



Commander Sealed 2021 Primer

SOLD OUT

Welcome to Commander Sealed 2021! This is the second run of Commander Sealed in Rochester NY, as the 2020 event was postponed due to COVID. Commander 2019 was fun and successful, drawing 36 players from across New York and neighboring states. [Angelo Guerrero of EDHREC](#) took home the win with his [Damia Sage of Stone deck](#). 2021 aims to be even more ambitious with 64 seats open to **fully vaccinated** players. This format was conceived as a way to engage in casual, tournament-level, EDH play, without mismatched expectations of power level. Previously, playgroups had to resort to EDH precon for all players to approximate even power levels. Pubstomping or cEDH-level fast combo are challenging to execute when a deck is built spontaneously in a limited environment. As this format is a mashup of the Sealed, Chaos Draft, and Commander formats; some rules of each format will override others. Questions, comments, or concerns? Please [email the event organizer](#) Dean Gootee, or [contact him on Twitter](#).

What's Included?

Each player receives a **seventeen pack sealed pool** consisting of:



3x packs of Commander Legends



1x pack each of Dominaria, Battlebond, Modern Horizons, and Modern Horizons 2



1x pack of Jumpstart



1x pack from among Modern Masters 2017, Ultimate Masters, Mystery Booster, and ~~Double Masters~~ (sold out). These packs are player chosen; first-come, first-served. Contact Dean after payment to select your pack.



8x other packs from among War of the Spark, Throne of Eldraine, Theros Beyond Death, Ikorla: Lair of Behemoths, Core Set 2021, Zendikar Rising, Kaldheim, Strixhaven, and Adventures in Forgotten Realms. These packs are player chosen; first-come, first-served. Each pack must be from a different set. Contact Dean after payment to select which pack you don't want.

When and Where?

Commander Sealed 2021 will be held in Rochester, NY on September 25th, 2021 at [Just Games](#) at 2 pm.



Shut Up and Take My Money

Currently 64 seats of 64 have sold, 0 seats remain. **This event is sold out.**

This is a charity event. Each seat costs \$150. Pay for your seat here: ~~Commander Sealed 2021 Money Pool~~. [Just Games event page](#). Payment covers 17 packs, door prizes, and the grand prize. All proceeds benefit [The Trevor Project](#). As long as seats remain available, payments are accepted as late as September 1st.

Please affirm that you have read this primer by posting the following info in the money pool comments section: your name, how you learned about this event, where you are traveling from.

REMINDER! After you've paid, please contact Dean with your pack selection! (You'll need to decide which of the four masters packs you want, and which one of nine premier packs you don't want.)

IF YOU PURCHASED YOUR SEAT THROUGH JUST GAMES, you do not need to purchase anything through the money pool, similarly, if you've already purchased your ticket through the money pool, you needn't pay again through Just Games.

Sponsorship & Support

If you cannot attend in person but wish to sponsor another player, please write "Sponsor" in the comment line of the money pool. If you'd like to support The Trevor Project by donating a box to the event, please [contact Dean](#). Alternatively, you can help the event support The Trevor Project by [donating directly towards our fundraising goal of \\$3,500](#).

If you're a store owner in New York, New Jersey, Pennsylvania, Connecticut, or somewhere within reasonable driving distance of Rochester, you can help by just printing and posting [a flyer for the event](#). You can also help by [sharing the event on Facebook](#) and [tweeting about the event](#).

Why?

First, Commander is fun and Limited is fun. Why not mash them up?

Second, millions of LGBTQ+ youth in America and around the world are at increased risk of suicide, housing shortage, substance abuse, poverty, and discrimination. The Trevor Project supports and resources these vulnerable youth. This year, Dean is highlighting The Trevor Project because, for him, it's personal. Growing up queer and underresourced, he suffered emotionally and psychologically. He hopes that by supporting The Trevor Project, growing up can be brighter for the queer youth of today.

Announcements, etc

Keep up with event updates and meet other competitors virtually in our [Discord](#).

How it works

Most Standard Commander Rules apply. Find them [here](#). Exceptions are listed below:

Deck Construction & Trading Time

Players are given a pool of 17 packs. Players open their packs and use those cards to build a 100-card, singleton deck. Players are allotted 15 minutes to open their packs and get an idea of what kind of deck they'll build. This is followed by a 15-minute trading time. Players may trade with other players using only cards in their sealed pool. No outside trade binders, please. Following the trade time another 45 minutes are allotted to revise, rebuild, and sleeve post-trade decks.

Deck size

You will build a 100-card deck consisting of 99 cards + your commander, or 98 cards + your commanders in the case of Partners.

Companions, Lessons, Wishes

In constructed EDH, cards that reference cards you own (your sideboard) don't function. In Commander Sealed, however, these cards function as they would in any limited event, with your unused sealed pool serving as your sideboard. Cards used from your sideboard must still adhere to the singleton rule (if there is a card with that name in your deck, you cannot get it from your sideboard), and must adhere to your commander's color identity.

