

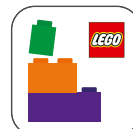


GAME BOY™

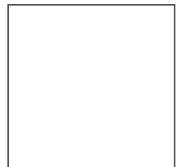
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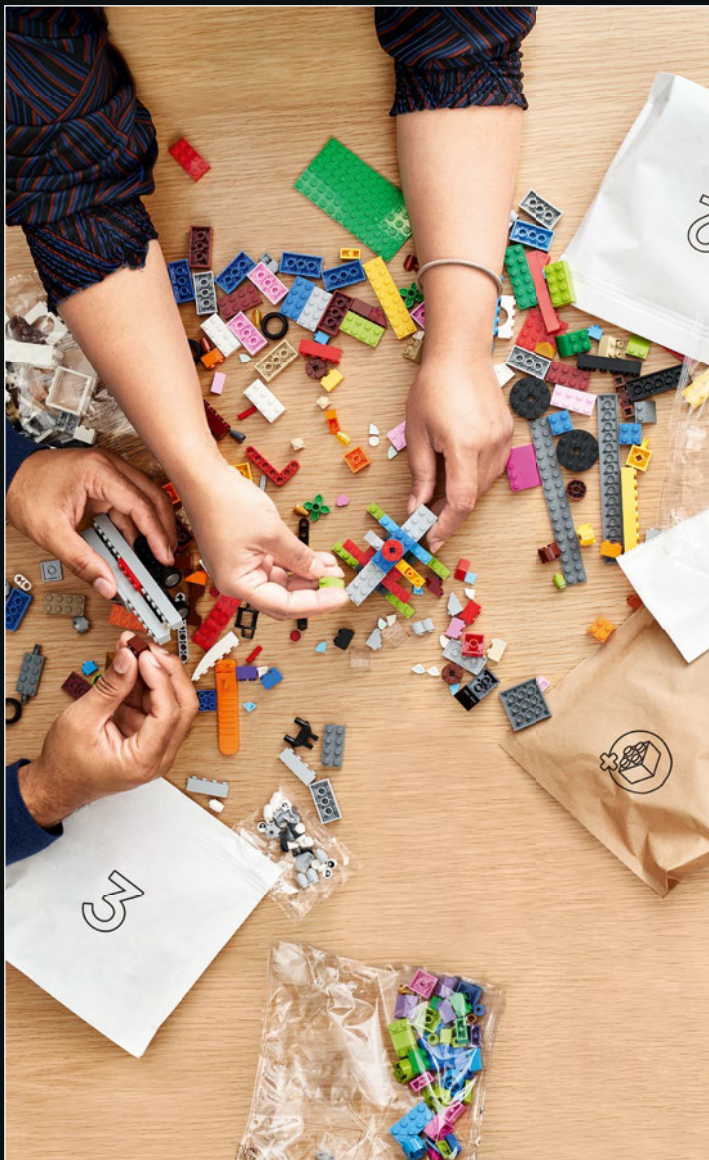


Booklet available in English
Livret disponible en français
Folleto disponible en español



LEGO® Builder





WE'RE MAKING OUR PACKAGING MORE SUSTAINABLE

We're transitioning from single-use plastic to paper-based packaging. As we progress, you may find a mix of paper and plastic in our boxes.

NOUS RENDONS NOS EMBALLAGES PLUS DURABLES

Nous passons des emballages en plastique à usage unique aux emballages à base de papier. Durant la transition, vous pourriez trouver un mélange de papier et de plastique dans nos boîtes.

QUEREMOS HACER MÁS SUSTENTABLES NUESTROS MATERIALES DE EMBALAJE

Estamos cambiando las bolsas de plástico desechables por bolsas con base de papel. Conforme avanzamos en este propósito, puedes encontrar una mezcla de papel y de plástico en nuestras cajas.

LEGO.com/sustainable-packaging



BUILDER



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Q LEGO® Builder

THANK YOU FOR SELECTING THE LEGO® GAME BOY™

MERCI D'AVOIR
CHOISI LA
GAME BOY™ LEGO®

GRACIAS
POR ELEGIR
LEGO® GAME BOY™

Power switch (POWER)
Interrupteur
d'alimentation (POWER)
Interruptor de
encendido (POWER)

Display
Écran
Pantalla

Contrast adjustment
(CONTRAST)
Contraste (CONTRASTE)
Ajuste de contraste
(CONTRAST)

+Control Pad
+Manette
+Cruz de control

START & SELECT
START et SELECT
START y SELECT



Volume dial (VOL)
Bouton de
volume (VOL)
Rueda de
volumen (VOL)

A&B Buttons
Boutons A et B
Botones A y B

Speaker
Haut-parleur
Altavoz

CAUTION! Clicking the power switch may result in acute feelings of nostalgia.

ATTENTION! Un clic sur l'interrupteur d'alimentation peut provoquer un sentiment aigu de nostalgie.

¡PRECAUCIÓN! Presionar el interruptor de encendido puede provocar un intenso sentimiento de nostalgia.

INSERT TO CONTINUE



- 1. INSERT LENTICULAR SCREEN
- 1. INSÉRER L'ÉCRAN LENTICULAIRE
- 1. INSERTA LA PANTALLA LENTICULAR

This authentic LEGO® Game Boy™ has been constructed using the finest materials to appeal to you, the discerning retro gamer. For the full 1989 experience, insert the Game Pak cartridge and realistic Lenticular Screen and ignore repeated calls to come downstairs for your dinner.

INSÉRER POUR CONTINUER



- 2. INSERT GAME PAK
- 2. INSÉRER LA CASSETTE DE JEU
- 2. INSERTA EL CARTUCHO GAME PAK

Cette authentique Game Boy™ LEGO® a été fabriquée avec les matériaux les plus sophistiqués pour plaire aux joueurs rétro les plus exigeants. Pour profiter pleinement de l'expérience de 1989, insérez la cassette de jeu et l'écran lenticulaire réaliste et ignorez les appels répétés à descendre pour le souper.

INSERTA PARA CONTINUAR

Este fiel modelo LEGO® del Game Boy™ está fabricado con materiales de primerísima calidad para agradarte a ti, exigente fan de los videojuegos retro. Para disfrutar a plenitud de la experiencia como en 1989, inserta el cartucho Game Pak y la realista pantalla lenticular, e ignora las insistentes llamadas a cenar.



BASIC SET INCLUDES:

- 421 PIECES
- TWO GAME PAK CARTRIDGES
- THREE LENTICULAR SCREENS
- ZERO BATTERIES (DON'T NEED 'EM!)

L'ENSEMBLE DE BASE COMPREND :

- 421 PIÈCES
- DEUX CASSETTES DE JEU
- TROIS ÉCRANS LENTICULAIRES
- AUCUNE PILE
(PAS BESOIN D'EN AVOIR!)

CONTENIDO DEL SET BÁSICO:

- 421 PIEZAS
- DOS CARTUCHOS GAME PAK
- TRES PANTALLAS LENTICULARES
- CERO PILAS (¡NO LAS NECESITAS!)



HAND-HELD HISTORY

Upon its launch in Japan in 1989, The original Game Boy™ was considered a revolution in video gaming. The powerful, portable console allowed video-game fans to enjoy their favorite games on-the-go, with a battery life that lasted up to a whole day. Our designers, very much fans themselves, have lovingly recreated its iconic form, so that you can own an authentic piece of hand-held history. Batteries not included.

HISTOIRE DE LA CONSOLE PORTABLE

Lors de son lancement au Japon en 1989, la console Game Boy™ originale est considérée comme une révolution dans le domaine du jeu vidéo. Cette console puissante et portable permet aux amateurs de jeux vidéo de profiter de leurs jeux préférés en déplacement, avec une batterie qui dure jusqu'à une journée entière. Nos concepteurs, eux-mêmes de très grands amateurs, ont recréé avec amour sa forme emblématique pour que vous puissiez posséder un authentique morceau de l'histoire de la console portable. Les piles ne sont pas incluses.

HISTORIA PORTÁTIL

Luego de su lanzamiento en Japón en 1989, el Game Boy™ original fue considerado como una revolución en el mundo de los videojuegos. La potente consola portátil permitía a los jugadores disfrutar de sus títulos favoritos en cualquier lugar, con una autonomía que podía durar un día completo. Nuestros diseñadores, fervientes devotos ellos mismos, recrearon con gran cariño su icónica forma para que puedas ser dueño de una verdadera pieza de historia para llevar. No incluye pilas.

UNCOVER AN ICON

DÉCOUVREZ UNE ICÔNE

Game Pak slot
Emplacement d'introduction des cassettes
Ranura para Game Pak

Power switch
(POWER)
Interrupteur
d'alimentation
(POWER)
Interruptor
de encendido
(POWER)

Display
Écran
Pantalla

Nintendo GAME BOY™

+ Control Pad
+ Manette
+ Cruz de control

START & SELECT
START et SELECT
START y SELECT

Headphone jack (PHONES)
Prise pour écouteurs (PHONES)
Conector de audifonos (PHONES)

Extension
connector
and cover
(EXT CONNECTOR)
Prise et couvercle
(EXT CONNECTOR)
Conector de
extensión y tapa
(EXT CONNECTOR)

Volume dial (VOL)
Bouton de
volume (VOL)
Rueda de
volumen (VOL)

A&B Buttons
Boutons A et B
Botones A y B

External power
supply jack
Prise externe
Conector para adaptador
de corriente externo

Battery cover
Couvercle du
réceptacle
à piles
Tapa de
las pilas

DESCUBRE UN ÍCONO

IT'S WHAT'S INSIDE THAT COUNTS:

Sure, the iconic casing might be the star of the show, but we showed just as much love to the interior of both the LEGO® Game Boy™ and Game Pak, obsessing over detail and color for that authentic feel.

C'EST CE QU'IL Y A À L'INTÉRIEUR QUI COMPTE :

Bien sûr, le boîtier emblématique est peut-être le clou du spectacle, mais nous avons montré autant d'amour pour l'intérieur de la Game Boy™ et de la cassette de jeu LEGO®, avec un grand souci du détail et de la couleur pour un résultat authentique.

LO QUE CUENTA ES LO QUE HAY ADENTRO:

Aunque la indiscutible estrella del espectáculo es la icónica carcasa, dedicamos el mismo amor al interior tanto del modelo LEGO® del Game Boy™ como del cartucho de juego Game Pak, con gran atención a los detalles y los colores para evocar una sensación de gran autenticidad.

"I love watching people use the power switch, when they feel that snap, it always takes them back to that Game Boy realm!"

« J'adore regarder les gens utiliser l'interrupteur ; lorsqu'ils sentent ce dé clic, cela les ramène toujours au royaume de la Game Boy! »



"Me encanta ver a las personas usar el interruptor de encendido. ¡Es increíble cómo el clic que produce los transporta al reino del Game Boy al instante!"

LEGO® Game Boy™ Lead Designer Carl Merriam

Carl Merriam, concepteur principal de la Game Boy™ LEGO®

Carl Merriam, diseñador jefe del modelo LEGO® del Game Boy™

SUPER MARIO LAND™

ONE GIANT LEAP

With appearances in numerous NES, arcade and Game & Watch titles, Mario was no stranger to the world when he jumped onto the Game Boy™ for the first time in *Super Mario Land™*. Launched alongside the Game Boy's release in 1989, the game sees Mario explore a whole new world called Sarasaland as he attempts to rescue Princess Daisy in her debut appearance. The responsibility to translate the much-loved, platform-based gameplay from the more powerful NES to the small screen fell to the same team developing the Game Boy itself, giving them precious insights on the console's potential. They couldn't have fared better – critics and fans alike agreed that it was a giant leap forward for a handheld title, with 12 expertly plotted levels packed with original enemies and a devilish expert mode for seasoned gamers. It's still considered a classic.

UN PAS DE GÉANT

Apparu dans de nombreux titres NES, arcade et Game & Watch, Mario était déjà bien connu lorsqu'il a sauté sur la Game Boy™ pour la première fois dans *Super Mario Land™*. Lancé parallèlement à la sortie de la Game Boy en 1989, le jeu voit Mario explorer un tout nouveau monde appelé Sarasaland alors qu'il tente de sauver la princesse Daisy dans sa première apparition. C'est à l'équipe chargée de développer la Game Boy elle-même qu'est revenue la responsabilité de transposer sur le petit écran le jeu de plateforme tant apprécié de la NES, plus puissante, ce qui leur a permis de se faire une idée précise du potentiel de la console. Les critiques et les amateurs s'accordent à dire qu'il s'agit d'un pas de géant pour un jeu sur console portable, avec 12 niveaux bien conçus, remplis d'ennemis originaux et un mode expert diabolique pour les joueurs chevronnés. Il est toujours considéré comme un classique.

UN GIGANTESCO SALTO

Con apariciones en numerosos títulos de NES, maquinas y Game & Watch, Mario no era ningún desconocido para el mundo cuando saltó al Game Boy™ por primera vez en *Super Mario Land™*. Lanzado junto con el Game Boy en 1989, el juego muestra a Mario explorando un mundo completamente nuevo llamado Sarasaland, en un intento por rescatar a la Princesa Daisy, quien debuta en este título. La responsabilidad de traducir la apreciada experiencia de juego de la potente plataforma NES a la reducida pantalla del Game Boy recayó en el mismo equipo a cargo de su desarrollo, lo que les proporcionó información valiosa sobre el potencial de la consola. No les podría haber ido mejor: tanto la crítica como los fans coincidieron en que, con 12 niveles magistralmente estructurados y repletos de enemigos originales, así como un infernal modo experto para jugadores experimentados, se trataba de un gran paso adelante para un título portátil. Todavía se considera un clásico.



ICONIC: Game Pak and in-game screens from the original *Super Mario Land™*.

EMBLÉMATIQUE : La cassette de jeu et des captures d'écran du jeu *Super Mario Land™* original.

ICÓNICO: Cartucho Game Pak y pantallas del juego *Super Mario Land™* original.





SMALL SCREEN. BIG ADVENTURE.

Released in 1993, four years after the Game Boy's launch, *Link's Awakening* was the small-screen debut for the already-popular *Zelda* franchise. Adored by fans for its emotionally driven, story-based gameplay, with wonderfully creative puzzles and challenges, this was the first *Zelda* title to be set outside of the kingdom of Hyrule, and the first not to feature Princess Zelda. In *Link's Awakening*, the titular character is stranded on an island. His only chance of escape is to awaken the mythical Windfish by collecting magical musical instruments. Its place in the hearts and minds of gamers of all ages, all over the world, remains to this day.

UN PETIT ÉCRAN. UNE GRANDE AVENTURE.

Sorti en 1993, quatre ans après le lancement de la Game Boy, *Link's Awakening* marque les débuts sur petit écran de la déjà très populaire franchise *Zelda*. Adulé par les amateurs pour sa jouabilité basée sur l'émotion et l'histoire, avec des énigmes et des défis merveilleusement créatifs, c'est le premier titre *Zelda* à se dérouler en dehors du royaume d'Hyrule, et le premier à ne pas mettre en scène la princesse Zelda. Dans *Link's Awakening*, le personnage titulaire est bloqué sur une île. Sa seule chance de s'échapper est de réveiller le mythique Poisson-Rêve en amassant des instruments de musique magiques. Aujourd'hui encore, le jeu occupe une place importante dans le cœur et l'esprit des joueurs de tous âges, partout dans le monde.

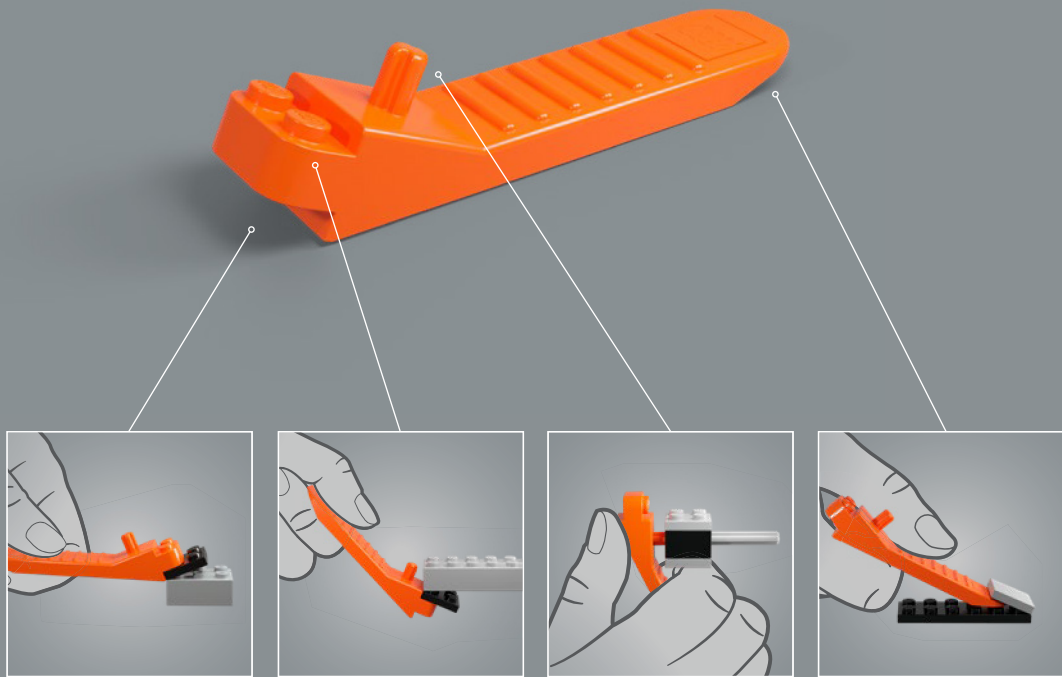
UNA PANTALLA PEQUEÑA. UNA GRAN AVENTURA.

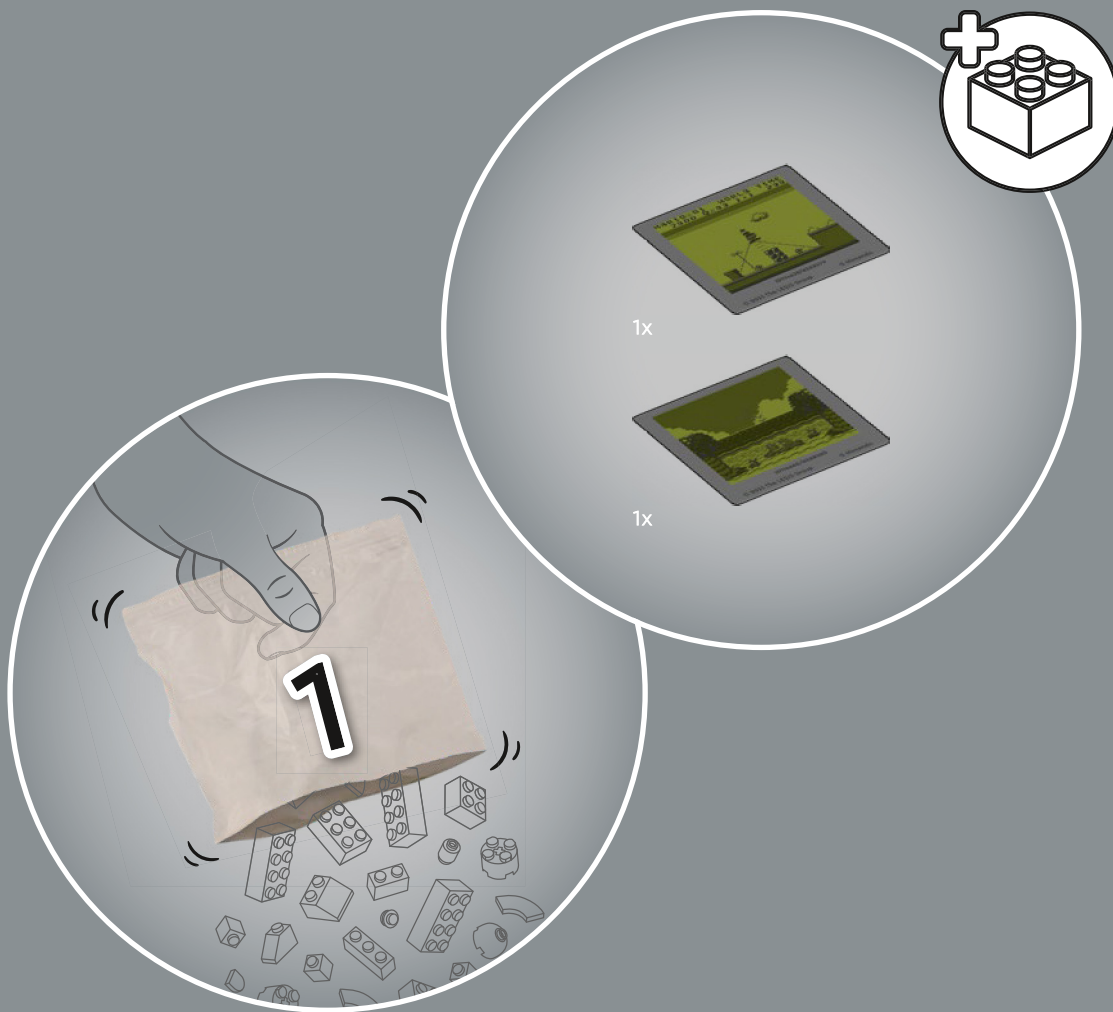
Lanzado en 1993, cuatro años después de la introducción del Game Boy, *Link's Awakening* fue el debut en pantalla pequeña de la ya popular franquicia *Zelda*. Adorado por los fans por su experiencia de juego y su emotiva trama llena de acertijos y desafíos maravillosamente creativos, fue el primer título de *Zelda* ambientado fuera del reino de Hyrule y sin la presencia de la Princesa Zelda. En *Link's Awakening*, el personaje principal se encuentra varado en una isla. Su única posibilidad de escapar es despertar al mítico Pez del Viento reuniendo instrumentos musicales mágicos. Su lugar en el corazón y la mente de fans de todo el mundo y de todas las edades perdura hasta nuestros días.

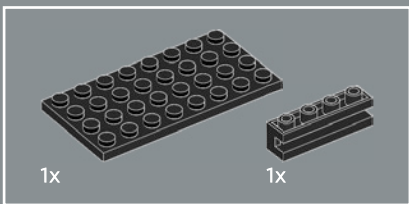


LEGENDARY: Original in-game screens from *Link's Awakening*.
LÉGENDAIRE : Des captures d'écran du jeu *Link's Awakening* original.
LEGENDARIO: Pantallas originales del juego *Link's Awakening*.

