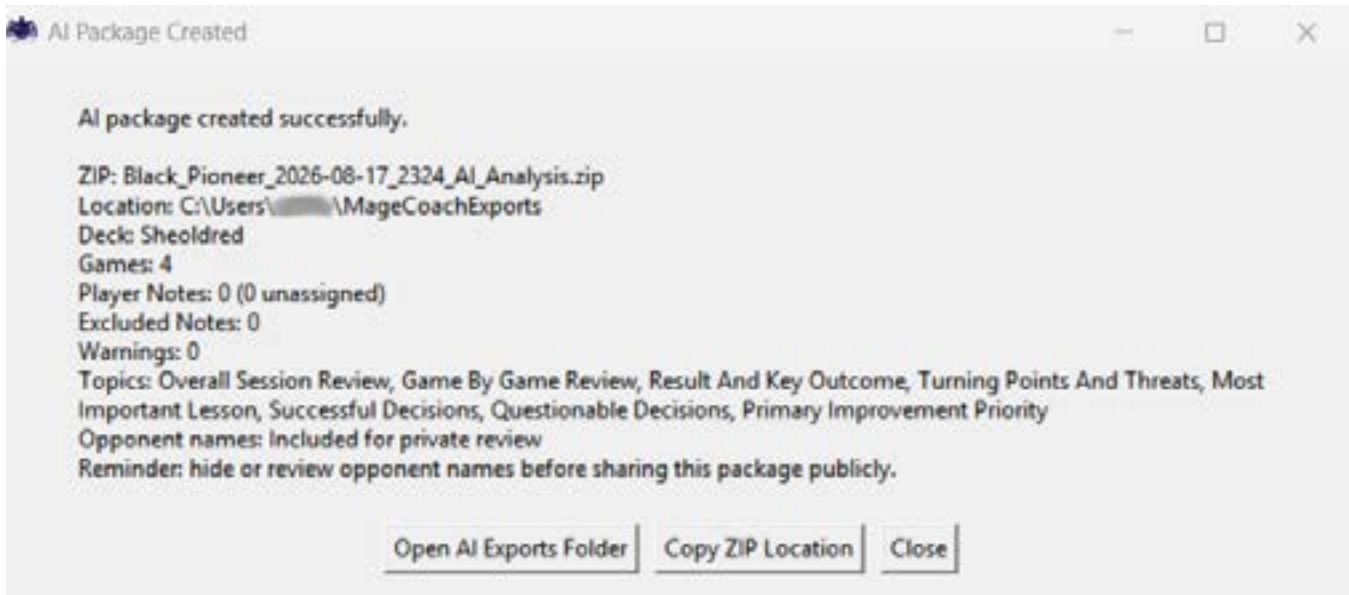
Best for: “Help me learn from how I played this Limited deck.”

- **Custom** is for when you want to select individual topics under **Advanced Options**. Turning off **Custom** hides **Advanced Options** automatically. Selecting **Tune My Deck** includes the deck list; turning off that goal removes the automatic deck-list selection.

Remember: *Response Style* changes the presentation; *Coaching Goals* determine the subjects reviewed.

7. **Opponent Names.** Choose whether opponent names should be shown for private review with your AI or hidden before sharing the package more broadly. **Mage Coach** remembers the last choice after a package is created. Packages containing names display a reminder before public sharing. If you intend to post the package on Discord, a forum, or another public platform, select *Hide names before sharing* before posting it.
8. **Information to Include.** *Include turn-by-turn evidence for gameplay coaching* — *Recommended* will include action timelines and replay data so the AI can review sequencing, combat, turning points, and alternative plays. Turn it off only when requesting high-level trends or a smaller package. *Include Observed Opponent Cards* is optional and deliberately selected. It includes cards observed in public zones or through reveals. It is not a complete opponent deck list and does not expose hidden cards. The exported list is deduplicated by card name. A count such as Perilous Snare (3) means at least three distinct simultaneously supported copies were observed—not that the same card was merely seen three times.
9. **Show Advanced Options** will show every coaching option available. Depending on which Coaching Goal you selected, some boxes may already be checked. You can add options or uncheck others that are already checked.
10. Click **Review Package Contents**. This will list a summary of all the options you have chosen to include in your AI Analysis Package. It is your chance to review to make sure everything is there that you want to discuss with your AI. It includes a list of games, notes, goals, topics, privacy choices, data, and files. Detailed excluded-note rows are limited to only notes dated the same day as one or more included games. This prevents the list from expanding to biblical proportions. Resolve any warnings before continuing.
11. Any change made after review requires another review. A package is a new timestamped snapshot; **Mage Coach** never modifies an older ZIP nor does it upload anything automatically.

