

MAGE COACH

Your data. Your AI. Your choice.

User Guide

Mage Coach Version 2.1.1

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.

Special thanks to my beta tester, Tony Morabito, who tried everything he could to break the software.

Mage Coach User Guide

Version 2.1.1

Project Owner and Author

Carol Andrejak

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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, 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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Conventions used in this guide

Buttons have a lavender shade behind the word.

Paths and file names use a `monospaced font`.

Menu titles are *blue italics* while the menu choices are **semibold.**

Checkbox text looks like this.

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

Throughout this guide you will see references to JSON. Files that end in `.json` and `.md` can be opened in Notepad or another text editor. JSON, short for JavaScript Object Notation, is a structured text format programs use to store and exchange data. MD stands for Markdown and is plain text with lightweight formatting for headings, lists, links and emphasis. These files are widely used for creating documentation, README files, blogging platforms and notes. **Mage Coach** uses JSON for structured records and returned AI proposals. It uses Markdown for readable instructions inside AI Analysis and Build Request Packages. Despite the names, neither requires a degree in wizardry.

In the PDF, there are Back buttons to get back to the previous image you were viewing but these only work with Adobe Acrobat and Reader. They are not recognized by browsers. Sorry!

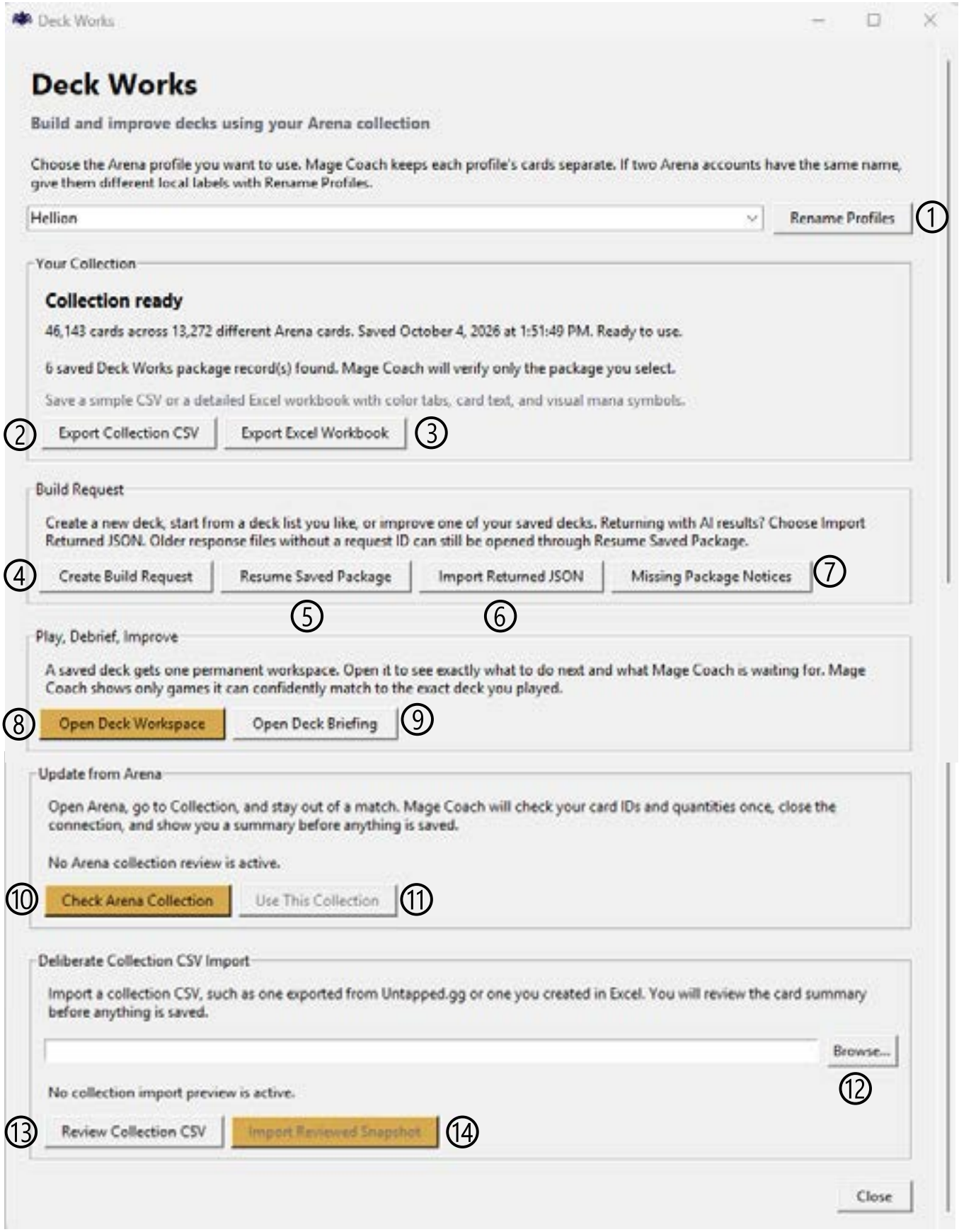
To the User

You are not expected to read this guide cover to cover—unless you need a sleep aid. Use the Table of Contents and Index to find what you need, and consider skimming the Glossary before your first coaching session. The AI may casually use terms such as “tempo,” “go wide,” “mana sink,” or “Jeskai.” Experienced Magic players often toss these terms around freely, while newer players may find themselves nodding along and hoping nobody asks for a definition.

Navigable Image Gallery



	Button or Menu	What it Does
①	Browse...	Path to the MTG Arena log files or to a file of a log that's been saved as a ZIP
②	Parse and Open Dashboard	Parses the log and updates the results in the browser
③	Start Live Monitoring	Tells Mage Coach to monitor and record the Arena log while you are playing
④	Open Existing Dashboard	Opens the Dashboard in the browser without parsing a log file
⑤	Deck Works	Opens the Deck Works feature
⑥	Create AI Analysis Package	Opens the Create AI Analysis Package feature
⑦	Player Notes	Opens the Player Notes feature
⑧	Check Card Data	Queries Scryfall for the most recent Arena card data
⑨	Settings	Opens the Settings window
⑩	Open User Guide	Opens the bundled User Guide


Deck Works
Deck Works
Build and improve decks using your Arena collection
Choose the Arena profile you want to use. Mage Coach keeps each profile's cards separate. If two Arena accounts have the same name, give them different local labels with Rename Profiles.
Hellion
Rename Profiles
1
Your Collection
Collection ready
46,143 cards across 13,272 different Arena cards. Saved October 4, 2026 at 1:51:49 PM. Ready to use.
6 saved Deck Works package record(s) found. Mage Coach will verify only the package you select.
Save a simple CSV or a detailed Excel workbook with color tabs, card text, and visual mana symbols.
2
Export Collection CSV
Export Excel Workbook
3
Build Request
Create a new deck, start from a deck list you like, or improve one of your saved decks. Returning with AI results? Choose Import Returned JSON. Older response files without a request ID can still be opened through Resume Saved Package.
4
Create Build Request
Resume Saved Package
5
Import Returned JSON
6
Missing Package Notices
7
Play, Debrief, Improve
A saved deck gets one permanent workspace. Open it to see exactly what to do next and what Mage Coach is waiting for. Mage Coach shows only games it can confidently match to the exact deck you played.
8
Open Deck Workspace
Open Deck Briefing
9
Update from Arena
Open Arena, go to Collection, and stay out of a match. Mage Coach will check your card IDs and quantities once, close the connection, and show you a summary before anything is saved.
No Arena collection review is active.
10
Check Arena Collection
Use This Collection
11
Deliberate Collection CSV Import
Import a collection CSV, such as one exported from Untapped.gg or one you created in Excel. You will review the card summary before anything is saved.
Browse...
12
No collection import preview is active.
13
Review Collection CSV
Import Reviewed Snapshot
14
Close

	Button or Menu	What it Does
①	Rename Profiles	Lets you change the name of a profile to whatever you want
②	Export Collection CSV	Saves a simple, readable local copy for Excel or another spreadsheet.
③	Export Excel Workbook	This adds more detail and makes your collection sortable.
④	Create Build Request	Can describe a new deck, build one from inspiration, or improve a saved deck
⑤	Resume Saved Package	When the AI package was saved but the process was not completed
⑥	Import Returned JSON	The very first JSON you get BEFORE you've played any games with the deck
⑦	Missing Package Notices	Checks all preserved package records for anything missing or changed
⑧	Open Deck Workspace	Gives you the status on the selected deck AFTER you've played games with it
⑨	Open Deck Briefing	Reopens the Saved Deck Briefing window for a selected deck
⑩	Check Arena Collection	Briefly accesses Arena's process memory to find owned card IDs and quantities
⑪	Use This Collection	Saves the reviewed snapshot as the selected Arena profile's current collection
⑫	Browse...	Use to find the CSV file you want to use to import your collection
⑬	Review Collection CSV	Checks a CSV file for any unresolved card IDs and displays card totals
⑭	Import Reviewed Snapshot	Saves the collection as that Arena profile's current collection

