



QUICK GUIDE

Spark

Life Counter & Battle Log

Life counter for Magic: The Gathering ·
Commander format
2 to 6 players · iOS

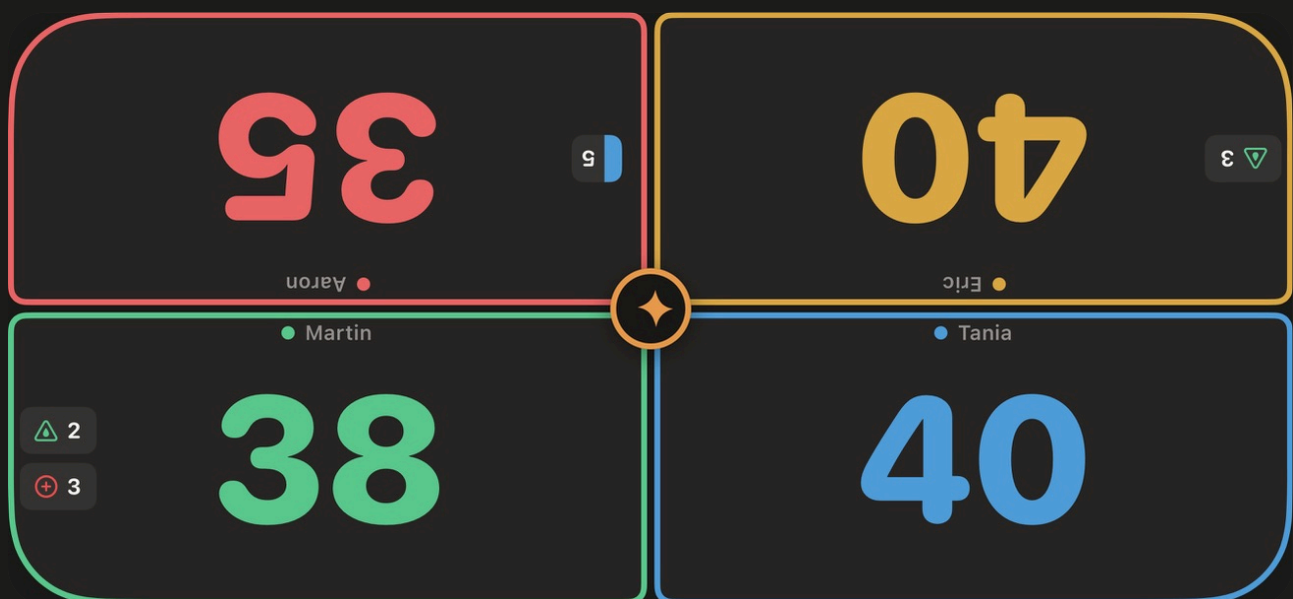
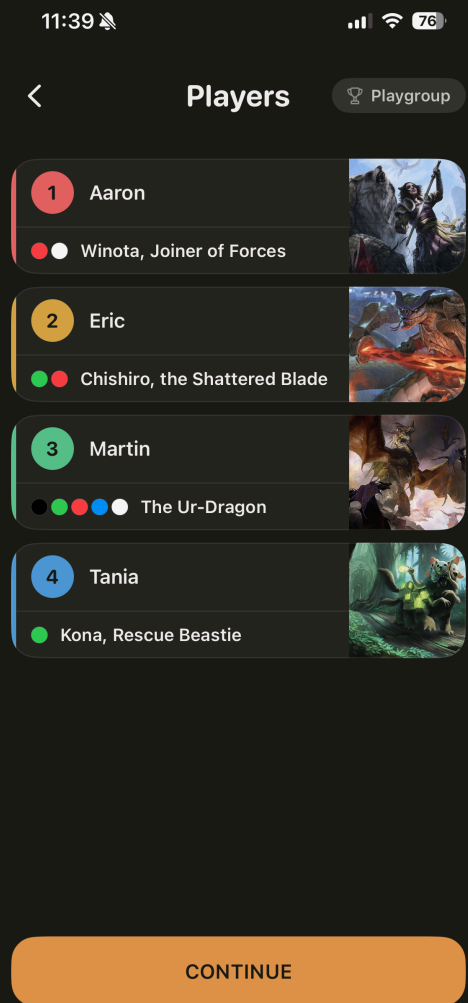
More than a life counter

Spark saves **every match end to end** as a timeline: every life change, every commander hit, every elimination, in real chronological order. Reopen any match and find the exact turn it pivoted on.

And because our pods like to talk trash, it also runs an **ELO ranking per playgroup** — Bronze to Challenger, with sub-ranks, zero-sum math and a percentile rule.

