

JANK!

Welcome to the casually competitive JANK! format. Deck building is an accessible brewers challenge that bridges collections of different eras and depth to create an environment where players can play new and nostalgic decks in the same format.

Point Buy System

Each deck will have a maximum number points determined by the class and feats selected.

Commons are worth 0 points, Uncommons 1 point, Rares 2 points, and Mythics 3 points. Rarity based on lowest printing within class cardpool.

Class System

Your choice of class will determine your deck building boundaries. By default some of your deck will be **SINGLETON** (only 1 copy of a unique card name), but most classes specify a number of **PAIRS** (2 copies of card) or **TRIPS** (3 copies of a card) that you can build around. A deck can have any number of basic lands.

Optional Feats

Players can opt to use any number of feats to further customize a deck build. These feats incur a heavy cost but provide fun and powerful benefits.

NEW CLASSES
COMING SOON

JANKBRINGER PIONEER JANK CONSTRUCTED



DECK SIZE: 60 CARDS
3 TRIPS, 6 PAIRS
4 PIONEER SETS

22
POINTS

Access up to 4 Pioneer Legal Sets*

AVAILABLE FEATS

QUANTUM ENJANKLEMENT
UNGA BUNGA
DOUBLE DOWN
DOWN TO ONE
NEW TOYS

JANKWALKER STANDARD JANK CONSTRUCTED



22
POINTS

Access to all current Standard Sets

DECK SIZE: 55 CARDS
3 TRIPS, 6 PAIRS
ALL STANDARD SETS



AVAILABLE FEATS
QUANTUM ENJANKLEMENT
UNGA BUNGA
DOUBLE DOWN
DOWN TO ONE



BEGINNING A GAME OF JANK!

ANNOUNCE

Indicate to your opponent your deck Class, chosen sets and any optional Feats and entangled legendaries.

PREVIEW

Shuffle all cards of your main deck then reveal 10 cards. If sideboard is used shuffle all cards of your sideboard and reveal 2 cards.

SIDEBOARD

After the Preview phase, sideboard cards can be exchanged with cards from the main deck. Following substitutions, the points and max number of pairs or trips in the main deck can still not exceed the limits of the class and feats.

DRAW

Draw the opening seven as normal. Mulligan as normal, except that the act of a Mulligan also consumes an available charge of Leyline of Jank.

LEYLINE OF JANK!

A mechanic to help smooth out mana and draws while providing additional avenues for strategy.

Each player starts the game with three charges of Leyline to perform one of the following two abilities. The Leyline can be performed at any time a player could normally cast a sorcery during their turn. This is a special action that does not use the stack.

Taking a mulligan consumes a charge of Leyline.

DIG THROUGH JANK: (pitch a card to dig for land)

Put a card from your hand on the bottom of your library. Reveal cards from the top of your library until you reveal a land card, or until 3 cards are revealed. If you revealed a land, put it into your hand. Otherwise, put the top card of your library into your hand. (This does not count as drawing a card) Put the remaining revealed cards on the bottom of your library in a random order.

JANK CYCLE: (cycle a land)

Reveal a land card *that isn't a basic snow* land from your hand and put it on the bottom of your library. Put the top card of your library into your hand. (This does not count as drawing a card)



FEATS

UNGA BUNGA

Forgo a sideboard to increase starting points by 2

DOUBLE DOWN

Reduce deck size by 10 cards and 2 pts. 6 pairs, no trips

DOWN TO ONE

Reduce deck size by 20 cards and 4 pts. Singleton, no pairs, no trips. Can not combine with Double down

QUANTUM ENJANKLEMENT

Spend 1 maindeck point to choose two singleton legendary cards with different names to become entangled. They both gain "When this enters the battlefield or is cast, you may search your library for its entangled card, reveal it, shuffle, then put that card on top."

NEW TOYS

If two or more sets are standard legal you get +1 set

SECOND WIND

If a player begins the game with a library of less than 50 cards; the first time that player would draw a card from their empty library, that player instead shuffles all cards they own in their graveyard and exile into their library, then draws a card.

JANKBRINGER NOTE *

Lutri, the Spellchaser is banned as Companion. Hedron Alignment and Biovisionary may always be run in copies of four, regardless of feats. The jank must flow.