

what commander should i play quiz

Finding Your Perfect Commander: Navigating the "What Commander Should I Play Quiz" Landscape

what commander should i play quiz is a common starting point for many players looking to dive into the exciting world of strategy games, especially those with deep deck-building mechanics like Magic: The Gathering's Commander format. It's a fantastic tool for aspiring commanders who feel overwhelmed by the sheer volume of available choices, offering a personalized path to discovering a playstyle that resonates with their strategic inclinations and personality. This comprehensive guide will explore the intricacies of these quizzes, helping you understand what they ask, how to interpret the results, and ultimately, how to use them to forge your own unique commander identity. We'll delve into common quiz archetypes, discuss how to tailor your answers for accuracy, and provide insights into translating quiz outcomes into tangible deck-building decisions.

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Understanding the Purpose of a Commander Quiz

So, why do these quizzes even exist? At their core, a "what commander should I play quiz" aims to bridge the gap between player preference and game mechanics. Commander, with its vast card pool and diverse strategies, can be an intimidating format for newcomers. The goal of these quizzes is to distill your strategic thinking, risk tolerance, and desired play experience into a manageable set of recommendations. They act as a friendly guide, preventing you from blindly picking a commander that might not align with how you enjoy playing the game. It's about finding that initial spark, that commander that feels like it was made for you, even if you didn't know it yet.

Think of it like a personality test for your gaming habits. The questions are designed to probe your preferences in a subtle yet effective way. Do you prefer to control the game, or do you like to unleash explosive turns? Are you a meticulous planner, or do you thrive on improvisation? The answers to these questions are then mapped onto established commander archetypes, which are broad categories of playstyles that many commanders embody. By understanding these archetypes, you gain a deeper appreciation for the strategic nuances of the game and a clearer picture of what you're looking for in a commander.

Decoding Commander Archetypes: What the Quiz is Really Asking

Most "what commander should I play quiz" tools are built around identifying your preferred playstyle, which can be broadly categorized into several key archetypes. Understanding these archetypes is crucial to interpreting the quiz results accurately. These aren't rigid boxes, of course, but rather helpful descriptors of common strategic approaches in Commander.

Aggro and Voltron Strategies

Aggro commanders focus on quickly reducing opponents' life totals through persistent, often creature-based, attacks. Voltron is a specialized form of aggro where the commander itself is the primary threat, often buffed to immense proportions to deliver a swift knockout. If a quiz asks about enjoying quick games, overwhelming opponents with force, or making your commander a singular, powerful threat, you're likely leaning towards an aggro or voltron playstyle. These decks often aim to win before opponents can establish their own complex strategies.

Control and Stax Strategies

Control decks aim to dictate the pace of the game by answering threats, disrupting opponents' plans, and eventually winning through a carefully orchestrated endgame. Stax is a more extreme form of control that aims to restrict everyone's resources and options, slowing the game down significantly and making it difficult for opponents to execute their strategies. Questions about enjoying complex decision-making, preventing opponents from winning, or carefully managing resources often point towards control or stax. These playstyles require patience and a keen understanding of game state.

Combo and Storm Strategies

Combo decks seek to assemble specific combinations of cards that lead to an immediate, often game-winning, effect. Storm is a particularly potent combo archetype that aims to cast a large number of spells in a single turn, often leading to a lethal spell like Grapeshot or Tendrils of Agony. If you enjoy intricate puzzles, finding elegant solutions, or winning the game in a sudden, spectacular fashion, a combo or storm archetype might be your calling. These quizzes will often probe your interest in intricate card interactions and explosive turns.

Midrange and Value Strategies

Midrange decks are versatile, able to adapt to different game states. They often play efficient threats and answer opponent's plays while generating card advantage and accumulating value over time. Value commanders typically focus on generating recurring benefits, such as drawing extra cards, creating tokens, or gaining life, often through their abilities or synergistic card choices. Questions about enjoying a flexible playstyle, out-resourcing opponents over time, or winning through incremental advantages often suggest a midrange or value-oriented approach. These players enjoy having answers for most situations and building a strong board presence.

