# Strategic Analysis: The Integration of "The Fallen & The Virtuous" and "The Dragon that Devours the Dogma" into the Tri-Brigade Archetype

## Section 1: Executive Summary - The Branded Revolt: A Paradigm Shift for Tri-Brigade

### 1.1 Thesis Statement

The introduction of the Quick-Play Spell "The Fallen & The Virtuous" and the Fusion Monster "The Dragon that Devours the Dogma" represents a pivotal evolution for the Tri-Brigade archetype. This analysis posits that these two cards catalyze the transformation of the Branded Tri-Brigade hybrid from a synergistic but distinct pairing of engines into a singular, cohesive, and top-tier competitive strategy. By forging a direct, resilient, and recursive link between the Branded and Tri-Brigade archetypes, these additions create novel and powerful combo paths that significantly enhance the deck's consistency, raise its disruption ceiling, and fortify its resource loop. This report will deconstruct these new interactions, map the resulting strategic advantages, and provide a comprehensive framework for their competitive application, referencing the foundational mechanics established in the *Tri-Brigade TCG Deep Dive*.1

### 1.2 Key Findings Overview

The strategic impact of these new cards can be distilled into four primary areas of enhancement:

* **New Consistency Vector:** The Branded engine, facilitated by these new cards, now functions as a direct and reliable starter for core Tri-Brigade plays. A single Branded card can now generate both immediate disruption and a guaranteed Tri-Brigade starter for the subsequent turn, effectively increasing the deck's operational consistency and reducing its reliance on drawing a limited number of specific starter cards.2
* **Enhanced Disruption Portfolio:** The deck gains access to Spell Speed 2 targeted destruction through "The Fallen & The Virtuous".4 This form of interaction is not only potent in its own right but is structured in such a way that its activation cost simultaneously fuels the deck's primary search and recursion lines, creating a disruptive play that generates, rather than consumes, advantage.
* **Increased Strategic Resilience:** The core interaction established by these cards is exceptionally resistant to common forms of negation, particularly hand traps like Ash Blossom & Joyous Spring. The mechanical distinction between activation cost and card effect forces opponents into suboptimal trades, often ensuring that the Tri-Brigade player generates resources even through attempted disruption.3
* **Elevated Power Ceiling:** The new standard end boards created by these interactions are more layered and powerful than their predecessors. They combine the established strengths of the Branded engine (e.g., the non-targeting banishment of Mirrorjade the Iceblade Dragon) with the classic Tri-Brigade disruption (an on-turn Link Summon via Tri-Brigade Revolt), supplemented by additional forms of interaction, resulting in a more flexible and formidable board state.1

## Section 2: Component Analysis - The New Arsenal

A granular analysis of each new card reveals the precise mechanics that underpin their strategic value. Their individual effects, when combined with the established Tri-Brigade engine, create a synergy that is greater than the sum of its parts.

### 2.1 "The Dragon that Devours the Dogma": The LORE-Driven Bridge

"The Dragon that Devours the Dogma" is a Level 8 DARK Fusion Monster that serves as the central bridge connecting the Branded and Tri-Brigade strategies.2

* **Card Profile:**
  + **Fusion Materials:** "Fallen of Albaz" + 1 LIGHT or DARK monster + 1 Effect Monster.7 These generic requirements make it a potential target for cards like Super Polymerization in specific metagames, though its primary function in this context is as a resource sent directly from the Extra Deck to the Graveyard (GY).
  + **On-Summon Effect:** "If this card is Special Summoned: You can shuffle up to 2 cards from any GY(s) and/or banishment into the Deck".2 This provides valuable, non-destructive removal against GY-reliant strategies, offering utility should the card be summoned to the field.
  + **End Phase GY Effect:** "During the End Phase, if this card is in your GY because it was sent there this turn: You can add 1 'Dogmatika' or 'Tri-Brigade' card from your Deck to your hand".2 This is the card's most critical effect, establishing a direct and searchable link from the Branded engine's actions to the Tri-Brigade engine's resources.
  + **Typing:** The card is a **BEAST**-Type monster.2 This detail is of paramount importance and is often overlooked in a surface-level assessment.