- Click **Create AI Package** once you are happy with everything that will be included in the package. New AI Analysis Packages are saved to %USERPROFILE%\MageCoachExports by default. The destination can be changed in **Settings**. The completion message provides controls for opening or copying the package location.



If a selected note points outside the selected games or if two notes claim different Session Game numbers while both point to the same underlying game, package creation stops. You must correct its association. Either explicitly convert it to unassigned after a warning, exclude it, or cancel. Never guess a game association. An unassigned exported note is marked unassigned and instructs your AI not to attribute it to a specific game.

The generated ANALYSIS_REQUEST.md tells your AI what help you have requested. Risk assessment avoids hindsight bias and distinguishes decision quality from outcome. Packages separate parser observations, player-authored notes, and coaching inference.

Session Summary

After the AI Analysis Package is created, attach the ZIP to a fresh AI conversation. You can add an analysis prompt but it is not required. The package instructs the AI on what to do to begin the review. The AI must independently audit Exact Turn Evidence, battlefield state, card definitions, modifiers, and Player Notes. It must answer every explicit Player Note question. Generated coaching arrays and contributor labels are provisional rather than unquestionable truth.

Now the real fun begins. The Analysis Package instructs your AI to open the coaching response with a cautious overall assessment and a human-readable session summary. The overall assessment uses supported successful decisions, mistakes, and review opportunities. It is not a claim that every hidden decision can be judged from Arena logs. That's where your notes come into play as well as the conversation you have with your AI. Ask it follow-up questions. Tell it what you were thinking when

making certain decisions. This helps your AI remember your game style and trends. When practical, continue related coaching sessions in the same AI conversation so the coach can follow your recent goals and progress. Start a new conversation when changing decks or subjects, or when the existing conversation becomes too long to manage effectively.

If your AI won't accept the Analysis Package, you may have run into an upload limit. AI services may limit attachments by account type, file size, storage use, conversation length, or current service capacity. If an upload fails, review the service's current limits, try a new conversation, or wait for the allowance to reset. **Mage Coach** controls the quality and boundaries of your AI's response through the instructions and evidence included in the package. Your chosen coaching style will affect the wording and depth of your AI coaching session, but it should not change the underlying evidence standards.

Evidence Labels

When your AI reviews a **Mage Coach** AI Analysis Package, it may use Evidence Labels to show where a coaching statement came from and how confidently it can be supported. These labels help distinguish facts recorded by Arena from Player Notes, AI interpretations, recommendations, and information that remains uncertain. Evidence labels describe the strength of available evidence, not win probability. They are confidence markers, not tiny digital fortune cookies.

Evidence Labels are most useful when a conclusion depends on incomplete game records, hidden information, or the player's recollection. Your AI may apply them to individual findings or groups of related statements instead of labeling every sentence.

The labels might appear:

1. In the opening session summary.
2. Beside individual highlights or coaching findings.
3. In the game-by-game review.
4. Around conclusions based on Player Notes or incomplete replay evidence.
5. In warnings where **Mage Coach** could not confirm a result, card, commander, or decision.

Privacy

Hide opponent names before sharing is the default for a new user and is recommended before posting a package to Discord, forums, or other public places. When selected, **Mage Coach** replaces known opponent display names throughout the package, including selected Player Notes and nested game evidence, with neutral labels such as Opponent 1. Showing names can help identify games during private review with your AI and is not described as inherently unlawful. **Mage Coach** remembers the last explicit choice and warns before sharing a package that contains Arena display names. Anonymization cannot identify unrelated personal details the player may have typed in their notes, so review every package before public sharing. Player Notes are exported only when eligible and selected. Nothing is sent automatically.

Version 1.9.6 does not provide accounts, cloud synchronization, automatic uploads, public distribution, or automatic updates. Raw logs, databases, settings, notes, generated reports, and AI exports are user data and must not be placed in source control or public support posts. Observed opponent-card evidence contains only supported public observations. Local Arena profile identifiers and labels are not exported as a **Mage Coach** account. The runtime diagnostic file contains performance measurements, not note text, keystrokes, cards, opponents, or game actions.

