

REPRINT

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COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1 REPRINT	1
1.1 MTG Card Reprint Policy - Table of Contents	1
1.2 Introduction	1
1.3 Why Magic Cards Are Reprinted	2
1.4 Reserved Cards	2
1.5 Reprinting Cards	2
1.6 Non-English-Language Editions	3
1.7 Special-Purpose Reprints	3
1.8 Reserved Card List	4
1.9 Limited Edition (Alpha/Beta)	4
1.10 Arabian Nights	5
1.11 Antiquities	5
1.12 Legends	5
1.13 The Dark	6

Chapter 1

REPRINT

1.1 MTG Card Reprint Policy - Table of Contents

Magic: The Gathering Card Reprint Policy
March 4, 1996

Introduction

Why Cards Are Reprinted

Reserved Cards

Reprinting Cards

Non-English-Language Editions

Special-Purpose Reprints

Reserved Card List

1.2 Introduction

Introduction

Wizards of the Coast understands that many of you were surprised by the quantity and selection of cards from the Arabian Nights(R), Antiquities(R), Legends(TM), and The Dark(TM) expansion sets that we reprinted in Magic: The Gathering-Fourth Edition(TM) and Chronicles(TM). We have therefore created this Magic: The Gathering(R) Card Reprint Policy to explain why we choose to reprint cards and how many cards from which expansion sets you can expect to see reprinted in future Magic products.

1.3 Why Magic Cards Are Reprinted

Why Magic Cards Are Reprinted

Magic: The Gathering has tremendous appeal both as a game and as a collectible; however, Wizards of the Coast is a game company, and we believe that Magic is first and foremost a supreme game of strategy and skill. We choose to reprint certain cards from limited expansion sets in products like Fourth Edition and Chronicles because we believe that the cards we reprint make for enjoyable game play and that Magic players deserve an opportunity to play with these cards.

Wizards of the Coast understands that Magic also appeals to many of you as a collectible. For this reason, it has always been our policy to print any card with a new card power in black border before or at the same time as it is printed in white border. It has also been our policy never to reprint in black border a previously published Magic card using identical art and card power. The purpose of these policies was to make the black-bordered, limited edition versions of Magic cards as collectible as possible.

We have discovered, however, that, in addition to the limited nature of our black-bordered products, much of the collectibility of a Magic card is determined by its availability for game-play purposes. Accordingly, we have decided to expand on our previous policies by creating a new category of cards, called "Reserved Cards," that we will never print again in black or white border in game-functionally identical form.

1.4 Reserved Cards

Reserved Cards

As mentioned above, "Reserved Cards" are cards that we will never print again in black or white border in game-functionally identical form. For this purpose, a card is game-functionally identical if it has the same card power and casting cost as another card. Note that the exclusion of any particular card from the Reserved Card list does not indicate that we have any plans to reprint that card.

The current list of Reserved Cards includes: (1) all cards from Alpha/Beta Editions that do not appear in Fourth Edition or Ice Age(TM); (2) all uncommon and rare cards from Arabian Nights and Antiquities that have not yet been reprinted in white border (i.e., that do not appear in Revised(TM) [Third Edition], Fourth Edition, or Chronicles); and (3) all rare cards from Legends and The Dark that have not yet been reprinted in white border. Appended to this Magic: The Gathering(R) Card Reprint Policy is a current list of all Reserved Cards.

1.5 Reprinting Cards

Reprinting Cards from Fallen Empires and Subsequent Products

In order to create products that are enjoyable for Magic players, Wizards of the Coast may reprint cards from the Fallen Empires, Ice Age, Homelands (TM), and subsequent limited expansion sets, as well as cards from Chronicles. In order to maintain the collectibility of these products, however, Wizards of the Coast will reprint in white border no more than 25 percent of the rarest cards from Chronicles, Fallen Empires, or any subsequent limited expansion set. At least 75 percent of the rarest cards from each of these sets will never be reprinted in either black or white border. For this purpose, the rarest cards from a given expansion set are all of those cards that appear with the lowest frequency on the rarest press sheet used to print that expansion (i.e., cards from Fallen Empires, Chronicles, and Homelands designated "Uncommon 1" and cards from Ice Age designated "Rare 1" in The Duelist (TM) magazine's cardlists for these sets).

In conjunction with the release of each new edition of the basic game, such as Fifth Edition, we will announce which sets were considered eligible to have cards from them rotated into the basic game. Any rare card from those sets not rotated into the basic game at that time will become a Reserved Card and thus will never be printed again in black or white border in game-functionally identical form.

1.6 Non-English-Language Editions

Non-English-Language Editions

Note that the foregoing policies apply both to English-language and non-English-language cards. The only exception to this is that special considerations which arise when commencing publication of Magic in a new language may force us to publish some cards in that new language in white-border form (e.g., as part of Fourth Edition) without first publishing all of those cards in that new language in black-border form.

In addition, note that the Arabian Nights, Antiquities, Legends, and The Dark expansion sets will not be printed in black- or white-border form in any additional languages, although cards from these expansion sets may be printed in additional languages in black- or white-border form as part of non-English-language editions of the basic game or Chronicles. Chronicles, Fallen Empires, and subsequent limited expansion sets may be printed in black border in additional languages. Wizards of the Coast will periodically announce when any of these products are being removed from consideration for reprinting in additional languages.

