
THE NINJAGO MOVIE
70620
LEVEL 1
THE OLD WORLD
NIVEAU 1
L'ANCIEN MONDE
NIVEL 1
EL MUNDO ANTIGUO
COMICS
LEGO.com/NINJAGOMOVIE

LEGO® NINJAGO® HISTORY

LEGO® NINJAGO® City is an ancient place, situated on the coast of NINJAGO Island. A sprawling metropolis, lack of real estate eventually led to the city being built vertically instead of spreading out horizontally. As a result, the city consists of layers constructed on top of each other. It is possible to trace the history of the city simply by working your way up from the lowest level. The city is broken up into three levels, known as the Old World, the Street and the High-rise.

The city truly has something for everyone. Restaurants and shops of every sort can be found somewhere in the metropolis. People from all over the island aspire to live and work in NINJAGO City, and the mix of residents brings a wonderful combination of cultures to the place. From the lowest level to the top of the top, NINJAGO City is a colorful and constantly entertaining place to live or visit.

Although the neighborhoods of NINJAGO City are very different from each other, people move freely between them to buy goods and do business. And, of course, the ninja team is always around to protect the citizens from evil.

What new adventures are waiting in NINJAGO City? You can make up your own stories or recreate what you see in THE LEGO NINJAGO MOVIE™. You decide!



MOVIE DIRECTOR INTERVIEW



Q: What was your vision of LEGO® NINJAGO® City going into the movie?

A: One of my first ideas about THE LEGO® NINJAGO® MOVIE™ from a stylistic point of view was to bring the toys outside into a natural environment, as if we are playing with LEGO bricks in the back yard. Along with the plants and other organic elements, I knew I wanted to have a lot of water. I thought about coastal cities in Asia and Europe that are designed around canals, and this felt like a great place to start. The other idea is that this is a city that is constantly rebuilding itself because of the continual attacks from Garmadon, so it felt really fun to think about a city building and re-building on top of itself.

Q: LEGO® NINJAGO® City is already familiar to fans from the animated TV show. How is the movie version different?

A: Aside from the scope and scale of it, it is not much different.

Q: How well do you think the LEGO® NINJAGO® City set captured the spirit of the setting in the film?

A: It is amazing. I know I am biased, but I think this is one of the coolest LEGO® sets ever – it has captured the spirit beautifully. In fact, there are some very specific things in the set that are actually in the movie. Can you find them?

Q: Sometimes a setting can be a character in its own right in a film. Do you think that is the case with LEGO® NINJAGO® City in your movie?

A: Absolutely. The design reflects the personality and variety of culture of the people of NINJAGO® City. There is a whimsy to the architecture that represents their good nature and positivity in the face of constant attacks from Garmadon. The people of NINJAGO City love their home and will not let it be destroyed by Garmadon.

Q: Do you have a favorite character or function in the LEGO® NINJAGO® City set?

A: It is funny, but I really love the ATM cash machine. It spits out money!

Q: The layers of the model show a city that has been built upon itself over the years. How central is this concept to the vision of the city in the film? Were there any real-life examples referenced as this idea was being developed?

A: As the film progressed, we developed a lot of backstory as to how the city was built. The concept is that the ancient feudal NINJAGO® town grew into the major metropolis it is today as the people built and rebuilt the city vertically upon the structures of the original village. We loved this idea, not only because it feels very much in LEGO® style, but also because it reflects how the present day NINJAGO City is rooted in its history. We looked at many real-world examples like Singapore, Hong Kong, Seattle, Sydney, New York and even Venice, London and Amsterdam.

- Charlie Bean, from the Directing Team of THE LEGO® NINJAGO® MOVIE™



LEGO® NINJAGO® LANGUAGE TRANSLATOR





LEGO® NINJAGO® LANGUAGE CHALLENGE:
Use the key above to translate the signage hidden throughout the three levels of the city!

THE LEGO® NINJAGO® MOVIE™ IMAGES







MODEL DESIGNER INTERVIEW





Q: What are some of the challenges of turning a movie location into a model?

A: In the movie, LEGO® NINJAGO® City is unlike anything we have seen before in a LEGO set. One of the main challenges with a model like this is the difference in size between the vast on-screen location and the smaller model version.

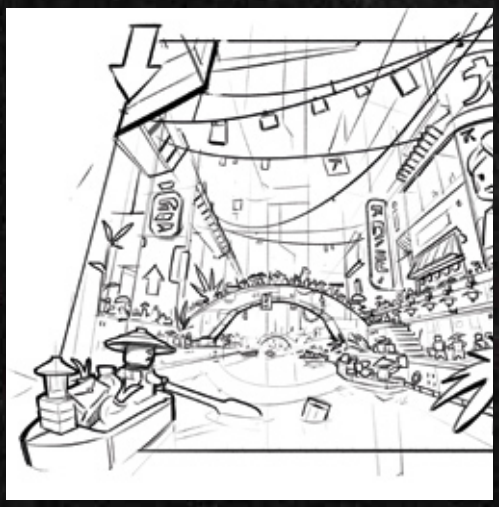
As both are built from LEGO bricks, our approach was to choose key silhouettes and details which could be rebuilt at a smaller scale and still match the overall look.

In order to capture the scope of NINJAGO City, we split the model into three sections, each representing a different chapter of the city's evolution. However, this led to the challenge of blending the levels together into a complete model. For example, we positioned the tower further back on the model, to give the impression of it rising from behind the buildings.

Q: What is your favorite functionality in the model?

A: Nico: Definitely the crab cooking function. After going through multiple iterations, some of which involved ejecting the uncooked crab back into the water, we ended up with a simple but very robust function that can transform almost anything that can fit inside the grill!
Chris: For me I would have to pick the sushi bar, as it is very simple and easily decodable for what it is meant to represent.

Q: The architectural style of LEGO® NINJAGO® City is layers built upon layers as time goes on. Did you do any research on similar structures in the real world while preparing to create this model?



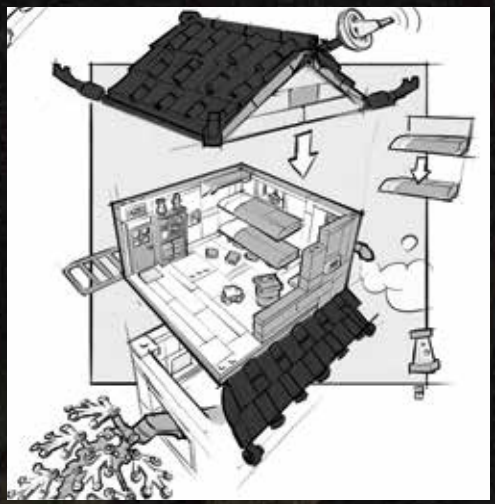
A: We shared a lot of the same inspiration that the moviemakers used, but we also drew inspiration from real-life places we have visited, amazing cyberpunk creations in the fan community, and of course the NINJAGO® TV show.

Q: What was the most fun part of designing such a big and complex model?



A: Nico: My favorite part of designing this model was the opportunity to include things which we would not normally have in a NINJAGO® set, such as the pufferfish or the pink bonsai tree.
Chris: I found the most fun aspect of this model was how easy the size allowed me to visualize the characters' movements and interactions around the city.

Q: What other lines have you designed models for?



A: Nico: Up until now I have worked primarily for NINJAGO®, but have also helped out in small amounts on the MIXELS™ and BIONICLE® themes.
Chris: Having worked at the LEGO® Group for the past five years I have been lucky to work on Galaxy Squad, THE LEGO MOVIE™, Ultra Agents, Speed Champions and of course NINJAGO.

Q: Do you have a favorite ninja?

A: Nico: Cole.
Chris: It has to be Zane because he is a robot and a ninja. I think everyone can agree that he is cool.

- Nicolaas Vás and Christopher Leslie Stamp, LEGO® NINJAGO® model designers

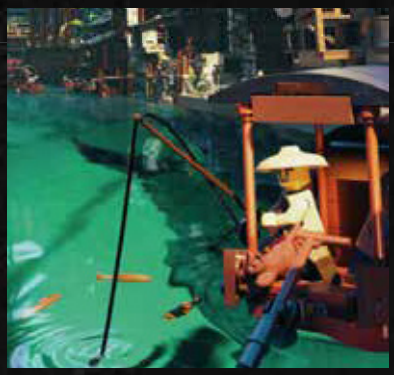
LEVEL 1 – THE OLD WORLD



The “ground floor” of the city is the oldest occupied section (it is possible that there are still older layers belowground). Here you can find evidence of the thriving fishing industry, including a well-known fish market and some excellent little seafood restaurants. It is also a great place to shop for bargains.

The lower level is great for walking around and seeing the sights. A stone pathway runs along the docks and leads to an ancient bridge. At any time of the day, visitors can see fishing boats leaving to go cast their nets in the coastal waters.

Residents live in small but comfortable homes here. Their “neighbors” include the base of the city’s elevator and the storage and repair facility for the maintenance robot.





MINIFIGURES



KAI
Kai's days off are packed with activities – ninja training, cooking, eating and trying to organize a Red Ninja fan club. Sometimes he has to be reminded to go to school!



JAMANAKAI VILLAGER
This aged man wanders around the lower level of the city, swapping frogs he has raised for trinkets. Very little of what he says makes any sense, but people listen anyway because they want the frogs.



SALLY
Smart and quick, she's great at swapping stuff for other things she needs. She drives a hard bargain and knows just how much a frog is worth.



IVY WALKER
A busy working mom, Ivy rarely has any time to herself. Her most prized possession is a huge diamond, which she spends a great deal of time polishing. Just how she got it, no one knows.



SWEEP
This maintenance robot travels the city, picking up trash and sweeping the streets clean. When it is not on duty, it sometimes starts cleaning people and places on its own, usually without asking first.



KONRAD
Konrad is known for being great at catching crabs and other fish. He is also highly skilled at napping, which he says is more of a science than an art. It is said that Konrad can fall asleep anywhere within five seconds.

HISTOIRE DE LEGO® NINJAGO®

La ville de LEGO® NINJAGO® est un endroit ancien, situé sur la côte de l'île de NINJAGO. Au sein de cette métropole tentaculaire, le manque d'habitations a mené à une expansion verticale de la ville, et non horizontale. La ville se compose donc de couches superposées. On peut facilement retracer son histoire en descendant jusqu'au niveau le plus bas. La ville se divise en trois niveaux, nommés l'Ancien Monde, la Rue et les Hauteurs.

La ville fait le bonheur de tous ses habitants. Chaque recoin abrite des restaurants et boutiques en tout genre. Chaque occupant de l'île aimerait vivre et travailler dans la ville de NINJAGO, dont le mélange d'habitants crée un amalgame de cultures des plus réussis. De son niveau le plus bas à ses hauteurs culminantes, la ville de NINJAGO est un endroit coloré et toujours convivial, pour ses habitants comme ses visiteurs.

Les quartiers de la ville de NINJAGO sont très différents les uns des autres, mais on peut se déplacer librement entre eux pour faire des achats et des affaires. Et, naturellement, l'équipe de ninjas veille toujours et protège les citoyens de tout danger.

Quelles nouvelles aventures t'attendent dans la ville de NINJAGO ? Tu peux inventer tes propres histoires ou recréer des scènes de LEGO NINJAGO : LE FILM™. À toi de décider !





ENTREVUE AVEC LE RÉALISATEUR DU FILM



Q : Quelle était votre vision de la ville de LEGO® NINJAGO® pour le film ?

R : D'un point de vue stylistique, l'une de mes premières idées pour LEGO® NINJAGO® : LE FILM™ a été de transposer les jouets dans un environnement naturel, comme si on jouait avec des briques LEGO dans un jardin. Je voulais qu'il y ait beaucoup d'eau, en plus des plantes et autres éléments organiques. J'ai pensé aux villes côtières d'Asie et d'Europe, conçues autour de canaux, qui m'ont paru être un point de départ idéal. L'autre idée, c'est qu'il s'agit d'une ville en reconstruction constante, à cause des attaques répétées de Garmadon. C'était donc vraiment amusant de penser à une ville qui se construit et se reconstruit par-dessus ses propres bâtiments.

Q : La ville de LEGO® NINJAGO® est déjà connue des fans de la série télévisée d'animation. En quoi la version du film est-elle différente ?

R : Mis à part la portée et l'échelle, elle n'est pas si différente.

Q : Selon vous, l'ensemble LEGO® NINJAGO® a-t-il su capturer l'esprit de la ville dans le film ?

R : Oui, c'est même époustouflant. Je sais que je ne suis pas objectif, mais selon moi, c'est l'un des ensembles LEGO® les plus attrayants ; il a capturé l'esprit du film en beauté. Il contient des éléments très spécifiques que l'on voit vraiment dans le film. Saurez-vous les retrouver ?

Q : Parfois, un lieu peut être un personnage à part entière dans un film. Pensez-vous que ce soit le cas avec la ville de LEGO® NINJAGO® dans votre film ?

R : Absolument. La conception reflète la personnalité et la diversité de la culture des habitants de la ville de NINJAGO®. L'architecture fantaisiste représente leur bienveillance et leur positivisme face aux attaques constantes de Garmadon. Le peuple de NINJAGO adore sa ville et ne laissera pas Garmadon la détruire.

Q : Avez-vous un personnage ou un élément préféré dans l'ensemble de la ville de LEGO® NINJAGO® ?

R : Vous allez trouver ça drôle, mais j'adore le guichet automatique. Il crache vraiment de l'argent !

Q : Les couches du modèle montrent une ville qui s'est construite sur elle-même au fil des ans. Ce concept occupe-t-il une position centrale dans la vision de la ville dans le film ? Vous êtes-vous inspiré d'exemples réels lorsque cette idée a été mise au point ?

R : Au fur et à mesure de l'évolution du film, nous avons développé un contexte solide sur la construction de la ville. Le concept est que l'ancienne ville féodale de NINJAGO® est devenue la grande métropole qu'elle est aujourd'hui au fur et à mesure que les habitants ont construit et reconstruit la ville verticalement, sur les structures du village d'origine. Nous avons adoré cette idée, non seulement parce qu'elle s'inscrit parfaitement dans le style LEGO®, mais aussi parce qu'elle reflète la façon dont le présent de NINJAGO est ancré dans son histoire. Nous avons étudié de nombreux exemples comme Singapour, Hong Kong, Seattle, Sydney, New York, et même Venise, Londres et Amsterdam.

- Charlie Bean, de l'équipe de réalisation de LEGO® NINJAGO® : LE FILM™

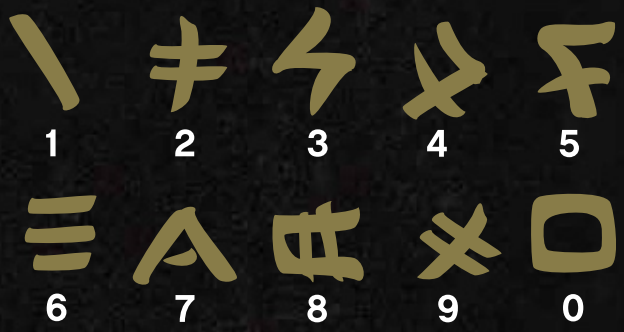


TRADUCTEUR LEGO® NINJAGO®



DÉFI LINGUISTIQUE LEGO® NINJAGO® :
Utilise la clé ci-contre pour traduire les panneaux cachés dans les trois niveaux de la ville !

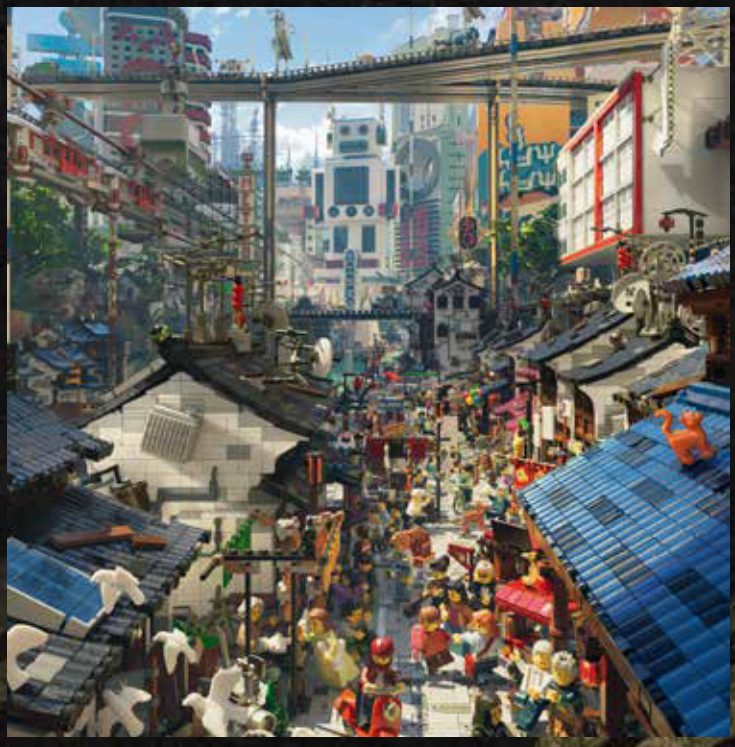




IMAGES DE LEGO® NINJAGO® : LE FILM™







ENTREVUE AVEC LES CONCEPTEURS DU MODÈLE





Q : Quels sont certains des défis liés à la transformation d'un lieu de film en un modèle ?

R : Dans le film, la ville de LEGO® NINJAGO® est différente de tout ce que nous avons pu rencontrer dans les modèles LEGO. Avec un tel modèle, l'un des principaux défis est la différence de taille entre la grandeur de l'espace à l'écran et le modèle, plus petit.

Les deux sont construits en briques LEGO ; notre approche a donc été de choisir les formes et détails clés qui pourraient être reconstruits à une plus petite échelle, tout en rappelant l'aspect général.

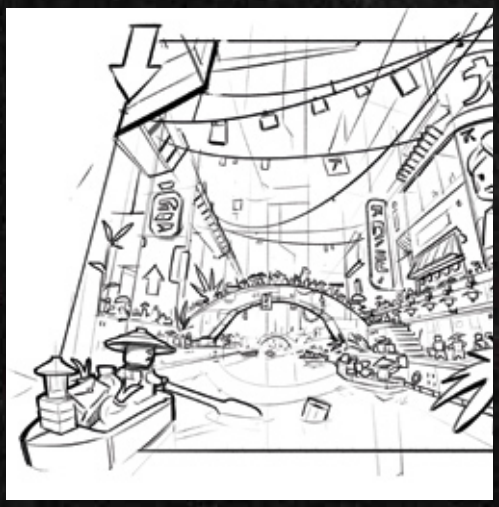
Afin de bien retranscrire l'étendue de la ville de NINJAGO, nous avons séparé le modèle en trois sections, représentant chacune un chapitre différent de l'évolution de la ville. Toutefois, cela a soulevé la difficulté d'associer les niveaux en un modèle complet. Par exemple, nous avons placé la tour plus en arrière sur le modèle, afin de donner l'impression qu'elle s'élève de derrière les bâtiments.

Q : Quelle est votre fonctionnalité préférée dans le modèle ?

R : Nico : Certainement la cuisson du crabe. Après avoir étudié plusieurs idées, dont certaines impliquaient l'éjection des crabes non cuits dans l'eau, on a fini par arriver à une fonction simple, mais très solide, qui peut transformer presque tout ce qui rentre dans le gril !
Chris : De mon côté, je dirais le bar à sushis, car il est très simple et on comprend très bien ce qu'il représente.

Q : Le style architectural de la ville de LEGO® NINJAGO® s'appuie sur des couches superposées au fil du temps. Avez-vous mené des recherches sur des structures similaires dans le monde réel lors de la préparation de ce modèle ?

R : Nous avons partagé de nombreuses sources d'inspiration avec les réalisateurs, mais nous nous sommes également inspirés d'endroits réels que nous avons visités, de créations cyberpunk incroyables de la communauté de fans, et bien sûr de la série télé NINJAGO®.



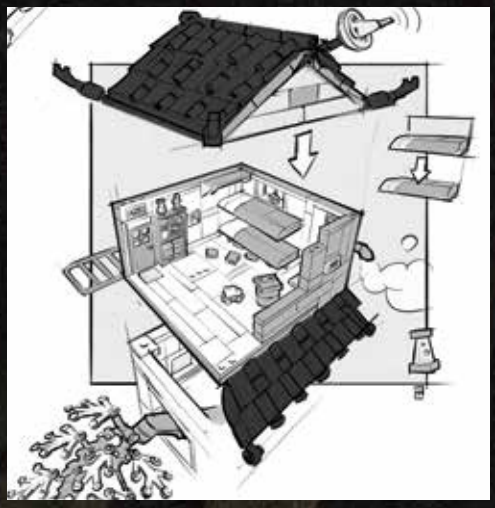
Q : Quelle a été la partie la plus amusante dans la conception d'un modèle aussi grand et complexe ?

R : Nico : Ma partie préférée dans la conception de ce modèle a été l'ajout d'éléments que l'on ne retrouve pas dans les ensembles NINJAGO® classiques, comme des poissons-globes ou un bonsaï rose.
Chris : Ce qui m'a le plus amusé dans ce modèle, ça a été la facilité avec laquelle la taille m'a permis de visualiser les mouvements et interactions des personnages dans la ville.



Q : Pour quelles autres gammes avez-vous conçu des modèles ?

R : Nico : Jusqu'à maintenant, j'ai travaillé principalement pour NINJAGO®, mais j'ai aussi apporté mon aide dans les thèmes MIXELS™ et BIONICLE®.
Chris : Je travaille pour le Groupe LEGO depuis cinq ans ; j'ai donc eu la chance de travailler sur Galaxy Squad, LE FILM LEGO®, Ultra Agents, Speed Champions et, bien sûr, NINJAGO.



Q : Avez-vous un ninja préféré ?

R : Nico : Cole.
Chris : Je suis obligé de choisir Zane : c'est à la fois un robot et un ninja. Tout le monde sera sans doute d'accord pour dire qu'il est cool.

- Nicolaas Vás et Christopher Leslie Stamp, concepteurs LEGO® NINJAGO®

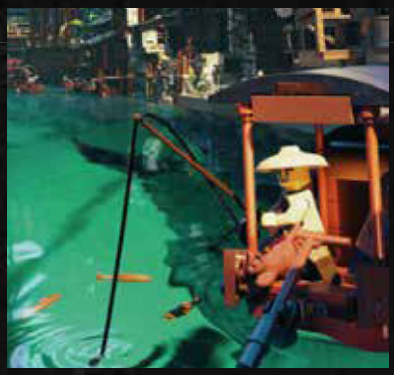
NIVEAU 1 - L'ANCIEN MONDE



Le « rez-de-chaussée » de la ville est la plus ancienne zone occupée (mais des couches encore plus anciennes se cachent peut-être sous la terre). On y trouve des marques de l'industrie de pêche florissante, avec un marché de poisson bien connu et d'excellents petits restaurants de fruits de mer. C'est également l'endroit idéal pour faire de bonnes affaires.

Le niveau inférieur est idéal pour se promener et découvrir les attraits de la ville. Un sentier pavé longe les quais et mène à un pont ancien. À tout moment de la journée, les visiteurs peuvent voir les bateaux de pêche quitter le port pour aller jeter leurs filets dans les eaux côtières.

Les habitants vivent dans des maisons petites, mais confortables. Leurs « voisins » comprennent la base de l'ascenseur de la ville et l'espace d'entreposage et de réparation du robot d'entretien.





FIGURINES



KAI
Les journées libres de Kai sont bien remplies : entraînement de ninja, cuisine, repas et tentative de création d'un fan-club du Ninja rouge. Parfois, il faut lui rappeler qu'il doit aller à l'école !



VILLAGEOIS JAMANAKAI
Cet homme âgé vagabonde dans le niveau inférieur de la ville, en échangeant les grenouilles qu'il trouve contre des bibelots. On ne comprend pas très bien ce qu'il dit, mais tout le monde l'écoute pour obtenir ses grenouilles.



SALLY
Intelligente et vive, elle est douée pour échanger des objets contre ceux qui l'intéressent. Elle est dure en affaires et connaît la valeur d'une grenouille.



IVY WALKER
Mère active bien occupée, Ivy a rarement une minute à elle. Son bien le plus précieux est un énorme diamant, qu'elle passe beaucoup de temps à polir. Personne ne sait comment elle l'a obtenu.



SWEEP
Ce robot d'entretien parcourt la ville, ramasse les déchets et balaie les rues. Lorsqu'il n'est pas en service, il commence parfois à nettoyer les gens et les lieux de façon autonome, généralement sans demander l'autorisation.



KONRAD
Konrad est connu comme étant un excellent pêcheur de crabes et poissons. Il est également très doué pour la sieste, qui, selon lui, relève davantage de la science que de l'art. On dit que Konrad peut s'endormir n'importe où en cinq secondes.

HISTORIA DE LEGO® NINJAGO®

La ciudad de LEGO® NINJAGO®, ubicada en las costas de la isla de NINJAGO, es un lugar antiguo. Al ser una gran metrópoli, la falta de suelo para construir en su momento hizo que la ciudad se construyera hacia arriba, en vez de horizontalmente. Como resultado, la ciudad se compone hoy de capas construidas una sobre la otra. Es posible conocer la historia de la ciudad simplemente ascendiendo desde la capa más baja. Actualmente, la ciudad se divide en tres niveles, conocidos como el Mundo Antiguo, la Calle y el Rascacielos.

Cualquiera encuentra su lugar en esta ciudad. Hay restaurantes y tiendas de todo tipo por toda la metrópoli. Los habitantes de la isla aspiran a vivir y trabajar en la ciudad de NINJAGO. La mezcla de residentes aporta una maravillosa combinación de culturas a este espacio. Desde el nivel más bajo hasta el más alto, la ciudad de NINJAGO es un lugar lleno de color y constantemente entretenido, tanto para vivir en él como para visitarlo.

Aunque los barrios de la ciudad de NINJAGO son muy diferentes, la gente se traslada libremente entre ellos para comprar cosas y hacer negocios. Y, por supuesto, el equipo de los ninjas siempre anda cerca para proteger del mal a los ciudadanos.

¿Qué nuevas aventuras le esperan a la ciudad de NINJAGO? Puedes inventar tus propias historias o recrear las que suceden en LEGO NINJAGO: LA PELÍCULA. ¡Tú decides!



ENTREVISTA CON EL DIRECTOR DE LA PELÍCULA



P: ¿Cómo era la versión de la ciudad de LEGO® NINJAGO® que querías plasmar en la película?

R: Una de las primeras ideas que tuve para LEGO® NINJAGO®: LA PELÍCULA desde el punto de vista estético fue sacar los juguetes a un entorno natural, como si estuviéramos jugando con los bricks LEGO en el jardín. Además de plantas y otros elementos orgánicos, sabía que quería tener mucha agua. Pensé en las ciudades de la costa de Asia y Europa que están diseñadas alrededor de canales, y me pareció un punto de partida fantástico. La otra idea básica era que se trata de una ciudad que siempre se está reconstruyendo por los constantes ataques de Garmadon. Fue muy divertido imaginar cómo sería una ciudad que se tuviera que construir y reconstruir sobre sí misma una y otra vez.

P: Los fans del show animado para TV ya conocen la ciudad de LEGO® NINJAGO®. ¿En qué se diferencia la versión de la película?

R: Aparte del tamaño y la escala, no es muy diferente.

P: ¿Qué tan bien piensas que recrea el set Ciudad de LEGO® NINJAGO® la esencia del entorno de la película?

R: Es asombroso. Sé que no soy objetivo, pero creo que es uno de los mejores sets LEGO® que han existido y logra capturar maravillosamente el espíritu. De hecho, hay algunas cosas muy específicas del set que están realmente en la película. ¡Quizá puedan encontrarlas!

P: A veces, el entorno en sí puede ser un personaje más de una obra cinematográfica. ¿Crees que este sea el caso de la ciudad de LEGO® NINJAGO® en tu película?

R: Absolutamente. El diseño refleja la personalidad de la gente de la ciudad de NINJAGO® y su variada cultura. La arquitectura tiene algo que captura su buen carácter y su talante positivo frente a los constantes ataques de Garmadon. A los habitantes de la ciudad de NINJAGO les encanta el lugar en el que viven y no están dispuestos a permitir que Garmadon lo destruya.

P: ¿Qué personaje o función del set Ciudad de LEGO® NINJAGO® te gusta más?

R: Es gracioso, pero me encanta el cajero automático. ¡Escupe dinero!

P: Las capas del modelo muestran una ciudad que se ha reconstruido varias veces a lo largo de los años. ¿Qué importancia tiene este concepto para la ciudad que aparece en la película? ¿Se usaron ejemplos del mundo real como referencia para desarrollar la idea?

R: Conforme la película avanzaba, inventamos muchas historias sobre la construcción de la ciudad. La idea es que la antigua aldea feudal de NINJAGO® creció hasta convertirse en la importante metrópoli que es hoy como resultado de las constantes reconstrucciones de la ciudad sobre la aldea original. Nos encantó esta propuesta, no sólo porque tiene una estrecha relación con el estilo LEGO®, sino también porque refleja el respeto que siente la actual ciudad de NINJAGO por sus raíces históricas. Nos basamos en numerosos ejemplos del mundo real, como Singapur, Hong Kong, Seattle, Sídney, Nueva York e incluso Venecia, Londres o Ámsterdam.

- Charlie Bean, del equipo de dirección de LEGO® NINJAGO®: LA PELÍCULA



TRADUCTOR AL IDIOMA DE LEGO® NINJAGO®



A B C D E

F G H I J

K L M N O

P Q R S T

U V W X

Y Z

1 2 3 4 5

6 7 8 9 0

RETO DE TRADUCCIÓN LEGO® NINJAGO®:
¡Usa esta clave para traducir los carteles ocultos en los tres niveles de la ciudad!

IMÁGENES DE LEGO® NINJAGO®: LA PELÍCULA







ENTREVISTA CON LOS DISEÑADORES DEL MODELO





P: ¿Qué retos representa convertir el escenario de una película en un modelo?

R: Tal como aparece en la película, la ciudad de LEGO® NINJAGO® no se parece a nada que hayamos visto antes en un set LEGO. Uno de los principales retos que acompañan a un modelo como este es la diferencia de tamaño entre el gran escenario de la película y la versión reducida del modelo.

Como ambos se componen de bricks LEGO, nuestra idea fue centrarnos en aquellas siluetas y detalles característicos que se pudieran construir a menor escala sin perder el aspecto general.

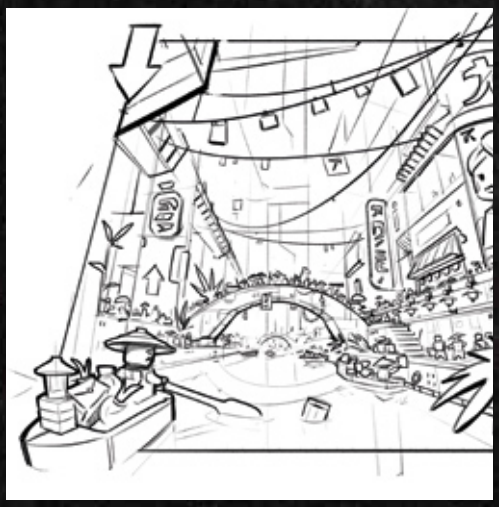
Para capturar el tamaño de la ciudad de NINJAGO, dividimos el modelo en tres secciones, cada una de las cuales representa un capítulo diferente en la evolución de la ciudad. Sin embargo, eso dio lugar al problema de combinar los niveles en un modelo completo. Por ejemplo, colocamos la torre más atrás en el modelo para dar la impresión de que se eleva tras los edificios.

P: ¿Cuál es su función favorita del modelo?

R: Nico: Sin duda, la que permite cocinar cangrejos. Luego de varios intentos, algunos de los cuales implicaban expulsar de regreso al agua el cangrejo sin cocinar, ¡al final nos decidimos por una función sencilla y robusta que puede transformar casi cualquier cosa que quepa dentro del horno!
Chris: Para mí es el bar de sushi; es muy sencillo y se entiende rápidamente lo que se supone que representa.

P: El estilo arquitectónico de la ciudad de LEGO® NINJAGO® se basa en capas construidas sobre capas a lo largo del tiempo. ¿Investigaron sobre estructuras similares del mundo real mientras preparaban este modelo?

R: Compartimos muchas de las ideas que usaron los responsables de la película, pero también nos inspiramos en lugares reales que habíamos visitado, creaciones asombrosas de la comunidad ciberpunk y, por supuesto, el show de NINJAGO® para televisión.



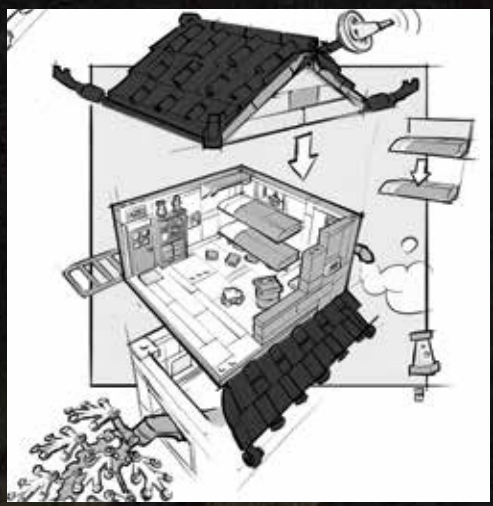
P: ¿Qué fue lo más divertido de diseñar un modelo tan grande y complejo?

R: Nico: Para mí, lo más divertido de diseñar este modelo fue tener la oportunidad de incluir cosas que normalmente no incluiría un set NINJAGO®, como el pez globo o el bonsái rosa.
Chris: El aspecto más divertido del modelo para mí es lo fácil que resulta imaginar a los personajes moviéndose por la ciudad e interactuando entre sí.



P: ¿Para qué otras líneas han diseñado modelos?

R: Nico: Hasta hoy he trabajado principalmente para NINJAGO®, pero también he ayudado un poco al desarrollo de modelos MIXELS™ y BIONICLE®.
Chris: Trabajo para The LEGO Group desde hace cinco años y he tenido la suerte de trabajar en Galaxy Squad, LA GRAN AVENTURA LEGO®, Ultra Agents, Speed Champions y, por supuesto, NINJAGO.



P: ¿Tienen algún ninja favorito?

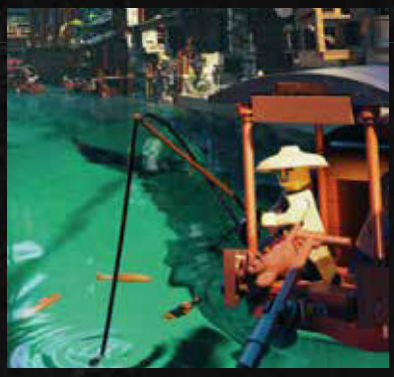
R: Nico: Cole.
Chris: Para mí sería Zane, porque es un robot y un ninja. Creo que todos están de acuerdo en que es genial.

- Nicolaas Vás y Christopher Leslie Stamp, diseñadores de modelos LEGO® NINJAGO®

NIVEL 1: EL MUNDO ANTIGUO



La “planta baja” de la ciudad es la sección ocupada más antigua (aunque puede que todavía haya capas más antiguas por debajo). Aquí puedes encontrar evidencias del próspero sector pesquero, incluido un popular mercado de pescados y pequeños (aunque excelentes) restaurantes de mariscos. Es también un lugar fantástico para encontrar gangas.



El nivel inferior es genial para dar un paseo y disfrutar de las vistas. Hay un camino de piedra a lo largo de los muelles que conduce a un antiguo puente. A los visitantes les gusta mirar los barcos pesqueros, que zarpan a todas horas para lanzar sus redes en las aguas de la costa.



Aquí, los residentes viven en casas pequeñas, pero confortables. Algunos “vecinos” notables del barrio son la base del elevador de la ciudad y las instalaciones de almacenamiento y reparación del robot de mantenimiento.

MINIFIGURAS



KAI

Los días libres de Kai tienen poco de libres, pues apenas tiene tiempo para su entrenamiento ninja, cocinar, comer e intentar organizar el club de fans del ninja rojo. ¡A veces hay que recordarle que tiene que ir a la escuela!



ALDEANO DE JAMANAKAI

Este anciano deambula por el nivel inferior de la ciudad, intercambiando las ranas que cría por baratijas. Muy poco de lo que dice tiene sentido, pero la gente lo escucha porque quiere las ranas.



SALLY

Rápida y astuta, se le da muy bien intercambiar cosas por otras que necesita más. Es una dura negociadora y conoce el valor exacto de una rana.



IVY WALKER

Ivy es una atareada mamá trabajadora que rara vez tiene tiempo para sí misma. Su posesión más preciada es un enorme diamante que pasa mucho tiempo puliendo. ¿Cómo lo consiguió? Nadie lo sabe.



SWEEP

Este robot de mantenimiento viaja por la ciudad recogiendo la basura y barriendo las calles para que estén limpias. Cuando no está en servicio, a veces empieza a limpiar gente y lugares por su propia iniciativa, normalmente sin preguntar primero.

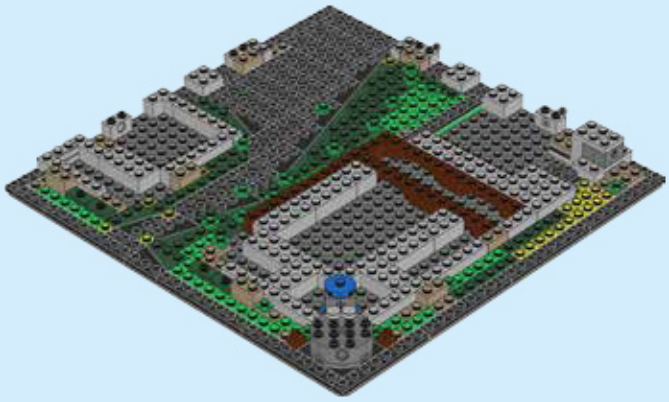


KONRAD

Konrad es conocido por ser un gran cazador de cangrejos y otros peces. También es experto en tomar siestas, lo cual, según él, es más una ciencia que un arte. Se dice que Konrad puede quedarse dormido en cualquier lugar en cinco segundos.


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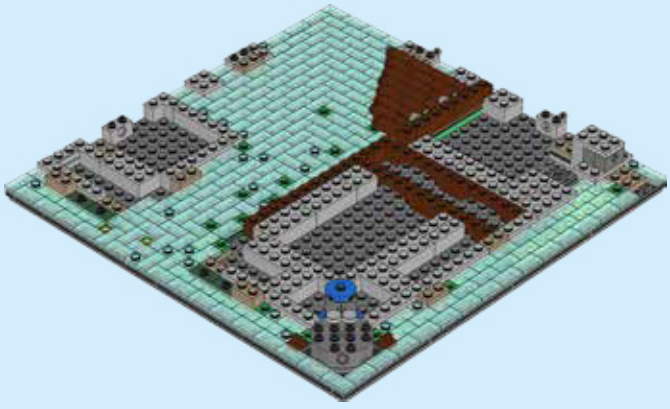





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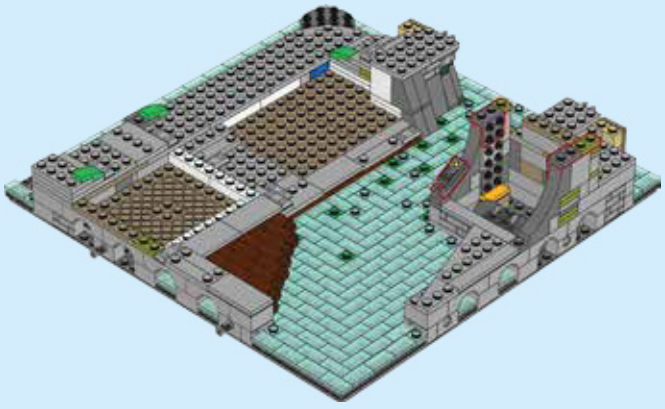







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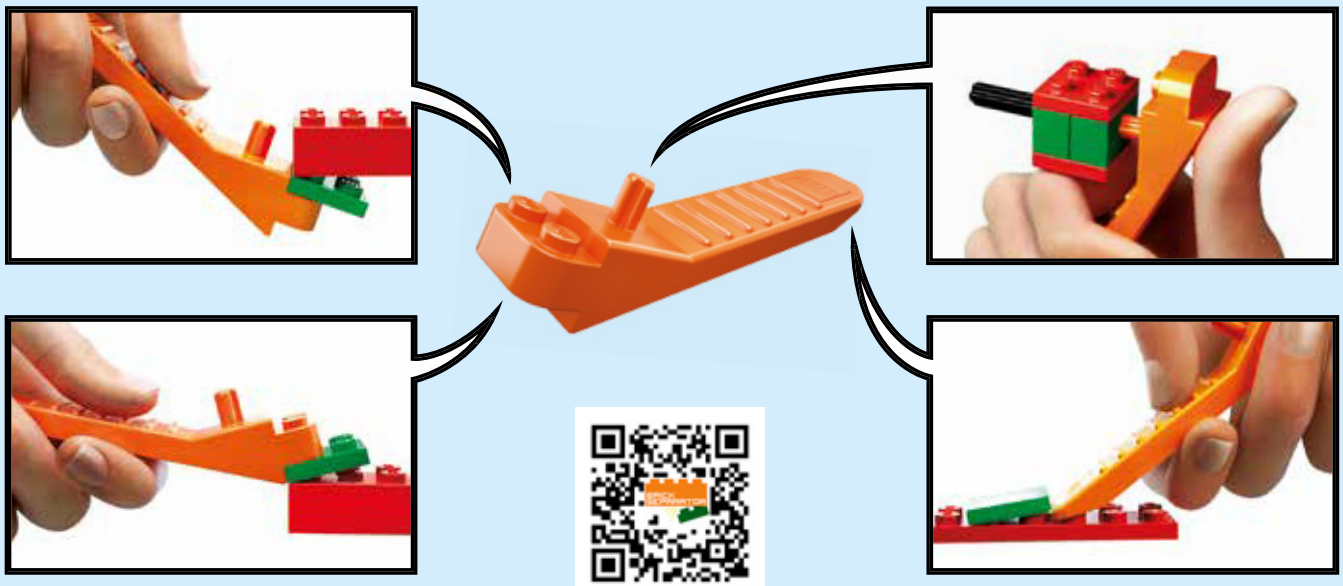




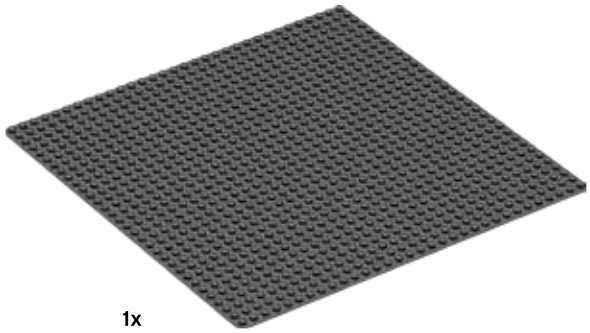






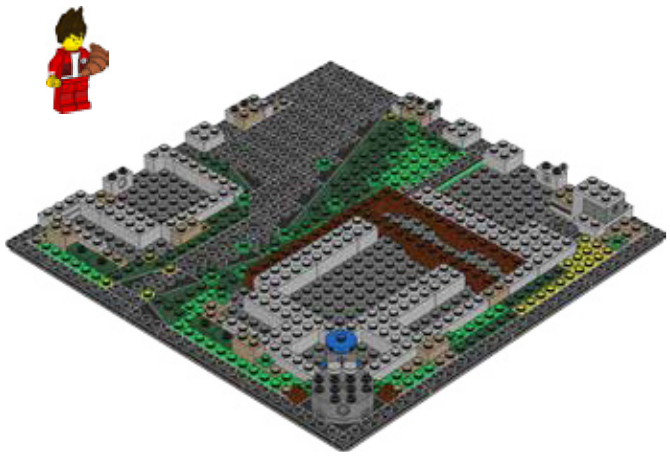


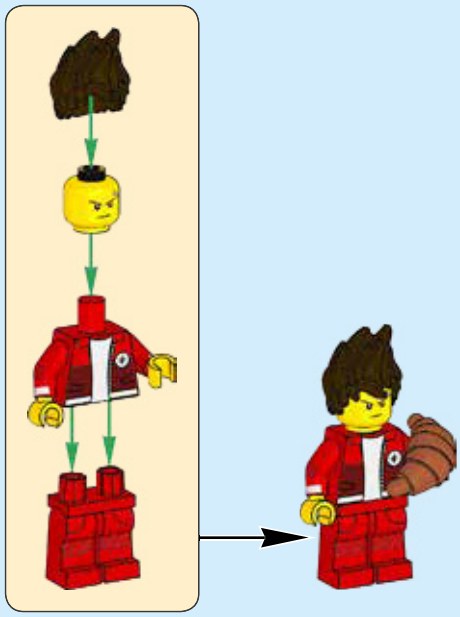
LEGO.com/brickseparator

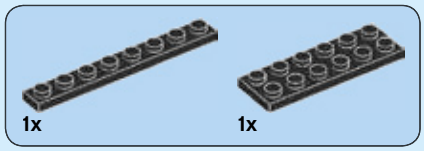


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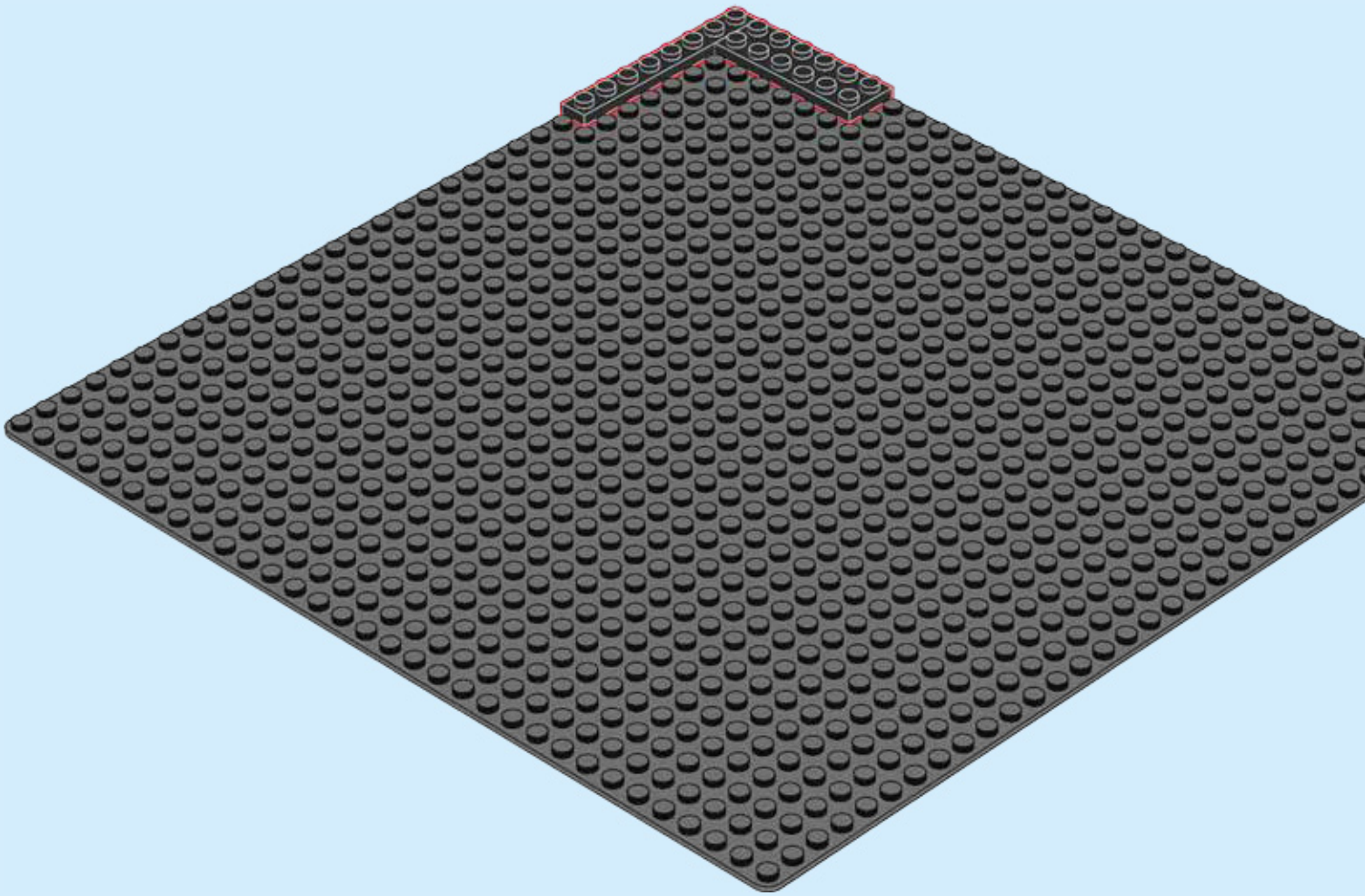


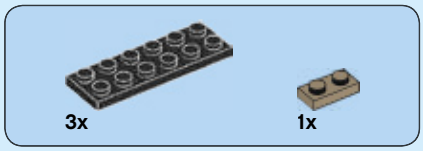




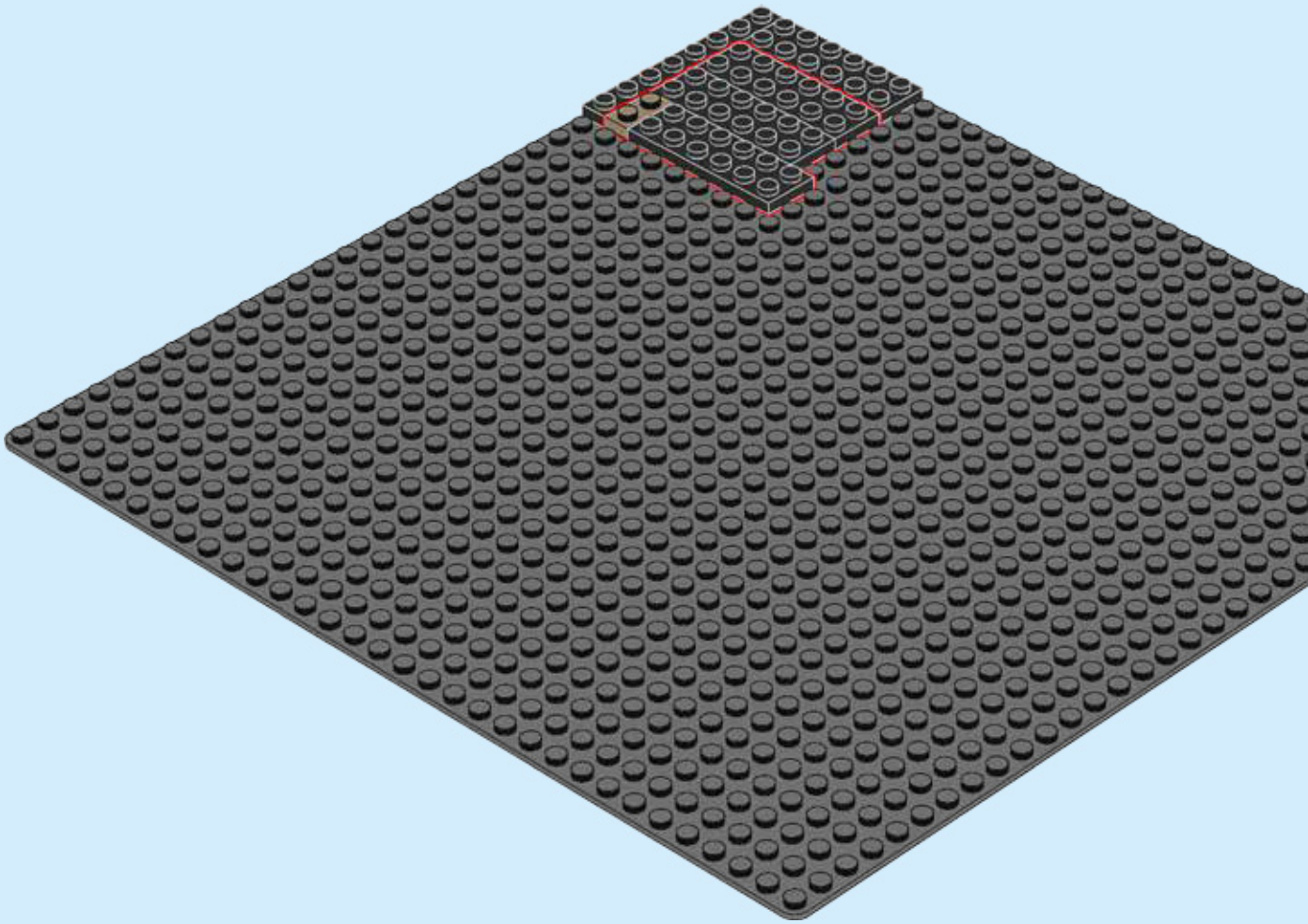


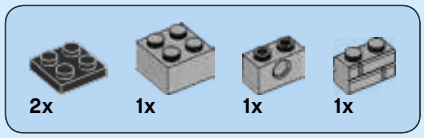
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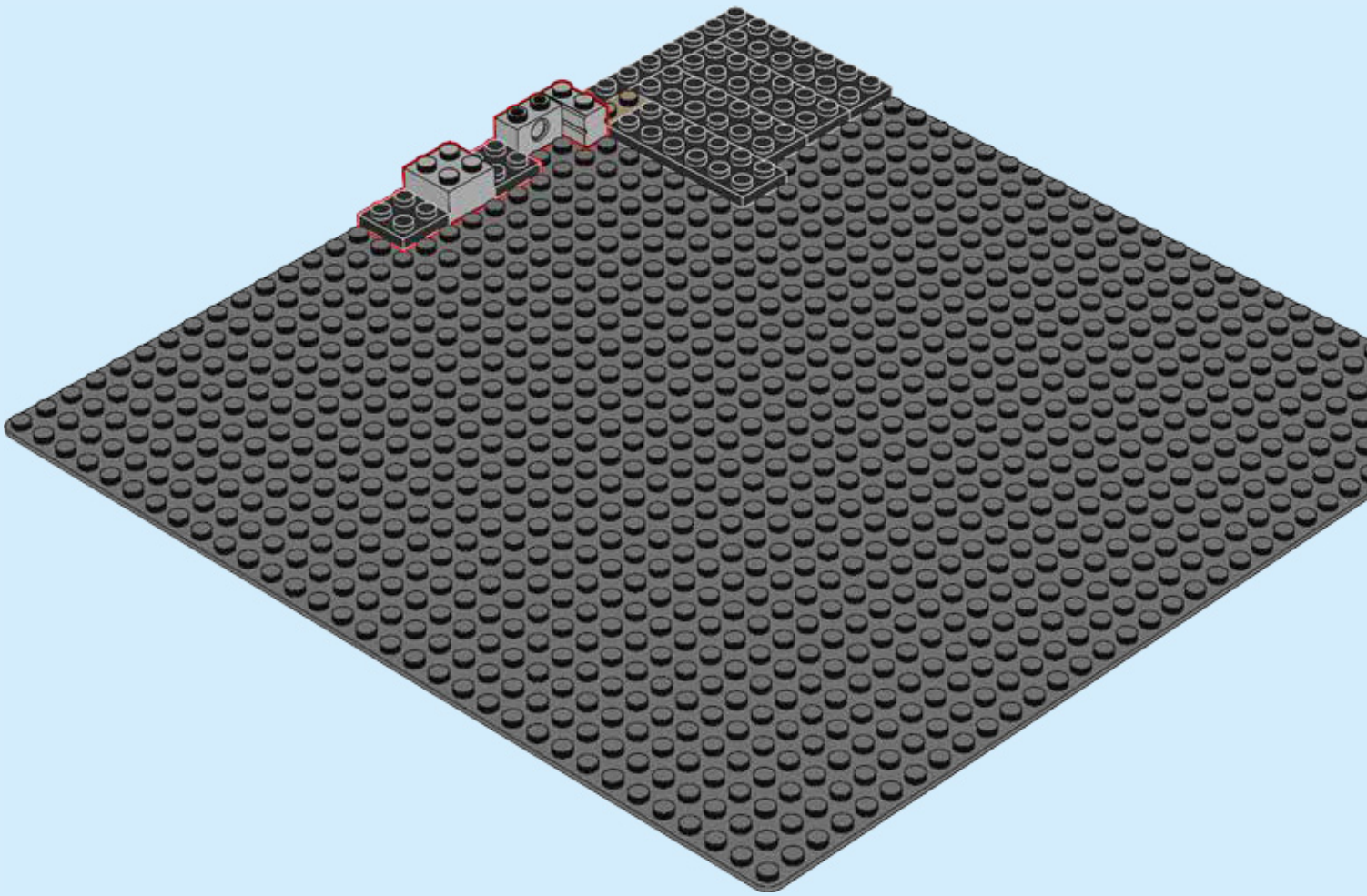


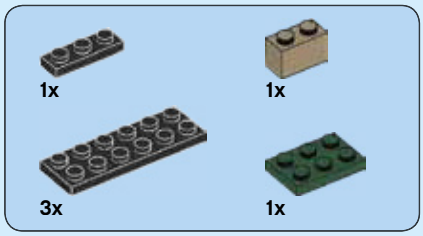
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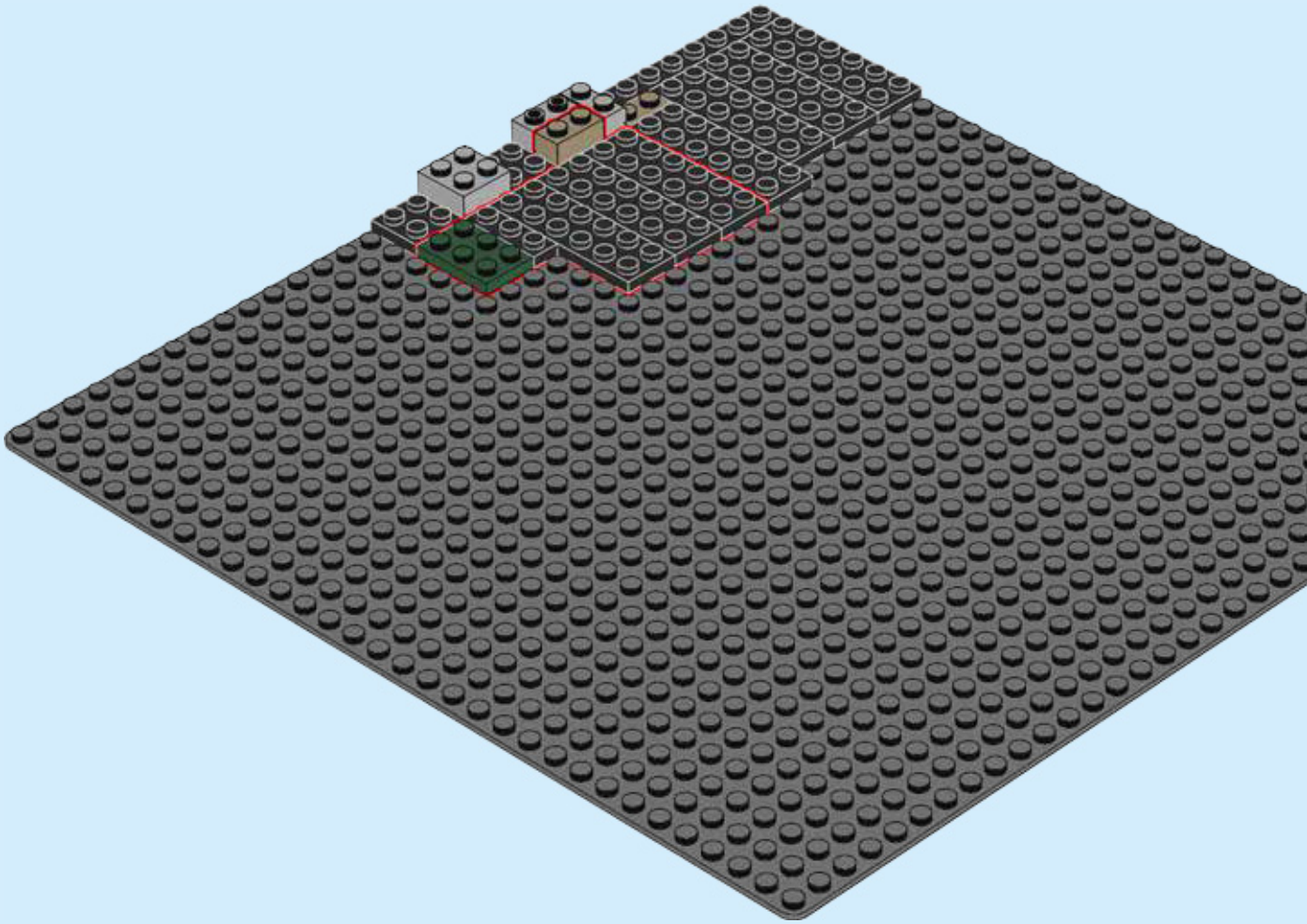


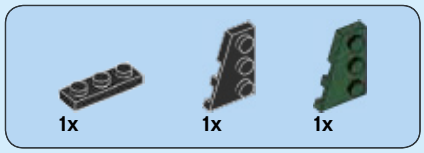
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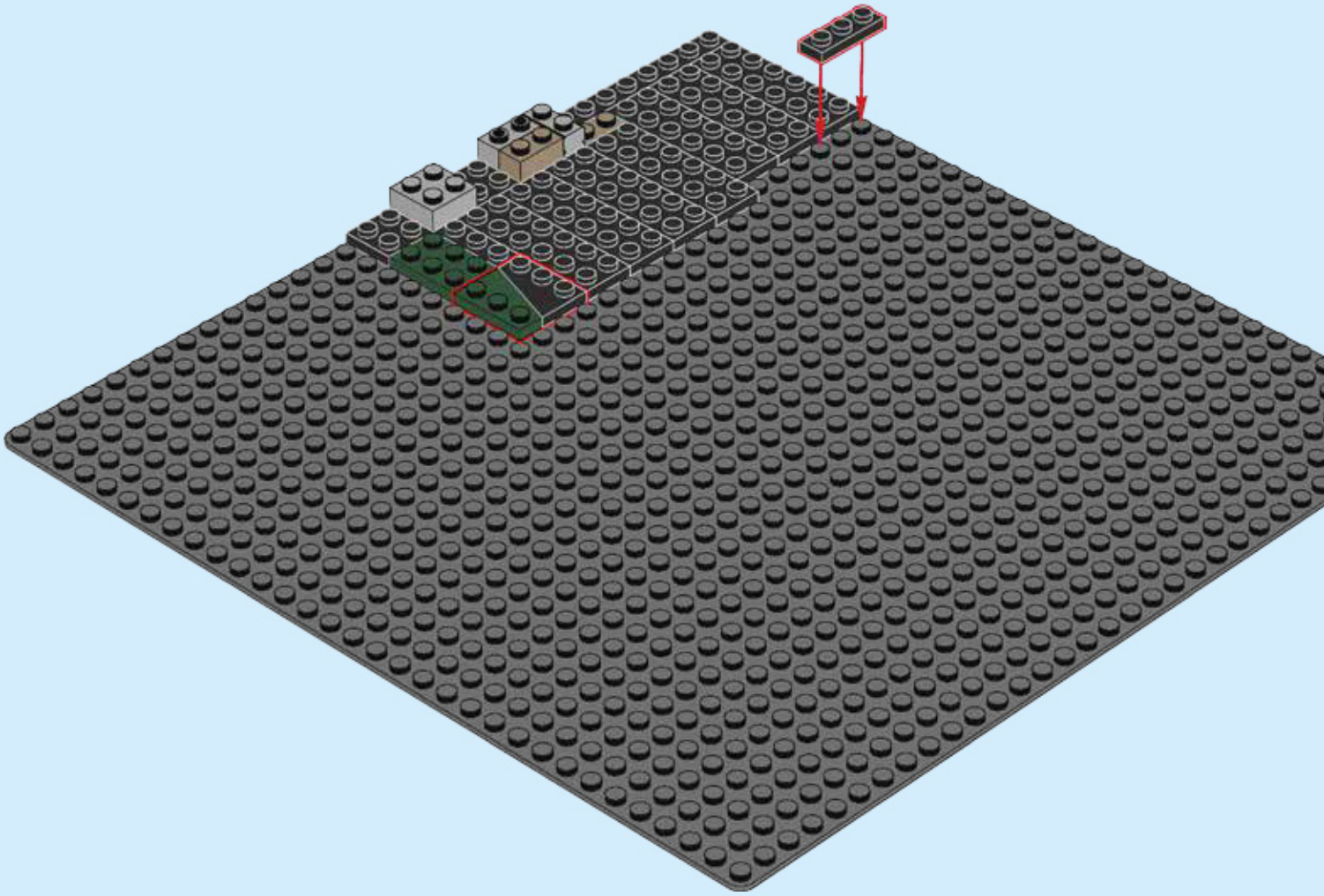


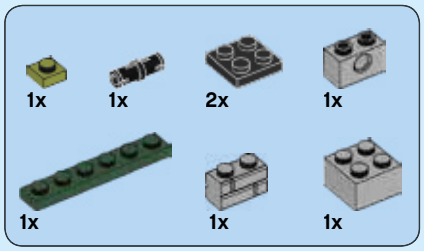
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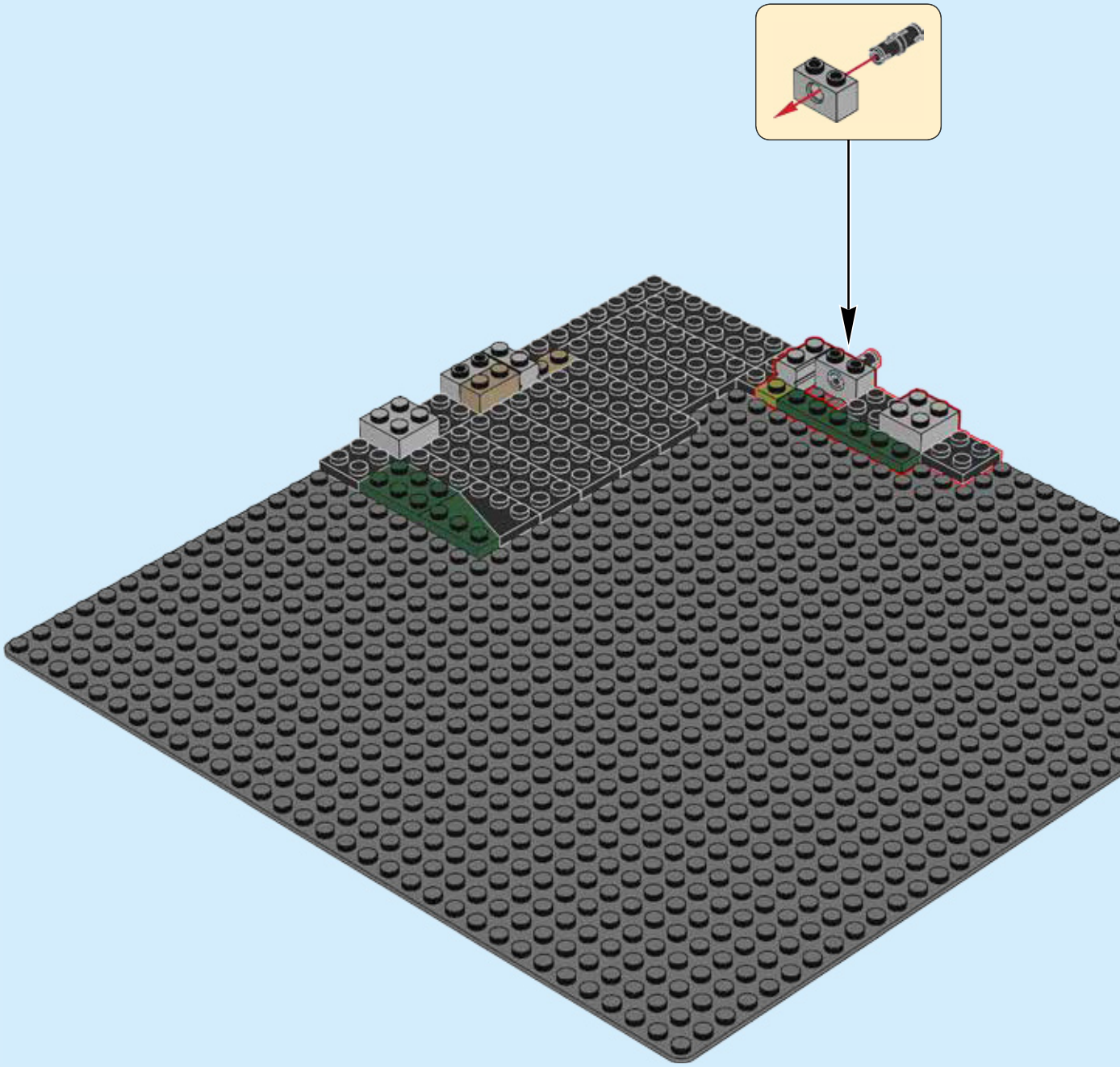


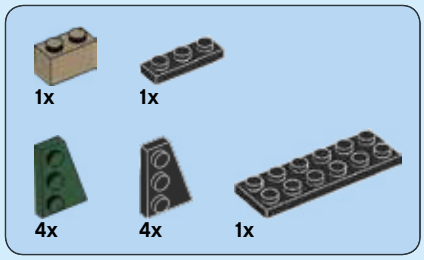
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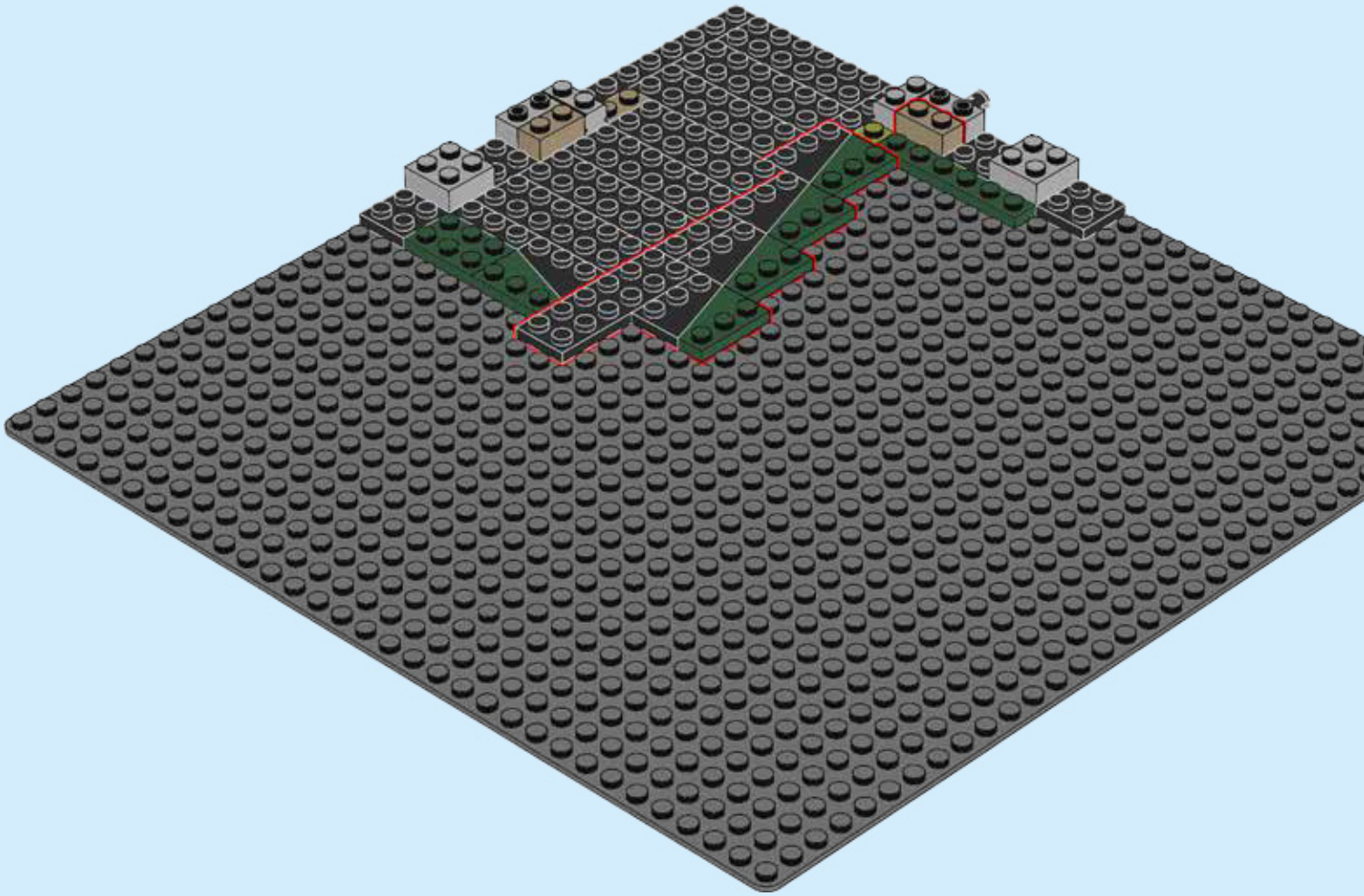


