

## K9 Rulings

These are not official rulings, I wrote them, always double-check with your Head Judge if you see anything strange. If you need a source, notice a mistake or have a suggestion, please notify me.

### Quick Notes

*Monsters Summoned by Jokul and Lantern cannot be used for the Xyz Summon of a LIGHT monster (no Pair-a-dice, "Hound", Chronomaly Vimana, nor Cyber Dragon Nova).*

*Remember that Number C104 is destroyed during the opponent's End Phase due to CXyz N.As.Ch. Knight.*

*(OCG only): While you control the monster Summoned by Noroi, you cannot Summon from the Extra except K9 monsters.*

### About Normal Summons

All the Main Deck K9 Monsters, with the exception of Lupis, share this effect:

"If your opponent has 2 or more cards in their hand, you can Normal Summon this card without Tributing."

This is not an effect that activates, and it cannot be negated.

It does not give additional Normal Summons.

When you are able to Normal Summon (usually during your Main Phase), if the opponent has 2 or more cards in hand, you can Normal Summon this card without Tributing 1.

It is not necessary to control other monsters before performing this Normal Summon.

### Activation negated = did not activate

Multiple K9 cards have an effect (or part of an effect) which requires the following in order to be used:

"if your opponent has activated a monster effect in the hand or GY this turn..."

This condition is satisfied if your opponent has activated a monster effect in hand/GY and its activation has not been negated.

Example 1: The opponent activates Mulcharmy Purulia in hand as Chain Link 1 and you activate Ash Blossom as Chain Link 2, the chain resolves. Ash Blossom negates effects, it does not negate activations, so it's still considered that the opponent activated Purulia in

hand (it just resolved negated), so this condition for Izuna, Lupis, "Ripper", "Jacks" and "A Case for K9" is satisfied.

Example 2: The opponent activates Bystial Magnahut in hand as CL1 and you activate Ghost Belle & Haunted Mansion as CL2, the chain resolves. Since Ghost Belle successfully negated the activation of Magnahut, it is not considered that the opponent activated an effect in hand, you don't gain the bonus effects from Izuna and co.

Example 3: In Main Phase the opponent activates Bystial Magnahut in hand as CL1 and you activate Ghost Belle as CL2, at this point YOU CAN activate the bonus effects of Izuna or Lupis as CL3 or higher. Until Ghost Belle resolves and negates Magnahut's activation, it's still considered that the opponent activated Magnahut in hand.

### K9-00 Lupis



"An Xyz Monster that has this card as material gains this effect.

- Your opponent cannot target this card with card effects."

If an Xyz Monster is Summoned using Lupis, but it is later detached, it loses the protection.

If an Xyz Monster is not Summoned using Lupis, but later attaches it as material, it gains the protection from Lupis.

The Xyz Monster gains this effect, so if its effects are being negated by Skill Drain or Forbidden Droplet, it can be targeted, it doesn't matter if Lupis was attached before or after the negation.

During the Main Phase, if your opponent has activated a monster effect in the hand or GY this turn (Quick Effect): You can Special Summon this card from your hand or GY, but banish it when it leaves the field.

You don't need to chain this effect to the opponent's monster effect. You can do so, or you can wait and activate Lupis later. Izuna works the same way.

Ghost Belle can only be chained if Lupis activates in the GY. If its effect is activated in hand, Ghost Belle cannot be chained.

If this card Summoned by its effect tries to be moved to the hand or Deck, or tries to be temporarily banished by S:P Little Knight, it is banished permanently instead.

If this card Summoned by its effect is flipped face-down by an effect like Book of Moon, it won't be banished anymore.

If this card Summoned by its effect is used as Xyz Material (via Xyz Summon or attached by N.As.H. Knight's effect), it won't be banished anymore (even if it's later detached from the Xyz Monster, it would go to GY and you can use its effect again later).

If this card is Summoned by its effect, it cannot be sent to the GY to activate effects like Forbidden Droplet, since Droplet's cost needs to send to the GY and it is not being paid properly.

While Artifact Lancea is applying, this effect can be activated, and if this card would leave the field, it is not banished instead (if destroyed, it would go to GY; if bounced to hand, it will go to hand; etc.).

Immediately after this effect resolves, Xyz Summon using this card you control.

If an effect is chained and Lupis is no longer face-up in your Monster Zone (it was destroyed by Ryzeal Detonator, it was set by Book of Moon, your opponent gained its control with Hollie Sue, etc.) Lupis resolves without effect, the Xyz Summon does not happen.

