# The PSY-Frame Protocol: A Comprehensive TCG Analysis

## The Principle of the Void: Understanding PSY-Frame's Core Mechanics

The PSY-Frame archetype stands as a unique and often polarizing force within the Yu-Gi-Oh! TCG. Its design philosophy is built upon a central paradox that runs counter to the prevailing board-building meta of the game. Where most strategies seek to populate their field with a formidable array of monsters, PSY-Frame derives its greatest power from an empty monster zone. This fundamental principle dictates a highly reactive and calculated playstyle, forcing its pilot to master the art of turning the opponent's actions into their own advantage.

### The Reactive Mandate

At its heart, PSY-Frame is a pure control archetype, infamous for its dependency on the opponent's moves to initiate its plays.1 The main deck monsters, the "PSY-Framegears," are a suite of handtraps, each designed to respond to a specific action undertaken by the opponent: a summon, an attack, or the activation of a spell, trap, or monster effect. The critical activation condition for these powerful effects is that the PSY-Frame player must control no monsters.2 When this condition is met and an opponent triggers a Gear's activation requirement, the Gear Special Summons itself from the hand alongside its mandatory partner, the Level 6 Normal Monster PSY-Frame Driver, who can be summoned from the hand, Deck, or Graveyard.2

This mechanic fundamentally shifts the game's rhythm. The PSY-Frame player's turn is often deceptively quiet, consisting of little more than setting a few Spell or Trap cards.4 The true action unfolds during the opponent's turn, which becomes the PSY-Frame player's primary arena for disruption and advantage generation.1 The strategy is not about constructing a static, unbreakable board but about systematically deconstructing the opponent's plays as they happen, creating a constant state of disruption that can grind even the most explosive combo decks to a halt. However, this design has a built-in drawback: after a PSY-Framegear resolves, both it and the summoned PSY-Frame Driver are banished during the End Phase, resetting the board to the required empty state but at the cost of resources.4

### The Lambda Revolution: From Passive to Proactive Control

For years, the "empty field" restriction was both the archetype's greatest strength and its most exploitable weakness. An opponent could often circumvent the PSY-Frame player's defenses by simply Normal Summoning a single monster and attacking repeatedly, an action that wouldn't trigger the most powerful Gears and could slowly chip away at the player's life points.5 The introduction of the Link Monster PSY-Framelord Lambda marked the single most significant evolution in the archetype's history, fundamentally resolving this central paradox.

Lambda's continuous effect is deceptively simple yet transformative: "You can activate the effects of 'PSY-Framegear' monsters in your hand even while you control a monster(s)".3 This effect single-handedly rewrites the archetype's rules of engagement. With Lambda on the field, the deck is no longer shackled to a passive, empty-board state. It can maintain a monster presence—a threat, a resource for further plays, and an anchor for its strategy—while simultaneously retaining full access to its signature handtrap negations. This shifts the deck's identity from a fragile, purely reactive stun strategy into a far more resilient and proactive control powerhouse.8

This evolution fundamentally redefines the concept of an "end board" for the archetype. Previously, a PSY-Frame player's turn ended with a vulnerable empty field, hoping to have the correct handtrap for the opponent's opening move. Post-Lambda, the primary objective of the player's own turn becomes summoning this key Link Monster. Achieving this establishes a stable board that no longer disables the deck's primary engine. Lambda, therefore, does not merely support the old strategy; it creates a new, vastly superior one where the end board is not "nothing," but "Lambda plus a hand full of live interruptions."

## Component Analysis: The PSY-Frame Arsenal

To fully grasp the archetype's strategic depth, a granular analysis of each component is necessary. The deck functions as a complex system where each card, from the core engine to the Extra Deck commanders, plays a precise and interdependent role.

### The Core Engine: Driver and Multi-Threader

The entire PSY-Framegear mechanic hinges on two key non-Tuner monsters that provide the necessary body for their Synchro-focused plays.

