

HYL44



3

3

CONSOLE (LEFT SIDE)
+ THE ELDER SCROLLS III: MORROWIND™ DIORAMA

CONSOLE (CÔTÉ GAUCHE)
+ DIORAMA THE ELDER SCROLLS III: MORROWIND™

Consola (lado izquierdo) + Diorama de The Elder Scrolls III: Morrowind™
Konsole (linke Seite) + The Elder Scrolls III: Morrowind™ - Diorama



29

40

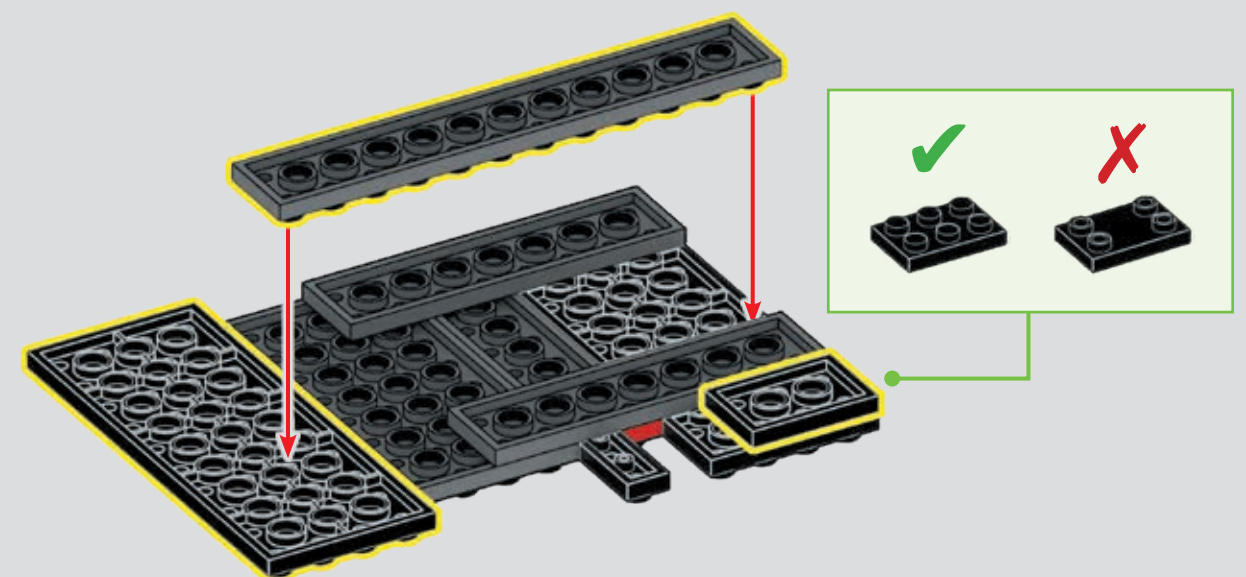
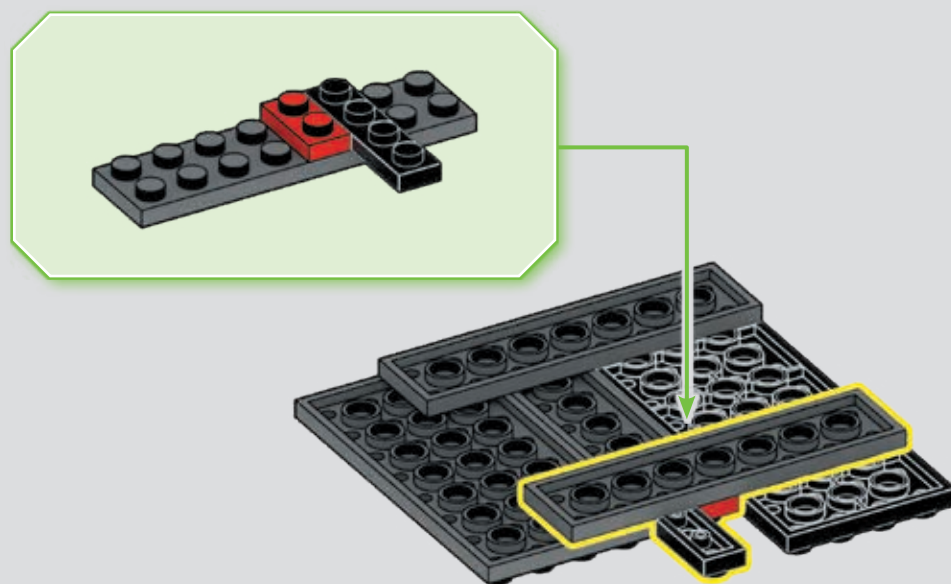
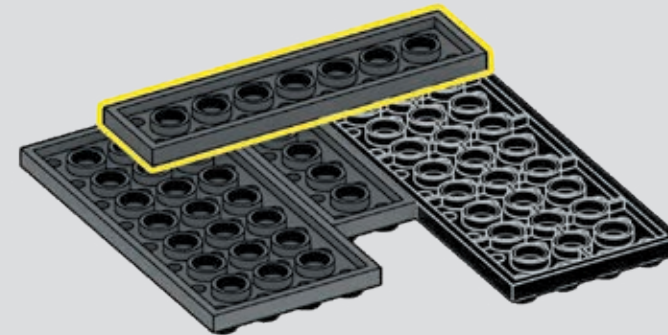
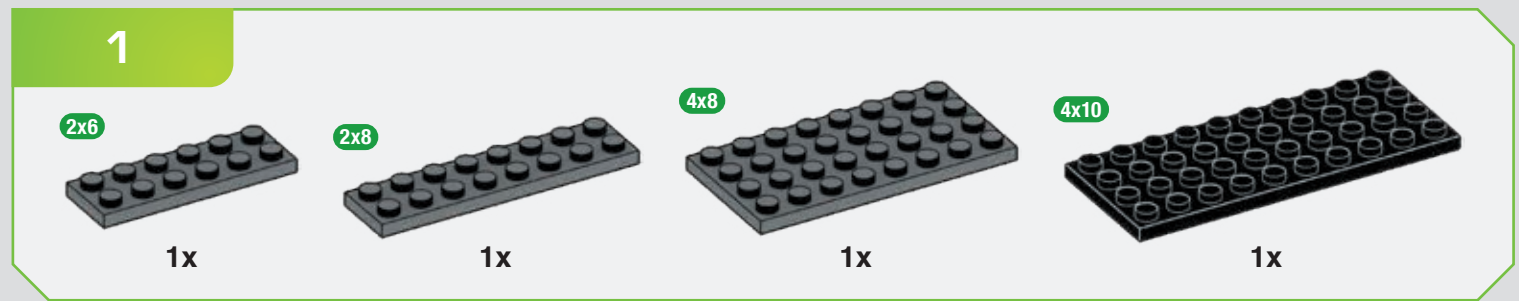
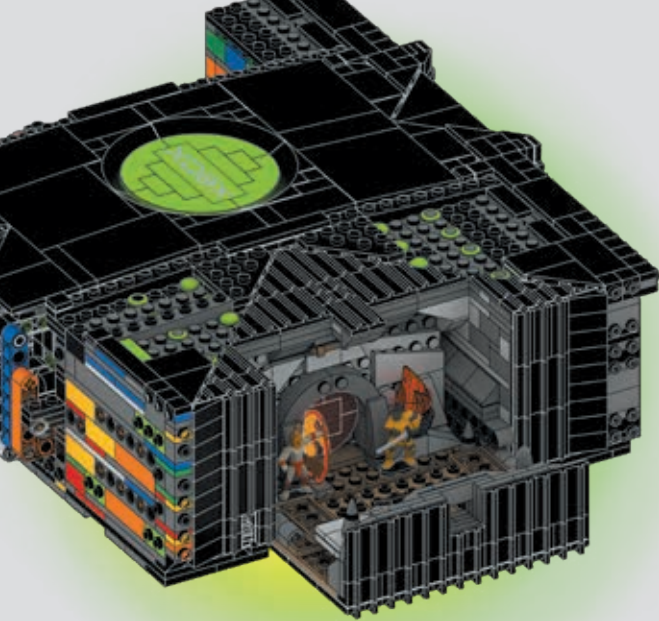
A detailed LEGO diorama depicting the final battle against Dagoth Ur in the game Morrowind. The scene is set in a dark, industrial environment with grey and black LEGO bricks forming the background and floor. In the center, a large, translucent orange circular piece represents a portal or a shield. To the left, a LEGO figure of Dagoth Ur, with a white and orange body and a crown-like headpiece, stands on a black base. To the right, a smaller LEGO figure of a character in a yellow and black outfit, holding a sword, stands on a black base. A large, glowing yellow flame piece is positioned on the right side of the scene. The foreground features a large orange LEGO plate with many circular studs. A black LEGO piece with the word "MORROWIND" in yellow letters is visible in the lower left corner.

This Morrowind scene depicts the final faceoff against Dagoth Ur – a famously difficult battle.

Cette scène de Morrowind représente l'affrontement final avec Dagoth Ur, un combat bien connu pour sa difficulté.

Esta escena de Morrowind representa el enfrentamiento final contra Dagoth Ur, una batalla conocida por su gran dificultad.

Diese Szene aus Morrowind stellt den Endkampf gegen Dagoth Ur dar – ein berühmter und komplexer Kampf.



4

2x8



1x

2x8



1x

6x10



1x

5

1x

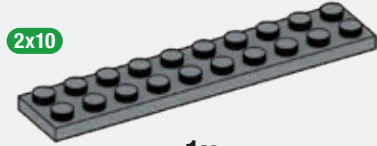


2x10

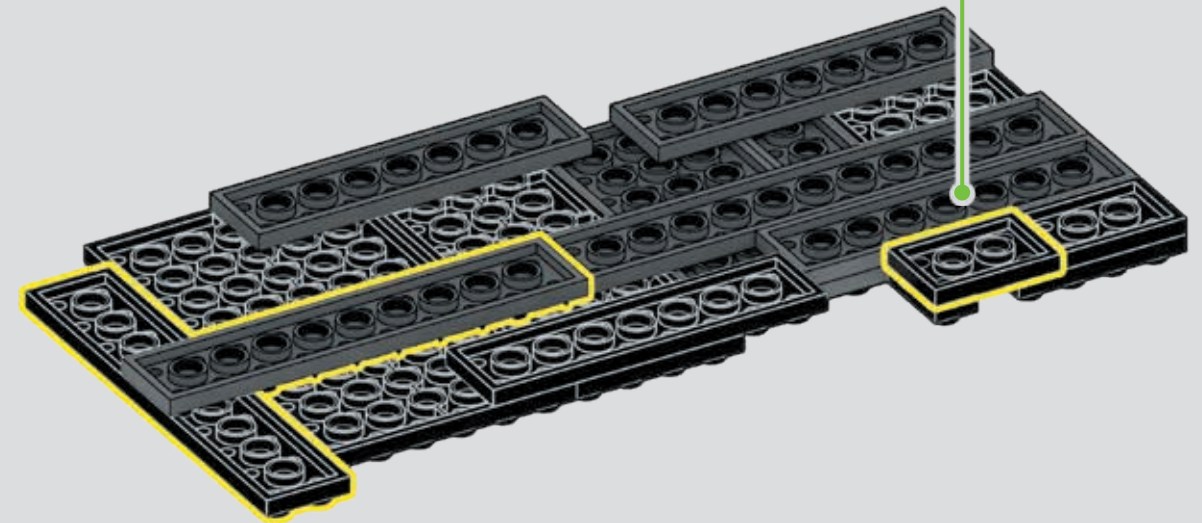
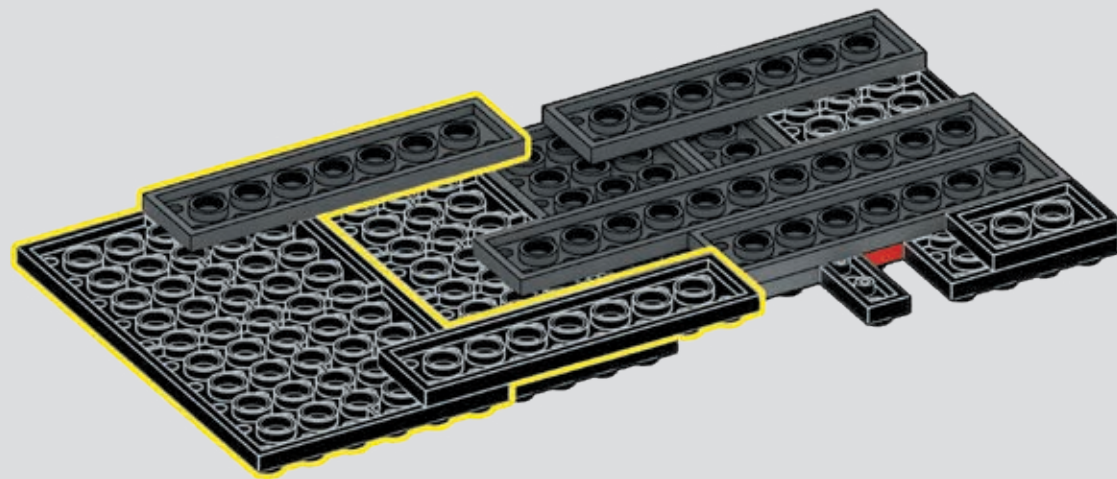


1x

2x10



1x



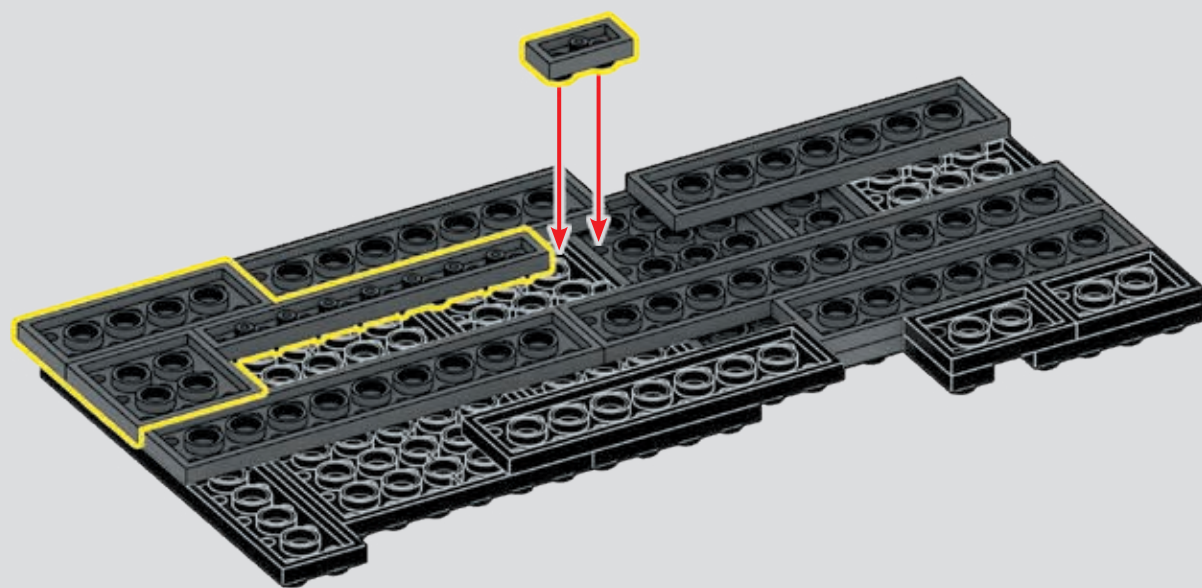
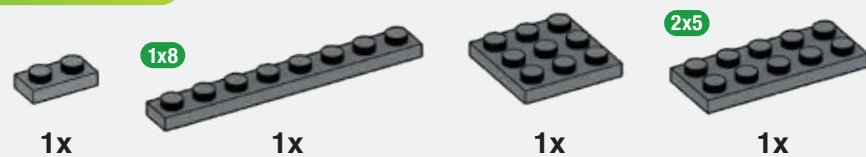
X



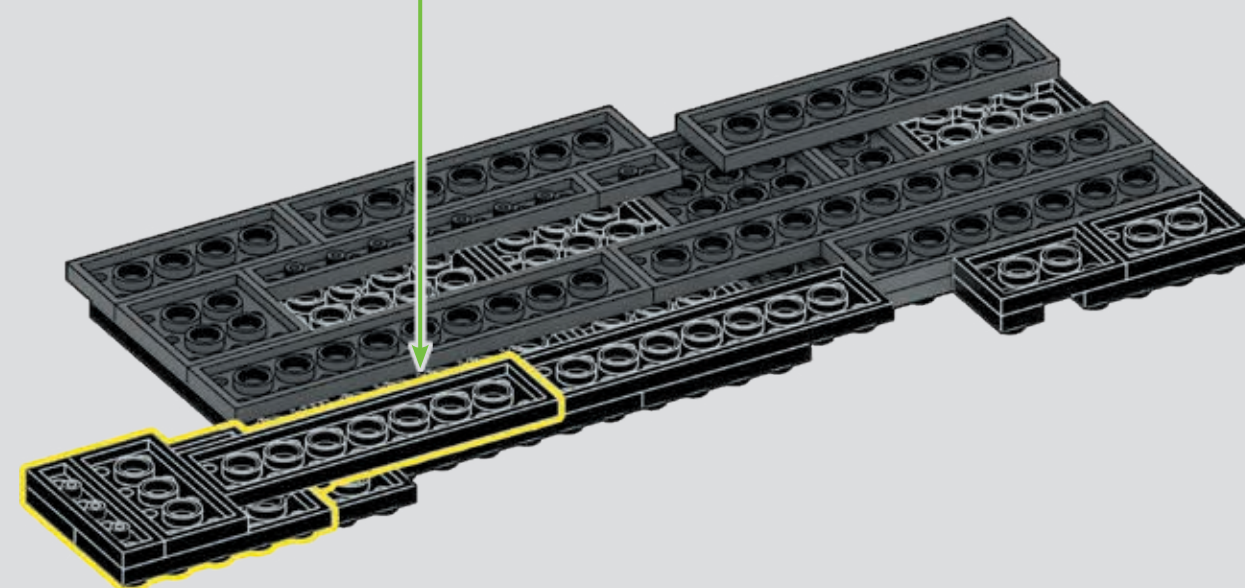
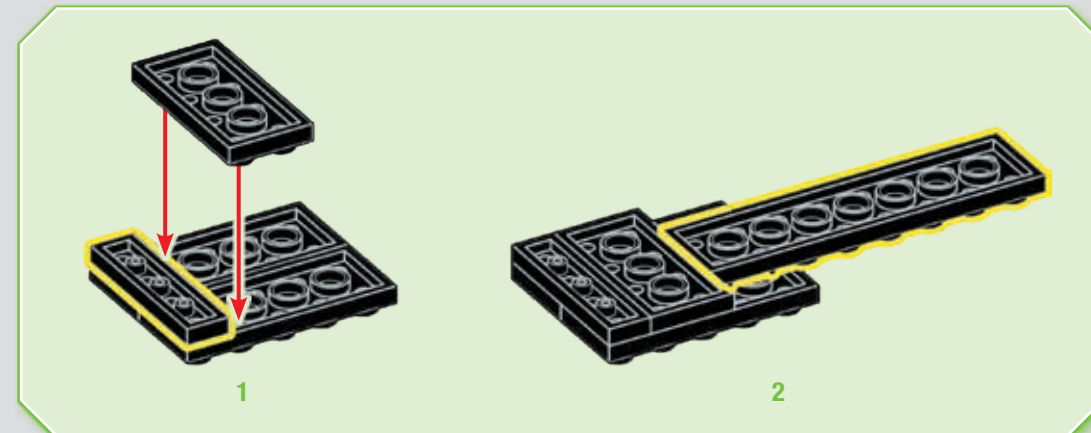
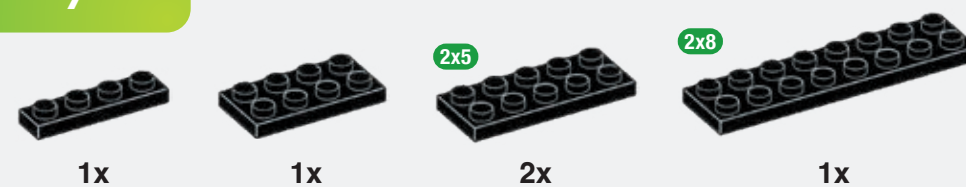
✓



6



7



8

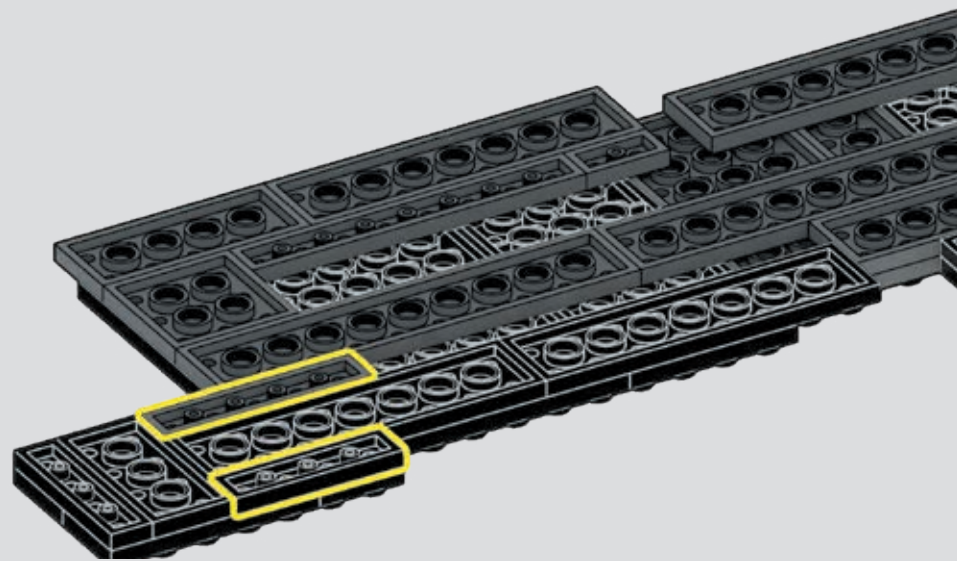


1x

1x5



1x



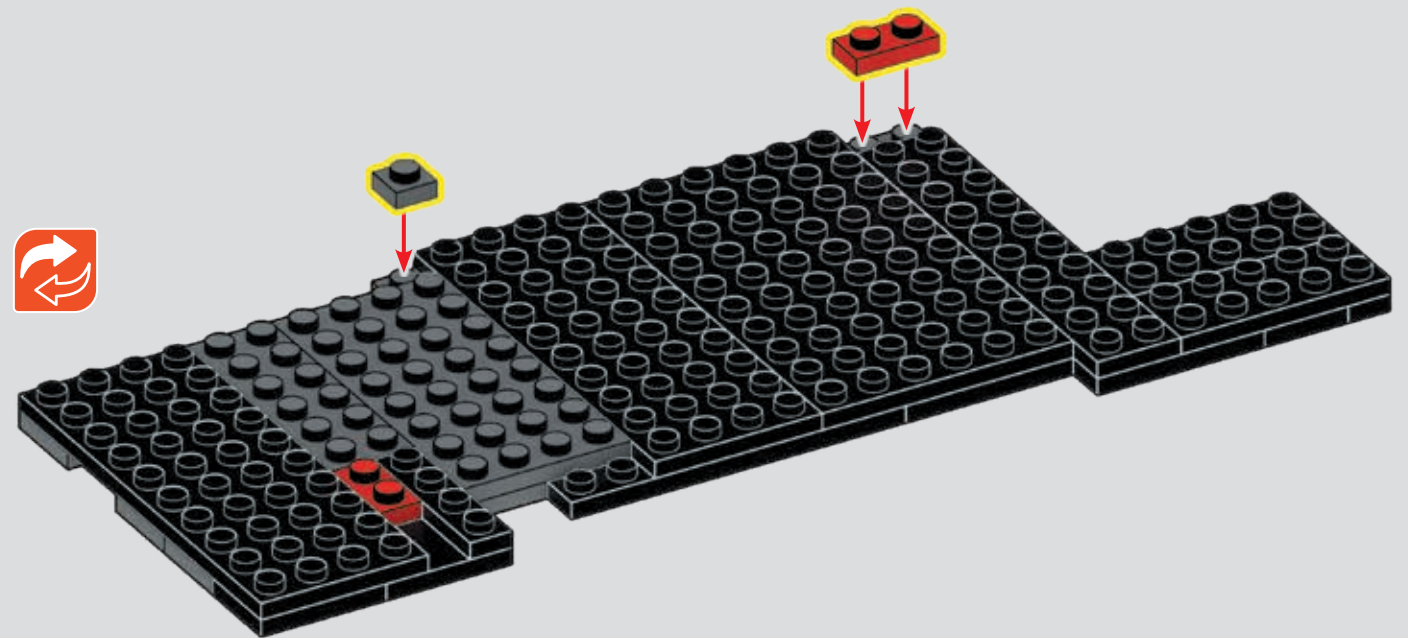
9



1x



1x



10



1x



1x

2x5



1x



1x6

1x

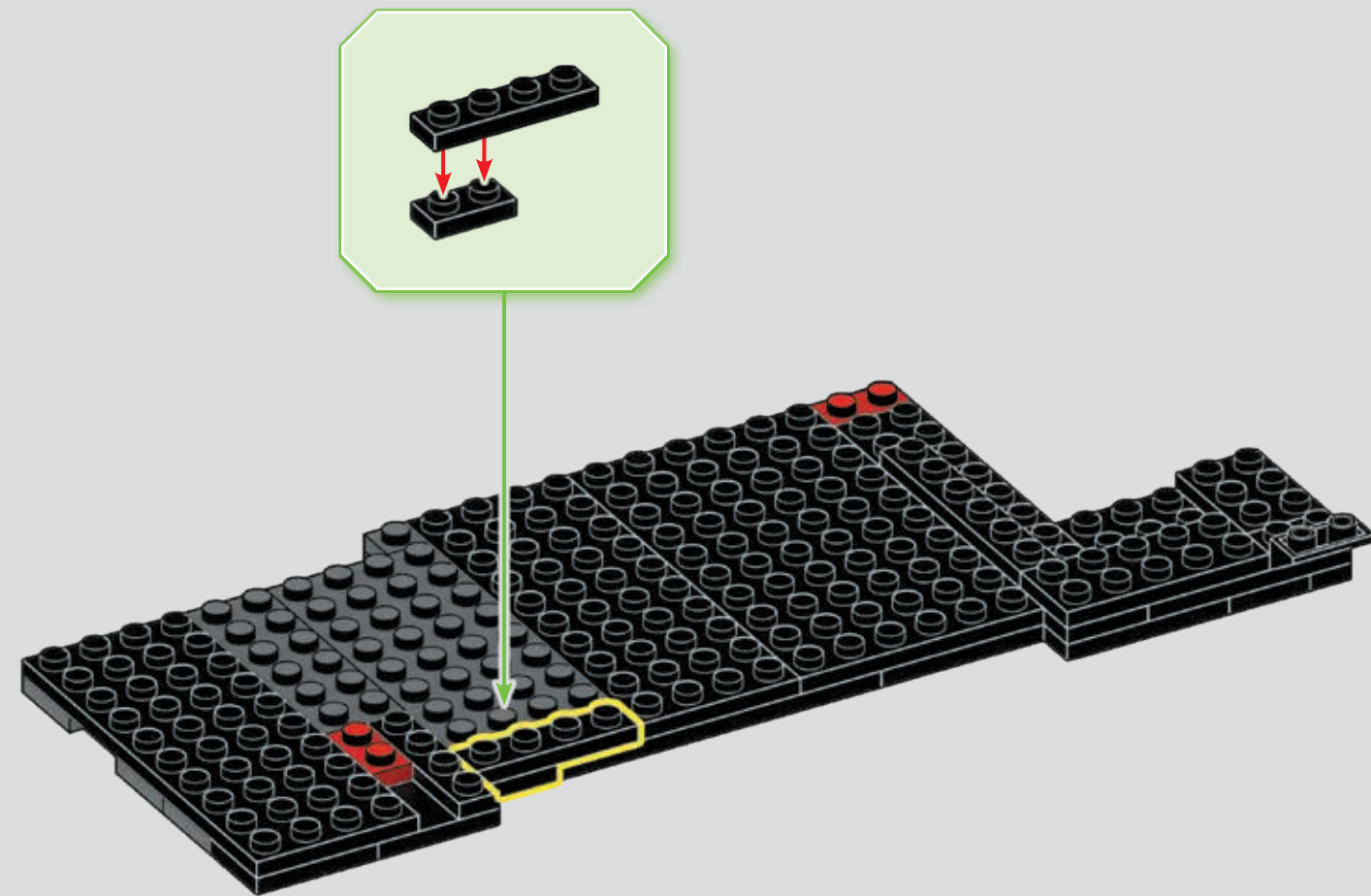
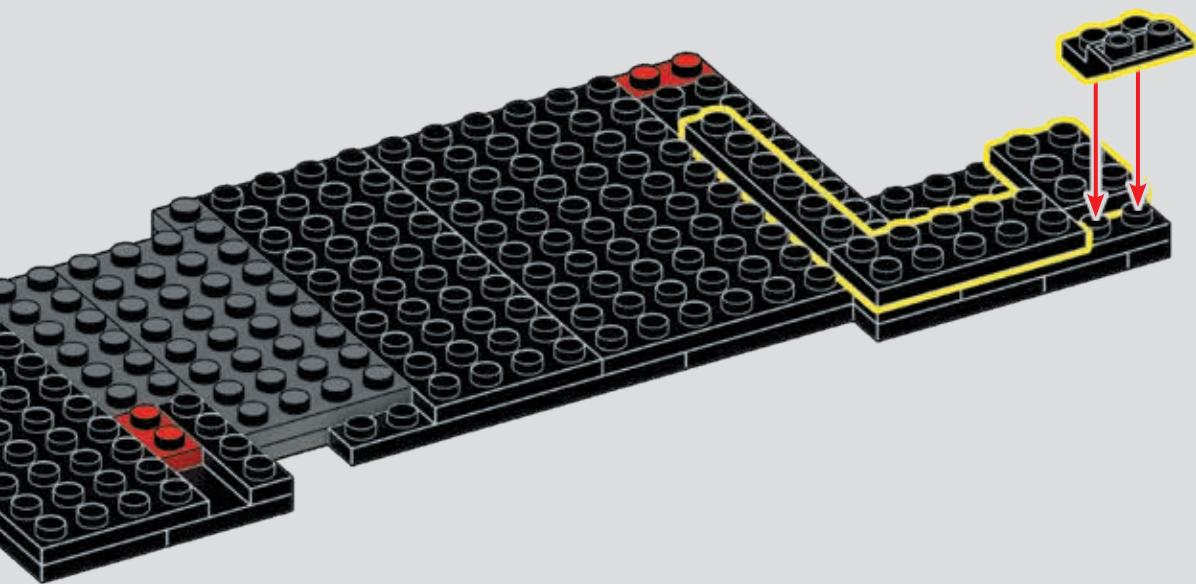
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1x



1x



12

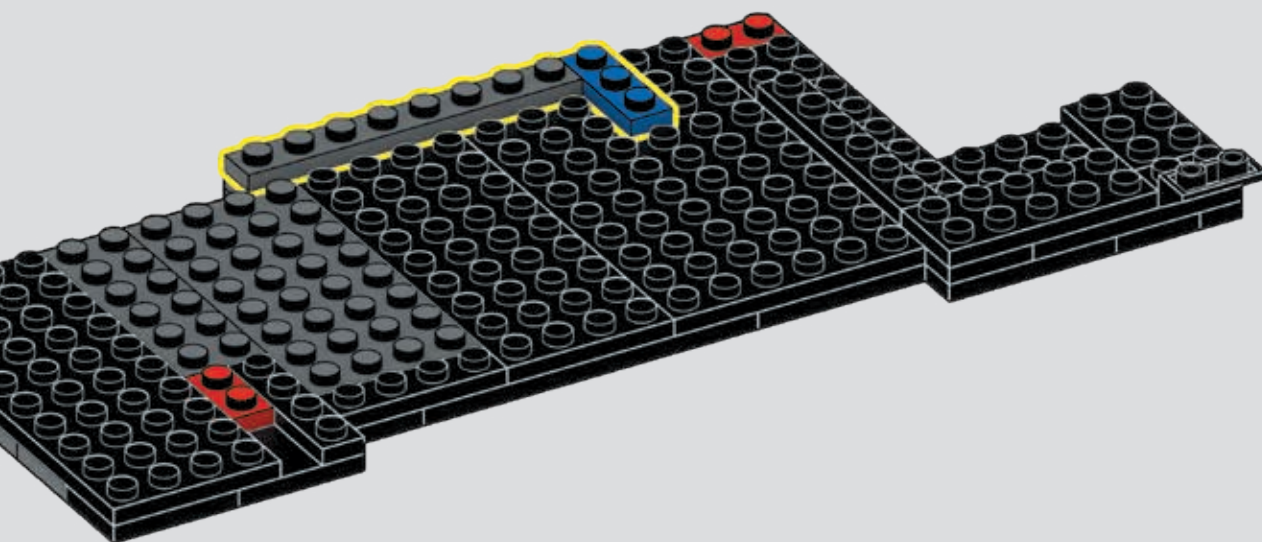


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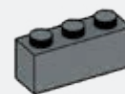
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1x



13



1x

1x4

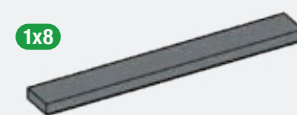


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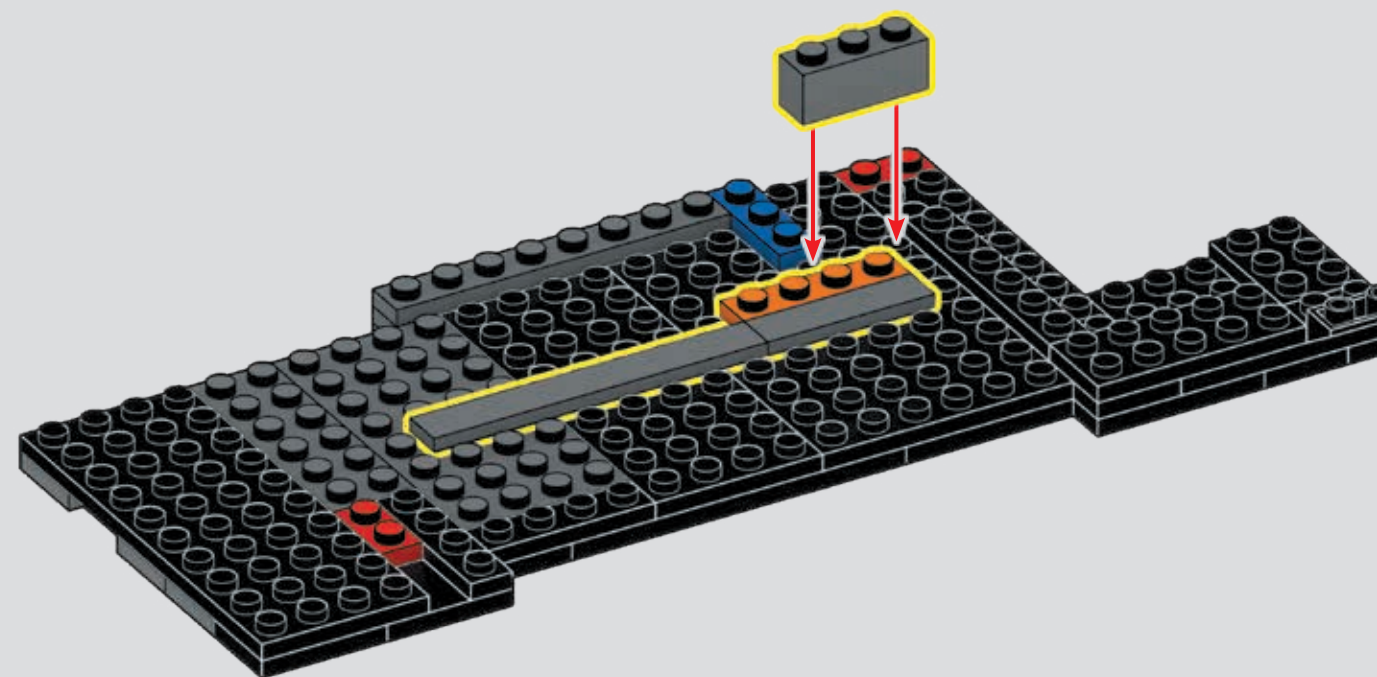


1x

1x8



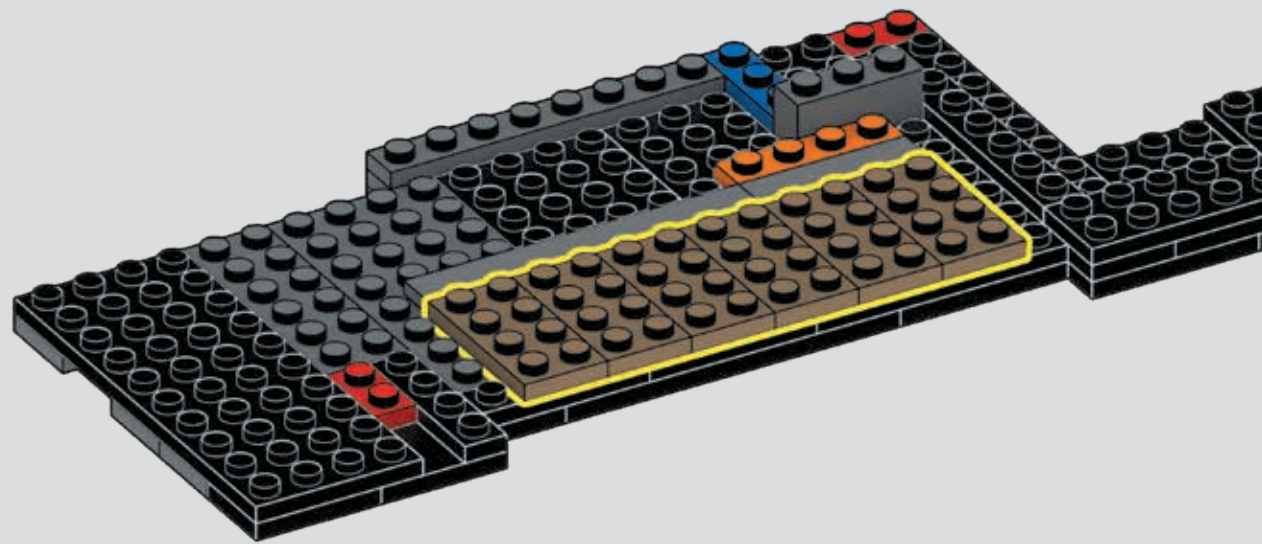
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14



6x



15



1x



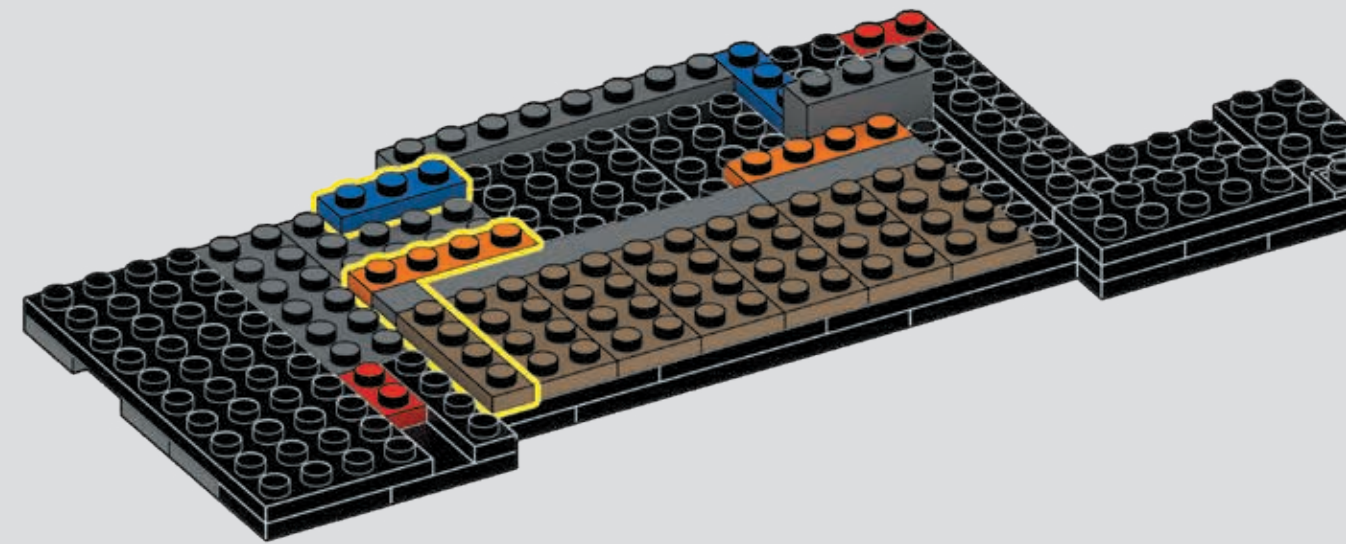
1x



1x



1x



16



2x

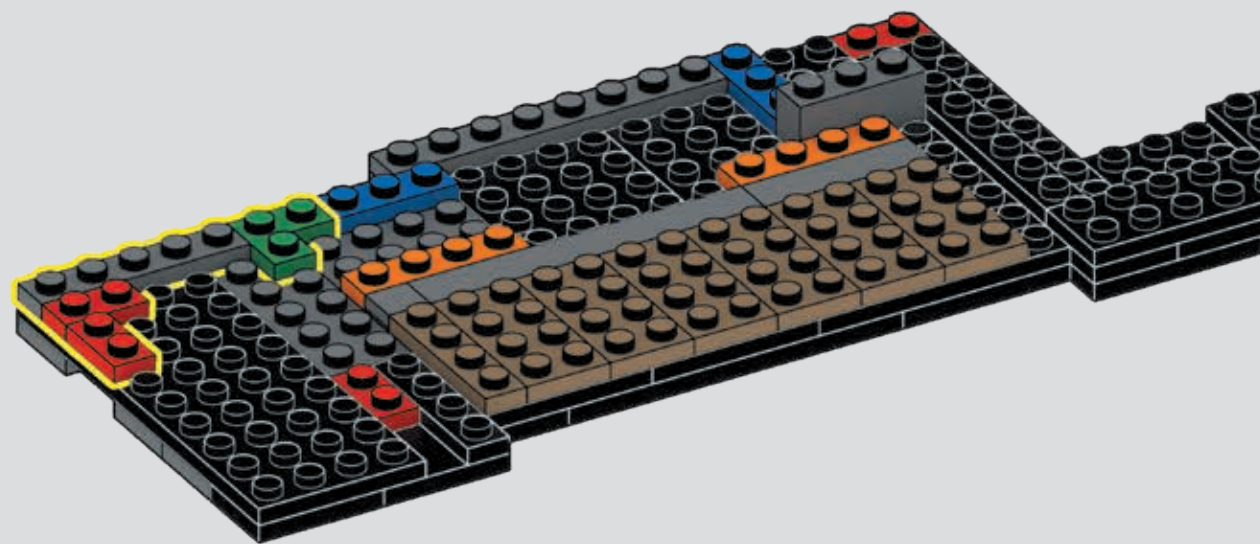


1x

1x5



1x



17



1x



1x

1x5

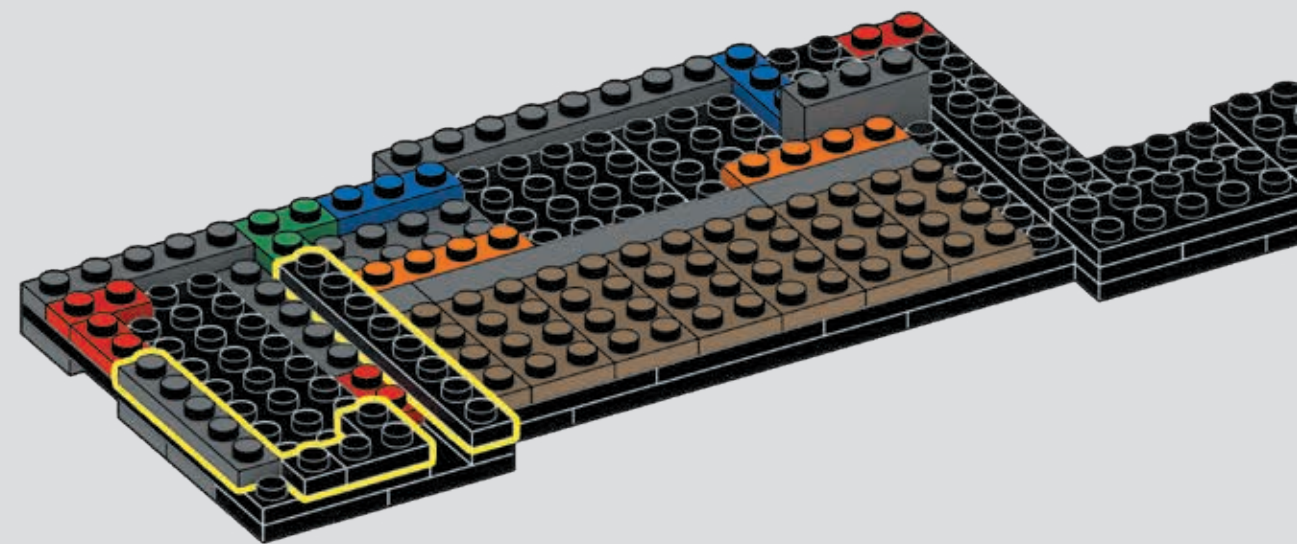


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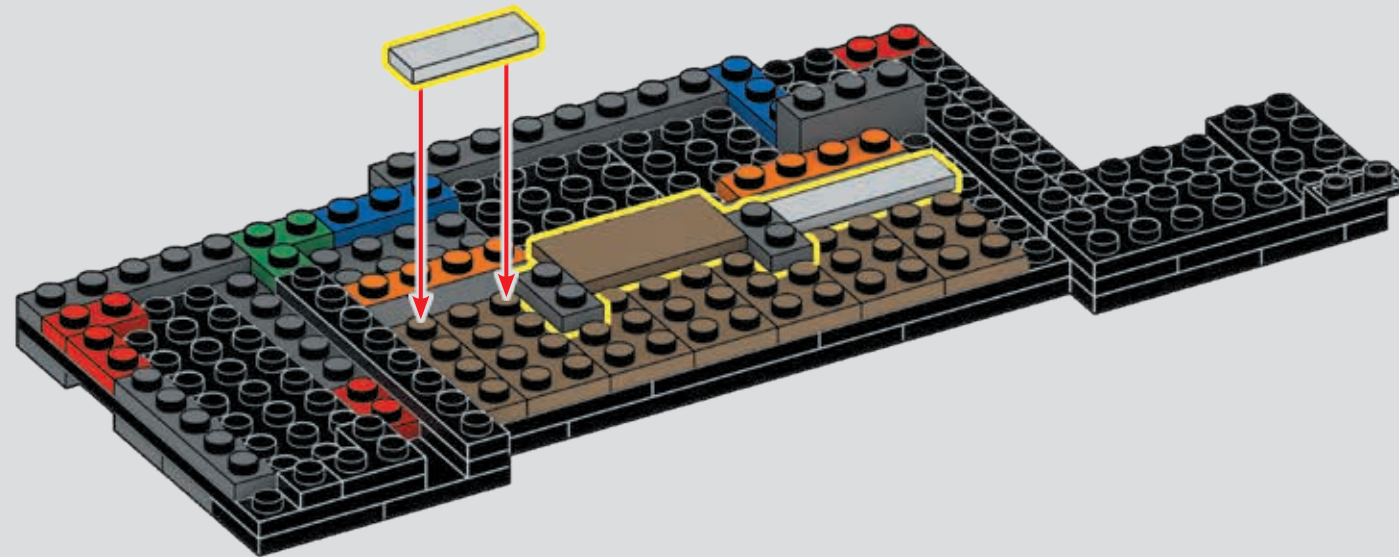
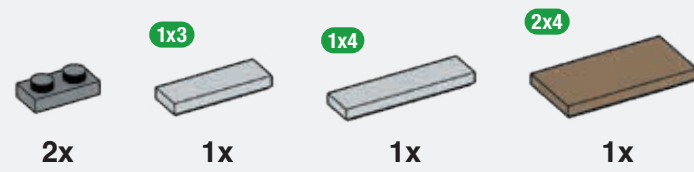
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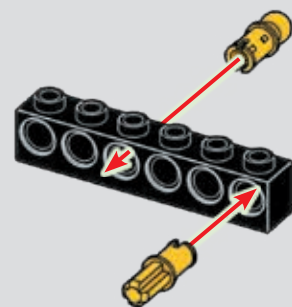
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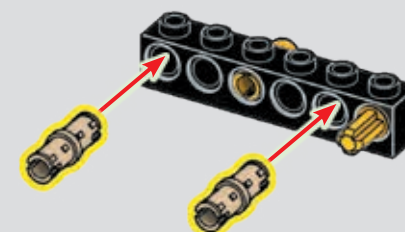
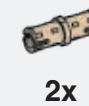
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19



20



21

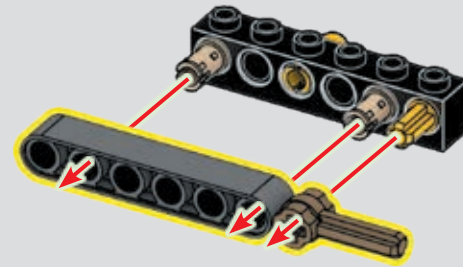


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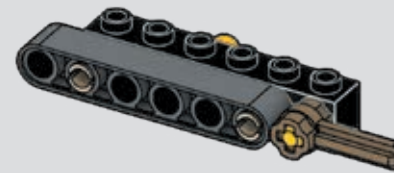
1x6



1x

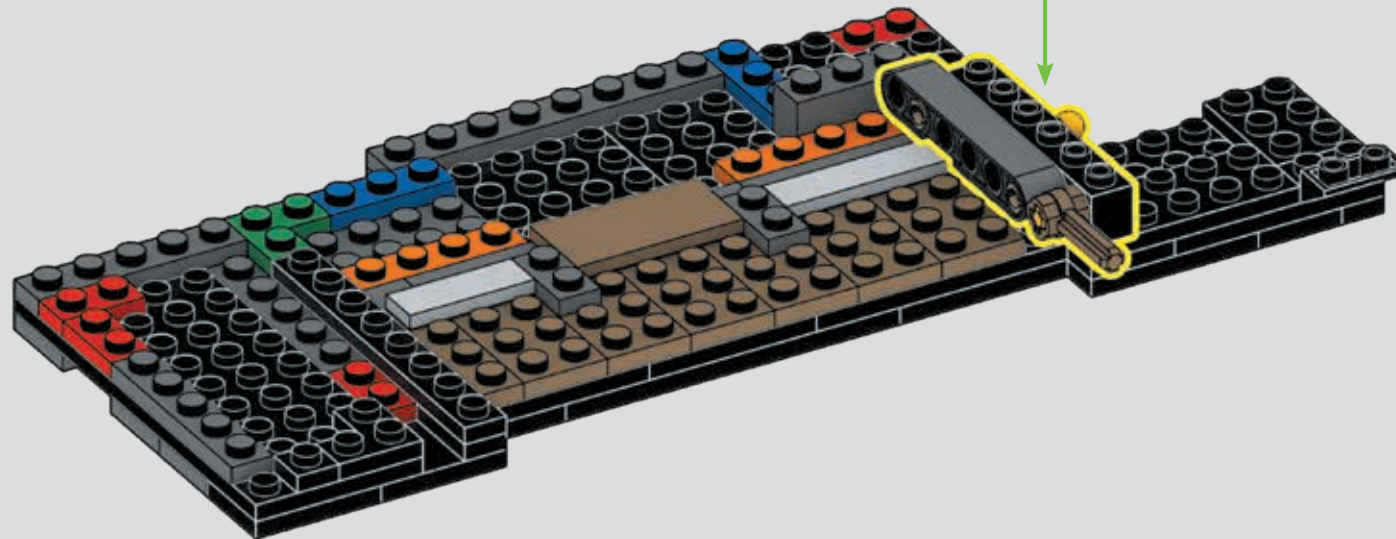


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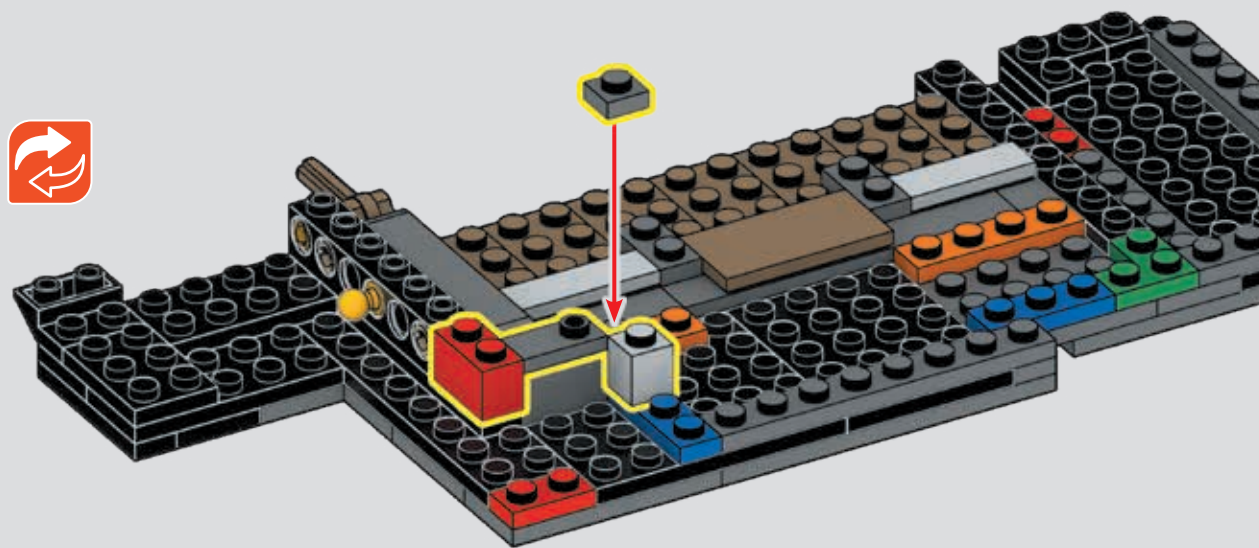
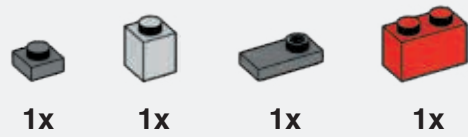


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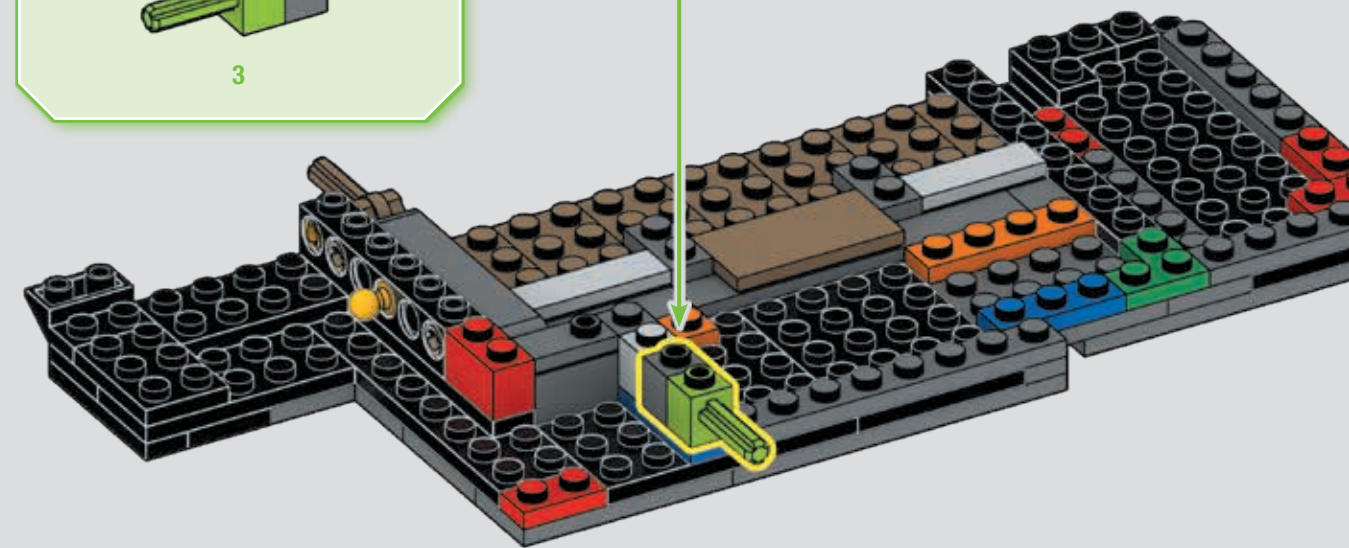
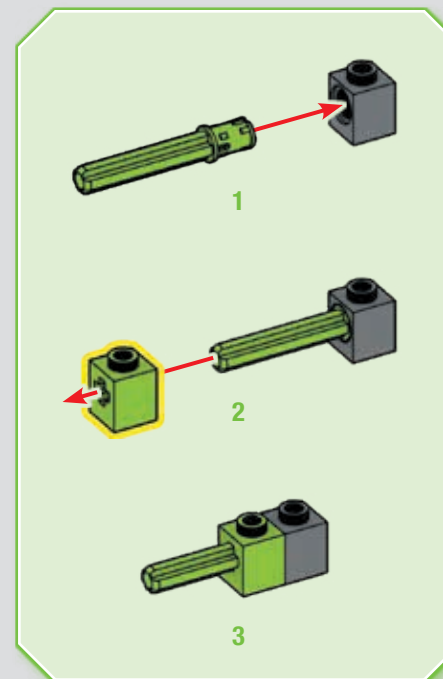
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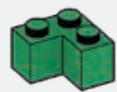
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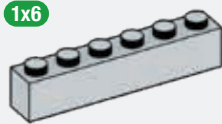


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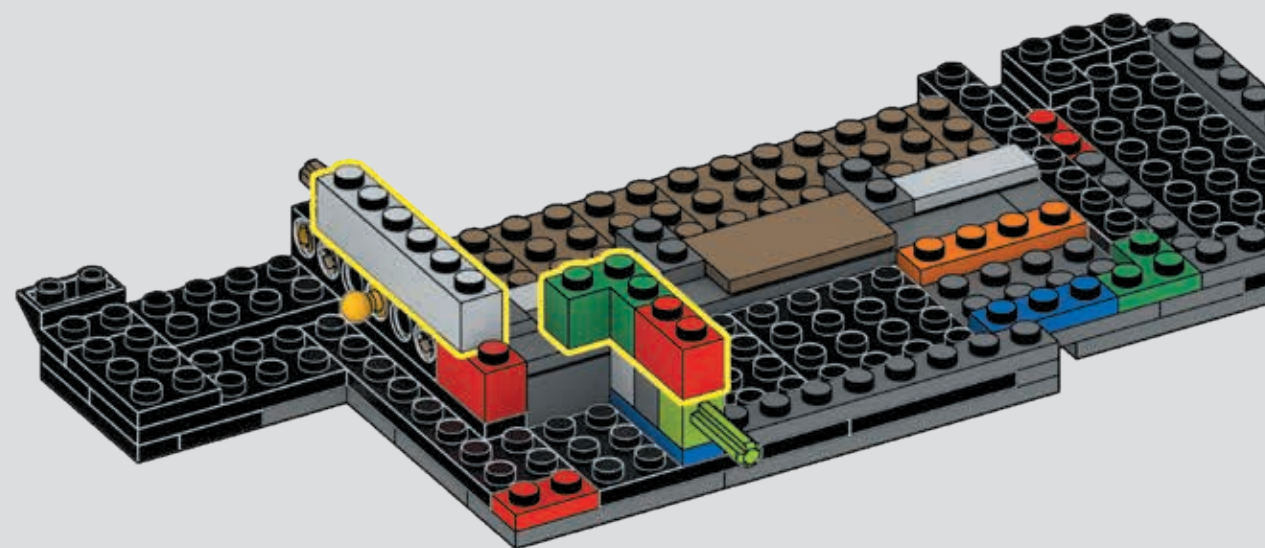


