

FOR AGES 14+



• VERSION 2 •

**ULTIMATE GAME OF
KATS VS ZOMBIES & MORE!**

BEGINNER'S MANUAL

DESIGNED BY ERICK SCARECROW

Babusa's Return

A legend speaks of an ancient evil known as Babusa, a nine-tailed demon Kat, that could raise the dead and had a fondness for inflicting unending terror on mankind.

Defeated long ago by having his nine tails cut off, Babusa was locked away for what humanity could only hope would be an eternity...

The nine tails, still oozing magical power, were given to a select few humans. The tails imbued the owners with the ability to transform into magical warrior kats, just in case Babusa were to ever rise again.

That day has come, and with it so has total chaos!
Choose your side and prepare to fight in 9DKP!



New to 9DKP?



★ **This Starter Deck and Manual are the purrfect place to start. All you need is a friend with a deck of their own!**

★ **Each player will start with 2000 HP. When a player takes direct damage, subtract from their HP.**

If your opponent runs out of HP, you win!!

★ **Next, both players shuffle their 40-card Deck. Once both players are ready, decide who goes first by rolling a D6.**

Whoever gets the highest roll can choose to draw and play their cards first, or go second.

★ **Meow draw your top 5 cards from your deck. This is your starting paw, and you can only play these cards during your turn.**



Character Cards

Character's Name



1

NUMBER

200

2

Rank and POW Symbol

3

BP 600

RANK

S

Battle Points (BP), the HP and Attack points of the card

4

BLEECH

Card effect or flavor text

Opponent will lose 100 HP for every card they DRAW after their DRAW PHASE.

-4

5

DKP cost or value of the card, and card effect type

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Character cards are your main source of damage and defense in your deck.



Card Effects



Black Gems are considered “Neutral” and have no abilities whatsoever. They are made simply to fight for you and earn you DKP!



Yellow Gems are an “Instant/One-Time” effect. When played, the effect either takes place immediately or after a condition is met (ex: Once the card is defeated...).



Blue Gems have a “Passive/On-going” effect and will make the ability take place constantly until removed from play. Once gone, the effect is removed. Any added BP from cards take priority for damage.



Red Gems are known as the “Alternate.” Whatever the card’s ability is, you can activate it instead of attacking for its BP value when active.

The ability of a Red Gem can be used every time the card is active until removed from play.



Green Gems are new to Series 3 and act as a unique variant of the Yellow and Blue Gems. These cards require HP in order to play and can be ‘retired’ to the discard pile to be exchanged for HP, DKP, and more! (see page ‘Green Gems’)



Green Gems

1

Character Name



REBORN
MARU MAJU

2



Rarity Rank

3

BP 400

Battle Points (BP), the HP and Attack points of the card



4

THE UPPER HAND

Card Effect

If the character played on your next turn has a DKP cost, then it is omitted. (excludes POW cards) If retired, GAIN 2 DKP.



HP Cost

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Green Gems (cont.)



Green Gem abilities are new to series 3 and have their own unique properties.

They act as a mix between both Yellow and Blue Gems, so whether or not the ability is an 'instant' or 'on-going' will be based on how the card's ability is written.

Cards with this gem require that you subtract your HP instead of your DKP. It works great if you have no DKP to spend!

Green Gems also use a new mechanic known as 'retiring'!

***Retiring* is when during the player's turn, they can declare to discard the card from their own range.**

This only applies to Green Gems and any other form of removal **does not count as retiring.**

The player may retire the card **after one round passes from being played and can do so even in Katnap.**



Green Gems (cont.)

Here are some additional rulings for Green Gems:

- Green Gems have two parts to their effect: one being the 'Instant' Effect when they are played and the other being the ability to be retired for an additional effect.

- When the card is ready to be retired after one round, it is possible to perform an attack and--if it survives the counterattack--can be retired even in Katnap.