WHAT MAKES SPARK DIFFERENT

- **Battle Book** — full reconstructable match history
- **Combat Mode** — assigns all damage types on exiting combat
- **Commander damage per pair** attacker→defender (CR 903.10a)
- **ELO ranking** per playgroup — Bronze → Challenger
- **Real stats** from your group's meta
- No ads · No tracking · Optional login



The player tile

Cada jugador tiene una casilla con su vida grande al centro y **dos railes laterales**:

- 1 Life total** — big number in the center. Tap top +1, tap bottom -1, swipe for large changes.
- 2 Name + commander** — top edge of the tile. Tiles flip so each player reads their life right-side-up.
- 3 Inner rail** (central menu side) → **commander damage** received, per attacker. One bubble per player.
- 4 Outer rail** (far edge) → **counters**: poison, energy, experience, radiation. Horizontal swipe to change type.

TIP

The app is locked to landscape so the iPhone stays flat on the table. Tiles rotate automatically — every player reads their life right-side-up.



Tile with inner rail (cmd damage) and outer rail (counters)



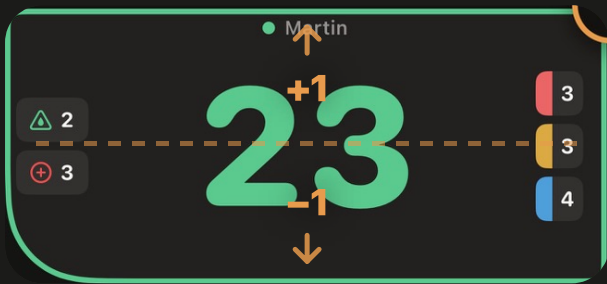
The two core gestures

Tap — fine adjustment ± 1

Upper half of the tile $\rightarrow +1$ life

Lower half of the tile $\rightarrow -1$ life

Each tap triggers a light haptic. Best for small changes: a 1-damage prick, a Shock, etc.



Vertical swipe — large changes

Arrastra arriba \rightarrow ganas vida · **Arrastra abajo** \rightarrow pierdes vida

La mitad del tile son $\approx \pm 10-12$ PV. Mientras arrastras, una **burbuja** muestra el delta en directo.

Al soltar, el cambio se consolida y se registra en el Battle Book. Varios swipes seguidos sin pausa se agrupan en un único evento.



Bubble showing -5 during an active swipe

Long press — combat mode

Hold ~ 0.5 s on the attacker's tile \rightarrow enters combat mode (see next page).

Counters and commander damage

Outer rail — counters

Shows **poison** by default. To change type:
horizontal swipe on the rail → cycles through:

poison → energy → experience → radiation

To adjust the value: tap top +1 · tap bottom -1 ·
 vertical swipe for large changes.

DEATH THRESHOLDS

- **Poison** — dies at 10 counters (CR 704.5c)
- **Energy / Experience / Radiation** — no death threshold

Inner rail — commander damage

One bubble per other player with their commander's accumulated damage. The counter is **per attacker → defender pair** (CR 903.10a).

If Aaron's commander hits you for 7 and Paco's for 4, those are **two independent counters**. At **21 damage from the same commander = death**.

RECOMMENDED FLOW

Use **combat mode** (next page) and let the app distribute damage on close. Faster and error-free.



Combat mode

Declaring combat

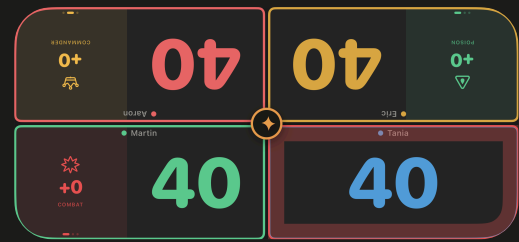
Long press 0.5 s on the attacker's tile → that player attacks. Their tile glows. Every defender gets a **combat zone** on the half of their tile closest to the center. Rails are hidden.

Assigning damage to defenders

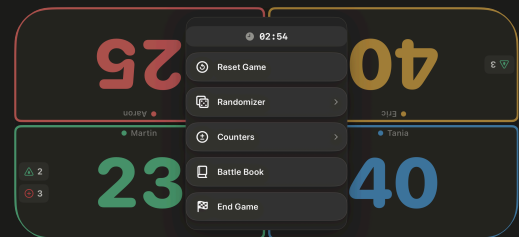
On each defender's combat zone: **tap or vertical swipe**. A type selector lets you switch between **normal life**, **commander damage** (counts toward the 21) and **poison**.

Closing combat

Long press the attacker again → exits combat mode and applies all accumulated damage at once. The Battle Book stores the full phase as one coherent unit.



Attacker's tile glowing in combat mode



Central menu: End Game · Battle Book · Counters · Randomizer · Reset

WHY THIS IS DIFFERENT

In most counters you go one by one. Spark lets you declare **a single combat intent** and applies everything on close — life, commander damage and poison separately, logged with timestamp.

Every match is logged with full detail. From the **home screen** or from the **central menu** during the match.