1x

1x6



1x



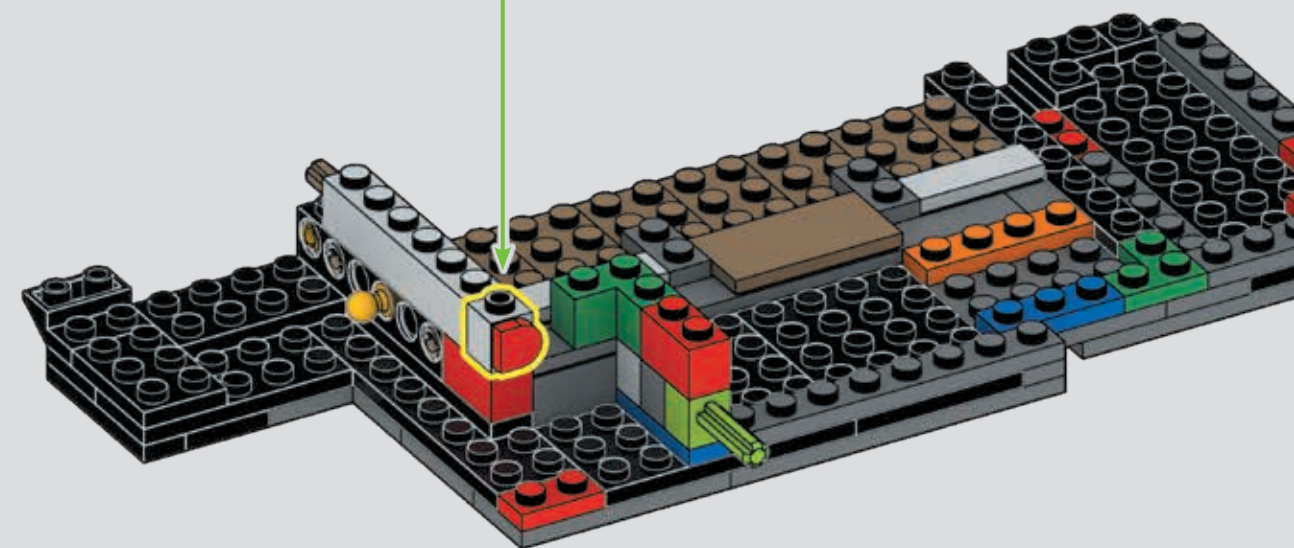
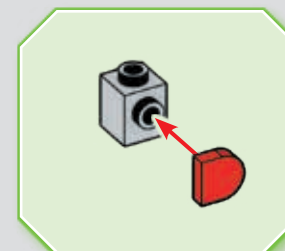
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1x



1x



27



1x



1x

28



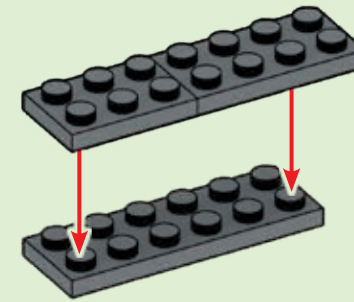
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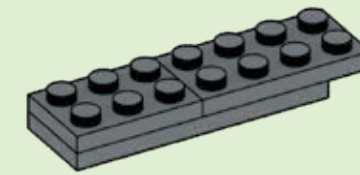
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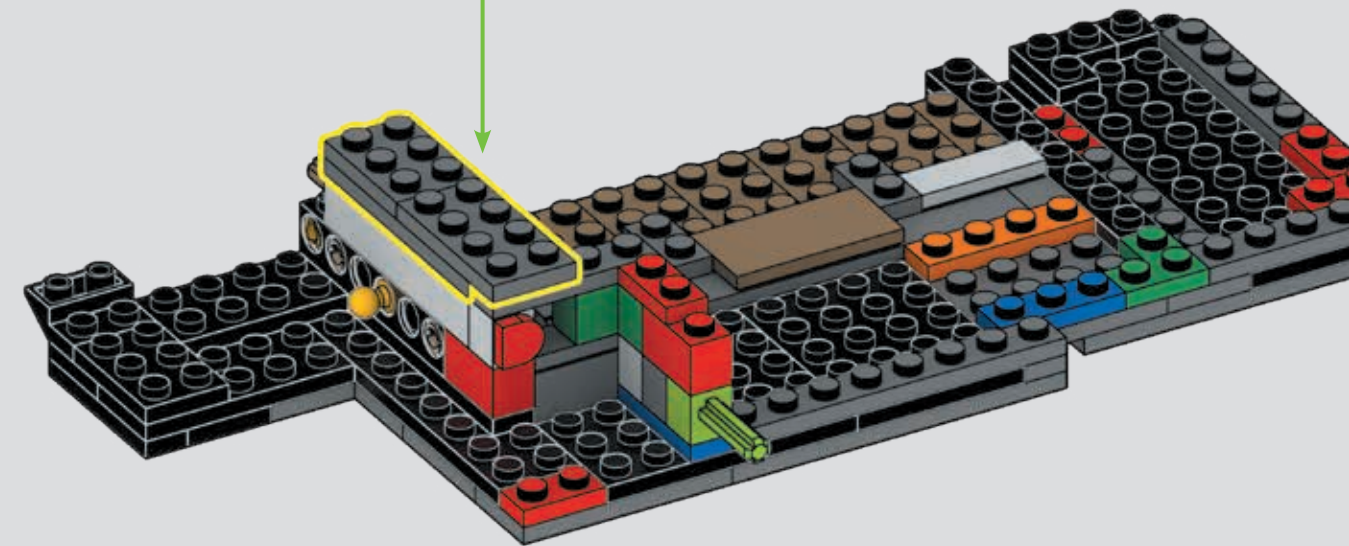
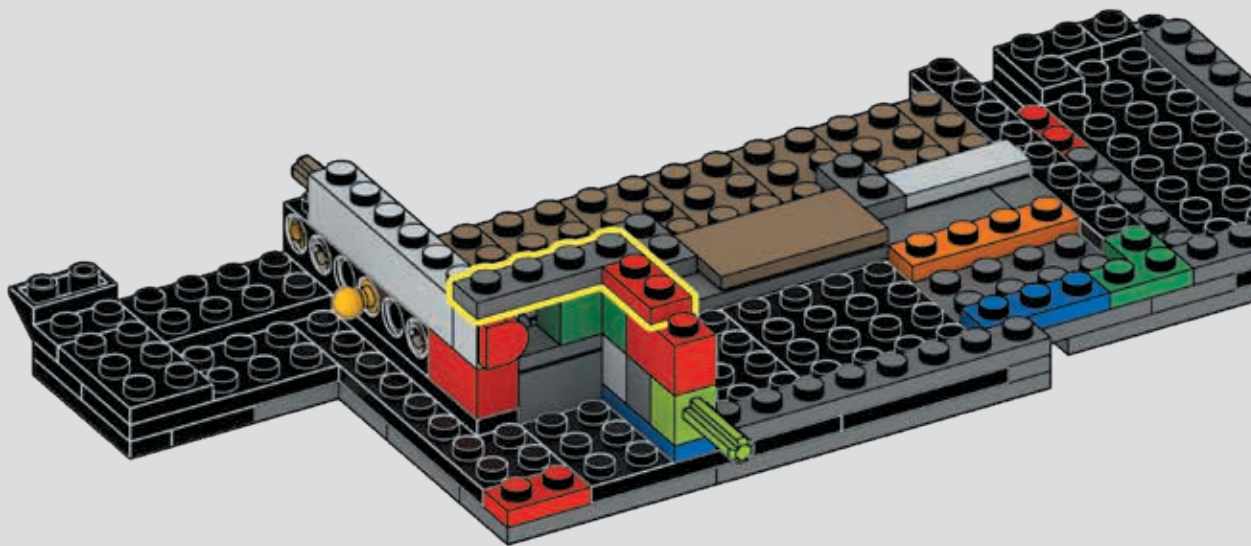
1x



1



2



29



1x



1x

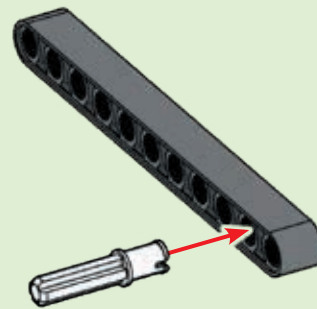


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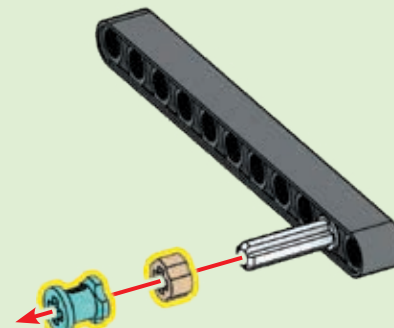
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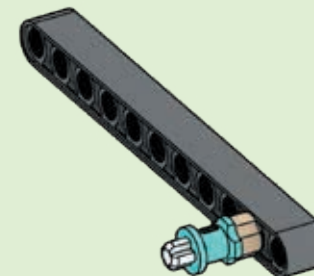
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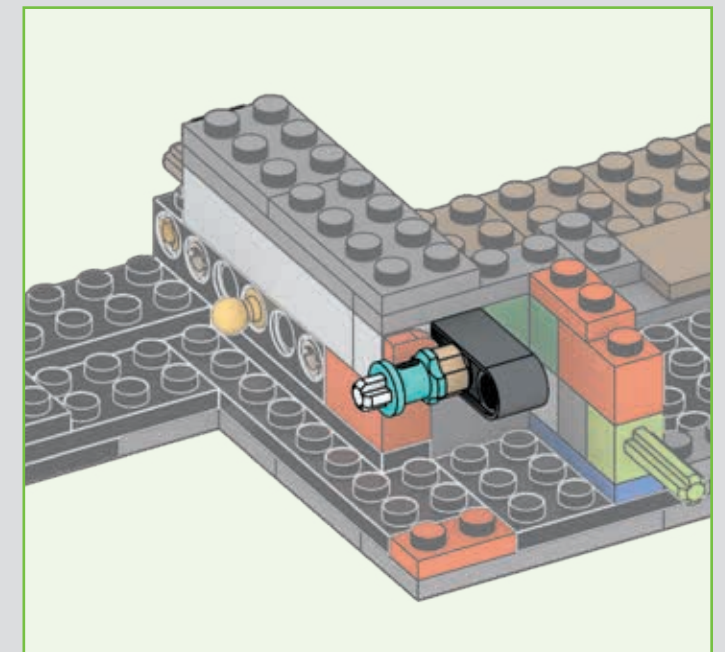
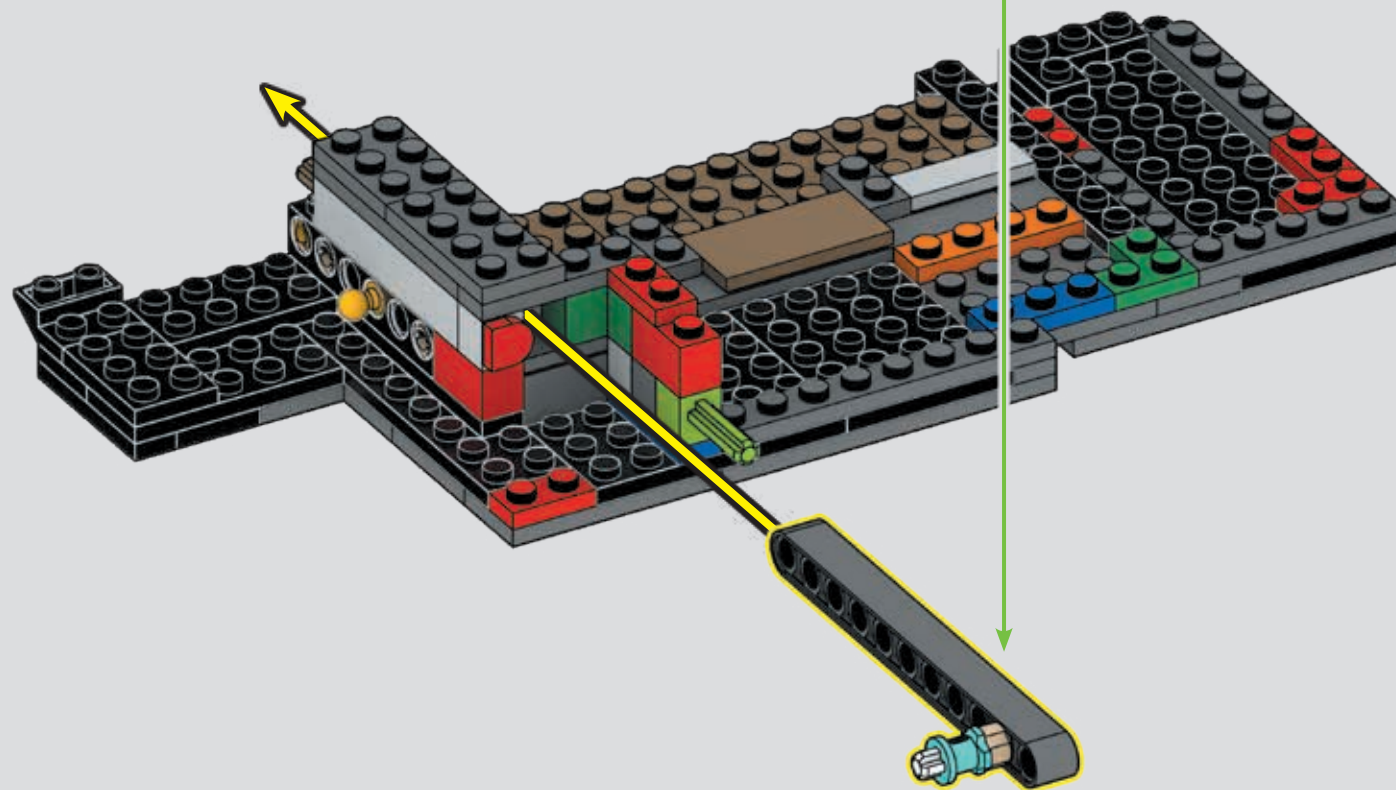
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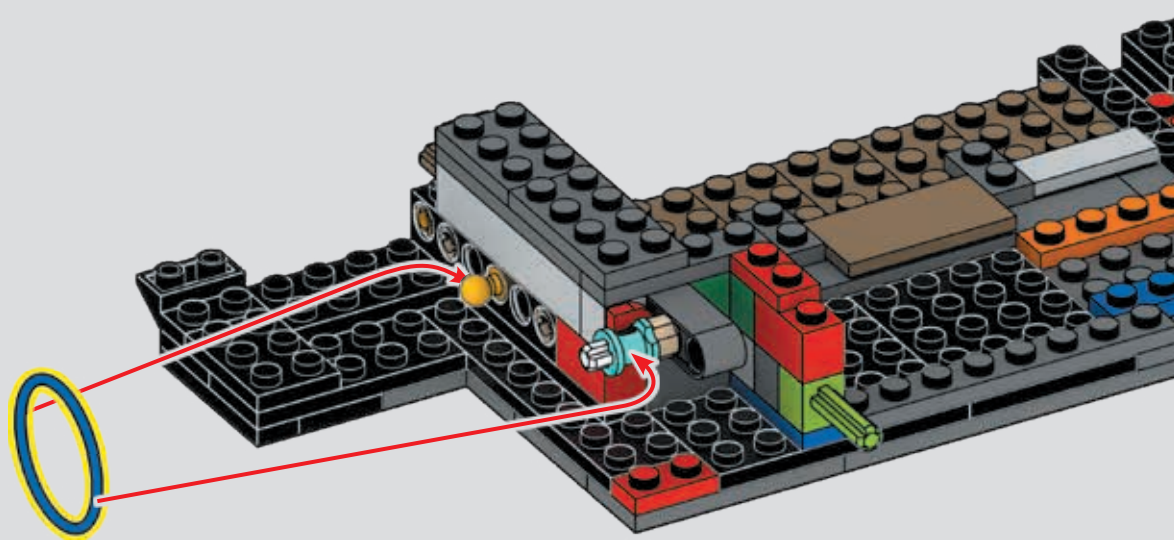
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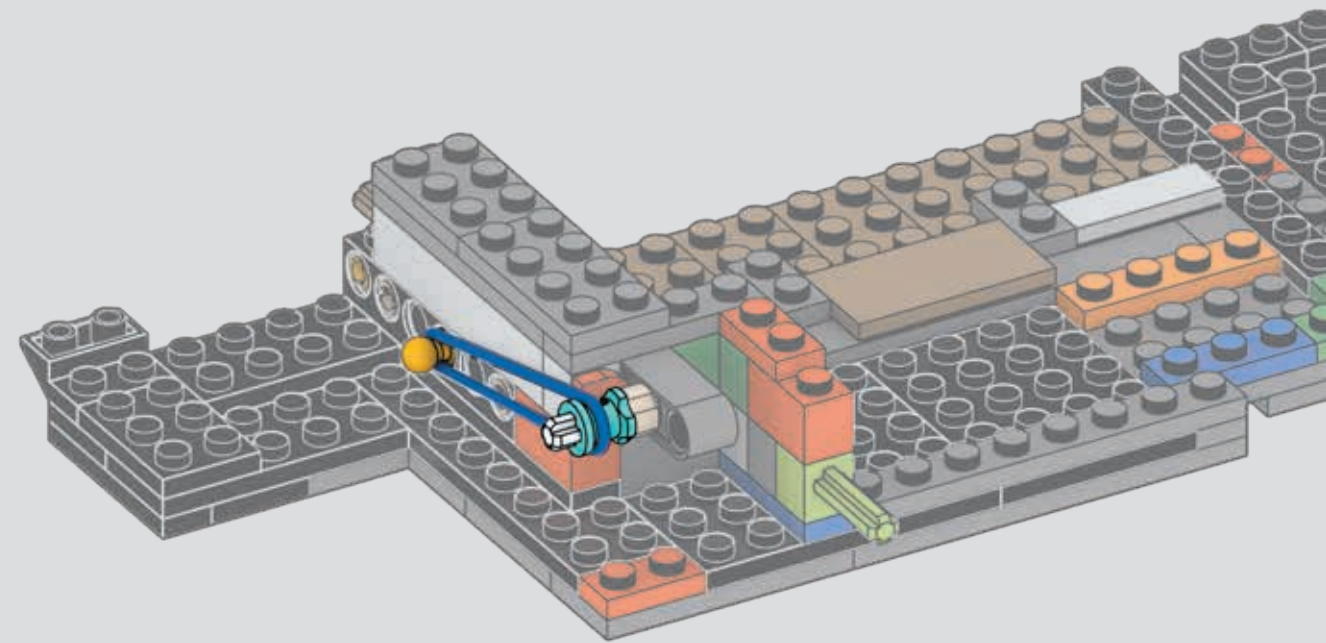
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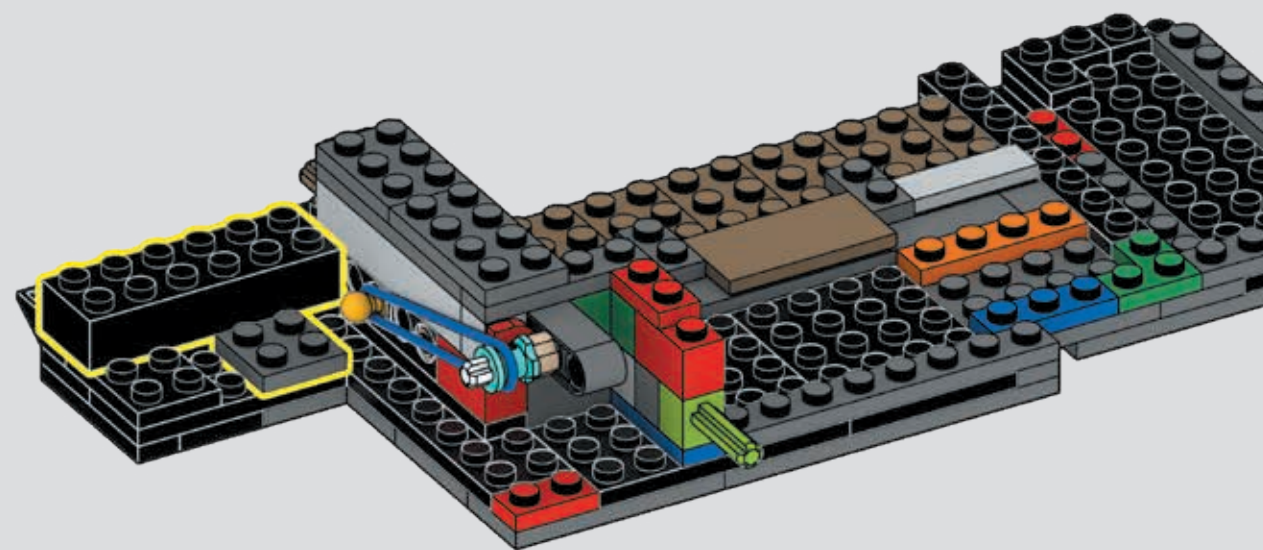
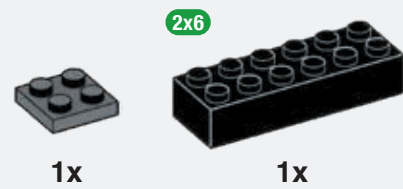
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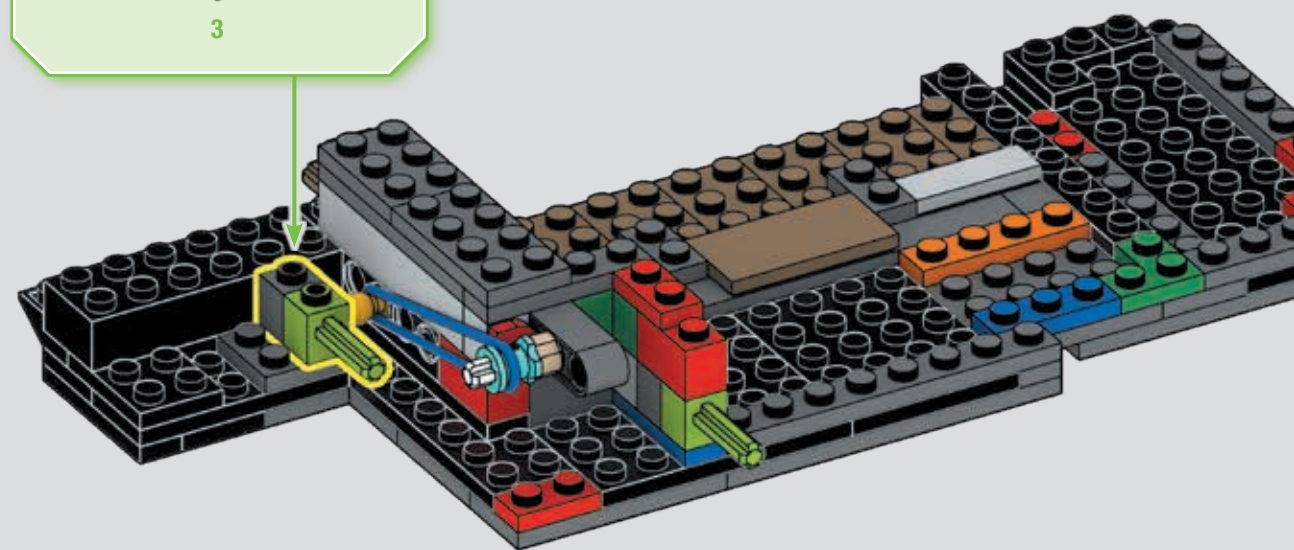
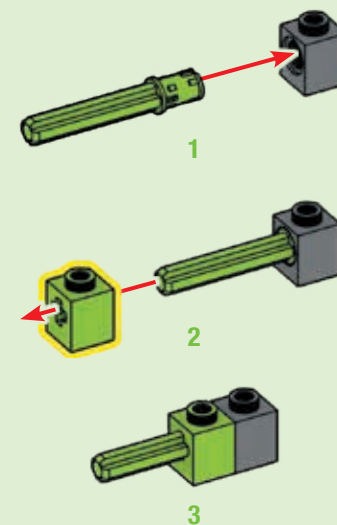
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31



32



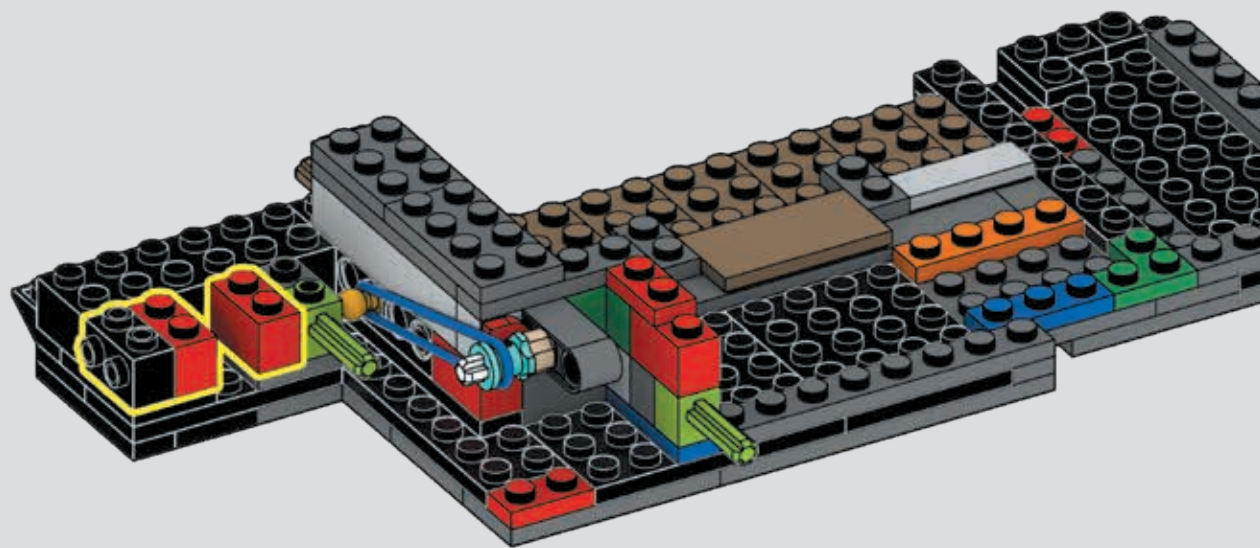
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2x



1x



34



1x



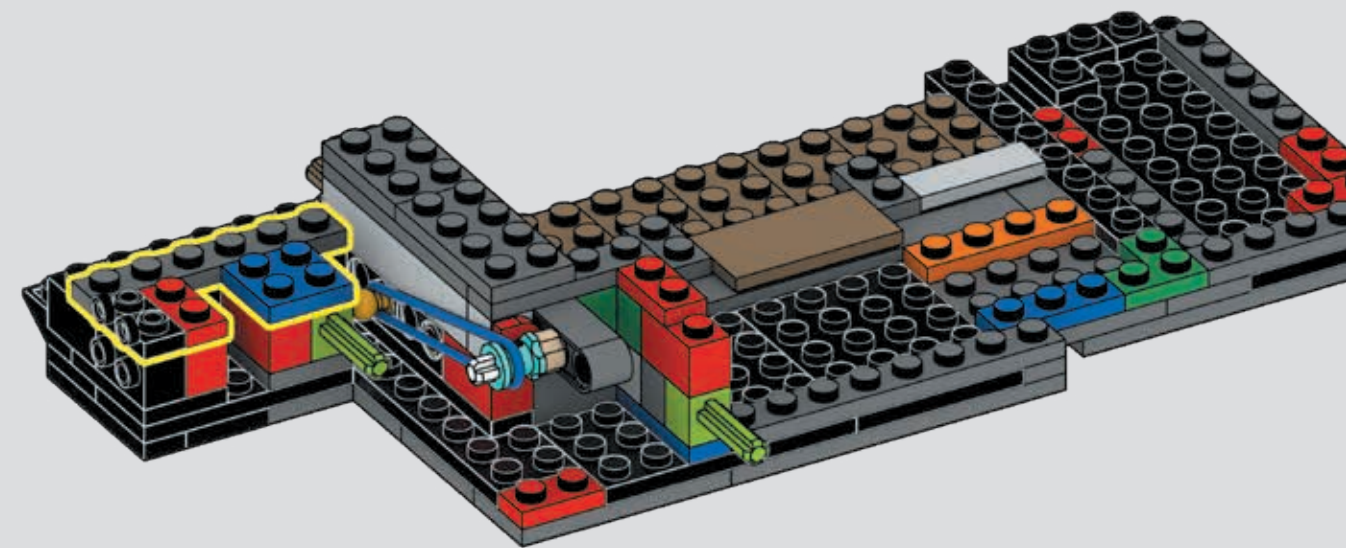
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1x



1x



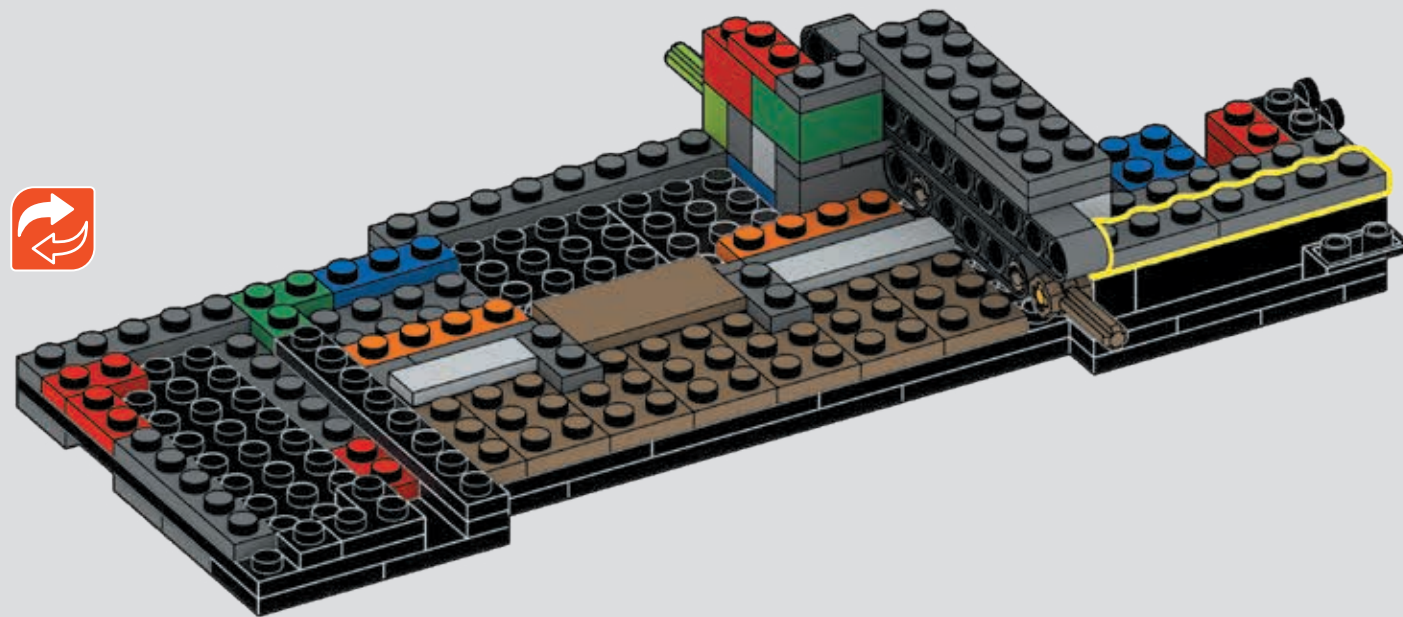
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1x



1x



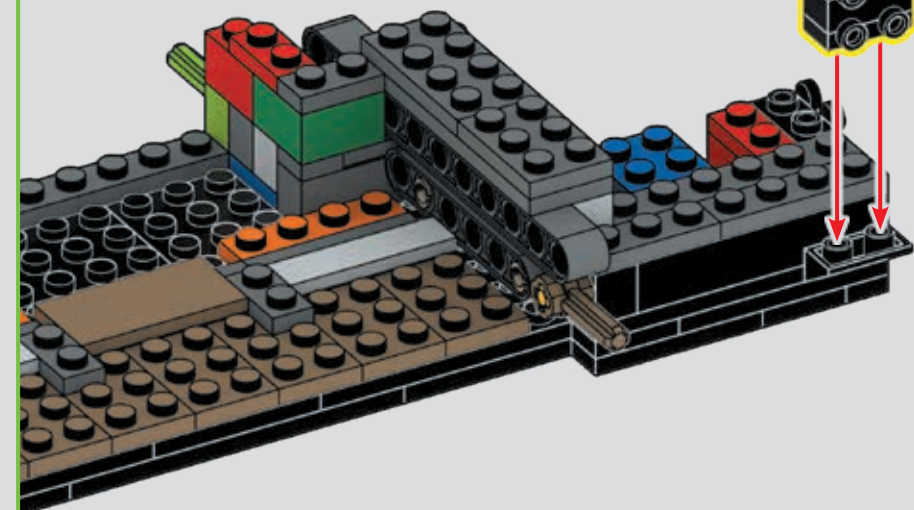
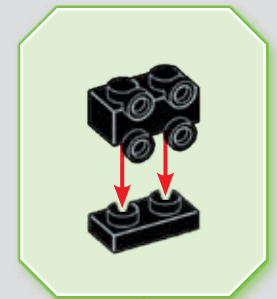
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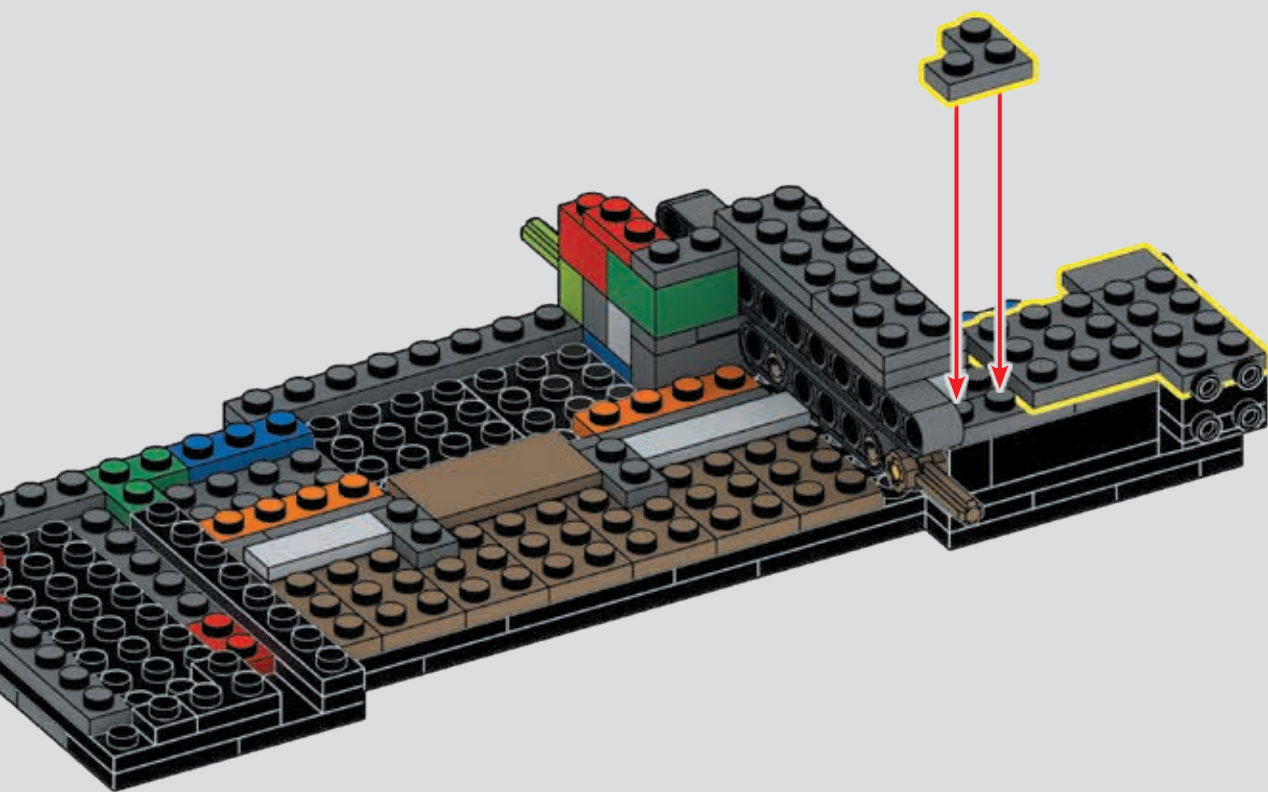
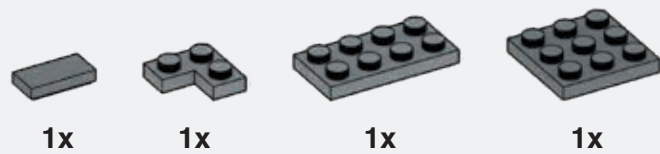
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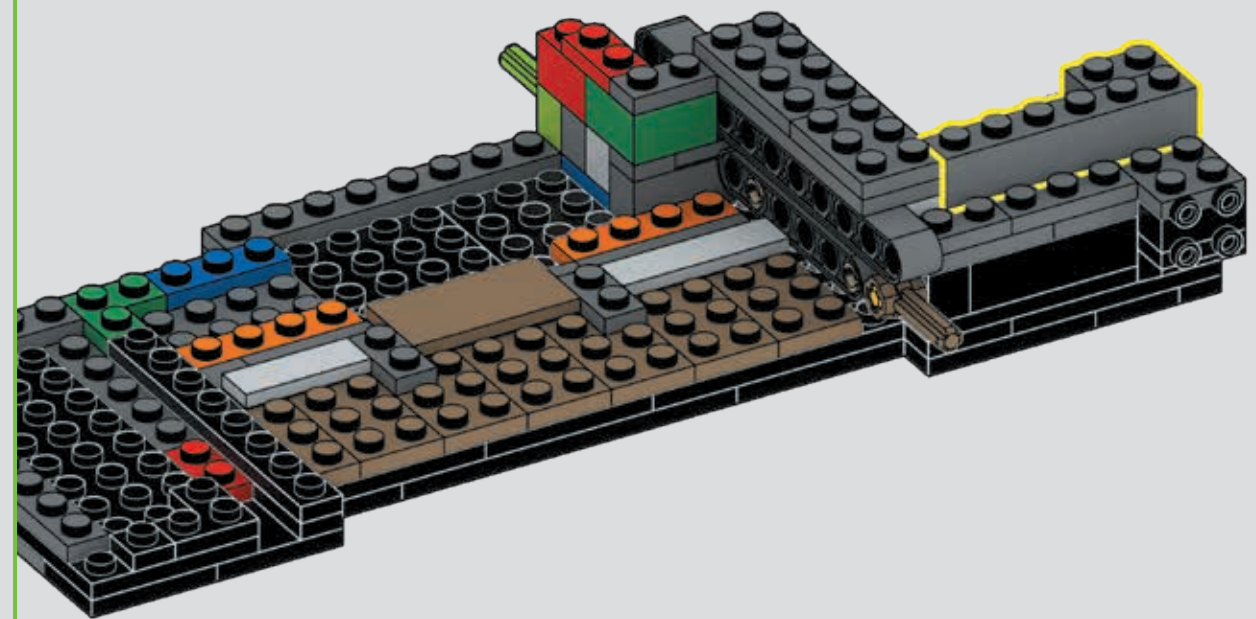
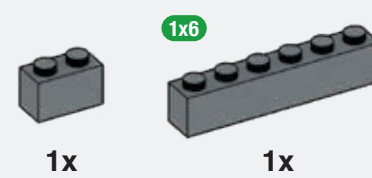
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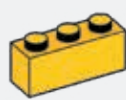
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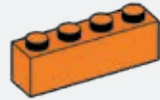
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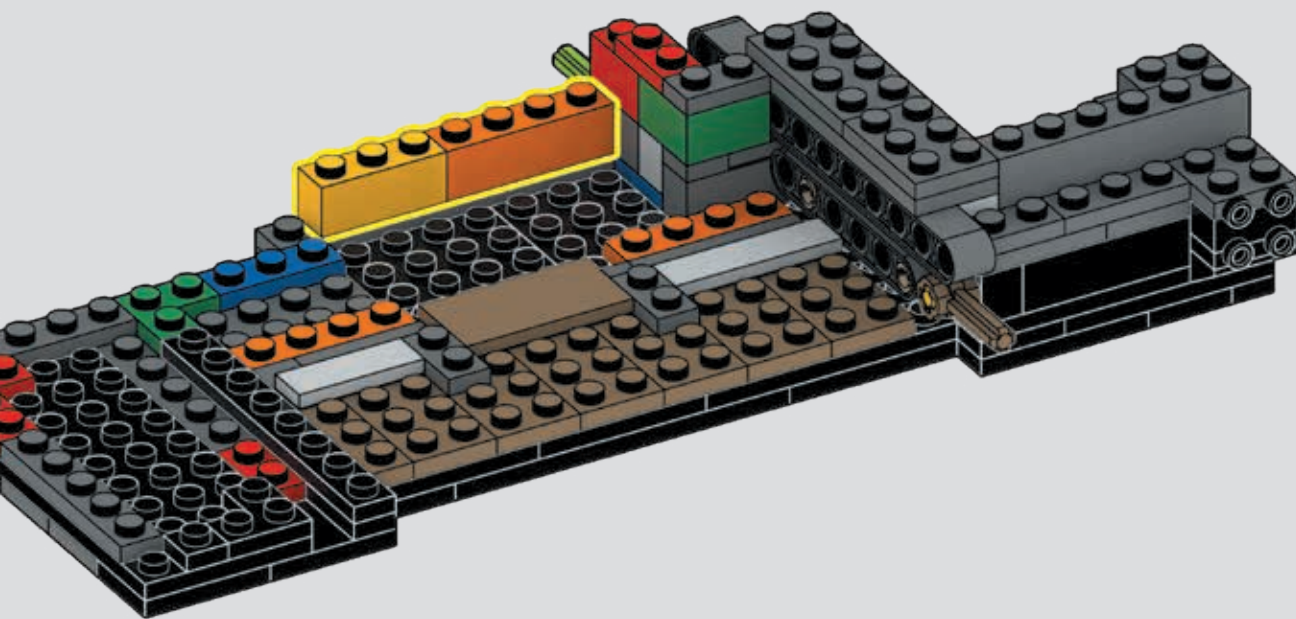
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1x



1x



40



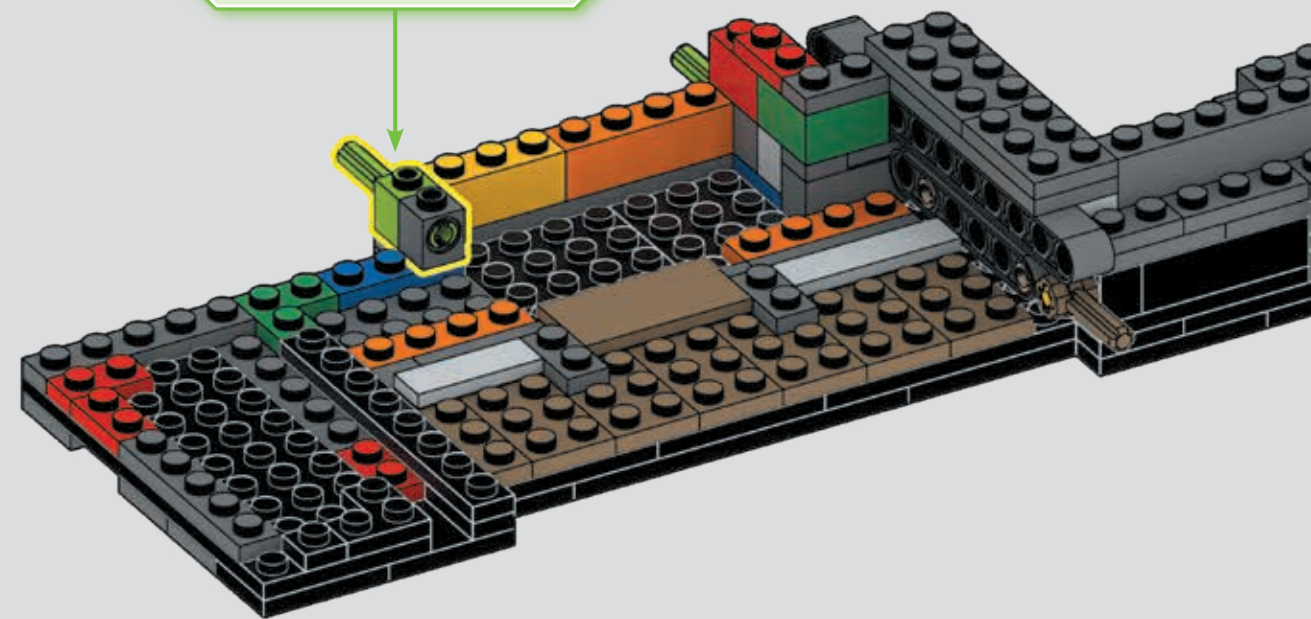
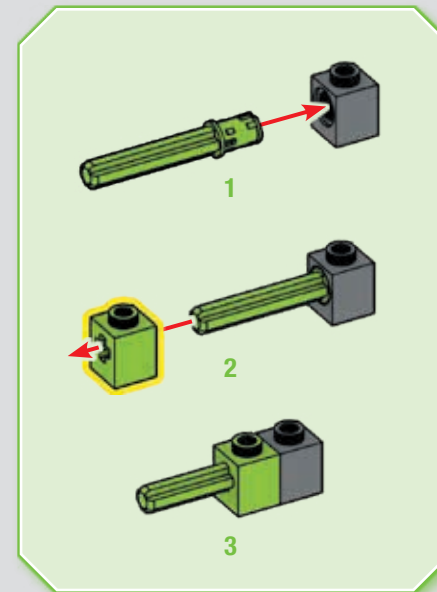
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1x



1x



41



1x

1x5



1x

1x6

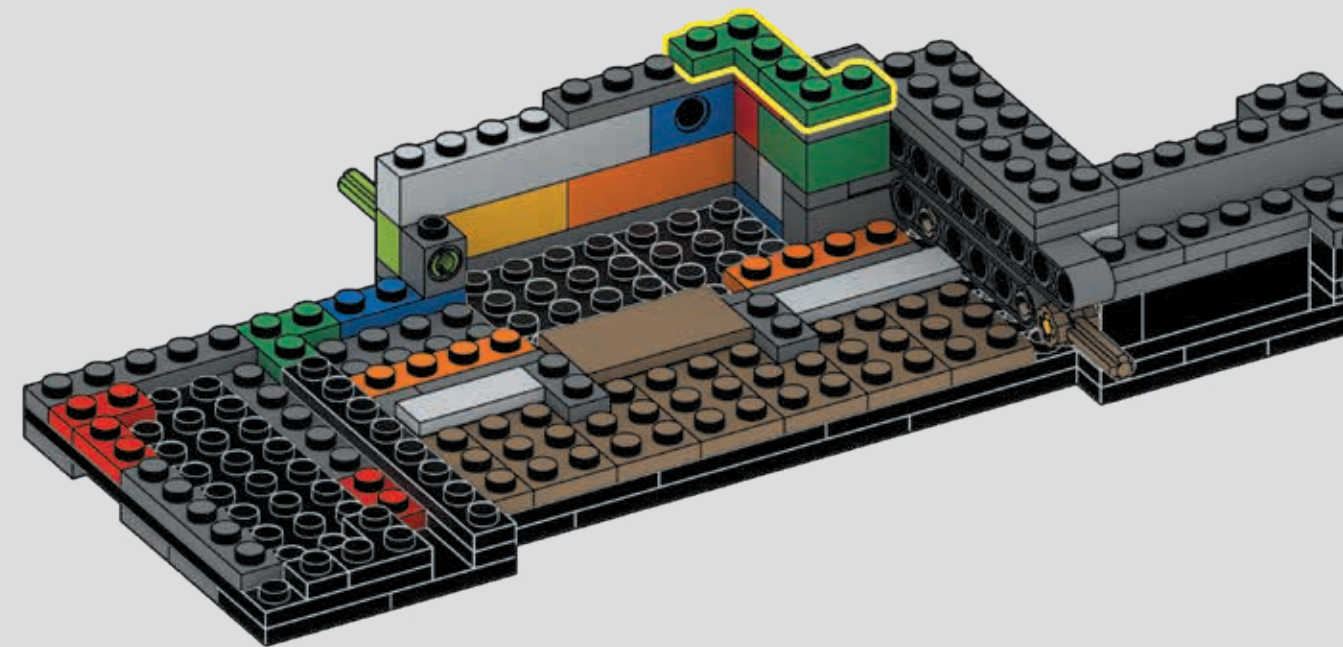
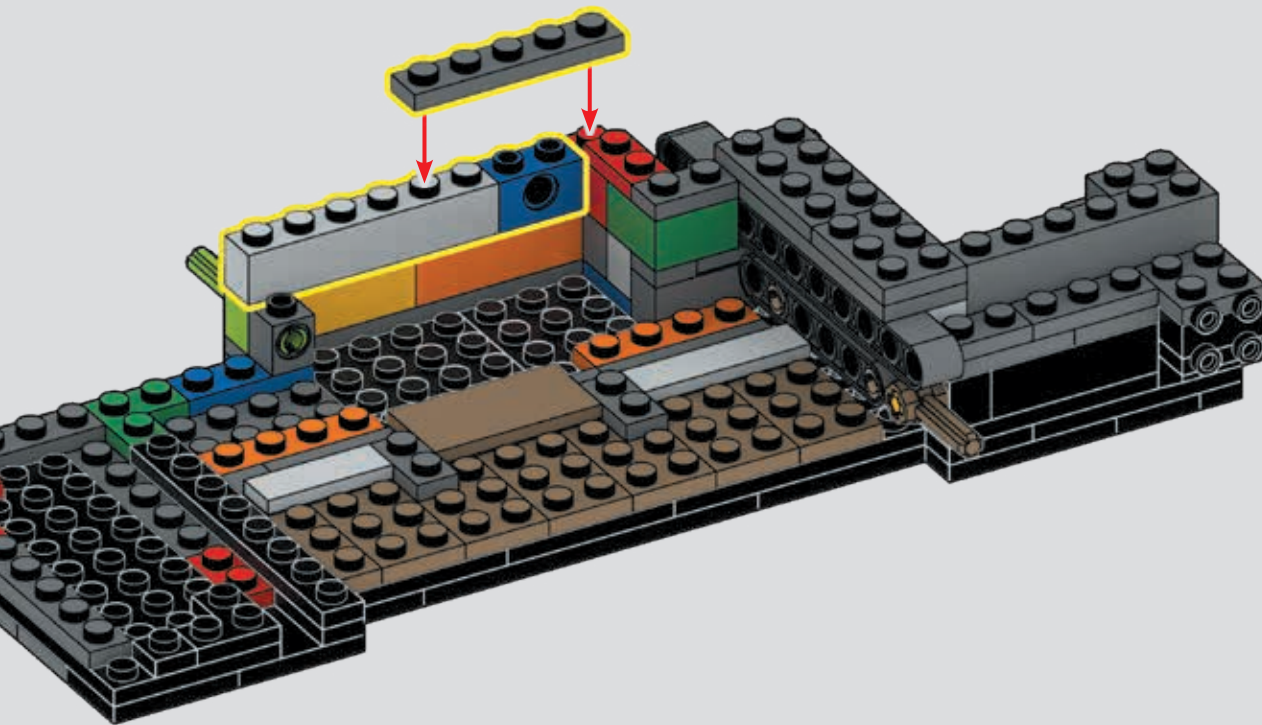


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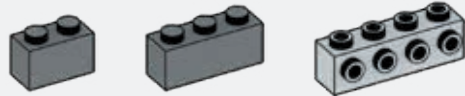
42



2x



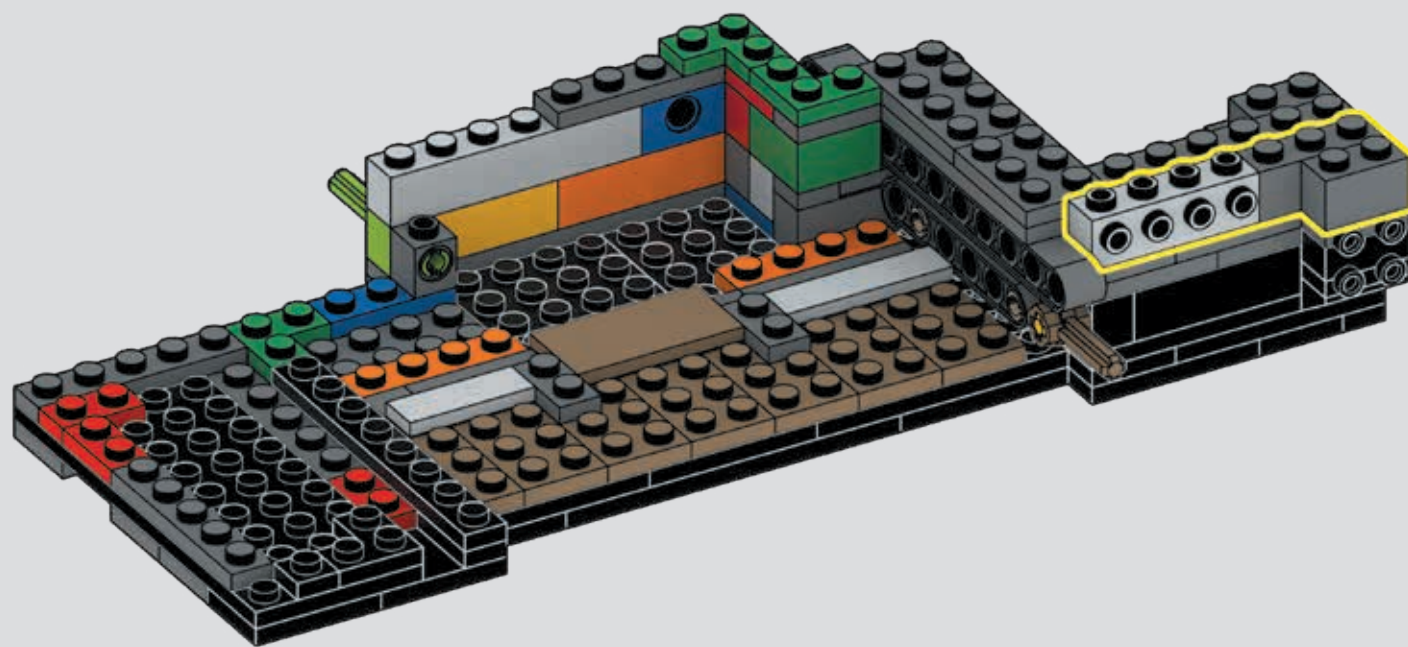
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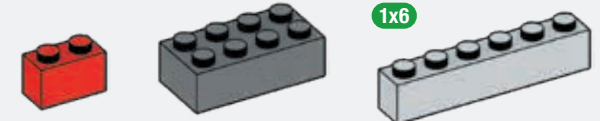
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1x

1x



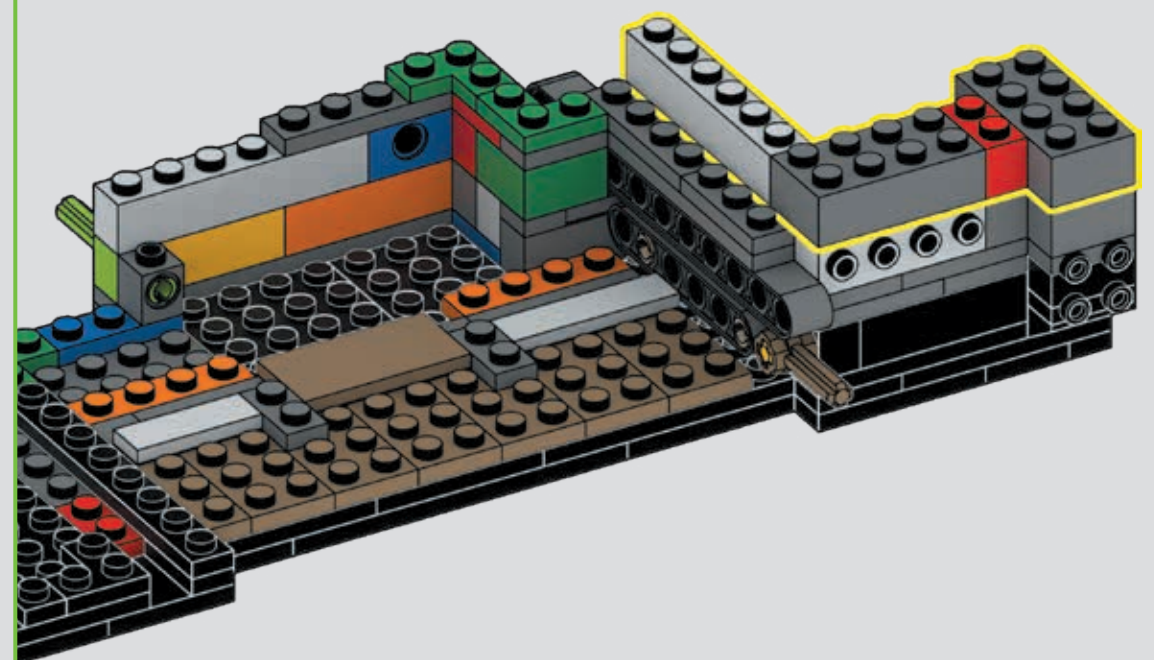
44



1x

2x

1x



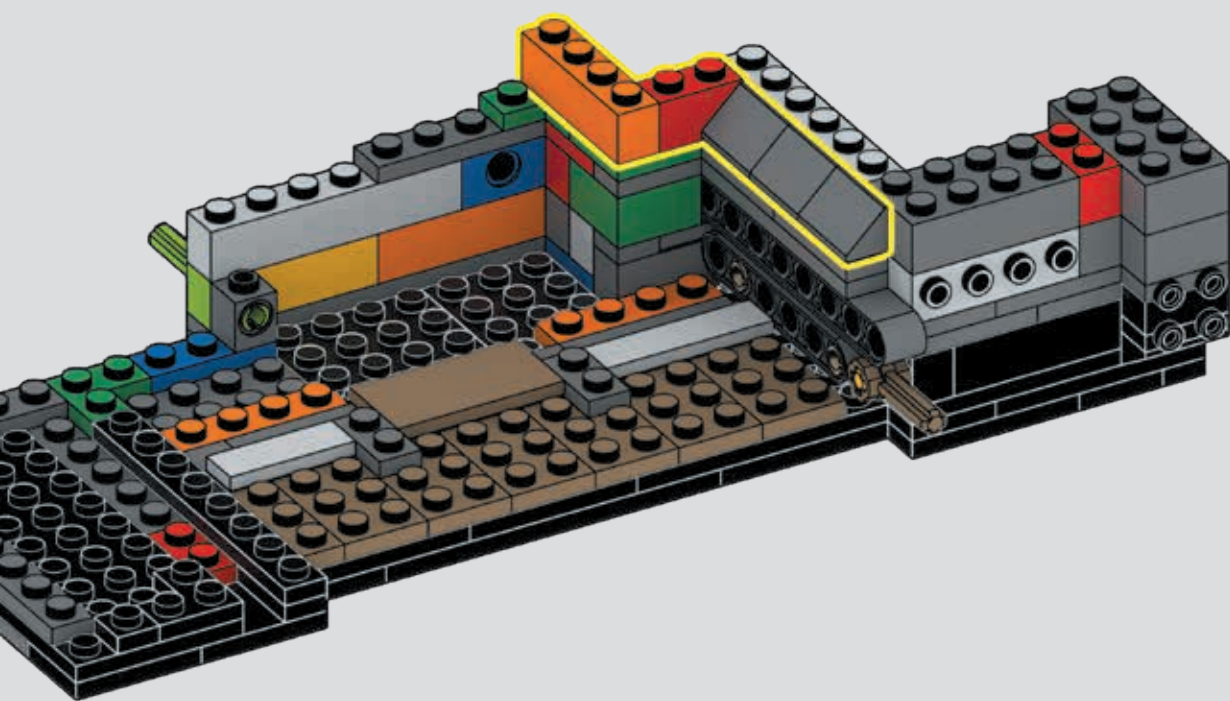
45



1x

3x

1x



46

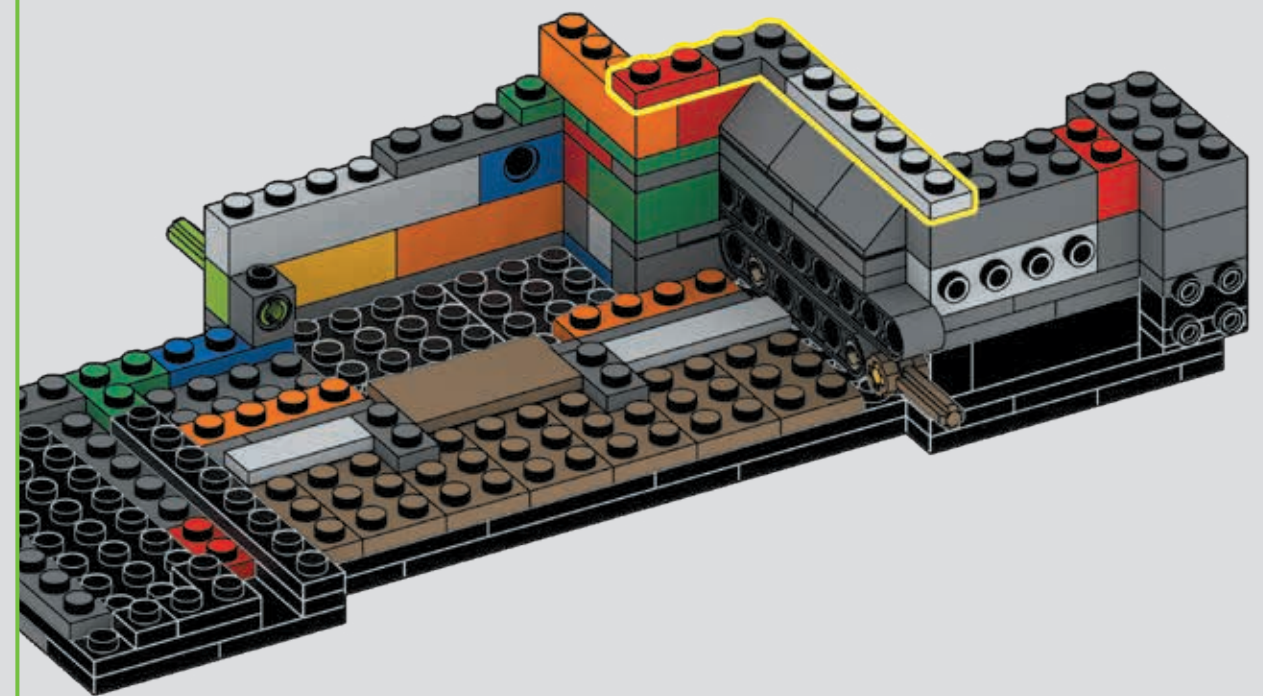


1x

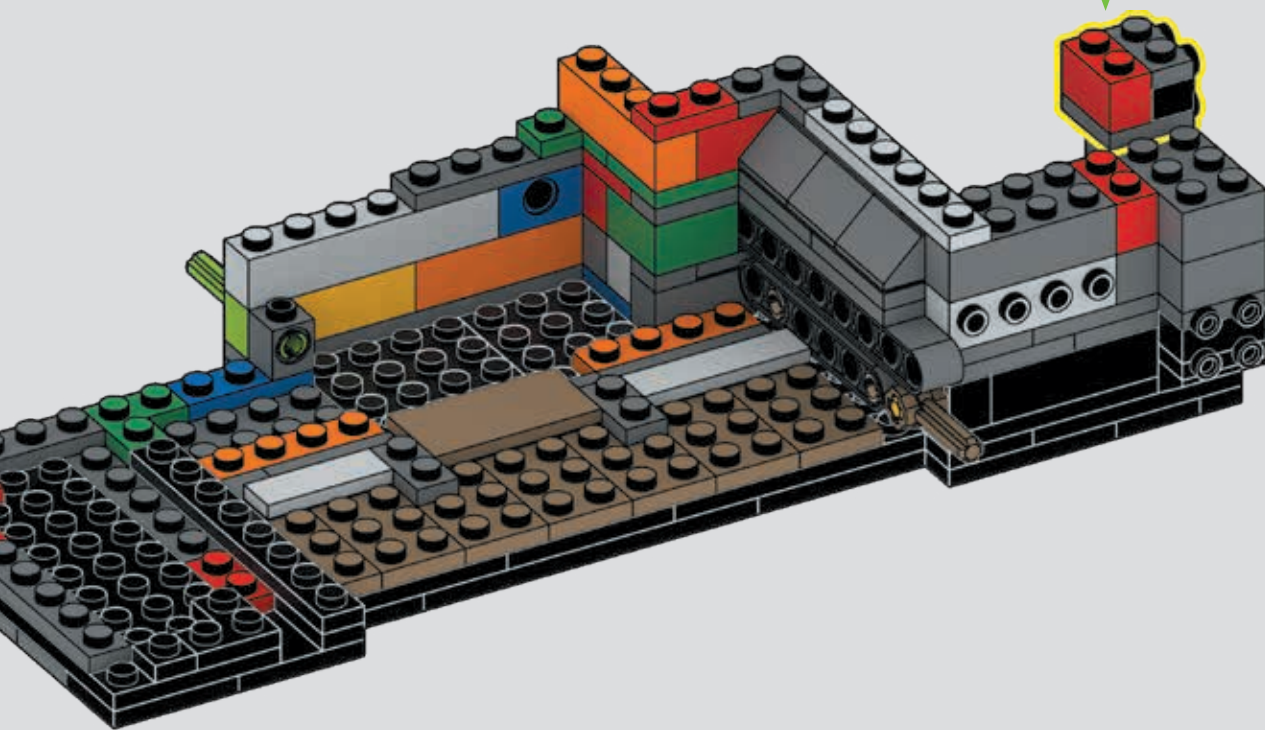
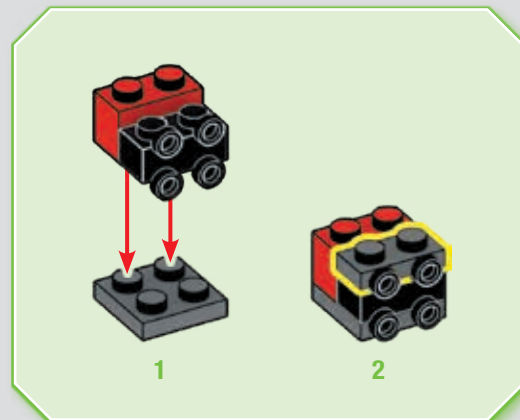
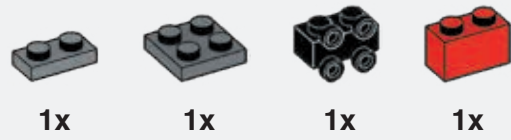
1x