The BEAST typing of "The Dragon that Devours the Dogma" qualifies it as a "Tri-Type" monster, the collective term for the Beast, Beast-Warrior, and Winged Beast monsters that fuel the entire Tri-Brigade archetype.1 This means that once the Dragon is in the GY, it is not merely a passive enabler for an End Phase search. It becomes an active and integral part of the Tri-Brigade resource pool. It can be banished from the GY to fulfill the summoning condition of a main deck Tri-Brigade monster's effect, contributing to the Link Rating of a monster like Tri-Brigade Ferrijit the Barren Blossom or Tri-Brigade Bearbrumm the Rampant Rampager.1 This dual-role functionality—acting as both a Branded-enabling searcher and Tri-Brigade-enabling fuel—creates a seamless integration that is far more efficient and resource-conscious than the previous Branded Tri-Brigade variant, which relied more loosely on the Winged Beast typing of Tri-Brigade Mercourier.1

### 2.2 "The Fallen & The Virtuous": The Spell Speed 2 Catalyst

"The Fallen & The Virtuous" is a Quick-Play Spell that acts as the primary catalyst for the new strategy, providing both disruption and setup in a single, highly accessible card.4

* **Card Profile:**
  + **Card Type:** A Quick-Play Spell that is always treated as a "Branded" and "Dogmatika" card.4 Its "Branded" name is a crucial feature, making it searchable by a plethora of cards within the Branded engine, such as Aluber the Jester of Despia, Branded Opening, or the End Phase effect of Albion the Branded Dragon, ensuring high accessibility and consistency.4
  + **Primary Effect:** "Send 1 monster that mentions 'Fallen of Albaz' from your Extra Deck to the GY, then target 1 face-up card on the field; destroy it".4 The most important aspect of this effect's text is the sequence of actions. Sending the monster from the Extra Deck to the GY is the *cost* to activate the card's effect, not a part of the effect's resolution. This distinction is the foundation of the strategy's newfound resilience.

This "cost versus effect" structure creates an advantageous interaction against many common forms of negation. The typical sequence of events unfolds as follows: the player activates "The Fallen & The Virtuous" and declares its effect, targeting an opponent's card. To pay the activation cost, the player sends "The Dragon that Devours the Dogma" from their Extra Deck to the GY.4 At this moment, before the opponent has any opportunity to respond, the Dragon is already in the GY, and its condition to activate in the End Phase—being "sent there this turn"—has been met.2

The opponent may now chain a card like Ash Blossom & Joyous Spring to negate the effect of "The Fallen & The Virtuous." However, Ash Blossom negates the *effect* of a card that includes searching, sending from deck to GY, or special summoning from the deck; it does not and cannot negate an *activation cost* that has already been paid. Therefore, while the destruction effect of "The Fallen & The Virtuous" would be negated, the cost remains paid. "The Dragon that Devours the Dogma" remains in the GY. When the turn proceeds to the End Phase, the mandatory trigger effect of the Dragon will activate, allowing the player to search for a "Tri-Brigade" card from their Deck to their hand.2 This interaction makes the setup incredibly resilient, forcing the opponent into a difficult choice: either allow the targeted destruction to resolve and concede the subsequent search, or expend a powerful hand trap to negate only the destruction, while the search for a key combo piece resolves regardless. This creates a significant advantage in resource trading and elevates the Branded engine to a far more reliable starter for Tri-Brigade plays than was previously possible.

## Section 3: Searchability and Resource Pathways

The new cards establish bidirectional resource pathways, allowing the Branded engine to seamlessly initiate Tri-Brigade plays and, in turn, for the Tri-Brigade engine to access its Branded-related tools more effectively.

### 3.1 Forward Pathway: Accessing the New Cards

The most common line of play begins with a standard Branded starter, which now directly translates into a Tri-Brigade advantage for the following turn. This sequence can be visualized as a direct flow from a Branded normal summon to a Tri-Brigade starter in hand.

* **Visual Flow 1: Aluber -> The Virtuous -> The Dragon -> Tri-Brigade**
  1. **START (Hand):** Normal Summon "Aluber the Jester of Despia".
  2. **EFFECT (Field):** The on-summon trigger effect of Aluber activates, adding a "Branded" Spell/Trap from the Deck to the hand. The primary target is often "Branded Fusion," but for setting up this specific interaction, cards like "Branded Opening" or having "The Fallen & The Virtuous" added via another means (like Albion's GY effect) also work.4
  3. **EXECUTE (Spell/Trap Zone):** Activate "The Fallen & The Virtuous" (either on your turn for removal or set for the opponent's turn).
  4. **COST (Extra Deck -> GY):** Send "The Dragon that Devours the Dogma" from the Extra Deck to the GY.
  5. **EFFECT (Field):** Target and destroy one face-up card on the field.4
  6. **END PHASE (GY -> Hand):** The effect of "The Dragon that Devours the Dogma" triggers in the GY, allowing the player to add one "Tri-Brigade" card from the Deck to the hand.2

This pathway demonstrates how a standard Branded starter card now directly converts into a Tri-Brigade starter for the following turn, all while potentially building a board with Fusion monsters and disrupting the opponent with targeted destruction.

