# Deconstruction and Strategic Analysis: The "R.B." / "Clockwork" / "Machina" Combo

## Section 1: Executive Summary and Deconstruction of the "R.B." Deck

### 1.1 Deconstructing the Query and the Source Video

The query originates from a "One Minute Overview" video concerning the "R.B." archetype.1 This video format is intentionally dense, presenting a high-level summary of a deck's strategy, key cards, and overall viability rather than a linear, step-by-step combo tutorial.

The video's rapid dialogue string ("...funk dock for stage landing... cycle clockwork knight... normal gear frame...") 1 is the primary source of the query's ambiguity. This string is not a single, sequential combo. Instead, it is a *conflation* of the deck's different engines and powerful starting plays, which can be combined in various ways.

This report will disentangle this data by first identifying and meticulously breaking down the deck's most powerful, consistent, 1-card starter: the "Normal Summon Machina Gearframe" line. This specific play is referenced at the end of the video's dialogue 1 and represents the deck's true, uninteruppted "A-game".2

Following this, the analysis will address the "Clockwork" cards. Their role is not, as might be assumed, to be the primary combo starter. Instead, they function as a critical, non-linear *consistency and recovery engine*, providing a searchable pathway to the "Machina" starter when it is not drawn directly.

### 1.2 The "R.B." (Revol Bot) Archetype: A Strategic Overview

The "R.B." (Revol Bot) archetype is a TCG-exclusive, Machine-based deck focused on Link Summoning.3 The deck's core mechanic, or "gimmick," involves its Link Monsters, such as R.B. The Brute Blues, which gain powerful effects based on the Main Deck "R.B." monsters they point to.5 These Main Deck monsters function as "mods" or "equipment," granting the Link Monsters access to potent interruptions like a monster-popping effect (via R.B. Ga10 Driller) or a Spell/Trap negate (via R.B. Ga10 Cutter).3

The deck's primary objective is not a straightforward "One-Turn Kill" (OTK), though it possesses that capability.6 Rather, it operates as a "Rogue Control" deck.8 As stated by the source video's narrator, the deck's game plan is to build an "interactive, layered end board".1 This is achieved by converting a single starter card into a board state that provides "5-6 interruption" points, allowing the "R.B." player to systematically disrupt the opponent's plays during their own turn.2

### 1.3 Key Synergistic Engines (The "Gears" of the Deck)

Analysis of competitive deck lists 10 and dedicated combo guides 2 reveals that the "R.B." deck is not played in a "pure" form. The "R.B." cards themselves lack a sufficiently powerful 1-card starter to execute their demanding Link-spam strategy.9

Therefore, the "R.B." engine serves as the *payoff*, while the *enabler* is "imported" from other, more consistent Machine-focused engines. The deck is, in practice, a hybrid, most effectively an "R.B. Machina" deck.2

* **The "Machina" Engine:** Comprised of cards like Machina Gearframe, Machina Unclaspare, and Machina Citadel.2 This engine provides the deck's premier 1-card starter, as Gearframe's Normal Summon can establish two Machine monsters on the field *and* set up a powerful "board-wipe" interruption in the Graveyard (Citadel) before the "R.B." combo even begins.2
* **The "Speedroid" Engine:** An alternative starter, using Speedroid Terrortop to Special Summon itself and search Speedroid Taketomborg, which also results in two Machine bodies for Link Summoning.10

This report will focus on the Machina Gearframe line, as it is directly referenced in the source video 1 and is the subject of the most detailed and powerful combo guide available.2

## Section 2: Component Analysis: The Engines of the Combo

To understand the 19-step combo detailed in Section 3, it is first necessary to define the function of each key component, grouped by their synergistic engine.

### 2.1 The "Machina" Starter Engine (The 1-Card Enabler)

This engine is the foundation of the deck's strongest play.

* **Machina Gearframe:** An EARTH Machine-Type monster. Its effect text states: "When this card is Normal Summoned: You can add 1 'Machina' monster from your Deck to your hand...".9 This is the 1-card starter for the entire 19-step sequence.
* **Machina Unclaspare:** An EARTH Machine-Type monster. This is the card Gearframe searches. Its effect allows it to Special Summon itself from the hand by sending a "Machina" monster from the Deck to the GY.9
* **Machina Citadel:** An EARTH Machine-Type monster. This is the card Unclaspare sends to the GY. Its Graveyard effect is the engine's payoff: "(Quick Effect): You can target 1 Machine monster you control; destroy that Machine monster, and if you do, Special Summon this card from your GY..." and "...If a face-up EARTH Machine monster(s) you control... is destroyed by battle or card effect... You can destroy all monsters on the field...".2

The causal chain of this 1-card starter is as follows: Gearframe (on field) adds Unclaspare. Unclaspare (from hand) Special Summons itself (second body on field) by sending Citadel (from Deck to GY). This single Normal Summon results in two Machine monsters on the field (the materials for a Link-2 Summon) and a "live" board-wipe interruption (Citadel) in the Graveyard.2

### 2.2 The "R.B." Core Engine (The Search and Extend Loop)

This is the archetype-specific engine that the "Machina" starter bridges into.