Settings

Optional Player Notes System-wide Shortcut

The recommended Player Notes workflow is to open the Notes window before playing and use **Alt+Tab** or the Windows taskbar during the game. The *Enable the optional system-wide shortcut* checkbox is not selected by default for new users. If you enable or change it, restart **Mage Coach** to activate the saved setting.

AI Package Export Location

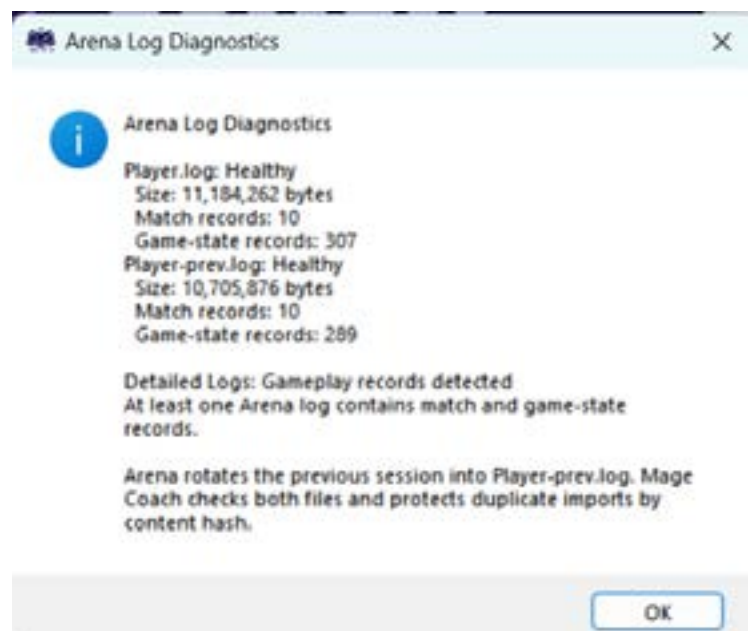
Click **Browse** to change the default export location. Changing it affects only packages created afterward; existing ZIP files are not moved. **Mage Coach** rejects protected or unwritable destinations and a warning appears if the chosen location is inside OneDrive. Once you have decided on an export location click **Save Export Location**. If you change your mind, click **Restore Default** to go back to the original folder.

Maintenance and Diagnostics

Edit Deck Names is where you can change the names of your decks. You will need to run the parser again so the new name shows up correctly on the Overview in the browser. Deck display names can be edited without changing stable deck identifiers, history, or routing.

Arena Profiles allows friendly local profile labels.

Arena Log Diagnostics examines Arena's active `Player.log` and `Player-prev.log`. Diagnostics reports whether each file was found, its diagnostic condition and size, and the number of match and game-state records detected. It then reports Gameplay records detected, Enabled; awaiting a game, or Not detected, together with the recommended next action.



If Detailed Logs are enabled but no gameplay records are present, play a game, return to Arena's main screen, and run diagnostics again.

Arena rotates the previous session into `Player-prev.log`, so **Mage Coach** checks both files and prevents duplicate imports by comparing their contents. Diagnostics reads these files but does not change Arena settings, modify the logs, or recover games that were played before Detailed Logs was enabled.

Storage and Cleanup

Open Storage and Cleanup shows the current **Mage Coach** data location and storage totals for active Arena logs, archived logs, generated reports, manual and automatic AI exports, diagnostic logs, database records, and the database file.

The defaults retain eligible archives, reports, and exports for 90 days; diagnostic logs for 30 days or up to 50 MB; and eligible historical database games for 12 months. File retention may be set to 30, 90, 180, or 365 days, or indefinitely. Database history may be set to 3, 6, 12, or 24 months, or forever.

Click **Calculate Storage Usage** for a read-only measurement. Click **Preview Cleanup** to see eligible categories, estimated recoverable space, and protected items. **Run Cleanup Now** remains unavailable until a preview is calculated and always asks for confirmation. Manual cleanup does not enable, disable, or reschedule automatic cleanup.

The *Enable automatic cleanup with these same safeguards* checkbox is cleared by default. Select it, review the settings, and confirm the choice separately to enable automatic cleanup. After confirmation, **Mage Coach** applies the same rules when it starts. Player Notes are never deleted automatically. A completed game associated with a retained Player Note remains protected. You must delete the note, detach or reassign it, or convert it to unassigned before that game can become eligible for cleanup. Current Arena logs, the current parsed session, current report sessions, settings, program files, database structure, and exports marked **Protected** are excluded. Historical database removal creates and validates a backup before the transactional deletion begins. The Protected Exports list and its protection controls appear above the detailed storage and cleanup results.