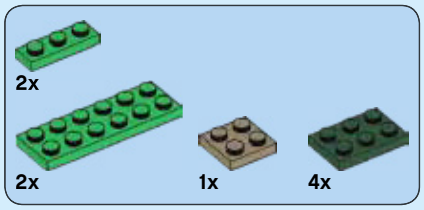
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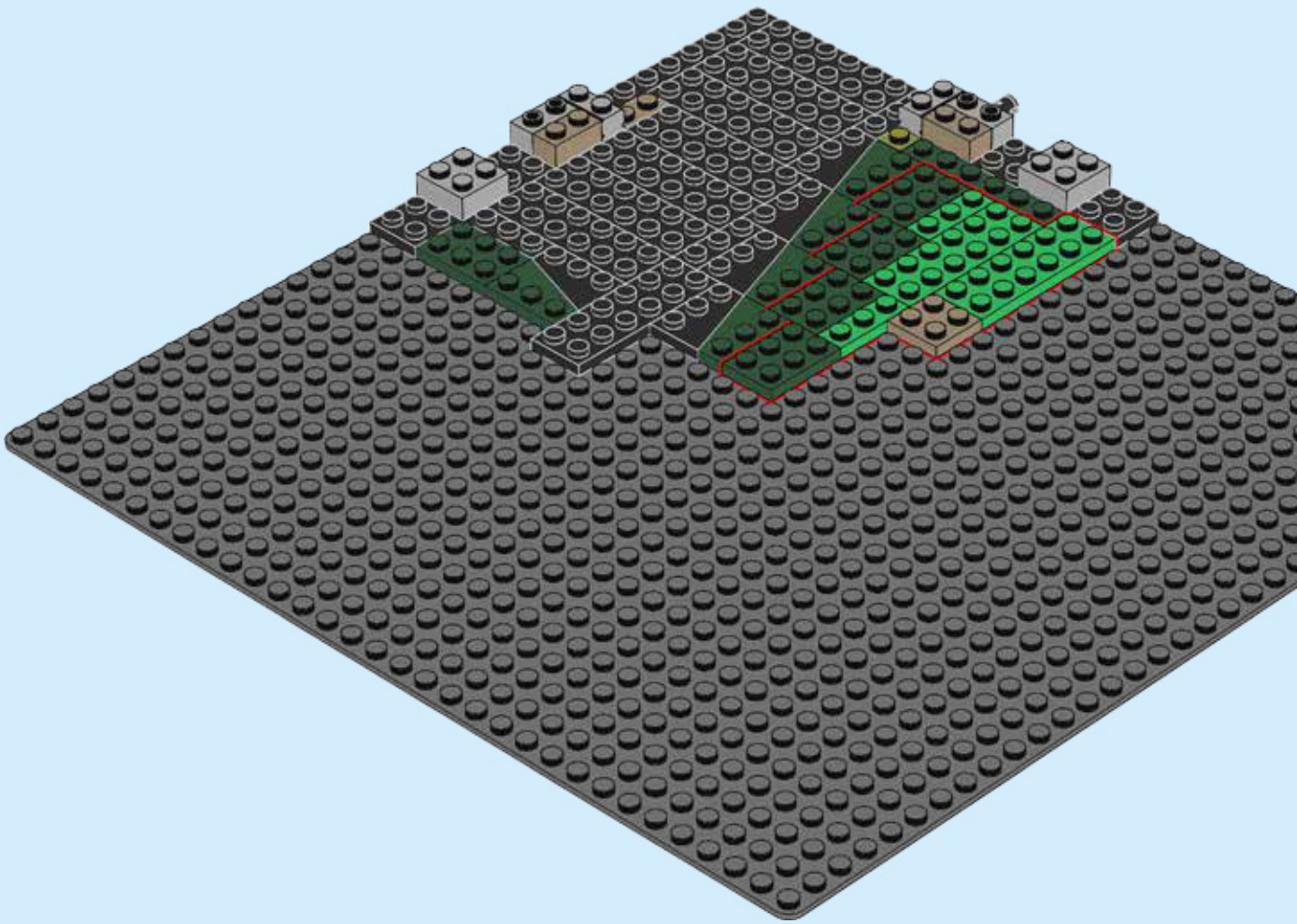


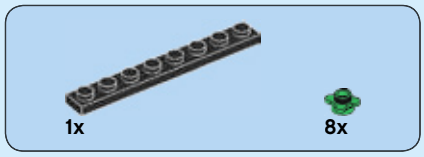
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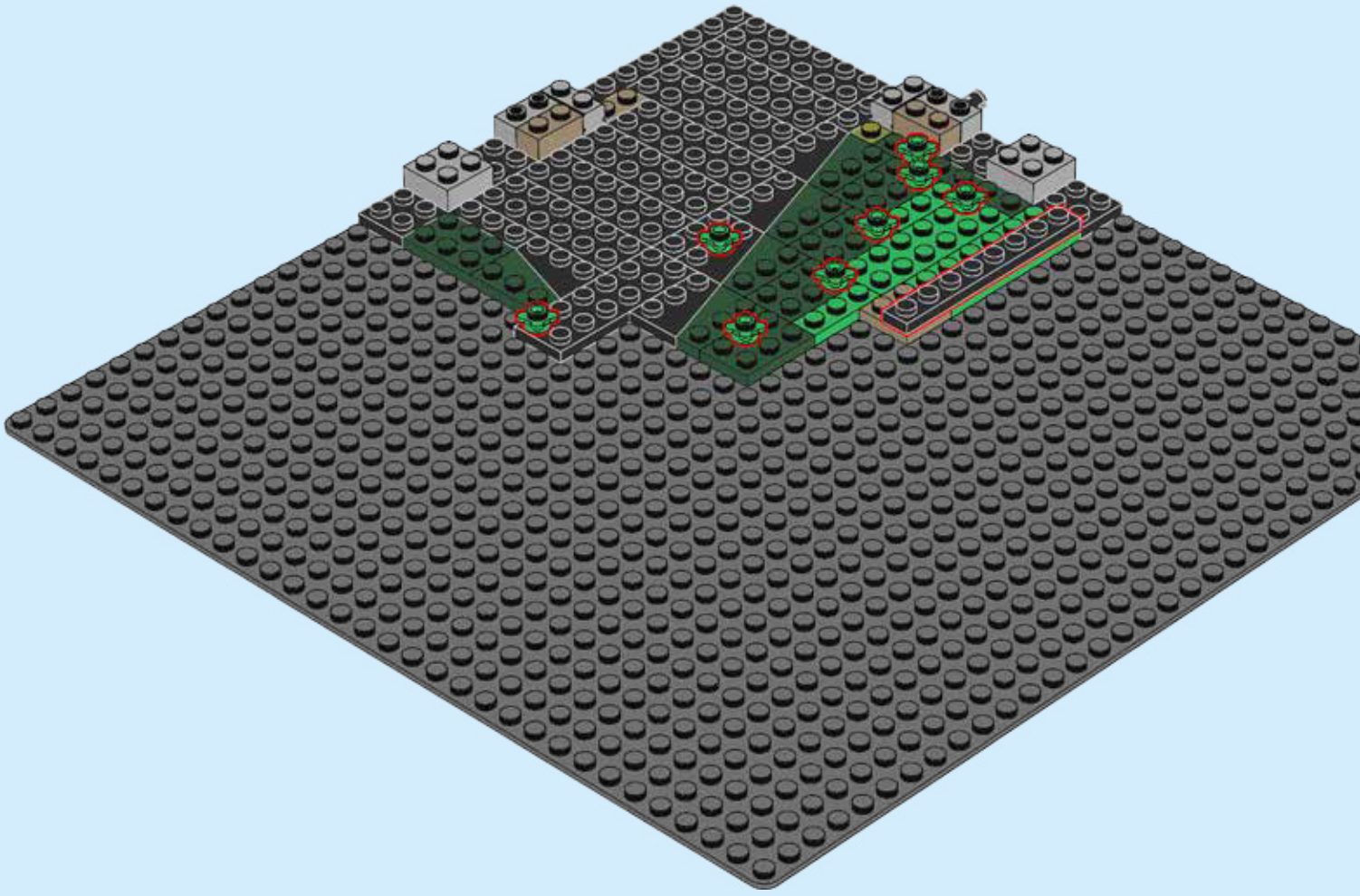


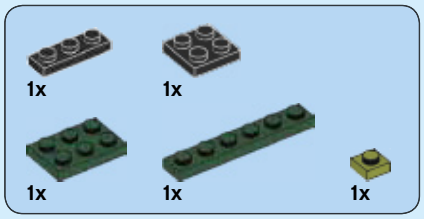
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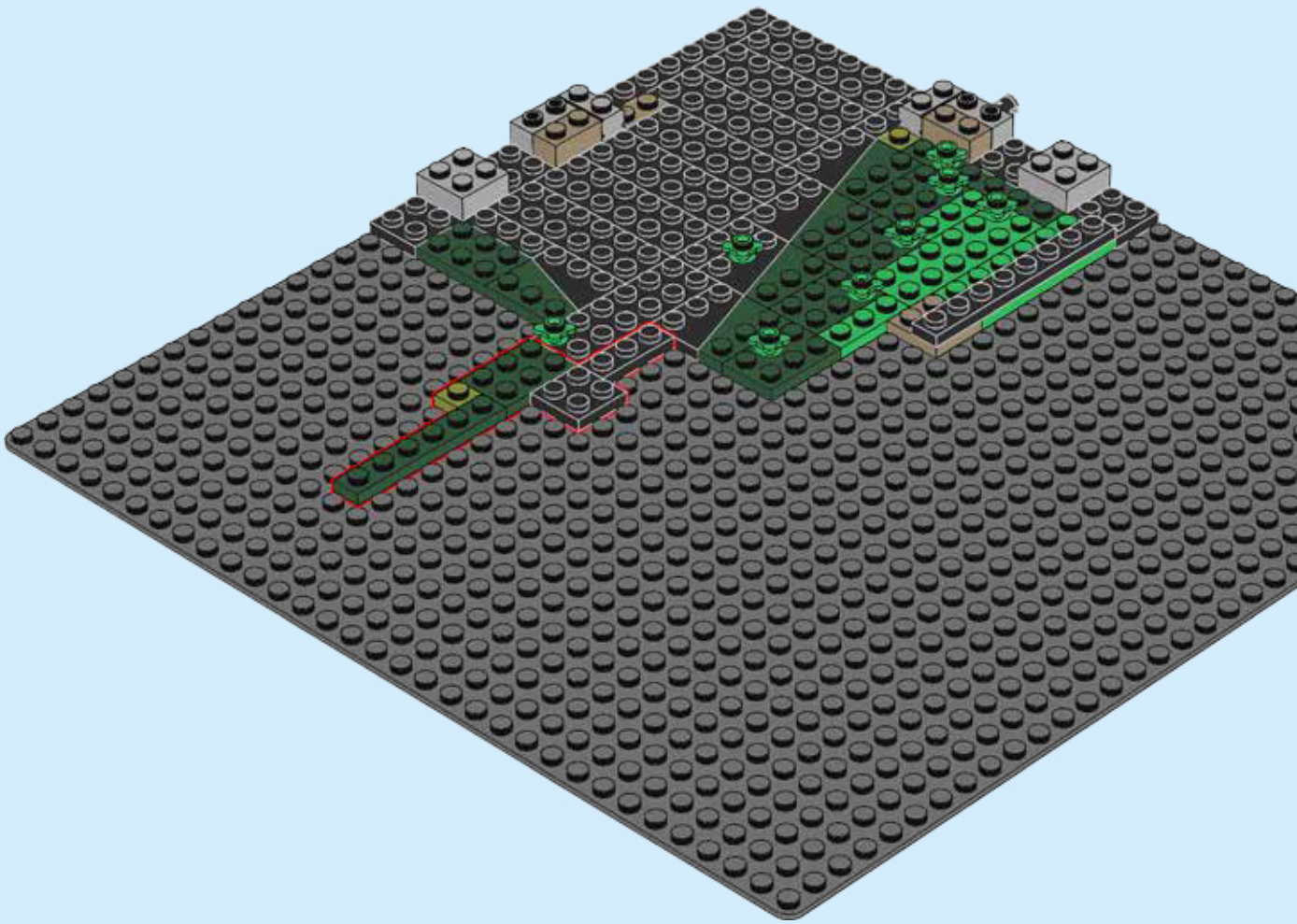


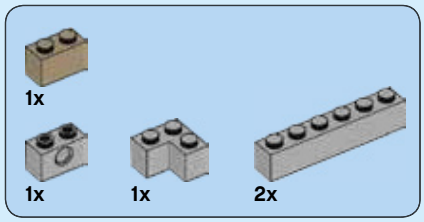
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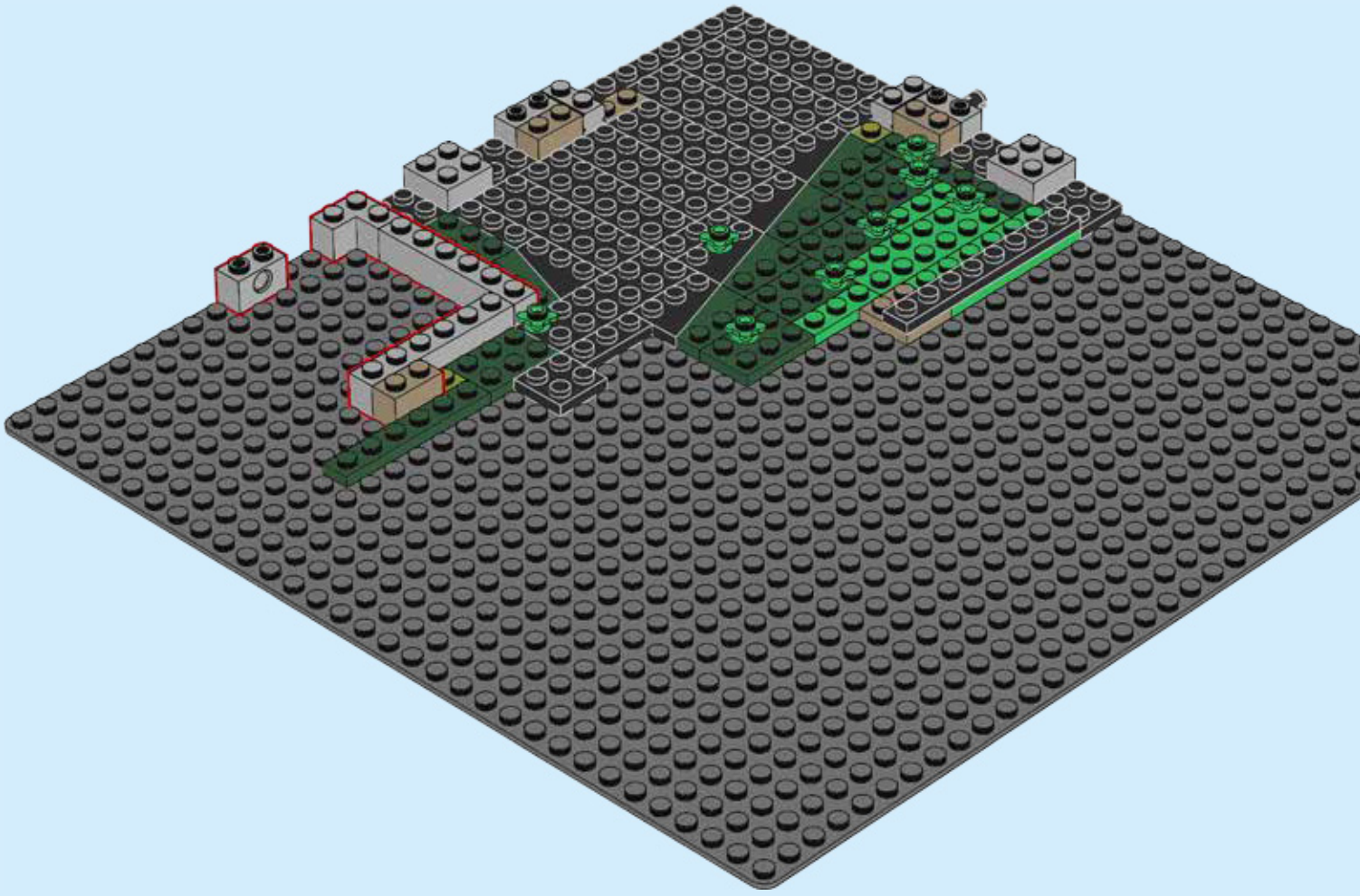


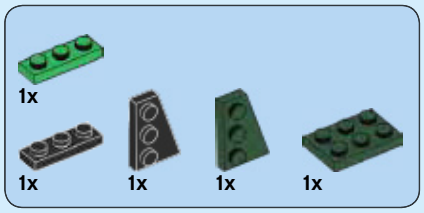
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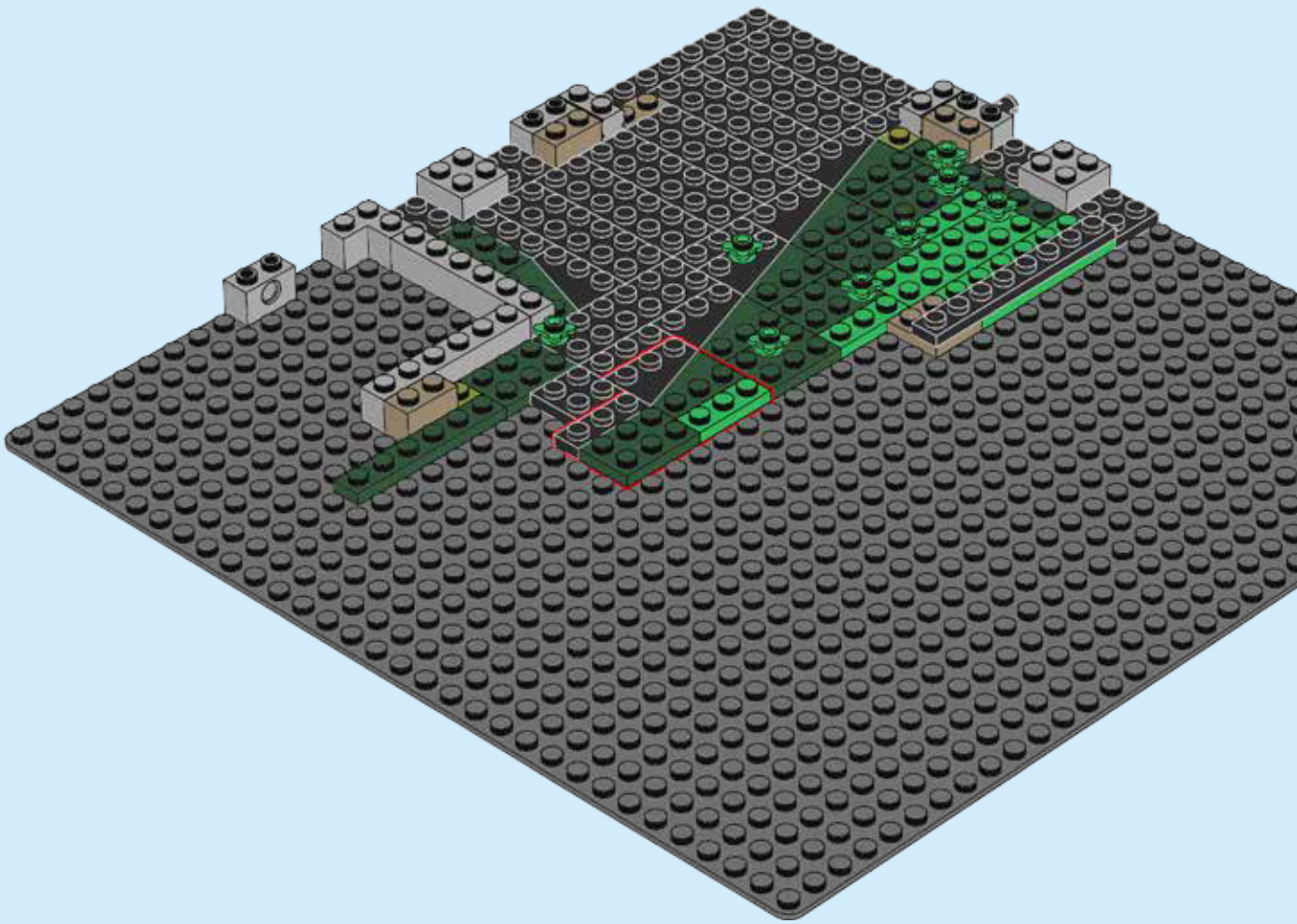


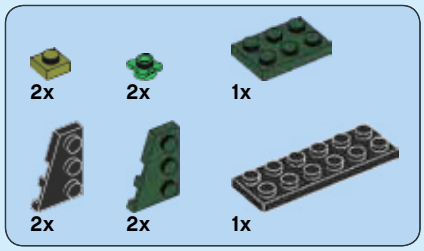
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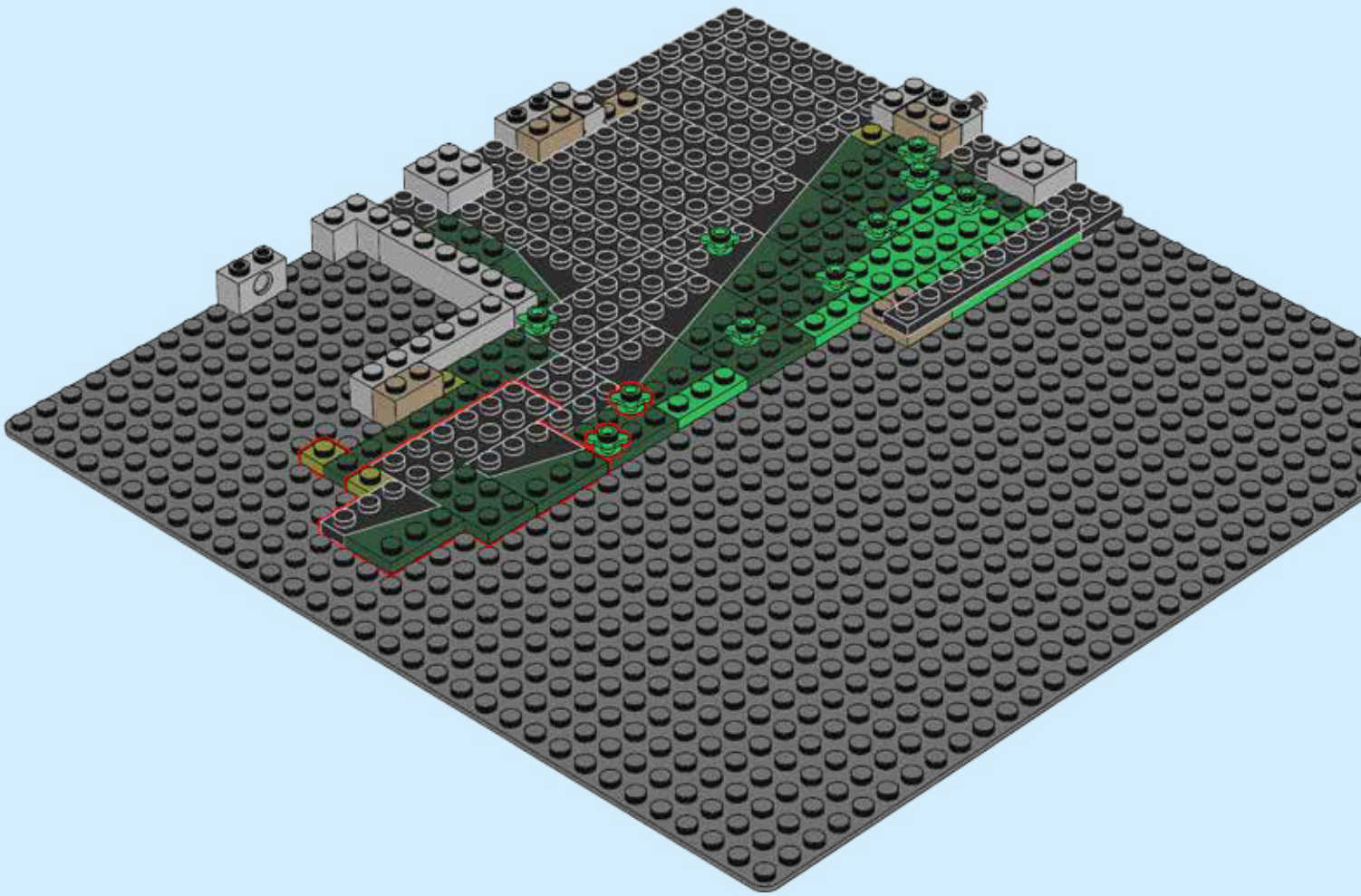


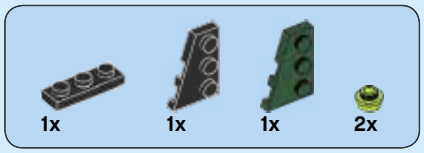
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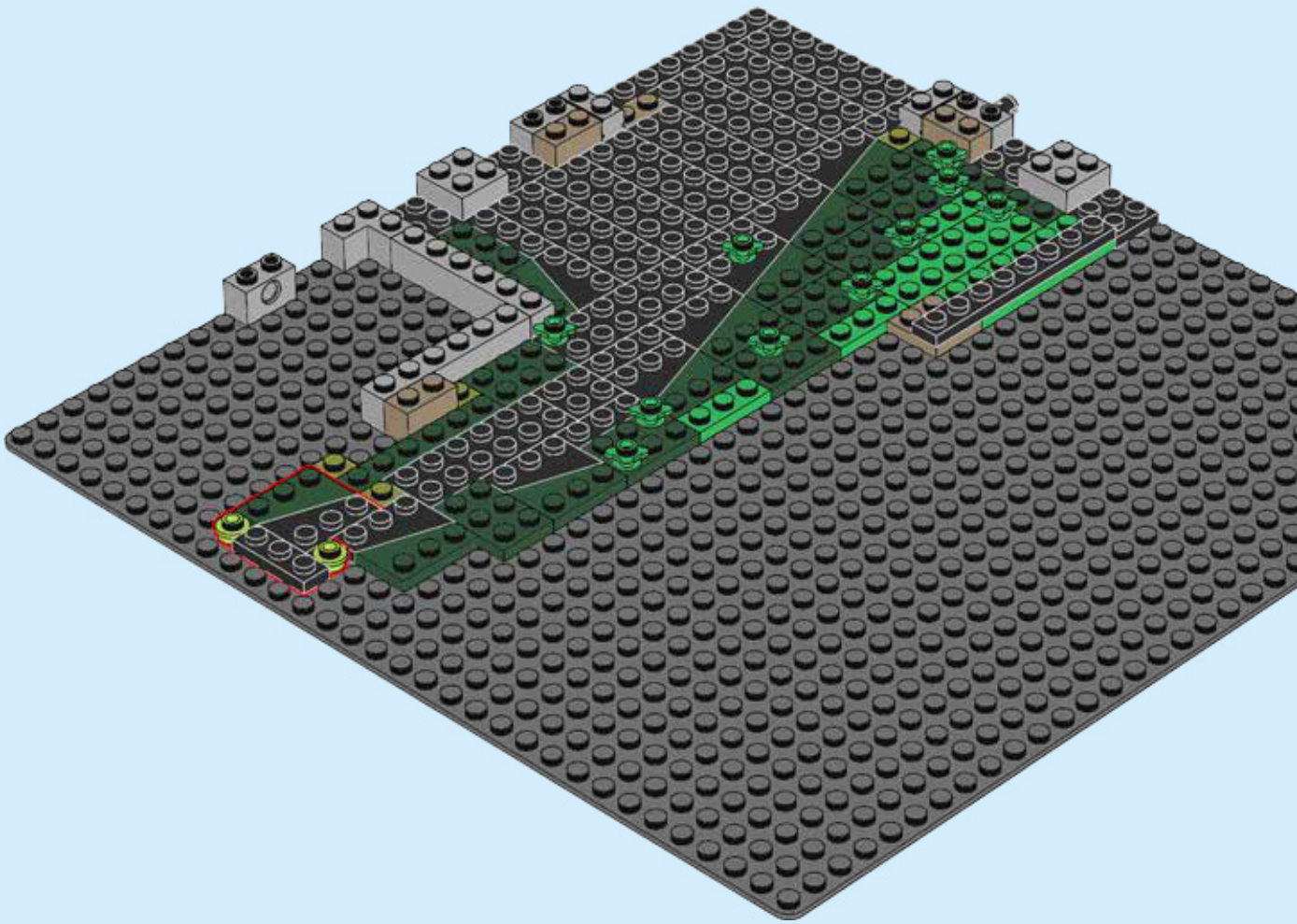


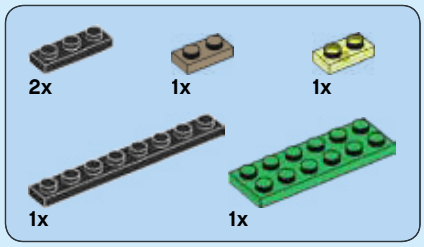
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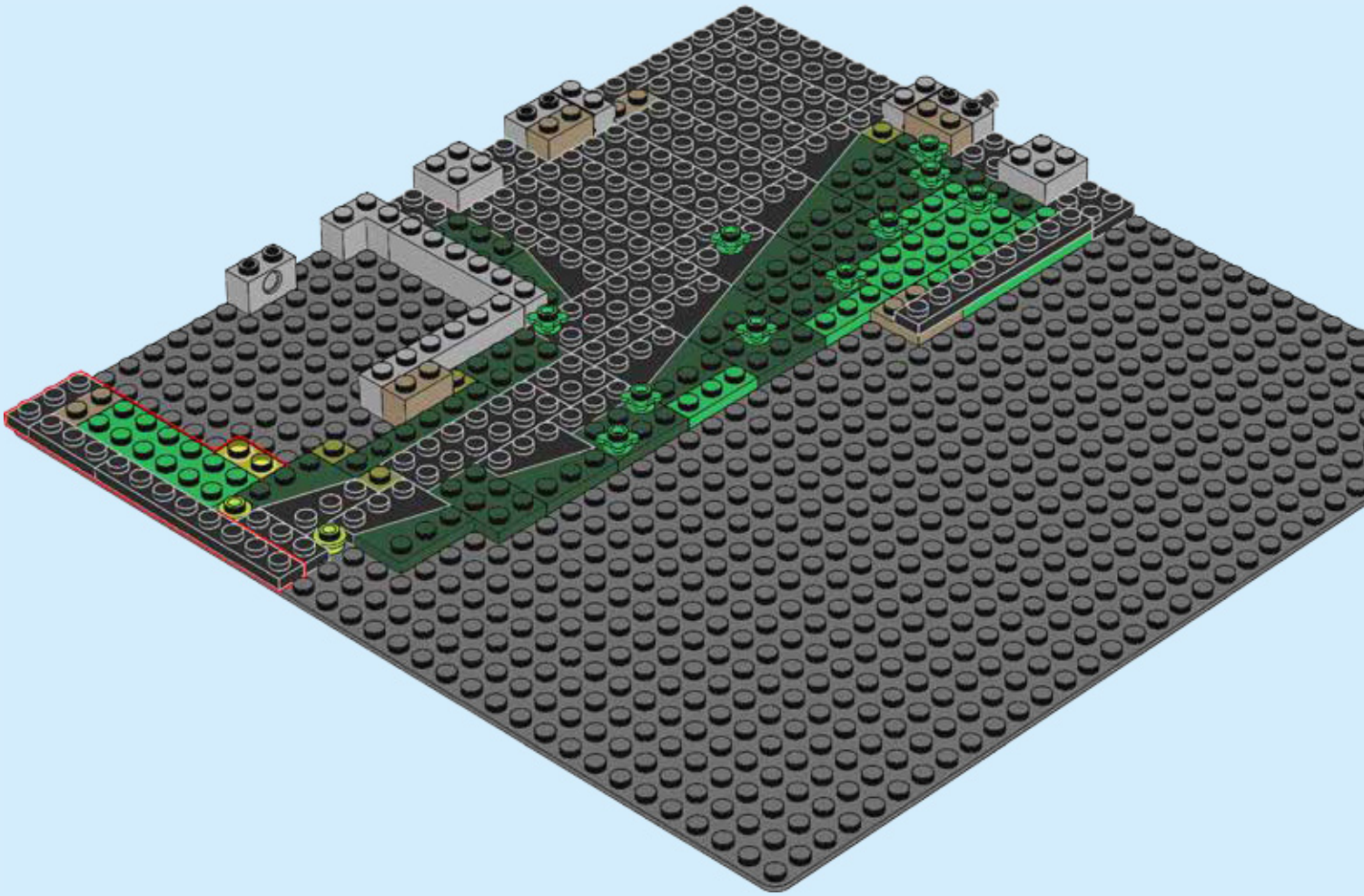


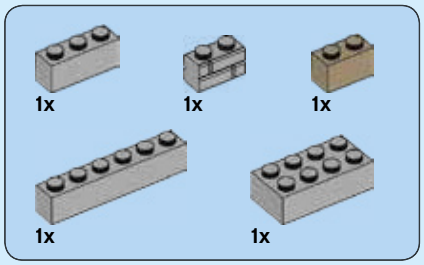
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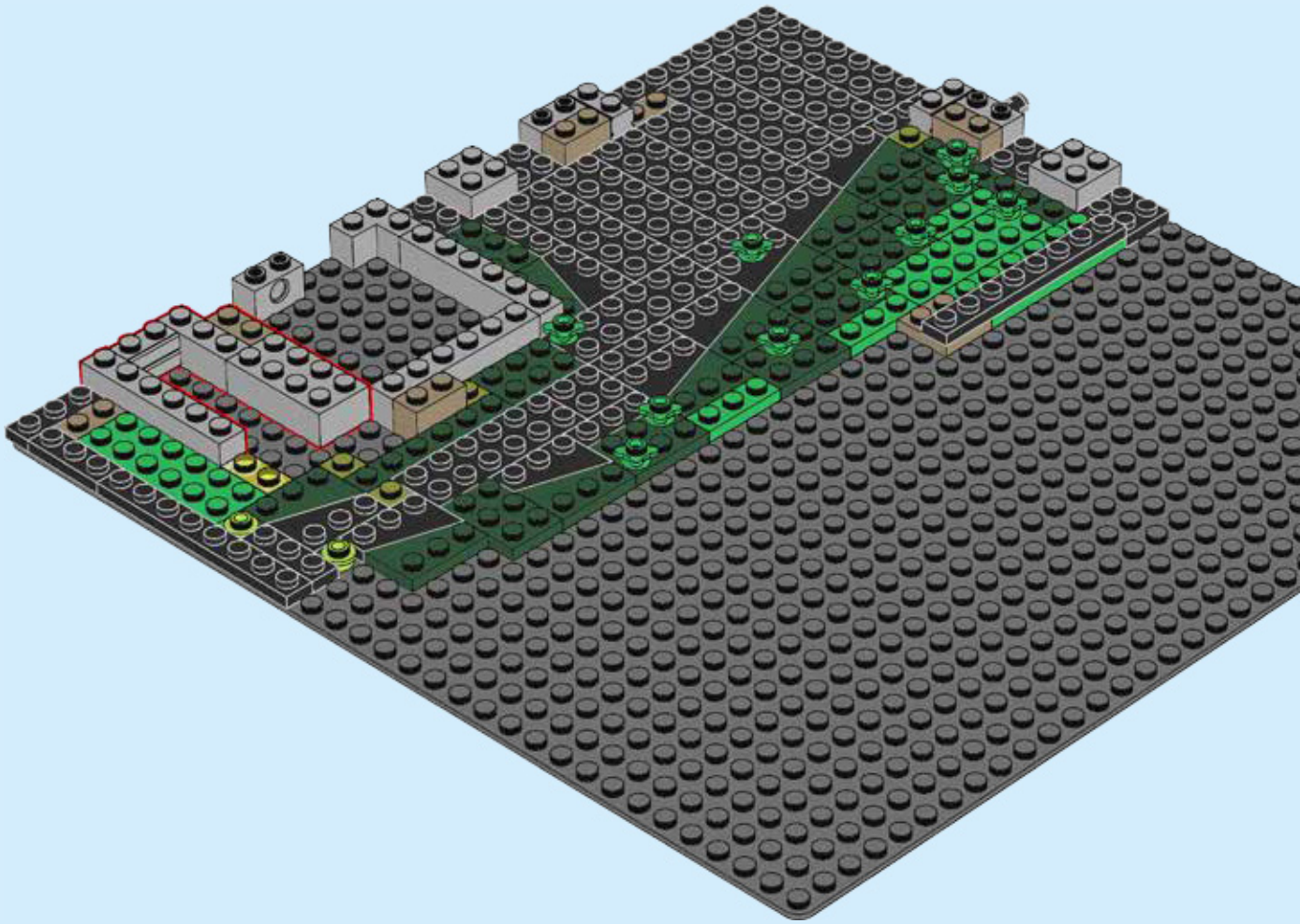


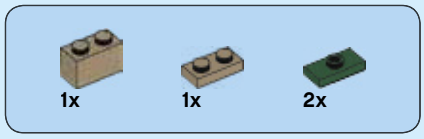
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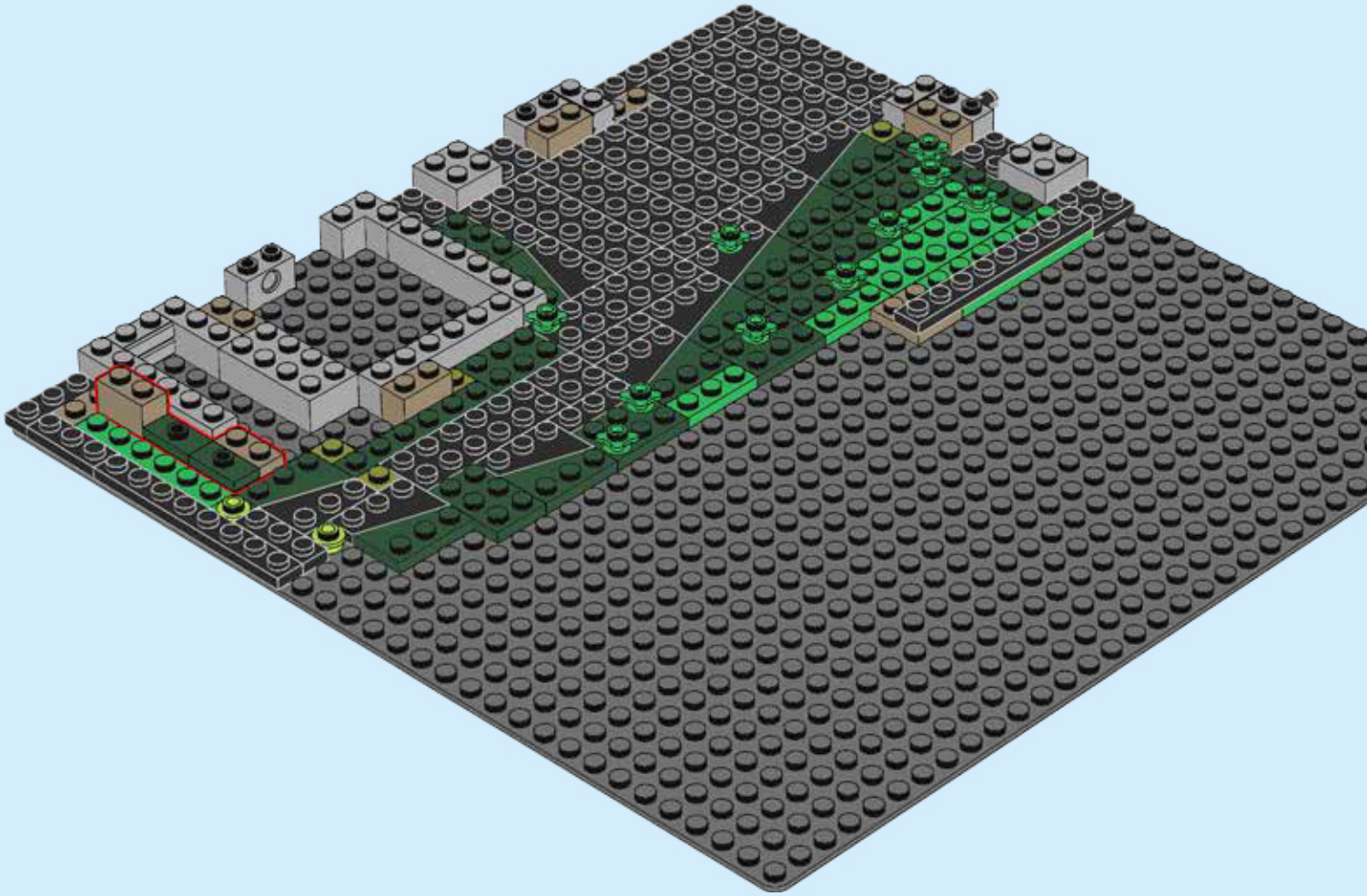


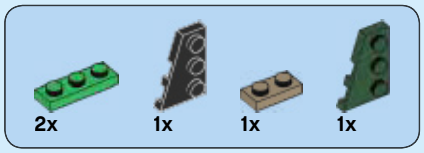
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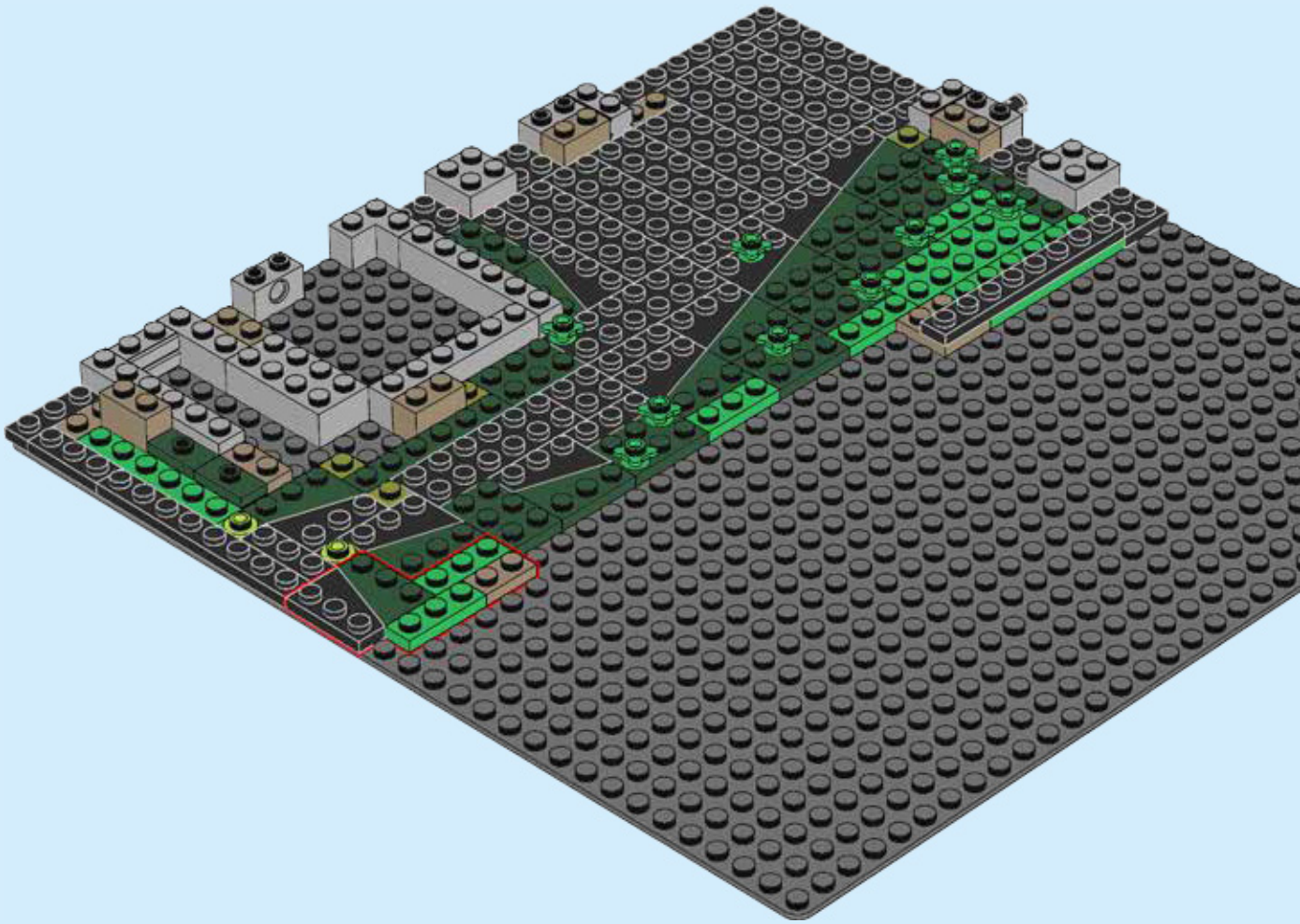


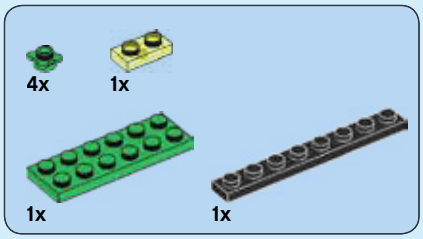
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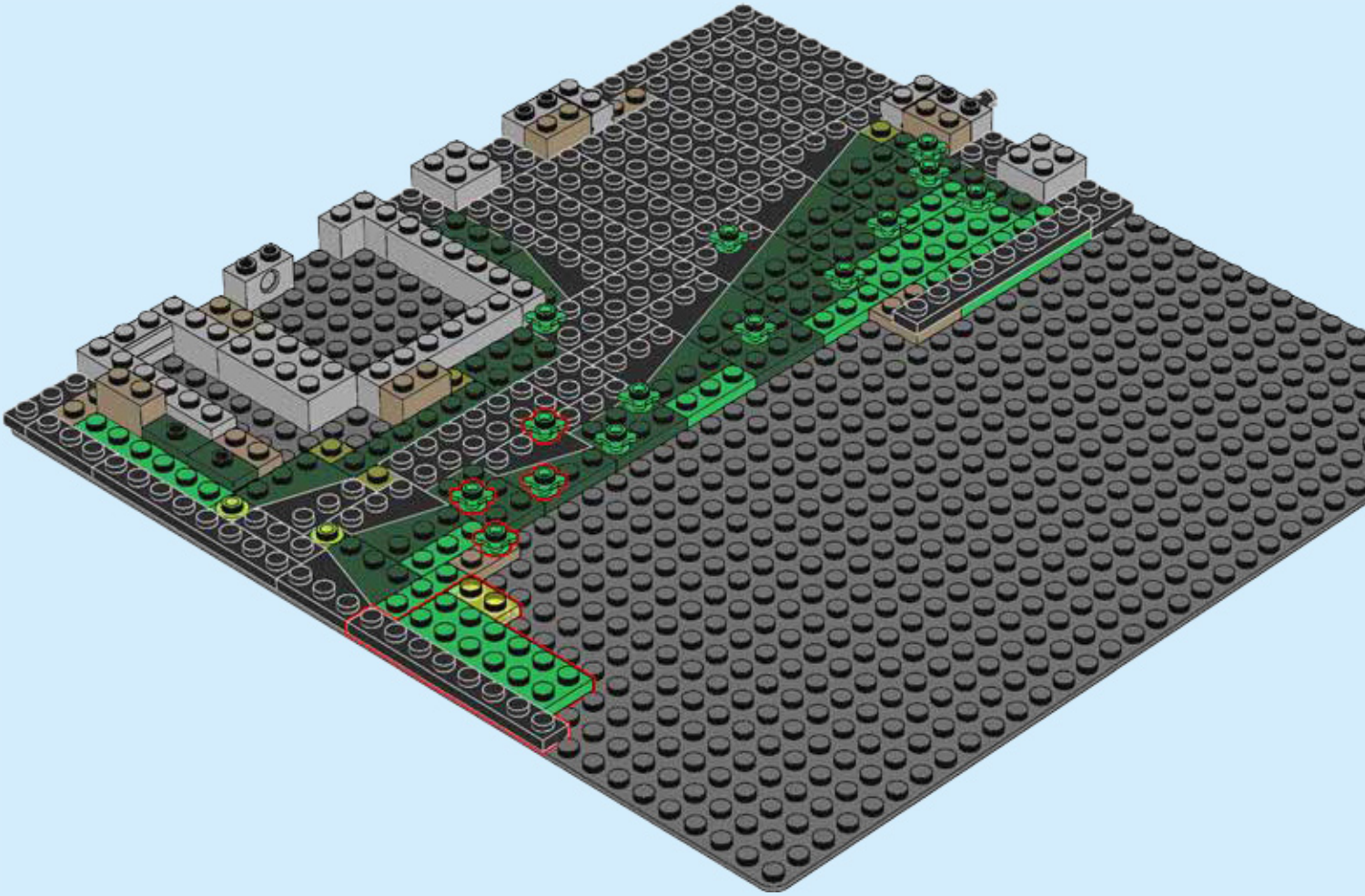


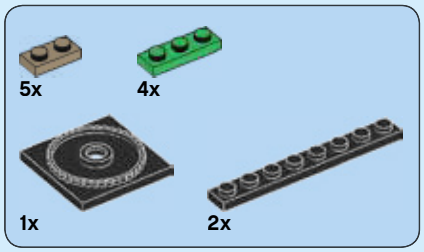
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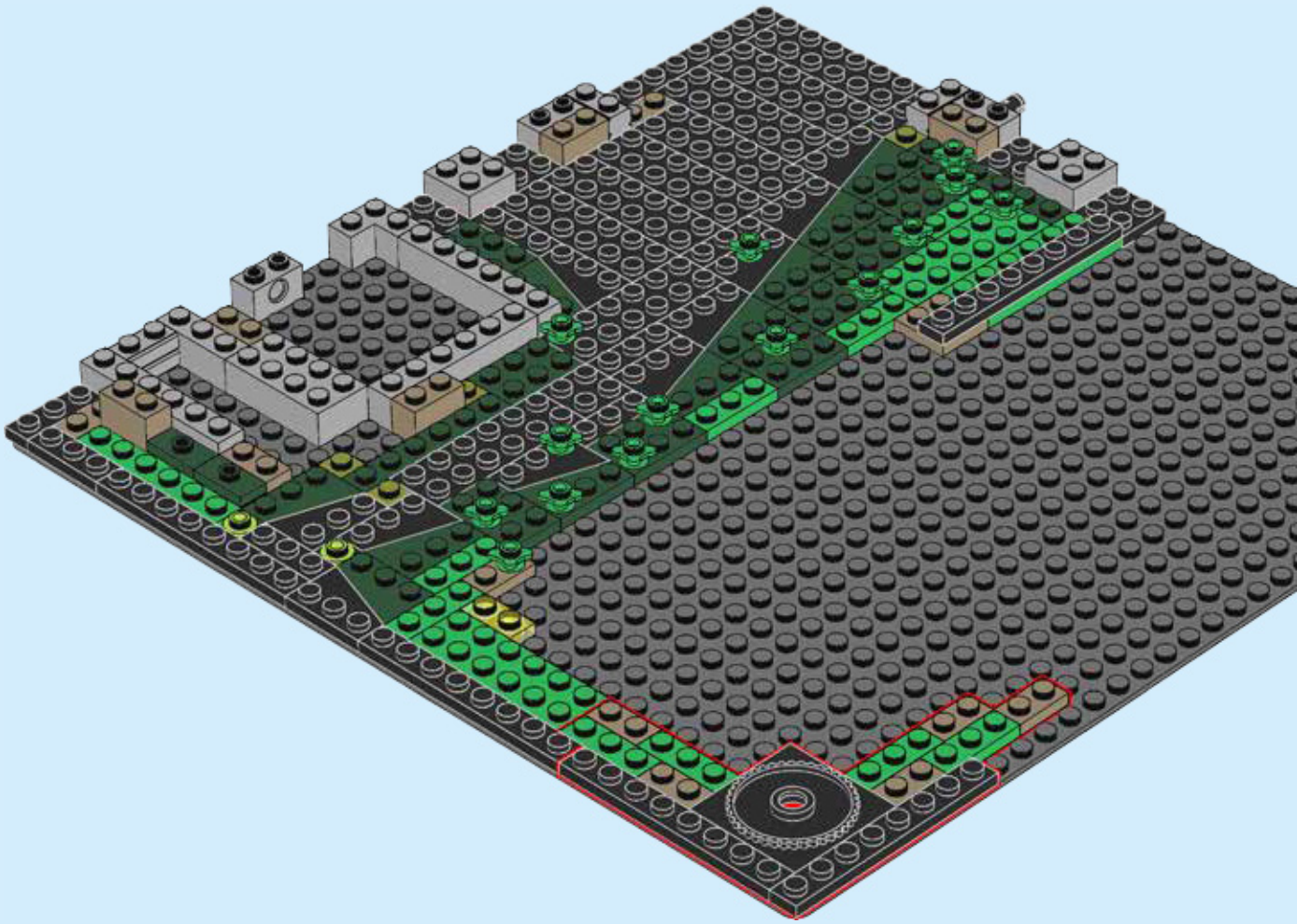


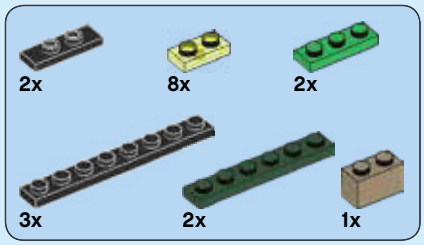
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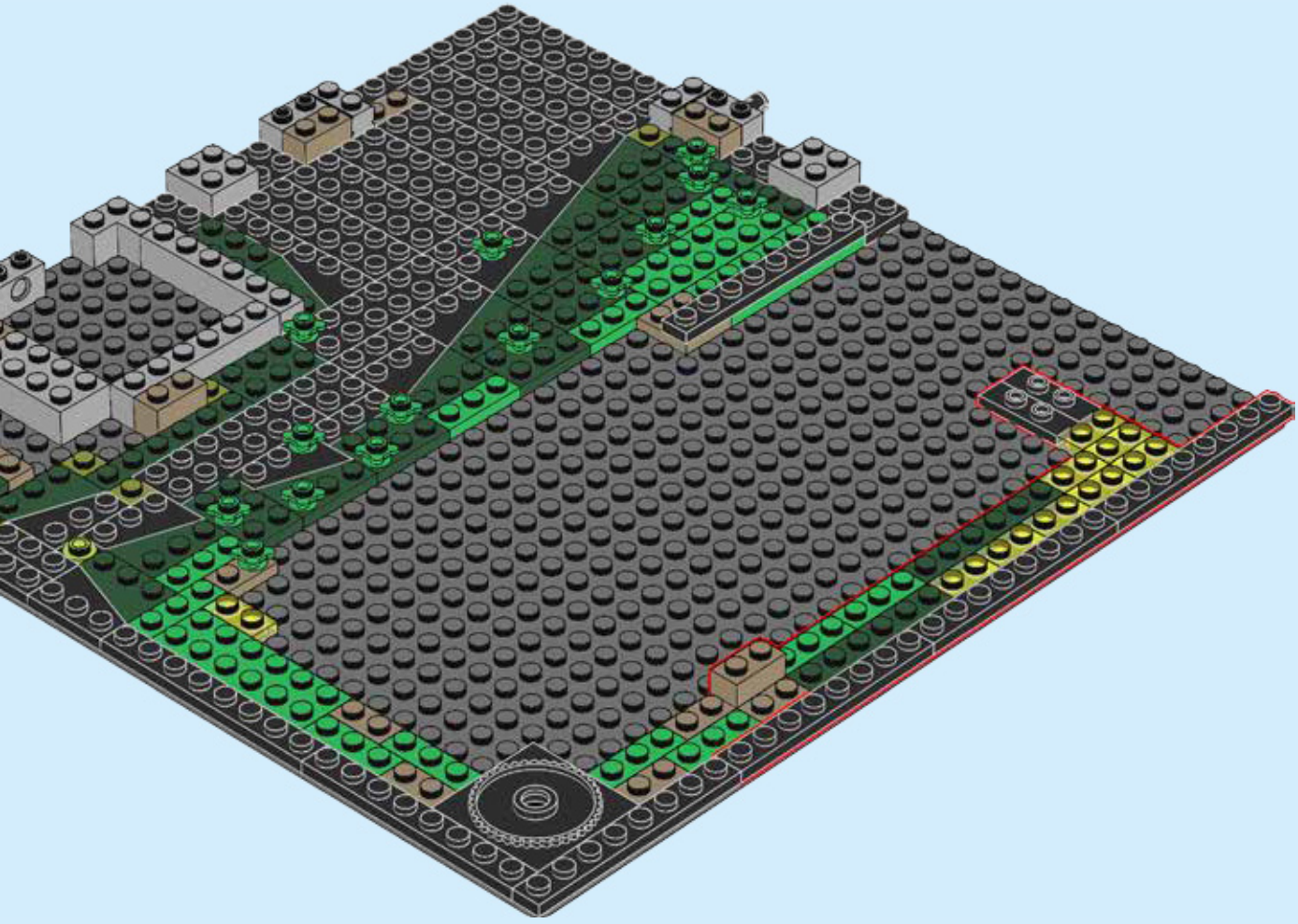


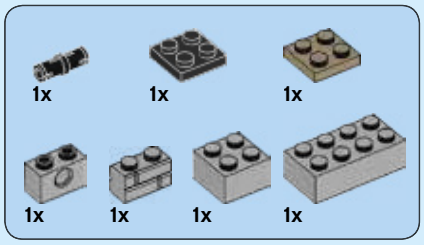
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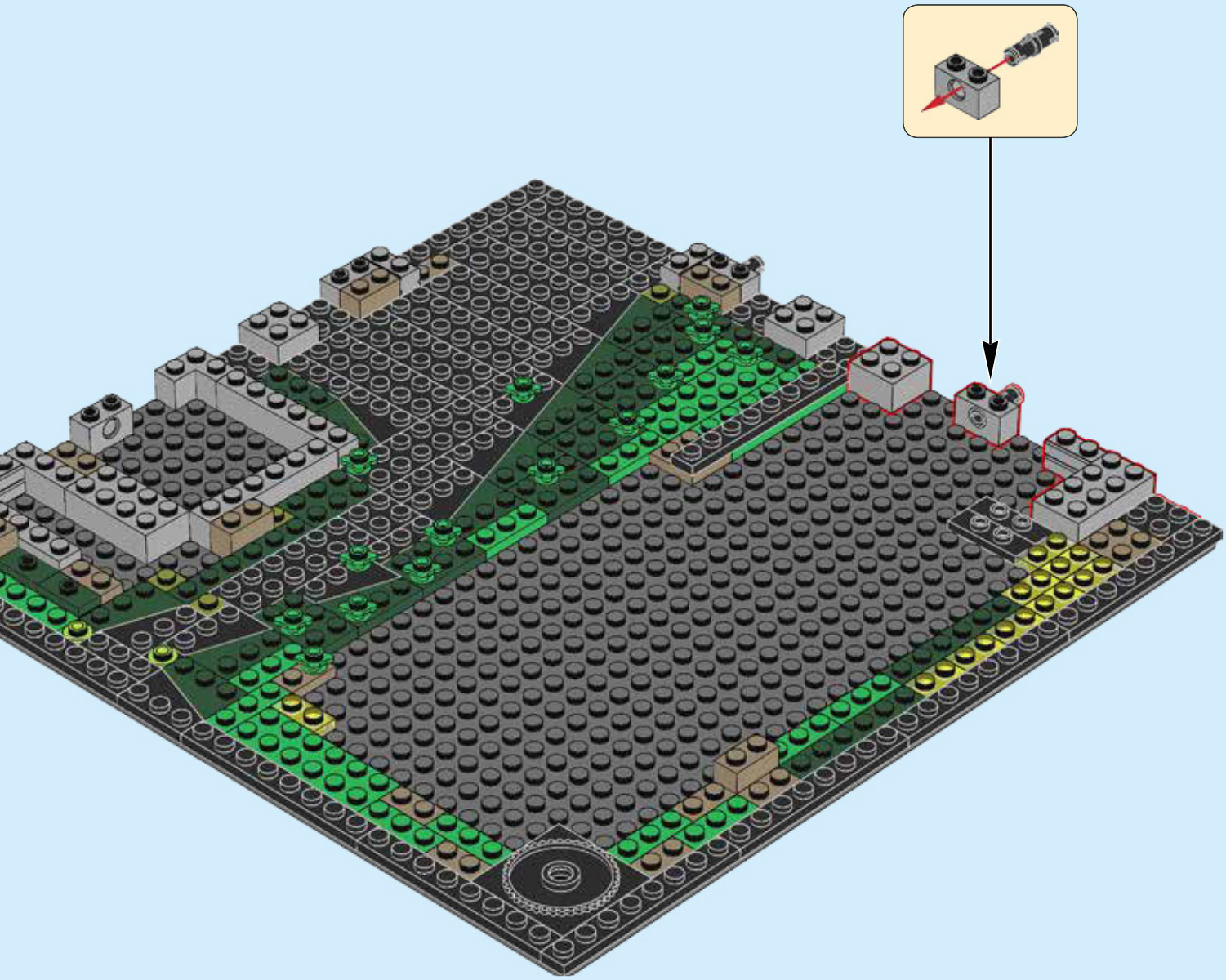


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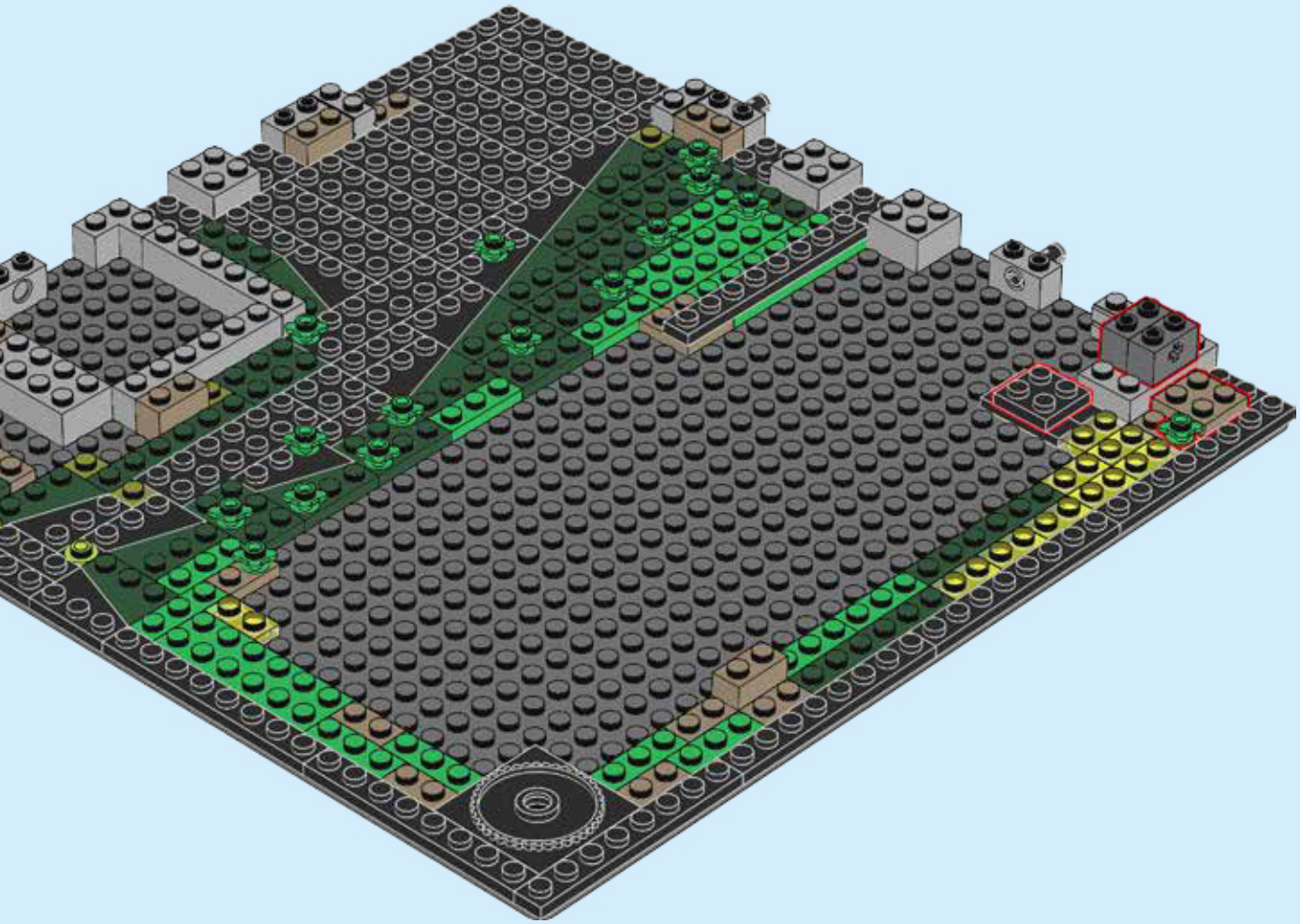


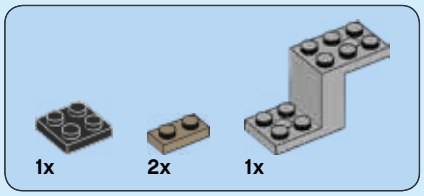
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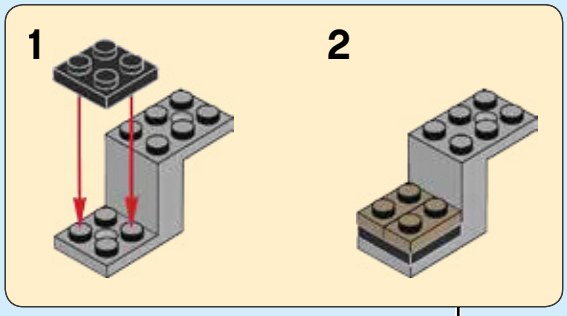


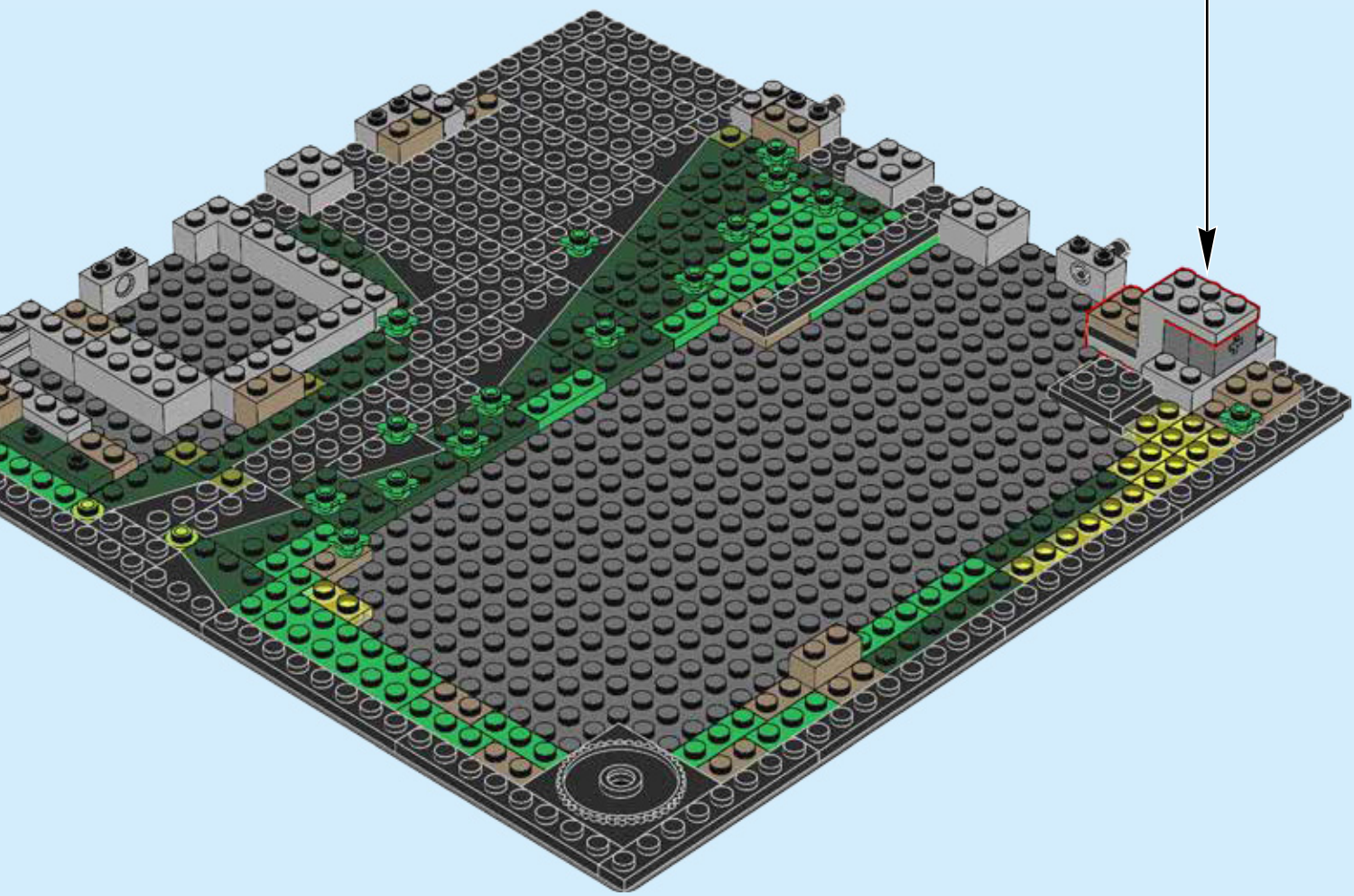
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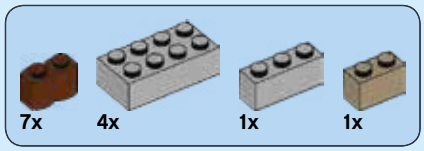




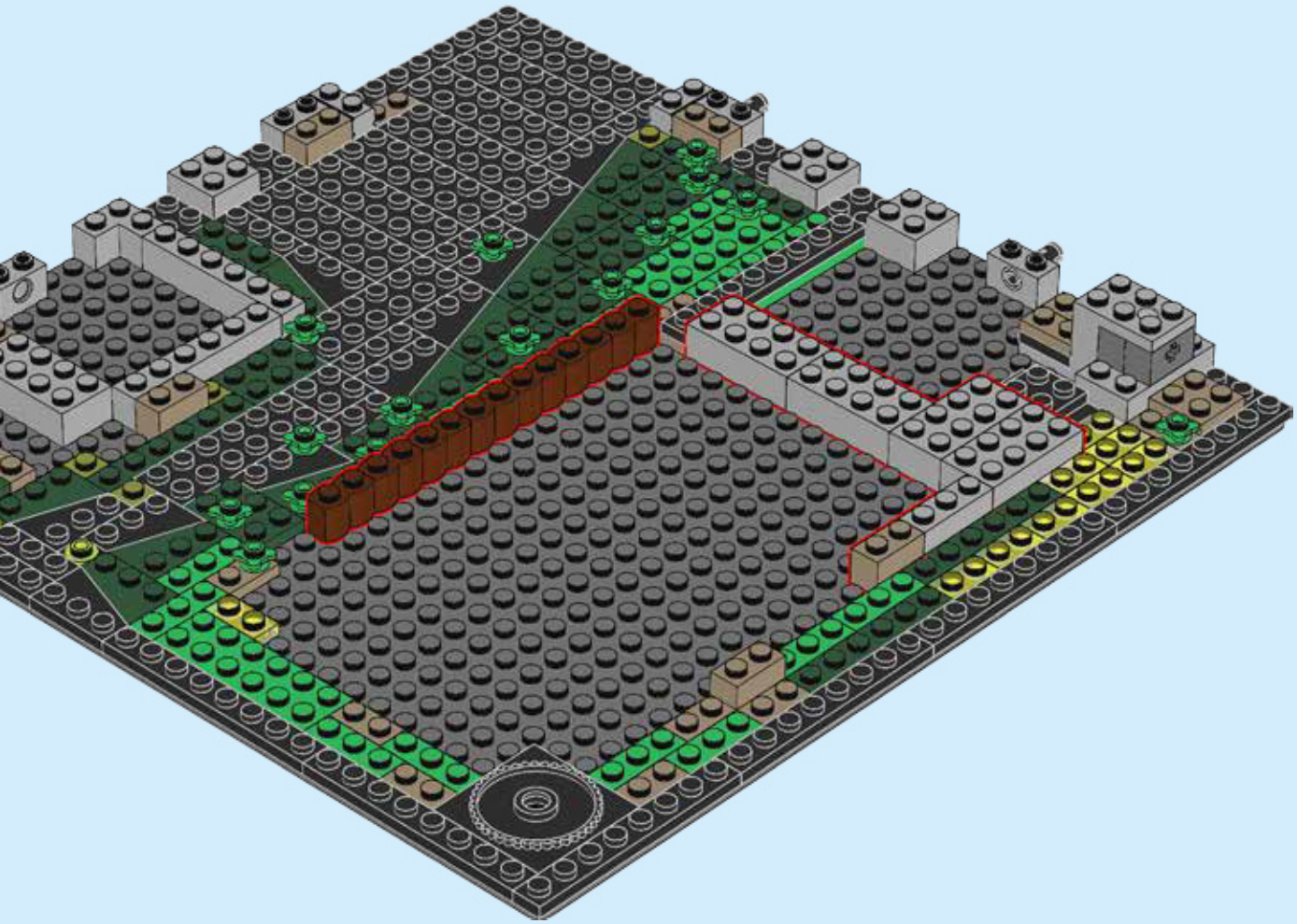
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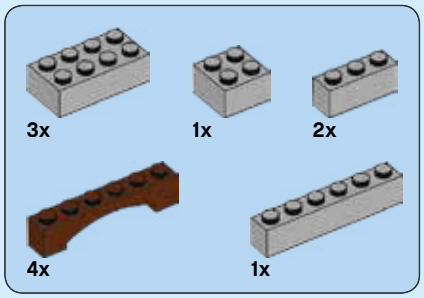




