# Deskbot Archetype Technical Dossier (TCG)

## I. Executive Summary: The Kinetic Logic of Deskbots

The Deskbot archetype constitutes a highly distinctive EARTH Machine strategy within the Yu-Gi-Oh! Trading Card Game (TCG). Defined by uniformly low base stats of 500 ATK and 500 DEF for all main deck monsters (001 through 009) 1, the archetype’s competitive viability is derived entirely from its hyper-efficient engine focused on generating an overwhelming field presence and achieving astronomical attack multipliers. The core dynamic of the deck dictates a strategic pivot between total field dominance via a One-Turn Kill (OTK) and establishing potent control locks (Stun).

This operational efficacy rests on two interdependent foundational pillars. The first is **Exponential Card Advantage Generation**, driven primarily by the repeatable search effects of Deskbot 002 when paired with mass Special Summon mechanisms like Deskbot 003 and Machine Duplication.2 The second is

**Recursive Material Cycling**, anchored by the Level 1 Tuner, Deskbot 001, which self-revives when multiple Machine monsters are Special Summoned simultaneously.1 Mastery of the Deskbot engine requires a precise understanding of timing and sequence, as the archetype translates minimal initial card investment into the critical mass of materials required for high-Level Synchro, XYZ, and Link plays.

For effective visualization, such as within a flow chart model, the deck's functionality translates directly: individual card actions are discrete **Nodes**, and the strategic decisions regarding search targets or Extra Deck conversion points create explicit **Branching Paths**. The synchronization of monster Special Summons, which is necessary to trigger the revival of Deskbot 001 and secure multiple searches via Deskbot 002, is the fundamental timing element that must be accurately sequenced in any representation.

## II. Core Architecture: Deskbot Card Interaction Matrix

The Deskbot monsters operate as modular components, relying on specific trigger conditions and additive effects that compound their collective power.

### A. The Engine Nucleus: Search, Swarm, and Boost (001, 002, 003)

#### 1. Deskbot 003 (The Starter Nexus)

Deskbot 003 is the indispensable main deck starter, often considered the most critical normal summon in the strategy.1 When successfully Normal Summoned, its mandatory effect immediately Special Summons any Deskbot monster from the Deck, excluding another copy of 003 itself.3 This initiates the combo chain, typically retrieving Deskbot 002 to secure a search.

Furthermore, 003 possesses a Quick Effect usable once per turn, during either player's turn, to boost a targeted Deskbot monster. The boost grants 500 ATK and DEF for each "Deskbot" card currently controlled, including monsters, Pendulum Scales, and Spell/Trap cards like Deskbot Base.1 The tactical significance of this Quick Effect is profound; its use during the Battle Phase can adjust the targeted monster's ATK value, enabling a smaller Deskbot (like 004) to successfully destroy a higher-ATK opponent's monster, thereby triggering 004's own compounding effects.2 This quick access to a substantial power boost converts the Deskbot field presence into immediate combat pressure.

#### 2. Deskbot 002 (The Search Engine)

Deskbot 002 functions as the archetype's primary source of card advantage. Upon its Special Summon, 002 provides a search for any "Deskbot" card from the Deck to the Hand.1 Since 002 has only 500 base ATK, it is the primary target for the highly impactful Quick-Play Spell Card, Machine Duplication.2

The fundamental sequence of Normal Summoning 003, Special Summoning 002, and then activating Machine Duplication on 002 is the cornerstone of the deck's resource generation. This 2-card initial investment instantly yields three copies of 002 on the field, resulting in a net gain of three searches (+3 card economy) and four monsters (003 + 3x 002). This non-linear resource gain establishes the necessary critical mass of field bodies to execute complex Extra Deck sequences or maximize the ATK of the boss monsters.5

#### 3. Deskbot 001 (The Recursive Tuner)

Deskbot 001, a Level 1 Tuner, is the crucial recycling and Synchro mechanism. It is uniquely capable of gaining 500 ATK/DEF for every Machine-Type monster controlled, making it a powerful threat in earlier iterations of the deck, though its primary modern role is Synchro material.1