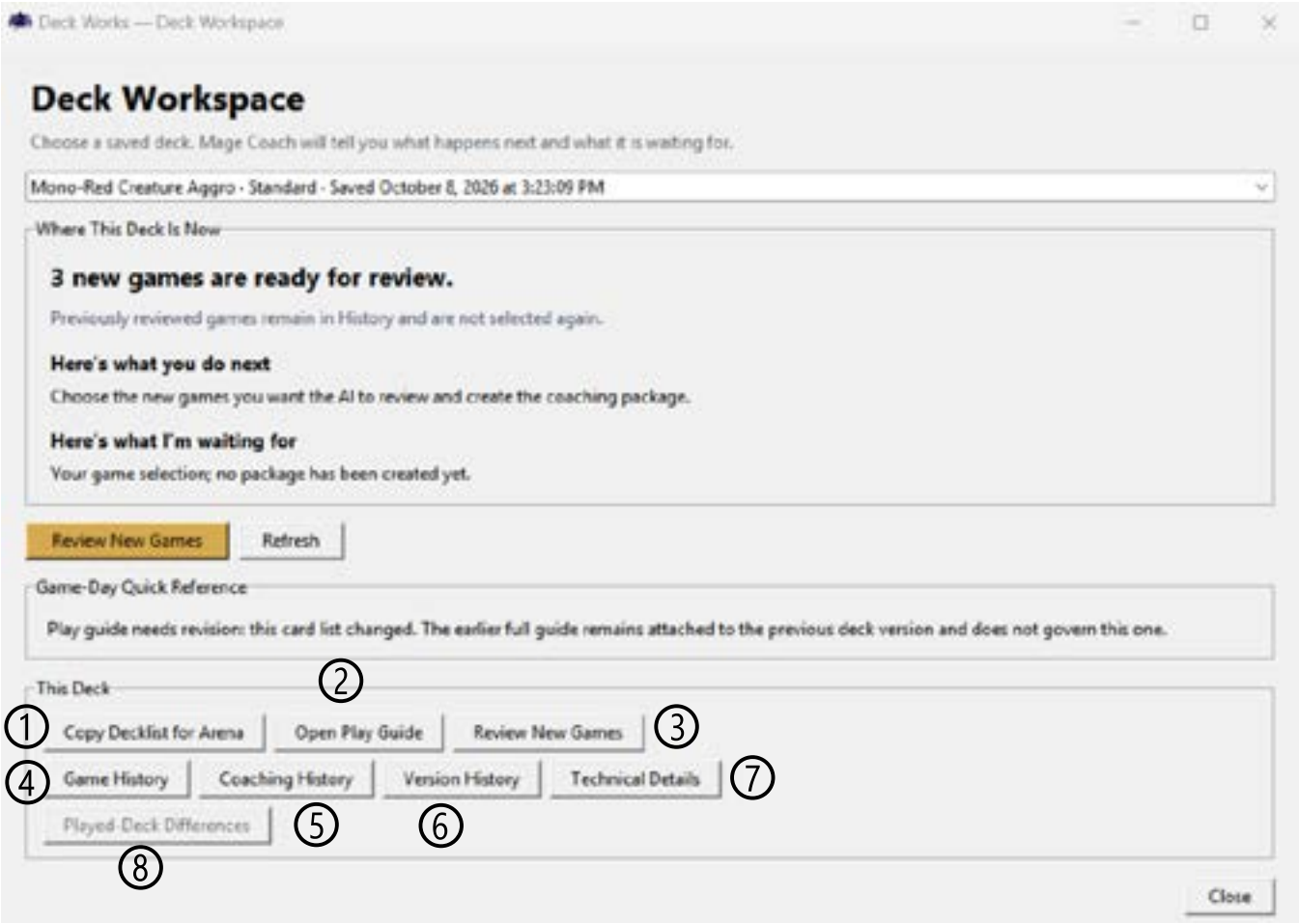
This window opens when you click on Rename Profiles on the Deck Works page as well as on the Settings page. If you have Arena profiles with the same name, you can differentiate them here. Example: Scrub Main, Scrub Alt, etc.



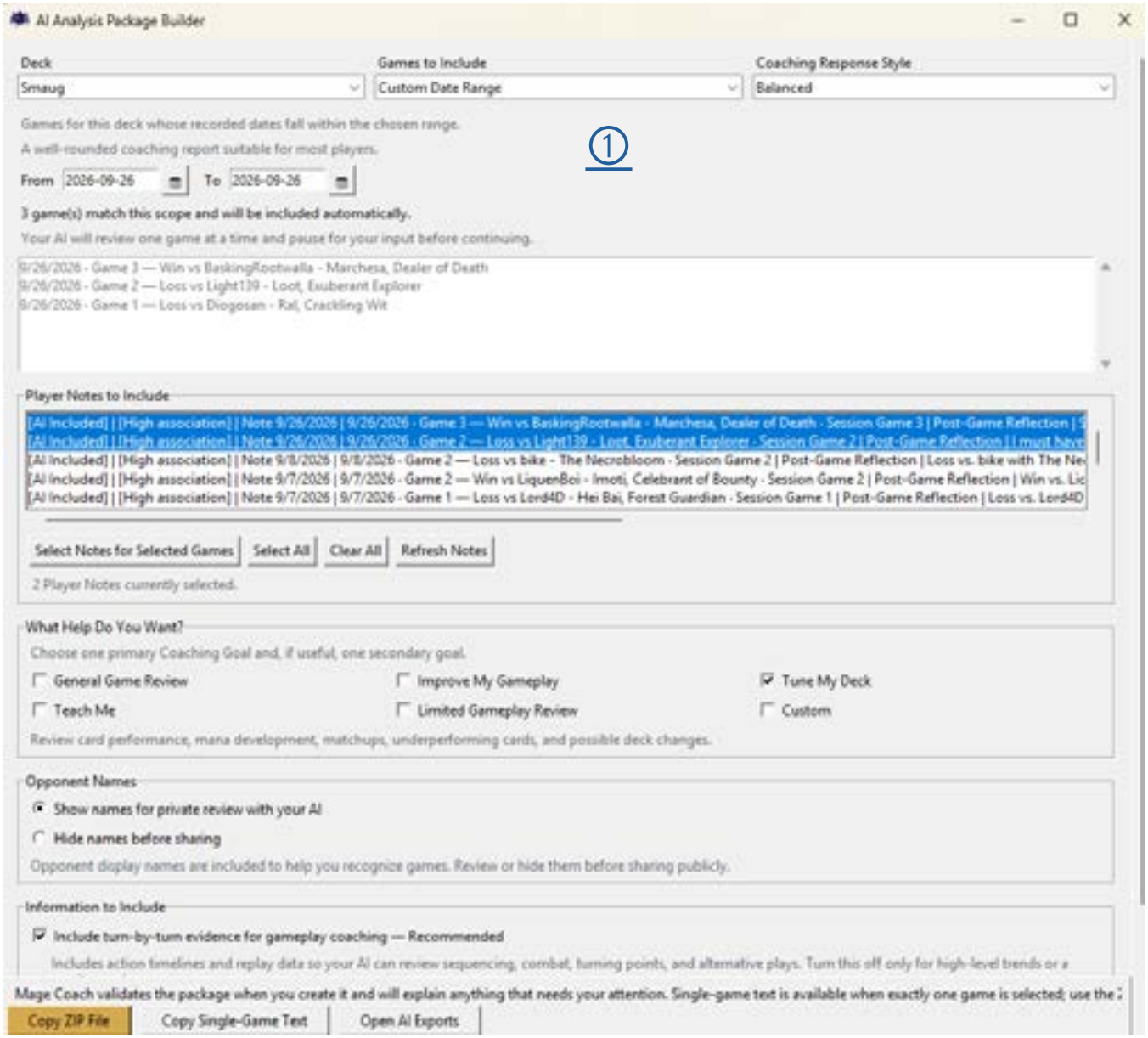
So where do I begin?

Use Deck Works for decks you want to track and improve over time.

- If you want to build or improve a deck: Create Build Request
- If you've already started a build request: Resume Saved Package
- If you have the AI's returned JSON for the deck build request: Import Returned JSON
- If you've played and want to continue reviewing a saved deck: Open Deck Workspace
- If you only want to reread your deck's play guide and sideboard recommendations: Open Deck Briefing



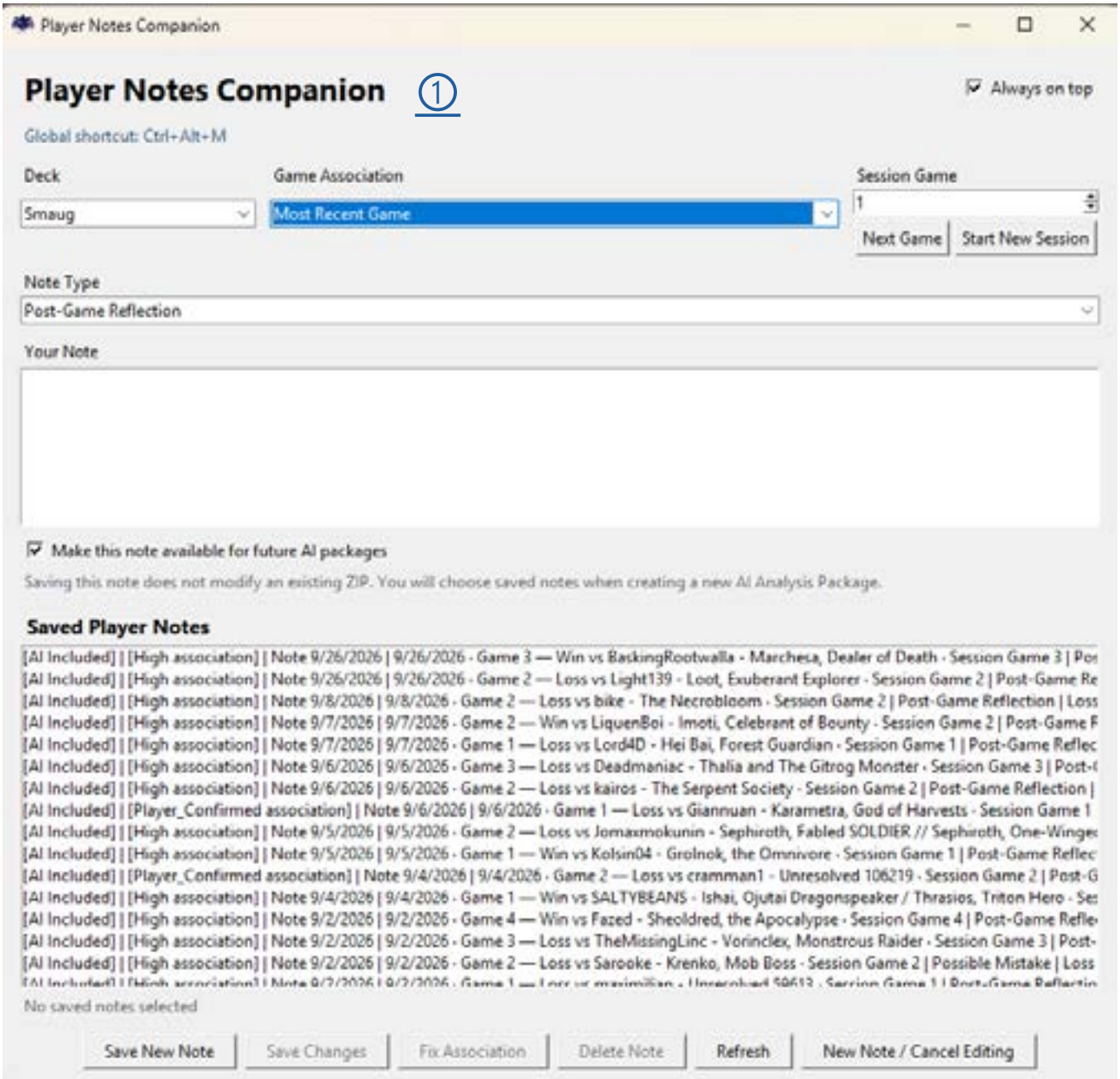
	Button or Menu	What it Does
①	Copy Decklist for Arena	Copies the exact current version of the saved deck
②	Open Play Guide	Opens that deck's completed briefing
③	Review New Games	Shows the exact-matched completed games that have not been reviewed yet
④	Game History	Opens the completed game list including those that have already been reviewed
⑤	Coaching History	Shows the saved coaching for this deck across all its versions
⑥	Version History	Shows the deck lineage and explains its saved card changes
⑦	Technical Details	Can be cheerfully ignored unless Support asks for it
⑧	Played Deck Differences	Turns yellow when Mage Coach finds completed games played with the same Arena deck identity but a different card list



