



USER GUIDE

# Spark

Life Counter & Battle Log

Complete guide for Magic: The Gathering ·  
Commander format  
2 to 6 players · iOS

# Contents

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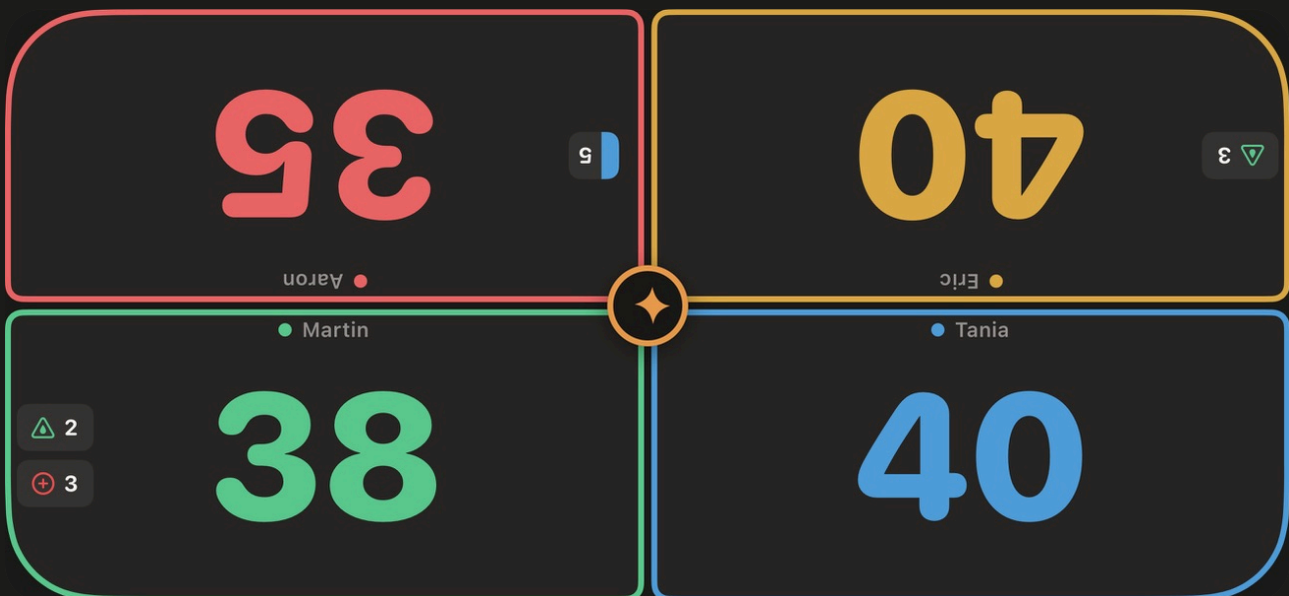
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## FOR MAGIC: THE GATHERING PLAYERS · COMMANDER/EDH FORMAT

Spark is a life counter built for your pod. Where most apps stop at adding and subtracting life, Spark saves every match end to end, tracks combat and commander damage per attacker–defender pair, and runs a real ELO ranking of your group. Read it cover to cover the first time; come back for the swipes you forget.

# What Spark does that other apps don't

- **Battle Book** — every match is saved as a complete timeline: every life change, every commander hit, every elimination, in real chronological order.
- **Dedicated Combat Mode** — you declare an attacker, defenders prep to take damage, and on closing the app applies everything at once, splitting normal life, commander damage and poison.
- **Commander damage por par atacante → defensor** (CR 903.10a) — no un acumulado global; cada par lleva su contador independiente.
- **Death cohorts** — if two players die simultaneously to a board wipe, the app understands it. Final standings reflect it correctly.
- **ELO ranking per playgroup** — Bronze → Challenger, sub-ranks, zero-sum, percentile rule (max 1 Challenger / 2 Masters per group).
- **Real stats from your group's meta** — winrate per player, per commander, per color identity; killing blows broken down; aggression.
- **For Commander 2 to 6 players**, adaptive seat-aware layouts.
- **No ads, no tracking, no required login.**



Main view: 4P match with tiles, rails and central menu

# Setting up a match: PreGame Setup

Tapping **New Game** takes you to PreGame Setup. You define everything before starting:

## Number of players

2 to 6. The app reorganizes the layout automatically based on how many you are and where each player sits.

## Commander Mode

On by default. Toggling on jumps starting life to 40 (CR 903.7). Toggling off drops to 20 (Normal mode). You can still adjust to 20, 30 or 40 manually.

