# Comprehensive Analysis of the Aroma Archetype in the TCG: A Plant Link Control Strategy

## I. Executive Summary and Strategic Overview

The "Aroma" archetype within the Yu-Gi-Oh! Trading Card Game (TCG) is a sophisticated control strategy fundamentally predicated on Life Point (LP) management. Unlike archetypes that rely on direct negation or massive stat manipulation, Aroma establishes dominance by maintaining an LP total strictly higher than the opponent's, activating powerful continuous protective effects, and converting LP gains into resource generation and disruption.

This analysis confirms that the archetype, in its pure form, suffers from critical deficiencies in speed, interaction, and consistency.1 As a consequence, competitive viability is achieved only through mandatory integration with the broader

**Plant Link Combo Hybrid** strategy, specifically incorporating the Sunavalon, Sunseed, and Rikka engines. This hybridization addresses Aroma's structural weaknesses by providing immediate Link climbing capabilities and, critically, reliable mandatory LP gain triggers necessary for initiating cascading searches and summons.

### I.A. The Life Point Economy: Aroma's Core Identity

The operational foundation of the Aroma deck is defined by two crucial mechanical triggers tied directly to the duelist’s LP total.2

The first core mechanic involves **Continuous Effects** that are active only while the controller’s LP are higher than the opponent’s LP. These effects generally provide defense, utility, or power boosts. For instance, key monsters gain immunity to battle destruction 3 or untargetability against opponent card effects.4 This condition transforms the deck from a standard combo strategy into an advantage-state deck; maintaining the LP lead is synonymous with maintaining the defensive integrity of the established board. The moment the LP differential is lost, the entire continuous defensive shell collapses, potentially leading to immediate resource destruction and loss of board presence.

The second core mechanic centers on **Trigger Effects** that activate upon gaining LP.2 These triggers are the engine of the deck, converting minimal LP boosts (e.g., 300 LP) into powerful card advantage mechanisms, such as searching or drawing. This mechanism forces the deck to adopt a proactive LP management strategy. While the continuous effects favor conservative LP protection to maintain the defensive shell, the deck must actively prioritize triggering LP gain effects—often multiple times per turn—to fuel the combo lines and secure the necessary disruption for the end board. The archetype achieves its peak strength, or "grind game," only after the initial combo has successfully established a significant LP lead and set up recursive disruption loops.2

### I.B. Aroma in the Modern TCG: The Necessity of Hybridization

Historical analysis of the Aroma archetype indicates that pure builds were non-competitive due to structural limitations: they lacked high-impact interaction, possessed a limited Extra Deck presence (prior to recent support), and relied heavily on slow Continuous Trap Cards.1

To succeed in the current competitive environment, Aroma must leverage the Plant Link infrastructure, creating an integrated, often 60-card deck utilizing the Sunavalon, Sunseed, and Rikka archetypes.6 The Plant Link engine serves as the essential bridge, offering unparalleled consistency in initiating high-volume Link summons from minimal starting resources. Crucially, the Sunavalon engine generates small, reliable LP gain triggers that are often mandatory, allowing the deck to initiate its cascading search and summon sequences far more efficiently than the slower, reliance-based Aroma Spells and Traps could achieve during a critical Turn 1 setup.6 This synergy turns the deck into a robust combo strategy capable of establishing powerful endboards, backed by the inherent sustainability and recursion of the Plant Link monsters.

## II. The Aroma Card Core: Mechanical Breakdown

The effectiveness of the Aroma strategy stems from the carefully constructed dual effects present on nearly every "Aroma" and "Aromaseraphy" monster.

### II.A. The Continuous Advantage (LP > Opponent's LP)

The following continuous effects form the protective and consistency core of the archetype, active only when the duelist maintains a higher LP total.

#### Aromage Jasmine (Main Deck)

This Level 2 monster is fundamental for generating early game consistency. While the controller's LP are higher than the opponent’s, *Aromage Jasmine* grants an additional Normal Summon for a Plant monster, besides the standard Normal Summon/Set (you can only gain this effect once per turn).9 This effect is pivotal for 1-card starters such as

**Sunseed Genius Loci**. Loci initiates the Link climb, and the subsequent additional Normal Summon can be used to bring out a key secondary starter or extender, such as **Lonefire Blossom** or a crucial Rikka piece.