Tribal and Synergy Strategies

Tribal decks focus on a specific creature type, like Elves, Goblins, or Dragons, and aim to leverage the synergies between them. These decks often reward players who enjoy building around a specific theme and creating a cohesive, powerful unit. If you like the idea of building a dedicated army of a certain creature type, or if you enjoy discovering and exploiting powerful card interactions within a specific group, then tribal strategies are likely to appeal to you. The "what commander should I play quiz" might ask about your preference for thematic decks or building around specific creature types.

Key Factors to Consider When Answering Quiz Questions

To get the most accurate results from a "what commander should I play quiz," it's vital to answer questions honestly and thoughtfully. Don't just pick answers that sound "cool" or "powerful." Instead, reflect on how you genuinely enjoy playing games and what makes a game fun for you.

Your Tolerance for Risk and Variance

Some playstyles are inherently riskier than others. Combo decks, for instance, can be explosive but can also fizzle if disrupted. Aggro decks aim for a quick win but can fall apart if they don't draw the right cards early. Control decks are generally more stable but can be slow to close out games. Consider how comfortable you are with the possibility of losing quickly if your strategy doesn't come together, or if you prefer a more consistent, albeit potentially slower, path to victory.

Your Preferred Game Length and Pace

Do you enjoy games that resolve in under an hour, or are you happy to settle in for a longer, more intricate affair? Aggro decks typically aim for shorter games, while control and some combo decks can extend significantly. Midrange and value strategies often fall somewhere in between. Your answer to questions about game length preference can be a strong indicator of your ideal commander archetype.

Your Comfort Level with Complexity

Some commander decks are simpler to pilot than others. A straightforward aggro deck might be easier for a new player than a complex four-card combo that requires careful sequencing and understanding of multiple rules interactions. Quizzes might ask about your enjoyment of intricate card interactions or your preference for a more streamlined gameplay experience. Be honest about how much mental load you're comfortable with during a game.

Your Desire for Interaction and Disruption

Do you enjoy directly interfering with your opponents' plans, or do you prefer to focus on executing your own strategy? Control and stax players tend to love interaction and disruption, whereas some combo or aggro players prefer to "go off" without much interference. Your answers to questions about wanting to see your opponents' hands, counter their spells, or destroy their permanents will reveal your leanings.

Your Affinity for Specific Colors or Mechanics

While many quizzes focus on playstyle, some might subtly hint at color preferences or specific mechanics that a commander uses. For example, a question about wanting to draw lots of cards might point towards blue or green, while a question about destroying permanents could suggest black or red. Don't overthink this, but if you have strong feelings about certain colors or mechanics, let them guide your responses.

Interpreting Your Commander Quiz Results

Once you've completed the "what commander should I play quiz," the most crucial step is understanding what the results actually mean for your deck-building journey. The quiz is a starting point, not a definitive decree. It provides recommendations, but the ultimate choice and execution are yours.

Matching Archetypes to Recommendations

The quiz will likely present you with one or more commander archetypes that align with your answers. For instance, if you favored quick wins and overwhelming opponents, you might be recommended Aggro or Voltron. If you enjoyed intricate planning and resource denial, Control or Stax might be suggested. It's important to read the descriptions of these archetypes and see if they genuinely resonate with your understanding of what you want from the game.

Exploring Recommended Commanders

After identifying the archetypes, the quiz will usually suggest specific commanders that fit those playstyles. Don't just pick the first one you see. Take the time to research these suggested commanders. Look at their abilities, their color identity, and what kind of decks they typically lead. Many websites and content creators offer detailed primers and decklists for popular commanders, which can be invaluable resources at this stage.

Considering Your Budget and Collection

While a quiz can point you in the right direction, it's also pragmatic to consider your budget and existing card collection. Some commanders and their associated strategies can be very expensive to build. If the quiz points you towards a highly competitive and pricey archetype, you might need to adjust your expectations or look for budget-friendly alternatives that capture the spirit of that playstyle. There are often budget versions of most popular commander strategies.

The Importance of Personal Preference Over Strict Adherence

Remember, a quiz is a tool, not a master. If a result feels off, or if you're drawn to a commander that the quiz didn't suggest, that's perfectly okay! Commander is about expressing yourself through your deck. The quiz should inspire and guide, not dictate. You might find that a commander recommended for a "control" playstyle also has elements that appeal to your "midrange" sensibilities. Embrace these overlaps and find what feels right for you.

Beyond the Quiz: Building Your First Commander Deck

Once you've narrowed down your choices thanks to the "what commander should I play quiz" and your own research, the real fun begins: building your first Commander deck. This is where your chosen commander truly comes to life.