So where do I begin?

The AI Analysis Package builder is for when you want to analyze games and decks that are not being tracked by Deck Works.

- Choose the deck, which games to include, and the coaching style.
- Highlight any Player Notes that you wish to be included.
- Choose your Coaching Goals. Custom will automatically open the Advanced Options.
- Check the boxes if you want to include your decklist or if you want to track the opponent's visible cards.
- You have the option to create a ZIP package for all games or copy text for a single-game package when needed by the AI service you use.

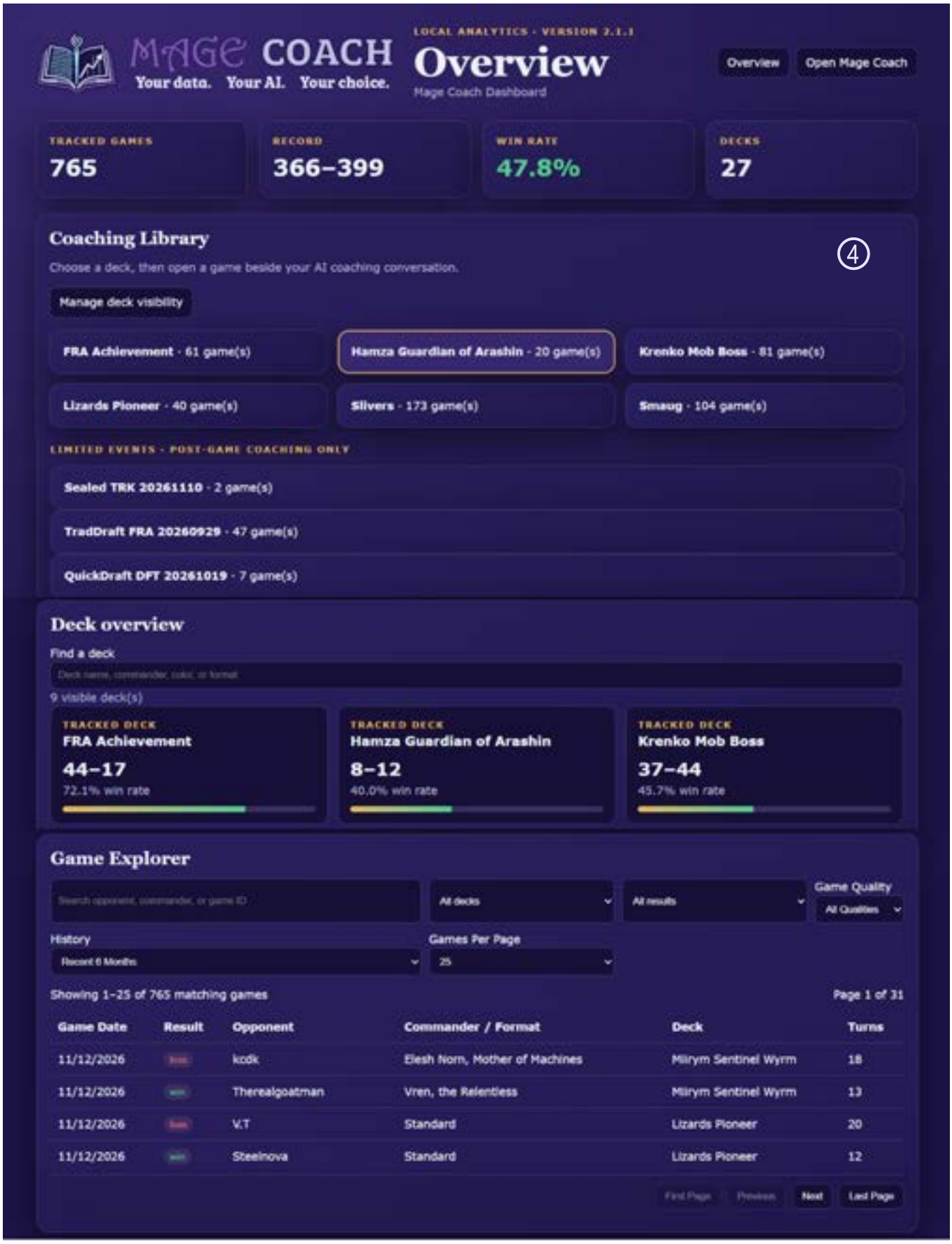


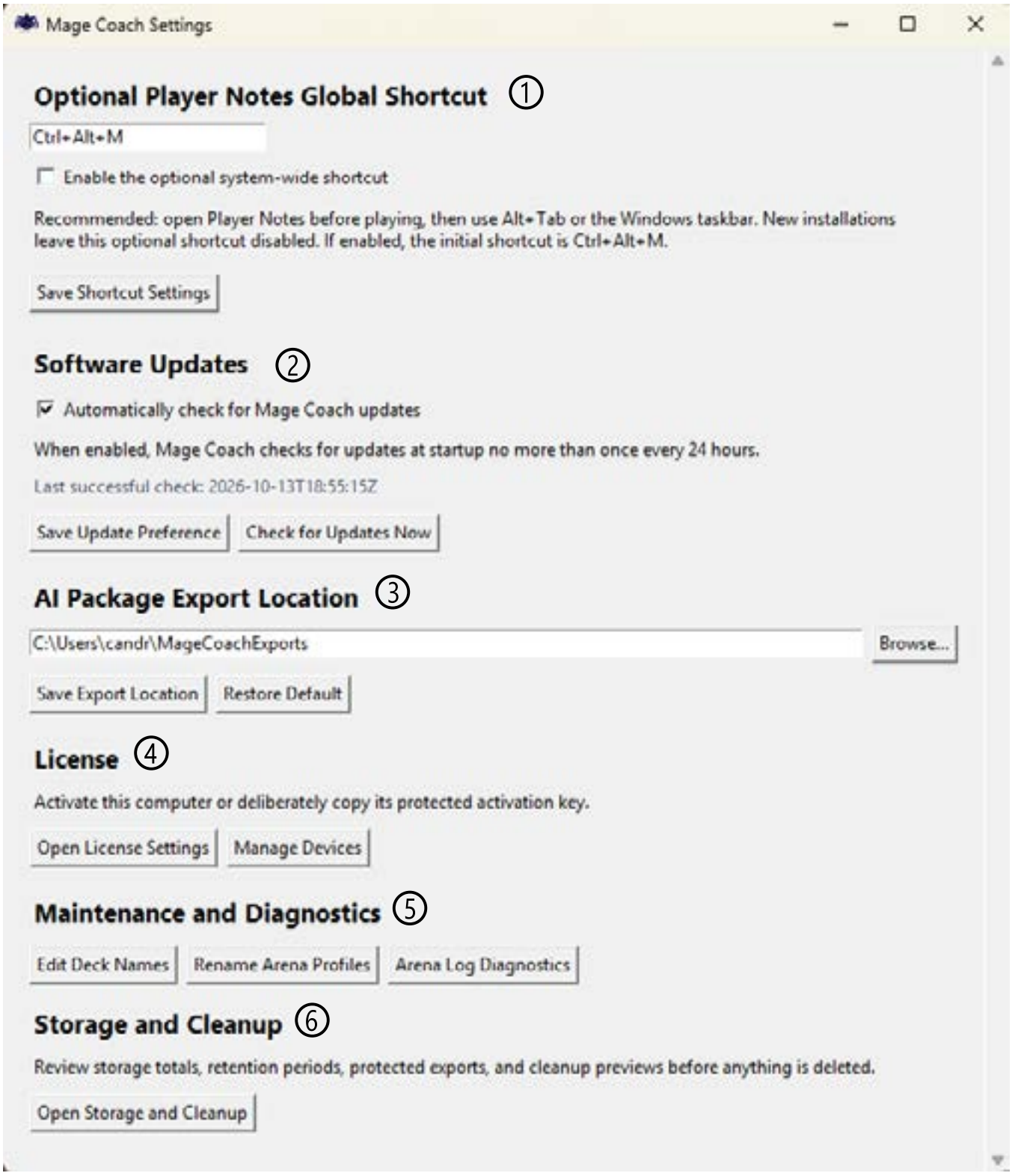
So where do I begin?

Use Player Notes to create, edit, save, and associate your notes with a game.

- Choose the deck, which game the note applies to, and its session number.
- Set the Note Type: Post-Game Reflection, Possible Mistake, Mulligan Decision, Intention/ Decision, Other
- Type your note and Save it.
- If **Mage Coach** can't figure out what game your note is associated with, click Fix Association

Below is an example of the Dashboard Overview showing samples from each section.