MATCH LIST

11:46

Battle Book

STATS

30 matches recorded

9 MAY	Commander 4 4:03	4 Tania
26 APR	Commander 2 16:23	2 Xavi
25 APR	Commander 2 46:08	1 Manolo
25 APR	Commander 3 58:38	1 Manolo
25 APR	Commander 3 81:57	2 Tania
25 APR	Commander 3 52:21	1 Paco
25 APR	Commander 3 38:27	2 Tania
25 APR	Commander 6 61:37	3 Xavi
19 APR	Commander 4 101:06	3 Paco
19 APR	Commander 4 85:31	1 Xavi

Date · mode · players · duration · winner

LIFE CHART

Life vs time graph. See at a glance who gained with lifelink and what turn it all went sideways.

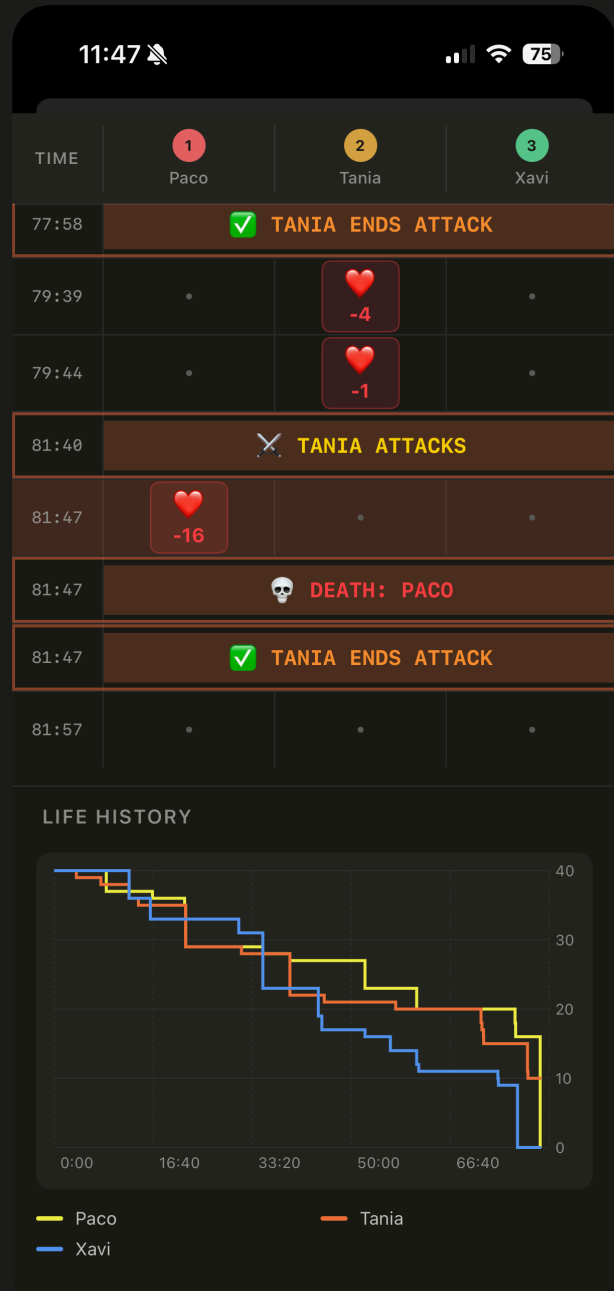
TIMELINE

Every life change, commander hit, elimination — with timestamp, attacker and defender.

KILLING BLOWS

life · commander · poison. Plus ELO changes if competitive.

DETAIL — LIFE CHART + TIMELINE






Life evolution per player + event-by-event chronology

Quick reference — all gestures

GESTURE	RESULT
Tap upper half of tile	+1 PV
Tap lower half of tile	-1 PV
Vertical swipe on tile	±N life proportional to drag (½ tile ≈ ±10–12 life)
Long press 0.5 s on a tile	Enter combat mode (that player attacks)
Long press attacker again	Exit combat and apply all damage at once
Tap/swipe on defender's combat zone	Assign damage (life / commander / poison)
Tap upper part of outer rail	+1 to active counter (poison / energy / experience / radiation)
Tap lower part of outer rail	-1 to active counter
Horizontal swipe on outer rail	Change counter type → cycles through all 4
Tap/swipe on inner rail	Adjust commander damage received (per attacker)
Tap the central button (Spark mark)	Radial menu: End Game · Battle Book · Counters · Randomizer · Reset

DEATH THRESHOLDS

- **Life** ≤ 0 
- **Poison** ≥ 10 
- **Commander damage** ≥ 21 from same commander 

MENÚ CENTRAL

- **Battle Book** — view history (active match shows as **Live**)
- **Randomizer** — die, coin flip, random player
- **Counters** — special counters
- **Reset Game** — restart (not saved)
- **End Game** — close and save



Spark

Made in Barcelona by a player. For his friends.

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Available on App Store · Closed beta on TestFlight · Android coming soon