* **PSY-Frame Driver**: This Level 6, 2500 ATK, LIGHT Psychic Normal Monster is the centerpiece of the archetype's main deck engine.10 Every PSY-Framegear's effect requires the simultaneous Special Summon of PSY-Frame Driver from the hand, Deck, or Graveyard.2 While essential, drawing this vanilla monster is often suboptimal, as it provides no utility on its own. In many non-dedicated builds, it is considered a "garnet"—a card you must run but never want to see in your opening hand.13
* **PSY-Frame Multi-Threader**: This Level 6 Effect Monster serves as a direct upgrade and alternative to Driver. Its name becomes "PSY-Frame Driver" while in the hand or Graveyard, allowing it to fulfill the summoning condition for any PSY-Framegear.16 However, unlike its vanilla counterpart, Multi-Threader is a valuable resource even when drawn. It can be discarded from the hand to protect any "PSY-Frame" card on the field from being destroyed by battle or card effect. Furthermore, if a PSY-Frame Tuner is Special Summoned while Multi-Threader is in the Graveyard, it can Special Summon itself, providing an additional body for Synchro or Link plays.17

The interplay between these two cards introduces a critical deck-building decision. While Driver is the primary copy intended to be summoned from the deck, Multi-Threader mitigates the risk of drawing a dead card by offering tangible utility. The optimal ratio of Driver to Multi-Threader depends on the player's strategy, balancing the need for a reliable in-deck target against the desire for more versatile and protective options in hand.

### The Responders: The PSY-Framegears

The PSY-Framegears are the heart of the deck's interactive strategy. They are all LIGHT Psychic Tuner monsters that cannot be Normal Summoned or Set and share the "empty field" activation condition (unless Lambda is present).3 Each is tailored to counter a specific game action.

| Card Name | Level/Type | Opponent's Action (Trigger) | Effect on Resolution | Strategic Note |
| --- | --- | --- | --- | --- |
| PSY-Framegear Alpha | 1 / Tuner | Normal or Special Summons a monster | Search any "PSY-Frame" card | The deck's primary consistency tool. A successful resolution searches for key enablers like PSY-Frame Circuit or PSY-Frame Overload, or another Gear for further disruption.1 |
| PSY-Framegear Beta | 1 / Tuner | Declares an attack | Destroy the attacking monster & End the Battle Phase | A crucial defensive tool that halts battle-centric strategies and prevents an opponent from clearing the board to safely make their plays.1 |
| PSY-Framegear Gamma | 2 / Tuner | Activates a monster effect | Negate activation & Destroy the monster | The most potent and versatile Gear. Its ability to negate and destroy makes it one of the most powerful handtraps in the entire game, seeing widespread play even outside of its own archetype.2 |
| PSY-Framegear Delta | 2 / Tuner | Activates a Spell Card | Negate activation & Destroy the Spell | Essential for stopping powerful combo-starting Spells, Field Spells, or devastating board-breaking cards like Harpie's Feather Duster or Lightning Storm.1 |
| PSY-Framegear Epsilon | 2 / Tuner | Activates a Trap Card | Negate activation & Destroy the Trap | While often the most situational Gear, it is indispensable in matchups against trap-heavy control or stun decks, capable of negating powerful floodgates or removal traps.4 |

### The Catalysts: Spells & Traps

The archetype's Spells and Traps provide the infrastructure needed to convert individual disruptions into a cohesive and overwhelming strategy.

* **PSY-Frame Circuit**: This Field Spell is the primary engine for the deck's explosive, turn-disrupting plays. Its first effect is a trigger: if a "PSY-Frame" monster is Special Summoned, you can immediately perform a Synchro Summon using only PSY-Frame monsters you control.21 Because the Gears activate on the opponent's turn, this allows for Synchro Summoning during the opponent's turn, a rare and powerful ability.4 A single Gear activation can be converted into a PSY-Framelord Zeta to banish another threat, a PSY-Framelord Omega to attack the opponent's hand, or even a generic Synchro like Black Rose Dragon to wipe the entire field.1
* **PSY-Frame Overload**: This Continuous Trap serves a dual purpose of disruption and resource generation. While face-up, it allows you to banish one "PSY-Frame" monster from your hand or field to target and banish one card on the field face-down—a powerful form of removal that prevents most Graveyard effects.4 Its second, and arguably more important, effect activates in the Graveyard. During either player's turn (except the turn it was sent there), you can banish Overload from the Graveyard to add any "PSY-Frame" card from your Deck to your hand.4 This recursive search capability is the cornerstone of the deck's long-term grind game.

### The Commanders: Extra Deck Monsters

The "PSY-Framelord" monsters are the payoff for the main deck's reactive plays, providing powerful forms of control and resource management that solidify the deck's dominance.