#### Aromaseraphy Jasmine (Link 2)

The Link 2 version of Jasmine, requiring 2 Plant monsters, enhances board survivability. If the controller’s LP are higher, this card and any Plant monsters it points to cannot be destroyed by battle.3 This protection forces the opponent to rely entirely on card effects for removal, compounding the defensive requirements of the opposing duelist.

#### Aromaseraphy Sweet Marjoram

This Synchro Monster is a core defensive layer. While the controller's LP are higher, the opponent cannot target any Plant monsters the duelist controls with card effects.4 This untargetability acts as a powerful conditional floodgate, making the entire Plant board immune to targeted negation, destruction, or control effects. Achieving the Synchro Summon of

*Sweet Marjoram* is a primary goal of the initial combo turn to secure board safety.

#### Aromage Rosemary

While LP are higher, if a Plant monster attacks, the opponent cannot activate monster effects until the end of the Damage Step.13 This provides security during the Battle Phase, ensuring that critical pushes cannot be halted by common hand traps or Quick Effects.

### II.B. The Trigger Engine (If LP is Gained)

The trigger effects provide the resource loops necessary to sustain the combo and enact turn-based disruption.

#### Aromaseraphy Jasmine (Link 2)

This is arguably the most important card in the archetype's engine. Once per turn, if the controller gains LP, Link *Jasmine* adds 1 Plant monster from the Deck to the hand.3 This converts the minimal, mandatory LP gain from a card like

**Sunvine Healer** (typically 300 LP 6) into a critical search, allowing the duelist to access high-utility Rikka fairies (like

**Mudan the Rikka Fairy** or **Snowdrop the Rikka Fairy**), or essential extenders such as **Spore** or **World Carrotweight Champion**.14 This searching capability is the lynchpin connecting the hyper-efficient Sunavalon Link climbing engine to the resource-hungry Rikka Xyz and Aroma control package.

#### Aromaseraphy Sweet Marjoram

If the controller gains LP, *Sweet Marjoram* allows the destruction of 1 target card the opponent controls.12 This effect is critical for disruption on the opponent's turn. Compared to other similar Aroma triggers (like

*Rosemary's* battle position change), the destruction effect of *Marjoram* is superior because it offers reliable spot removal that often bypasses complex chaining structures.15

#### Aromage Jasmine (Main Deck)

If the controller gains LP, *Aromage Jasmine* allows the duelist to draw 1 card.10 While less impactful than the Link Jasmine's search, this effect provides raw card advantage and follow-up resources.

### II.C. The LP Generation Suite

Reliable LP gain is mandatory for both maintaining protection and triggering resource generation.

#### Aroma Garden

The Field Spell *Aroma Garden* is a consistent source of LP. It grants 500 LP once per turn while the controller controls an Aroma monster, while also boosting all monsters' ATK/DEF by 500 until the end of the opponent’s next turn.2 The mandatory nature of this 500 LP gain is vital for setting up chain links and ensuring disruption triggers activate, even if the opponent does not provide a target. Its secondary effect grants 1000 LP if an Aroma monster is destroyed by battle or effect, serving as a floating trigger for the remaining Aroma effects on the field.2

#### Aromaseraphy Angelica

A crucial component for initiating the combo. *Angelica* can discard itself to gain LP, acting as a quick-effect starter from the hand or a chain-blockable trigger used defensively.2 Since it can be used on either player’s turn, it is essential for activating disruption effects during the opponent's critical plays.

#### Sunvine Healer

Although not an Aroma card, *Sunvine Healer* is paramount to the archetype's competitive strategy. When summoned, it gains LP equal to the ATK of one Plant Link Monster it points to, usually targeting the Link 1 **Sunavalon Dryas** (300 ATK).6 This mandatory 300 LP gain is the most reliable and immediate trigger for Link

*Aromaseraphy Jasmine*'s search effect during the core combo sequence.

## III. The Control Network: Spells, Traps, and Search Lines

The deck transitions from a pure combo strategy into a formidable control deck by utilizing the "Winds" Continuous Traps, which are searchable by the archetype’s Synchro monster.

### III.A. The Winds Trio

The core disruption tools are the Continuous Traps: **Humid Winds**, **Dried Winds**, and **Blessed Winds**. Access to these cards is centralized through **Aromaseraphy Sweet Marjoram**.