1.7 Special-Purpose Reprints

Special-Purpose Reprints

All of the policies described herein apply only to standard, tournament-legal Magic cards of standard size and bearing the standard Magic card back. Wizards of the Coast has and may continue to print non-standard versions of cards for sale or promotional use, such as factory sets and oversized cards.

1.8 Reserved Card List

Reserved Card List

Limited Edition (Alpha/Beta)

Arabian Nights

Antiquities

Legends

The Dark

1.9 Limited Edition (Alpha/Beta)

Limited Edition (Alpha/Beta)

Ancestral Recall	Badlands
Basalt Monolith	Bayou
Berserk	Black Lotus
Blaze of Glory	Braingeyser
Camouflage	Chaos Orb
Clone	Consecrate Land
Contract from Below	Copper Tablet
Copy Artifact	Cyclopean Tomb
Darkpact	Demonic Attorney
Demonic Hordes	Demonic Tutor
Dwarven Demolition Team	Earthbind
False Orders	Farmstead
Fastbond	Forcefield
Fork	Gauntlet of Might
Granite Gargoyle	Guardian Angel
Ice Storm	Illusionary Mask
Invisibility	Jade Statue
Juggernaut	Kudzu
Lance	Lich
Living Wall	Mox Emerald
Mox Jet	Mox Pearl
Mox Ruby	Mox Sapphire
Natural Selection	Nettling Imp

Plateau (Brudi)	Plateau (Tucker)
Psionic Blast	Raging River
Regrowth	Resurrection
Roc of Kher Ridges	Rock Hydra
Sacrifice	Savannah
Scrubland	Sedge Troll
Sinkhole	Sol Ring
Taiga	Time Vault
Time Walk	Timetwister
Tropical Island	Tundra
Two-Headed Giant of Foriys	Underground Sea
Vesuvan Doppelganger	Veteran Bodyguard
Volcanic Island	Wheel of Fortune
Word of Command	

1.10 Arabian Nights

Arabian Nights

Ali from Cairo	Bazaar of Baghdad
City in a Bottle	Diamond Valley
Drop of Honey	Elephant Graveyard
Guardian Beast	Ifh-Biff Efreet
Island of Wak-Wak	Jihad
Juzam Djinn	Khabal Ghoul
King Suleiman	Library of Alexandria
Merchant Ship	Old Man of the Sea
Pyramids	Ring of Ma'ruf
Sandals of Abdallah	Serendib Djinn
Shahrazad	Singing Tree
Ydwen Efreet	

1.11 Antiquities

Antiquities

Argivian Archaeologist	Candelabra of Tawnos
Citanul Druid	Damping Field
Gaea's Avenger	Gate to Phyrexia
Golgothian Sylex	Haunting Wind
Martyrs of Korlis	Mightstone
Mishra's Workshop	Power Artifact
Powerleech	Su-Chi
Tawnos's Coffin	Transmute Artifact
Urza's Miter	Weakstone

1.12 Legends

 Legends

The Abyss	Acid Rain
Adun Oakenshield	Al-abara's Carpet
Alchor's Tomb	All Hallow's Eve
Angus Mackenzie	Bartel Runeaxe
Boris Devilboon	Caverns of Despair
Chains of Mephistopheles	Cleanse
Disharmony	Divine Intervention
Elder Spawn	Eureka
Falling Star	Field of Dreams
Firestorm Phoenix	Forethought Amulet
Gosta Dirk	Gravity Sphere
Gwendlyn Di Corci	Halfdane
Hazon Tamar	Hellfire
Imprison	In the Eye of Chaos
Infinite Authority	Invoke Prejudice
Jacques le Vert	Jovial Evil
Knowledge Vault	Kobold Overlord
Lady Caleria	Lady Evangela
Land Equilibrium	Life Matrix
Lifeblood	Living Plane
Livonya Silone	Mana Matrix
Master of the Hunt	Mirror Universe
Moat	Mold Demon
Nether Void	North Star
Nova Pentacle	Pixie Queen
Planar Gate	Quarum Trench Gnomes
Ragnar	Ramses Overdark
Rapid Fire	Rasputin Dreamweaver
Reverberation	Ring of Immortals
Rohgahh of Kher Keep	Spinal Villain
Spiritual Sanctuary	Storm World
Sword of the Ages	The Tabernacle at Pendrell Vale
Telekinesis	Tetsuo Umezawa
Thunder Spirit	Tuknir Deathlock
Typhoon	Ur-Drago
Willow Satyr	Wood Elemental

1.13 The Dark

 The Dark

City of Shadows	Cleansing
Eternal Flame	Exorcist
Frankenstein's Monster	Goblin Wizard
Grave Robbers	Hidden Path
Knights of Thorn	Lurker
Mana Vortex	Martyr's Cry
Nameless Race	Niall Silvain
Preacher	Psychic Allergy
Scarwood Bandits	Season of the Witch

Sorrow's Path
Tracker
Wormwood Treefolk

Stone Calendar
Worms of the Earth