



COMMANDER NIGHTS: *STREETS OF NEW CAPENNA*

Complete achievements from the list below to win special prizes. When you've checked off [], present the list to your organizer for a reward. Once you've completed [], present your list again for an even better prize.

Special Rules (Optional):

- **May 6 – 12:** If a creature entering the battlefield causes a triggered ability to trigger, that ability triggers an additional time.
- **May 20 – 26:** If a player would draw a card other than the first card they draw in each of their draw steps, they draw two cards instead.
- **June 24 – 30:** If an effect would put one or more counters on a creature it puts twice that many of those counters on that creature instead.
- **July 8 – 14:** If a player would copy a spell one or more times, instead they copy it that many times plus an additional time. They may choose new targets for the additional copy.
- **July 22 – 28:** Creatures with haste have trample.

Achievements:

- ☐ **Hidden Agenda:** Own three or more face down cards in any zone.
- ☐ **Steep Price:** Sacrifice three or more creatures during a single turn.
- ☐ **Well Dressed:** Control a creature with three or more different kinds of counters on it.
- ☐ **Turf War:** Control 30 or more lands.
- ☐ **People's Assembly:** Control 7 or more Citizens.
- ☐ **Calling in the Heavy Hitter:** Have an opponent lose the game from commander damage dealt by your commander.
- ☐ **Party Favors:** Have each player gain life and draw one or more cards during your turn.
- ☐ **Didn't See It Coming:** Deal 40 or more damage to a player in a single turn.
- ☐ **Filthy Rich:** Control 10 or more Treasure tokens.
- ☐ **Car Collection:** Control three or more Vehicles.