* **PSY-Framelord Zeta**: A Level 7 Synchro Monster, Zeta offers tactical, non-destructive removal. As a Quick Effect, it can target a face-up Special Summoned monster in Attack Position your opponent controls and banish both itself and that monster until your next Standby Phase.26 This effect is multi-purpose: it removes a threatening monster, dodges targeted effects, and, crucially, clears your own field, re-enabling the "empty field" condition for your in-hand Gears.4 Its Graveyard effect allows it to return itself to the Extra Deck to add another "PSY-Frame" card from your Graveyard to your hand, ensuring resource recursion.26
* **PSY-Framelord Omega**: The Level 8 Synchro and the archetype's definitive boss monster.4 Omega is a master of disruption and resource manipulation. Its first Quick Effect allows it to banish itself and one random card from the opponent's hand (face-up) until your next Standby Phase.29 This provides potent hand control, capable of preemptively removing key combo pieces from the opponent's grasp. Its second effect is the critical enabler for the deck's resource loop: during your opponent's Standby Phase, you can target one banished card and return it to the Graveyard.30 Its final effect allows it to recycle itself and another card from any Graveyard back into the Deck.29
* **PSY-Framelord Lambda**: The aforementioned Link-2 monster that revolutionized the archetype. Beyond enabling Gear activations with a monster on the field, its second effect provides a steady stream of card advantage. If a face-up Psychic monster you control is banished, you can add one "PSY-Frame" card from your Deck to your hand during the End Phase.8 This effect triggers from nearly all of the deck's core actions: the self-banishing of the Gears, the cost of Overload, and the effects of Zeta and Omega, ensuring the player's hand remains stocked with answers.

## Strategic Blueprints: Combo Lines and Resource Loops

The true power of PSY-Frame emerges not from individual card effects, but from the intricate synergies and recurring loops they create. Mastering these pathways is key to piloting the deck effectively, transforming it from a simple collection of negates into a relentless engine of control.

### Search and Consistency Pathways

A consistent flow of resources is vital for a control deck, and PSY-Frame has multiple avenues to ensure it always has the right tool for the job.

* **Alpha as the Primary Searcher**: PSY-Framegear Alpha is the deck's most direct and important searcher. Triggered by an opponent's Normal or Special Summon, its effect to "add 1 'PSY-Frame' card from your Deck to your hand" is the primary method for accessing mission-critical cards.3 A successful Alpha resolution early in the game can fetch PSY-Frame Circuit to enable Synchro plays, PSY-Frame Overload to establish the long-term grind game, or a more specific Gear like Gamma or Delta to preemptively counter an anticipated threat.
* **Overload as a Delayed Searcher**: PSY-Frame Overload provides a different kind of search capability. Its Graveyard effect, which allows it to be banished to search for any "PSY-Frame" card, can only be used on a turn after it was sent to the Graveyard.4 This provides a slower but highly resilient search mechanism. This can be exploited proactively with cards like Foolish Burial Goods, which can send Overload directly from the Deck to the Graveyard, setting up a search for the following turn without needing Overload to be on the field and destroyed first.5
* **Lambda as a Recursive Searcher**: PSY-Framelord Lambda acts as a passive but potent search engine. Its End Phase search triggers whenever a Psychic monster is banished while it is on the field.8 This condition is met constantly throughout the deck's normal operations: when a Gear and Driver banish themselves in the End Phase, when Overload banishes a PSY-Frame monster as a cost, or when Zeta and Omega use their self-banishing effects. This creates a consistent and often overwhelming stream of card advantage, replacing every resource used with a new one from the deck.

### The Omega-Overload Grind Game: A Perpetual Motion Engine

The most powerful and defining resource loop within the PSY-Frame archetype is the interaction between PSY-Framelord Omega and PSY-Frame Overload. When established, this combination creates a nearly unbreakable cycle of searching that can out-grind almost any opponent.