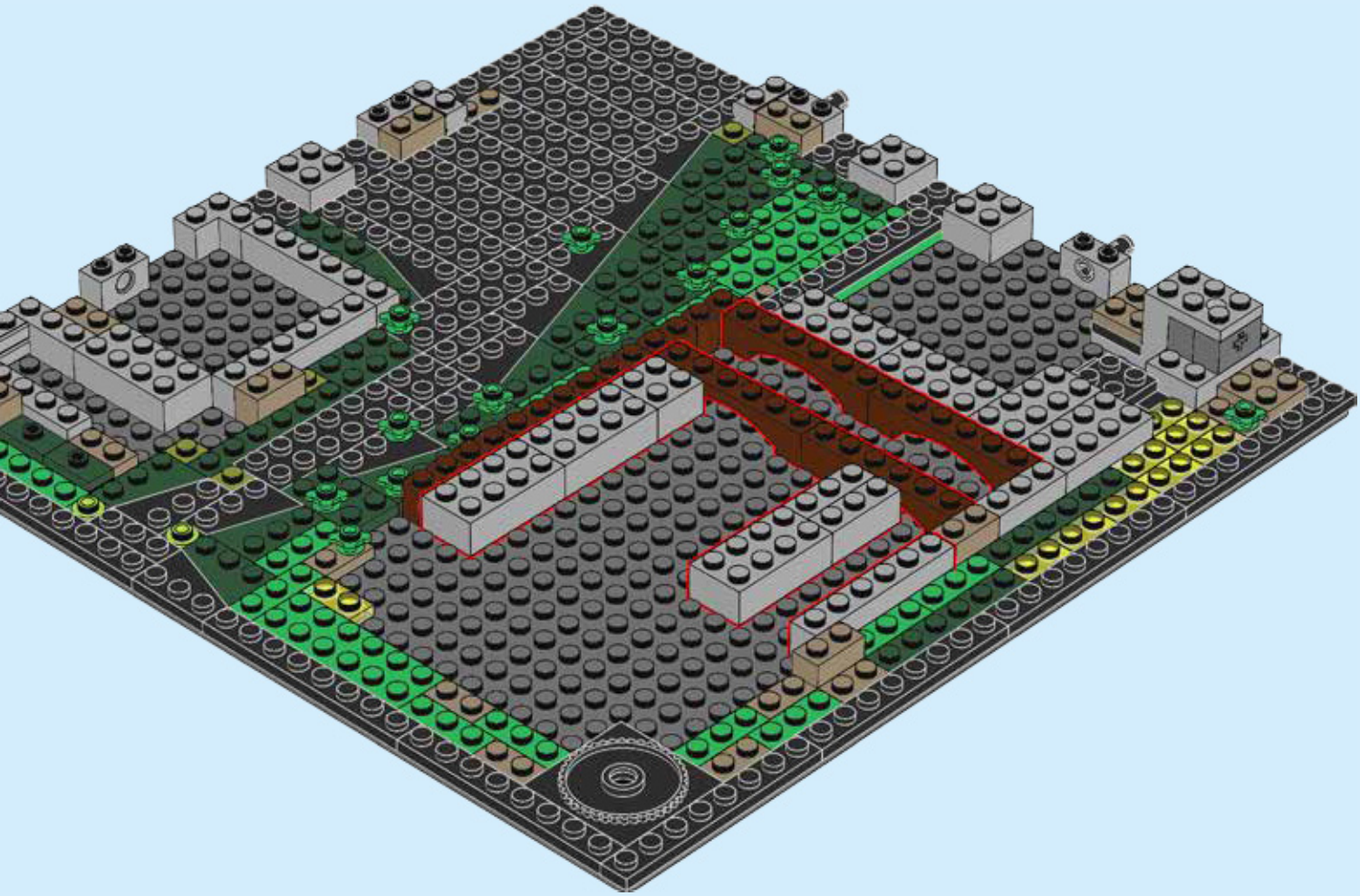


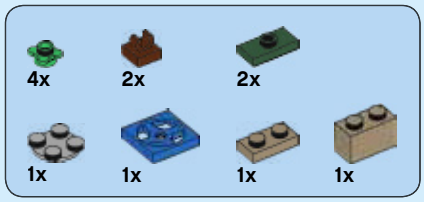
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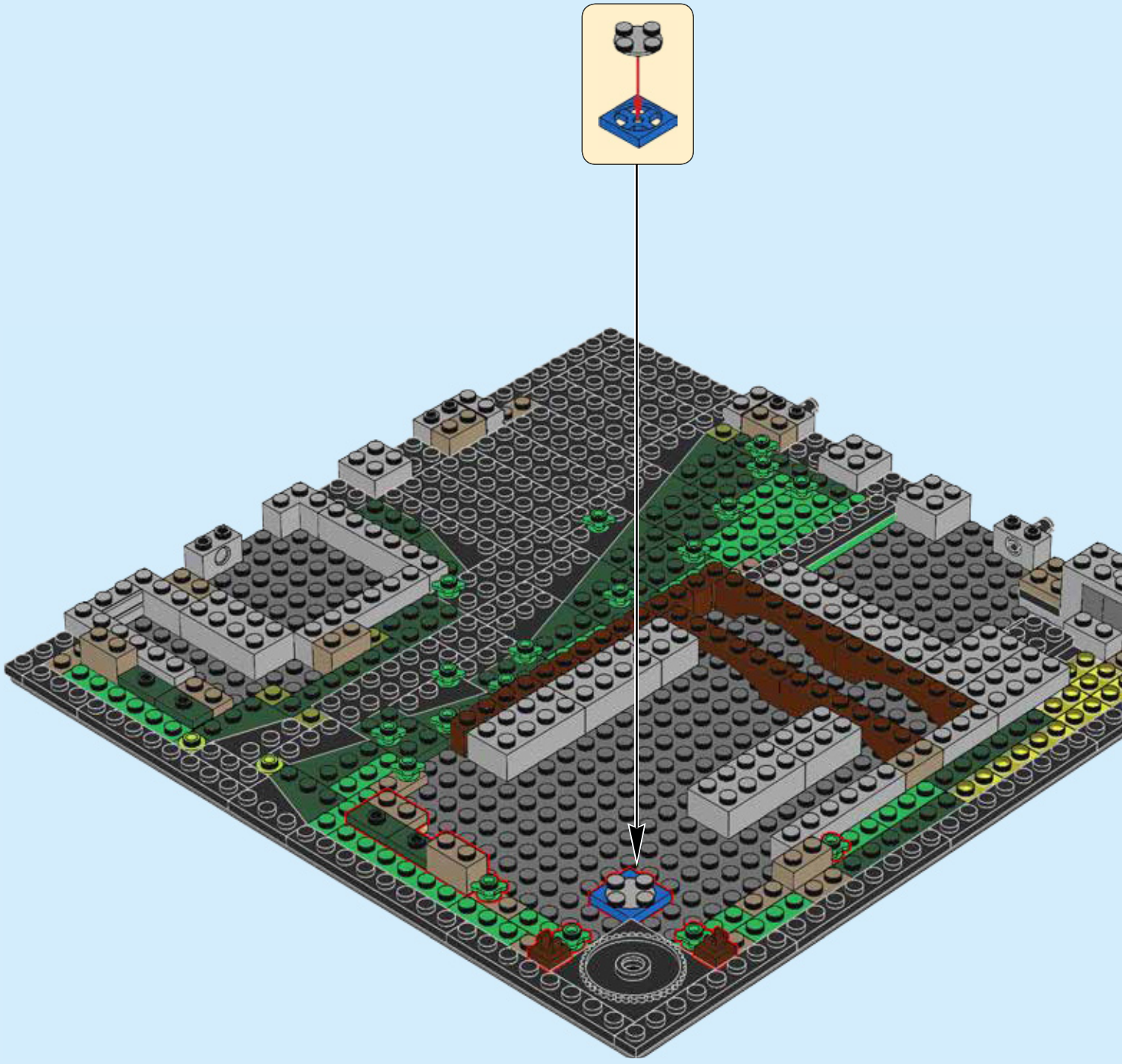


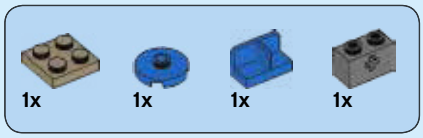
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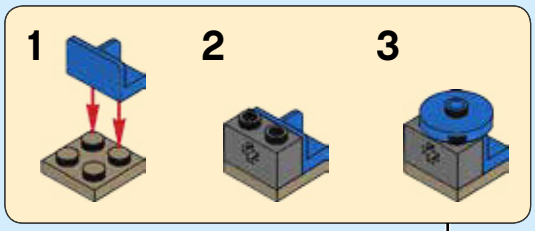


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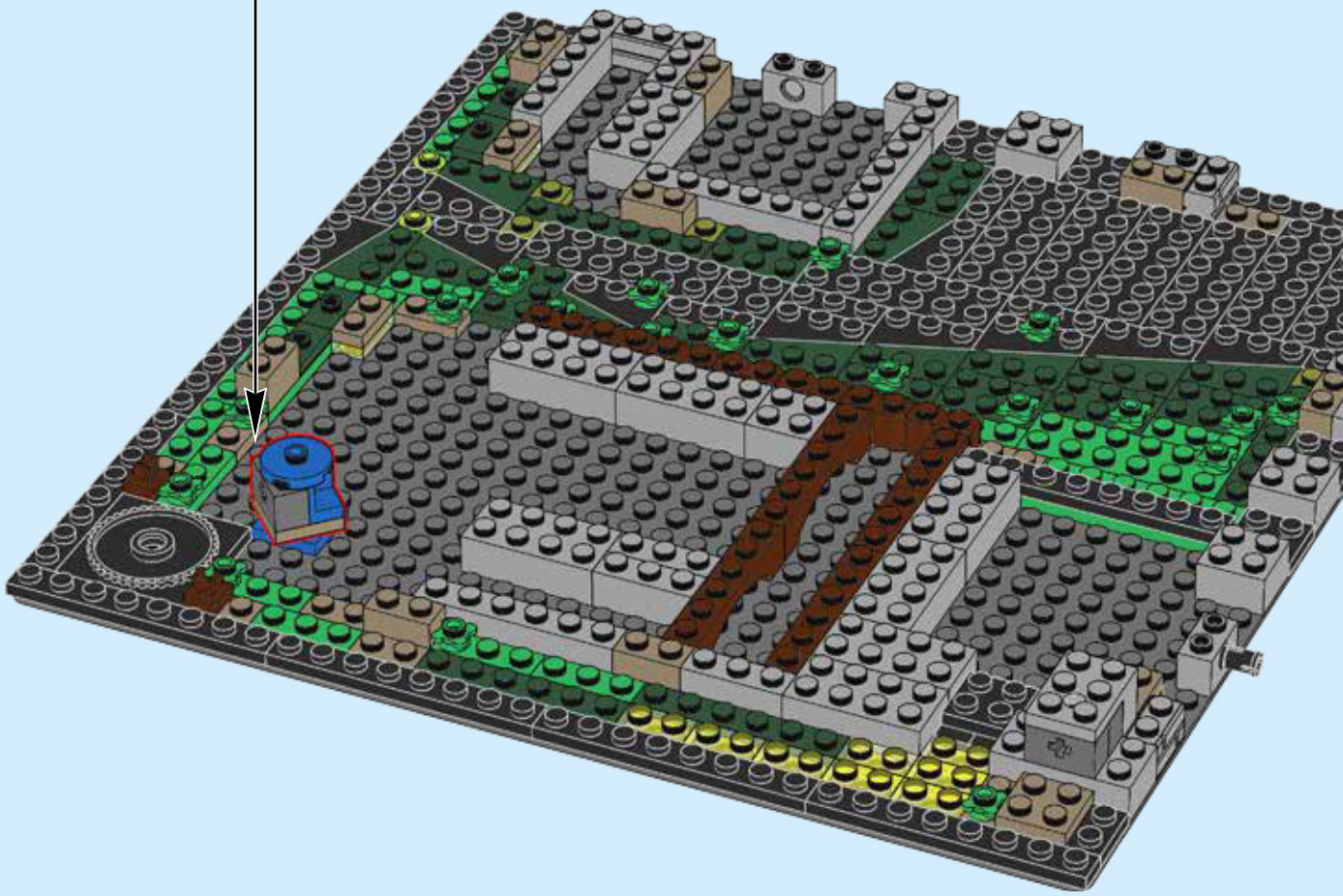


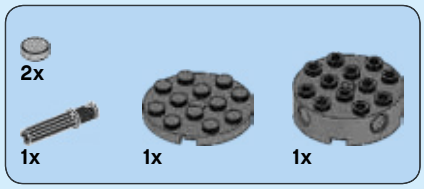


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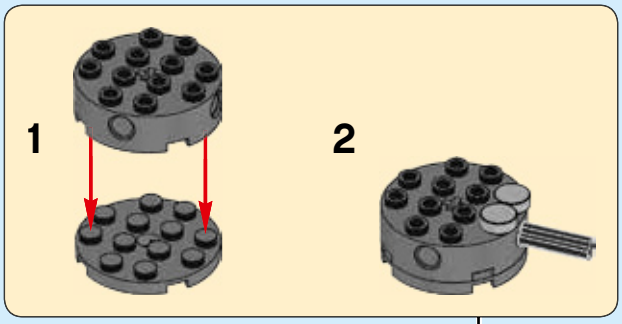




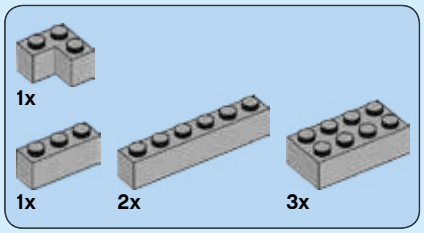




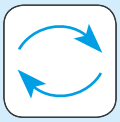
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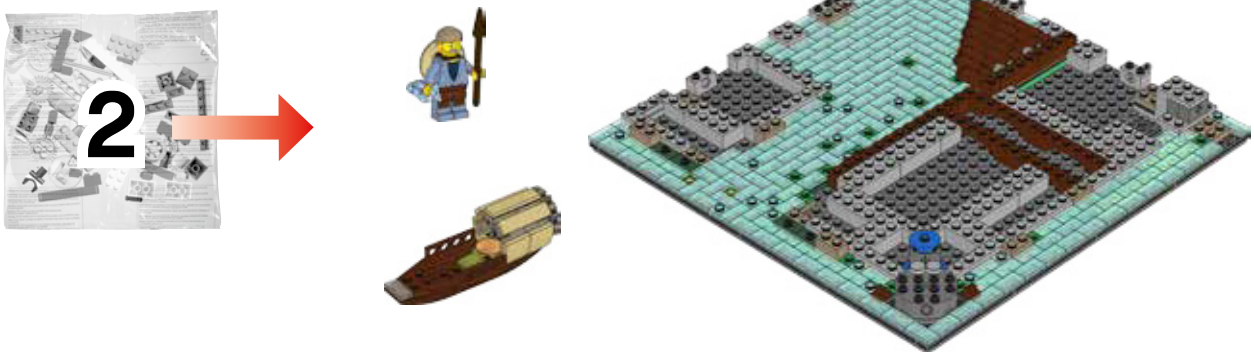


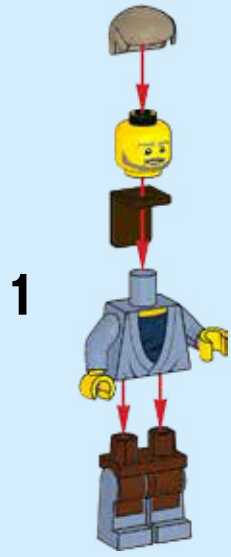
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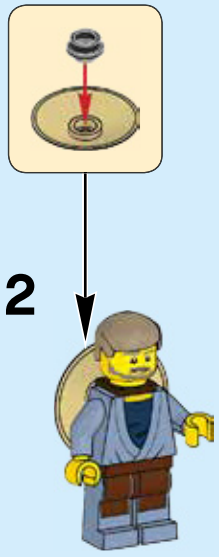












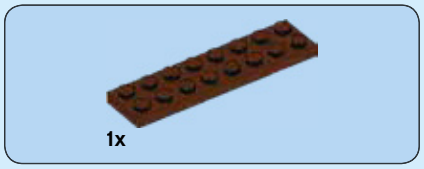






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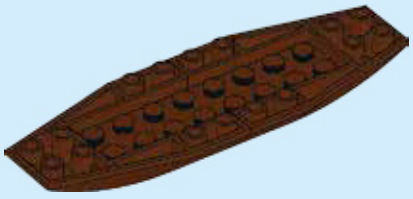


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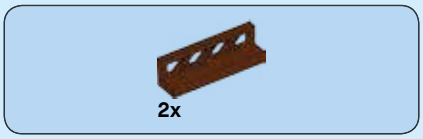
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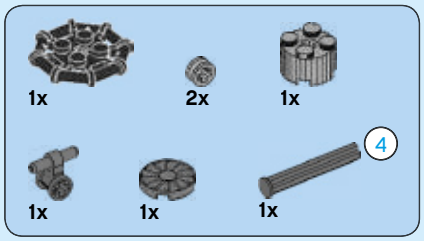
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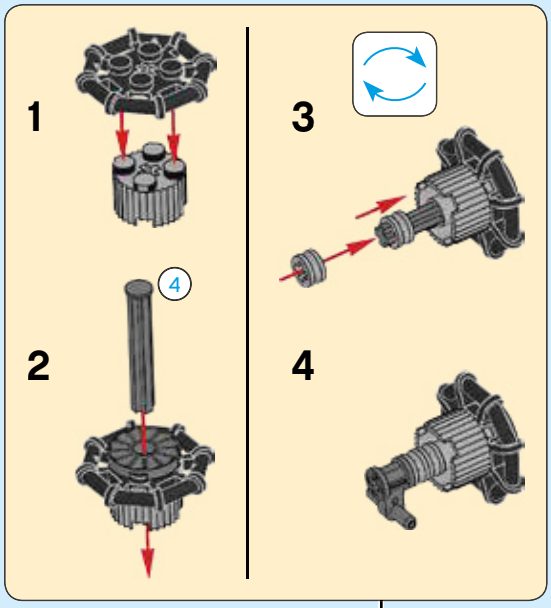


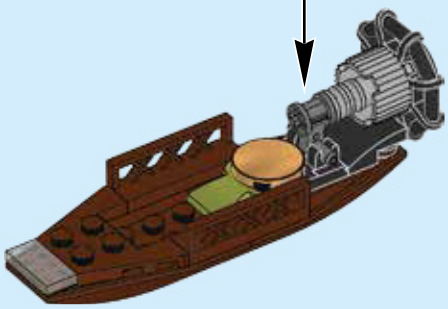
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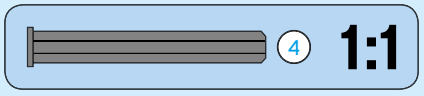


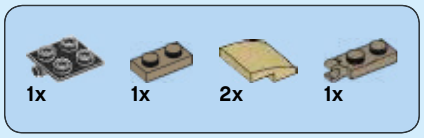


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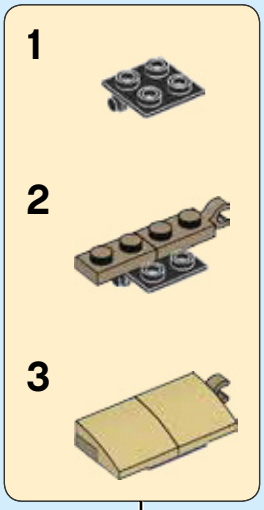


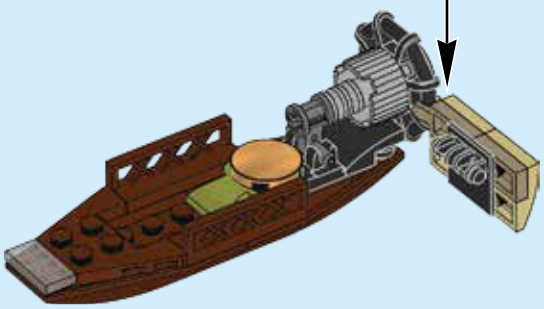


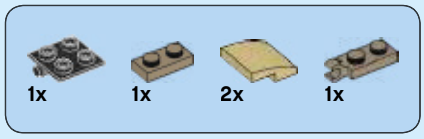




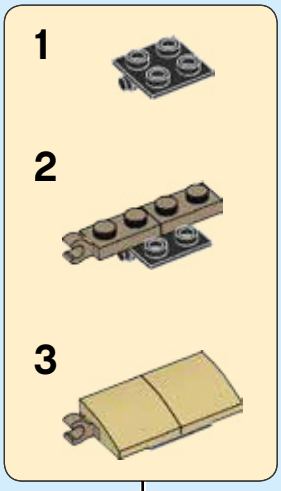
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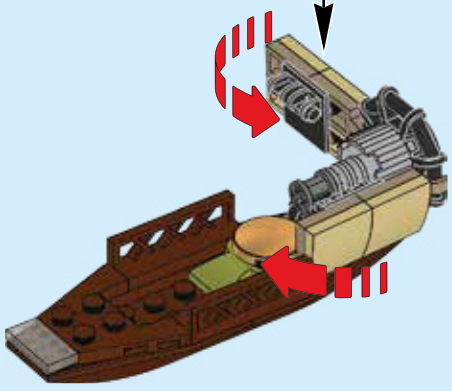


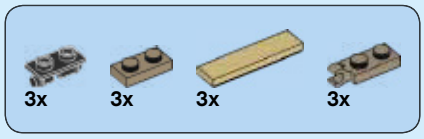




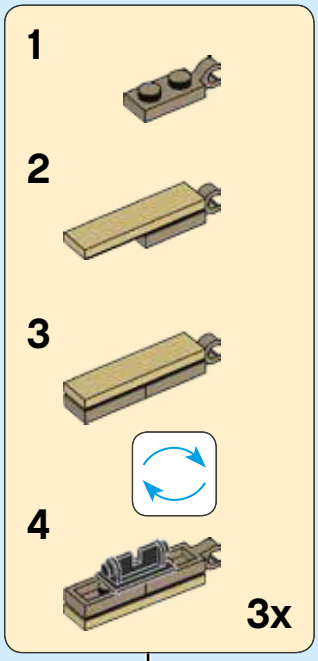
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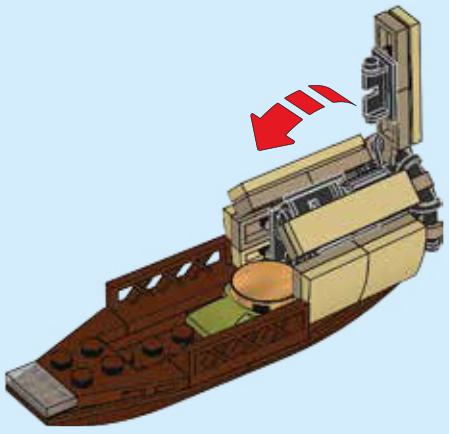


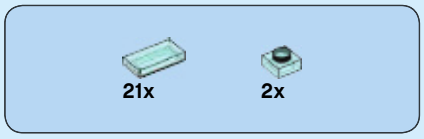




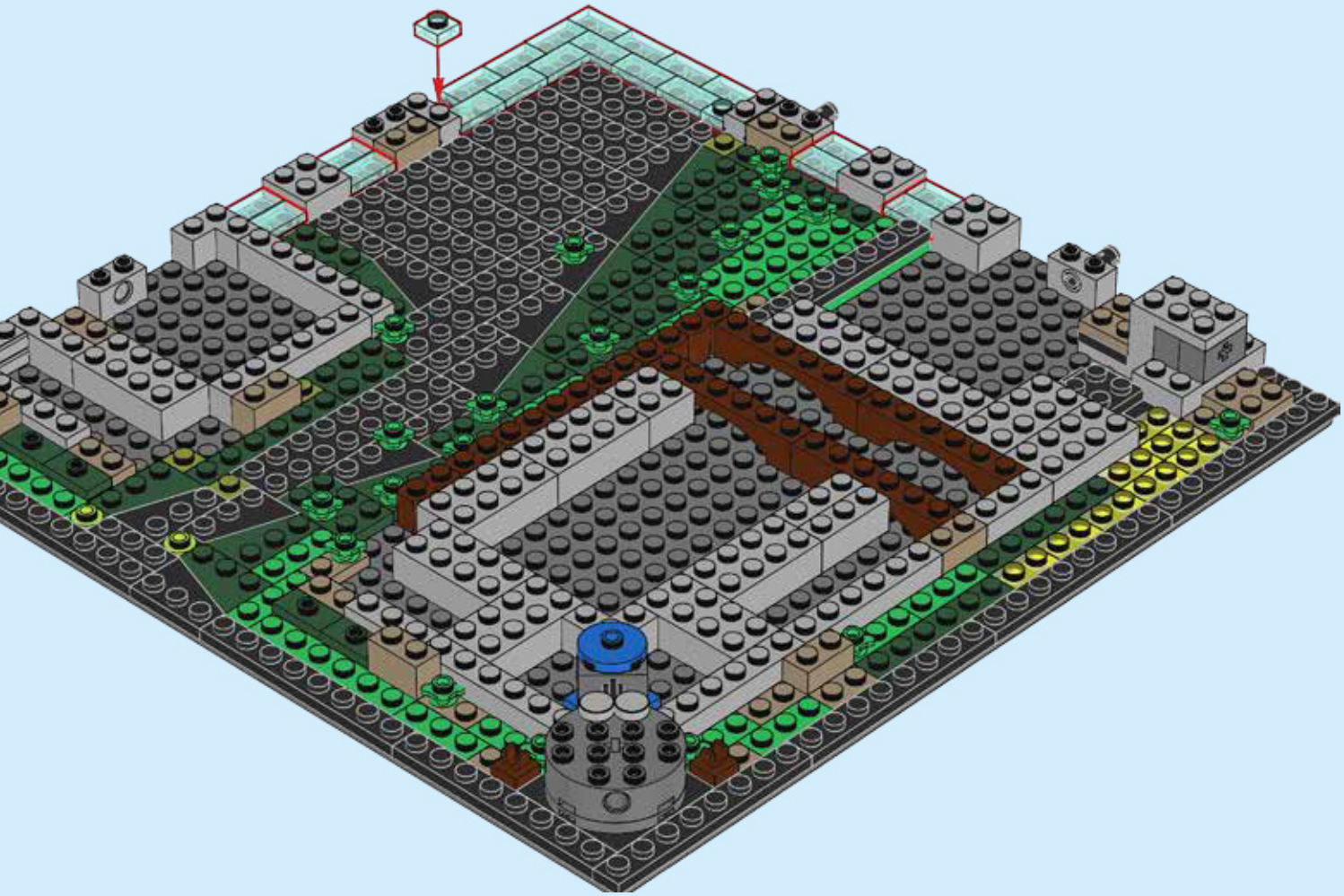
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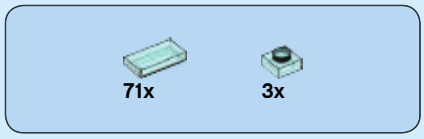






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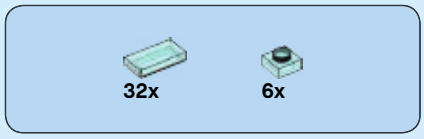
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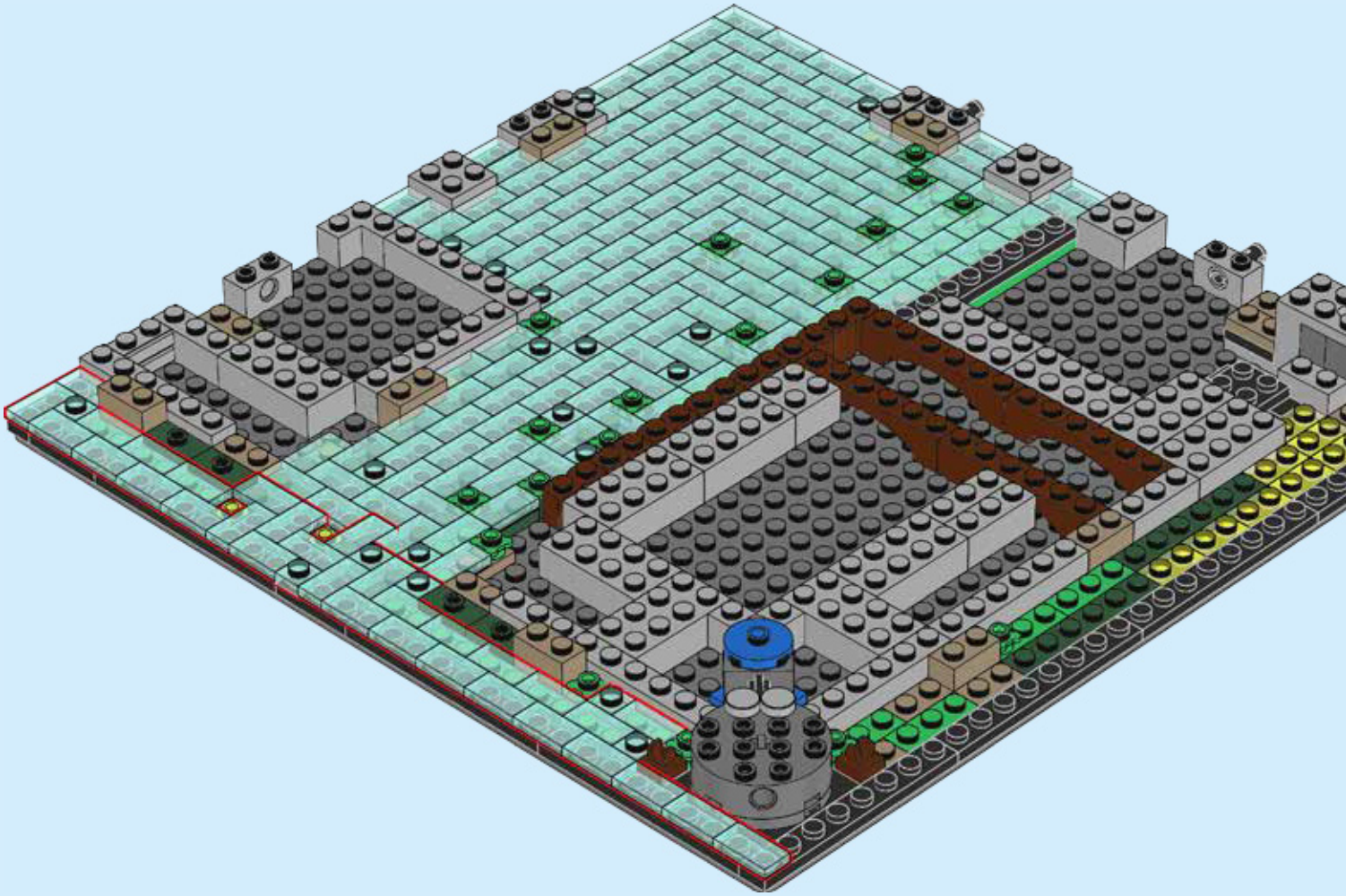


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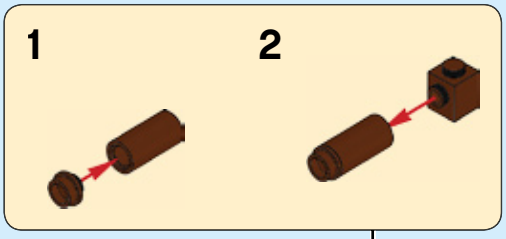


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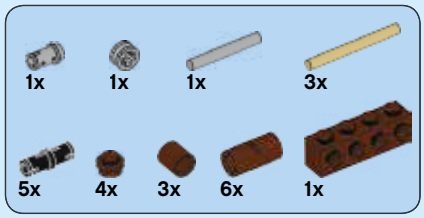




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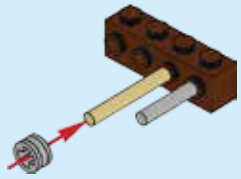




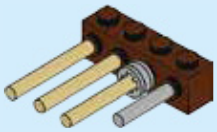


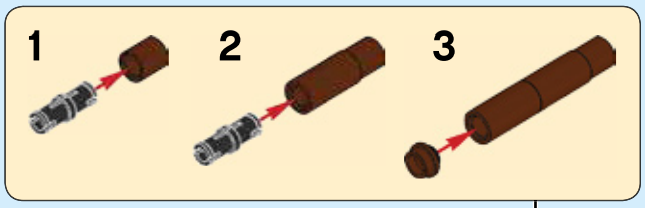
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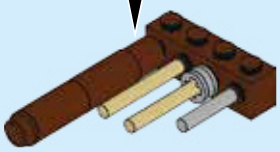


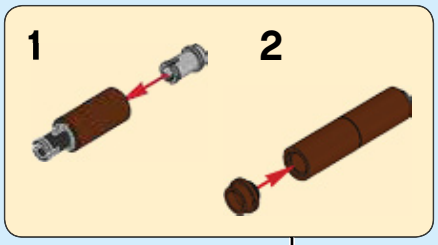
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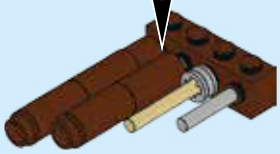


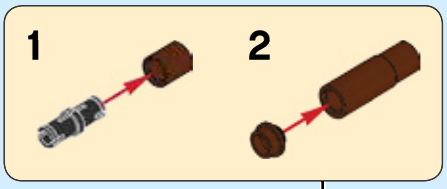
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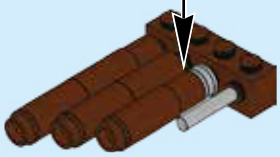


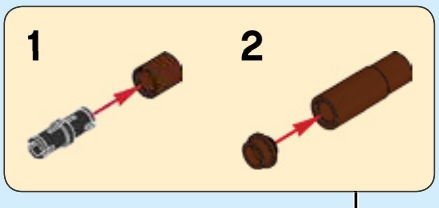
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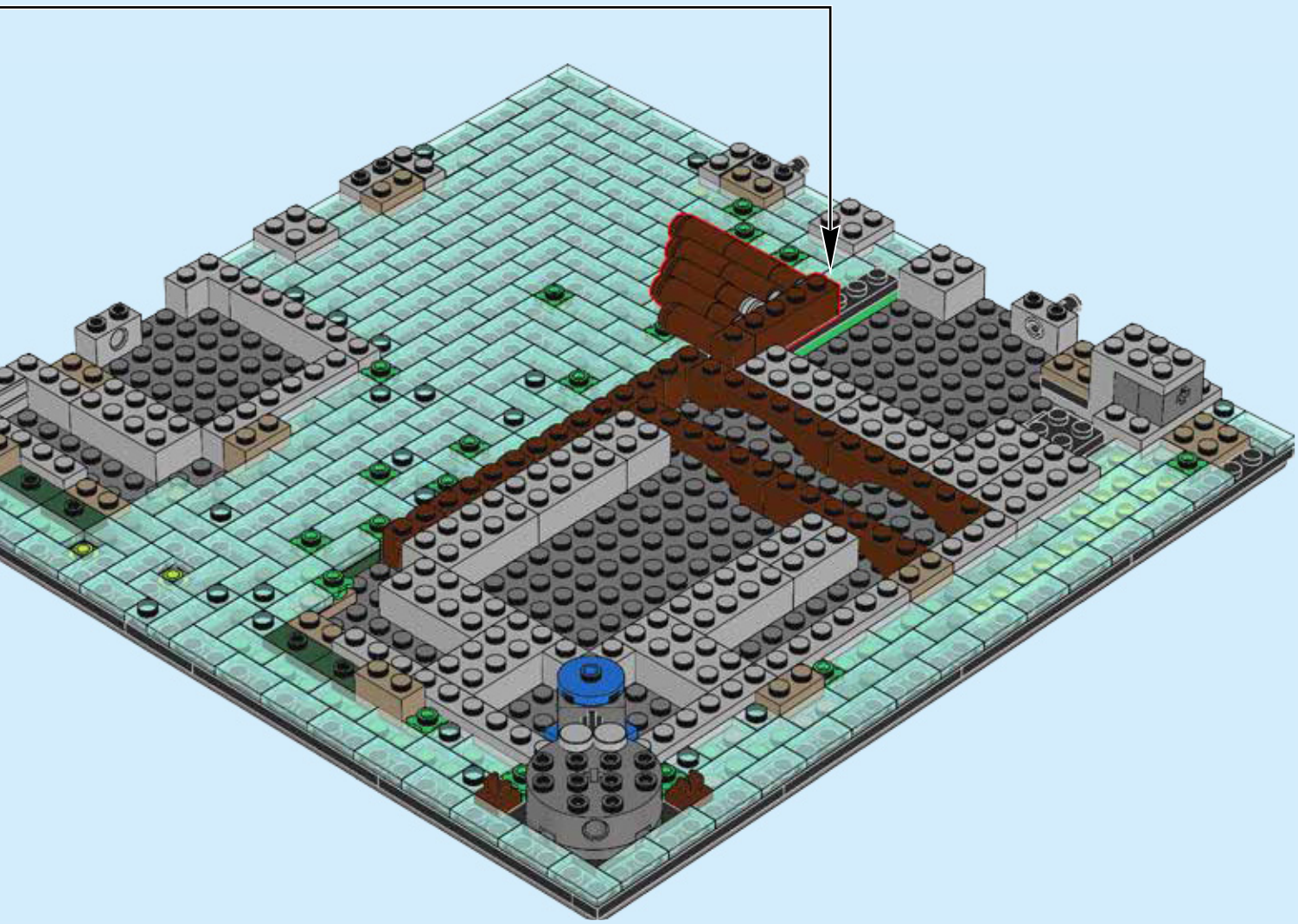
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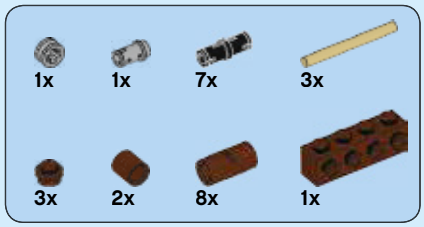




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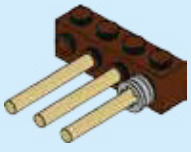


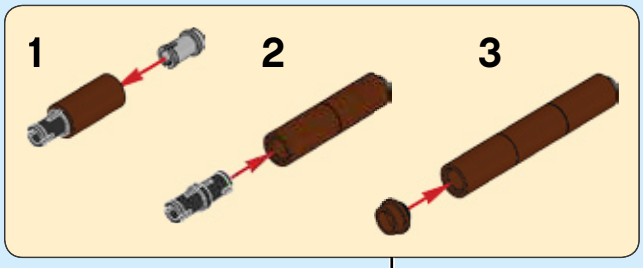
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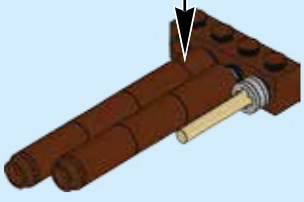


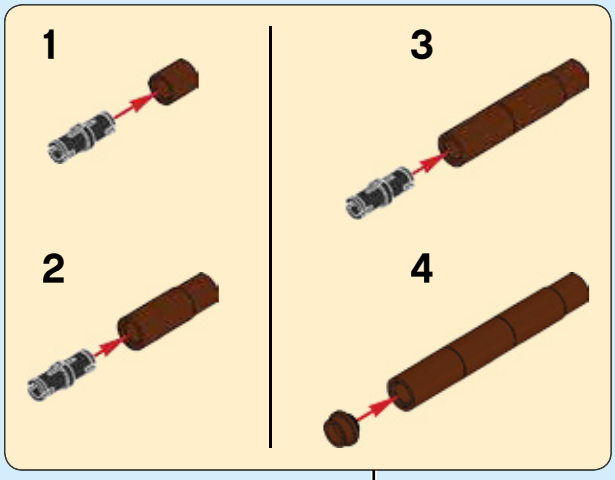
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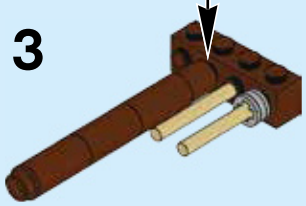


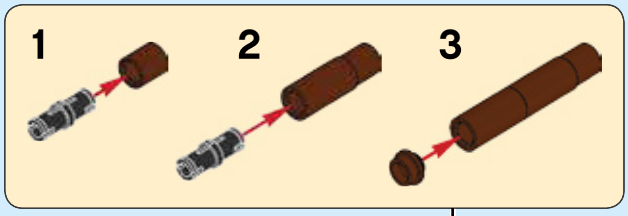
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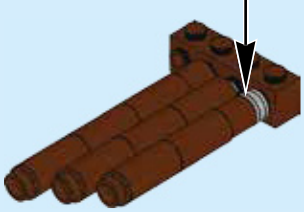


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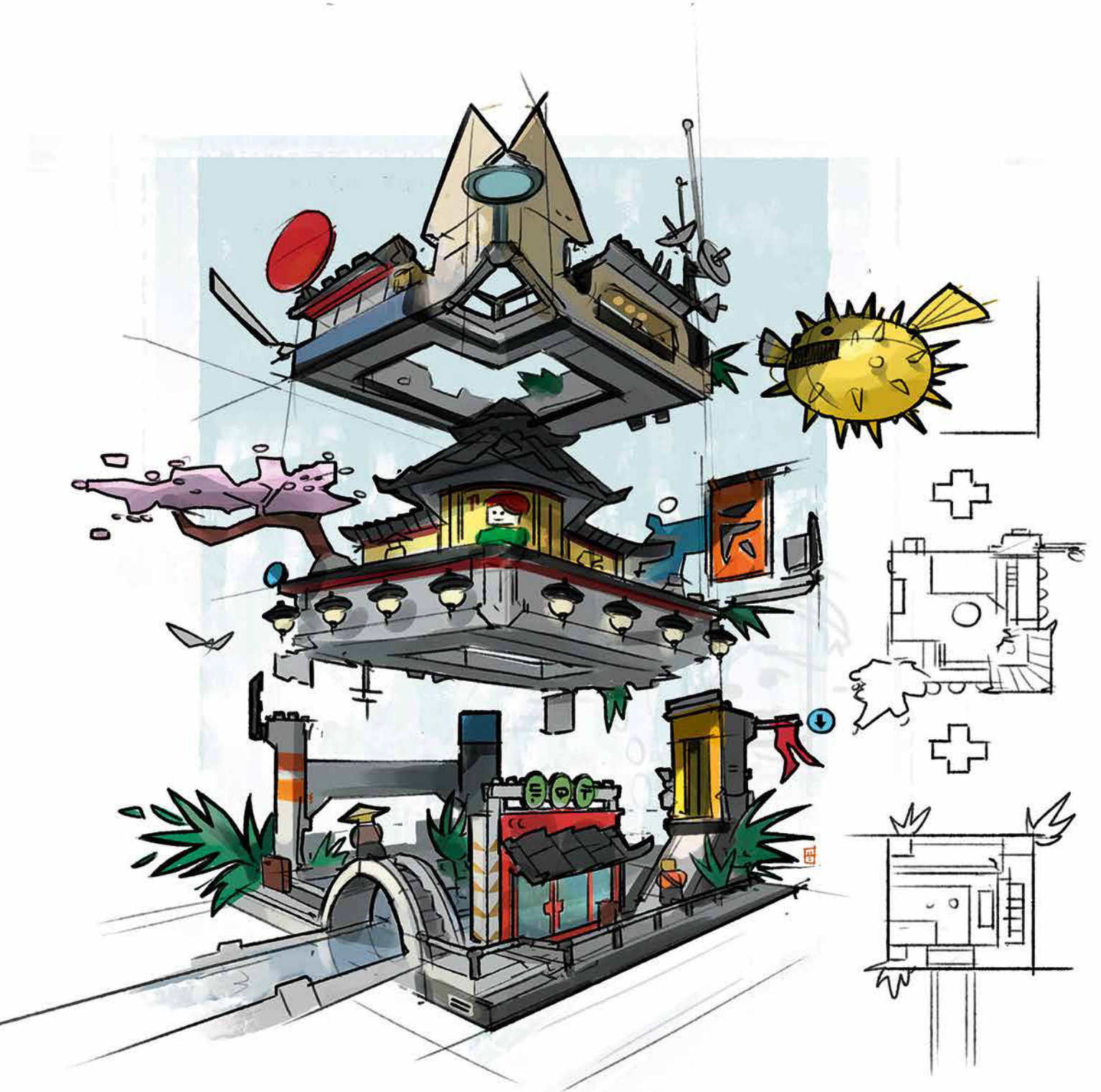




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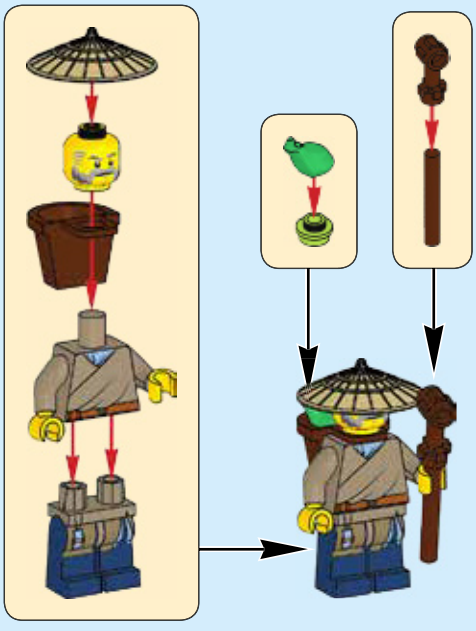


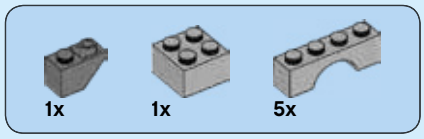



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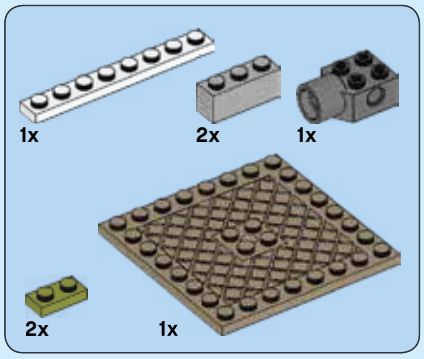




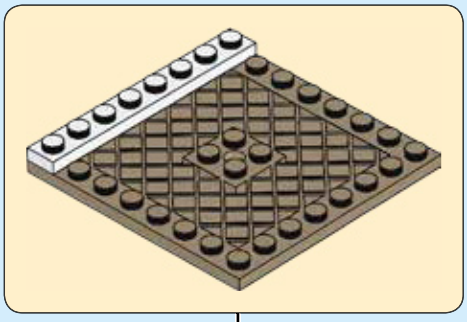


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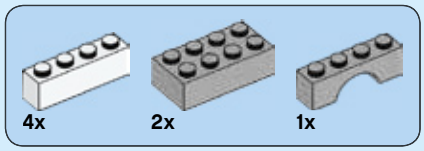




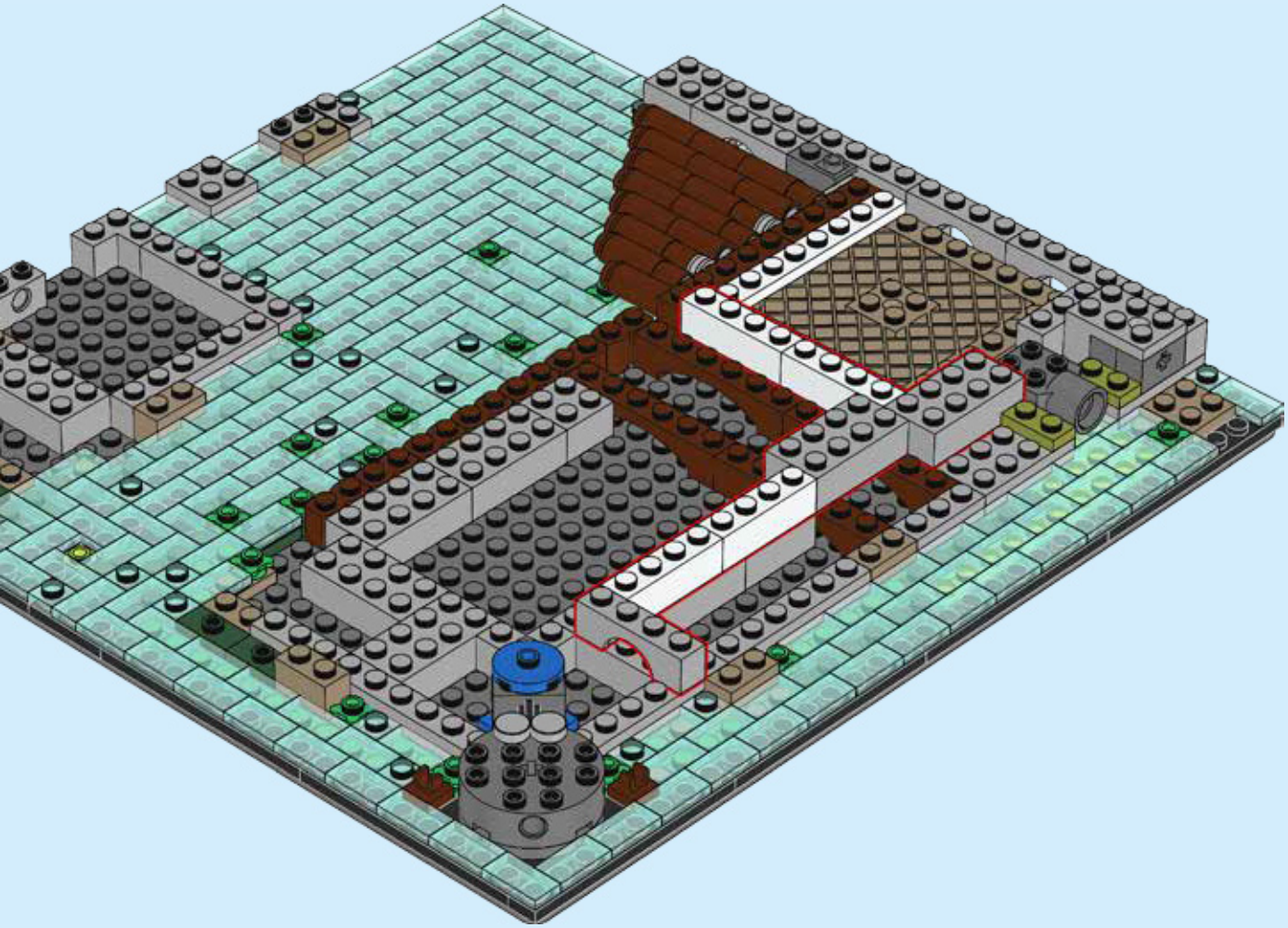
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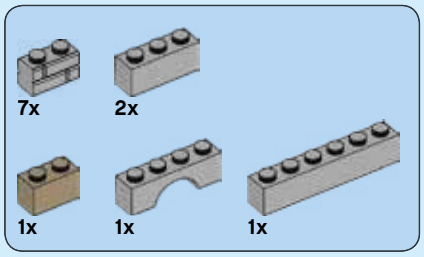






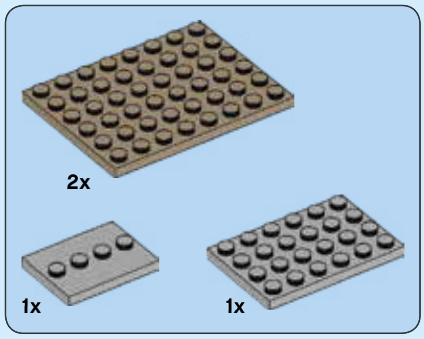
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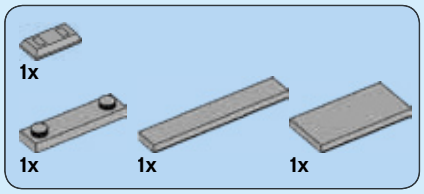
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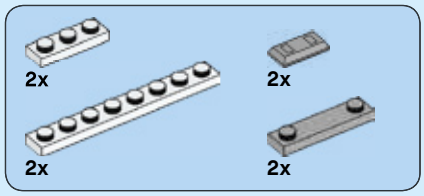
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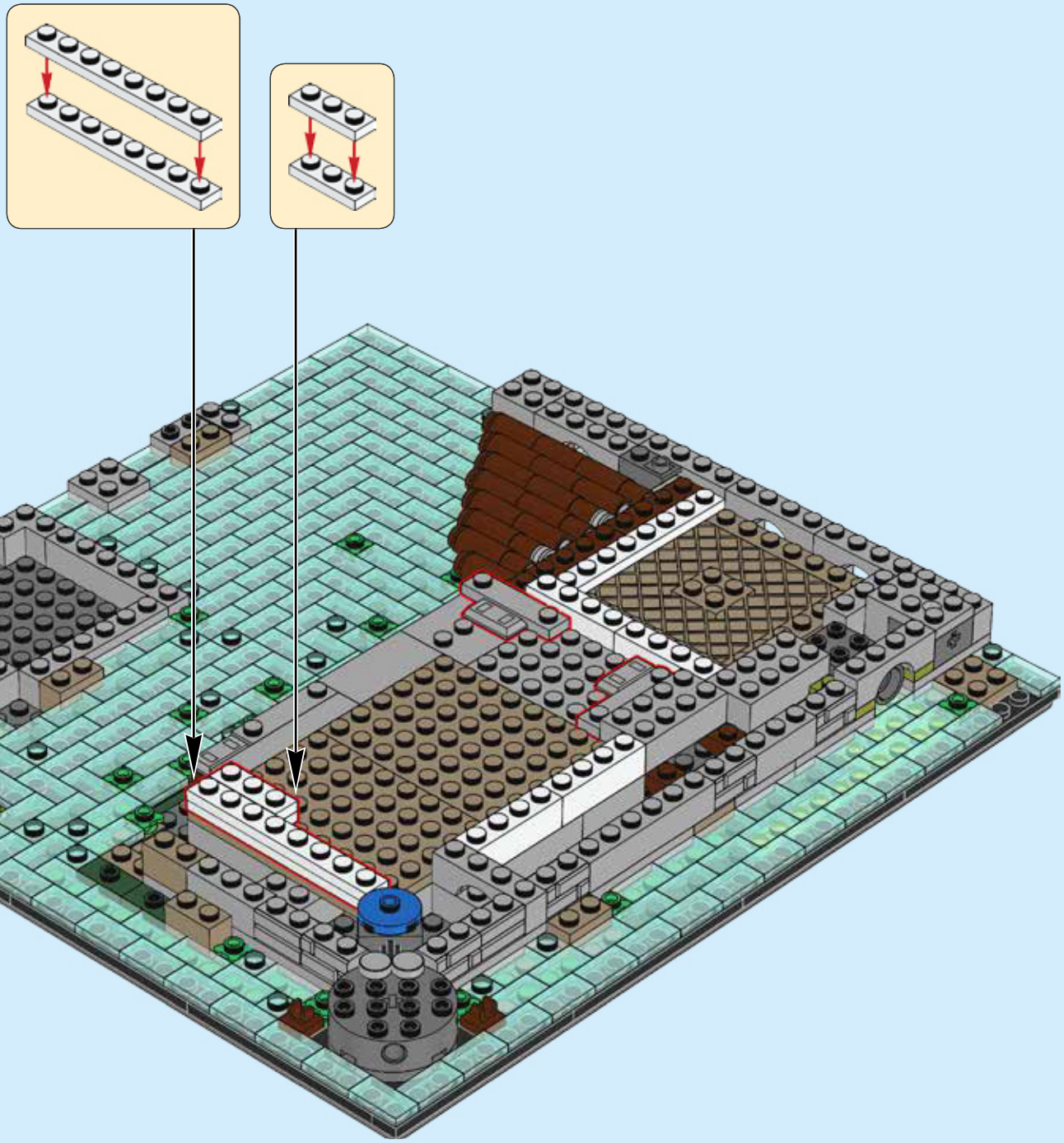


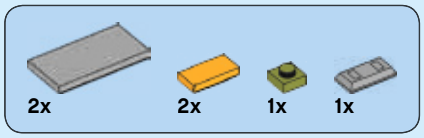
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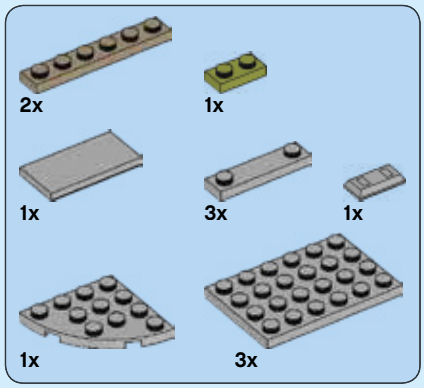
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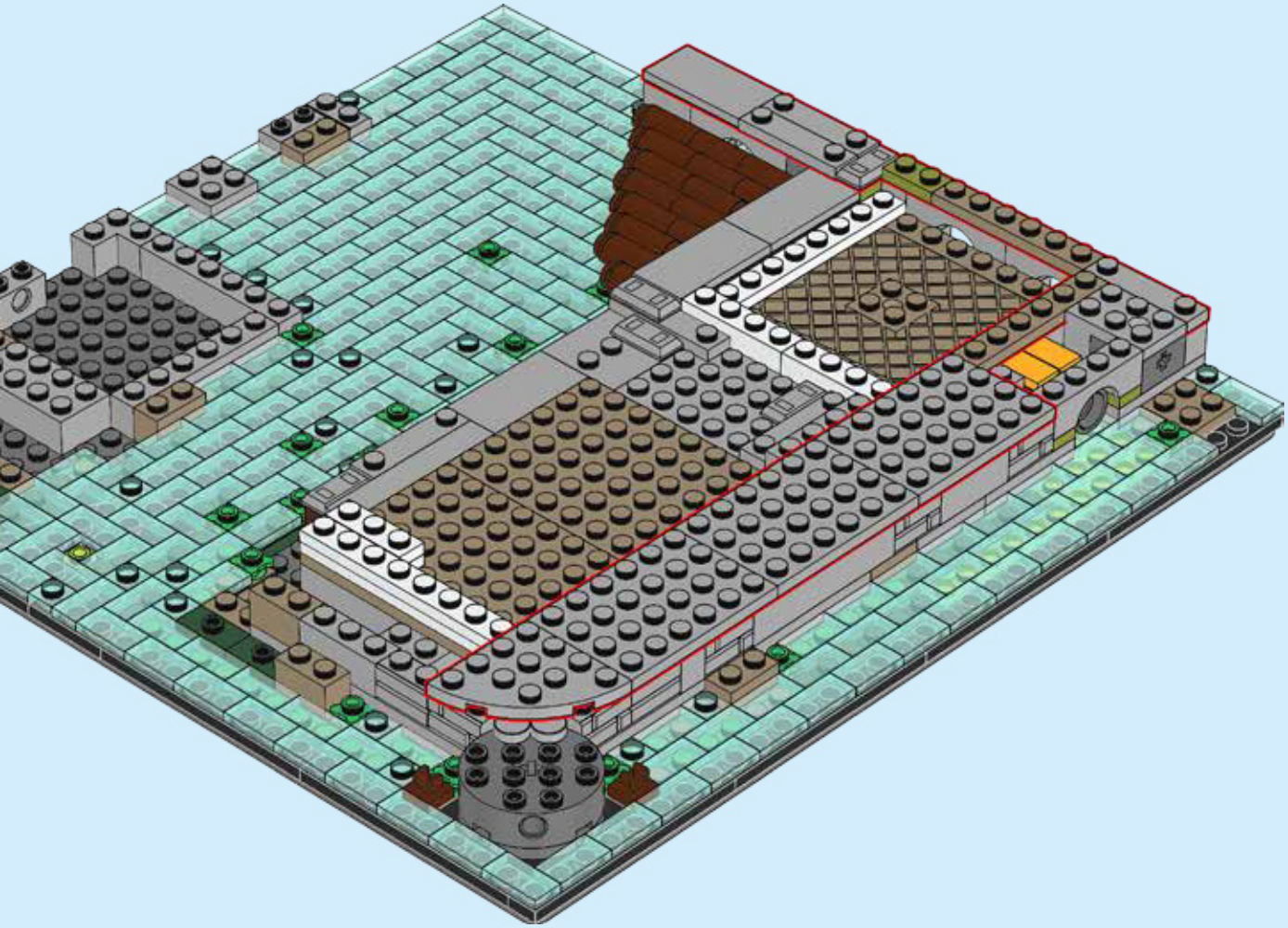


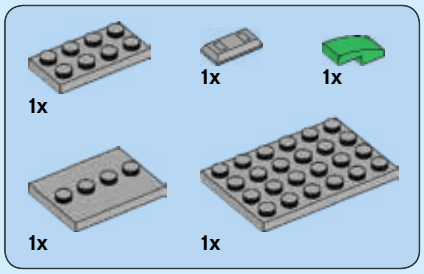
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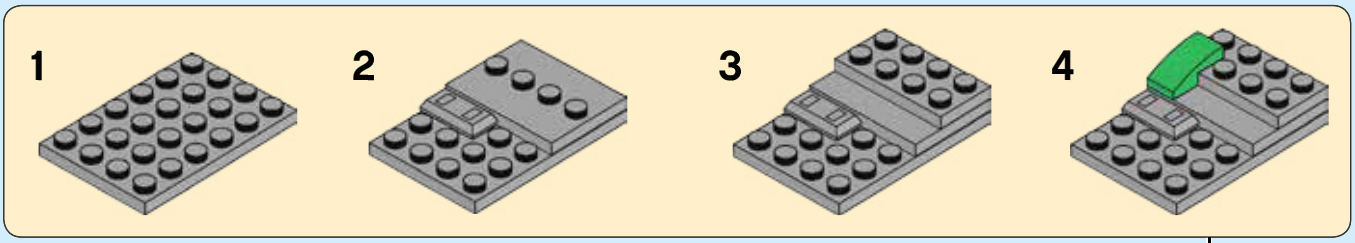


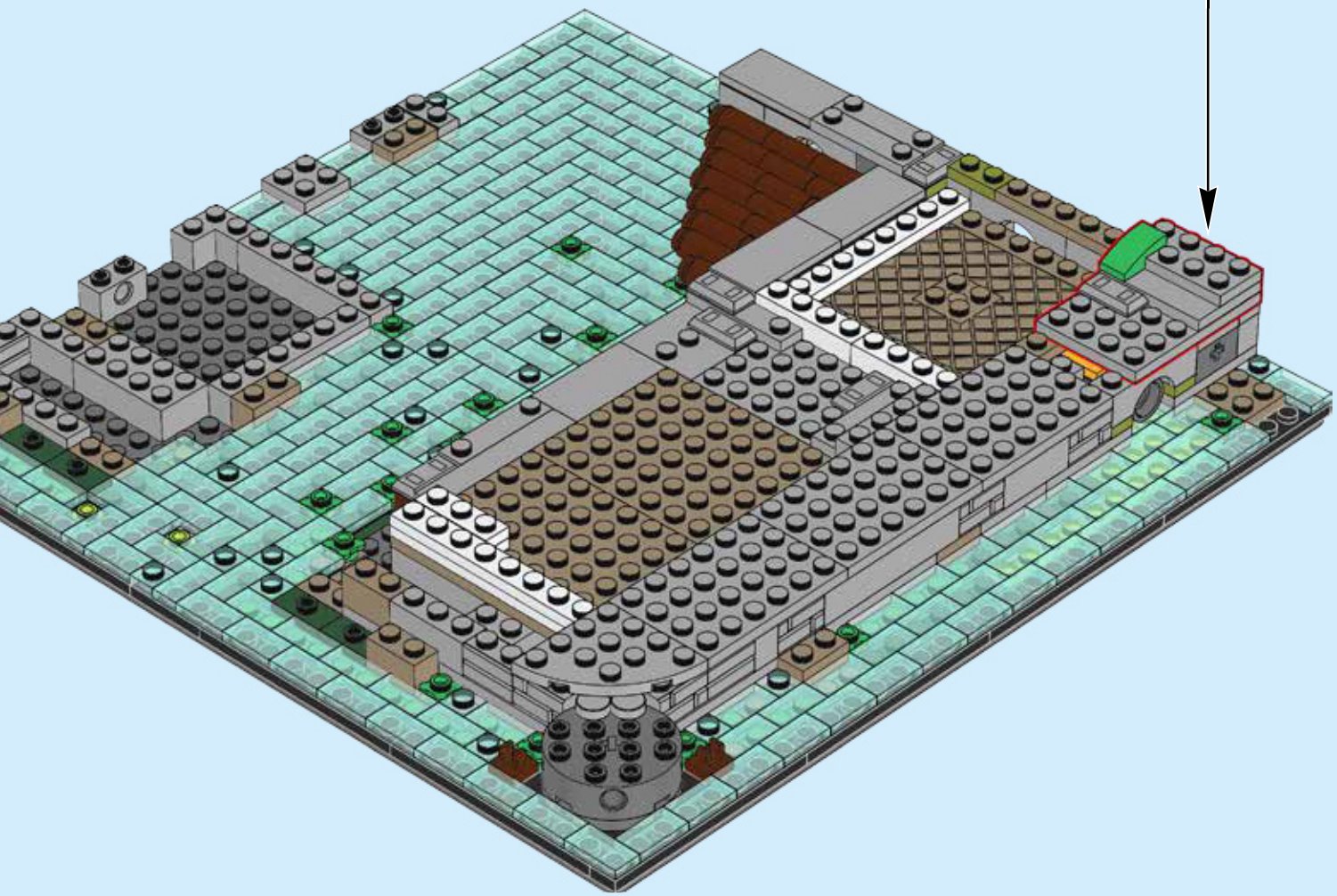
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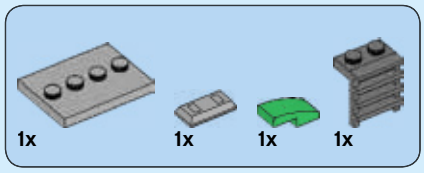




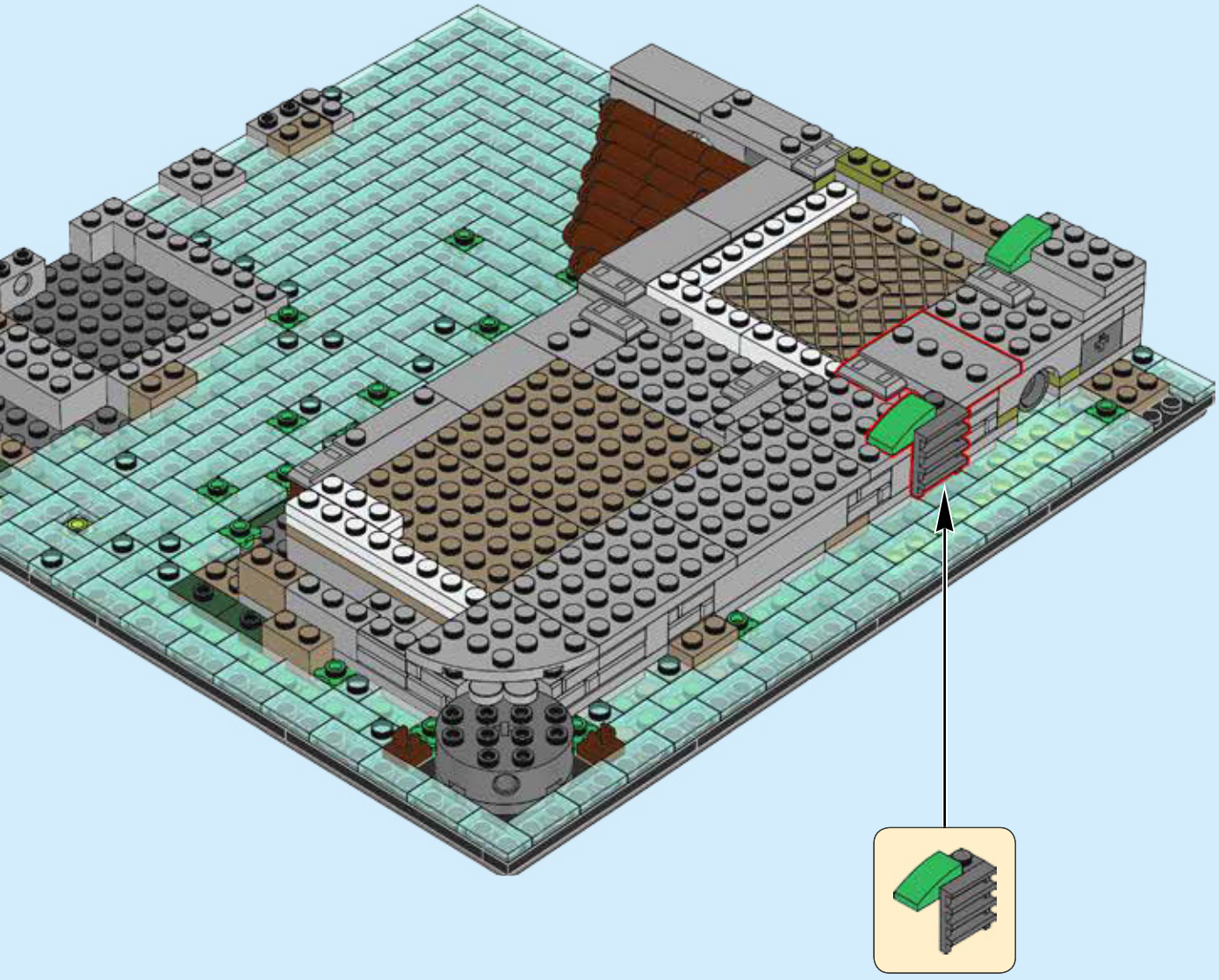
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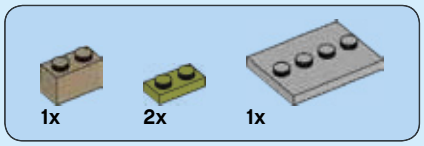






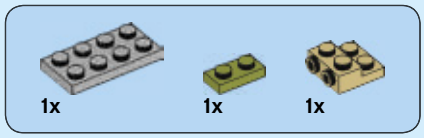
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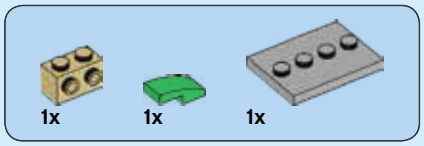
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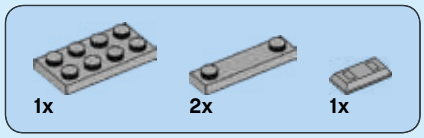
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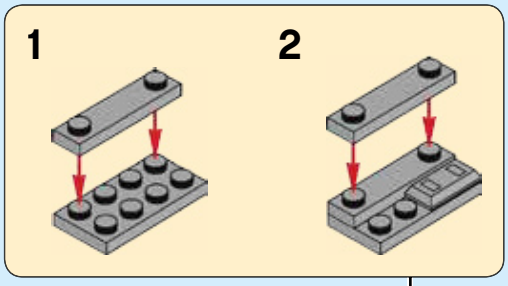


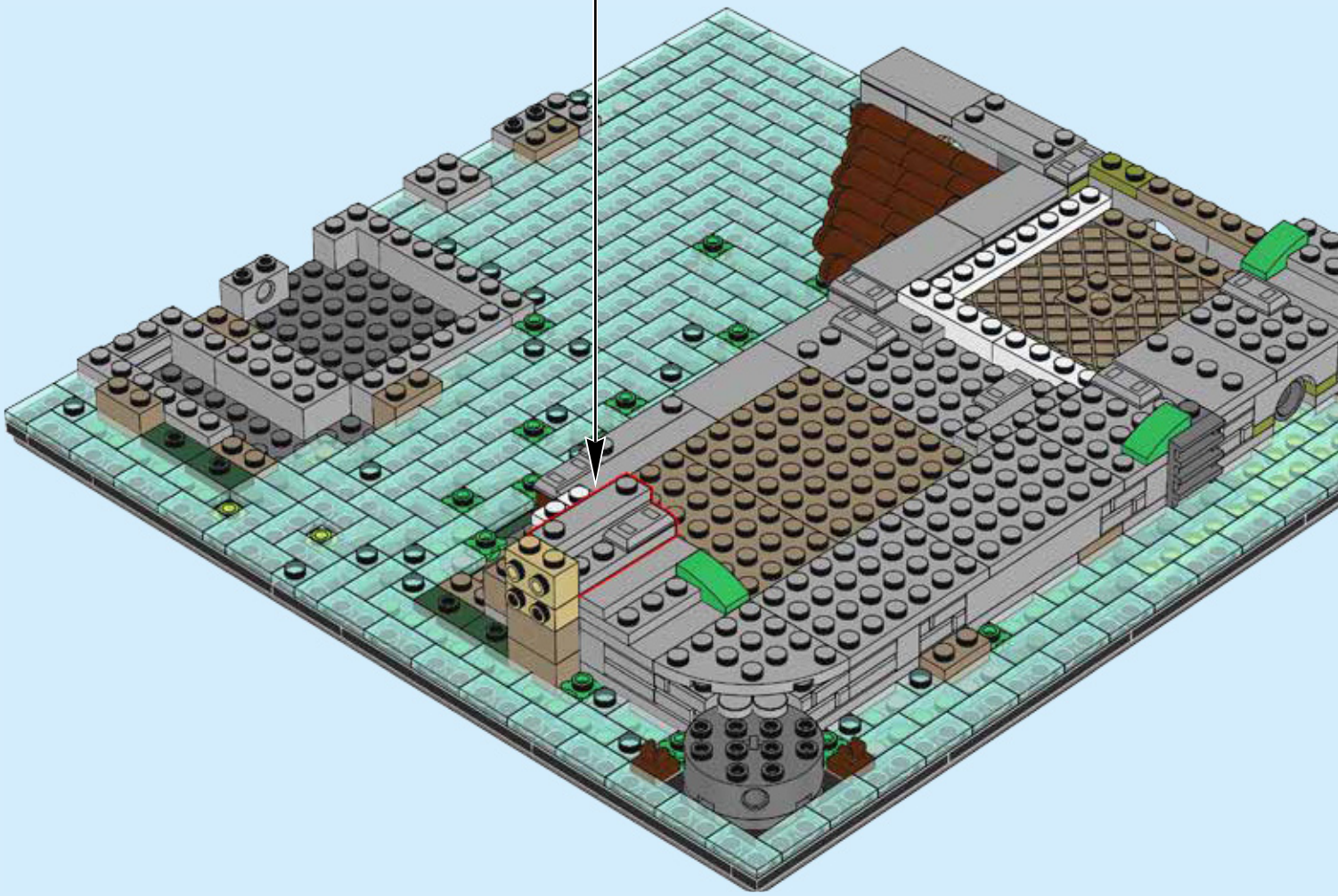
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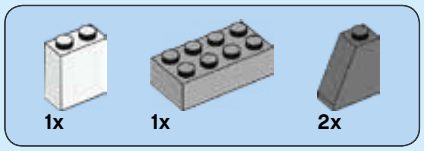