The most vital interaction is its graveyard effect: 001 can Special Summon itself from the Graveyard if two or more Machine-Type monsters are Special Summoned at the same time.1 This condition is automatically met by Machine Duplication, Pendulum Summons of multiple Deskbots, or synergistic external cards like Urgent Schedule.2 This predictable revival ensures that the archetype maintains Tuner access without consuming additional Normal Summons or hand resources, allowing the 003/Duplication sequence to function as a self-sustaining combo loop that perpetually enables high-impact Synchro Summons (such as

**Naturia Beast** or **Deskbot Jet**).5 Sending 001 to the graveyard early (e.g., via Foolish Burial or 004’s effect) is a deliberate setup play to prime this powerful recursion mechanic.

### B. Utility, Pressure, and Finishers (004, 005, 009, Jet)

#### 1. Deskbot 004 (The Battle Swarmer)

Deskbot 004 serves as a mid-range field swarmer and key graveyard manager.4 When 004 battles, it can send one Deskbot monster from the Deck to the Graveyard to temporarily gain ATK/DEF equal to the sent monster’s Level multiplied by 500, applying this boost only during damage calculation.4 If 004 successfully destroys the opponent's monster by battle, it is then able to Special Summon two "Deskbot" monsters with

*different Levels* from the hand and/or Graveyard.4

This battle-centric effect is highly strategic. Dumping high-level Deskbots like 008 (Level 8) or 009 (Level 9) maximizes the boost, enabling 004 to overcome formidable high-ATK targets, especially when combined with a boost from 003.2 The secondary effect provides essential material variance, often summoning Deskbot 001 and Deskbot 005, which sets up immediate Synchro plays (via 001) or Pendulum/Spell/Trap removal (via 005).5

#### 2. Deskbot 005 (The Pendulum Scale and S/T Removal)

Deskbot 005 acts as a high Pendulum Scale (Scale 10) and provides utility removal. When Normal or Special Summoned, it destroys one Spell/Trap Card on the field.8 If 005 is destroyed while in the Pendulum Zone, it can target and Special Summon one Deskbot monster from the Graveyard.8

This destruction and recursion mechanism is central to the **Deskbot Jet-Loop**. Deskbot Jet (L10 Synchro) can destroy a Deskbot card on the field as a cost to Special Summon a Deskbot from the Deck.8 By destroying 005 in the Pendulum Zone, Jet simultaneously triggers its own Special Summon effect from the Deck

*and* 005’s floating effect to Special Summon a Deskbot from the Graveyard, converting a single Jet activation into a +2 monster advantage, accelerating field swarming.5

#### 3. Deskbot 009 (The Nuclear Finish)

Deskbot 009 is the archetype’s ultimate OTK mechanism.9 Once per turn during the Main Phase 1, it can gain ATK equal to the combined ATK of all other Deskbot monsters currently controlled.10 For the remainder of that turn, only 009 can attack. Crucially, if 009 battles, the opponent cannot activate cards or effects until the end of the Damage Step, ensuring safe attack resolution. Additionally, 009 is protected from destruction by battle or card effect by destroying another controlled Deskbot card instead.9

Maximizing 009's ATK requires intricate stacking. Continuous ATK boosts from 002 (500 ATK for all other Machines) and Deskbot Base (500 ATK for all Deskbots) are applied first. Then, the Quick Effect of 003 can be activated, granting 500 ATK for every Deskbot card controlled (including the Scales and Base). Finally, 009 calculates its massive self-boost based on the current, already-inflated ATK values of all other Deskbots.11 A fully stacked board using Deskbot 003, Machine Duplication, and Pendulum Scales can achieve ATK values exceeding 12,000, easily securing an OTK, which can be further doubled by cards like Limiter Removal.11