Mage Coach Settings
Optional Player Notes Global Shortcut ①
Ctrl+Alt+M
Enable the optional system-wide shortcut
Recommended: open Player Notes before playing, then use Alt+Tab or the Windows taskbar. New installations leave this optional shortcut disabled. If enabled, the initial shortcut is Ctrl+Alt+M.
Save Shortcut Settings
Software Updates ②
Automatically check for Mage Coach updates
When enabled, Mage Coach checks for updates at startup no more than once every 24 hours.
Last successful check: 2026-10-13T18:55:15Z
Save Update Preference
Check for Updates Now
AI Package Export Location ③
C:\Users\candr\MageCoachExports
Browse...
Save Export Location
Restore Default
License ④
Activate this computer or deliberately copy its protected activation key.
Open License Settings
Manage Devices
Maintenance and Diagnostics ⑤
Edit Deck Names
Rename Arena Profiles
Arena Log Diagnostics
Storage and Cleanup ⑥
Review storage totals, retention periods, protected exports, and cleanup previews before anything is deleted.
Open Storage and Cleanup

	Section	What it's for
①	Player Notes Shortcut	Changes the shortcut to open Player Notes while in Arena
②	Software Updates	Can be done automatically or manually
③	AI Package Export Location	The path to the ZIP file folder
④	License	Activate license or manage devices where Mage Coach is installed
⑤	Maintenance and Diagnostics	Rename local deck/profile labels and inspect Arena's current and previous logs for the detailed records Mage Coach needs
⑥	Storage and Cleanup	Show the current data location and storage totals for active Arena logs

What Mage Coach Does

Mage Coach helps you turn supported MTG Arena game records into organized review material. It can parse existing logs, monitor new games while Arena is running, summarize sessions, preserve your own notes, support deck-building work, and prepare coaching packages that you choose to copy or share. Your gameplay database, collection snapshot, deck work, notes, reports, and coaching packages remain on your Windows computer unless you place them in a folder synchronized by another service or choose to share them yourself.

Mage Coach does not make decisions during a game. Live Monitoring records supported evidence for later review; it does not provide live strategic advice. **Mage Coach** also distinguishes evidence from interpretation. A parser-detected event is not the same thing as a player-authored note or a coaching inference. When the available record does not prove something, the correct label is Unknown. Unknown is not a failure. It is what honest software says when the evidence refuses to reveal its hand.

What does local-first mean?

Mage Coach keeps normal gameplay review on the Windows computer and does not automatically upload logs, collections, decks, notes, reports, or coaching packages. Local-first does not always mean device-only: if you choose a OneDrive or other synchronized folder, that service may copy the files according to its own settings. Mage Coach does not enable or control that synchronization.

Purchase, Download, and Installation

Mage Coach offers a US$75 Lifetime license or a US$10 monthly subscription. Both include the complete product for one person on up to three Windows computers. Lifetime permanently covers Mage Coach 2.x; Monthly renews until canceled and includes all versions while active.

Download **Mage Coach** only from the official delivery link provided after purchase or from an official **Mage Coach** download page.

Installed edition

1. Download `MageCoach-Setup-2.1.1.exe`.
2. Close **Mage Coach** if an earlier version is running.
3. Run the installer and follow the Windows prompts.
4. Start **Mage Coach** from the shortcut created by the installer.

Portable edition

1. Download `MageCoach-Portable-2.1.1.zip`.
2. Extract the entire ZIP file to a normal writable folder.
3. Do not run **Mage Coach** from inside the ZIP file.
4. Open the extracted folder and start **Mage Coach**.

The Installed and Portable editions provide the same **Mage Coach** features. If both are used on the same physical computer, they count as one activated computer when they use the same device identity.

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.

On an unlicensed first launch, **Mage Coach** may ask for an activation key and may need help finding your Arena logs. Complete activation first, then follow the Arena setup instructions in this guide.

Technical errors are recorded in `MTGA Logs\Mage Coach\logs\mage_coach.log` under the active data directory and are also explained in a friendly error window.

Activate Mage Coach

Activation connects your purchase key to this Windows computer and creates a signed local entitlement. The initial activation requires an internet connection. A Lifetime license does not require recurring license checks after activation. A Monthly license periodically refreshes its signed paid-through date; if it cannot connect, access continues through that date plus seven days of offline/service-outage grace. Neither plan requires a **Mage Coach** account.

To activate a device:

1. Obtain the purchase key from your original purchase record and copy it.
2. In **Mage Coach**, click Settings, then Open License Settings.
3. Paste the license key in the **Activation key** text box.
4. Optionally enter a device label, such as "Gaming PC." The label helps you recognize which computer is which when you have more than one device.
5. Click Activate this computer.
6. Wait for the activation confirmation before closing the window.

During activation, **Mage Coach** sends only the information needed to validate the purchase and protect the device record: the purchase key, a protected device public key and proof, a random activation-attempt identifier, the product and version, and the optional device label you entered.

Activation does not send your gameplay, collection, decks, notes, reports, coaching packages, Arena account name, Windows computer name, or hardware serial numbers. After successful activation, **Mage Coach** stores a signed local entitlement on the computer. Lifetime entitlements do not expire; Monthly entitlements record the paid-through and grace dates without storing gameplay data.

To add a device:

1. On your original device, click Settings, then Open License Settings.
2. Scroll down to the bottom and click Copy Key for Another Device. Paste the key into a password manager or save it on a USB drive or a temporary private text file.
3. On the computer you want to activate, open **Mage Coach** and click Settings, then Open License Settings.
4. Follow steps 3-6 above.

To rename or deactivate a device:

1. Click Settings, then click Manage Devices.
2. Click Use this activated computer.
3. A list of your devices will be displayed where you can Rename or Deactivate them.

If activation does not complete

Confirm that the key was copied completely, and try once more. Do not try to repurchase the software or deactivate a working computer to troubleshoot a temporary service problem. Instead, preserve the exact message and contact `staff@magecoach.com`.

Set up Arena and find your data

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. After you've enabled detailed logging, play a game so Arena writes current log information. If **Mage Coach** cannot find supported game evidence, confirm that Detailed Logs remain enabled after an Arena update.

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

Before you parse an Arena log, click Check Card Data to get the most recent Scryfall card data file. Any time you see Arena complete an update, always click Check Card Data before parsing any log files. Arena updates have a habit of rearranging the furniture while everyone is admiring the new set.

The live Arena log normally appears automatically in the path window. 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.

When parsing Arena's live `Player.log`, the parser 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 and update while you play`. 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. **Mage Coach** waits for reliable match-completion evidence before it parses. 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.

What Live Monitoring Actually Watches

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.json.`

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.

IMPORTANT: Arena rotates its logs from `Player.log` to `Player-prev.log` every time Arena starts or restarts. 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.

IMPORTANT: 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. Games that are not assigned to a tracked saved deck—including Limited and other one-off queues like Midweek Magic—remain reviewable in Game Explorer and AI Analysis Package history.

The ***Coaching Library*** lists the most recent games for each deck. Clicking a game opens 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.

Use Copy Game Reference when you need a compact identifier for support or review. It copies the deck identifier, match date and time, and **Mage Coach's** internal game identifier. It does not copy the full game log.

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 to help prevent games, notes, collection information, and deck-building work of different accounts from being combined accidentally.

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.

Deck Works

Deck Works helps you review a local Arena collection snapshot, define a deck-building request, inspect proposed lists, and preserve an evidence-based record of the decisions you approve.

What is a collection snapshot?

A collection snapshot records the cards **Mage Coach** verified for one Arena profile at a particular time. It is not a live connection to Arena. Cards acquired or spent later will not appear until you check the collection again or deliberately import a newer reviewed snapshot.

Deck Works is a planning tool. An AI-generated proposal is not automatically legal, buildable, affordable, or strategically correct. Review every proposal against the collection snapshot, current card definitions and format rules, wildcard limits, and your own goals before approving it.

To check your Arena collection

1. Click Deck Works.
2. Confirm the correct Arena profile. **Mage Coach** keeps each profile's collection, saved decks, briefings and debriefs separate. To change the name, click Rename Profiles.
3. Scroll down to Update from Arena and click Check Arena Collection.
4. Read the consent explanation and click Yes if you agree.
5. Review the resulting collection summary.
6. Click Use This Collection only after the summary appears to match the intended profile. You don't want one account's Goblins judged against another account's—even though that is totally what Goblins would do.

For this check, **Mage Coach** may briefly read the running Arena process memory on Windows. The access is read-only and is limited to locating collection information for the current task. **Mage Coach** does not modify Arena, inject input, read credentials, collect opponent information, retain raw process memory, or upload the result.

If the check cannot complete safely, **Mage Coach** fails closed instead of guessing. You can try again after backing out to the Arena main page and then going back into your collection.

What does fail closed mean?

When **Mage Coach** cannot verify a collection, game association, card identity, or other required fact safely, it stops instead of guessing. An Arena update, unsupported binary, active match, uncertain profile, missing collection evidence, interrupted read or implausible result can stop the check. The existing saved information remains unchanged. In engineering language this is called failing closed. In ordinary language it means **Mage Coach** would rather say no than confidently attach a name to the wrong dragon.

To import a reviewed collection snapshot

Use the Deliberate Collection CSV Import only when you want to work from a saved collection snapshot such as a CSV exported from Untapped.

1. Click Browse... to navigate to the CSV file.
2. Click Review Collection CSV. This checks the CSV and displays its usable card totals, unresolved card IDs, and file fingerprint.
3. Review the profile, date, totals, and warnings shown by **Mage Coach**. Reviewing does not save or replace anything.
4. Click Import Reviewed Snapshot if the summary is correct. **Mage Coach** saves it as the selected Arena profile's current collection. If you screwed up and replaced your good snapshot with a bad CSV, no worries. Just go back to Collection in Arena, and then click Check Arena Collection in **Mage Coach** again to get another snapshot. We're not gonna judge.