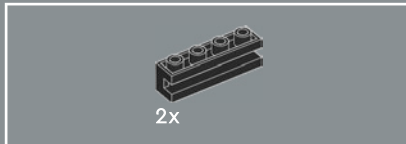
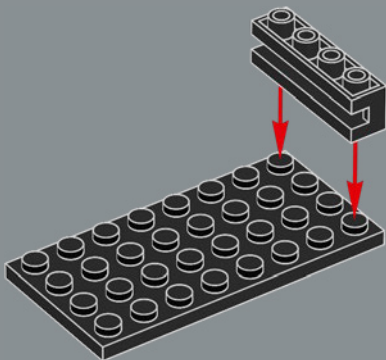




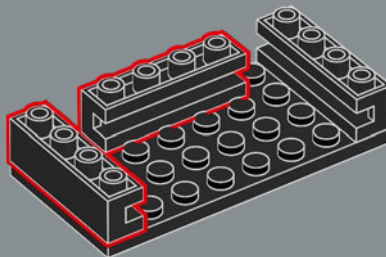


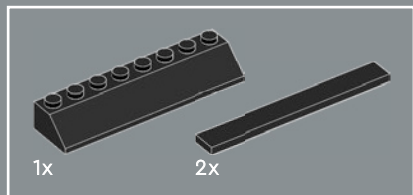


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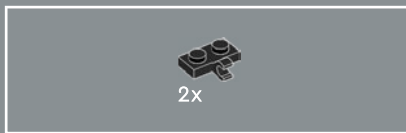
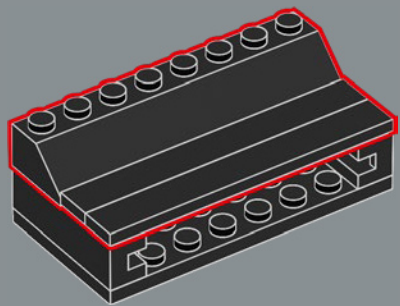


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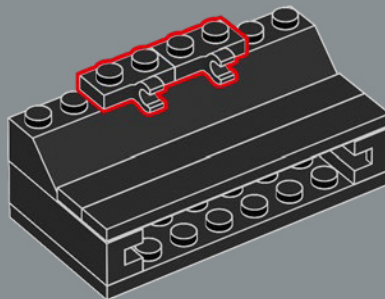




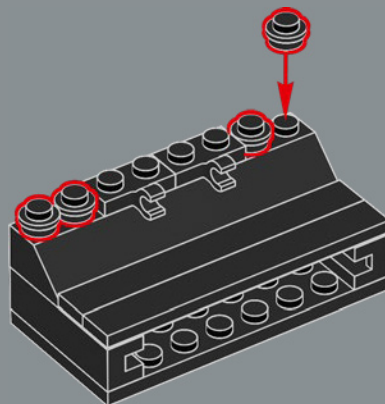
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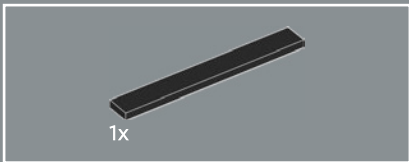


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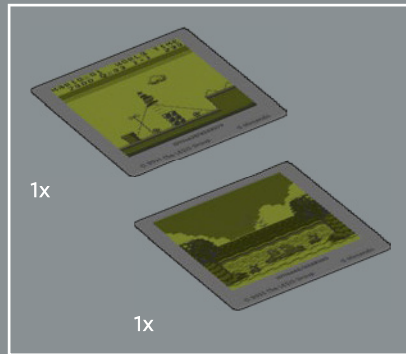
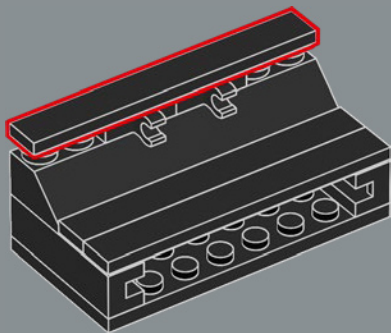


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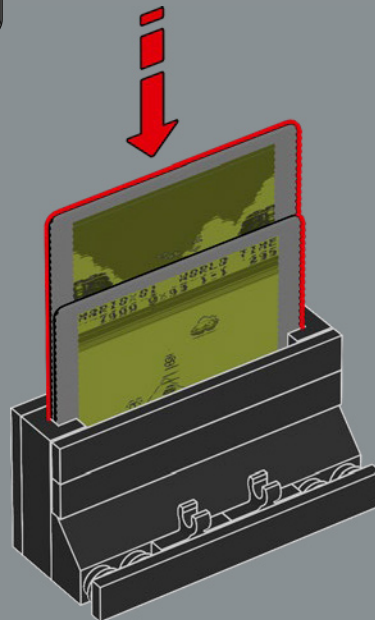


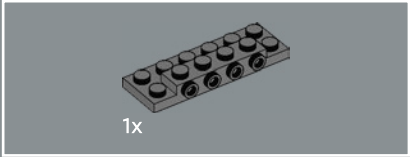


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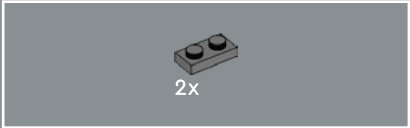
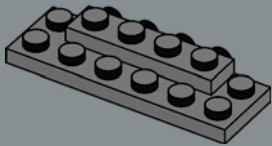
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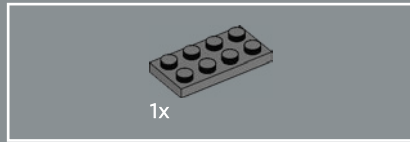
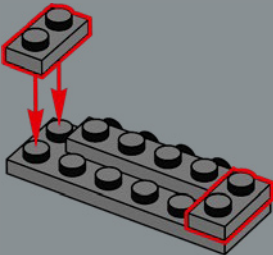
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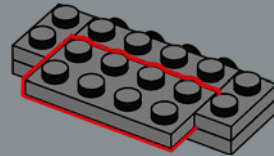
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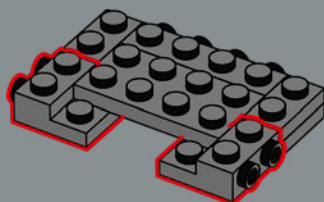
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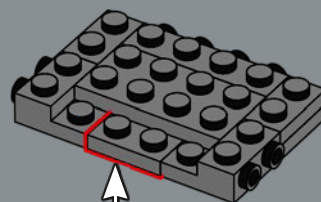
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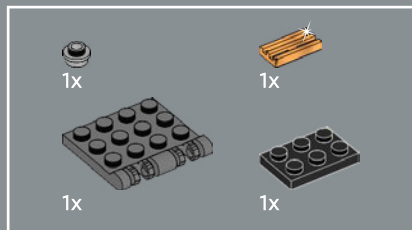
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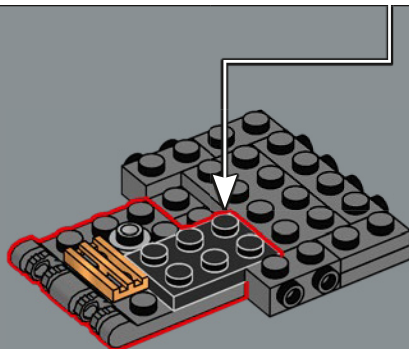
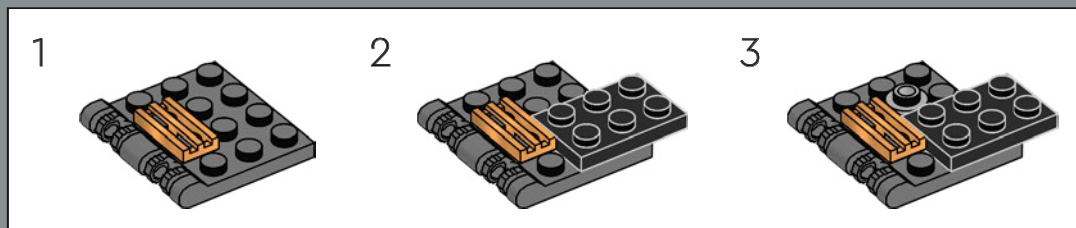
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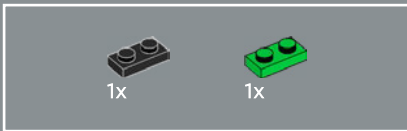
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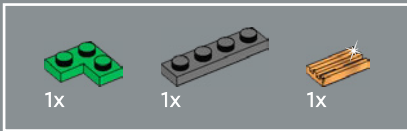
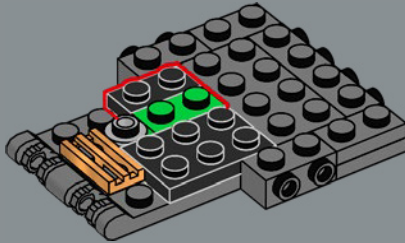


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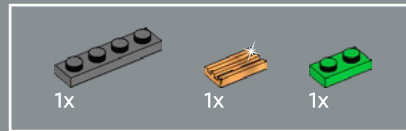
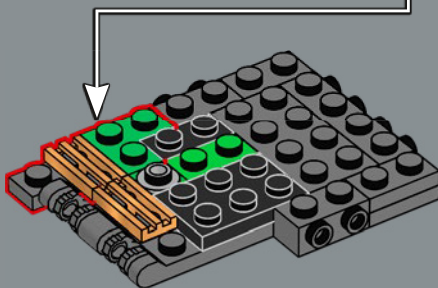
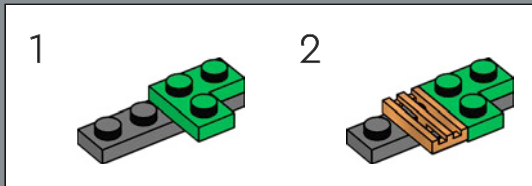




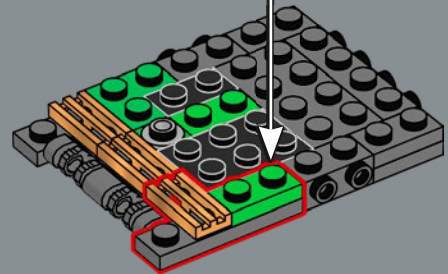
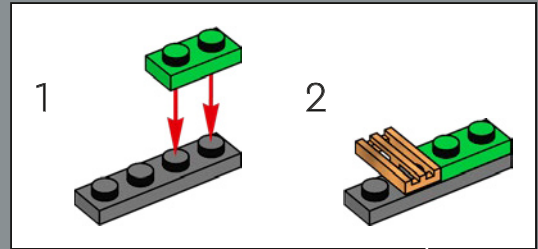
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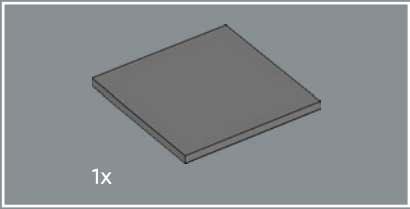


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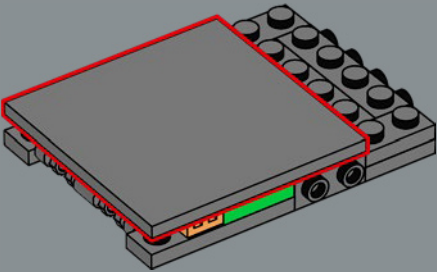


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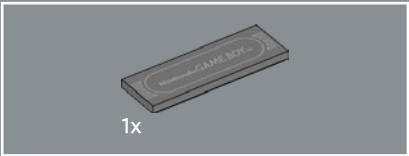




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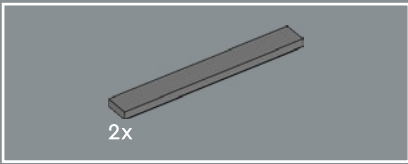


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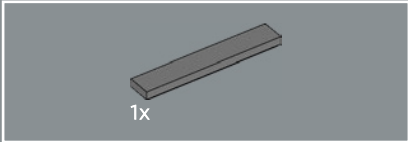


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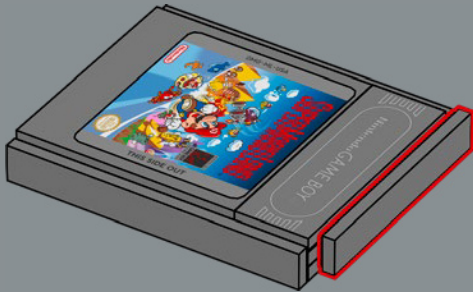




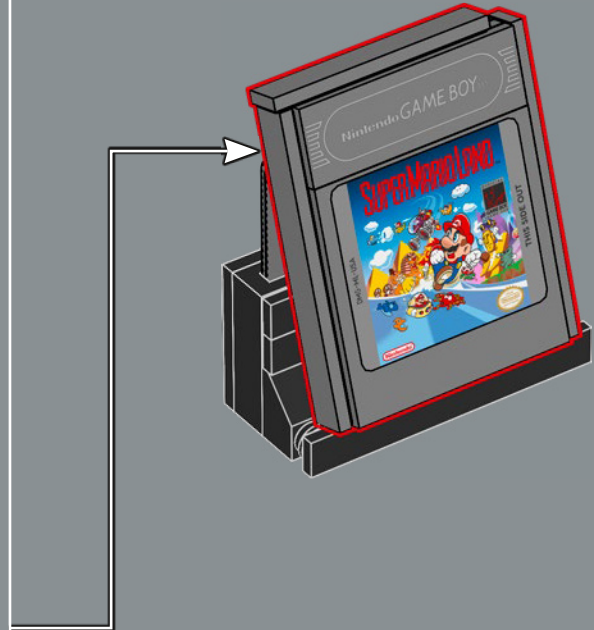
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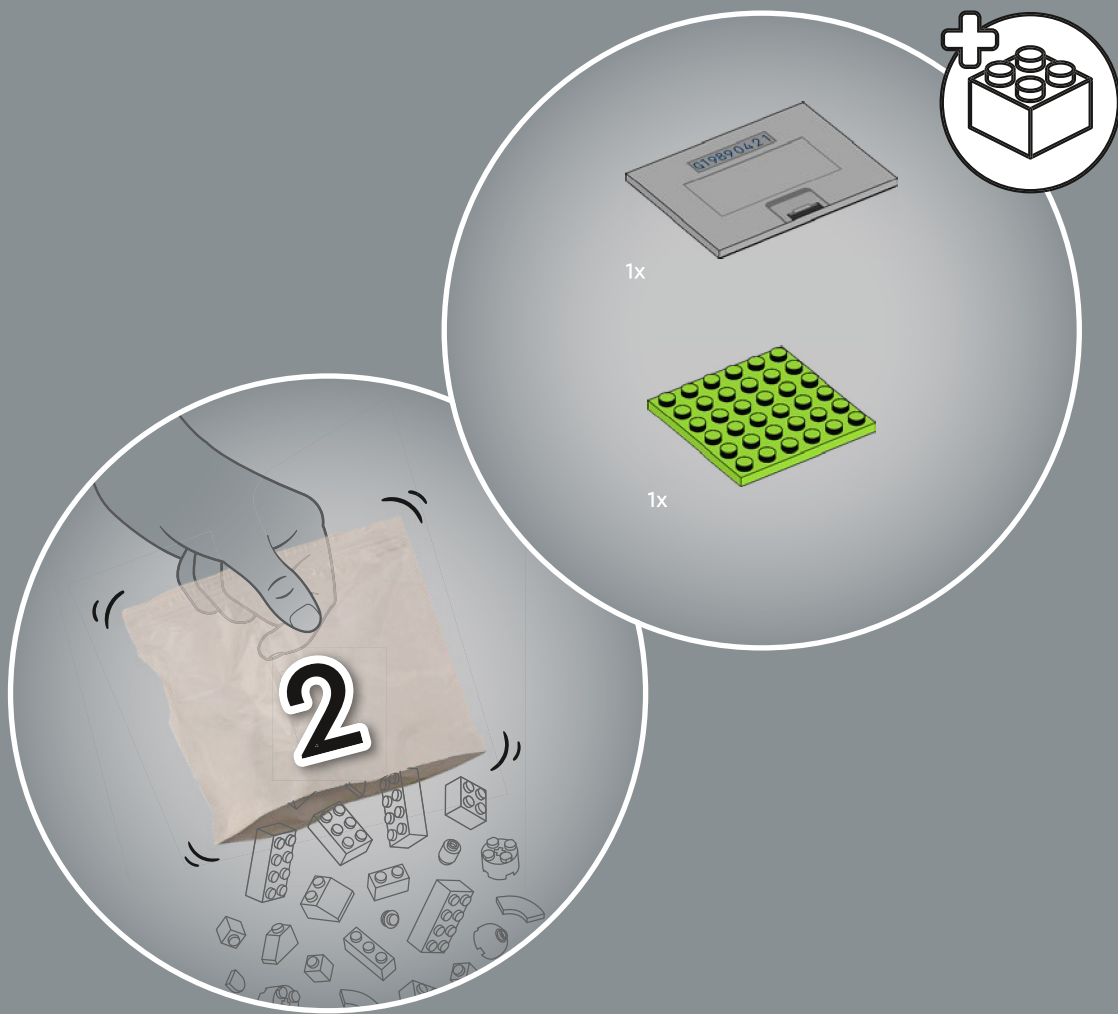


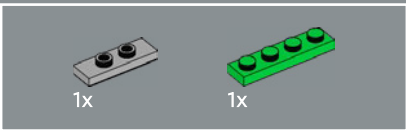
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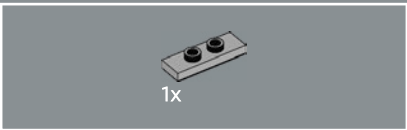
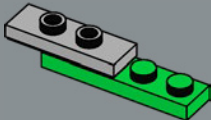
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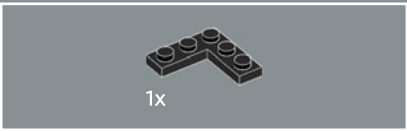
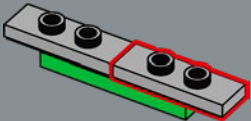




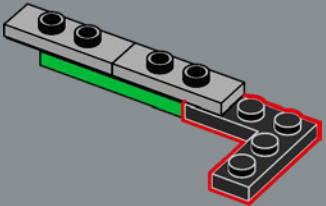
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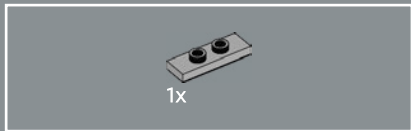


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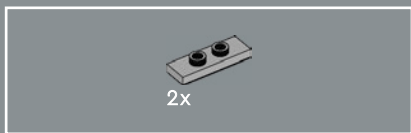
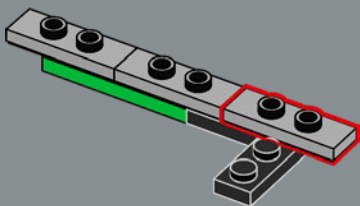


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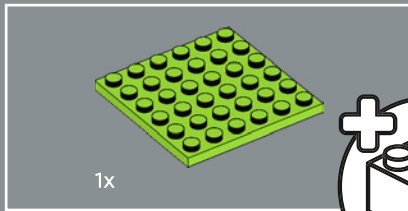
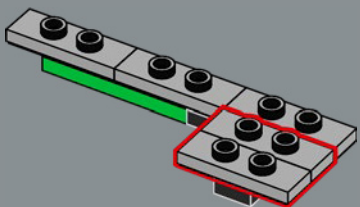




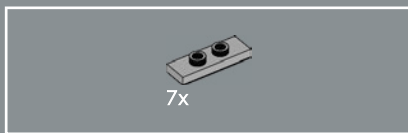
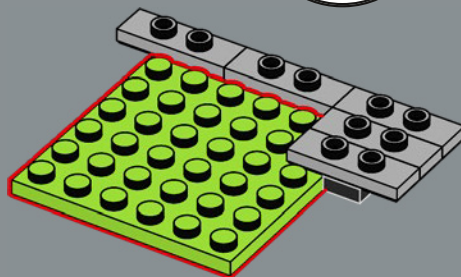
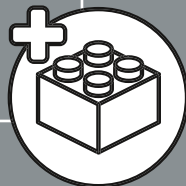
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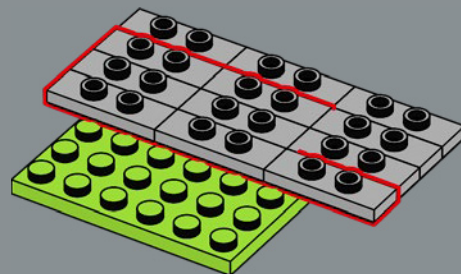
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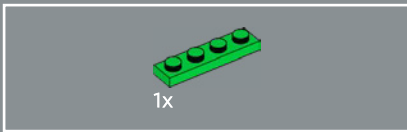


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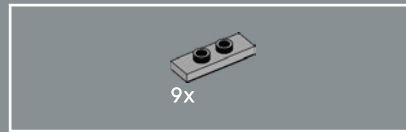
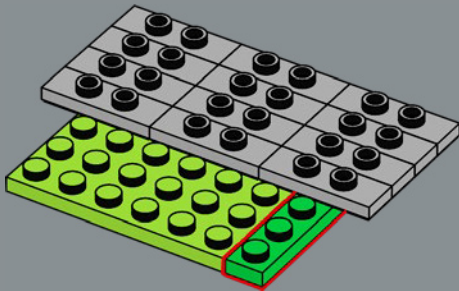


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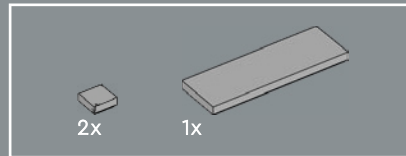
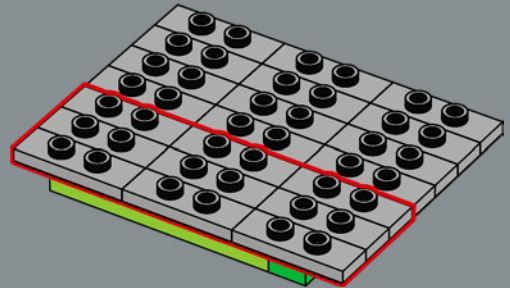




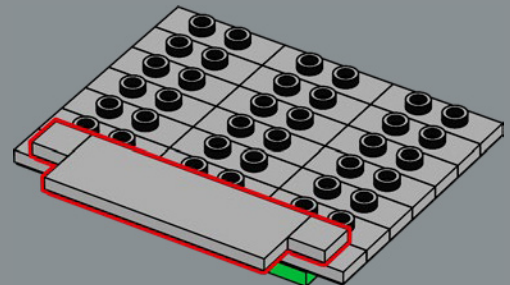
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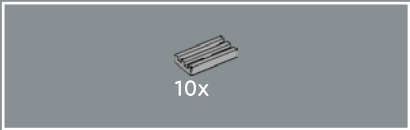


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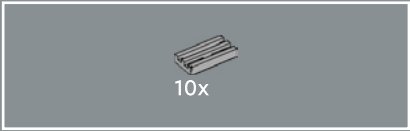
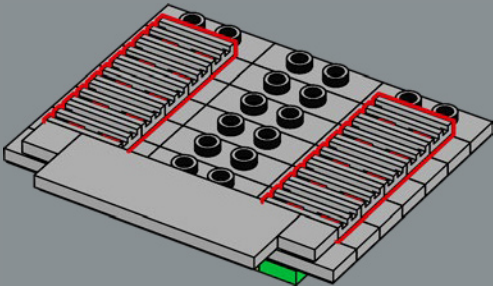


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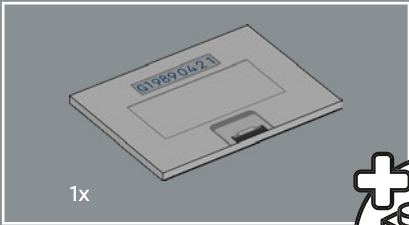
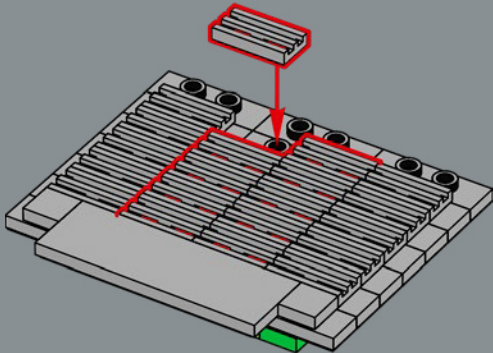




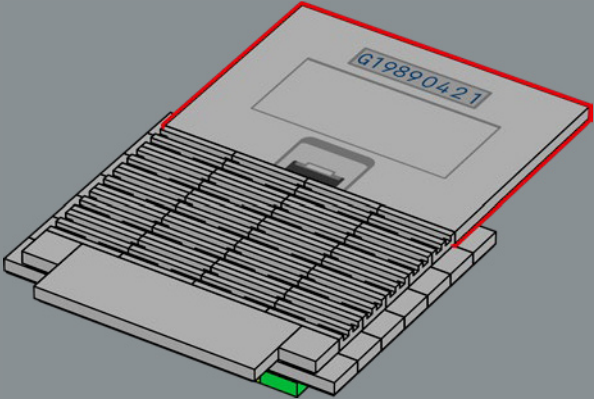
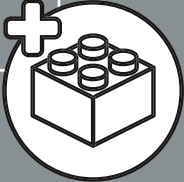
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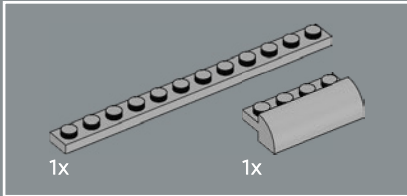
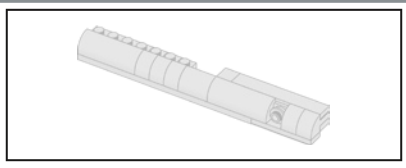


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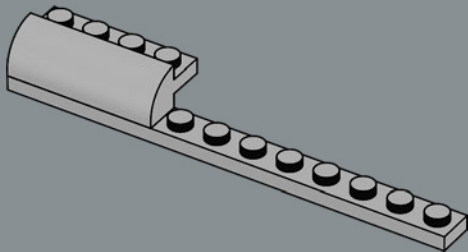


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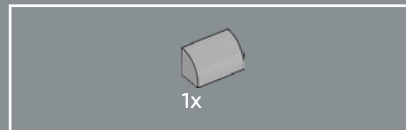
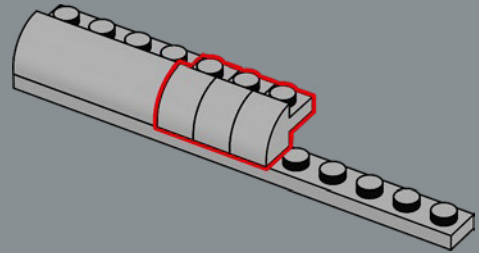




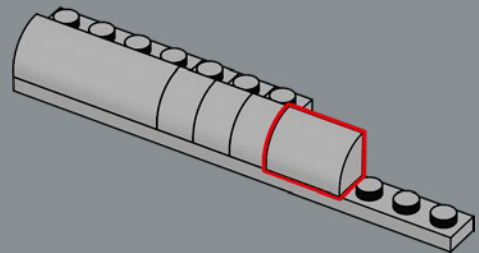
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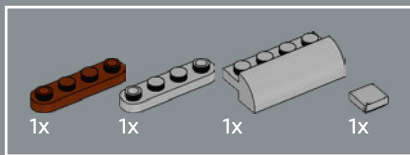


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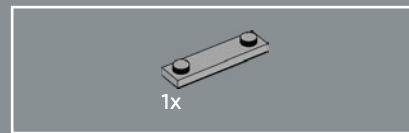
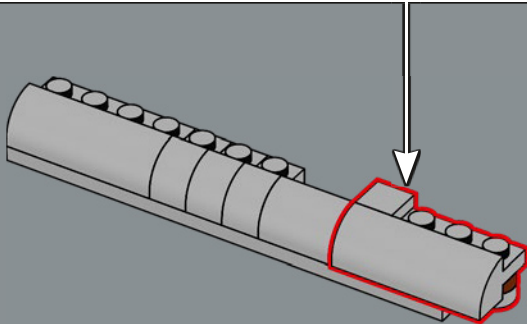
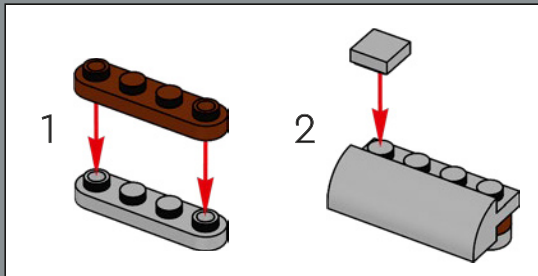


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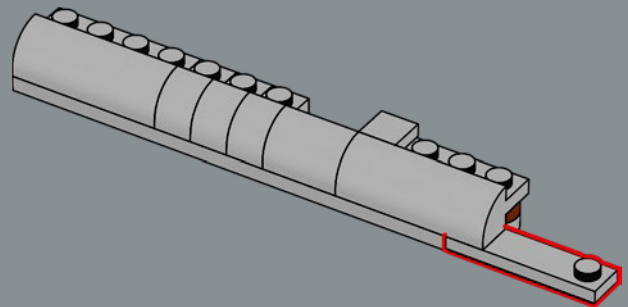