1x6

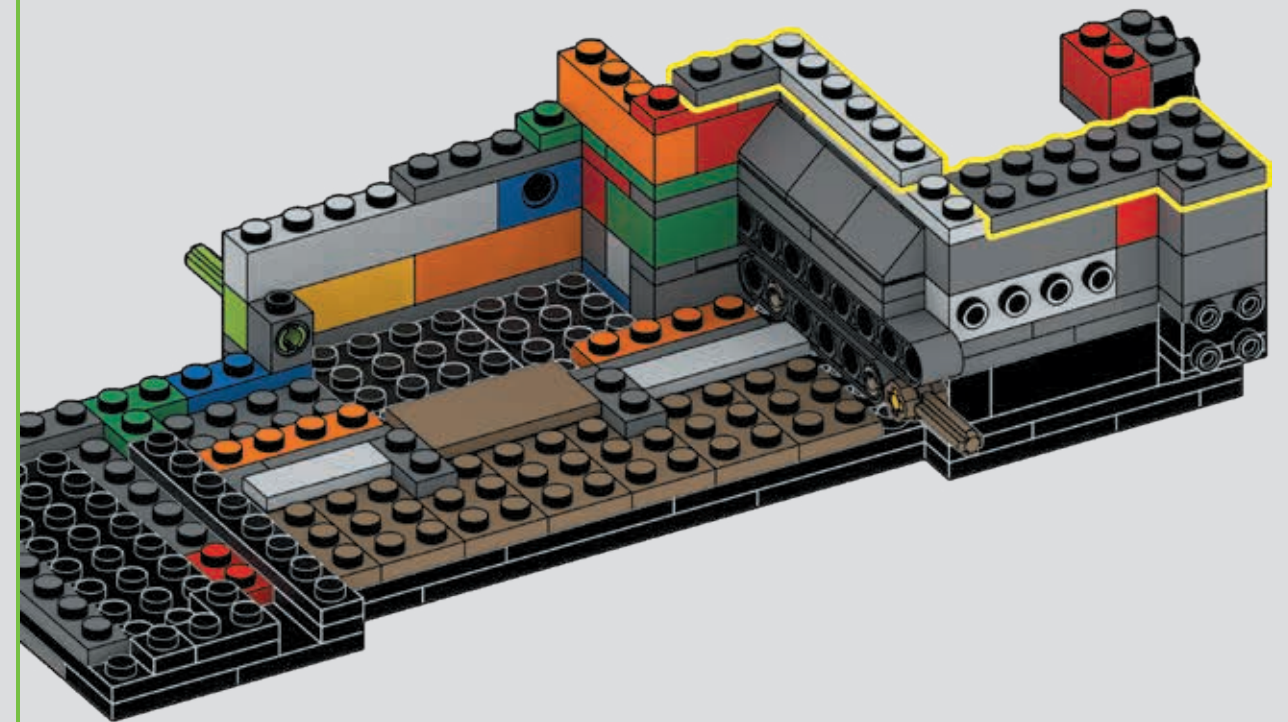
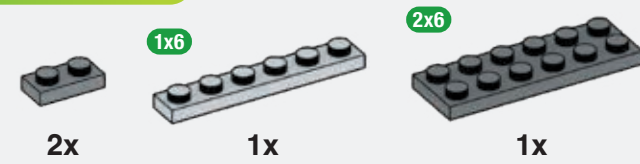
1x



47



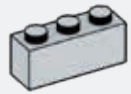
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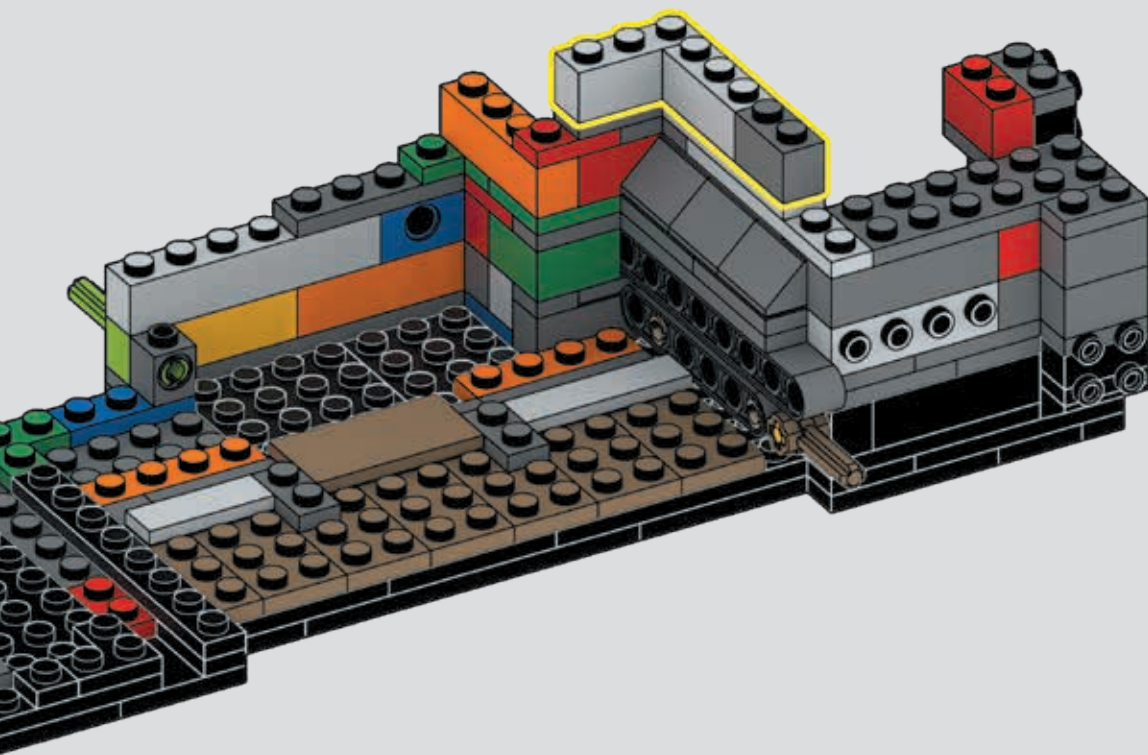
49



1x



2x



50



1x



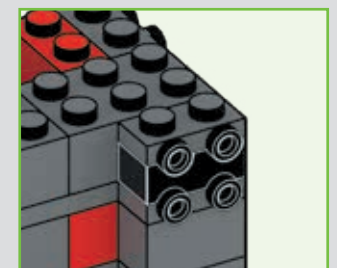
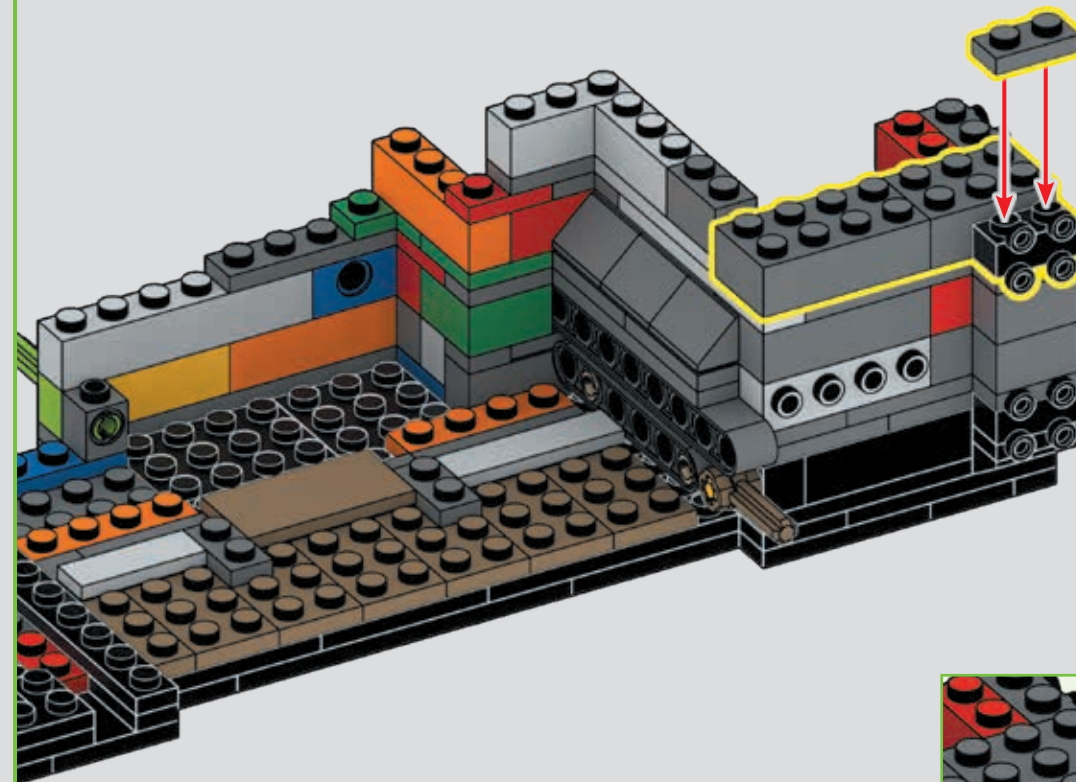
1x



1x



1x



51

2x5



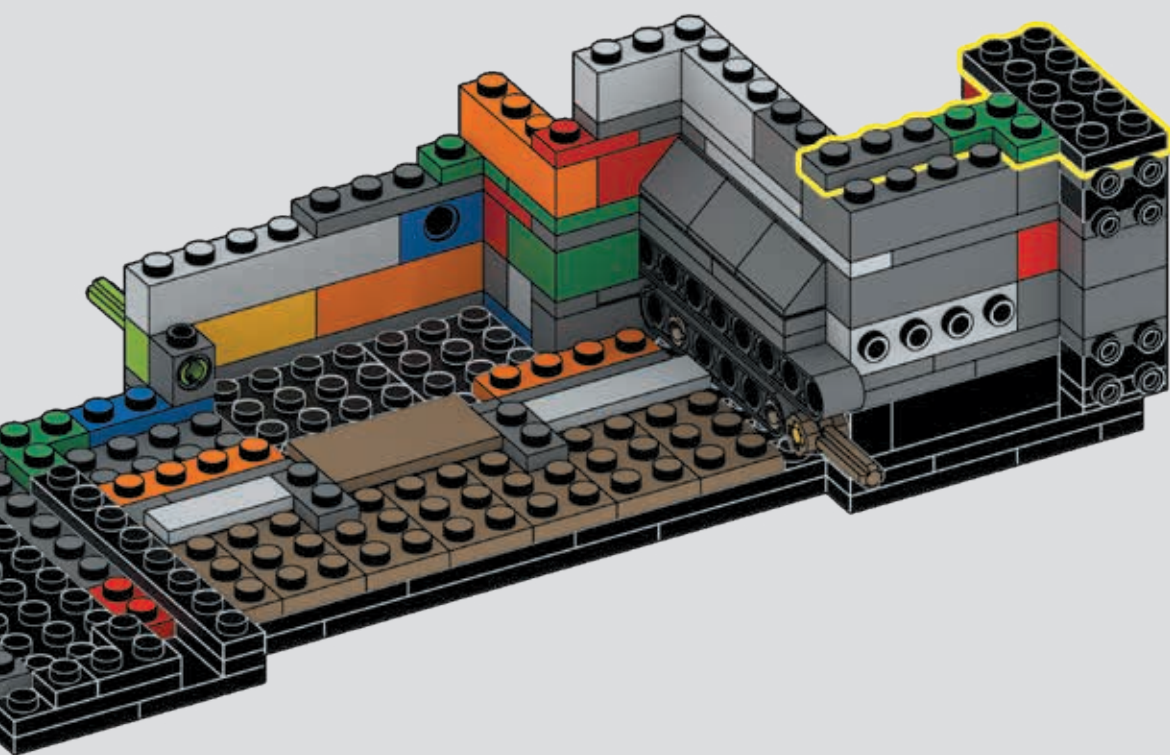
1x



1x



1x



52



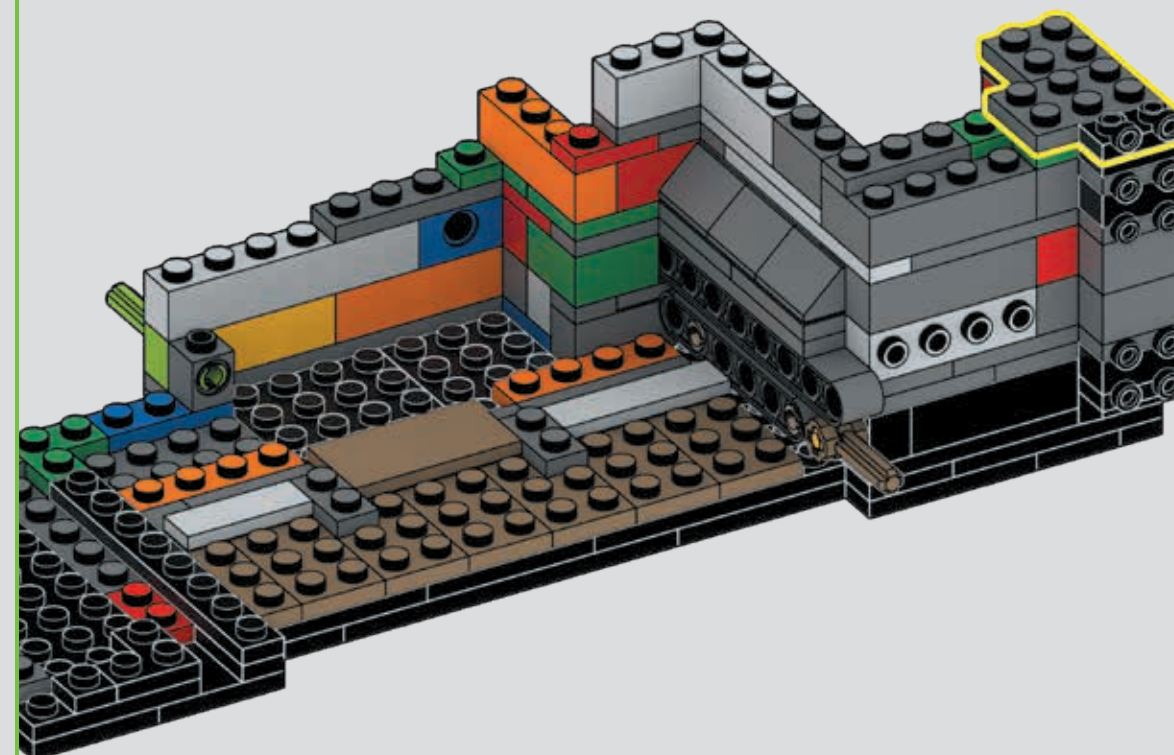
1x



1x



1x



53



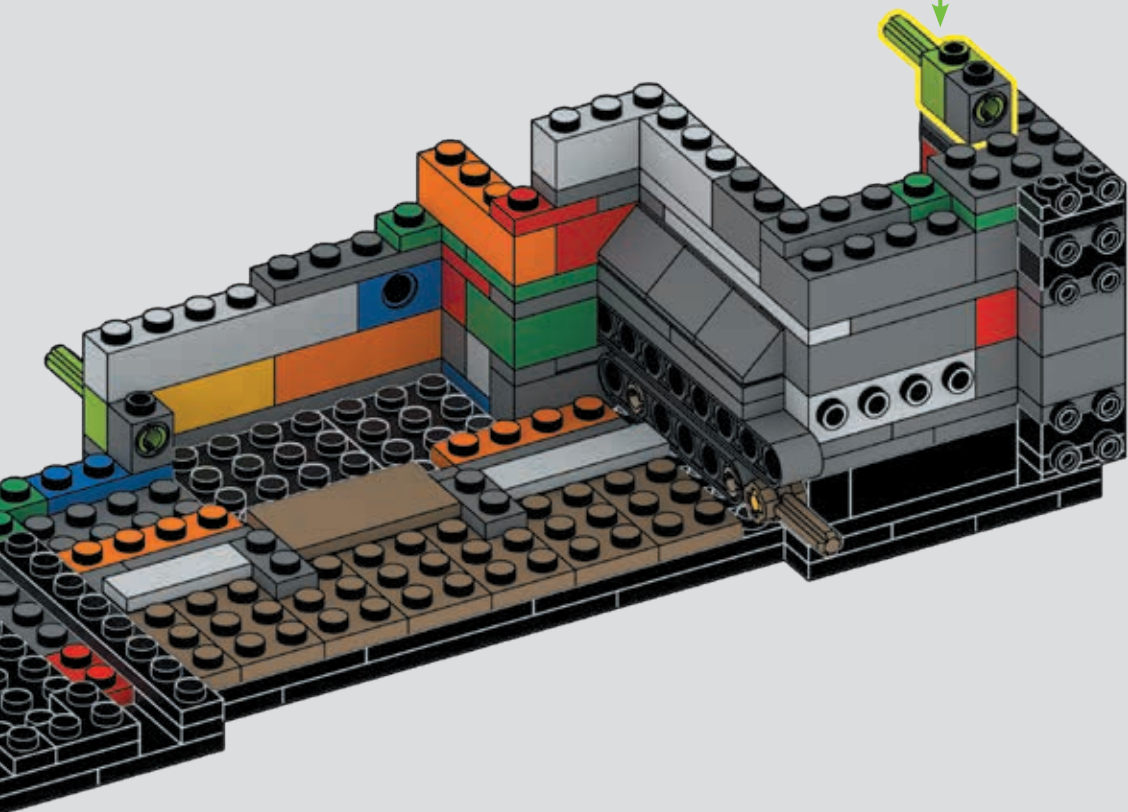
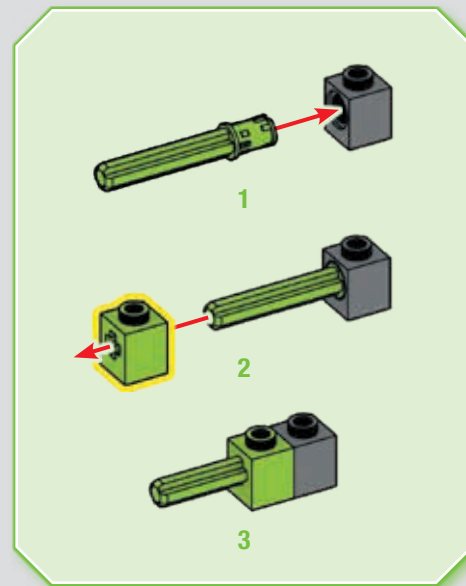
1x



1x



1x



54



1x



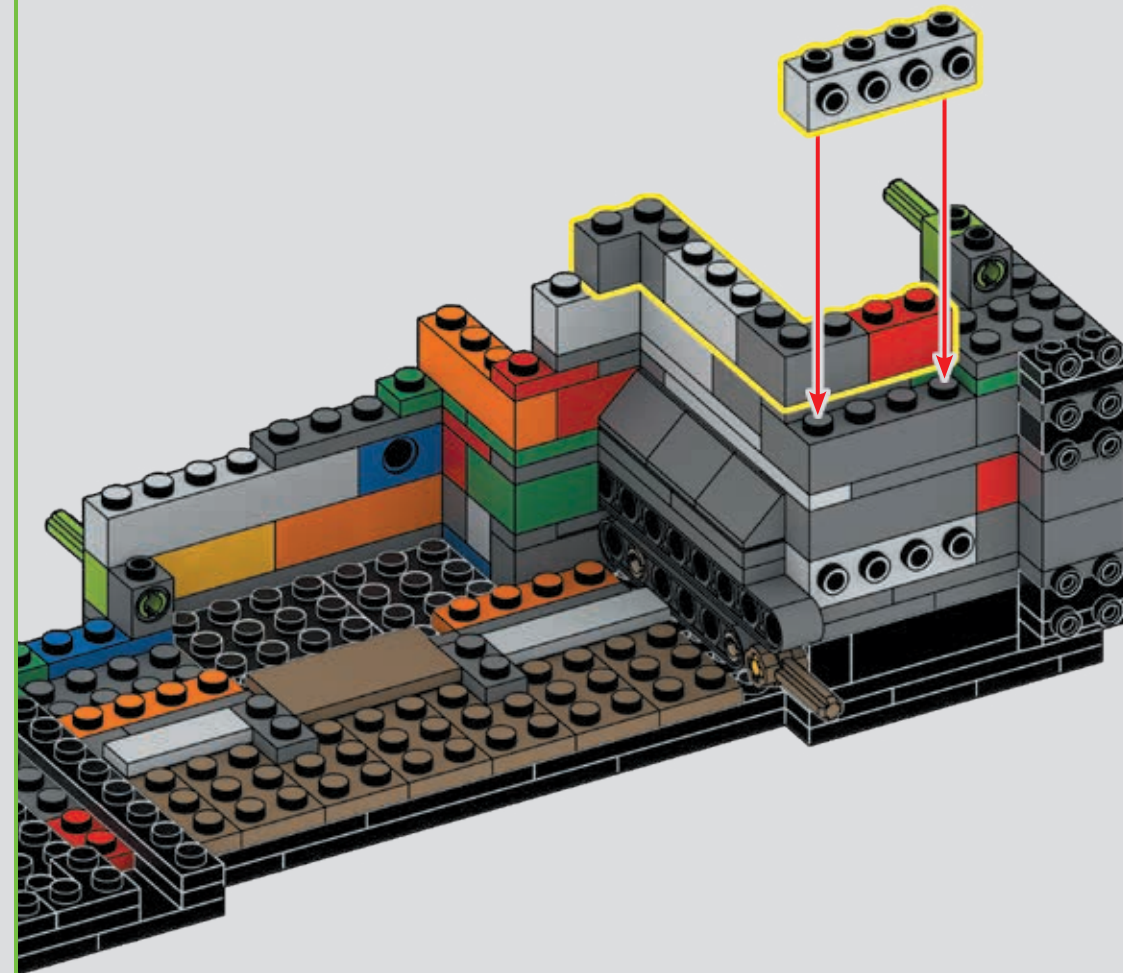
2x



1x



1x



55



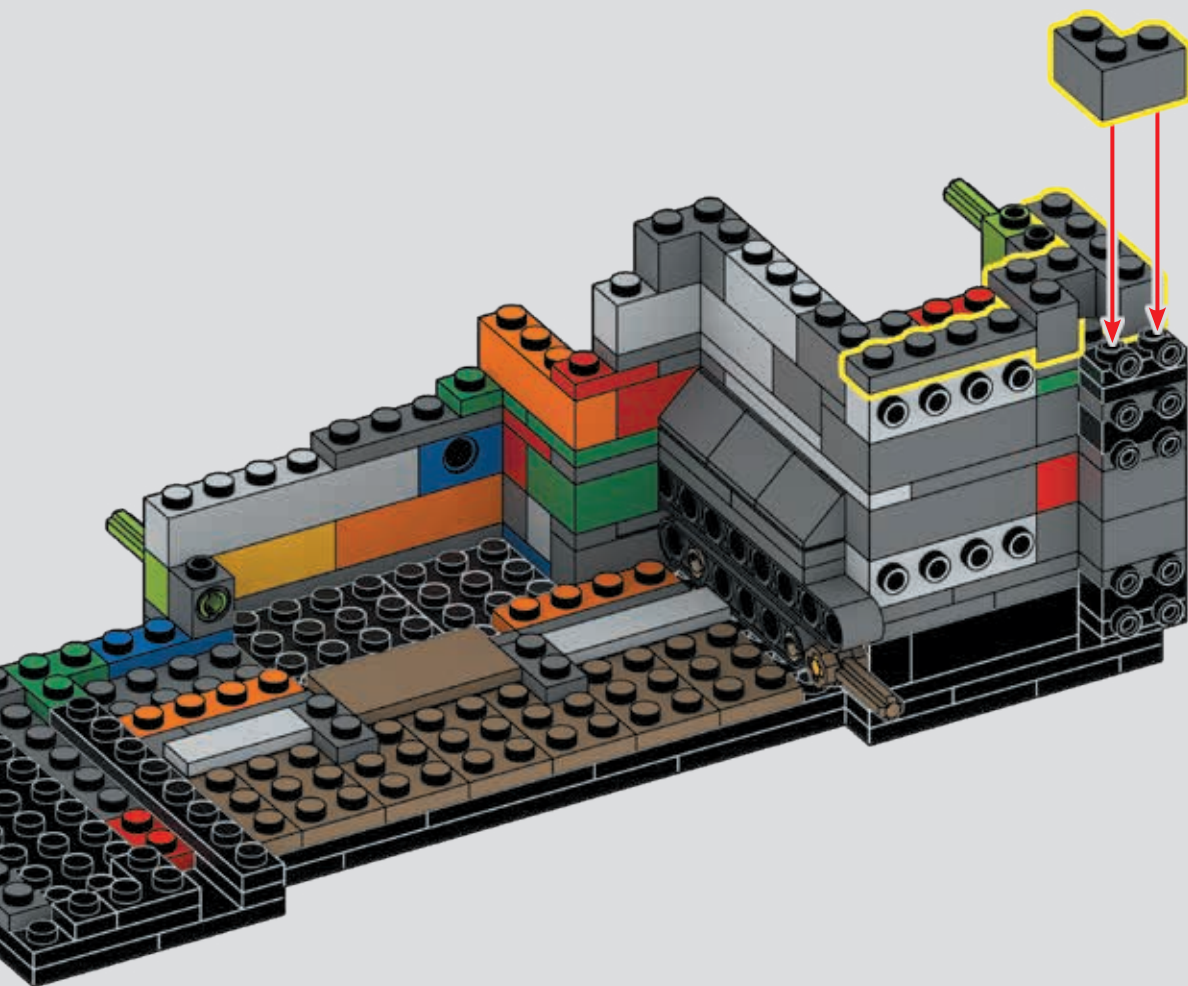
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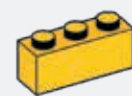
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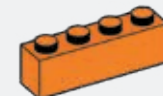
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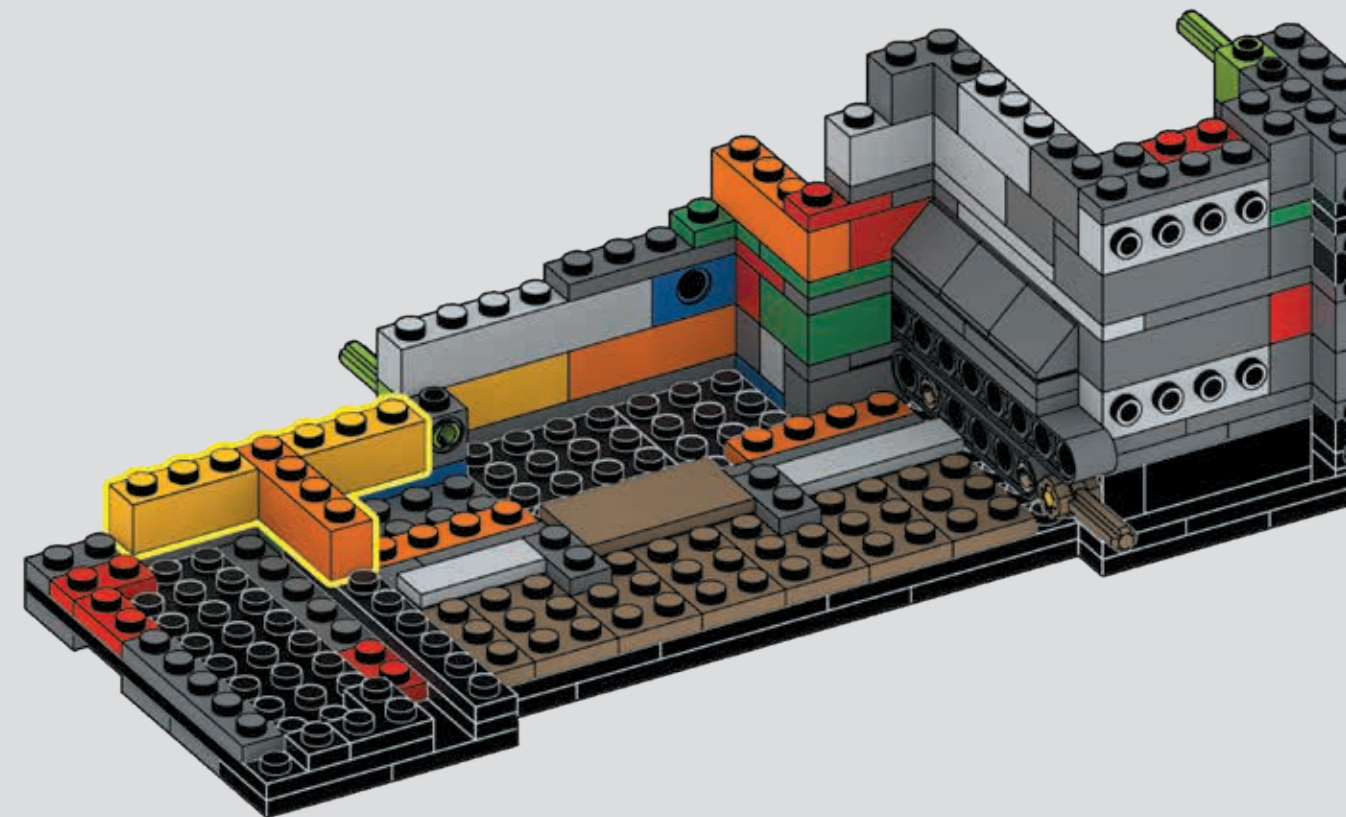
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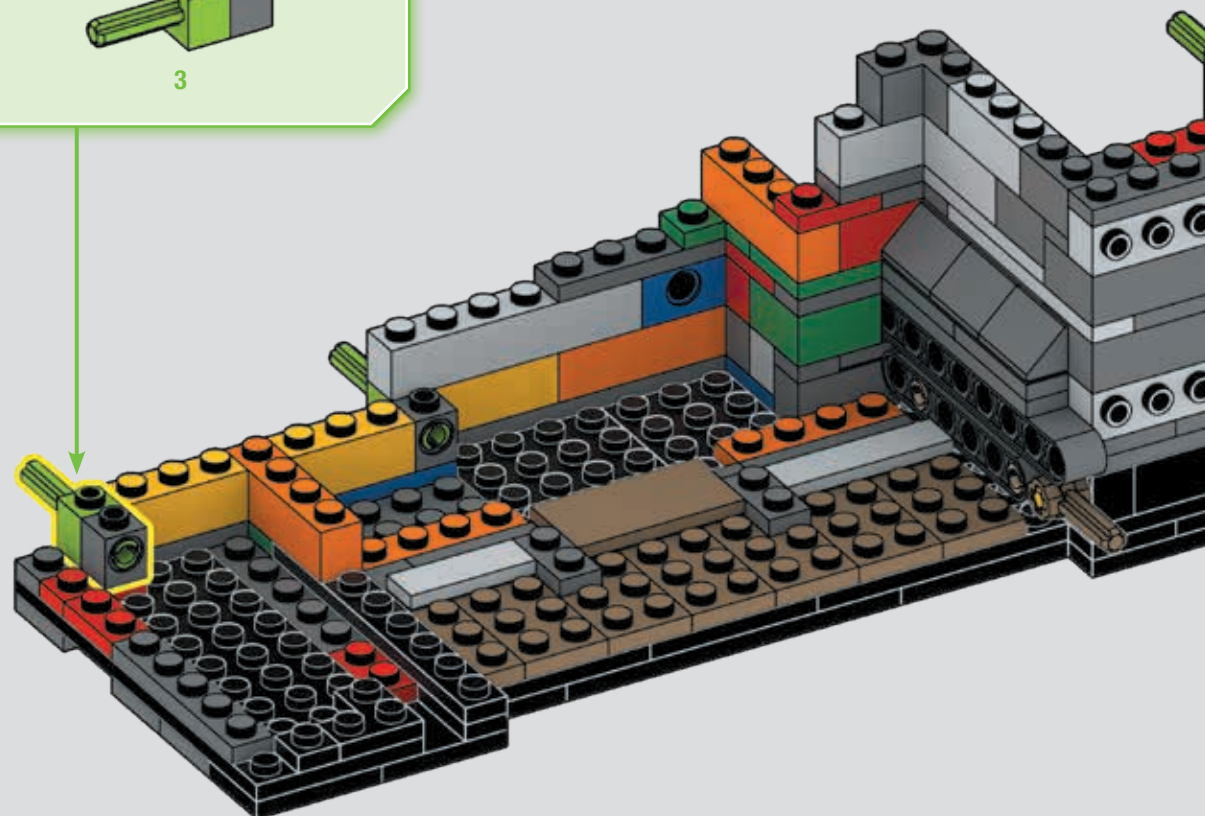
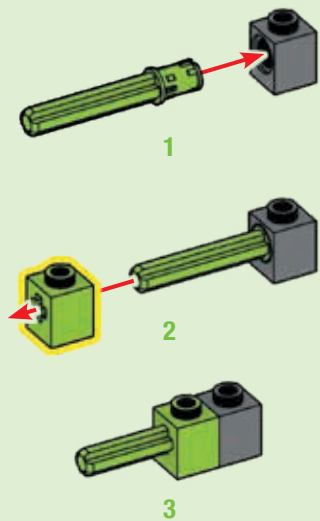
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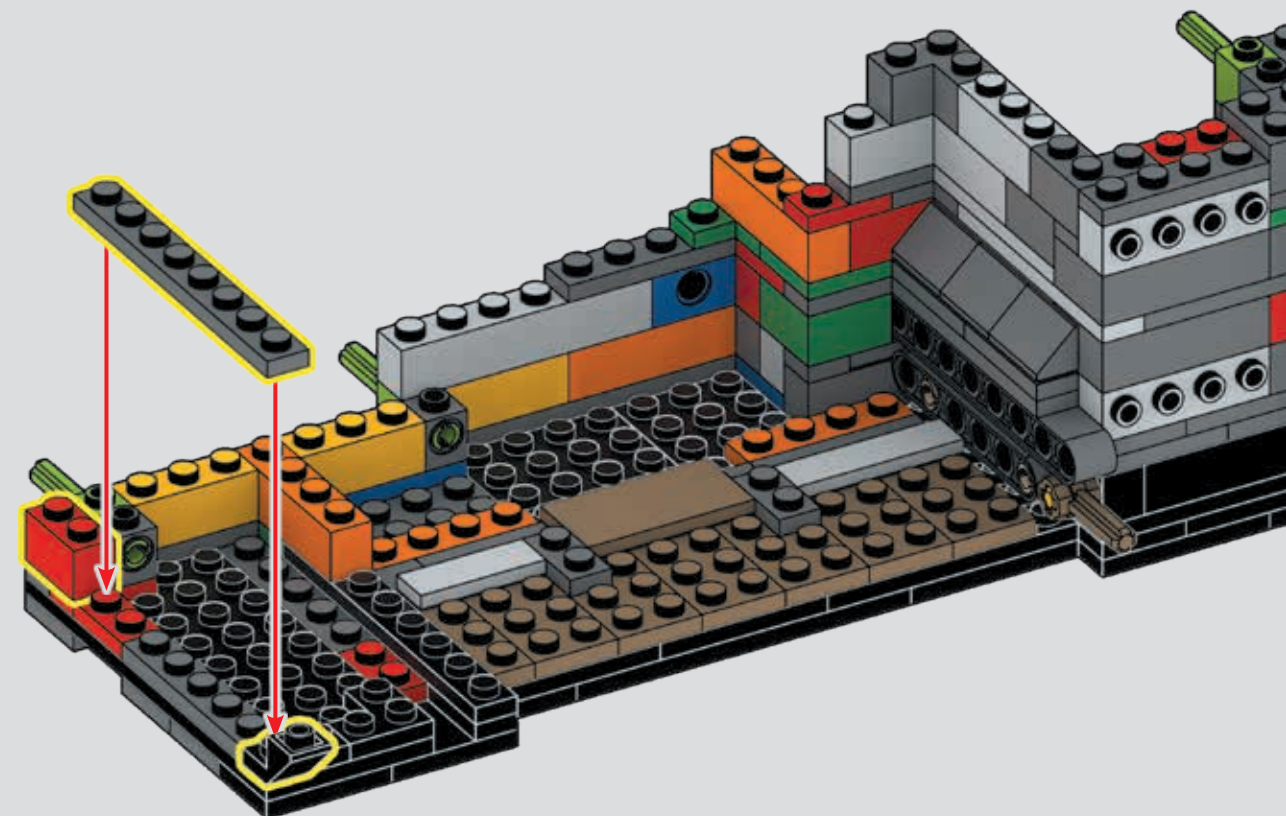
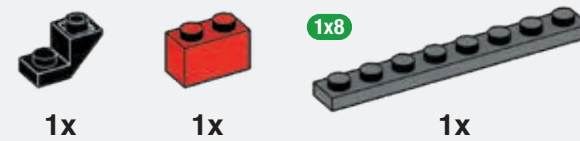
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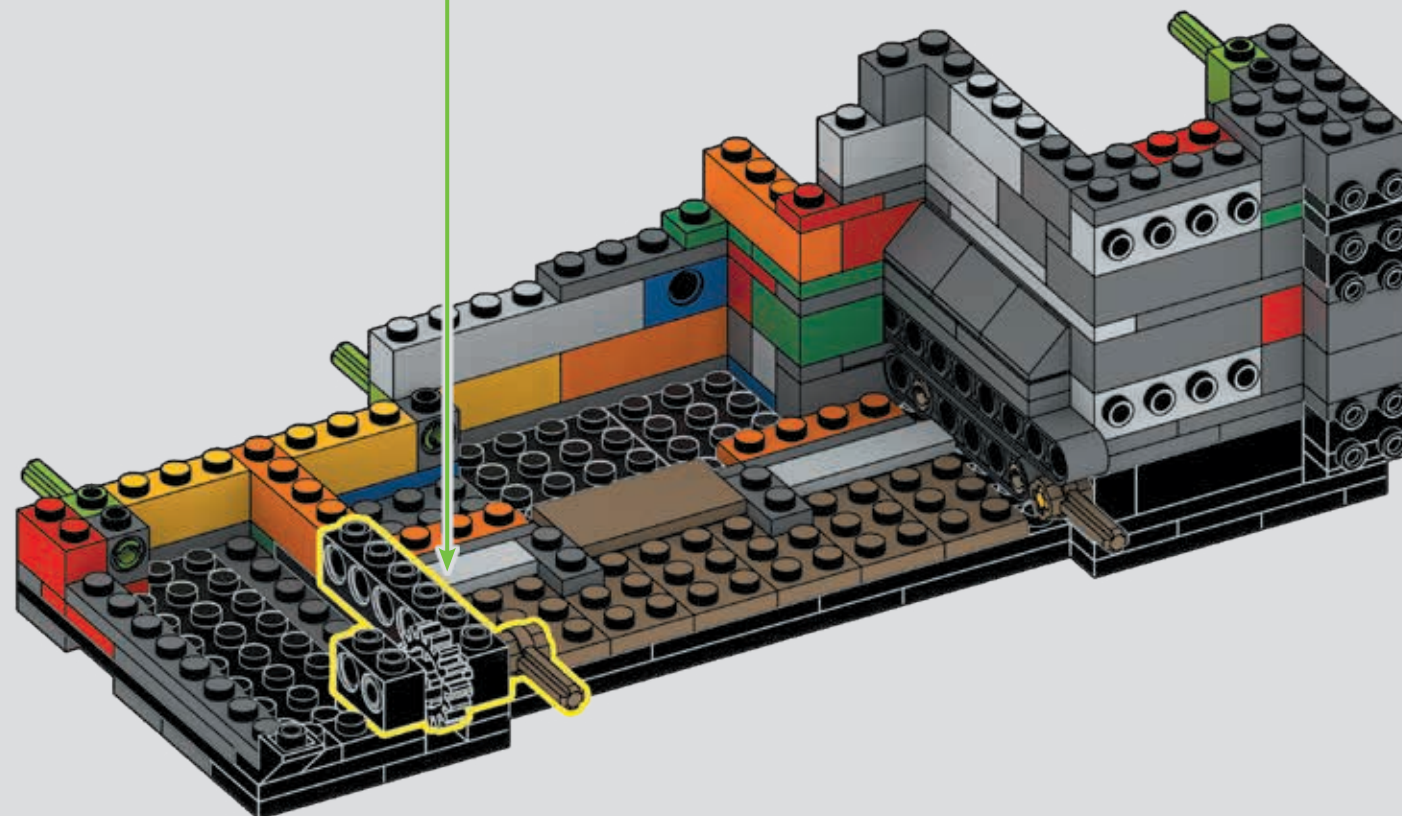
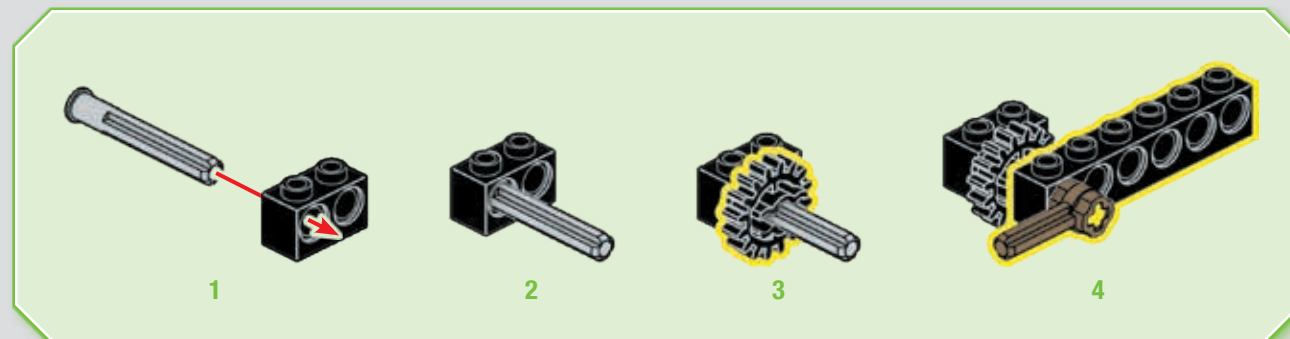
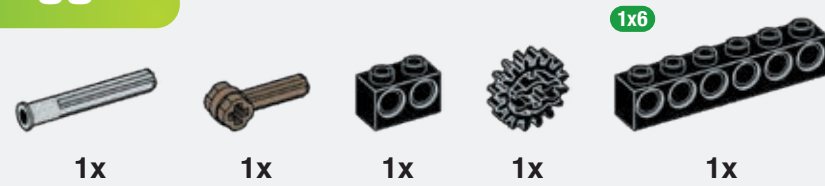
57



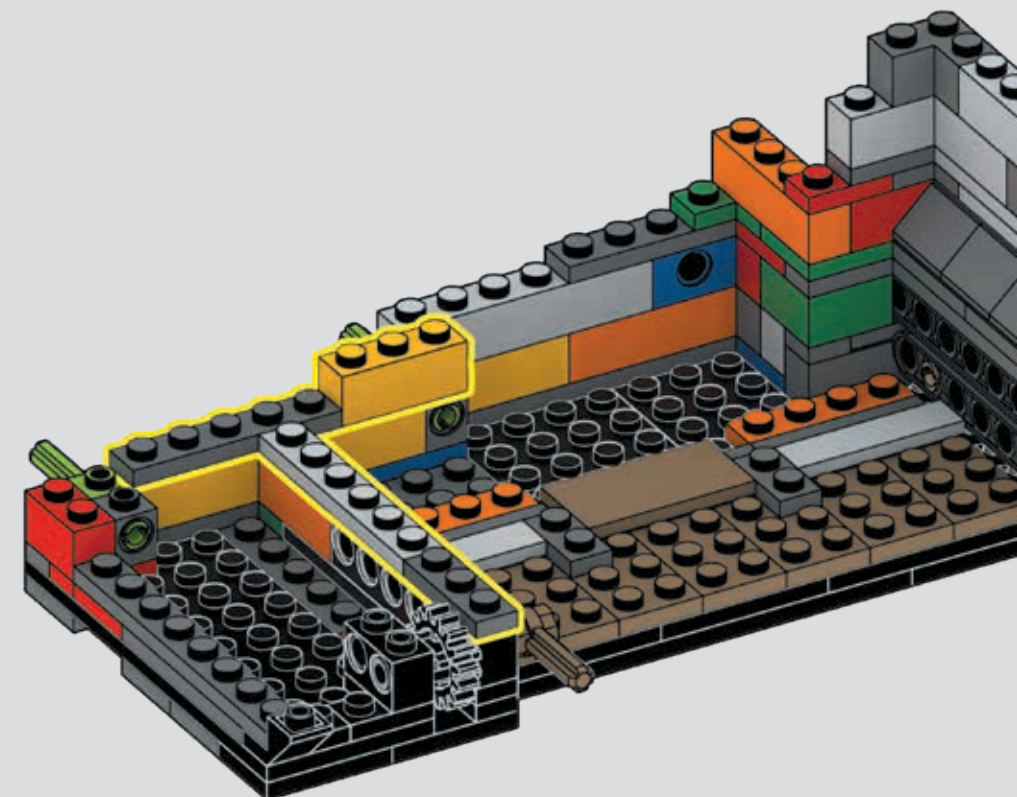
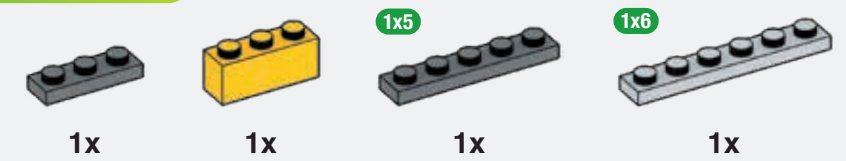
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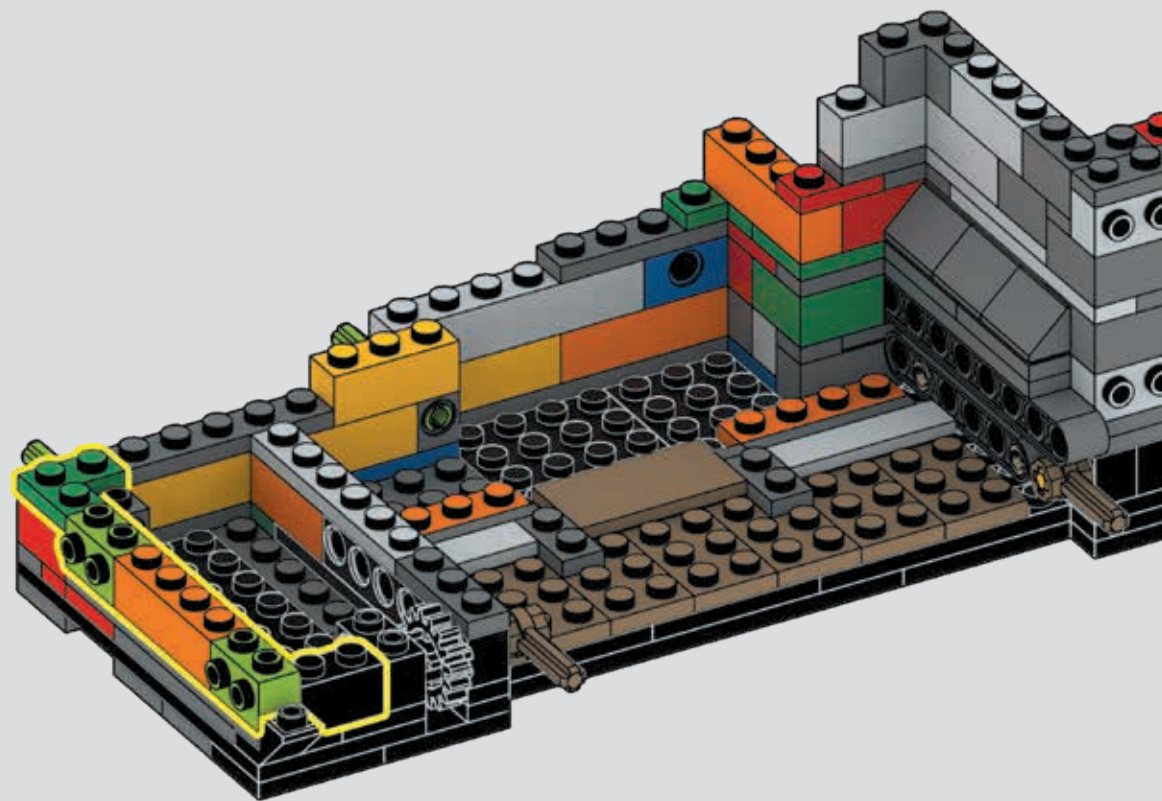
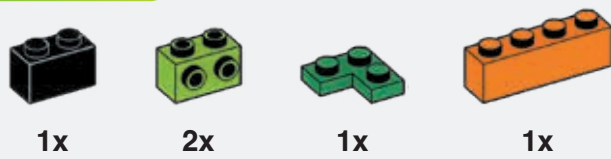
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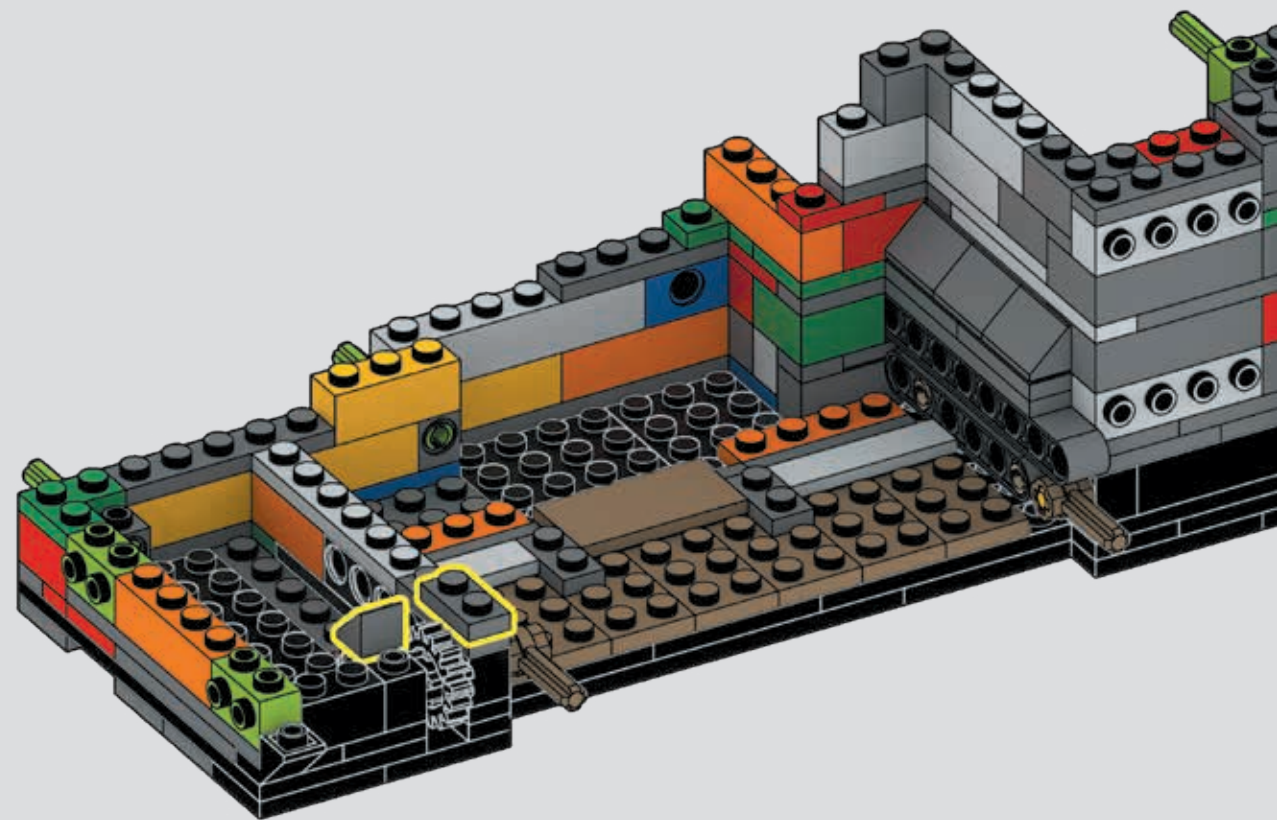
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61



62



63



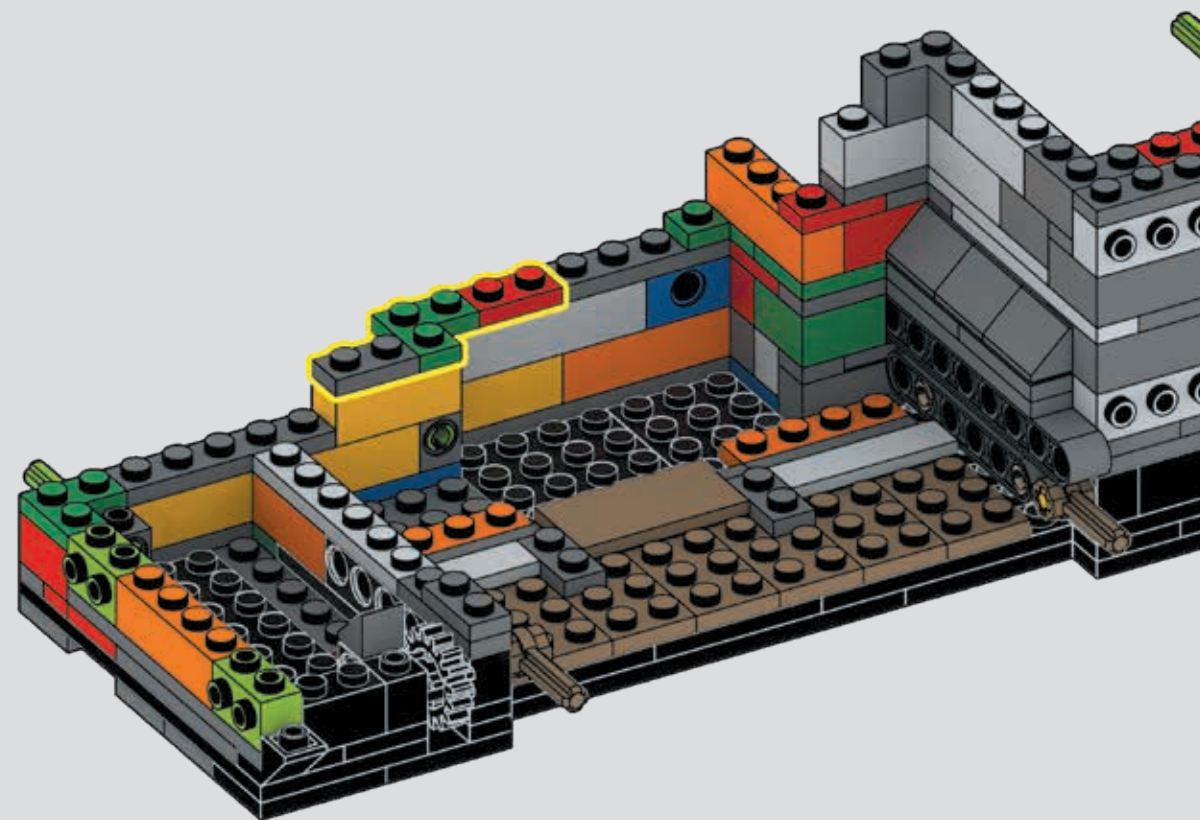
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1x



