# Archetypal Revolution: An Analysis of "K9-04 Noroi" and "K9-66X 'Jacks'" in the ***Doom of Dimensions*** Format

## Strategic Baseline: K9 Archetype Analysis (Pre-***Doom of Dimensions***)

To accurately assess the strategic impact of the new support cards from the *Doom of Dimensions* booster set, it is first necessary to establish a baseline understanding of the "K9" archetype as it existed prior to this release.

### Core Identity: A Reactive Rank 5 Toolbox

Before the *Doom of Dimensions* set, the K9 archetype was defined by its core of Level 5 monsters and a corresponding "toolbox" of Rank 5 Xyz Monsters. The deck's central mechanic was fundamentally *reactive*, designed to "punish" opponents for utilizing common, modern Yu-Gi-Oh! strategies.

Specifically, the archetype's key effects would activate in response to an opponent activating a monster effect in their hand or Graveyard. This design positioned the deck as a direct counter to meta-staples like "Ash Blossom & Joyous Spring" or any GY-reliant combo engine.

This "punisher" playstyle was embodied by its main cards:

* **K9-ØØ Lupis:** This monster's Quick Effect allows it to Special Summon itself from the hand or Graveyard precisely *when* an opponent activates a monster effect in the hand or GY. This provided a "free" Level 5 body on the opponent's turn, enabling disruptive Xyz Summons.
* **K9-17 "Ripper":** This Rank 5 Xyz monster, the deck's primary disruption tool, could use its Quick Effect to detach a material and *negate* an opponent's monster effect activated in the hand or GY.

### The "Engine" Problem: Lack of a Proactive Starter

While the K9 strategy was potent in its specific reactive niche, it suffered from a critical, defining flaw: it lacked a powerful, consistent, 1-card "starter" to establish its board proactively. The deck was excellent at *reacting* but poor at *acting*.

This lack of an internal engine made a "Pure K9" strategy inconsistent and unviable for competitive play. Consequently, the K9 cards were relegated to functioning as a "splashable" Level 5 monster package, designed to be integrated into other, more functional archetypes that could provide a stable foundation.

The competitive landscape pre-*Doom of Dimensions* reflected this hybrid dependency, with the K9 "engine" appearing in a wide array of variants:

* **Vanquish Soul K9:** K9 monsters provided Level 5 bodies that synergized with the "Vanquish Soul" strategy.
* **Crystron K9:** The K9 monsters served as effective non-Tuner bodies to facilitate the deck's Synchro Summons.
* **Cyber Dragon K9:** The Level 5 K9 monsters provided easy access to "Cyber Dragon Nova" and its powerful upgrade, "Cyber Dragon Infinity".
* **Other Variants:** The engine was also tested in "Memento K9", "Generaider K9", and "Dracotail K9".

In summary, the K9 strategy (pre-DOOD) was fragmented. It was a powerful *supporting act*—a collection of disruptive tools—but was entirely dependent on a host archetype to provide the necessary consistency and a powerful end board.

## Card Profile and Role Analysis: K9-04 Noroi

The release of "K9-04 Noroi" in *Doom of Dimensions* fundamentally and permanently alters the K9 archetype, addressing its core deficiencies.

### Card Breakdown

* **Card Name:** K9-04 Noroi
* **Stats:** Level 5, EARTH, Machine/Effect, 2200 ATK / 1500 DEF
* **Effect 1:** "If your opponent has 2 or more cards in their hand, you can Normal Summon this card without Tributing."
* **Effect 2:** "If this card is Normal Summoned: You can Special Summon 1 non-Machine 'K9' monster from your Deck..."
* **Effect 2 (Restriction):** "...but you cannot Special Summon from the Extra Deck, except 'K9' monsters, while you control that face-up monster."
* **Effect 3:** "You can send 1 face-up 'K9' card you control to the GY; look at your opponent's hand."

### Primary Role: The 1-Card Archetypal "Starter"

The second effect of "K9-04 Noroi" is the single most important text released for the archetype. A Normal Summon that results in a Special Summon of *any* non-Machine K9 (such as "K9-ØØ Lupis" or "K9-17 Izuna") from the Deck is a 1-card combo that places two Level 5 monsters on the field.

This effect single-handedly solves the "engine problem" that had plagued the archetype since its inception. It provides the consistent, proactive, 1-card starter the deck always lacked, finally making a "Pure K9" strategy not only possible but competitively viable.

### Secondary Role: The "Enabler" and "Scout"

"Noroi" transcends the role of a simple starter by providing two additional layers of utility.