If your opponent Summoned 2 or more monsters from the Extra Deck during this turn or last turn, and Lupis is your monster with the highest ATK, you can activate this effect (even if Lupis is the only monster you control) and Xyz Summon Super Starslayer TY-PHON - Sky Crisis.

If this effect was activated as CL1, effects like Solemn Judgment can be used to negate the Xyz Summon, since it occurs outside of a chain.

If this effect was activated as CL2 or higher, the Xyz Summon will occur inside of a chain's resolution, so new effects like Solemn Judgment cannot be activated to negate the Xyz Summon.

### K9-66a Jokul



"You can reveal this card and 1 other Level 5 monster in your hand; Special Summon both, but they cannot be used as material for the Xyz Summon of a LIGHT monster."

If your cards in hand are being continuously revealed by an effect like Respect Play or Ceremonial Bell, you cannot activate this effect of Jokul.

If an effect like PSY-Framelord Omega is chained and now you cannot Summon Jokul and/or the other revealed monster, Jokul resolves without effect, it either Summons both or nothing.

"they cannot be used as material for the Xyz Summon of a LIGHT monster" applies individually to each of them as long as they remain face-up in the Monster Zone, it does not expire when the turn ends, so you might want to keep track of which monsters were Summoned by this effect.

## K9-66b Lantern



"If this card is in your hand: You can target 1 Level 5 non-Pyro "K9" monster in your GY; Special Summon both it and this card, but they cannot be used as material for the Xyz Summon of a LIGHT monster."

If an effect like Called by the Grave is chained and now you cannot Summon Lantern and/or the targeted monster, Lantern resolves without effect, it either Summons both or nothing.

"they cannot be used as material for the Xyz Summon of a LIGHT monster" applies individually to each of them as long as they remain face-up in the Monster Zone, it does not expire when the turn ends, so you might want to keep track of which monsters were Summoned by this effect.

## K9-04 Noroi (OCG only)



"If this card is Normal Summoned: You can Special Summon 1 non-Machine "K9" monster from your Deck, but you cannot Special Summon from the Extra Deck, except "K9" monsters, while you control that face-up monster."

You cannot use the monster Special Summoned by this effect to Xyz Summon a monster that is not a K9.

If the monster Summoned by this effect stops being face-up in the Monster Zone (it is flipped face-down, temporarily banished by S:P Little Knight, sent to the GY and reborned, etc.) you are no longer locked into K9s.

"You can send 1 face-up "K9" card you control to the GY; look at your opponent's hand."

Even if you know the contents of the opponent's hand, and even if an effect like The Eye of Truth is continuously revealing it, you can activate this effect. Noroi does not reveal the opponent's hand, you just look at it (you can still read every card there as long as it's done in a timely manner, it's just a different terminology).

If your opponent has 0 cards in hand, this effect cannot be activated.

## "A Case for K9"



"When this card is activated: You can add 1 "K9" monster from your Deck to your hand."

At this card's resolution, you choose if you want to add or not. This effect is always included during this card's activation even if you cannot search and even if you don't want to search. This means that Ash Blossom can always be chained to this card, even if you don't have a card that could be added in your Deck.

""K9" monsters you control gain 900 ATK during any turn in which your opponent has activated a monster effect in the hand or GY."

If your opponent activated a monster effect this turn, and then this card is activated, this effect is applied and your K9 monsters gain ATK.

If this card is increasing ATK, but then it leaves the field or its effects are negated, the ATK gained disappears immediately.

"If this card in the Spell & Trap Zone is destroyed by card effect: You can Set 1 "K9" Quick-Play Spell from your Deck or GY."

If this card is being initially activated to the field (either from the hand, or by flipping it if it was face-down) but Solemn Judgment is chained, the activation of this card is negated, it is

not considered to have been destroyed from the Spell & Trap Zone, so this effect cannot be activated.

If this card is being initially activated to the field (either from the hand, or by flipping it if it was face-down) but Mystical Space Typhoon is chained, this card is considered to have been destroyed from the Spell & Trap Zone, so this effect can be activated.

## K9-X Forced Release



"During the Main Phase: Target 1 "K9" Xyz Monster you control; Special Summon from your Extra Deck, 1 "K9" Xyz Monster with a different name, by using that monster you control (this is treated as an Xyz Summon, transfer its materials to the Summoned monster), then you can destroy 1 card your opponent controls."

This card only targets your K9 Xyz, it does not target the card you want to destroy, that card is chosen at resolution.

The target needs to remain face-up in your Monster Zone in order to Summon.