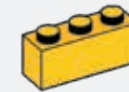
1x



64



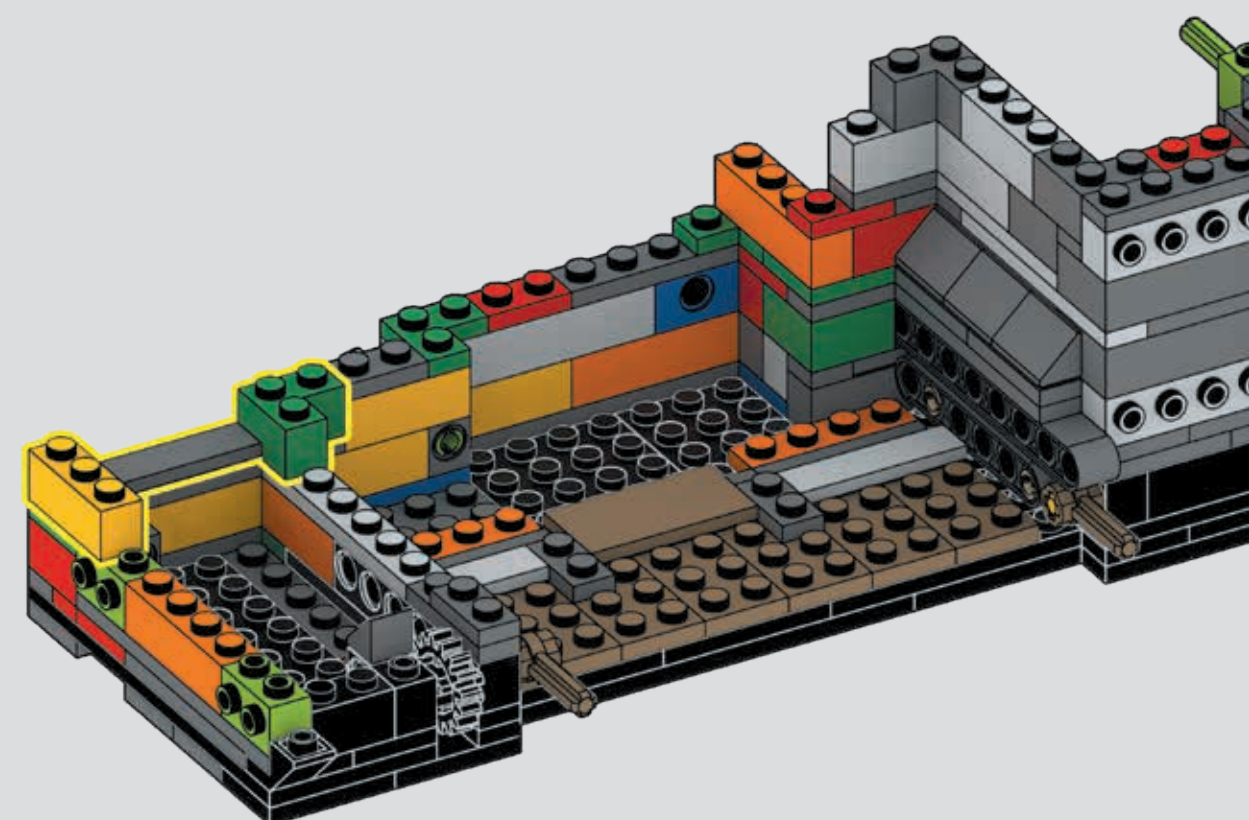
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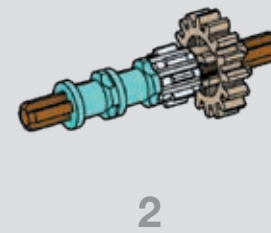
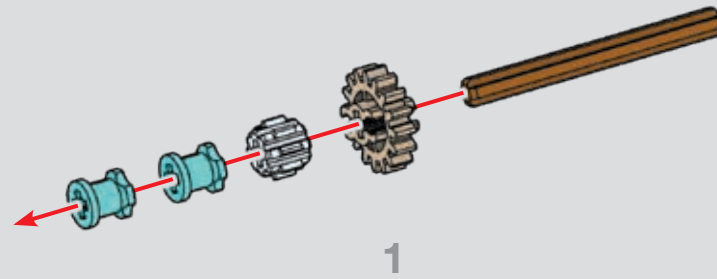
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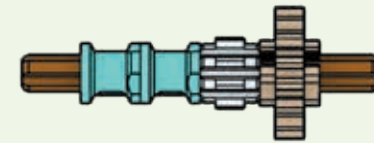
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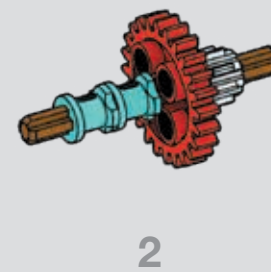
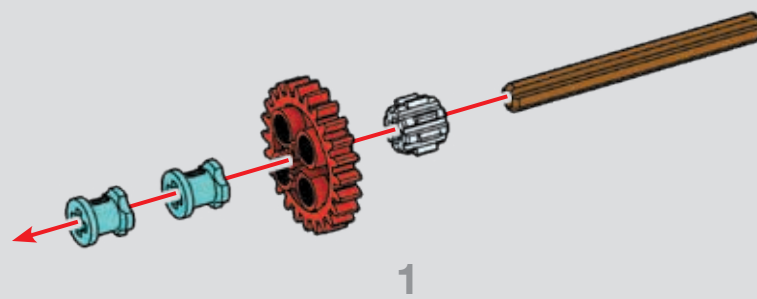
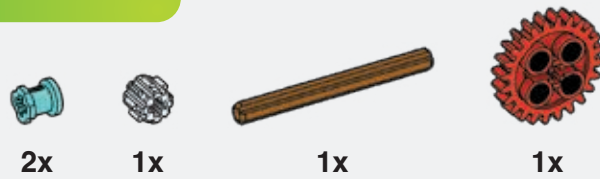
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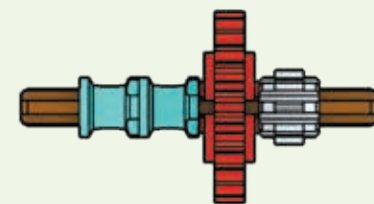
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66



1:1



67



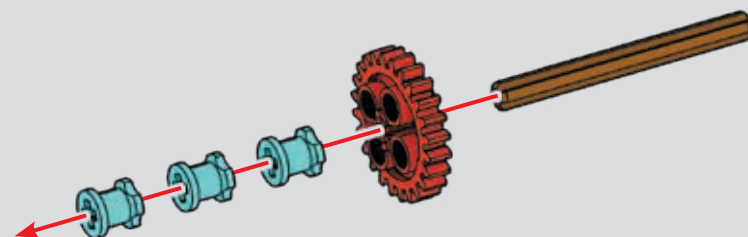
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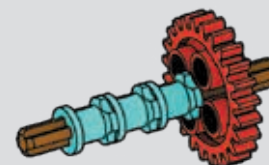
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1x

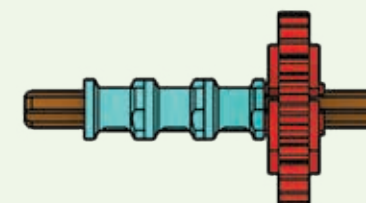


1



2

1:1

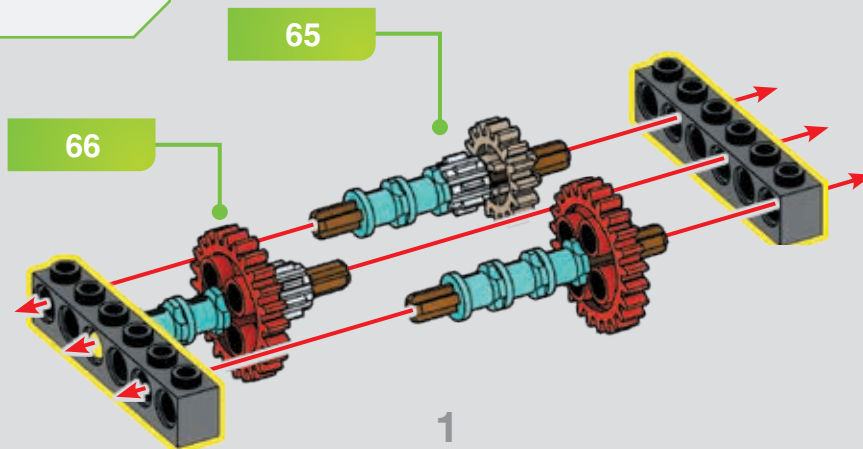


68

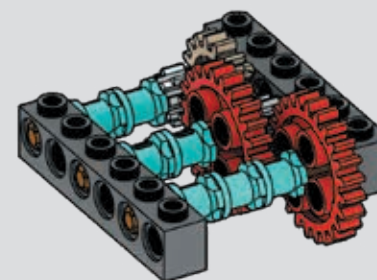
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2x

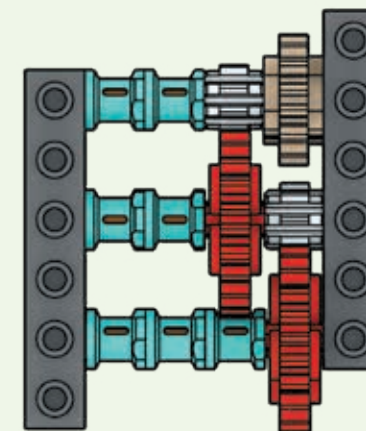


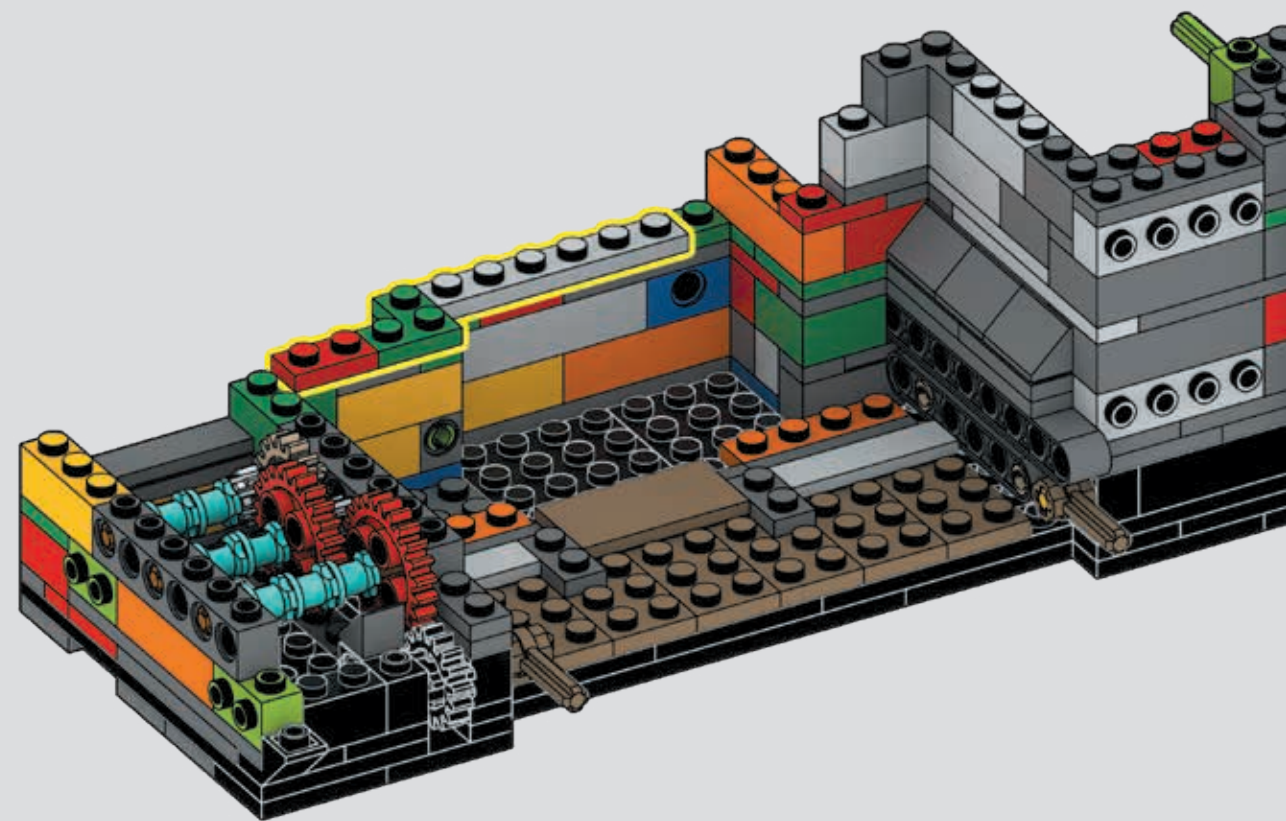
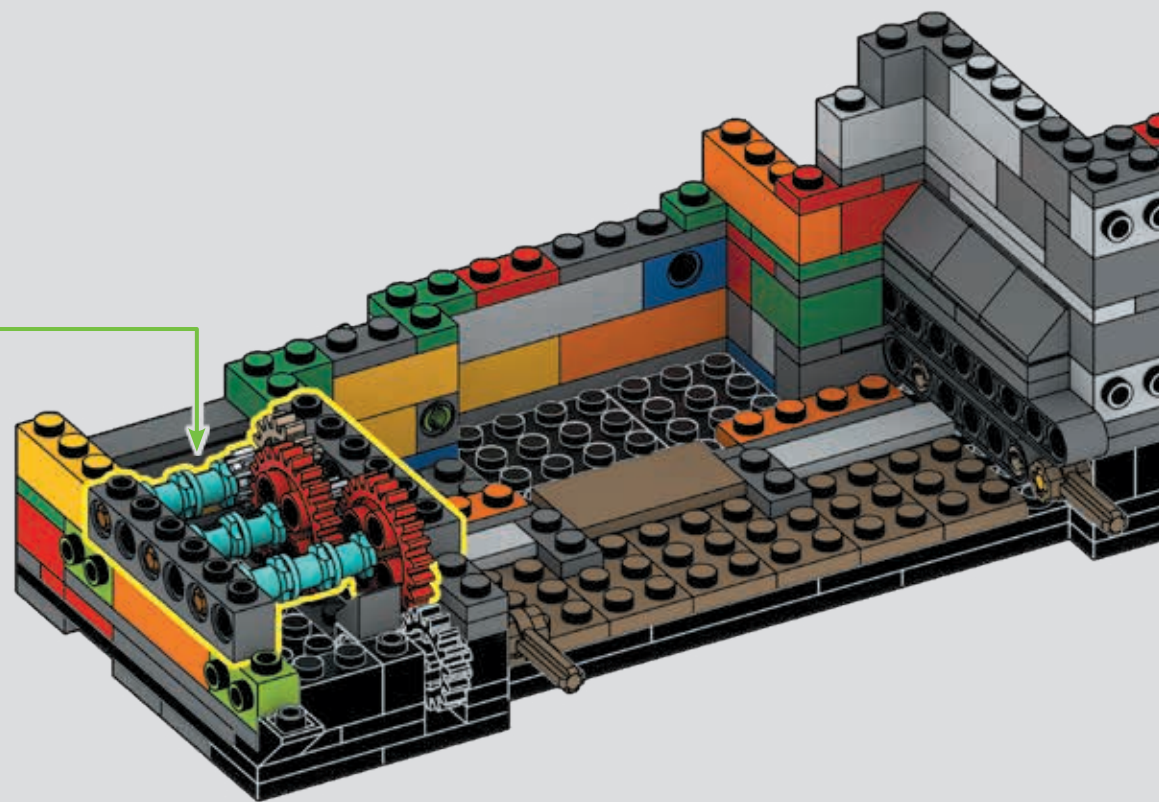
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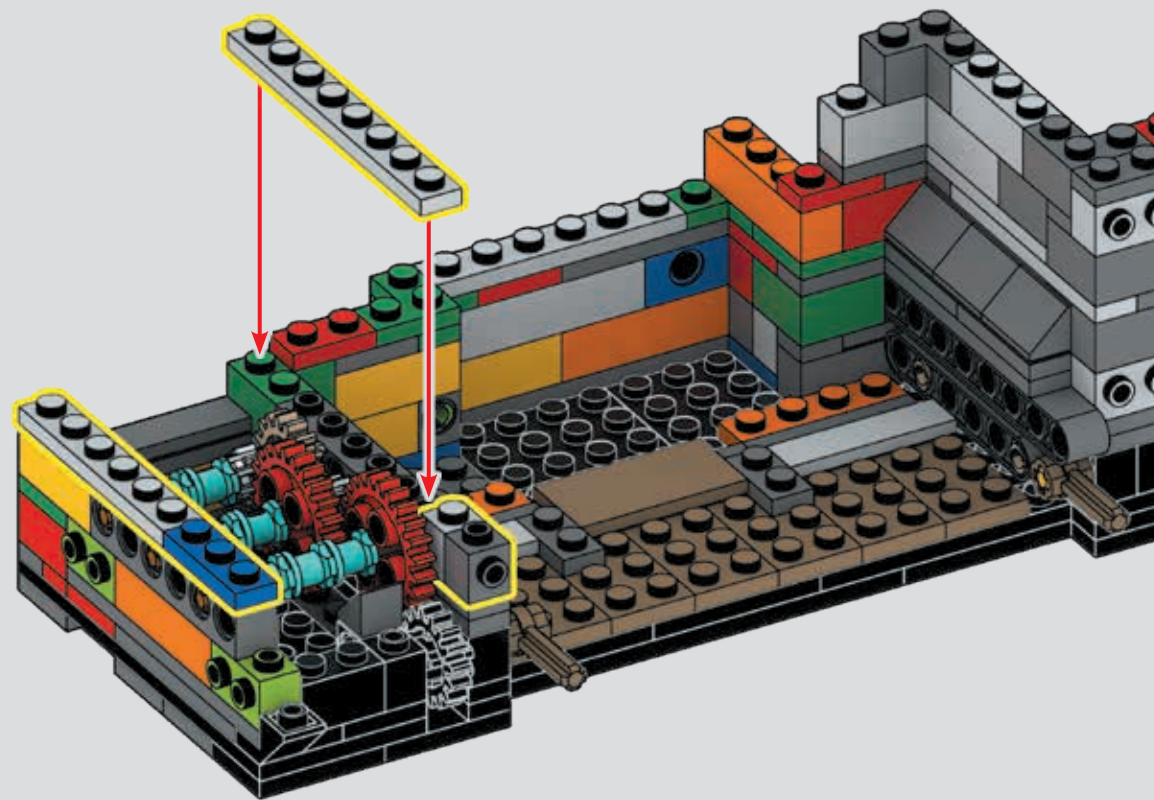
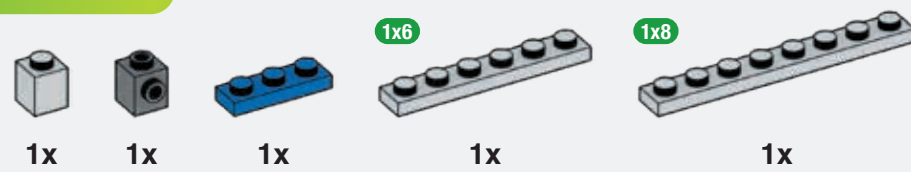
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1:1

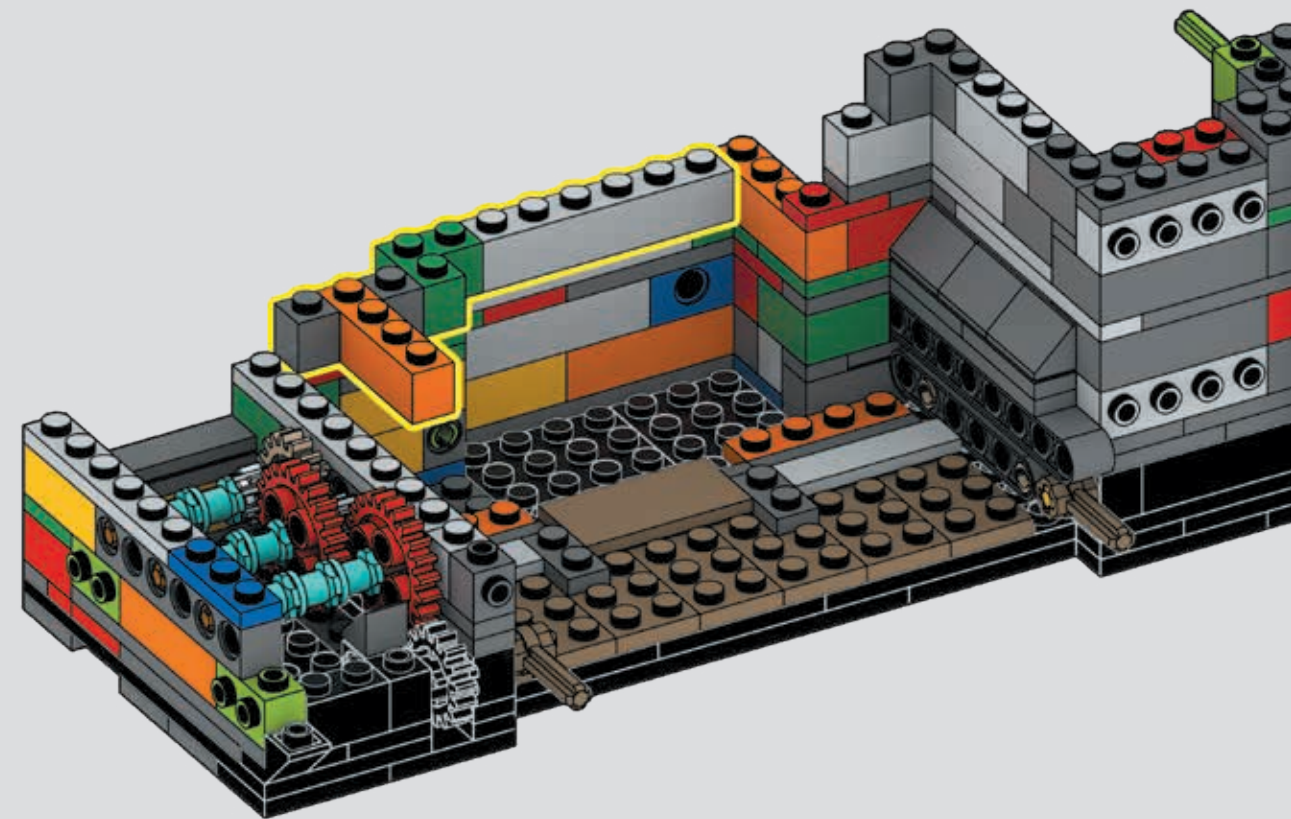
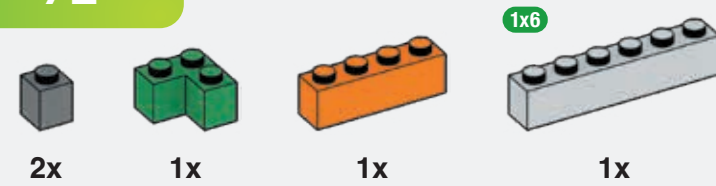




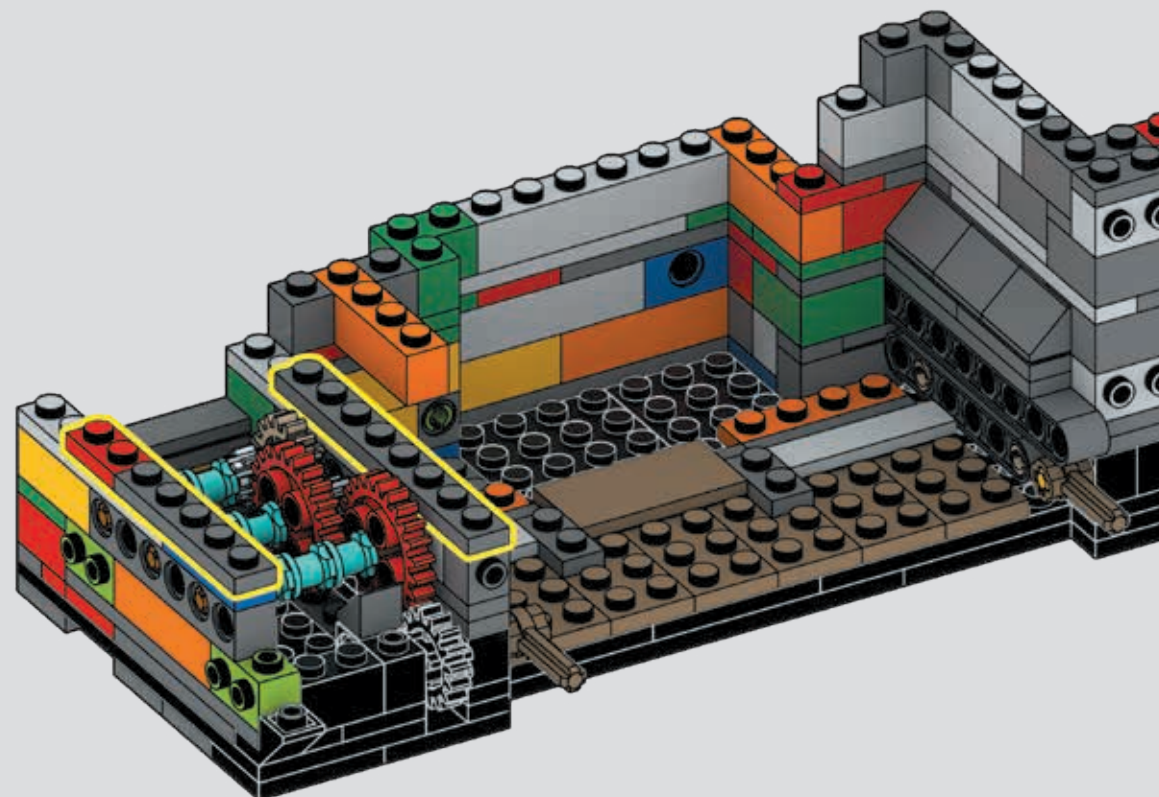
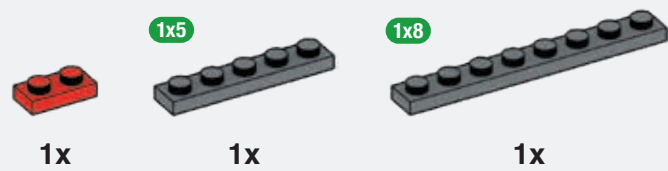
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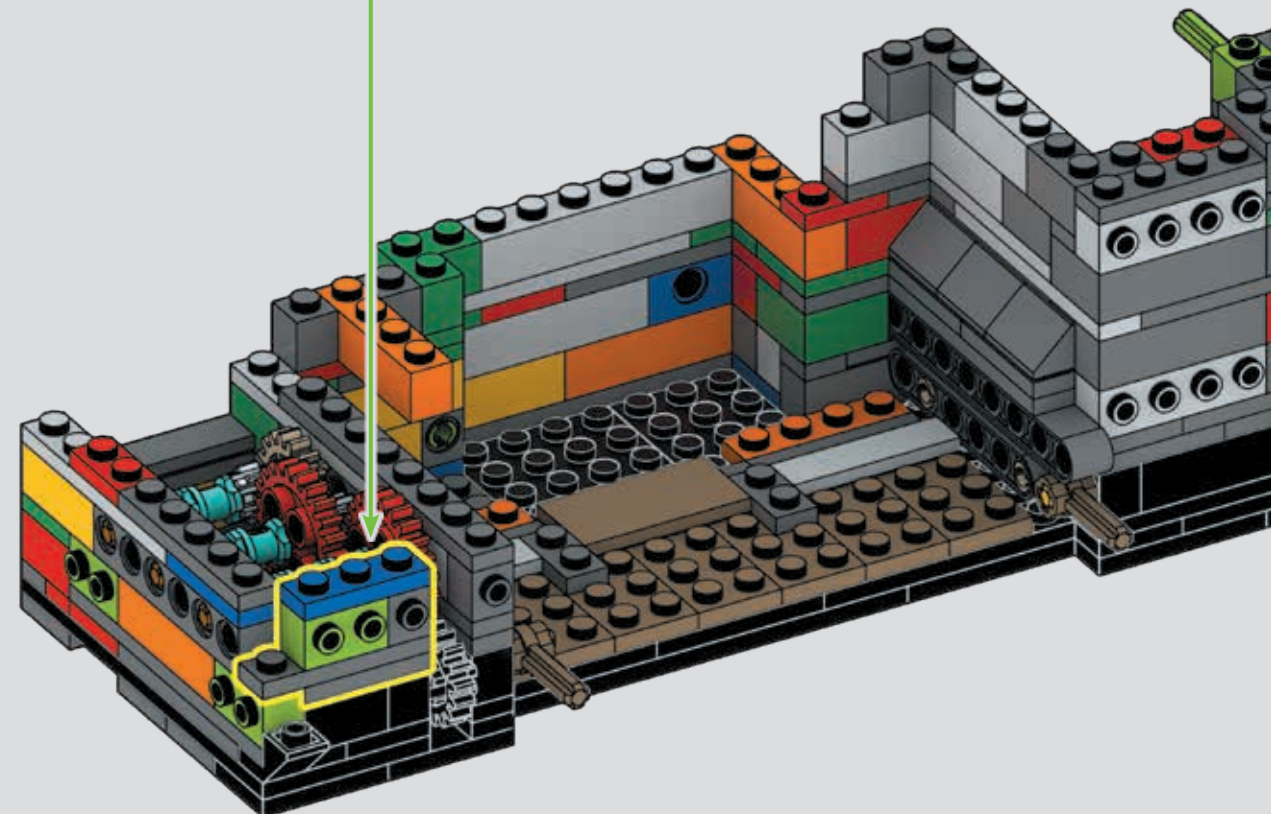
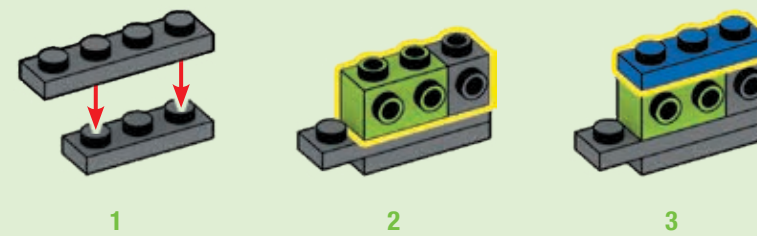
72



73



74



75



3x



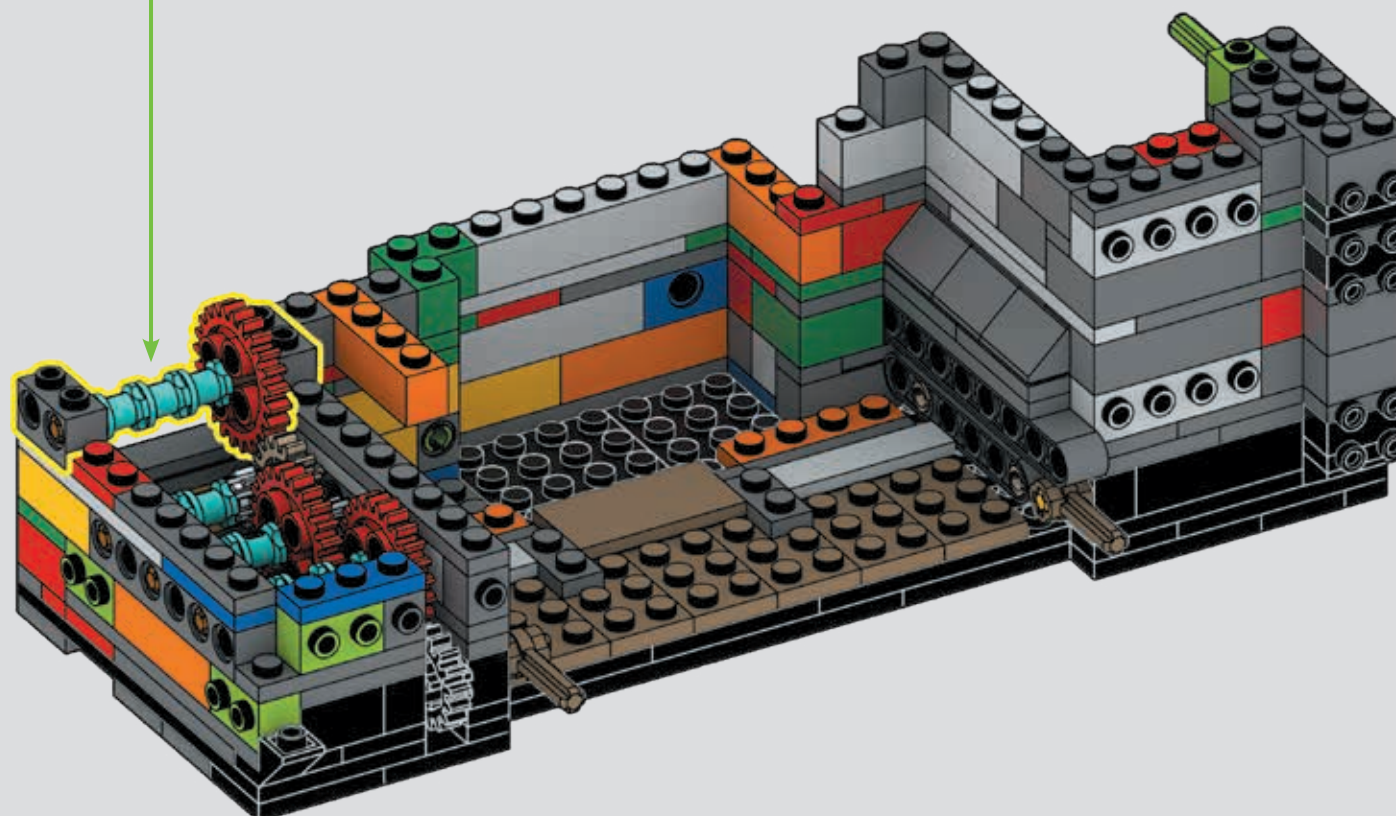
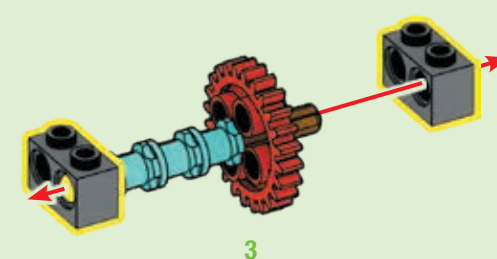
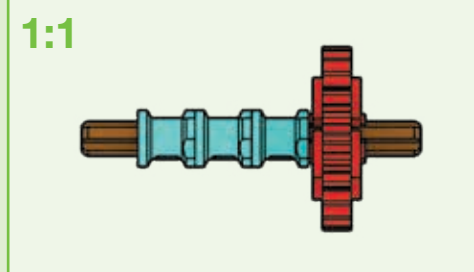
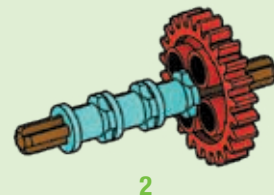
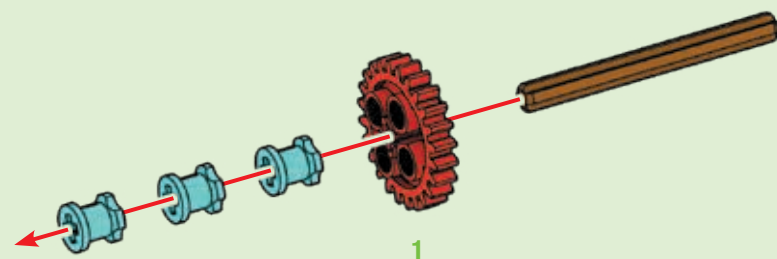
2x



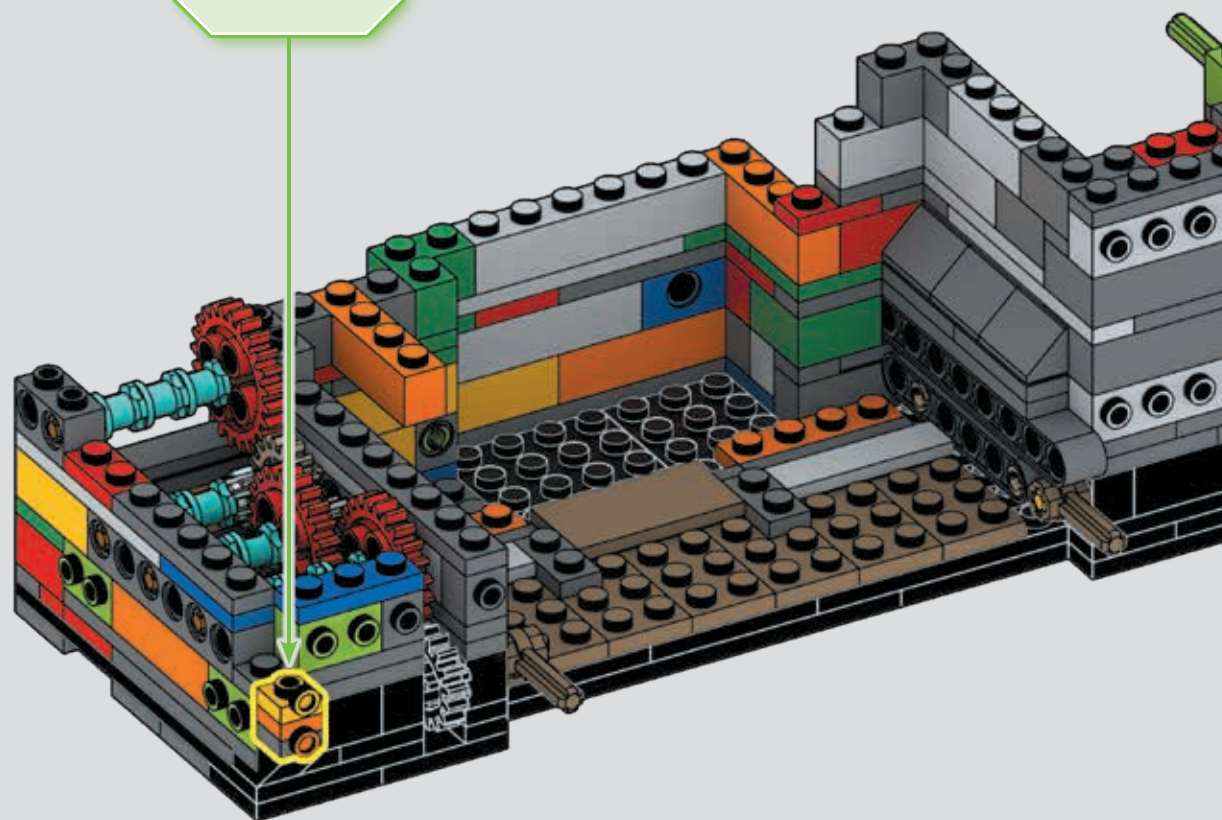
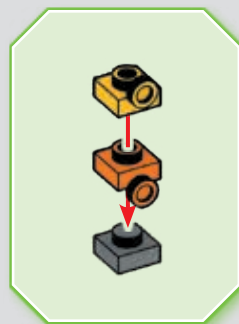
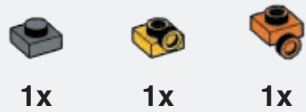
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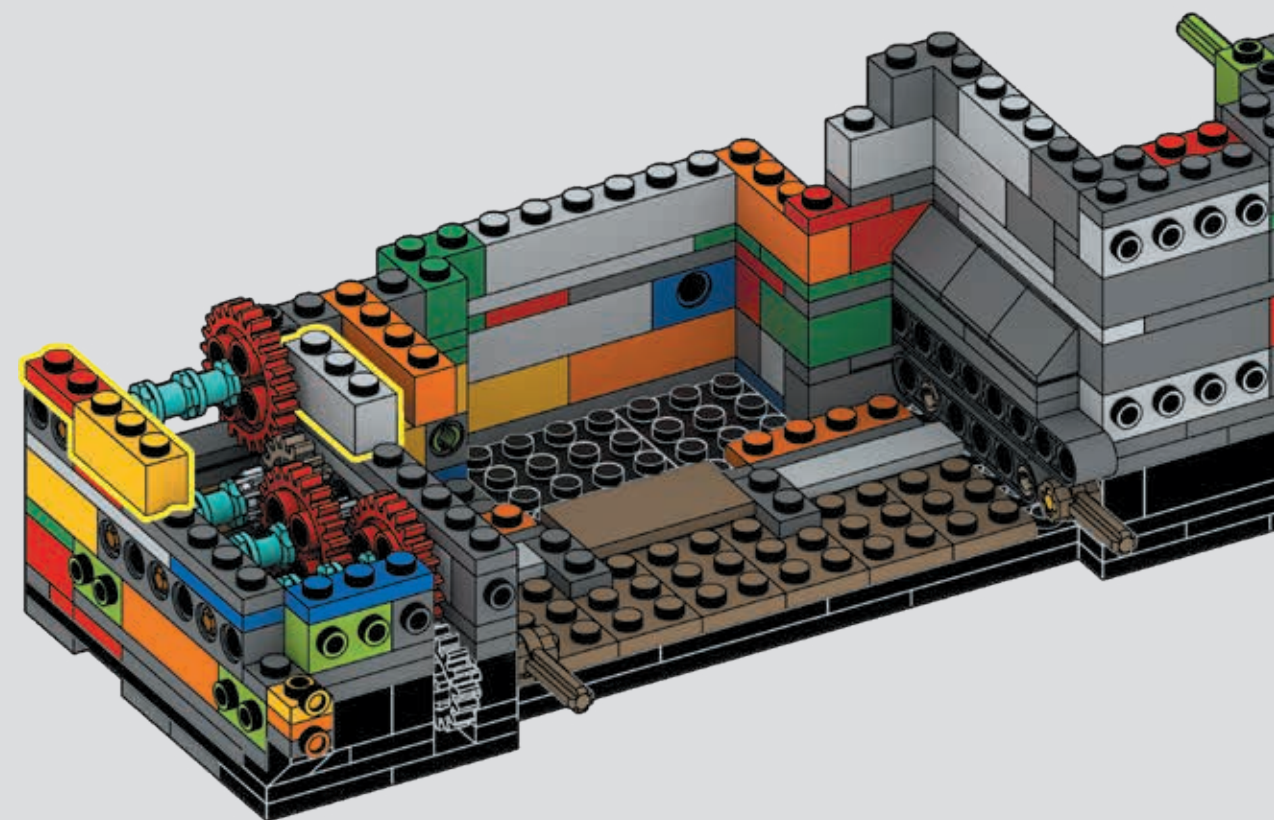
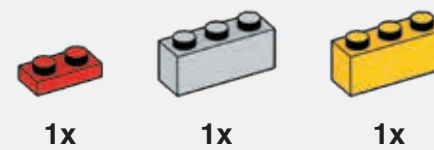
1x



76



77



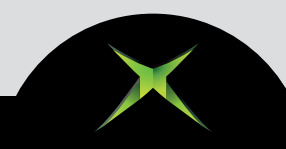
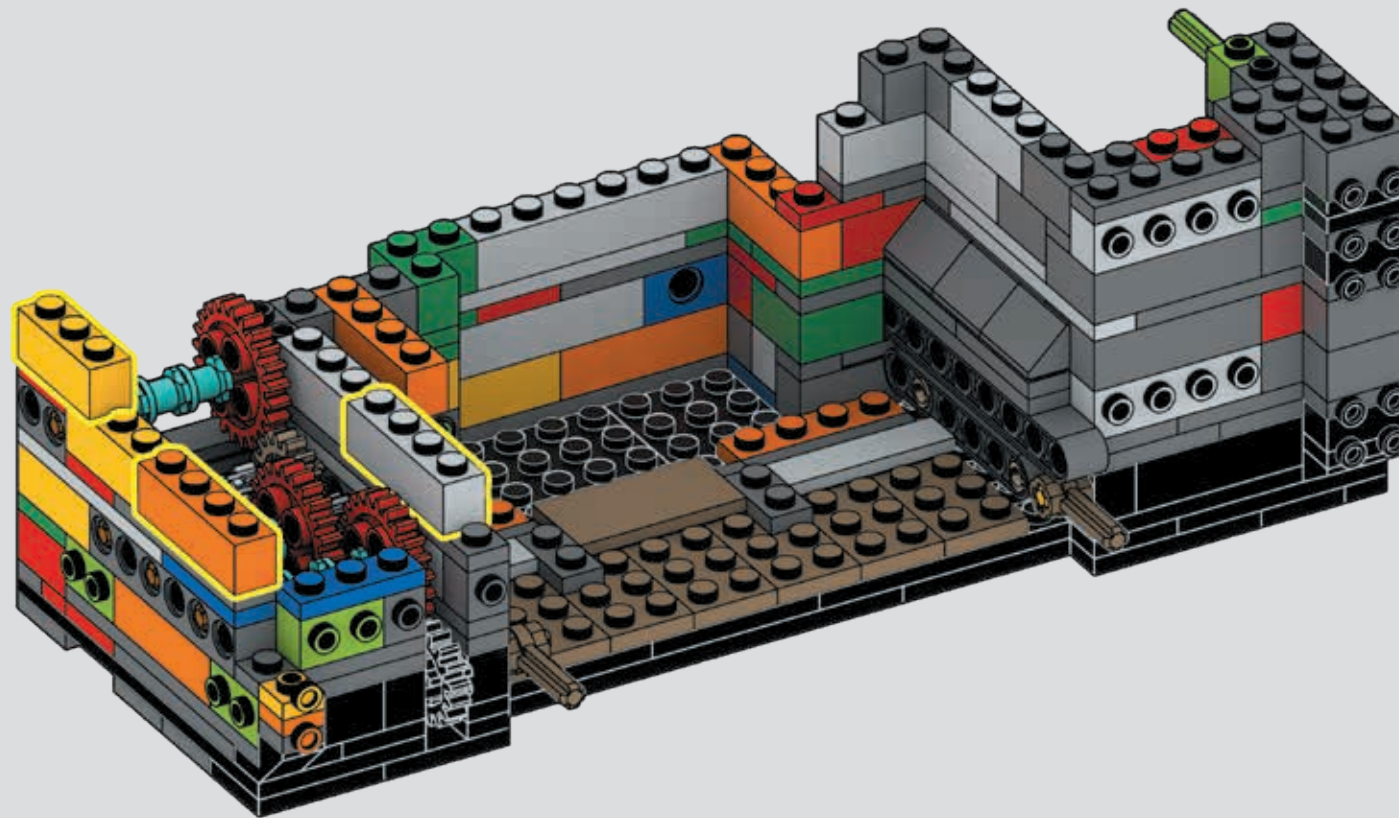


78

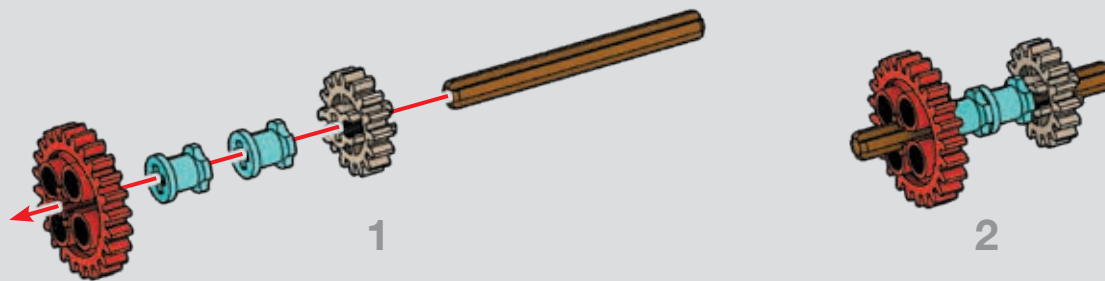

1x


1x

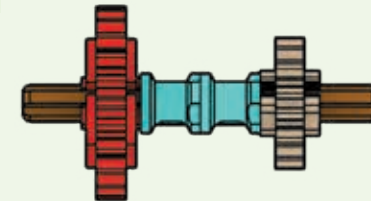

1x



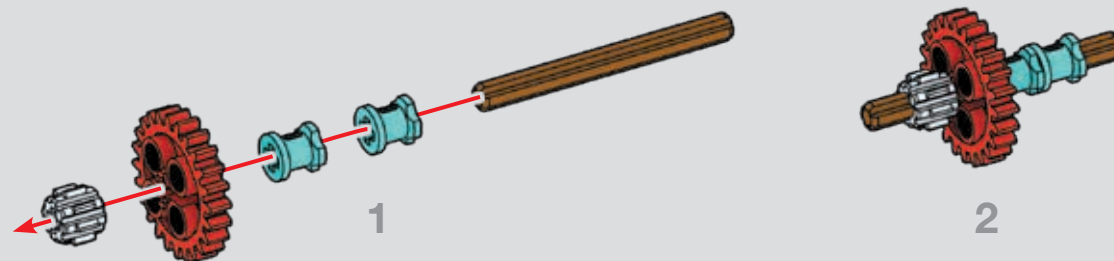
79



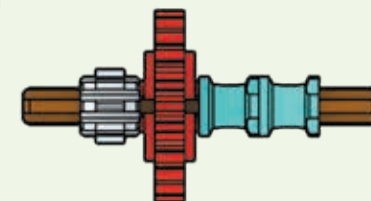
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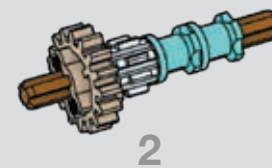
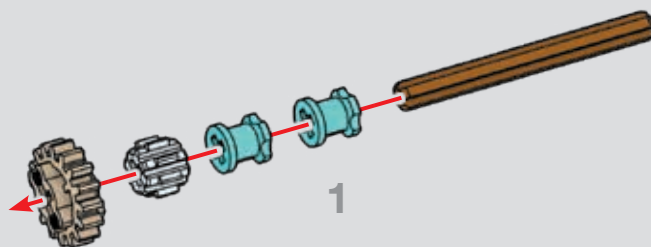
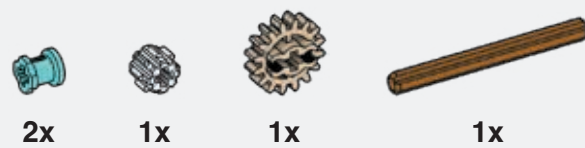
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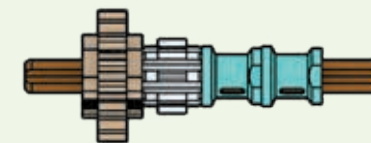
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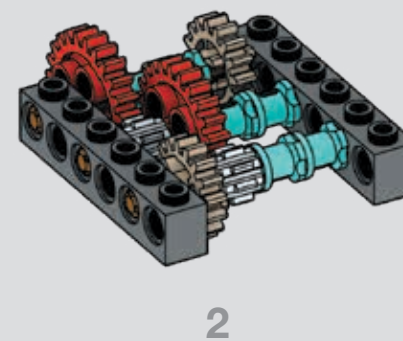
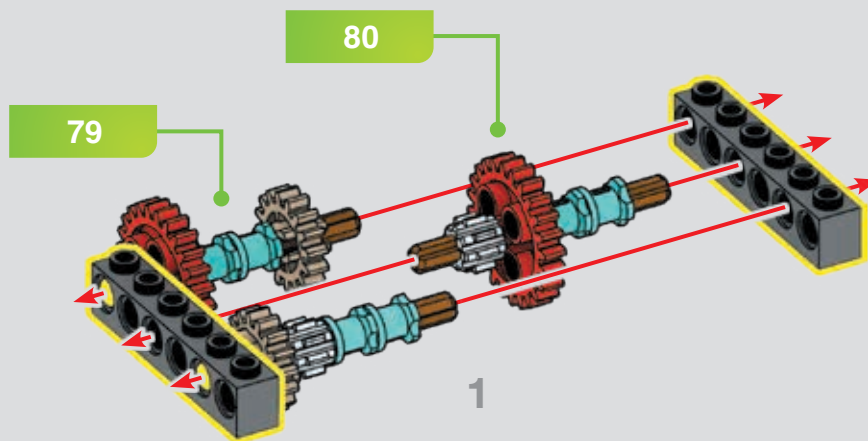
81



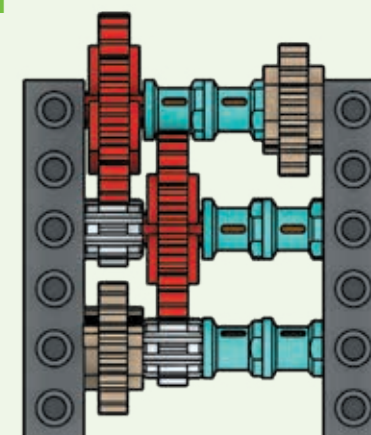
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82



1:1

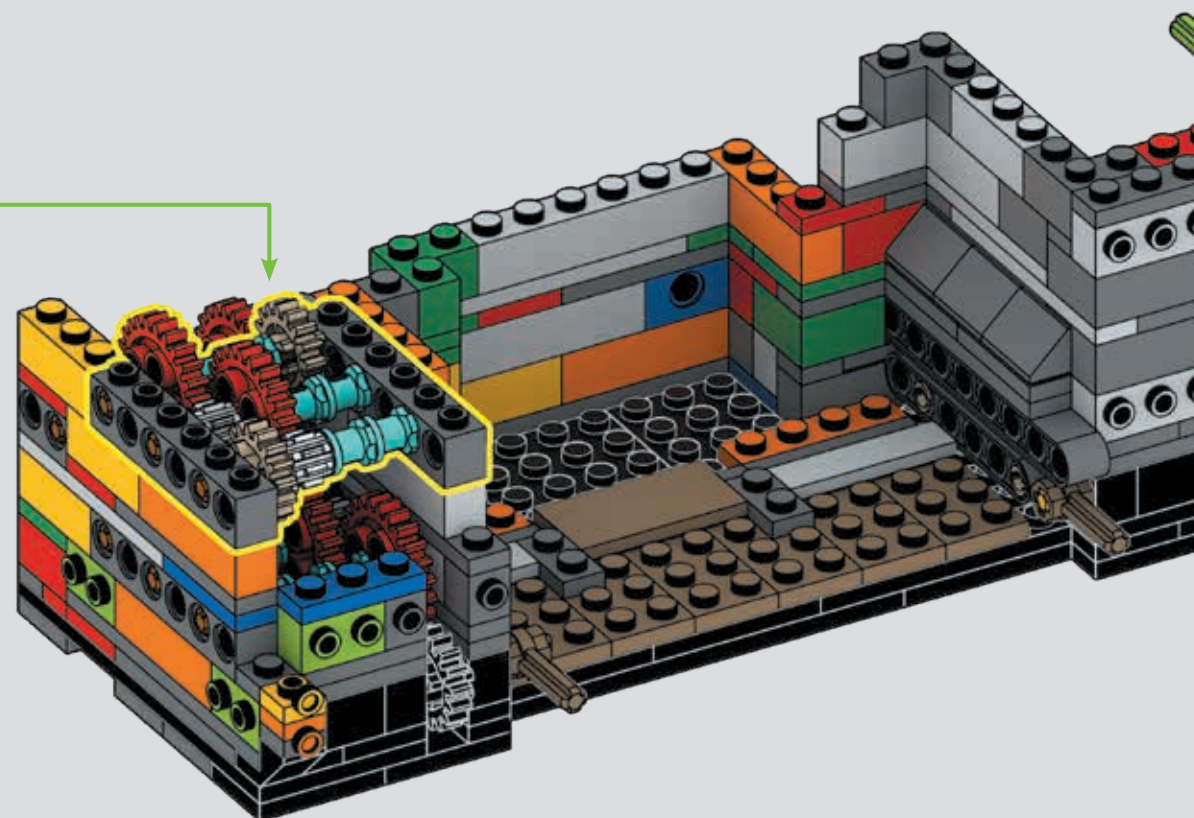


This gear box was developed to control the speed of the opening mechanism, for a smoother movement overall.

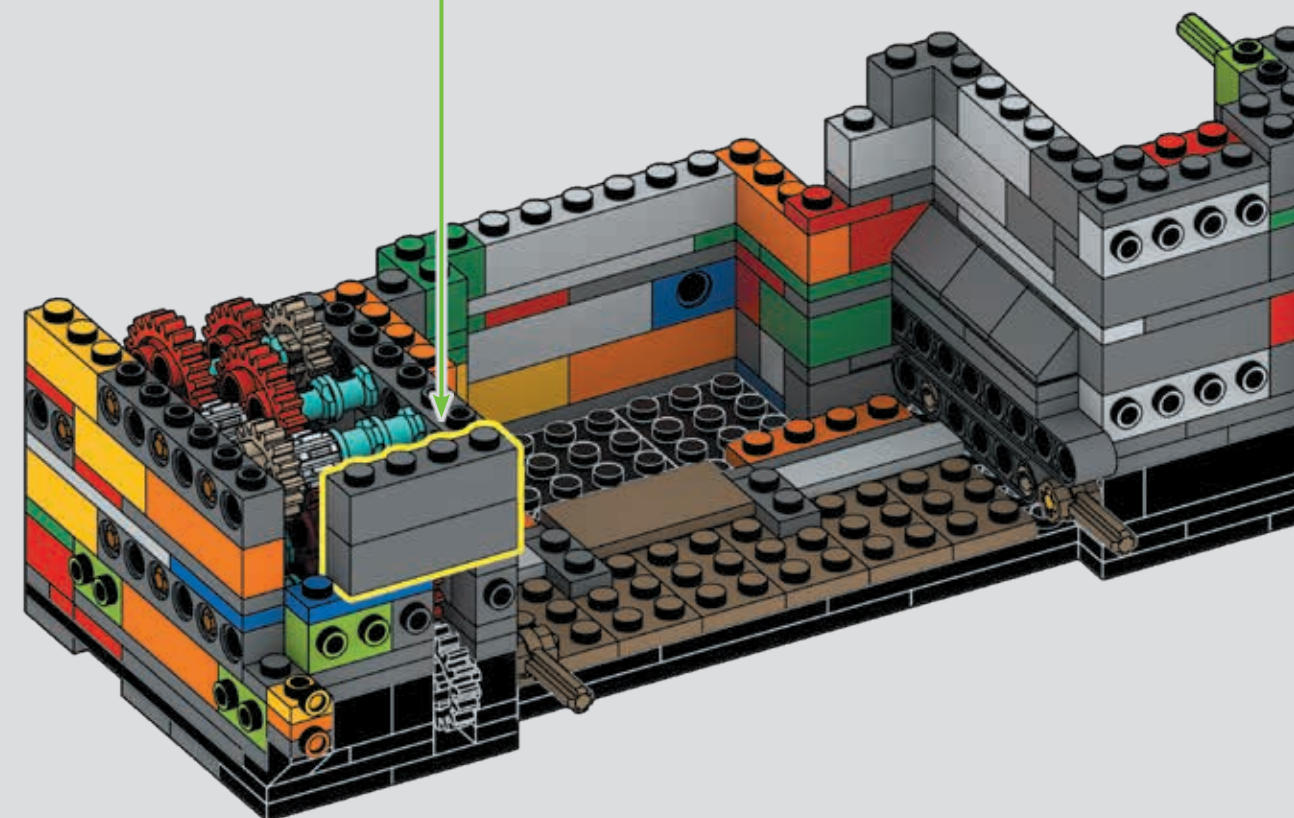
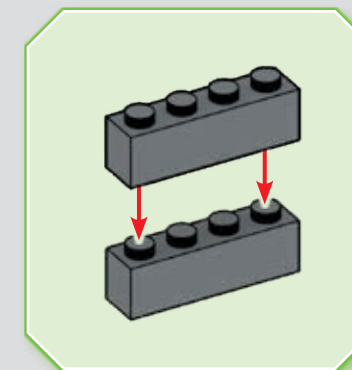
Ce boîtier a été développé pour contrôler la vitesse du mécanisme d'ouverture, pour un mouvement global plus fluide.

Esta caja de cambios se ha desarrollado para controlar la velocidad del mecanismo de apertura, para que el movimiento sea más suave en general.

Dieses Getriebe wurde entwickelt, um die Geschwindigkeit des Öffnungsmechanismus zu steuern und insgesamt eine gleichmäßigere Bewegung zu erzielen.