First, its third effect, which allows the player to send a "K9" card to the GY to look at the opponent's hand, is a "scout" ability that possesses perfect synergy with the deck's core identity. Previously, a K9 player had to *predict* the opponent's hand traps or GY starters to effectively use "K9-17 'Ripper'". With "Noroi," a player can Normal Summon it, use its effect to "scout" the opponent's hand, and *then* build a disruptive end board (such as "Ripper") specifically tailored to negate the *exact* threats they know the opponent is holding.

Second, "Noroi" is an EARTH Machine-type monster. This "enabler" typing is a crucially important detail, as it grants the K9 archetype access to the entire "Infinitrack" and "Machine" support suites. This has opened the door to powerful, previously inaccessible combo lines, most notably those involving "Infinitrack River Stormer" and "Scrap Recycler".

### The Critical Restriction: A Deceptive and Manageable "Lock"

At first glance, Noroi's restriction—"you cannot Special Summon from the Extra Deck, except 'K9' monsters, while you control that face-up monster"—appears to be a massive drawback that would prevent its use in any hybrid deck.

However, a technical analysis of this text reveals the "lock" is temporary, manageable, and entirely player-controlled. The restriction is not "for the rest of the turn"; it is a continuous effect that applies *only* while the monster Special Summoned by "Noroi" remains face-up on the field.

This creates a simple "unlock" sequence that all competitive players immediately adopt:

1. Normal Summon "K9-04 Noroi."
2. Use Noroi's effect to Special Summon a non-Machine K9, such as "K9-ØØ Lupis," from the Deck.
3. The Extra Deck "lock" is now active.
4. The player immediately overlays the two Level 5 monsters ("Noroi" + "Lupis") to Xyz Summon a "K9" monster (e.g., "K9-17 'Ripper'"). This is a legal summon under the restriction.
5. As a "K9" Xyz monster is summoned, "Lupis" (the monster that was summoned from the Deck) is sent to the Graveyard as Xyz Material.
6. Because "Lupis" is no longer face-up on the field, the condition for the lock is no longer met, and it *immediately* ceases to apply.

The only "restriction," therefore, is that the *very first* Extra Deck summon of the combo *must* be a "K9" monster. After that, the player is completely free to Special Summon "Crystron" Synchros, "Cyber Dragon Infinity," or any other non-K9 monster from the Extra Deck. This subtle but critical mechanic makes "Noroi" an exceptionally powerful and flexible card.

### The ***Real*** Cost: The Normal Summon

The true deck-building cost of "K9-04 Noroi" is not its "lock" but its reliance on the player's Normal Summon to activate its primary combo effect. This creates a "Normal Summon Conflict" in hybrid builds that *also* rely on a Normal Summon for their own engine (e.g., "Crystron" decks wanting to summon "Scrap Recycler", or "Vanquish Soul" decks considering "Vanquish Soul Razen"). This tension is the primary factor influencing the card's play ratios in different variants, which will be explored in Section 5.

## Card Profile and Role Analysis: K9-66X "Jacks"

The second new card, "K9-66X 'Jacks'," is a new Rank 5 Xyz Monster that adds a vital tool to the archetype's Extra Deck toolbox.

### Card Breakdown

* **Card Name:** K9-66X "Jacks"
* **Stats:** Rank 5, DARK, Fiend/Xyz/Effect, 2600 ATK / 2500 DEF
* **Materials:** "2 Level 5 monsters"
* **Effect 1:** "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. You can only use this effect of 'K9-66X "Jacks"' once per turn."
* **Effect 2:** "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."

### Primary Role: On-Demand Removal (The "Pop")

"Jacks" fills a significant strategic gap that the K9 archetype previously had: on-demand monster removal. The pre-DOOD toolbox was inefficient in this regard. "K9-ØØ 'Hound'" could banish a card, but only during the Standby Phase. "K9-17 'Ripper'" could negate effects, but did not destroy the monster.

"Jacks" provides the archetype with a simple, fast-acting "pop" (destruction effect). Because this effect triggers on its own Xyz Summon, it can be used proactively during the K9 player's turn to break an opponent's board, making the deck far more effective when "going second."

### Secondary Role: Reactive Disruption

The effect's second trigger condition—"if your opponent activates a monster effect in the hand or GY"—gives "Jacks" a dual purpose as a reactive disruption. This ability shares the same trigger as "K9-ØØ Lupis" and "K9-17 'Ripper'," integrating it perfectly into the deck's "punisher" playstyle.

If "Jacks" is on the field, any hand trap or GY effect activated by the opponent forces them into a "catch-22": either they activate their effect and the K9 player gets to destroy a monster for free, or they refrain from using their effects and cede field presence.