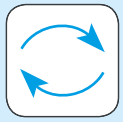
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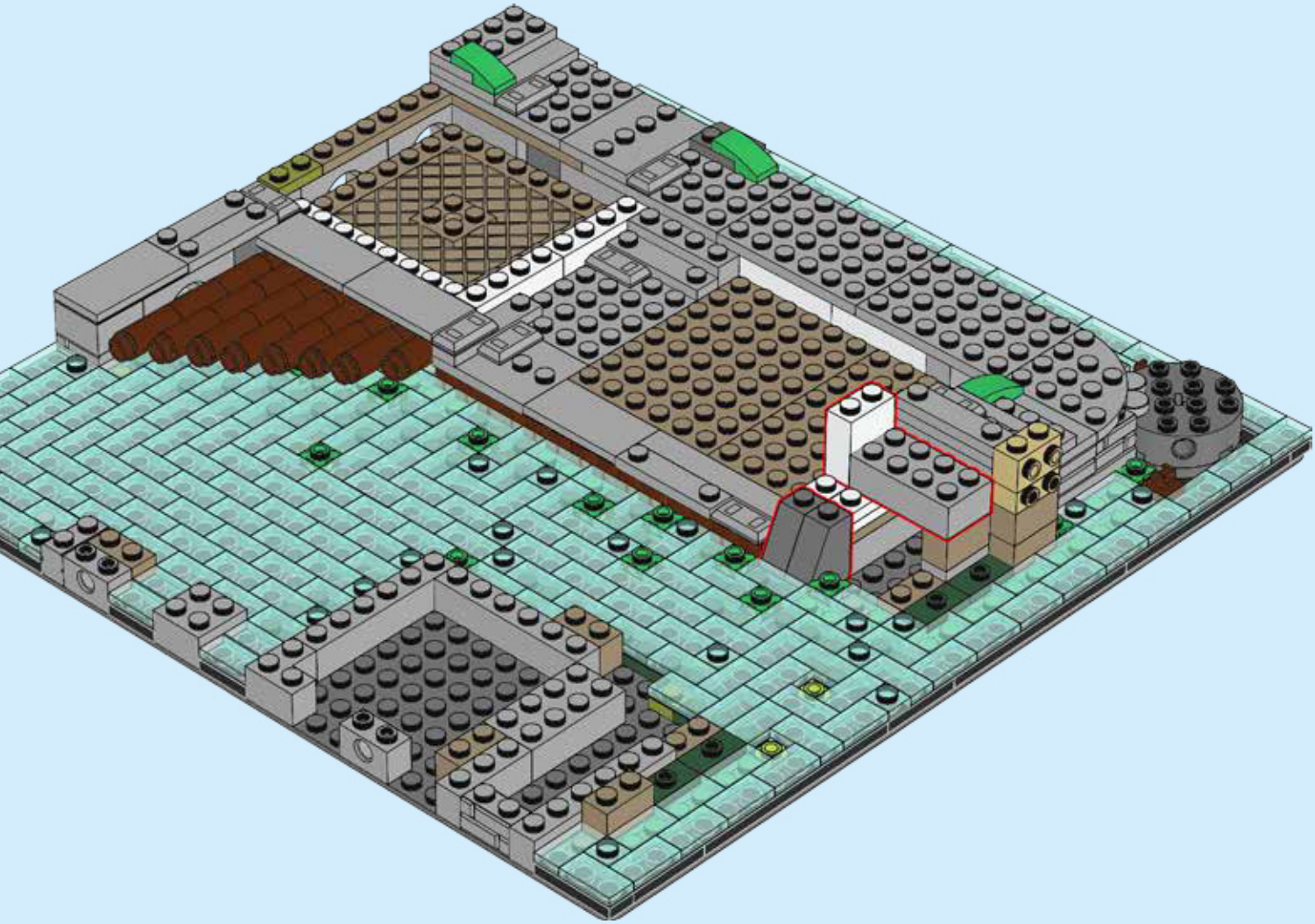


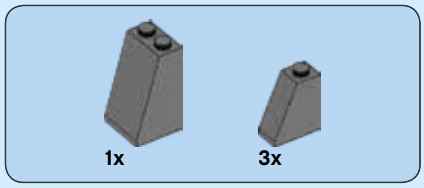




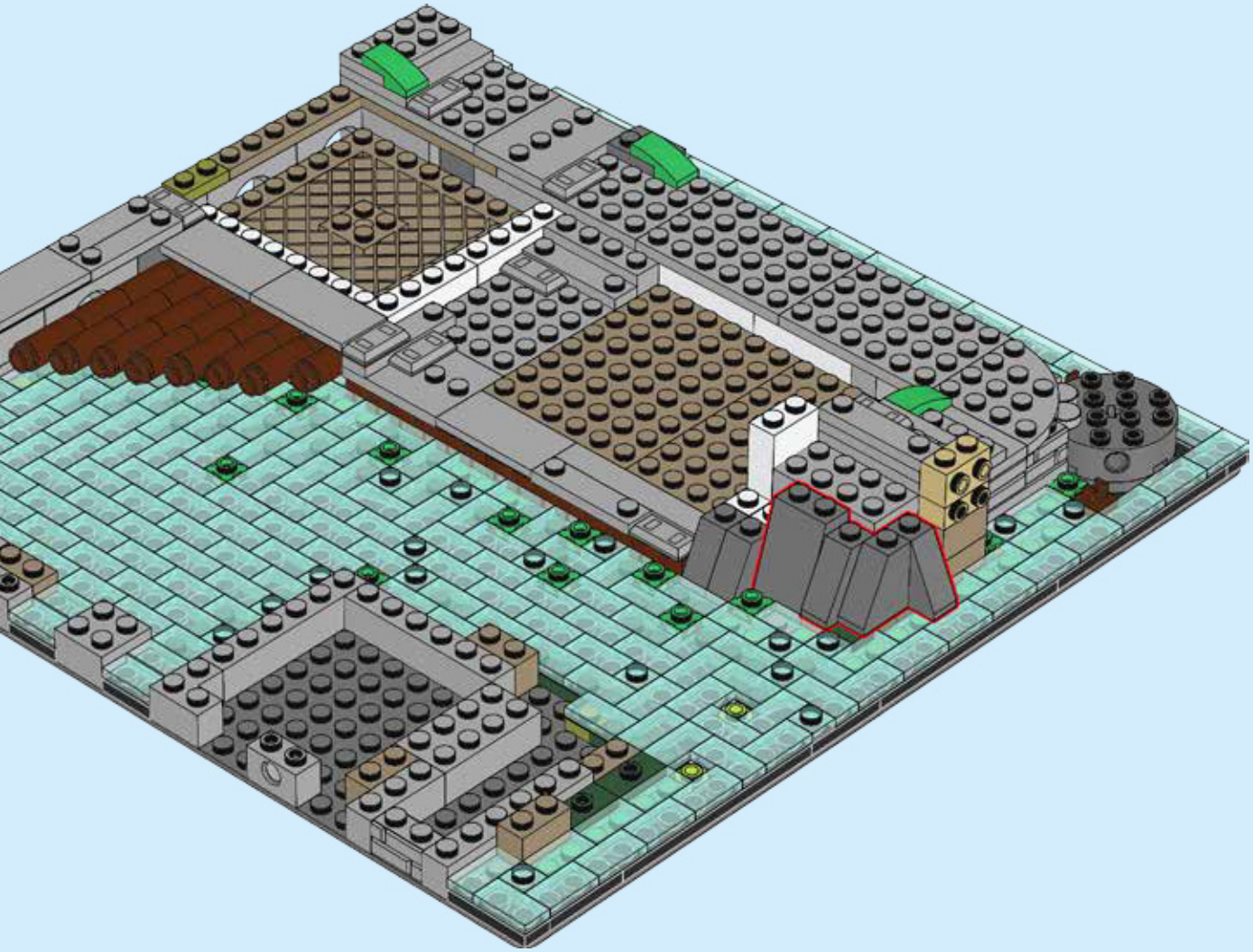
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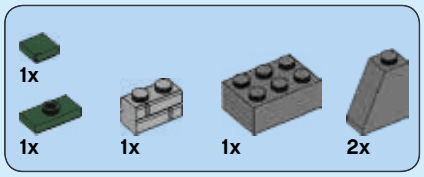




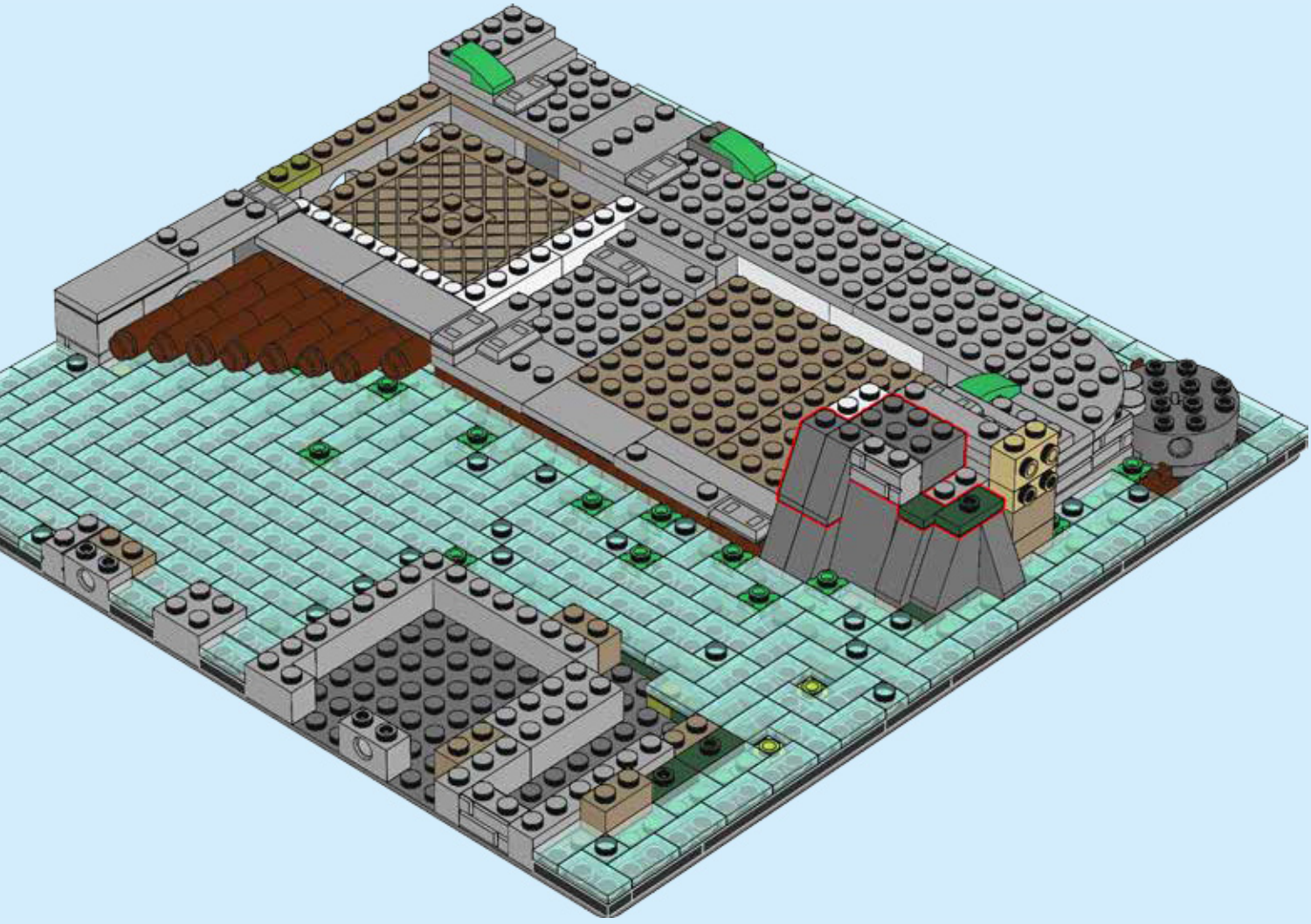


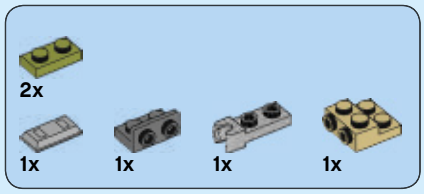
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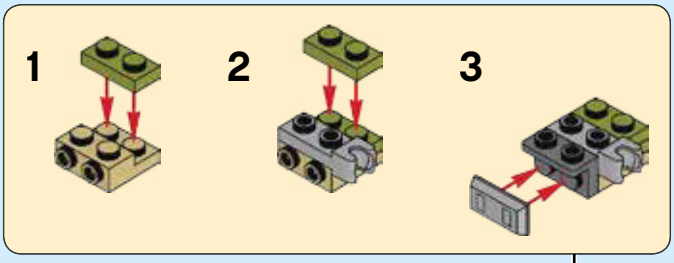


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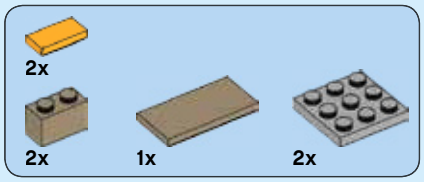




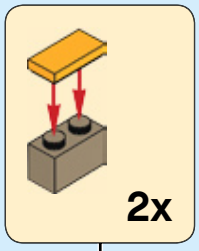
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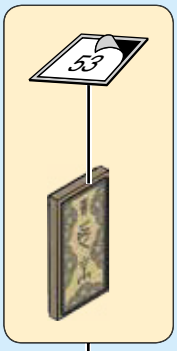


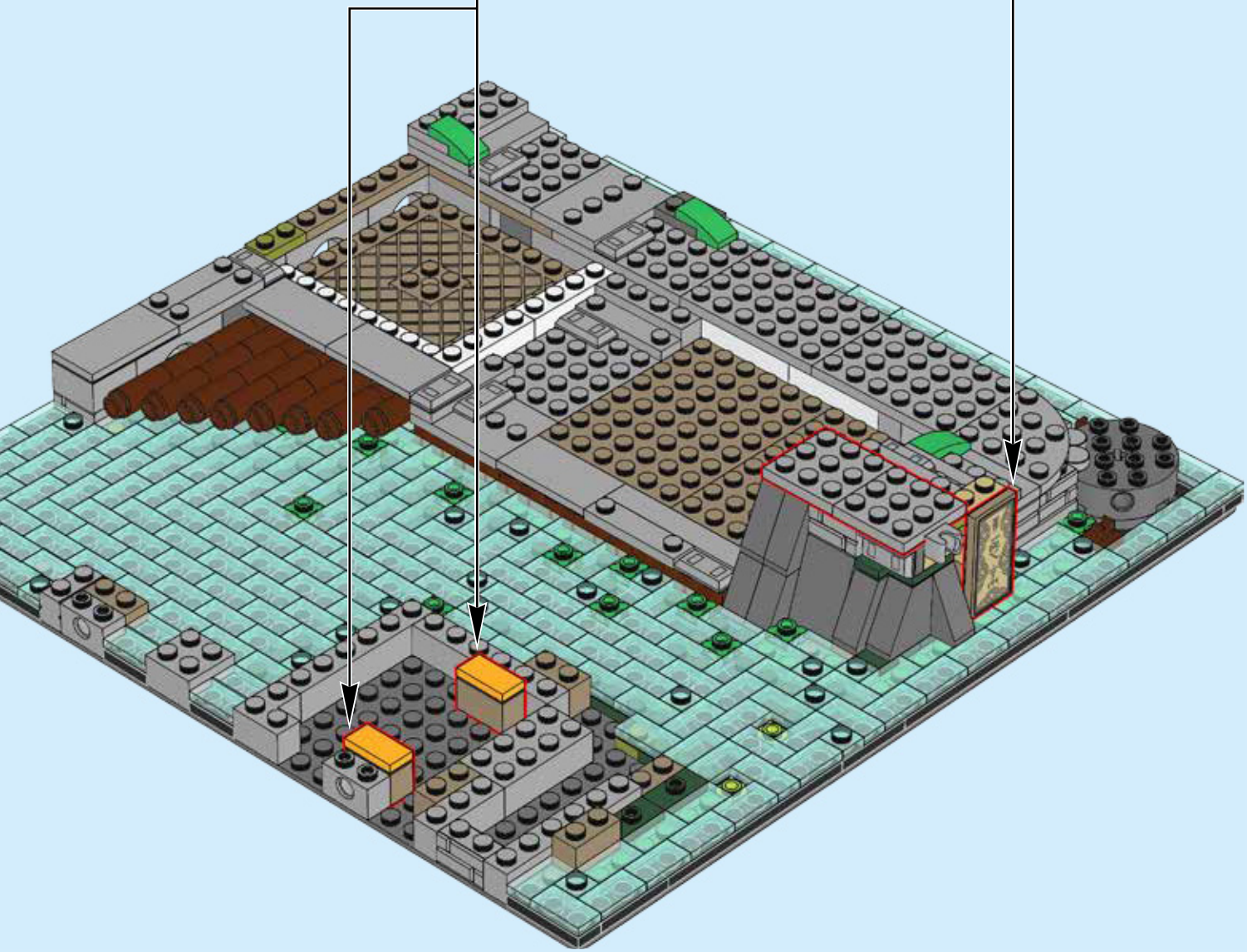


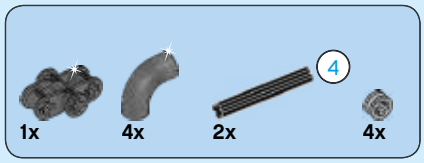


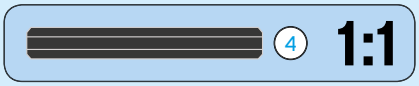
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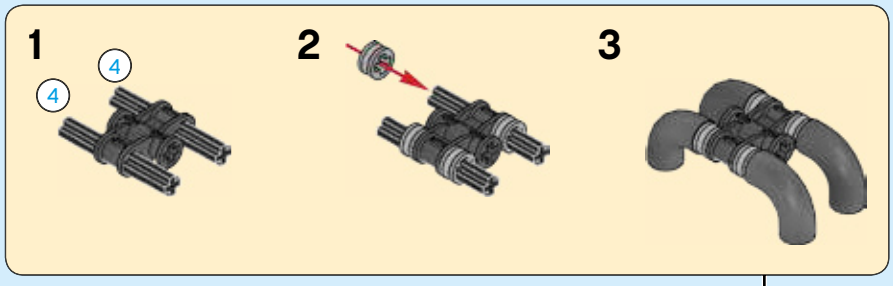


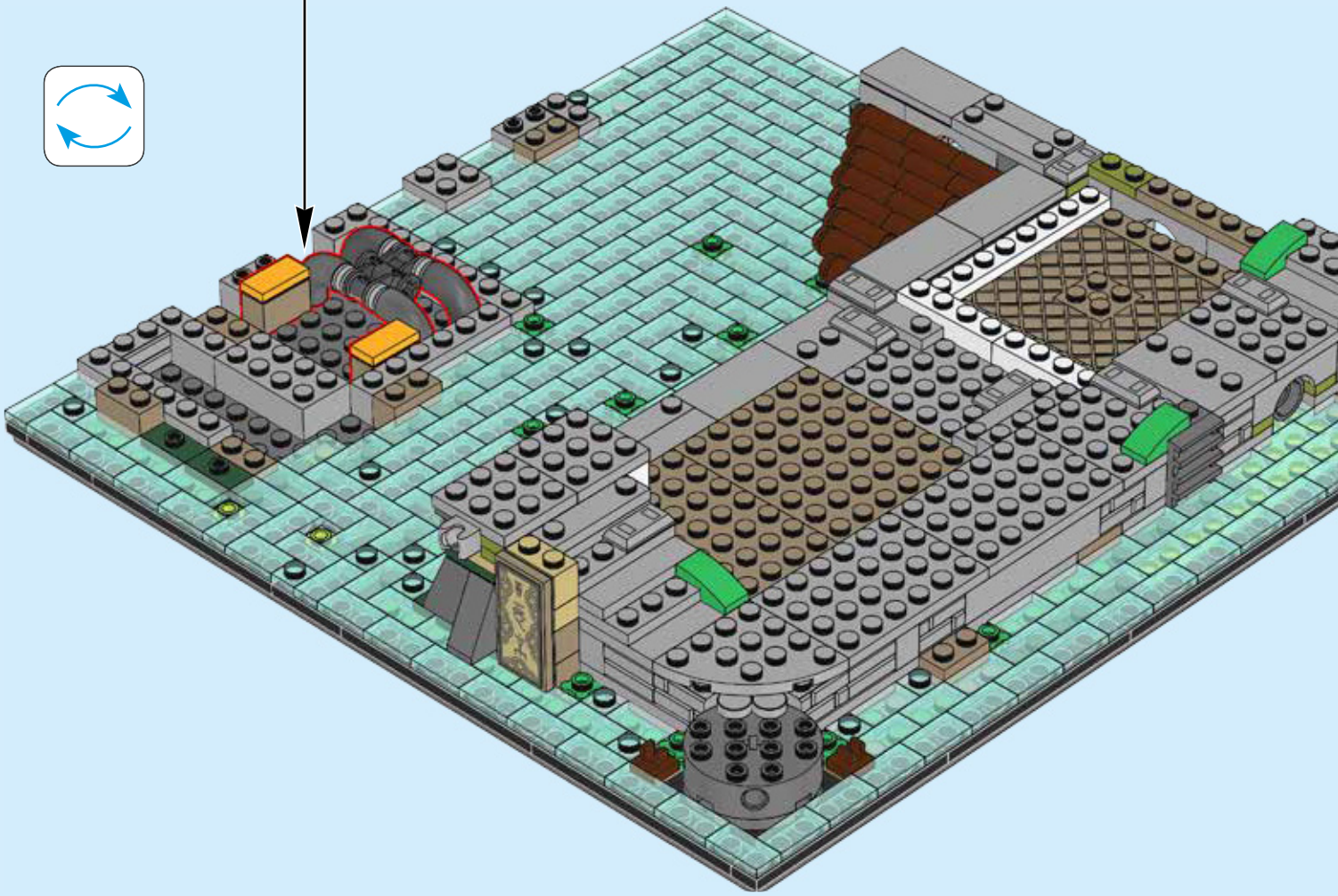


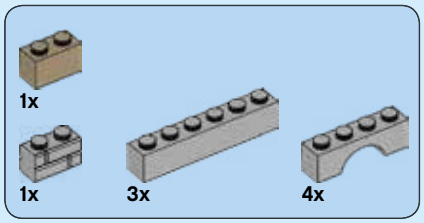




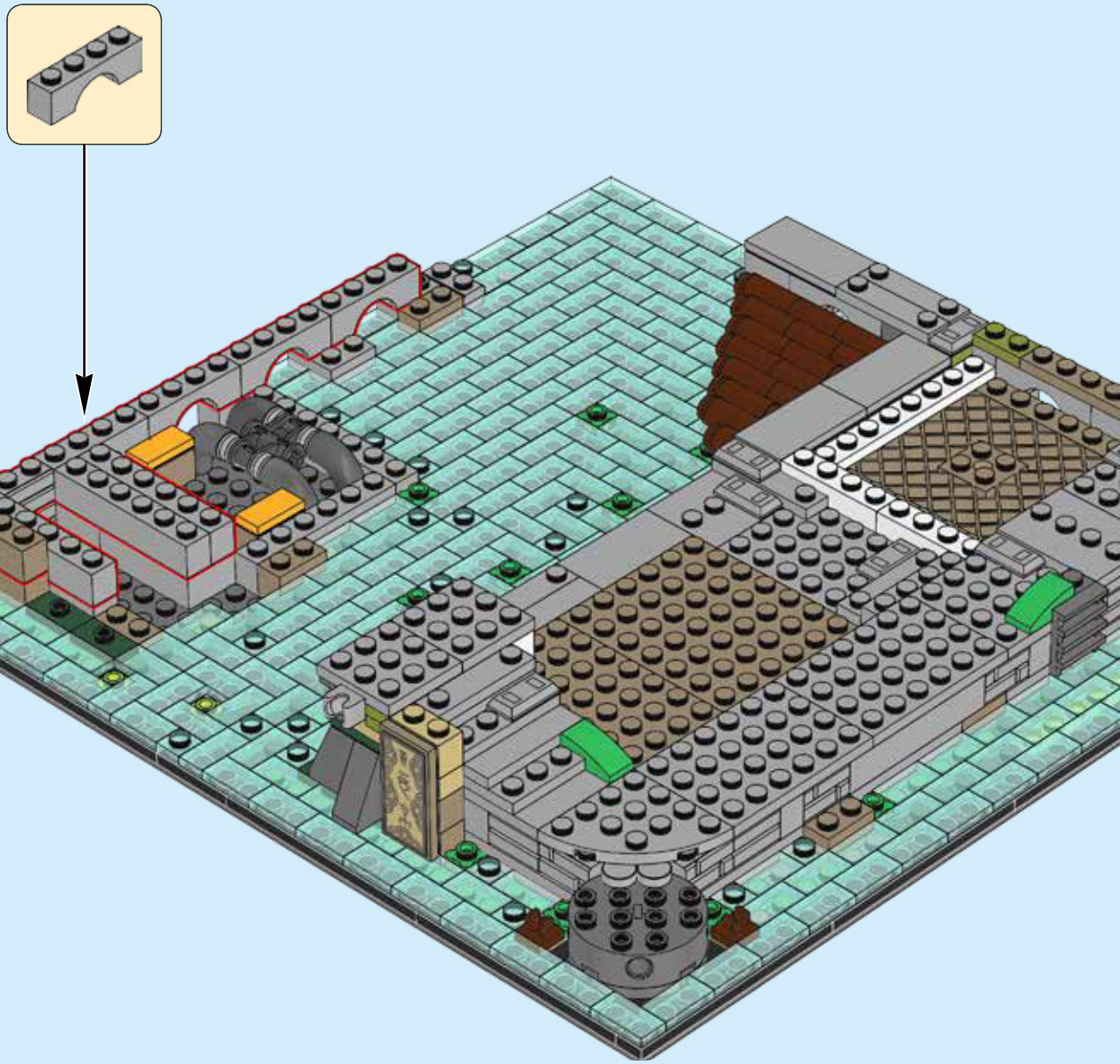
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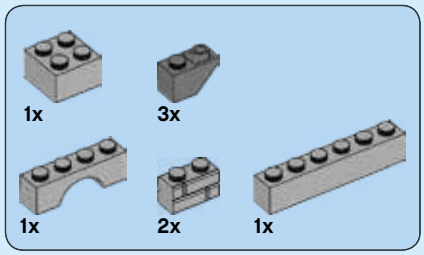




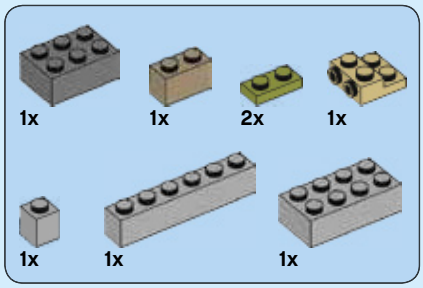


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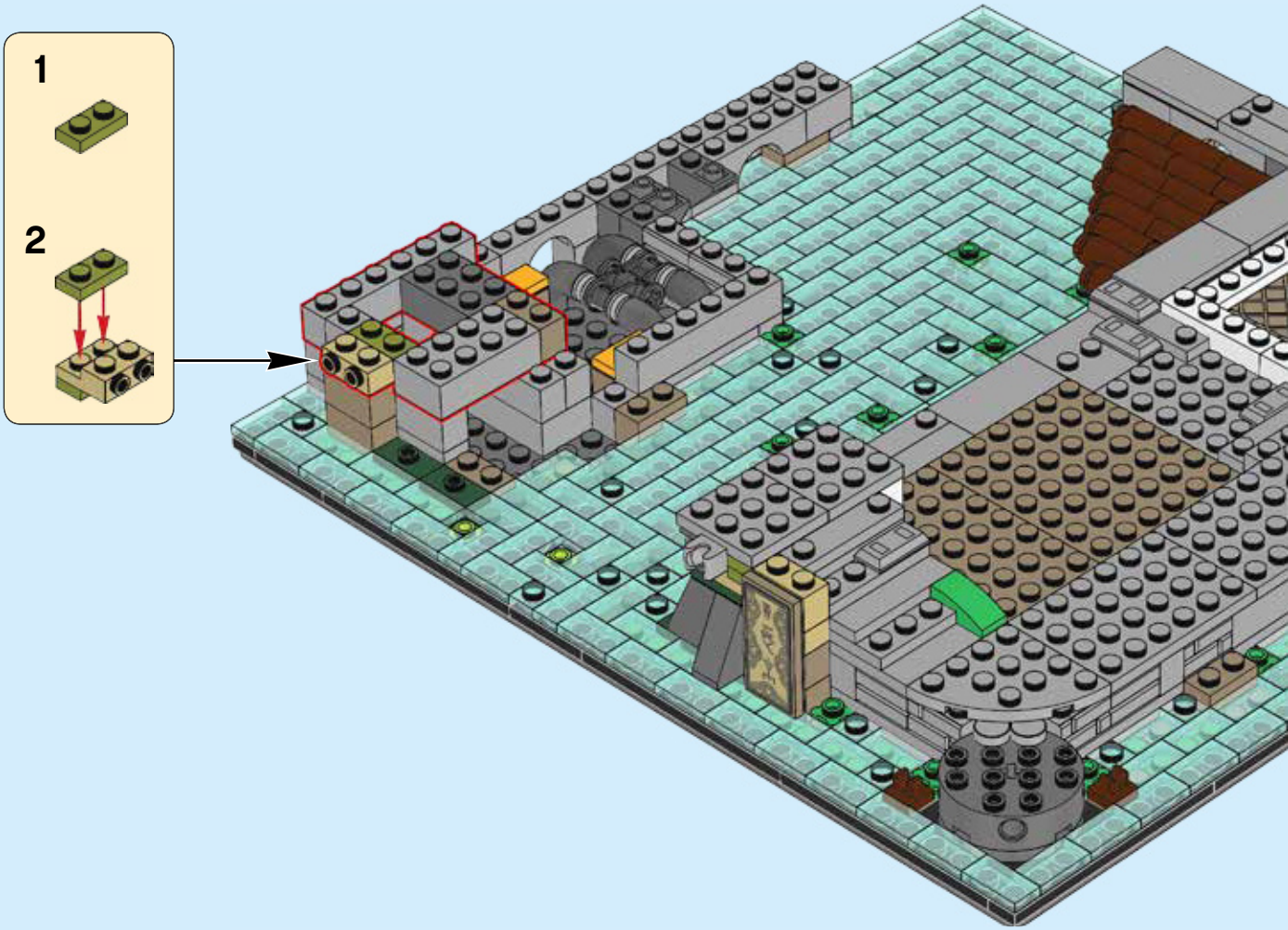


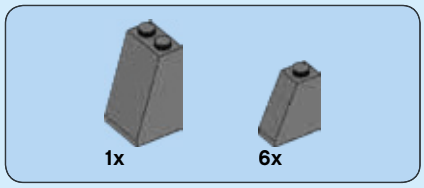


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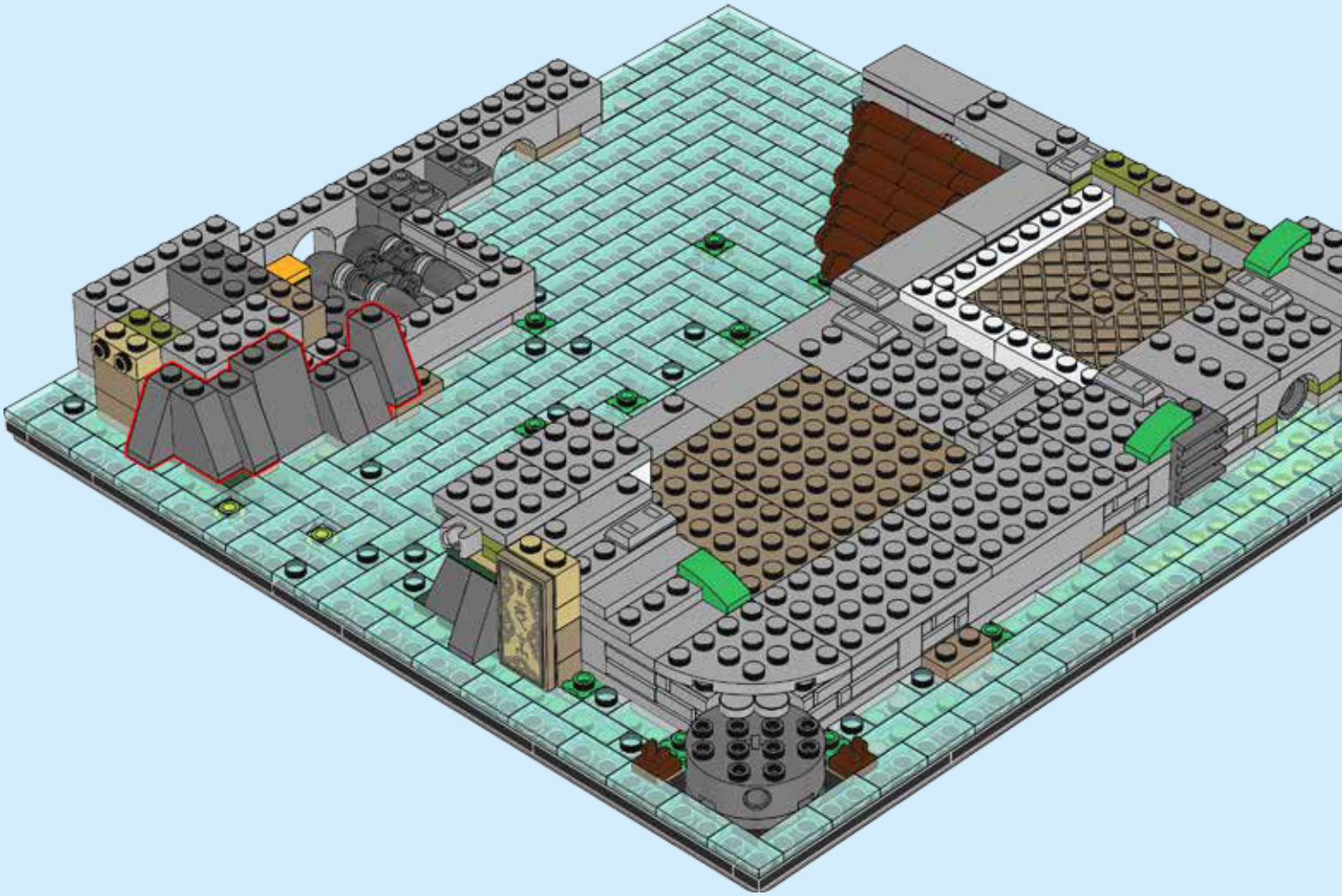


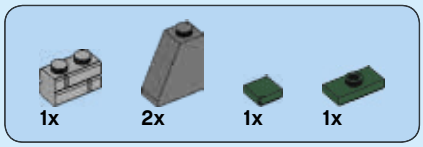
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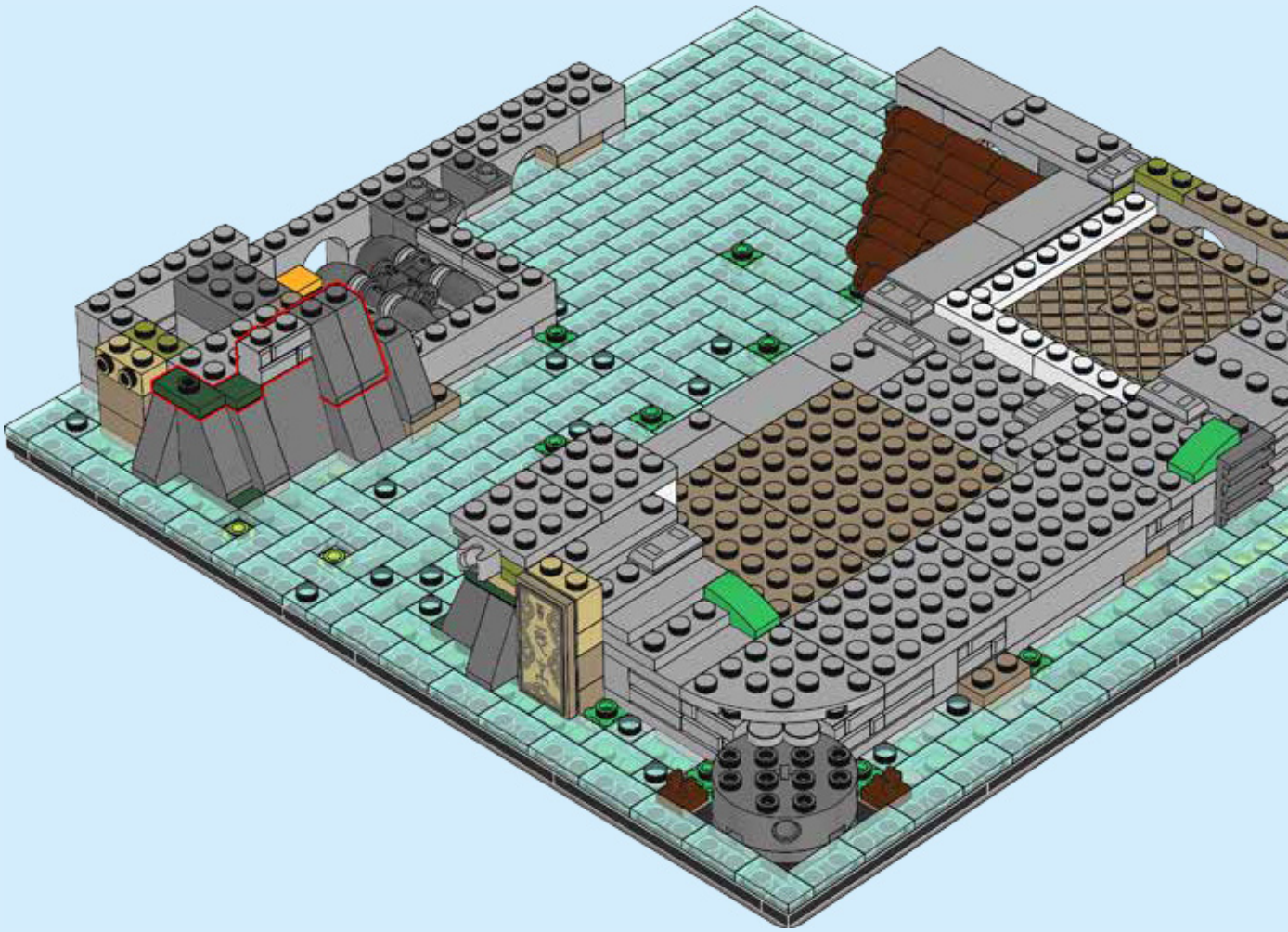


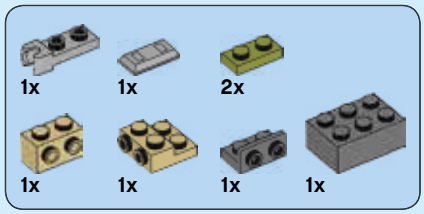
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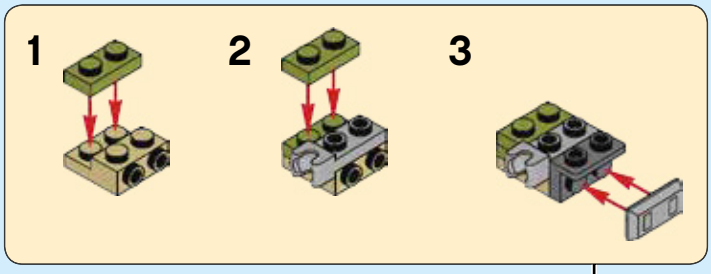


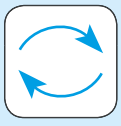
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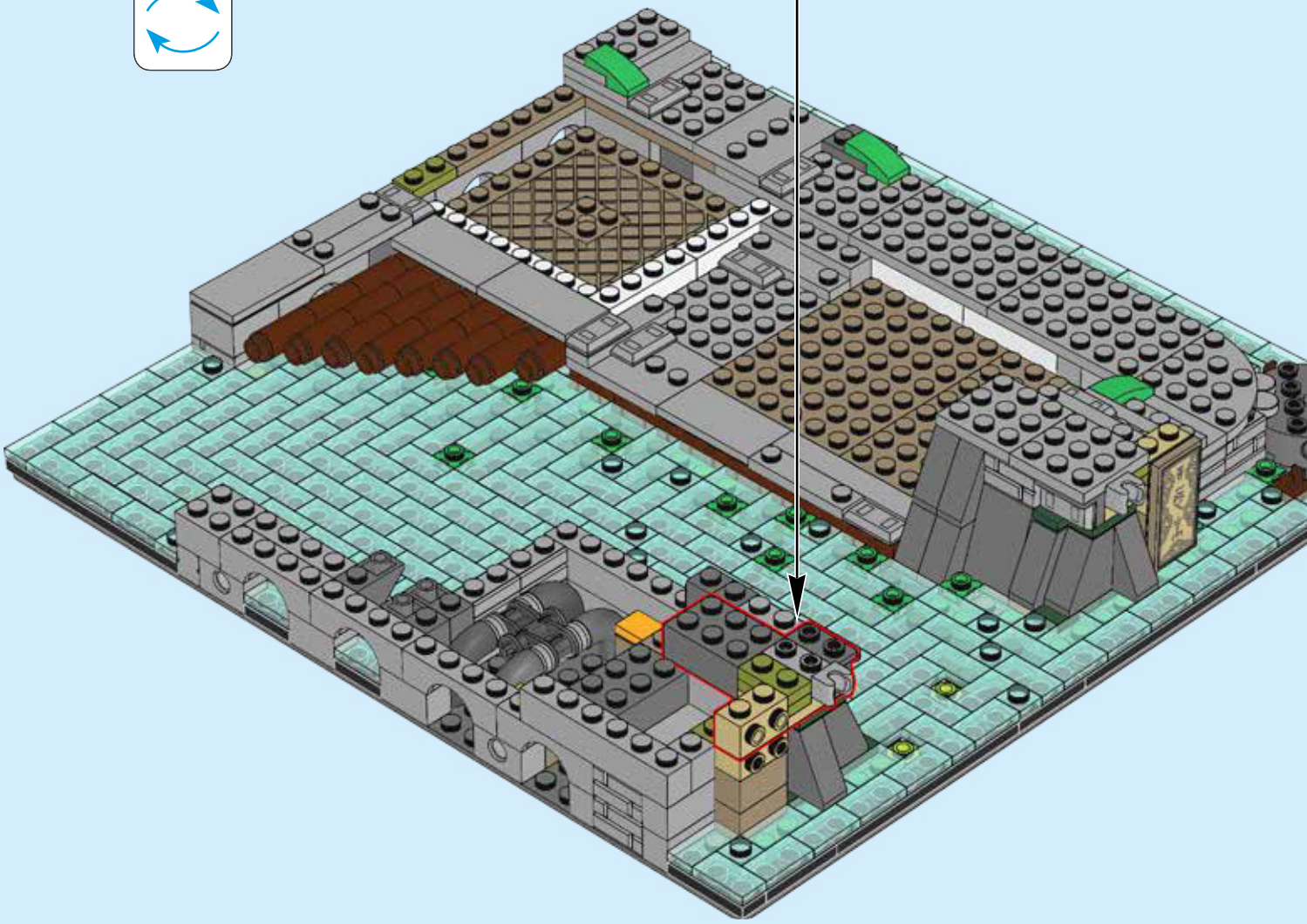


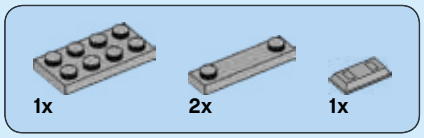


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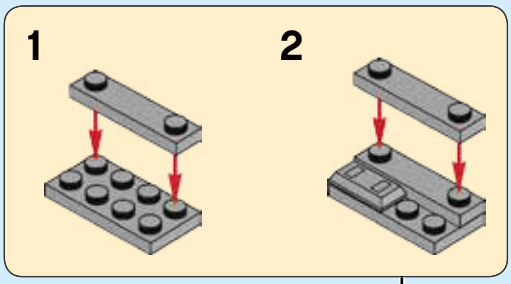


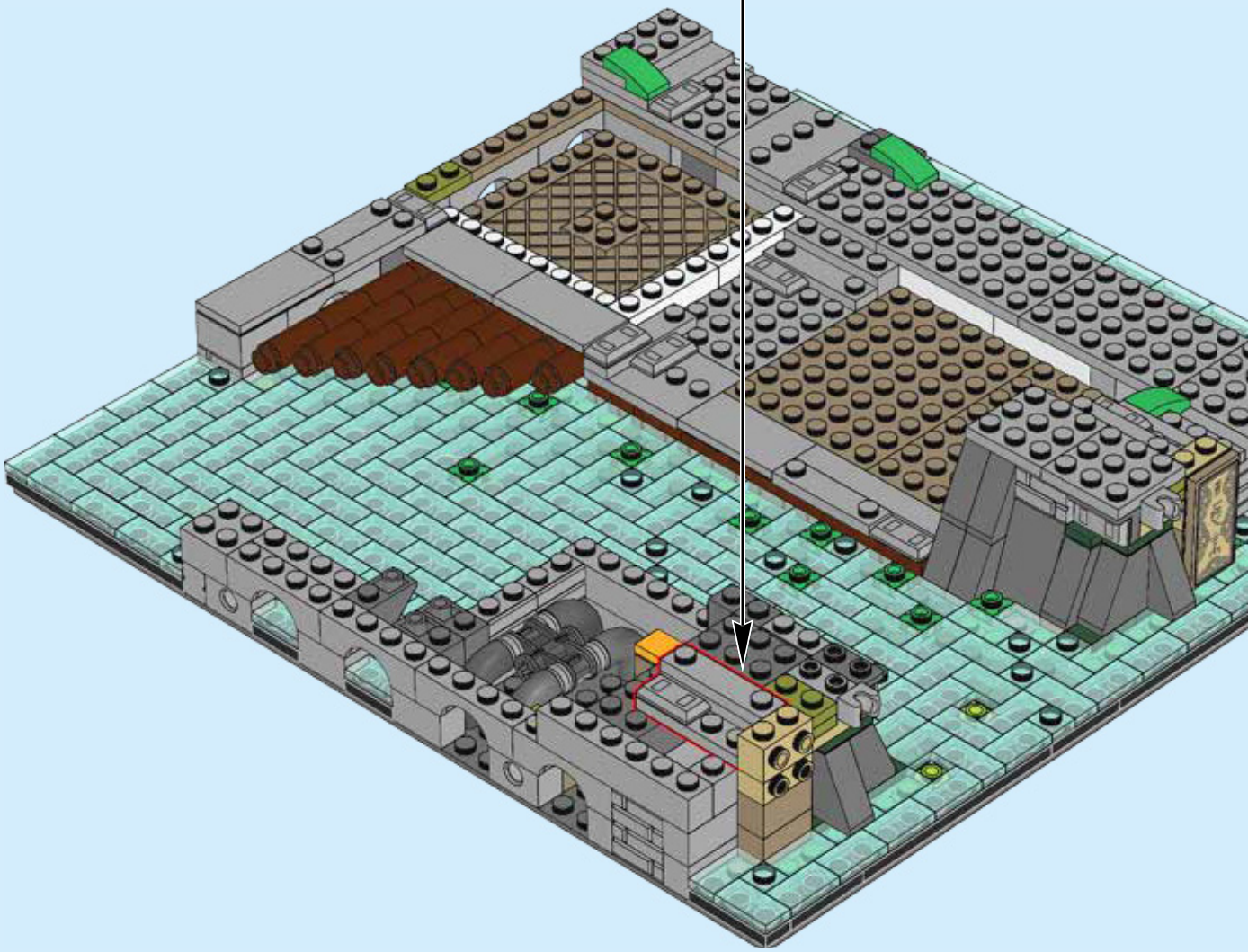


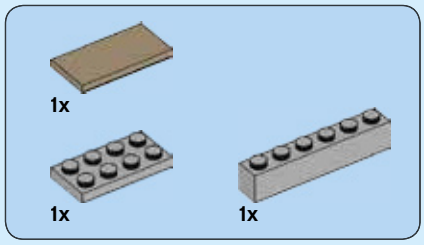




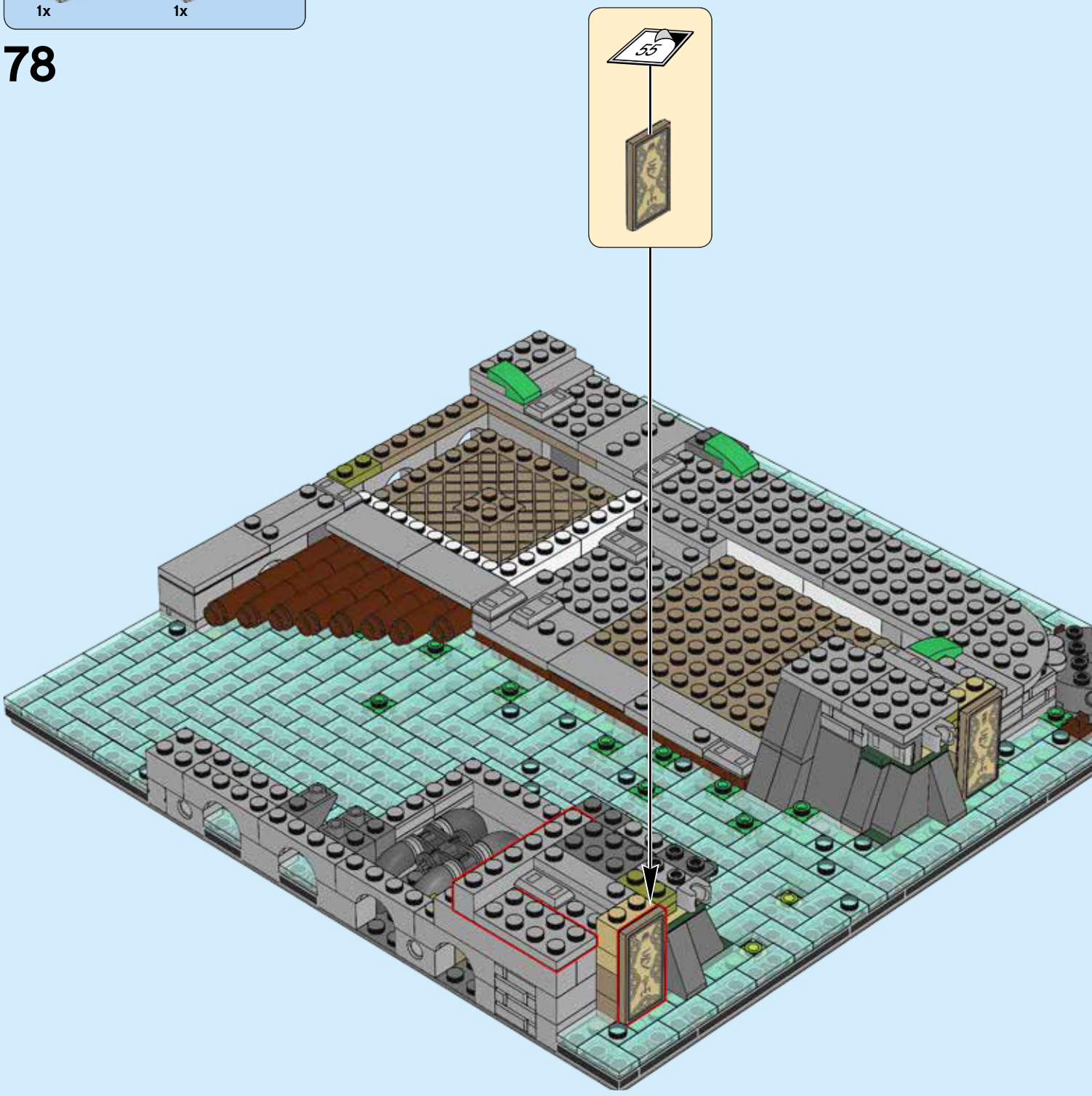
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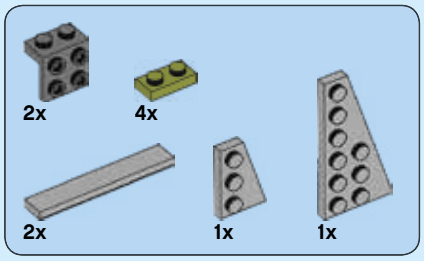




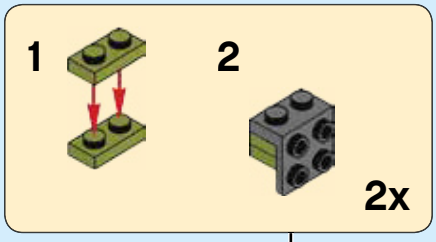


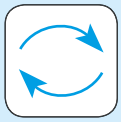
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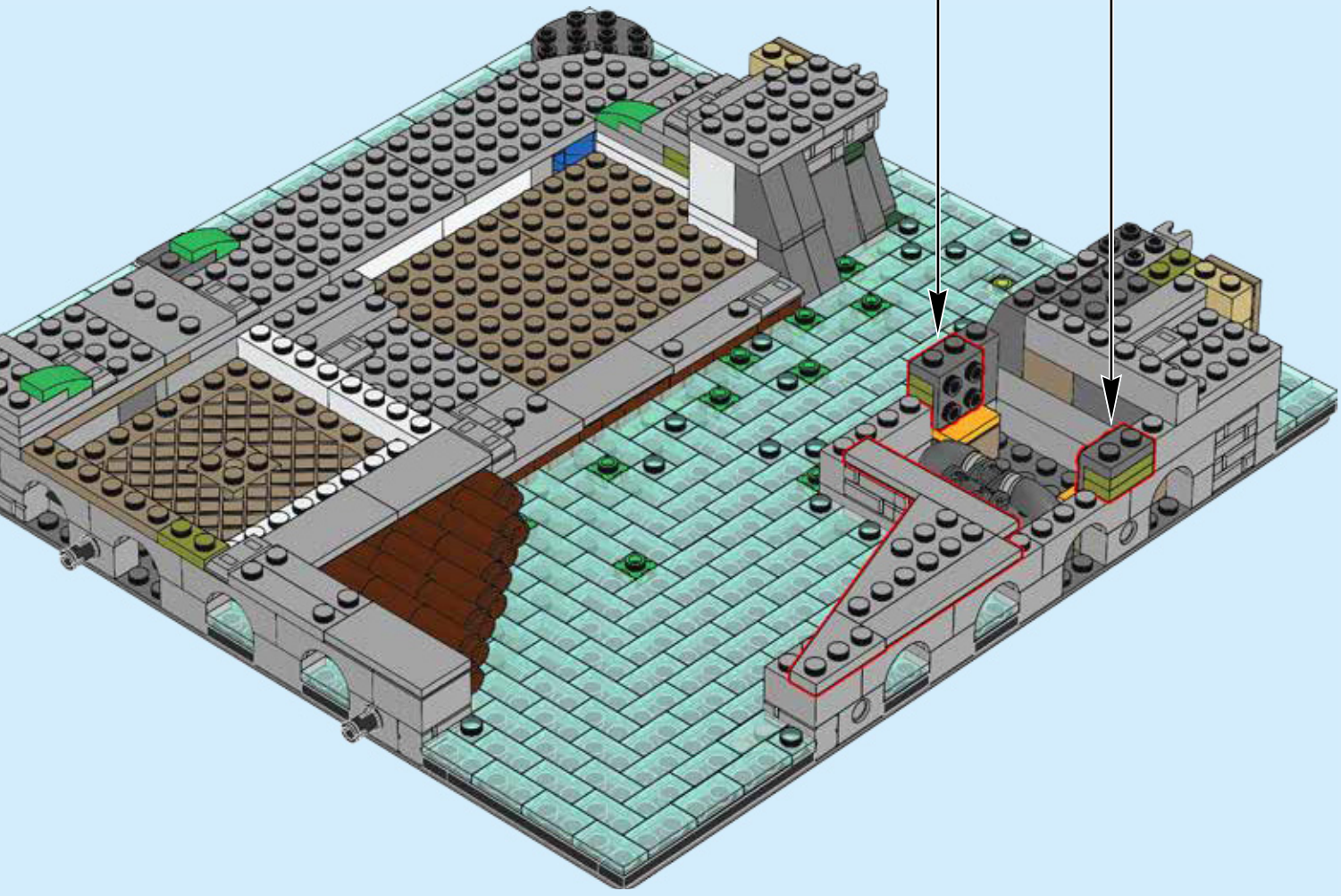




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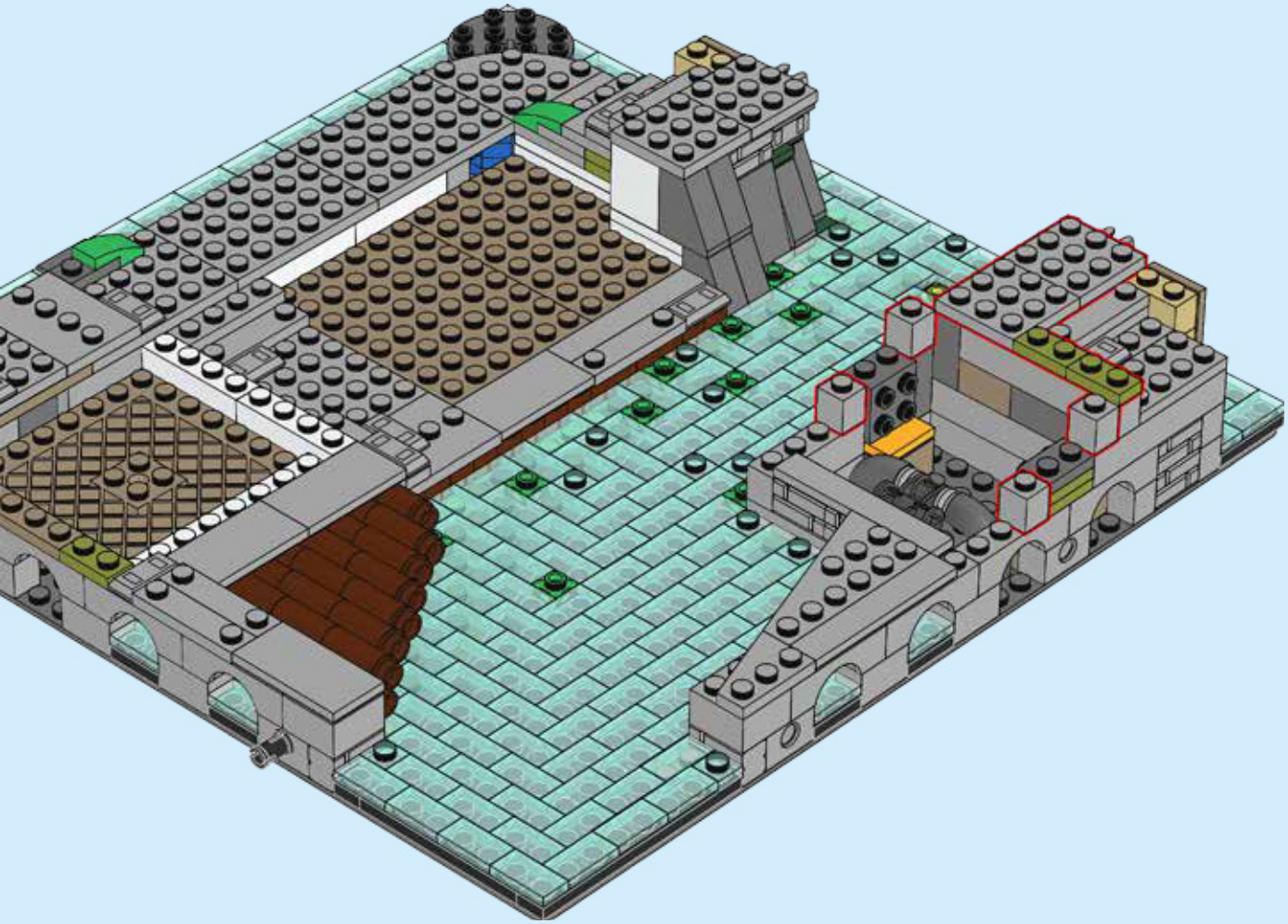


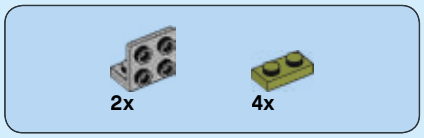




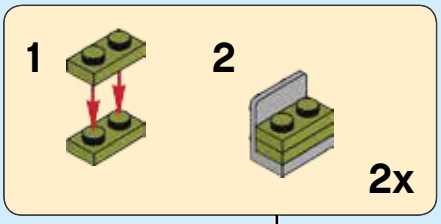


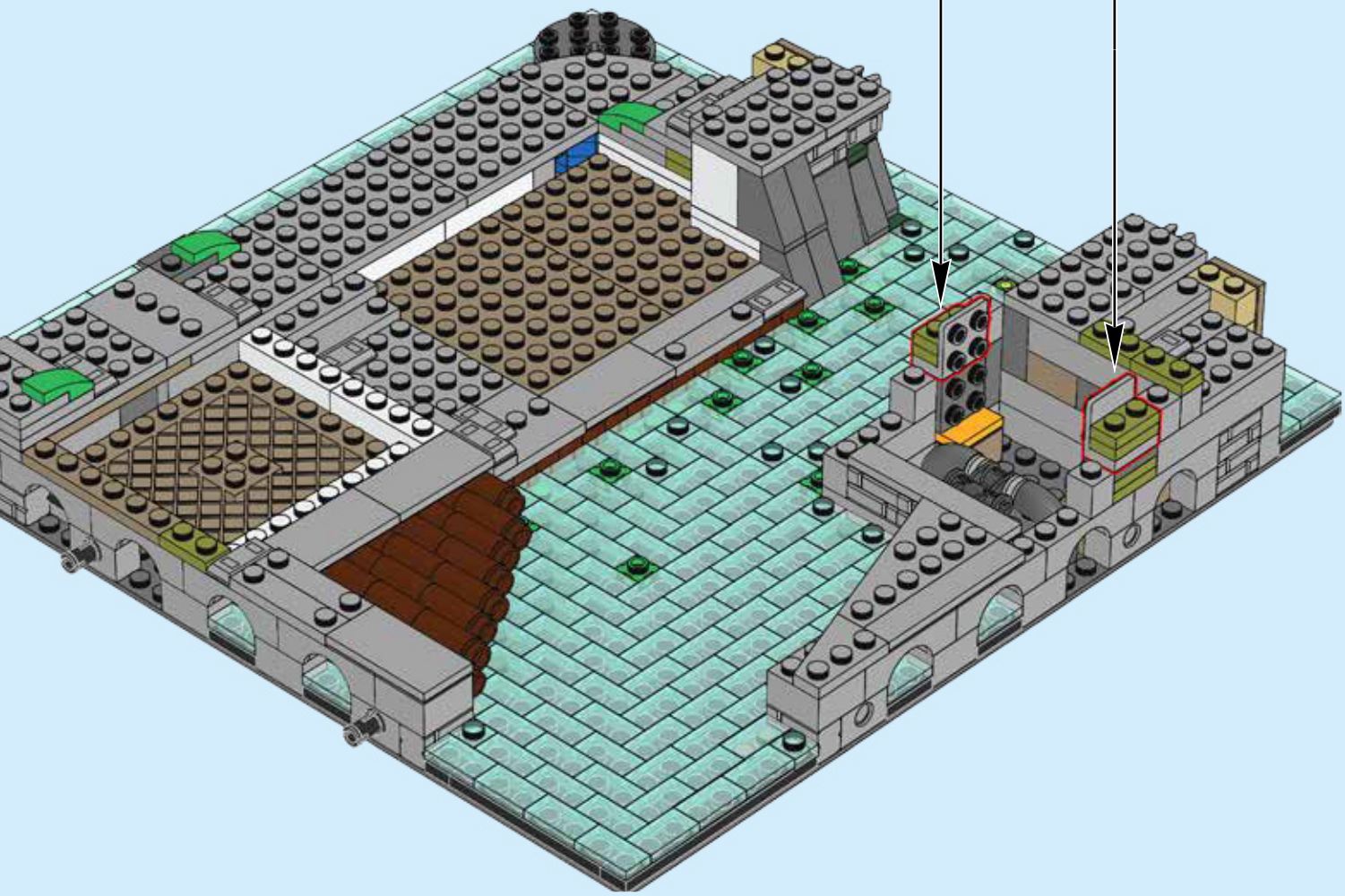
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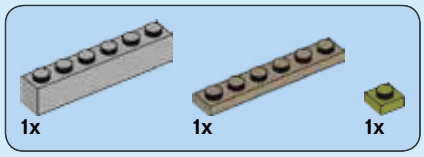




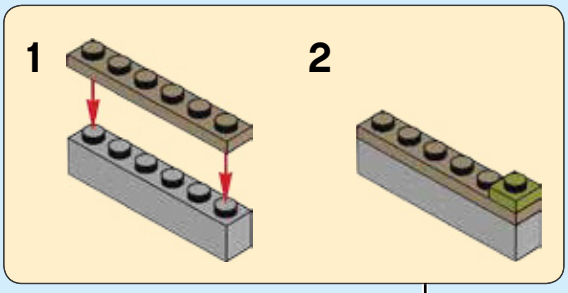
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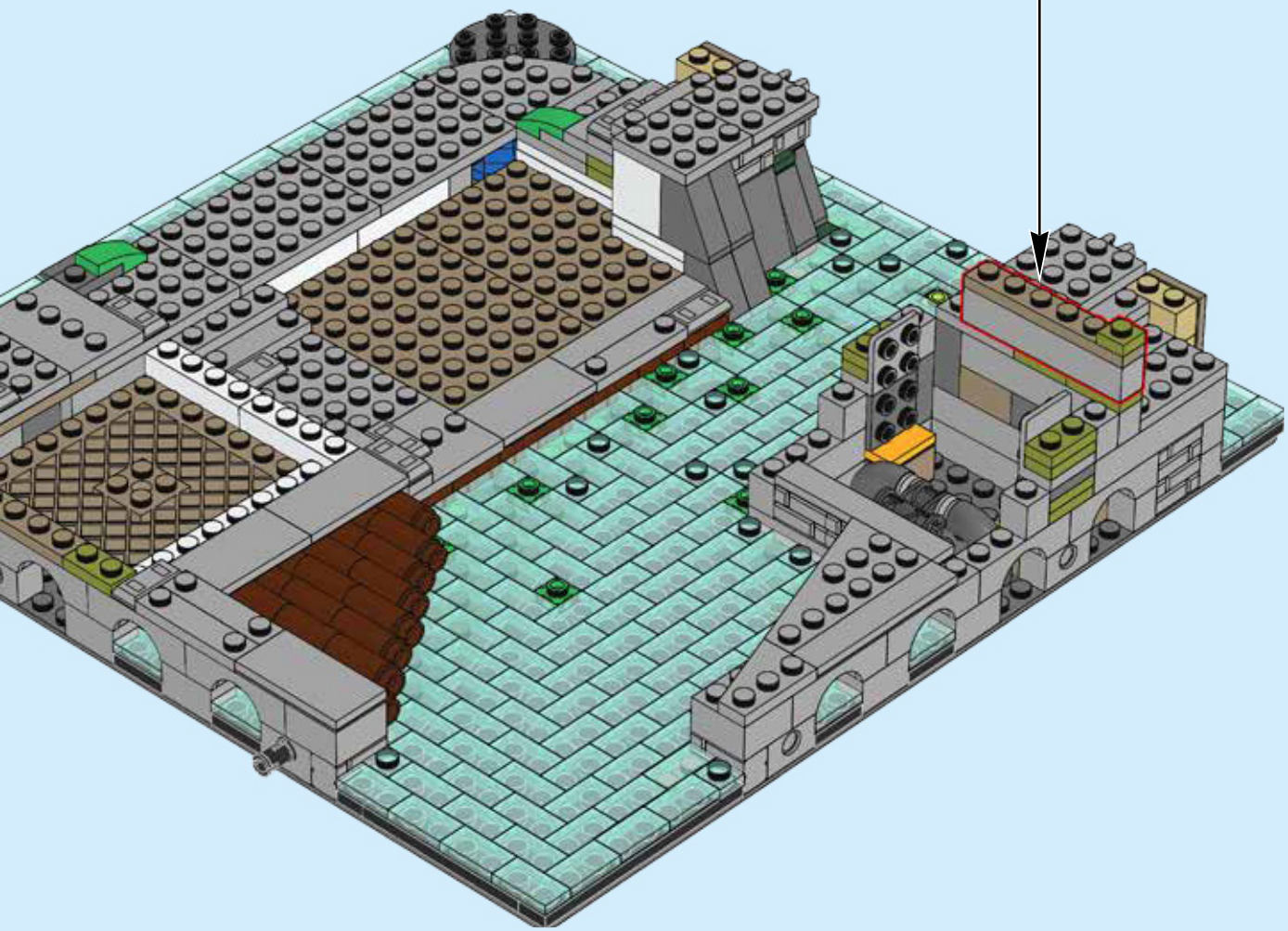


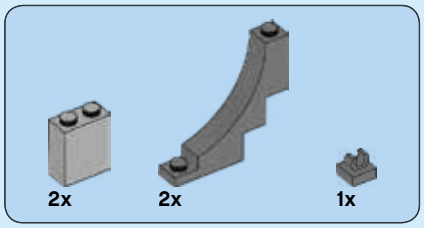




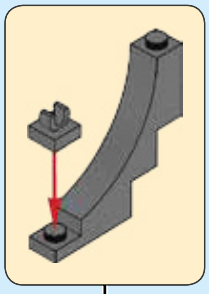
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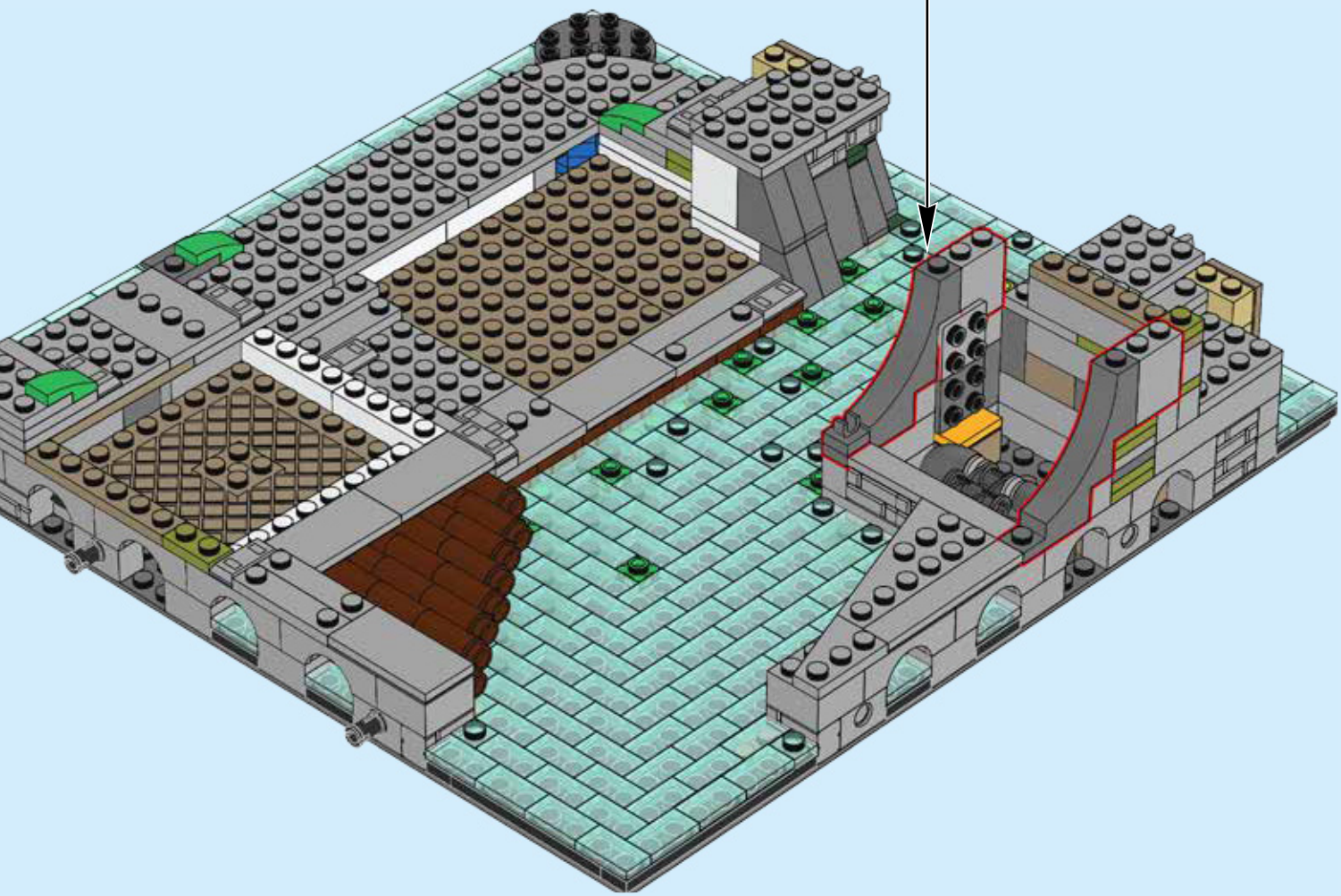