### C. Archetypal Spells and Extra Deck Bosses

#### 1. Deskbot Base (The Reset Button)

Deskbot Base, the Field Spell, provides vital consistency and a niche alternative win condition.12 It grants a passive 500 ATK/DEF boost to all Deskbots, further contributing to combat viability and the boost calculation of 003 and 009.13

Its consistency effect allows a once-per-turn hand repair: revealing any number of Deskbot cards in hand, shuffling them into the Deck, and drawing the same number of cards. This fixes bricked opening hands or cycles through unwanted high-level monsters.12 The final, powerful effect is the

**Nuclear Win Condition**: banishing nine differently named Deskbot cards from the field and/or Graveyard to shuffle all cards from the opponent's hand, field, and Graveyard into their Deck.12 While difficult to assemble nine unique names, its non-targeting, non-destruction nature provides an irreversible victory condition.14

#### 2. Deskbot Jet (The Synchro Toolbox)

Deskbot Jet is the archetype’s Synchro monster (Level 10), requiring 1 Tuner + 1 or more non-Tuner monsters.8 It gains 500 ATK/DEF for each Deskbot card on the field. It possesses two useful, mutually exclusive effects per turn: either destroying a Deskbot card controlled to Special Summon a Deskbot monster from the Deck, or destroying a controlled Deskbot card

*and* one face-up card on the field.8

Jet’s internal card destruction is not merely a cost, but a deliberate interaction point. This destruction is often leveraged to target the Pendulum Scales (005 or 006), triggering their floating effects (SS from Extra Deck or Graveyard, respectively) simultaneously with Jet’s own searching/swarming effect from the Deck.5 This crucial interaction enables Deskbot Jet to maintain and rapidly expand the field presence, furthering combo potential.

## III. The Deskbot Flow: Search Chains and Resource Generation

The Deskbot strategy functions as a linear algorithm where initial cards are efficiently translated into specific resources needed for the final Extra Deck or OTK objective.

### A. The Core Search Algorithm: From Deck to Hand

Resource acquisition primarily targets the completion of the Pendulum Scale setup (005 and 006) or the preparation of the OTK components (009, Deskbot Base). Deskbot 002 handles virtually all internal searches.

Search Priorities

| **Search Point** | **Triggering Monster** | **Target Search Priority** | **Rationale** |
| --- | --- | --- | --- |
| **Initial Deck Search (NS 003)** | Deskbot 002 (SS by 003) | Deskbot 005 (Scale 10/S/T removal), Machine Duplication (if not in hand), or Deskbot Base (Consistency/Boost) 5 | Establishes the crucial high Pendulum Scale and ensures the primary combo extender (Machine Duplication) is accessible. |
| **Mid-Combo Search (Dupe)** | 2x Deskbot 002 (SS by Duplication) | Deskbot 006 (Scale 6/Recycle), Deskbot 004 (Battle Phase/Dump), Deskbot 003 (Next Turn setup) 5 | Secures the full Pendulum Scale (6-10) or prepares the next Normal Summon, providing resilience against disruption. |
| **Late-Combo Search (Recycling)** | 002 (Revived via 005/Jet/etc.) | Deskbot Base (If needed for boost/reset), Limiter Removal (For OTK maximization), or 001 (If still in Deck) 5 | Finalizes the ATK boosting mechanisms or secures necessary Synchro material. |

### B. The Normal Summon Pivot Chain (Flow Chart Start Node)

The Normal Summon of 003 combined with Machine Duplication represents the deck’s most powerful opener, instantly achieving the critical mass required for Extra Deck execution.