If an effect is chained and the target is no longer face-up in your Monster Zone (it was destroyed by Ryzeal Detonator, it was set by Book of Moon, your opponent gained its control with Hollie Sue, etc.) you cannot Summon, so you cannot destroy either.

## K9-17 "Ripper"



"You can detach 1 material from this card; add 1 "K9" card from your Deck to your hand, then if your opponent has activated a monster effect this turn, you can Set 1 "K9" Quick-Play Spell from your Deck or GY."

Detaching is a cost.

You need to add in order to Set.

If Droll & Lock Bird is applying or you do not have a K9 in Deck, this effect cannot be activated, even if you want to Set from the GY.

This effect does not target, you choose if you want to Set and from where at resolution.

"When your opponent activates a monster effect in the hand or GY (Quick Effect): You can detach 1 material from this card; negate that effect."

This effect cannot be activated in the Damage Step.

Detaching is a cost.

This effect does not destroy, so if it negates Nibiru it stays in hand.

This negates effects, it does not negate activations. This is important, because it's still considered that your opponent activated a monster effect in hand/GY so that you gain the bonus effect of this and other K9 cards.

## K9-00 "Hound"



This is LIGHT Monster, remember that monsters Summoned by the effects of K9-66a Jokul and K9-66b Lantern cannot be used as Xyz Material for a LIGHT Monster.

"Cannot be destroyed by battle or your opponent's card effects the turn it is Special Summoned."

This is a Continuous Effect, it does not activate, but it can be negated by effects like Infinite Impermanence.

"Each time your opponent activates a monster effect, this card gains 500 ATK when that effect resolves."

This is a Continuous Effect, it does not activate, it applies immediately after the opponent's effect resolves.

If the activation of the opponent's effect is negated by Ghost Belle or Solemn Strike, it does not resolve, so "Hound" does not gain ATK.

If the activated effect of the opponent's monster is negated by Ash Blossom or Infinite Impermanence, it still resolves (negated), so "Hound" gains 500 ATK for it.

The ATK gained is kept while this monster is face-up in the Monster Zone, it is not removed when the turn ends.

If this effect was applied and this monster gained ATK, and later its effects are negated by Infinite Impermanence, all the ATK gained is lost.

"Once per turn, during the Standby Phase: You can detach 1 material from this card, then target 1 card on the field; banish it."

This effect can be activated during the Standby Phase of either player.

### K9-666 "Jacks" (OCG only)



"If this card is Xyz Summoned, or if your opponent activates a monster effect in the hand or GY: You can detach 1 material from this card, then target 1 monster on the field; destroy it."

This effect can be activated in the Damage Step.

This is a Trigger Effect, it is NOT a Quick Effect.

This means that if your opponent activates a monster effect in hand/GY, "Jacks" is not chained to it, the opponent's effect has to resolve first (its activation shouldn't be negated) and "Jacks" can be activated in the following chain.

If your opponent activates a monster effect in hand/GY in Damage Calculation, this effect of "Jacks" can be activated and destroy 1 of the monsters that are battling before calculating damage (no monster would be destroyed by battle, and no damage is inflicted).

"A "K9" Xyz Monster that has this card as material gains this effect.

- During any turn in which your opponent has activated a monster effect in the hand or GY, any battle damage this card inflicts to your opponent is doubled."

If a K9 Xyz Monster is Summoned using "Jacks", but it is later detached, it loses this effect.

If an Xyz Monster is not Summoned using "Jacks", but later attaches it as material, it gains this effect and can inflict double damage.

The Xyz Monster gains this effect, so if its effects are being negated by Skill Drain or Forbidden Droplet, it doesn't gain the double damage, it doesn't matter if "Jacks" was attached before or after the negation.

### K9-X "Werewolf"



"While this card has material, it can attack a number of times each Battle Phase, up to the number of materials attached to it."

If this card has no material, this effect is not applied and it can still perform 1 regular attack.

"When your opponent activates a card or effect (Quick Effect): You can detach 1 material from this card, then activate this effect depending on whose turn it is;

- Yours: Banish up to 1 card each from your opponent's field and GY.

- Opponent's: Look at your opponent's hand and banish 1 card from it face-up, until the End Phase."

This effect cannot be activated in the Damage Step (regardless of who's turn it is).

Detaching is a cost.

This effect does not target.

If it's your opponent's turn, this effect would not include banishing from the GY, so Ghost Belle cannot be chained.

If it's your turn, you choose if you want to banish from field and/or GY at resolution, both options are always included even if the opponent does not have cards in GY, so Ghost Belle can always be chained to this effect during your turn.