## Player names

By hand or from your **Friends** list. Names you type are saved and autocomplete in future matches.

## Commanders

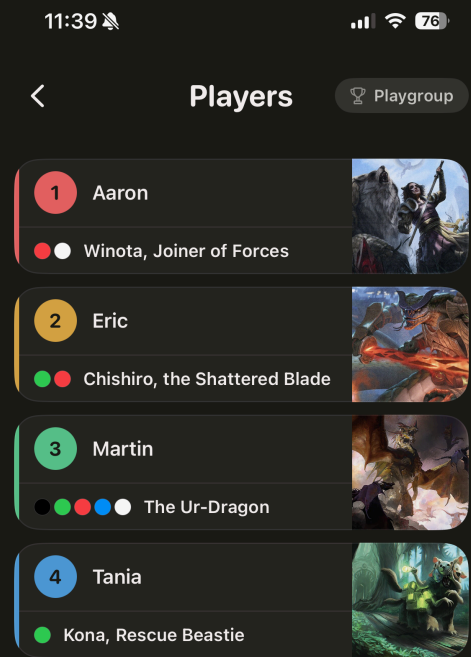
Optional but recommended. Search by name — live autocomplete from Scryfall. If assigned, the app cross-references stats (winrate per commander, color identities, etc.).

## Competitive Mode

Turn on if the match counts toward the Playgroup ranking. Without it, the match is casual and doesn't affect ELO.

### START FLOW

On confirm → **First Player Selection** screen → directly to the table.



*Players screen with commanders assigned*

# Anatomy of a player tile

Every player has a **tile** structured like this:

- 1 **Life total** — big number in the center. Main interaction area.
- 2 **Name + Commander** — top edge. Auto-flip based on seat position.
- 3 **Inner rail** (central menu side) → **commander damage** per attacker.
- 4 **Outer rail** (far edge) → **counters** (poison, energy, experience, radiation).
- 5 **Combat zone** — visible only in combat mode; rails are hidden.

## TABLE DESIGN

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 from their seat.



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



*Inner rail with commander damage bubbles per attacker*

## Gestures at the table: tap and swipe

### Tap — fine adjustment $\pm 1$

- Tap upper half  $\rightarrow +1$  life
- Tap lower half  $\rightarrow -1$  life

Logic flips for players rotated 180°. Each tap triggers a light haptic.



### Vertical swipe — large changes

Drag up or down from the life total. Half the tile  $\approx \pm 10\text{--}12$  life. While dragging, a **Life Delta bubble** shows the running total.

On release, the change is committed to the Battle Book. Several rapid swipes are grouped into a single event.



*Delta bubble during a swipe (-5)*

### Long press — modo combate

**Hold  $\sim 0.5$  s** on the attacker's tile  $\rightarrow$  enters combat mode. Long press again to exit. See §7.

# Counters

The **outer rail** (the edge furthest from the central menu) is the counter zone. Shows **poison** by default.

## Adjusting the value

- **Tap upper rail** → +1 to active counter
- **Tap lower rail** → -1 (won't go below 0)
- **Vertical swipe on rail** → larger adjustment



*Rail exterior con counters y rail interior con cmd damage*

## Changing the counter type

**Horizontal swipe on rail** → cycles through the four types:

poison → energy → experience → radiation

## When to use each

- **Poison** — dies at **10 counters** (CR 704.5c)
- **Energy** — resource (Aether Revolt onwards). No death threshold.
- **Experience** — merit counter (Daghatar, Meren, etc.). No threshold.
- **Radiation** — Fallout set. At your precombat main phase: remove a rad, mill 1 card per rad; if not a land, take 1 damage. Rad doesn't kill directly.

# Commander damage

The **inner rail** (the edge by the central menu) is the commander damage zone. Shows one circle per other player with their commander's accumulated damage against you.

## The attacker → defender pair rule

Each attacker-defender pair has its own counter (CR 903.10a). If Aaron's commander hits you for 7 and Paco's for 4, those are **two independent bubbles**; they don't add up.

At **21 commander damage from the same commander**, you die — regardless of your current life total.

## Adjusting outside combat

Tap or swipe on the attacker's bubble in your rail. But the smooth flow is **combat mode** (§7).

### EXAMPLE

Aaron hits you with 7 via Atraxa · Paco hits 4 via Krenko → two bubbles: **Aaron 7** y **Paco 4**. If Aaron hits 14 more → 21 total from Atraxa → you die.