Export collection information

Use Export Collection CSV for a portable data file that is a simple, readable local copy for Excel or another spreadsheet. The CSV contains card name, set, collector number, usable owned copies and Arena ID.

Use Export Excel Workbook for a workbook intended for easier browsing and analysis. It contains All Cards plus separate White, Blue, Black, Red, Green, Multicolor, Colorless, Lands, and Unknown Definitions tabs. The workbook adds mana value, mana cost, card type, rules text, rarity, colors, color identity, power/toughness and definition status. Every applicable card sheet displays familiar mana-symbol artwork beside searchable text such as {2}{G}{G}. Sort the numeric Mana Value column smallest-to-largest to put one-mana cards before two-mana cards and so on. The bracketed Mana Cost text remains useful for exact notation, searching, unusual costs and spreadsheet programs that do not preserve embedded artwork. Missing local definitions remain visible on Unknown Definitions rather than being omitted.

Both exports exclude profile/account identity, paths, hashes, provenance and Arena bookkeeping that **Mage Coach** cannot use for deck construction. Exporting uses the already saved snapshot, never reads Arena and never uploads anything. The exported file is a view of **Mage Coach's** saved snapshot; compare it with Arena when checking snapshot accuracy. Card facts are limited by the installed public card-definition library, so an Unknown or blank field is not proof that the owned-card count is wrong.

Create a build request

Create Build Request can describe a new deck, use a supplied list as inspiration or improve an exact saved revision. Format, play mode, preferences and wildcard limits remain explicit. **Mage Coach** packages the request and complete selected collection locally; it does not contact an AI service automatically. Returned proposals are treated as untrusted input and checked against the exact collection, card definitions, format rules and wildcard budget before they may be reviewed or saved.

Stable preferences use checkboxes so spelling cannot change their meaning. Leave a group unchecked when you have no preference. **Favorite cards** and **Commander** remain text fields because card names change as sets are released. Selecting **Typal/Tribal** reveals a creature-type field; enter the type you actually want rather than expecting **Mage Coach** to guess it.

1. Confirm the active Arena profile and collection snapshot in Your Collection.
2. Click Create Build Request.
3. Choose one of three build paths below.

Describe a Deck

Choose the ***Format*** and ***Play Mode***, then describe the deck you want. The description is required. It explains what you want the deck to **do**. For example, you could say: "Build a creature-focused deck that develops quickly, keeps attacking pressure on the opponent, and can recover after a board wipe." or "Build a sacrifice deck that creates disposable creatures, rewards me when they die, and has reliable ways to convert them into cards or damage." or "Build a patient control deck that can survive early aggression, disrupt the opponent's main threats, and finish the game with one or two dependable win conditions." Keep in mind that "Build me something good" is a wish, not a deck-building brief. Add any useful preferences, enter the wildcard budget, and choose at least one proposal outcome. You may skip the ***Choose a starting deck when needed*** section. Click Review Build Request, verify the summary, and click Continue to Package Review.

Use a Decklist or Draft Pool

Choose the ***Format*** and ***Play Mode***, describe the result you want, and add any preferences, wildcard limits, and proposal outcomes. In the ***Choose a starting deck when needed*** section, optionally identify where the list came from and paste the complete Arena deck export or Draft or Sealed pool. To copy a decklist for a Limited deck, you'll need to first create a deck from your drafted cards in Arena. In the Arena draft window, click Done > Add to Decks. Go to the Decks window, find your Limited deck and Export it. Then you can paste the decklist into **Mage Coach**.

If you have played a game and you really liked your opponent's deck, after you parse the log file with that game in it, click Create AI Analysis Package on the main window.

- Find that game and any player notes.
- Be sure on ***Information to Include*** that you check the box for **Observed Opponent Cards**.
- Create the package and have your AI create a decklist from the observed opponent cards.
- Copy the list and paste it into the decklist box. Click Review Build Request, verify the summary, and click Continue to AI Package.

Improve an Exact Saved Revision

Confirm the ***Format*** and ***Play Mode***, describe what you want improved, and add any preferences, wildcard limits, and proposal outcomes. In the ***Choose a starting deck when needed*** section, select the deck in ***Saved deck to improve***. Selecting the deck does not automatically

replace the ***Format*** or ***Play Mode***, so verify both settings. Click Review Build Request, verify the summary, and click Continue to AI Package.

At AI Package, click Save AI Package or Copy Text for AI. **Mage Coach** saves the package locally and does not upload it automatically. Use Copy Text for AI for an AI service that doesn't accept ZIP attachments.

Resume a saved package

If you had previously started a Build Request, use Resume Saved Package to continue that work instead of creating a duplicate Build Request. Use this to finish reviewing the package or to import the AI's returned JSON. It will verify the exact request, collection snapshot and ZIP rather than opening every saved ZIP.

Review a proposed deck

After the AI reviews your deck build request, it will return a JSON response. Download it then click Import Returned JSON. **Mage Coach** treats the response as untrusted input and checks it against the original request, the selected collection, card identities and quantities, format and construction rules, and the wildcard budget. If the file is malformed or does not belong to the original request, **Mage Coach** stops the import and saves nothing. AI proposals often arrive with mythic-rare confidence. **Mage Coach** still checks their homework.

Why returned JSON is treated as untrusted

An AI can return well-formed JSON and still propose the wrong cards, illegal quantities, an invalid deck size, or more wildcards than the player approved. **Mage Coach** therefore rechecks the response locally against the original request, exact collection snapshot, card identities, format rules, construction rules, and wildcard budget. Only a proposal that passes those checks can be saved as ready to build.

The ***Returned Proposal Review*** window may contain more than one proposal. Compare the legality, construction status, missing cards, strategy, warnings, and required corrections. A proposal with blocked findings can be viewed, but it cannot be selected as ready to build.

Choose a proposal that passed local validation and click Review Selected Proposal. Review the exact proposed deck, complete briefing, game-day quick reference, and assumptions. Click Copy Arena Decklist to place the Arena-importable decklist on the clipboard, then check the confirmation box and click Save Reviewed Deck and Briefing. It is important to save your deck and briefing here because that tells **Mage Coach** where you are in the process of playing and tuning that deck.

For an improved, saved deck, **Mage Coach** saves the result as the new current revision of that same deck and preserves the previous revision. **Mage Coach** does not alter the deck in Arena, craft cards, or spend wildcards. Make the approved changes manually in MTG Arena. After the deck is saved, click on Open Deck Workspace for future play and review.

What is an exact deck revision?

A deck revision is one approved version of a deck, including its exact cards, quantities, format, play mode, and briefing. Improving the deck creates a new revision instead of rewriting the old one. This preserves the connection between a game, the deck that was actually used, and the plan that existed before the game was played. **Mage Coach** keeps the receipts.

Missing Package Notices

If any of your original Deck Works packages get deleted, renamed, moved, or become temporarily unavailable through OneDrive or another drive, **Mage Coach** will issue a warning that it can't find the package. Clicking Missing Package Notices deliberately checks all preserved package records for the selected profile. It is primarily looking for a package ZIP that is no longer at its recorded location.

When a package is missing, **Mage Coach** withholds that workflow from normal use because it can no longer verify the exact package originally created. It will not quietly substitute another similarly named ZIP, rebuild the package, or pretend everything is fine.

There are two controls:

- Dismiss Selected Notice hides that particular missing-file warning. It does not delete the workflow, delete any files, or make the missing package usable.
- Restore Selected Notice makes a previously dismissed warning visible again.

If the original ZIP is returned to its recorded location and still matches the saved package information, **Mage Coach** recognizes it automatically and makes the workflow available again.

Play, Debrief, Improve

The workflow for deck revisions may seem complicated at first. This is one of those instances where *explaining* the process is way more involved than the actual process itself. After playing a deck, click Open Deck Workspace to open the Deck Workspace window. The saved-deck list is newest first. The workspace always displays **"Here's what you do next"** and **"Here's what I'm waiting for"** so you don't get lost in the process, especially if you are working on several decks at once. These lines distinguish playing the deck, selecting new games, discussing a review with your AI, bringing back the final game-coaching JSON, reviewing that coaching and updating the existing Arena deck. Mage Coach remembers where you left off from an active game-coaching package across restarts and accepts only its matching return path.

Copy Decklist for Arena copies the exact current version of the deck. Open Play Guide opens the deck's complete briefing. Review New Games shows exact-matched completed games that have not already been reviewed. Game History opens the existing completed-game list, including games that have already been reviewed, without selecting them as new work by default. Coaching History shows

the saved coaching for this deck across its verified versions, newest first. It uses game dates, results and friendly deck-version numbers when those details are available; internal record identifiers stay under Technical Details. Version History shows the current deck lineage as Version 1, Version 2 and so on, with the current version marked. Each entry explains its saved card changes and can copy that exact Arena decklist or open its matching play guide. Technical Details is the troubleshooting view for internal deck, revision, briefing, debrief and game identifiers plus any verification warnings. Most players can cheerfully ignore it unless support asks for it. Open Deck Briefing reopens the Game-Day Quick Reference and complete scrollable play guide for a verified saved deck. Use the newest-first saved-deck list to switch decks. No completed game or new AI package is required.

After playing a saved deck in Arena, return through Open Deck Workspace. The workspace checks the deck's complete current state and offers **Review New Games** only when matching completed games are actually the next work. Plan-Aware Debrief then lists only games **Mage Coach** can confidently associate with that exact deck version. Use Select All for all displayed games, Select This Match for every game in the highlighted best-of-three match, or Clear Selection to start over. Multiple selected games are coached separately before **Mage Coach** asks the AI for combined lessons. In a best-of-three review, the sideboard section evaluates changes the game evidence actually establishes. Seeing a sideboard card in a later game may prove that it came in, but not seeing a card does not prove that it came out. **Mage Coach** therefore states what remains unknown instead of inventing the rest of the swap, and it does not prescribe a new opponent-specific sideboard plan after the match is over. If you sideboard, it is helpful to the AI if you indicate in the Player Notes which cards you swapped in and out.