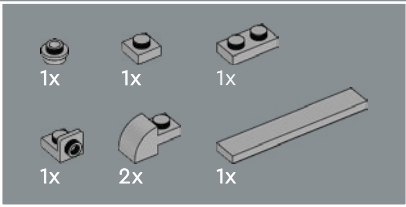
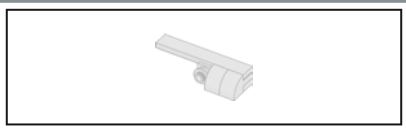


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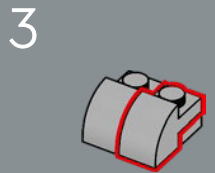
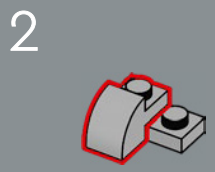
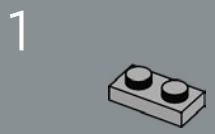


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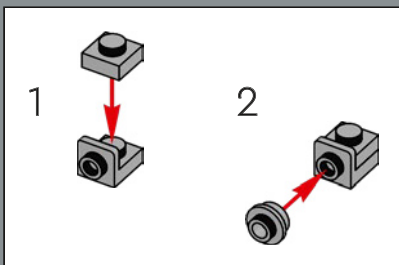
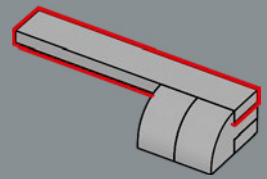




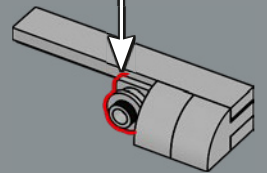
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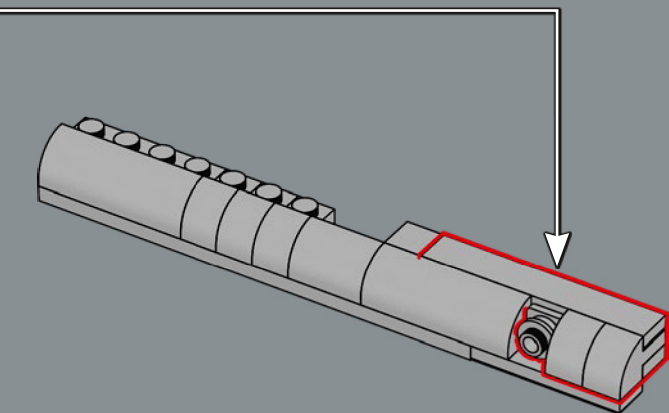


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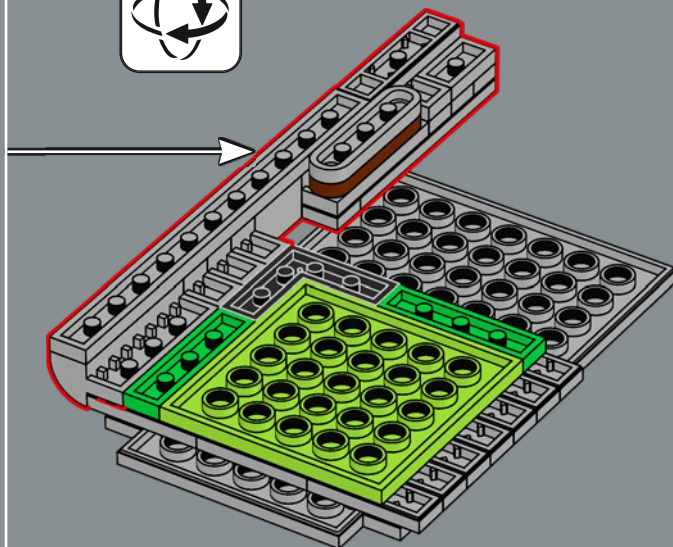


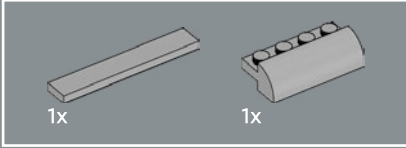
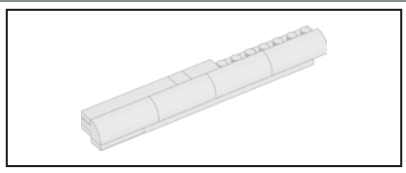
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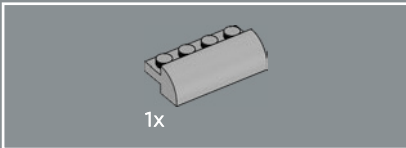
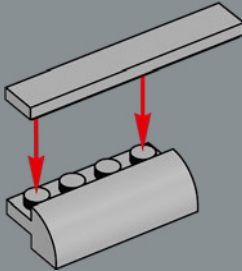


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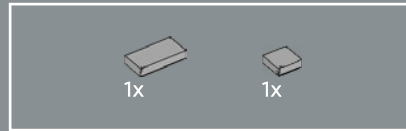
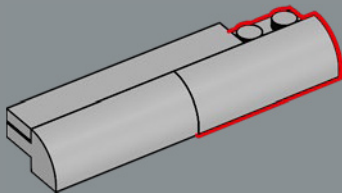




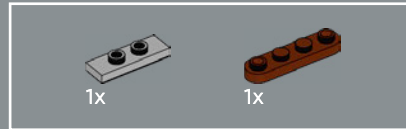
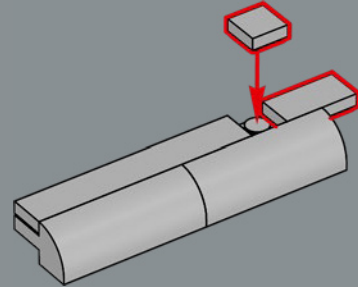
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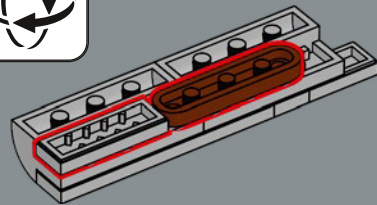
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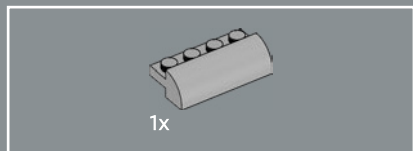


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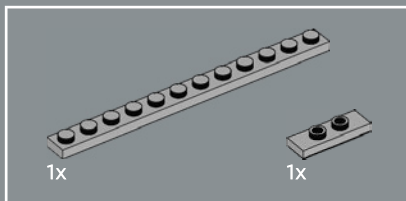
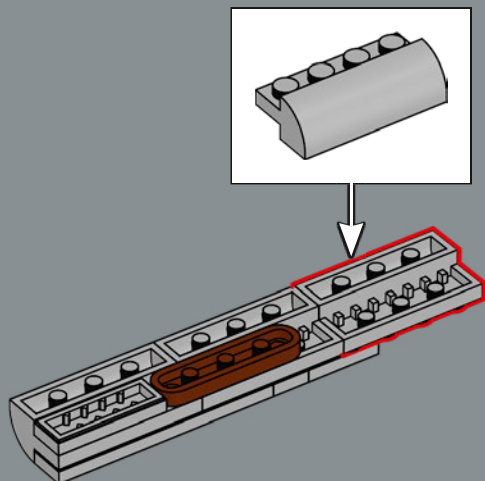


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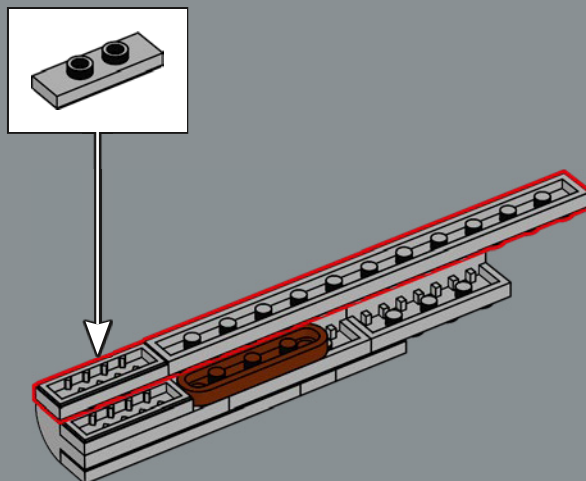


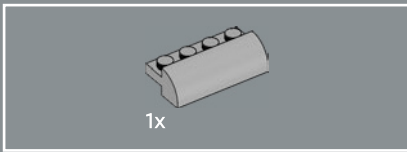


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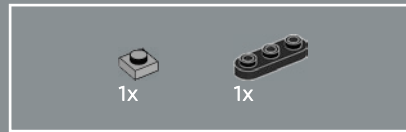
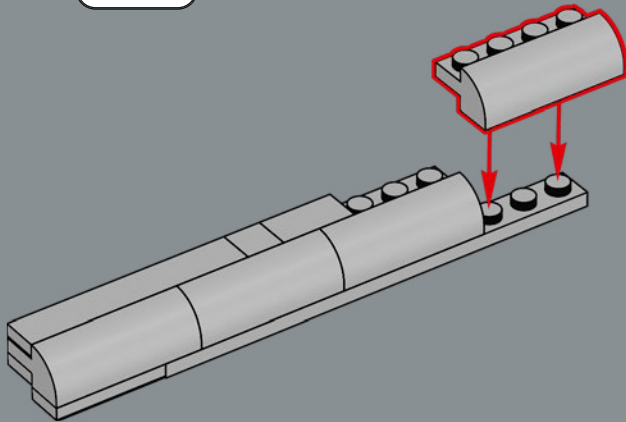


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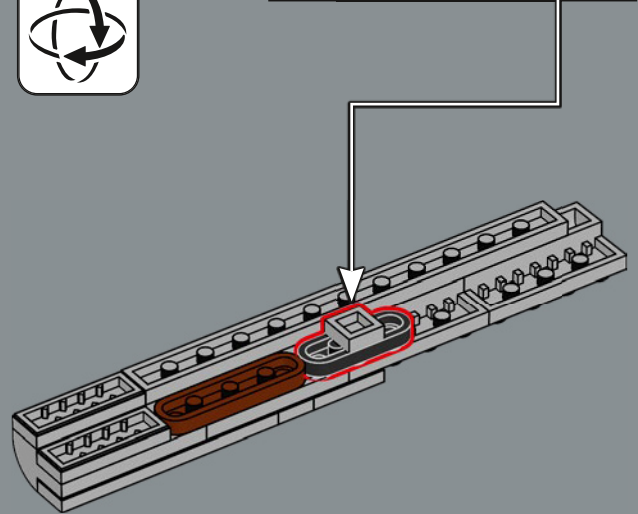
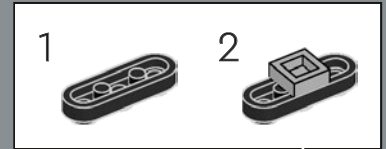


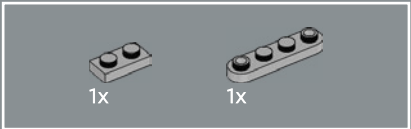


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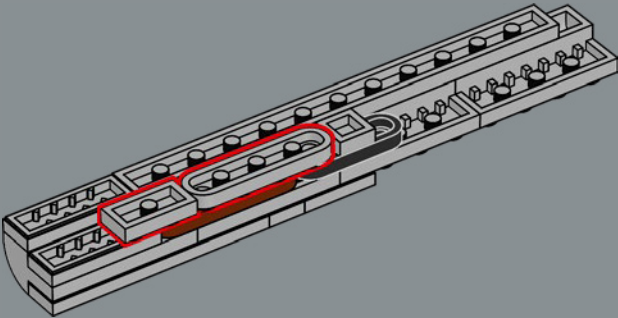


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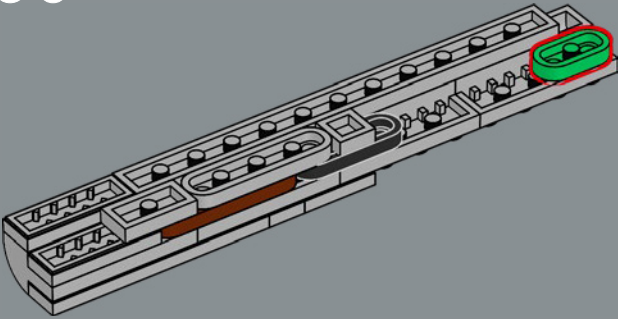




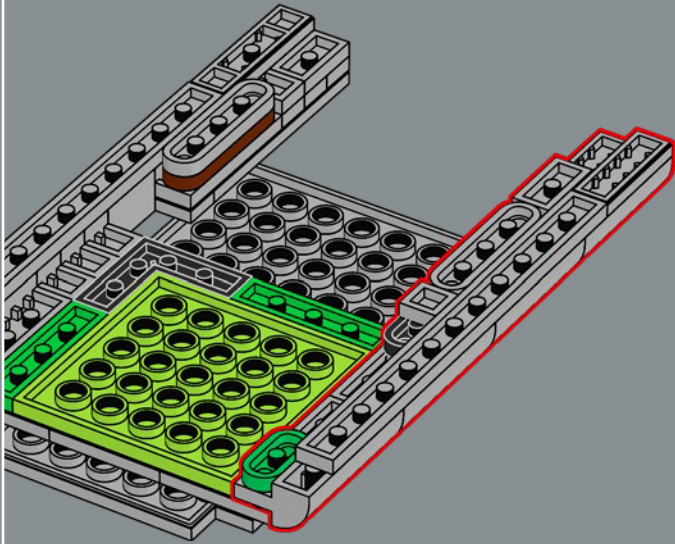
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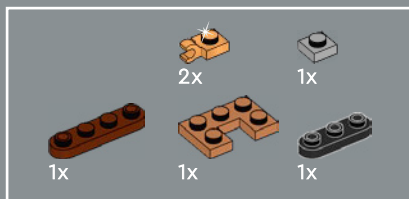


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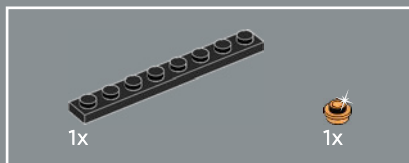
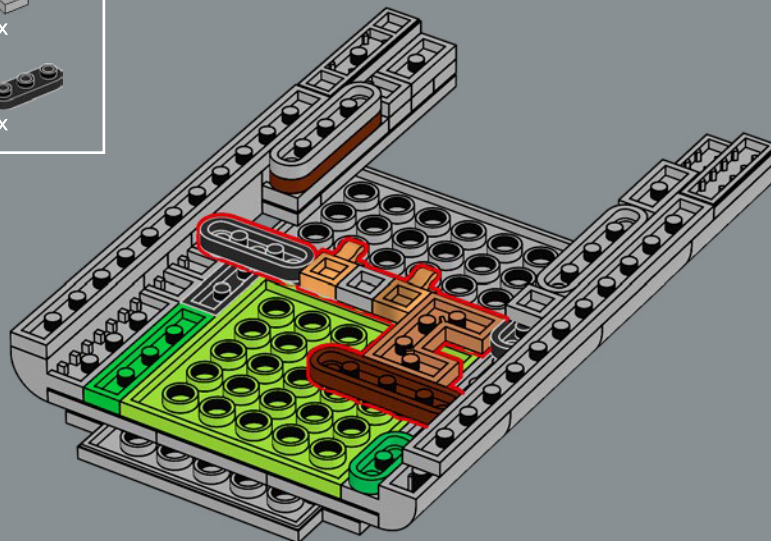


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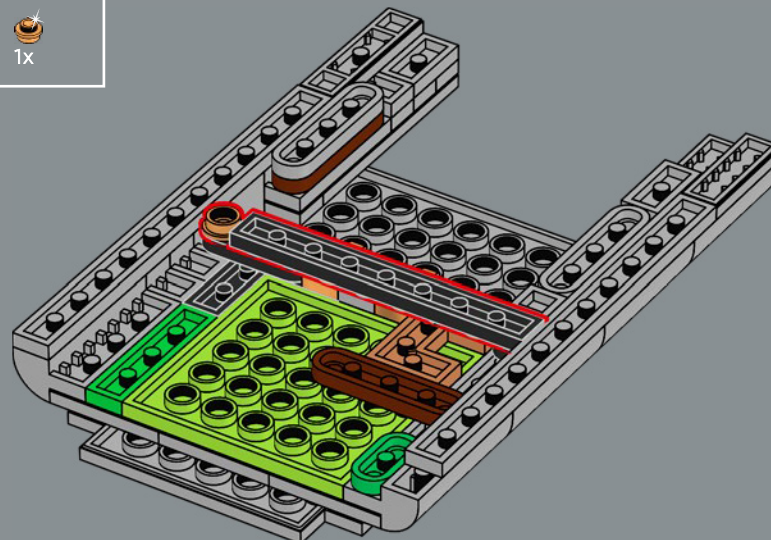


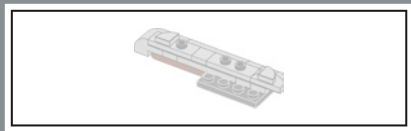


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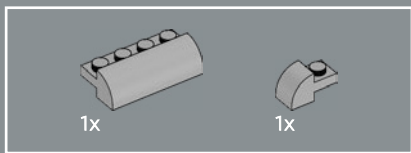
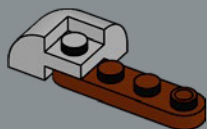


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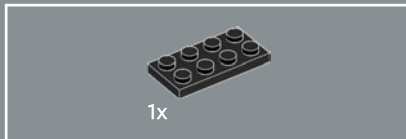
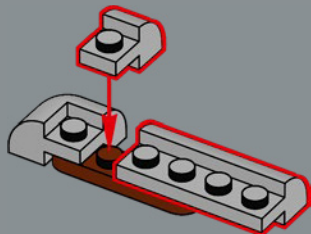




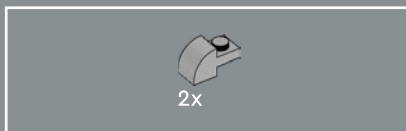
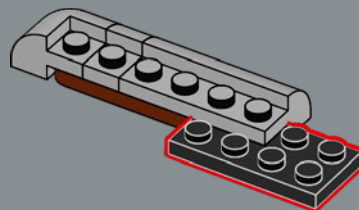
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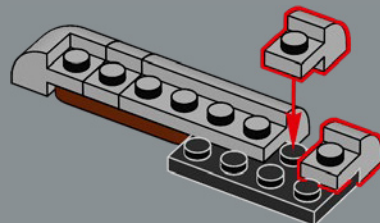
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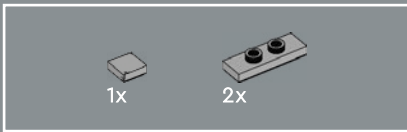


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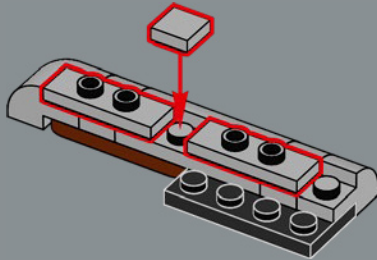


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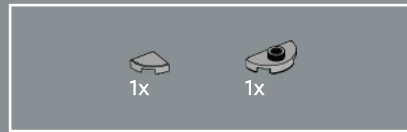
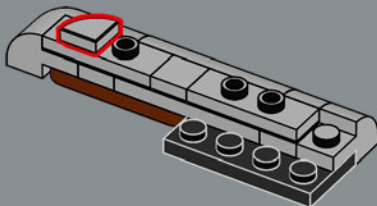




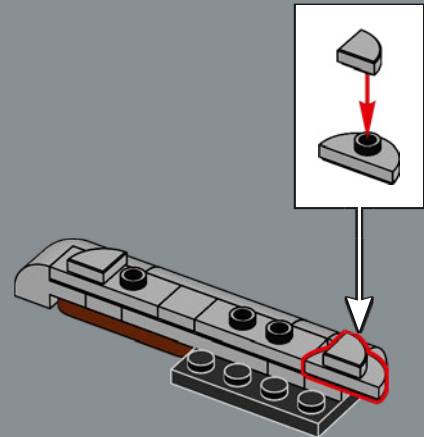
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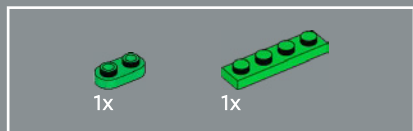
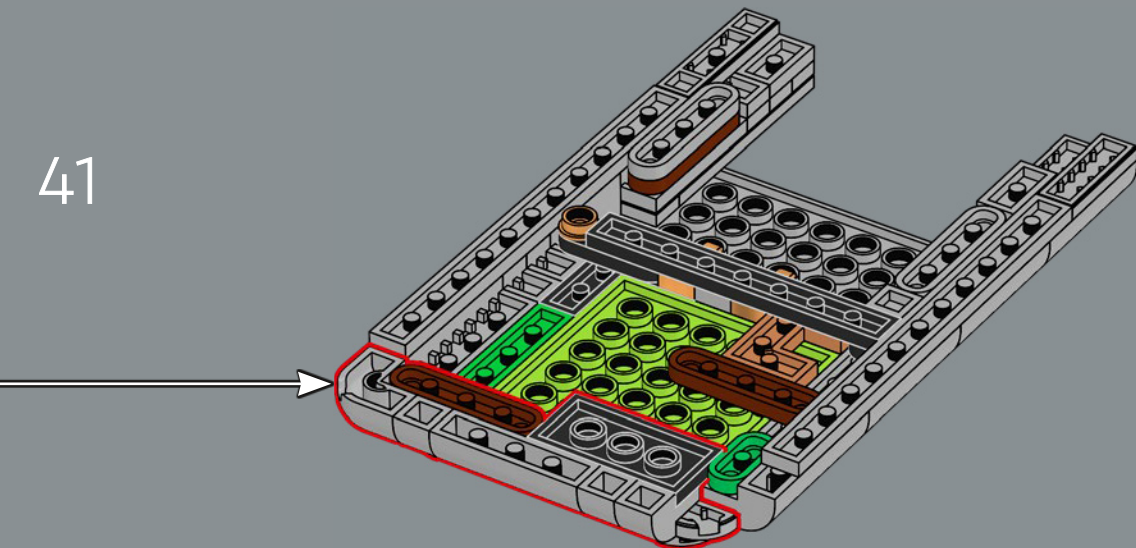
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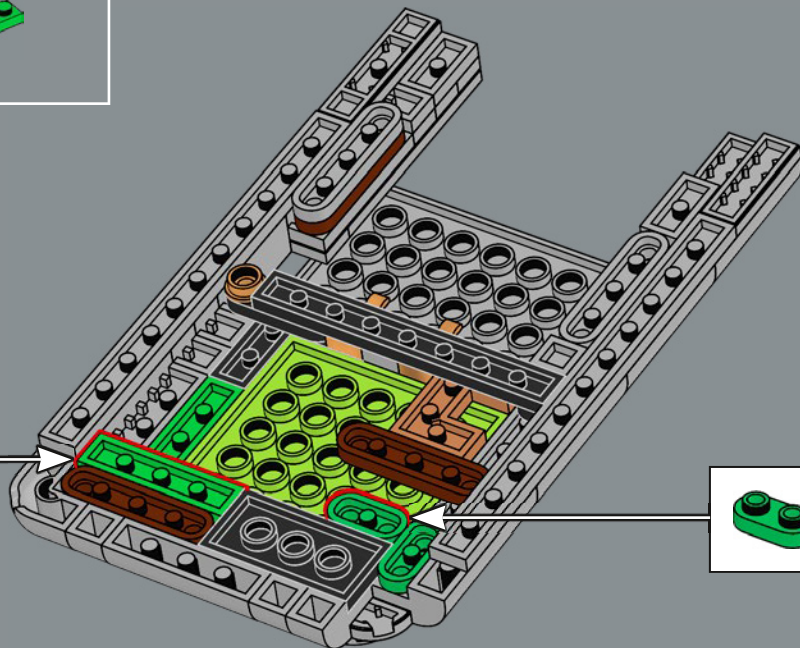
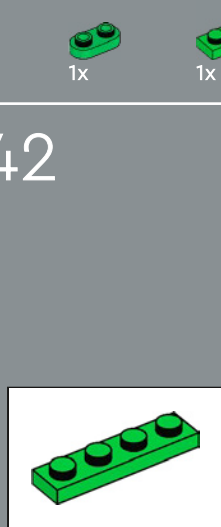
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41



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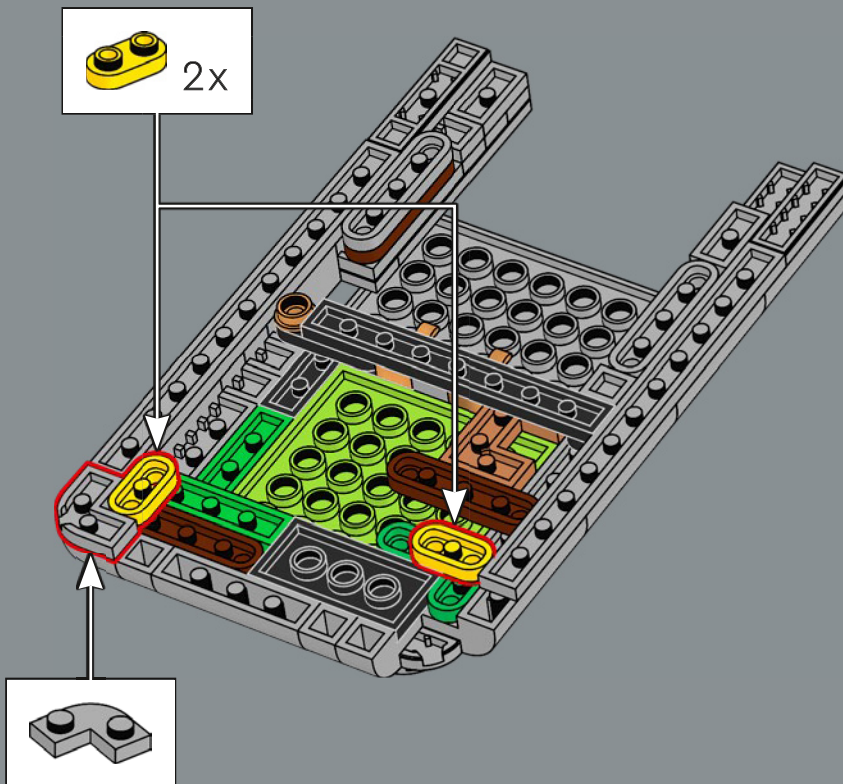


