

Double-faced Cards FAQ

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Some **Magic** sets contain double-faced cards. These cards have another card where there would normally be a traditional **Magic** back, and there are special rules to handle these. Here are some of the questions that have come up most often.

How do players use these cards in game play?

Because the cards have two sides, a few changes are made to deck construction and play rules. At the heart, players have two options - they can play with opaque sleeves or they can play with checklist cards. If they are playing with opaque sleeves, everything works just like usual. If they are playing with checklists, then a few new rules come into play. Don't panic.

What's an opaque sleeve?

Opaque means that no matter how long you stare at the back, you won't be able to tell what's in there. Be careful! A lot of colored sleeves aren't actually opaque - you can sometimes make out the **Magic** logo and the white dot.

What if someone tries to use some of these not-fully-opaque sleeves?

Not using fully opaque sleeves in this situation should be treated as Marked Cards. If the difference can be seen through the sleeves in normal game-play (as opposed to carefully angled under a light source) this is a strong candidate for the appropriate upgrade.

OK, so checklists. Aren't these just proxies? Can I just sharpie up a plains?

They are not a proxy (proxies are only issued by judges under particular circumstances). They have their own classification in the **Magic** Tournament Rules (MTR). Only the official checklist can be used to represent a double-faced card in a deck.

Are there rules for how the checklist needs to be filled out?

A single entry on the checklist should be obviously and unambiguously marked. A card without a mark, or multiple potential marks should be treated as an illegal card.

How will I get hold of enough checklist cards?

You probably have access to plenty of them. They are included in many booster packs from the sets.

How does using a checklist work?

If you use a checklist, you must use checklists to represent all copies of a card with that name in your deck. Then, any copies of the actual card are treated the same way as we treat tokens. They don't exist when determining deck legality and don't exist if they are accidentally shuffled into the deck. You need to make sure not to use a mix of double-faced cards and checklists for a particular double-faced card. Tournament Organizers should consider announcing this to players before the tournament begins to avoid problems.

Do they exist during deck checks?

They sure do! You need to present the double-faced cards to your friendly deck checking judge so that they can verify that you have the cards you've written on the checklist with you. A checklist without a corresponding 'real' double-faced card is an illegal card. Having more double-faced cards than checklists is OK (see the next question), but if they're cards that don't correspond to something in your deck, it's likely to raise awkward questions.

Can I have the back-face versions of the card that I switch in and out when they transform?

As long as they are additional copies of the card, then yes. If you are playing with checklists, then it's no problem, as you'll simply be swapping back and forth between front-face and back-face versions. If you are not using checklists, it's still fine, but make sure that if you keep them with your sideboard they are in a different colored sleeve that makes it obvious that they are there solely to be back-face versions. This is an exception to the no-cards-with-sideboard rules.

If I am using checklists, can I look at the actual double-face cards at any time?

You can. You are allowed to look at double-faced cards you may have on you at any time.

Do I have to reveal to my opponents which double-faced cards I'm playing?

No. You may be keeping the cards with your sideboard, but they are not actually part of your sideboard and don't need to be presented. If you have unfortunately been Mindslavered, the cards don't exist somewhere that they can look at them. Well, except for the ones that they can see the checklist card for.

How do the checklist cards work with cards like Cabal Therapy?

Naming 'checklist' is illegal and will get you frowned at. However, just as with flip cards, naming the back-face side of a double-faced card is sufficient for uniquely identifying the card.

Note that this is not true for cards such as Runed Halo and Pithing Needle. You need to name one side or the other as they only affect that side.

OK, that all sounds like it should work. But drafting?

For drafting at non-Professional Rules Enforcement Level (REL) events (all events except Pro Tour, World Championship, Grand Prix only), it works mostly like it always has, but with a couple twists. Essentially, some cards in the pack convey information that is traditionally hidden from players in draft. That's not a mechanical problem, it's just... different. You'll have to factor in how much information you're giving away as part of evaluating which card to pick. Since there's a double-faced card in every pack, each of the other players drafting will be making the same decision.

Can I hide what I'm picking?

No. Your pick goes on top of your pile, and if you pick a double-faced card, you can put it on top with either side face up (the rest of your cards still need to be picked face-down!) After the review period between packs, you can leave whatever card you want on top.

I'm really curious which double-sided cards the people around me opened. Can I look?

It's common practice to have all the players open their packs and reveal their double-faced card to everyone for a brief review period before drafting the pack. Some looking around at what cards have been picked is acceptable, but that doesn't extend to looking at a player's hand while doing so!

Can I ask what they just took?

While the cards are information that it is not illegal to reveal during draft, you are not allowed to go to great lengths to find it out, which includes (strategic) talking during the draft.

I'd really like to know if the person feeding me is taking a double-faced card, but he's refusing to pick until I do. Help!

In a Competitive REL event, with a timed draft, this is not going to be a problem. In a Regular event, if two players are deadlocked in making a pick, then the player who is closest to feeding the other player that pack must pick first. If the players are equidistant (such as in seats 1 and 5), then the player in the lower-numbered seat makes the pick first.

What about drafting at Professional REL events?

At Professional REL events (Pro Tour, World Championship, and Grand Prix), as soon as a booster is opened during a draft, judges calling the draft will ask all players that opened a double-faced card in their boosters to reveal those cards to the rest of the players in the draft. Other than this, the draft is to proceed as a draft that does not have double-faced cards.

Weren't double-faced cards at *Shadows Over Innistrad* and *Eldritch Moon* Professional REL events sleeved?

Yes. Whenever double-faced cards are included in a set, Wizards of the Coast will evaluate whether cards will be sleeved at Professional REL events. The number of double-faced cards in a set and the frequency at which they appear in boosters are the deciding factors.

Can I open the boosters and sleeve the boosters for my non-Professional REL event?

In order to prevent accusation of judges or stores taking desirable cards from the draft boosters, do not open the boosters and sleeve the cards yourself. Follow the procedures outlined above for non-Professional REL events.