The AI conversation is the coaching session: it should answer your questions and address your corrections. It may tend toward a little gentle sarcasm when the evidence supplies a genuine opening. Humor is good for the soul, especially after some of the punishing draws Arena has been known to provide. When you are satisfied with the coaching session, the AI offers the final **Mage Coach** JSON which is a concise summary of the conversation. The review window presents its coaching as concise bullets while retaining evidence references, confidence and limitations under Technical Details.

After choosing the games, Saved Player Notes to Include shows only export-eligible notes already associated with those exact games. Select only the notes you want in this package because **Mage Coach** doesn't select them automatically. Select All, Clear All, and Refresh Notes affect this package selection, not the saved notes themselves. An unattached note is not shown and cannot be quietly assigned by the package builder. Open Player Notes, click Refresh, and confirm Fix Association first; then return to the debrief and choose Refresh Notes. The free-form Optional Player Explanation remains available for context you have not saved as a Player Note.

Click Create ZIP Package to validate and save the selected debrief package, or Copy Text for AI to create the same governed handoff as readable text and copy it when possible. Take that package to your AI. Its first answer should briefly summarize each game and ask only questions that could materially change the coaching. This is your chance to ask questions, correct anything the AI misunderstood and explain remembered choices such as intent or actual sideboard changes. When you

have decided the discussion is accurate and useful, tell the AI to “Create the Mage Coach JSON” or something along those lines. The AI will not create that file before you explicitly ask for it.

Import Final Coaching JSON becomes available after the exact package has been created. The Coaching tab evaluates how the deck was played: keeps, sequencing, targeting, attacks, blocks, resource use and supported between-game decisions. It displays any conversation-derived Player clarifications separately and requires you to confirm that they accurately reflect what you told the AI before saving. Those statements remain Player input; they do not become observed log evidence and cannot overrule contradictory recorded evidence. The final record allows no more than two decision-changing lessons per game and omits duplicate next-game and overall-recommendation sections. It does not propose deck construction or play-guide changes. After reviewing the coaching, click Keep This Deck to save the debrief and leave the current list unchanged. Technical evidence references and cautions remain under Technical Details.

Played Deck Differences

If Mage Coach determines that there have been unexpected changes made to your deck in Arena, this button will turn yellow.

If you decide to edit your deck differently from what your AI recommended:

Click Record Different Changes. **Mage Coach** saves the reviewed coaching first, then opens the exact local card-change editor empty rather than treating the completed match as permission for the AI to redesign the deck. If you click Cancel in that editor, the coaching remains saved in History and the deck remains unchanged. In the editor, choose Add, Remove, or Move; enter a quantity; then type at least two letters of a card name. Add searches show no more than eight local catalog matches and can be narrowed by White, Blue, Black, Red, Green, Colorless, format legality, or Owned cards only. Remove and Move search only cards already in the chosen saved-deck zone. Select a recognized result and click Add This Change. Clear Search clears only the current card search; Remove Selected Change removes a pending edit from the list. Save Verified Changes locally checks the complete resulting deck. It saves an immutable child version only when **Mage Coach** can prove the deck is legal and already buildable from the confirmed collection; missing cards, stale legality, invalid construction, and other Unknown results stop the direct save. Because no new play guide was accepted, the earlier full guide stays with the prior version and the new version displays an explicit stale-guide notice instead of pretending the old advice still governs it. Continue to Revised Deck Request remains available when the player wants a broader rebuild or an updated play guide.

After a direct save, the Deck Workspace enters **Update Arena**. Copy Changes copies the compact exact Add/Remove/Move list, Copy Complete Decklist provides the full Arena-ready fallback, Open Guide Status explains why the previous guide is not current, and I’ve Updated My Arena Deck records your confirmation and returns the workspace to **Ready to Play**. The confirmation records workflow state; it cannot independently prove that Arena accepted the edits.

If you modified the deck in Arena between games:

If completed games carry the same persisted Arena deck identity as a confidently matched game but use a different card list, the workspace enters **Played-Deck Differences** rather than hiding those games or attaching them to the wrong revision. Selecting one game automatically uses Arena's saved complete CourseDeck evidence and the trusted local card catalog to show exact Add, Remove, and Move quantities; there is no separate Compare button. Historical games stay associated with the deck version they were played with and aren't included in comparisons with later versions. Click Save This Played List as a New Version when the displayed changes describe the revision you intended to play. The next confirmation screen places those entries under **Changes Mage Coach Found** and requires no list selection. The Reconstructed Changes Are Wrong exposes the manual correction tools only when needed, and Delete Highlighted Change From Revision removes only the highlighted pending edit. Before saving a new version, **Mage Coach** checks that the deck meets format rules, follows deckbuilding requirements, and uses cards you own. Once saved, that version cannot be changed. It then lets **Mage Coach** attach exact matching completed games to the new version and offers Review New Games for the coaching ZIP. Ask AI to Rebuild This Deck and Play Guide starts a separate deck-building request; it is not the route to completed-game coaching. When the accepted reconstruction still exactly matches Arena's observed list, no redundant Update Arena step is created; changing that list in the correction tools restores the normal Arena-update handoff. Ignore Selected Games records an explicit decision for this exact revision while preserving the games in the database. If a required zone or card identity is missing, **Mage Coach** explains that exact reconstruction is unavailable and disables saving rather than guessing.

For one game that already has a saved debrief, Amend Saved Debrief lets later input from you clarify a comparison without rewriting history. Click Preview Amendment to review the proposed classification and explanation, then Save Reviewed Amendment to create the new current immutable version while preserving its predecessor.

Player Notes While Playing Arena

Player Notes preserve what you noticed, intended, or learned. They are player-authored evidence, not parser-detected facts. **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 can be included in an AI Analysis Package. They are one of the most useful ways to give the AI context that the Arena log cannot provide. 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 it after the game is complete.
    - If you are adding a note right after the game is finished, choose **Most Recent Game**.
3. ***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.
4. ***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.

5. For the Note Type, choose **Post-Game Reflection, Possible Mistake, Mulligan Decision, Intention/Decision, or Other**. This information is 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 better evaluate the result of a turn.
6. Enter your note into the text box.
7. Leave **Make this note available for future AI packages** checked so it may be shared later.
8. Click Save New Note.

Editing, fixing, or deleting notes

To edit a note:

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.

To fix a note:

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.

Create an AI Analysis Package

An AI Analysis Package combines the games, Player Notes, deck information, replay evidence, and coaching choices you review and approve. It gives an AI enough structured evidence to discuss what happened without treating every parser summary or player recollection as proven fact.

Package review may take from several seconds to several minutes, depending on the package and the AI service. Think of it as giving the coach time to review the film before demanding the halftime speech. A sample coaching session from a real game played by the author appears in the Appendix.

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 select more than one game.
    - **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** includes 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 decklist 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 decklist.

  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 decklist; turning off that goal removes the automatic decklist 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 must be checked if you want it included in the package. It includes cards observed in public zones or through reveals. It is not a complete opponent decklist 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 the 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 displays a summary of all the options you have chosen to include in your AI Analysis Package. It is your chance to confirm 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. Pay special attention to identifiers and associations. Confirm that the selected game IDs, timestamps, opponents, named cards and player notes refer to the intended game. If something is wrong, return to the source area and correct it rather than editing only the exported copy.
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.
12. 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 copying the ZIP file or copying a text file to the clipboard (single games only). The AI Exports window also opens in case you want to drag the file into your AI chat.

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.

What ANALYSIS_REQUEST.md does

ANALYSIS_REQUEST.md is the instruction file inside an AI Analysis Package. It tells the receiving AI which coaching goals, response style, privacy choices, and evidence boundaries the player selected. It also explains what the AI must verify before treating a parser summary, Player Note, or coaching inference as fact.

Session Summary

After the AI Analysis Package is created, attach the ZIP to a fresh AI conversation or paste the text file on your clipboard into your AI chat. You can add an analysis prompt but it is not required unless your AI comes back with something along the lines of “What do you want me to do with this?” in which case you can tell it to just follow the directions. 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 fields 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. Your notes and follow-up explanations give the AI additional context within the conversation. When practical, continue related coaching sessions in the same AI conversation so the AI can refer to the recent goals, game decisions, and unresolved questions already present there. 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** supplies instructions and evidence boundaries intended to guide the response, but the AI service still determines whether it follows them. 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.

The four evidence labels:

Parser-detected means **Mage Coach** recorded the event from supported Arena evidence. Player-authored means the player supplied the statement in a note or editable field. Coaching inference means the AI or reviewer drew a conclusion from the available evidence. Unknown means the record does not establish the answer. Unknown is a valid result, not an invitation for the AI to improvise fan fiction.

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 new users and is recommended before posting a package to Discord, a forum, or another public location. 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 may help distinguish games during a private review, but review the package and hide names before sharing it publicly.

Anonymization cannot detect unrelated personal details you typed in a Player Note. Review every exported package before sharing it. Player Notes are included only when they are eligible and you deliberately select them. Nothing is sent automatically.

Mage Coach is local-first. That means it does not provide a gameplay account, cloud database, automatic upload, or public dashboard. Its local data may include Arena logs, parsed games, collection snapshots, deck work, Player Notes, reports, diagnostics, and AI packages. If you place that data in OneDrive or another synchronized folder, the synchronization service may copy it according to that service's settings.

Separate services receive only the information needed for a specific action:

- Lemon Squeezy processes purchase and merchant-of-record information.
- The **Mage Coach** licensing service uses minimized activation and device-management records.
- An optional update check may retrieve basic release information. It does not automatically download or install an update.
- An AI service or human coach receives only the material you choose to paste, attach, or send.

Do not place raw logs, databases, settings, notes, reports, or AI exports in source control or public support posts. Review diagnostic files before sending them to support because private information may still appear in logs or surrounding context.

For the complete current terms, read the Privacy Notice supplied with **Mage Coach** or published on the official `magecoach.com` website. Send privacy questions to `privacy@magecoach.com`.

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.

Software updates

Automatically check for Mage Coach updates is enabled by default. A packaged Installed or Portable copy checks during startup no more than once every 24 hours. Clear the checkbox and click Save Update Preference to disable automatic checks completely. Disabling it does not affect activation, licensing, offline use or your right to included updates. The complete network and privacy behavior remains documented in the Privacy Notice.

