STANDARD
ENJANKLEMENT

The limited-constructed gateway to the casually competitive Enjanklement formats. The rules work with your **standard legal** cardpool to make building viable decks a fun and accessible challenge. It reduces the power ceiling of decks, while adding twists to smooth gameplay and reduce chance for mana shortages or floods.

(BETA VERSION 3.0)

Deck Size
Decks are 40 card minimum main deck, with 10 card sideboards. The main deck can start a game with up to 6 card names as 2-ofs, with the remaining cards besides basic lands each having a different name(singleton). Sideboard can have any number of 2-ofs.

Point Buy System
Main decks can contain up to 15 points at the start of the game, with sideboards up to 10 points. A card's point value is based on their lowest printed rarity in the Standard card pool. **Commons are worth 0 points, Uncommons 1 point, Rares 2 points, and Mythics 3 points.**

Optional Deck Mods
Players can opt to use any number of deck mods. These mods incur a heavy cost but provide fun and powerful benefits.

Second Wind
The **first** time each 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 the card.

OPTIONAL DECK MODS

Unga Bunga: Forgo having a sideboard to increase your deck points by 1.

Janklander: Main deck is 30 card minimum with 14 points. All cards besides basic lands in main deck/sideboard must be singleton.

Three-Fifty: Main deck is 50 card minimum with 16 points. Can have an additional three card names as 3-ofs. (6 pairs, 3 triplets) Sideboard may have 3-ofs.

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."

Jankstart: You may run a deck composed of two lists exactly as they are configured from the most recently printed Jumpstart product. No other mods can be taken. You begin the game with an extra charge of the Leyline of Jank unless the two lists have the same name.

DECK MOD REMINDERS

Unga Bunga: Not having a sideboard means Lessons cannot be fetched with the Learn mechanic.

Quantum Enjanklement: Singleton means only 1 copy of these legendaries can be in your deck, no matter the deck type. Legendary cards are not limited to creatures or planeswalkers. Choosing the name of a double faced legendary card chooses the names of both sides of that card.

JANK!PREGAME SEQUENCE

Determine Player Order

Announce
Share your deck mods

Preview
Show a portion of your deck

Sideboard
Sideboard as normal

Draw
Draw starting hand and resolve mulligans (mulligans consume a Leyline of Jank)

PLAY JANK!

Leyline of Jank
Three charges, use charges to:
-Dig Through Jank (find land)
-Jank Cycle (cycle land)

BEGINNING A BEST OF ONE GAME OF JANK!

Determine Starting Player as Normal
For each of the following actions, the starting player will perform it first, followed by the player going second.

Announce
Indicate to your opponent any deck mods or entangled legendaries.

Preview
Shuffle all cards of your main deck then reveal 10 cards. 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, card for card. Following substitutions, the points and max number of pairs or triplets of the main deck can still not exceed the max limits of the deck type.

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

PLAYING A GAME OF JANK!

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

Each player gets **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 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)*

REVISION HISTORY

Rev	Date	Change
3.0	02.03.22	Initial Release for Standard Enjanklement 3.0.