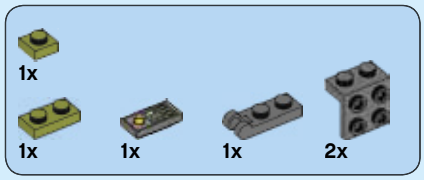




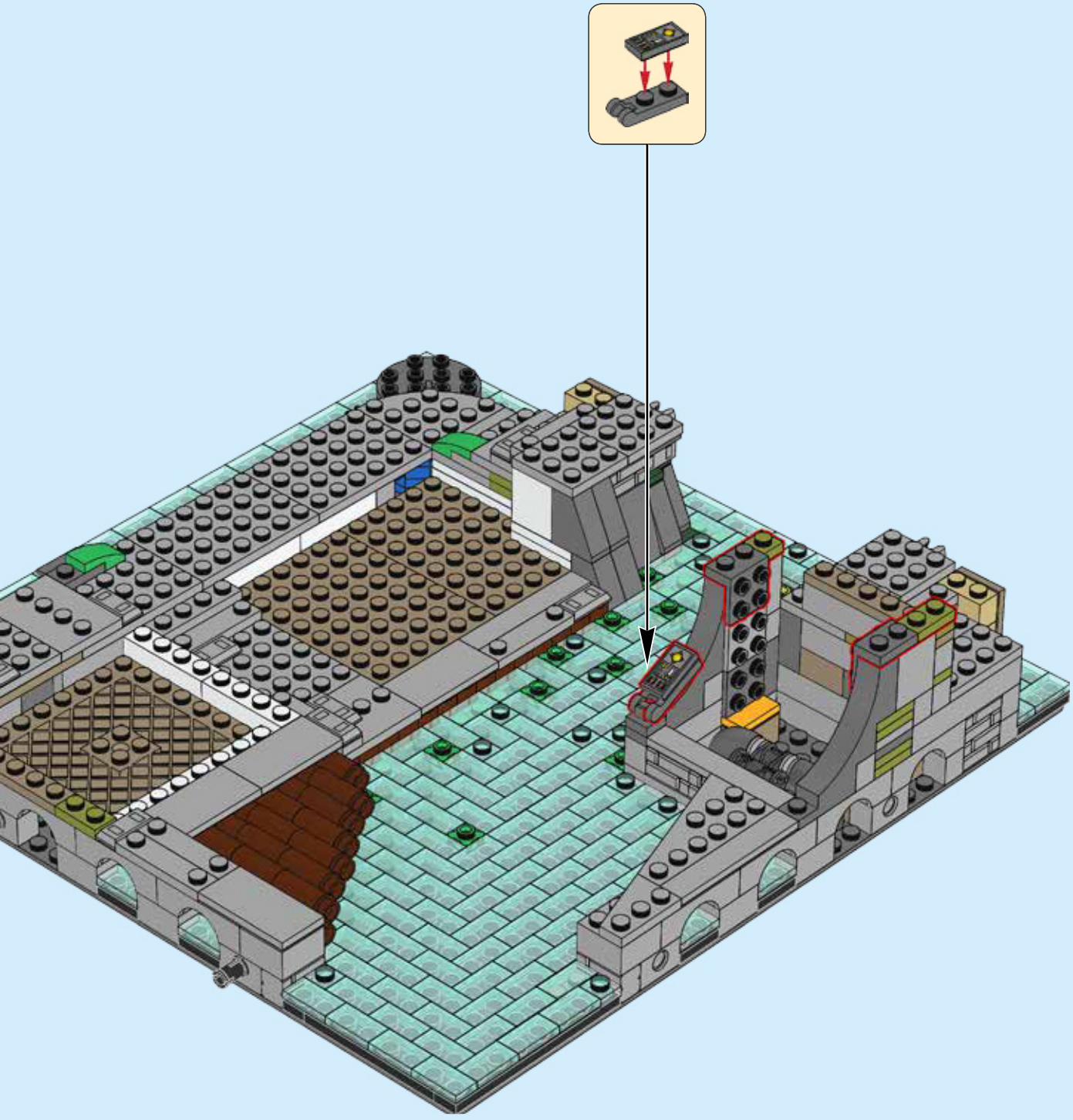
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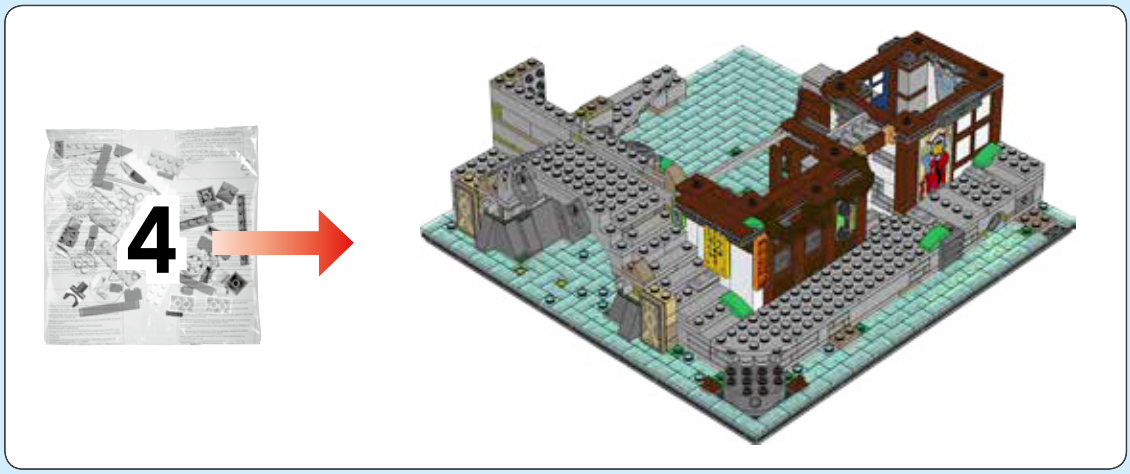


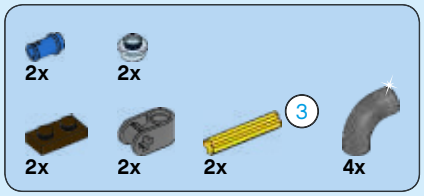


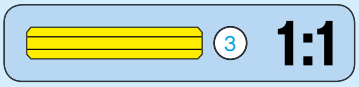


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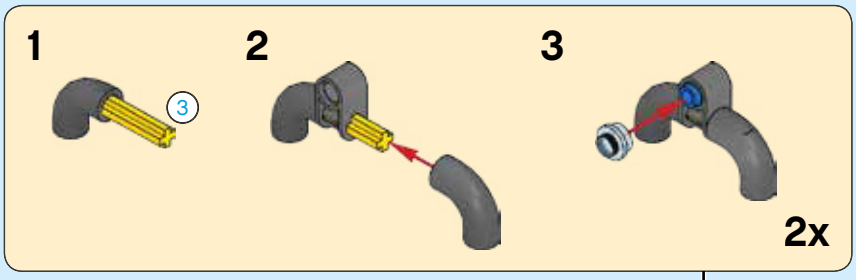


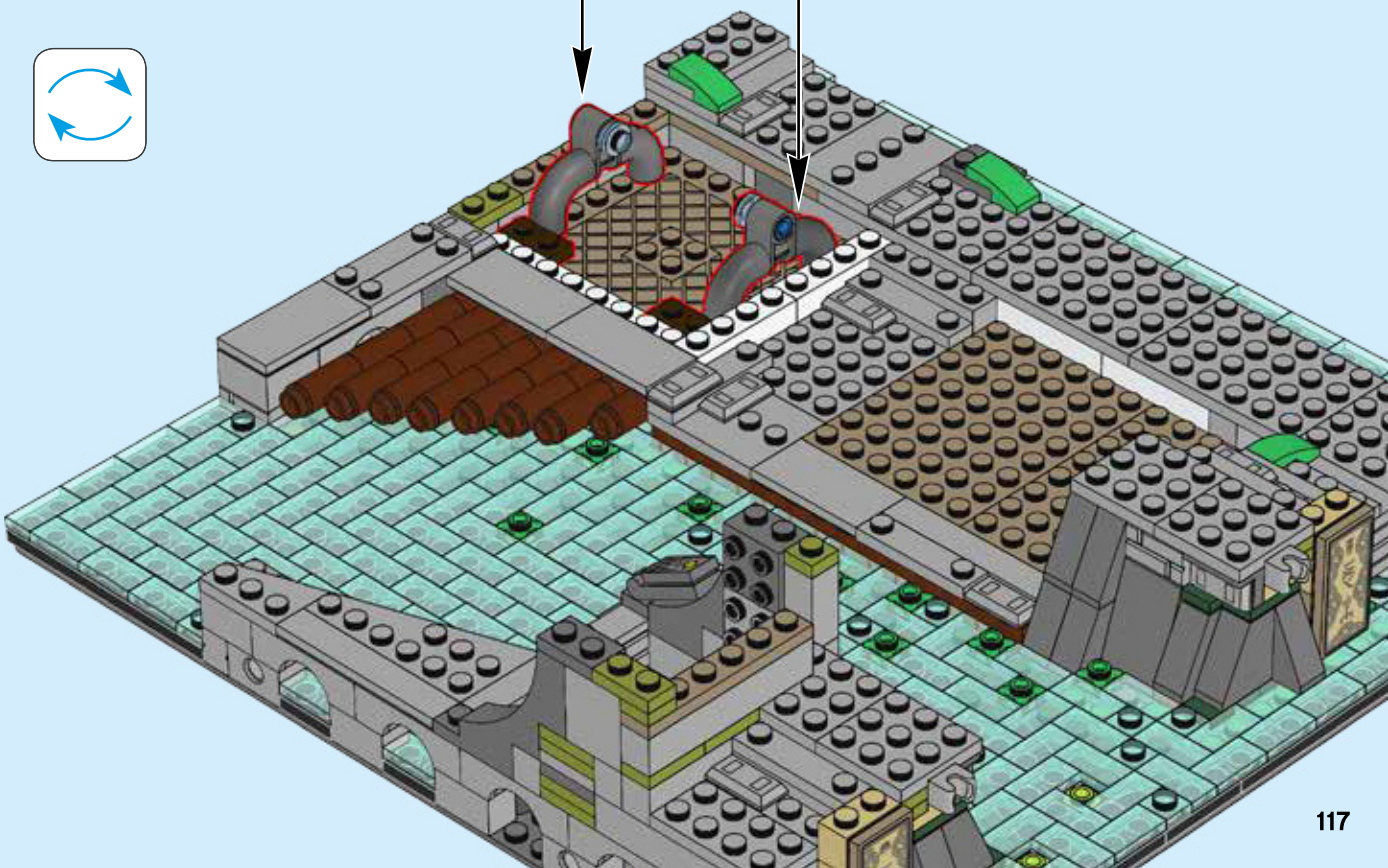


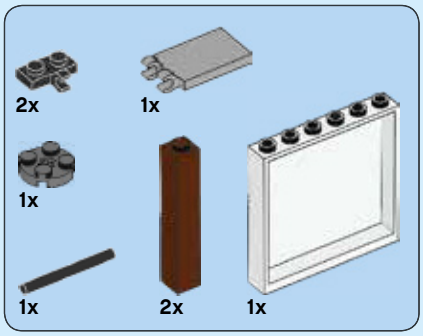




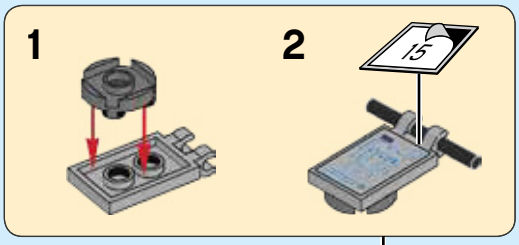
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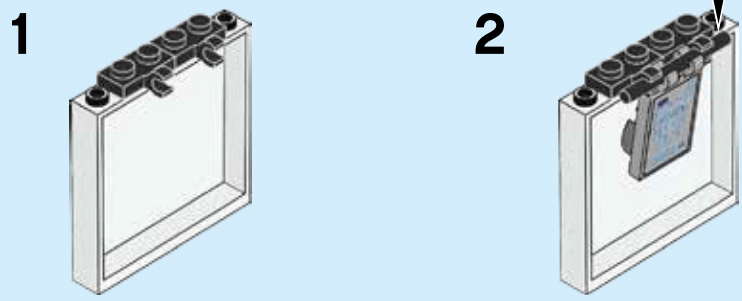


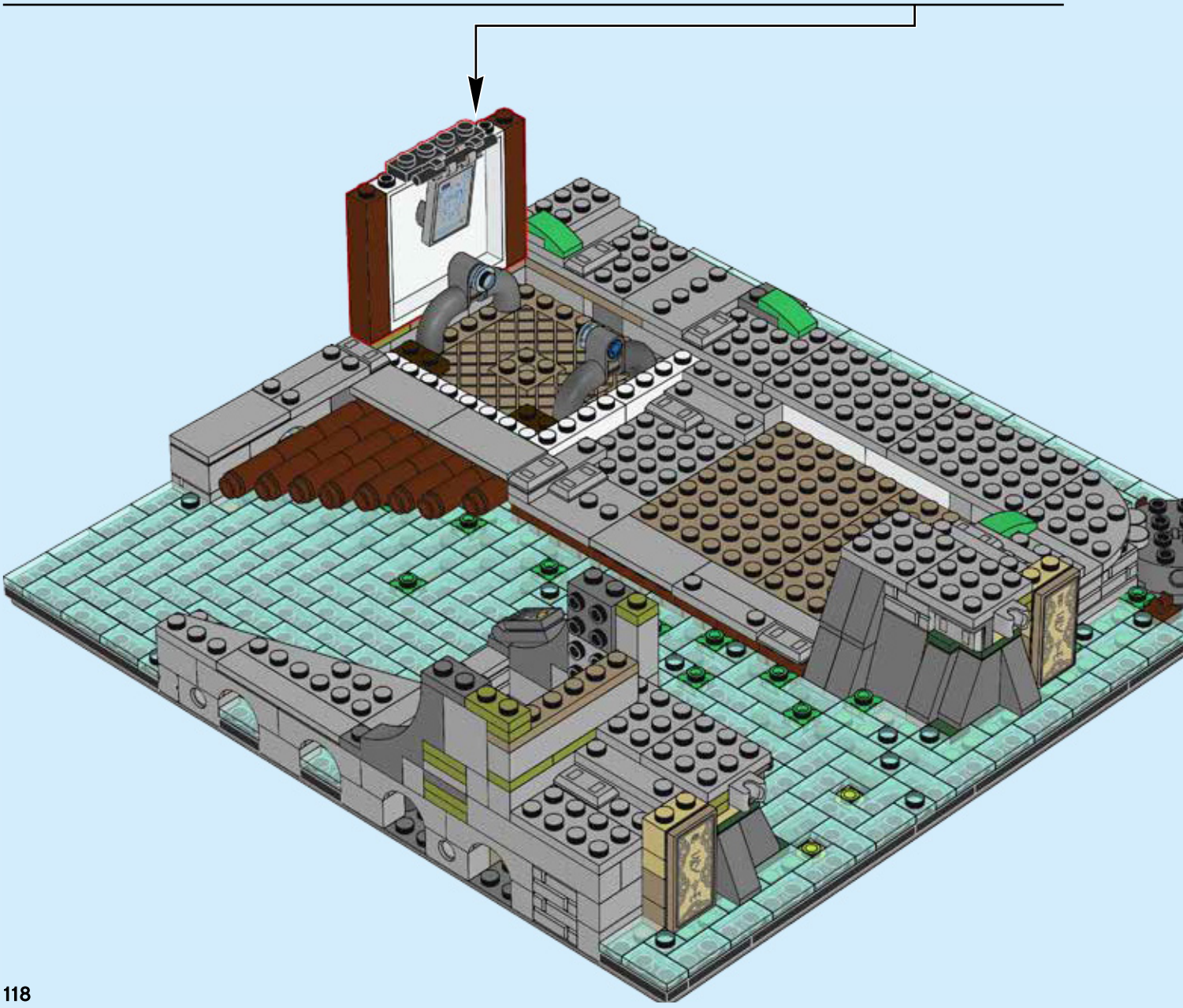


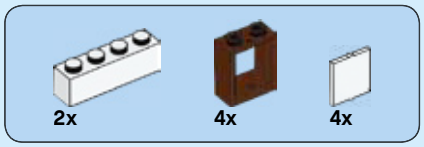


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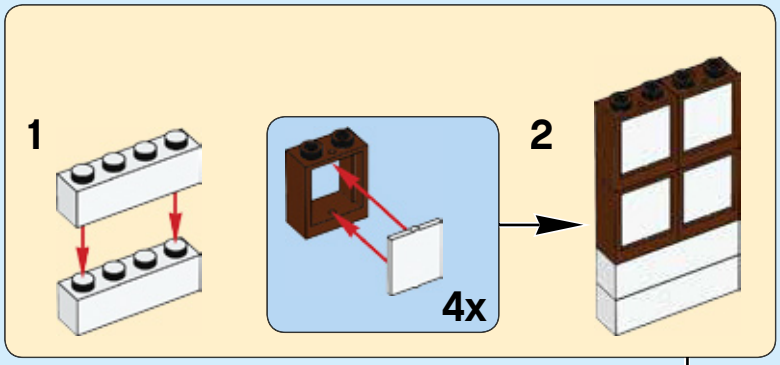


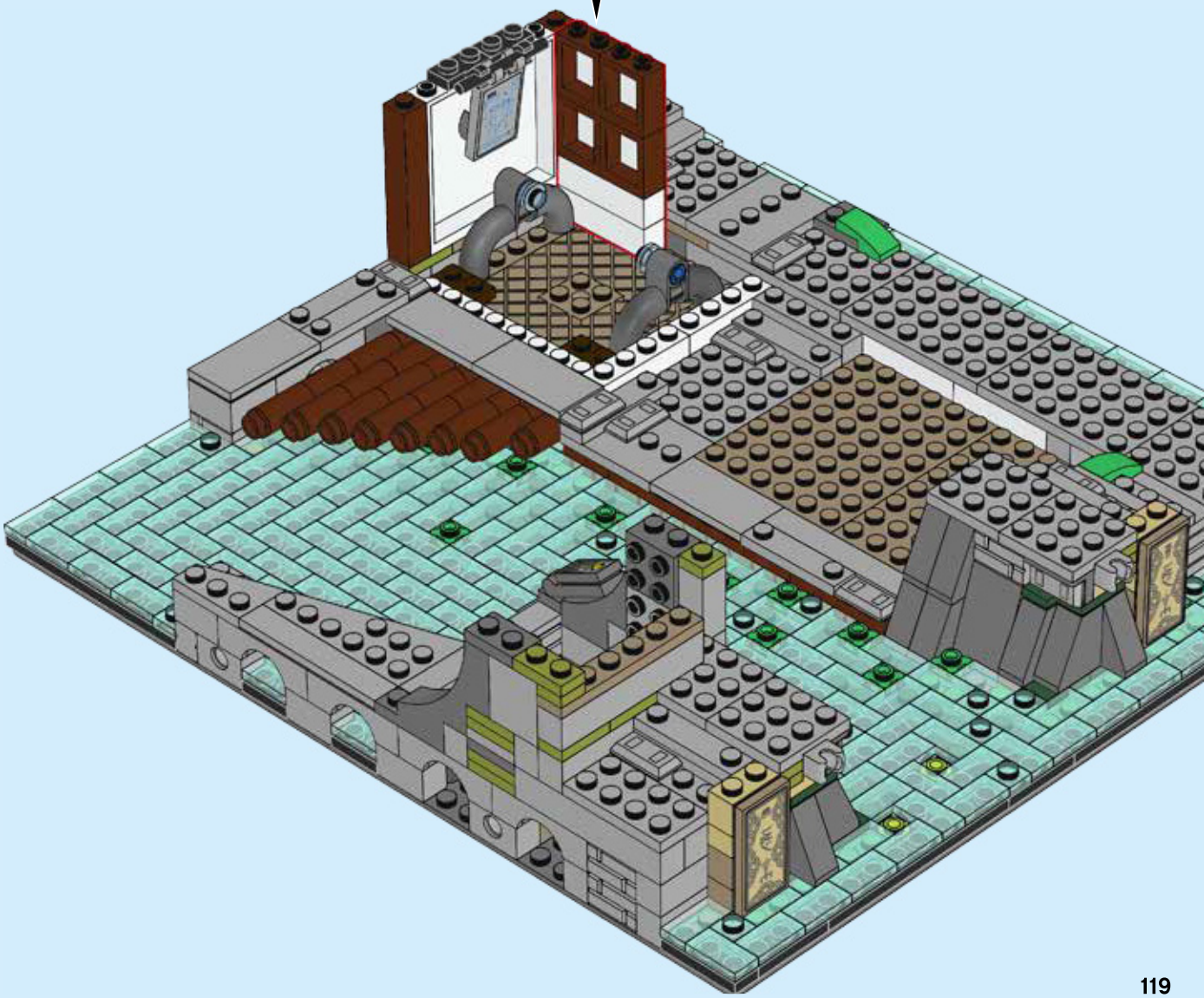


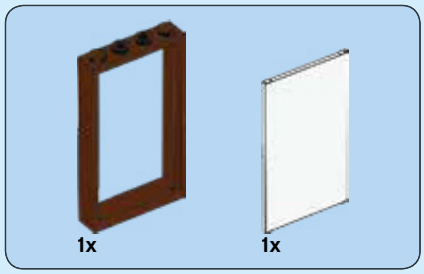




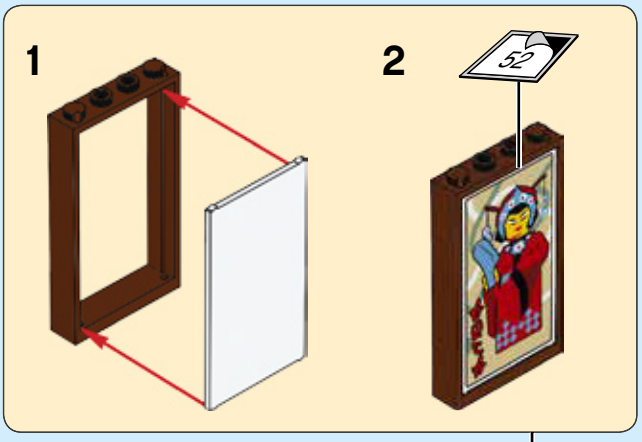
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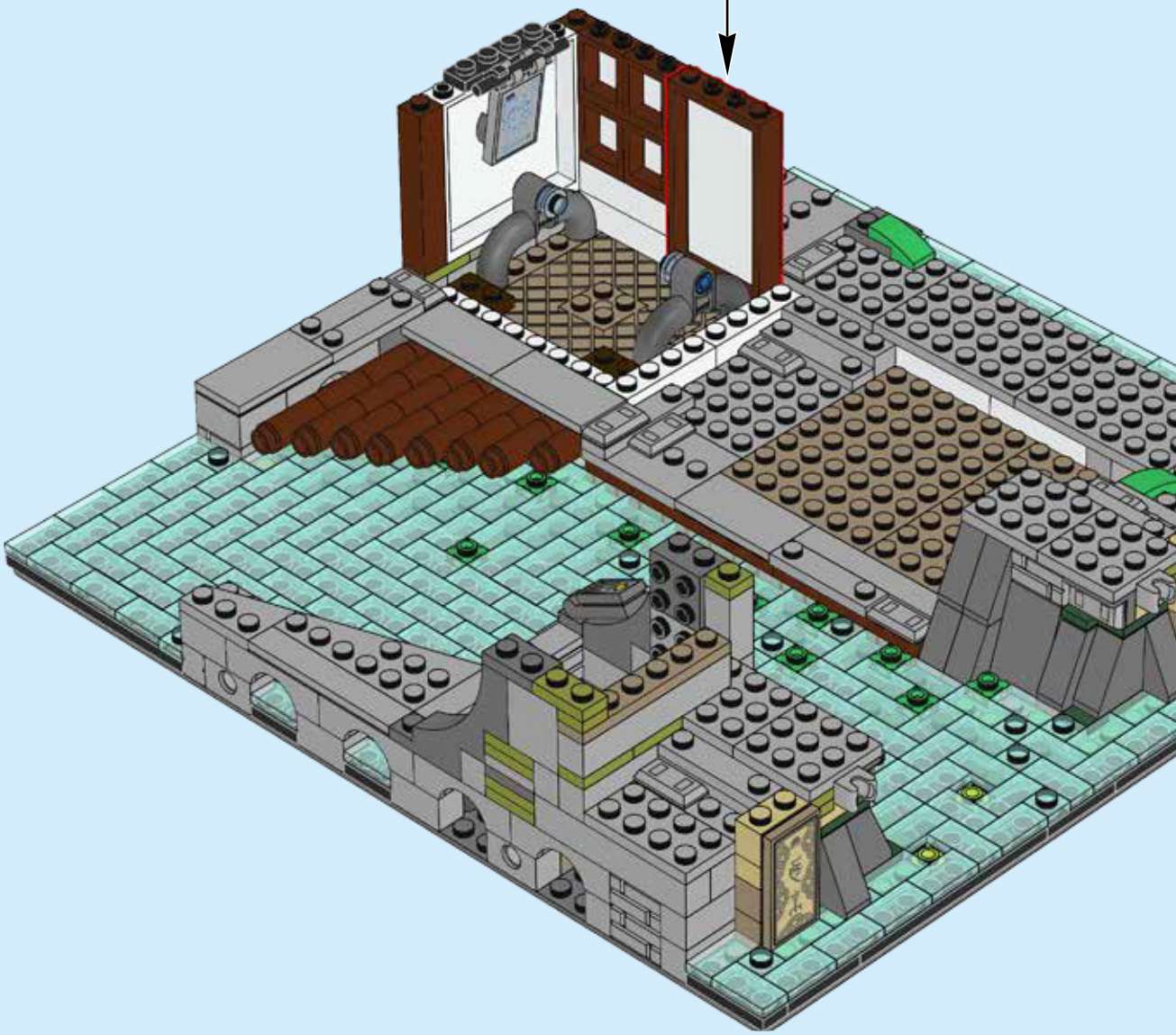


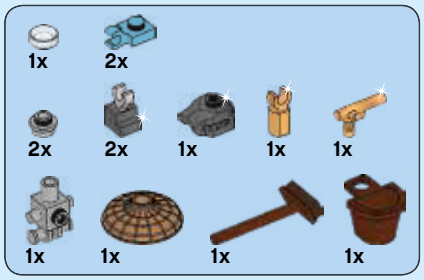




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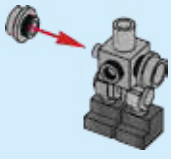


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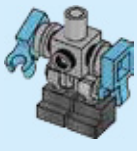
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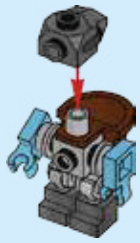
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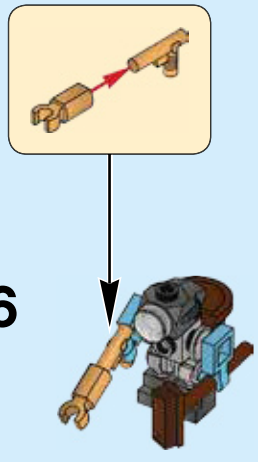
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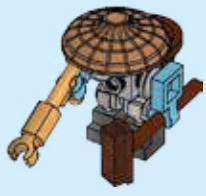
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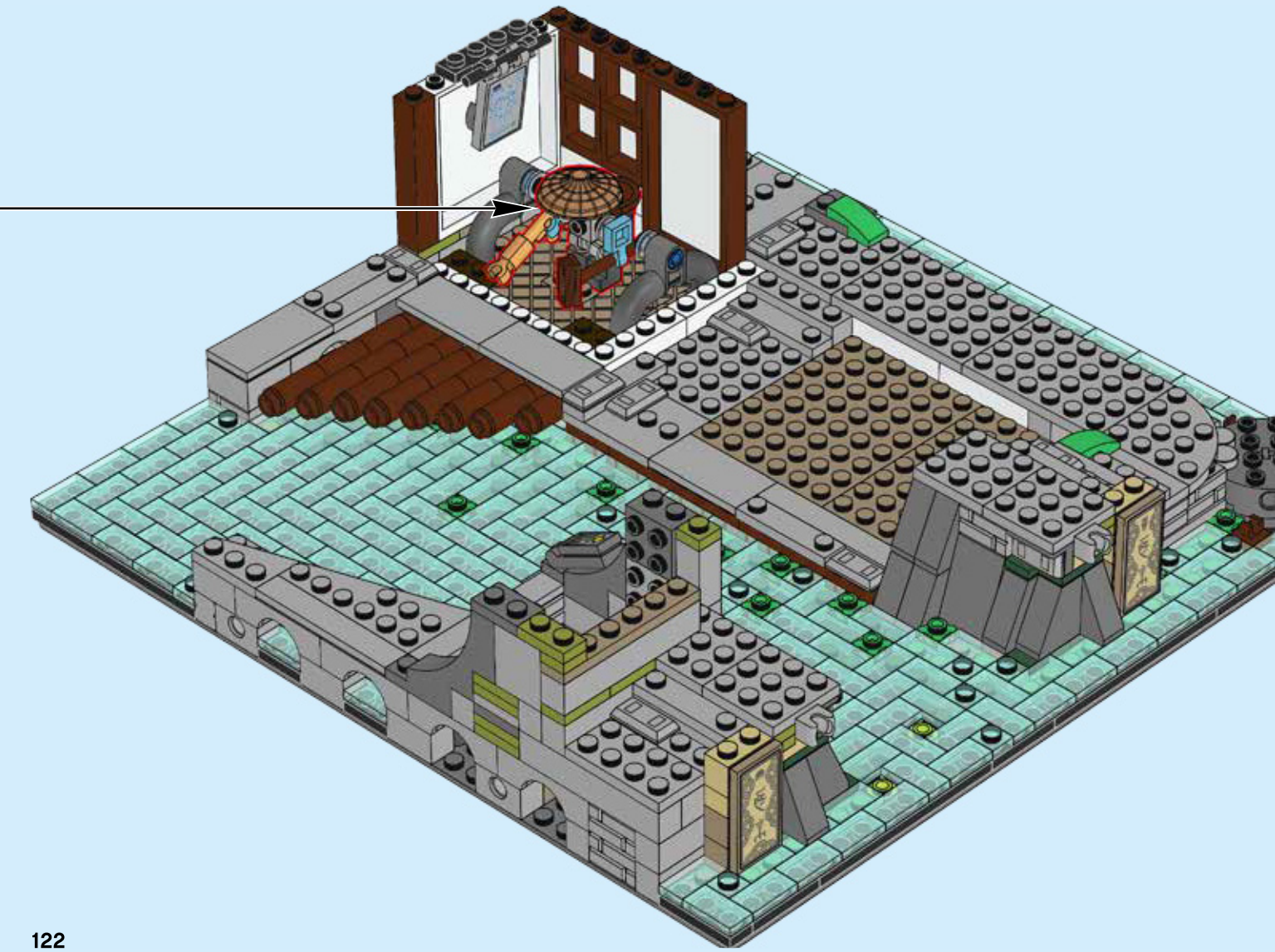


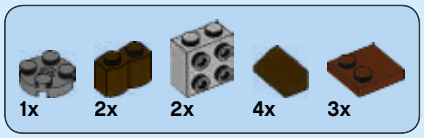
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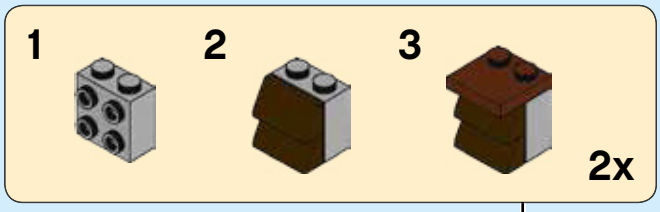
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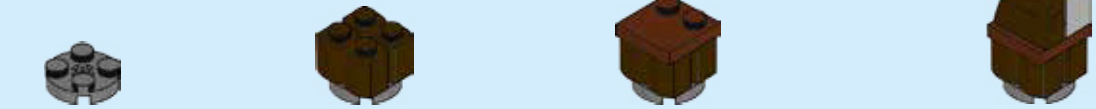


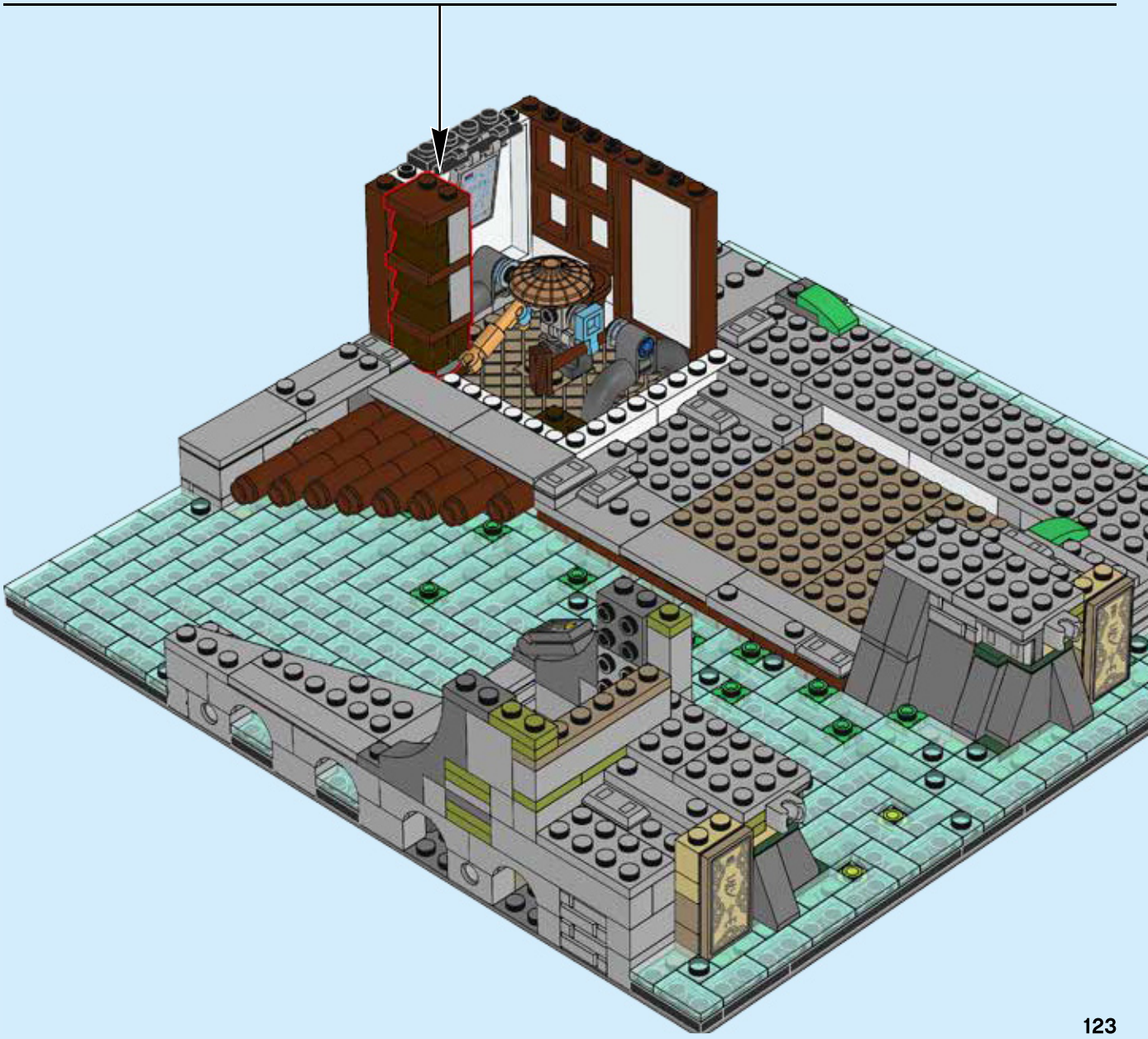


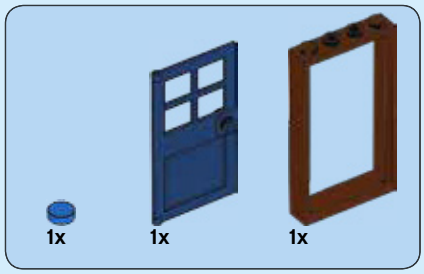


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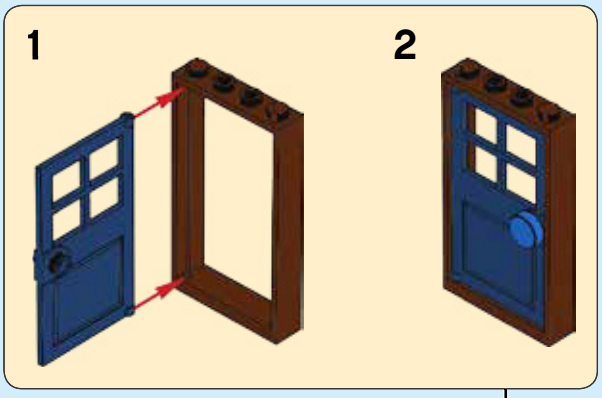




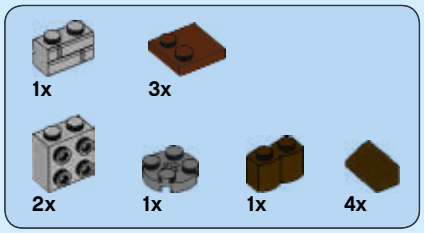


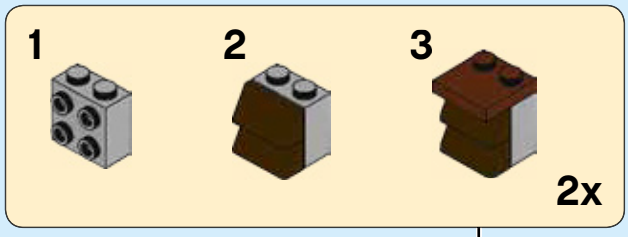


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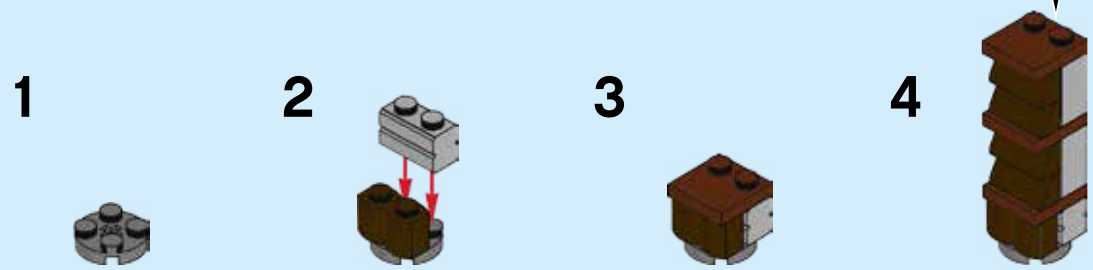


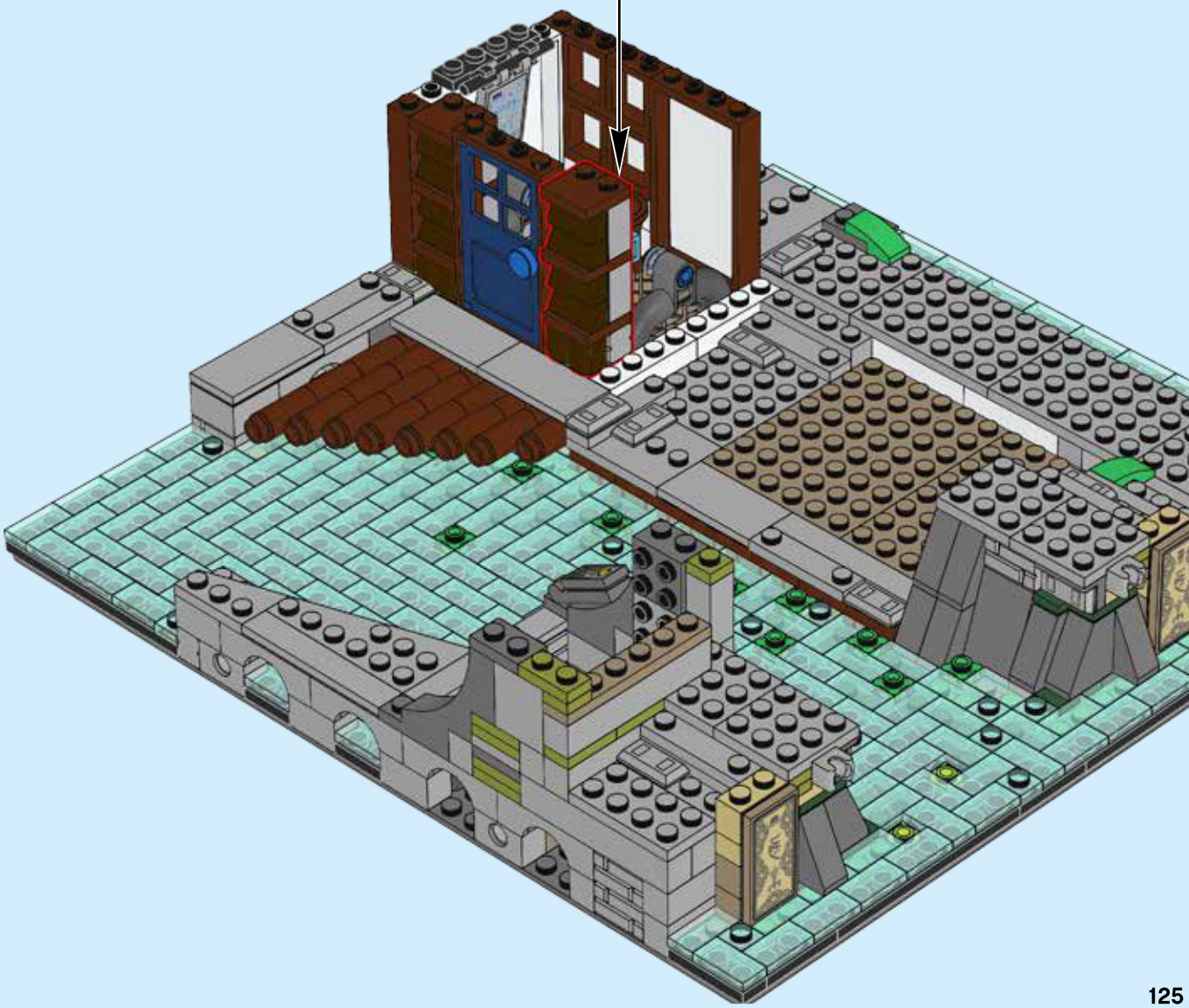


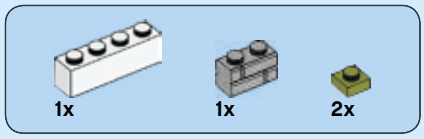




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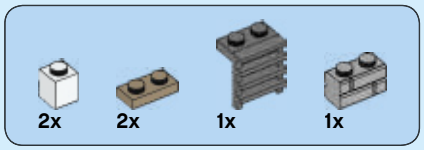




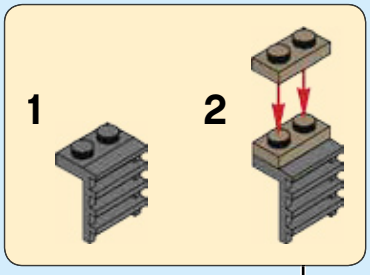


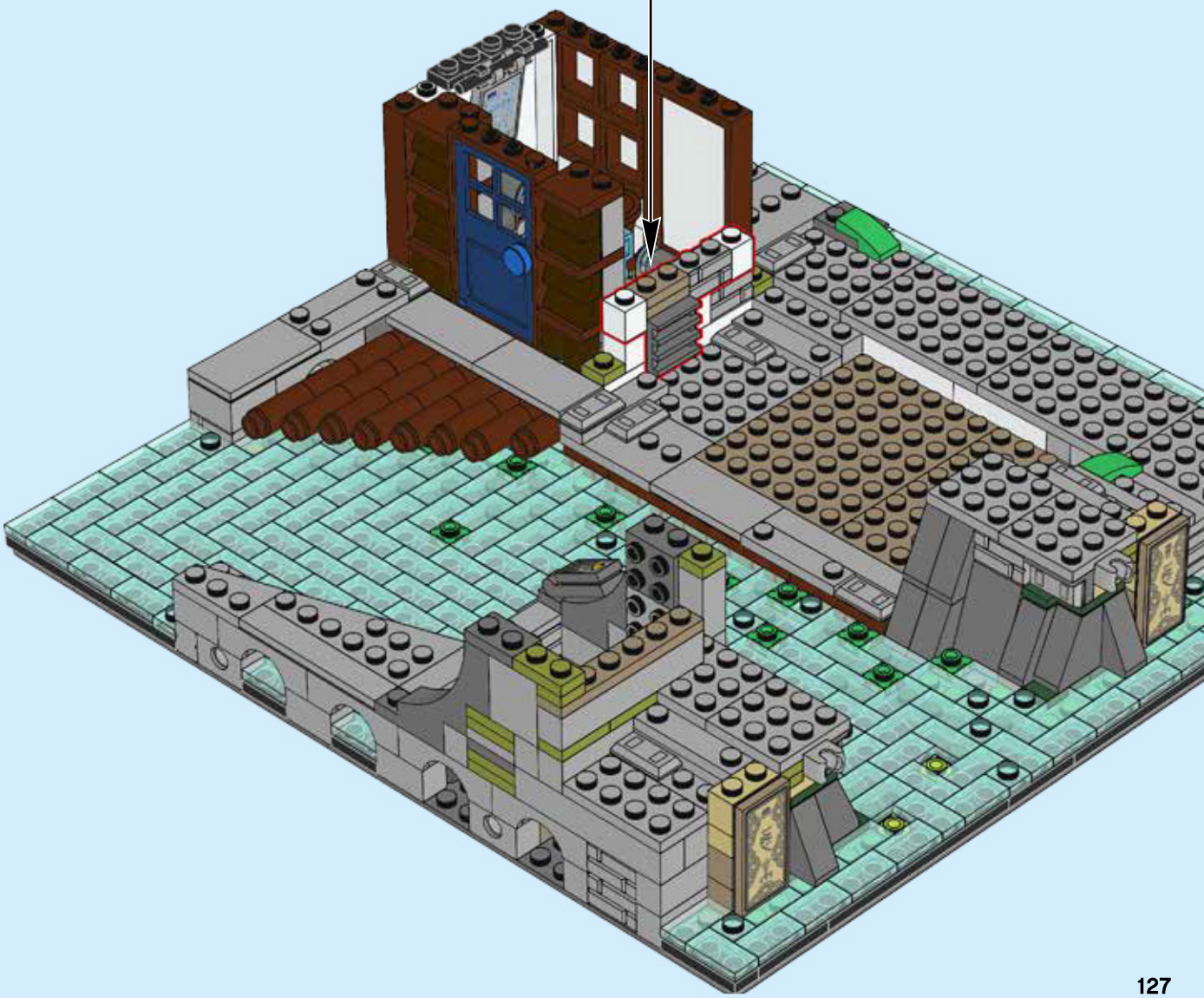
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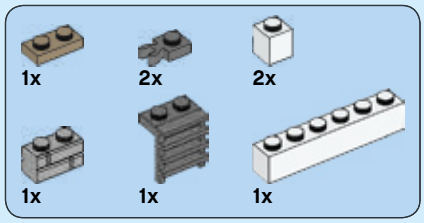




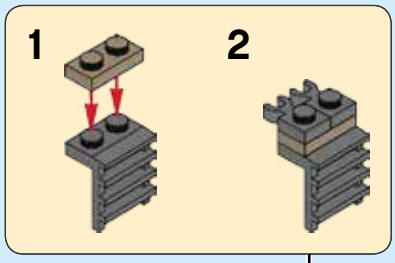
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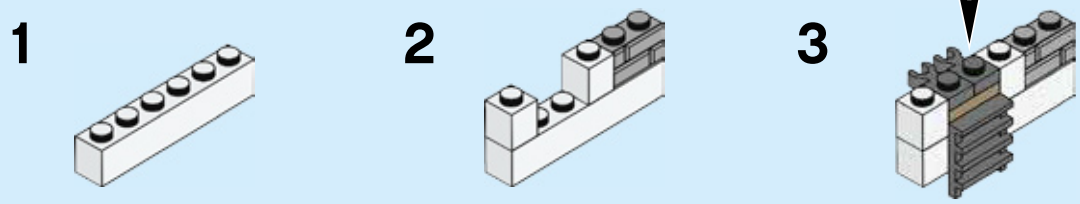




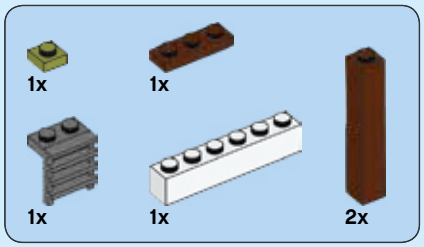


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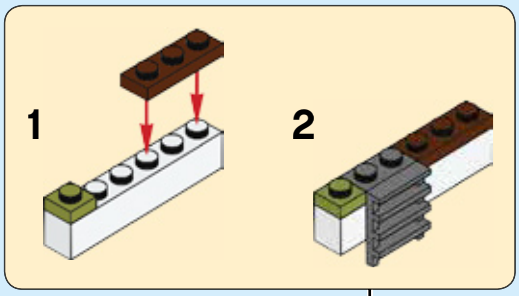


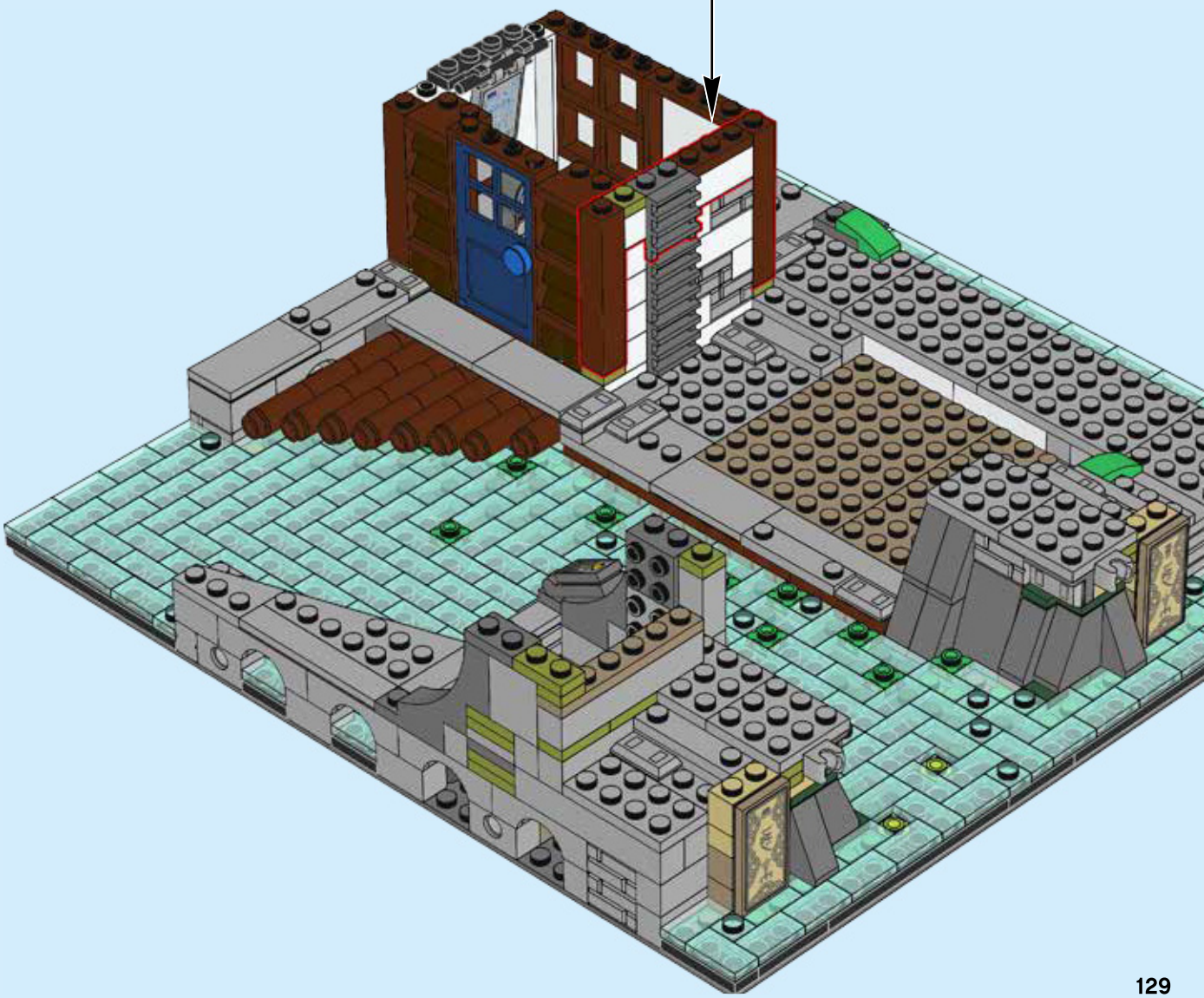


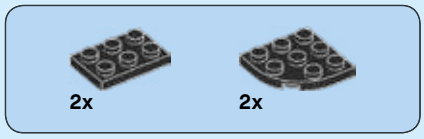




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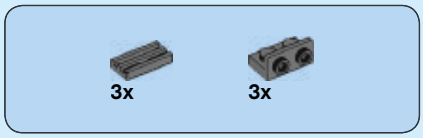




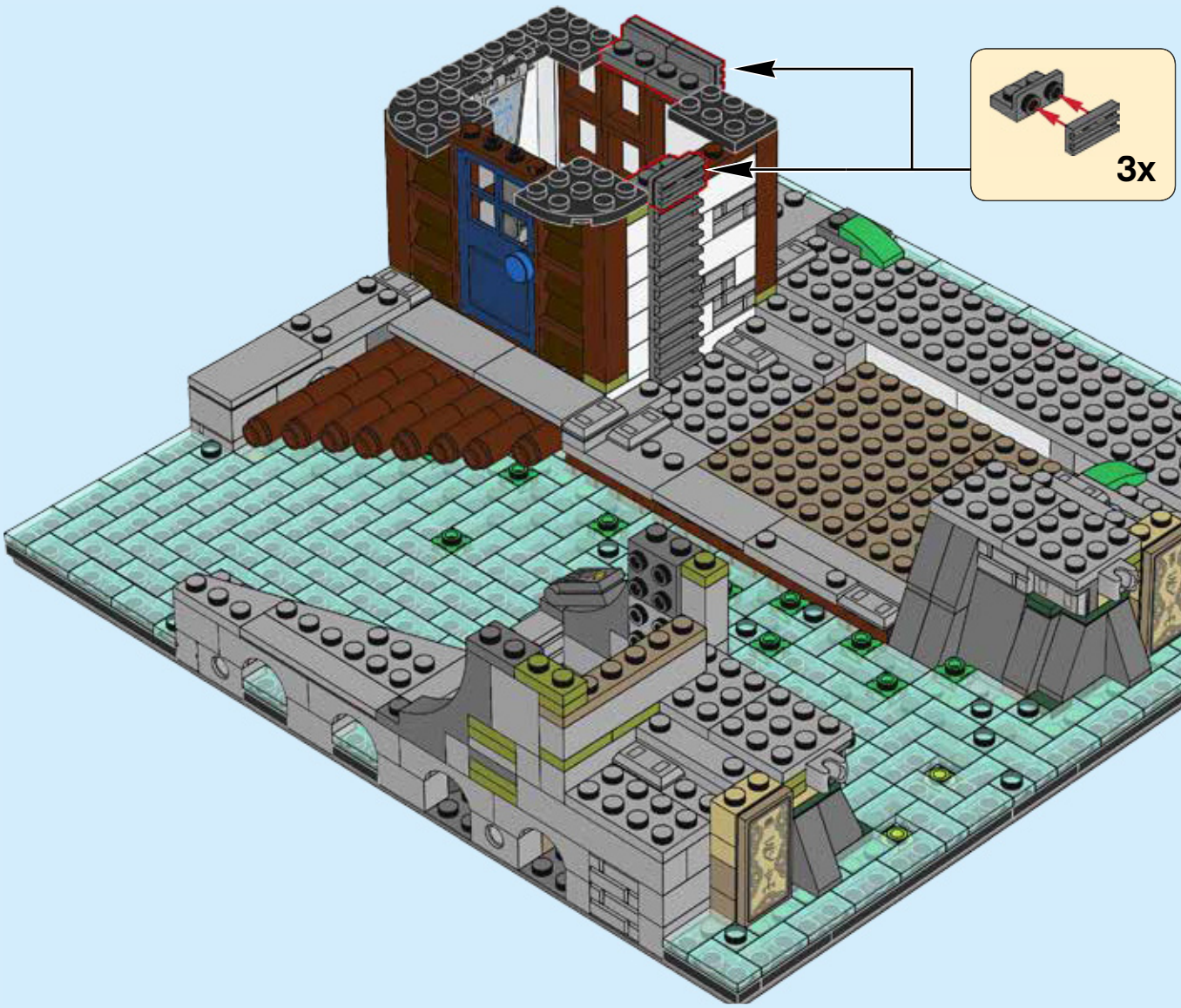


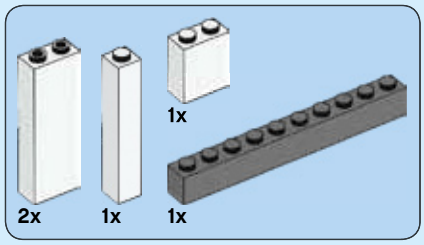
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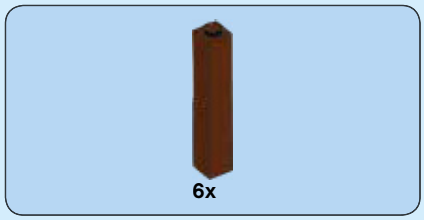
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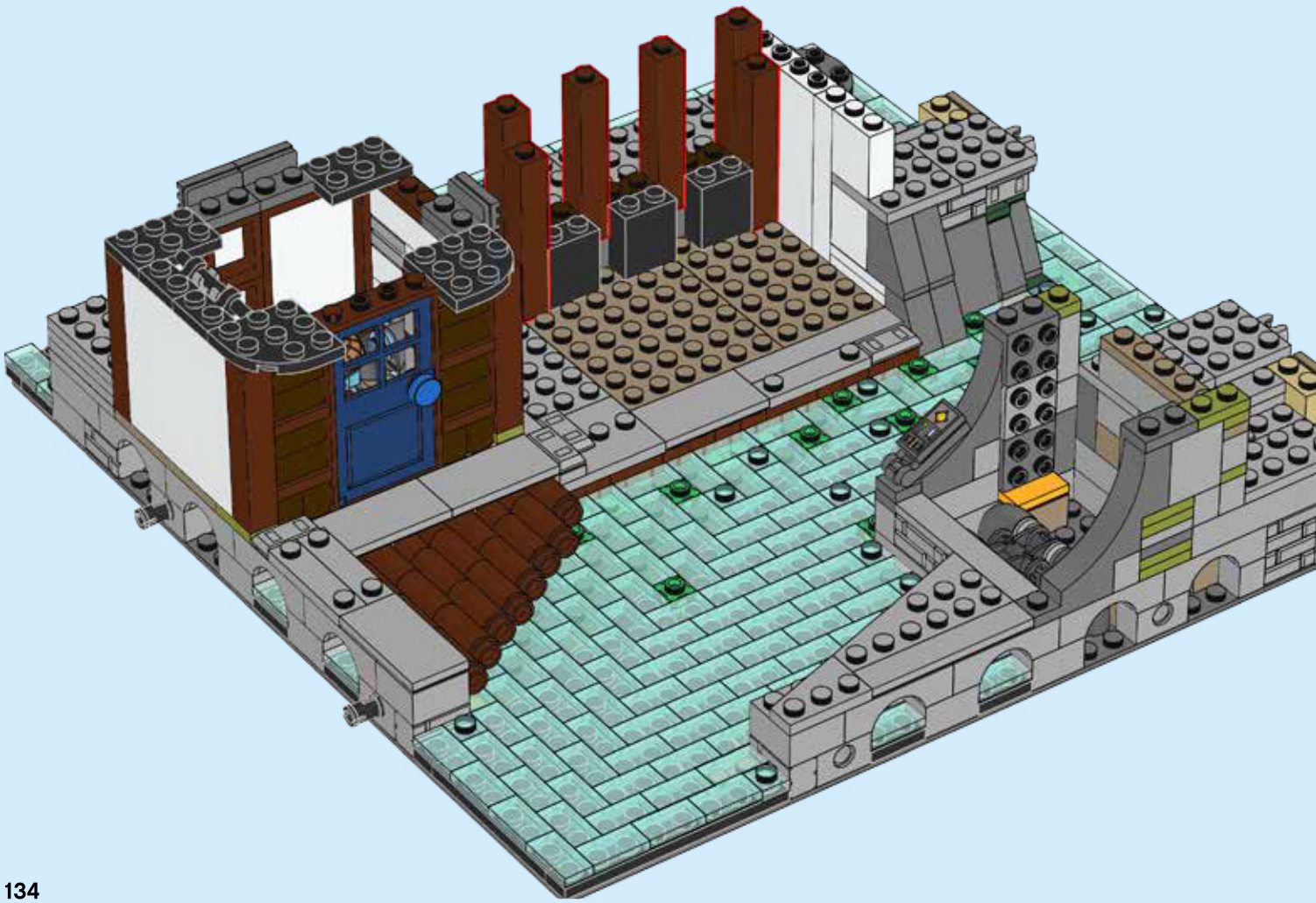


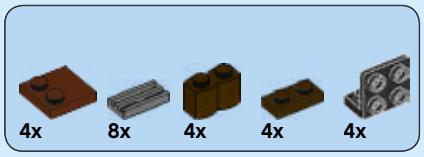
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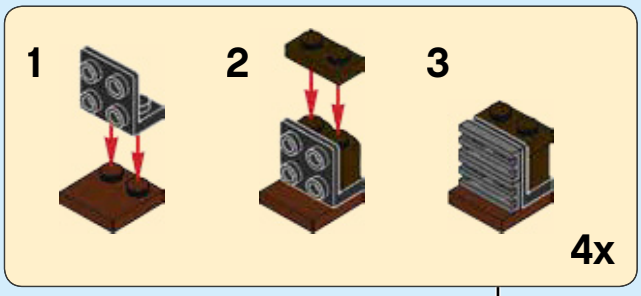


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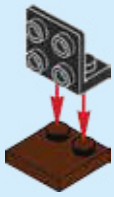








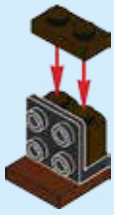
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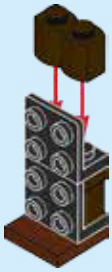
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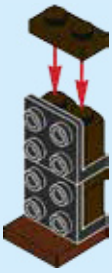


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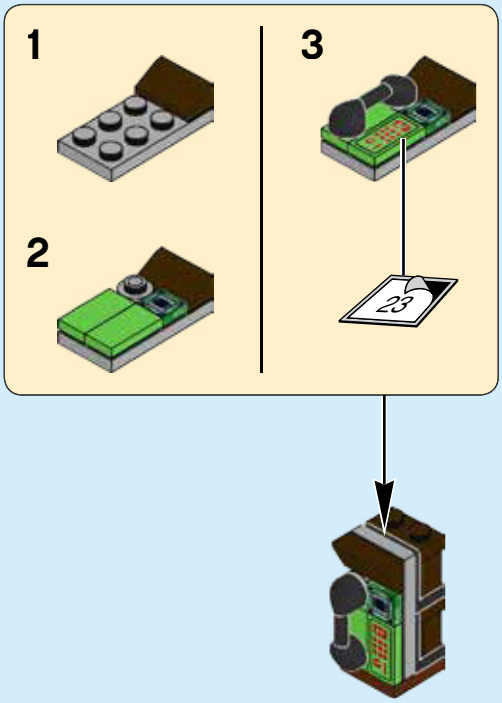








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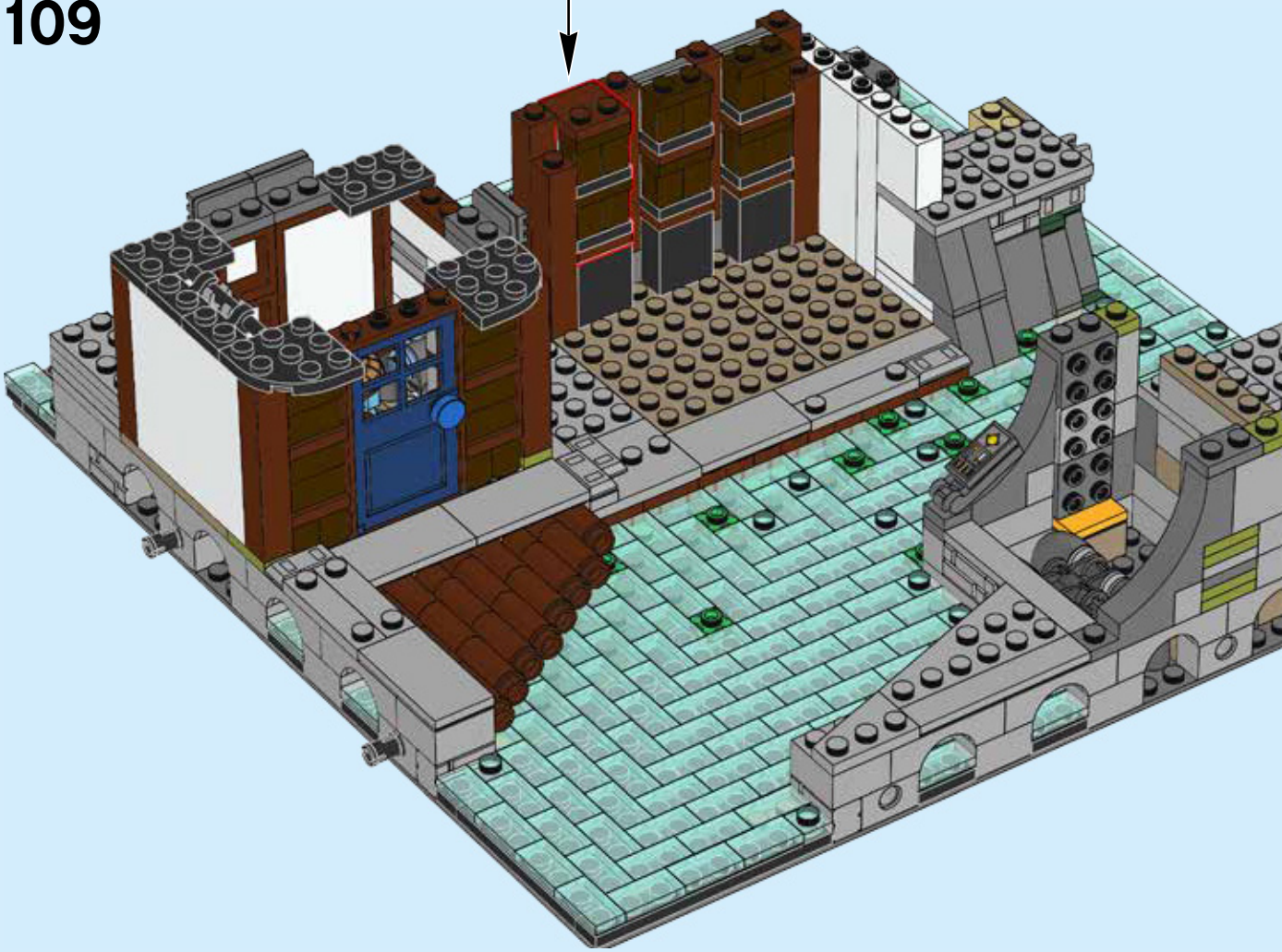


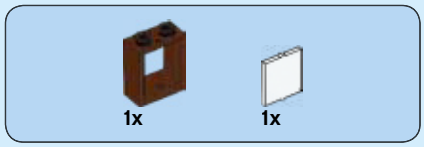


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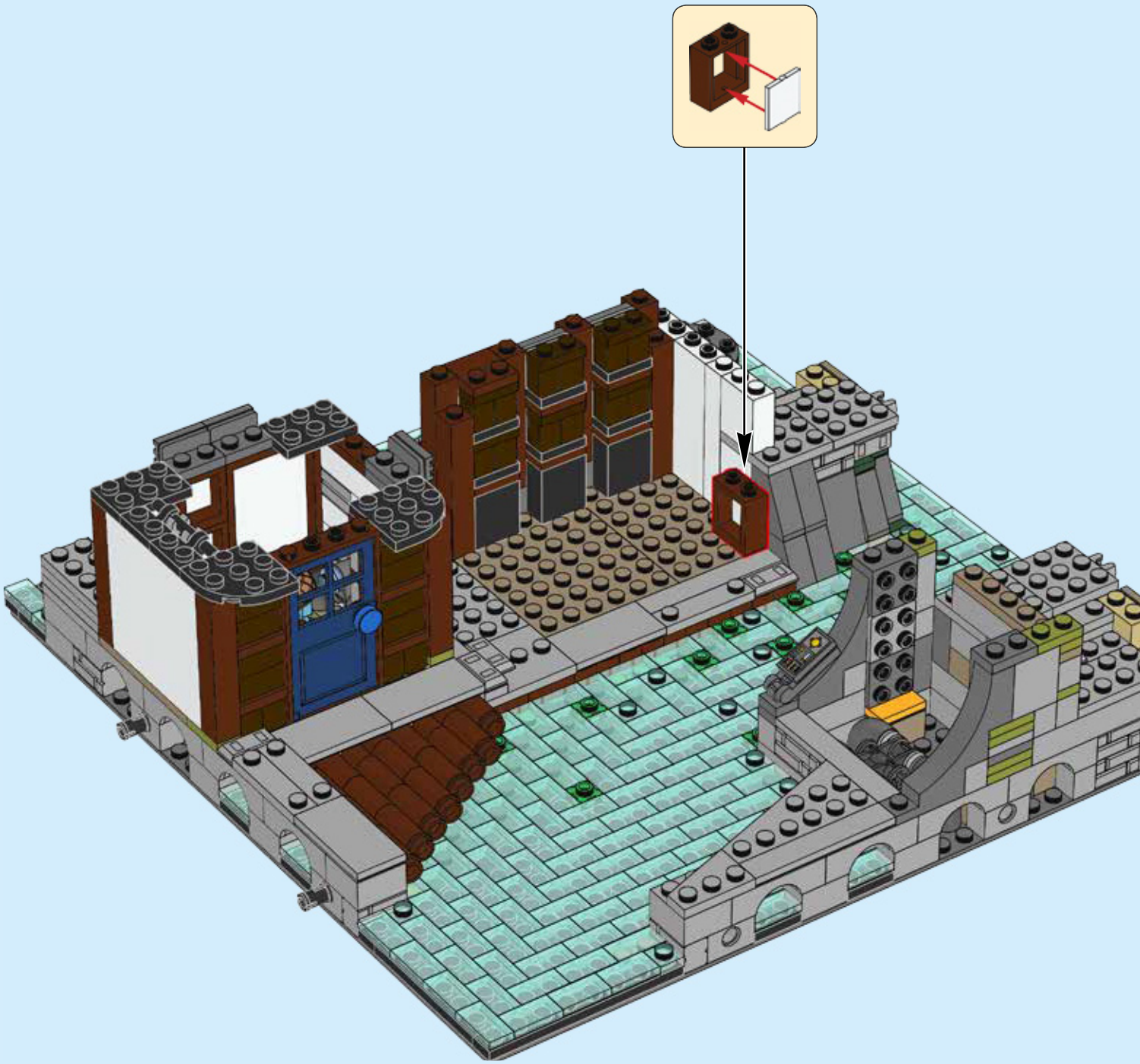