### RECOMMENDED FLOW

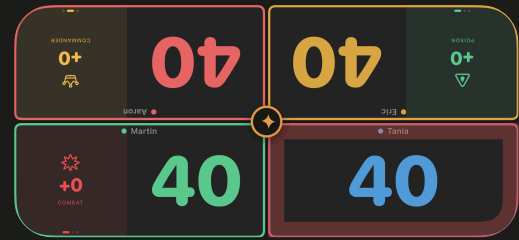
Declare combat (§7) and let the app distribute damage on close. Faster and logged without errors.



# Combat mode

## Entering combat

**Long press 0.5 s** on the attacker's tile. Their tile glows. Every defender gets a **combat zone** on the half of their tile facing the center. Rails are hidden.



Attacker's tile glowing in combat mode

## Assigning damage to defenders

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

The attacker can still interact with their own tile (lifelink, etc.). Defenders have the life zone locked.

## Closing combat

**Long press the attacker again** → exits combat mode and applies all damage at once: vida normal baja la vida, daño de comandante baja vida y sube el contador del par, veneno suma contadores. Cada hit queda registrado en el Battle Book con timestamp, atacante y defensor.

### WHY THIS MATTERS

In most counters you go defender by defender with individual swipes. Spark lets you declare **a single combat intent** and applies it all on close. The Battle Book stores that phase as one coherent unit.

## The central menu during a match

In the center of the table, between all the tiles, there's a **circular button** (the Spark mark) that opens a radial menu.

### End Game

Closes the match with options: save, declare winner, discard.

### Battle Book

Opens the history mid-match. The active match shows up flagged **Live**.

### Counters

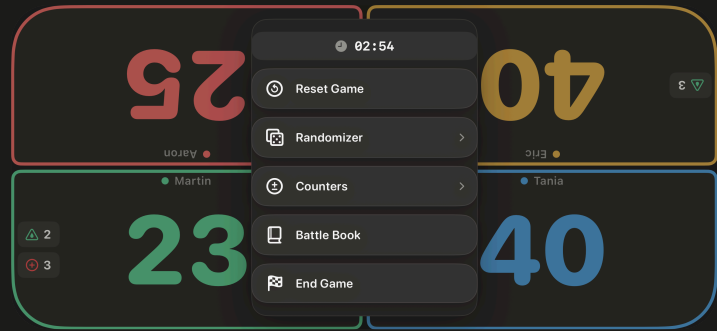
Submenu for special counters beyond the four rail types.

### Randomizer

Die · coin flip · random player selection.  
For Chaos Orb, mulligan order, etc.

### Reset Game

Discards the current log and starts a fresh match with the same players. The aborted match **is not saved**.



Central menu deployed with timer above and 5 options

#### GAME TIMER

Elapsed time appears above the central button. It's saved with the match in the Battle Book.

# Battle Book

## 9.1 · MATCH LIST

11:46

### Battle Book

30 matches recorded

STATS

- 9 MAY

Commander 4 Tania

4 4:03
- 26 APR

Commander 2 Xavi

2 16:23
- 25 APR

Commander 1 Manolo

2 46:08
- 25 APR

Commander 1 Manolo

3 58:38
- 25 APR

Commander 2 Tania

3 81:57
- 25 APR

Commander 1 Paco

3 52:21
- 25 APR

Commander 2 Tania

3 38:27
- 25 APR

Commander 3 Xavi

6 61:37
- 19 APR

Commander 3 Paco

4 101:06
- 19 APR

Commander 1 Xavi

4 85:31

Date · mode · players · duration · winner

Tap a match → detail. Swipe left → delete (90 days in trash). Stats button → global stats.

## 9.2 · MATCH DETAIL

11:46

Back Match Detail

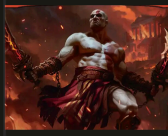
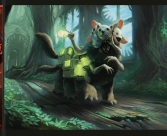
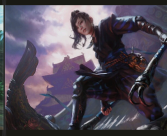
25 abr 2026, 15:00 Tania

81:57 min

3 players Commander 40 life

79 events recorded

COMMANDERS

MATCH STATISTICS

TIME	1 Paco	2 Tania	3 Xavi
00:00	•	•	•
03:44	•	-1	•
07:52	•	-1	•
08:42	TANIA ATTACKS		

Header with date, mode, commanders and winner

Detail includes: header · final standings · elimination order · killing blows (❤️🔥👤) · ELO rating changes · combat stats · per-player stats.