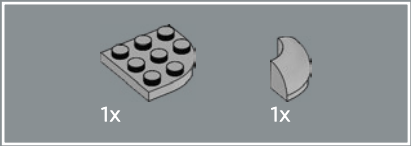
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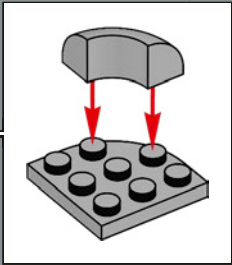
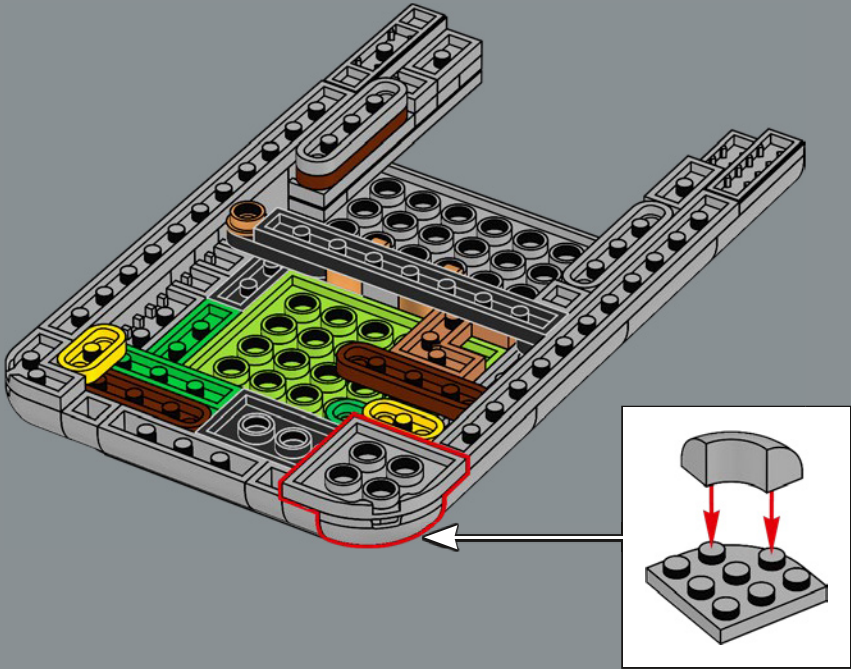


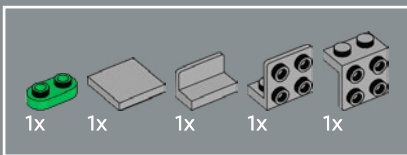
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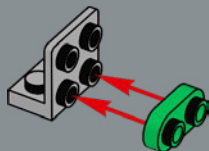
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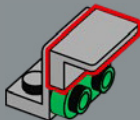


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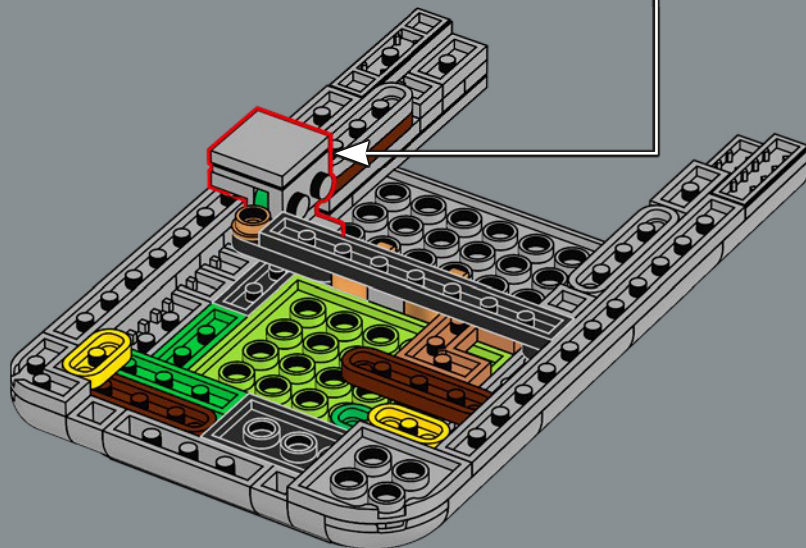
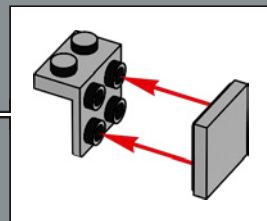
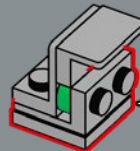
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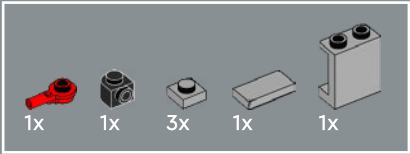
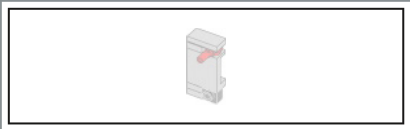


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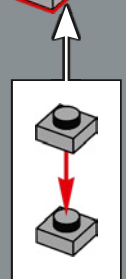
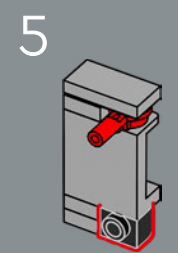
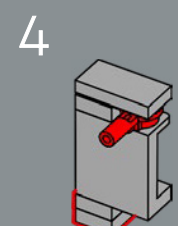
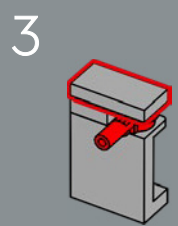
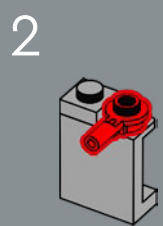
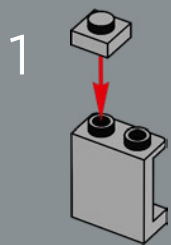


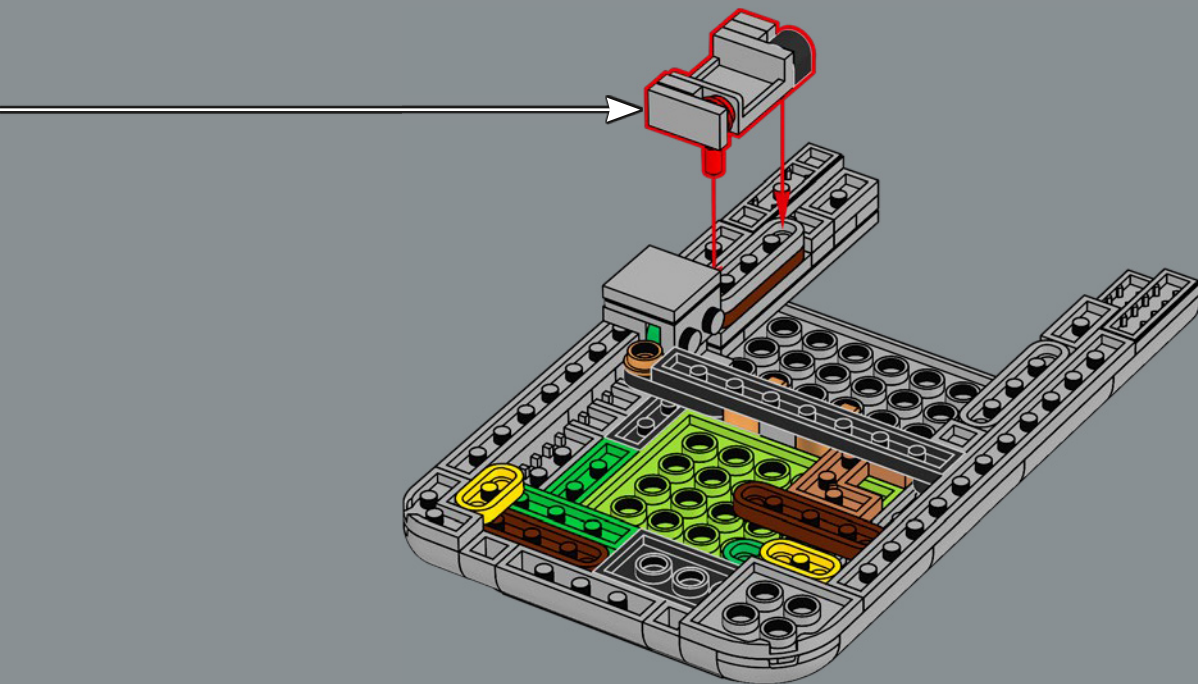
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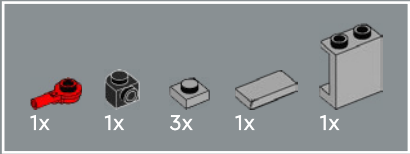
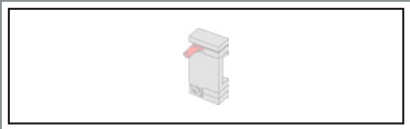




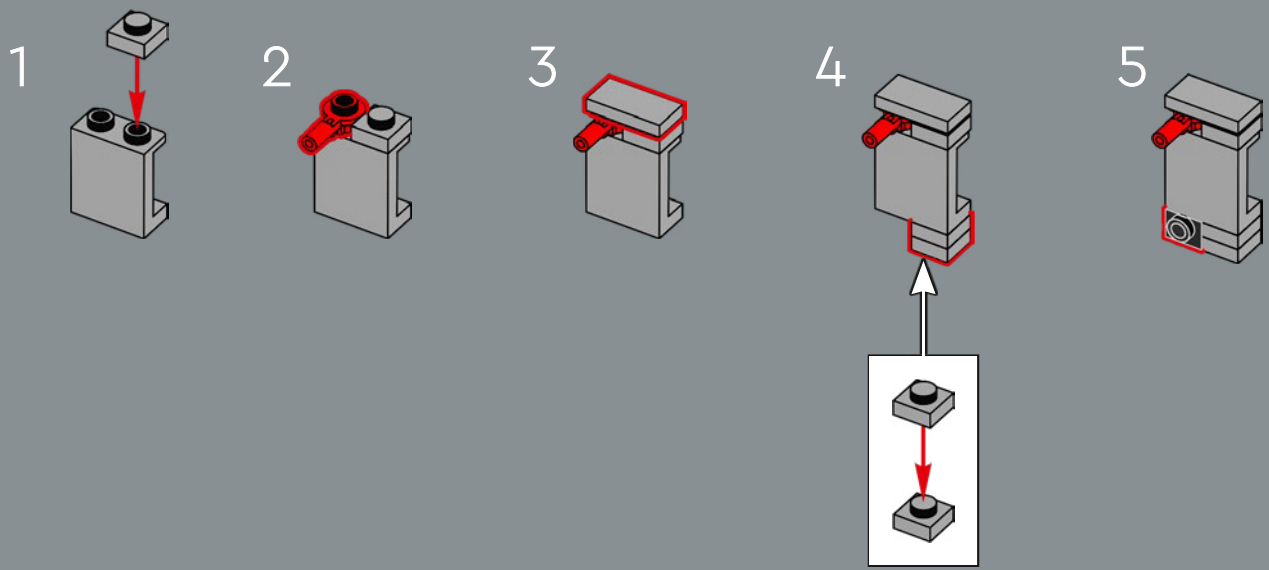
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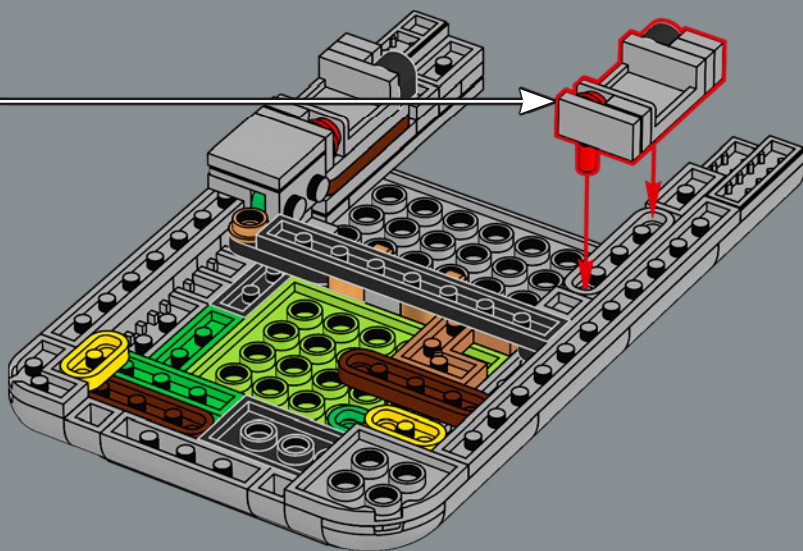






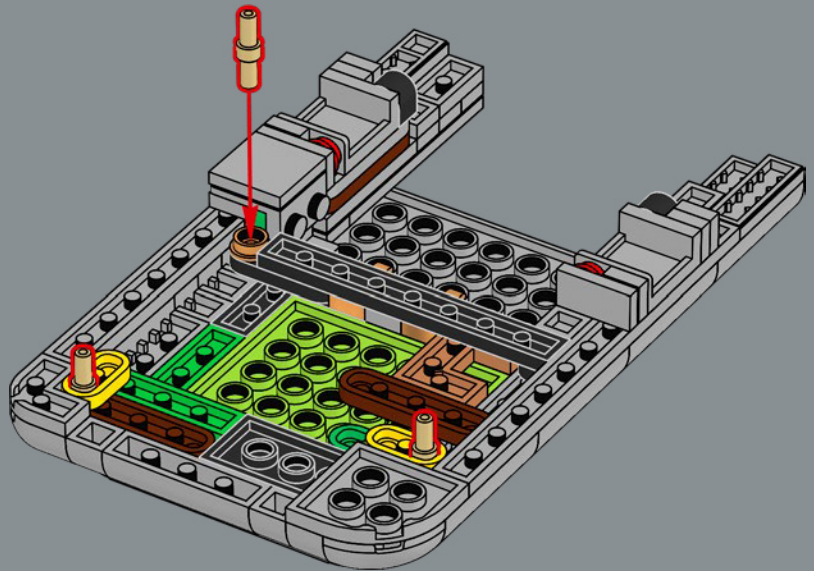
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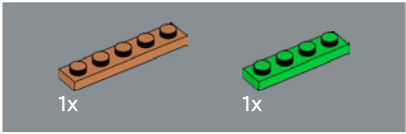
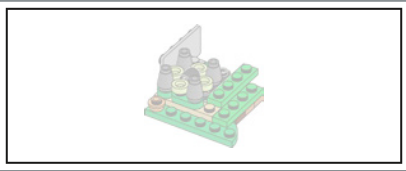




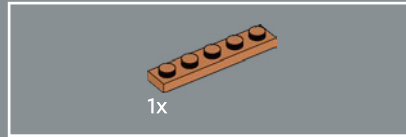
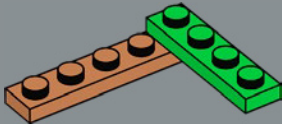


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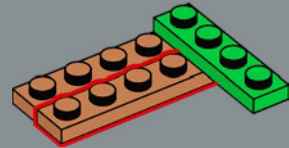


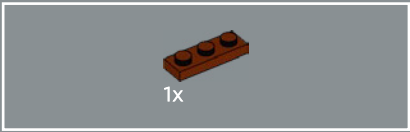


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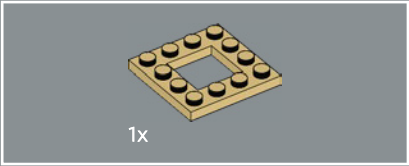
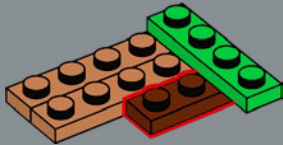


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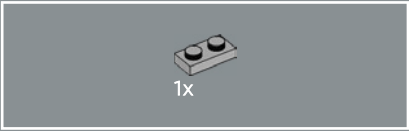
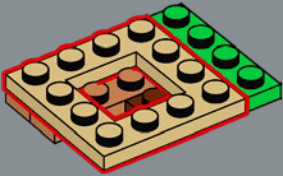




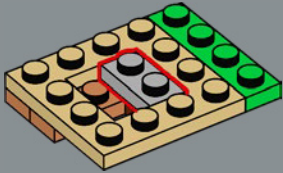
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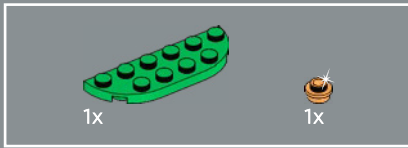


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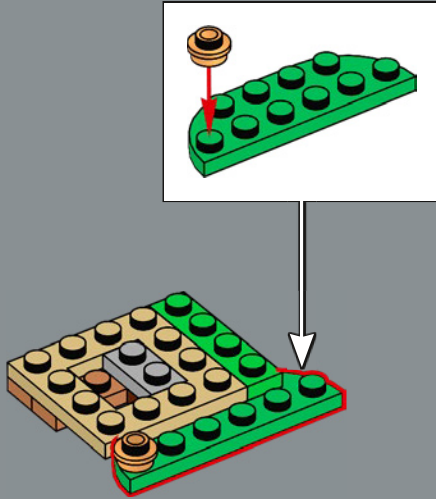


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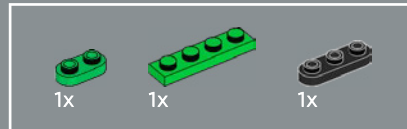
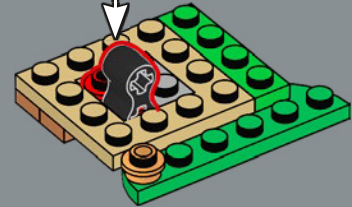
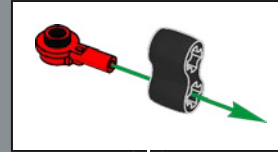




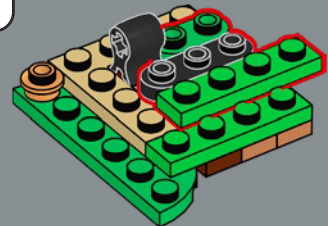
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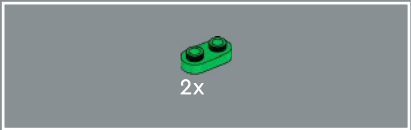


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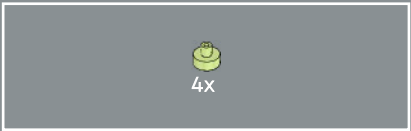
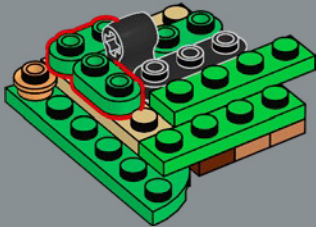


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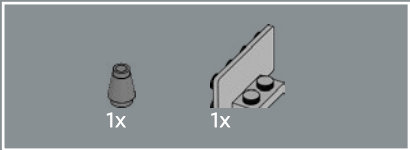
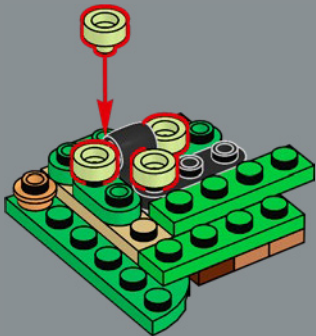




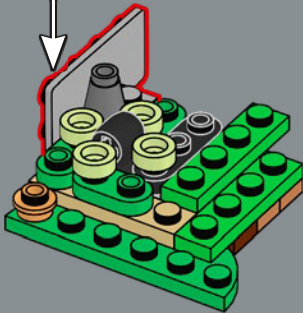
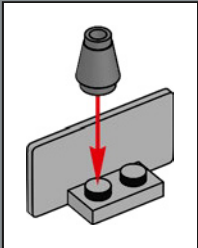
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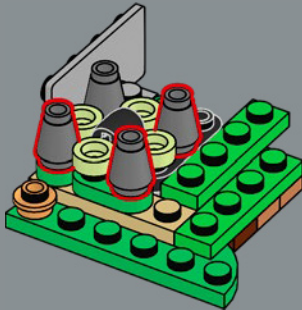


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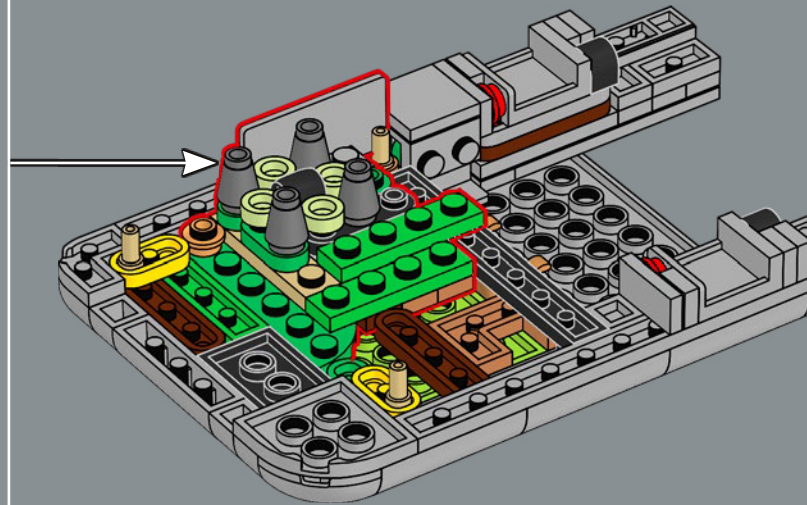


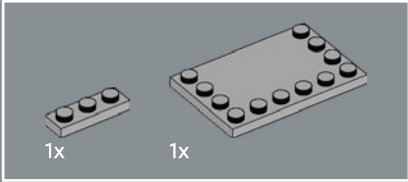
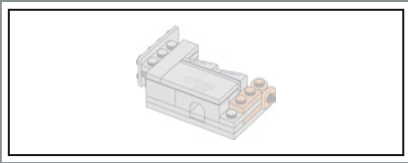


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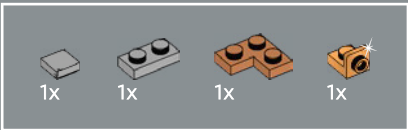
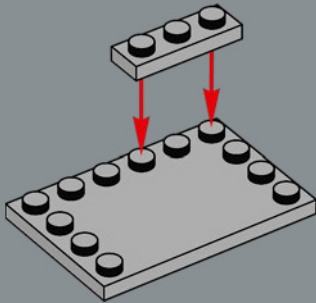


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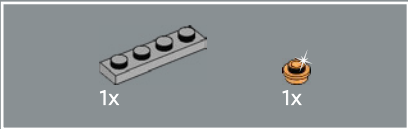
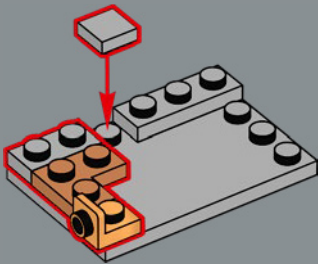




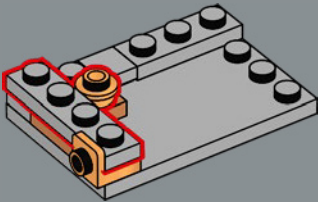
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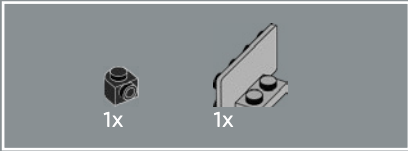
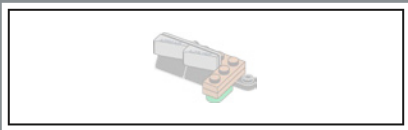


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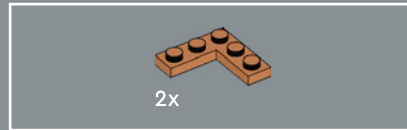
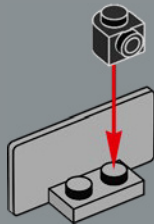


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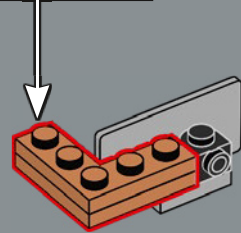
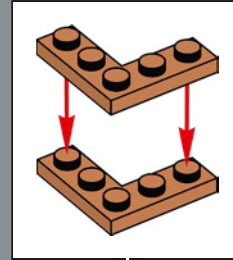




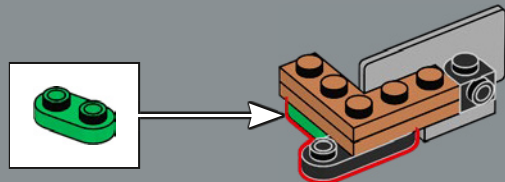
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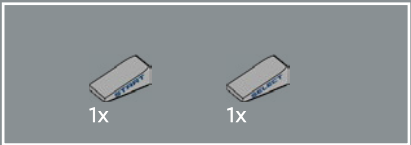
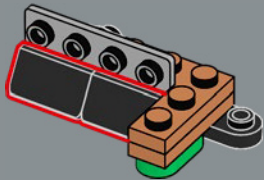


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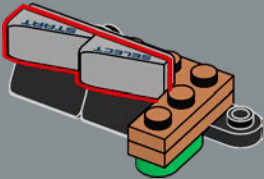




