

# TIME THIEF

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## 1. Who are the Time Thieves?

The boss of the Time Thief strategy is the Rank 4 Xyz Monster and gentleman thief, **Time Thief Redoer**. Redoer's first effect brazenly steals the top card of your opponent's Deck each turn during the Standby Phase, stashing it away as Xyz Material (face-up). Those Xyz Materials are then laundered through Redoer's second effect to help Redoer evade capture, fund further exploits, or force his opponents to "redo" their actions. Joining him is his side-kick **Time Thief Winder**, and **Time Thief Perpetua**, a genius inventor who provides Redoer with the equipment needed to carry out his missions.

You can see a visual version of this Decklist on the NEURON app:

Be sure to return all of the cards below when you're finished Dueling.

3 **Time Thief Regulator** (GFTP-EN062 UR)  
3 **Time Thief Winder** (GFTP-EN060 UR)  
3 **Time Thief Bezel Ship** (GFTP-EN061 UR)  
3 **Time Thief Adjuster** (GFTP-EN012 UR)  
3 **Time Thief Chronocorder** (GFTP-EN063 UR)  
3 **Raidraptor – Strangle Lanius** (PHRA-EN005 SR)  
3 **Raider's Wing** (PHRA-EN001 UR)  
21 Monsters

3 **Time Thief Hack** (GFTP-EN066 UR)  
3 **Time Thief Startup** (GFTP-EN067 UR)  
3 **Allure of Darkness** (SS05-ENA26 C/BROL EN088 UR)  
1 **Cosmic Cyclone** (TAMA-EN053 R/SDCB-EN031 C)  
1 **Harpie's Feather Duster** (EGS1/EGO1-EN022 SR)  
1 **Monster Reborn** (EGS1-EN023/EGO1-EN024 C)  
12 Spells

3 **Time Thief Flyback** (GFTP-EN068 UR)  
3 **Time Thief Retrograde** (GFTP-EN069 UR)  
1 **Sales Pitch** (MP21-EN030 R)  
7 Traps

3 **Time Thief Redoer** (GFTP-EN064)  
3 **Time Thief Perpetua** (GFTP-EN065)  
3 **Time Thief Double Barrel** (GFTP-EN013)  
9 Extra Deck Monsters



## **2. How do they operate?**

The basic goal of the Time Thief strategy is to Xyz Summon **Time Thief Redoer**, attach as many Xyz Materials to him as you can, then power him up and bypass your opponent's monsters with **Time Thief Hack** to inflict major damage. If you can Summon both **Time Thief Redoer** and **Time Thief Perpetua** at the same time, you can guarantee that Redoer will have at least 2 different types of cards attached as Xyz Material during your opponent's turn, so that's what this Deck List is geared towards doing.

The easiest and most basic way to Summon any 1 "Time Thief" Xyz Monster is to simply Summon **Time Thief Regulator** and activate its effect to Special Summon 2 other "Time Thief" monsters with different names from your Deck. If you can do this, your options open up significantly, as you can Special Summon **Time Thief Winder** along with **Time Thief Adjuster**. Here's a brief breakdown of some basic plays for when you've started the Duel with **Time Thief Regulator**:

### If you also have **Raidraptor – Strangle Lanius**, or **Raider's Wing**:

Tribute Regulator to Special Summon Winder and Adjuster. Use Winder to search for **Time Thief Hack**, **Time Thief Flyback** or **Time Thief Retrograde** and Adjuster to send Bezel Ship or Chronocorder to the Graveyard (GY). If it's the first turn of the Duel, a Trap is usually better, but if your opponent has gone first and has some Set cards, you might want the protection from **Time Thief Hack**. With this set-up, you also automatically have the means to Summon a second Xyz Monster as well, using Bezel Ship or Chronocorder's GY effect along with whichever other monster you can Special Summon from your hand. Keep in mind you need to banish Redoer if you want to trigger Chronocorder.