#### Deskbot 003 + Machine Duplication Sequence

1. **:** Normal Summon Deskbot 003.
2. **[Action Node 1]:** 003 Trigger (Mandatory)  Special Summon Deskbot 002 from Deck.2
3. **[Action Node 2]:** 002 Trigger (SS)  Add Deskbot 005 to Hand.5
4. **[Action Node 3]:** Activate Machine Duplication, targeting 002.2
5. **[Action Node 4]:** Machine Duplication  Special Summon 2x Deskbot 002 from Deck. (This is a simultaneous Special Summon of 2 Machines).2
6. **:** Deskbot 001 (if in GY)  Special Summon itself due to simultaneous SS trigger.2
7. **[Action Node 5]:** Use the 2 new 002 Triggers  Add 2 Deskbot Cards (e.g., 006 and 004) to Hand.5
8. **:** The field now contains 003 (L3), 3x 002 (L2), and 001 (L1 Tuner)—a total of 5 monsters and 3 searches, providing highly flexible Synchro/XYZ/Link material (Levels 1, 2, 3) for the remaining combo steps.

## IV. Advanced Combo Flow Charts: Input, Sequence, and Output

The following sequences illustrate how the core engine translates card advantage into definitive end boards, designed to be easily mapped onto a visualization canvas.

### A. Combo 4.1: The Legacy Control Lock (Naturia Beast + Infinity)

This combo aims to establish a dominant, multi-negate control board on Turn 1, relying heavily on the recursion of 001 and access to Level 5 material for Cyber Dragon Nova.

| **Flow Chart Node Type** | **Step/Action** | **Resulting Field/State** | **Reference** |
| --- | --- | --- | --- |
| **[Prerequisite Node]** | Deskbot 001 must be in the Graveyard. | GY: 001. | 5 |
| \*\*\*\* | Normal Summon Deskbot 003. | Field: 003 (L3). | 5 |
| **[Action Node 1]** | 003 Effect  Special Summon Deskbot 002 from Deck. | Field: 003 (L3), 002 (L2). | 5 |
| **[Action Node 2]** | 002 Effect  Add Deskbot 005 to Hand. | Hand: 005. | 5 |
| **[Action Node 3]** | Activate Machine Duplication on 002. (SS 2x 002). | Field: 003, 3x 002. 001 self-revives from GY. | 2 |
| **[Action Node 4]** | 2x 002 Effects  Add 006 and another utility card (e.g., 004) to Hand. | Hand: 005, 006, 004. Field: 003, 3x 002, 001. | 5 |
| \*\*\*\* | Synchro Summon: 003 (L3) + 001 (L1) = **Naturia Beast** (L5) in EMZ. | Field: Naturia Beast, 3x 002. | 15 |
| **[Pendulum Node]** | Activate 005 (Scale 10) and 006 (Scale 6) in Pendulum Zones. | Field: Naturia Beast, 3x 002. Scales: 005, 006. | 5 |
| \*\*\*\* | Pendulum Summon 005 (from Extra Deck) and 004 (from Hand) in Main Monster Zones. | Field: Naturia Beast, 3x 002, 005, 004. | 7 |
| \*\*\*\* | XYZ Summon: 2x 005 (L5) = Cyber Dragon Nova (R5). | Field: Naturia Beast, Nova, 3x 002, 004. | 7 |
| \*\*\*\* | Rank-Up Cyber Dragon Nova  **Cyber Dragon Infinity** (R6). | **Endboard:** Naturia Beast (Spell Negate) + Cyber Dragon Infinity (Monster Negate). | 7 |

### B. Combo 4.2: The Nuclear Option OTK (Deskbot 009)

This sequence demonstrates the maximization of 009’s battle ability, utilizing the highest possible card count boost to guarantee lethal damage.