# Life Chart and event timeline

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## 9.3 · LIFE CHART

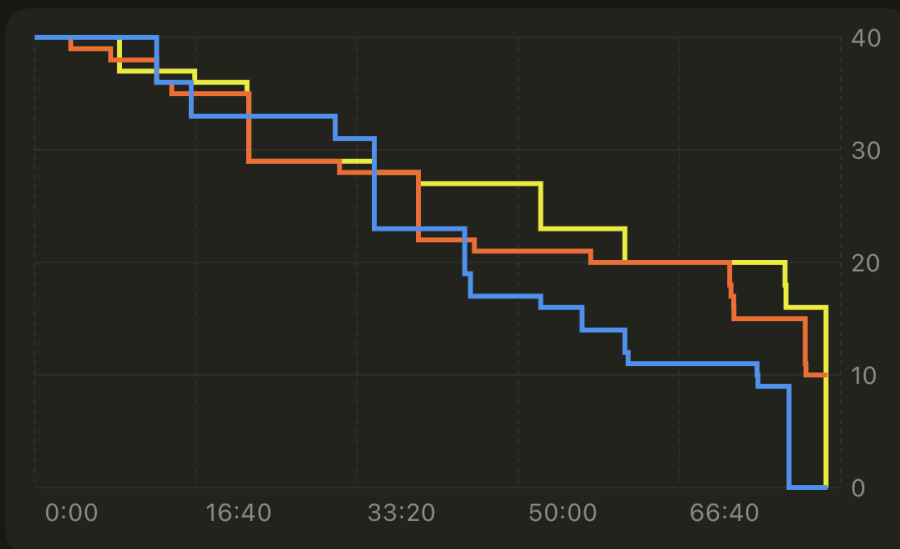
One line per player, X-axis = time, Y-axis = life. At a glance you see who gained with lifelink, who hung on at 1, what moment it all went sideways. The abstract "replay" of the match.

## 9.4 · EVENT TIMELINE

Event-by-event chronology: every life change, commander hit, counter change, combat start/end, eliminations and killing blows. Lets you settle disputes after the match.

TIME	1 Paco	2 Tania	3 Xavi
77:58	✔ TANIA ENDS ATTACK		
79:39	•	♥ -4	•
79:44	•	♥ -1	•
81:40	✂ TANIA ATTACKS		
81:47	♥ -16	•	•
81:47	💀 DEATH: PACO		
81:47	✔ TANIA ENDS ATTACK		
81:57	•	•	•

### LIFE HISTORY



- Paco
- Tania
- Xavi



# Per-match stats

At the end of the match detail, a view with the key numbers:

- **Final standings** — 1st, 2nd, etc. with ties correctly resolved (death cohorts)
- **Elimination order** — who died first and when
- **Killing blows** — how each player died (❤️ life · 👑 commander · ☠️ poison)
- **Aggression** — how many times each player attacked
- **Damage dealt / taken** — total and by type
- **Biggest single hit** of the match
- **ELO rating changes** if competitive — with breakdown "1000 → 1018"

## COMPETITIVE MATCHES

If the match was played with Competitive Mode on, the detail also shows each player's **ELO changes** with sub-rank narrative.

11:47 📶 75

MATCH STATISTICS ^

🏆 FINAL STANDINGS

🏆 2	Tania	1°
🏆 1	Paco	2°
🏆 3	Xavi	3°

💀 ELIMINATION ORDER

#1 3	Xavi	77:58
#2 1	Paco	81:47

✂️ AGGRESSION

2	Tania	attacked 8 times
1	Paco	attacked 4 times
3	Xavi	attacked 2 times

🌟 DAMAGE INFLICTED

Total damage in match	131
-----------------------	-----

2 Tania

*Final Standings, Elimination Order, Aggression and Damage*

# Competitive mode: Playgroups and ELO

A **Playgroup** is your regular pod. Create it with a name and add members from your Friends list. In PreGame, enable **Competitive Mode** and pick the Playgroup.

## The ELO system

- Every player starts at **1000 ELO** (Gold 3).
- New members start at the **group's median** (clamped to [800–1200]).
- After each match, the engine distributes deltas in **zero sum** based on final positions.
- **Sub-rank-aware adjustment**: a Bronze beating a Diamond earns more points than the favourite winning.
- **Partial ties** (board wipes) → average of the implicated positions. Strict zero sum.

### POST-MATCH RANK-UP

When someone ranks up after a competitive match, a collective **Rank Update** screen appears showing all session changes.