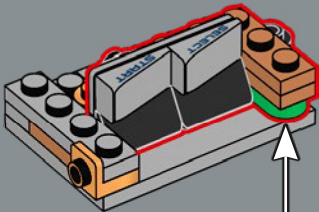
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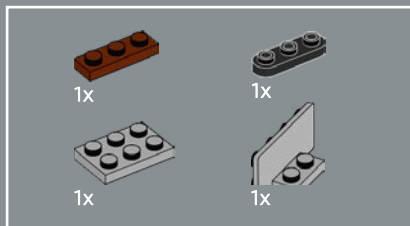


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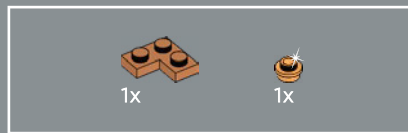
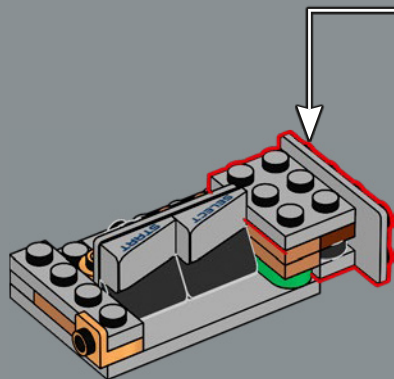
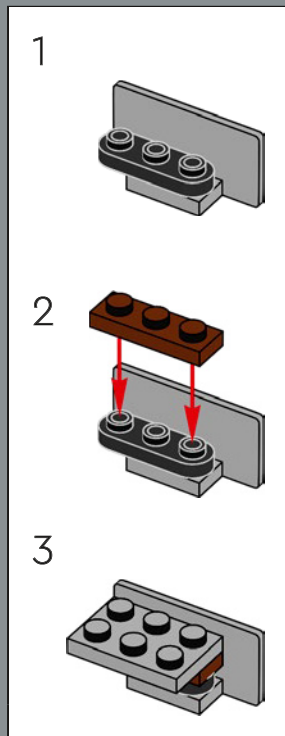


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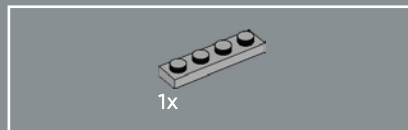
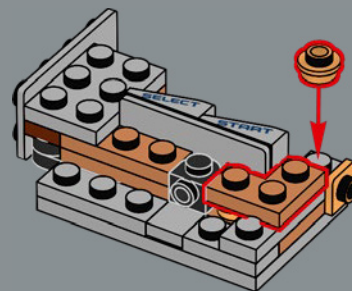




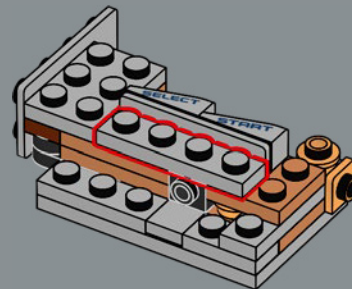
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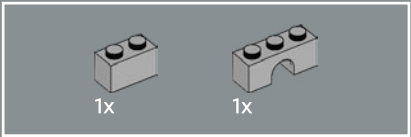


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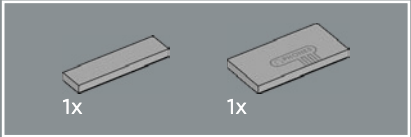
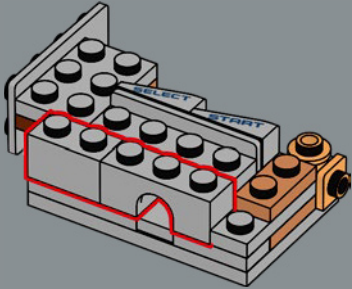


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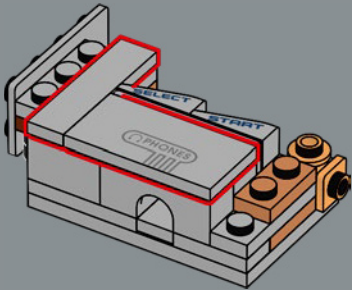




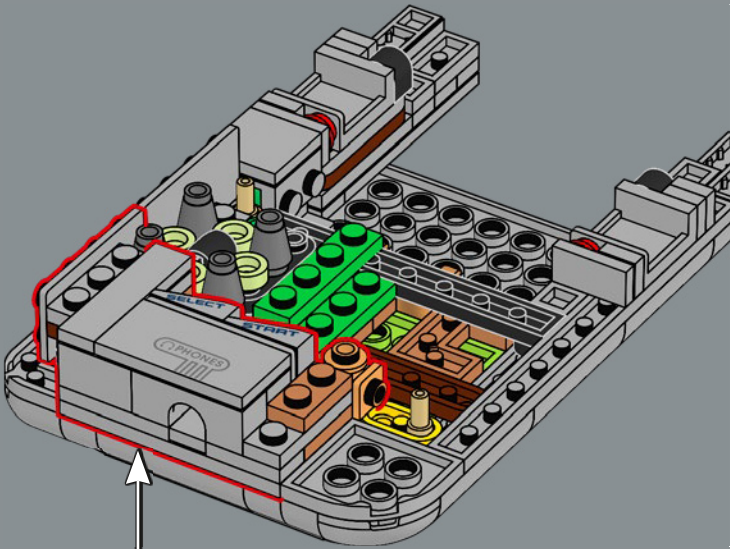
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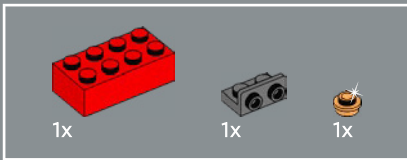


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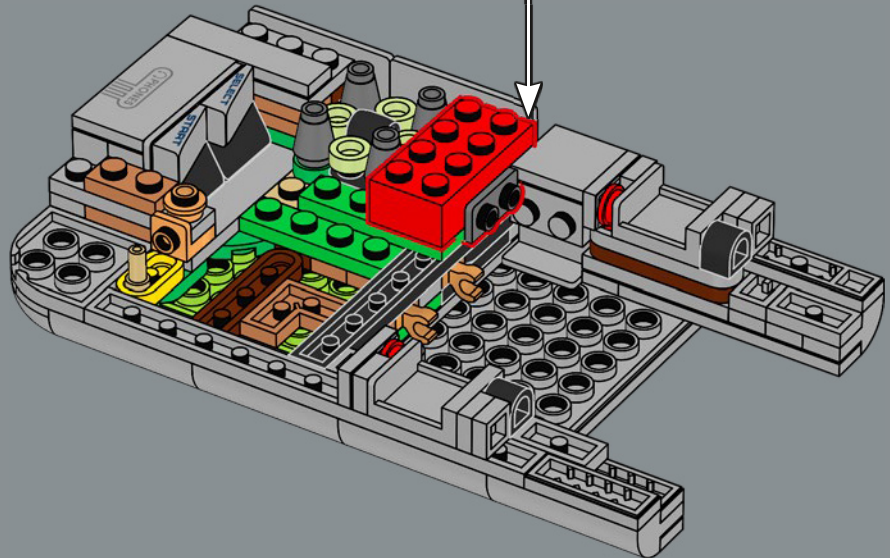
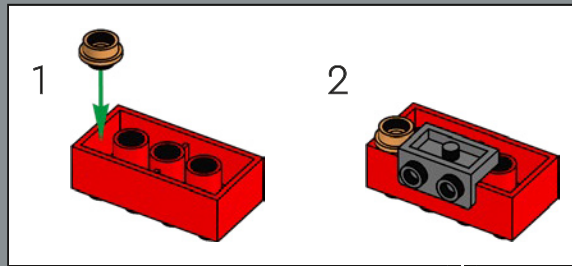


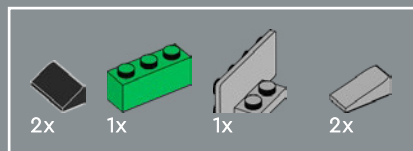
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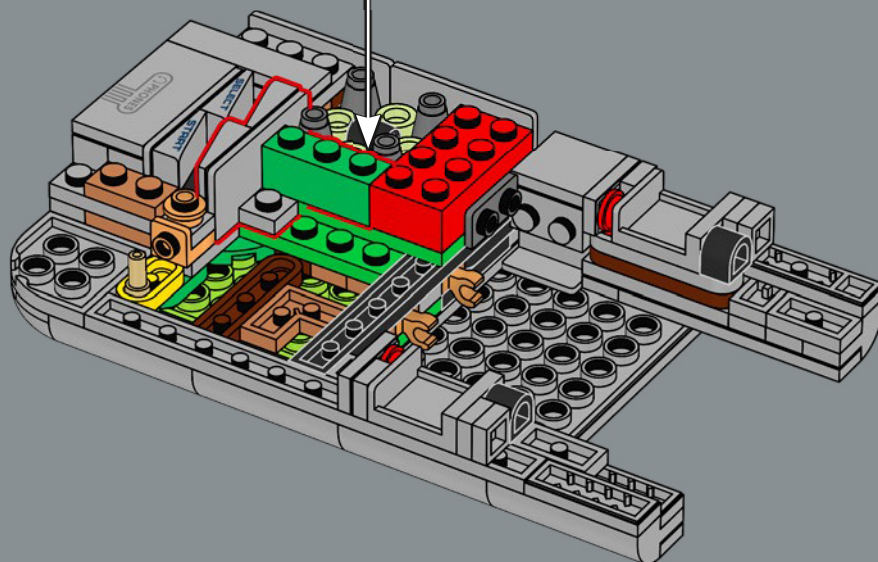
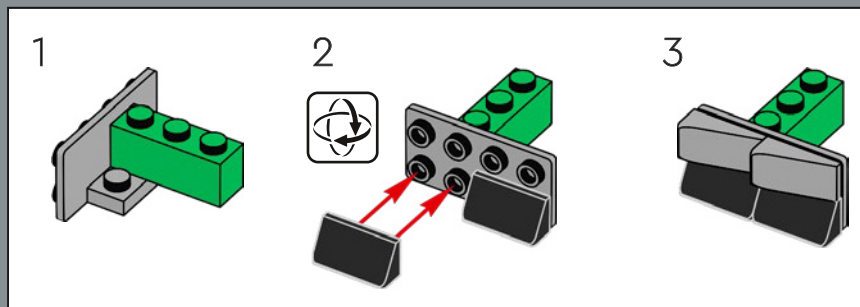


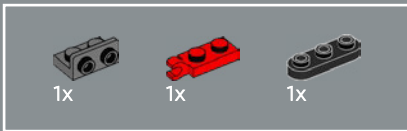
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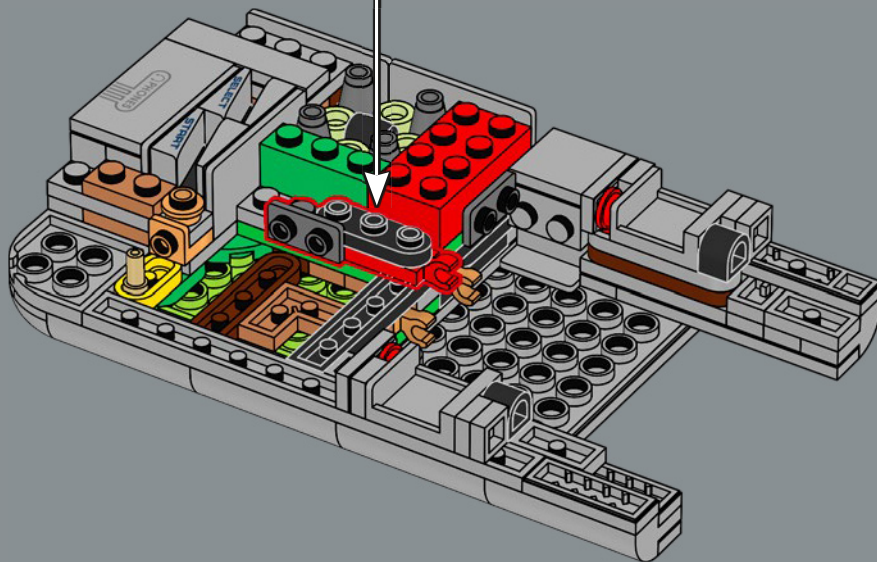
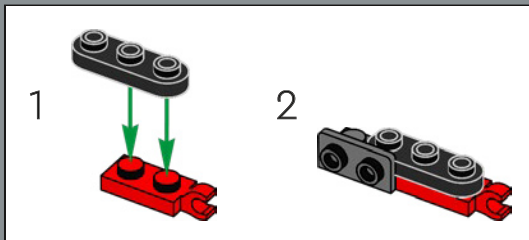


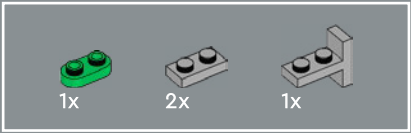
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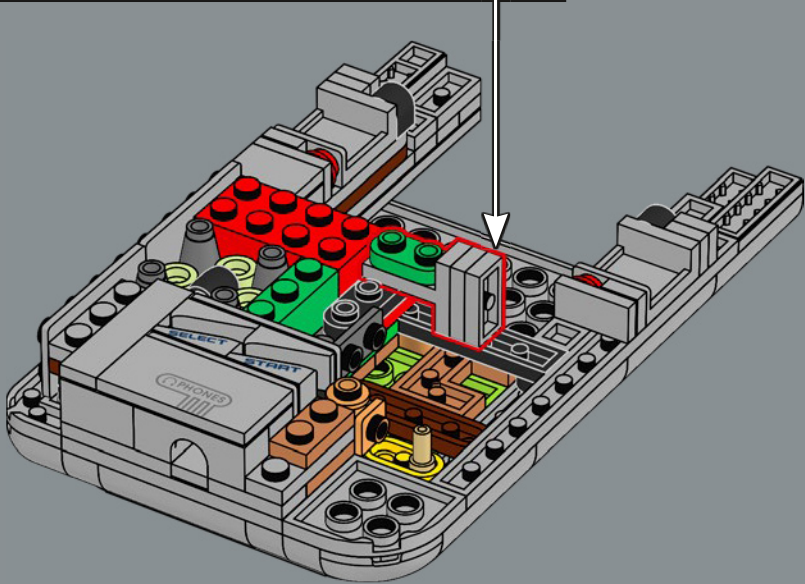
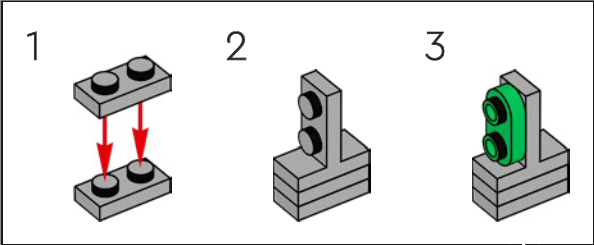


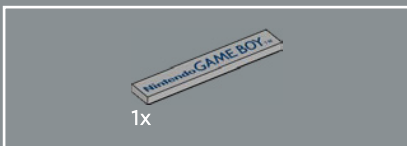
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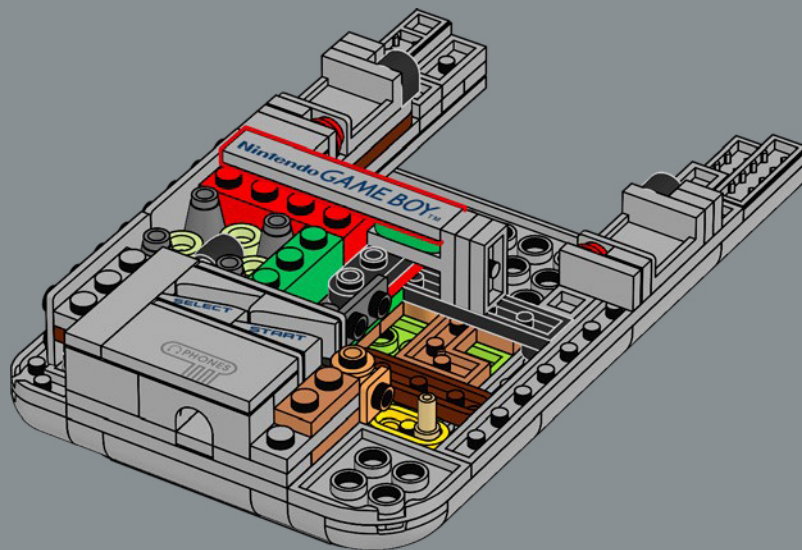


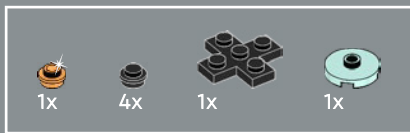
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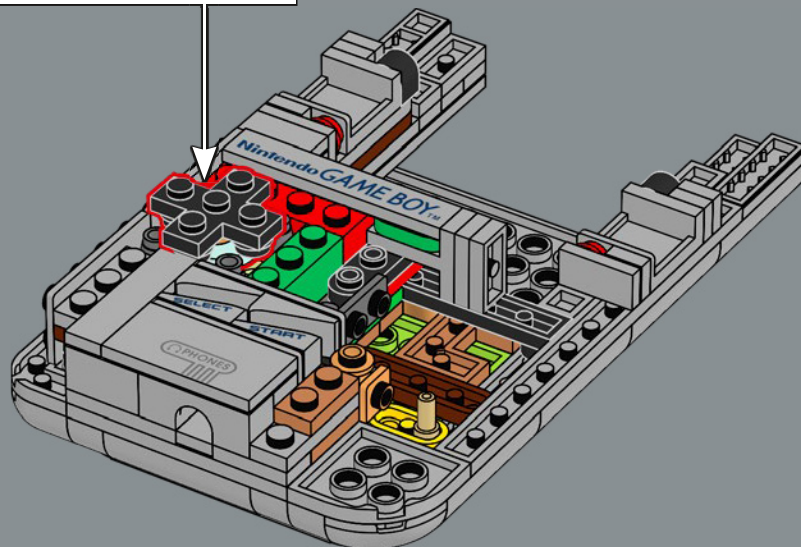
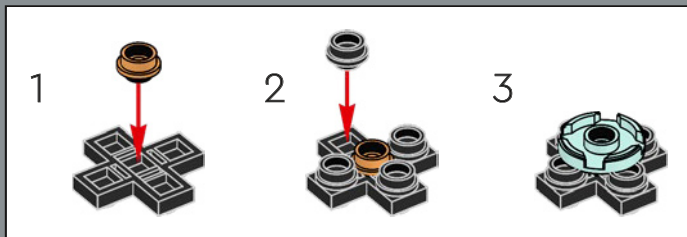


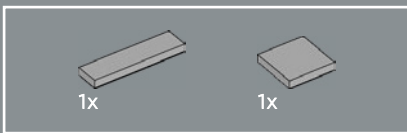
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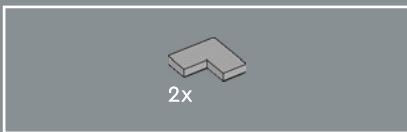
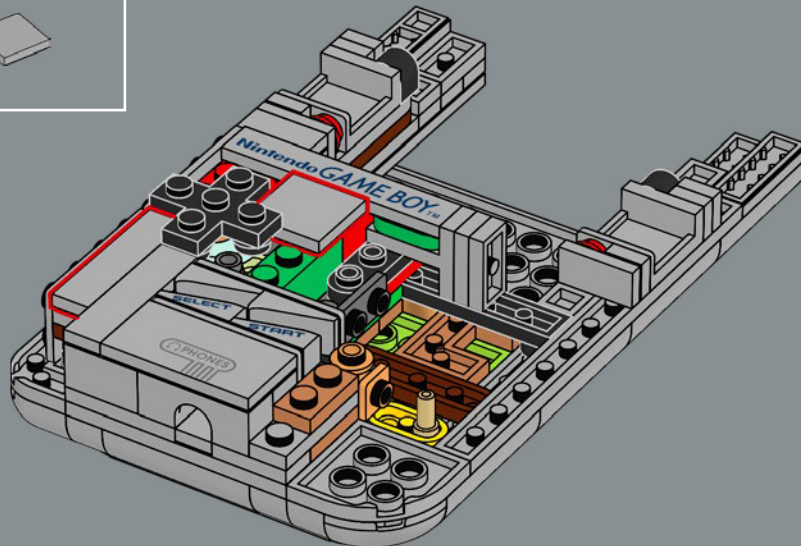


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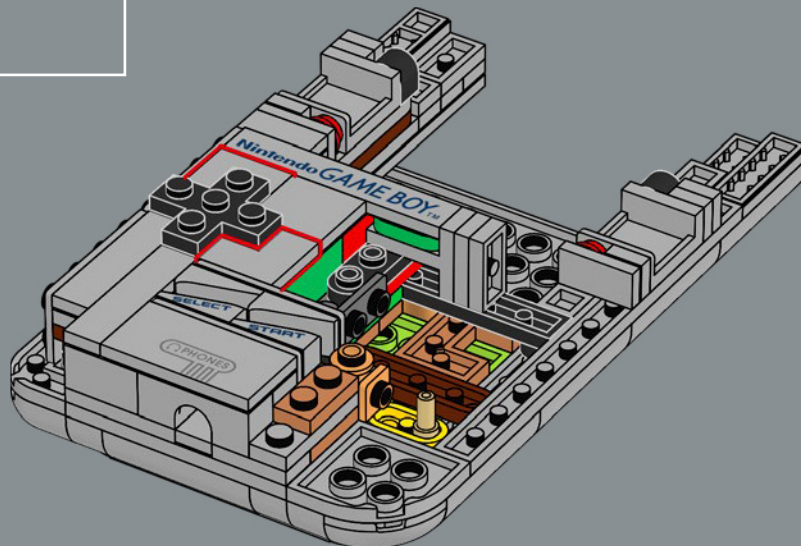


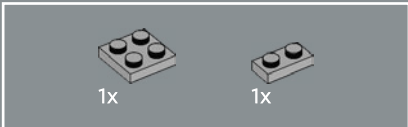
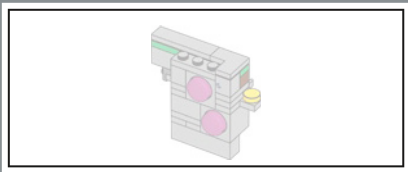


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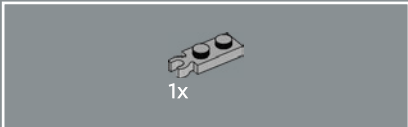
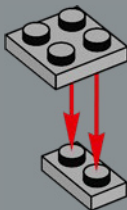


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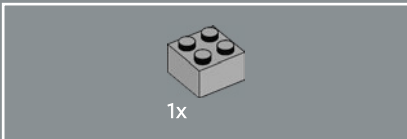
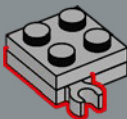




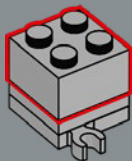
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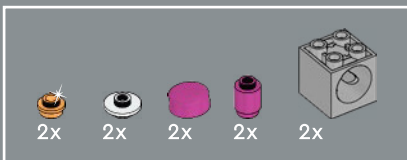


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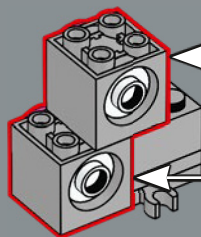
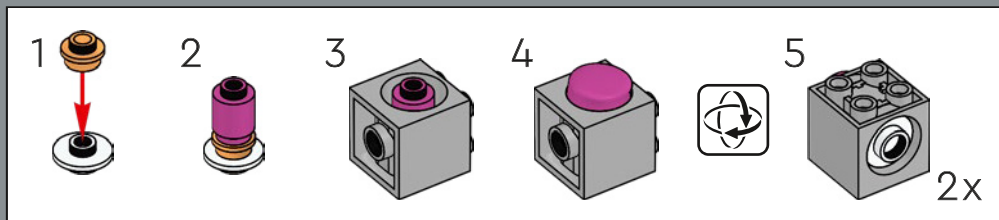


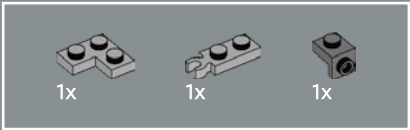
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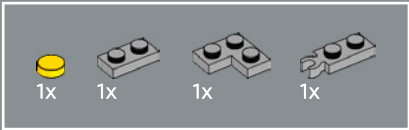
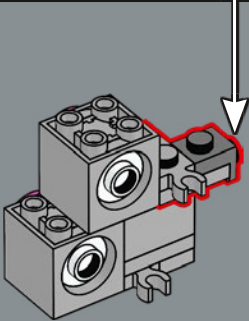
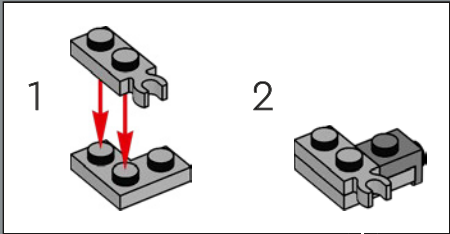


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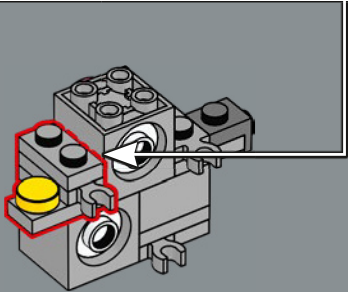
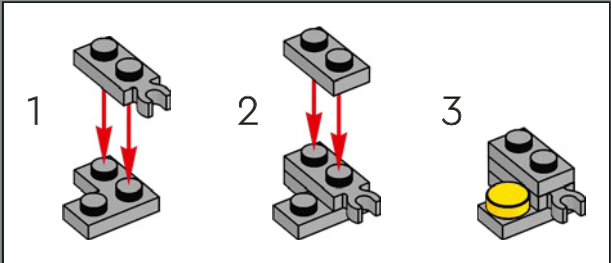