#### Aromaseraphy Sweet Marjoram and Trap Access

Upon being Synchro Summoned, *Sweet Marjoram* searches 1 **Humid Winds**, **Dried Winds**, or **Blessed Winds** from the Deck to the hand.4 This ensures that the primary disruption piece is secured during the Turn 1 combo.

*Humid Winds* is often the first target, as it facilitates further setup.18

#### Dried Winds: The Aggressive Disruption

*Dried Winds* features two powerful destruction effects 19:

1. **Spot Removal Trigger:** If the controller gains LP, they can target and destroy 1 face-up monster the opponent controls. This is the primary disruption tool during the opponent's turn, stacking with *Sweet Marjoram*'s destruction effect.
2. **Mass Destruction Sweep:** If the controller controls an Aroma monster and their LP are at least 3000 higher than the opponent's, the duelist can pay LP equal to the difference to destroy all face-up monsters the opponent controls whose combined ATK is less than or equal to the LP paid. This provides an aggressive, late-game board wipe capability that capitalizes on the massive LP lead established by the combo deck.

#### Humid Winds: The Setup Tool

*Humid Winds* provides versatility in resource management.18 Its first effect allows the duelist to discard 1 card to place a different "Winds" Trap from the hand or Deck face-up onto the Spell & Trap Zone. This bypasses the need to set the Trap and wait a turn. Its second effect allows the duelist to banish it from the Graveyard to Fusion Summon a Plant Fusion Monster, banishing materials from the hand/field/GY (if LP are higher).18 This Fusion effect ensures flexibility and follow-up plays.

### III.B. Disruption Sequencing and Chain Blocking

A sophisticated element of the Aroma strategy is the ability to strategically sequence triggers to protect critical effects from opponent negation. This is achieved through **Chain Blocking**.

The deck uses Quick Effect LP gain sources, such as *Aromaseraphy Angelica* or the Quick Effect of *Blessed Winds* (which tributes a Plant to gain 1000 LP), as Chain Link 1 (CL1). Since *Dried Winds* and *Aroma Garden* have mandatory "If you gain LP" trigger effects 2, they can be chained as CL2, ensuring they activate before any optional triggers (like

*Sweet Marjoram's* destruction effect, CL3). This structure is deployed specifically to force the opponent to use their negation on the mandatory (and often less critical) CL1 or CL2 effects, shielding the highly desirable optional disruption effects (Marjoram destruction, Link Jasmine search) from simple negation tools. This multiple-trigger interaction provides necessary interruption, compensating for the lack of in-archetype negation.1

Table 1: Core Aroma Monster Effect Mapping and Utility

| **Monster** | **LP > Opponent's (Continuous Effect)** | **If LP is Gained (Trigger Effect)** | **Key Utility** |
| --- | --- | --- | --- |
| Aromage Jasmine (Effect) | Additional Normal Summon (Plant) | Draw 1 Card | Consistency / Follow-up 10 |
| Aromaseraphy Jasmine (Link) | Plant monsters it points to cannot be destroyed by battle | Search 1 Plant Monster (Deck to Hand) | Combo Extension / Search Flow 3 |
| Aromaseraphy Sweet Marjoram | Plant monsters cannot be targeted by opponent's effects | Destroy 1 opponent's card (Target 1 card) | Defensive Floodgate / Spot Removal 4 |
| Aromage Rosemary | Plant attacks block opponent monster effects | Change 1 face-up monster's battle position | Battle Utility / Protection 13 |

## IV. Cross-Archetype Synergy: The Plant Link Engine

The required integration of the Sunavalon/Sunseed and Rikka archetypes transforms the Aroma deck into a cohesive, high-ceiling combo strategy. This synergy is necessary because the external engines provide the speed and mandatory triggers that the core Aroma cards inherently lack.

### IV.A. Integrating Sunavalon and Sunseed

The **Sunseed Genius Loci** (Loci) card is the most potent 1-card initiator for the entire 60-card engine.6 The Loci starter line rapidly establishes the necessary Link structure and, crucially, triggers the mandatory LP gain effect.