| **Flow Chart Node Type** | **Step/Action** | **Resulting Field/State** | **Reference** |
| --- | --- | --- | --- |
| \*\*\*\* | Normal Summon 003  SS 002 (Search 005). | Field: 003, 002. Hand: 005. | 11 |
| **[Action Node 1]** | Activate Machine Duplication on 002. (SS 2x 002). | Field: 003, 3x 002. | 11 |
| **[Action Node 2]** | 2x 002 Effects  Search 006 and 009. | Hand: 005, 006, 009. | 11 |
| \*\*\*\* | Activate 005 (Scale 10) and 006 (Scale 6) in Pendulum Zones. | Field/Scale Presence: 5 Deskbot Cards + 3 Monsters. | 11 |
| \*\*\*\* | Pendulum Summon 009 (L9) from Hand. | Field: 003, 3x 002, 009. Scales: 005, 006. (Total 8 Deskbot Cards controlled). | 11 |
| \*\*\*\* | Activate 003 Quick Effect (targeting 009). (8 cards  500 ATK/DEF) = 4000 ATK/DEF gain. | 009 ATK:  ATK. | 11 |
| **[Final Calculation]** | Activate 009 Effect: Gain ATK equal to combined ATK of all other Deskbots (already boosted by 002 and 003). | Calculation results in minimum 12,000 ATK, maximizing the OTK potential. | 11 |
| \*\*\*\* | Activate Limiter Removal (Optional)  24,000+ ATK. | **Endboard:** One massive, battle-protected attacker that locks out the opponent's card effects during battle.9 | 17 |

### C. Combo 4.3: Earth Machine Urgent Schedule Line

This hybrid combo bypasses the need for the Normal Summon of 003 by utilizing powerful external Machine support, converting the setup directly into high-Rank XYZ monsters often used in Earth Machine variants.

| **Flow Chart Node Type** | **Step/Action** | **Resulting Field/State** | **Reference** |
| --- | --- | --- | --- |
| \*\*\*\* | Activate Urgent Schedule (assuming opponent controls a monster and no non-Machine on field). | SS Infinitrack Trencher (L5) and Infinitrack Harvester (L5) from Deck. (Simultaneous SS of 2 Machines). | 18 |
| \*\*\*\* | Deskbot 001 (if in GY)  Special Summon 001 from GY. | Field: Trencher (L5), Harvester (L5), 001 (L1 Tuner). | 18 |
| **[Link Node 1]** | Link Summon: Harvester + Trencher = Infinitrack River Stormer (Link 2). | River Stormer on Field. GY: Harvester, Trencher. | 19 |
| **[Action Node 1]** | River Stormer Effect  Detach 1 material, search Infinitrack Brutal Dozer (L7). | Hand: Brutal Dozer. | 20 |
| **[Action Node 2]** | Special Summon Brutal Dozer from Hand  Brutal Dozer Effect  Special Summon Infinitrack Tunneller (L5) from Deck. (Simultaneous SS of 2 Machines). | Field: River Stormer, Brutal Dozer (L7), Tunneller (L5). 001 revives (GY). | 20 |
| \*\*\*\* | XYZ Summon: Brutal Dozer (L7) + Tunneller (L5, adjusted by other Infinitracks if needed) = Infinitrack XYZ or Link Saryuja. **Alternative:** If Machina Citadel is in GY, Link Tunneller into Linkuriboh, then use Citadel’s effect. | Link Saryuja Skull Dread is common (using 4 monsters including River Stormer/Dozer/Tunneller/001) for draw power and SS.16 | 20 |
| **[Endboard Focus]** | Using the Infinitrack L8 Monsters (e.g., Heavy Freight Train Derricrane) that can be accessed via the engine to make Rank 8 XYZ: **Super Dreadnought Rail Cannon Super Dora** (R8) or **Juggernaut Liebe** (R11). | **Endboard:** Link/XYZ defensive setup (Saryuja/Regulus) or massive Train OTK threat. | 20 |

## V. Inter-Archetype Synergy and Modern Viability

The reliance of Deskbots on a Normal Summon and their intrinsic vulnerability to hand traps necessitate the integration of external Machine/EARTH engines to increase consistency, resilience, and output potential.21

### A. Earth Machine Core: Consistency and Resilience

The contemporary Deskbot strategy leverages the generic strength of the Machine Type and EARTH Attribute to inject stability into its combo lines.