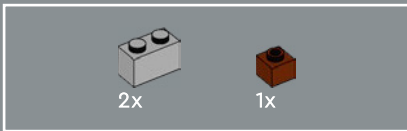


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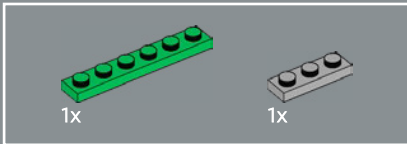
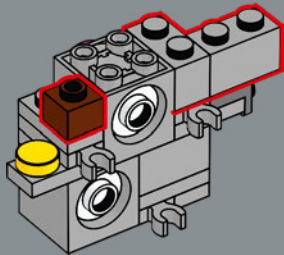


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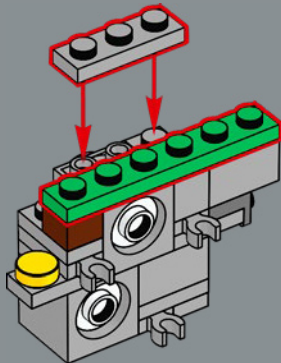




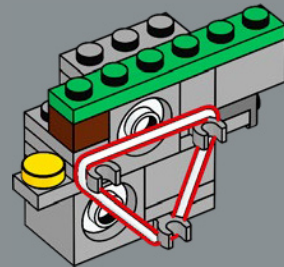
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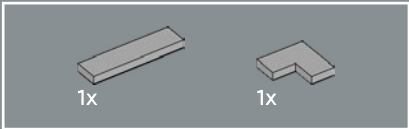
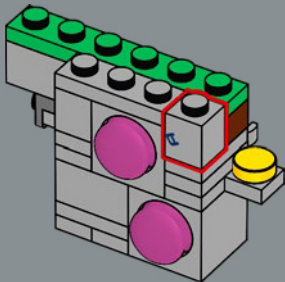


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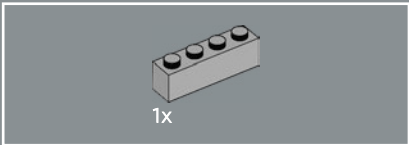
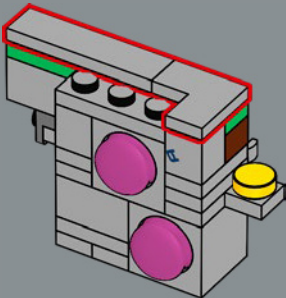




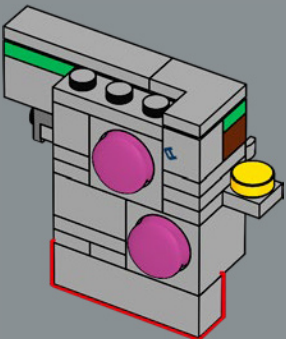
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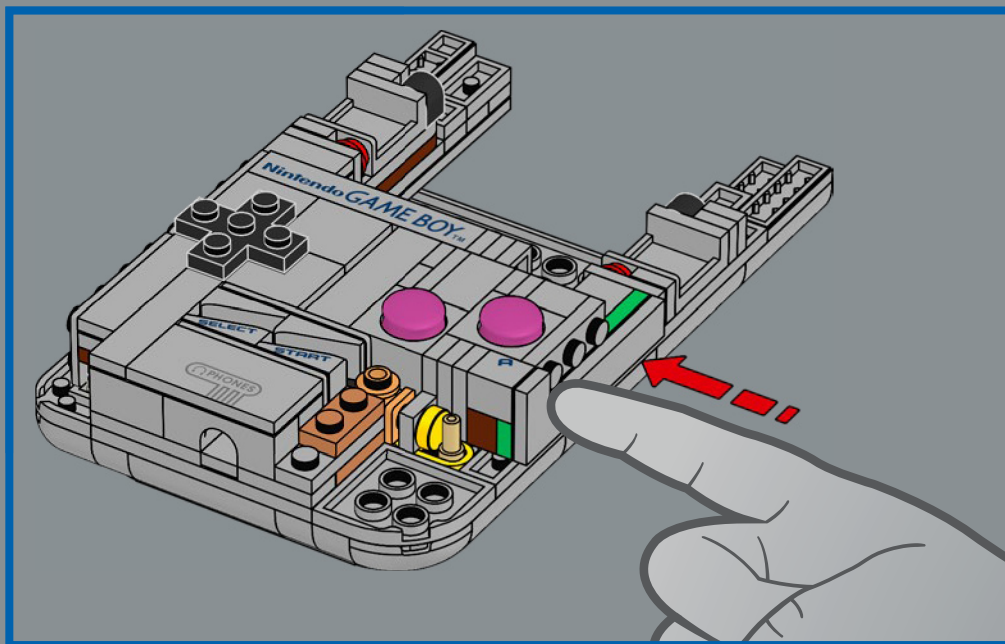
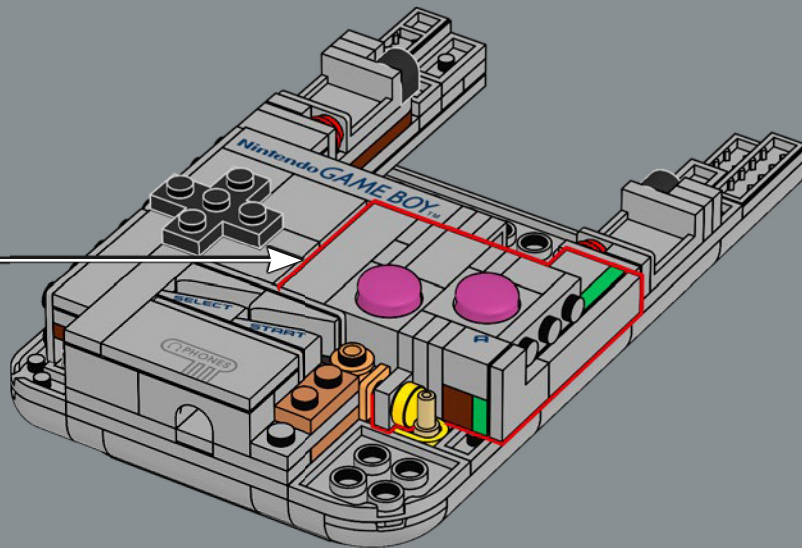
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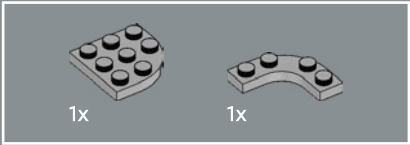
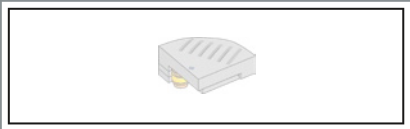


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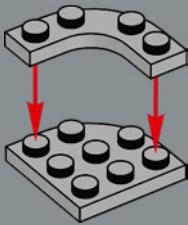


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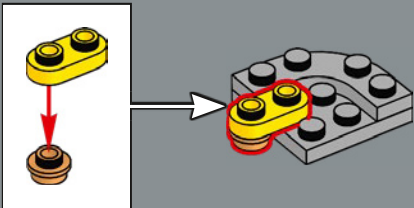




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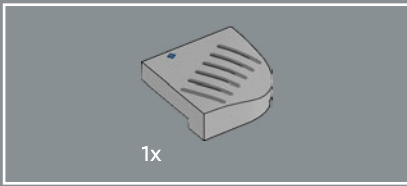


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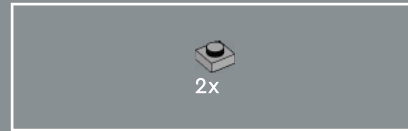
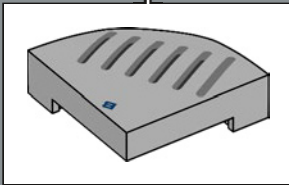
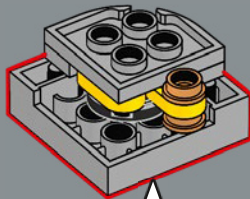


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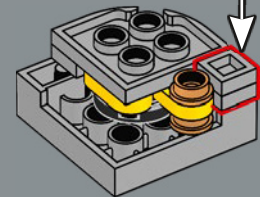
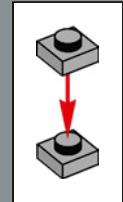


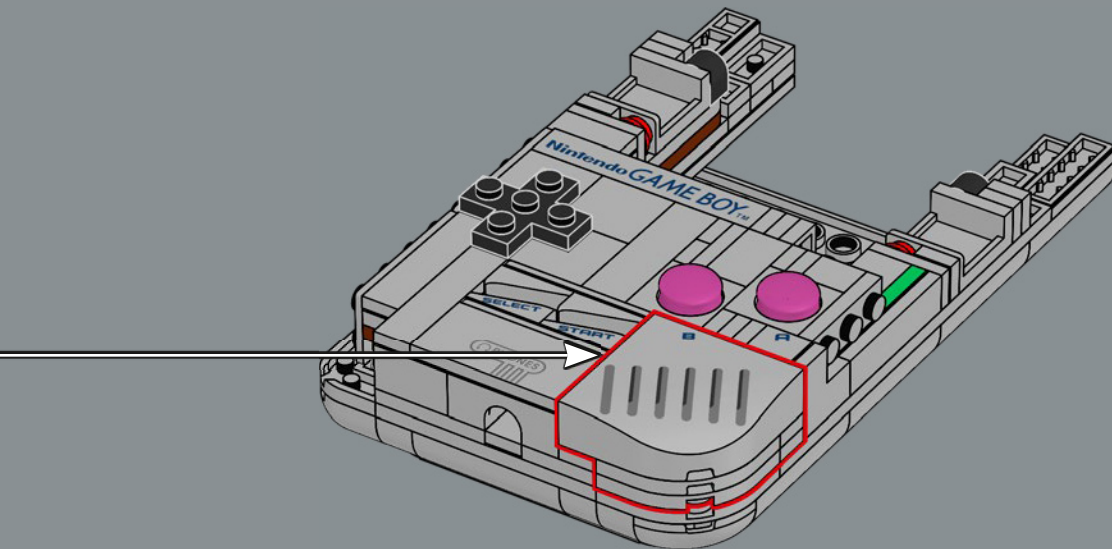


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103





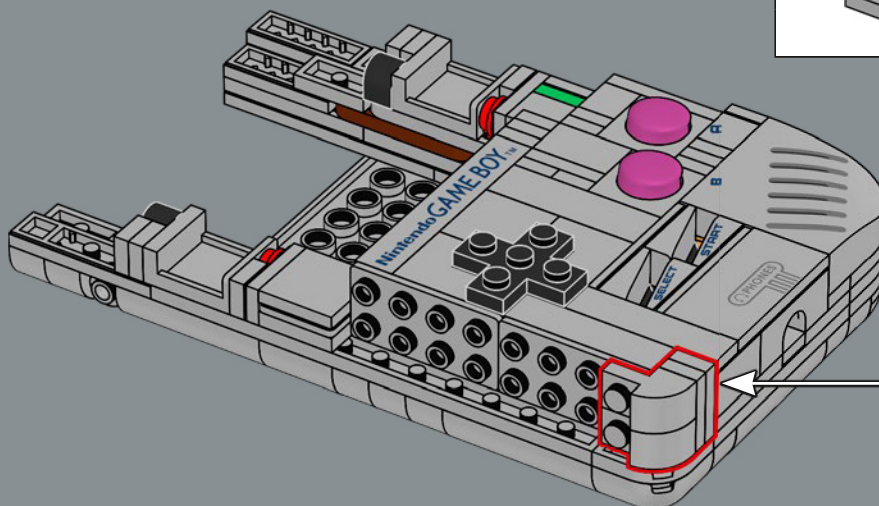


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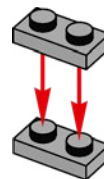


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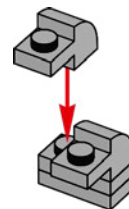
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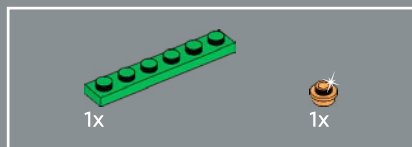


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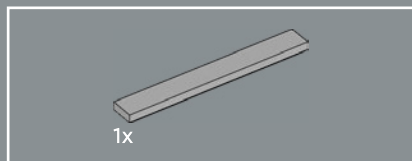
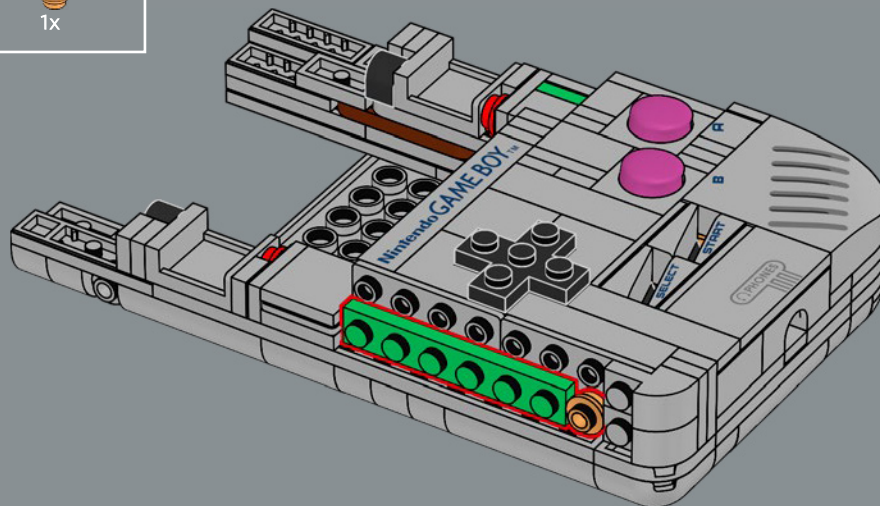


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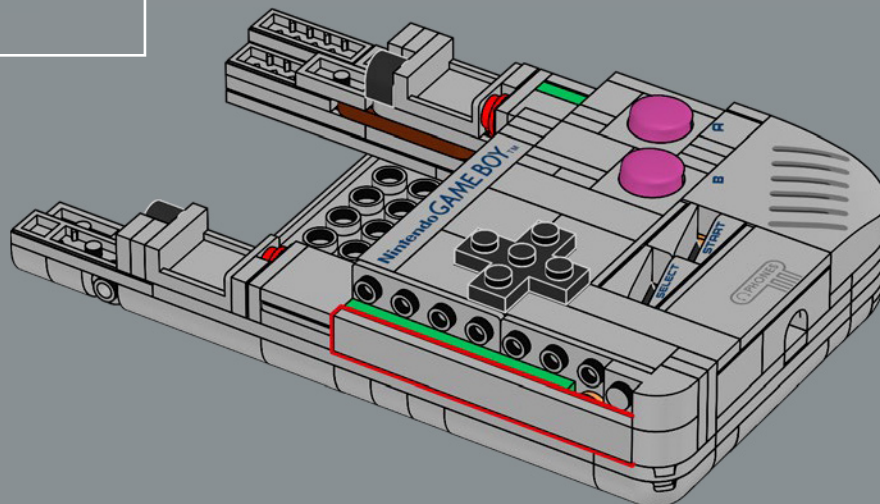




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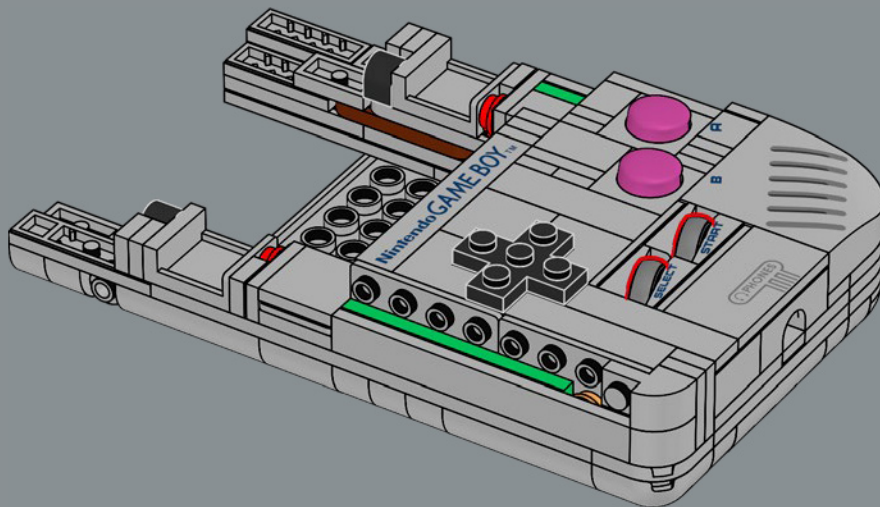
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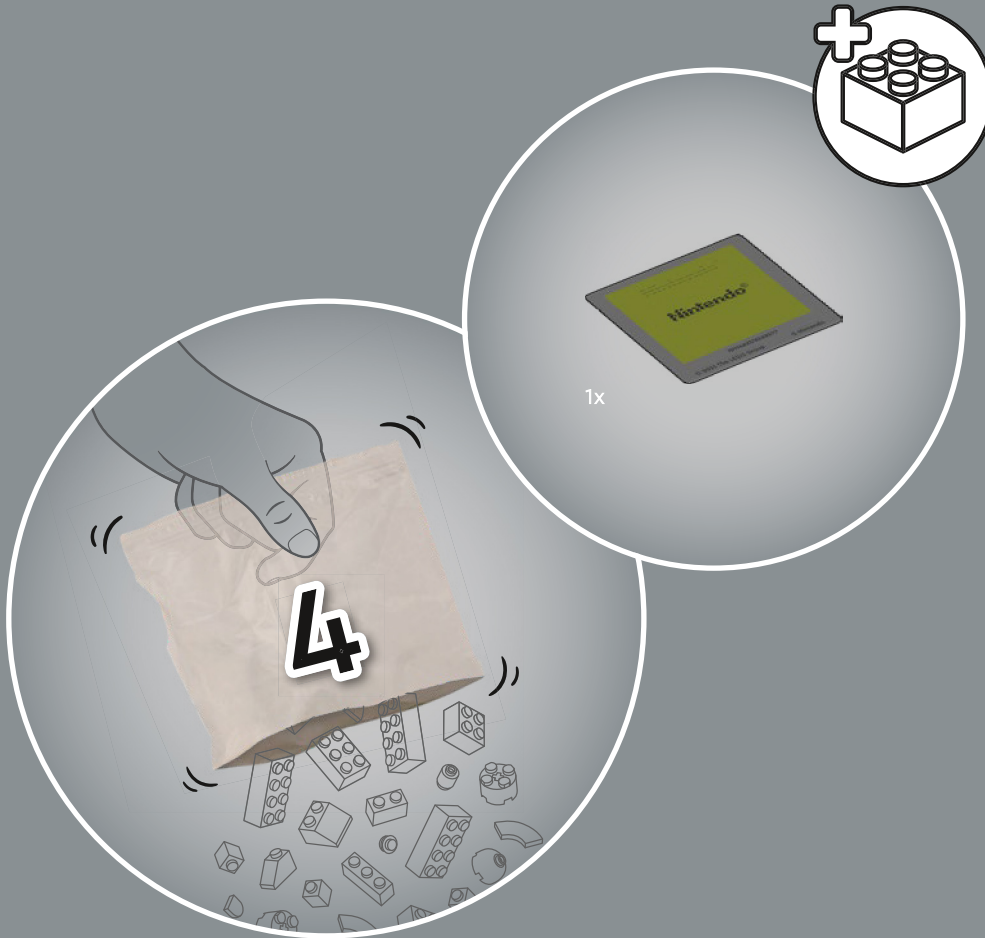


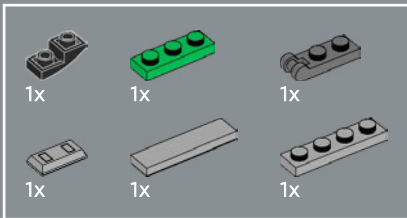


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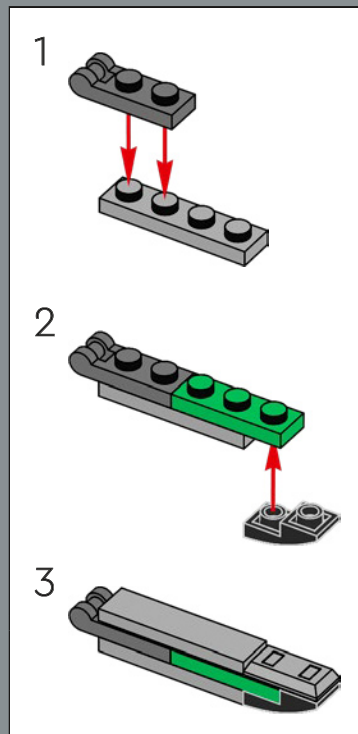
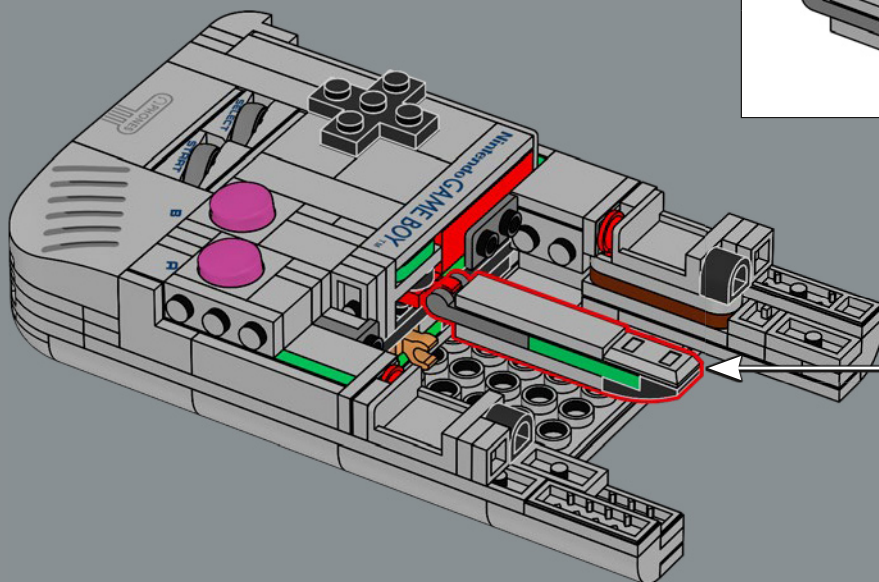
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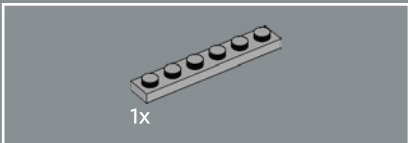
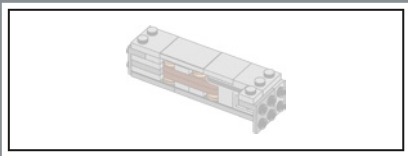






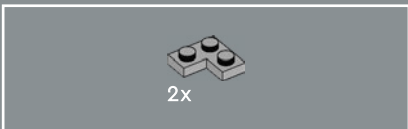
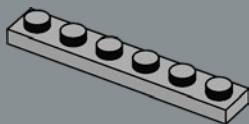
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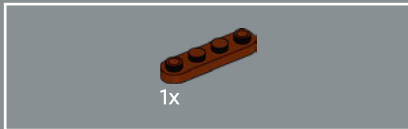
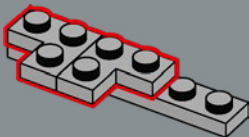
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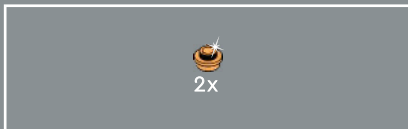
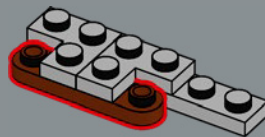
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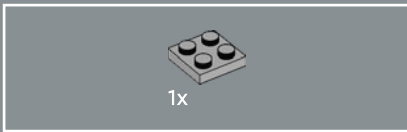
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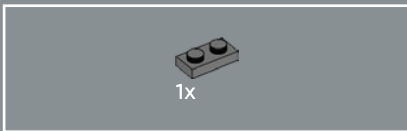
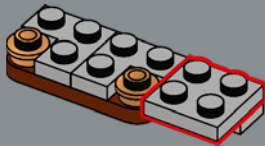
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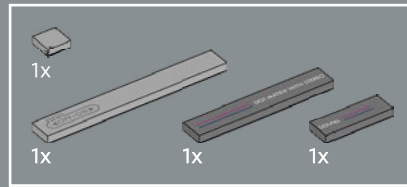
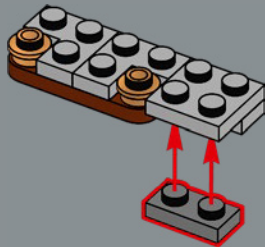




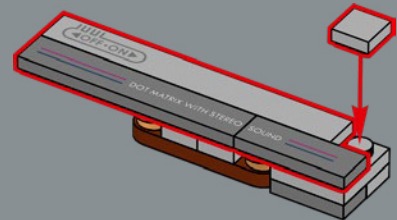
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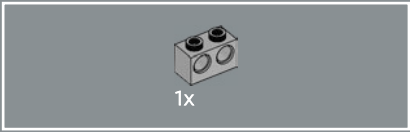


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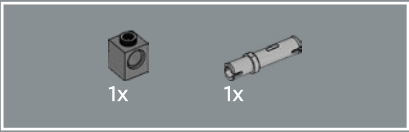
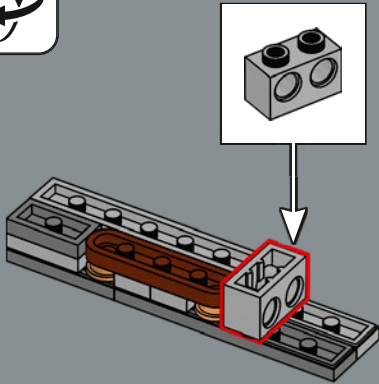


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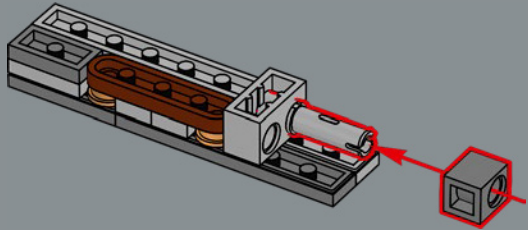




