



COMMANDER NIGHTS: *STREETS OF NEW CAPENNA*

When you accomplish one achievement, tell the Tournament Organizer to collect that week's promo card. You cannot collect more than one past promo card each week, and you cannot claim the same achievement more than once.

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.