- While retiring the card counts as a discard, discarding the card through other means such as; by bringing its BP to 0 or using the Skratch card 'Exchange' do not count. The action of retirement of the card only applies when the player declares it be retired.

- Any card with the ability to reset a Gem's effect do not apply to the effects associated with Gem Reset. Any characters that require retirement to use their abilities can only be reset if that requirement is fulfilled.

- HP is not subtracted if a Green Gem card is resurrected or brought back to the range by other means. Only when it is played through the hand.



Katnap

When a character card is placed on the range, it is always turned sideways and remains inactive. This is known as the **Katnap state. Cards in Katnap cannot attack or counter attack until **one turn passes**.**



At the start of your next turn, all of your cards in Katnap will wake up and become active. From here, they may attack, counter attack or use an ability, if they have the proper gem color.

Character cards go into Katnap immediately after performing an action, these include:

- 1. Attacking**
- 2. Counter Attacking**
- 3. Using the Character's Ability**

Skratch cards can also induce Katnap to Characters cards.



Skratch Cards



Skratch cards have varying effects, ranging from attacking your opponent directly, removing DKP, putting cards into Katnap, or even clearing the entire range!

You can play as many Skratch cards as you want from your hand, given that you can afford them all in DKP.



Reflex Cards

Reflex Cards are reactionary-type cards that can only be played on your opponent's turn (after fulfilling a condition).



REFLEX



RANK
S

1

Rarity
Rank

2

Reflex Name

THIS FIGHT ISN'T OVER!

If the incoming damage you take brings you to 0 HP, you may stay alive at 500 HP and DRAW 3 additional cards for your next turn.

-2

3

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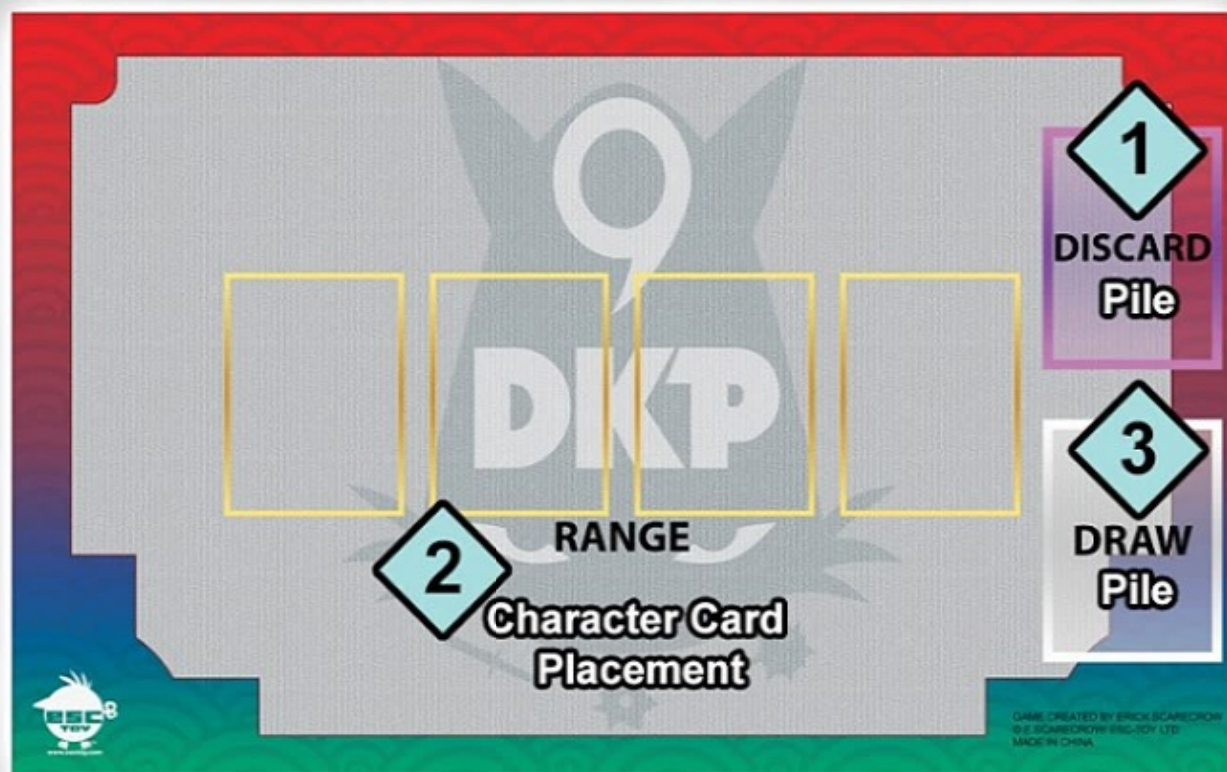
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DKP Cost