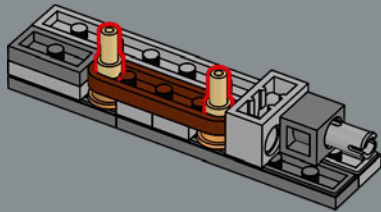
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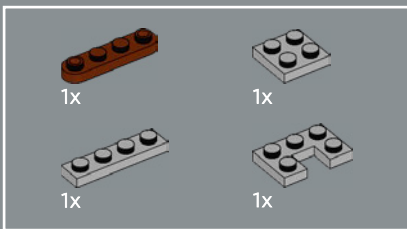


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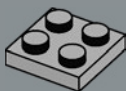
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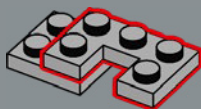


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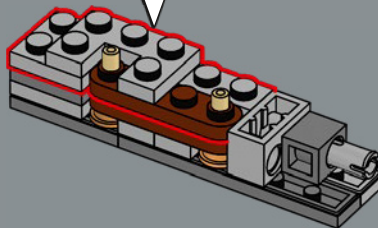
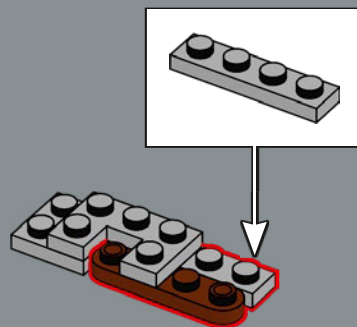
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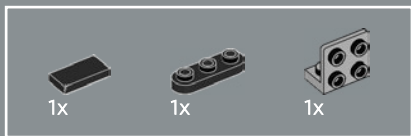


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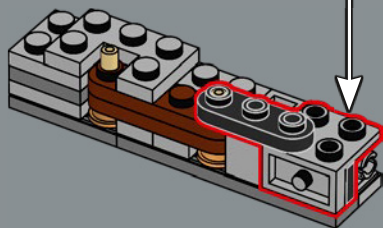
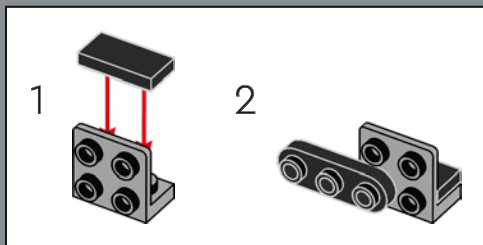


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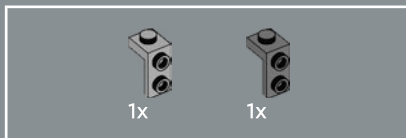
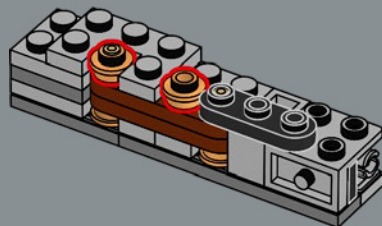




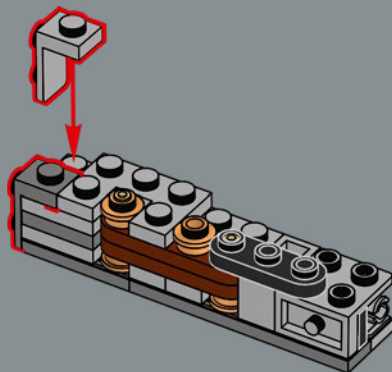
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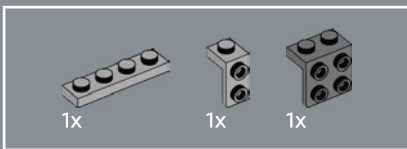


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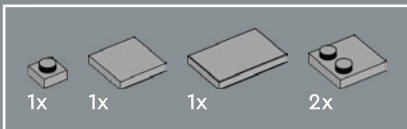
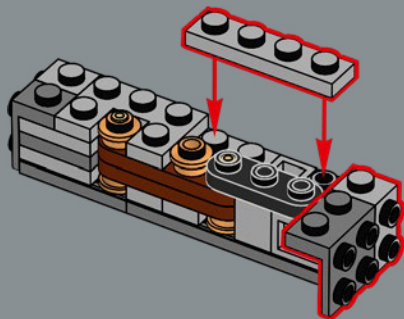


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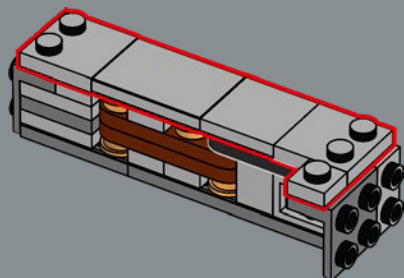




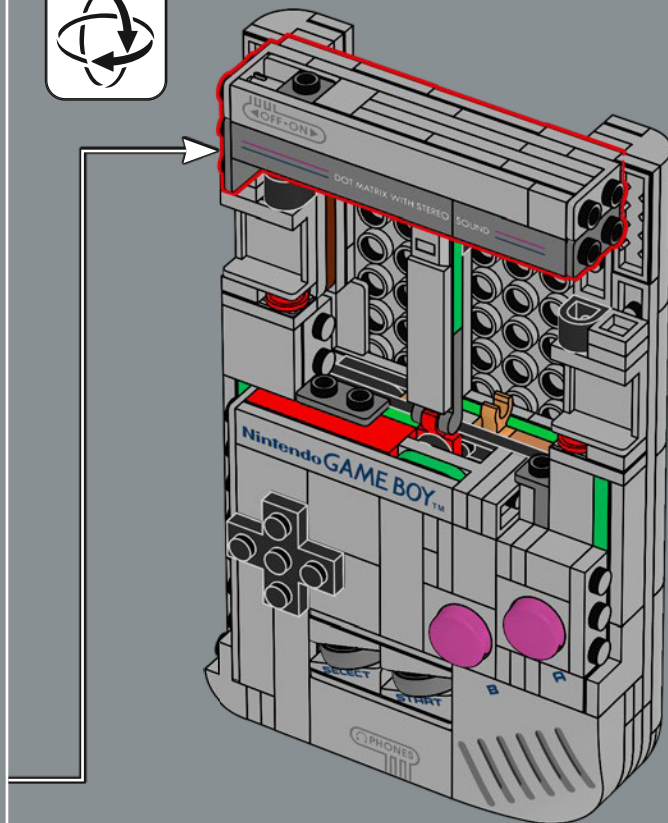
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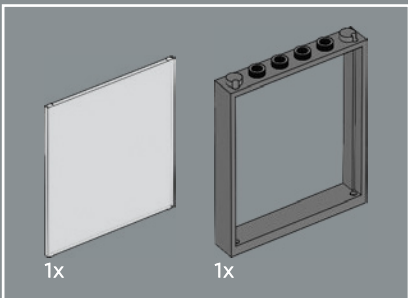
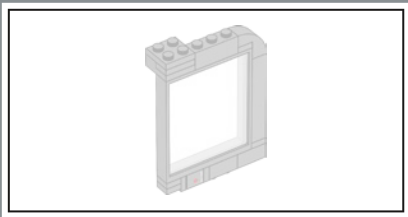


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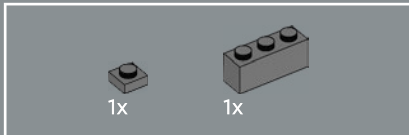
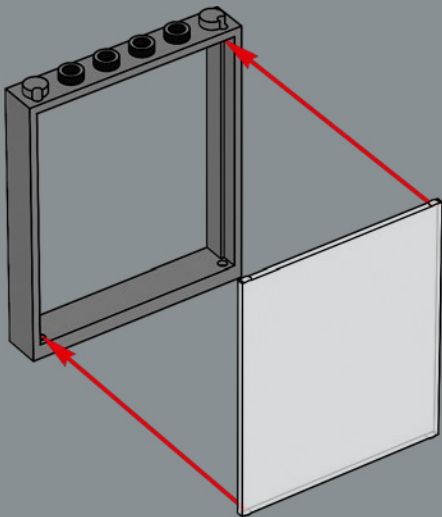


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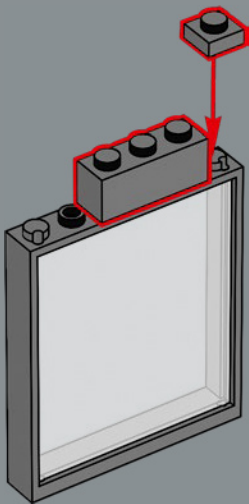


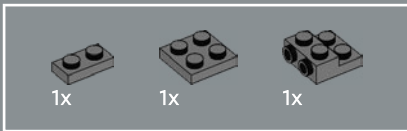


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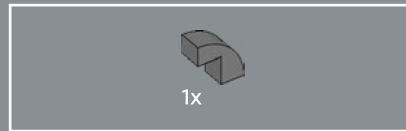
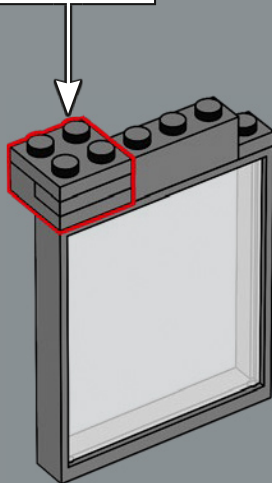
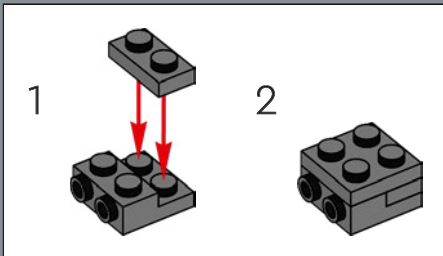


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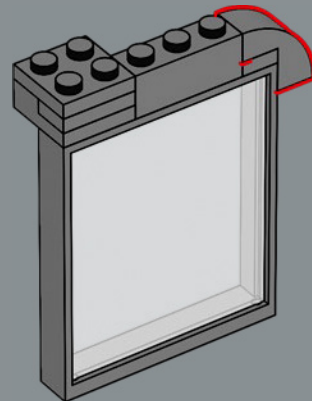


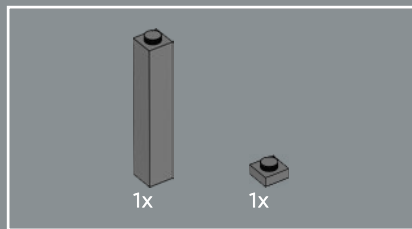


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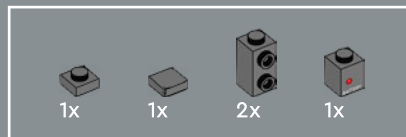
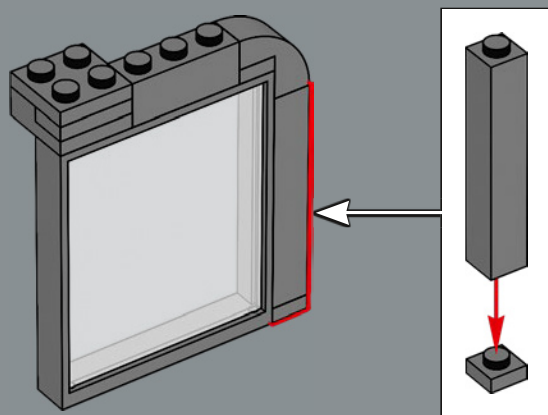


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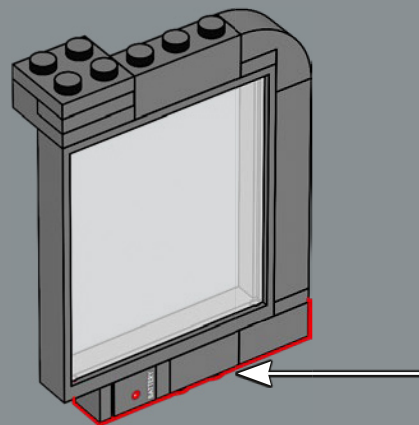
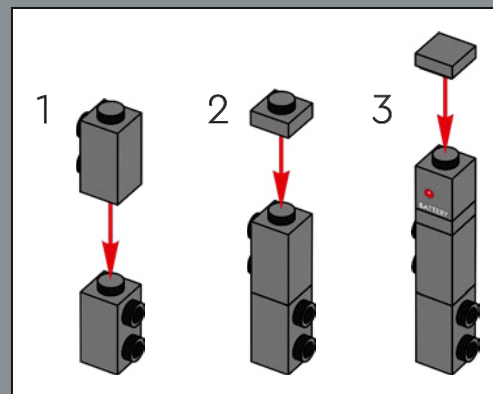




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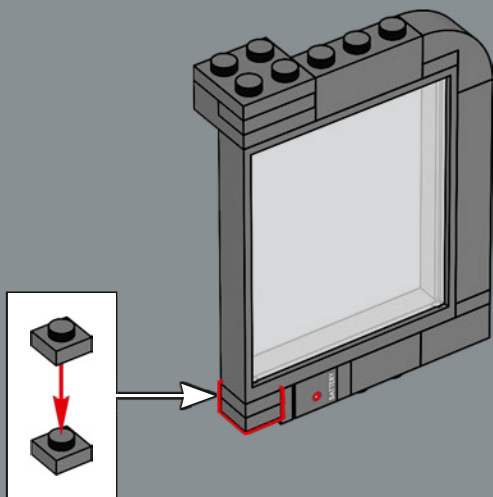


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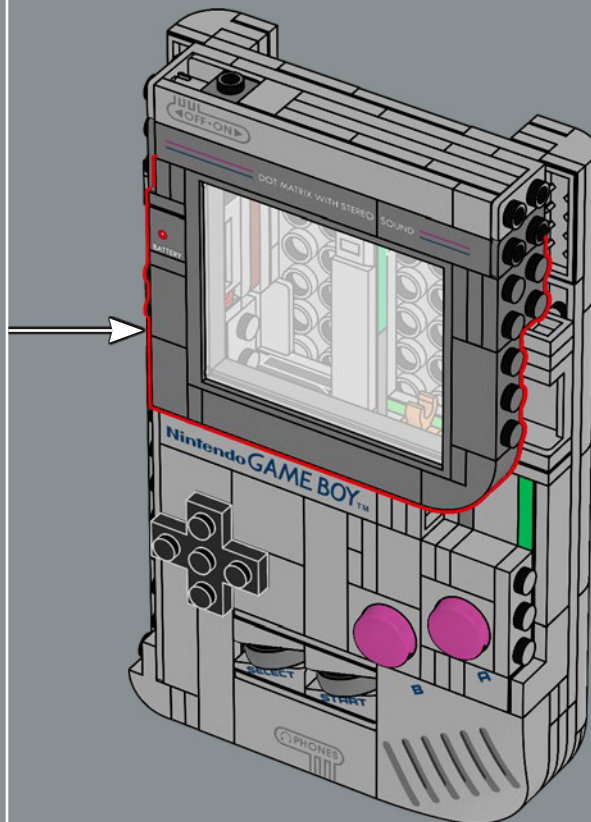


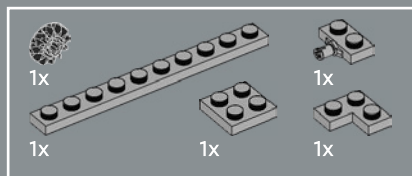
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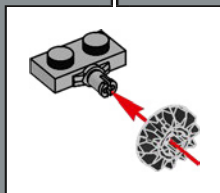
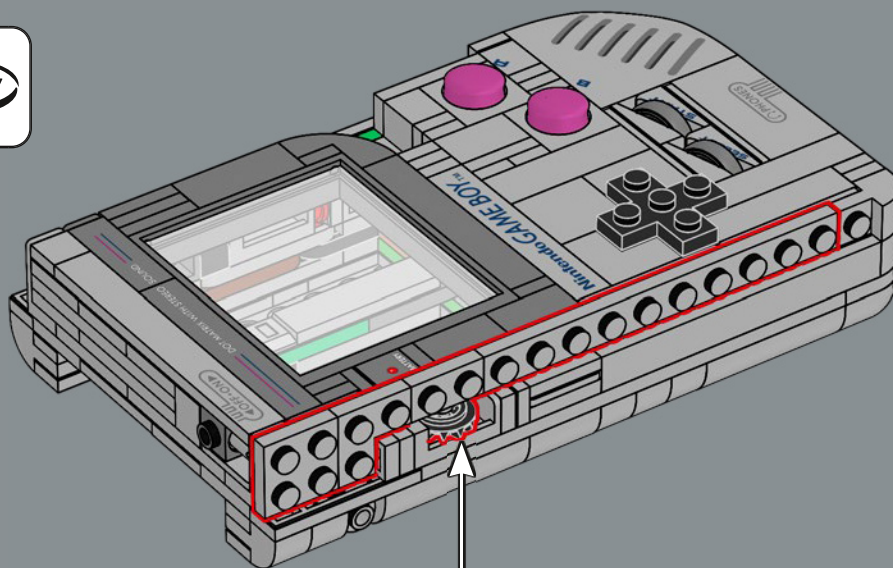


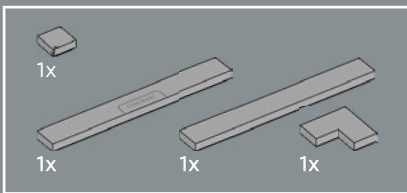
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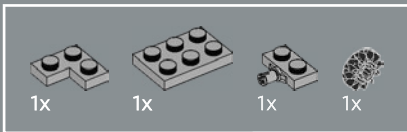
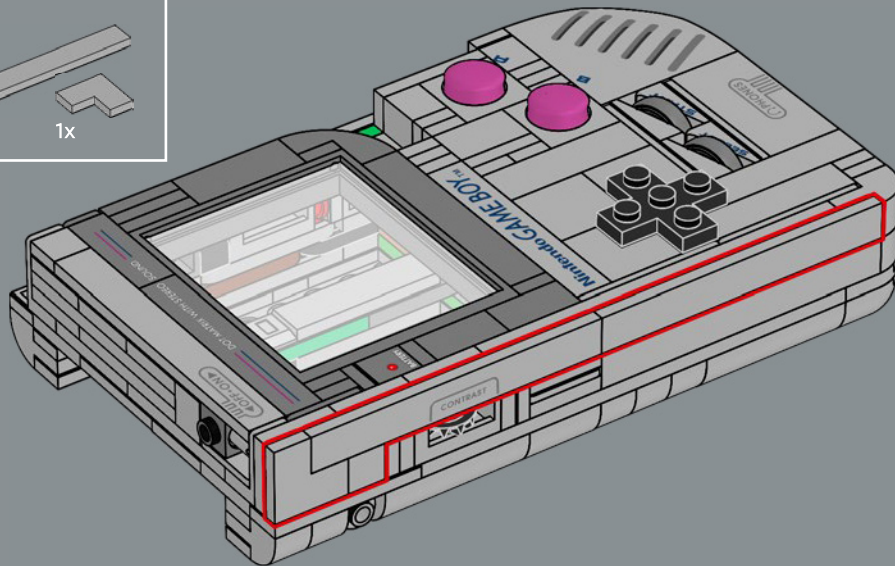


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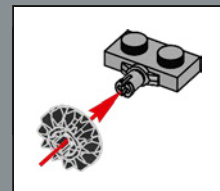
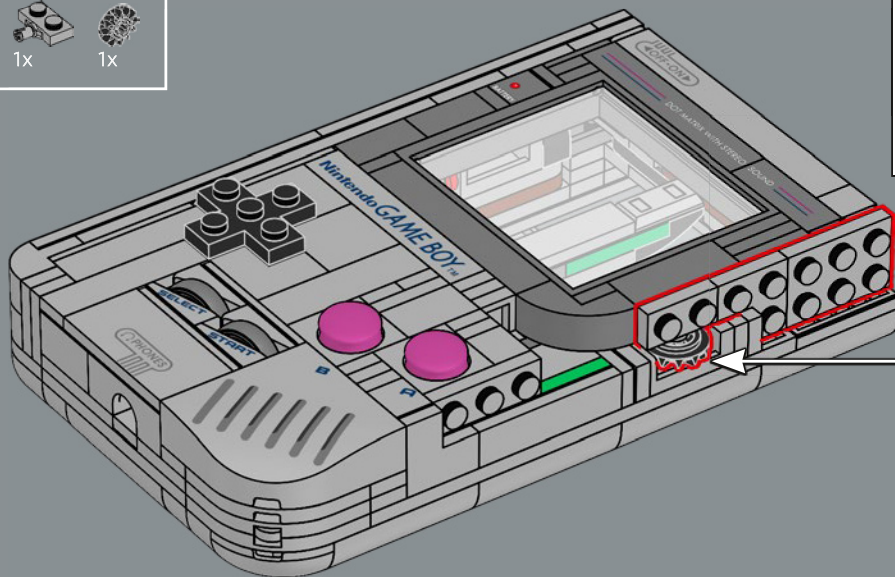


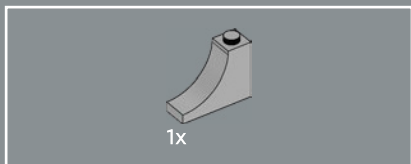


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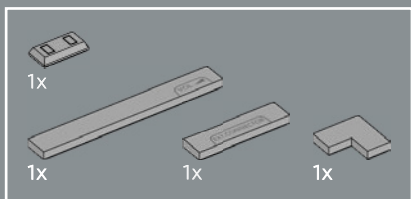
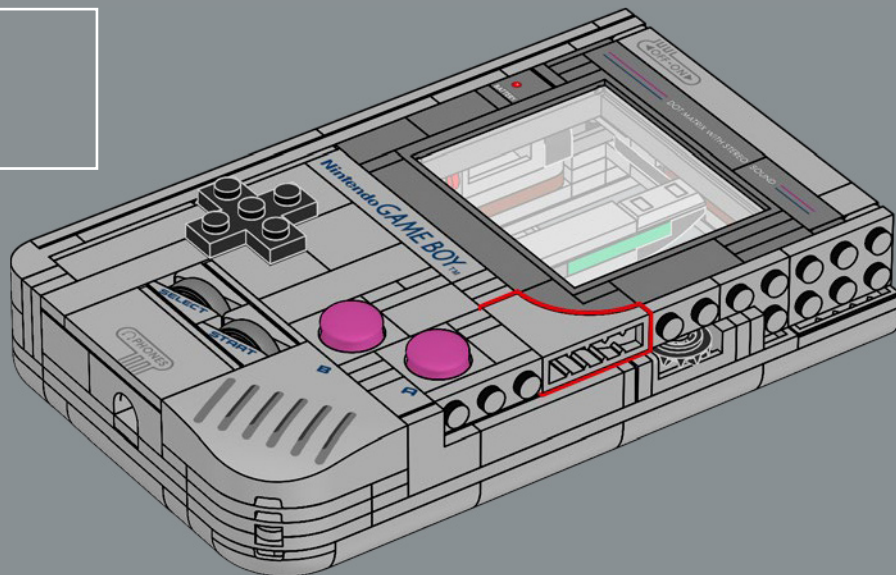


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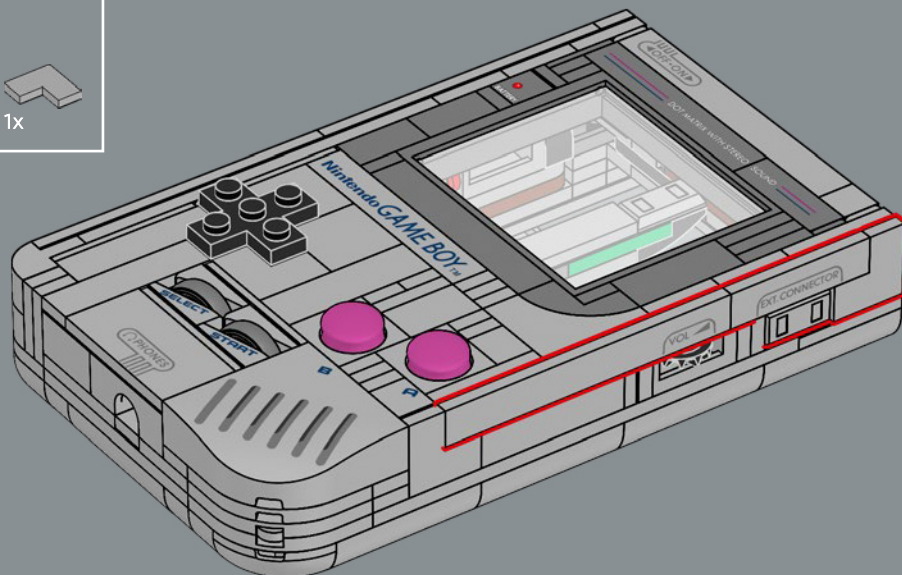


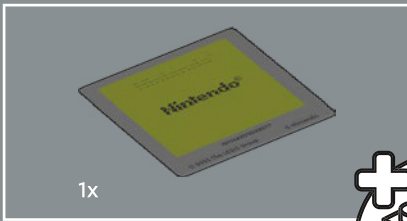


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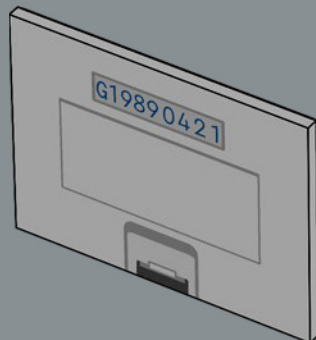
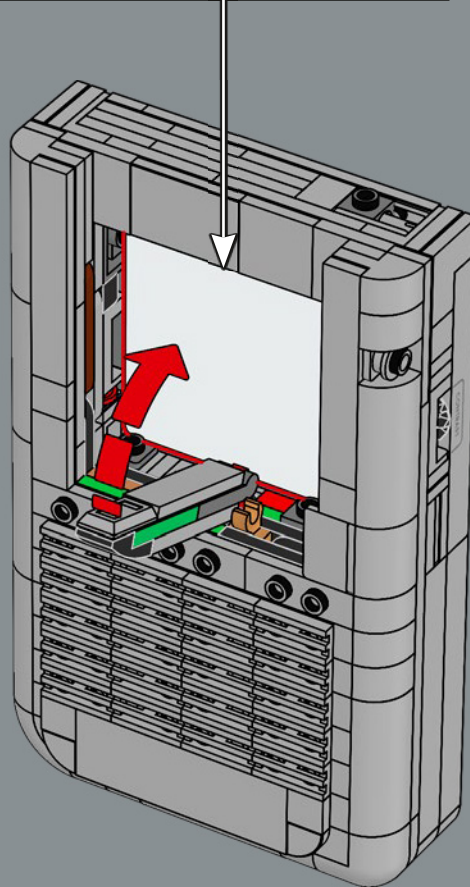
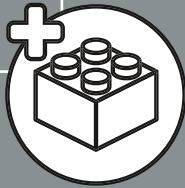