Core Card Categories

Every Commander deck, regardless of strategy, generally needs a few key categories of cards:

- **Ramp:** Cards that help you generate more mana, allowing you to cast bigger spells or cast spells more frequently.
- **Card Draw:** Cards that allow you to draw more cards, ensuring you have options and can keep up with opponents.
- **Removal:** Cards that deal with threats on your opponents' boards, whether they are creatures, enchantments, or artifacts.
- **Win Conditions:** The cards or combinations of cards that allow you to win the game.

Synergy and Theme

Your commander's abilities should be the central pillar around which you build your deck. Look for cards that directly benefit from or enhance your commander's effects. If your commander is good at creating tokens, include cards that reward you for having lots of creatures. If your commander has a strong combat ability, focus on equipment, auras, and creatures that can make it even more threatening.

Playtesting and Iteration

No Commander deck is perfect on the first try. The best way to refine your build is to play it! Don't be afraid to make changes based on your experiences. Did you consistently struggle to cast your spells? Add more ramp. Were you consistently running out of cards? Focus on more card draw. Commander is an iterative process, and the journey of improving your deck is as rewarding as winning a game.

Ultimately, finding the right commander is a personal journey. The "what commander should I play quiz" is an excellent starting point to explore the vast and exciting world of this format. By understanding the underlying archetypes, answering questions thoughtfully, and critically evaluating the results, you'll be well on your way to discovering a commander that you'll love to pilot for many games to come.

Q: How accurate are "what commander should I play quiz" results?

A: The accuracy of a "what commander should I play quiz" can vary. These quizzes are designed to provide a starting point and are based on general archetypes of playstyles. They are most effective when you answer the questions honestly and reflect on your genuine preferences. While they can be a great guide, your personal experience and experimentation with different commanders will ultimately lead to the best fit.

Q: What if the quiz suggests a commander I don't like the look of?

A: It's perfectly normal for a quiz to suggest commanders that don't immediately appeal to you. The quiz is a tool to guide you towards archetypes that match your preferred playstyle. Once you understand those archetypes, you can then research other commanders within that archetype, or even commanders from adjacent archetypes, that you find more aesthetically or mechanically interesting.

Q: Can these quizzes help me build a competitive commander deck?

A: Yes, a "what commander should I play quiz" can be a valuable tool in building a competitive commander deck. By identifying strong archetypes that suit your playstyle, you can then focus your research on top-tier commanders and strategies within those archetypes. However, competitiveness also depends heavily on your deck construction, your understanding of the meta, and your piloting skills.

Q: Are there specific websites known for good "what commander should I play quiz" tools?

A: While specific websites can change in popularity, many popular Magic: The Gathering community sites and content creators offer such quizzes. A quick search for "Commander quiz" or "MTG Commander recommendation quiz" will yield numerous results. Look for quizzes that provide detailed explanations of the archetypes and suggest a variety of commanders.

Q: What if I want to play a commander that doesn't fit any of the typical archetypes?

A: Commander is a format that thrives on creativity and unique strategies. While archetypes provide a framework, many commanders defy easy categorization. If you have a specific commander in mind that doesn't fit the quiz results, that's fantastic! It means you have a unique vision. You can still use the quiz results to understand the general strengths and weaknesses of your chosen commander's colors or abilities.

Q: How many commanders should I consider after taking the quiz?

A: It's generally best to narrow your focus to a few commanders that align with the quiz results and your research. Considering too many at once can lead to decision paralysis. Aim to identify 2-3 commanders that strongly appeal to you, then dive deeper into their playstyles and potential deck builds before making your final decision.

Q: Do commander quizzes consider my budget?

A: Most general "what commander should I play quiz" tools do not directly factor in budget. They focus primarily on playstyle and mechanics. However, when you receive recommendations, it's important to research the typical cost of building a deck around that commander. You can then look for budget-friendly versions or alternative commanders with similar playstyles that are more affordable.

Q: What's the difference between a "what commander should I

play quiz" and a deckbuilding guide?

A: A "what commander should I play quiz" is designed to help you choose a commander based on your preferences. A deckbuilding guide, on the other hand, assumes you already have a commander and provides advice on how to construct the 99-card deck that supports it. They are complementary tools in the Commander journey.

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