The screenshot shows a 'Stats' screen with a close button (X) in the top right. It has two tabs: 'General' and 'Playgroups', with 'Playgroups' selected. There are two buttons: a list icon and an 'EXPORT' button. The main content is a list of players ranked #1 to #4, each with their name, rank, ELO score, and win-loss record. Below this is a 'COMMANDERS' section with three entries, each showing a commander name, their win-loss record, and a percentage.

Rank	Player	Rank	ELO	Record
#1	Tania	Gold 3	1.030	1W-0L
#2	Aaron	Gold 3	1.010	0W-1L
#3	Eric	Silver 1	990	0W-1L
#4	Martin	Silver 1	970	0W-1L

Commander	Record	Winrate	Count
Winota, Joiner of Forces	0W-1L	0%	1
Chishiro, the Shattered Blade	0W-1L	0%	1
Kona, Rescue Beastie	1W-0L	100%	1

*Playgroup ranking with ELO and winrate*

## §10.2

# Ranks table

<b>Bronze</b>	< 800 ELO	No subdivisions
<b>Silver 3 / 2 / 1</b>	800 – 999	
<b>Gold 3 / 2 / 1</b>	1000 – 1199	Starting rank — everyone begins here
<b>Platinum 3 / 2 / 1</b>	1200 – 1399	
<b>Diamond 3 / 2 / 1</b>	1400 – 1599	
<b>Master</b>	1600+ (top 2–3)	Reserved for top 2 and top 3 in the group
<b>Challenger</b>	2000+ (top 1)	Only the #1 in the group — one per group

## INTRA-GROUP PERCENTILE RULE

The "**1 Challenger and at most 2 Masters per group**" rule is by intra-group percentile: even if your ELO crosses 2000, if you aren't #1 in the group you aren't Challenger. This prevents inflated Masters in small pods.