Use **Protect Selected Export** for an AI package that should always be kept. **Open Storage Folder** opens the selected data location. The final summary identifies deleted items, protected items, skipped items, errors, and database-backup status.

Backup and restore Mage Coach data

Mage Coach keeps your game history, Player Notes, settings, reports, AI Analysis Packages, and other personal information in the data location you selected when **Mage Coach** was first launched. This data is stored separately from the **Mage Coach** program files.

Uninstalling or replacing **Mage Coach** does not normally remove this user-owned data. However, you should make a manual backup before installing a major update, moving your data, restoring an older database, or making other significant changes.

To find your current data folder: Open **Mage Coach**, then click **Settings > Open Storage and Cleanup > Open Storage Folder**. File Explorer will open the data location **Mage Coach** is currently using. This is the folder that must be backed up.

Do not assume that a similarly named folder elsewhere on the computer is the correct one. Always use **Open Storage Folder** to confirm the active location.

To create a backup, the easiest and safest method is to copy the entire active data folder.

1. Close MTG Arena so its log files are no longer changing.
2. Completely exit **Mage Coach**, including its system-tray icon.
3. In File Explorer, locate the active data folder you confirmed above.
4. Create a separate backup folder in another location, such as an external drive, a private cloud-storage folder, or another folder outside the active **Mage Coach** data location.
5. Give the backup a descriptive name that includes the date, such as: Mage Coach Backup - 2026-08-13
6. Copy the entire contents of the active data folder into the new backup folder.
7. Wait for Windows to finish copying the files and confirm that no files were skipped or reported as unavailable.
8. Keep the backup unchanged until you have confirmed that **Mage Coach** is operating correctly or until the backup is no longer needed.

A backup may include the game database, Player Notes, settings, archived Arena logs, generated reports, AI Analysis Packages, diagnostic logs, card-data updates, and cleanup-protection information.

If the selected data folder also contains personal documents, screenshots, source archives, or other files that are not managed by **Mage Coach**, copying the entire folder will include those files as well. This is safe, but it may make the backup larger. If you choose to copy only **Mage Coach**-managed files, make sure you do not omit the database, Player Notes, settings, or any folders you want to preserve.

To restore a backup it is important to remember that restoring an older backup can replace newer games, Player Notes, settings, reports, and AI packages. **Always back up the current data before restoring another copy.**

1. Completely exit **Mage Coach**, including its system-tray icon.
2. Close MTG Arena.
3. Use File Explorer to make a separate backup of the current **Mage Coach** data folder. Do this even if you believe the current data is damaged.
4. Open the backup you want to restore.

5. Confirm that it contains the expected **Mage Coach** database, settings, Player Notes, and data folders.
6. Copy the backed-up contents into the active **Mage Coach** data folder.
7. When Windows asks whether to replace files with the same names, verify that the source is your intended backup and that the destination is the active **Mage Coach** data folder before approving the replacement.
8. Start **Mage Coach**.
9. If **Mage Coach** reports that recent games may not have been parsed, click **Continue Without Parsing** for the initial restore check.
10. Confirm that the following information is present and opens correctly:
 - Dashboard and game history
 - Deck history and reports
 - Player Notes
 - AI Package Builder
 - Settings
 - Storage and Cleanup information

Do not parse new logs or run cleanup until you have confirmed that the restored information is correct.

If the restore does not work and **Mage Coach** cannot read the restored database, Player Notes, or settings:

1. Completely exit **Mage Coach**.
2. Do not repeatedly parse logs, create packages, or run cleanup.
3. Preserve both the unsuccessful restored folder and the backup of the data that existed before the restore.
4. Locate `Mage Coach\logs\mage_coach.log` inside the active data location.
5. Contact **Mage Coach** support and provide the diagnostic log when requested. Review the file for private information before sharing it.

There are certain considerations for cloud-storage. A **Mage Coach** data folder may be stored in OneDrive or another synchronized location if the user chooses that location. The synchronization service may independently upload, download, replace, retain, or remove files according to its own settings. **Mage Coach** does not control or verify cloud synchronization. A synchronized folder should not be treated as the player's only backup. For important data, keep an additional dated backup in a separate location.

Troubleshooting

Files that end in `.json` and `.md` can be opened in Notepad or another text editor. JSON stands for JavaScript Object Notation. It is a lightweight, text-based format used to store and transmit structured data back and forth between a server and an application or API. MD stands for Markdown.