Click Check for Updates Now for a manual check even when automatic checks are disabled. A successful manual check says whether the installed version is up to date or presents a non-blocking update notice. The notice identifies the newer version, update classification, summary, included-entitlement status, data-migration status and correct Installed or Portable package. Download Update opens the official download page; it does not silently download or install anything. Remind Me Later closes the notice, Skip This Version suppresses that exact version during automatic checks, Release Notes opens the approved Mage Coach web page and Turn Off Automatic Checks disables future automatic checks. A manual check can still display a skipped version.

Every notice is signed and verified locally. A missing, altered, forged, expired, replayed, withdrawn, wrong-channel or wrong-package notice is refused safely. If the computer is offline or the service is unavailable, **Mage Coach** starts and continues normally. Automatic failures stay non-blocking; a manual failure explains that nothing was downloaded or installed. The local `update-state.json` contains only check timing, anti-replay values and an optional skipped version—not customer or gameplay identity.

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.

License and Device Management

A **Mage Coach** purchase is licensed to one person for use on up to three Windows computers. You do not need access to the old computer in order to deactivate its device record. Deactivating a device record does not delete files from that computer. It changes future licensed access; it is not a remote wipe.

Click Open License Settings to review activation status, or to deliberately copy its locally protected purchase key. On an activated computer, click Manage Devices and then Use this activated computer. A fresh installation can open the same page before activation, paste the purchase key, and click Show my devices. The page shows the three device slots. You may rename an active device or deactivate a computer you no longer use. You do not need the old computer.

Deactivation frees the slot but does not delete games, decks, Player Notes, reports, or other local files on that computer. Return to activation on the replacement computer and use the ordinary activation flow. A normal fourth-computer attempt is a device-management task, not presumed misuse, and there is no transfer fee. The Installed and Portable editions on the same physical computer are intended to count as one computer when they share the same protected device identity.

Mage Coach is available through either a Lifetime purchase or an automatically renewing Monthly subscription. A completed and authenticated refund or final payment reversal can end future paid activity for the affected license. Canceling Monthly stops future renewal but does not end access during the already-paid period; a pending refund request, chargeback, or payment retry does not by itself interrupt otherwise valid access.

When **Mage Coach** receives and verifies the completed-refund status, it can enter Data Access Mode. Data Access Mode is not a free edition. It is a protective state intended to let you review, back up, export, manage, or delete existing local data while preventing new paid activity.

Entering Data Access Mode does not delete local data. Follow the notice shown under License or Manage Devices and preserve any data you want before uninstalling or removing folders.

A Lifetime license continues normal licensed use offline indefinitely. A Monthly license continues through its signed paid-through date plus seven days of offline/service-outage grace. If the licensing or device-management service is temporarily unavailable, new activation, Monthly refresh, and device changes may need to wait. Do not buy the product again, repeatedly submit activation attempts, or deactivate a working computer as a troubleshooting experiment. Preserve the exact message and contact `staff@magecoach.com` if access does not return.

Maintenance and Diagnostics

Edit Deck Names is where you can change the names of your decks. Parse again so the new name appears on the Dashboard Overview. 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.

When Arena starts or restarts, it moves the previous `Player.log` to `Player-prev.log`. **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. Cleanup is not a combat trick. Preview first.

What transactional cleanup means

Before removing eligible historical database records, Mage Coach creates and validates a backup. The database deletion then runs as one transaction: either the complete approved change succeeds, or the working database remains unchanged. This protects against a half-finished cleanup leaving the history in an inconsistent state.

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

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.

Back Up 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 - YYYY-MM-DD`
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 does not harm Mage Coach, but it may make the backup larger and may copy unrelated personal files. 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. A backup you have never checked is optimism in folder form.
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 which **Mage Coach** does not control or verify. 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

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`.

Mage Coach cannot find Arena logs

- Confirm that MTG Arena Detailed Logs are enabled.
- Complete a game or action that causes Arena to write a current log.
- Confirm the Arena log location selected in Mage Coach.
- Check for a rotated log such as Player-prev.log
- Stop and restart Live Monitoring

New games do not appear

Confirm that Live Monitoring was running, the correct Arena profile is selected, and the active log is still being updated. Parse the relevant current log manually if necessary. Duplicate protection may correctly skip a game that was already imported.

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 `staff@magecoach.com`. Do not post that file publicly without reviewing it for private information.

Arena updated

New-set day is exciting. It is also when every card identifier decides to test the paperwork. 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` file. **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.

Collection checking does not complete

Confirm that the intended Arena profile is active. Read the consent and try again one time. **Mage Coach** is designed to fail closed when the brief read-only collection check cannot complete safely.

Diagnostic information for support

Report problems or questions to `staff@magecoach.com`. Send only the information support requests, and review it before sending. Useful details usually include the **Mage Coach** version, Installed or Portable edition, the exact error message, relevant screenshots, and what you were doing when the problem occurred. Exact error messages beat ‘it broke’ by several mulligans.

Activation cannot be completed

Confirm that the purchase key was pasted into the activation-key field and that the computer is online. If the message says all three slots are in use, click Manage Devices, deactivate the old computer you no longer use, return to activation, and retry. If **Mage Coach** reports that a safe retry was preserved, retry the same purchase on the same computer rather than buying again.

Missing or damaged license

Click Settings > Open License Settings and use the available restore or activation path. If complete licensed operation is unavailable, **Mage Coach** preserves local data through its applicable recovery state or Data Access Mode. Do not delete the data folder or repeatedly reinstall while diagnosing the issue.

Appendix — Sample AI Coaching Session

Below is a sample AI coaching session for an *Ygra, Eater of All* Brawl deck so you can get an idea of what an AI coaching analysis might look like. I use ChatGPT for my coaching sessions and for this game I wanted to know how my opponent was able to make gobs of tokens. This is an illustrative conversation; wording and recommendations vary with the evidence supplied and the AI service used.

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.

Your opponent then copied Bard with Irenicus’s Vile Duplication, which normally creates one flying, nonlegendary token copy of a creature.

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.

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

3 original draws × 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 → 2 → 4 → 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.

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.
- 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.

Mage Coach Glossary

This glossary explains Magic and **Mage Coach** terms that may appear in the program, this guide, or an AI coaching response. Some expressions are common player shorthand rather than formal rules terms, and deck labels can overlap. Color-combination names identify the colors a deck uses; they do not require a particular strategy.

112 terms

A

Abzan. The white-black-green three-color combination. Abzan is a wedge name.

Aggro. A deck that tries to win quickly by applying early pressure, usually with efficient creatures and direct damage.

AI Analysis Package. A user-created package containing selected local game evidence for a focused, stand-alone coaching session with a compatible AI. It does not place an AI inside Arena or send data automatically.

Allied colors. Two colors that sit next to each other on Magic's color wheel: white-blue, blue-black, black-red, red-green, and green-white.

Aristocrats. A deck that sacrifices its own creatures for value and profits from creatures entering, dying, or leaving the battlefield. The name is player shorthand, not a rules term.

Azorius. The white-blue color pair. Azorius is a guild name.

B

Bant. The green-white-blue three-color combination. Bant is a shard name.

Best-of-One (Bo1). A match decided by a single game. Traditional between-game sideboarding does not occur, although some cards may access a sideboard during the game.

Best-of-Three (Bo3). A match won by the first player to win two games. Players may sideboard after Game 1 and again after Game 2 if a third game is needed.

Black. One of Magic's five colors. Black commonly uses ambition, sacrifice, graveyards, discard, creature removal, and life as a resource, although not every black deck uses every theme.

Blowout. A play that creates a much larger swing than the opponent expected, often because a spell defeats multiple cards, invalidates combat, or punishes a risky commitment.

Blue. One of Magic's five colors. Blue commonly uses knowledge, card selection, counterspells, evasion, and control of timing, although not every blue deck uses every theme. Commonly abbreviated as U.

Boros. The red-white color pair. Boros is a guild name.

Bring in. To move a card from the sideboard into the main deck between games. The player must also keep the post-sideboard deck legal.

Burn. A deck or strategy built around direct-damage spells that can remove creatures or reduce the opponent's life total.

C

Card advantage. Having access to more useful cards than the opponent, often by drawing extra cards or using one card to answer more than one opposing card.

Chump block. To block with a creature mainly to prevent damage, expecting the blocker to die without trading for the attacker.

Clean answer. An informal term for an answer that deals with a threat efficiently and without leaving the opponent much immediate value, such as a replacement body or easy recursion.

Clock. The number of turns a player is likely to need to win if the current pressure continues. A 'three-turn clock' means the opponent must answer or win within about three turns.

Coaching Companion. **Mage Coach's** local game-review view that places selected game evidence beside the player's AI coaching conversation for easier reference.

College. Strixhaven has five colleges, each representing an enemy-color pair. Players generally use the Ravnica guild names as the standard shorthand for two-color decks, even when the deck has absolutely nothing to do with Ravnica. Strixhaven college names never achieved the same universal usage.

- Silverquill — white-black
- Prismari — blue-red
- Witherbloom — black-green
- Lorehold — red-white
- Quandrix — green-blue

Colorless. A card, object, or mana that has no color. Colorless is not a sixth color, and colorless mana is different from mana of any color.

Combat trick. An instant-speed spell or ability used during combat to change power, toughness, abilities, blockers, or the result of combat.

Combo. A deck built around a specific interaction between cards that creates a decisive advantage or wins the game, sometimes in a single turn.

Control. A deck that prioritizes surviving, answering threats, and gaining long-term advantage before winning after the opponent's resources are constrained.

Cut. To remove a card from a deck or sideboard plan. During sideboarding, a cut is a card taken out of the main deck.

D

Data Access Mode. A protective **Mage Coach** state that allows access to existing local data and maintenance features but prevents new paid-product output until license access is restored.

Dead card. A card that currently has little or no useful effect, such as creature removal when the opponent has no creatures.

Deck Briefing. A saved **Mage Coach** play guide for a deck, including its game plan and available mulligan, matchup, or sideboarding guidance.