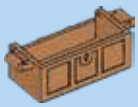
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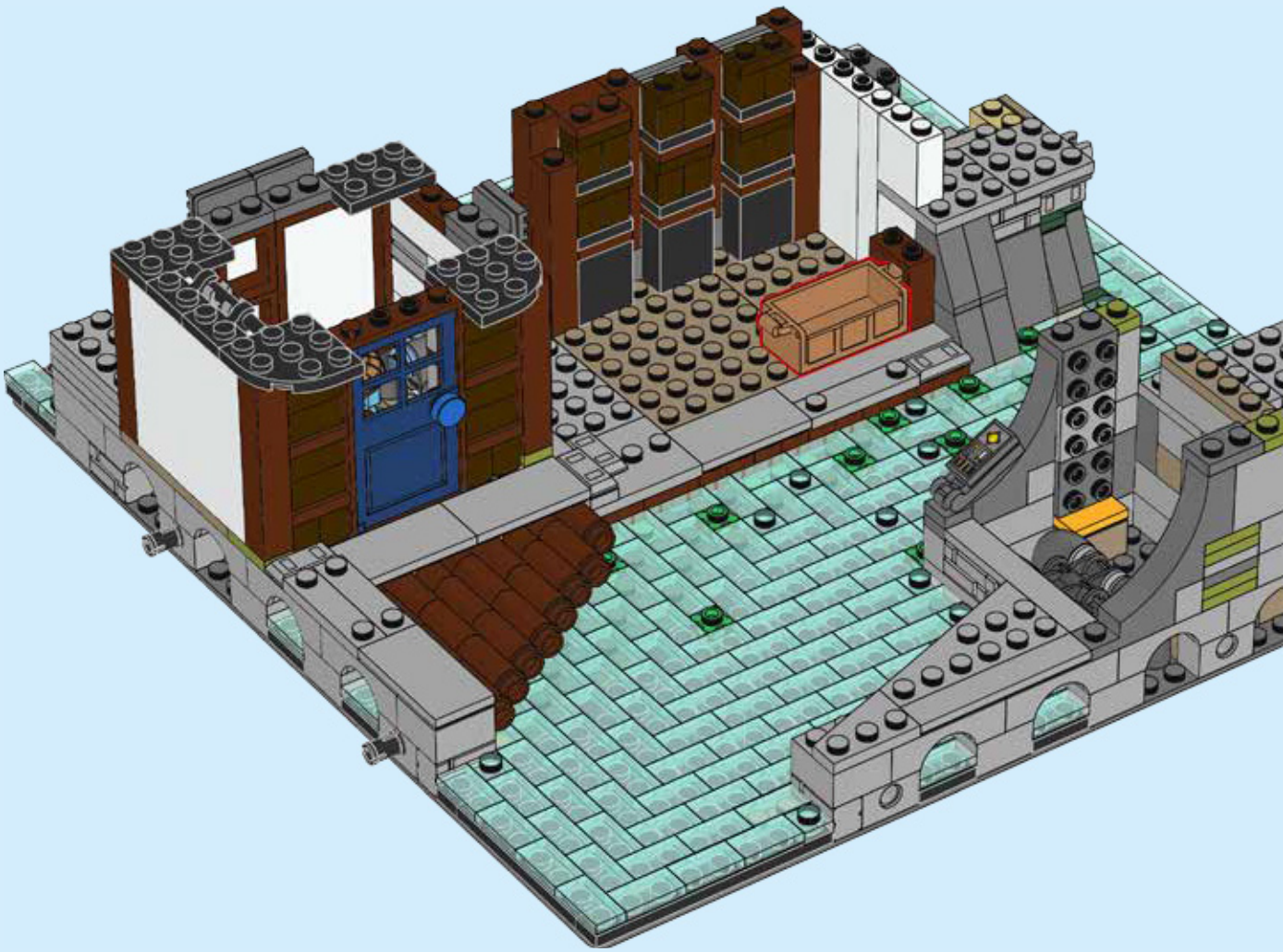
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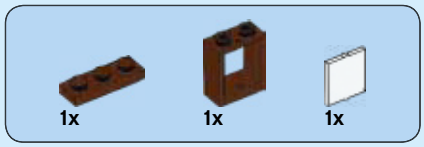




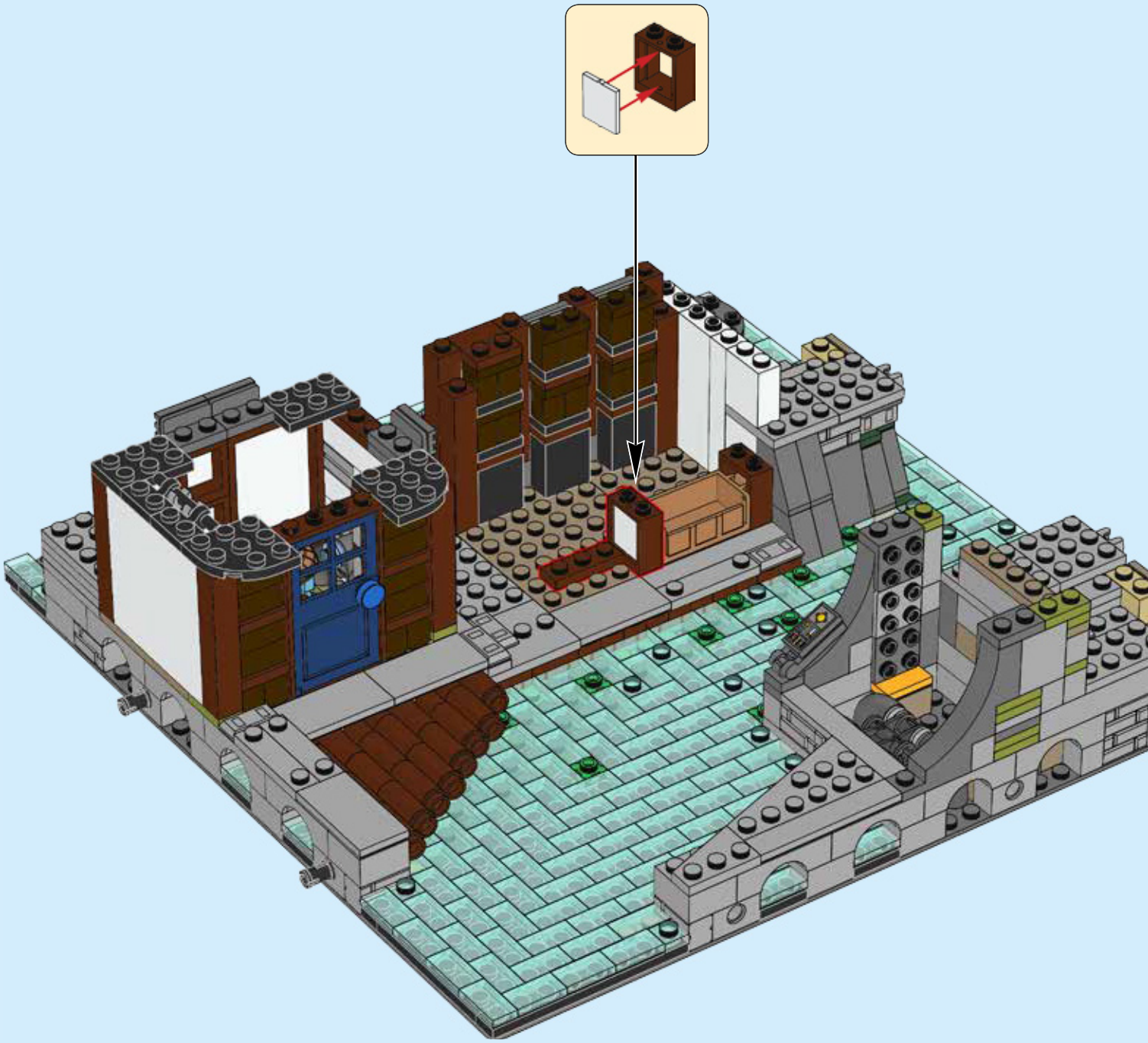
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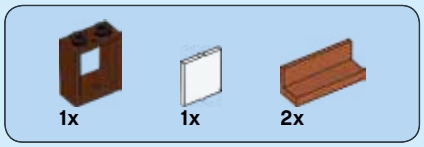
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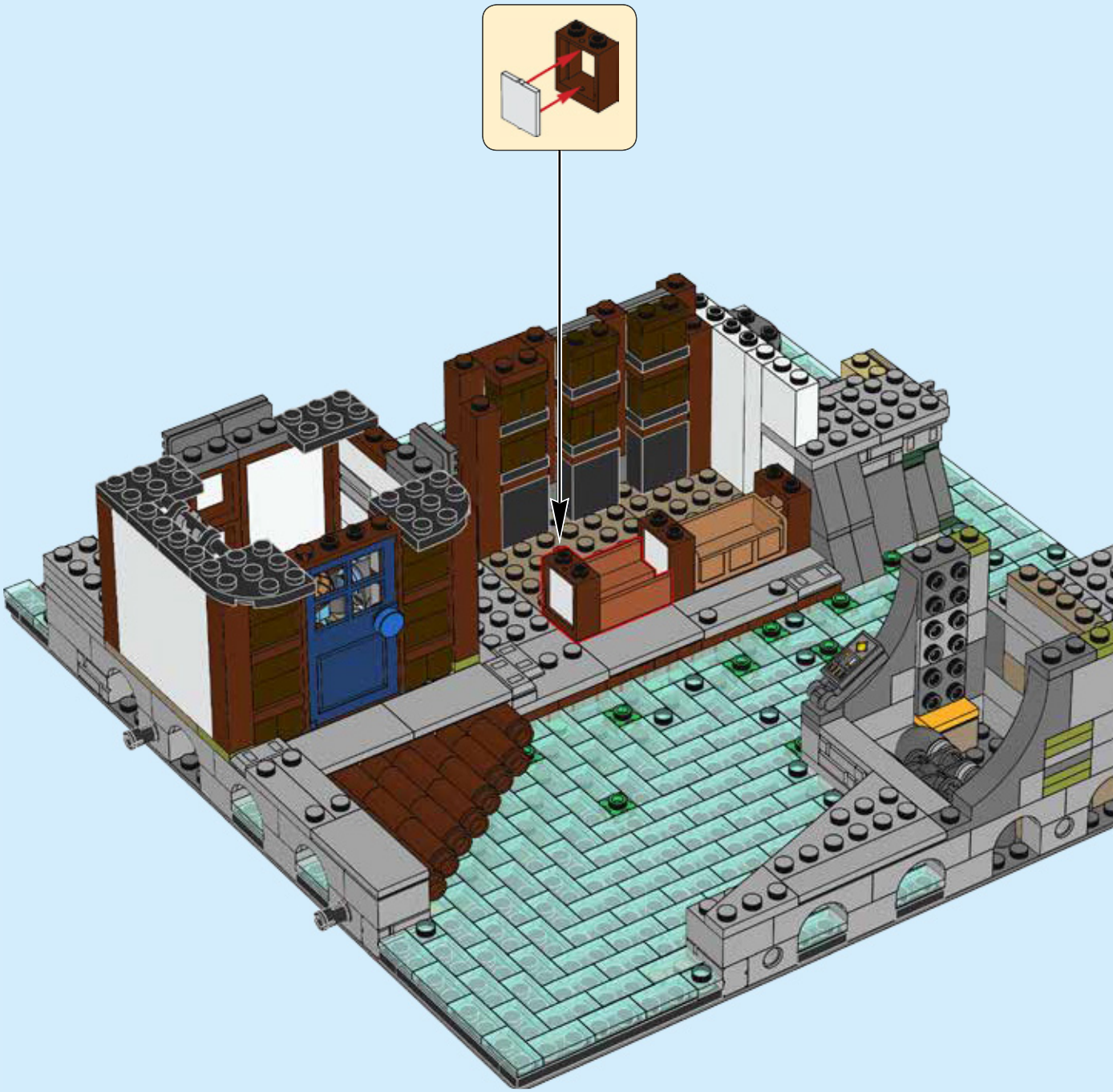


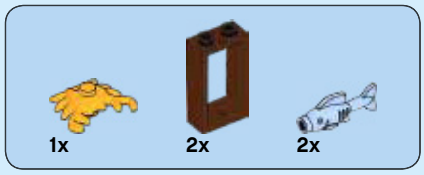
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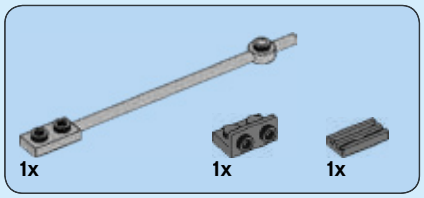
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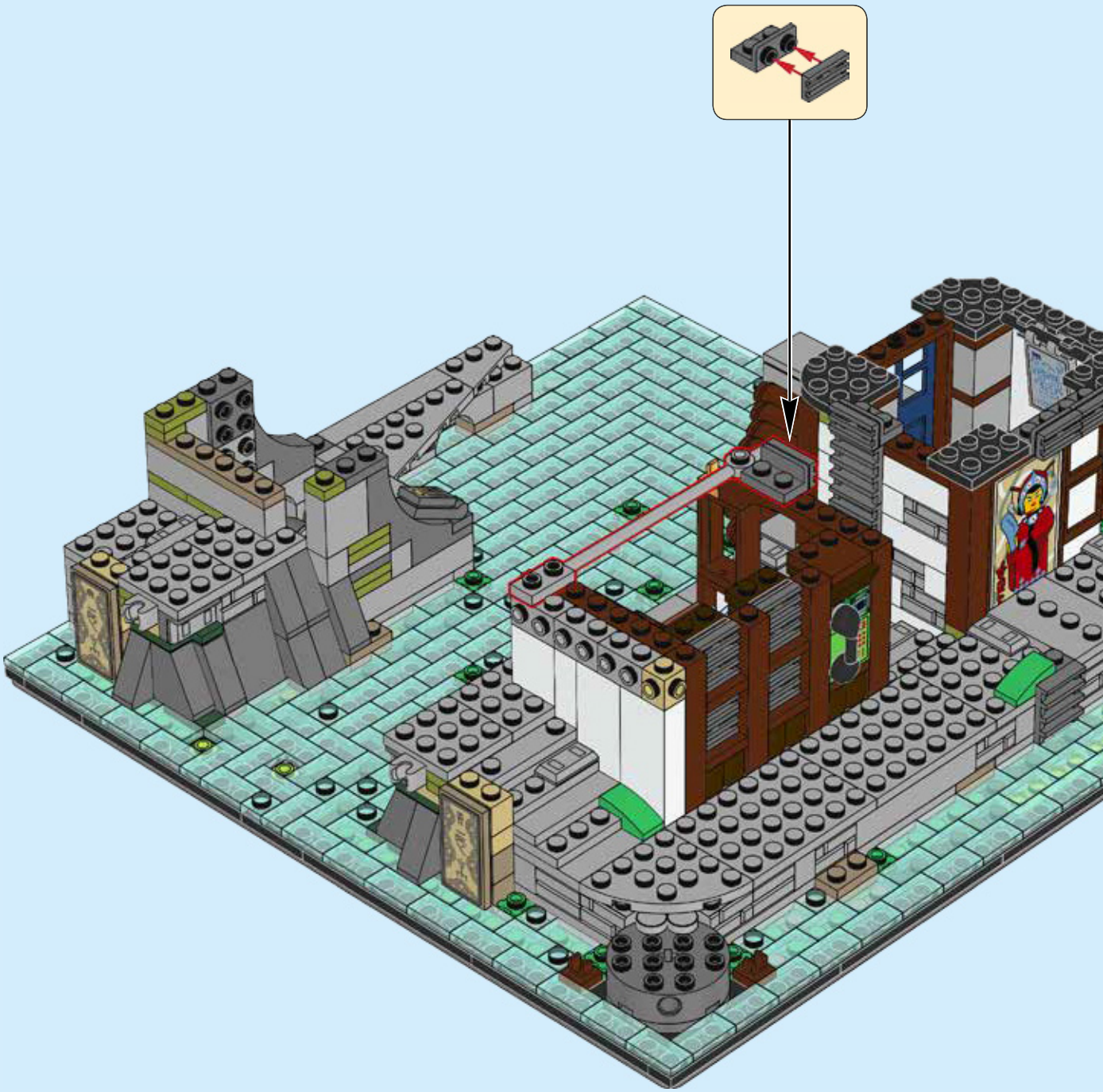


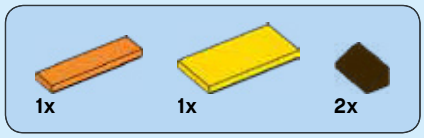
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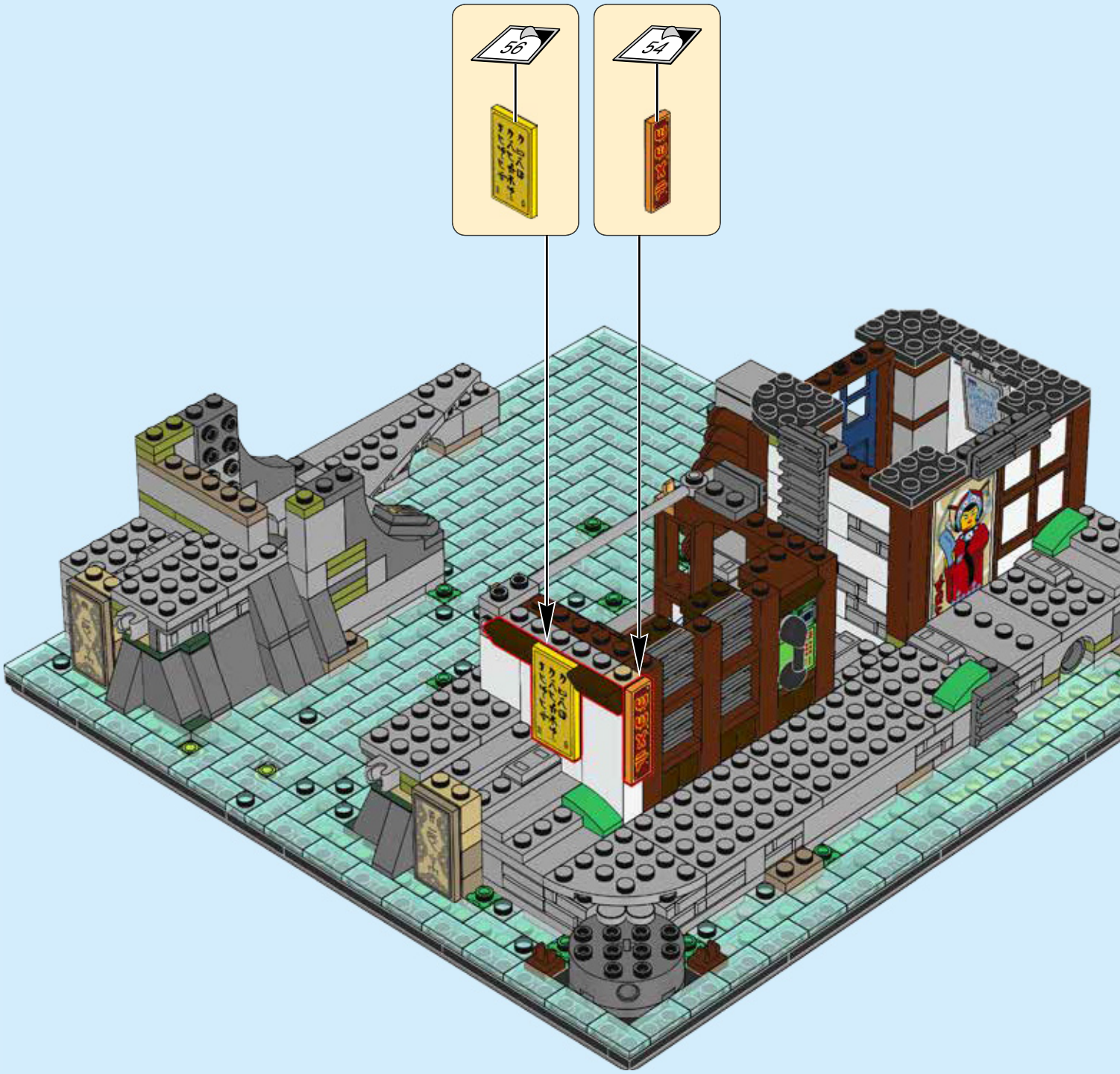


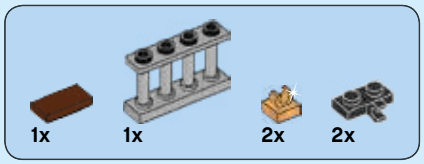
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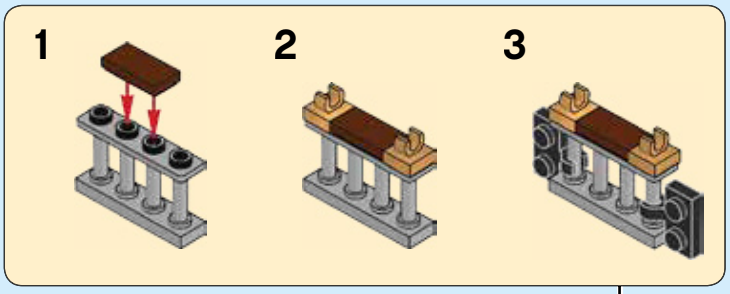


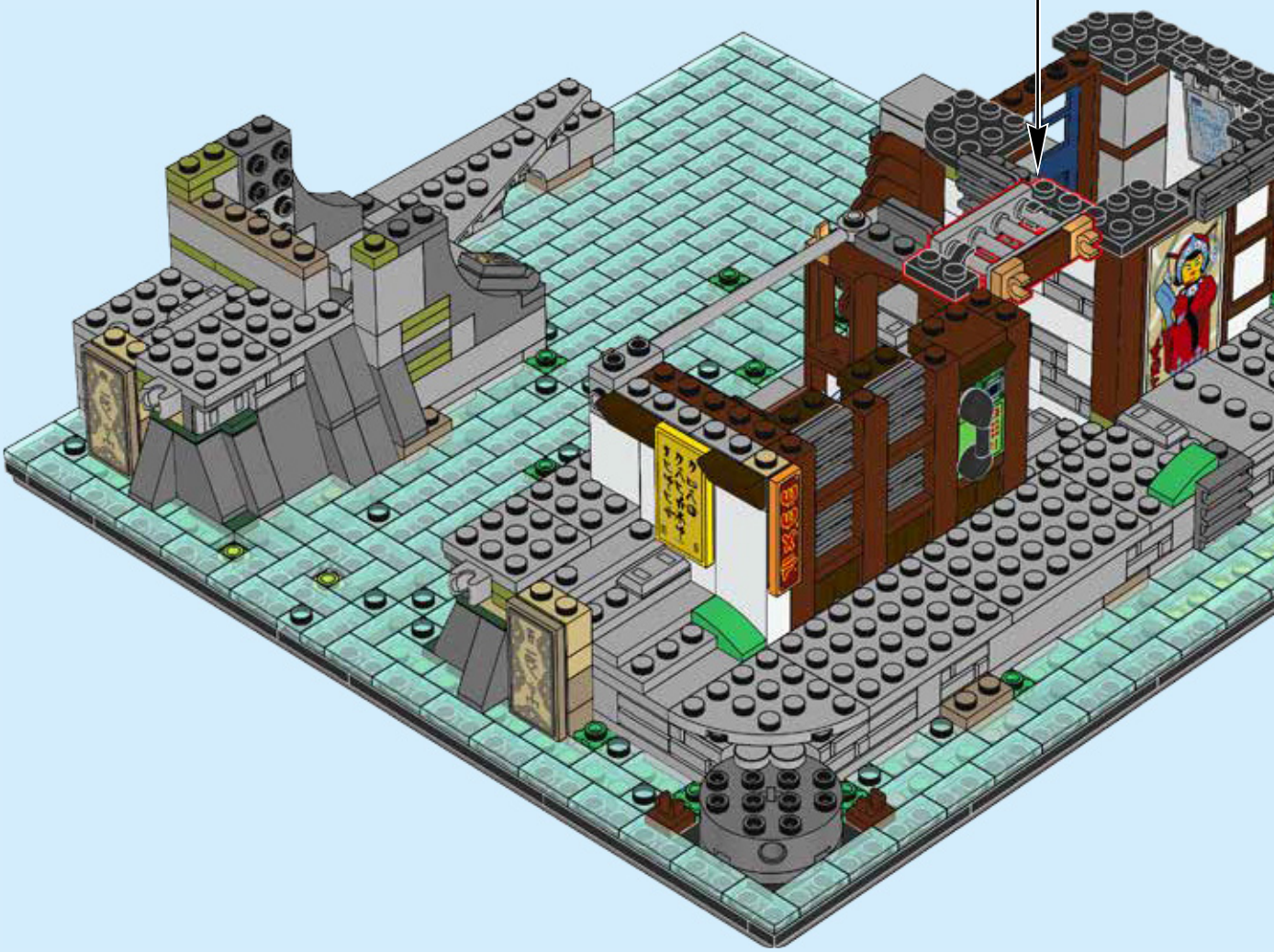
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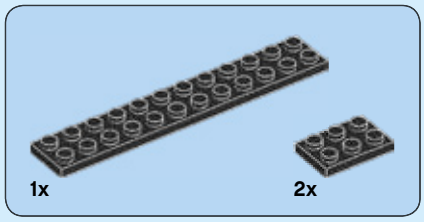




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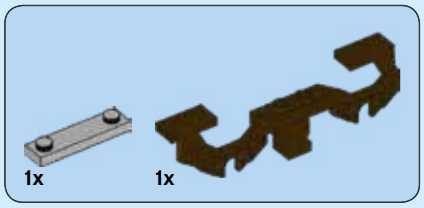




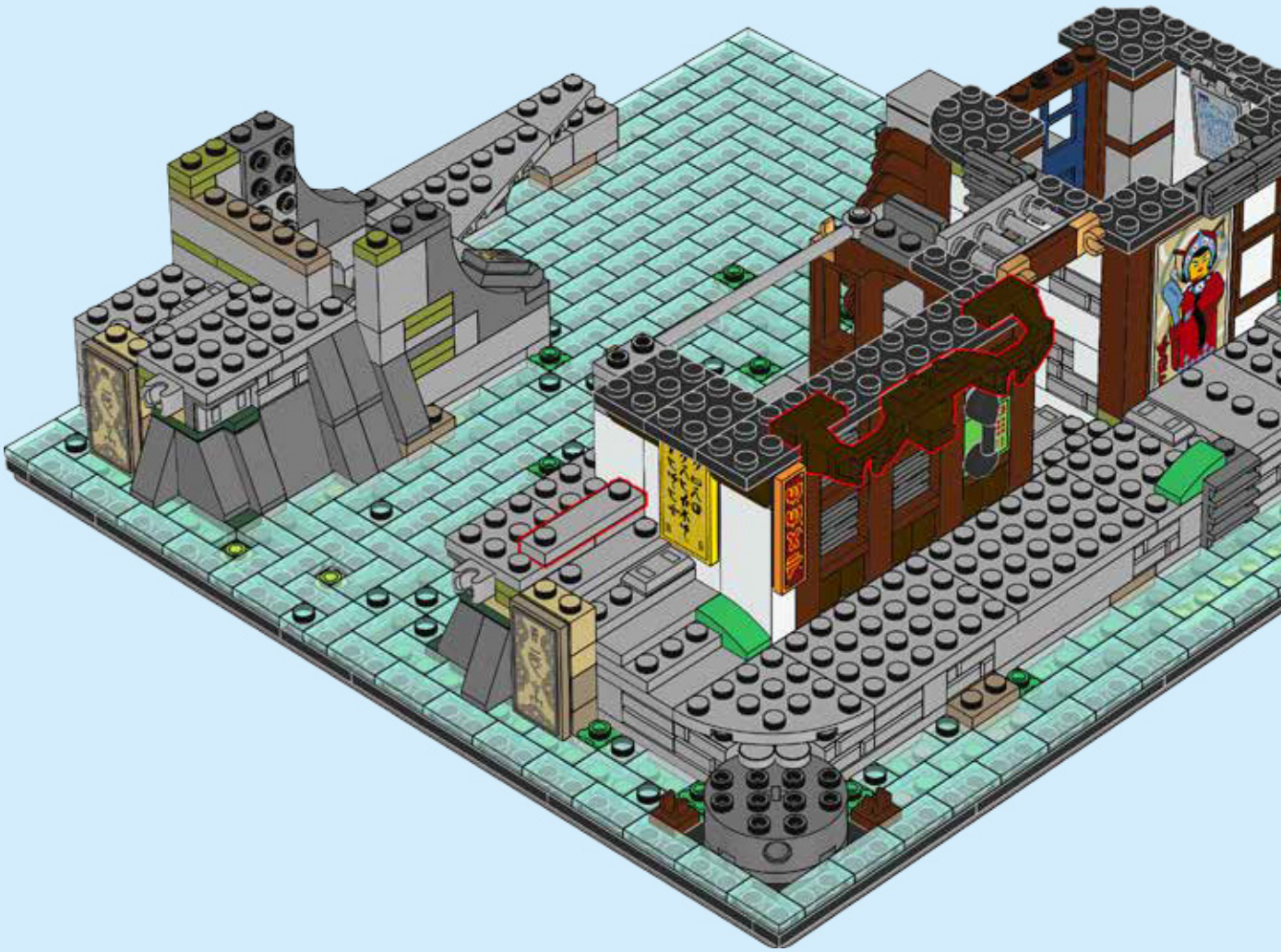


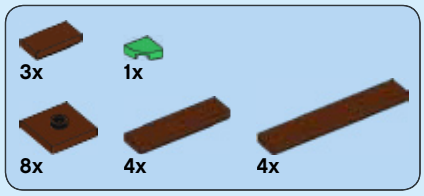
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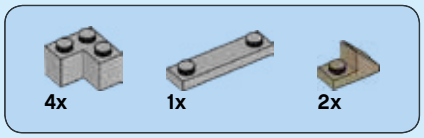
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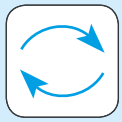


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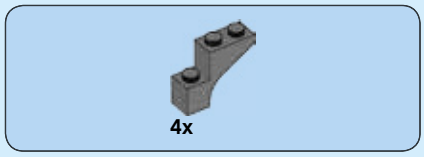




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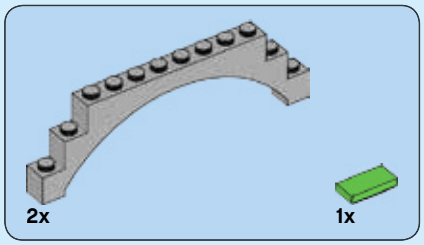




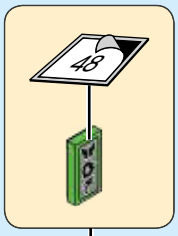


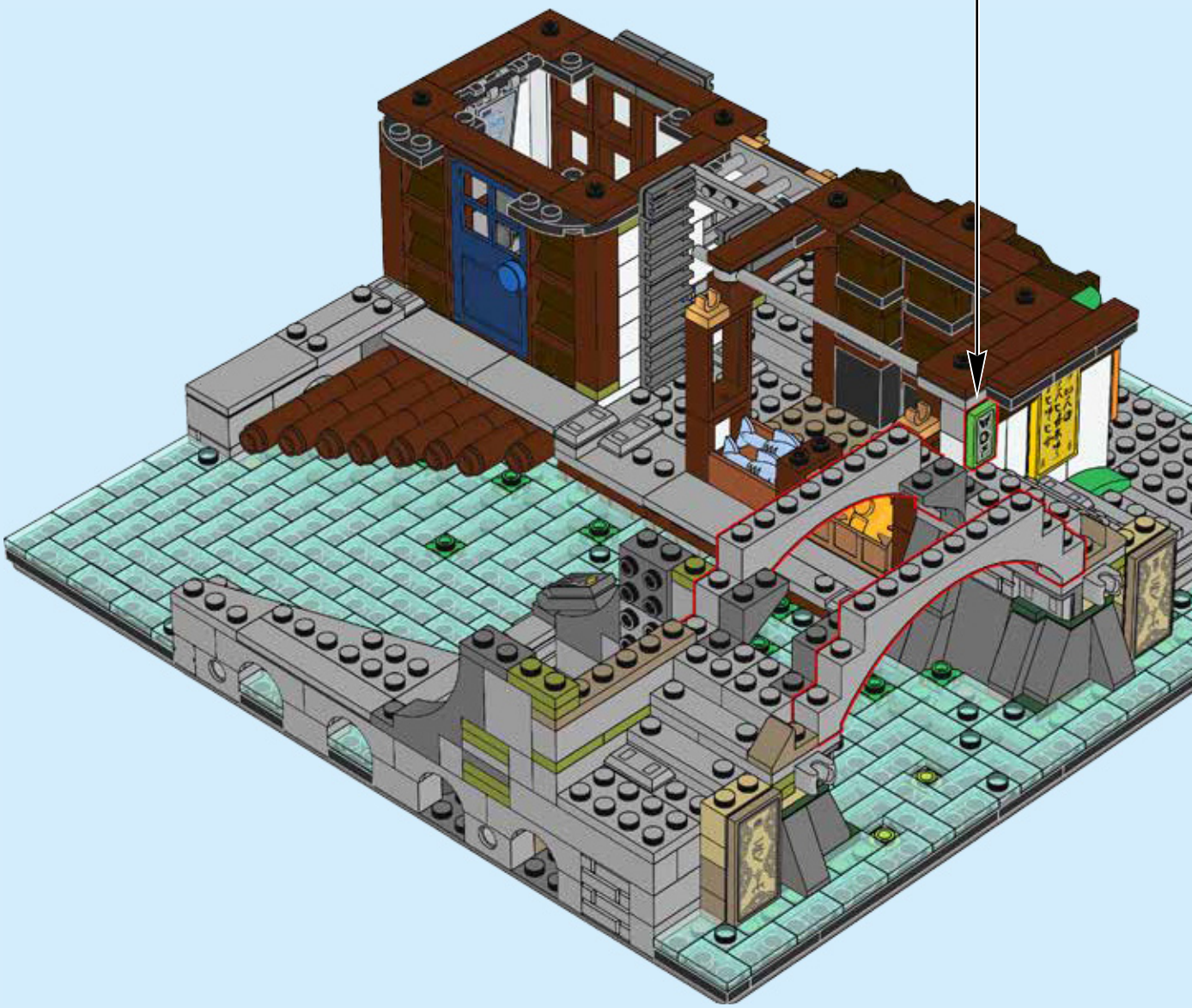
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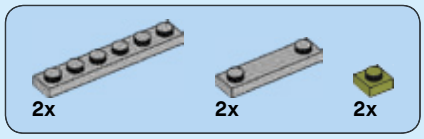




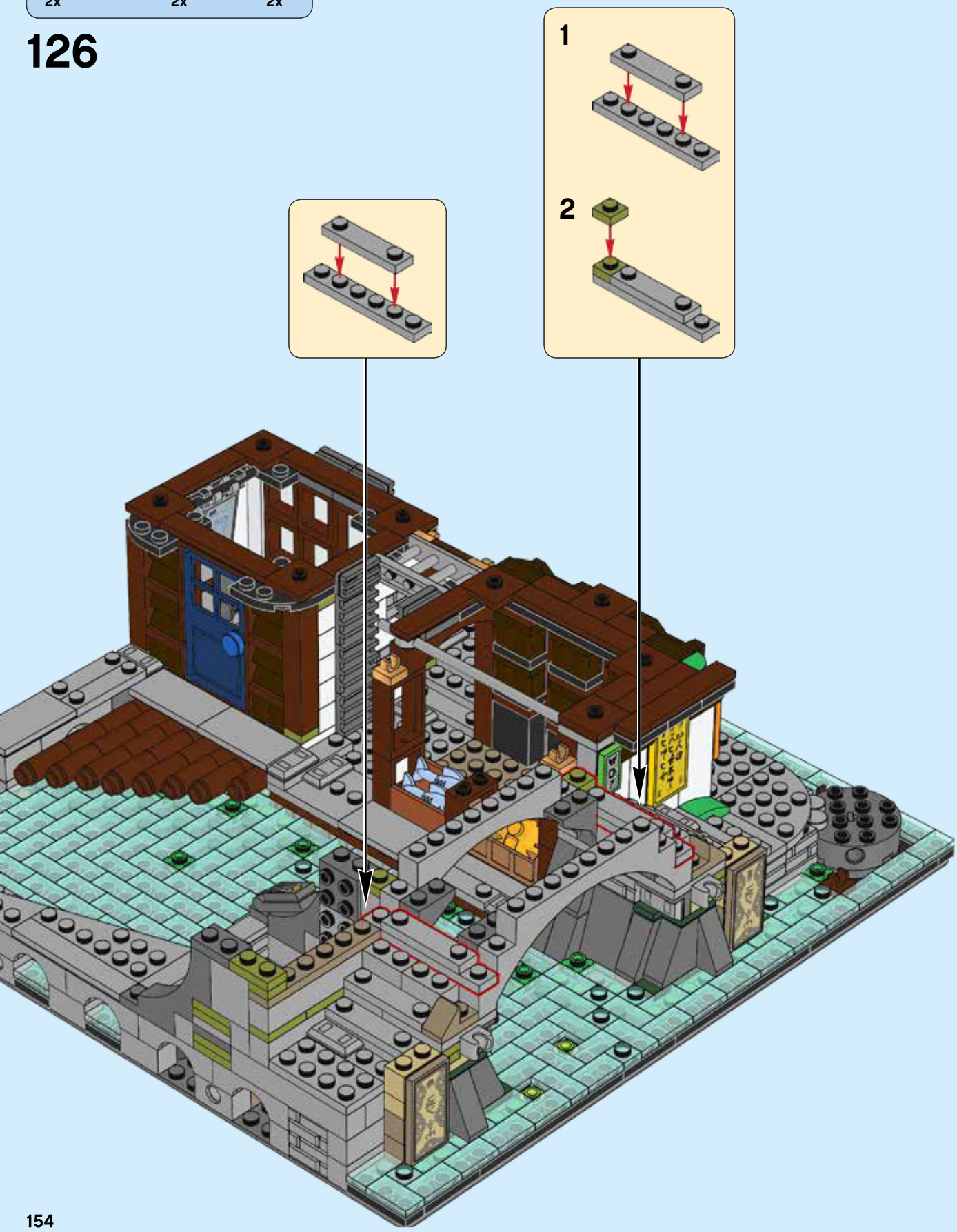
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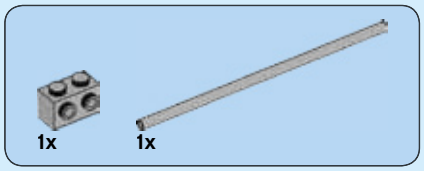




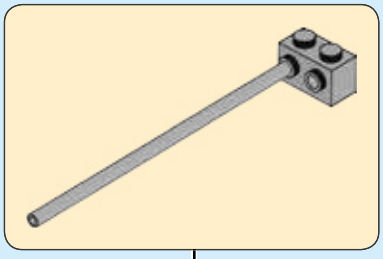


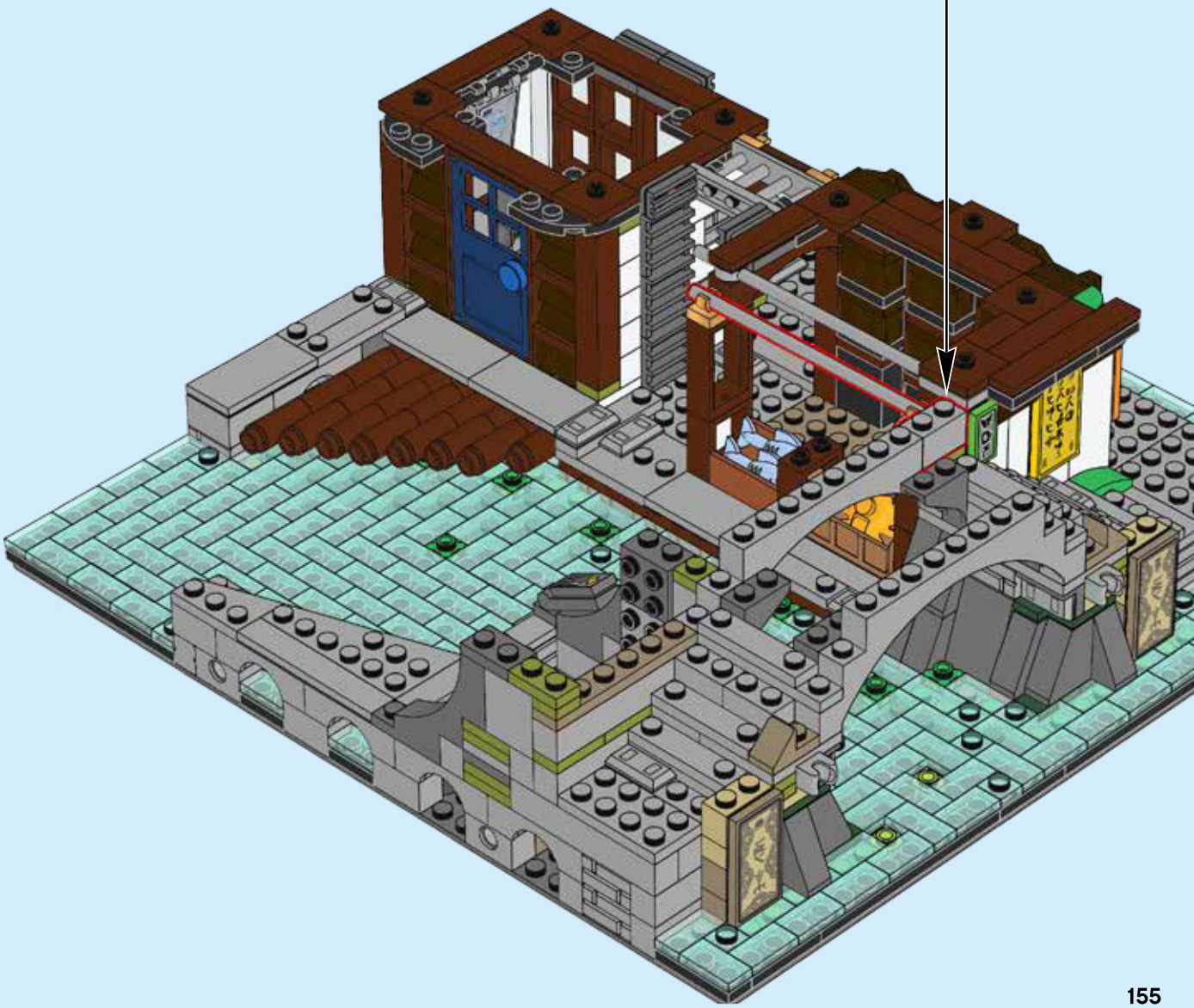
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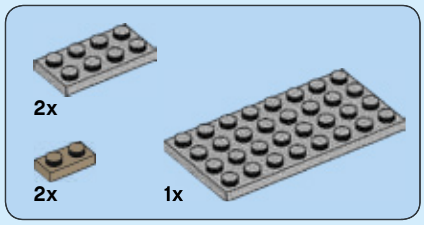




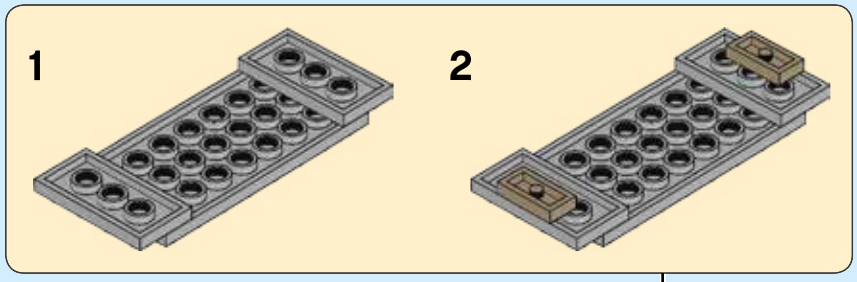
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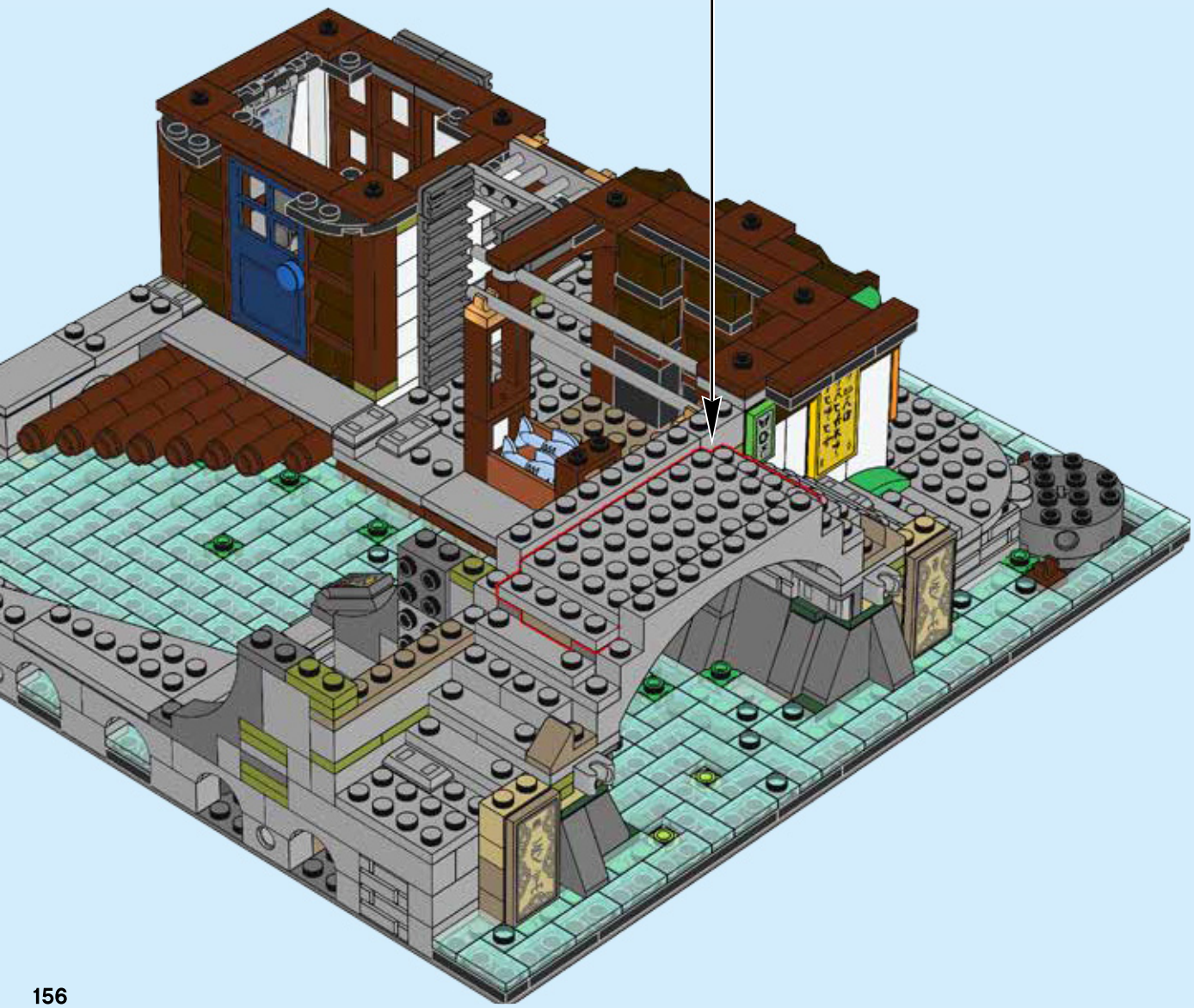






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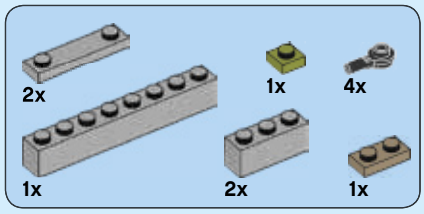






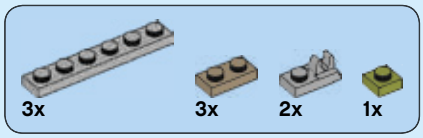
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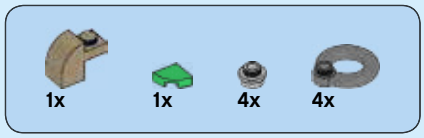
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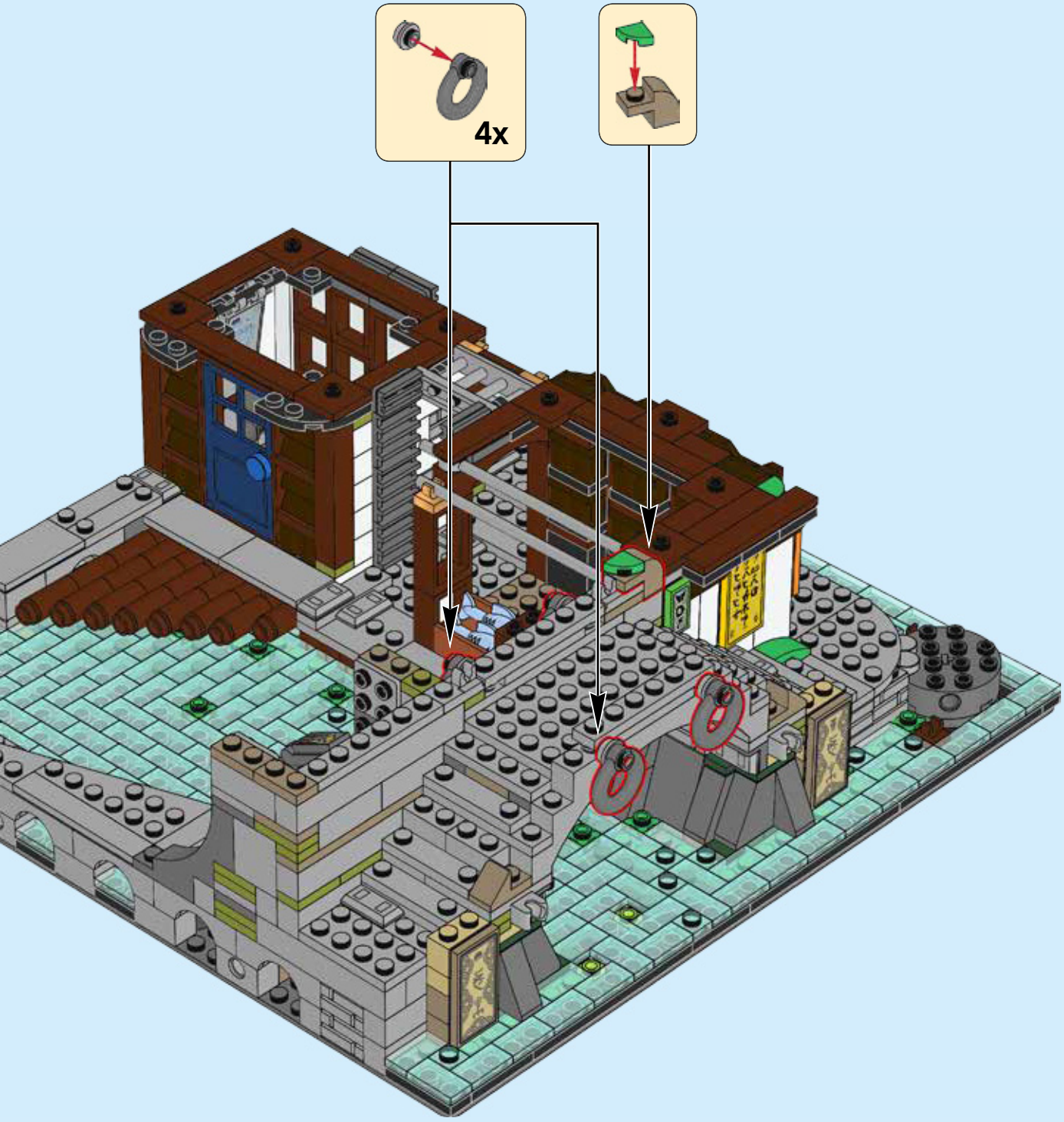


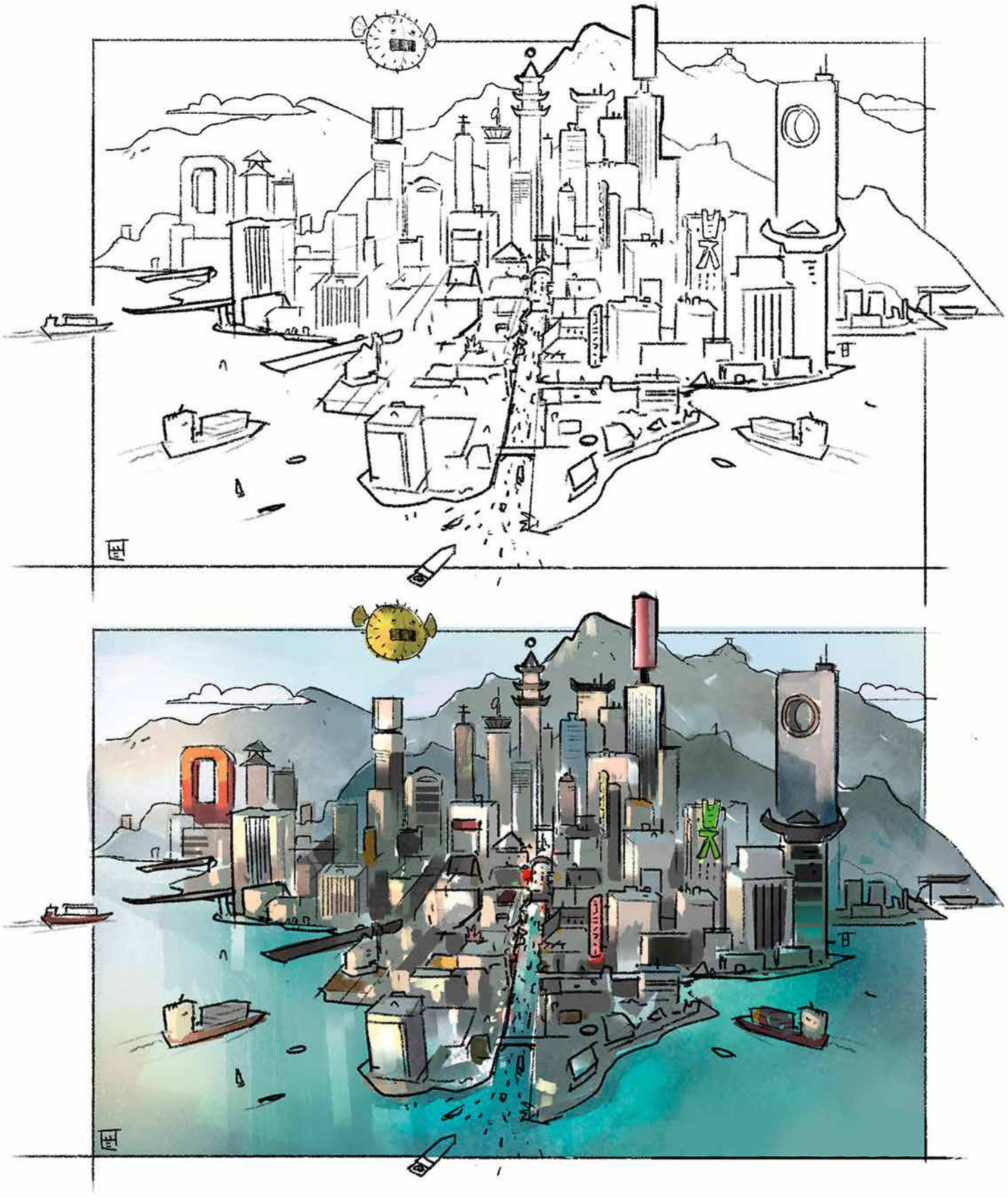
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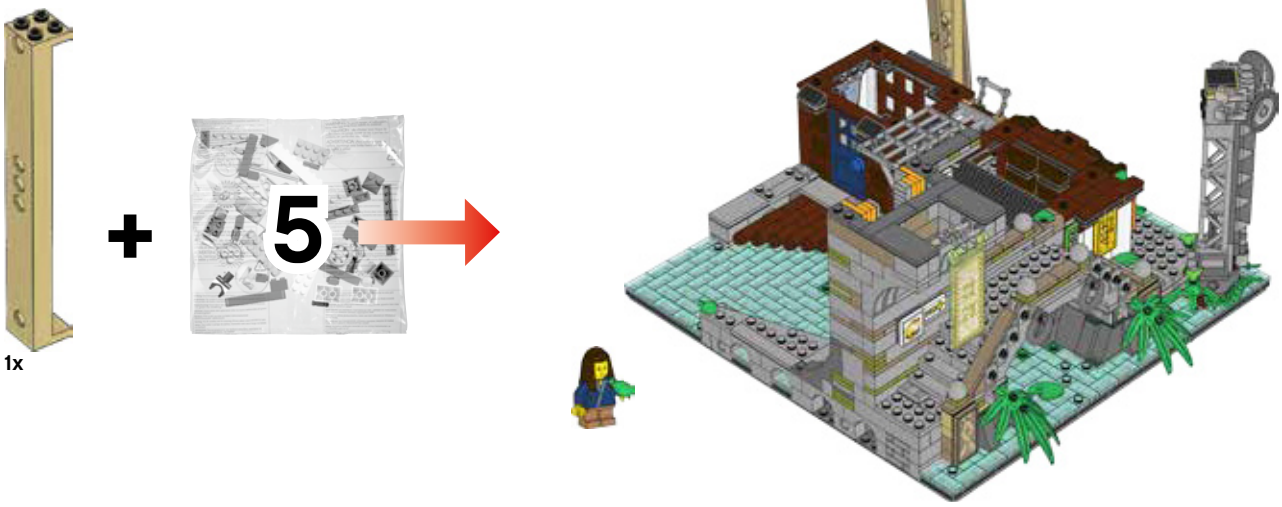


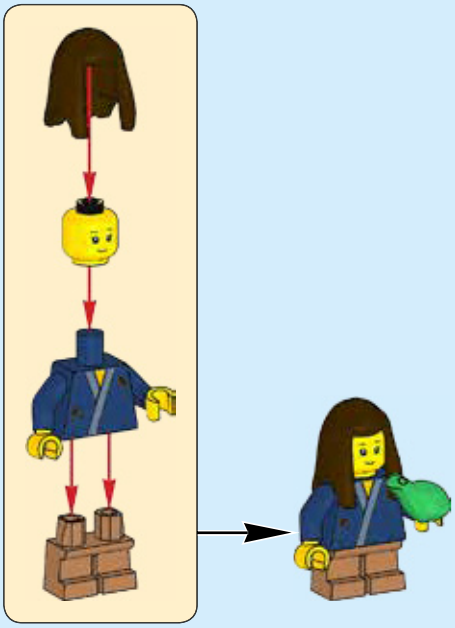


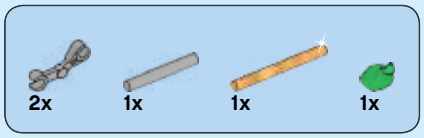
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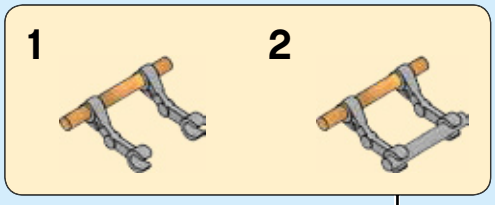


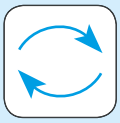

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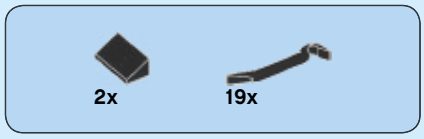


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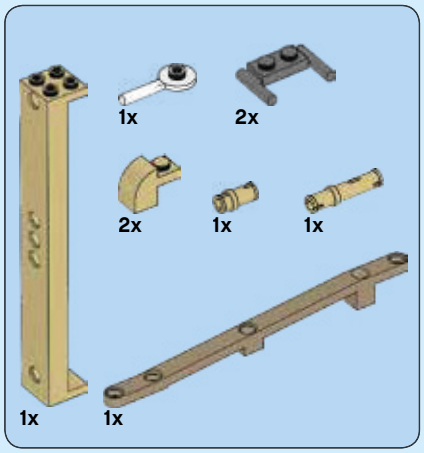






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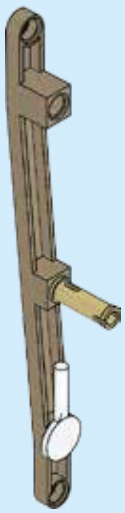


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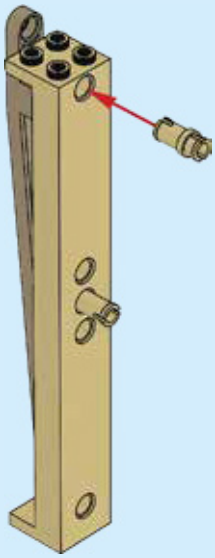
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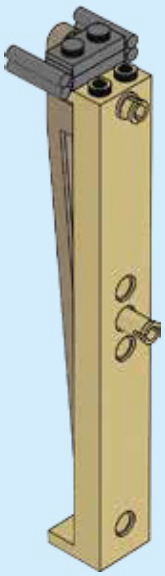
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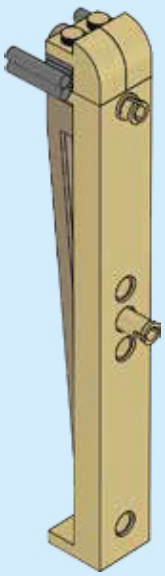
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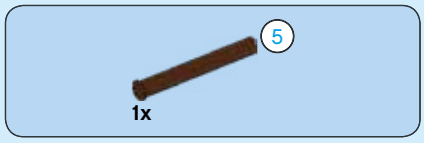






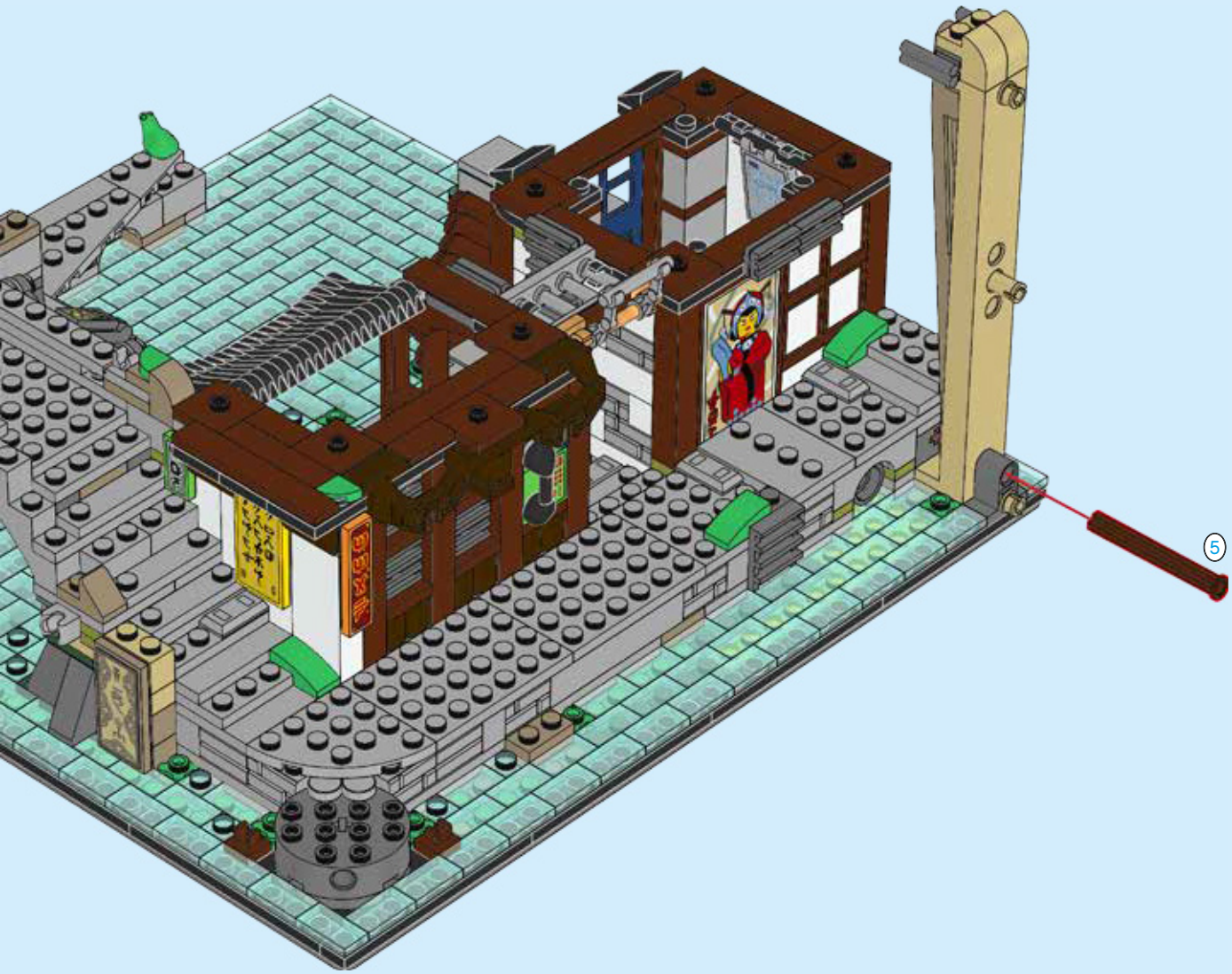
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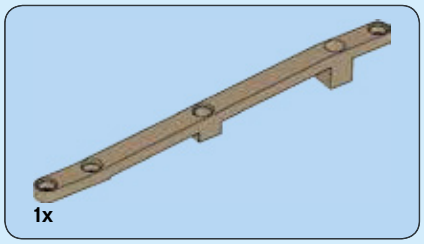






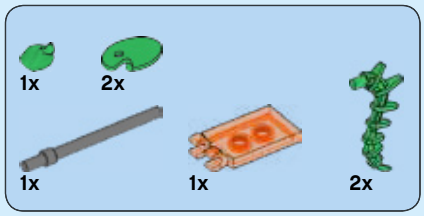
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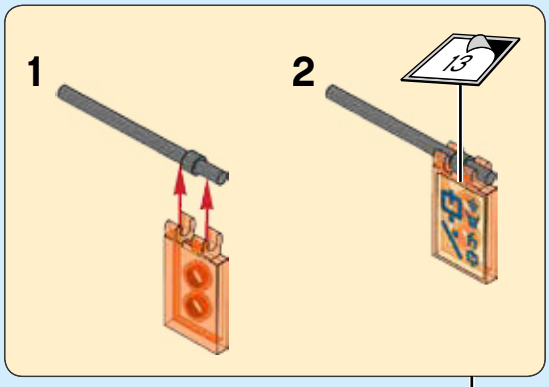


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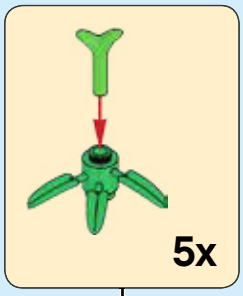
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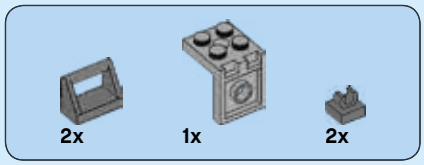




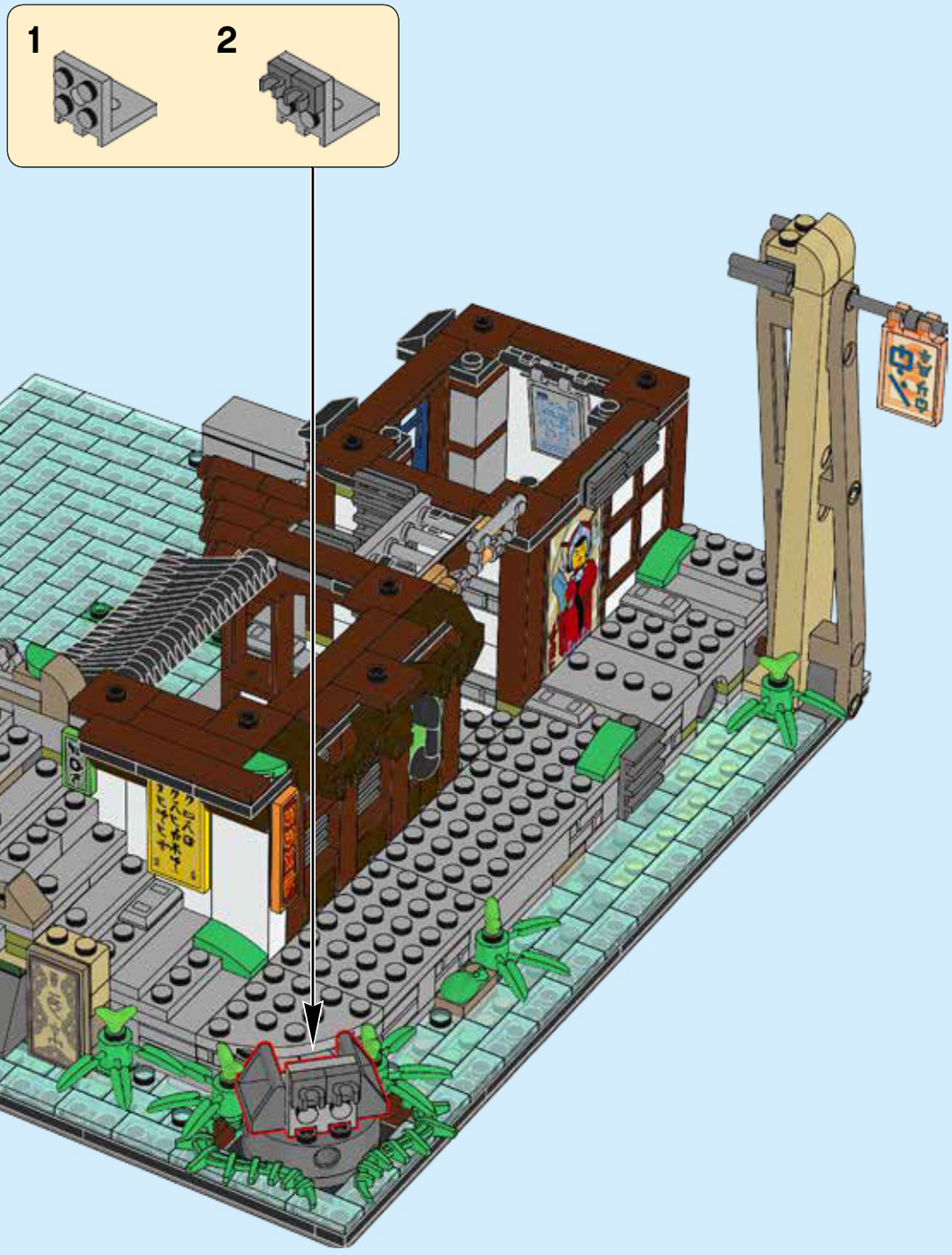
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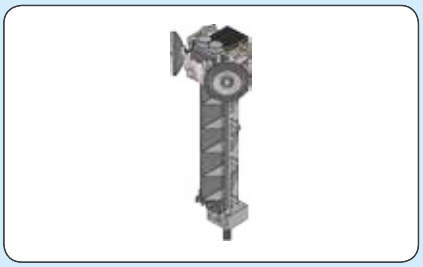


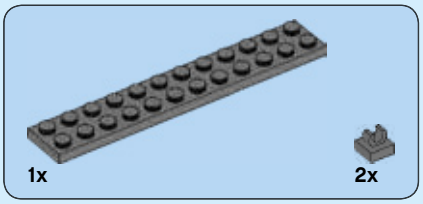




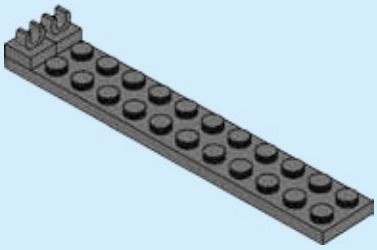
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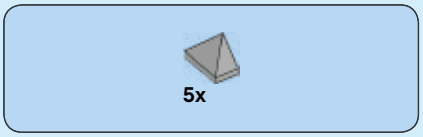




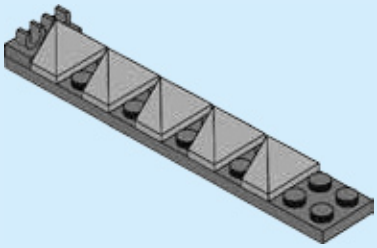


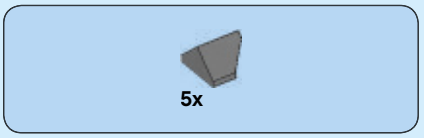
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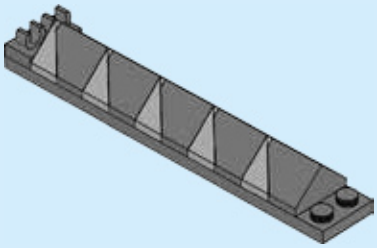