* **R.B. VALCan Booster ($Link-2$):** A $Link-2$ Machine monster. Its effect states: "If this card is Link Summoned: You can add 1 'R.B.' Spell from your Deck to your hand".14 This is the first "R.B." monster summoned in the combo, and it immediately searches the deck's Field Spell.
* **R.B. Funk Dock (Field Spell):** The deck's primary searcher. "When this card is activated: Add 1 'R.B.' card from your Deck to your hand, except 'R.B. Funk Dock'".15 It also possesses a critical secondary effect: "If a face-up 'R.B.' monster(s) you control leaves the field by card effect... You can Special Summon 1 'R.B.' monster from your Deck".15 This "floating" effect is exploited multiple times in the combo to maintain board presence.2
* **R.B. Stage Landing (Normal Spell):** The deck's primary extender, searched by Funk Dock. Its effect is simple: "Special Summon 1 'R.B.' monster from your Deck/Extra Deck...".16
* **R.B. The Brute Blues ($Link-3$):** The deck's mid-combo boss monster. "During your Main Phase: You can add 1 'R.B.' card from your Deck to your hand".5 This provides a *second* search after the Funk Dock search, generating immense card advantage.
* **R.B. Shepherd's Crook ($Link-2$):** The deck's *final* Link Monster, used to establish the end board. "During your Main Phase: You can Set 1 'R.B.' Trap from your Deck or GY." and "(Quick Effect): You can target 3 Level 3 or higher 'R.B.' monsters in your GY... Special Summon the other in Defense Position".16 This card sets up two of the five final interruptions.

### 2.3 The "Clockwork" Engine (The User's Query and Consistency Tool)

This engine resolves the ambiguity of the source video and the user's query.

* **Clockwork Night (Continuous Spell):**
  + **Field Effect:** Turns all face-up monsters on the field into Machine-Type. Machine monsters you control gain $500$ ATK/DEF, while those your opponent controls lose $500$ ATK/DEF.19 This is a secondary, "beatdown" application.
  + **GY Effect:** This is the card's *primary* function. "You can banish this card from your GY, then discard 1 card; add 1 EARTH Machine monster from your Deck to your hand".19
* **Clockwork Knight ($Link-1$ Monster):**
  + **On-Summon Effect:** "If this card is Link Summoned: You can send 1 face-up Continuous Spell you control to the GY; add 1 'Clockwork Night' from your Deck to your hand".20

The connection between these cards and the main combo is now clear. The *entire* "Machina" Starter Engine (Gearframe, Unclaspare, Citadel) is composed of EARTH Machine monsters.2

Therefore, Clockwork Night's (the Spell) GY effect makes it a *searchable, discardable, Graveyard-activated tutor for your entire 'Plan A' combo line*. If the optimal 1-card starter (Machina Gearframe) is not drawn, the Clockwork Knight (the Link-1 monster) provides a method to get the Clockwork Night Spell into circulation.20 This Spell can then be sent to the GY, where its effect can be activated to search for the missing Gearframe, Unclaspare, or Citadel needed to *begin* the main combo.19

The "cycle clockwork knight" phrase from the video 1 refers to this utility loop. It is the deck's "Plan B" or "Plan C," providing a powerful, non-linear recovery and consistency tool to find "Plan A."

## Section 3: Canvas-Ready Combo Guide: The 1-Card "Machina Gearframe" Line

This section details the 19-step, 1-card combo that begins with Machina Gearframe and ends on a 5-interruption board. The sequence is adapted directly from the "R.B X Machina (1 Card Combo)" guide.2 Each step is presented as a discrete action, ideal for a node-based "canvas" interface.