These files are widely used for creating documentation, readme files, blogging platforms and notes. **Mage Coach** uses Markdown files for readable instructions and documentation included in an AI Analysis Package. Despite the names, neither file requires a degree in wizardry.

Known and newly released cards

Mage Coach uses both public card data and Arena's installed local card database. Arena's database is opened read-only. Locally resolved cards should appear by name instead of being counted as unresolved. Truly unsupported IDs remain Unknown or Unresolved rather than being guessed. **Check Card Data** refreshes the public reference data from Scryfall while retaining the previous working copy if the update fails.

Keyboard shortcut does not work

Confirm **Mage Coach** is running and the status says the shortcut is active. Verify it is enabled in Settings. If another program owns it, choose another combination and restart.

New note is missing from Package Builder

Confirm the note belongs to the selected deck and is available for future AI Analysis Packages. Click **Refresh Notes**. Saving a note does not change a ZIP already created.

Create AI Package is disabled

Click **Review Package Contents** and resolve warnings. Any later change invalidates the review.

Dashboard shows old information

Parse the intended log again and refresh the browser. Confirm you opened the Dashboard beneath the output root in settings.json.

Startup failure

Start **Mage Coach** normally. If the friendly error window identifies a technical failure, completely exit **Mage Coach** and provide Mage Coach\logs\mage_coach.log to the project owner. Do not post that file publicly without reviewing it for private information.

Arena updated

Before playing games after a major Arena update, click **Check Card Data** on the main page. **Mage Coach** will query scryfall.com for the latest bulk data .json. **Mage Coach** uses the downloaded Scryfall data to help identify cards and display their names. Some newly released cards, Arena-specific identifiers, and tokens may remain Unknown until compatible identifier information becomes available. Wait for **Mage Coach** to confirm that the check completed successfully. This gives

Mage Coach the latest available Scryfall card information, although newly released cards or Arena-specific identifiers may not be available immediately.

Next, confirm that Detailed Logs are enabled in Arena (click on [Options](#) > [Account](#)). Play one to three games (so you can remember them) containing cards from the new release, return to Arena's main screen, and then exit Arena normally so the game records are written to the log.

Once that is done, save a copy of the resulting `Player.log` before it is replaced or rotated. Parse the log with **Mage Coach**, then compare the Dashboard and turn-by-turn summaries with what you remember about the games.

Confirm that **Mage Coach** correctly identifies:

- The number and order of games
- Opponents, formats, decks, and commanders when available
- Game results
- Cards from the new release
- Important actions in the turn-by-turn summaries
- The final game outcome

If **Mage Coach** displays unexpected Unknown or Unresolved entries, misses a game, or records something incorrectly, keep the saved log for troubleshooting. Arena logs may contain player names, account-related identifiers, and gameplay history, so share them only through an approved private support or testing channel.

Appendix

Below is a sample AI coaching session for a *Ygra, Eater of All Brawl* deck so you can get an idea of what a coaching session might look like.

Game 2 — vs. [Opponent], playing Bard, King of Dale

Result: Loss by combat

Play order: You went first and kept seven

Game length: 24 reconstructed half-turns

Player Note: “How was the opponent drawing so many cards?”

The Player Note is correctly attached to Game 2.

The short answer: three Bards created exponential growth

Bard, King of Dale has two replacement effects:

- Every draw other than the first normal draw of the draw step becomes two draws.
- Every batch of tokens becomes twice as many tokens. [Bard, King of Dale card details](#)

Your opponent then copied Bard with Irenicus’s Vile Duplication, which normally creates one flying, nonlegendary token copy of a creature. [Wizards’ Baldur’s Gate release notes](#)

Because the original Bard doubled token production, Irenicus created two Bard copies instead of one:

Original Bard

+ Bard copy

+ Bard copy

= Three simultaneous Bard effects

At this point, the battlefield had become less a card game and more an aggressively funded multiplication lesson.

Those three effects applied cumulatively:

One extra draw

→ first Bard makes it 2

→ second Bard makes it 4

→ third Bard makes it 8

Multiple “draw twice instead” effects really are cumulative in this way: three such effects turn one draw into eight. [Comparable cumulative-draw ruling](#)

Therefore, when your opponent resolved a spell that ordinarily drew three cards, Arena produced:

3 original draws $\times$ 8 = 24 cards

The package recorded all 24 draws at the same log position on Turn 20. On the following cleanup, it recorded your opponent discarding 14 cards, confirming that this was genuine mass card draw—not the parser accidentally counting one draw repeatedly. Bard had turned a draw-three spell into a small library evacuation.

