

CZ417: UPGRADE YOUR INTERACTION

- 1) UPKEEP STEP
 - 2) MAIN TOPIC
 - 3) TO THE LISTENERS
 - 4) THE END STEP
 - 5) CLEAN-UP PHASE
-

- 1) INTRO DJ & LADEE

@jumbocommander - **@brttnymchlle** - **@commandcast**

I see too many one dimensional decks out there. Too many class cannons and hyper-focused gameplans. Let's upgrade our interaction with the battlefield and with our opponents.

****CARD KINGDOM - ULTRAPRO CALL-OUT #1**** ****PATREON CALL-OUT – __Max Lundeen__****

- 2) **MAIN TOPIC:** Upgrade your interaction

There are more “must answer” threats out there than ever before. We all need to upgrade our interaction. Now, we can tell you to run more top tier pieces of interaction. Like Swords to Plowshares / Path to Exile / Beast Within / Cyclonic Rift / Chaos Warp
You don't need that advice ... these are all in the top 25 cards on EDH rec. Collectively they are in over half a million decks. It would be strange if you didn't see these cards ...

NO. We are looking for a different kind of interaction. Interaction with the board but also interaction with your opponents .. interaction with your friends.

The inspiration for this episode is my favorite card from AFC - Druid of Purification
(NOTE: CANNOT TALK ABOUT EXTRA TURNS CONTENT)

Is Druid of Purification better than Reclamation Sage (Top 10 green card)?

Engage the Table for Better Games

A game of Commander has a lot of facets that make it so enjoyable. The people are certainly a big part of my enjoyment.

What can we do to get the table talking?

Are there any cards that start a discussion?

Can we generate interaction without costing us game winning equity?

Shared Responsibility

Sharing elements of the gameplay can bring more people into the game. Making other people feel responsible brings them into the game but it also brings them on your side of the game. It is harder to place the blame when everyone is at fault

Druid of Purification

Volcanic Offering

Council's Judgment
Tempt with Discovery

The Illusion of Choice

Giving OPs choices forces them to interact, it even gives them an advantage, it's almost as if you granted them a favor for doing what you would have done anyways.

Fatespinner
Kaervek the Merciless
Crown of Doom
Wound Reflection

Punisher Mechanics

Punisher is slang for spells that force an opponent to decide how to punish themselves, usually giving them a choice between either two bad situations or between something bad for them and a bonus for you.

Browbeat / Risk Factor
Sin Prodder / Combustible Gearhulk

All punisher mechanics are not the same. When given the choice of two bad situations like paying mana it seems like we enjoy those decisions less

Wandering Archaic / Rhystic Study / Smothering Tithe

This Looks Symmetrical (But it isn't)

Flumph
Selvala, Explorer Returned
Kynaaios and Tiro of Meletis
Natural Balance
Braids, Conjuror Adept

Lobby your Opponents for Political Favors

Kenrith, the Returned
Excavation Technique - and other demonstrate cards
Wrong Turn
Scheming Symmetry
Dawnbreak Reclaimer

Speak Softly and Carry a Big Stick

Unique and over the top plays get the table excited and can keep you in the game.

Illusionist's Gambit
Tragic Arrogance
Disrupt Decorum
Worst Fears
Head Games

What is the overall takeaway? Have you convinced us to up our interaction with other players?
Shoutout to Jeff Roberts @JWMRoberts for his deck "Damned if you do, Damned if you don't"

3) **TO THE LISTENERS:**

What are the best ways you have to get the table talking? Tell us in the comments below.

****CARD KINGDOM CALL-OUT #2****

****ULTRA PRO #2****

4) **THE END STEP** Do you have one? If not I can do one.

5) **CLEAN-UP STEP**

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