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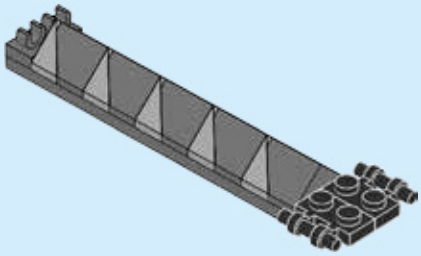


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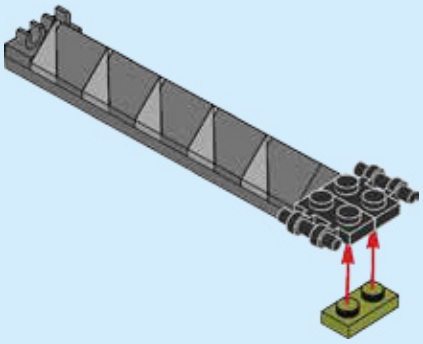


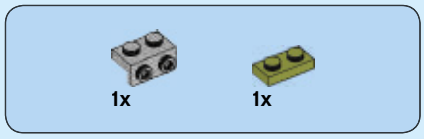
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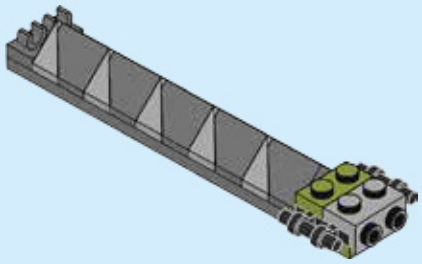


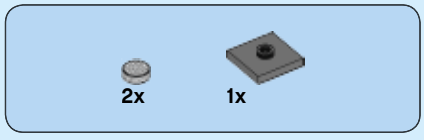
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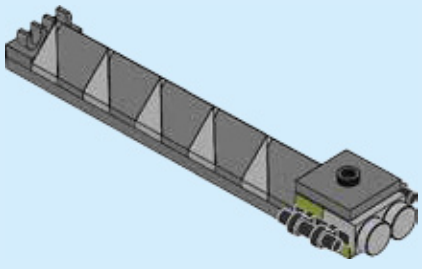


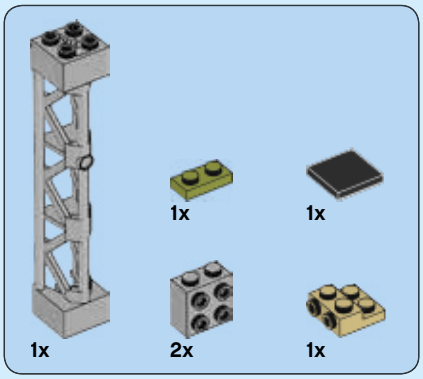
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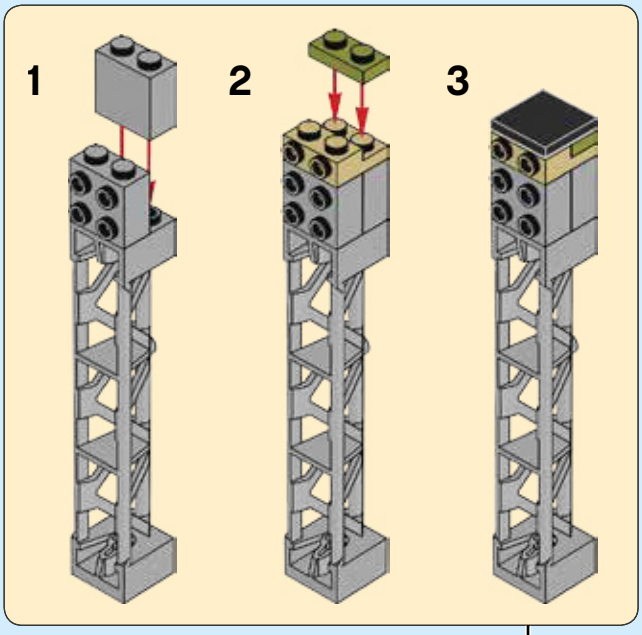


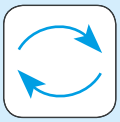
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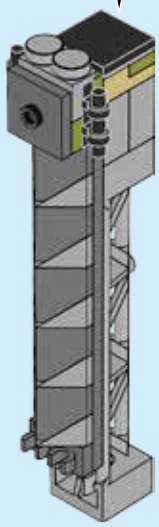


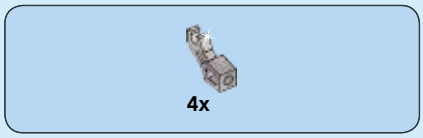


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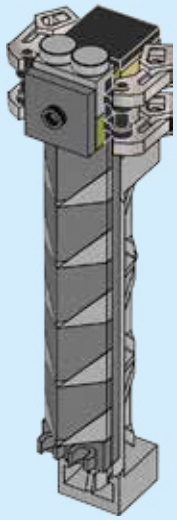






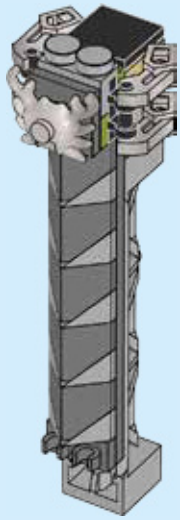


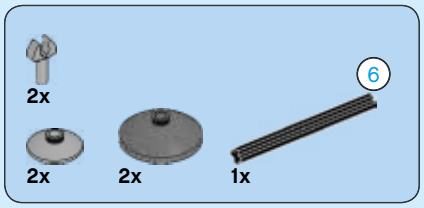
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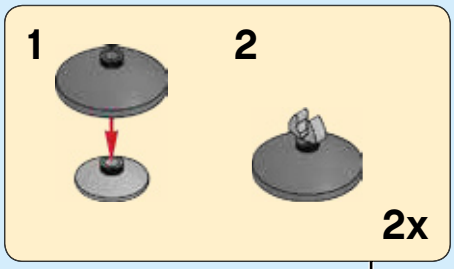


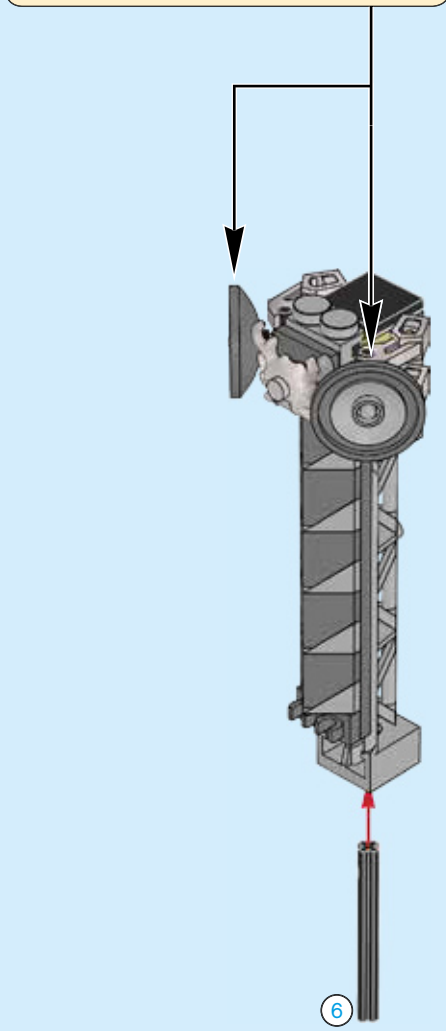
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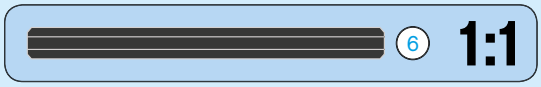




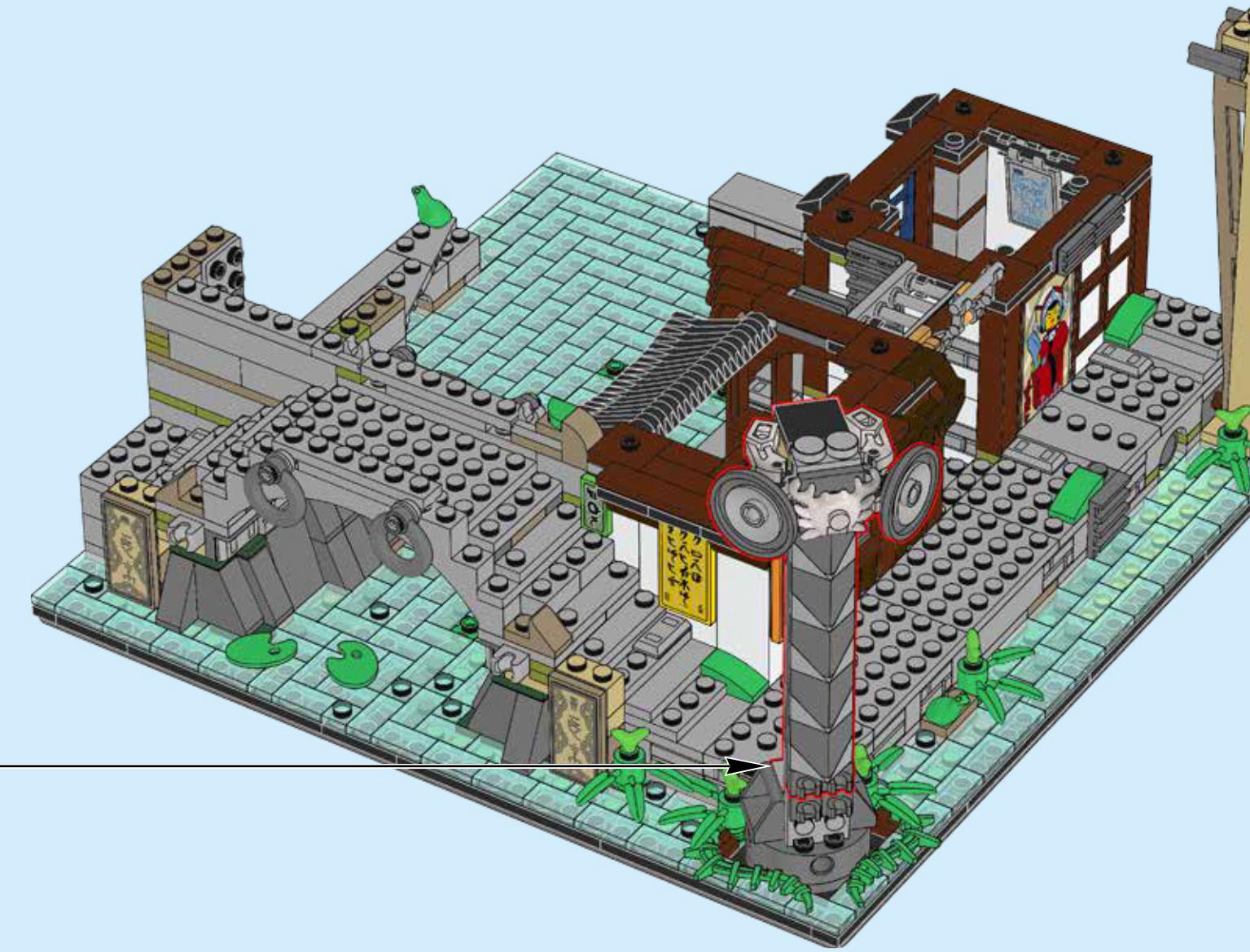
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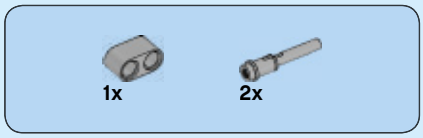




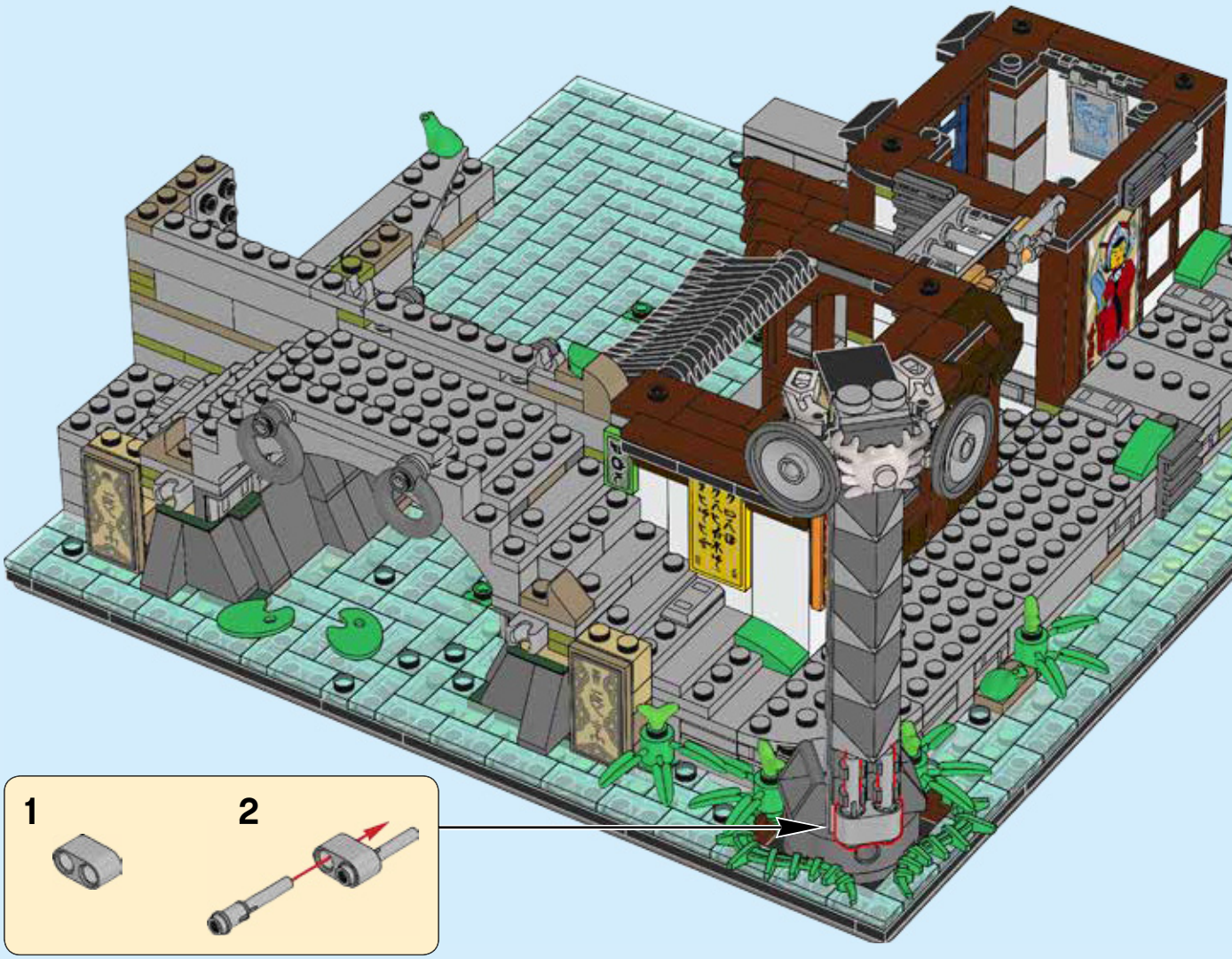


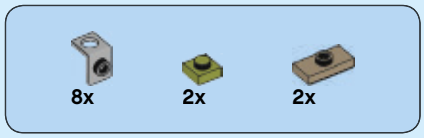
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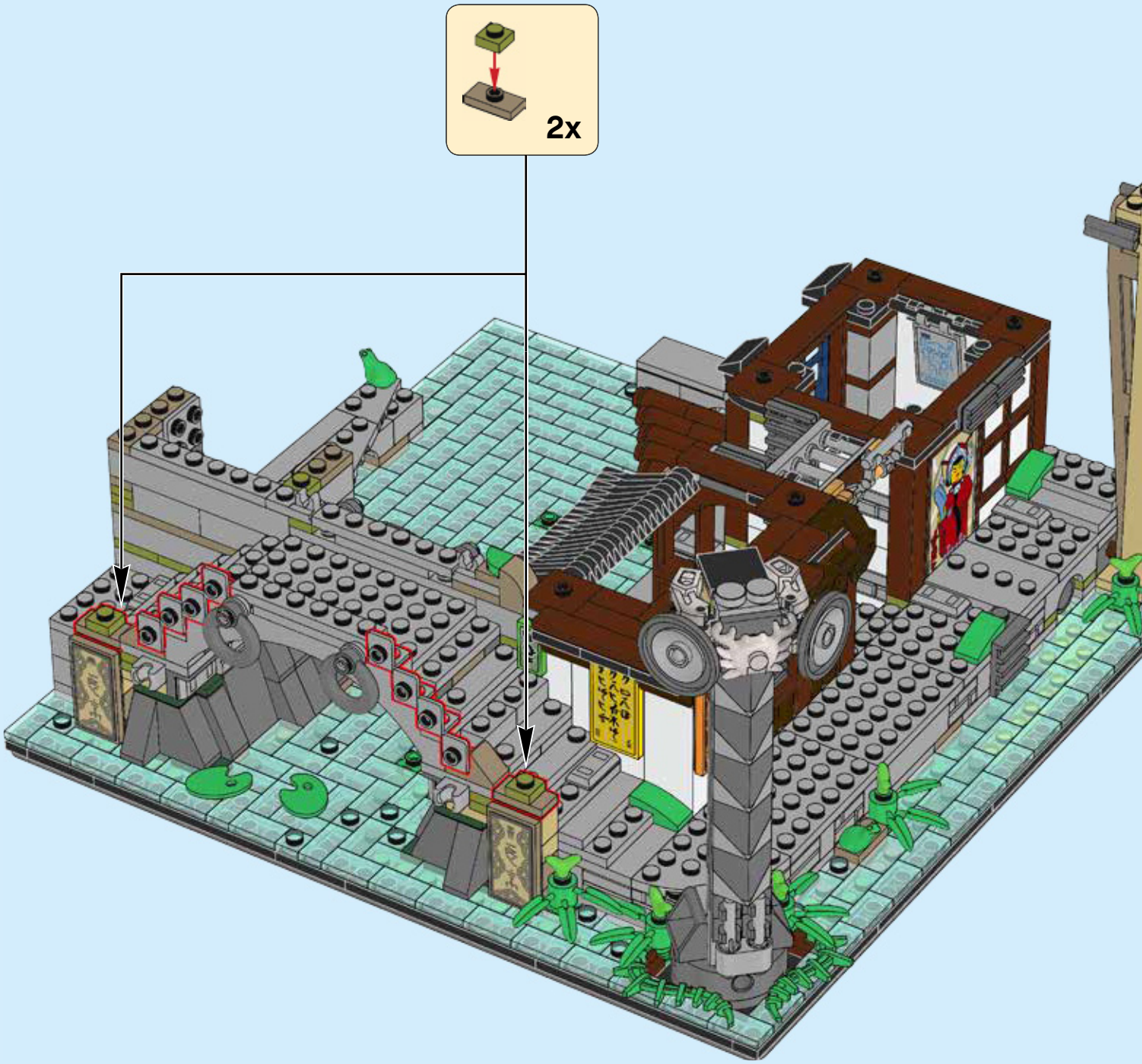


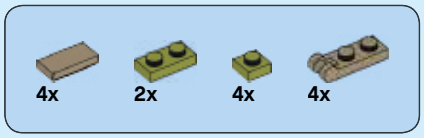
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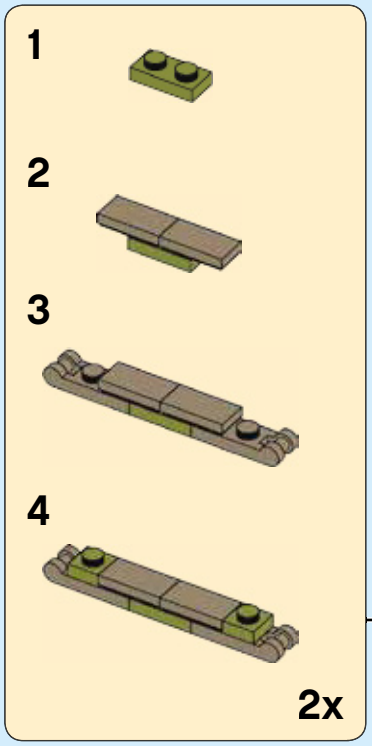


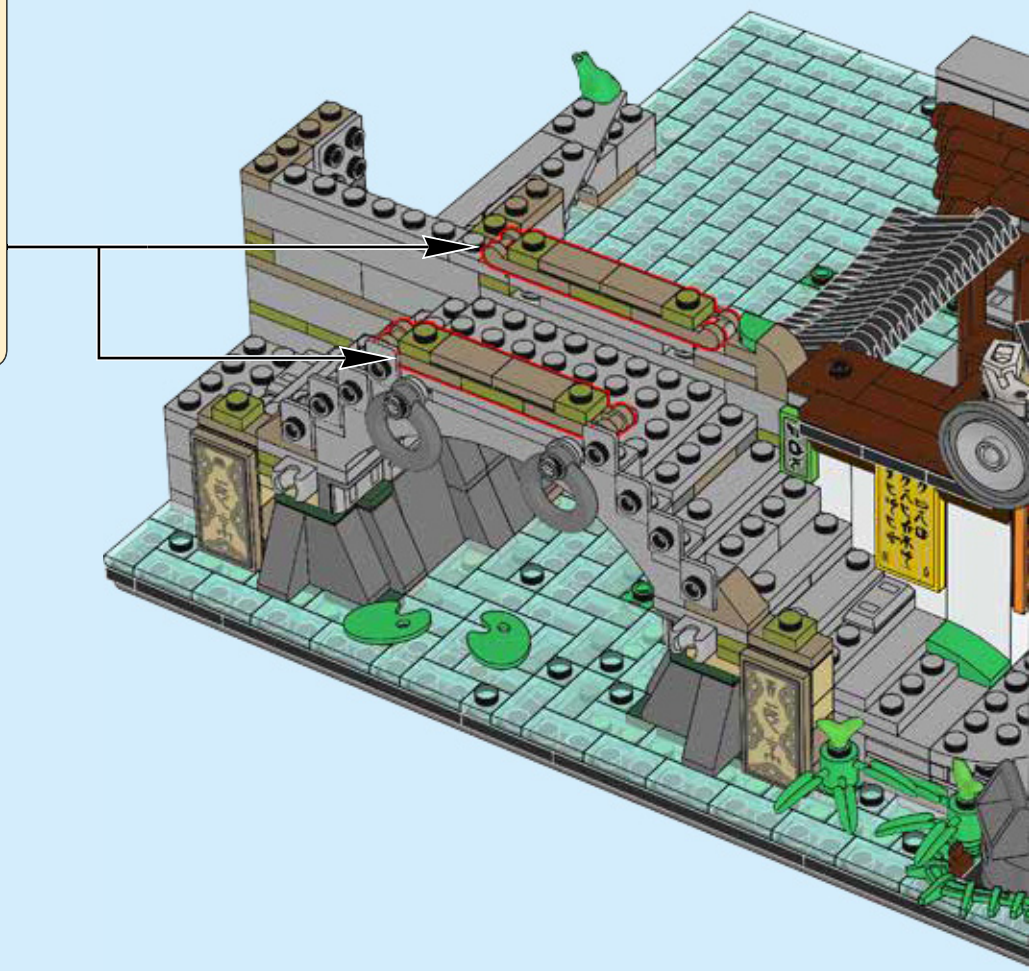
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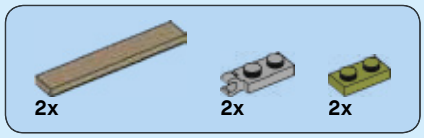




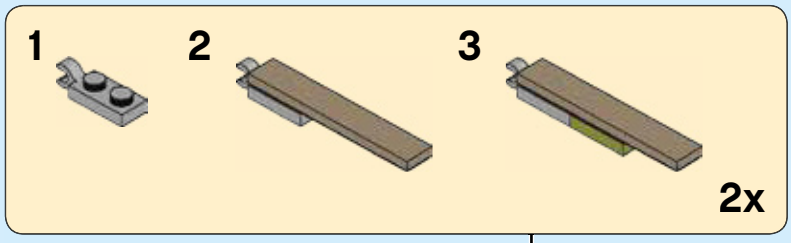
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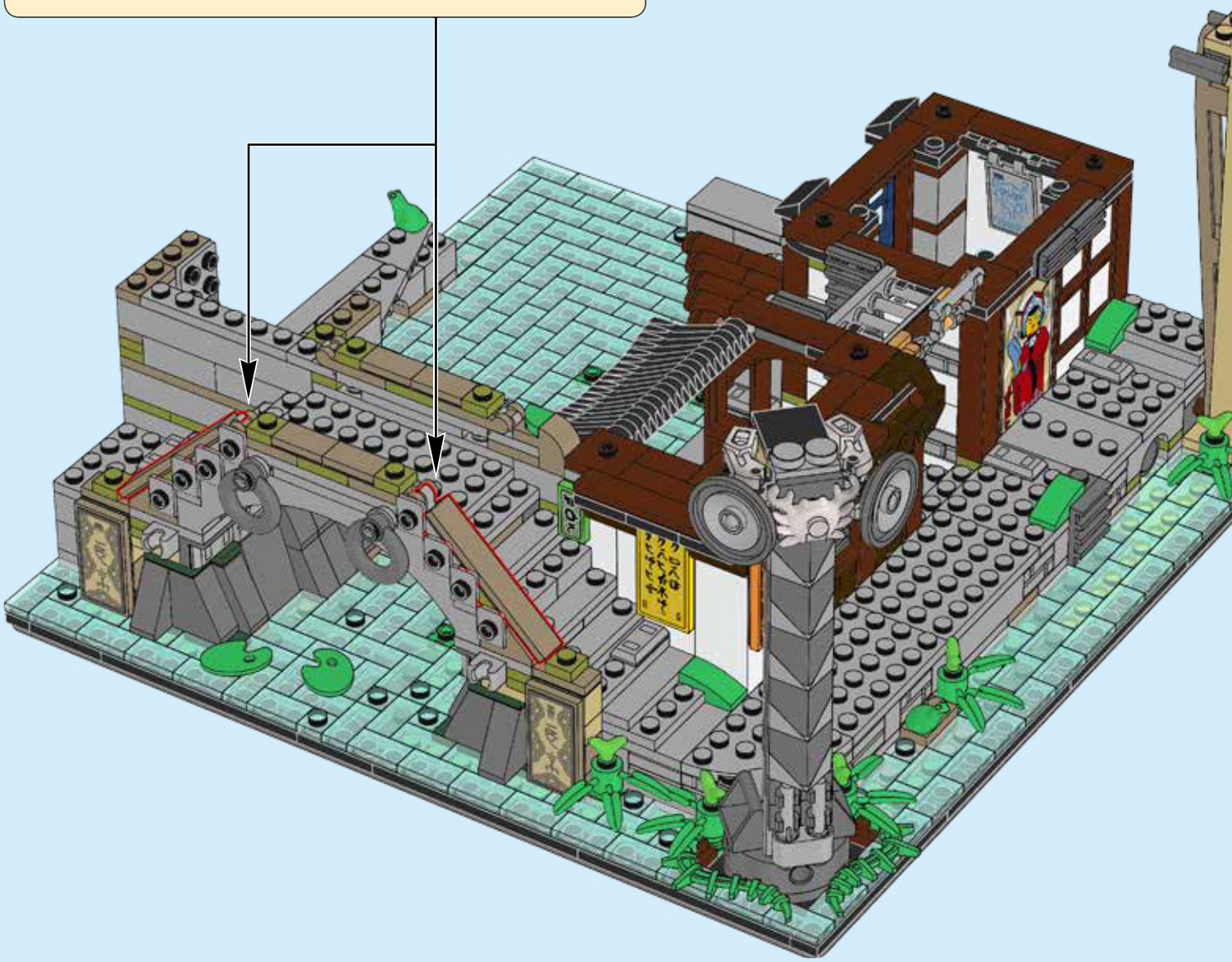


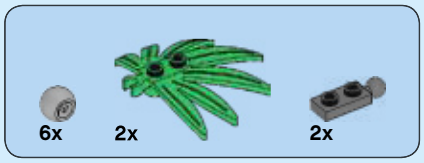




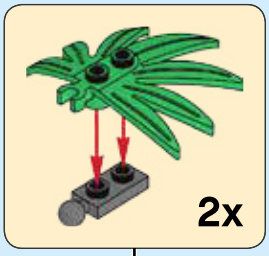
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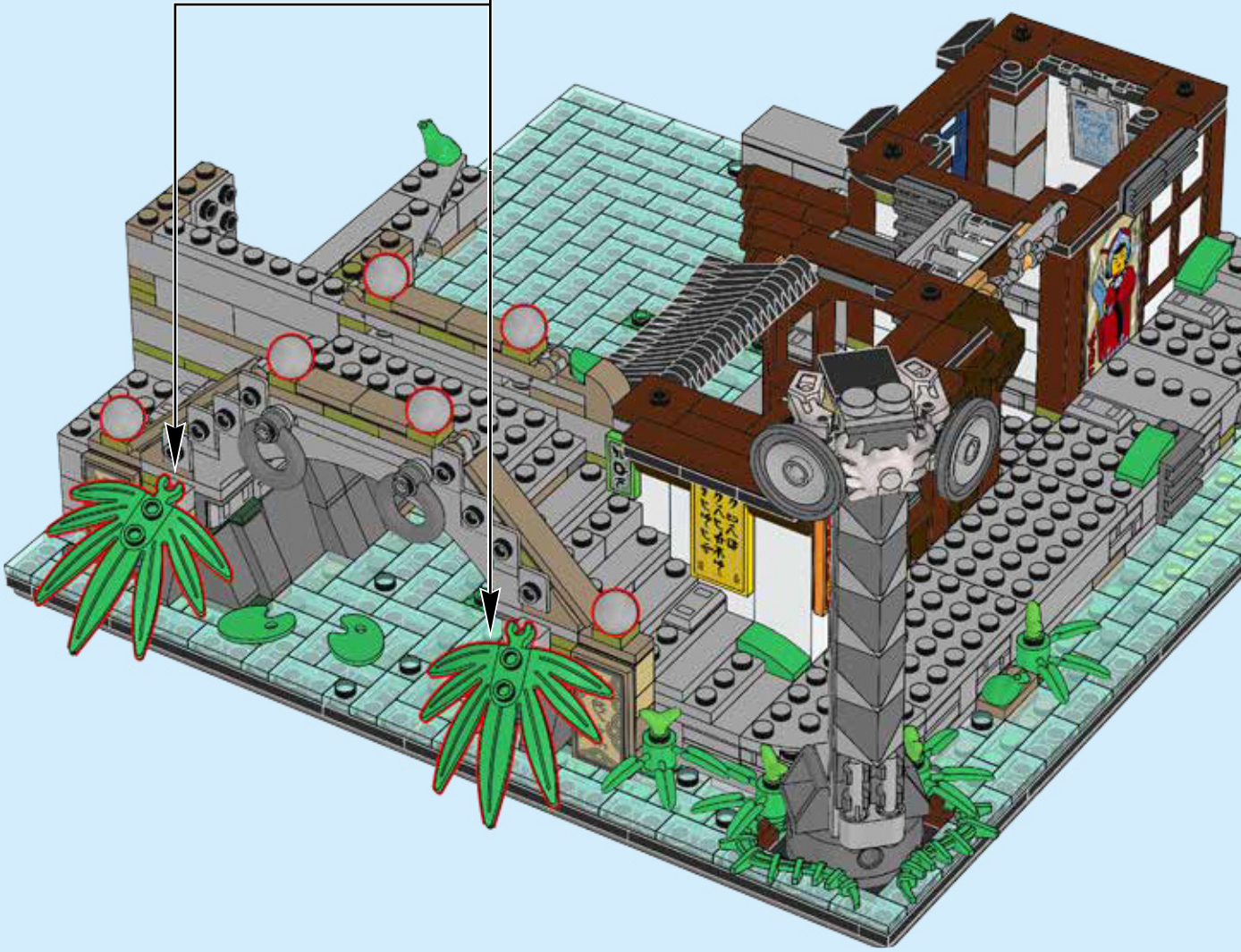


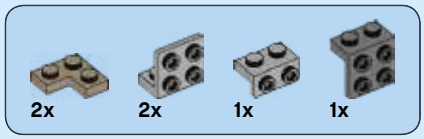




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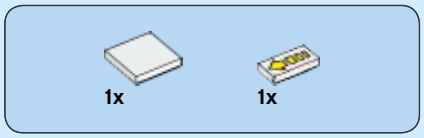




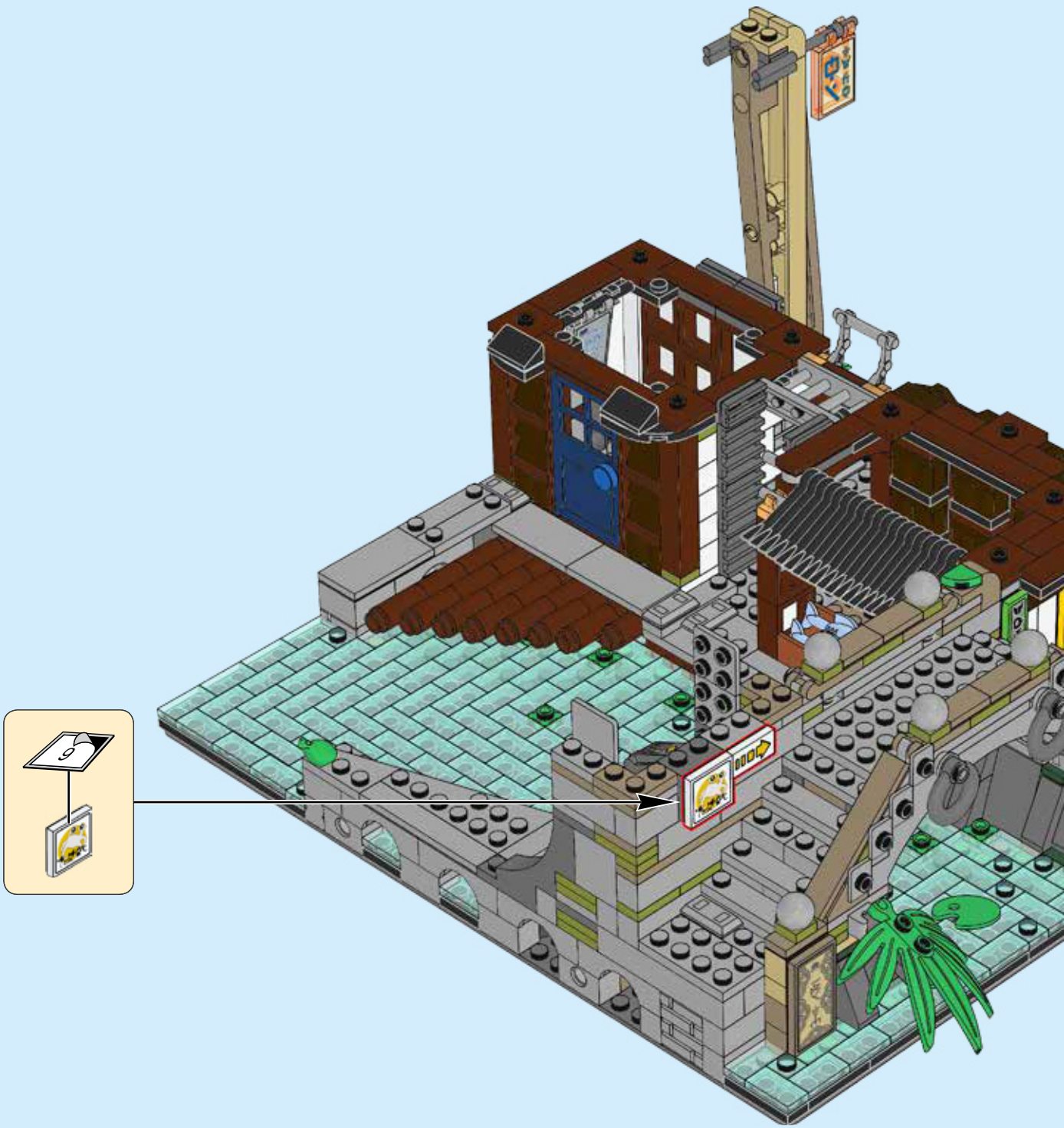


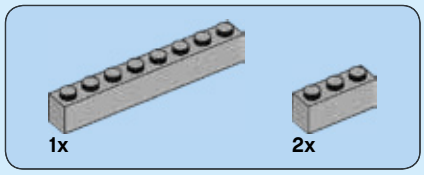
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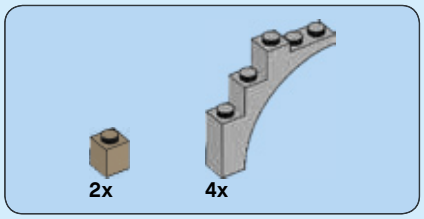
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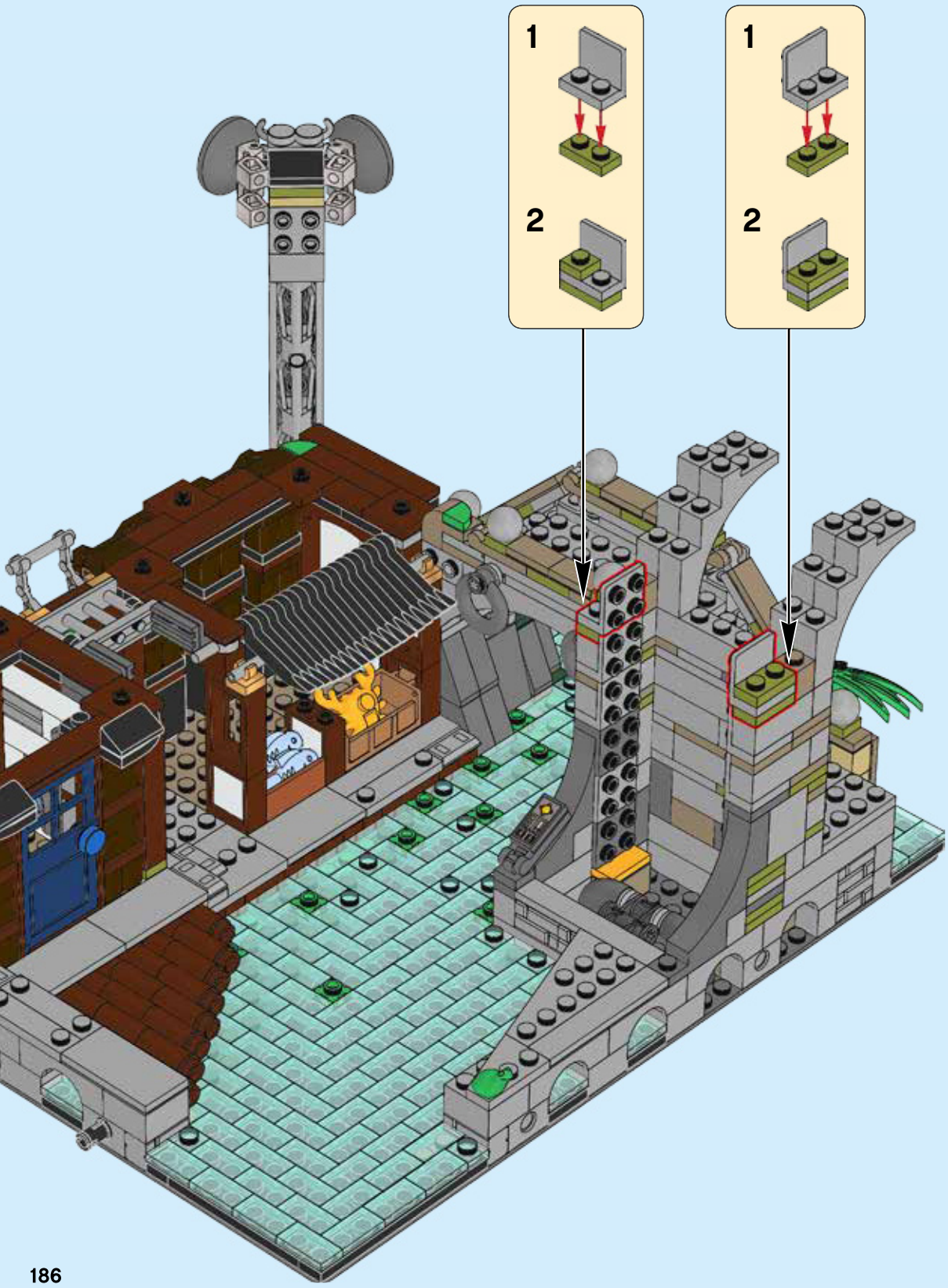


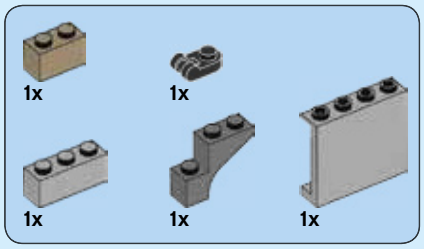


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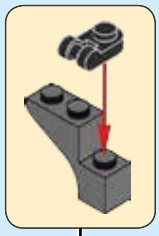


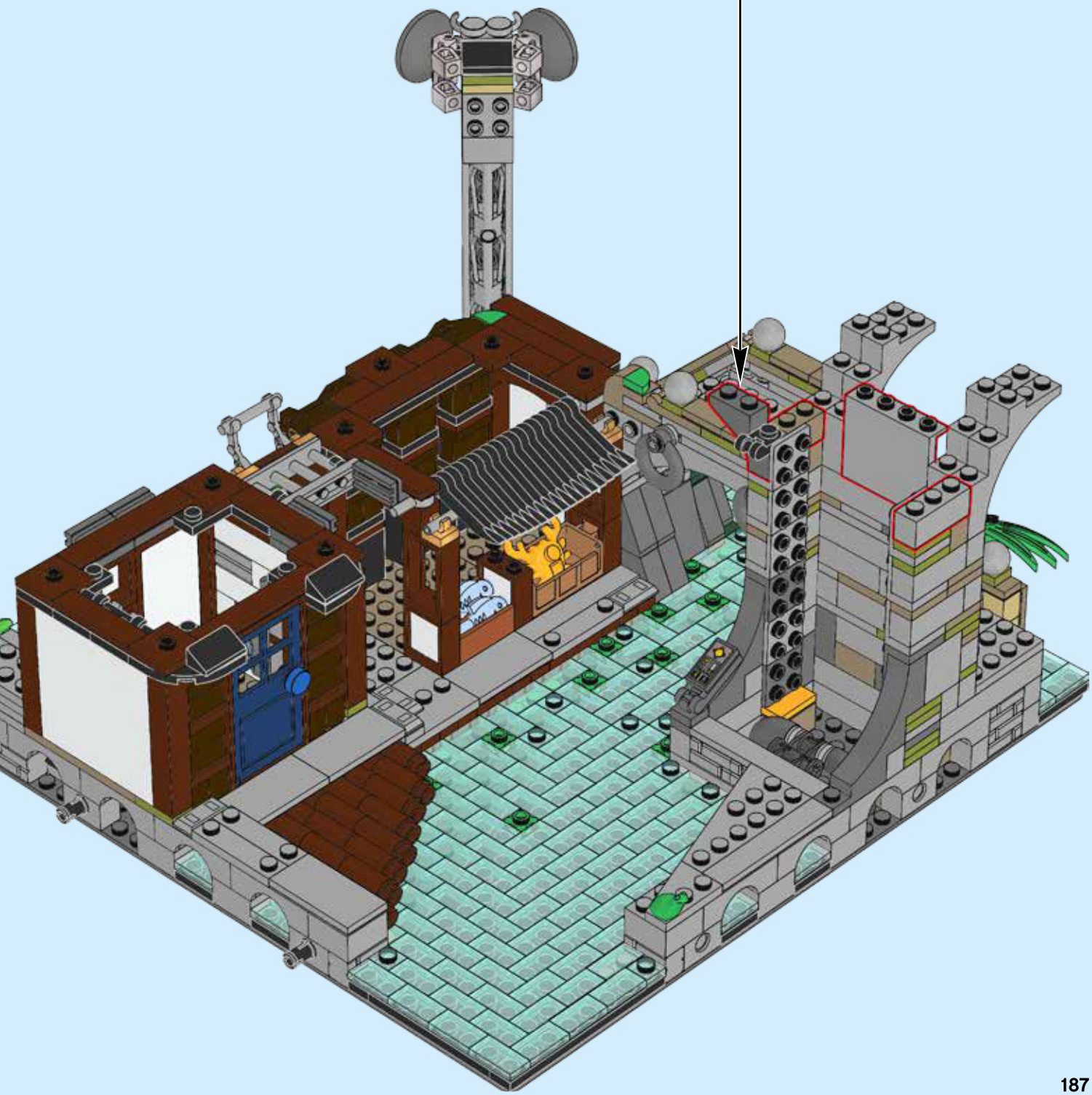
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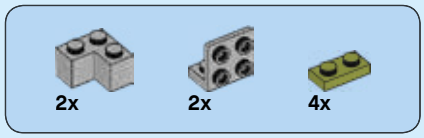




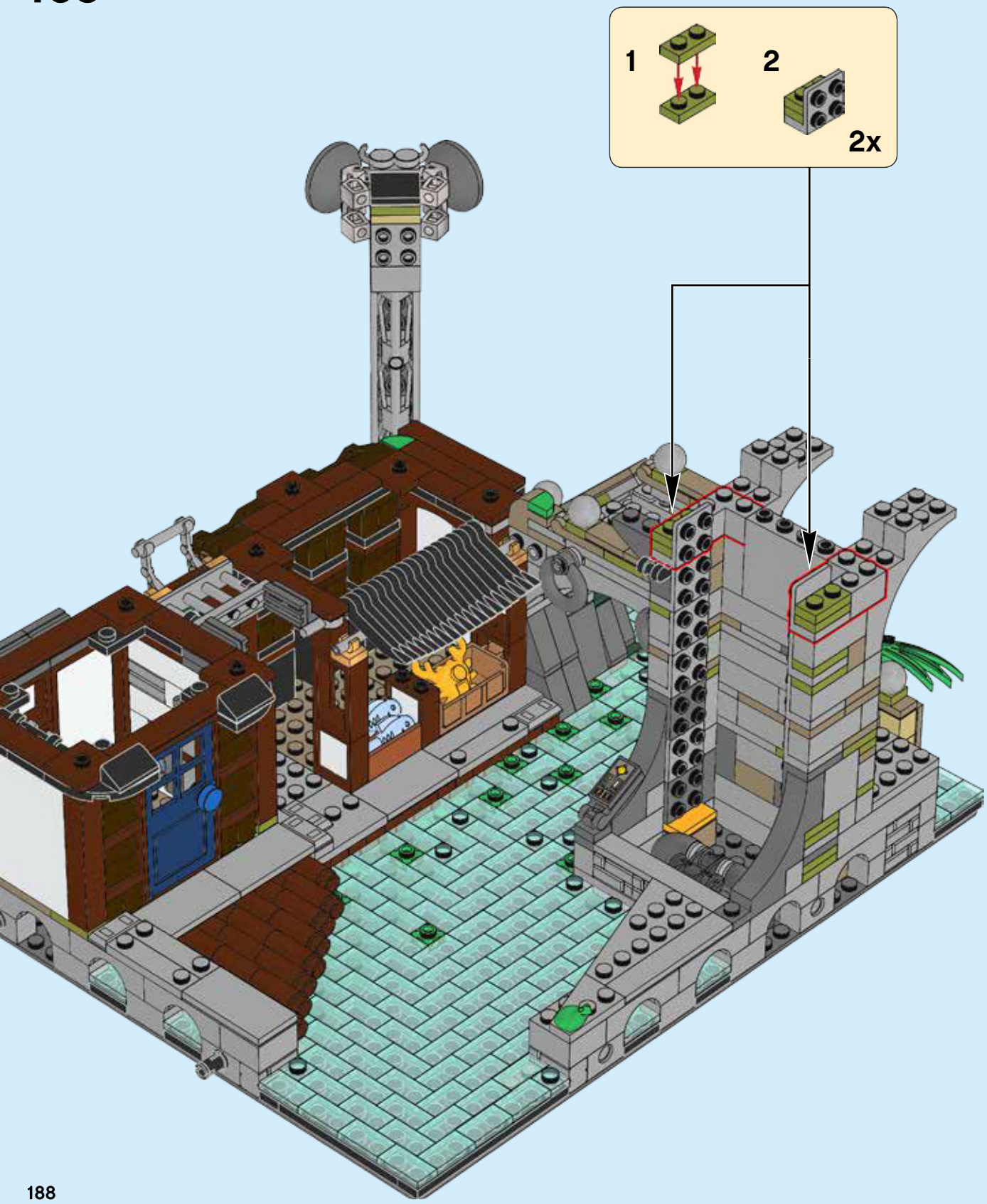
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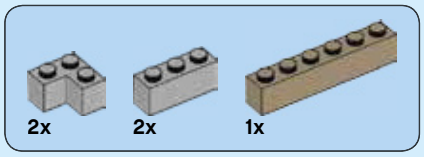




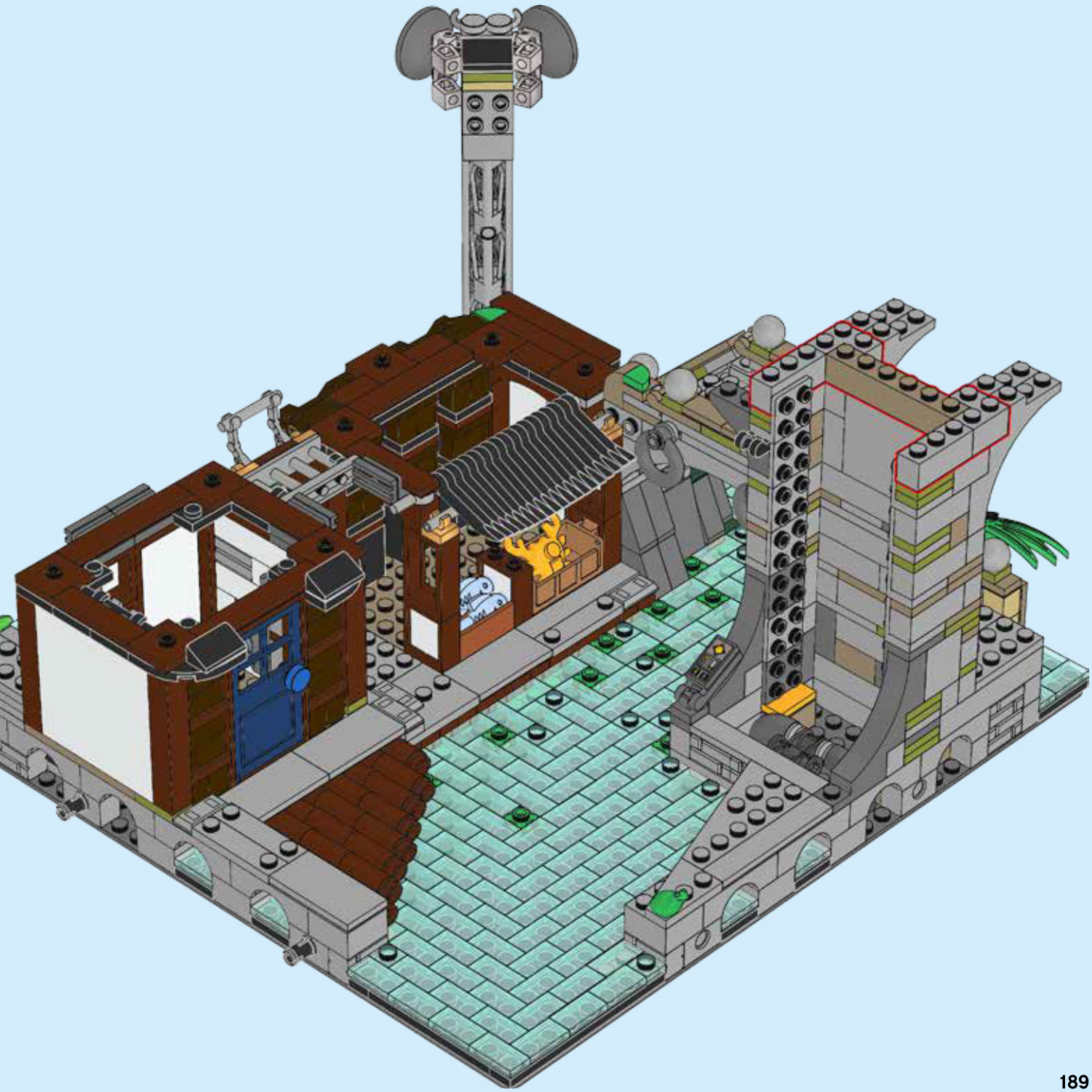


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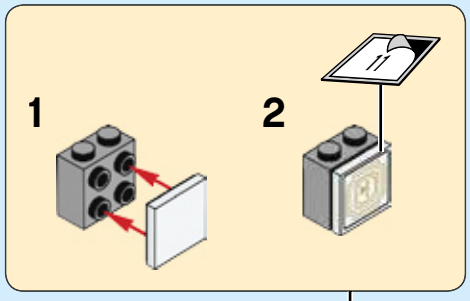


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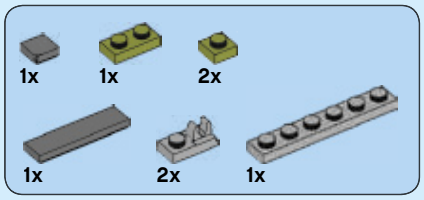


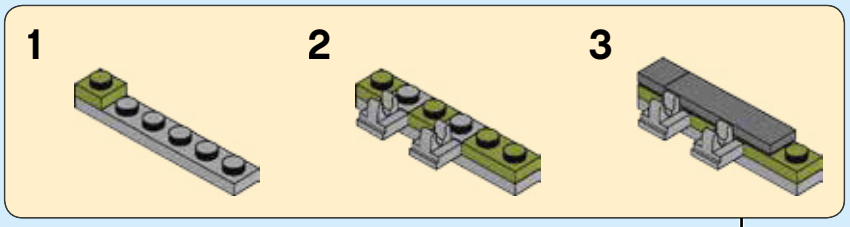


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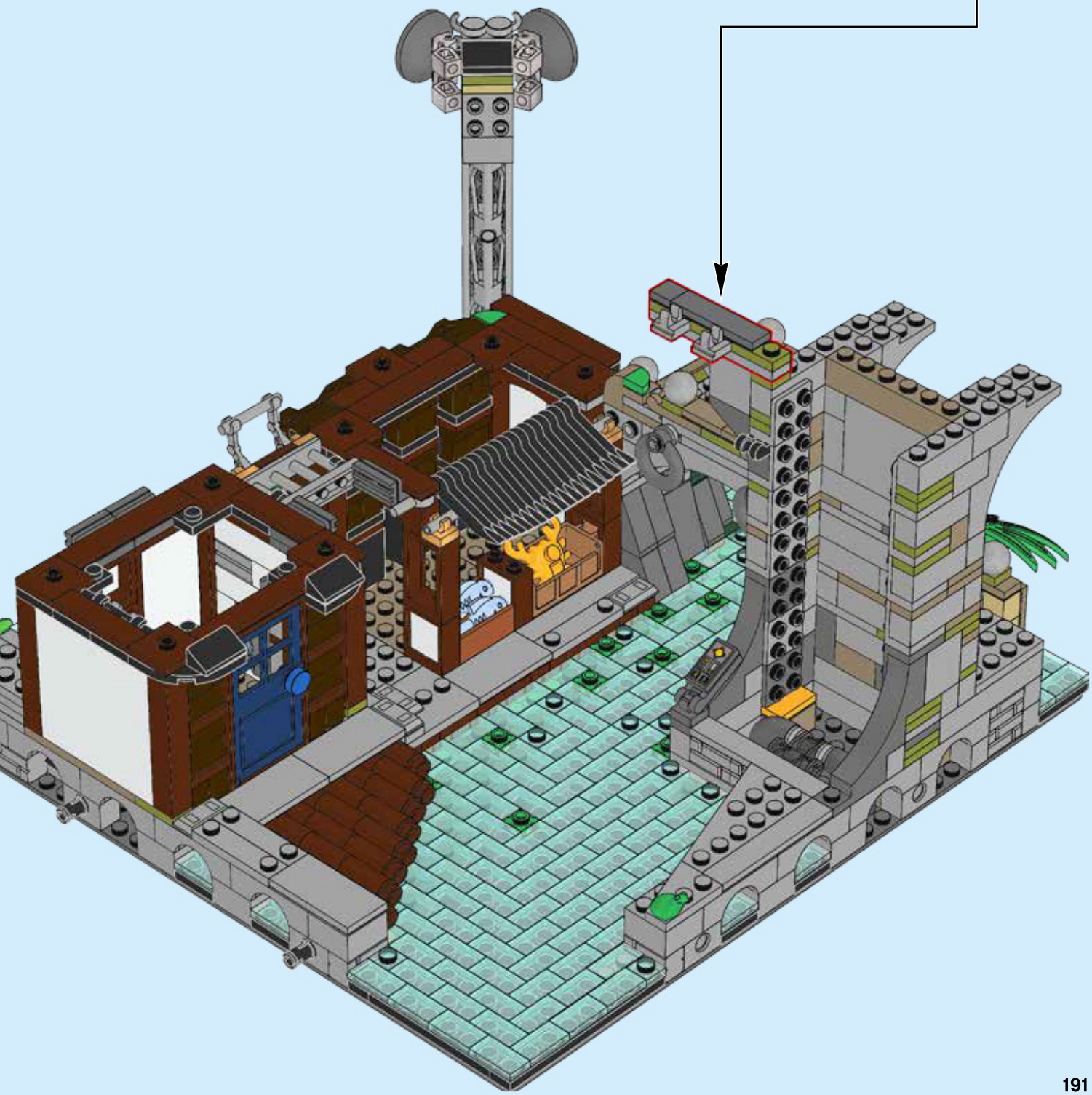


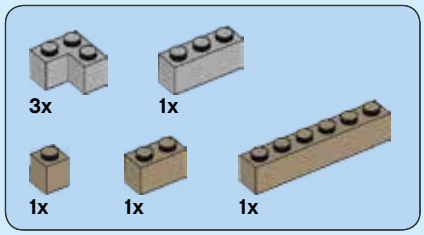






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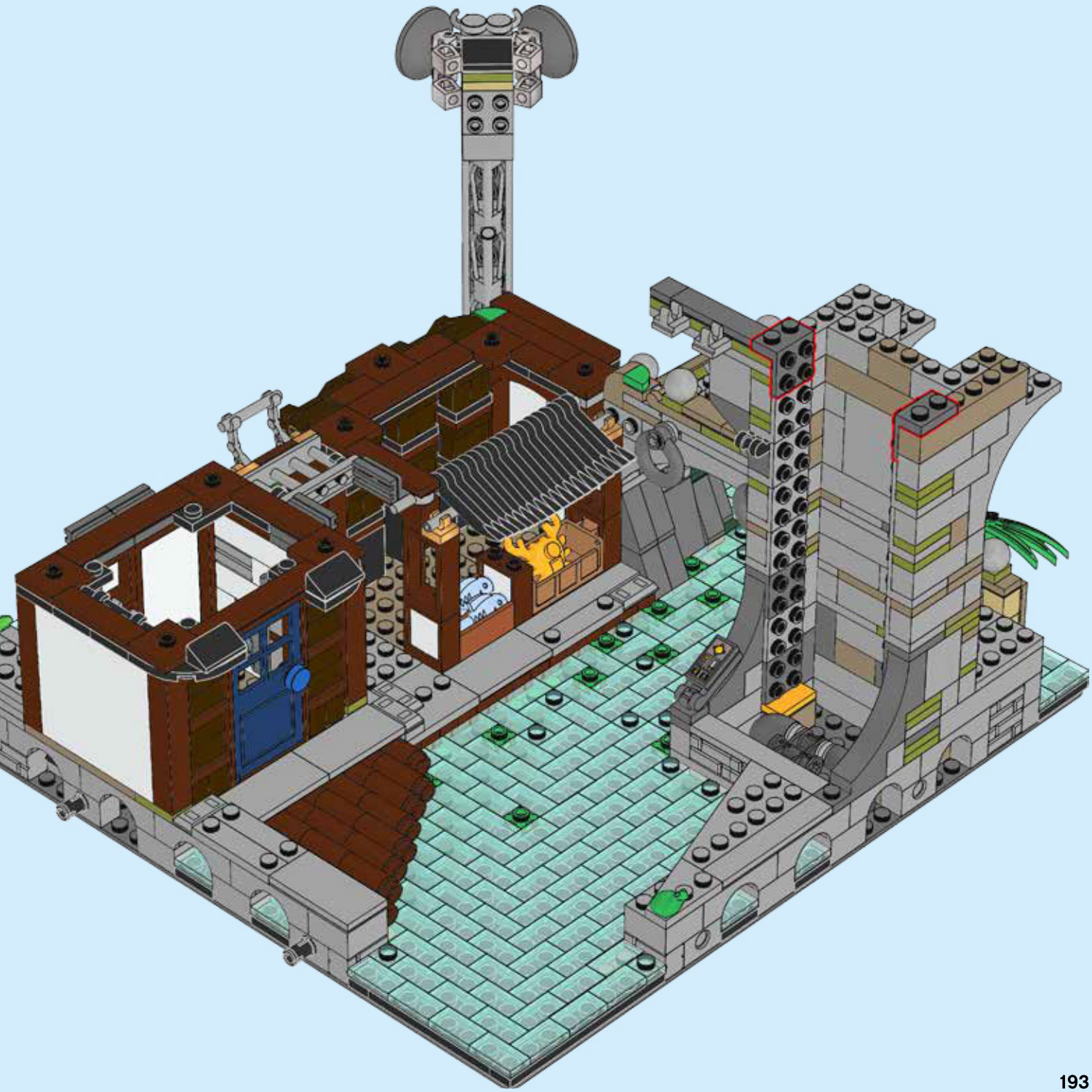


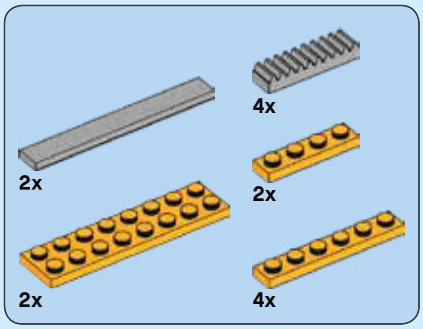


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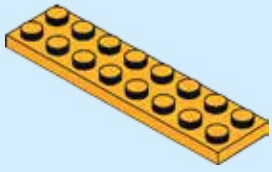
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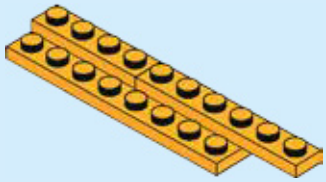


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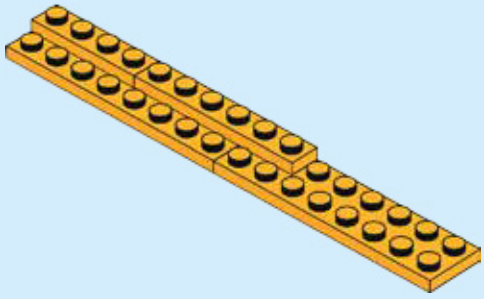
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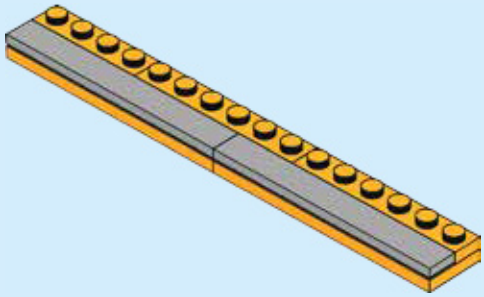
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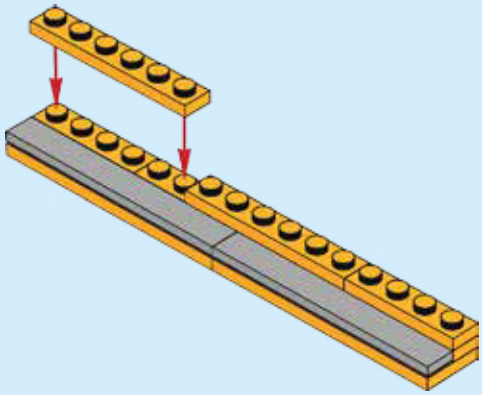
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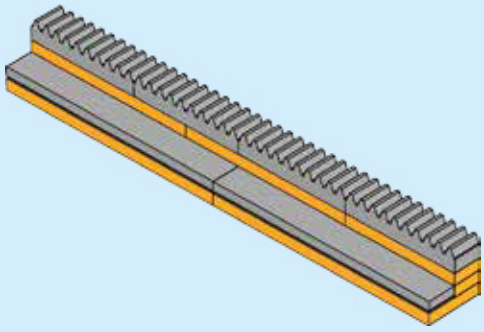
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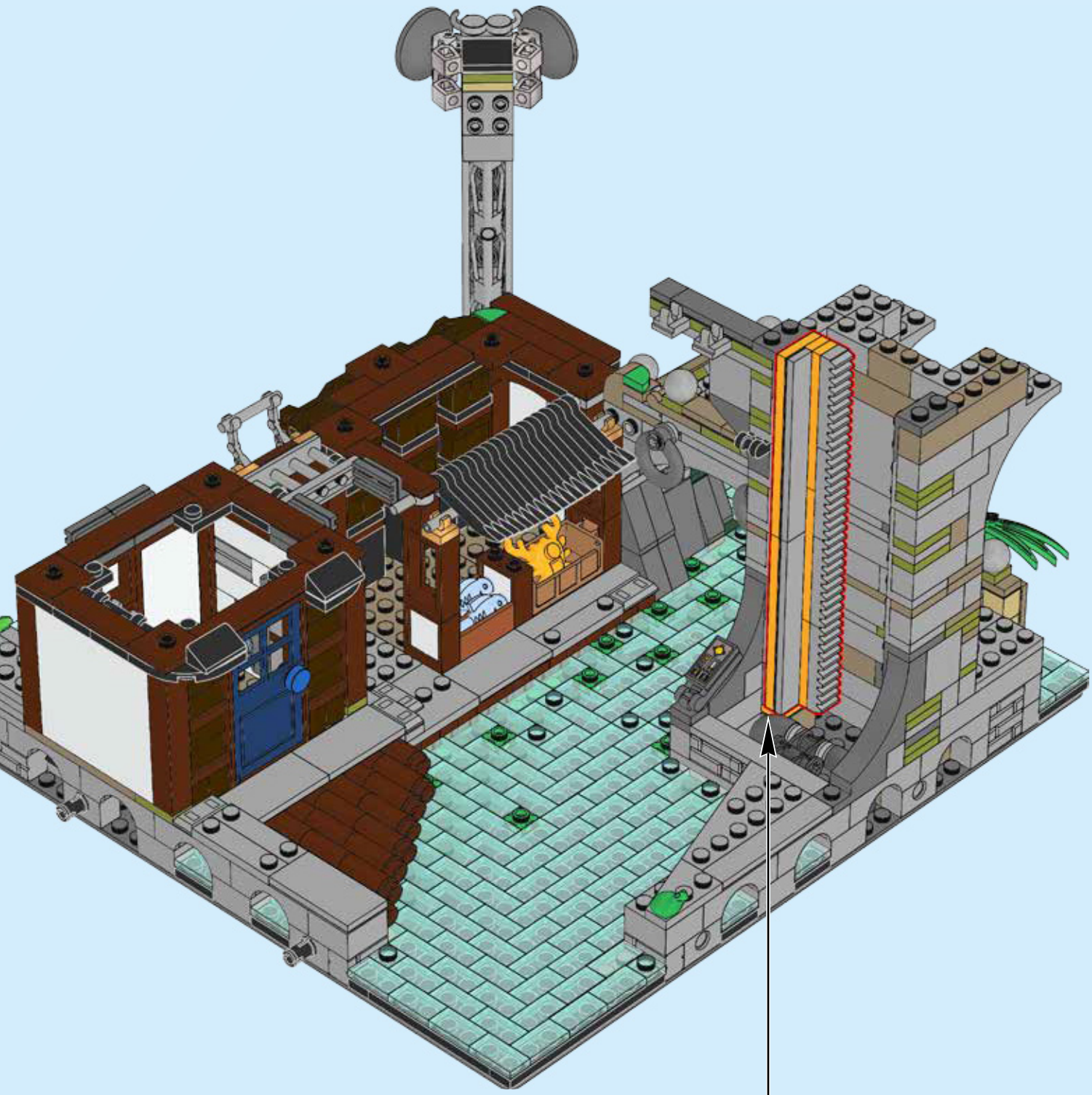


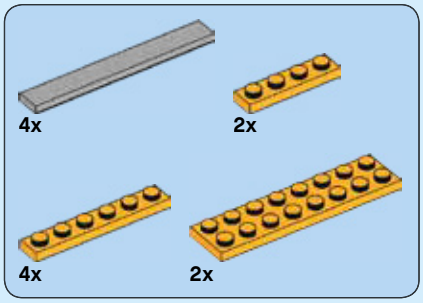
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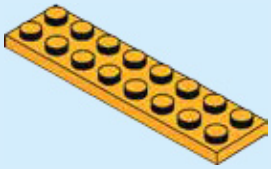




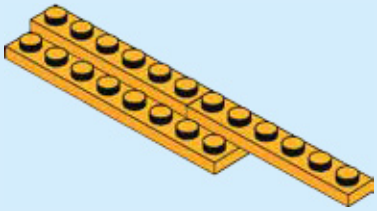


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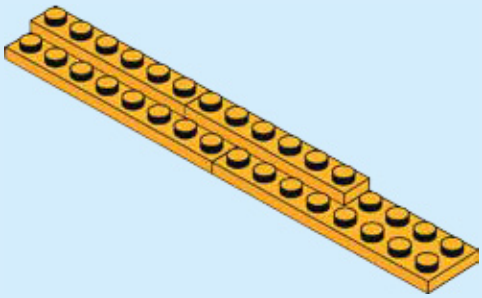
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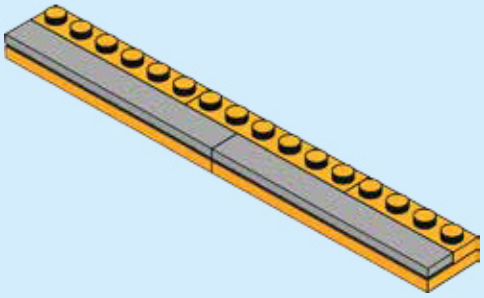
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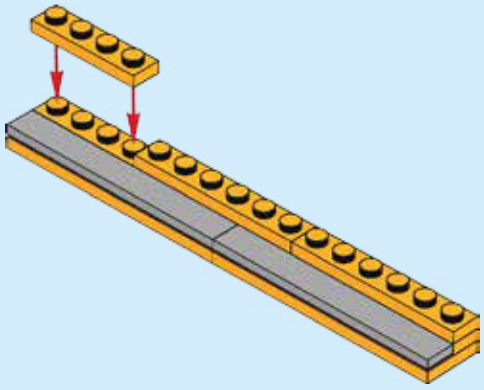
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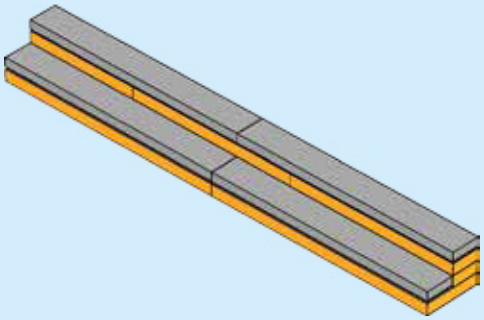
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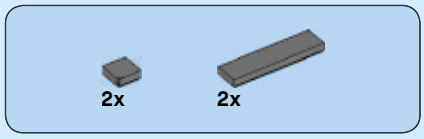
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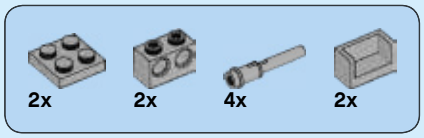