#### 1. Machina Integration

The Machina engine, particularly the use of **Urgent Schedule**, is crucial for creating non-Normal Summon access to field swarming.18 Urgent Schedule provides the necessary simultaneous Special Summon of two Machines (a Level 4 or lower and a Level 5 or higher) from the Deck, which immediately triggers Deskbot 001’s revival mechanism.18 This allows the Deskbot engine to proceed with Synchro plays even if 003 is disrupted or unavailable. Furthermore, Machina cards like Machina Fortress and Machina Citadel offer high-ATK bodies that can be recycled from the Graveyard, diversifying the field presence and providing high-level targets for Deskbot 004’s dumping effect or for high-Rank XYZ summons.15

#### 2. Infinitrack Synergy

The Infinitrack archetype complements Deskbots by specializing in level manipulation and streamlined access to powerful Machine XYZ monsters.22 Infinitrack Harvester searches other Infinitrack monsters, while Infinitrack Brutal Dozer facilitates quick Special Summons of multiple materials.20 This synergy efficiently generates Level 5 and Level 7 monsters, making the pivot to powerful Extra Deck monsters swift. This allows the Deskbot/Infinitrack hybrid to easily access Rank 5 XYZ monsters (leading to Cyber Dragon Infinity) or high-Rank Machine XYZ monsters like Super Dreadnought Rail Cannon Super Dora (R8) and Juggernaut Liebe (R11).19 The combined strategy enables Deskbots to convert their initial swarm advantage into robust defensive negates or an immediate, high-damage OTK alternative.

### B. Generic EARTH Support and Graveyard Setup

As an EARTH-focused strategy, Deskbots benefit from support that optimizes resource setup in the graveyard, which is vital for activating 001's effect.

#### 1. Vernusylph Engine

The Vernusylph archetype, composed of EARTH Fairy monsters, provides powerful utility for resource recycling and Special Summoning.24 Vernusylph monsters often allow a player to discard a card to Special Summon themselves and another EARTH monster from the hand or Graveyard. This provides non-Normal Summon access to Deskbot 003 or Deskbot 001 from the Graveyard, significantly enhancing the deck's resilience against initial disruption and providing necessary card dumping for 004 setups.24

#### 2. Scrap Recycler and Mathematician

Older generic Machine/EARTH support remains valuable. Cards such as Scrap Recycler and Mathematician specialize in sending specific monsters (like Deskbot 001 or 002) directly from the Deck to the Graveyard.2 This graveyard priming is a prerequisite for many optimal Deskbot combos, particularly enabling 001's immediate revival loop. Sending 002 sets up a Special Summon revival target (e.g., via Powerful Rebirth) which ensures a search and primes the simultaneous Special Summon needed for 001’s trigger.7

### C. Extra Deck Tool Kit: The Ultimate Flex-Slot

The Deskbot engine's ability to summon various Levels (1, 2, 3, and high-level Pendulum monsters) makes the Extra Deck highly flexible, capable of fielding multiple high-utility Synchro and XYZ monsters.

* **Synchro Staples:** **Naturia Beast** (L5) is the core Turn 1 Spell negation tool, often summoned using 001 (L1) and 003 (L3).7  
  **Deskbot Jet** (L10) offers in-archetype utility, while **Tatsunoko** (L3) serves as a necessary stepping stone, enabling Synchro Summons by utilizing materials held in the hand.5
* **XYZ Staples:** **Cyber Dragon Nova** (R5) and **Cyber Dragon Infinity** (R6) are essential defensive tools, easily made with two Level 5 Deskbots (such as 005 or Level 5 Infinitracks).7 The Infinitrack synergy enables Rank 8/11 boss monsters like  
  **Super Dreadnought Rail Cannon Juggernaut Liebe** for aggressive finishing moves.20
* **Link Staples:** **Linkuriboh** (L1) converts 001 into a Link monster, which 001 can immediately replace via its revival effect when subsequent Machine monsters are summoned.16  
  **Saryuja Skull Dread** (Link 4) provides crucial late-combo consistency, enabling draw power and further Special Summons when the field is already swarmed.16

## VI. Conclusion: Strategic Positioning and Flowchart Translation Guide

Deskbots are fundamentally an **Aggro/Hybrid Deck** that specializes in either definitive Turn 2 OTKs or establishing robust control end boards on Turn 1.21 The deck’s longevity is secured by its adaptability, utilizing powerful generic Machine and EARTH support to enhance consistency and redundancy against hand traps. The complexity of the archetype is rooted in the synergistic calculation of ATK boosts and the cascading nature of its effect triggers.