Card Effect



The Range



This is your field of battle.

1. As you play, you will **DRAW** from the remaining cards in your **DECK** from the **DRAW PILE**.

2. Character cards are placed in the **RANGE**. The **OVERALL RANGE** refers to both players' ranges.

Only 4 Character cards can be placed in the **RANGE** at one time.

You cannot choose to **DISCARD** any card from your **RANGE**. They must be **DISCARDED** through play.

3. When a Character loses all of its **BP**, it is sent to the **DISCARD PILE**, awaiting resurrection or a new game.



The Counter



The left side of your counter tracks your Health Points (HP) during gameplay, which begins at 2000.

The player is defeated once this surpasses 0.

HP is subtracted every time when the opponent attacks you directly or through Characters/Skratch card effects.

The right side tracks your Deadly Kat Points (DKP). Both players start at 0 DKP and can reach up to a maximum of 10 DKP each.

If a player reaches 10 DKP they hit **OVERLOAD**. Learn more about **OVERLOAD** in the DKP Generation section of this manual.



Play Order

After you have determined who will go first, the game rotates through two phases for each person.

DRAW PHASE

The Draw Phase is very simple. You draw a single card from your draw pile and determine what your next move is...

ACTIVE PHASE

The Active Phase is where it all goes down. All of your cards in Katnap now become active. You may also play one Character card from your hand, as long as it generates DKP or you can afford the DKP cost.

You choose what active cards attack or use their abilities. Your opponent chooses who will counter attack to protect them.

ONLY ACTIVE CARDS CAN COUNTER ATTACK

Your turn ends when you have no other active cards, or declare your turn has ended.

TURN END



Attack VS Defend

Any active card on your range may attack during the ACTIVE PHASE of your turn. If an attack is declared, the opponent may choose to Counter Attack with any of their active character cards.

All exchanges in combat are 1 vs 1, you cannot Counter Attack with multiple cards from the same attacking card. If the defending card lives, they will go into Katnap.



When both cards are of equal BP, neither the attacker nor the defender wins, both cards go to the Discard Pile.



When the defender is stronger than the attacker, the attacker is sent to the discard pile. The defender loses the difference in the counter attacking card's BP.



Attack vs Defend

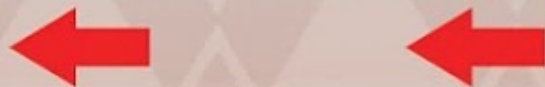


If you attack an opponent and they have no cards in the Range, or all their cards are in Katnap, you deal damage directly to their HP!



When the defender counter attacks with a card weaker than the attacker, the defending card is sent to the Discard Pile.

The Attacking card loses the difference in BP.
The Defender loses the difference from their HP!



A Character card's BP changes often during a game of 9DKP. That's why we've provided BP tokens with the starter deck.

Whenever a Character card performs an attack or counter attack, they are put into Katnap. Some effects can however 'awaken' a card to perform another action in the same turn!

Cards in Katnap state **CANNOT** be used to defend or attack, unless otherwise indicated on the card!



BP Tokens



During the course of play, Character cards will lose and gain BP from either taking damage or being granted bonuses from other cards. Since BP only deals in whole 100s, we've supplied starter decks with +100 & -100 BP tokens.