2x



85



1x



2x



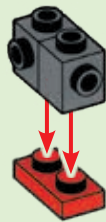
1x



4x



2x



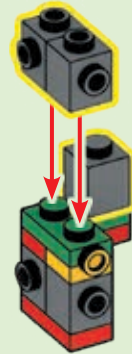
1



2



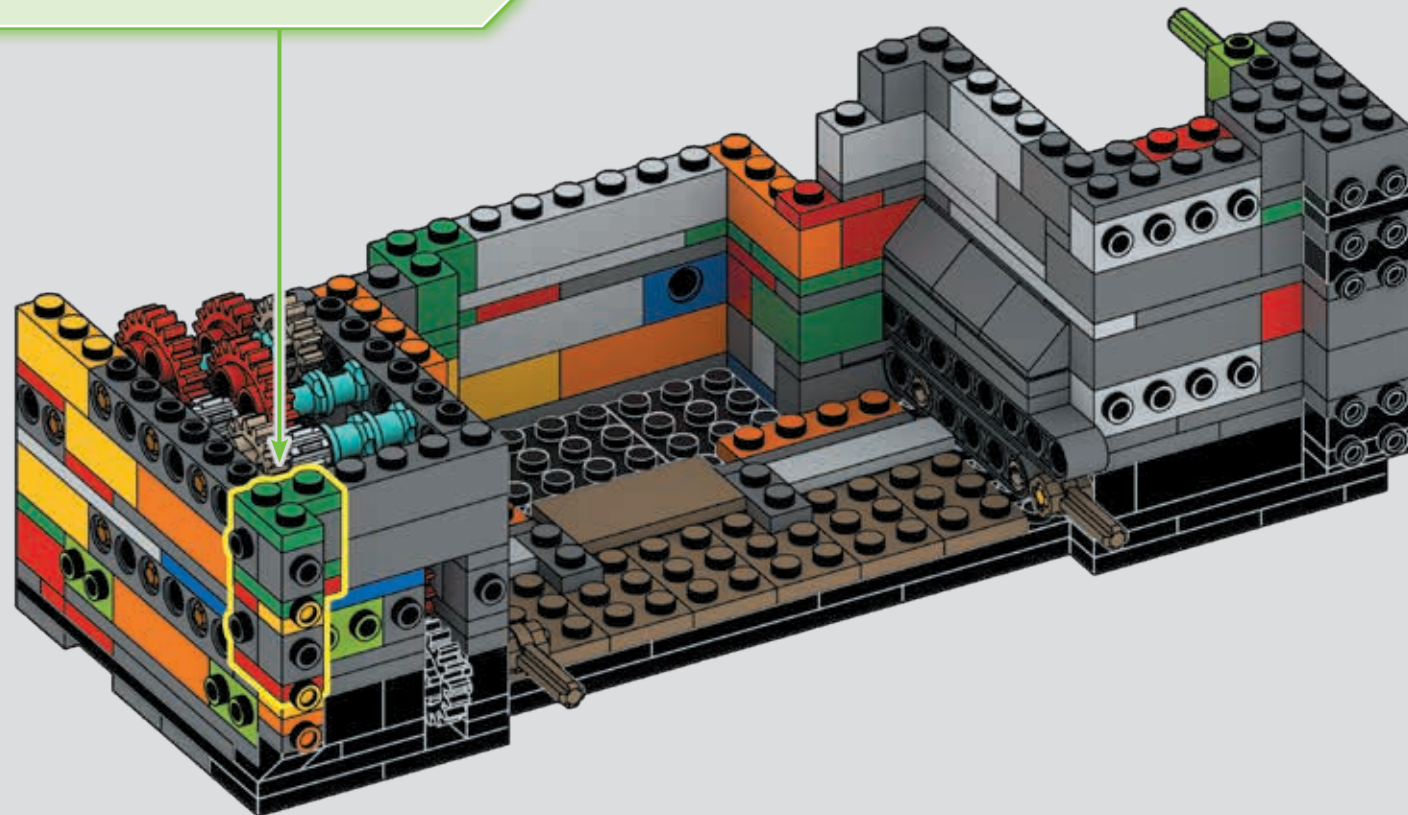
3



4



5



86



1x



1x

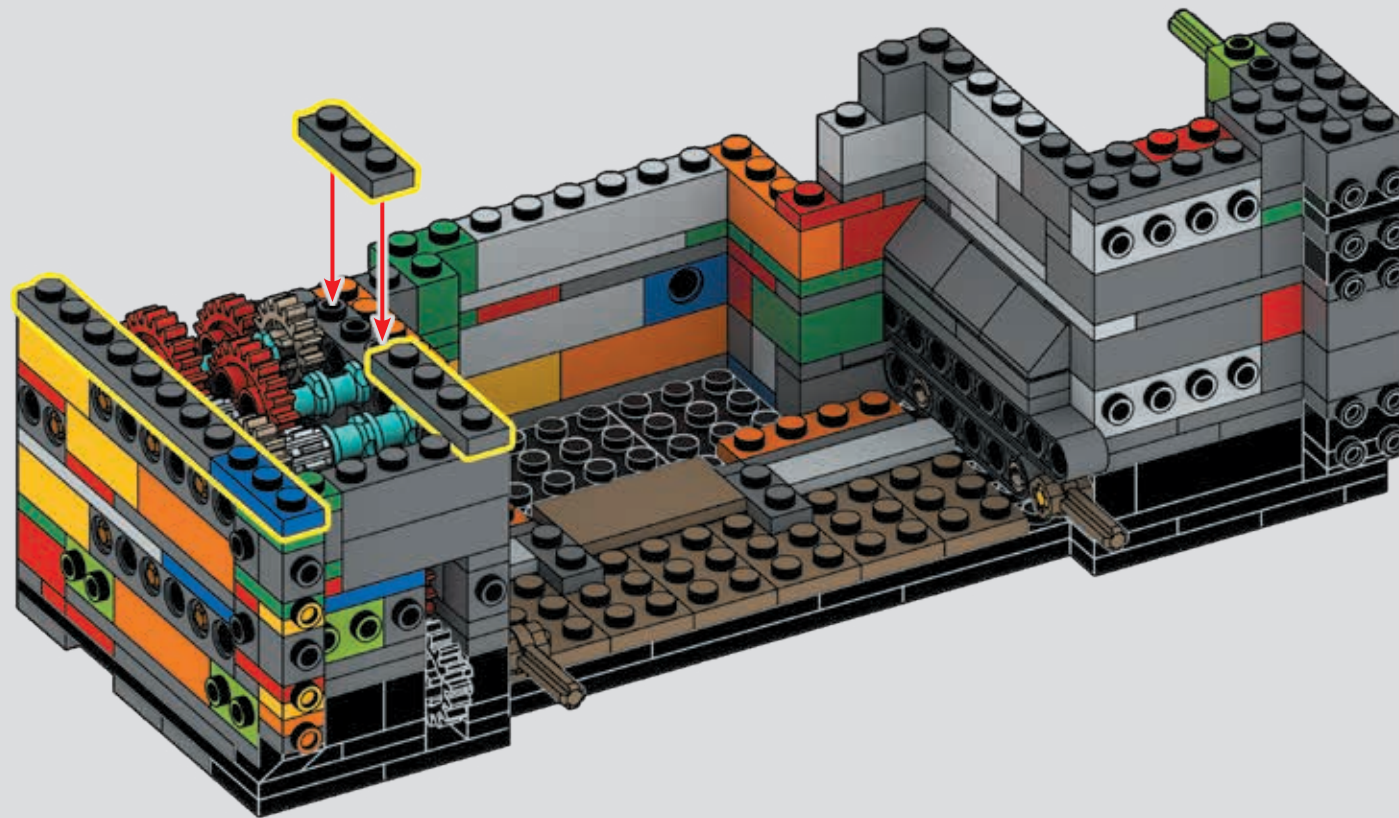


1x

1x8



1x



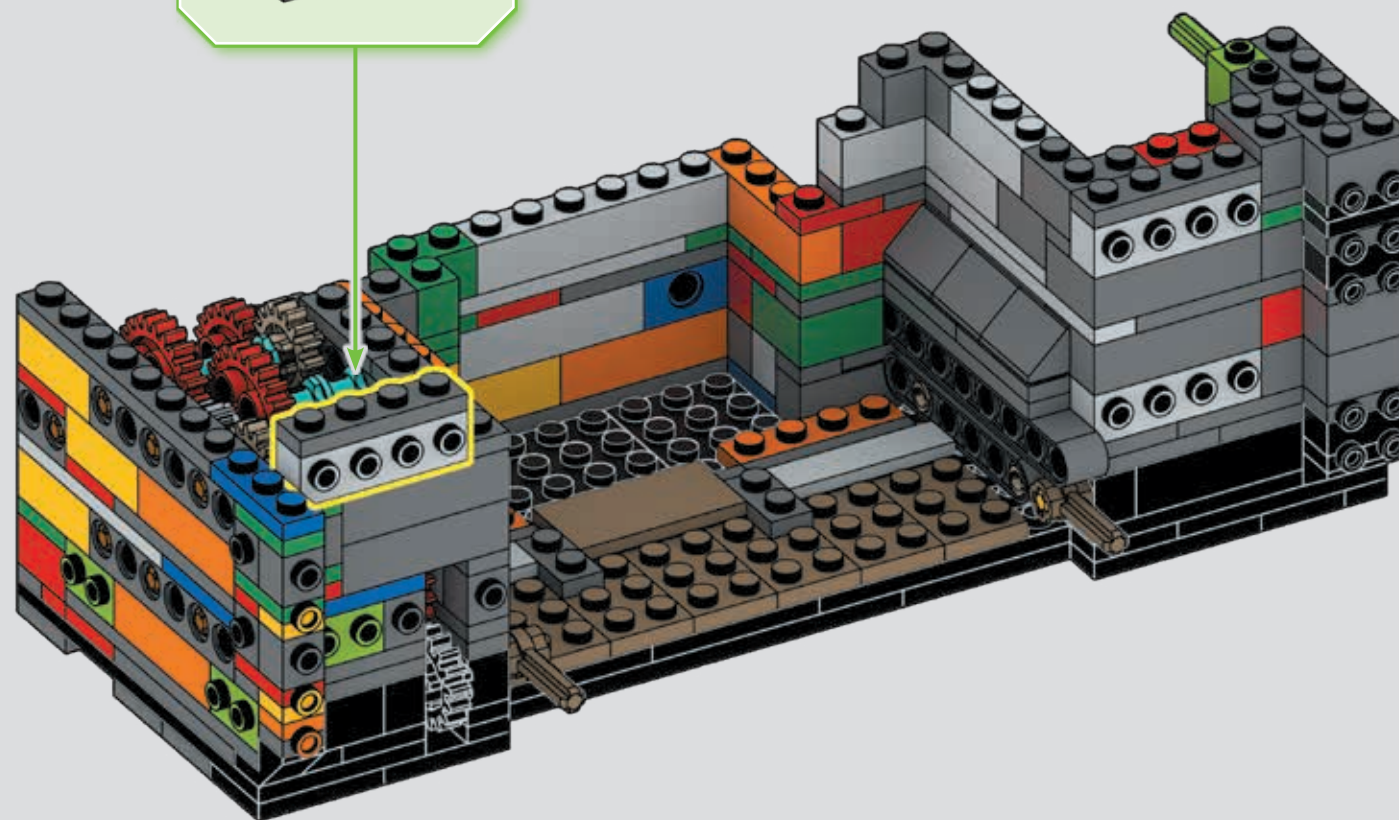
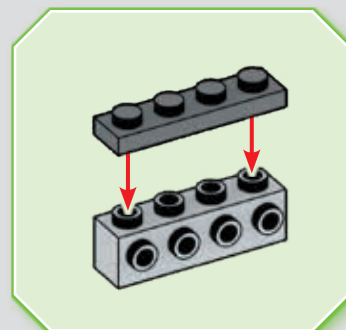
87

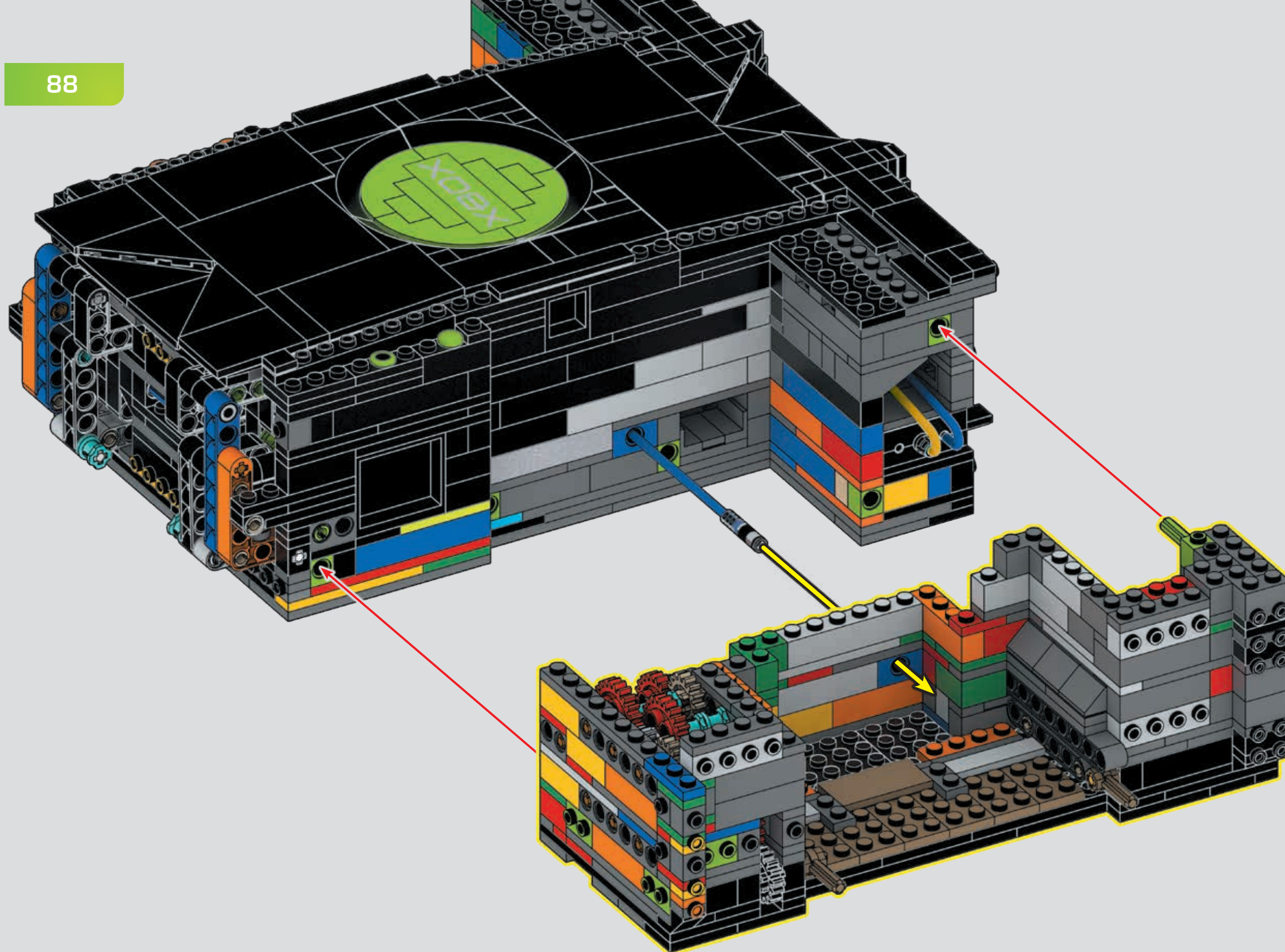


1x



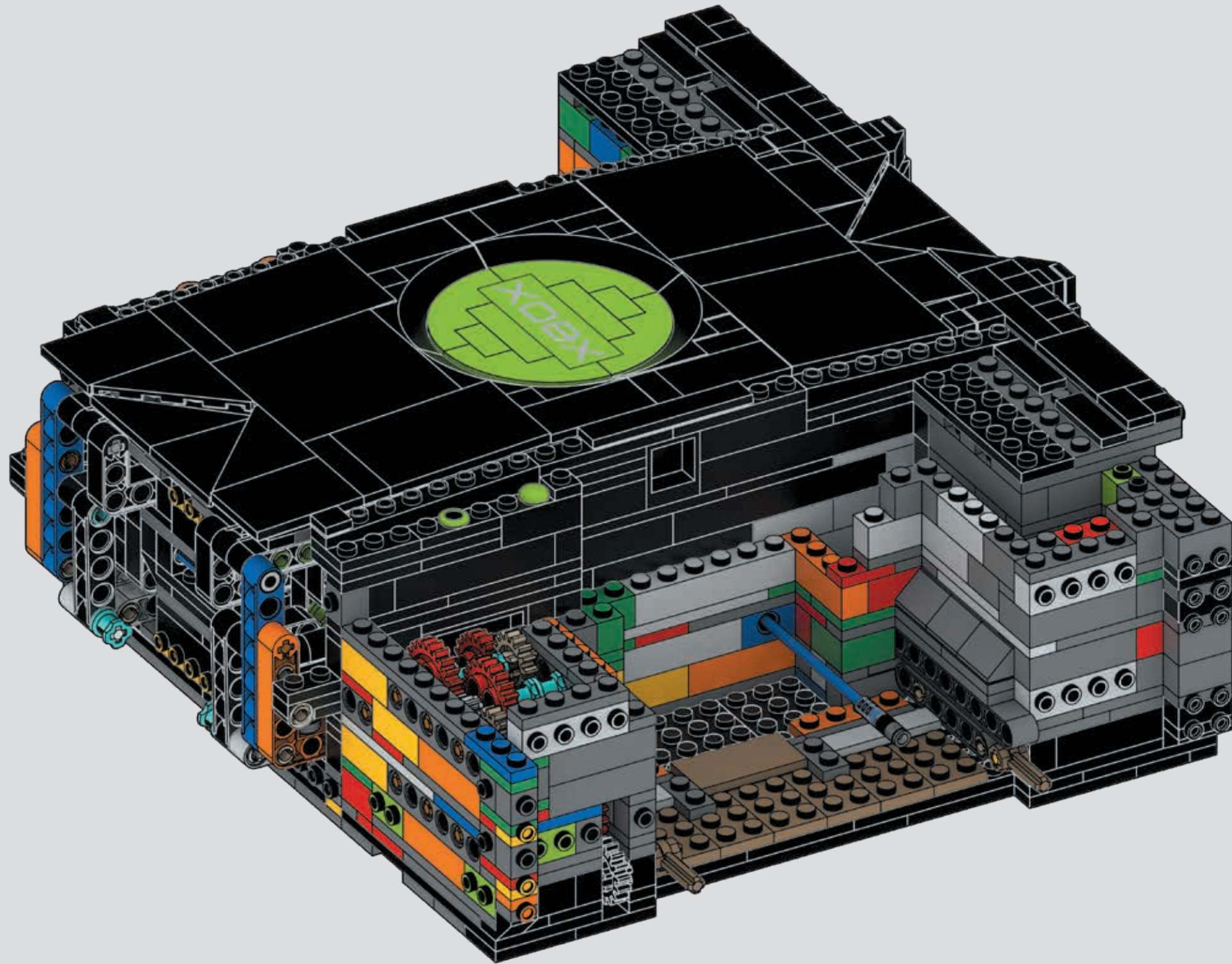
1x





1

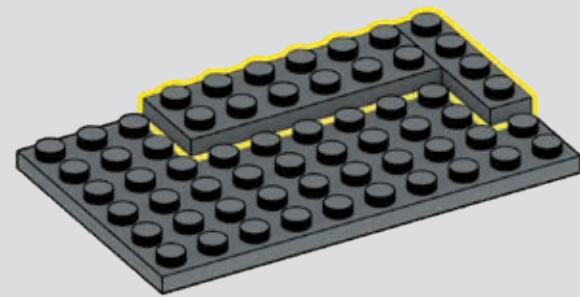




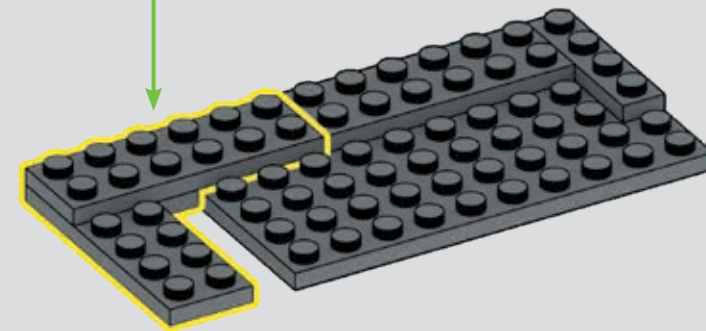
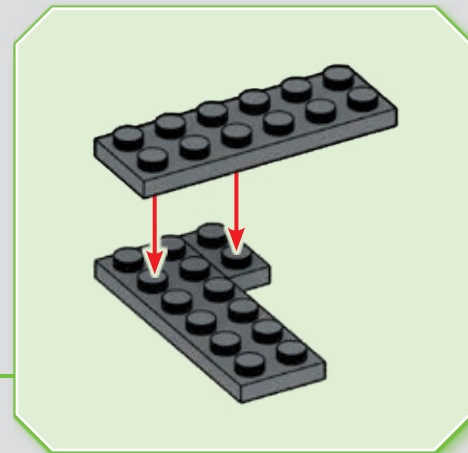
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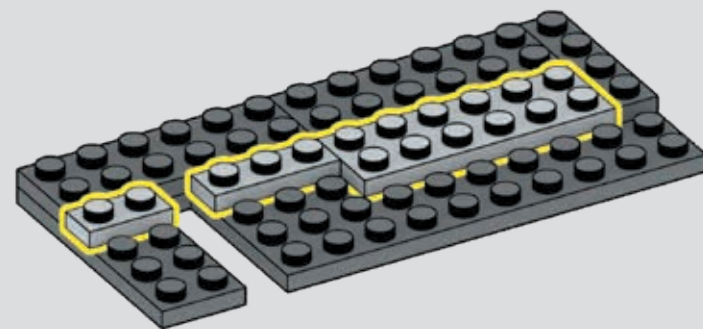
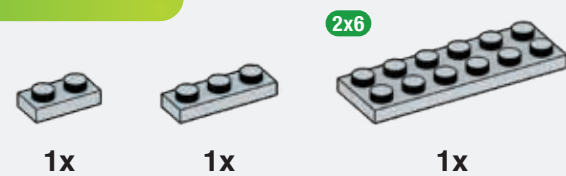
89



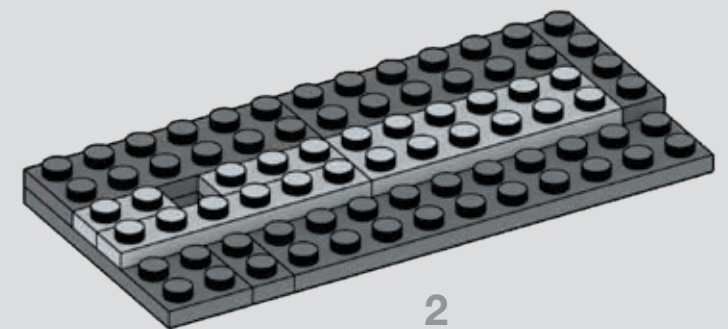
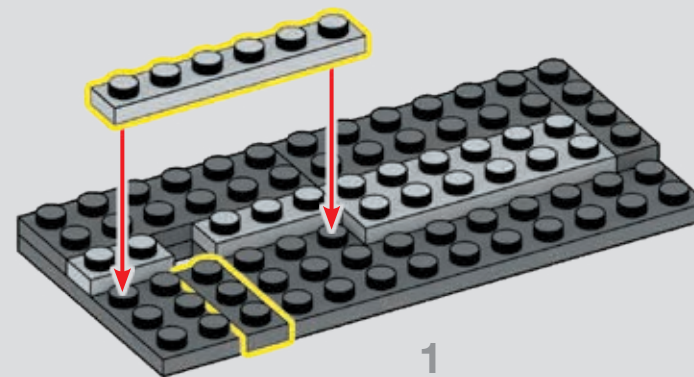
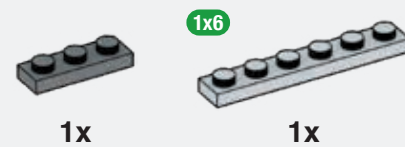
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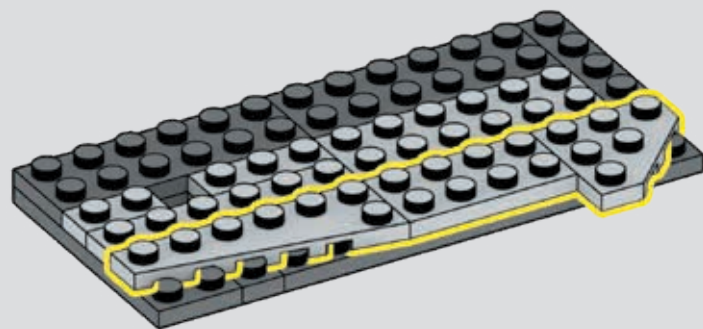
91



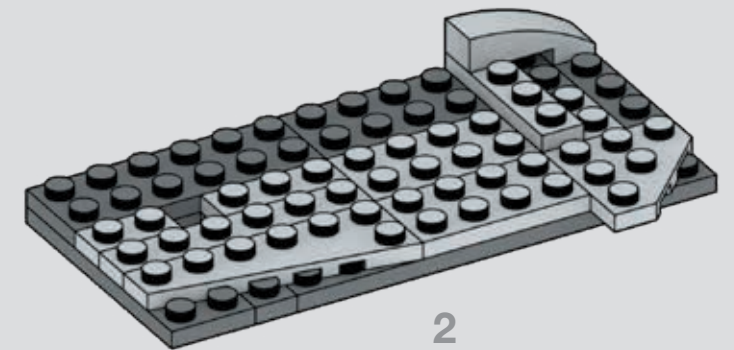
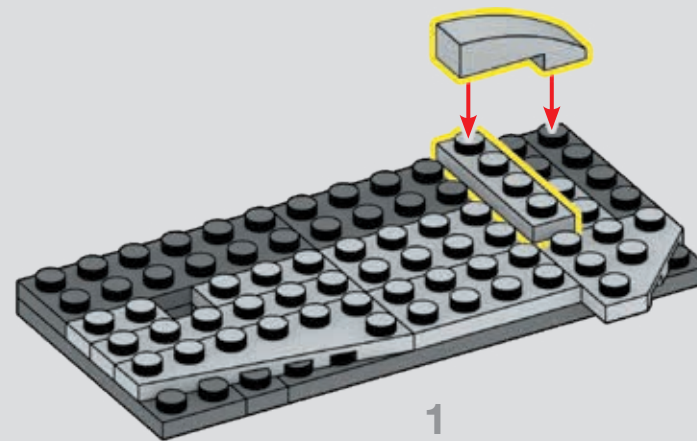
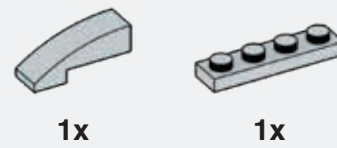
92



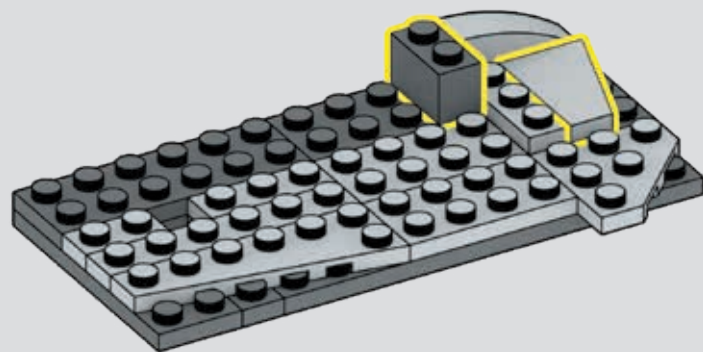
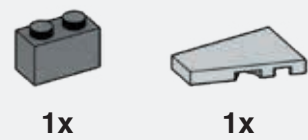
93



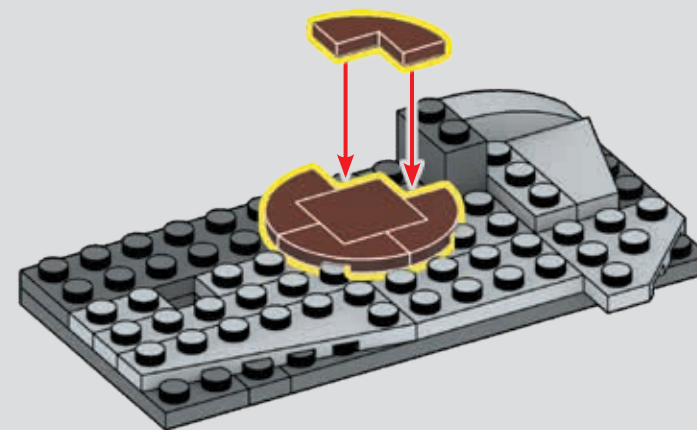
94



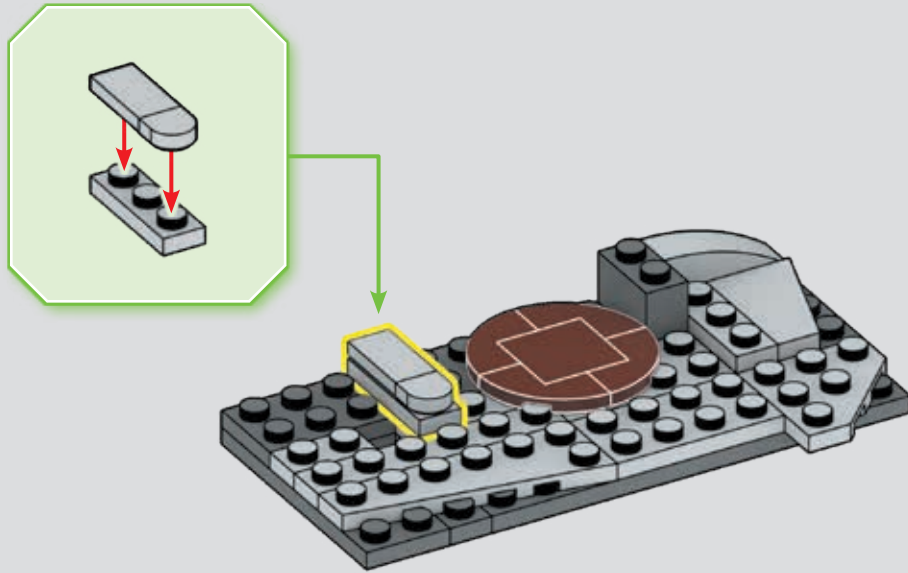
95



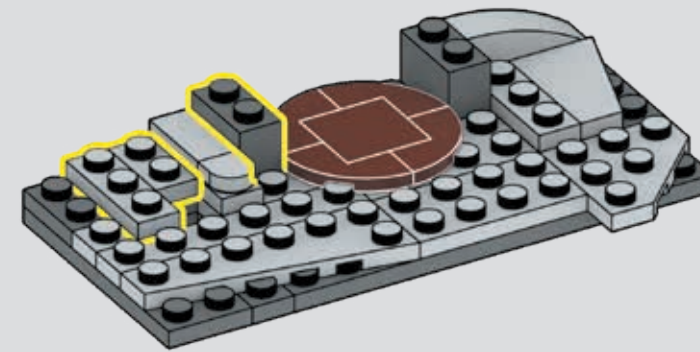
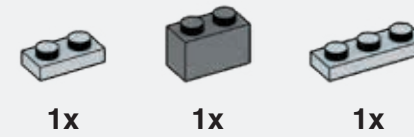
96



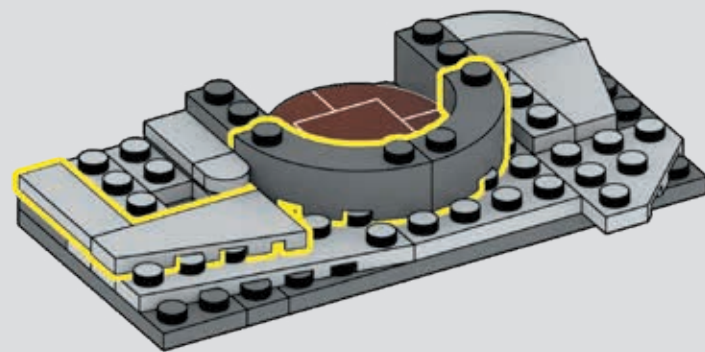
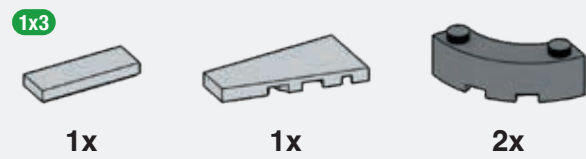
97



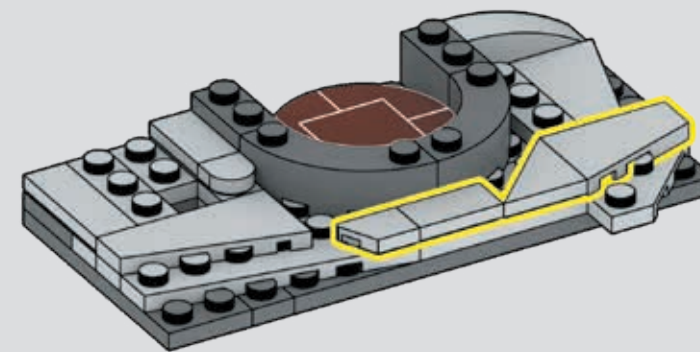
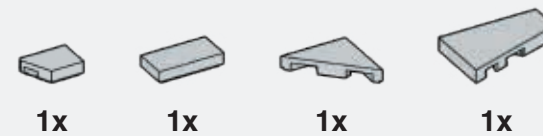
98



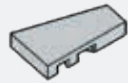
99



100



101



1x



1x

102

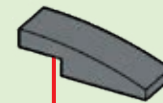


2x

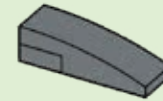


2x

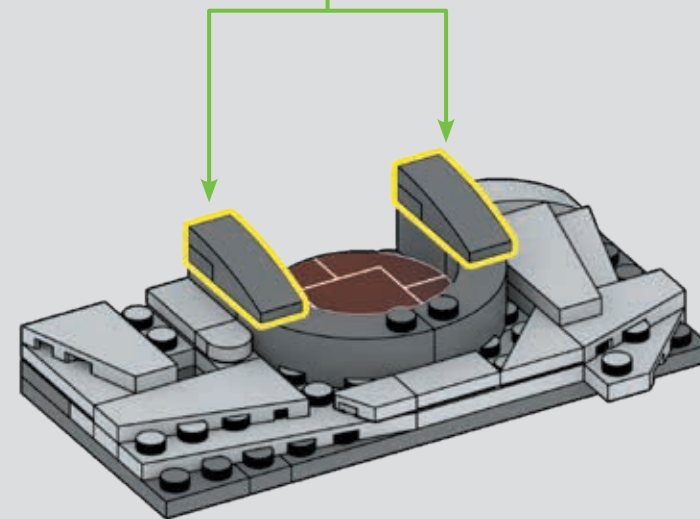
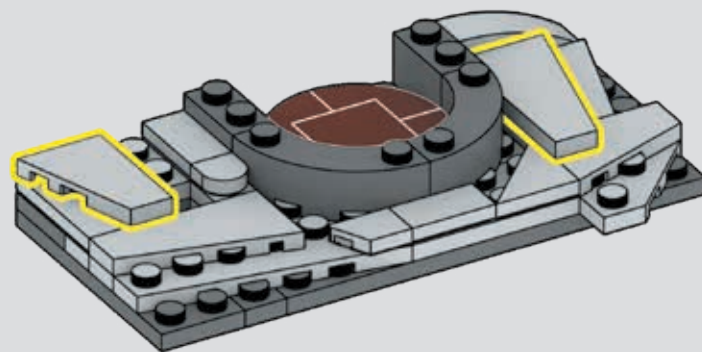
x2



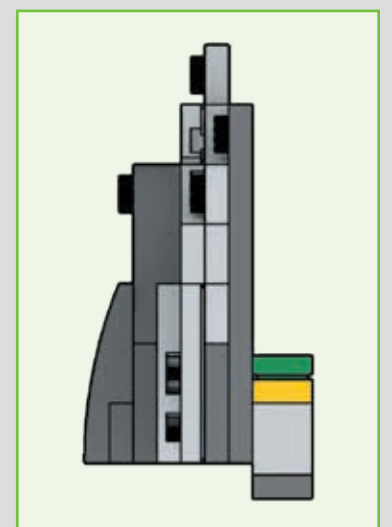
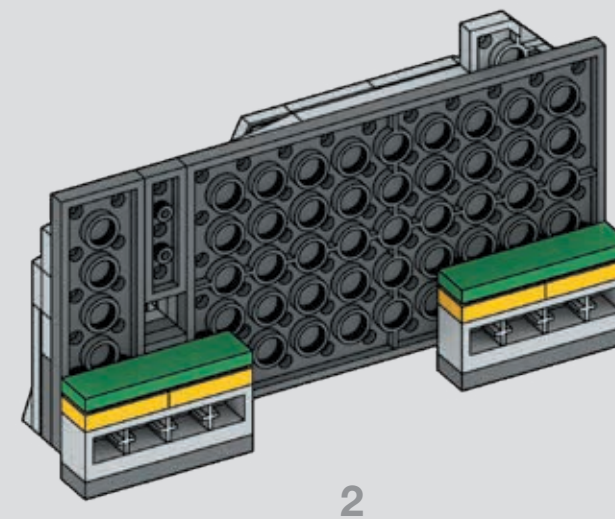
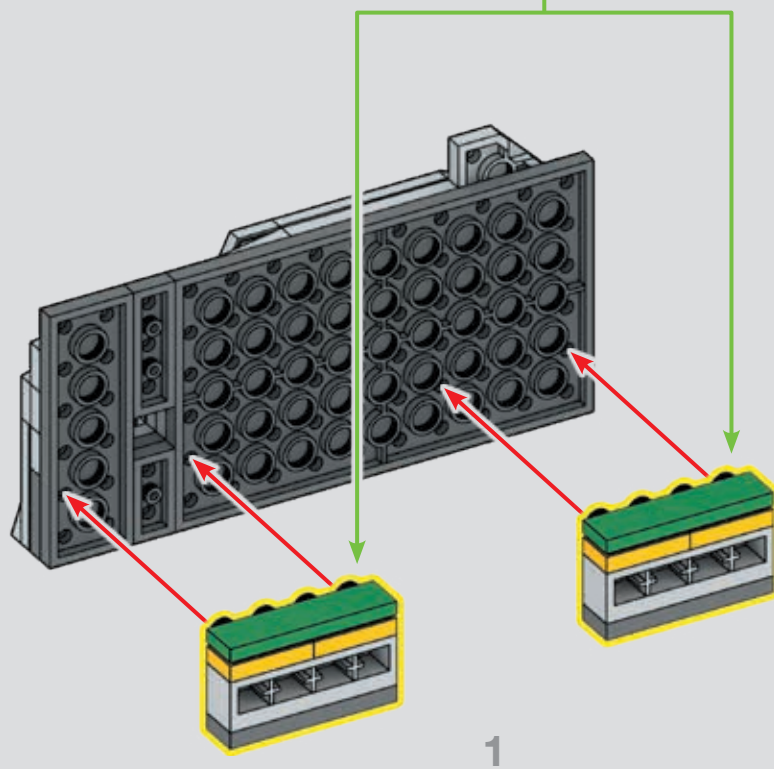
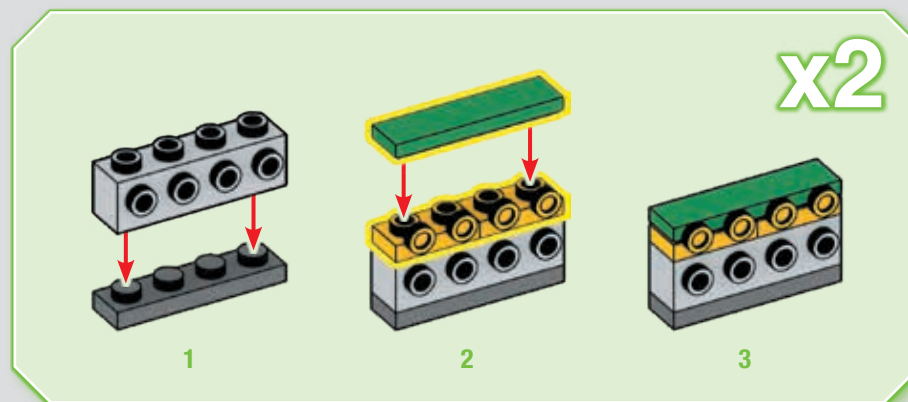
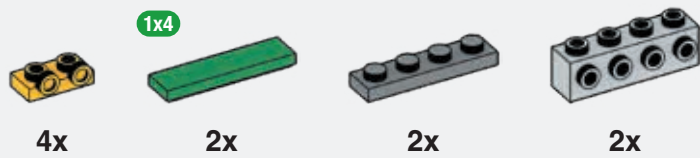
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2



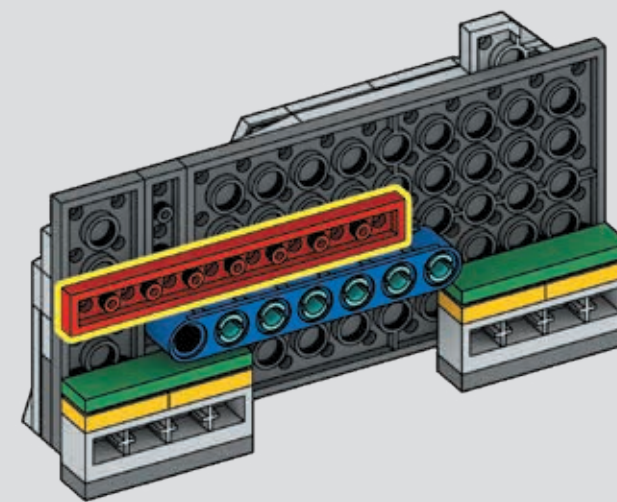
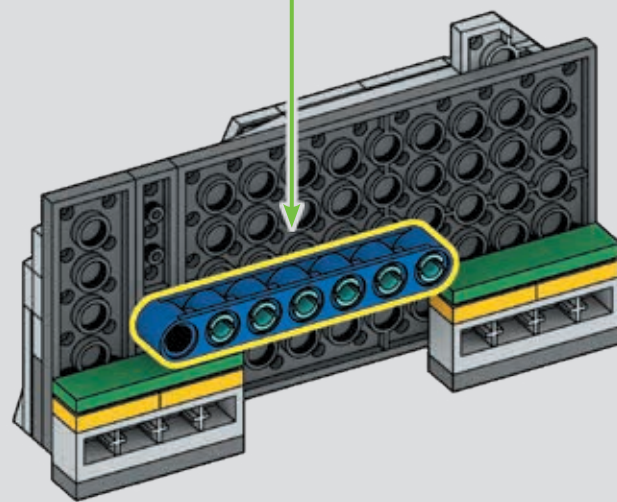
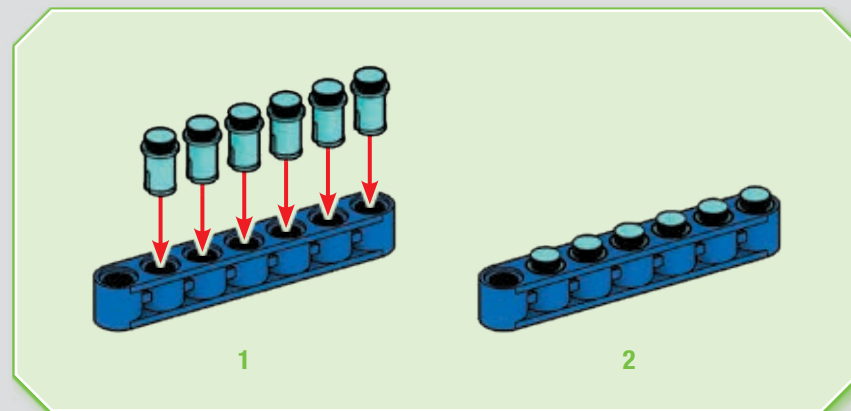
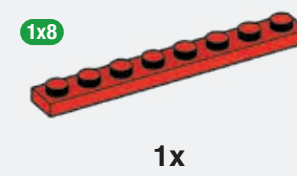
103

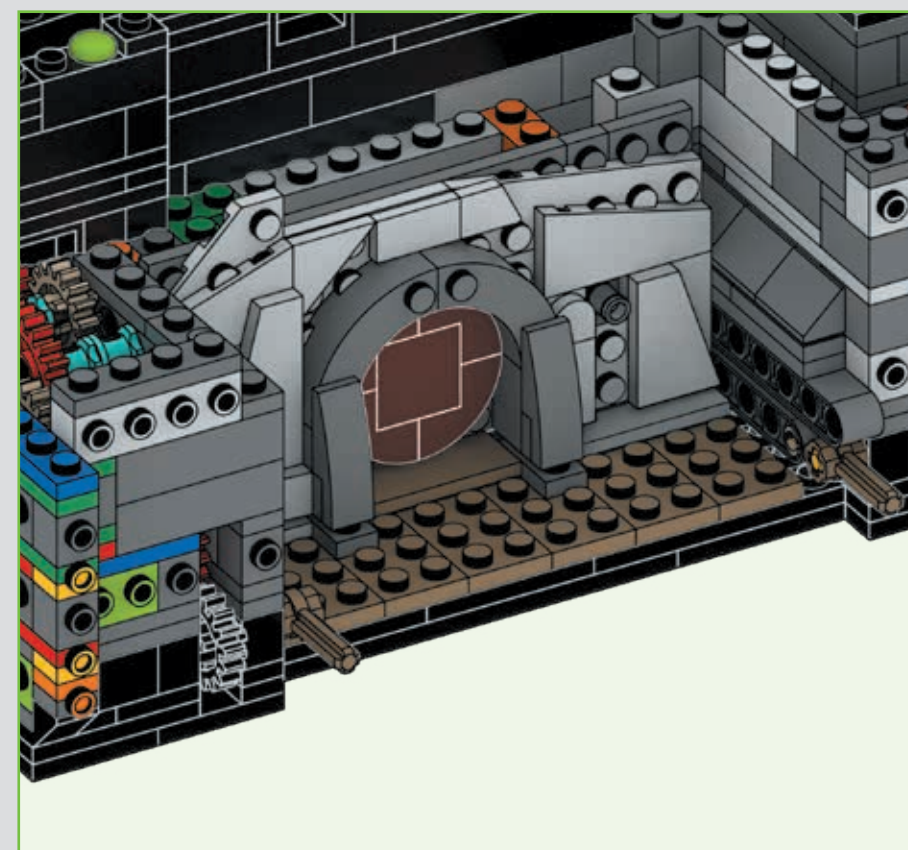
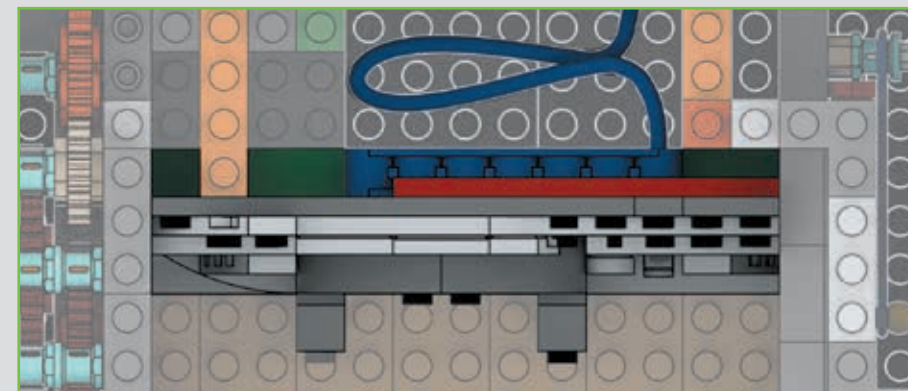
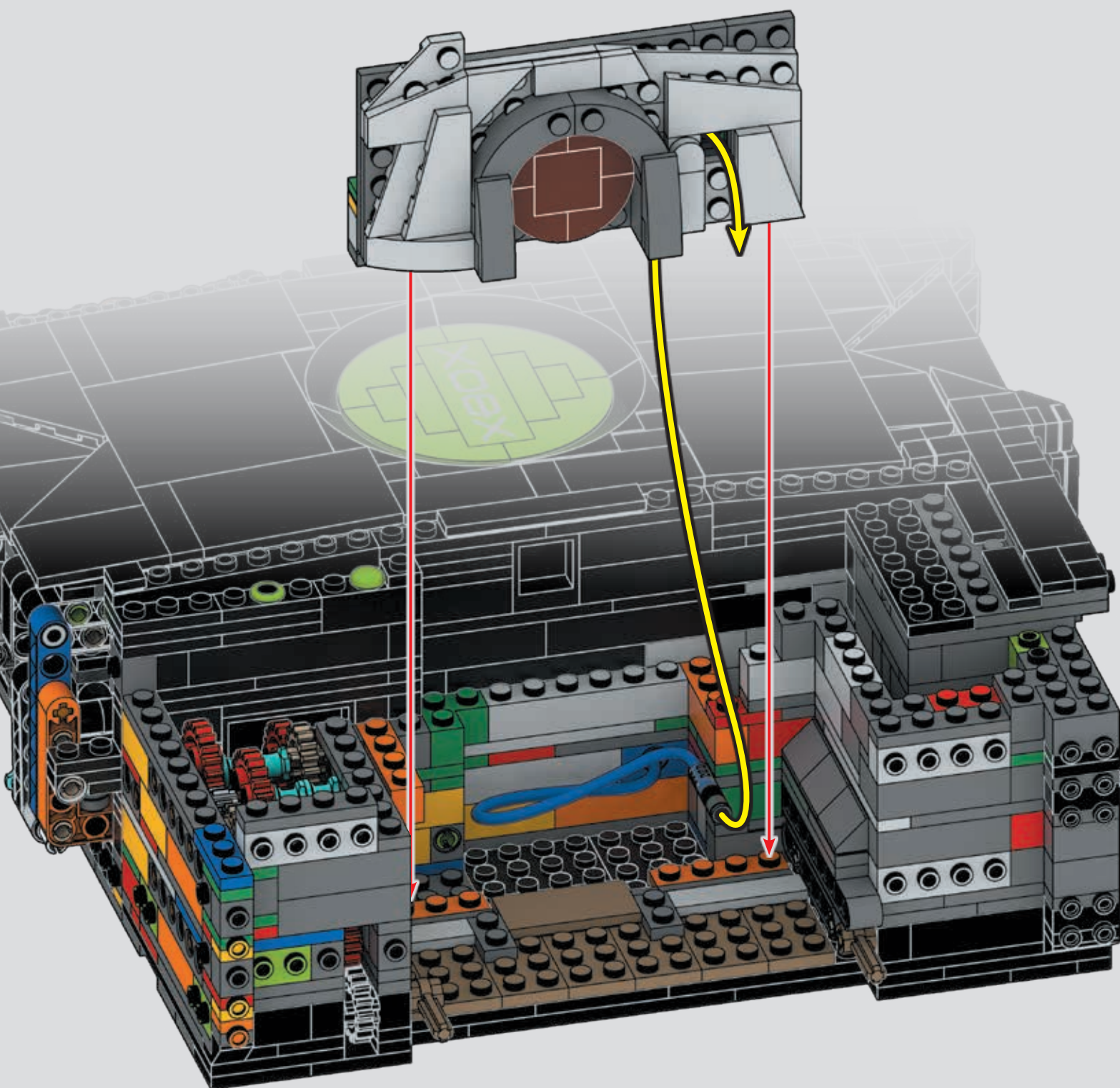


104



105





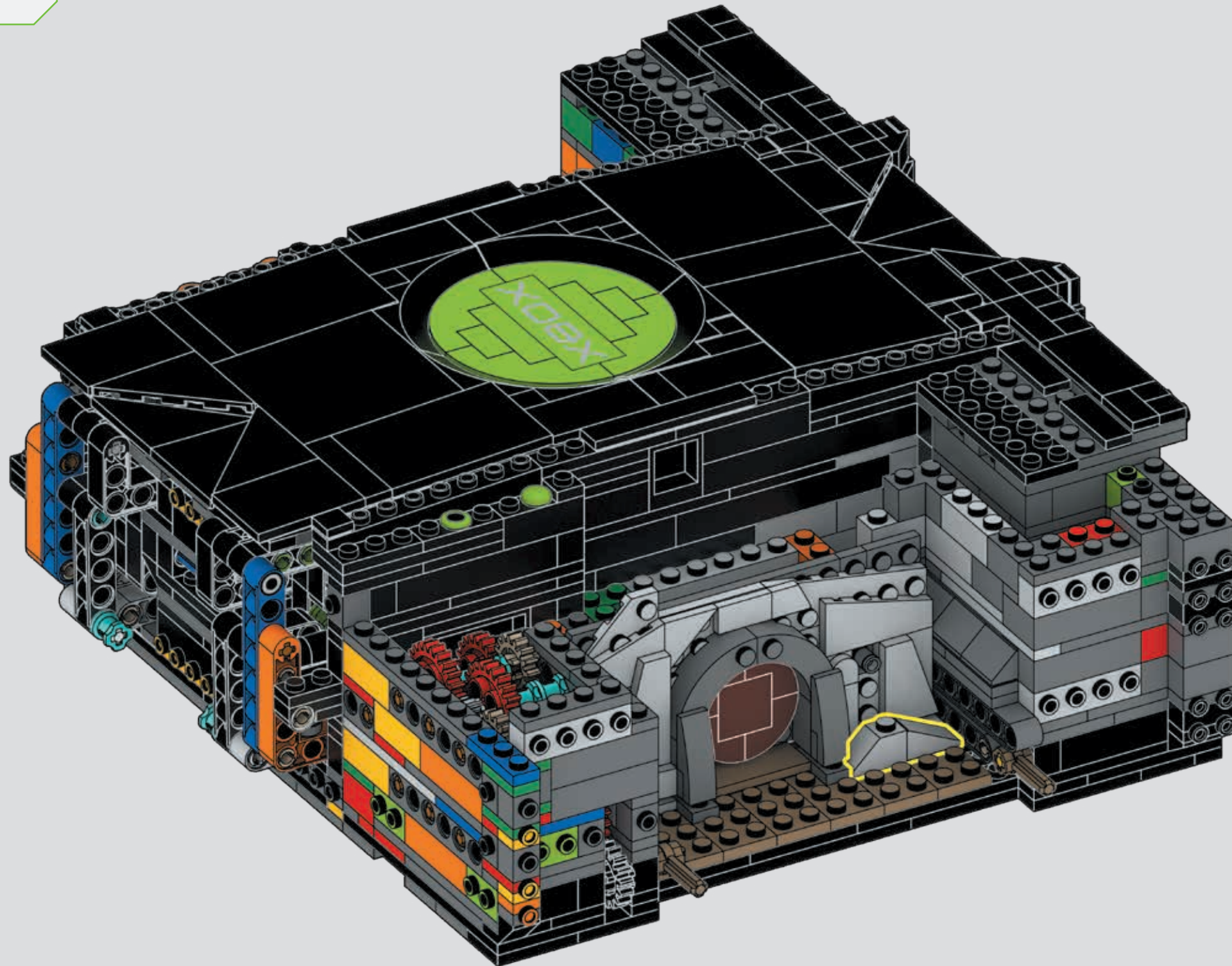
107



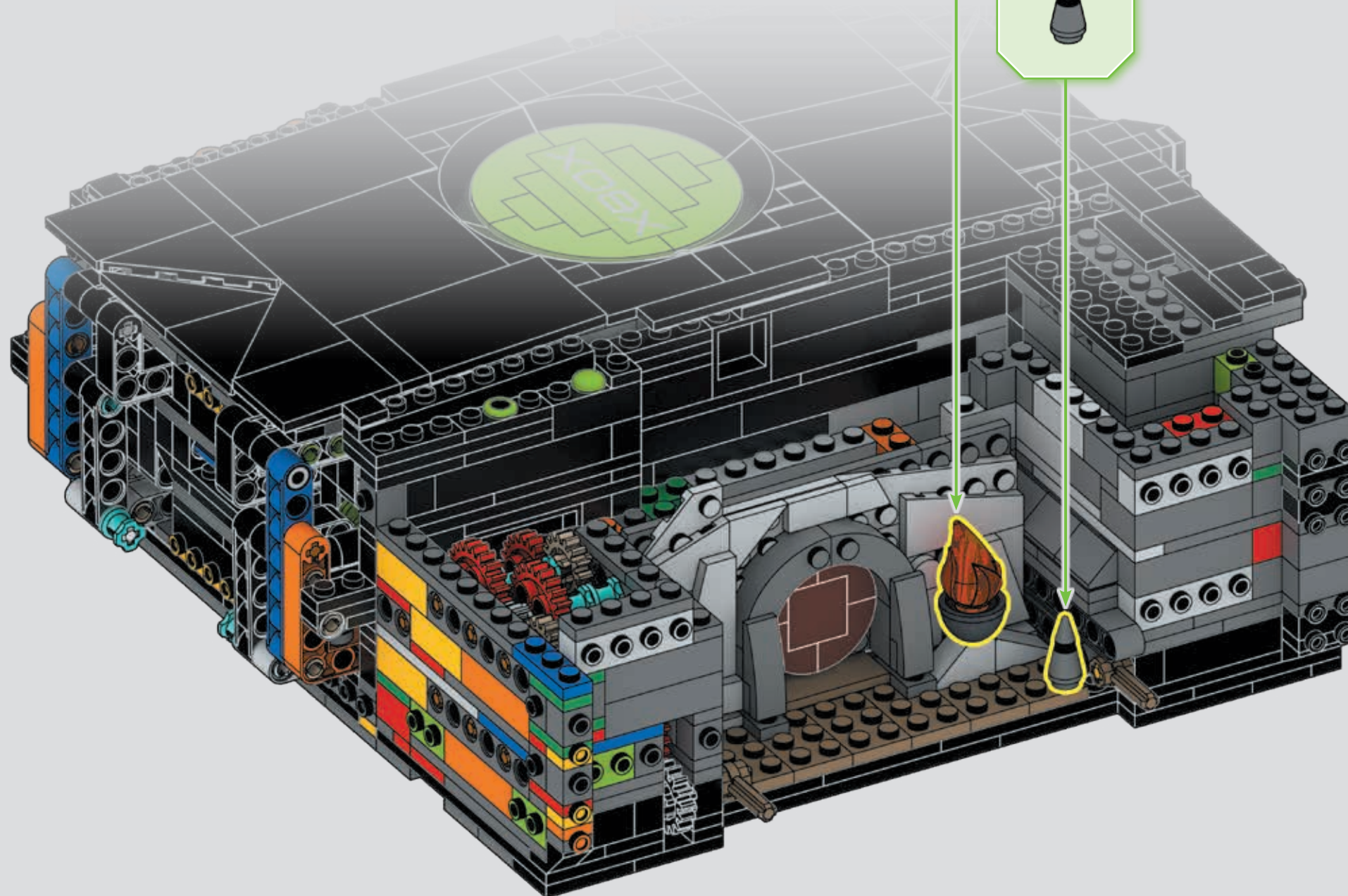
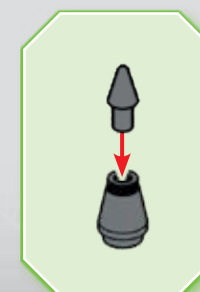
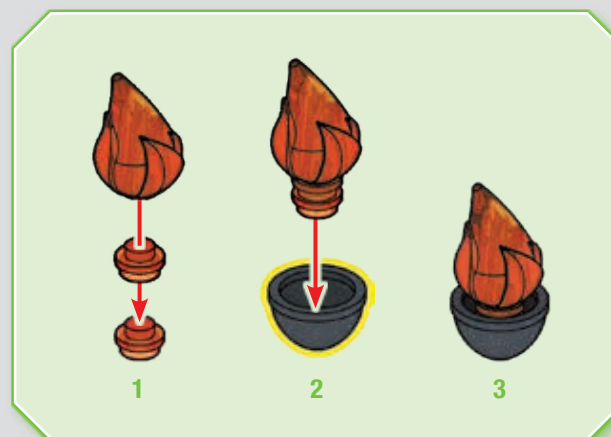
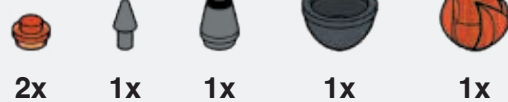
1x