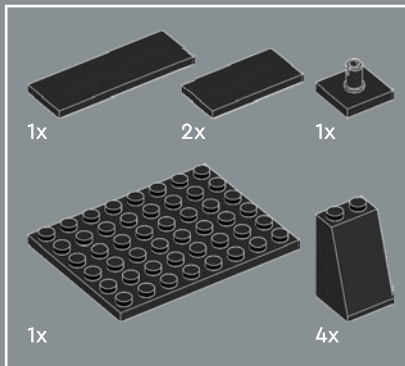
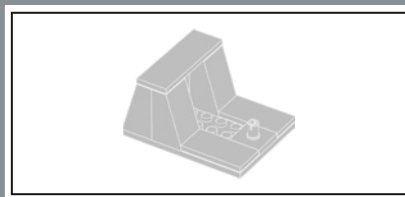
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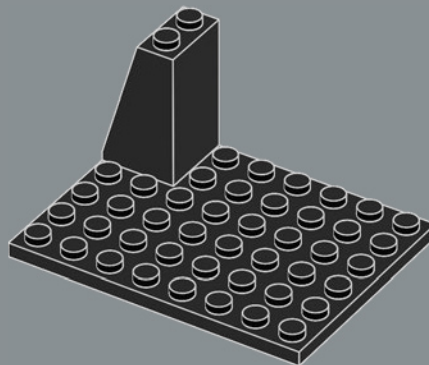
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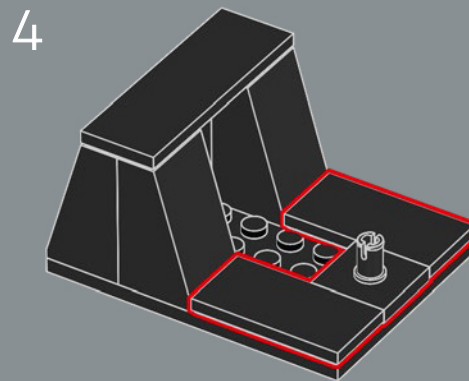
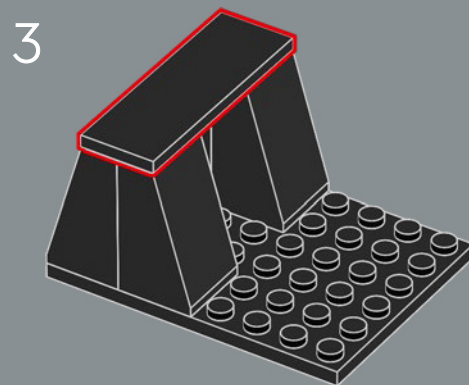
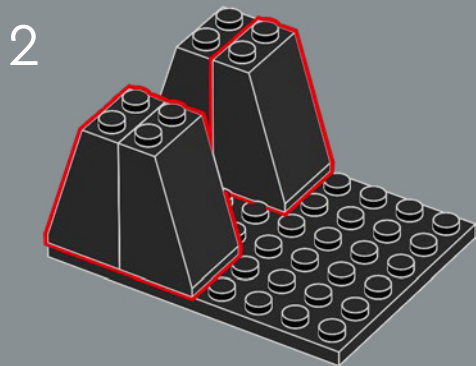


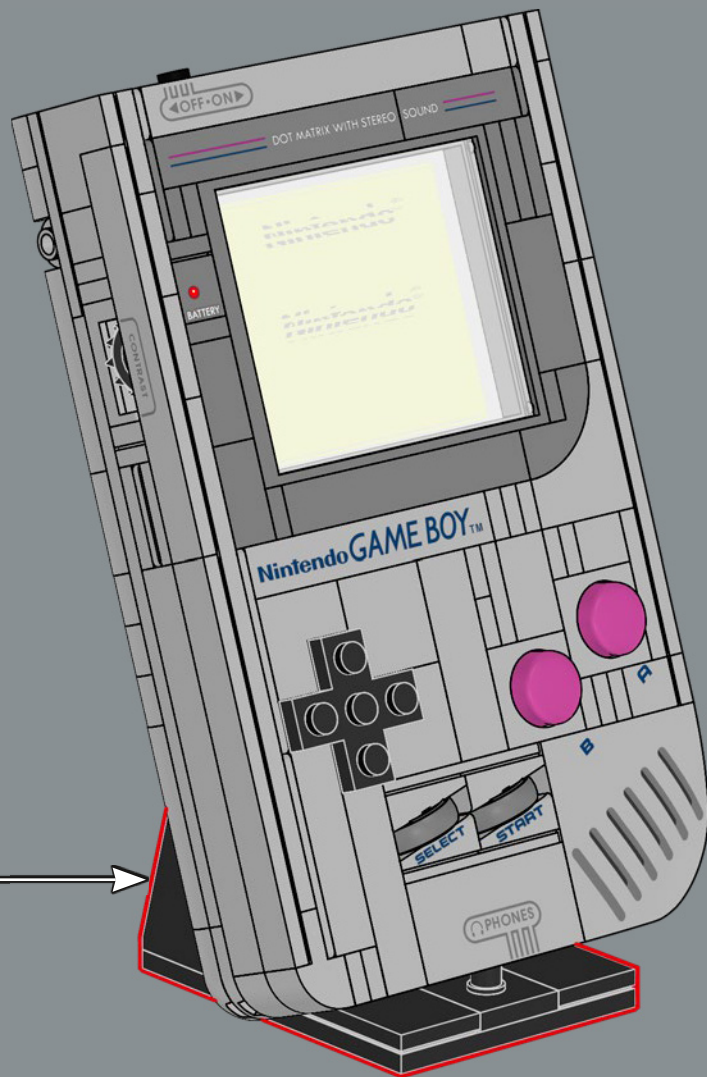


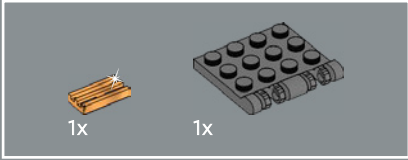
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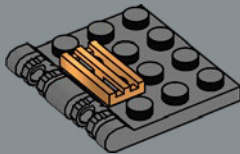




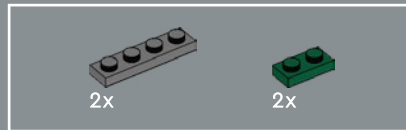
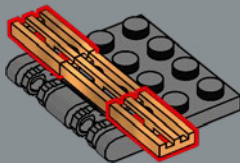




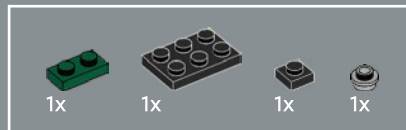
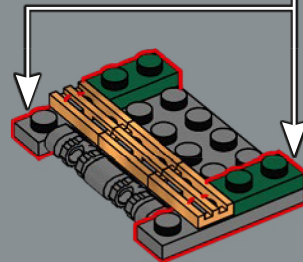
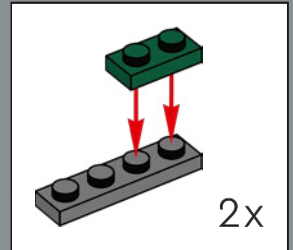
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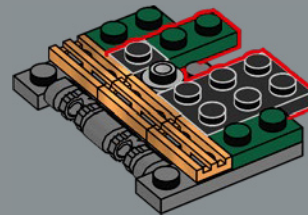
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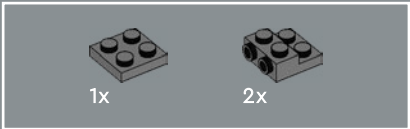


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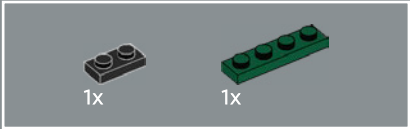
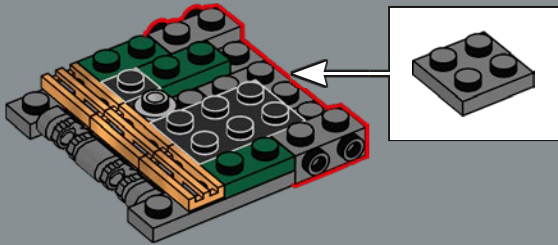


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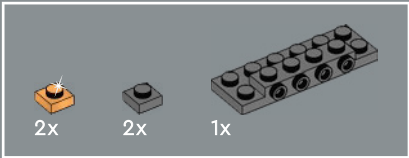
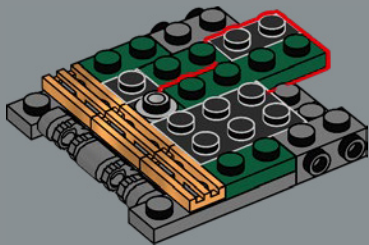




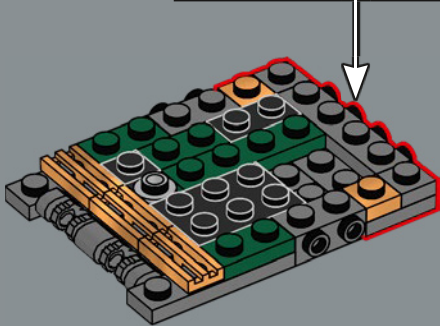
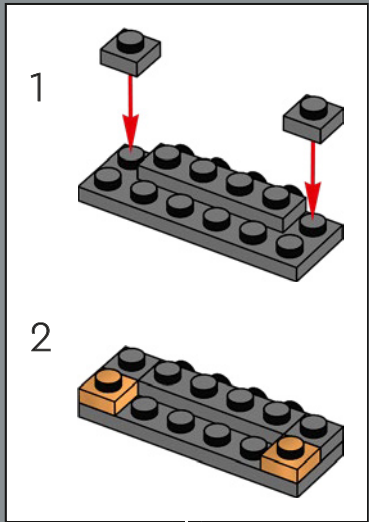
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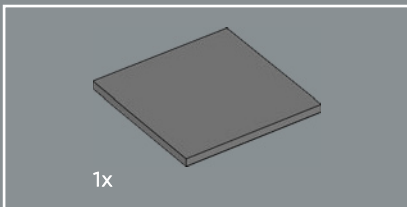
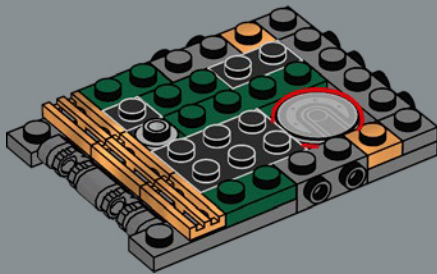


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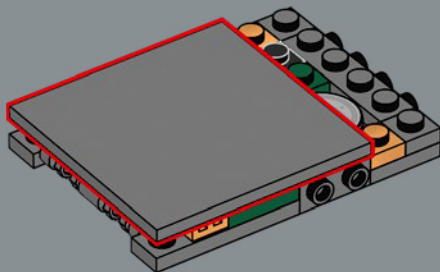




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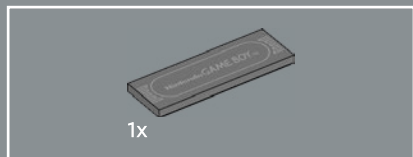


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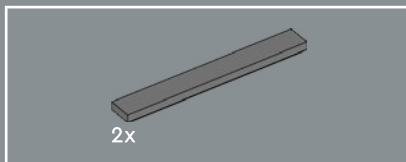


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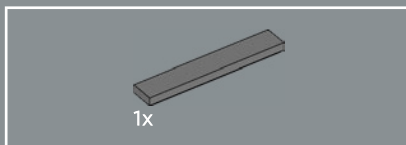




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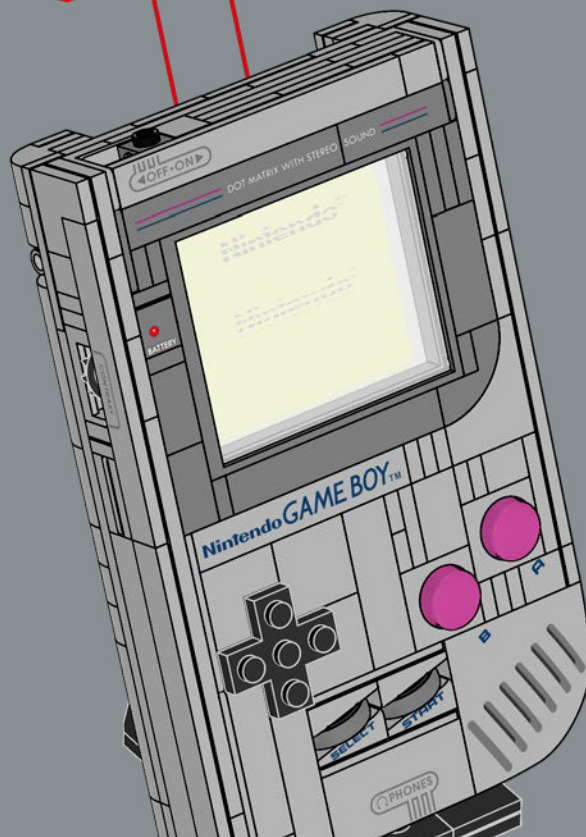
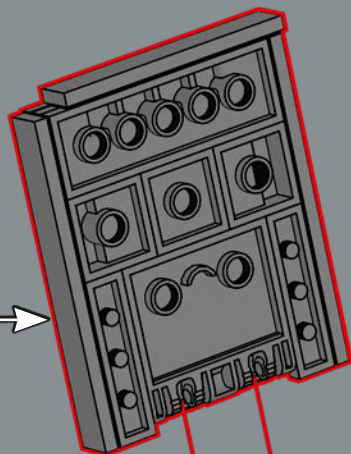
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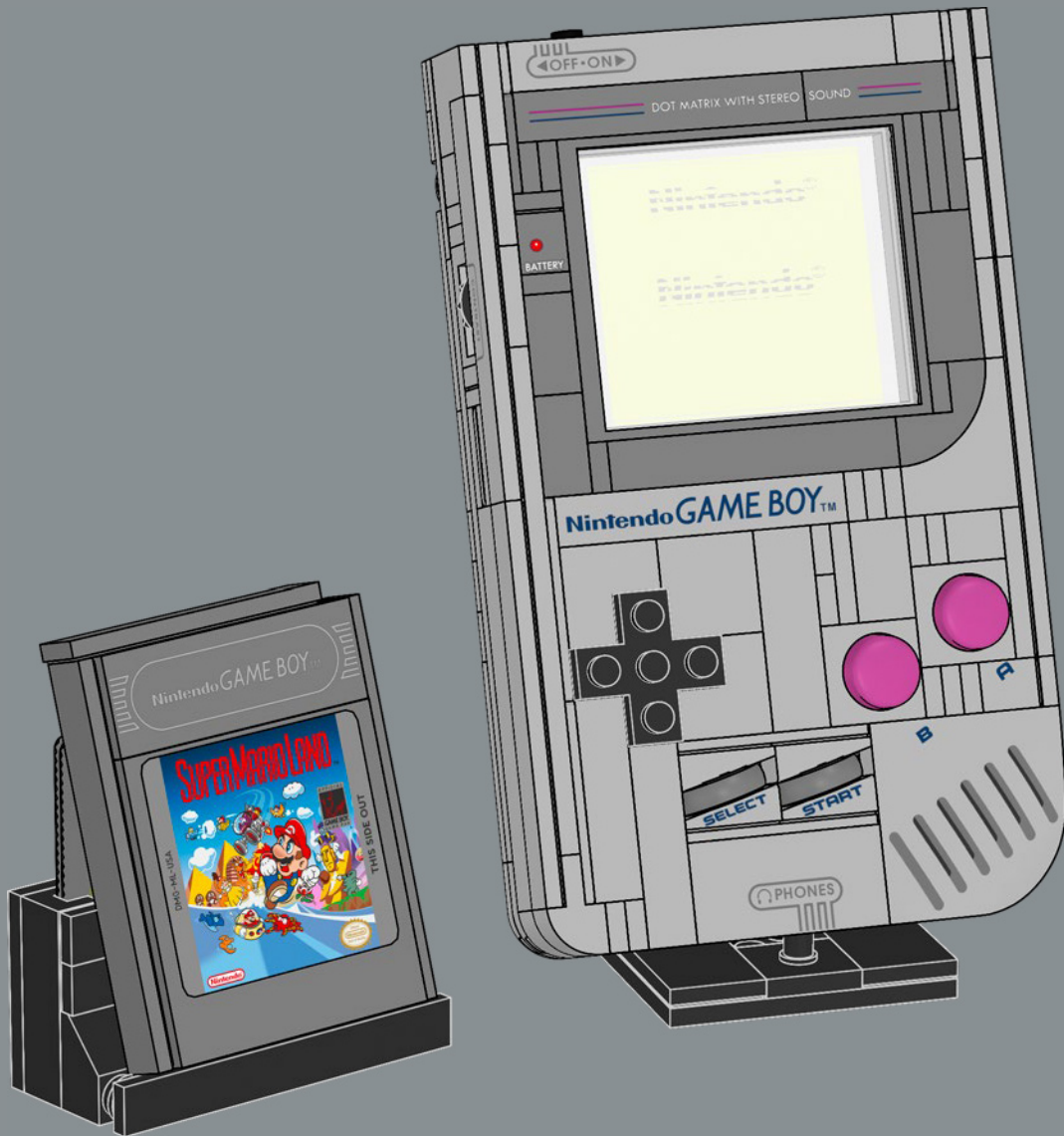


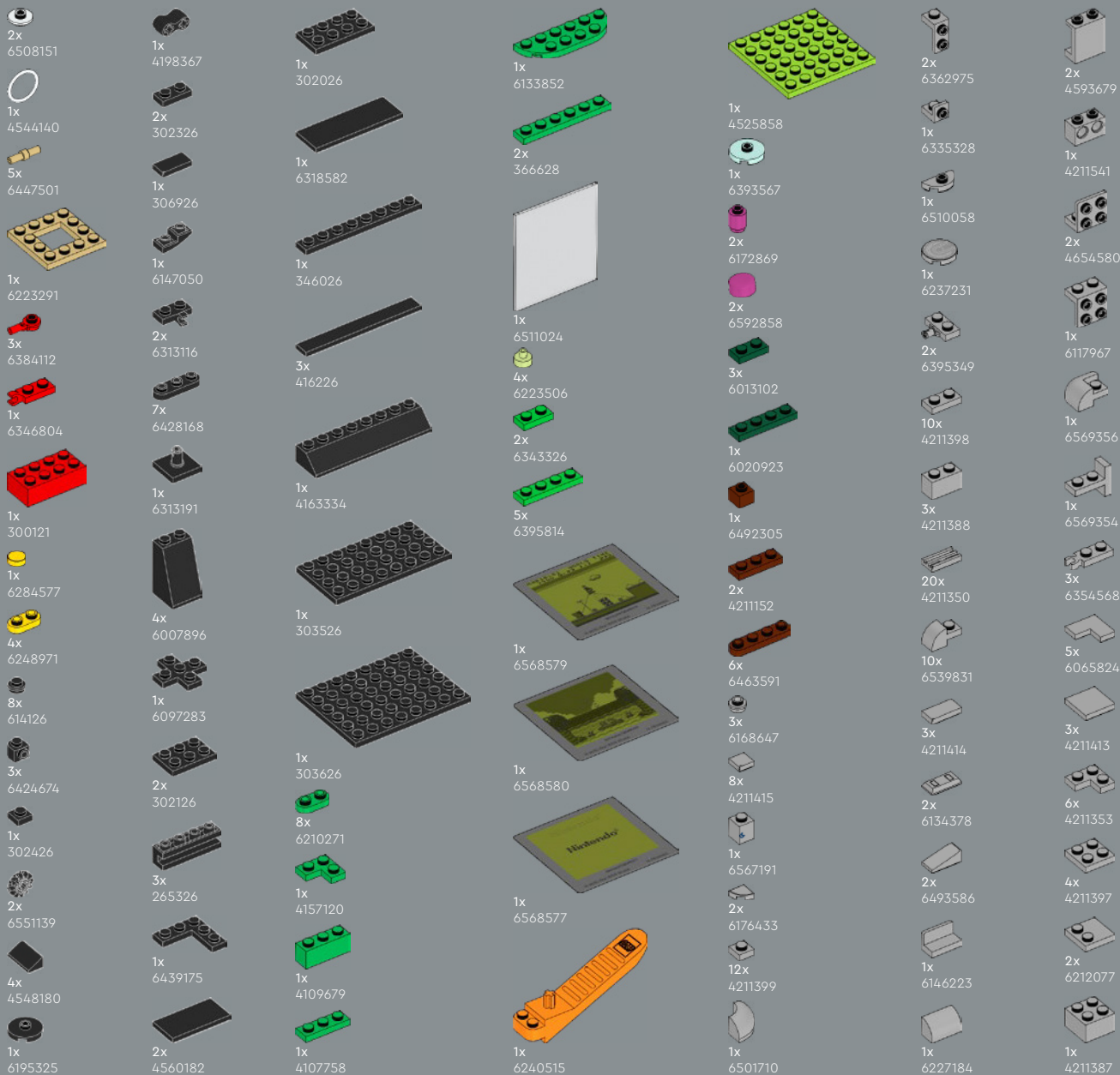
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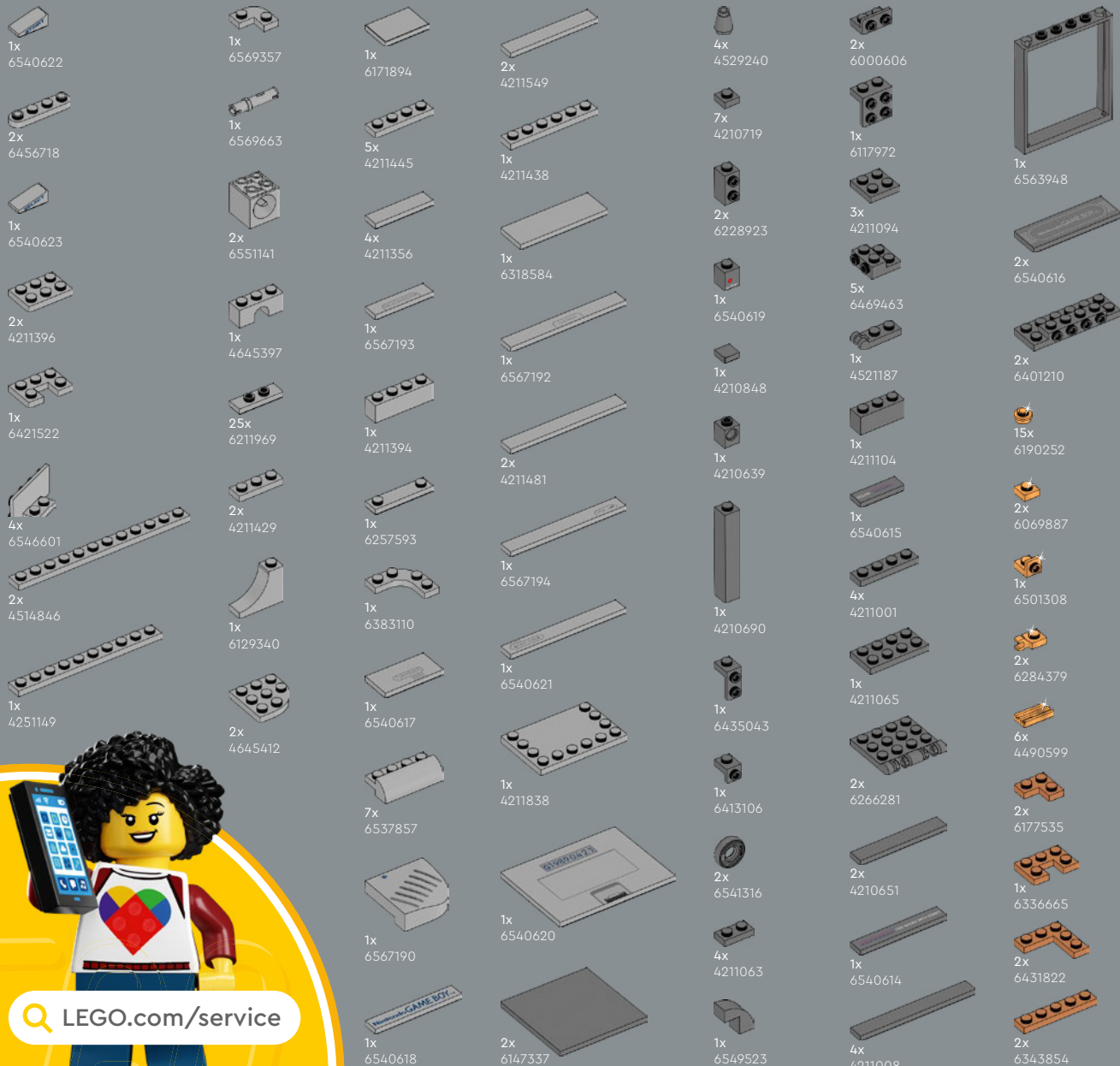


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