The token side was even worse

Three Bards also meant:

One token $\rightarrow$ 2 $\rightarrow$ 4 $\rightarrow$ 8 tokens

That explains why Oketra's Monument and the opponent's recruit effects suddenly produced armies in batches of eight.

The package also shows two later sequences in which your opponent:

1. Drew eight cards.
2. Discarded one.
3. Created eight tokens.

That is consistent with recruit under three Bard effects. The likely source was The Queen of Dale, which recruits when an opponent casts their first noncreature spell each turn. [The Hobbit card list](#)

Consequently, some of your necessary noncreature spells—such as Audacity, Pawpatch Formation, and Tainted Treats—gave the opponent another recruit trigger. That was not a reason to avoid casting all of them, but it explains why their board kept expanding during your turns too.

Was this preventable?

I found no confirmed gameplay mistake that allowed the Bard-copy combination.

Your available answers did not line up with Bard:

- Feed the Cauldron only destroys a creature with mana value 3 or less; Bard costs six. [Feed the Cauldron card details](#)
- Pawpatch Formation can destroy a flying creature or an enchantment, but the original Bard does not have flying.
- The Witch's Vanity also could not answer a six-mana 3/5.
- You did not draw the unconditional Tainted Treats until Turn 23—after the 24-card draw and enormous token production had already happened.

If you had drawn appropriate instant-speed removal, the best window would have been in response to Irenicus's Vile Duplication. Removing its target before it resolved would have stopped the copies. But the replay does not show that option in your hand.

This loss was therefore primarily caused by an unanswered opponent engine, not a clearly supported mistake.

What you did well

- You killed Welcoming Vampire immediately with Nocturnal Hunger, correctly identifying the opponent's first visible draw engine.
- You applied early pressure with Vinereap Mentor and Savvy Hunter, reducing your opponent to 16.
- Savvy Hunter supplied several extra cards and helped you continue developing despite temporarily missing land drops.
- Elanor Gardner converted later Food sacrifices into additional lands.
- You destroyed Ghostly Prison before attempting the decisive Ygra attack.
- You again waited until blockers were declared before using Insatiable Appetite.
- After Ygra was returned to your hand, you recast it rather than abandoning your primary threat.

The Turn 21 Ygra attack

You gave Ygra trample with Audacity, attacked through the enormous token board, and used Insatiable Appetite after your opponent committed roughly twenty blockers. At roughly twenty blockers, combat math becomes combat accounting.

That was a reasonable attempt to:

- Force a large number of creatures into combat.
- Clear much of the token army.
- Grow Ygra from the resulting deaths.
- Punish any inadequate block with trample damage.

Unfortunately, the opponent had enough bodies to absorb Ygra's damage, and Ygra was returned to your hand afterward—erasing all the counters it had accumulated. The bounce was especially damaging because it converted your entire combat investment into a tempo loss.

I do not see a proven alternative lethal line. Attacking with the smaller creatures as well might have killed a few additional tokens, but it also would have left you with even fewer blockers against the counterattack.

Most important lesson

Against Bard, the critical threat hierarchy is:

1. Stop Bard from being copied.
2. If it has been copied, remove a Bard effect immediately to reduce the multiplier.
3. Remove repeatable recruit/token engines such as The Queen of Dale.
4. Only then fight the individual tokens.

The difference is dramatic:

- Three Bards: one draw/token becomes eight.
- Two Bards: it becomes four.
- One Bard: it becomes two.
- No Bard: normal production.

Even removing one copy cuts future production in half.

Card-performance takeaway

Your best performers: Savvy Hunter, Elanor Gardner, Ygra, Audacity, and Pawpatch Formation.

Opponent's decisive cards: Bard, Irenicus's Vile Duplication, and Oketra's Monument.

Deck-tuning observation: This game exposes a vulnerability to expensive commanders that must be removed immediately. I would not change the deck from this single result, but if the pattern repeats, the deck would benefit from another instant-speed answer that destroys any creature regardless of mana value. Feed the Cauldron is useful early removal, but it can never answer Bard.

The spectacular card draw was real—but the underlying cause was the three stacked Bard replacement effects, not ordinary good luck.

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