| **Step #** | **Action (Your Play)** | **Effect(s) Activated** | **Resolution (The Outcome)** | **Strategic Purpose (Expert Analysis)** |
| --- | --- | --- | --- | --- |
| **Start** | Have Machina Gearframe in hand. |  |  |  |
| 1 | **Normal Summon** Machina Gearframe. | Gearframe (On-Summon) | Add Machina Unclaspare from Deck to hand. | The 1-card starter is deployed. |
| 2 | Activate Unclaspare's effect **in your hand**. | Unclaspare (Ignition) | **Discard 1 card** (itself). Send Machina Citadel from Deck to GY. Special Summon Unclaspare. | Establishes 2 Machine bodies (for a Link-2) *and* sets up the Citadel board-wipe interruption in the GY. |
| 3 | **Link Summon** R.B. VALCan Booster ($Link-2$). | **Materials:** Gearframe + Unclaspare. | Add R.B. Funk Dock (Field Spell) from Deck to hand. | Bridges from the "Machina" starter into the "R.B." engine. |
| 4 | **Activate** the Field Spell R.B. Funk Dock. | Funk Dock (On-Activation) | Add R.B. Stage Landing (Spell) from Deck to hand. | Searches the deck's primary extender. Funk Dock's float effect is now live. |
| 5 | **Activate** the Spell R.B. Stage Landing. | Stage Landing | Special Summon R.B. Lambda Blade from your Deck. | Deploys the first "R.B." mod" and provides a body for the next Link Summon. |
| 6 | Activate Lambda Blade's effect **on field**. | Lambda Blade | Send R.B. Lambda Cannon from Deck to GY. | This is "Graveyard setup," loading the GY with a future resource. |
| 7 | **Link Summon** R.B. The Brute Blues ($Link-3$). | **Materials:** Booster ($Link-2$) + Blade ($Level 1$). | The Brute Blues is summoned. | Establishes the mid-combo searcher. Its on-field effects are not yet relevant. |
| 8 | Activate Brute Blues's effect **on field**. | Brute Blues (Main Phase) | Add R.B. Operation Test (Spell) from Deck to hand. | The second search in the combo, generating significant card advantage. |
| 9 | **Activate** the Spell R.B. Operation Test. | Operation Test (Target Cannon in GY) | Special Summon R.B. Lambda Cannon from the GY. | Begins the resource loop. |
| 10 | *Upon Resolution...* | Cannon (On-Summon) | Add R.B. Lambda Blade from your GY back to your hand. | Cannon's own effect recycles the material used to make Brute Blues. |
| 11 | Activate Lambda Cannon's effect **on field**. | Cannon (Ignition) | **Tribute itself.** Your opponent randomly sends 1 monster from their hand to the GY. | This is the **First Interruption (Hand Rip)**. |
| 12 | *Upon Resolution...* | Funk Dock (Trigger) | An "R.B." monster (Cannon) left the field by a card effect. **Chain Link 1:** Funk Dock. | Special Summon R.B. Ga10 Driller from your Deck. |
| 13 | **Activate** R.B. Operation Test's GY effect. | Operation Test (GY) | **Banish itself.** Target Driller on your field. | Driller gains $1500$ ATK, and its effect becomes a Quick Effect. |
| 14 | Activate Ga10 Driller's effect **on field**. | Driller (Now a Quick Effect) | Special Summon 1 "R.B." monster from your hand (the Lambda Blade from Step 10). | Deploys another body. |
| 15 | *Upon Resolution...* | Driller (Trigger) | "If another 'R.B.' monster is Special Summoned..." | Special Summon Driller itself from the GY. |
| 16 | Activate Ga10 Driller's effect **on field**. | Driller (Ignition) | **Tribute itself.** Destroy the monster your opponent sent to the GY in Step 11. | This is the **Second Interruption (GY Pop)**. |
| 17 | **Activate** Machina Citadel's effect **in your GY**. | Citadel (Quick Effect) | Target R.B. Lambda Blade (or any Machine) on your field; destroy it. | Special Summon Citadel from the GY. |
| 18 | **Link Summon** R.B. Shepherd's Crook ($Link-2$). | **Materials:** Citadel + The Brute Blues ($Link-3$). | Shepherd's Crook is summoned. | This is the final step, creating the interruption-focused end-board monster. |
| 19 | Activate Shepherd's Crook's effect **on field**. | Shepherd's Crook (Main Phase) | Set R.B. Last Stand (Trap) directly from your Deck. | The board is now set. |
| **End** | **End Main Phase 1.** |  |  | **End Board:** R.B. Shepherd's Crook (on field), 1 Set R.B. Last Stand (Trap), R.B. Funk Dock (on field). **GY:** Machina Citadel, R.B. Ga10 Driller, R.B. Ga10 Cutter (in Deck/GY), R.B. Stage Landing. |

## Section 4: Strategic Deconstruction: The 5-Layer Interruption Board

The 19-step combo is only the setup. The *payoff* is the "interactive, layered end board" 1 that results. This board, while appearing minimal, provides at least five distinct layers of disruption to be used during the opponent's turn, as detailed in the 2 combo guide.