The sequence begins with the Normal Summon of **Sunseed Genius Loci**, which immediately Link Summons the Link 1 **Sunavalon Dryas**.21 Dryas then searches

**Sunvine Sowing** upon Link Summon. Sowing facilitates the Special Summon of **Sunseed Twin**, which then enables the mandatory recursion of Loci from the Graveyard.6

The decisive turning point of the combo involves the mandatory LP gain trigger. Dryas is used to summon **Sunvine Healer**. Healer targets *Dryas* (300 ATK) and gains 300 LP. This seemingly minor LP gain is strategically timed to occur after **Aromaseraphy Jasmine** (Link 2) has been summoned (often using Dryas and Healer or Thrasher as material), ensuring Jasmine’s pivotal search effect is activated immediately.6 This process is highly efficient because it guarantees the LP gain occurs

*after* the crucial search target (*Jasmine*) is on the field, maximizing resource generation from a single Normal Summon.

Furthermore, the Sunavalon Link monsters (*Dryas* and *Melias*) and Sunseed monsters (*Loci*) offer powerful graveyard recursion.14 This recursive capability is essential for the deck's sustainability, enabling it to out-grind opponents by repeatedly cycling materials back into the Main Monster Zones for subsequent Link plays.

### IV.B. Rikka Fairy Intersections and Utility

The Rikka archetype primarily provides crucial high-impact utility targets for *Aromaseraphy Jasmine*'s cascading search effects.

The most important search target is **Mudan the Rikka Fairy**.6 Once searched by

*Jasmine* (after the Healer trigger) and Special Summoned, Mudan searches Rikka Spells or Traps, typically **Rikka Konkon**. Konkon is a powerful control tool, allowing the player to Tribute an opponent's face-up monster with its effect, securing necessary non-destruction interruption.6

Another key search target is **Snowdrop the Rikka Fairy**, which provides mass Special Summoning potential and Level modification. This flexibility is critical for rapidly accessing high-Rank Plant Xyz monsters like **Rikka Queen Strenna**.6 Strenna provides valuable non-destruction interruption by detaching material to search or Special Summon, and its Graveyard effect triggers the Special Summon of

**Sacred Tree Beast, Hyperyton**.6 Hyperyton, capable of attaching a card from the Graveyard to itself for negation, substantially bolsters the endboard's defensive control shell.

### IV.C. General Extenders and Recursion

The deck also relies on generic Plant support to overcome potential interruption and ensure combo completion. **Lonefire Blossom** is a critical secondary starter, capable of summoning *Loci* or a specific *Aromage Jasmine* (Main Deck) needed for specific combo extensions.14

**World Carrotweight Champion** is an excellent free extender from the Graveyard, easily searchable by *Link Jasmine* and often discarded via utility cards like **Sunvine Shrine** to set up its recursion.14 The Synchro-oriented builds also utilize

**Spore** for Level modification and targeted revival by banishing a Plant monster like *Lonefire Blossom* from the Graveyard.14

## V. Foundational Combo Lines and Step-by-Step Visualization Scripts

The following sequence details the core combo line, designed to optimize resource usage and consistently transition the Loci starter into the multi-archetype end board. This structure is presented sequentially for integration into visualization tools like an AI Canvas.

### V.A. Combo Script A: The Sunseed Genius Loci (1-Card) Starter Line

This script focuses on leveraging the Sunavalon engine to trigger Link *Aromaseraphy Jasmine* and secure the Rikka backrow package.