1x



108



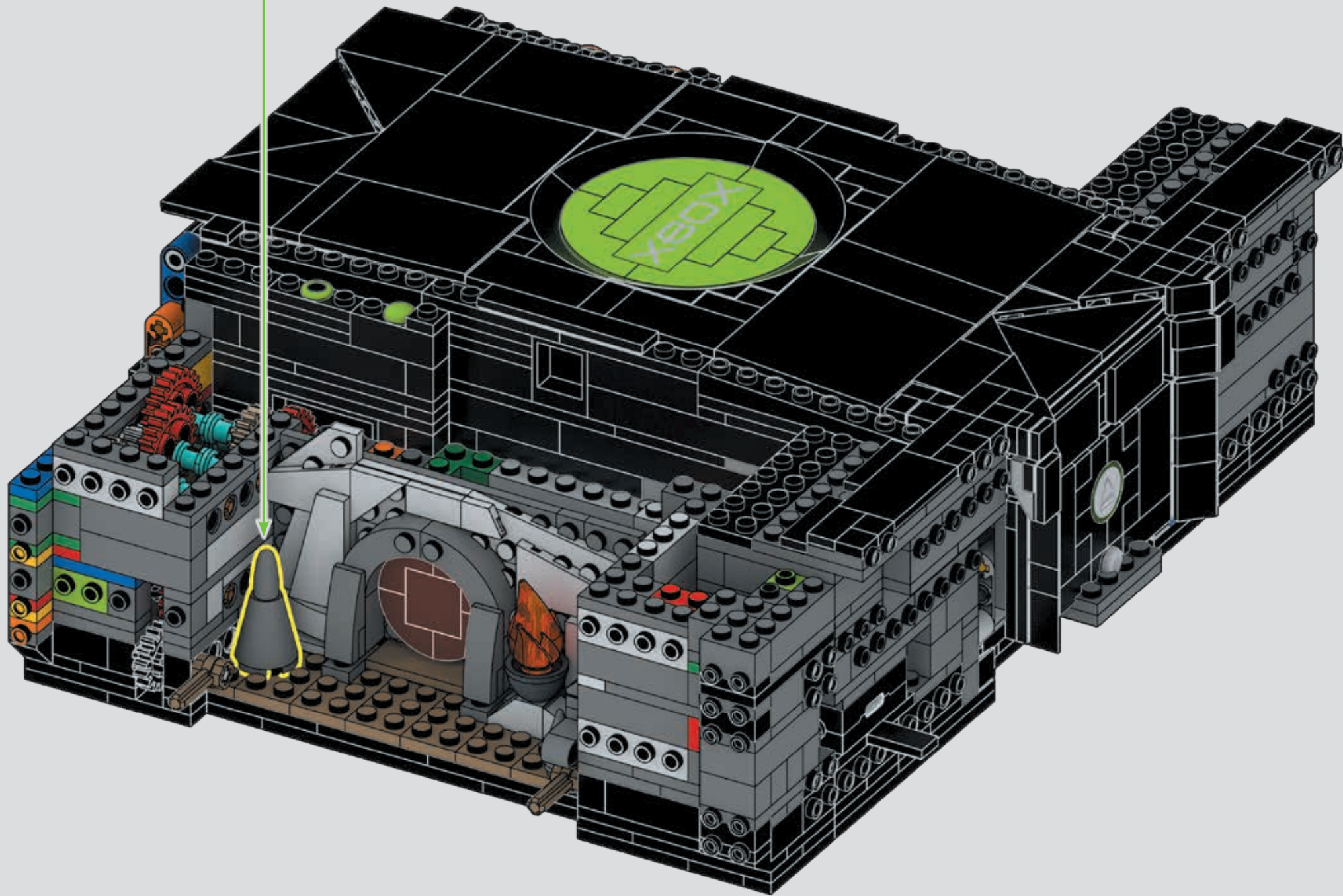
109

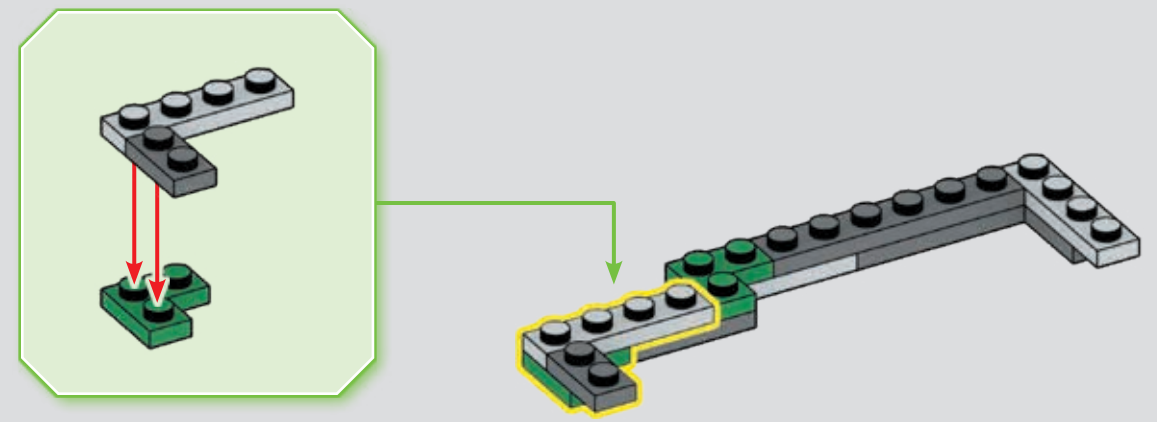
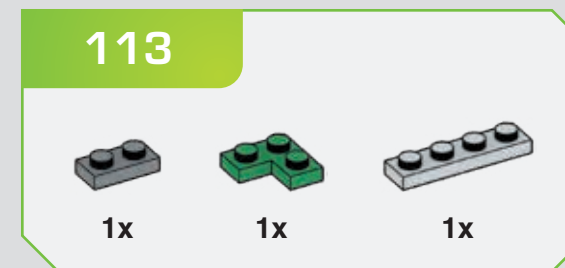
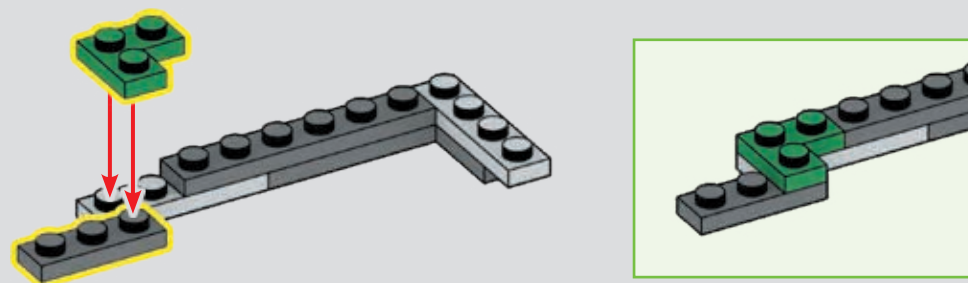
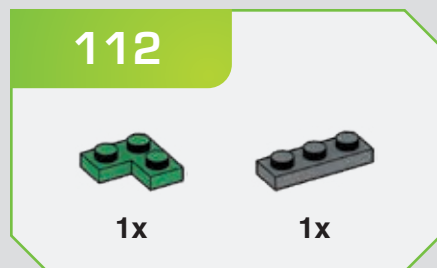
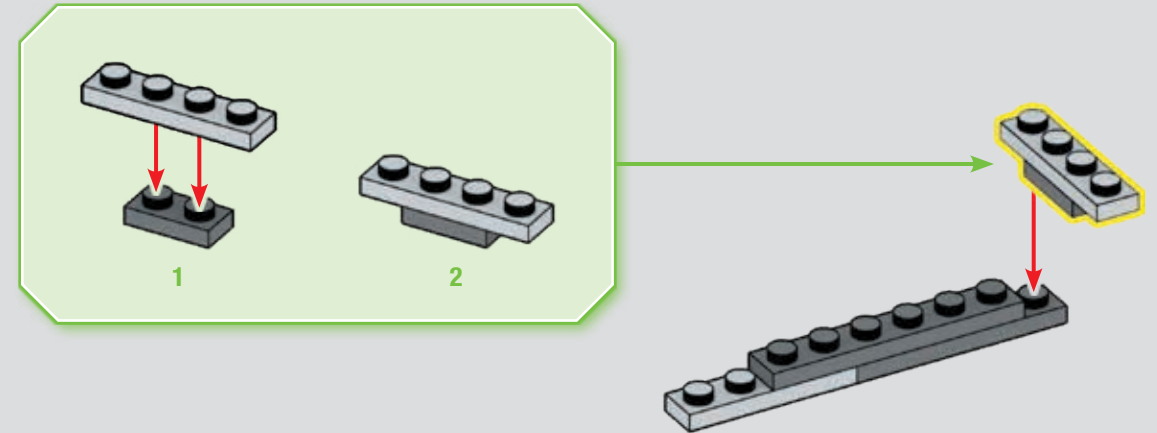
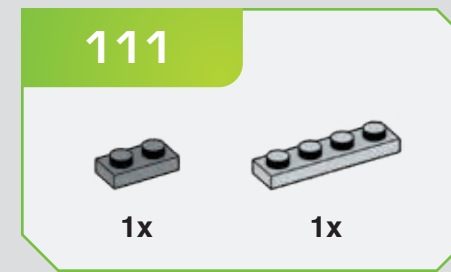
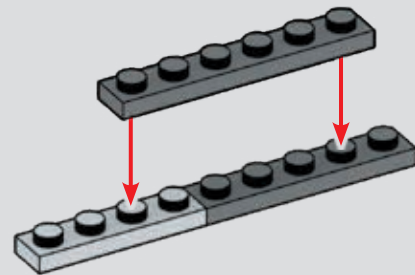
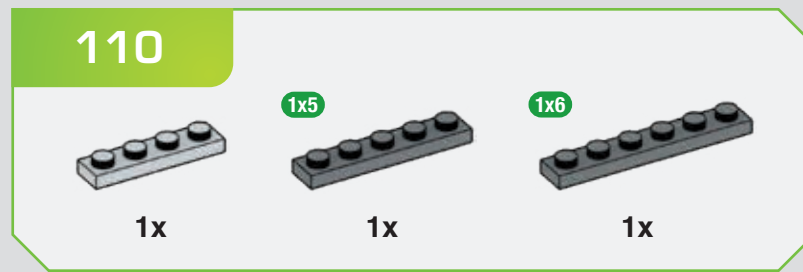


1x



1x



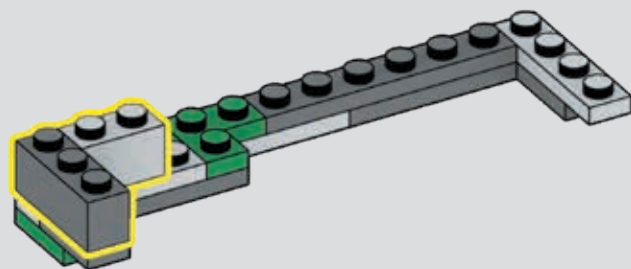


114



1x

1x



115



2x

1x



116



1x

2x



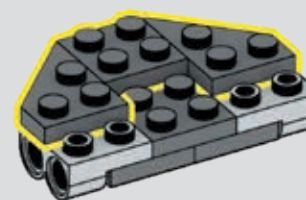
117



1x

1x

1x



118

2x5



1x

2x8



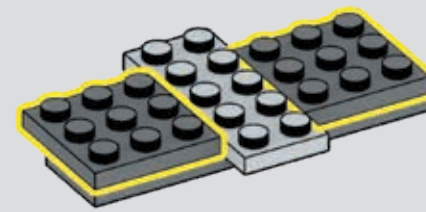
1x



119



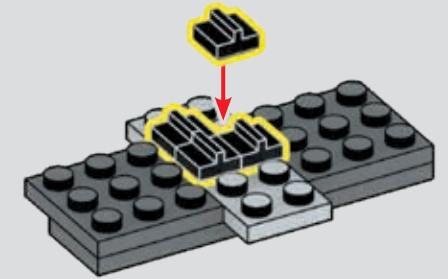
2x



120



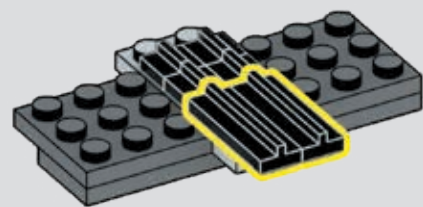
4x



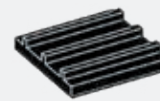
121



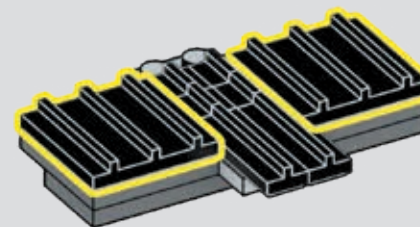
2x



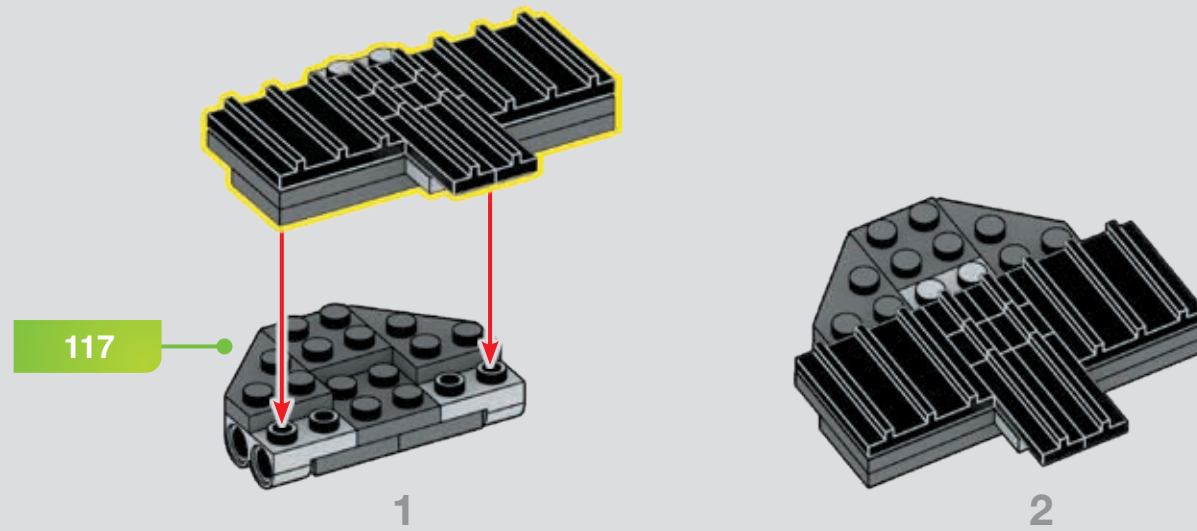
122



2x



123



7 custom pieces were designed to create the “ribs” on the console.

7 pièces sur mesure ont été conçues pour recréer les « nervures » de la console.

Hemos diseñado 7 piezas personalizadas para recrear las ranuras de la consola.

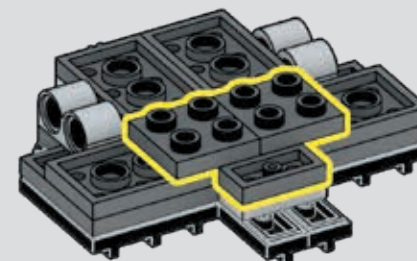
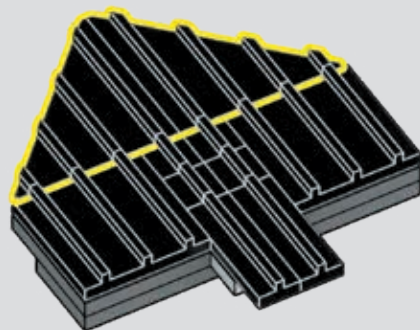
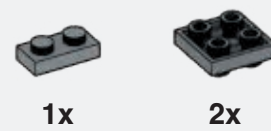
7 individuelle Teile stellen das „Gerippe“ der Konsole dar.



124



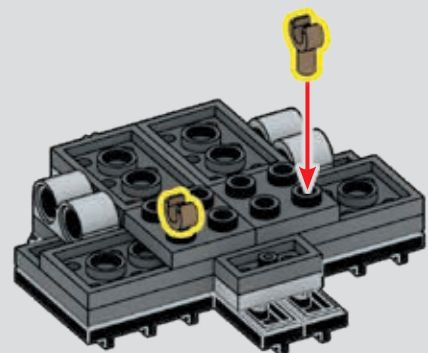
125



126



2x



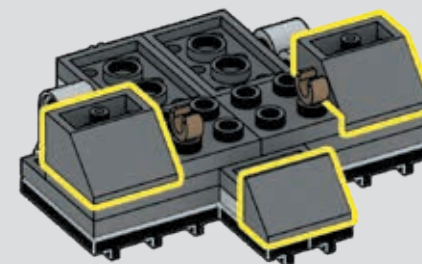
127



1x



2x



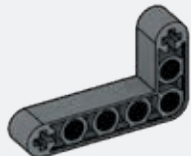
128



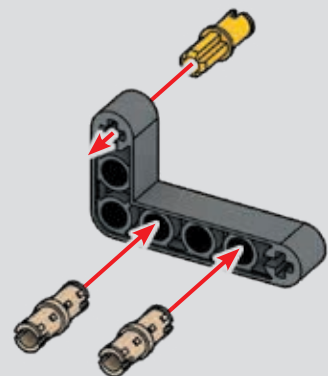
1x



2x



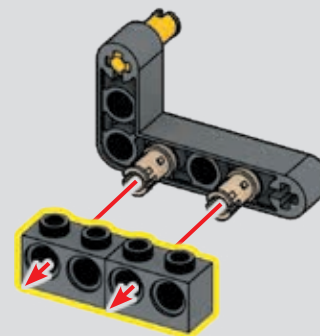
1x



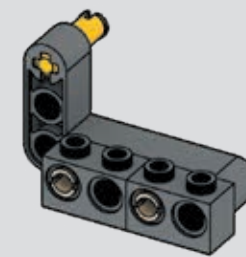
129



2x

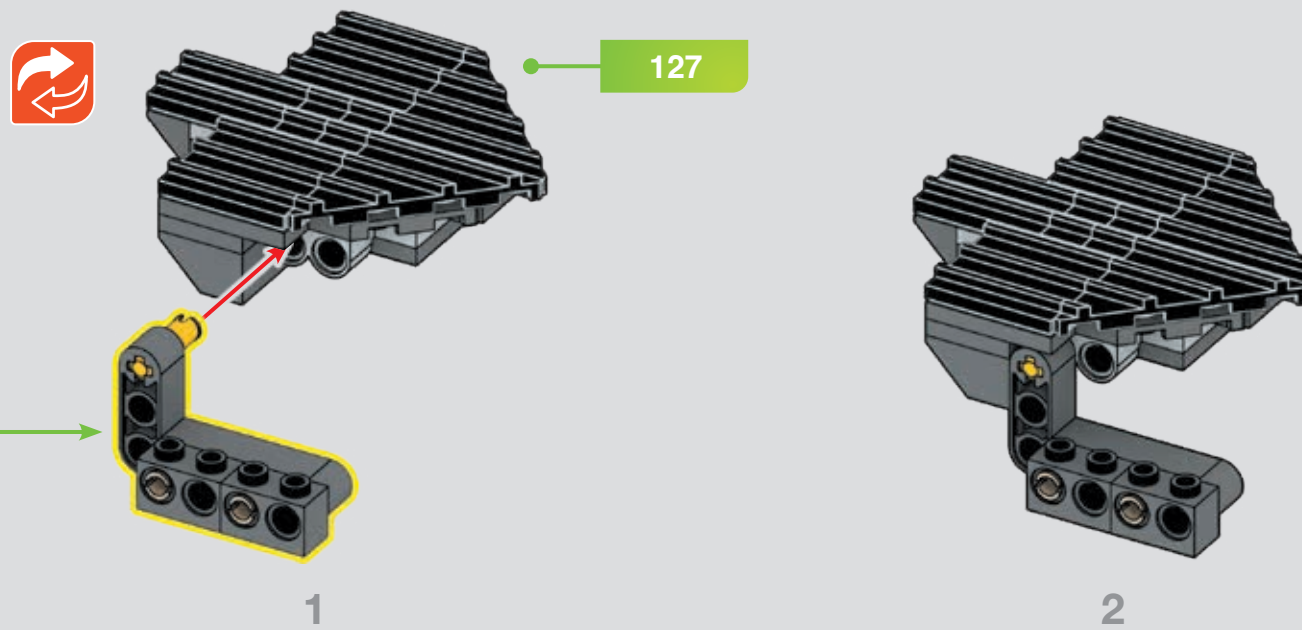


1

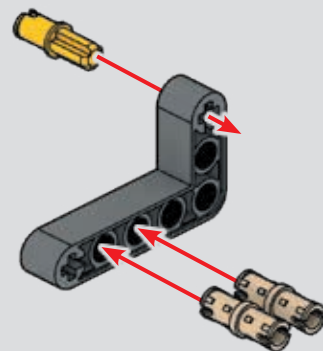


2

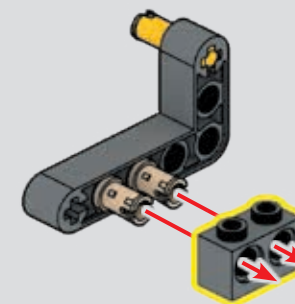




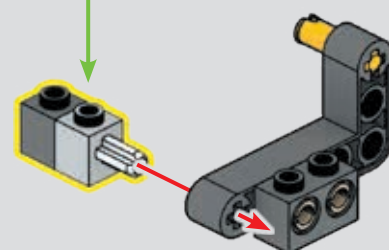
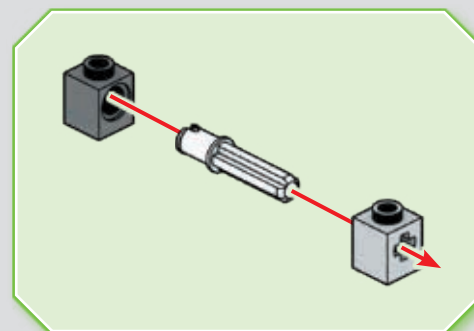
131



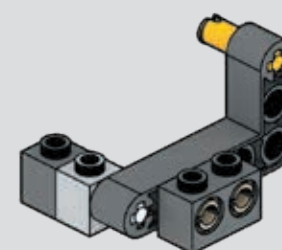
132



133

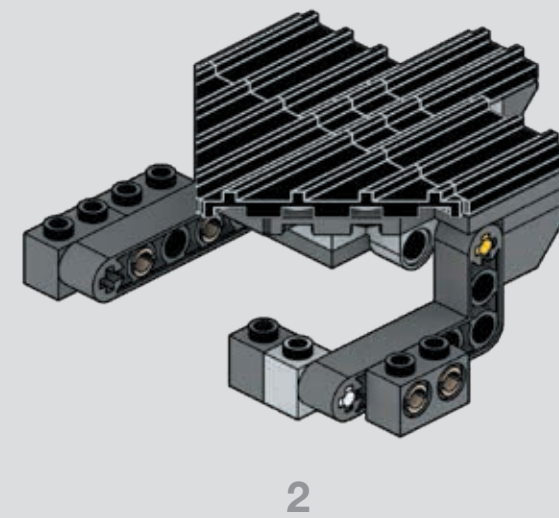
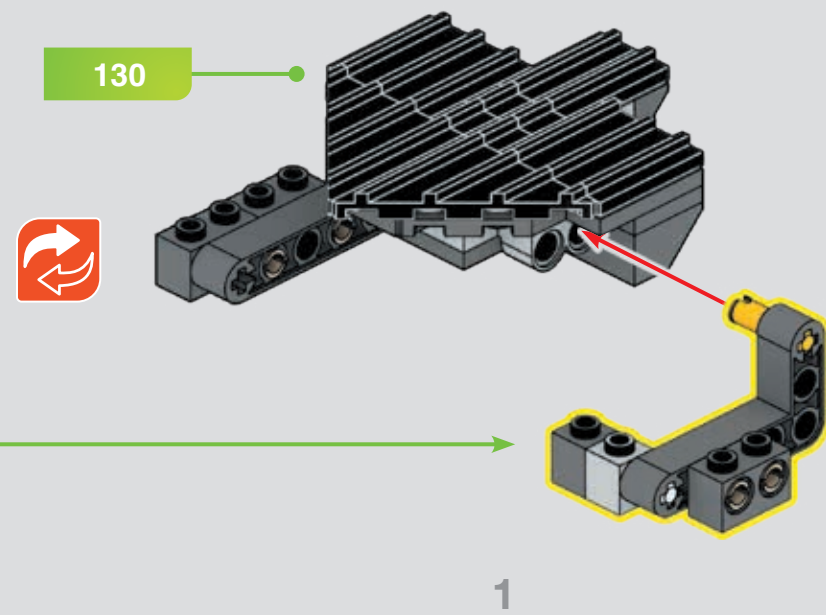


1

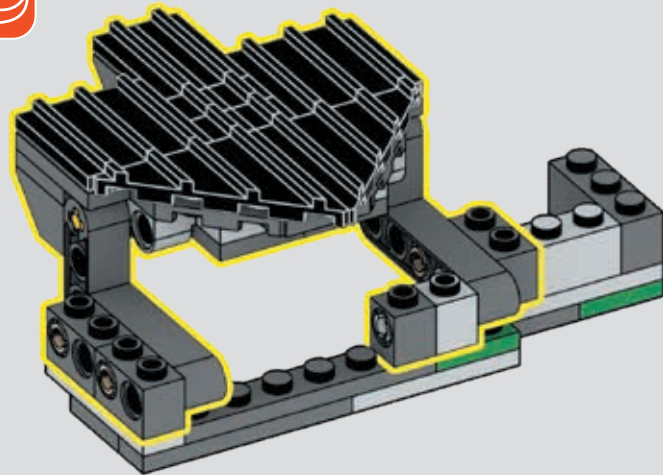


2





135



114

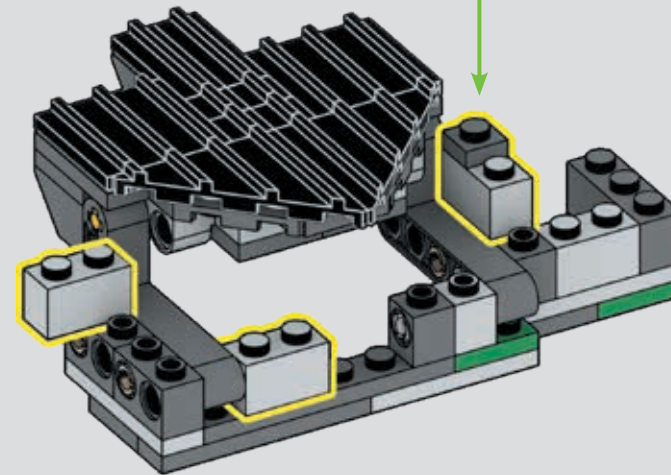
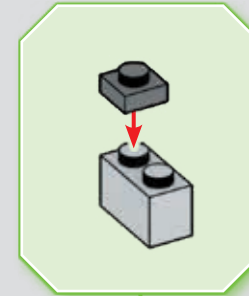
136



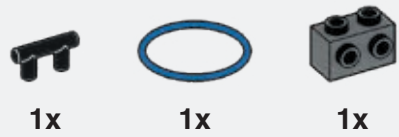
1x



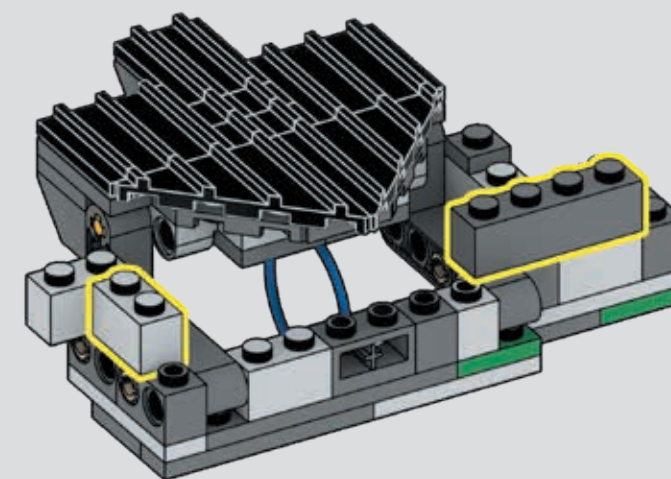
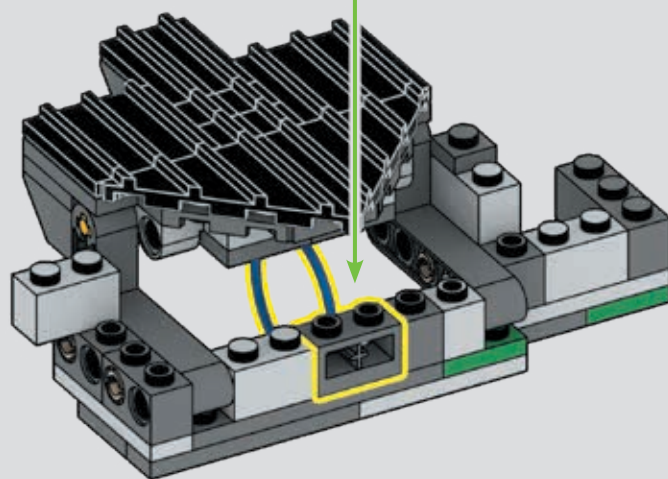
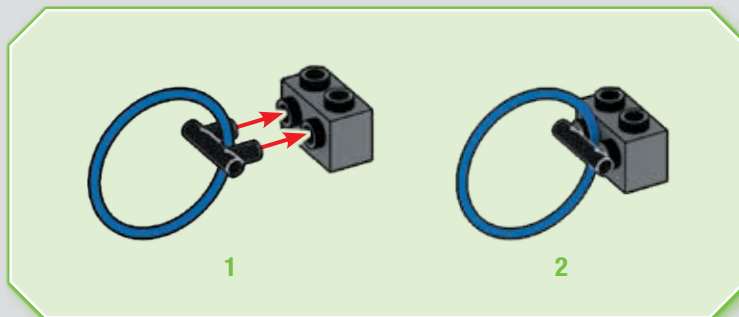
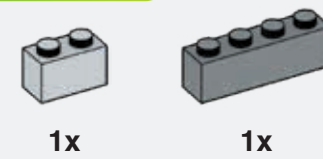
3x



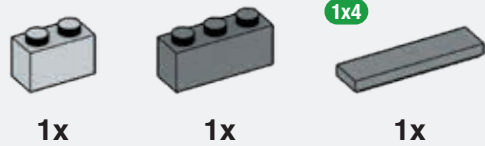
137



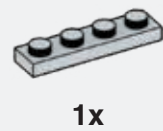
138



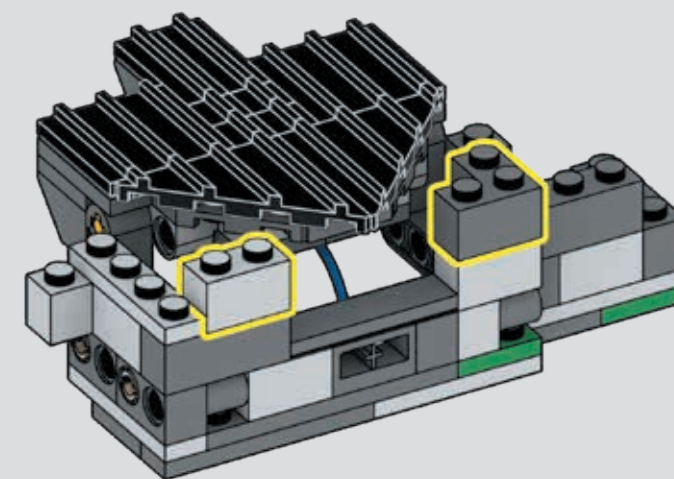
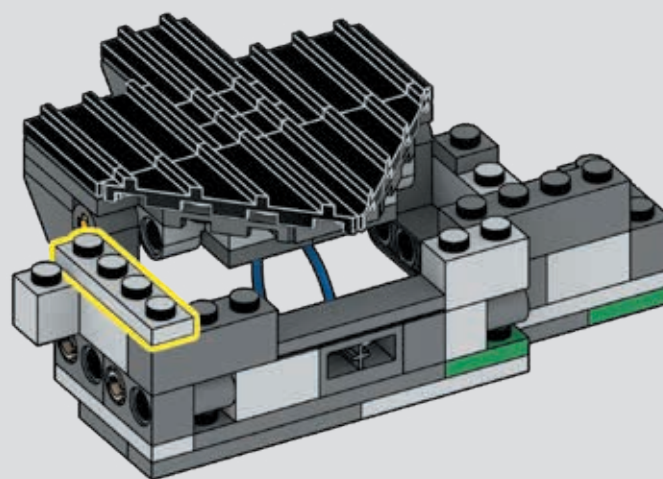
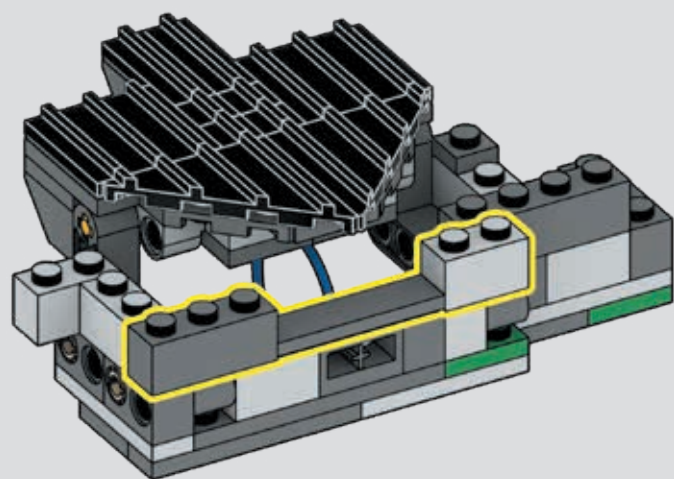
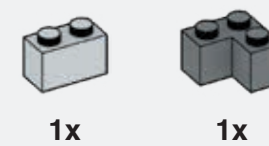
139



140



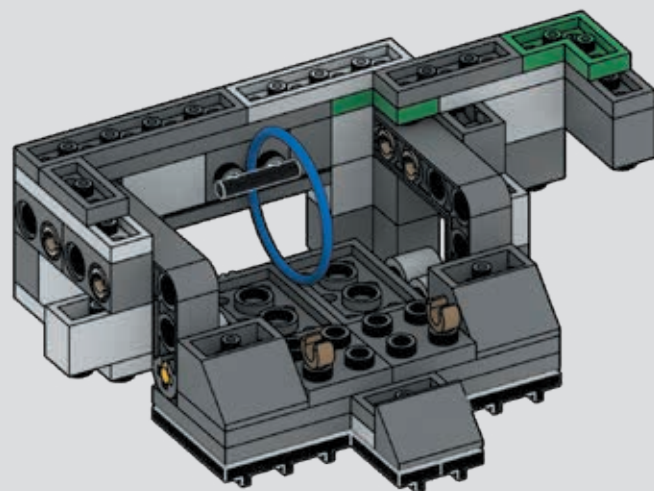
141



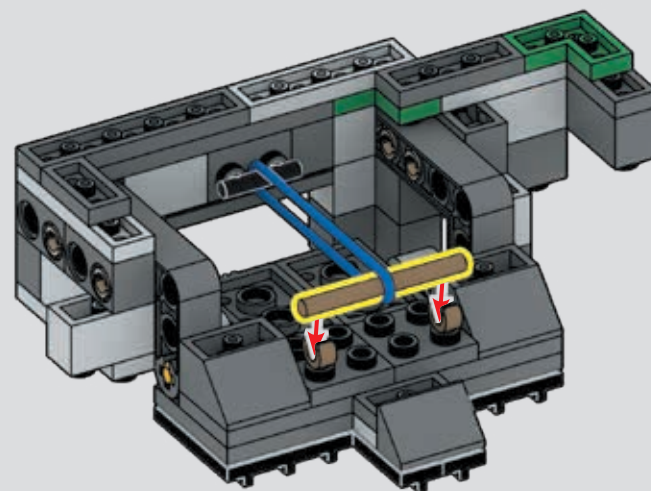
142



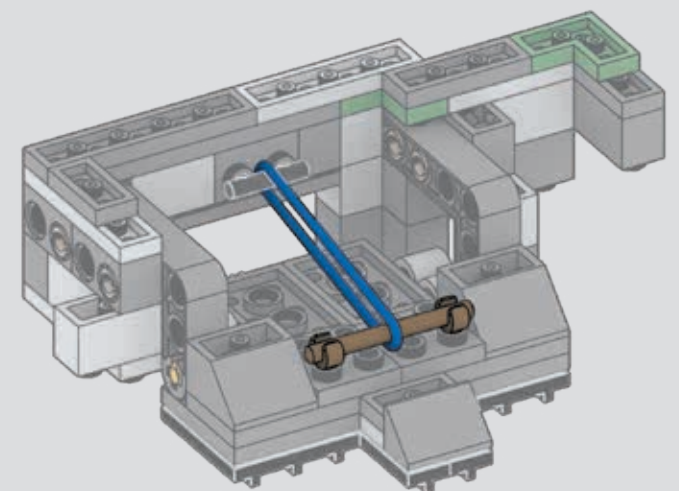
1x



1

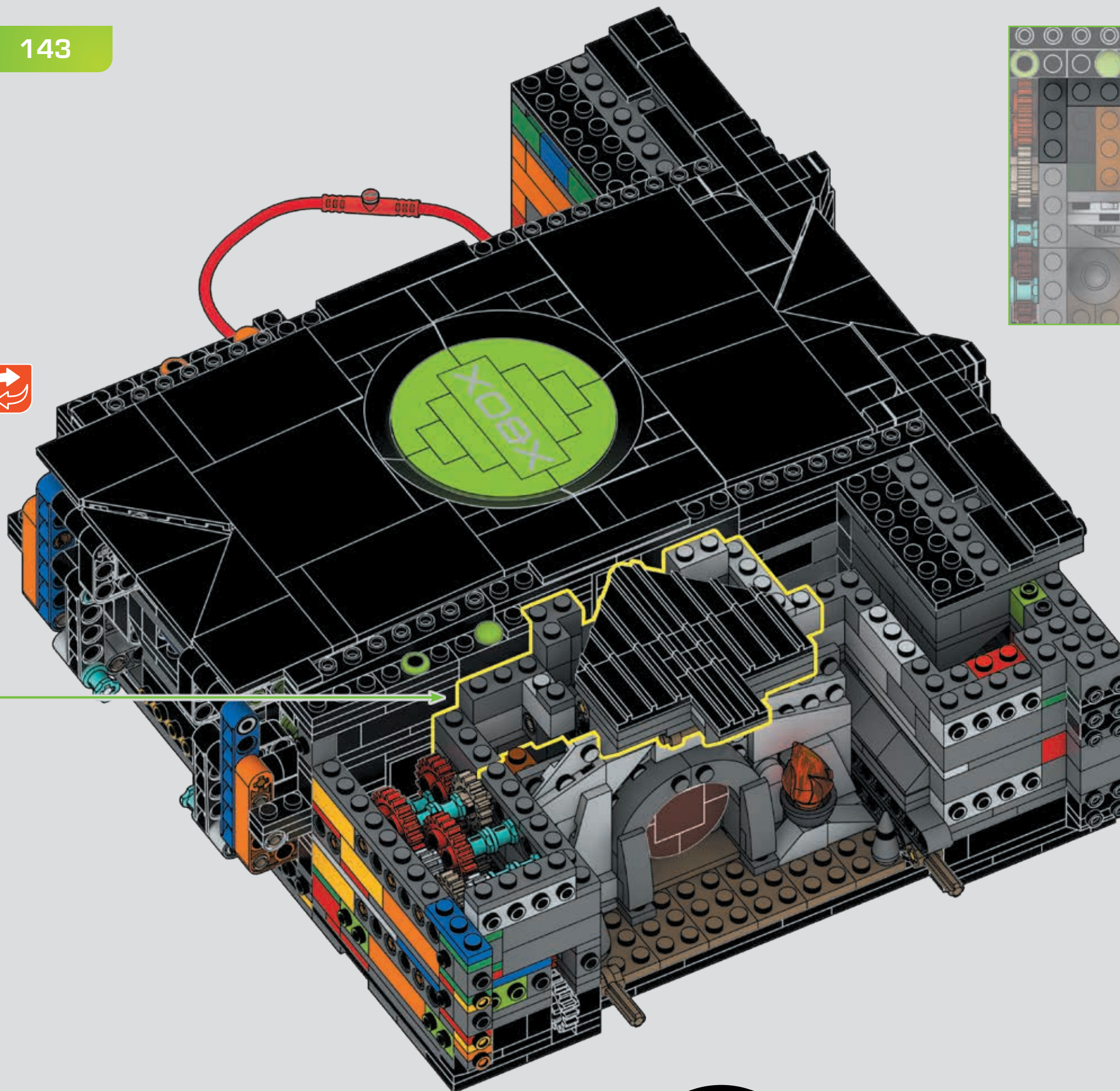
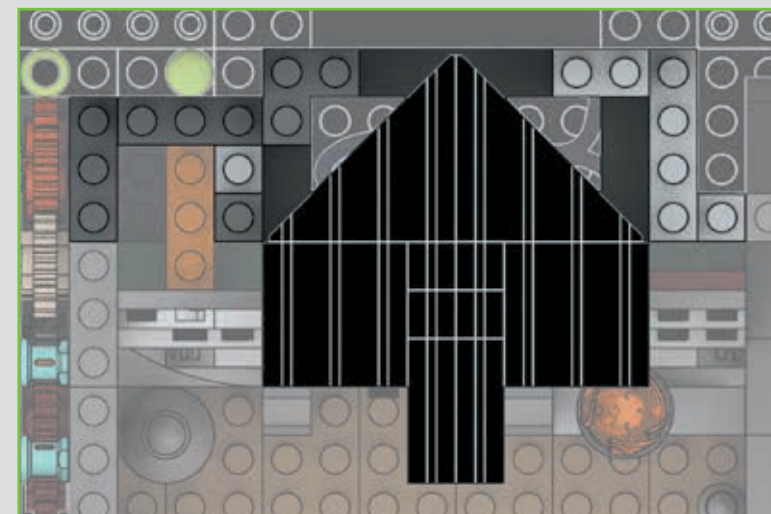


2



3





144



1x

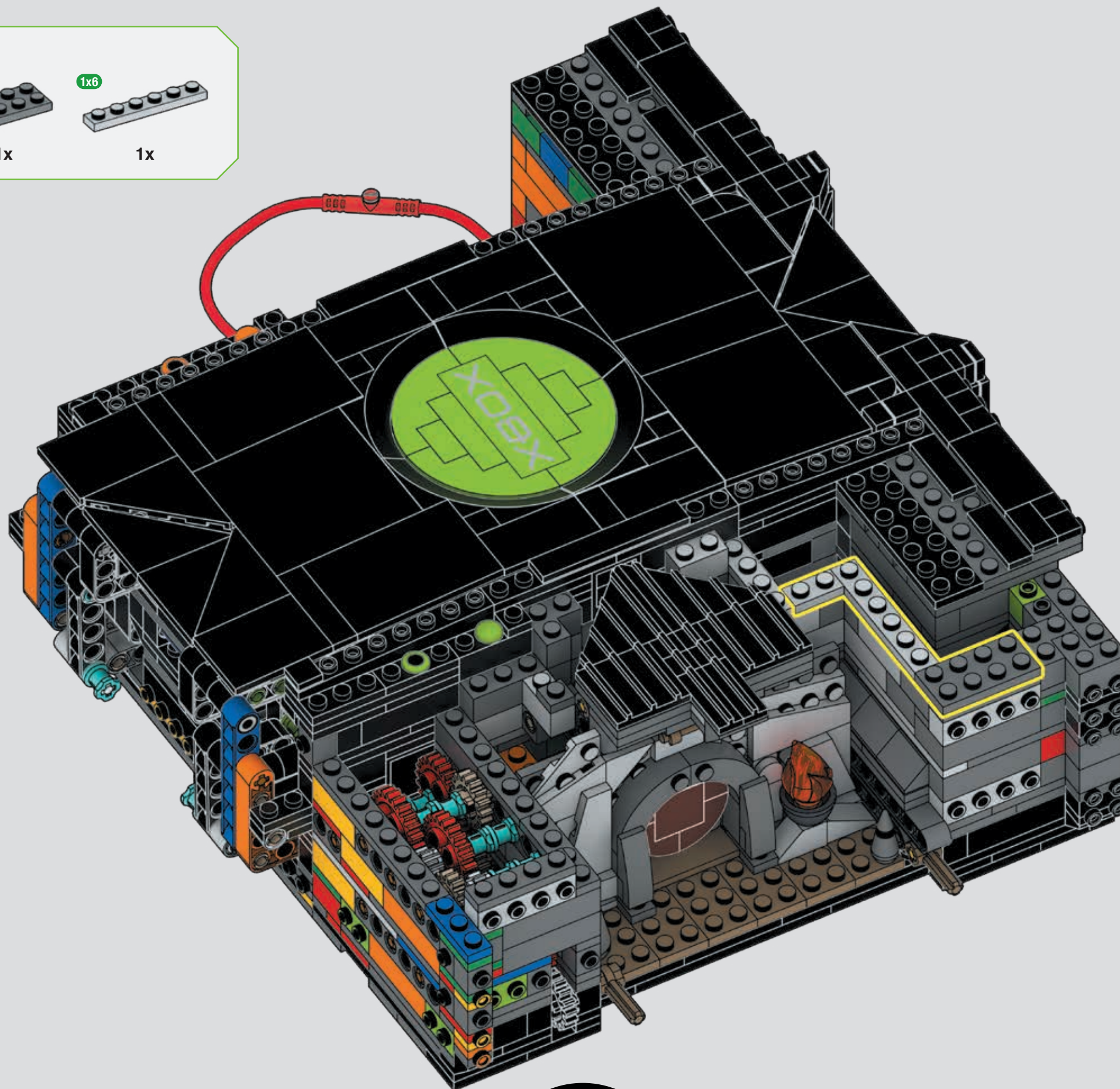


1x

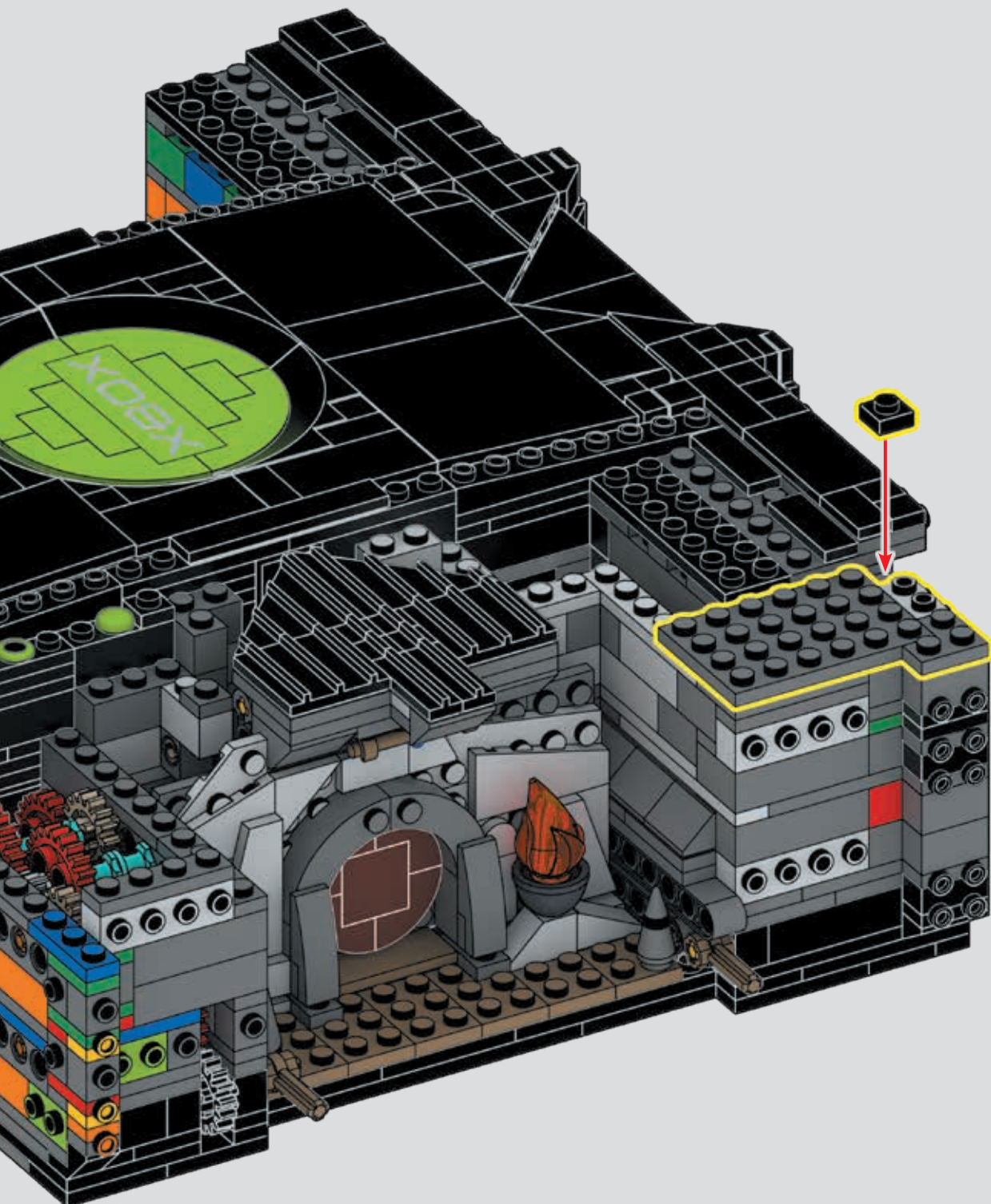
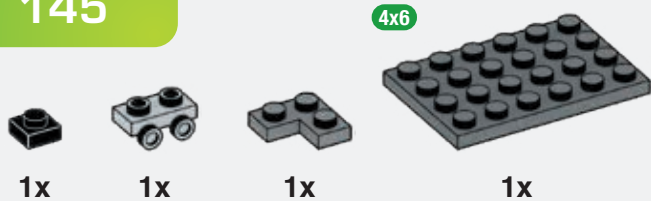
1x6



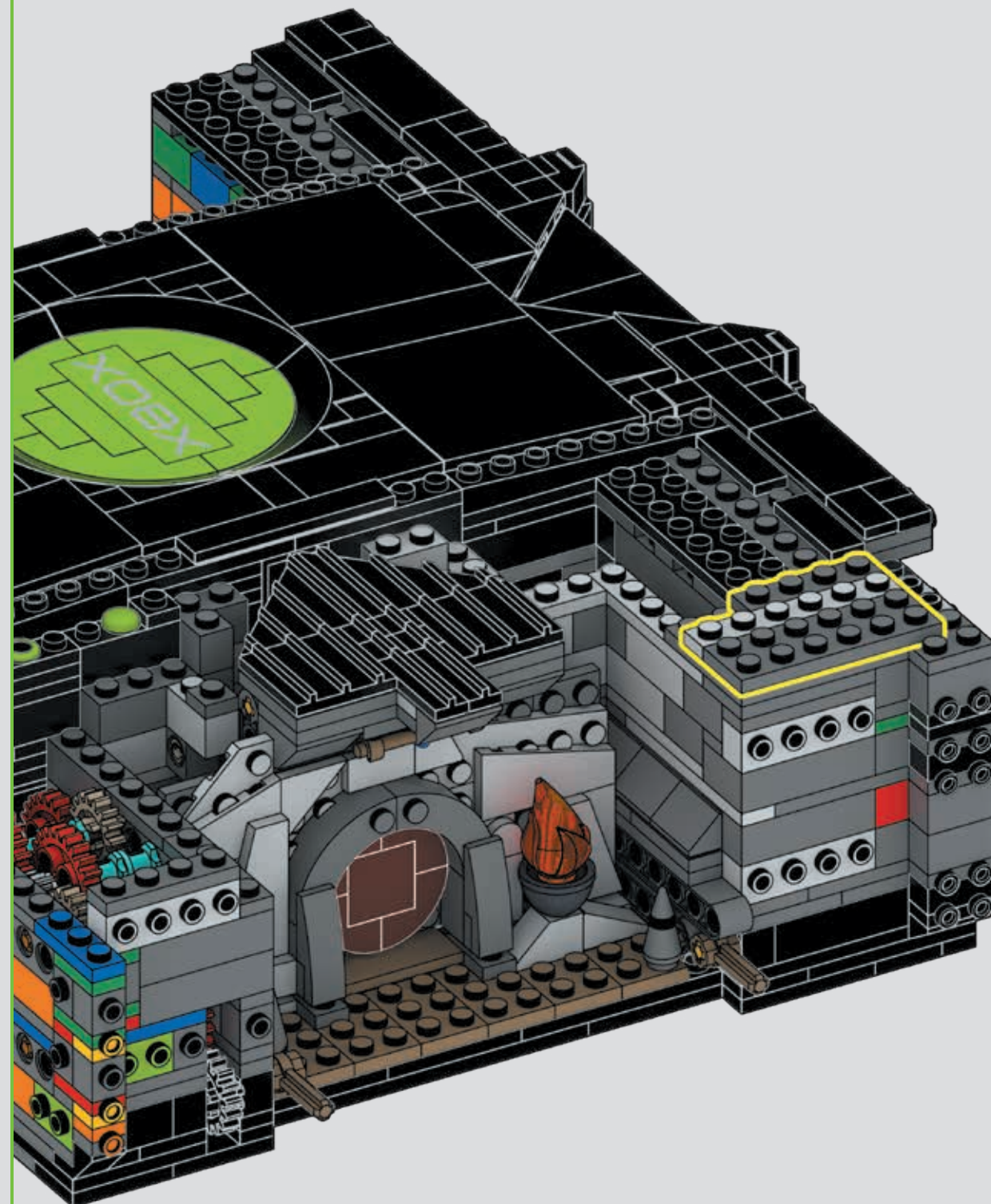
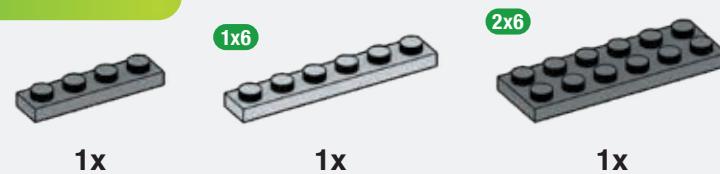
1x



145



146



147



1x

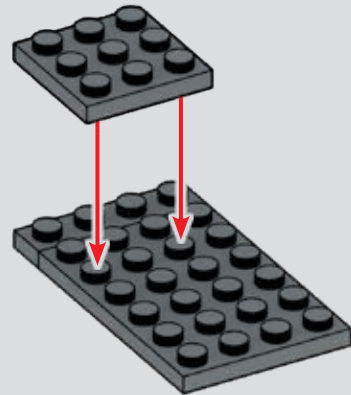


1x

4x6



1x



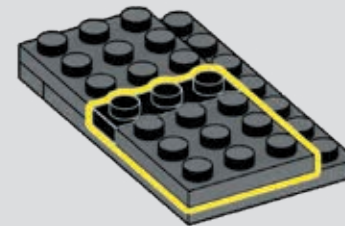
148



1x



1x

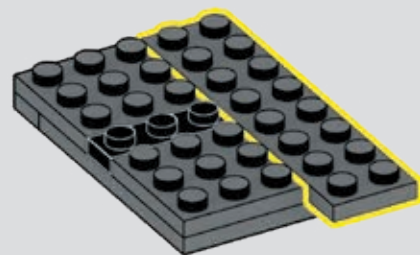


149

2x8



1x



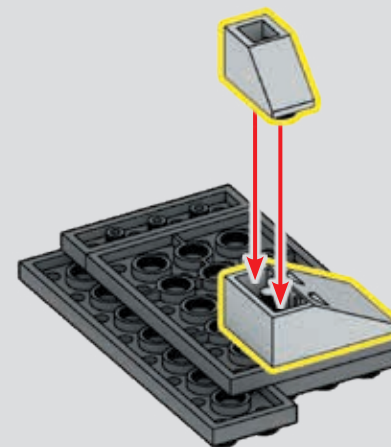
150



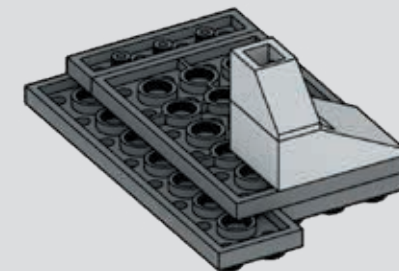
1x



1x



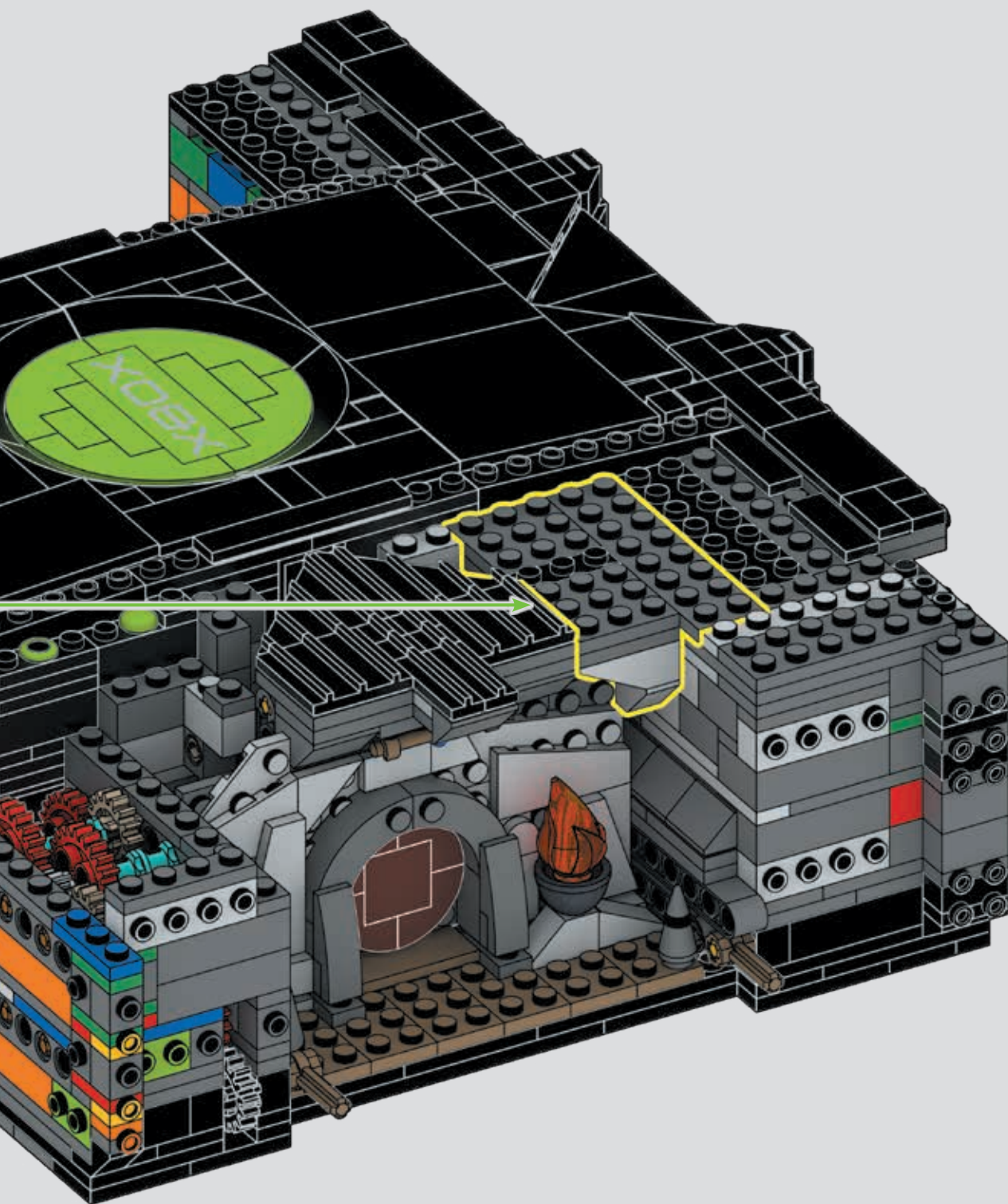
1



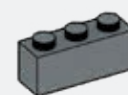
2



151



152

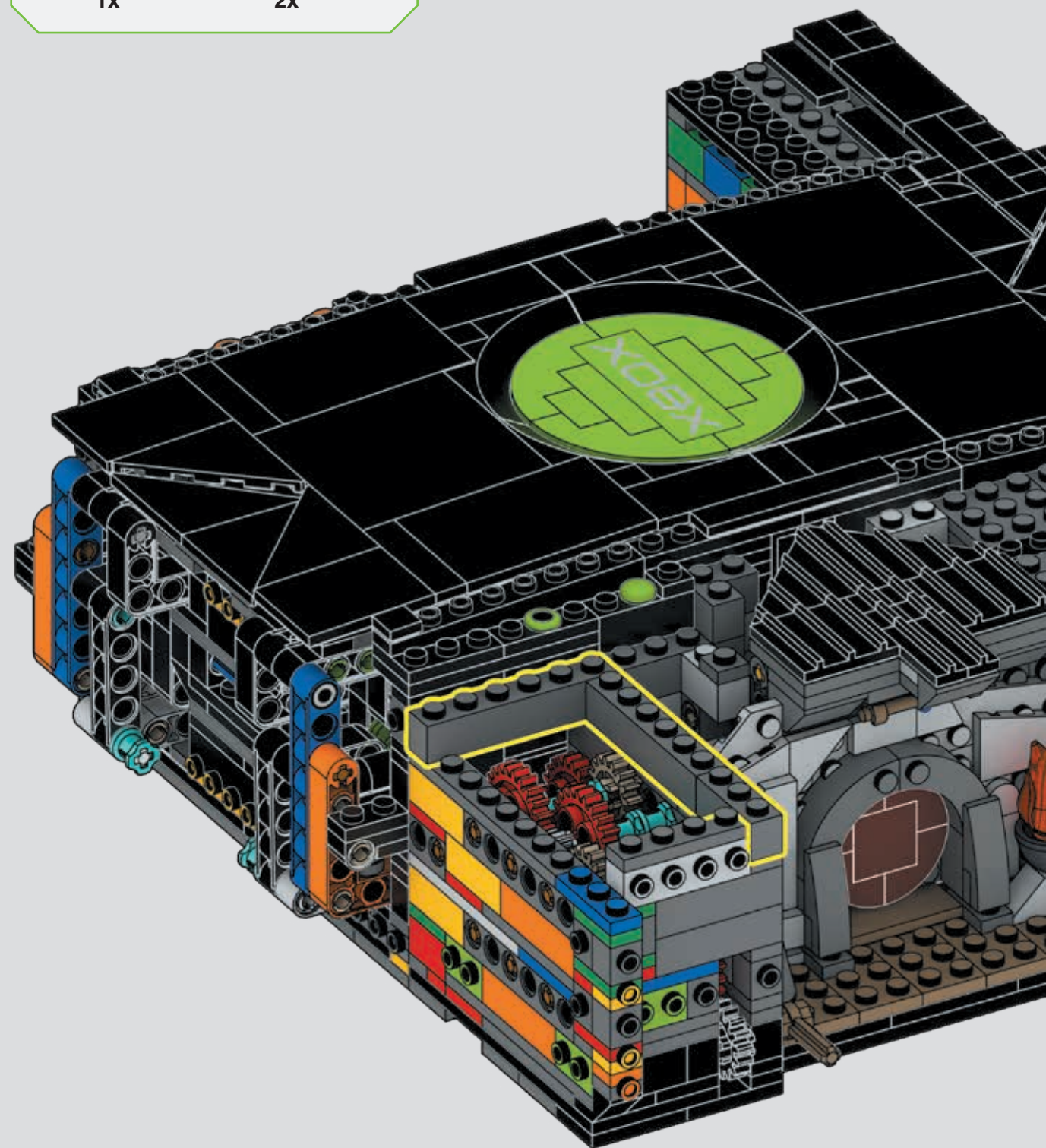


1x

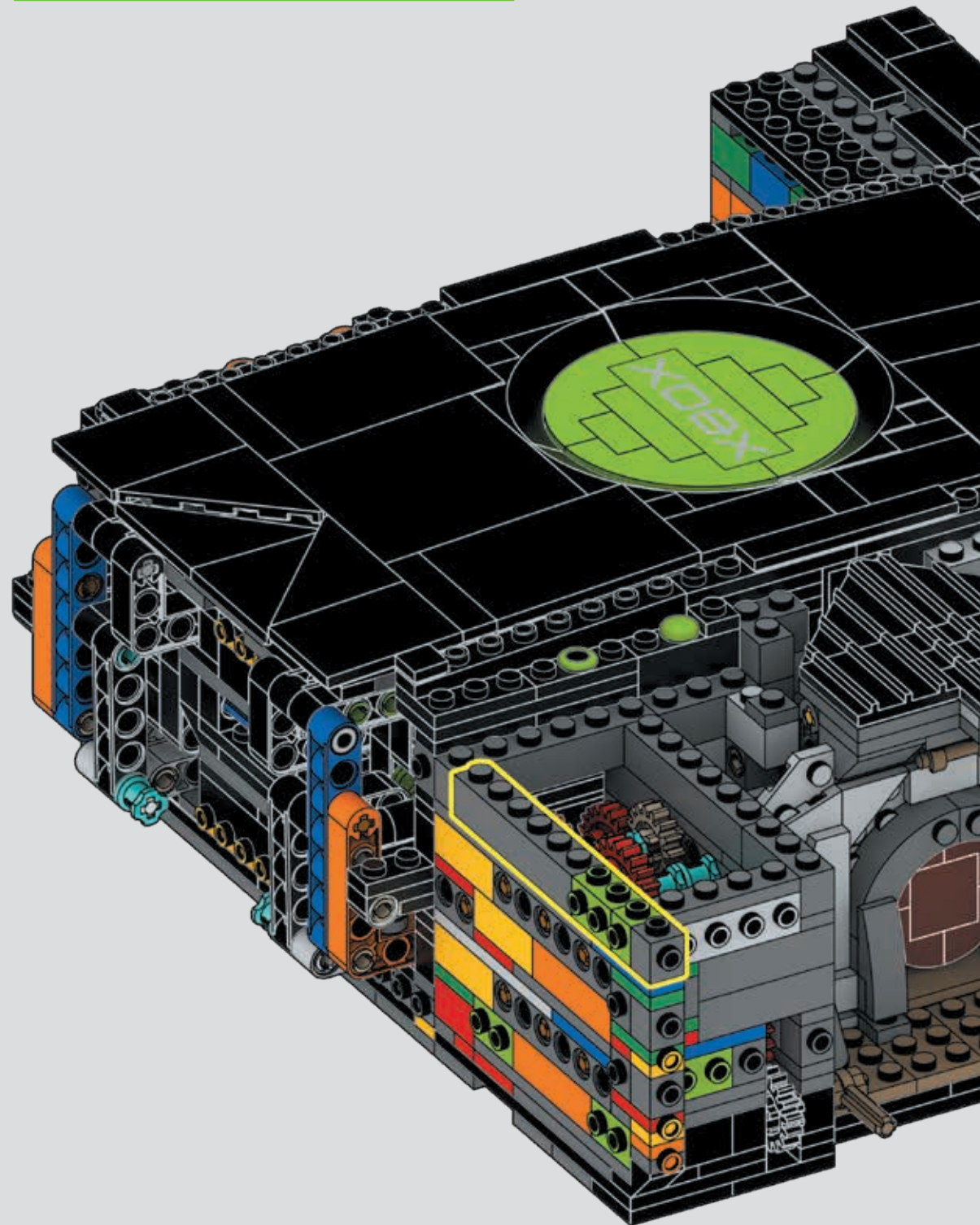
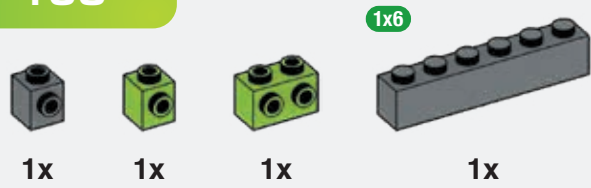
1x6