### 4.1 The Final Board State

* **Field:** R.B. Shepherd's Crook + R.B. Funk Dock (Field Spell) + 1 Set R.B. Last Stand (Trap).
* **Graveyard:** Machina Citadel, R.B. Ga10 Driller, and R.B. Stage Landing.

### 4.2 The 5 Layers of Disruption (Opponent's Turn)

**Layer 1: Spell/Trap Negate (On-Demand)**

* **Action:** Your opponent activates any Spell or Trap card.
* **Response:** Activate your Set Trap Card, R.B. Last Stand.
* **Resolution:** Last Stand Special Summons R.B. Ga10 Cutter from your Deck. Cutter's effect then activates to negate that Spell/Trap.2

**Layer 2: Monster Pop (On-Demand)**

* **Action:** Your opponent Normal or Special Summons a key combo monster.
* **Response:** Activate the (Quick Effect) of R.B. Shepherd's Crook on your field.16
* **Resolution:** Shepherd's Crook Special Summons R.B. Ga10 Driller from your Graveyard. Driller's effect then activates, allowing you to target and destroy one monster your opponent controls.2

**Layer 3: The "Panic Button" (Board Wipe)**

* **Action:** Your opponent successfully builds a board, *or* they destroy one of your "R.B." monsters (like the Cutter or Driller you just summoned).
* **Response:** Activate Machina Citadel's (Quick Effect) from your Graveyard.2
* **Resolution:** Citadel Special Summons itself from the GY and then, as part of its effect, destroys *all* monsters on the field (including itself). This clears the entire board of monsters.

**Layer 4: The "Float" (Resource Generation from Destruction)**

* **Action:** The board wipe from Citadel (Layer 3) resolves, destroying your Citadel (an EARTH Machine) and any other "R.B." monsters you control.
* **Response:** The Field Spell R.B. Funk Dock triggers its second effect: "If a face-up 'R.B.' monster(s) you control leaves the field by card effect...".15
* **Resolution:** Funk Dock Special Summons a *new* "R.B." monster from your Deck, such as R.B. VALCan Rocket. Rocket can then activate *its* effect to destroy up to two *more* cards your opponent controls.2 This causal chain turns the symmetrical board wipe from Citadel into a one-sided field clear that continues to generate advantage.

**Layer 5: The "Grind Game" (GY Protection)**

* **Action:** At any point, your opponent attempts to destroy one of your "R.B." monsters by battle or card effect.
* **Response:** Activate the Graveyard effect of R.B. Stage Landing by banishing it.16
* **Resolution:** Your "R.B." monster (or monsters) is not destroyed. This provides long-term, passive protection that forces the opponent to exhaust multiple resources to remove a single "R.B." card.

## Section 5: Conclusion: The "R.B." / "Clockwork" Synergy Defined

This analysis has successfully deconstructed the complex, multifaceted strategy presented in the "R.B. - One Minute Overview" video.1 The user's query regarding a "Clockwork Knight combo" was based on a reasonable conflation of multiple concepts presented in a rapid-fire format.

The investigation clarifies the deck's true operational strategy and the specific, nuanced roles of its component engines:

1. **The *Actual* Combo:** The deck's most powerful and consistent offensive line is the 19-step, 1-card Machina Gearframe starter. This combo, detailed in Section 3, leverages the "Machina" engine as a bridge to access the "R.B." engine, ultimately ending on a 5-layer interruption board.2
2. **The Role of "Clockwork Knight" ($Link-1$):** This monster is not a primary starter. It is a *consistency piece*. Its purpose is to use its Link Summon effect—"send 1 face-up Continuous Spell... to the GY; add 1 'Clockwork Night' from your Deck" 20—to get the Clockwork Night *Spell* into circulation.
3. **The Role of "Clockwork Night" (Spell):** This card's primary strategic function is not its on-field ATK manipulation. Its power lies in its *Graveyard effect*: "banish this card from your GY, then discard 1 card; add 1 EARTH Machine monster from your Deck to your hand".19

**Final Synthesis:** The "Clockwork" engine functions as the deck's "Plan B." It provides a searchable, non-linear pathway to "Plan A." If the pilot does not open the Machina Gearframe starter, they can use the Clockwork Knight (and other generic cards) to get the Clockwork Night Spell into the Graveyard. From there, its effect can be activated to search for the missing Machina Gearframe, Machina Unclaspare, or Machina Citadel, thereby *starting* the main combo line from an otherwise unplayable hand. This resolves the central ambiguity of the query, providing both the optimal linear combo and the expert-level understanding of how the deck's other engines support that central strategy.

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