| **Step ID** | **Card Action** | **Chain Link/Trigger** | **Resulting Game State Change** |
| --- | --- | --- | --- |
| A1 | **Sunseed Genius Loci** Normal Summon | - | Loci (MZ) |
| A2 | **Loci** Link Summon **Sunavalon Dryas** | - | Dryas (EMZ) |
| A3 | **Dryas** Effect Activation | CL1 (Mandatory Trigger) | Search **Sunvine Sowing** (Deck to Hand) 6 |
| A4 | **Sunvine Sowing** Activation | - | Special Summon **Sunseed Twin** (MZ, under Dryas) 6 |
| A5 | **Dryas** Effect Activation (Tribute Twin) | CL1 (Optional Tribute) | Special Summon **Sunvine Healer** (MZ) 6 |
| A6 | **Sunseed Twin** Effect Activation (Banish Twin) | CL2 (Optional GY Effect) | Special Summon **Loci** (GY to MZ) |
| A7 | **Sunvine Healer** Effect Activation (Target Dryas) | CL1 (Trigger) | Gain 300 LP 6 |
| A8 | **Dryas** & **Healer** Link Summon **Aromaseraphy Jasmine** (Link 2) | - | Jasmine (MZ) |
| A9 | **Jasmine** Effect Activation (LP Gain) | CL1 (Mandatory Trigger) | Search **Mudan the Rikka Fairy** (Deck to Hand) 6 |
| A10 | **Jasmine** Effect Activation (Tribute Loci) | CL1 (Optional Tribute) | Special Summon **Mudan** (Deck to MZ, Defense Position) 6 |
| A11 | **Mudan** Effect Activation | CL1 (Mandatory Trigger) | Search **Rikka Konkon** (Deck to Hand) 6 |
| A12 | **Rikka Konkon** Activation | - | Set Konkon to Field |
| A13 | **Mudan** & **Jasmine** Link Summon **Sunavalon Melias** (Link 2) | - | Melias (MZ) |
| A14 | **Melias** Effect Activation | CL1 (Mandatory Trigger) | Special Summon **Loci** (GY to MZ) 14 |
| A15 | Use **Loci** and **Melias** to continue Link or Synchro climb | - | Transition to disruption components (e.g., Marjoram, Hyperyton) 6 |

### V.B. Combo Script B: Achieving Early Sweet Marjoram Disruption

This alternate path prioritizes the establishment of the archetype’s defensive shell and Trap resource management. This line requires having a Level 4 Non-Tuner Plant and access to a Level 2 Tuner (like *Aromaseraphy Angelica* or a Tuner searched by *Jasmine*).

1. **Preparation:** Summon a Level 4 Plant (e.g., by Tributing a Plant with *Lonefire Blossom* or utilizing a Rikka level-modifying effect) and **Aromaseraphy Angelica** (Level 2 Tuner).
2. **Synchro Summon:** Synchro Summon **Aromaseraphy Sweet Marjoram** (Level 6) using the Level 4 Plant and Angelica.
3. **Winds Search:** *Sweet Marjoram* effect activates upon Synchro Summon (CL1), searching **Humid Winds** (Deck to Hand).12
4. **Trap Setup:** Activate **Humid Winds**, discarding a Plant monster (like **World Carrotweight Champion**), to place **Dried Winds** face-up from Deck to the Spell & Trap Zone.18
5. **LP Gain Trigger:** Activate *Aroma Garden* (if available) or use *Angelica*'s GY effect to gain LP, triggering *Sweet Marjoram* (destruction) and *Dried Winds* (destruction) during the opponent's turn.

### V.C. Playing Through Interruption (Anti-Handtrap Lines)

The deck must be capable of pivoting when core combo pieces like *Aromaseraphy Jasmine* are negated (e.g., by *Infinite Impermanence*).

If *Jasmine* is negated, the search loop (Step A9) is halted. The alternative strategy is to pivot immediately into the Rikka Xyz package by leveraging the Normal Summoned Plant/Loci material to access high-level utility monsters. This involves utilizing Jasmine’s tribute effect to Special Summon a utility Plant from the Deck, often **Mardel, Generaider Boss of Light** (Level 9). Mardel can then be used, often with a Level 1/2 Rikka Fairy, to access Rank 9 Xyz options, such as **Rikka Queen Strenna** or subsequently the floodgate-oriented **Cactus Bouncer**.22 The use of Cactus Bouncer, which prevents Special Summoning from the Extra Deck unless Tributed, secures a hard lock against certain competitive archetypes, demonstrating a necessary trade-off: sacrificing the

*Winds* Traps for an immediate, heavy disruption floodgate.

## VI. The Competitive Endboard and Disruption Calculus

The objective of the Plant Link/Aroma hybrid is to construct a Turn 1 endboard that enforces non-targeting protection, generates repeatable destruction effects, and includes at least one form of universal negation.

### VI.A. Endboard Components Analysis

The optimal configuration balances the conditional defensive structure of Aroma with the generic disruption of the Rikka/Plant Link engine.