### If you have neither of those cards:

Tribute Regulator to Special Summon Winder and Adjuster. Use Adjuster's effect to send Bezel Ship or Chronocorder to the GY and Winder to add another "Time Thief" card to your hand. Generally, the same advice above applies here, but this hand doesn't automatically give you the materials for a second Xyz Monster. Therefore, if you have any other "Time Thief" monster in your hand, you want to get **Time Thief Startup** instead to get you to the second Xyz Summon and set up a powerful Graveyard effect for later. Alternatively, if you expect a lengthy Duel, you could get another **Time Thief Regulator** for next turn.

Now what if you don't have **Time Thief Regulator** at all, and you can't draw into it with a card effect? Other combinations that get you 2 Level 4 monsters on the field include any other Time Thief + Strangle Lanius or any Time Thief other than Adjuster + Adjuster. Remember, Adjuster cannot Special Summon herself from the hand when another copy of Adjuster is Summoned, and she can only use 1 effect each turn. Make sure you know exactly what your end goal is before using either effect of Adjuster.

Once you've Xyz Summoned Redoer, you'll want Perpetua to back him up as fast as possible to start building up those Xyz Materials. **Time Thief Hack** powers up any Xyz Monster by 300 ATK per material, but at least 1 material has to be a card owned by your opponent to let your monster attack directly.

**Make sure you give back any cards taken by Redoer when he leaves the field or the Duel is over!**

### **3. The finer points of time travel.**

Normally when you think about detaching Xyz Materials, you think of paying the cost to activate an Xyz Monster's effect. That's not how **Time Thief Redoer** and **Time Thief Double Barrel** work, however. You decide which Xyz Materials to detach when their effect resolves, which, in addition to forcing your opponent to respond without knowing exactly what you're going to do, also allows creative Chaining to let you do things your opponent didn't know you were capable of!

**Time Thief Perpetua's** Quick Effect and the Trap Card **Time Thief Flyback** can be Chained to Redoer or Double Barrel's effect to attach an Xyz Material to them of a type that didn't exist when their effect(s) were activated, letting you give your opponent a nasty surprise!

You can't activate Redoer's effect if it currently has no materials attached even if you have an effect you can Chain to attach one. This creates a period of vulnerability where Redoer can't escape again immediately after returning to the field.

Some "Time Thief" monsters have effects that Special Summon them but say that they're banished when they leave the field. If you use a monster that was Summoned by such an effect as Xyz Material, the banishment clause no longer applies and the card goes to the Graveyard when detached.

### **4. Onwards to the future!**

If you decide to build this Deck yourself and want to improve it, there are many avenues available to you! The first thing you'll want to do is fill out the rest of your Extra Deck. If you're not looking to change too much, just grab some other Rank 4 Xyz Monsters that work in a wide variety of situations.

If you're looking for something a little narrower, but more powerful, try **Number F0: Utopic Future** and **Number F0: Utopic Draco Future** from *King's Court*. Controlling 2 Time Thief Xyz Monsters meets the material requirements to Summon **Number F0: Utopic Future**, which you can immediately upgrade to **Number F0: Utopic Draco Future**. If you want a similar effect without spending Extra Deck slots, try **Draco-Utopian Aura** from *Power of the Elements*, a Counter Trap Card with a similar effect.

If you want to steal some cards from The Phantom Knights and Raidraptor strategies, you can try **Phantom Knights' Rank-Up Magic Force**, **Raider's Knight**, and **Arc Rebellion Xyz Dragon** from *Phantom Rage* as well as **Dark Rebellion Xyz Dragon** from *Maximum Gold* and **Dark Requiem Xyz Dragon** from *Ghosts from the Past*. Arc Rebellion and Dark Requiem give you a powerful finisher and a strong, but narrow, opening move respectively.

**The Phantom Knights of Rusty Bardiche** lets you send **Raider's Wing** to the GY to Set a Trap like **The Phantom Knights of Shade Brigandine** which Special Summons itself as a Level 4 monster. Shade Brigandine counts as a Trap while it's an Xyz Material making it a great card to pair with Redoer.