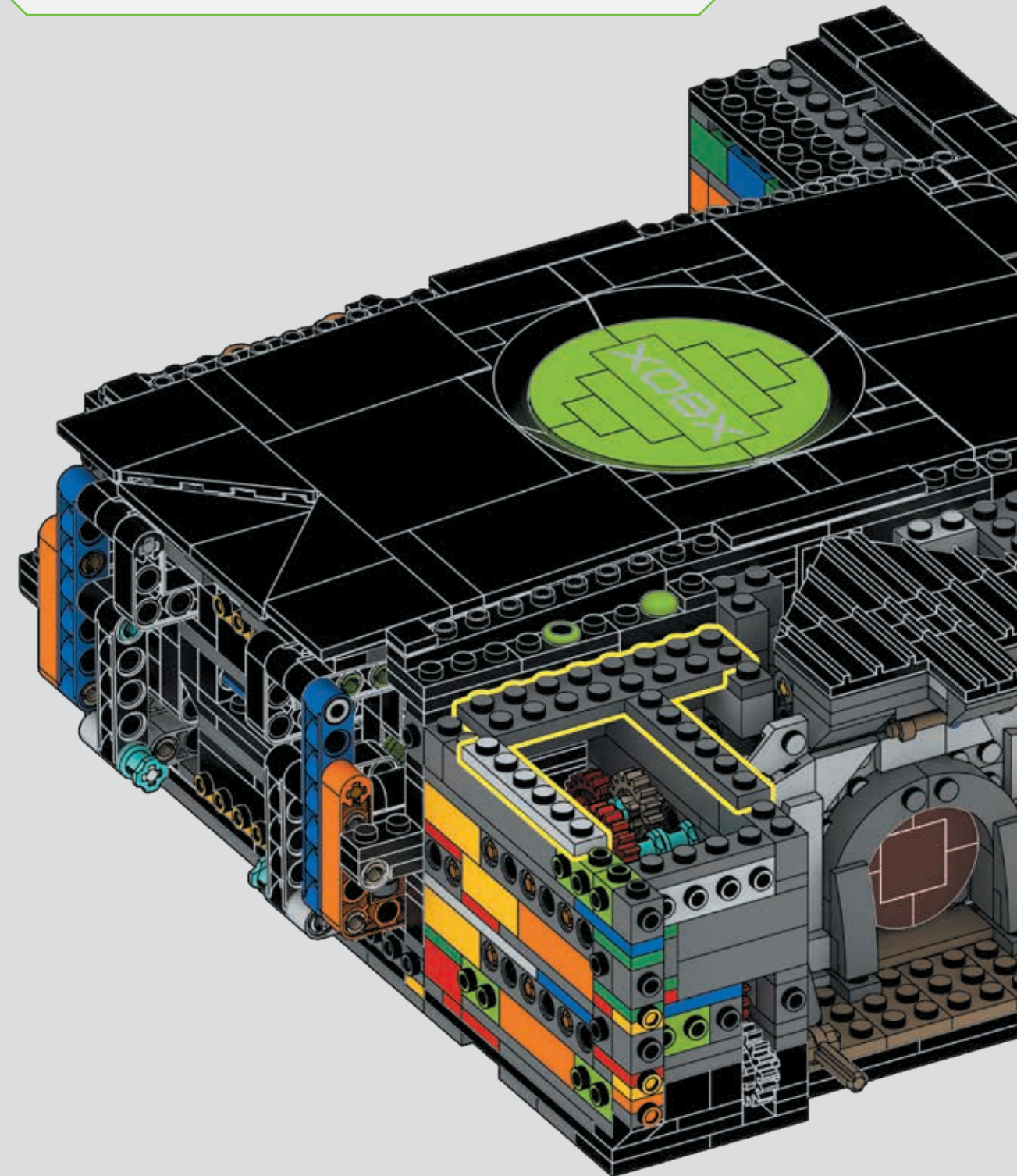
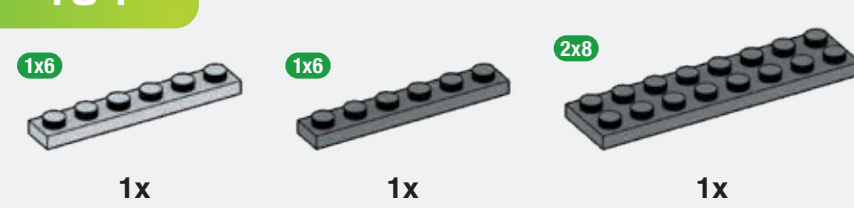
2x



153



154



155

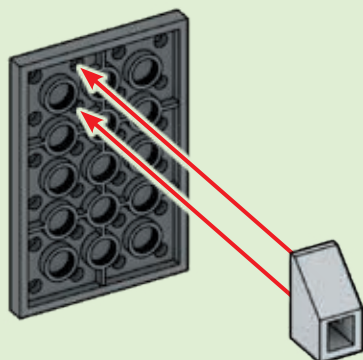
4x6



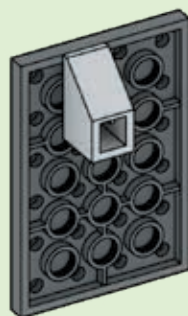
1x



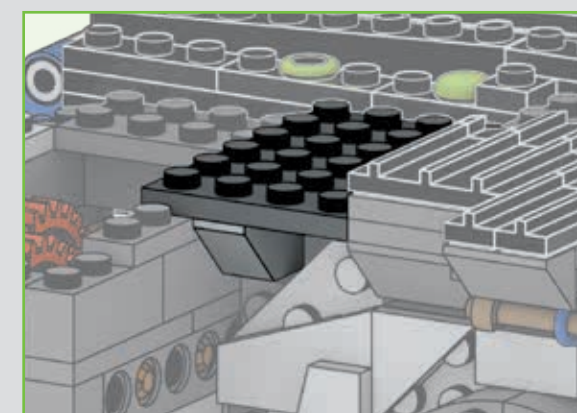
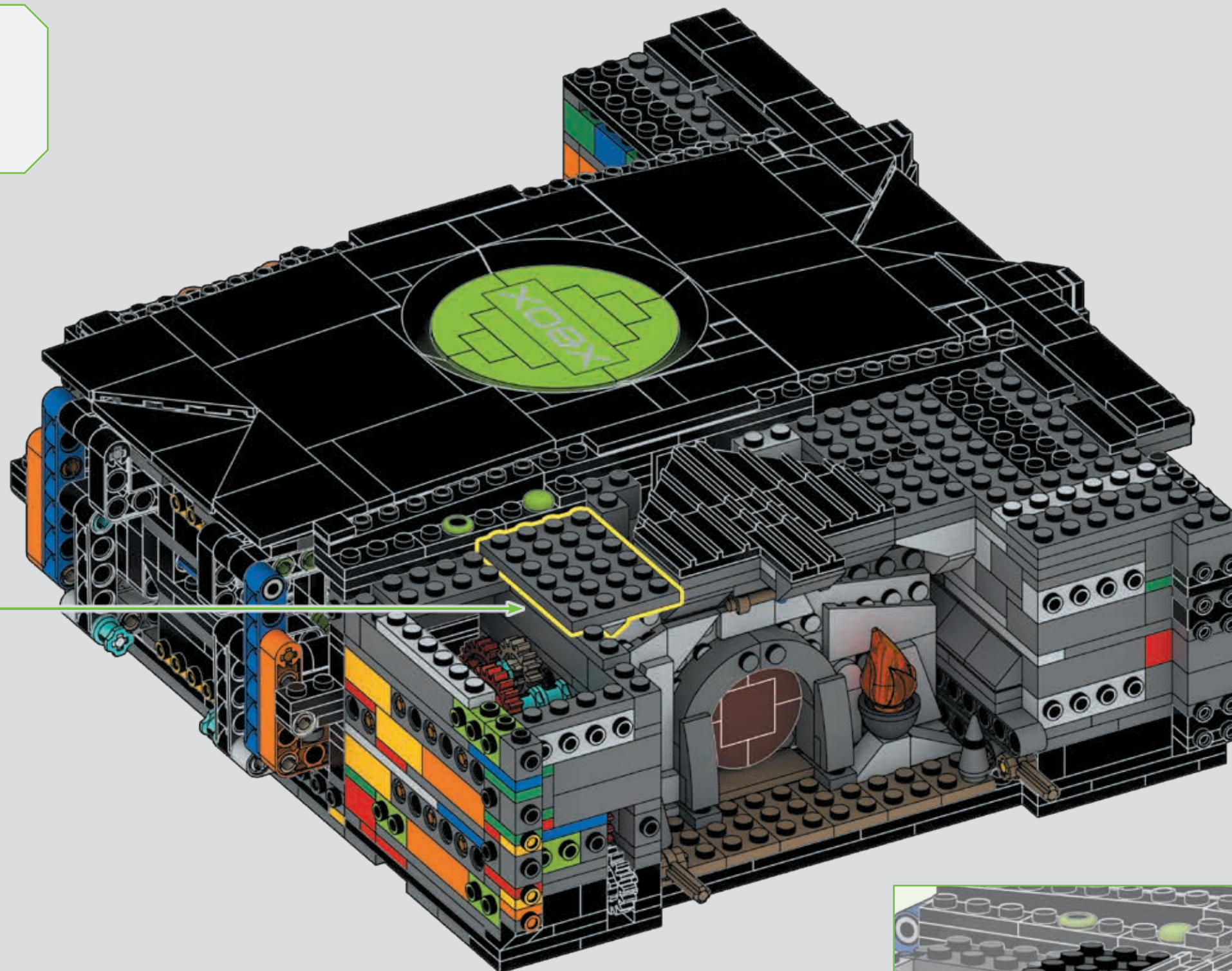
1x



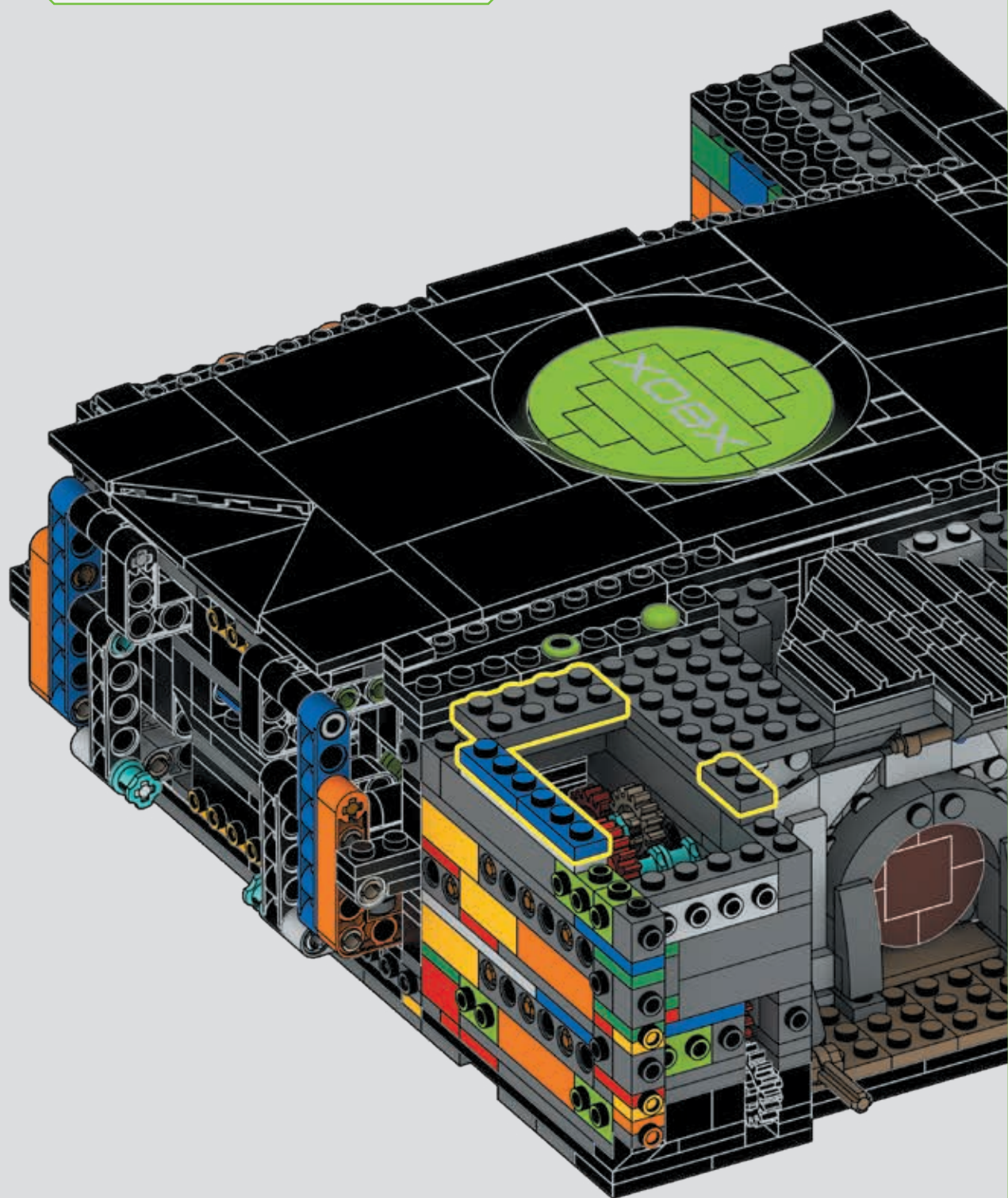
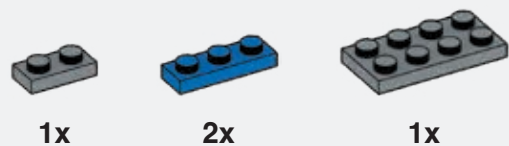
1



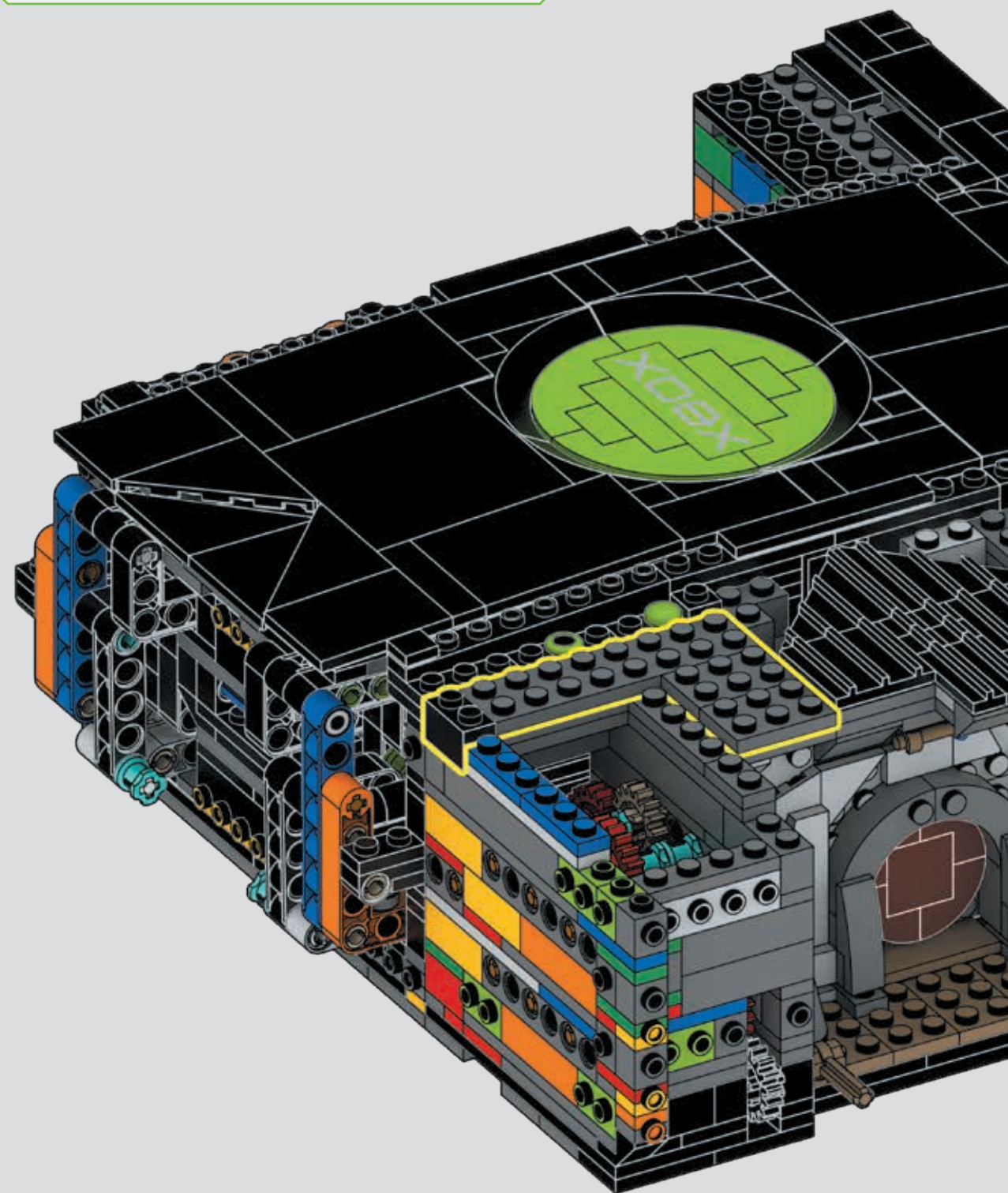
2



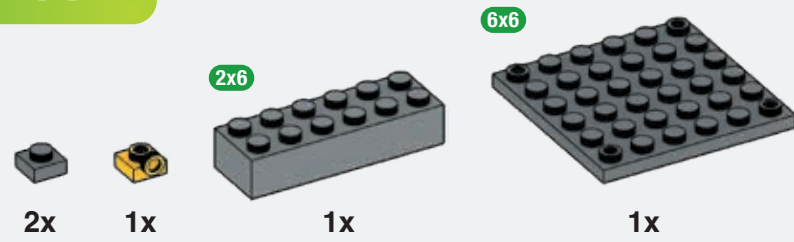
156



157



158

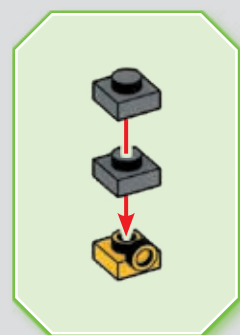
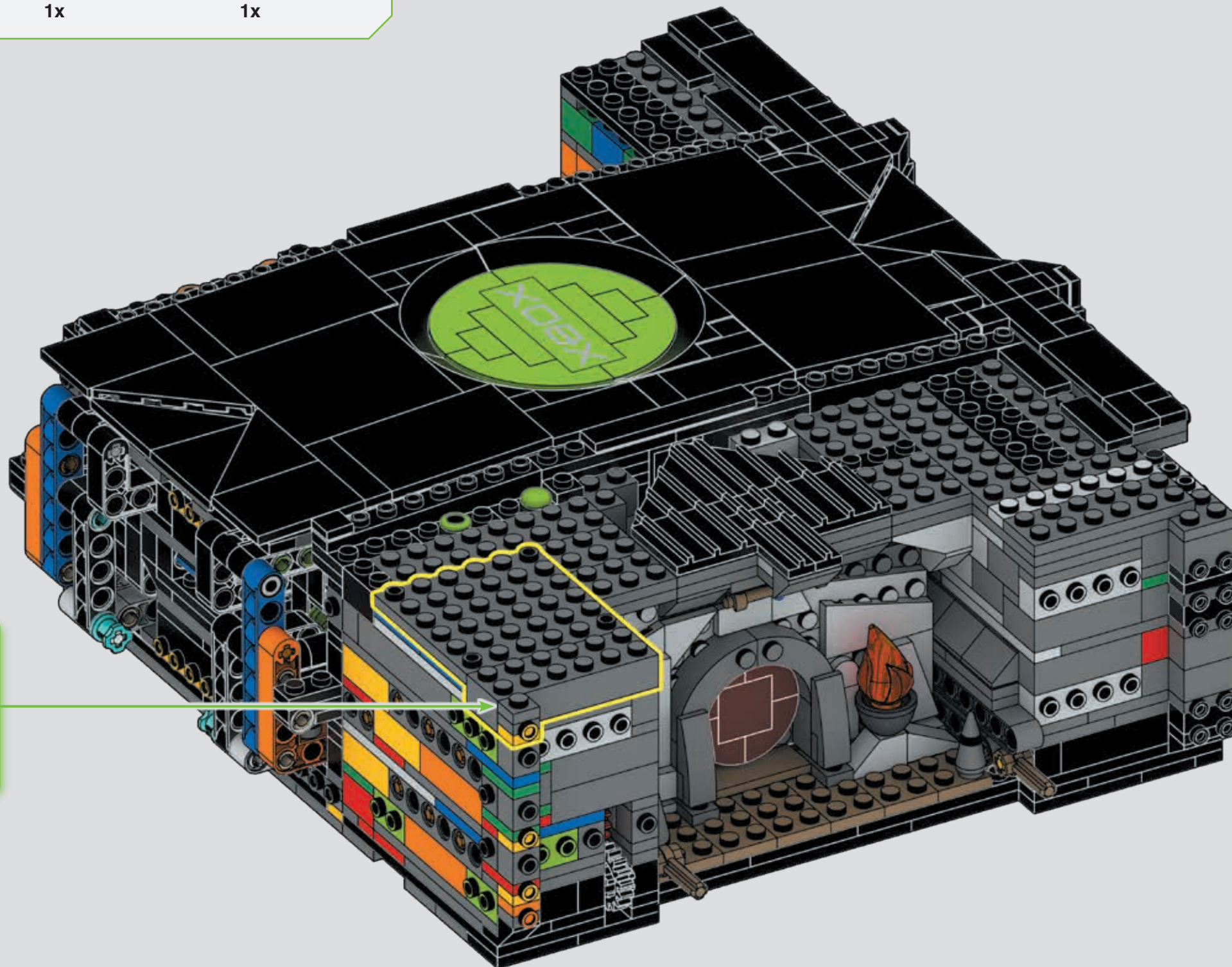


2x

1x

1x

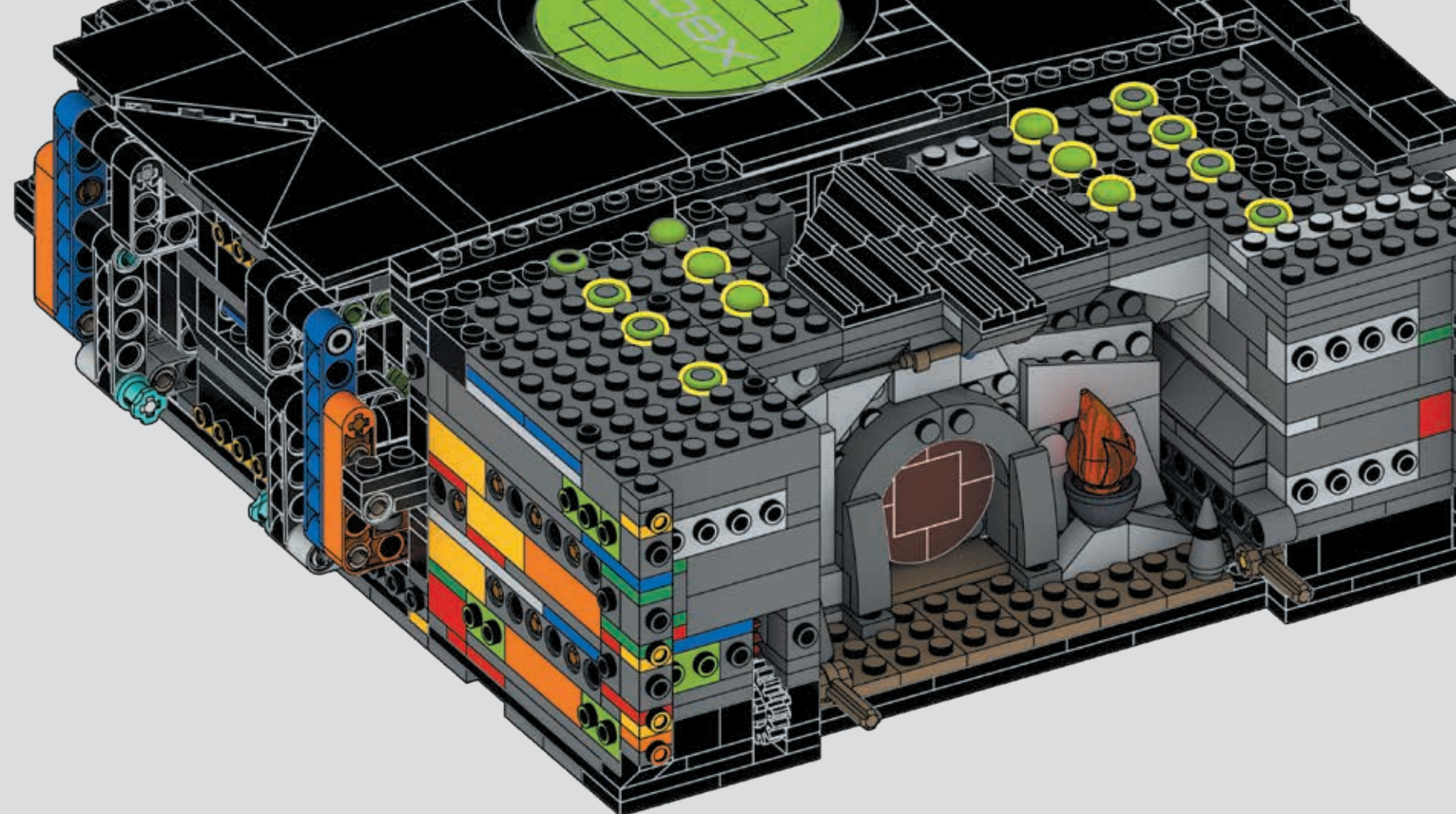
1x





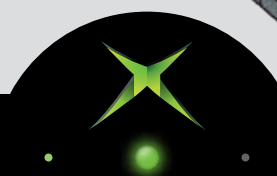
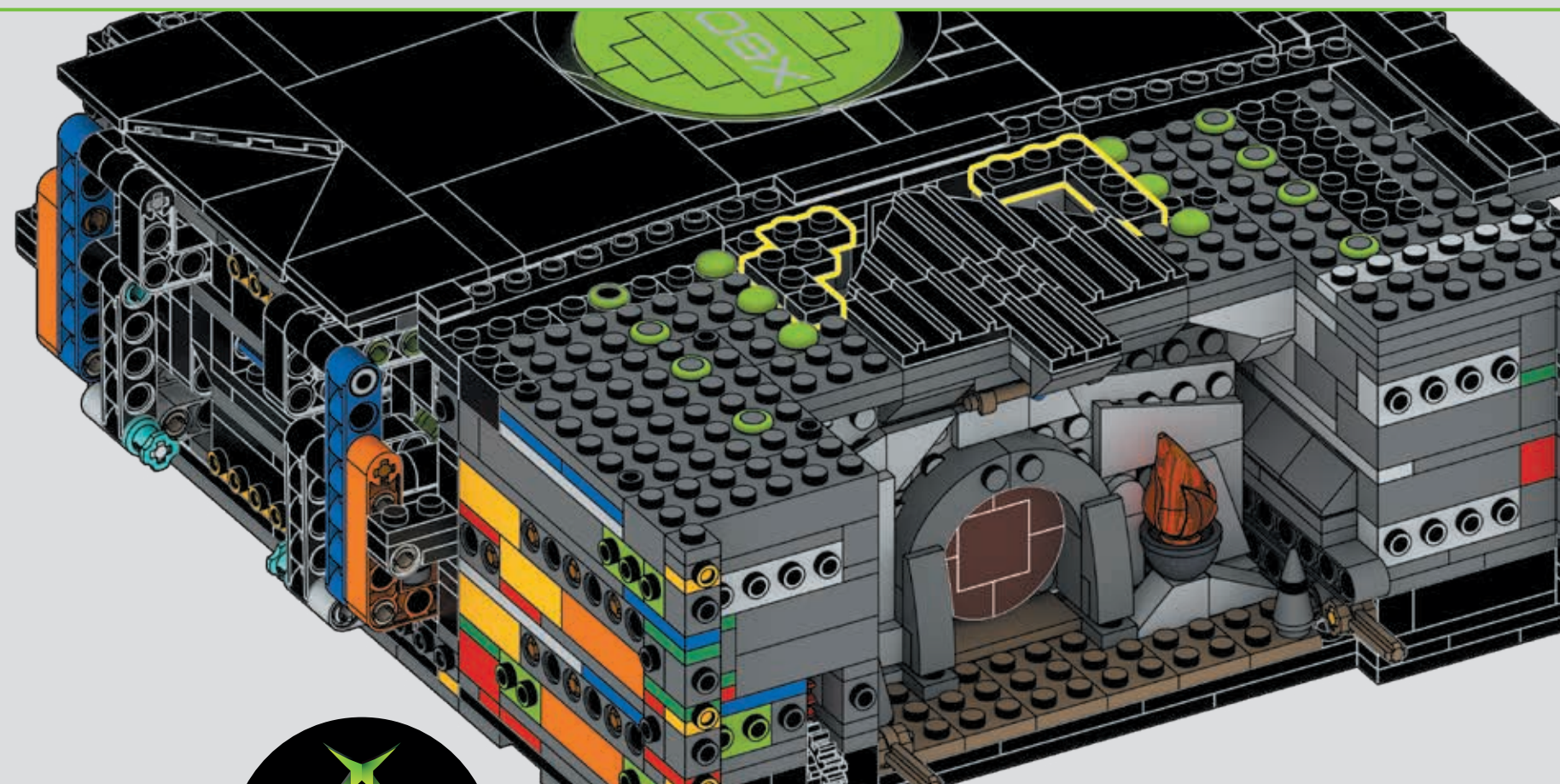
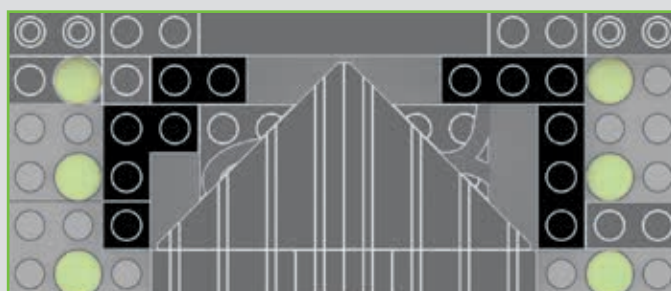
159