1. **Defensive Shell:** **Aromaseraphy Sweet Marjoram** must be present to enforce untargetability for all Plant monsters.4 This forces the opponent to use generic, non-targeting removal effects, limiting their options severely.
2. **Search and Recursion:** The Link 2 **Aromaseraphy Jasmine** is often left on the field or easily recursed to maintain the search loop, ensuring follow-up resources for the subsequent turn.3
3. **Universal Negation:** **Sacred Tree Beast, Hyperyton** (accessible via the Rikka engine through *Strenna’s* GY effect 6) provides negation of Monster, Spell, or Trap effects by detaching material and attaching a card from the Graveyard as cost. This covers the critical negation component that Aroma lacks internally.
4. **Flexible Interaction:** **Benghalancer the Resurgent** (Link 3/4) often provides additional interaction via banishing, acting as a powerful multi-purpose removal tool.6

### VI.B. Disruption Sequence Optimization

The primary disruption strategy relies on timing Quick Effect LP gains during the opponent's Main Phase to trigger multiple destruction effects simultaneously.

During the opponent's turn, the duelist must wait for a critical point—typically a major summon or resource activation—before initiating the disruption chain. A Quick Effect LP gain source (such as *Aromaseraphy Angelica* discarding itself, or the activation of *Blessed Winds* by Tributing a Plant) is activated as Chain Link 1 (CL1).

This single LP gain immediately triggers a cascading sequence of effects:

* CL2: **Aromaseraphy Sweet Marjoram** (optional) activates to destroy 1 card the opponent controls.12
* CL3: **Dried Winds** (mandatory) activates to destroy 1 face-up monster the opponent controls.19
* CL4: **Aromaseraphy Jasmine** (mandatory) activates to search 1 Plant monster, securing resource generation.3

This chain structure maximizes the impact of a single trigger, generating multiple instances of destruction disruption. Due to the inherent difficulty in negating multiple effects simultaneously, particularly when the effects are chain-blocked by mandatory triggers, the opponent is often forced to allow at least one instance of destruction to resolve.15

Table 2: Primary LP Gain Triggers and Timing

| **Card** | **LP Gain Amount** | **Timing / Speed** | **Primary Function** |
| --- | --- | --- | --- |
| Aroma Garden | 500 LP | Mandatory Start of Main Phase (Trigger Effect) | Continuous combo maintenance/ATK boost.2 |
| Aromaseraphy Angelica | Varies (e.g., 500 LP) | Quick Effect (Discard Cost) | Starter, Chain Blocker, Emergency trigger.2 |
| Sunvine Healer | Varies (e.g., 300 LP) | Mandatory upon Summon (Trigger Effect) | Combo enabler for first-turn Jasmine search.6 |
| Blessed Winds | 1000 LP | Quick Effect (Tribute 1 Plant) | Disruption trigger during opponent's turn/Defense. |

### VI.C. Grind Game Potential

The highly integrated nature of the hybrid deck provides significant longevity, allowing it to sustain advantage in protracted duels. The continuous recursion loops, provided by the Sunavalon Links reviving **Sunseed Loci** and the Rikka Xyz monsters cycling materials (e.g., *Strenna* bringing back *Mudan*), ensure that resources are constantly replenished.

Furthermore, Link *Aromaseraphy Jasmine* guarantees raw card advantage by converting every LP gain into a search.3 This capacity for repeatable resource recovery and constant card advantage generation distinguishes the Plant Link/Aroma strategy from traditional resource-burning combo decks, cementing its status as a powerful control deck in the longer, more complex grind game scenarios.2

## VII. Conclusions and Recommendations

The Aroma archetype, while conceptually interesting due to its LP condition mechanics, achieves competitive viability exclusively through rigorous hybridization with the Plant Link engine (Sunavalon/Rikka/Sunseed). The synergy is symbiotic: Sunavalon provides the necessary consistency and mandatory LP triggers (via **Sunvine Healer**) to rapidly activate **Aromaseraphy Jasmine's** search effect, which in turn secures Rikka components (Mudan/Snowdrop) and the Aroma Traps (**Dried Winds**) required for disruption.

For optimal play and utilization of visualization tools, the focus must be on executing the precise **Sunseed Genius Loci** combo line, prioritizing the Synchro Summon of **Aromaseraphy Sweet Marjoram** for untargetable protection, and carefully sequencing Quick Effect LP gains to trigger multiple, chain-blocked destruction effects on the opponent's turn. The deck's success hinges on maintaining the LP differential, turning conditional advantages into unavoidable disruption and recursive resource loops.

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