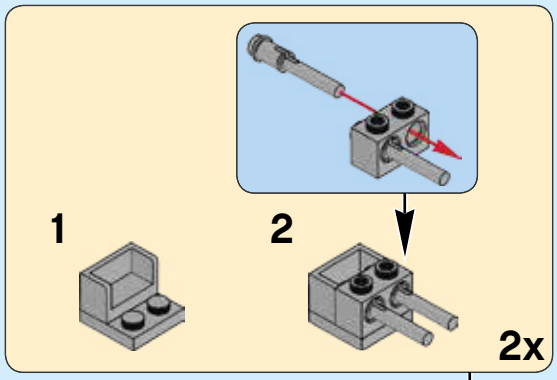


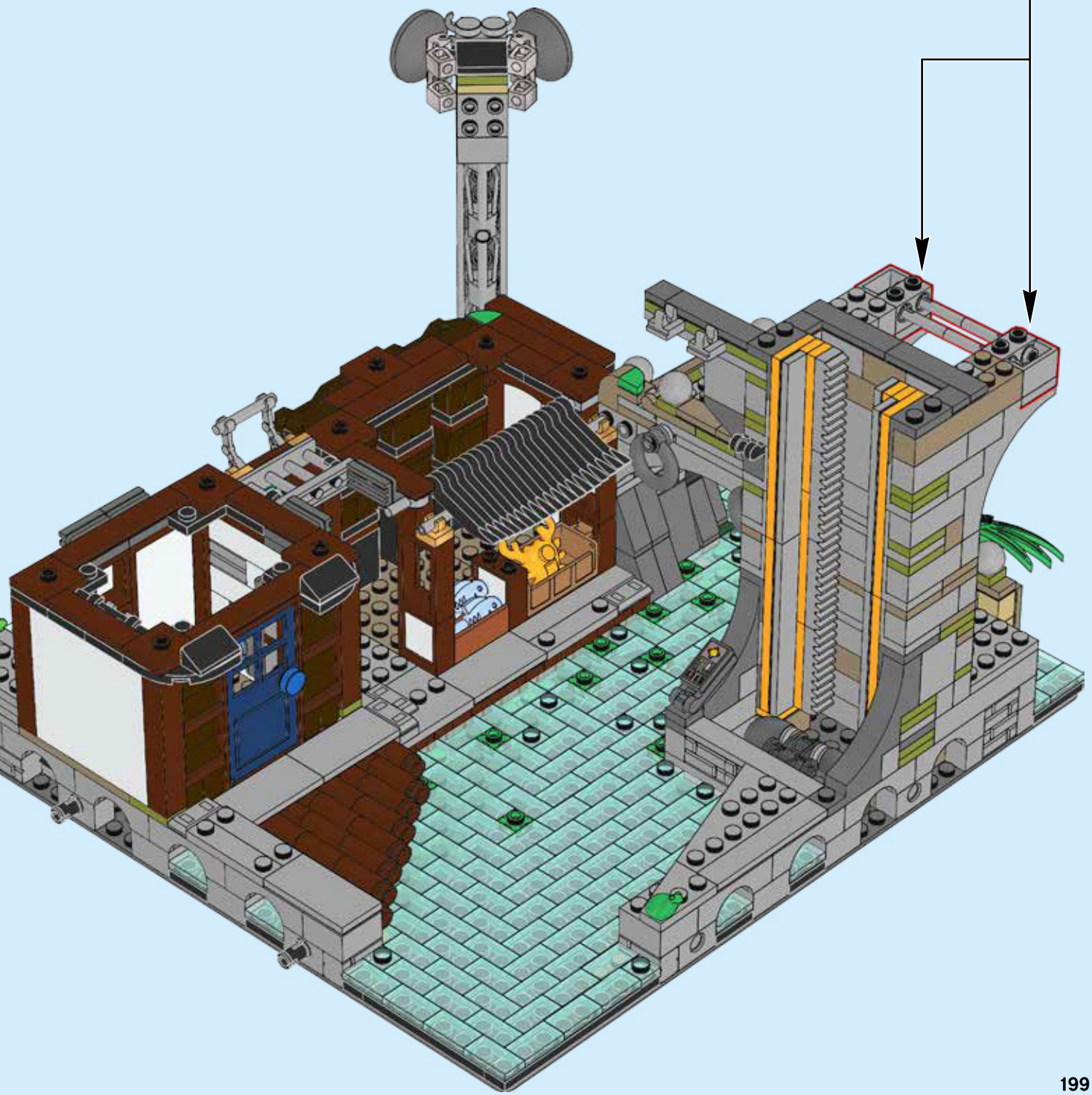
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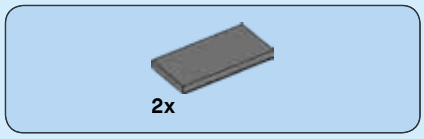




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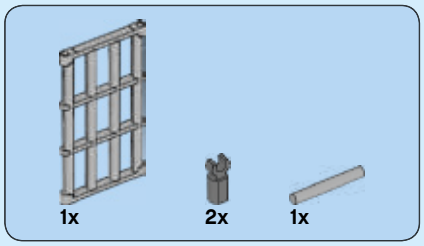




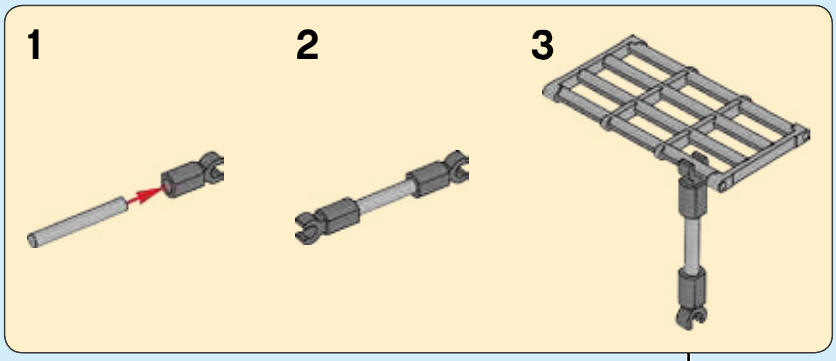


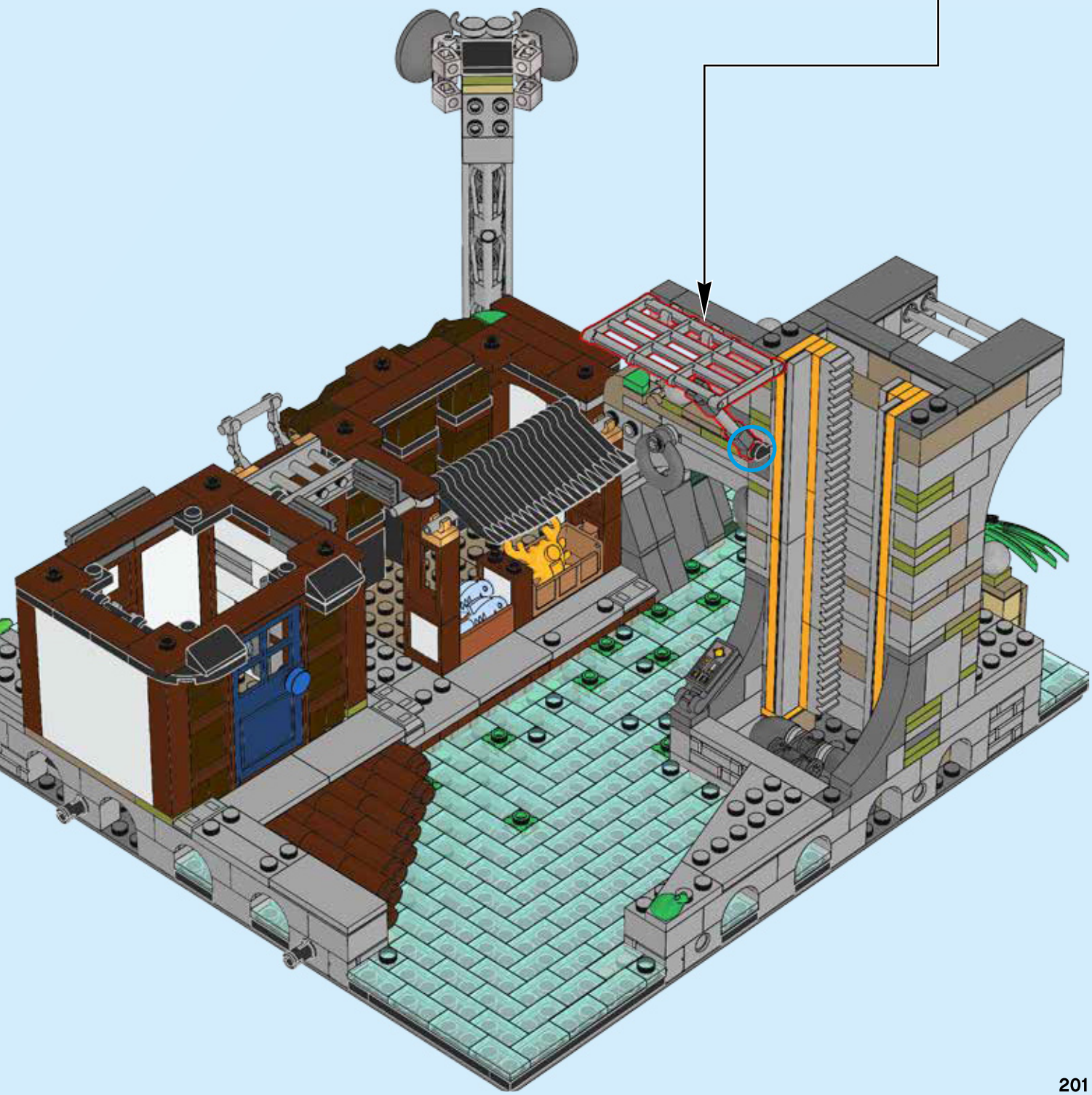
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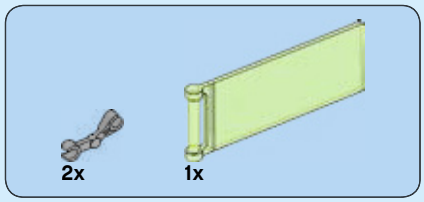




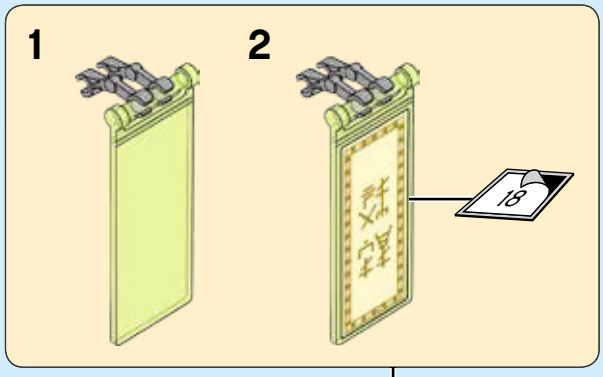
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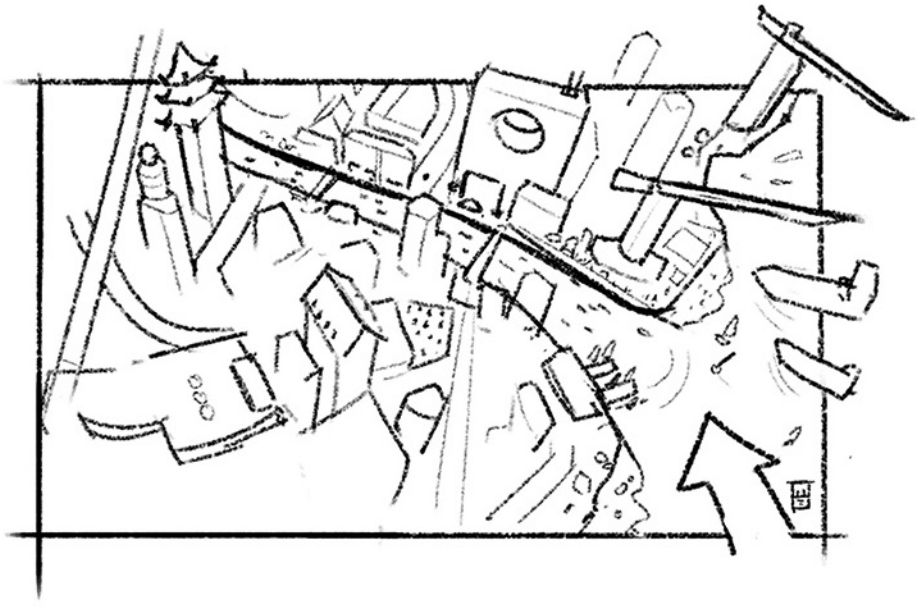


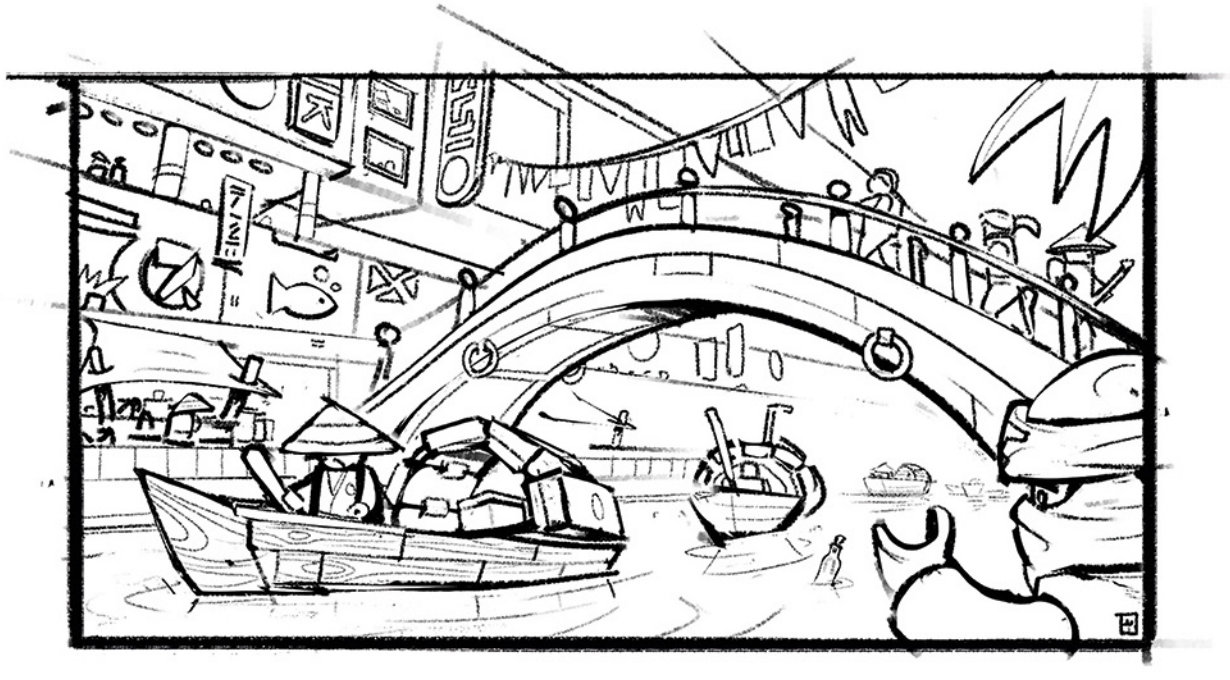


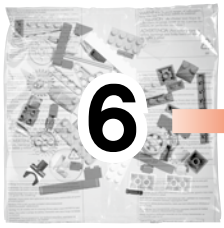
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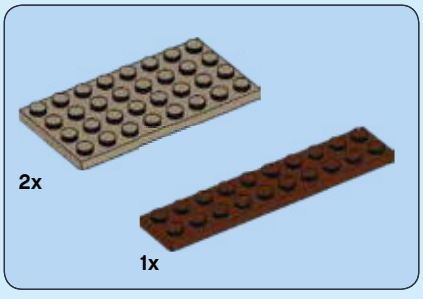




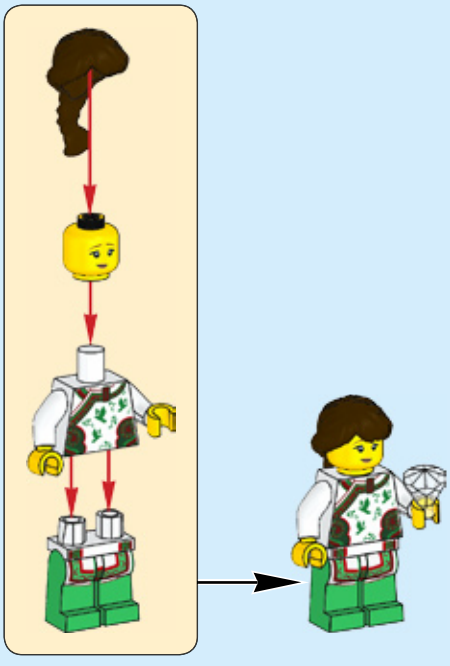


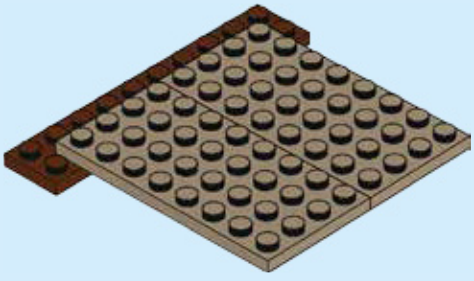


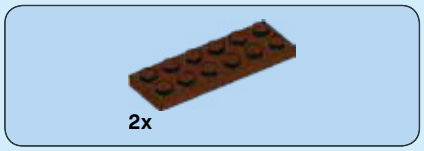




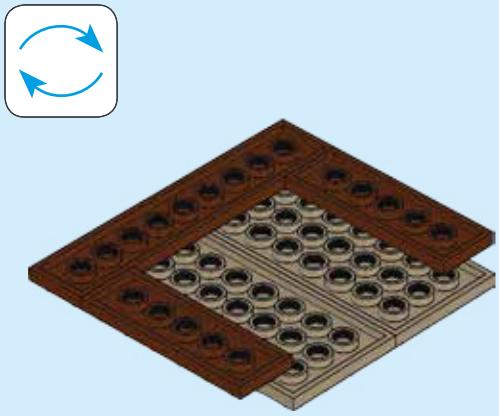
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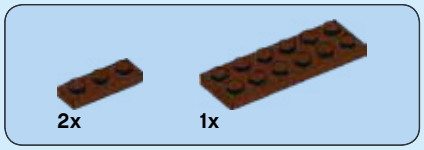




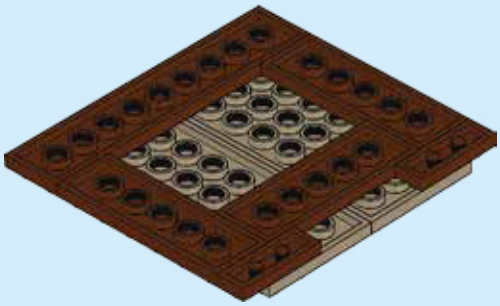


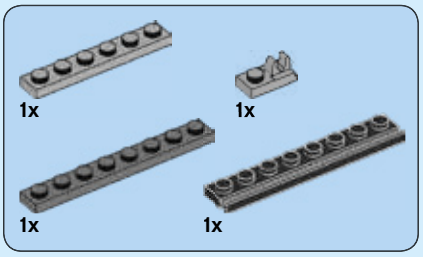
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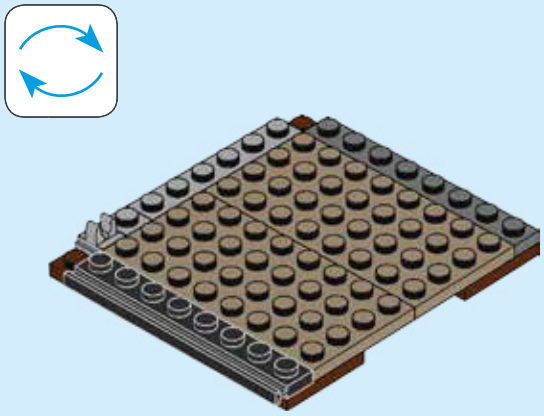


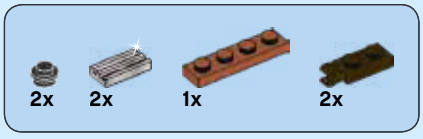
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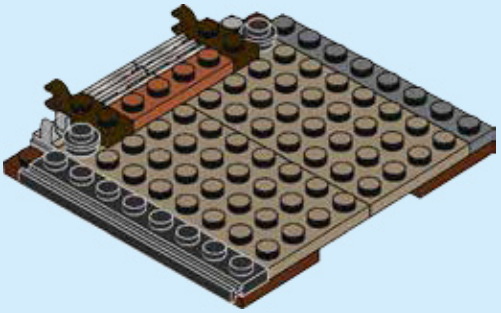


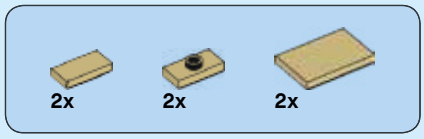
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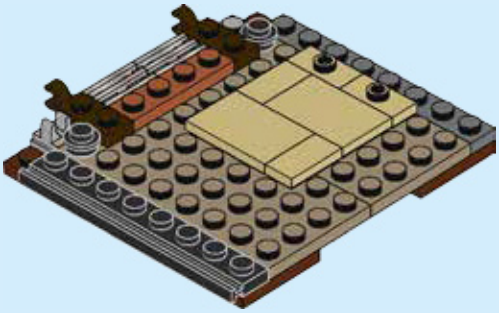


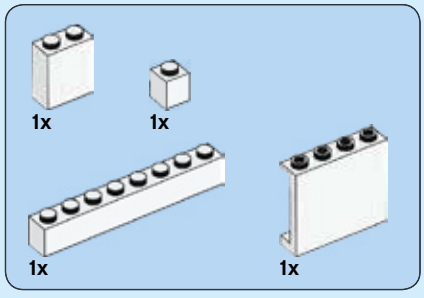
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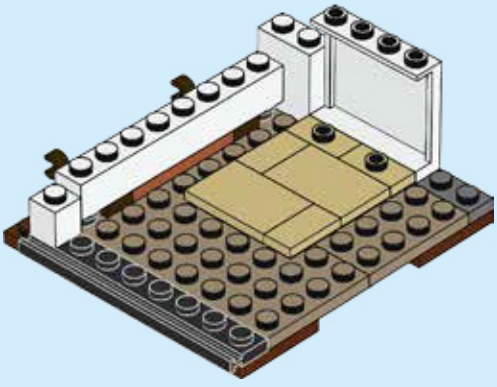


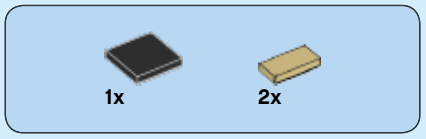
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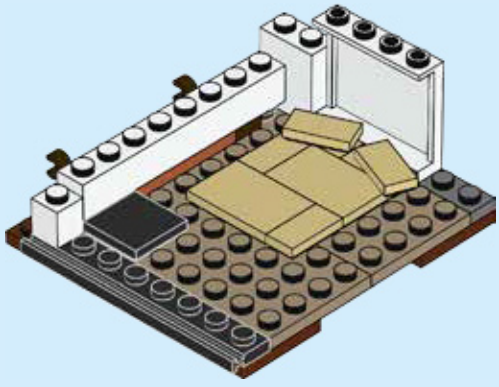


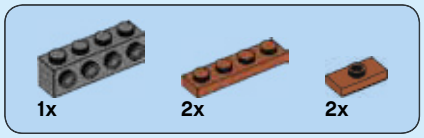
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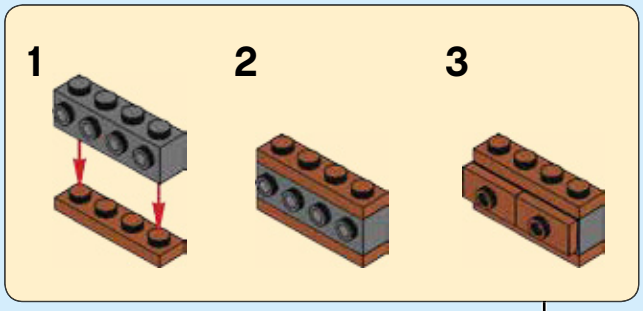


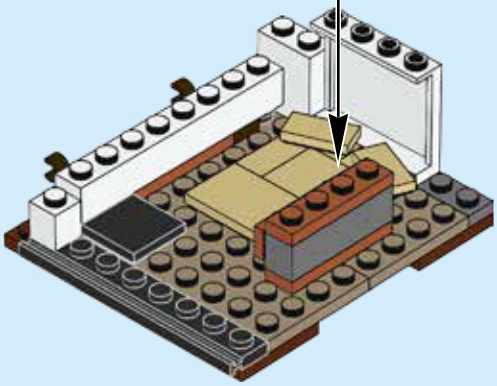
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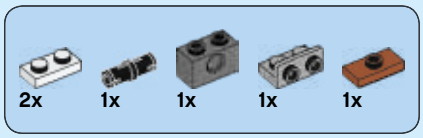




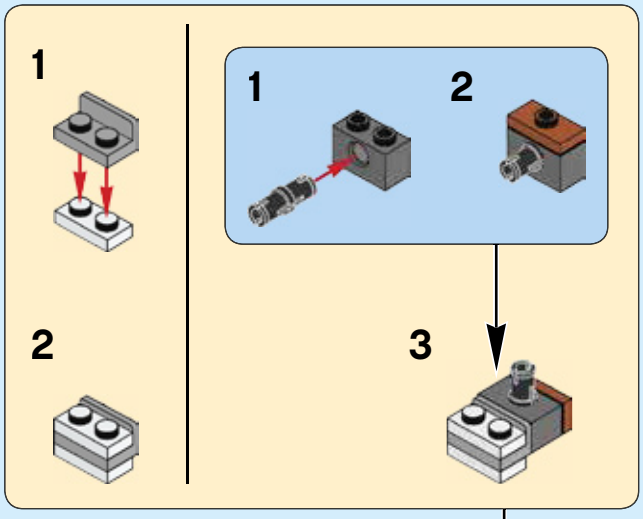
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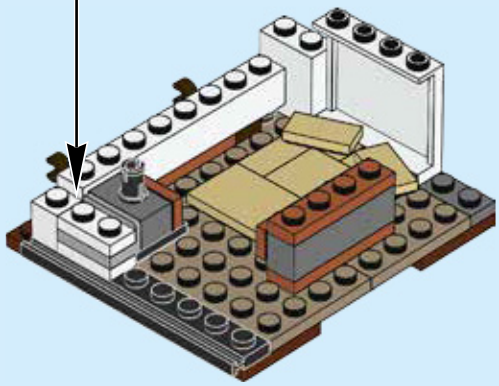


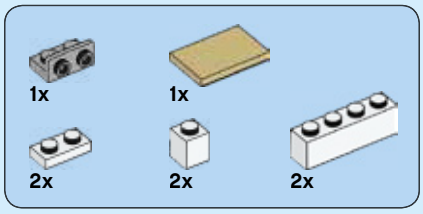




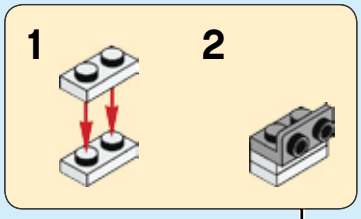
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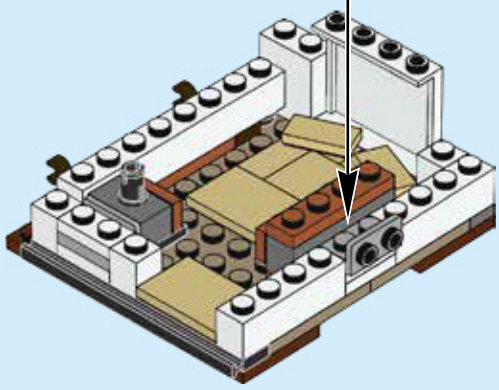


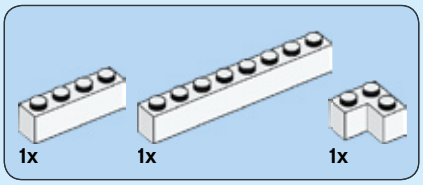




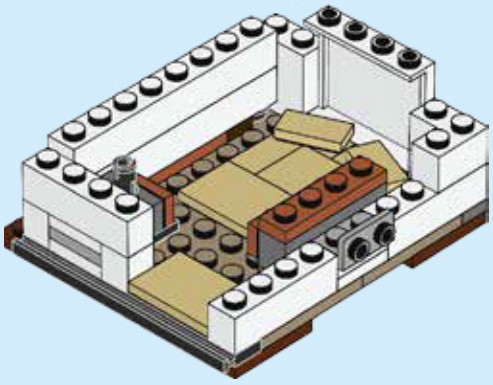
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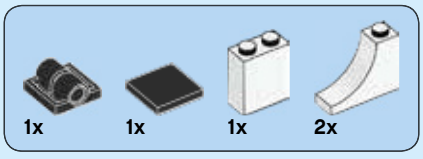




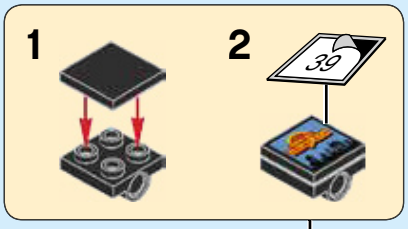


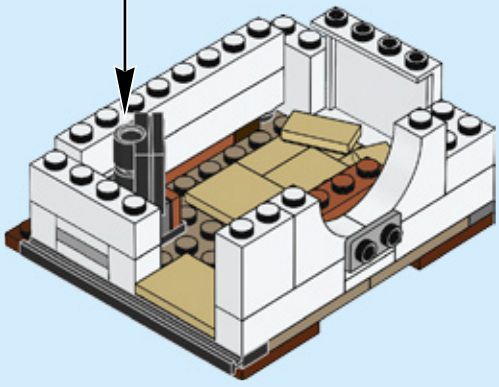
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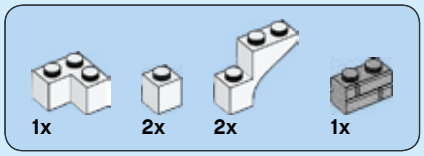




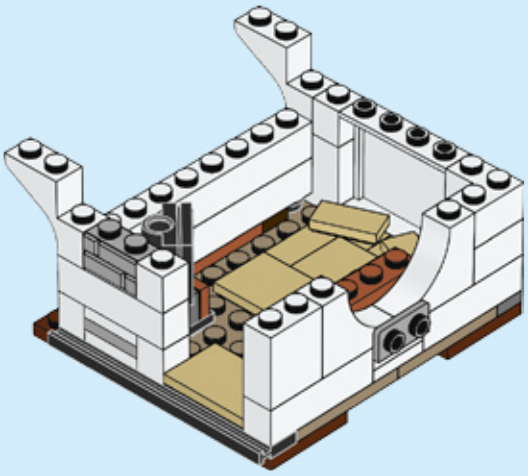
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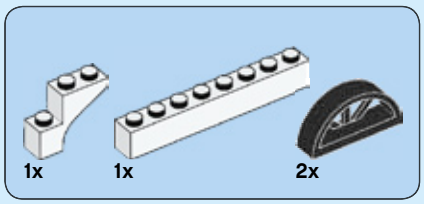




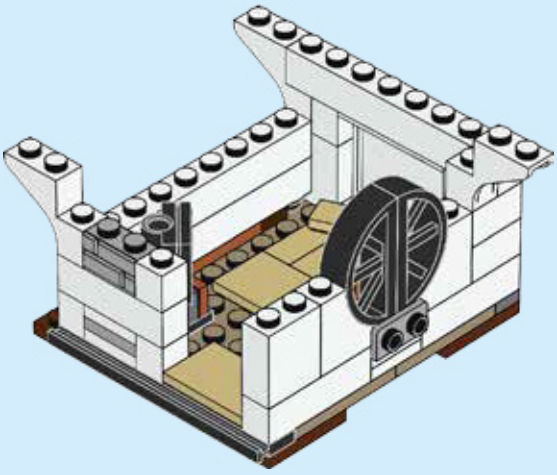


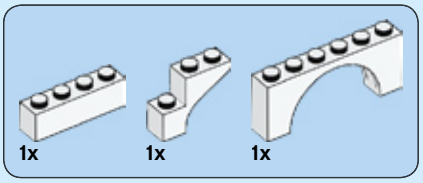
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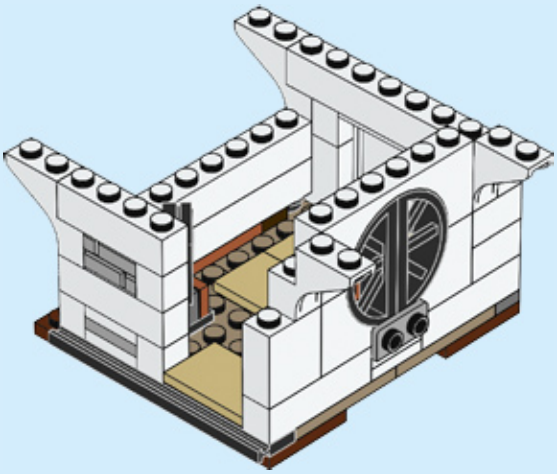


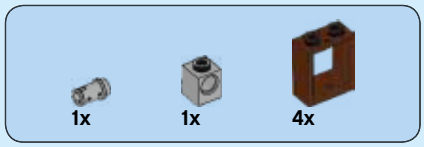
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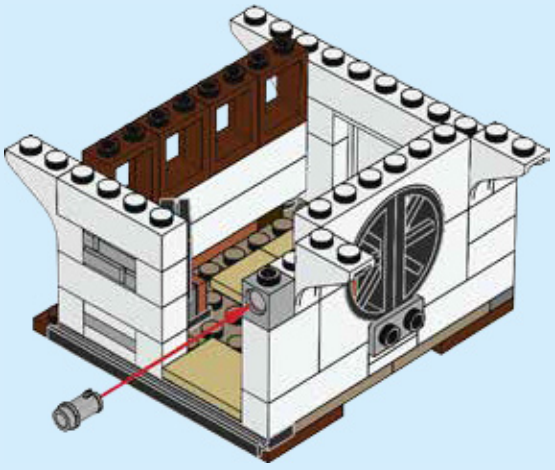


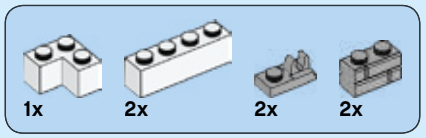
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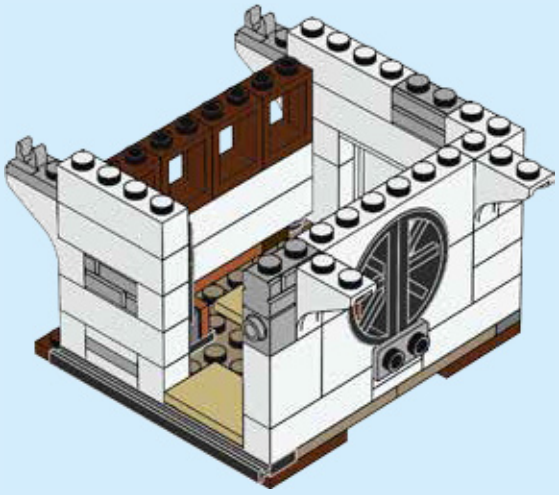


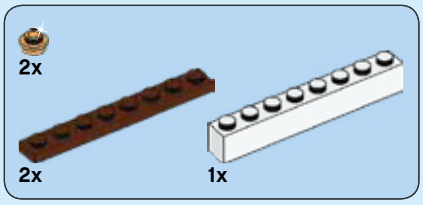
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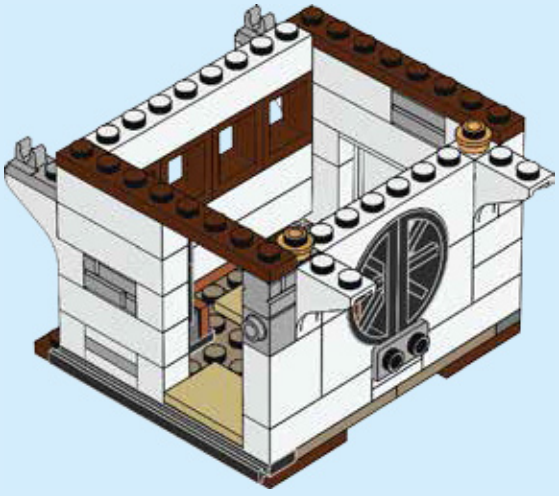


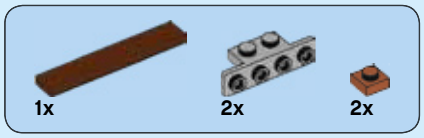
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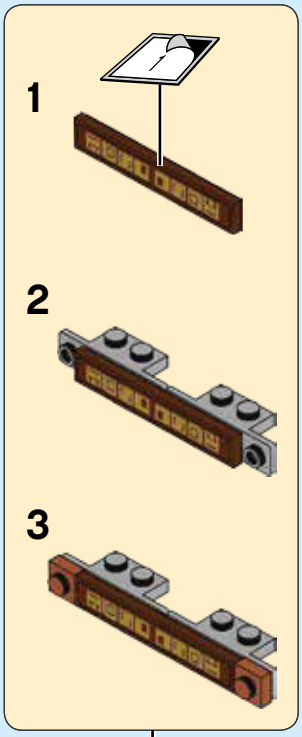


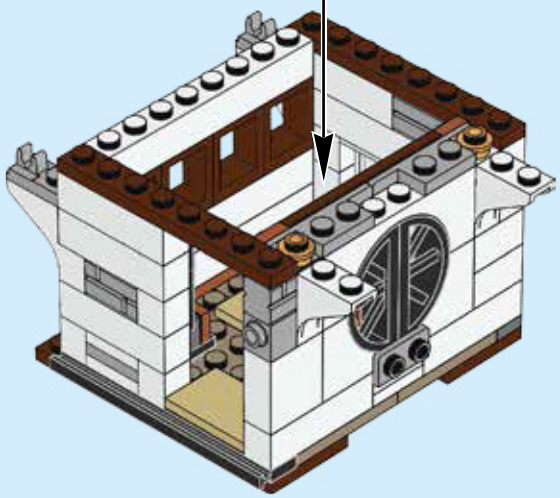
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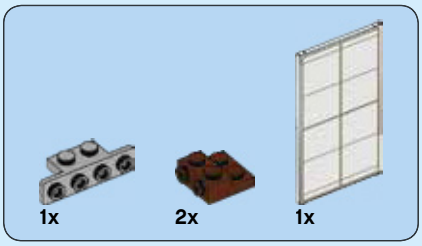




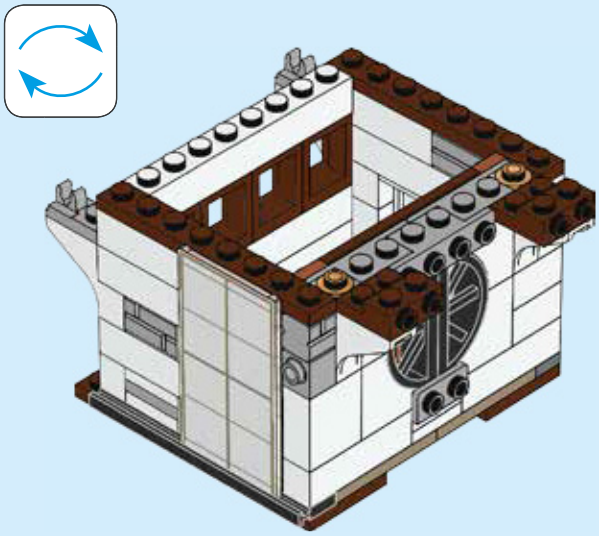
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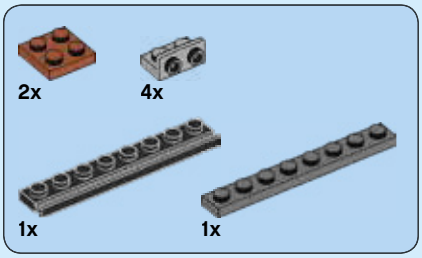




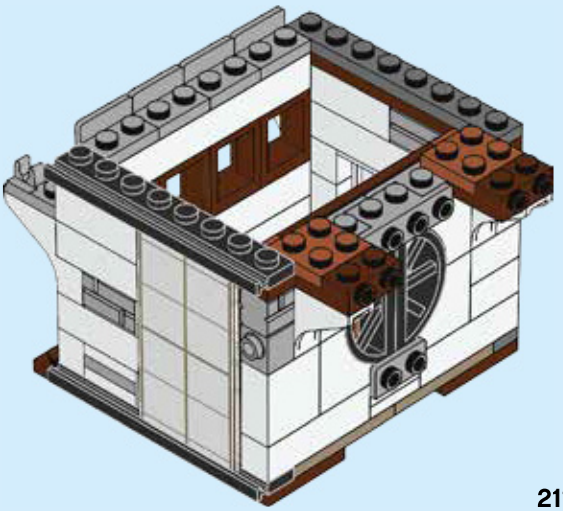


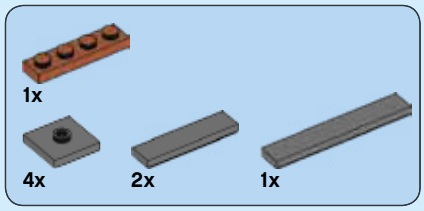
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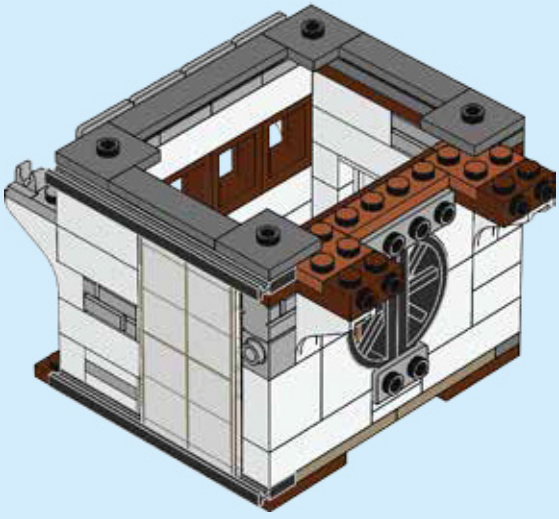


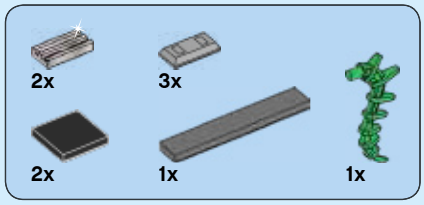
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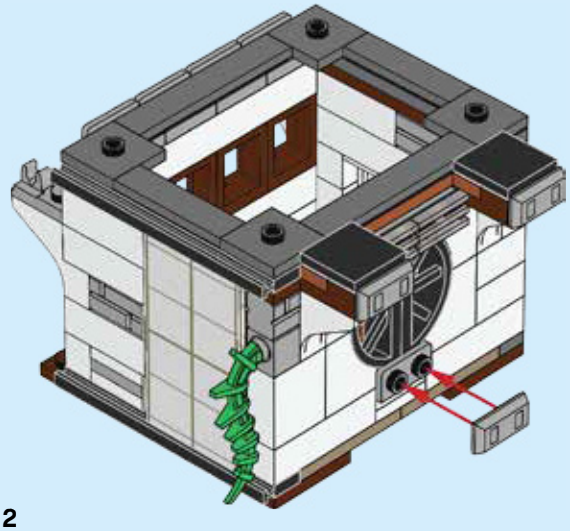


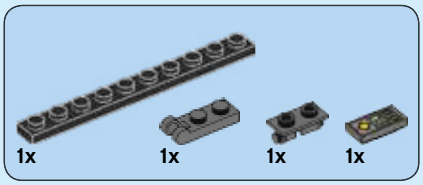
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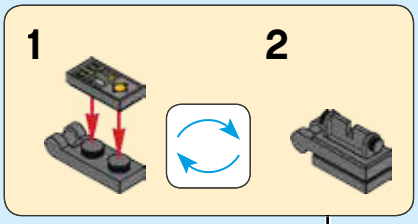


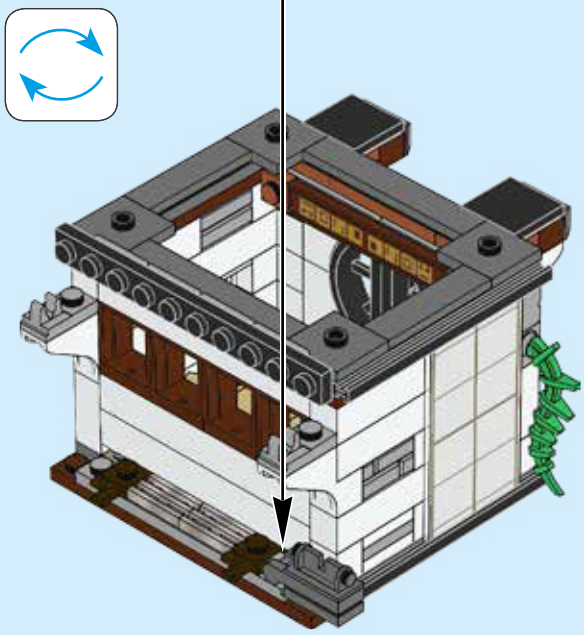
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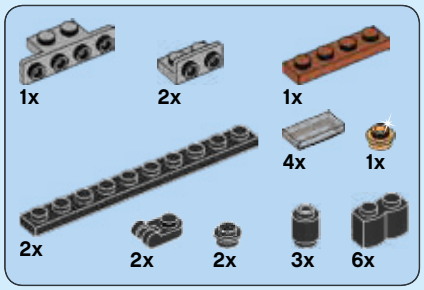




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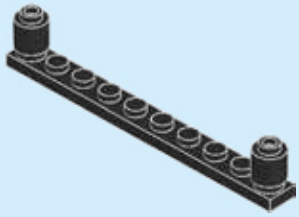




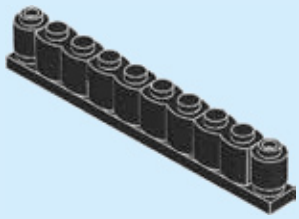


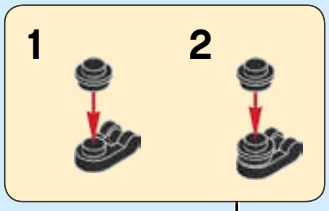
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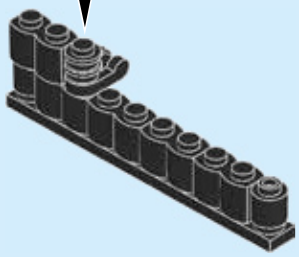


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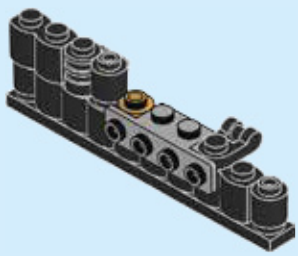




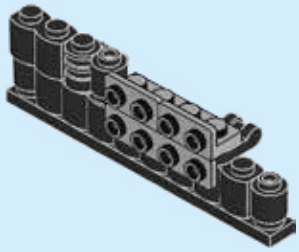
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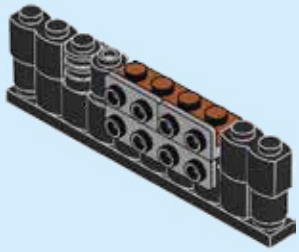
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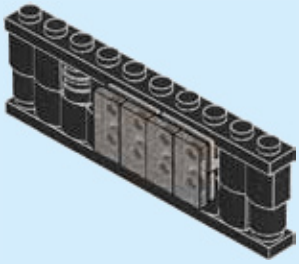
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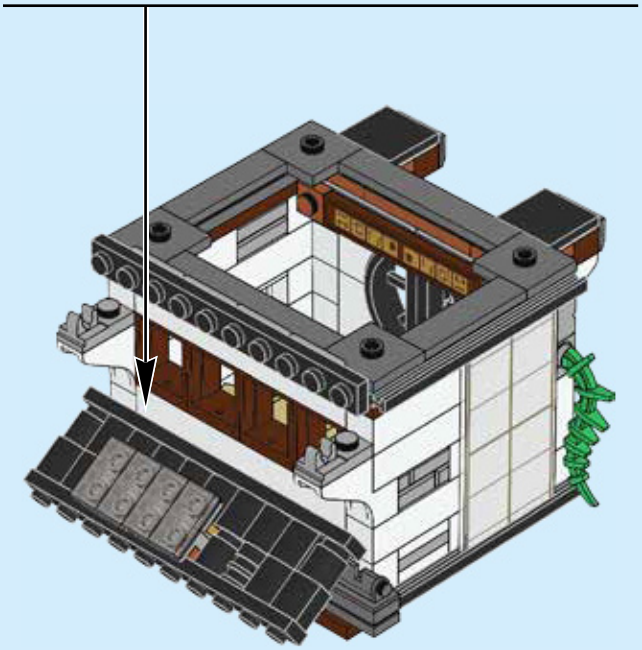


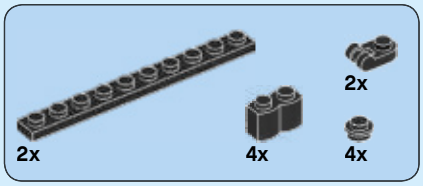
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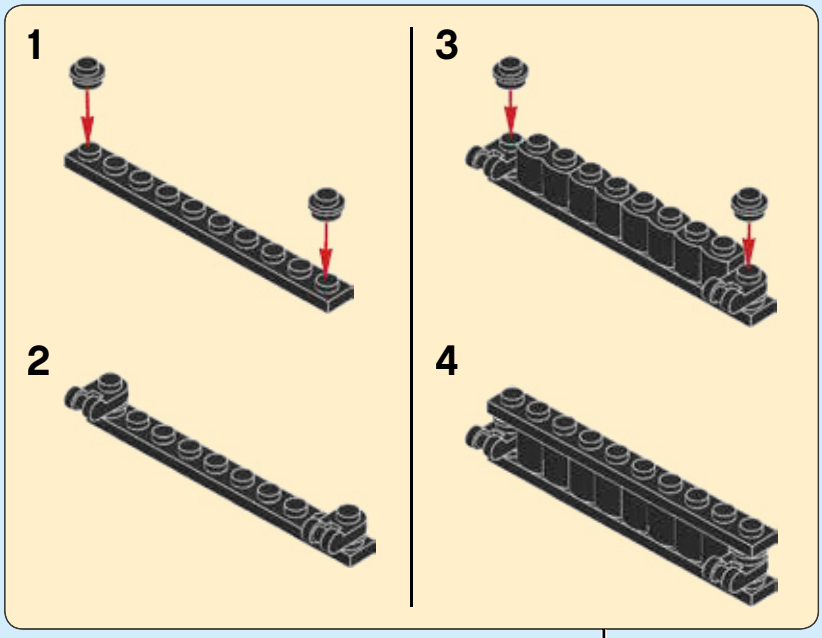
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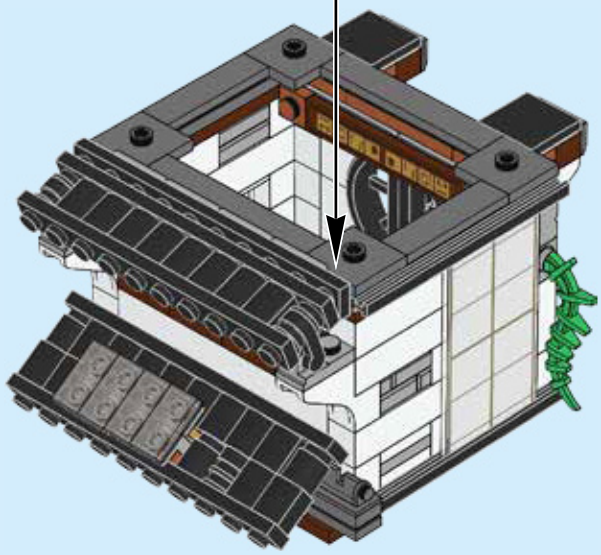






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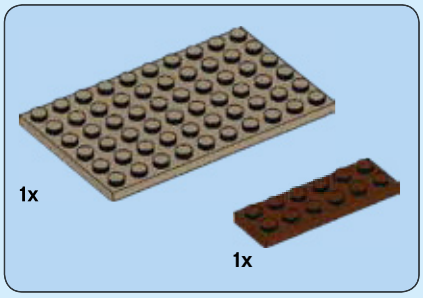




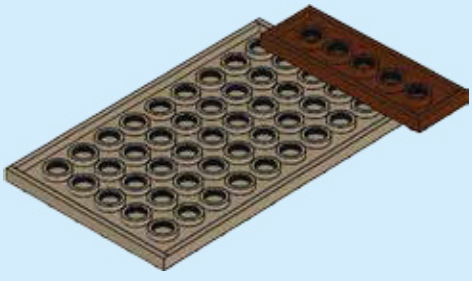
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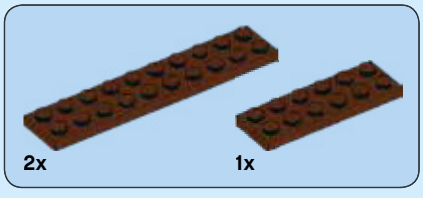




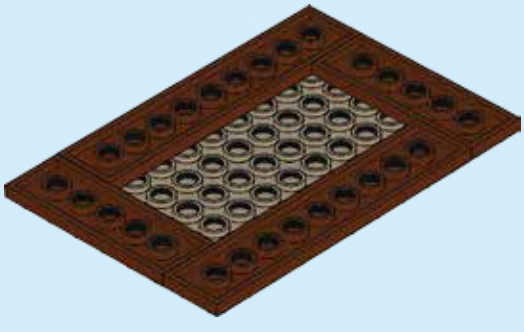


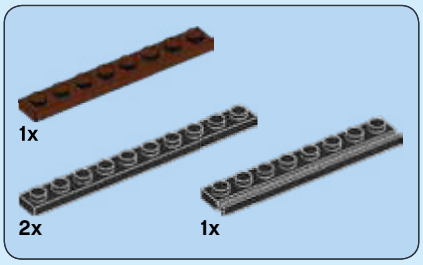
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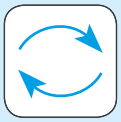


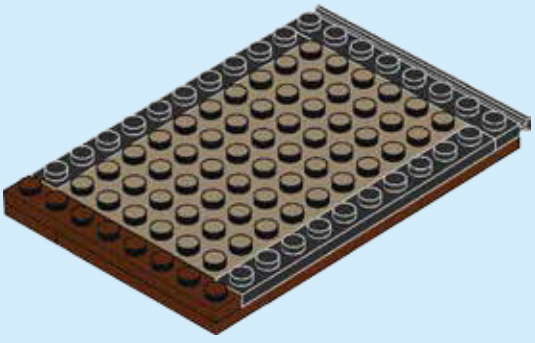
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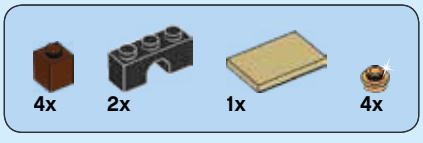




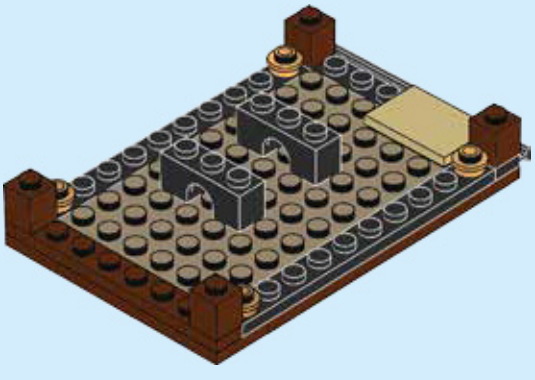
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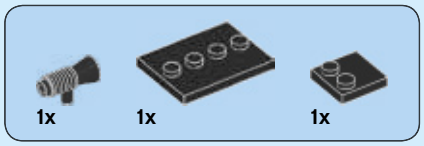




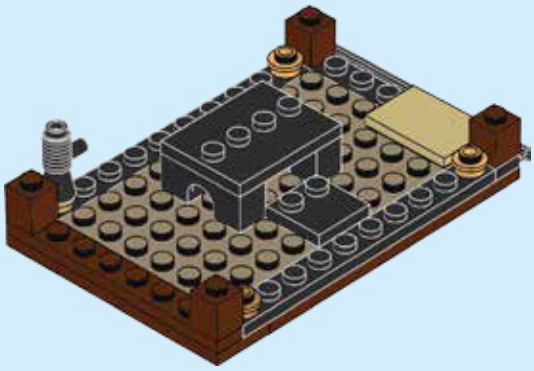


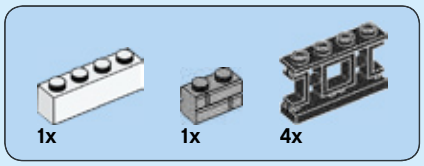
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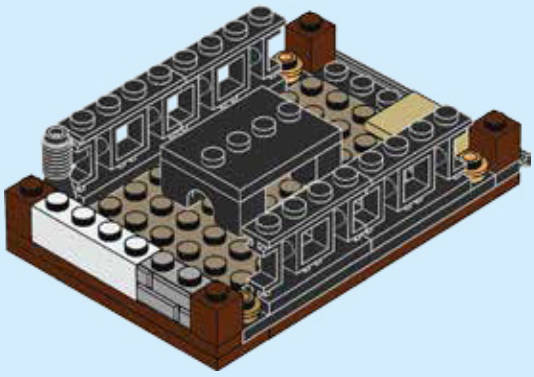


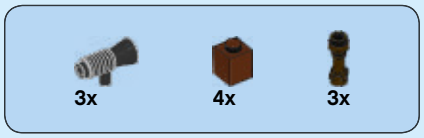
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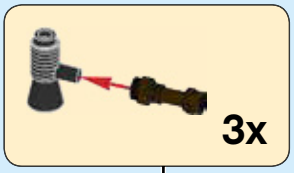


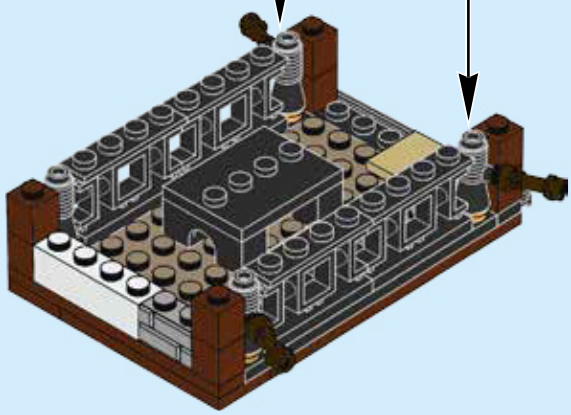
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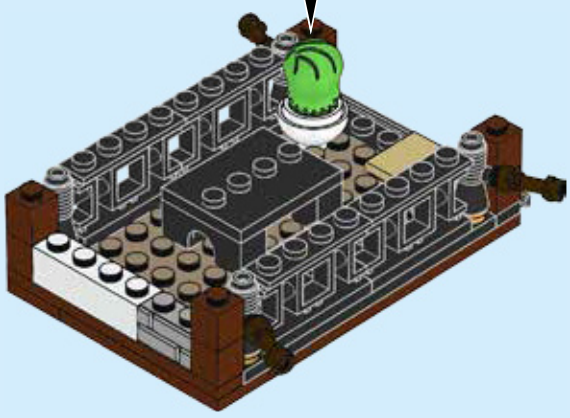


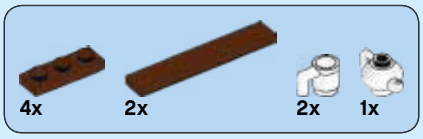




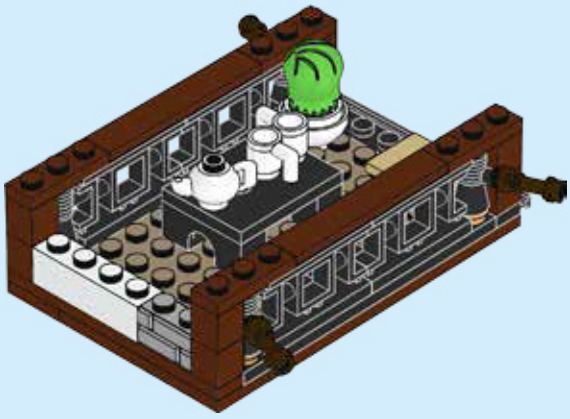
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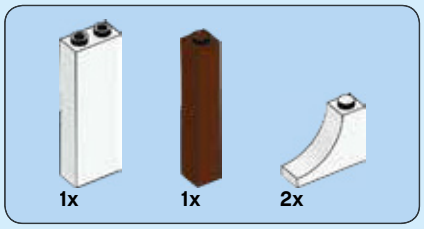




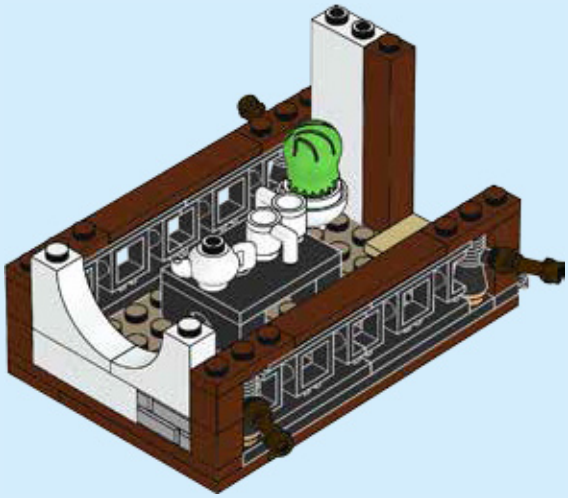


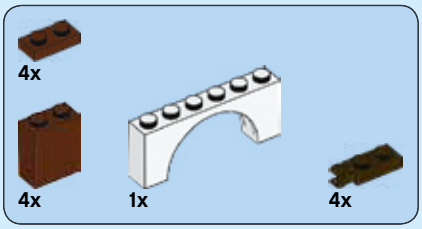
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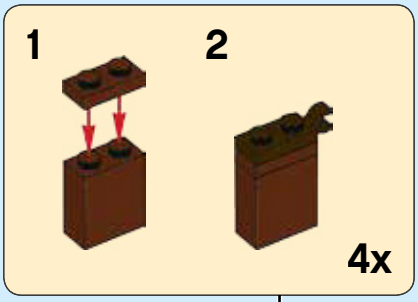


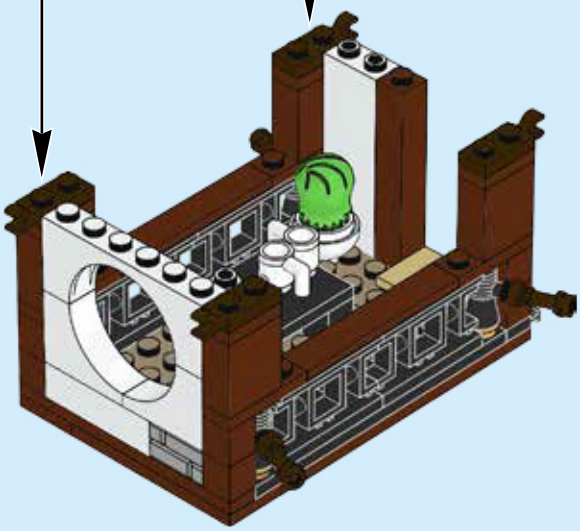
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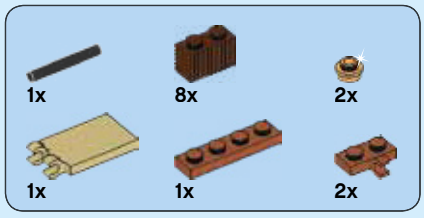




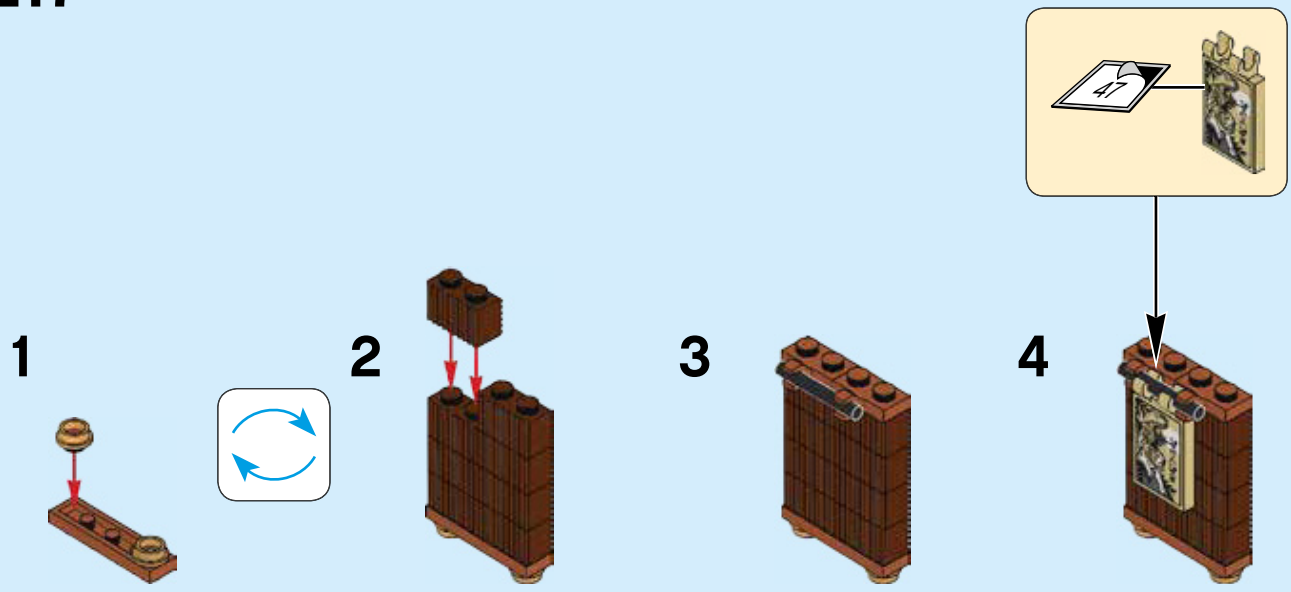
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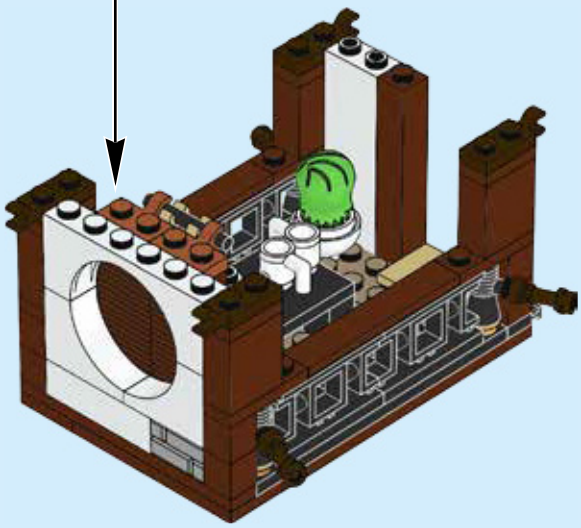


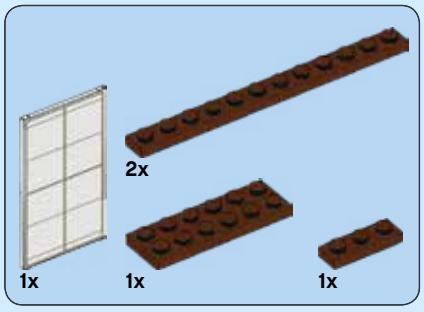




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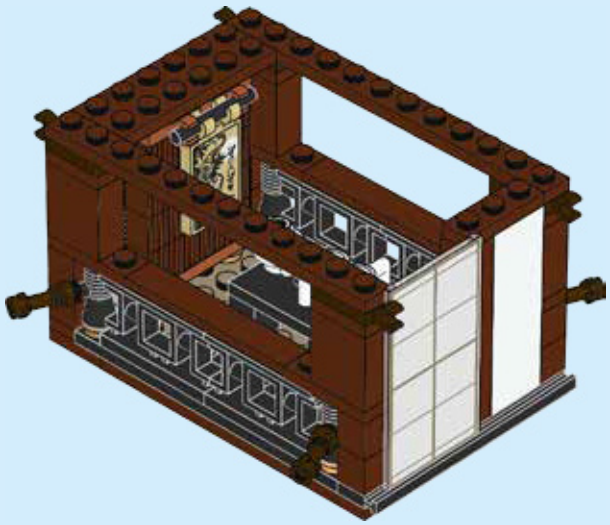


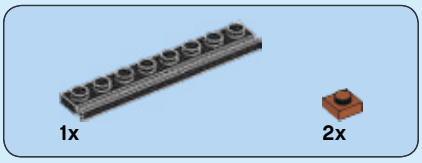




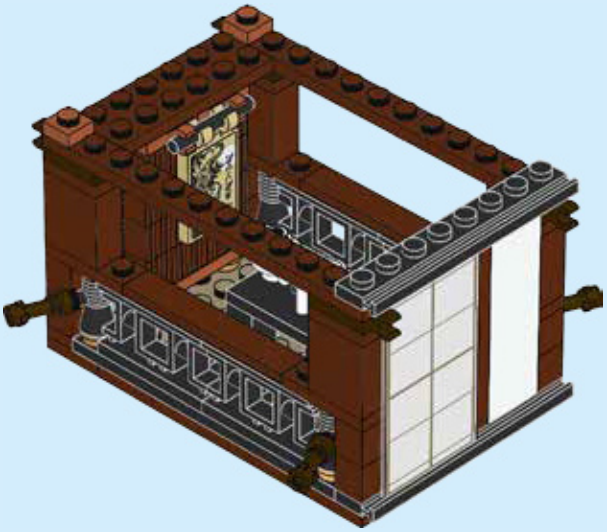
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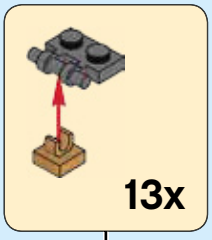


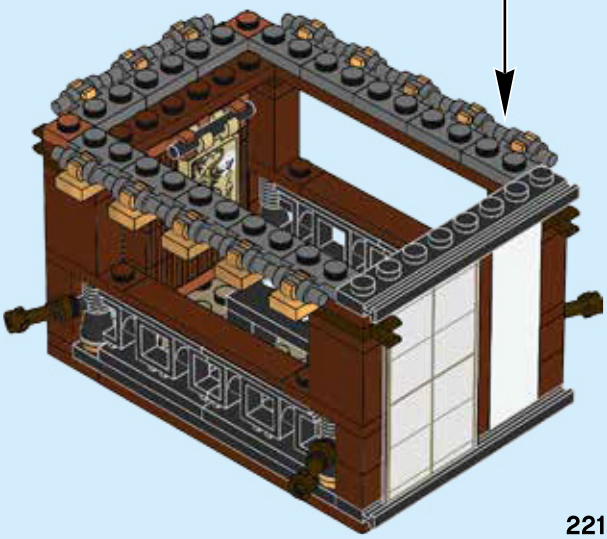
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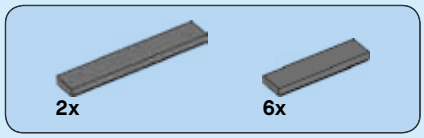




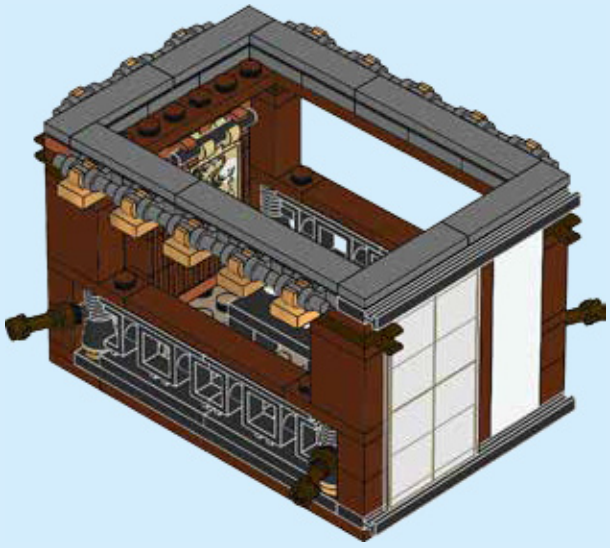
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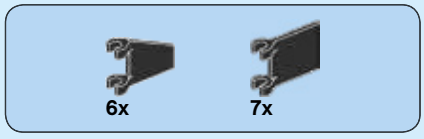




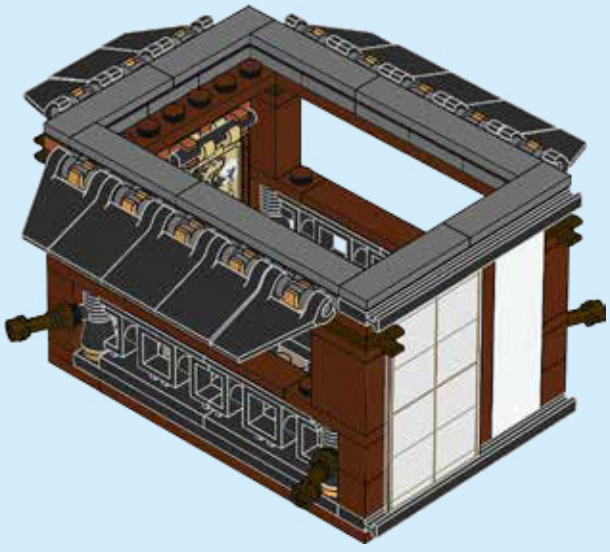


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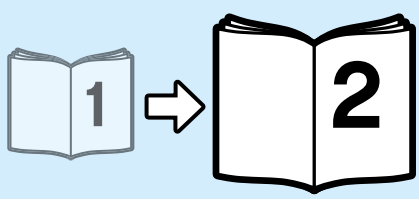
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