### 3.2 Reverse Pathway: The New Search Target

The primary payoff of this engine integration is the End Phase search provided by "The Dragon that Devours the Dogma".2 The choice of search target is critical for setting up the subsequent turn's plays.

* **Primary Targets:**
  + **Tri-Brigade Fraktall:** This is unequivocally the best and most common search target. As the deck's premier starter, Fraktall can initiate the entire core Tri-Brigade combo from the hand, leading to a full board setup as detailed in the *Tri-Brigade TCG Deep Dive*.1 Searching Fraktall effectively guarantees a powerful follow-up play.
  + **Tri-Brigade Kerass:** A viable secondary option if Fraktall has already been used or is otherwise unavailable. Kerass provides an immediate extender that can be Special Summoned from the hand, facilitating Link plays without consuming the Normal Summon.1
  + **Tri-Brigade Kitt / Nervall:** These are more situational searches. Kitt can be searched to load the GY with another name, while Nervall can be searched to be discarded for another effect (like Kerass's summon) to then search another Tri-Brigade monster.1

This interaction creates a self-sustaining resource loop that is far more potent than a simple one-time search. On Turn 1, a Branded card is used to send "The Dragon that Devours the Dogma" to the GY, which in the End Phase searches for Fraktall. On Turn 2, Fraktall initiates the standard Tri-Brigade combo, loading the GY with Tri-Types. Crucially, the GY now contains both the standard Tri-Brigade monsters and the BEAST-Type Dragon, which can itself be banished to summon a Tri-Brigade Link Monster. The combo proceeds to search for "Tri-Brigade Revolt".1 During the opponent's turn, Revolt is activated to summon Tri-Brigade Shuraig the Ominous Omen for a banish. The monsters used for this Link Summon are sent back to the GY, which can re-trigger the effects of Kitt and Nervall. Nervall can then search for another Tri-Brigade monster, such as Tri-Brigade Mercourier, which can then be used as a hand-trap monster negate in conjunction with a Branded Fusion monster that may still be on the field from Turn 1.1 The new cards do not merely provide an entry point; they inject the Branded engine directly into the established Tri-Brigade resource cycle of **Load -> Banish -> Recover & Disrupt**, making the entire strategic loop more powerful, resilient, and self-sufficient.

## Section 4: New Combo Lines & Resulting End Boards

The theoretical synergies outlined above translate into concrete, powerful new combo lines that establish more formidable and flexible end boards than were previously standard for the archetype.

### 4.1 The "Virtuous Start": One-Card Disruption and Setup

This simple yet effective sequence demonstrates the raw efficiency of "The Fallen & The Virtuous" as a standalone tool.

* **Requirement:** "The Fallen & The Virtuous" set on the field (or in hand during your own turn).
* **Sequence (Opponent's Turn):**
  1. **STANDBY/MAIN PHASE:** The opponent commits a key monster to the field or activates a crucial continuous spell/trap.
  2. **ACTIVATION:** The player activates the set "The Fallen & The Virtuous".
  3. **COST:** Send "The Dragon that Devours the Dogma" from the Extra Deck to the GY.
  4. **EFFECT:** Target and destroy the opponent's face-up card.
  5. **END PHASE:** The GY effect of "The Dragon that Devours the Dogma" activates.
  6. **SEARCH:** Add "Tri-Brigade Fraktall" from the Deck to the hand.
* **Resulting State:** This single trap activation has provided one piece of interaction by destroying an opponent's card and has also guaranteed a full Tri-Brigade combo for the player's next turn by searching the deck's best starter. This transforms a single card into both high-value disruption and a critical consistency piece.

### 4.2 The New Standard: Two-Card Combo (Branded Fusion + Tri-Type Extender)

This sequence illustrates the new power ceiling of the deck, combining the strengths of both engines into a cohesive and multi-faceted end board.