Even if the opponent's hand is already being revealed by an effect like Respect Play or Ceremonial Bell, you can activate this effect during your opponent's turn and banish 1 card from the opponent's hand until the End Phase. Werewolf does not reveal the opponent's hand, you just look at it (you can still read every card there as long as it's done in a timely manner, it's just a different terminology).

If your opponent controls Chaos Hunter, this effect cannot be activated, it doesn't matter which player's turn it is.

During your opponent's turn, if he activates the effect of Vanquish Soul Hollie Sue in hand or reveals it to activate K9-66a Jokul, you chain Werewolf, and at resolution you see that the opponent has multiple copies of Hollie Sue in hand, you have to differentiate the activated/revealed copy from the other ones. Verbally agree with your opponent on which copy is trying to be Summoned, you can choose which copy is banished, it is not random.

## Vallon, the Super Psy Skyblaster



"If this card is sent to the GY: You can target 1 face-down card on the field; destroy it."

If this effect is activated targeting a face-down Spell/Trap, but said card is chained and it is now face-up, it is still destroyed.

## N.As.H. Knight



"During the Main Phase (Quick Effect): You can detach 2 materials from this card; attach 1 "Number" Xyz Monster from your Extra Deck to this card that has a number between "101" and "107" in its name, then you can attach 1 other face-up monster on the field to this card."

If this effect is activated, but an effect like Book of Moon is chained and this card is now face-down, you still attach the Number and can choose to attach a face-up monster.

If this effect is activated, but an effect like Ryzeal Detonator is chained and this card is no longer in the Monster Zone, it resolves without effect, it won't attach the Number nor another face-up monster.

## CXyz N.As.Ch. Knight



"You can detach 1 material from this card; Special Summon from your Extra Deck, 1 "Number" Xyz Monster that has a number between "101" and "107" in its name, using this face-up card you control (this is treated as an Xyz Summon, transfer its materials to the Summoned monster), but destroy it during your opponent's next End Phase."

If the monster Summoned by this effect stops being face-up in the Monster Zone (flipped face-down by Book of Moon, temporarily banished by S:P Little Knight, etc.), it is no longer destroyed during the opponent's End Phase.

## Number C104: Umbral Horror Masquerade



"If this card has "Number 104: Masquerade" as an Xyz material, it gains this effect.

●Once per turn, during either player's turn, when a monster effect is activated on your opponent's side of the field: You can detach 1 Xyz Material from this card; negate the activation, then you can send 1 random card from your opponent's hand to the Graveyard, and if you do, halve your opponent's Life Points."

This effect can be activated in the Damage Step.

Detaching is a cost. You can detach Number 104, and it will resolve successfully.

Even if the opponent does not have cards in hand, you can activate this effect, it will just negate the activation of the opponent's monster effect.

You have to negate activation in order to send an opponent's random card in hand. You have to send an opponent's random card in hand to the GY in order to halve the opponent's LP.

If an effect like Dimension Shifter is applying, you can negate the activation of the opponent's monster effect and try to send one of his cards to the GY, but it will be banished instead, so the opponent's LP is not halved.

Even if an effect like Dark Ruler No More or Pot of Prosperity is applying and your opponent cannot take damage or the damage is halved, you can still halve your opponent's LP successfully, halving LP is not dealing damage.

### Number 67: Pair-a-Dice Smasher



This is LIGHT Monster, remember that monsters Summoned by the effects of K9-66a Jokul and K9-66b Lantern cannot be used as Xyz Material for a LIGHT Monster.

"Once per turn, during your Main Phase 1: You can detach 2 materials from this card; each player rolls a six-sided die twice. The player with the higher total cannot activate monster effects or declare an attack, until the end of the next turn."

Detaching 2 materials is a cost.

You roll the die at resolution.

If both players tie, no one has the higher total, so neither player is restricted.

"Once per turn, if either player rolls a six-sided die (or dice) while this card has material, you can treat one of the results as 7."

This is a Continuous Effect.

This card needs to be face-up in the Monster Zone and still have at least 1 material remaining to apply this effect (so you would have to make Dice Smasher with 3 or more materials if you want to use both effects).

After both players rolled their die twice each, you can apply this effect and change 1 of those 4 roll results to a 7. After that, each player sums their rolls, the one with the higher total is locked.

Using both effects, the probabilities are:

≈ 91.90% the opponent is locked

≈ 3.85% it does nothing (tie)

≈ 4.25% you will lock yourself.