### Tertiary Role: Situational OTK (One-Turn Kill) Enabler

The second effect of "Jacks," which doubles battle damage, is a "finisher" tool designed to be inherited by another "K9" Xyz Monster. This effect facilitates a surprise One-Turn Kill (OTK).

The intended play line involves Summoning "Jacks" and then using a Rank-Up card or effect to summon a monster like "K9-X 'Werewolf'" using "Jacks" as material. If the opponent then activates a hand or GY effect (which the K9 deck is designed to bait), the inherited "Jacks" effect activates, doubling all battle damage. This adds a potent aggressive dimension to an archetype that was, until now, almost entirely defensive and reactive.

## Impact on Play Lines and End Boards

The introduction of "Noroi" and "Jacks" does not merely optimize old play lines; it creates entirely new ones, enabling new deck variants and generating previously impossible end boards.

### The "Pure K9" Revolution: The Spell Canceller Lock

"K9-04 Noroi" is the catalyst that *creates* the "Pure K9" deck. Its function as a 1-card starter, combined with its vital EARTH Machine typing, facilitates a new, oppressive combo.

While the simple 1-card "Noroi" + "Lupis" = "Ripper" play (see 2.4) is the baseline, the "Pure" build leverages the Machine-type support to its fullest extent. A typical combo line now involves:

1. Normal Summoning **K9-04 Noroi**.
2. Using its effect to summon a non-Machine K9 (e.g., "K9-66b Lantern").
3. Using other K9 extenders (like "K9-66a Jokul") to field two more Level 5 monsters.
4. Overlaying those two monsters to Xyz Summon **Infinitrack River Stormer**.
5. Using River Stormer's effect to search the Deck for **Scrap Recycler**.
6. Using other K9 Spells and monster effects (like "Lantern") to Link Summon **Platinum Gadget**.
7. Using Platinum Gadget's effect to Special Summon "Scrap Recycler" from the hand.
8. Using Recycler's effect to send **Spell Canceller** from the Deck to the Graveyard.
9. Finally, using other Machine/K9 effects (such as "Imperial Princess Quinquery," which is accessible via the K9 engine) to revive "Spell Canceller" from the GY.

This play line has a catastrophic impact on the end board. The pre-DOOD K9 board was, at best, 1-2 monster negates via "Ripper." The new "Pure K9" end board, enabled *only* by "Noroi," is:

* **Spell Canceller:** A floodgate that prevents *all* Spell Cards from being activated.
* **K9 Xyz Monsters:** "K9-17 'Ripper'" and/or "K9-66X 'Jacks'" for monster-based disruption.
* **Hand Knowledge:** Full information on the opponent's remaining cards from Noroi's "scout" effect.

This "unbreakable" board, which locks the opponent out of both Spells and monster effects, represents a complete redefinition of the archetype's power ceiling.

### The "Crystron K9" Evolution: A YCS-Winning Formula

The new support's competitive viability was proven almost immediately, as a "K9 Crystron" deck piloted by Kamal Crooks-Valdez won YCS Anaheim in the new *Doom of Dimensions* format.

This YCS-winning build demonstrates the "Normal Summon Conflict" (see 2.5) in practice. Analysis of competitive "Crystron K9" decklists shows a strong tendency to run **only one copy of "K9-04 Noroi"**. This is not an indictment of Noroi's power; it is a deliberate deck-building choice. The "Crystron" archetype *also* has a critical 1-card starter: **"Scrap Recycler"**. Because a deck can only use one Normal Summon per turn, these builds prioritize "Recycler" and use "Noroi" as a high-impact, secondary starter or combo extender. This flexible approach proved to be a championship-winning formula.

In this build, "K9-66X 'Jacks'" also plays a key role, providing a much-needed Rank 5 "pop" that the primarily Synchro-based deck might otherwise lack.

### The "Vanquish Soul K9" Synergy: A Perfect Fit

The "Vanquish Soul K9" hybrid benefits massively from "Noroi," but in a different way than the "Crystron" variant. This hybrid illustrates a perfect synergy:

1. **Attribute Synergy:** "K9-04 Noroi" is an **EARTH** monster, a critical attribute for revealing to activate "Vanquish Soul" monster effects.
2. **Engine Synergy:** "Noroi" provides a 1-card method to field an EARTH monster ("Noroi") and another K9 body, setting up both the K9 (Rank 5) and Vanquish Soul (attribute) play lines.
3. **No "Normal Summon Conflict":** Unlike "Crystron," the "Vanquish Soul" engine does *not* have a high-priority, competing Normal Summon. "Noroi" *is* the best Normal Summon in the deck.