* **Requirement:** "Branded Fusion" + any Tri-Type monster in hand.
* **Sequence (Player's Turn 1):**
  1. **:** Activate "Branded Fusion".
  2. **:** Send "Fallen of Albaz" and a LIGHT monster (e.g., The Bystial Lubellion, Springans Kitt) to the GY.
  3. **:** Fusion Summon "Albion the Branded Dragon".
  4. **[Field]:** Activate Albion's on-field effect as Chain Link 1 to perform a second Fusion Summon.
  5. **:** Banish "Fallen of Albaz" and Albion from your field/GY to Fusion Summon "Mirrorjade the Iceblade Dragon".
  6. **[Hand -> Field]:** Normal Summon the Tri-Type monster (e.g., Tri-Brigade Kerass).
  7. **[Field]:** Activate the effect of the Tri-Brigade monster (Kerass), banishing two Tri-Types from the GY to Special Summon "Tri-Brigade Bearbrumm the Rampant Rampager" from the Extra Deck.
  8. **[Field]:** Link Summon a generic Link-2 monster (e.g., I:P Masquerena) using Kerass and Bearbrumm.
  9. **:** Upon being sent to the GY, Bearbrumm's effect triggers. Add "Tri-Brigade Revolt" from the Deck to the hand.
  10. **:** Set "Tri-Brigade Revolt".
  11. **[End Phase]:** During the End Phase, the effect of "Albion the Branded Dragon" that was sent to the GY in step 5 triggers. Add "The Fallen & The Virtuous" from the Deck to the hand.
* **Resulting End Board:**
  + **Field:** "Mirrorjade the Iceblade Dragon" (providing a Quick Effect, non-targeting banish) and "I:P Masquerena" (providing a Quick Effect Link Summon).
  + **Spell/Trap Zone:** A set "Tri-Brigade Revolt" (providing an on-turn Link Summon of Shuraig for a second banish).
  + **Hand:** "The Fallen & The Virtuous" (providing targeted destruction and follow-up search).
  + **GY:** A well-stocked Graveyard including Albion, ready for further plays.

### 4.3 Comparative End Board Analysis

The new standard end board represents a fundamental shift in defensive philosophy compared to the classic Tri-Brigade setup. Where the old board prioritized monster-based negation, the new board emphasizes a diversity of removal and interaction types.

| **Feature / Disruption Type** | **Classic Tri-Brigade Board** | **New Branded Tri-Brigade Board** |
| --- | --- | --- |
| **Monster Effect Negation** | Apollousa, Bow of the Goddess (2-3 negates) | Tri-Brigade Mercourier (1 conditional negate) |
| **Targeted Removal** | None inherent | "The Fallen & The Virtuous" (1 destruction) |
| **Non-Targeting Removal** | "Tri-Brigade Revolt" -> Shuraig (1 banish) | "Mirrorjade" (1 banish) + "Revolt" -> Shuraig (1 banish) |
| **Follow-up/Recursion** | Revolt GY setup (Kitt/Nervall triggers) | Mirrorjade GY setup (End Phase board wipe) + Revolt GY setup + "The Dragon" search |
| **Resilience to Board Breakers** | Highly vulnerable to Dark Ruler No More / Forbidden Droplet | More resilient; disruption is spread across monster, spell, and trap card types. |

The classic Tri-Brigade end board, centered around a multi-negate Apollousa and a set Revolt, is undeniably powerful but possesses a critical vulnerability: its reliance on monster effects makes it exceptionally fragile against non-monster-based board-breaking cards like Dark Ruler No More or Forbidden Droplet.1 A single one of these spells can neutralize the entire monster-based portion of the board, leaving only Revolt as a defense.

The new Branded Tri-Brigade board diversifies its portfolio of interaction. It trades the raw quantity of Apollousa's negates for a higher quality and variety of disruption. It presents the opponent with multiple, distinct problems: a non-targeting banish from Mirrorjade, a targeted destruction from "The Fallen & The Virtuous," and the classic reactive banish from Revolt. This distribution makes the board far more difficult to dismantle with a single card. Dark Ruler No More will negate Mirrorjade's on-field effect, but it cannot stop the set Revolt or the Quick-Play Spell in hand. Conversely, backrow removal like Harpie's Feather Duster may destroy Revolt, but Mirrorjade remains a potent threat whose banish effect will still resolve if used in response, and its End Phase board wipe will still trigger if it leaves the field.1 This layered, multi-type defensive structure is less of a "glass cannon" and more of a flexible, resilient fortress that better embodies the mid-range philosophy of out-resourcing an opponent through varied and continuous pressure.