The synergy is built upon two specific effects: Overload's ability to banish itself from the Graveyard to search a "PSY-Frame" card 24, and Omega's ability to return one banished card to the Graveyard during the opponent's Standby Phase.29 The loop unfolds as follows:

1. **Setup**: The player must have PSY-Framelord Omega face-up on the field and a copy of PSY-Frame Overload in their Graveyard.
2. **Activation**: At any point during their turn or the opponent's turn (after the turn Overload was sent to the GY), the player activates Overload's effect, banishing it from the Graveyard to search for any "PSY-Frame" card from their Deck.
3. **Recursion**: During the next opponent's Standby Phase, the player activates Omega's effect, targeting the banished PSY-Frame Overload and returning it to the Graveyard.
4. **Reset**: The loop is complete. Overload is now back in the Graveyard, ready to be banished again on a future turn for another search, while the player has added a new card to their hand.

This engine effectively provides a free, perfectly-tailored search every turn cycle. While most strategies operate on a finite system of resources, this loop breaks that paradigm. It allows the PSY-Frame player to consistently toolbox for the exact Gear needed to counter the opponent's strategy—Delta for a crucial Spell, Gamma for a key monster effect—without ever depleting their own resource pool. This forces the opponent into an unwinnable war of attrition. Unless they can dismantle the loop itself, typically by removing Omega from the field, they will inevitably be overwhelmed by an endless supply of targeted negations. This transforms the deck's win condition from simple control to one of sheer inevitability.

### Core Combo Sequences

While highly reactive, PSY-Frame does have proactive combo lines designed to establish its ideal board states.

* **Going First: The Lambda Setup**: The primary objective when going first is to summon PSY-Framelord Lambda as quickly and efficiently as possible. This sets up the ideal scenario of having a monster on board while keeping all PSY-Framegears live for the opponent's turn.
  + **Example Line**: A classic and effective method involves Tour Guide From the Underworld. The player Normal Summons Tour Guide, using its effect to Special Summon Sangan from the Deck. These two monsters are then immediately used to Link Summon PSY-Framelord Lambda. Upon being sent to the Graveyard, Sangan's effect activates, allowing the player to search the deck for a monster with 1500 or less ATK, typically PSY-Framegear Gamma.5
  + **Resulting End Board**: The player ends their turn with PSY-Framelord Lambda on the field and PSY-Framegear Gamma in hand. This board is now prepared to negate the opponent's first major monster effect, and any banish effect (such as Zeta or Omega) will trigger Lambda's End Phase search for further advantage.
* **Going Second: The Gamma Blowout**: When going second, the deck's most powerful opening play is to use PSY-Framegear Gamma to disrupt the opponent's own setup, turning their combo into a massive advantage swing for the PSY-Frame player.
  + **Scenario**: The opponent, attempting to establish their board, activates a crucial monster effect (such as Ash Blossom & Joyous Spring to negate a search spell, or the effect of a key combo starter).
  + **Action**: While controlling no monsters, the PSY-Frame player chains PSY-Framegear Gamma from their hand.
  + **Resolution**: The opponent's monster effect is negated, and the monster is destroyed. Simultaneously, Gamma (a Level 2 Tuner) and PSY-Frame Driver (a Level 6 non-Tuner) are Special Summoned to the field.5
  + **Follow-up**: With two monsters on the field, the player can immediately proceed to their Main Phase and perform a Level 8 Synchro Summon. The premier choice is PSY-Framelord Omega, which can then immediately use its effect to banish itself and a card from the opponent's now-weakened hand. Alternatively, other powerful generic Synchros like Baronne de Fleur or Borreload Savage Dragon can be summoned to establish an overwhelming board presence.13 This single interaction can completely dismantle an opponent's turn while simultaneously establishing a dominant board for the PSY-Frame player.

## The End State: Establishing Control

Unlike combo-heavy decks that aim to build a board of multiple on-field negations, the "end board" for a PSY-Frame deck is defined by the state of control it establishes over the entire game, leveraging its hand and Graveyard as much as its field.

### The Pure Build End Board

In a dedicated PSY-Frame build, the ideal game state is not one of overwhelming force, but one of absolute control and resource denial. The board itself may appear deceptively simple, but it enables a devastatingly effective strategy.

* **Ideal State**: The optimal end board consists of PSY-Framelord Lambda on the field, PSY-Frame Overload either set or already in the Graveyard to enable its search effect, and a hand containing a variety of different PSY-Framegears.
* **Function**: In this state, Lambda ensures that the Gears in hand are perpetually live, regardless of the monsters on the field. Overload provides recurring, searchable disruption through its on-field effect and its Graveyard search loop with Omega. The hand itself becomes a dynamic toolbox, with the player able to select the precise answer needed for any action the opponent takes. The goal is not to prevent the opponent from playing, but to control the outcome of every play they make, ensuring total dominance over the game's flow.