Survivor Yuuto will attack and Number 171 will counter attack. Yuuto deals 100 BP Damage to Number 171. Yuuto is defeated and a -100 BP token is placed on Number 171 to indicate his new BP value 200 BP.



BP Tokens

Reborn Hisa and Aries Gaki Shizuka are controlled by the same player. Due to Reborn Hisa's effect, Aries Gaki Shizuka gains a +100 BP token to indicate his new BP value of 500 BP.



Aries Gaki Shizuka was damaged in a previous turn. When the player plays Reborn Hisa onto the Range, his ability takes effect and heals Gaki. Simply remove the -100 BP token from his card to indicate that he has been healed to his max BP.



POW Cards



Cards marked with the POW Kat Symbol are very powerful cards.

These cards hold very high BP values along with powerful abilities at a high cost in DKP.

However, there are some limitations to how many POW cards you are allowed to have within your deck.

No player may have duplicate POW cards within their Deck. POW cards can NOT be brought back to play through any means of resurrecting, but it is possible to do so by other methods.

Only a single POW card of each faction is allowed in your deck. But be wary, POW cards have a high DKP cost. If your deck cannot generate enough DKP to bring the card to battle, you might want to rethink your card choices.

DKP Generation



YOU START THE GAME WITH 0 (ZERO) DKP.

Deadly Kat Points are earned and spent through the play of cards. Each card shows them either having a positive (+) or negative (-) DKP number.

If positive (+), the number is added to your DKP pool. If negative (-), the number is subtracted from your DKP pool. If you don't have enough to spend to play a card, then you can't play it!

Your total pool of DKP is very limited. You can only hold up to 10 DKP at one time. If you somehow manage to earn over 10 total DKP, then you hit a DKP **OVERLOAD**.

During **OVERLOAD** all excess DKP will go to your opponent until you spend DKP and bring it back down from 10.

If both players have hit 10 DKP, no additional DKP is earned until one or both players spend their points.



Conditions

There is no hand limit in 9DKP. You may have up to as many cards in your hand as are in your deck.

If you run out of cards to pull from the deck, you will lose 100 HP for every card you can't draw. If an effect prompts you to draw cards, lose 100 HP for every card you can't draw.

You may only have 3 copies of any card in your deck, with the exception of POW Cards, which are limited to 1 of each faction (1 Kat POW, 1 Survivor POW, and 1 Zombie POW).

A player's RANGE may only have 4 character cards active at a time. Once the RANGE is full, they can only be removed through play. However, Skratch and Reflex cards can still be played with a full RANGE.

You do NOT have to Counter attack during your turn. You may choose to take the damage directly instead of sacrificing cards if you wish.

Characters in Katnap state are inactive. They cannot attack, cannot be attacked, cannot defend, and/or activate their abilities (unless otherwise specified).

On-going effects take priority over BP. For Example, a character with 100 BP is boosted by another card to 200 BP. Both cards defend against 100 BP enemies respectively. Although the on going effect is lost, the card with boosted BP survives with its remaining 100 BP.



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9DKP Updates

9DKP is a living card game. As such, we may occasionally change the rules of the game, cards, or add clarifications and explanations.

For the most up-to-date information please visit our website:



www.esctoy.com





9DKP is a trading card game for 2 players, that takes place in the 9DKP universe. Fast-paced and east to learn, 9DKP is a light TCG that features the fun and wacky flavor of the 9DKp world.

This Starter Box contains everything one player will need to play a game of 9DKP.

Contents:

- 1 HP/DKP Counter**
- 1 6-sided die**
- 1 Paper play mat**
- 1 Quick-start manual**
- 1 BP Token sheet**
- 40 Standard 9DKP cards**

“Follow your dreams son.”

Set content is subject to change. No specific card rarity is guaranteed to exist within an individual pack, box, or case unless otherwise indicated.

**GAME CREATED BY ERICK SCARECROW
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