## Section 5: Macro-Strategic Implications and Deck Construction

The integration of these new cards has profound implications for the deck's strategic identity, its construction, and the methods required to counter it effectively.

### 5.1 Shift in Strategic Identity

With these additions, the Branded Tri-Brigade deck solidifies its identity as a premier mid-range strategy. The ability to generate advantage and disrupt the opponent on both players' turns using a wide variety of card types—monster effects, normal traps, and quick-play spells—makes its game plan less linear and significantly harder to predict and counter. The deck is no longer "Tri-Brigade splashing a Branded engine for Mercourier and Mirrorjade"; it is a true fusion where either engine can fluidly and efficiently enable the other, creating a powerful and resilient whole.

### 5.2 Deck Building Adjustments

The shift in strategy necessitates significant adjustments to both the Main and Extra Decks to maximize the new synergies.

* **Main Deck:**
  + **Branded Engine:** Higher ratios of the Branded engine are now not only viable but optimal. A standard lineup will include 3 copies of Branded Fusion, 1-2 Aluber the Jester of Despia, 1 Fallen of Albaz, and now 1-2 copies of "The Fallen & The Virtuous".
  + **Tri-Brigade Engine:** The core remains largely intact (3 Tri-Brigade Fraktall, 2 Kitt, 2 Nervall, 2 Kerass) as it is the deck's primary resource generator.1 The value of Tri-Brigade Mercourier increases substantially due to the greater number of Fusion monsters and "Fallen of Albaz" cards being played, justifying 1-2 copies.
  + **Non-Engine Staples:** The deck's increased inherent resilience and consistency may allow for a reduction in defensive hand traps in favor of more engine pieces or powerful board-breaking cards for going second, such as Super Polymerization.
* **Extra Deck:** This is the area of the most significant change, as space becomes extremely tight.
  + **Mandatory Inclusions:** 1 copy of "The Dragon that Devours the Dogma" is now an essential, non-negotiable component. The standard Branded Fusion package (2 Mirrorjade the Iceblade Dragon, 2 Albion the Branded Dragon, 1 Lubellion the Searing Dragon) is also required.
  + **Tri-Brigade Links:** The core Link monsters (1 Ferrijit, 1 Bearbrumm, 1 Shuraig) remain critical to the deck's function.1 Tri-Brigade Rugal the Silver Sheller is often the first card to be cut to create space.
  + **Flex Spots:** Generic Link monsters, most notably Apollousa, Bow of the Goddess, become a much lower priority. The Extra Deck space they once occupied is now better allocated to other utility Fusion monsters like "Brigrand the Glory Dragon" for its synergy with Mirrorjade's cost 1, or specific Super Polymerization targets tailored to the expected metagame.

### 5.3 Counter-Strategy and New Choke Points

While the deck has become more resilient, it has also developed new, centralized points of failure that opponents can exploit.

* **Old Choke Points Remain Valid:** Negating the initial GY-sending effect of Tri-Brigade Fraktall with Ash Blossom & Joyous Spring remains a high-impact play that can stop the Tri-Brigade engine before it starts.1
* **New Primary Choke Point - "Branded Fusion":** As the primary one-card starter for the deck's most powerful new combos, the activation of "Branded Fusion" becomes the single highest-priority target for negation. An Ash Blossom on Branded Fusion is often game-deciding, preventing the entire sequence from beginning.
* **New Secondary Choke Point - GY Disruption:** Graveyard manipulation becomes even more critical. While D.D. Crow was previously effective for banishing Nervall to break the search chain 1, its new primary target is "The Dragon that Devours the Dogma." Chaining D.D. Crow to the Dragon's End Phase trigger to banish it from the GY will prevent the search for a Tri-Brigade card, cutting off the deck's follow-up.
* **Anti-Fusion Technology:** Side deck cards that specifically counter Fusion Summoning, such as "Dimensional Barrier" or "Non-Fusion Area," gain significant traction and effectiveness against this new, more Fusion-centric build.

Ultimately, the deck's central point of vulnerability shifts from the resolution of a Normal Summoned monster's effect (like Kerass) to the resolution of a key Spell Card (Branded Fusion). This represents a fundamental change in how opponents must approach the matchup, demanding different hand traps and side deck strategies to effectively combat this powerful and versatile new iteration of the Tri-Brigade strategy.

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