

**LEGO**  
*System*

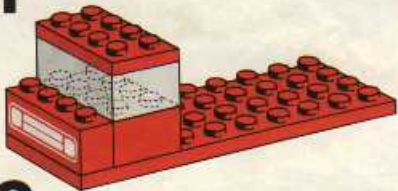


601

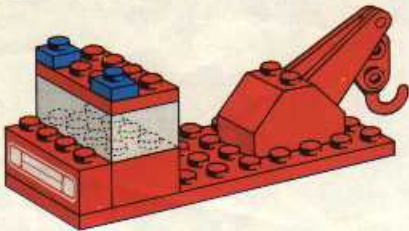
# Legoland



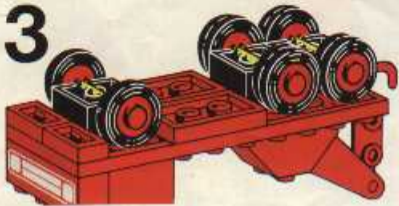
1



2



3



4