Deck revision. A saved version of a deck list after cards change. **Mage Coach** keeps revisions separate so games and coaching remain attached to the list that was actually played.

Deck Works. **Mage Coach's** saved-deck workflow for building, playing, reviewing, and improving a deck without losing its version history or coaching context.

Dimir. The blue-black color pair. Dimir is a guild name.

Domain. A rules term that counts the number of basic land types among lands a player controls. It also describes decks built to maximize that count, often by using several colors.

E

Enabler. A card that makes a deck's main interaction or payoff work, such as a discard outlet in a graveyard deck or a sacrifice outlet in an Aristocrats deck.

Enemy colors. Two colors that do not sit next to each other on Magic's color wheel: white-black, blue-red, black-green, red-white, and green-blue.

Esper. The white-blue-black three-color combination. Esper is a shard name.

Evidence. Information actually available to Mage Coach from Arena logs, saved deck data, or other included records. Player Notes provide the player's perspective but are not treated as replay proof.

F

Five-color deck. A deck that uses all five Magic colors. Its mana base must provide reliable access to white, blue, black, red, and green mana.

Flex slot. A deck slot not essential to the core plan and therefore available for metagame choices, experiments, or personal preference.

Flooded. Informal shorthand for drawing more lands or mana sources than the current game can use productively.

Four-color deck. A deck that uses four of Magic's five colors. Four-color decks are usually described by the color they omit or by listing the colors they use.

G

Game-Day Quick Reference. Mage Coach's condensed reminder of a saved deck's game plan, sideboarding guidance, and important things to watch for during play.

Go wide. To build an advantage by creating many creatures or tokens rather than concentrating power in one threat.

Golgari. The black-green color pair. Golgari is a guild name.

Green. One of Magic's five colors. Green commonly uses creatures, mana acceleration, growth, +1/+1 counters, and answers to artifacts or enchantments.

Grixis. The blue-black-red three-color combination. Grixis is a shard name.

Gruul. The red-green color pair. Gruul is a guild name.

Guild. There are ten Ravnica guilds, each representing one two-color combination.

- Azorius — white-blue
- Dimir — blue-black
- Rakdos — black-red
- Gruul — red-green
- Selesnya — green-white
- Orzhov — white-black
- Izzet — blue-red
- Golgari — black-green
- Boros — red-white
- Simic — green-blue

H

Hate card. A card included primarily to attack a particular strategy, card type, graveyard plan, combo, or matchup.

I

Inevitability. The long-term advantage that makes one player increasingly likely to win if the game continues without a major change.

Izzet. The blue-red color pair. Izzet is a guild name.

J

Jeskai. The blue-red-white three-color combination. Jeskai is a wedge name.

Jund. The black-red-green three-color combination. Jund is a shard name.

L

Lethal. Enough damage, life loss, poison counters, milling, or another win condition to end the game if the opponent cannot stop it.

Live Monitoring. A **Mage Coach** feature that watches Arena's local log while the player plays so completed games can be reconstructed sooner. It does not provide live strategic advice during a match.

M

Mainboard. The primary deck used to begin a game. In tournament rules this is often called the main deck.

Mana base. The lands and other mana sources that allow a deck to cast its spells in the colors and at the times it needs.

Mana curve. The distribution of cards by mana value. A useful curve helps a deck spend mana efficiently across the turns when it expects to act.

Mana dork. Informal player slang for a creature whose primary purpose is to produce mana, allowing its controller to cast spells earlier or more efficiently. Llanowar Elves is the classic example. Despite the name, the creature's intelligence is not under formal review.

Mana screwed. Informal shorthand for having too little mana, the wrong colors of mana, or too few useful mana sources to play the game normally.

Mana sink. A card or ability that can use extra mana later in the game, reducing the cost of drawing more lands than immediately needed.

Mardu. The red-white-black three-color combination. Mardu is a wedge name.

Matchup. The strategic relationship between two decks or archetypes, including how their plans, threats, answers, and sideboards interact.

Midrange. A flexible deck that uses efficient threats and answers, often shifting between aggression and defense according to the matchup and board state.

Mill. To put cards from a library into a graveyard. A mill deck tries to win by emptying the opponent's library; the term is now used in Magic rules text as an action.

N

Naya. The red-green-white three-color combination. Naya is a shard name.

O

Orzhov. The white-black color pair. Orzhov is a guild name.

Outs. Cards or possible draws that could improve a position, answer a threat, or create a path to winning. A card is only an out if it can still matter in the actual game state.

Overextend. To commit more cards or creatures to the battlefield than necessary, increasing the damage caused by a sweeper or other broad answer.

P

Payoff. A card that rewards the deck for performing its intended setup, such as a powerful graveyard target, a sacrifice trigger, or a reward for casting many spells.

Pivot. To change roles or plans because the game state has changed, such as moving from attacking to defending or abandoning a race to stabilize.

Play around. To choose a line that reduces the impact of a card or response the opponent might have, while weighing the cost if they do not have it.

Player Note. A note written by the player to record an intention, decision, memory, or reflection for later coaching. It supplies perspective but does not change the underlying game evidence.

Playset. The maximum normal quantity of a card in a constructed deck: usually four copies with the same English name, unless a rule or the card itself says otherwise. Basic lands are a common exception.

Pressure. Threats or damage that force the opponent to respond instead of freely advancing their own plan.

Prison. A deck that restricts the opponent's ability to attack, cast spells, use resources, or otherwise carry out a normal game plan.

R

Rakdos. The black-red color pair. Rakdos is a guild name.

Ramp. A strategy that produces extra mana or additional land drops ahead of the normal one-land-per-turn pace so larger spells can be cast earlier.

Reach. In rules text, reach is a keyword that allows a creature to block creatures with flying. In strategy discussion, a deck's reach is its ability to finish a game beyond ordinary creature combat, often with direct damage, evasion, or activated abilities.

Reanimator. A deck that puts expensive or powerful creatures into the graveyard and returns them to the battlefield for less than their normal casting cost.

Red. One of Magic's five colors. Red commonly uses speed, direct damage, haste, temporary mana, impulsive card access, and risky short-term power.

Redundancy. Using several cards that perform the same role so the deck can carry out its plan consistently even when it does not draw one specific card.

Removal check. Informal coaching shorthand for a point where a threat or attack succeeds unless the opponent has an appropriate removal spell.

S

Selesnya. The green-white color pair. Selesnya is a guild name.

Sequencing. The order in which lands, spells, attacks, and abilities are used. Good sequencing preserves options and obtains the most value from the available resources.

Shard. Any three-color combination made from one color and its two allied colors: Bant, Esper, Grixis, Jund, or Naya.

Sideboard. A group of cards outside the main deck that can be exchanged with main-deck cards between games in formats that allow sideboarding. Some cards can also access it during a game.

Sideboard plan. A matchup-specific plan identifying which cards to bring in, which to take out, and how the deck's role or priorities should change after sideboarding.

Simic. The green-blue color pair. Simic is a guild name.

Snapshot. A point-in-time copy of an Arena collection saved locally by **Mage Coach**. A later snapshot can reflect changes in cards and wildcards without rewriting the earlier record.

Spellslinger. A deck that gains value from casting many instants and sorceries, often through triggers, cost reduction, token creation, or copying spells.

Splash. To add a small amount of another color to a deck for a limited number of cards, usually with minimal changes to the deck's main color plan.

Stabilize. To stop the opponent's immediate pressure and reach a position where the player is no longer likely to lose in the next few turns.

Stax. Player shorthand for a strategy that taxes, limits, or denies actions and resources. It overlaps with prison strategies, but the exact boundary varies by community.

Sultai. The black-green-blue three-color combination. Sultai is a wedge name.

Synergy. The added value created when cards work better together than they would independently.

T

Tech card. A card chosen to answer an expected metagame, matchup, or problem rather than because it is part of the deck's basic engine.

Tempo. The pace and efficiency with which a player develops threats and uses mana while delaying the opponent. A tempo deck tries to gain and protect an early advantage rather than win a long resource battle.

Temur. The green-blue-red three-color combination. Temur is a wedge name.

Threat assessment. The process of deciding which opposing permanent, spell, or plan is most dangerous and therefore deserves an answer first.

Tokens. A strategy that creates many token permanents, usually creatures, and uses their number or shared bonuses to create an advantage.

Toolbox. A deck containing specialized cards for different situations and reliable ways to search for or access the right one.

Topdeck. As a verb, to draw a particularly useful card from the top of the library at the needed moment. As a noun, it can mean that draw or the card drawn.

Tracked deck. A deck identity that **Mage Coach** recognizes across recorded games so its statistics, history, packages, and saved workflow can be grouped together.

Trade. An exchange of resources, such as one creature blocking and destroying another or one removal spell answering one threat. A favorable trade gains more useful resources than it spends.

Transformational sideboard. A sideboard plan that changes the deck's central strategy or threat profile so the post-sideboard deck attacks from a meaningfully different angle.

Tribal / typal. A deck built around creatures that share a creature type and the cards that reward that type. Typal is the newer neutral term for this concept; many players still use tribal.

Two-for-one. A play in which one card causes the opponent to lose two cards or comparable resources. The phrase can also describe being on the losing side of that exchange.

U

Unknown. Mage Coach's explicit label for information the available evidence does not establish. It is a boundary on the conclusion, not a guess or an error.

Unresolved. Mage Coach's label for an identifier or piece of data that was observed but could not be mapped or interpreted safely, such as an unrecognized card or commander identifier.

V

Value. A broad strategy term for useful advantage gained from a card, play, or exchange, including cards, mana, life, board presence, or flexibility. Its exact meaning depends on context.

Voltron. A strategy that concentrates Auras, Equipment, counters, or other enhancements on one creature, often a commander, and tries to win through that creature.

W

Wedge. Any three-color combination made from one color and its two enemy colors: Abzan, Jeskai, Sultai, Mardu, or Temur.

White. One of Magic's five colors. White commonly uses cooperation, order, small creatures, protection, life gain, and broad removal.

Win condition. The card, interaction, or strategic route a deck expects to use to win, such as combat damage, direct damage, milling, or a combo.

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