## Stats



General

Playgroups



EXPORT

#1



Tania

Gold 3 ROOKIE

1.030

1W-0L

#2



Aaron

Gold 3 ROOKIE

1.010

0W-1L

#3



Eric

Silver 1 ROOKIE

990

0W-1L

#4



Martin

Silver 1 ROOKIE

970

0W-1L

## COMMANDERS



Winota, Joiner of Forces

0W-1L • 0%

1



Chishiro, the Shattered Blade

0W-1L • 0%

1



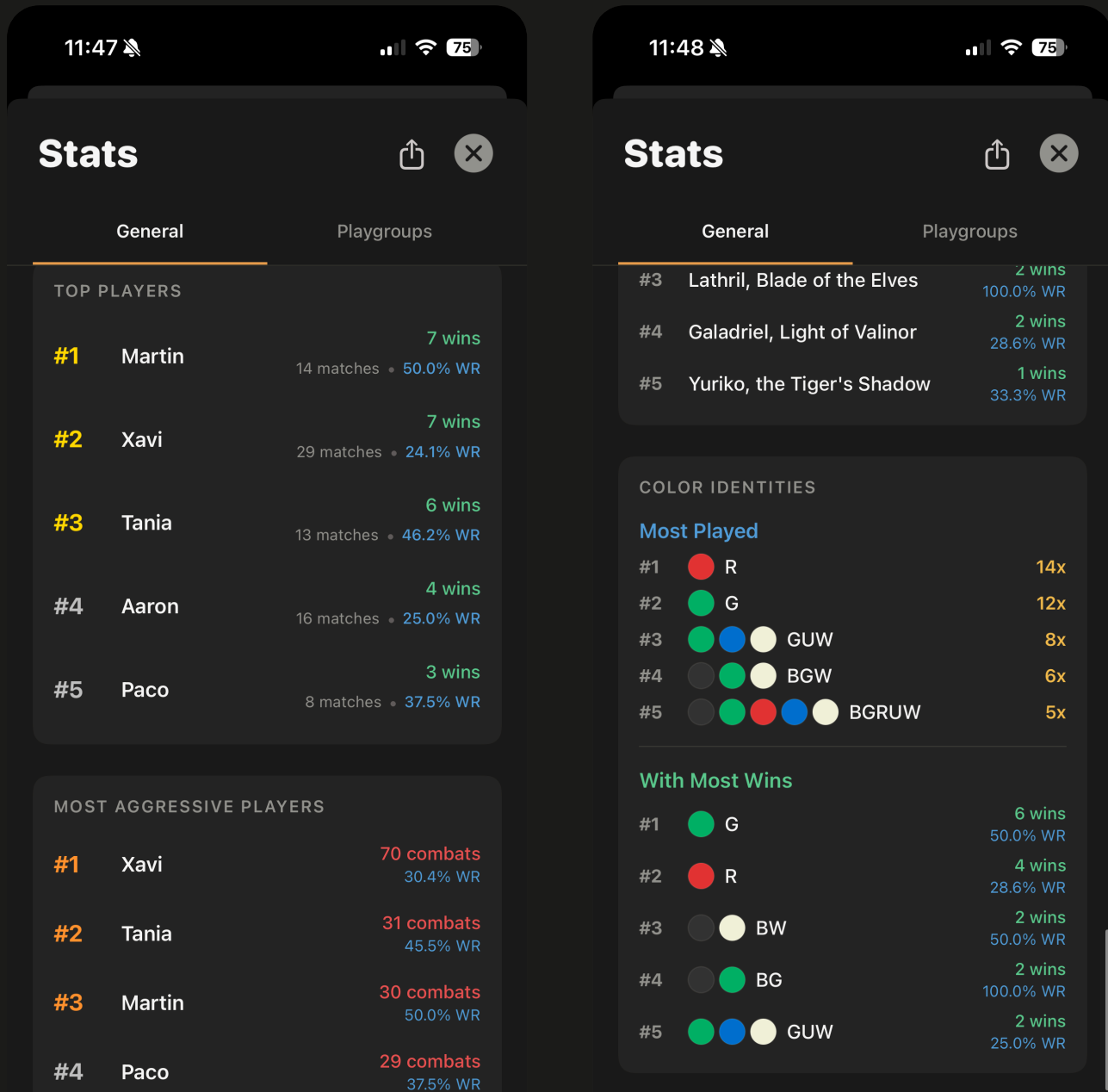
Kona, Rescue Beastie

1W-0L • 100%

1

# Global stats

From the **Stats** button in the Battle Book you reach aggregated statistics across all your players and matches.



Stats General: Top Players and Most Aggressive Players

Stats General: Most played Color Identities and those with most wins

## OVERVIEW

- Total matches · total time · average duration
- Most-played mode · most common starting life
- Killing blows broken down 🩸👑💀

## BY COMMANDER / COLOR

- Top commanders by times played
- Color identities and their winrate
- Your pod's meta in aggregate

## FREE VS PRO

Free users: last 5 matches. **Spark Pro** unlocks stats over the full history.



## Closing tips

- **Lay the iPhone horizontally at the center of the table** and leave it flat. Spark is locked to landscape for exactly this.
- **Assign commanders in setup.** Costs 10 seconds per player and unlocks every per-commander/per-color-identity stat.
- **Turn on competitive mode from day one** with your pod. ELO only gets interesting after 10+ matches; the sooner you start, the sooner you have real history.
- **Use combat mode** even if it feels like an extra step at first. By the second night you'll have internalized it.
- **After the match, open the detail in the Battle Book.** The life chart plus the timeline is where Spark earns its keep.
- **If you delete a match by mistake,** it's in **Recently Deleted** for 90 days.
- **Sign in with Apple is optional.** Without it, everything works locally. If you sign in, your Battle Book backs up to cloud (Pro).

### RESOURCES

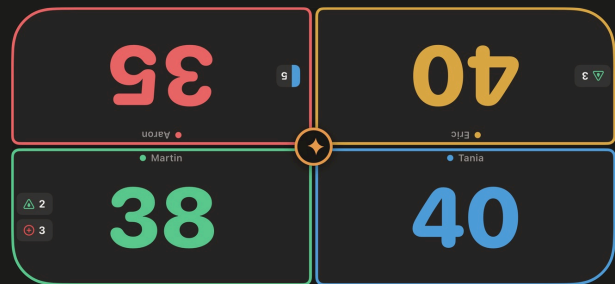
**Web** — [sparkmtg.org](https://sparkmtg.org)

**Support** — [support@sparkmtg.org](mailto:support@sparkmtg.org)

**TestFlight feedback** — shake your device or take a screenshot

### QUICK REFERENCE — THRESHOLDS

- Life  $\leq 0$  → ❤️ life death
- Poison  $\geq 10$  → ☠️ poison death
- Cmd damage  $\geq 21$  (same commander) → 🏆





# Spark

*Made in Barcelona by a Commander player, for his pod.*

[sparkmtg.org](https://sparkmtg.org)

[support@sparkmtg.org](mailto:support@sparkmtg.org)

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