### The Hybrid Build End Board

When PSY-Frame is integrated as an engine into other archetypes (such as P.U.N.K., Horus, or Snake-Eyes), the end board becomes a more layered and traditionally powerful field, combining proactive threats with reactive protection.34

* **Ideal State**: A typical hybrid end board will feature the boss monsters of the partner engine (e.g., P.U.N.K. JAM Dragon Drive, Chaos Ruler, the Chaotic Magical Dragon, or the Horus monsters) co-existing on the field with PSY-Framelord Lambda.
* **Function**: This creates a synergistic board that covers the weaknesses of both strategies. The partner engine provides the raw offensive power and proactive board presence that pure PSY-Frame can lack. In turn, the PSY-Frame engine, enabled by Lambda, provides a layer of reactive disruption and protection. This allows the primary engine's plays to be shielded from opponent handtraps, while also providing a backup layer of control should the opponent manage to break through the initial on-field negations.

## External Operations: Synergies and Hybridization

PSY-Frame's influence extends far beyond its dedicated deck. Its most potent components have been adopted by the wider competitive scene, and its unique mechanics allow for a variety of powerful hybrid strategies.

### The "Gamma Package": A Metagame Staple

The most common external application of the archetype is the "Gamma Package." This typically consists of three copies of PSY-Framegear Gamma and one copy of PSY-Frame Driver included in a deck's main or side deck.14

The package's enduring popularity stems from Gamma's unparalleled strength as a handtrap. It is one of the very few that both negates an effect *and* destroys the monster, offering a level of disruption that often surpasses other popular options like Ash Blossom & Joyous Spring or Effect Veiler.15 Furthermore, because it does not activate on the field, it is immune to negation from cards like Infinite Impermanence, and its ability to hit monster effects that activate in the hand or Graveyard makes it a perfect counter to other handtraps.5

The package is most effective in decks that can activate multiple Spell or Trap cards to search or set up before committing a monster to the field. If an opponent attempts to negate one of these initial plays with a handtrap, Gamma can be chained to negate and destroy the handtrap. This not only ensures the original spell resolves but also Special Summons Gamma and Driver to the field, providing two free bodies for a powerful Level 8 Synchro Summon on the very first turn.5 This potential for a massive, game-swinging punish makes the Gamma Package a high-risk, high-reward option in many competitive strategies. However, its use highlights a core tension: resolving Gamma on your own turn populates your field, which then disables any subsequent copies of Gamma you might draw. This is why PSY-Framelord Lambda is so valuable even in these hybrid builds, as it allows the deck to capitalize on Gamma's summon and still keep future copies live for protection.

### Viable Hybrid Builds

The PSY-Frame engine's minimal main deck footprint and synergistic nature make it an excellent partner for various other archetypes.

* **P.U.N.K. PSY-Frame**: The P.U.N.K. engine excels at consistently summoning Level 8 Synchro monsters and can easily facilitate the Link Summon of PSY-Framelord Lambda. Once Lambda is established, the PSY-Frame engine provides a powerful layer of protection for the P.U.N.K. engine's more vulnerable combo pieces.34
* **Yosenju PSY-Frame**: This is an older but still effective pairing. Yosenju monsters have the unique characteristic of returning to the hand during the End Phase of the turn they are Normal Summoned. This naturally clears the field, perfectly setting up the "empty field" condition required for the PSY-Framegears to activate on the opponent's turn.5
* **Modern Synergies**: The principles of the archetype allow for integration with many modern engines. Strategies like Snake-Eyes 38 or Horus 39 that can quickly put two monsters on the field can easily summon Lambda and then leverage the PSY-Frame engine for added resilience and disruption. The key is any engine that can either facilitate Lambda's summon or benefit from the powerful, free negation that the Gamma package provides.

## Counter-Protocol: Exploiting Weaknesses and Choke Points

Despite its power, the PSY-Frame strategy is not without its vulnerabilities. A knowledgeable opponent can exploit the deck's unique mechanics and target key choke points to dismantle its game plan.