For these reasons, "Vanquish Soul K9" decklists consistently run **three copies of "K9-04 Noroi"**. It serves as a primary, 3-of starter that enables both halves of the hybrid engine simultaneously.

## Competitive Ratios and Deck-Building Verdict

The analysis of the new cards' roles and their impact on various play lines provides a clear answer to the question of their competitive play ratios. The optimal number of copies for "K9-04 Noroi" is entirely dependent on the specific K9 variant being played, as it hinges on the "Normal Summon Conflict."

### K9-04 Noroi: The Engine-Defining Starter

* **Pure K9:** Played at **3 copies**. The card is the deck's undisputed primary starter. It provides consistency and enables the "Spell Canceller" lock, which is the deck's main win condition.
* **Vanquish Soul K9:** Played at **3 copies**. It is a perfect starter for this hybrid, providing an EARTH attribute for the V.S. engine and two Level 5 bodies for the K9 engine, all without conflicting with other cards.
* **Crystron K9:** Played at **1 copy (Contested)**. In the YCS-winning archetype, the 1-of ratio is common in builds that prioritize "Scrap Recycler" as the primary Normal Summon. In this build, "Noroi" functions as a powerful, non-central extender rather than the core engine.
* **Cyber Dragon K9:** Played at **3 copies**. The "Cyber Dragon" deck historically lacks a strong Normal Summon. "Noroi" fills this gap perfectly. The "unlock" combo (see 2.4) allows the player to make "K9-17 'Ripper'" *first*, and *then* use their other Level 5s (e.g., "Cyber Dragon" + "K9-66a Jokul") to summon "Cyber Dragon Nova" and "Cyber Dragon Infinity".

### K9-66X "Jacks": The Toolbox Staple

* **All Variants:** Played at **1 copy (in the Extra Deck)**.
* This is definitive across all deck profiles. "Jacks" is a "toolbox" card, meaning it is a specific *answer* to a specific problem (a monster that needs to be destroyed). A player only needs to access this tool once. The deck does not need, nor does it have space for, multiple copies.

### Summary Table: Recommended Play Ratios

| **Card** | **Deck Variant** | **Recommended Ratio** | **Justification & Analysis** |
| --- | --- | --- | --- |
| **K9-04 Noroi** | **Pure K9** | **3 (Main Deck)** | The deck's primary 1-card combo starter. It enables the entire strategy and "Spell Canceller" locks. |
| **K9-04 Noroi** | **Vanquish Soul K9** | **3 (Main Deck)** | Perfect synergy. Acts as a 1-card starter, provides a Level 5 body, and supplies the crucial EARTH attribute for the V.S. engine. |
| **K9-04 Noroi** | **Crystron K9** | **1 (Main Deck)** | **Highly Contested.** The 1-of ratio (seen in competitive lists) avoids conflict with the deck's primary Normal Summon, "Scrap Recycler", using "Noroi" as a high-impact extender instead. |
| **K9-04 Noroi** | **Cyber Dragon K9** | **3 (Main Deck)** | Solves the deck's "Normal Summon" problem. The "unlock" combo (see 2.4) allows a "K9" Xyz *first*, followed by "Cyber Dragon Infinity". |
| **K9-66X "Jacks"** | **All Variants** | **1 (Extra Deck)** | A core "toolbox" monster. It provides essential, on-demand removal ("pop") that the archetype previously lacked. No deck requires more than one copy. |

## Final Assessment: The "Noroi" Revolution

The release of "K9-66X 'Jacks'" and "K9-04 Noroi" in *Doom of Dimensions* was not a minor update; it was a complete "revolution" for the K9 archetype.

"K9-66X 'Jacks'" is an *excellent* support card. It is a 1-of staple in every K9 Extra Deck that fills a critical, pre-existing gap. It provides the on-demand removal and reactive disruption the deck was missing, while also adding a new aggressive OTK vector. "Jacks" makes the K9 deck significantly *better*.

"K9-04 Noroi," however, is a *format-defining* card. It single-handedly solved the archetype's most fundamental flaw: its lack of a proactive, 1-card starter. This one card:

1. Enabled the "Pure K9" deck to exist and achieve tournament success.
2. Created new, oppressive end boards (the "Spell Canceller" lock) by bridging K9 to Machine-type support.
3. Elevated K9-based hybrids to new competitive heights, culminating in a "K9 Crystron" deck winning YCS Anaheim.

In conclusion, the impact of these two cards cannot be overstated. "Jacks" improved the K9 toolbox, but "Noroi" transformed the archetype from a parasitic "engine" into a viable, meta-contending deck in its own right, fundamentally changing its play style, deck-building philosophy, and place in the competitive landscape.