Companion is a mechanic that was introduced in Ikoria: Lair of Behemoths. Assuming that your deck meets all construction requirements of a given companion, this card can serve as a 101st card that begins play in your sideboard which you may pay 3 mana to put into your hand any time you could cast a sorcery.

Lessons debuted in Strixhaven. They are a card subtype that interacts with the Learn mechanic allowing you to put them into your hand from the sideboard. (eg [Poet's Quill](#) and [Introduction to Annihilation](#)) [See the Comprehensive Rules for more information.](#)

Wishes are cards or abilities that search for cards "outside the game" and put them into your hand. (eg [Karn, the Great Creator](#)) Their function is similar to Lessons and Learn, in that they can acquire cards from your sideboard.

Banned cards

Like any other Limited event, if you crack it, you can play it. That means that cards that are usually banned ([Braids, Cabal Minion](#); [Channel](#); [Emrakul, the Aeons Torn](#); [Gifts Ungiven](#); [Griselbrand](#); [Karakas](#); [Lutri, the Spellchaser](#); [Sundering Titan](#); and [Upheaval](#)) **are all legal for play in Commander Sealed!**

"Playtest" Cards

Mystery Booster "Playtest" cards will not be legal for this event.

Color identity

Each card has a color identity consisting of any mana symbols that appear anywhere on the card (except in reminder text.) For example; [Alesha, Who Smiles at Death](#) is a red creature with a Mardu (red, white, and black) color identity. Each card in your deck must adhere to your Commander's color identity. All colors of a hybrid mana symbol count towards color identity.

Singleton

Unlike a typical sealed deck, your deck is limited to one copy of any given card regardless of how many copies of that card are in your pool. With the exception of basic lands, no two cards in the deck may have the same English name. Some cards (e.g. [Rat Colony](#)) may have rules text that overrides this restriction.

Planeswalkers

Each player that selects a War of the Spark pack is guaranteed at least one Planeswalker card. While legendary, Planeswalkers are not legendary creatures, and cannot be the commander of your deck. Planeswalker cards that state otherwise such as [Grist, The Hunger Tide](#); [Jeska, Thrice Reborn](#); [Tevesh Szat, Doom of Fools](#); and [Will and Rowan Kenrith](#) are exceptions to this rule.

Partner

If you choose partners to be your commanders, your deck will be the combined color identity of both of your commanders. Both will begin the game in the command zone. Your deck will be 98 cards + your Commanders, rather than 99 + your Commander.

Going to Time

There are 60 minutes allotted to each game. When time is called any pods still playing gain a [Havoc Festival](#) emblem. This emblem is not attached to any player and remains in play until someone wins the game.

Pods

The event will start with a total of 64 players comprising 16 pods of 4, and advance in a single-elimination structure. The winners of each pod will advance to 4 pods of 4. The winners of those pods will advance to the final pod of 4 players.

Prizes

3 mixed packs will be given away every half hour over the course of six hours during the event. Each round, the players who won their pod will each receive a random pack. Additionally, the winner of the final pod will take home [all five of the Commander 2021 decks](#).

Record Your Deck

Please, please, please! Record your deck somewhere and [submit it to me](#)! I keep track of them from event to event and post them online. Take pictures of your deck, write it down, type it up, just send me a list somehow. [Here is a list of 2019's decks](#).

What to bring (or not)

Sleeves

If you forgot your extra sleeves at home, fear not! This year Commander Sealed will be at Just Games, so sleeves will be available for purchase. You're going to be cracking some potentially high-value cards; make sure they're protected! You might also consider bringing or buying a deck box to bring your new deck home in.

Accessories

Dice, counters, playmat, pencil & paper, tokens. You're Magic players, you know the drill.

A good attitude

This is a friendly, casual event. Good sportsmanship is a must. Friendly trash talking and banter is fine, but leave your salt at home. For more details, [refer to Just Games' Code of Conduct](#).

Food

Getting hungry can cause crankiness and slow down thought processing. Don't let analysis paralysis grind your game to a halt, bring some snacks! There are restaurants near Just Games should you need to step out for a food break.

Deckbuilding Basics, Reminders, and Tips:

Wincons

Games don't end without them. We're trying to keep games around an hour and change, so make sure you include ways to close out the game.

Card draw

It's important to include cards that generate card advantage. Either increasing the quantity of cards you have access to or the quality. 10-15% is a good rule of thumb when building a deck.

Ramp

Creatures and artifacts that tap for mana, or spells and effects that get you more lands onto the battlefield, are a deck building basic. Depending on your mana curve, you'll probably want 5-15% of your deck to get you ahead on mana.

Color fixing

This is a function of ramp. In Limited your access to colors is much more restricted. Keep that in mind when building a deck with two or three colors.

Land count

You need lands. Many people start with 40 lands and subtract 1 for every 2 ramp effects in the deck. Your mana curve will also affect how many lands you'll want to run. Most decks average around 36 lands.