### Clogging the Field

The most direct and effective counter-strategy is to exploit the archetype's core weakness: its reliance on an empty monster field (in the absence of Lambda). By giving the PSY-Frame player a monster they cannot easily remove, an opponent can effectively render their entire hand of PSY-Framegears useless.

* **The Kaiju Solution**: Tributing an opponent's key monster, such as PSY-Framelord Omega or PSY-Framelord Lambda, to Special Summon a "Kaiju" monster to their side of the field is a devastatingly effective tactic. This not only removes their primary threat but also "clogs" their field with a monster they control, shutting down their main engine of disruption.1
* **Preventing Synchro Summons**: If the opponent has PSY-Frame Circuit on the field, a key moment of vulnerability occurs right after a PSY-Framegear resolves. At this point, the Gear and Driver are on the field, and Circuit's effect will trigger to perform a Synchro Summon. Chaining a Quick-Play Spell or Trap like Cosmic Cyclone or Twin Twisters to destroy Circuit at this moment will cause its effect to resolve without effect. This leaves the opponent with two PSY-Frame monsters stranded on their field, preventing them from activating any more Gears for the remainder of the turn.1

### Playing Passively and Methodically

While completely stalling and passing turns is a flawed strategy that allows the PSY-Frame player to accumulate resources 1, a more controlled and methodical approach can effectively play around their disruptions.

The goal is to avoid triggering their most impactful Gears. For instance, if an opponent is suspected of holding PSY-Framegear Gamma, a player can choose to Normal Summon a monster *before* activating any critical monster effects. This establishes a monster on the board. While this may trigger the less threatening PSY-Framegear Alpha, it prevents the activation of Gamma, allowing the player's key monster effects to resolve safely.5 Understanding the specific triggers for each Gear allows a player to sequence their plays in a way that minimizes risk and forces the PSY-Frame player into suboptimal responses.

### Key Choke Points

Like any complex engine, the PSY-Frame strategy has several critical points that, if disrupted, can cause the entire system to fail.

* **Negating PSY-Framegear Alpha**: As the deck's primary searcher, Alpha is a high-priority target. Using Ash Blossom & Joyous Spring to negate Alpha's search effect can cut the deck off from its essential tools like Circuit or Overload, severely hindering its ability to establish its game plan.1 This is a calculated risk, as the PSY-Frame player may have Gamma to counter the Ash Blossom.
* **Removing PSY-Framelord Lambda**: In the modern game, Lambda is the absolute lynchpin of the PSY-Frame strategy. Its removal should be the opponent's highest priority. Eliminating Lambda from the field re-imposes the restrictive "empty field" condition, often turning a hand full of powerful negates into dead cards.
* **Disrupting the Graveyard**: The Omega-Overload loop is the deck's engine of inevitability. Disrupting this loop is crucial for winning a long game. Using cards like D.D. Crow or Called by the Grave to banish PSY-Frame Overload from the Graveyard in response to its activation prevents the search and breaks the recursion cycle.

## Conclusion

The PSY-Frame archetype represents a fascinating case study in reactive game design within the Yu-Gi-Oh! TCG. Initially conceived as a passive, high-risk stun strategy entirely dependent on its opponent's actions, it has evolved significantly. The introduction of PSY-Framelord Lambda served as a pivotal moment, resolving the archetype's core mechanical contradiction and transforming it into a resilient, proactive control deck capable of maintaining board presence while leveraging its powerful hand-based interruptions.

Its core strength lies in its ability to generate immense advantage through carefully orchestrated resource loops, most notably the perpetual search engine created by PSY-Framelord Omega and PSY-Frame Overload. This engine, combined with a toolbox of specific, powerful negations in the form of the PSY-Framegears, allows the deck to establish a state of near-total control over the game, grinding opponents out of resources until victory is inevitable.

Beyond its dedicated strategy, the archetype's influence persists in the broader metagame through the ubiquitous "Gamma Package," a testament to the raw power of PSY-Framegear Gamma as one of the most effective handtraps ever printed. While the deck possesses clear and exploitable weaknesses—primarily its vulnerability to field-clogging and the critical importance of Lambda—a skilled pilot who understands its intricate mechanics and strategic choke points can effectively dismantle nearly any opposing strategy. PSY-Frame remains a potent and unique force, rewarding calculated, reactive play with one of the most robust control and resource-denial strategies in the game.

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