

The Redact the Draft Chaff Cube

In general:

- All redacted cards must have valid rules text within the Magic rules. This cube is not "silver border", the goal is to do broken things within the bounds of the Magic rules system.
- Play cards as written, ignoring all redacted text and symbols.
- Reminder text is treated as though it were rules text and can be altered to change what the card does.
- Flavor text is not treated as rules text.
- Things like extra commas or missing capitalization are okay, but cards will be errata'd or removed if they cannot be intuitively played.
- Up to one mana symbol can be redacted from a card's mana cost, any number of symbols can be redacted from the text box.
- Cards will also be errata'd or removed if they are so broken that they aren't fun to play with or against.
- This is the Mario Party of cubes. Have fun and don't take things too seriously. You will get blown out by stupid bullshit, and you will get your opponents right back with something even dumber.

When to redact cards:

In booster draft, at the end of the draft, you may reveal one card from your draft pool that you want to redact. Explain your planned redaction to the other players. If it is determined to be valid rules text by everyone, you may then redact the card (this process hereafter referred to as "redacting a card").

In Winston draft, on your turn during the draft, you may reveal a card from a drafted pile and redact that card. You may redact a card up to 2 times per draft. Once you have added a drafted pile to your draft pool, you can no longer redact those cards.

In Minesweeper draft, you may redact the first card you draft from each Minesweeper board.

Rules for redacting cards:

Things you can do:

- Redact **up to one mana symbol** from a card's mana cost (you can't make a card have no mana cost or redact a symbol if one is already redacted).
- Redact rules text and symbols from the text box (you can redact any amount of mana symbols in the text box).
- Redact reminder text (**this affects the rules text of the card**).
- Redact the flavor text to make it funny (has no effect on rules text, you can add this and any other aesthetic changes to a redacted card at any time if you think of something).
- Redact parts of the card's name to make it funny (has no effect on rules text).
- Doodle on the art to make it funny (please don't be gross).

Things you can't do:

- Redact more than one mana symbol from a card's mana cost
- Make a card have no mana cost
- Make a card have no name
- Make an activated ability have no cost
- Make a triggered ability have no trigger
- Edit the type line
- Add text to cards to change what they do (this cube is about removing text, not adding your own text)
- Make a card that has invalid Magic the Gathering rules text (e.g: You can't make a card that searches your library for "a card" and puts it on the battlefield, because a real Magic card couldn't have text that allows you to put a sorcery on the battlefield.)
- Make a card that searches your library without shuffling it afterwards.
- Make a card that searches your library and puts a specific type of card in your hand without revealing it.

- Make a card that alters power/toughness or grants creatures an ability that perpetuates after end of turn without using counters (e.g: You can't make a Giant Growth that gives a creature +3/+3 perpetually. This isn't *Alchemy*. Yes I know about Riding the Dilu Horse.)
- Use flavor text as rules text.