### A. Guide to Flowchart Translation

For accurate representation within a visualization tool, the core mechanics must be mapped as specific node types derived from the deterministic combo sequences detailed in Section IV.

1. **Start Node:** Represents the minimum card investment required (e.g., "NS 003" or "Activate Urgent Schedule").
2. **Action Nodes (Process/Rectangle):** Represent mandatory effects or non-conditional summons. For example, "003 Effect  SS 002" or "Activate Machine Duplication."
3. **Search/Decision Nodes (Diamond):** Represent points where the player makes a choice that dictates the flow, usually concerning the card to search. These are the main branching points, such as the multiple searches granted by 002.5
4. **Trigger Nodes (Trapezoids):** Represent conditional, non-chainable, or timing-dependent triggers, such as the self-revival of Deskbot 001 upon the simultaneous Special Summon of 2 or more Machines.2
5. **Extra Deck Conversion Nodes (Circles/Hexagons):** Represent the conversion of Main Deck monsters into Extra Deck utility, such as "Synchro: 001 + 003  Naturia Beast" or "Jet Effect: Pop 005 Scale  SS 006."
6. **End Node:** The final established board (e.g., Control Lock) or the final attack calculation (e.g., OTK).7

By structuring the process flow into these distinct node types, the complex, yet predictable, nature of the Deskbot combos can be accurately and clearly mapped for visual analysis.

### B. Summary of Core Interaction Mechanics

The Deskbot cards interact in a defined matrix that facilitates rapid resource cycling and power accumulation.

Deskbot Core Card Interaction Matrix

| **Card** | **Level/Scale** | **Primary Role** | **Activation Condition** | **Key Output/Utility** | **Reference** |
| --- | --- | --- | --- | --- | --- |
| Deskbot 001 | Lvl 1 / Tuner | Synchro Enabler | SS 2+ Machines (from Graveyard) | Self-revival, Tuner for L5/L10 Synchros | 1 |
| Deskbot 002 | Lvl 2 | Search Engine | Special Summon | Search any Deskbot Card (Deck) | 1 |
| Deskbot 003 | Lvl 3 | Main Starter, Quick Boost | Normal Summon, Once per turn (Quick Effect) | SS 1 Deskbot (Deck); ATK/DEF gain (500  Deskbot cards) | 1 |
| Deskbot 004 | Lvl 4 | Battle Swarm Engine | Battle (Damage Calc); Destroys monster by battle | Dump (Deck  GY); SS 2 Deskbots (different Levels) | 4 |
| Deskbot 005 | Lvl 5 / Scale 10 | S/T Removal, Pendulum Scale | Normal/Special Summon; Destroyed in Pendulum Zone | Destroy 1 S/T; SS 1 Deskbot (Graveyard) | 8 |
| Deskbot 009 | Lvl 9 | OTK Finisher | Once per turn, MP1 (ATK gain) | Massive ATK gain (sum of all other Deskbot ATK); Battle protection/lockout | 9 |
| Deskbot Jet | Lvl 10 (Synchro) | Utility Toolbox | Synchro Summon | SS 1 Deskbot (Deck) or Destroy 1 Face-up card (via destruction cost) | 8 |
| Deskbot Base | Spell (Field) | Consistency, Field Wipe | Continuous; Once per turn (Shuffle/Draw); Banish 9 (Field Wipe) | Continuous +500 ATK/DEF; Hand Fix; Opponent's resources wiped | 12 |

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