7x 5x



160

1x 1x 1x 2x



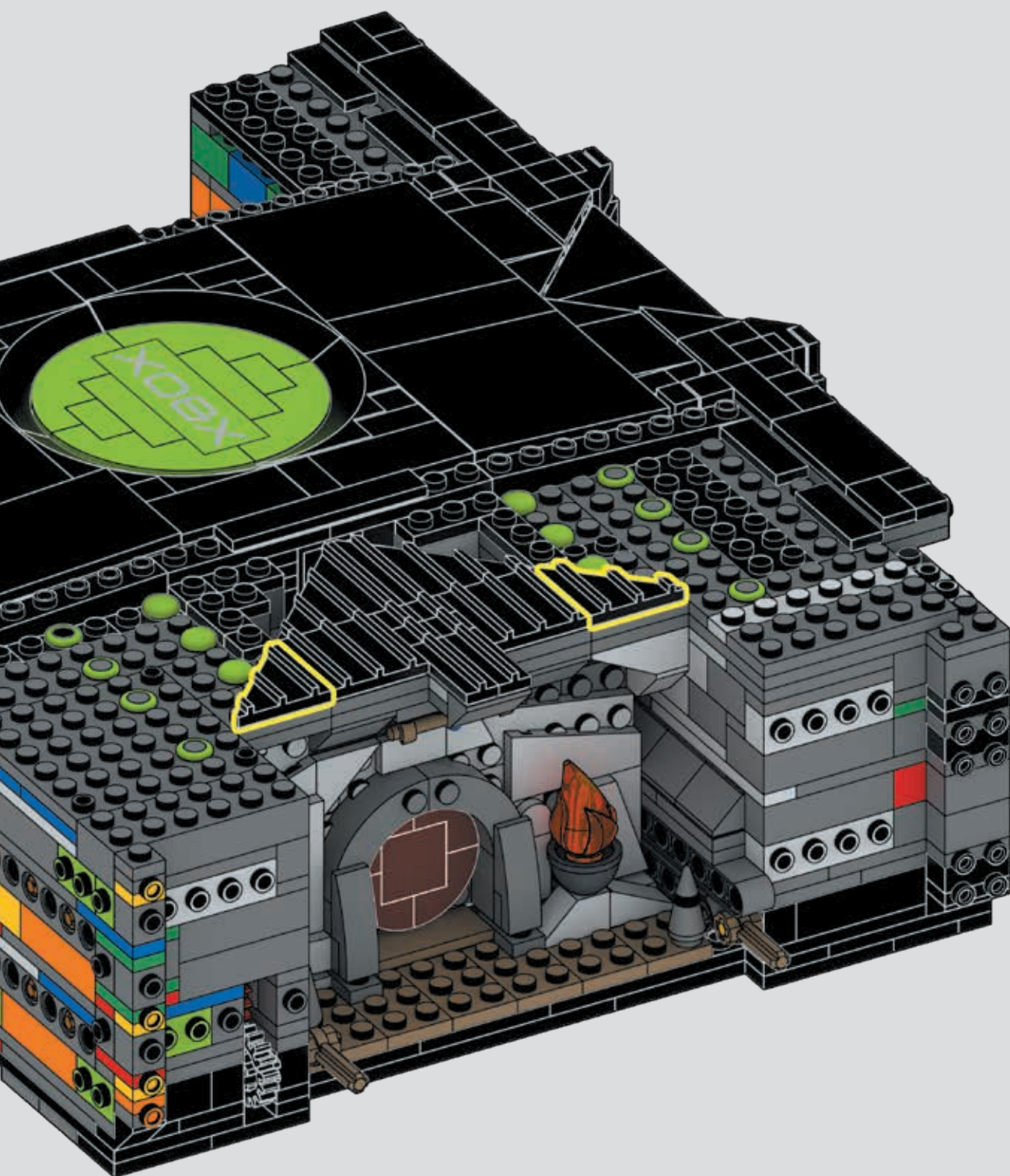
161



1x



1x



162

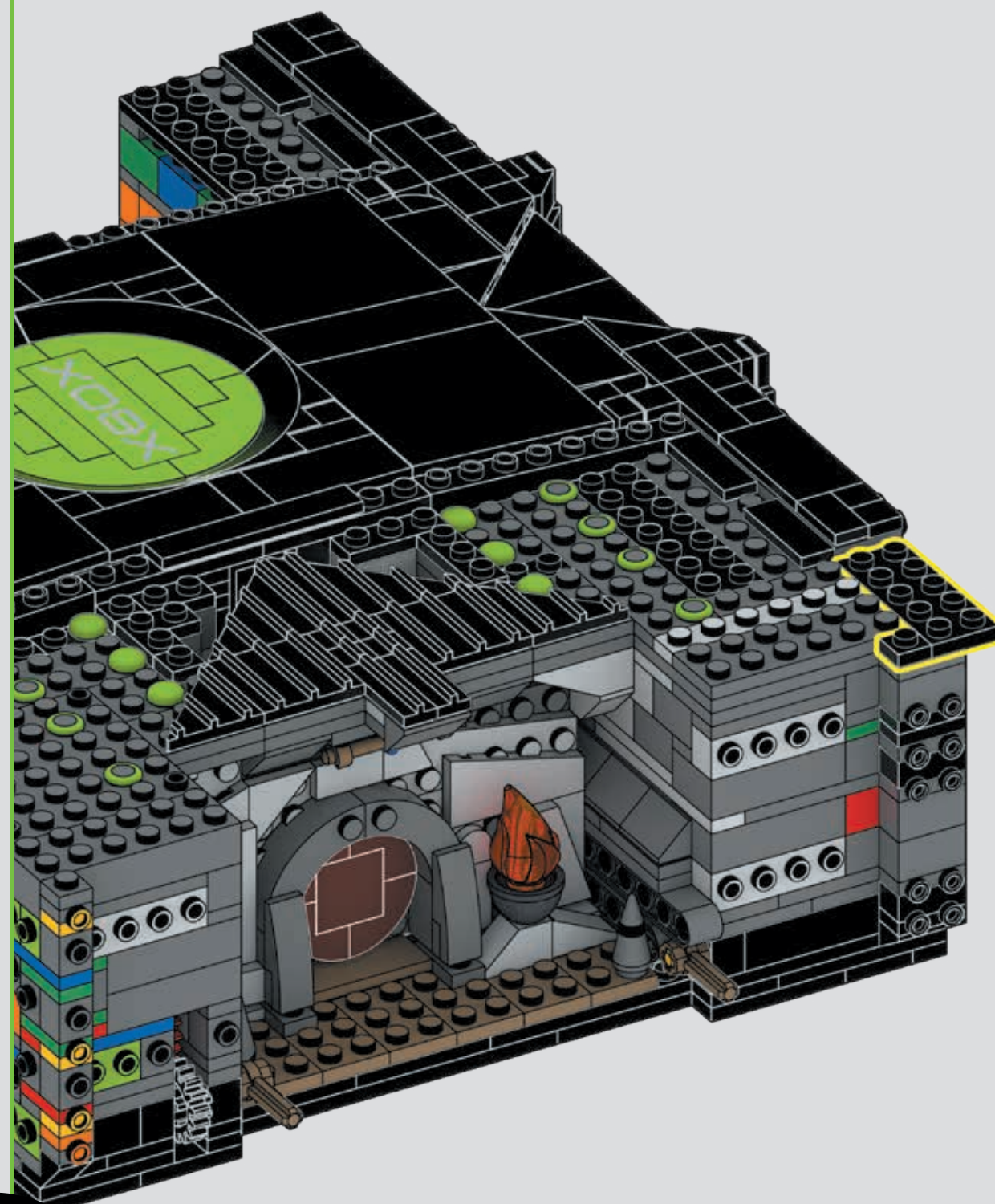


1x

2x5



1x



163



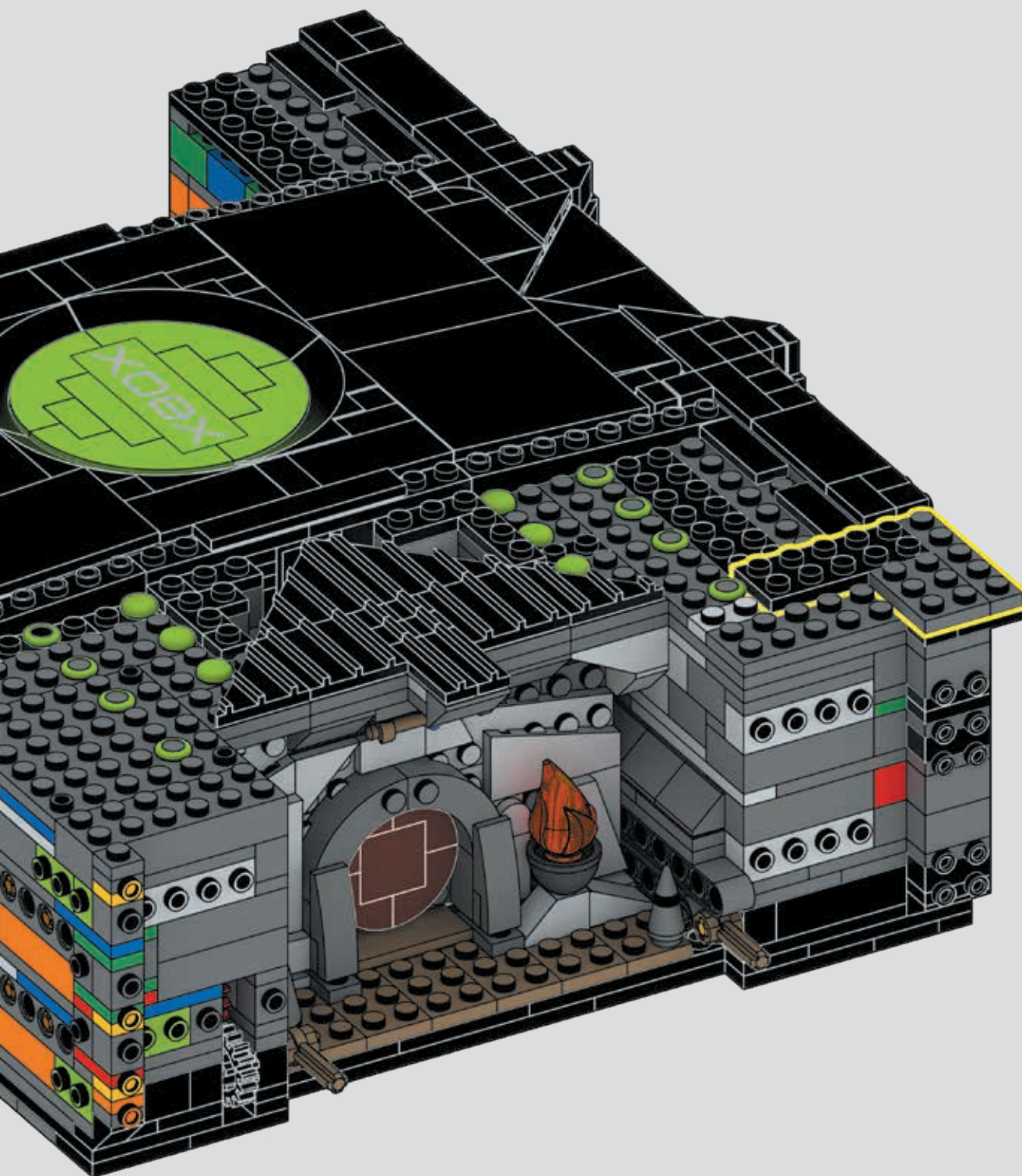
1x



1x



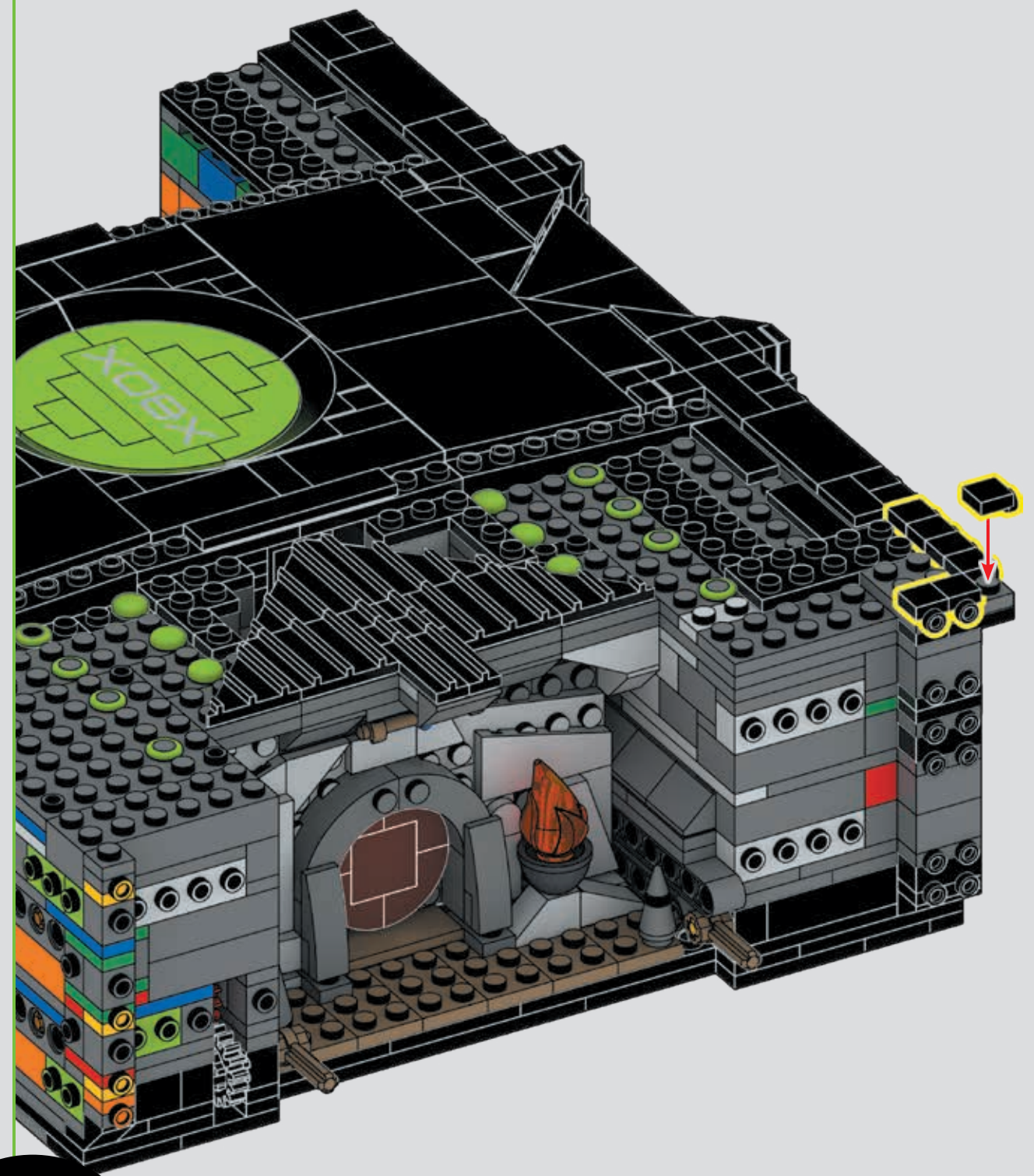
1x



164



7x



165

1x3



1x



2x

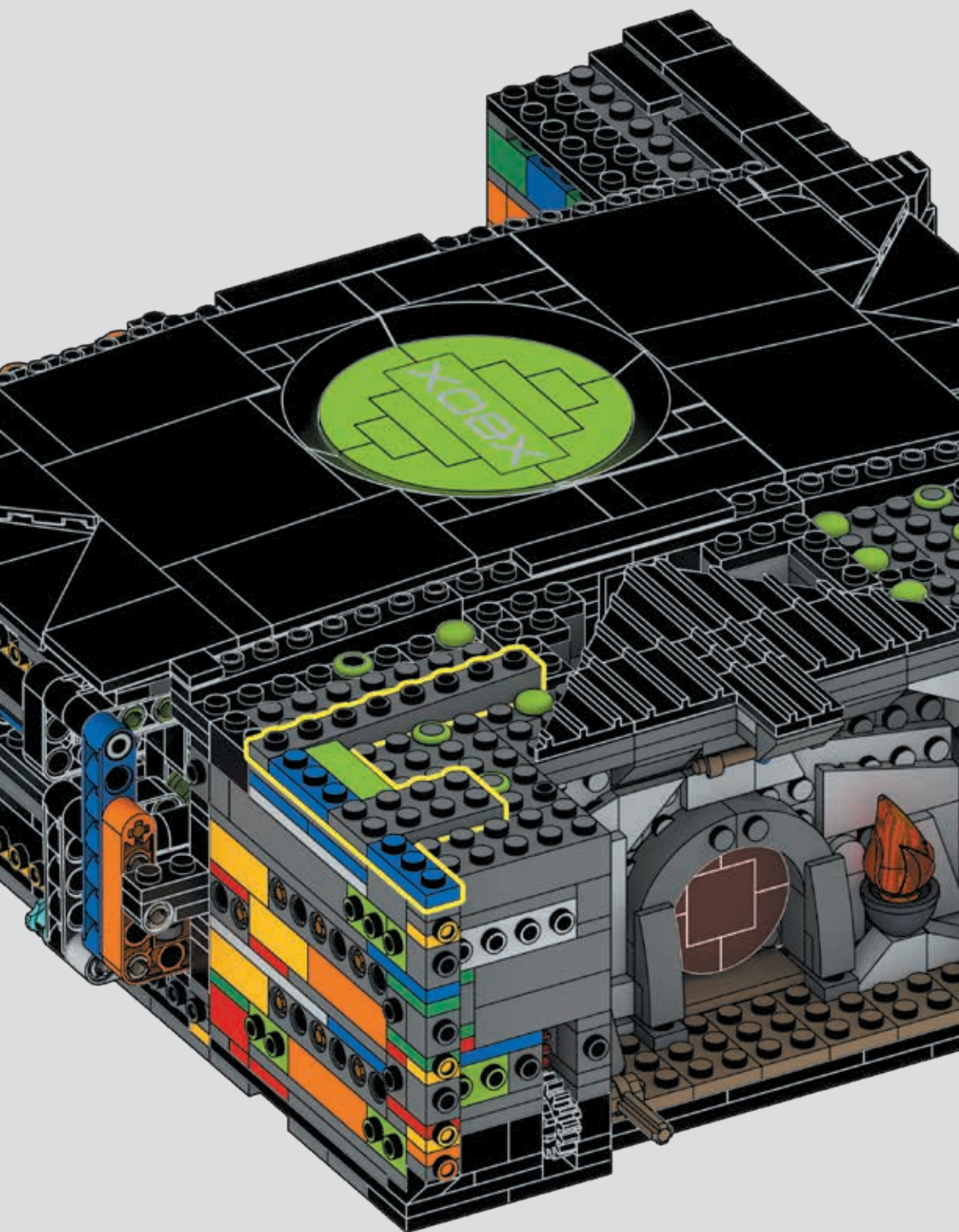


1x

1x8



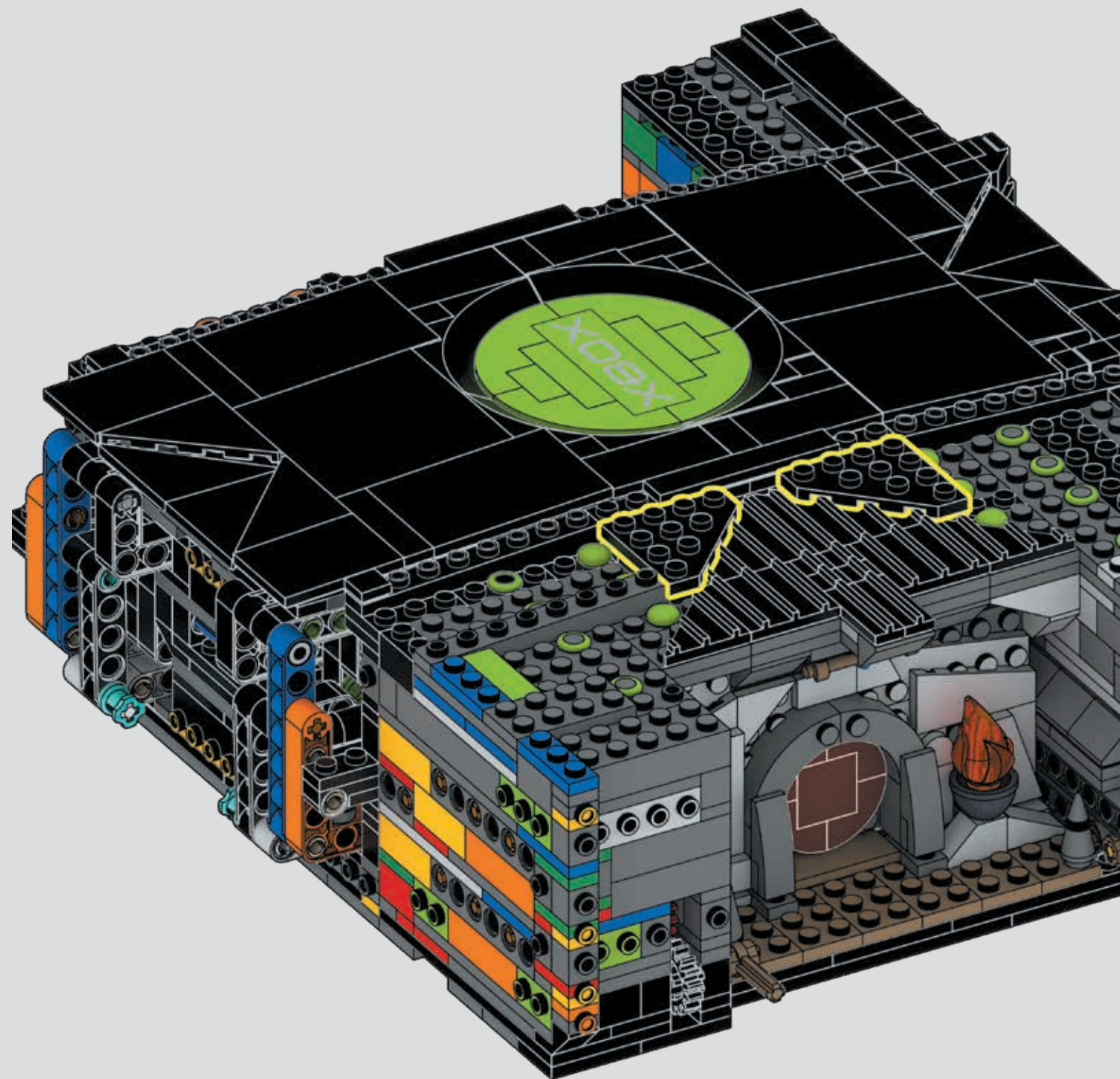
1x



166



2x



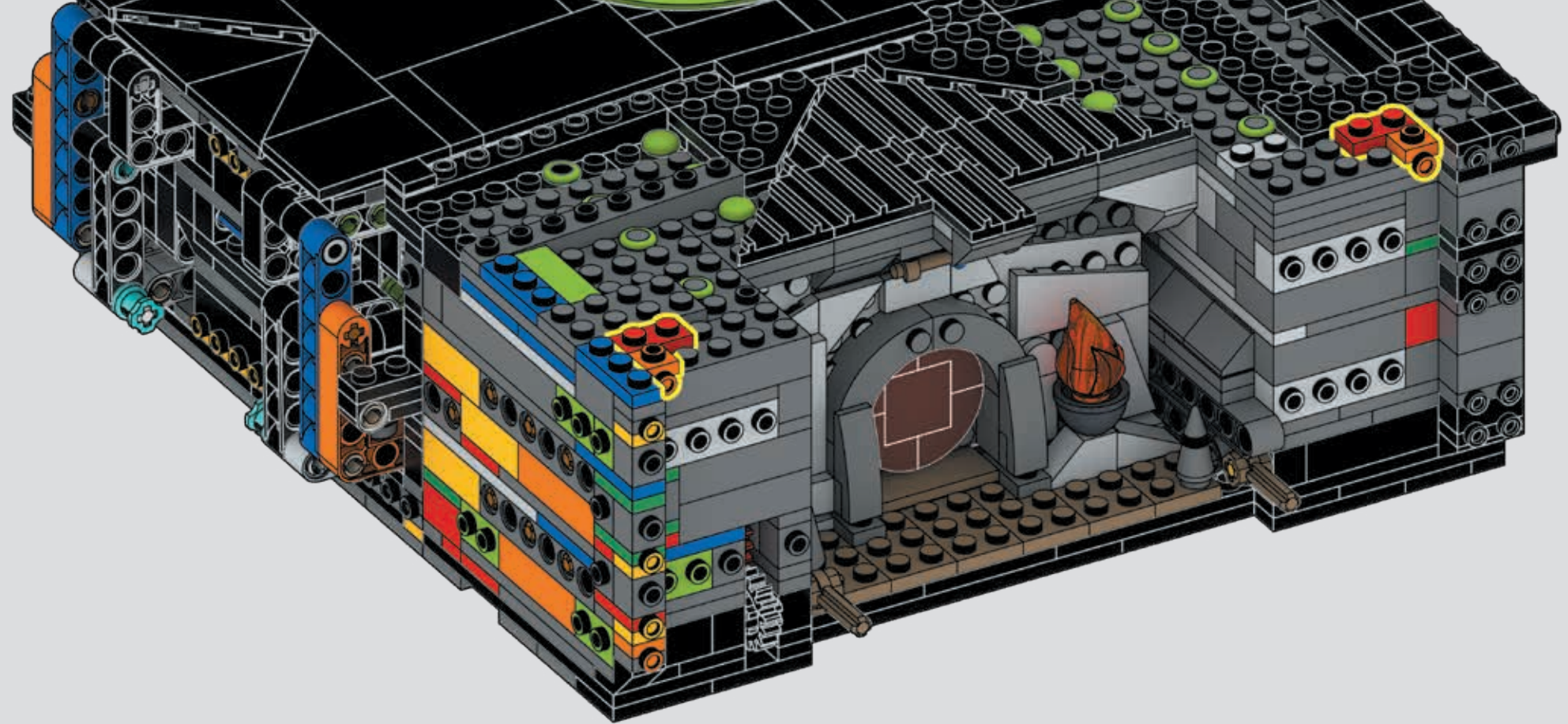
167



2x



2x



168



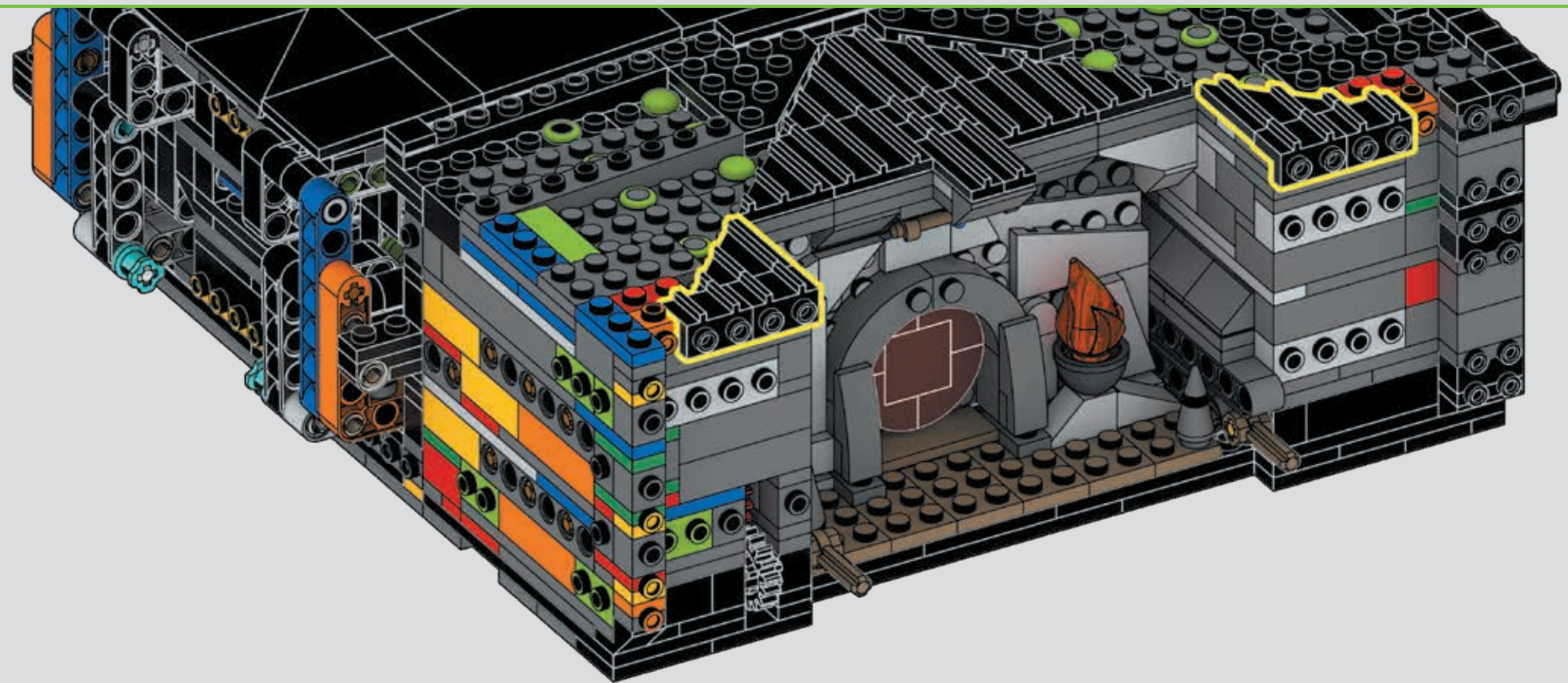
4x



1x



1x



169



2x



2x

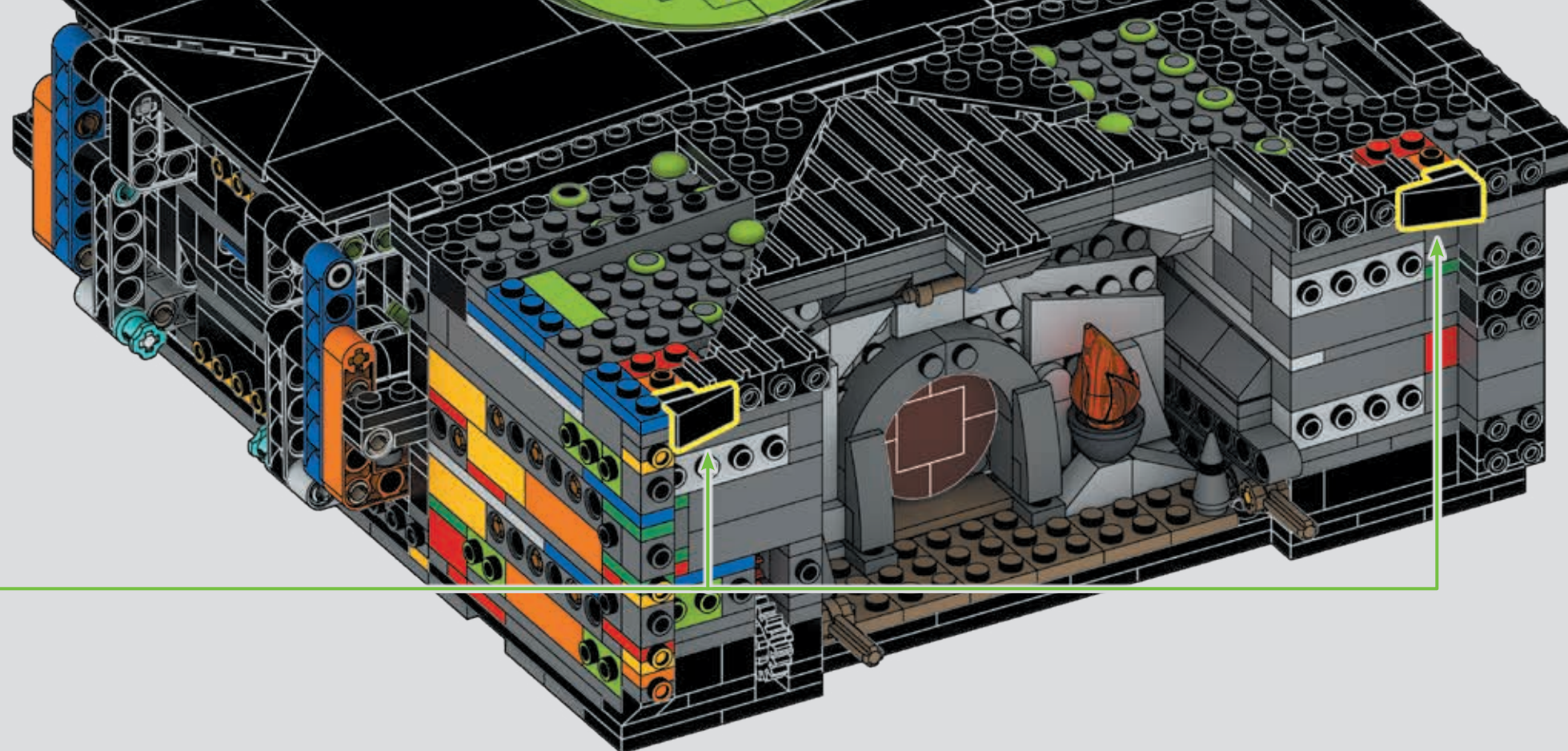


1



2

x2



170



1x

1x5

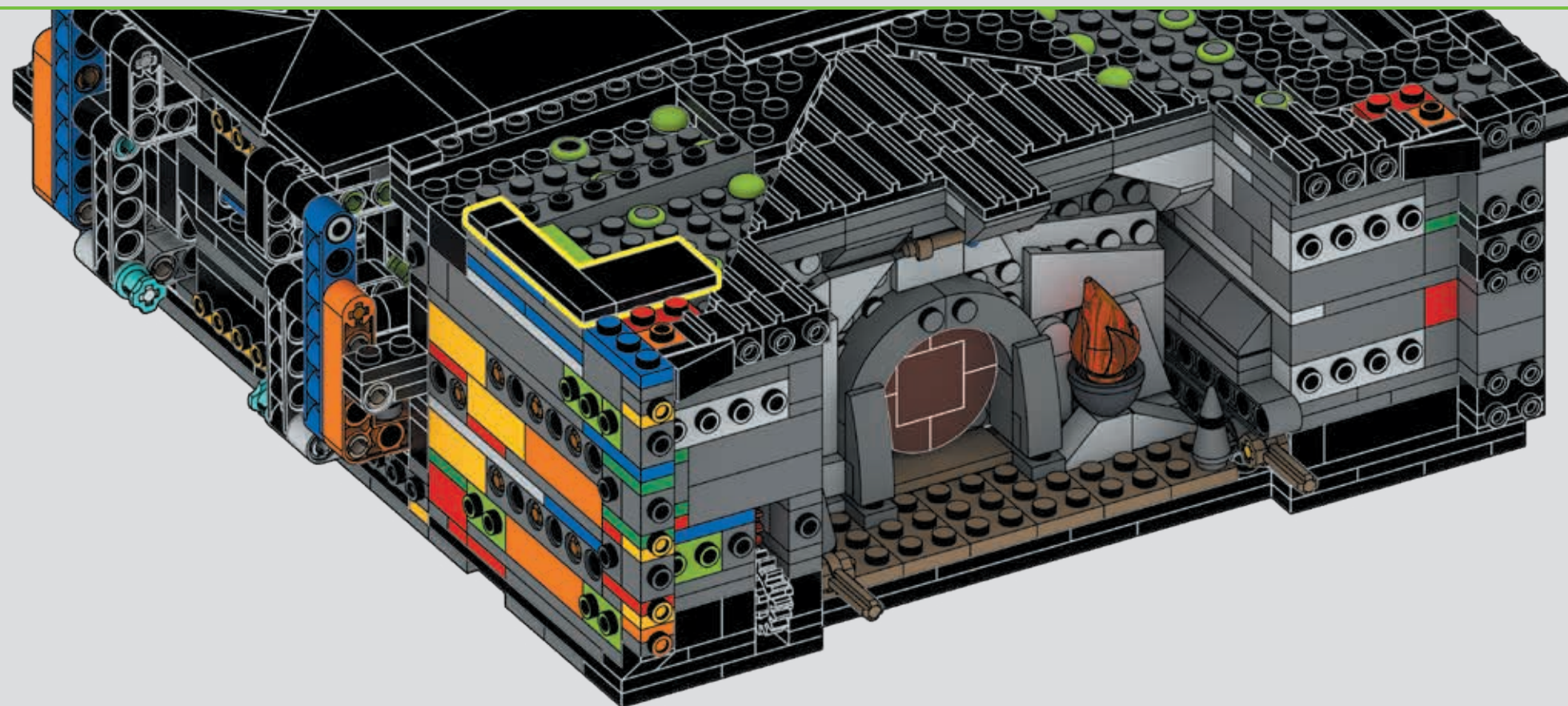


1x

2x3



1x



171



1x

2x3



1x

2x4



1x

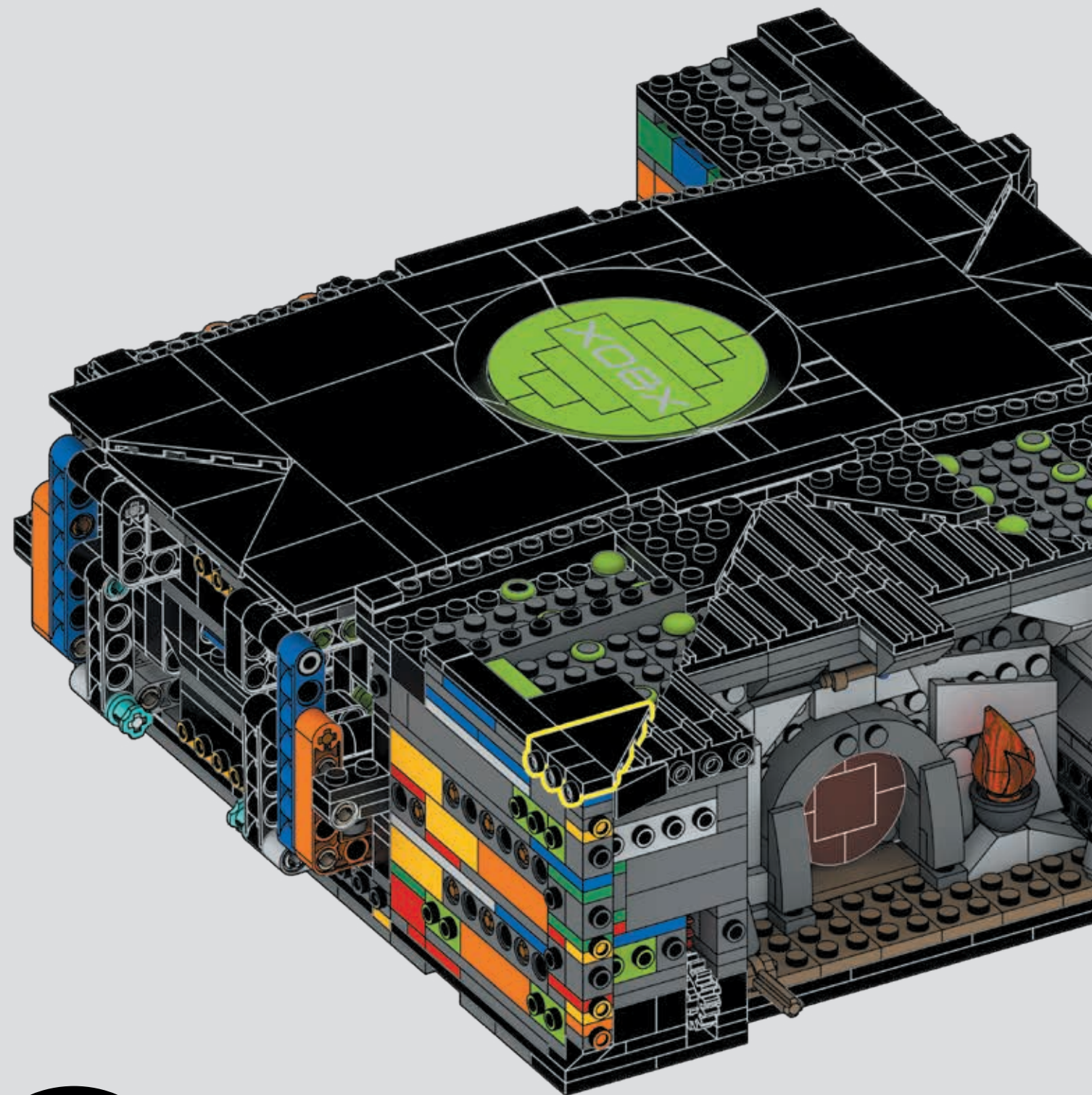
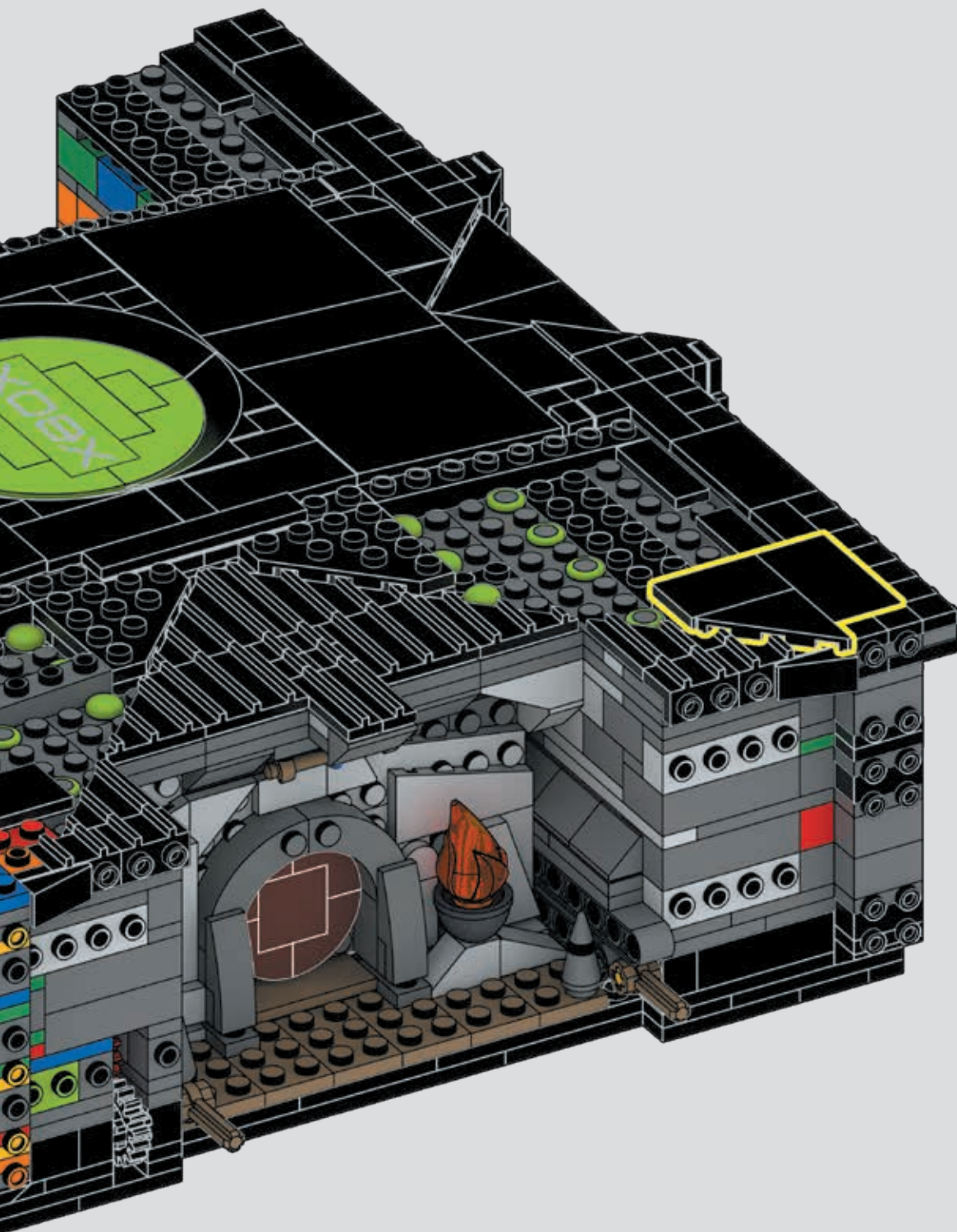
172

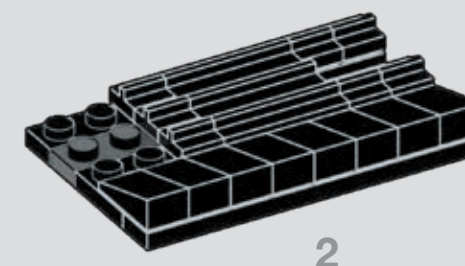
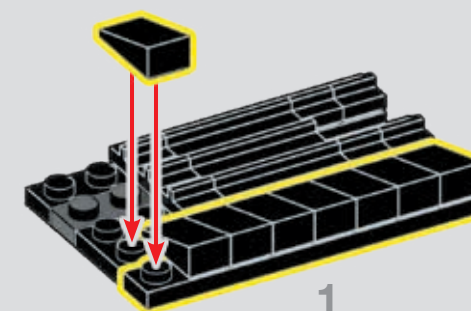
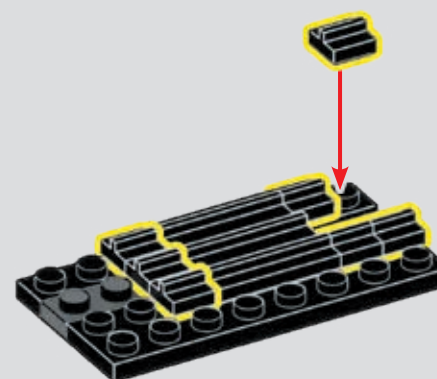
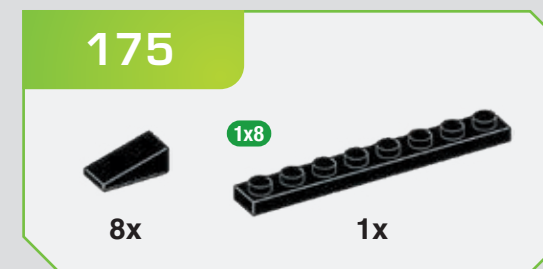
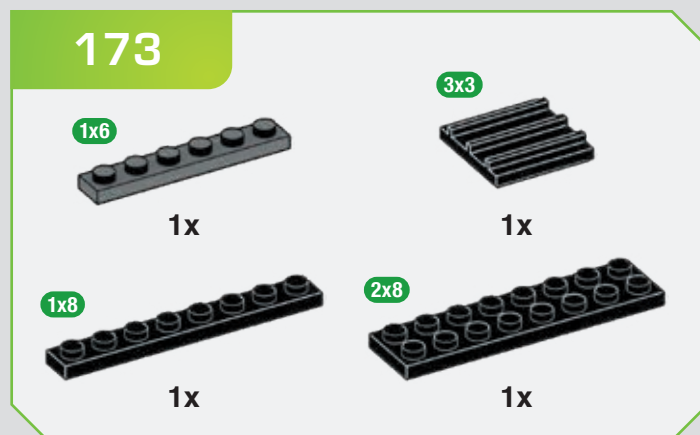


3x

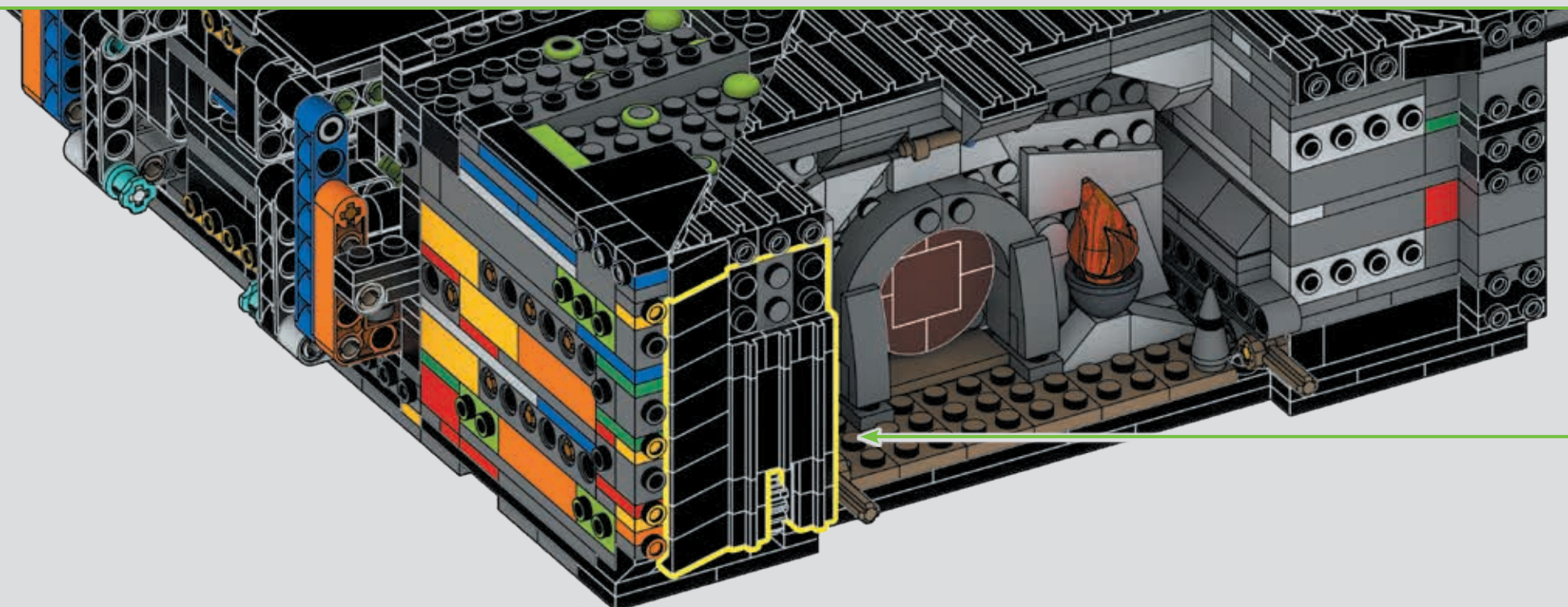


1x



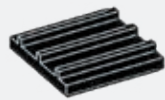


176



177

3x3

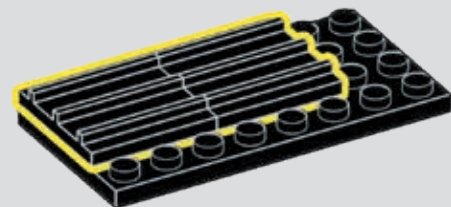


2x

4x8



1x



178

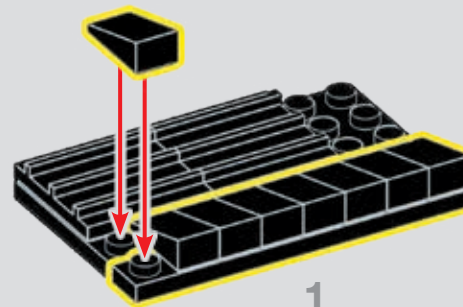


8x

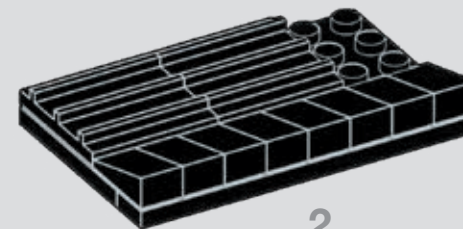
1x8



1x

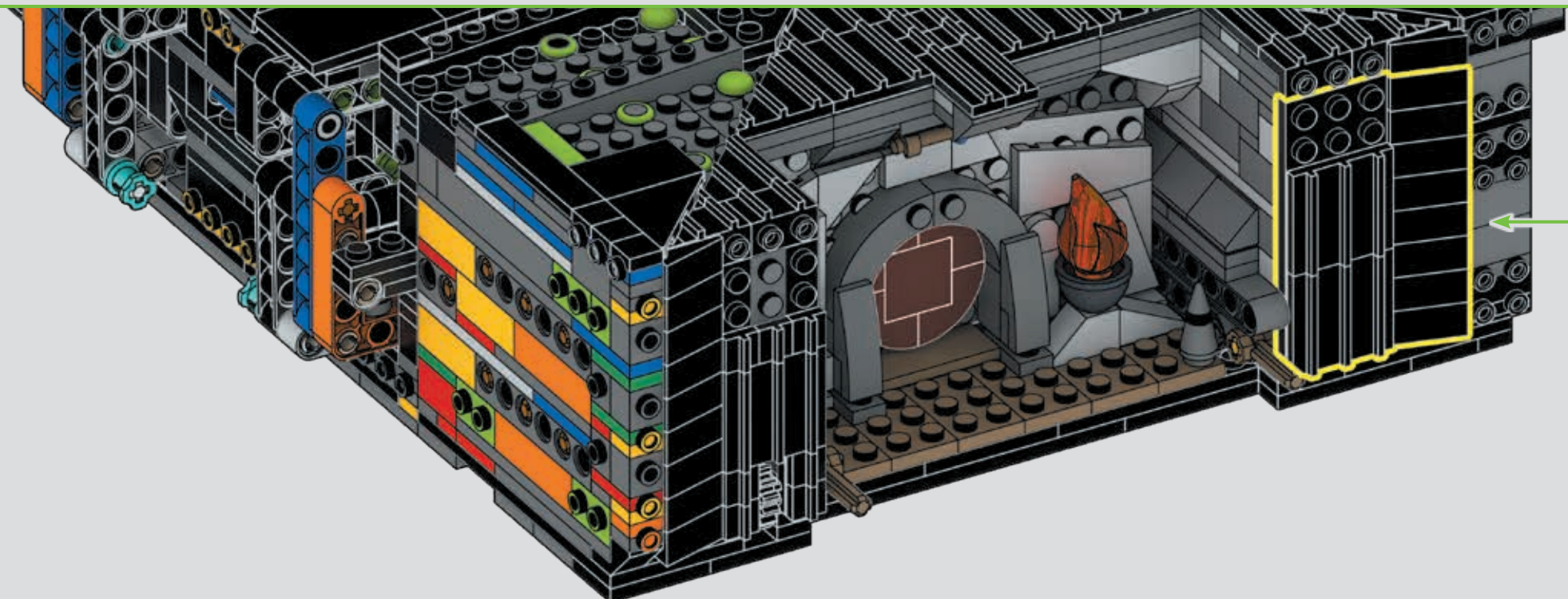


1



2

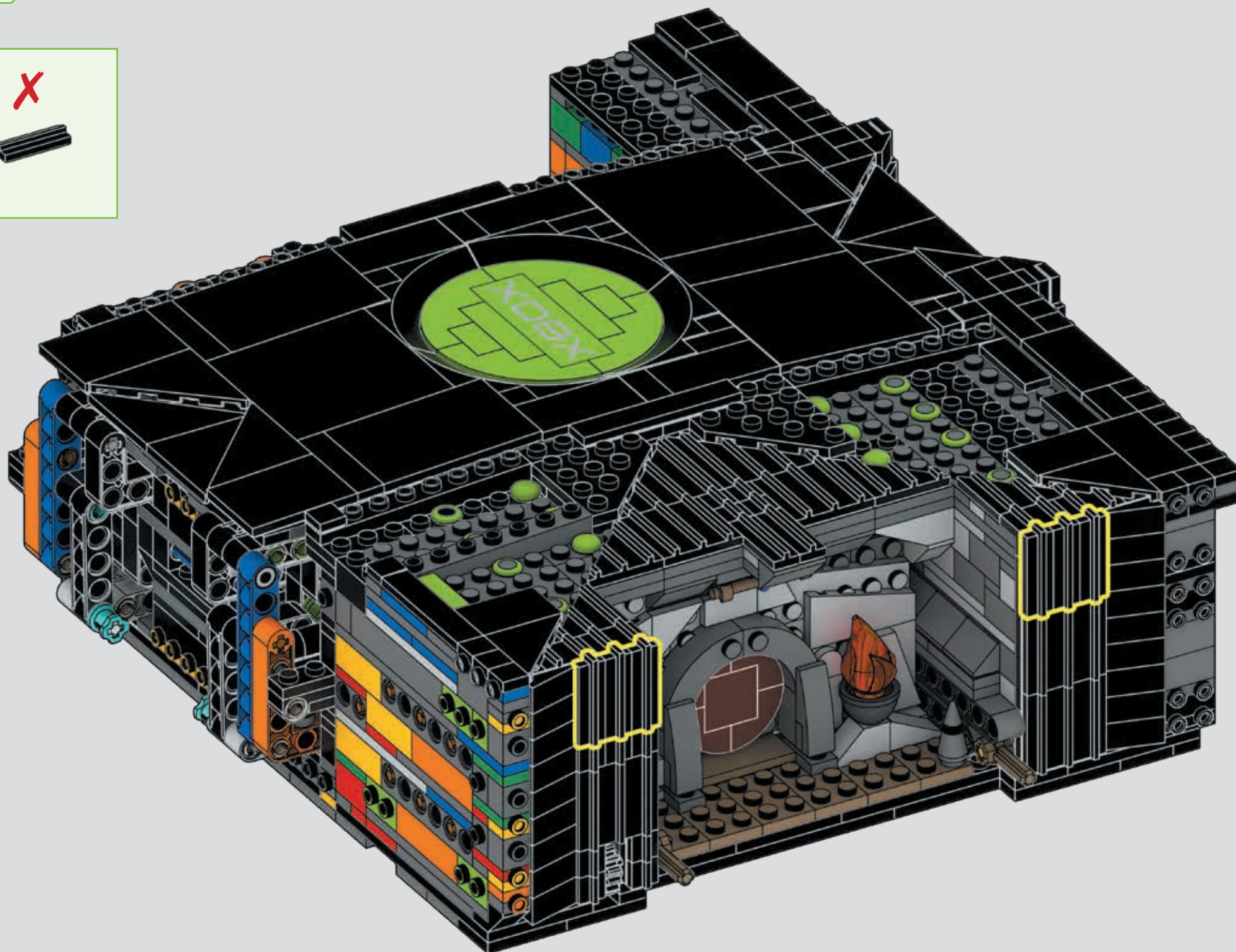
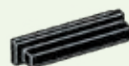
179



180

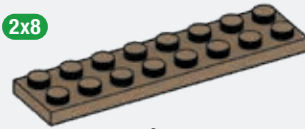


6x



181

2x8



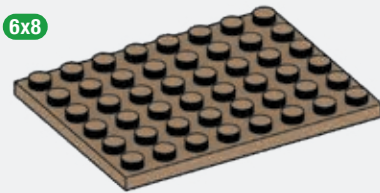
1x

3x3

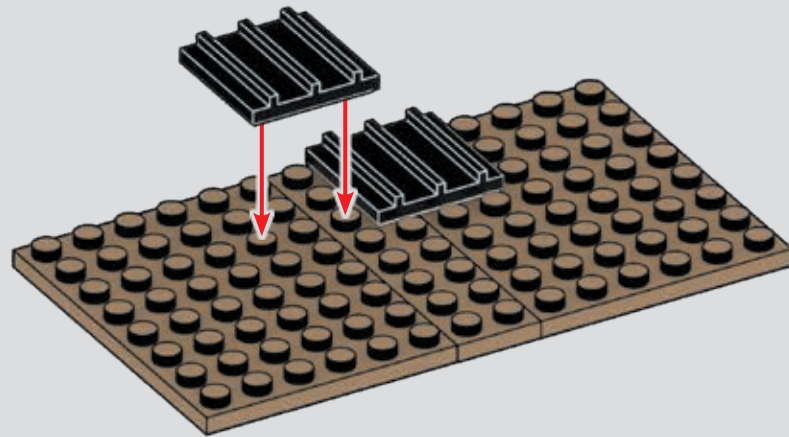


2x

6x8



2x

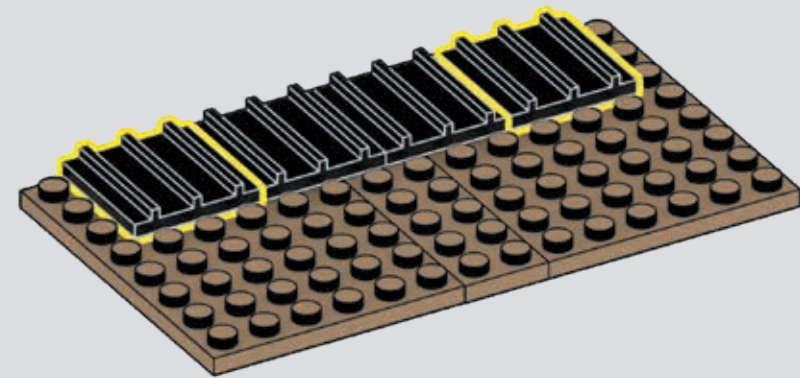


182

3x3

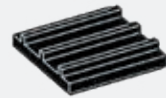


2x

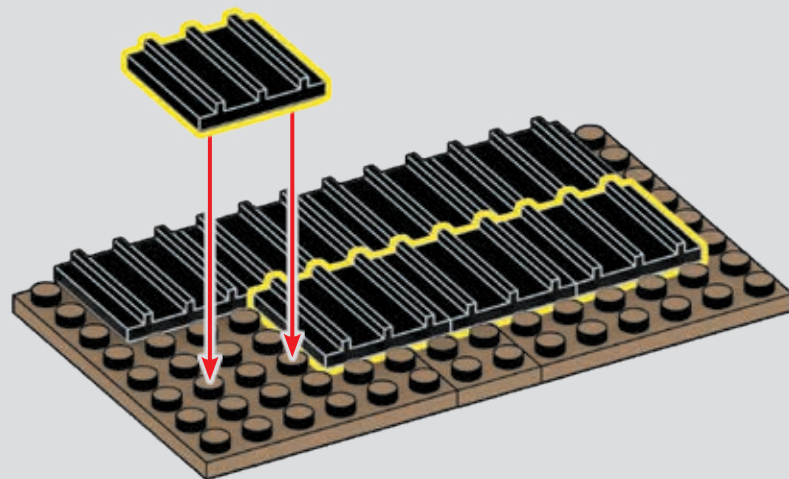


183

3x3



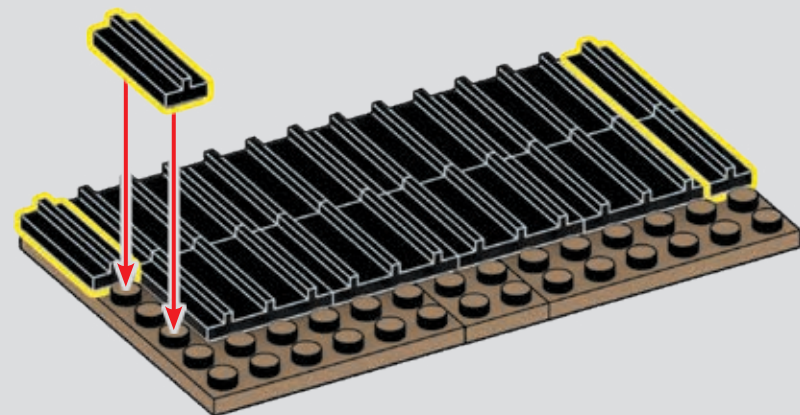
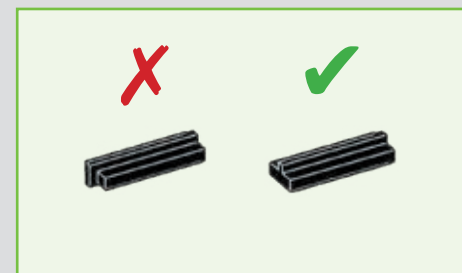
4x



184



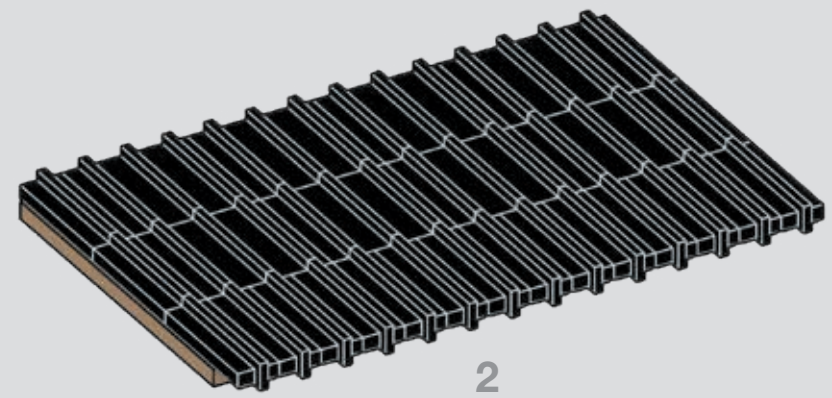
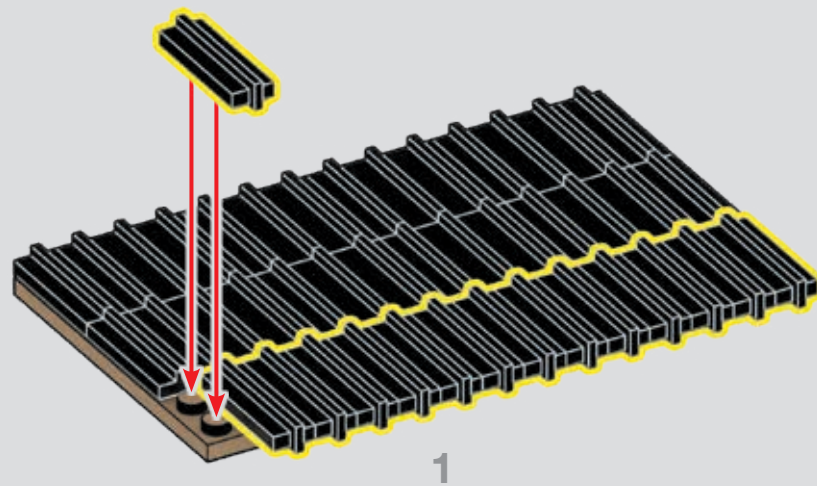
4x



185



14x

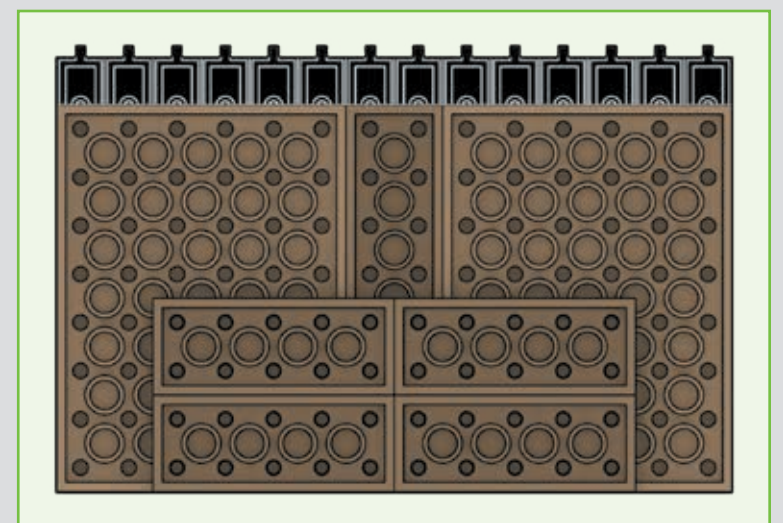
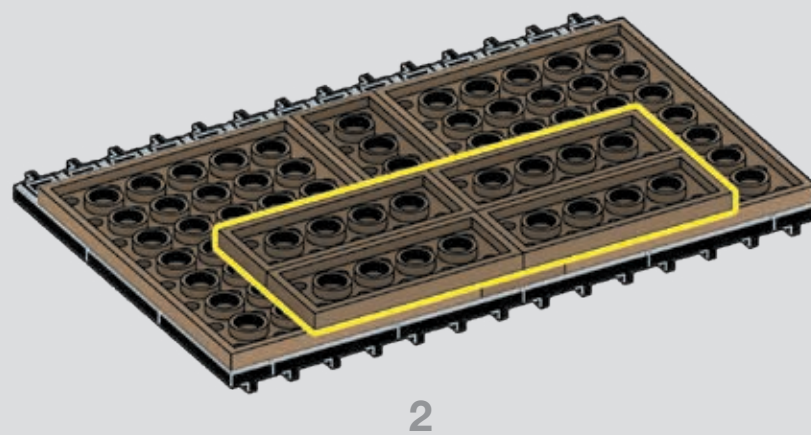
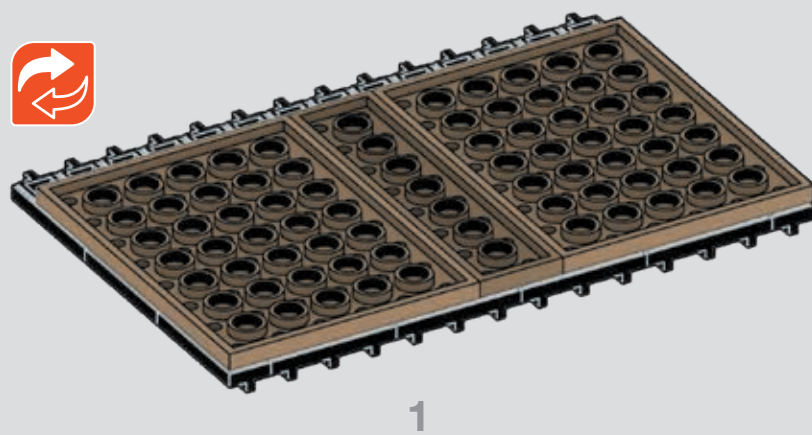


186

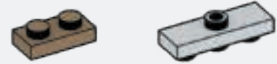
2x5



4x

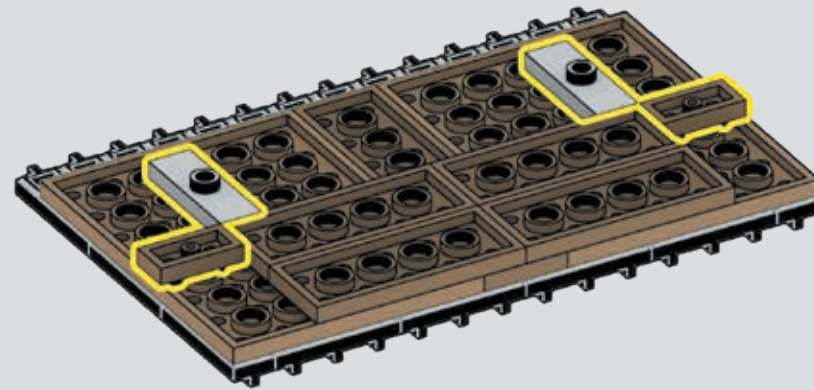


187

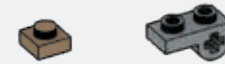


2x

2x

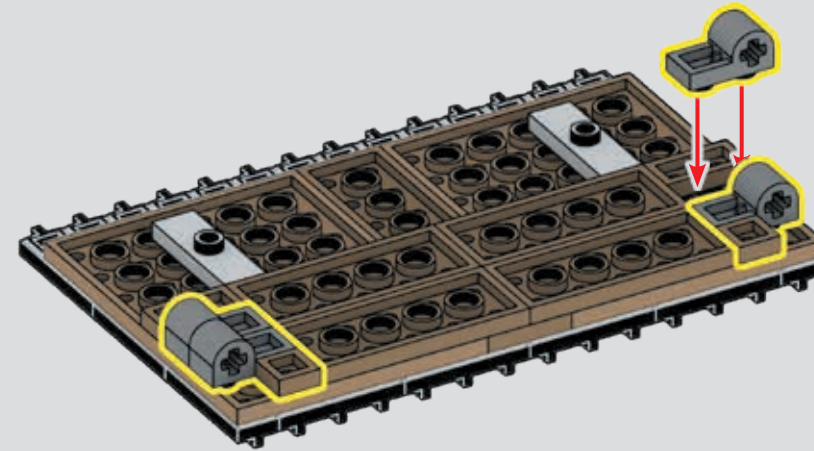


188



2x

4x

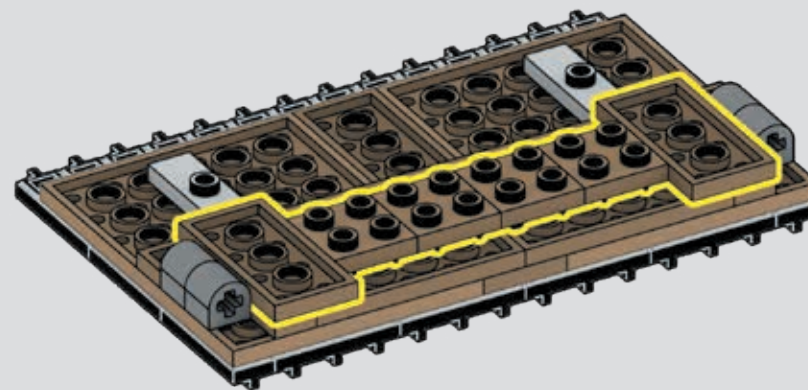


189



4x

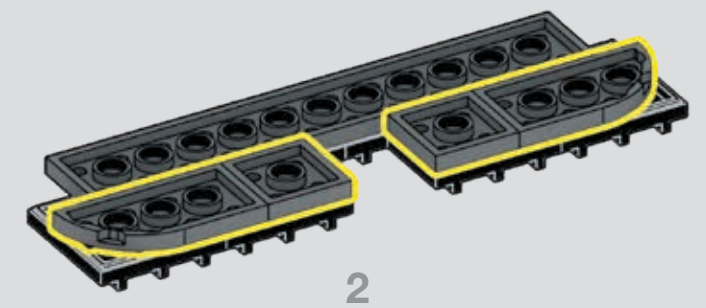
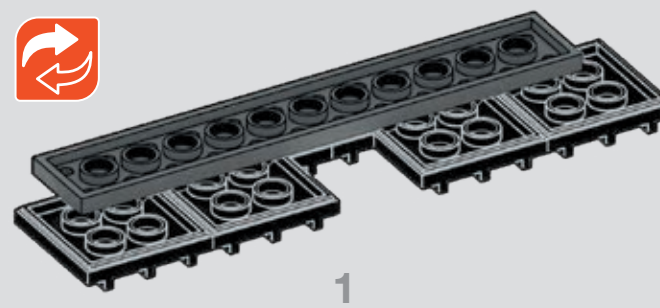
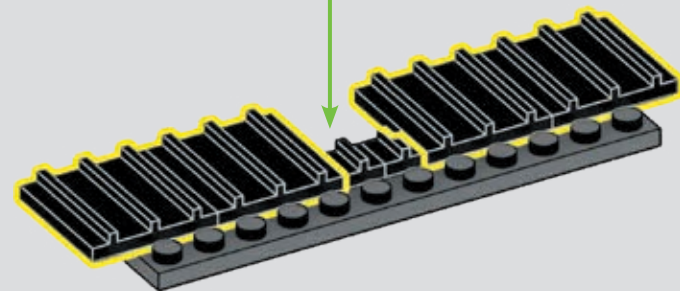
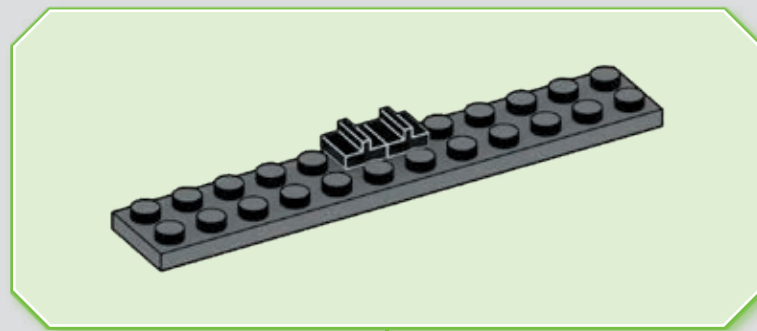
2x



190



191



192



3x

193

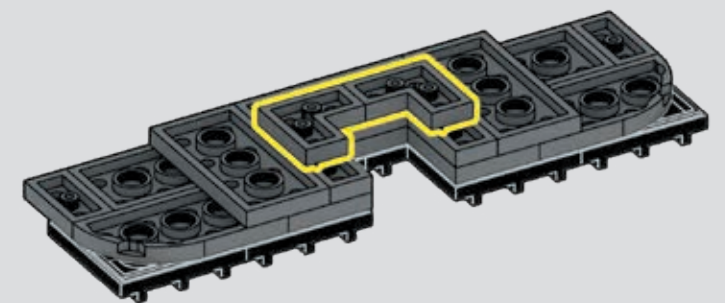
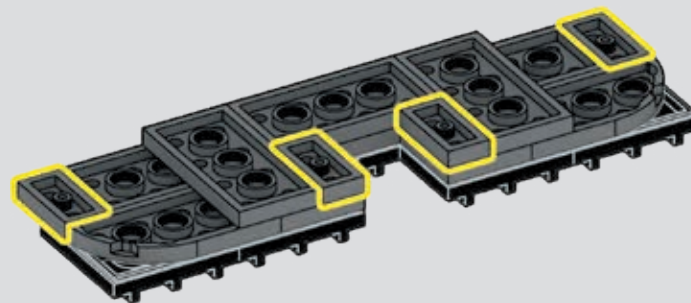
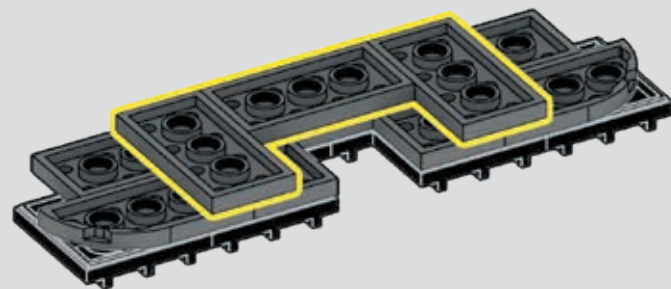


4x

194



2x



195



2x

196



1x



2x

1x4



1x

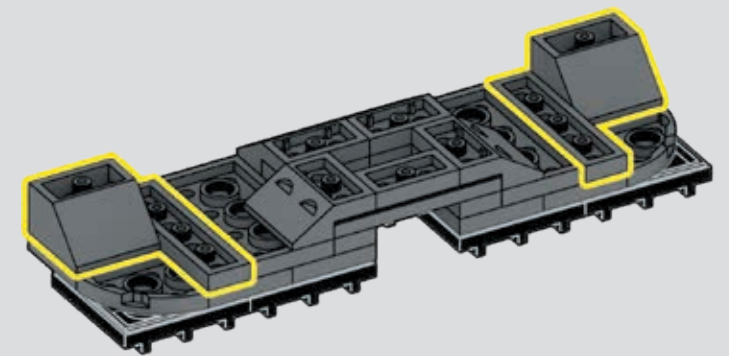
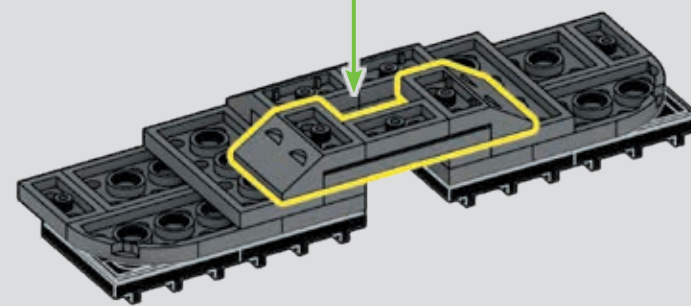
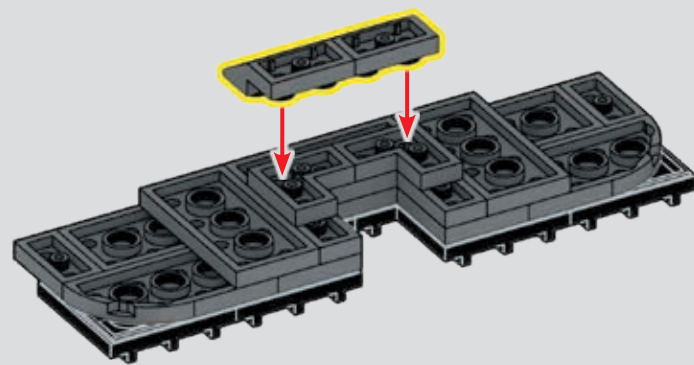
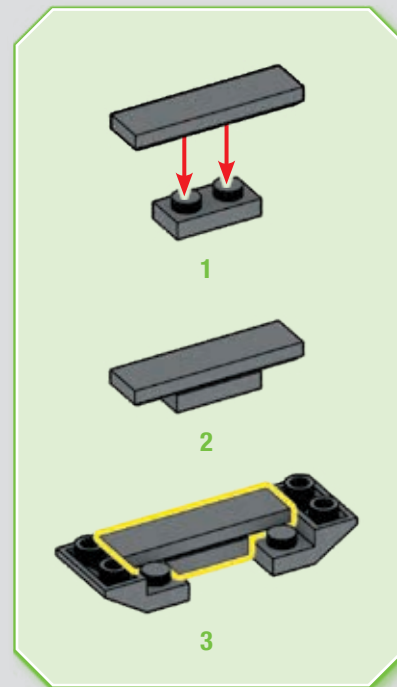
197



2x



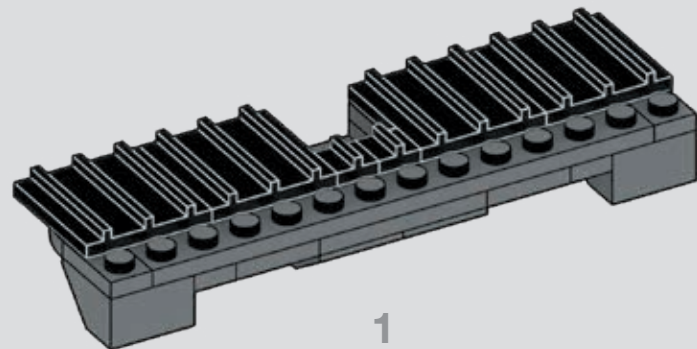
2x



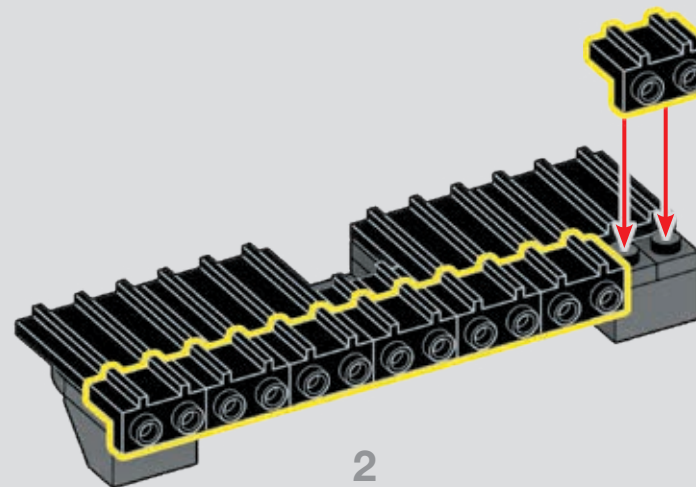
198



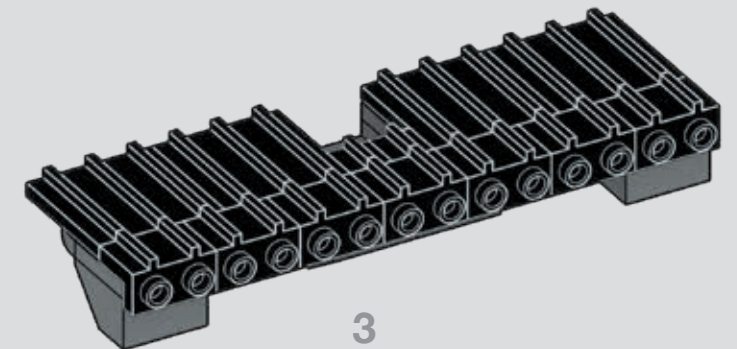
7x



1

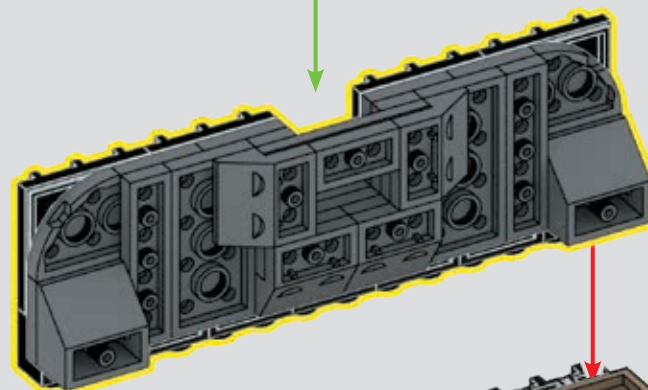


2

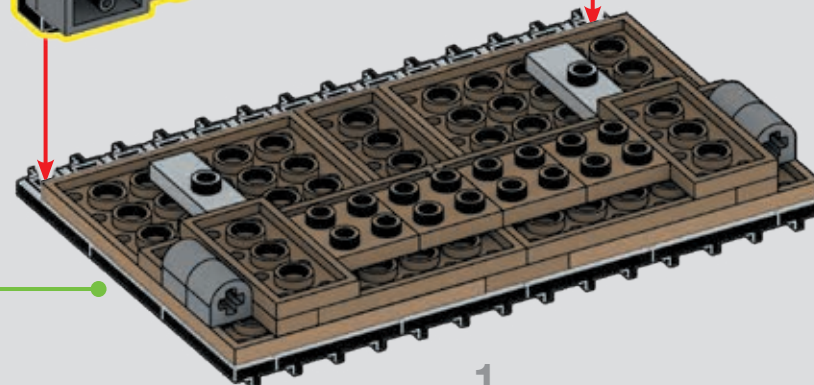


3

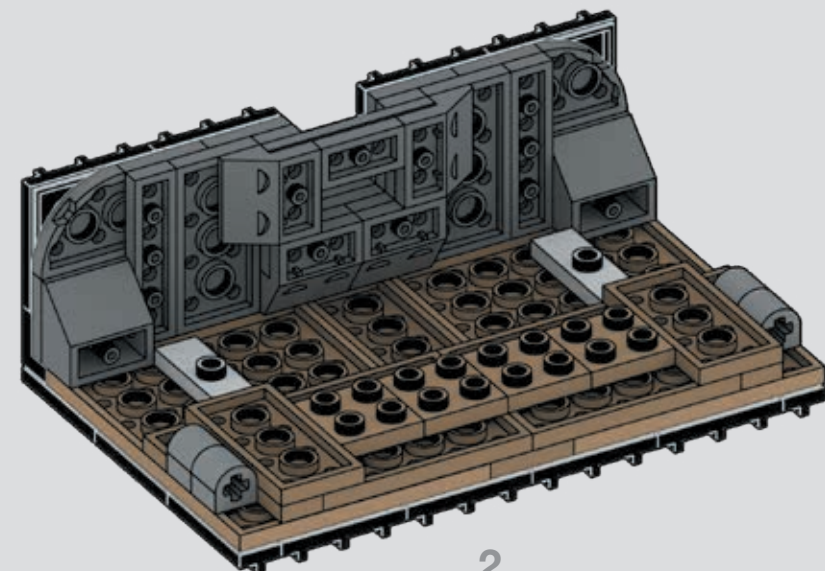
199



189



1



2



200

1x6

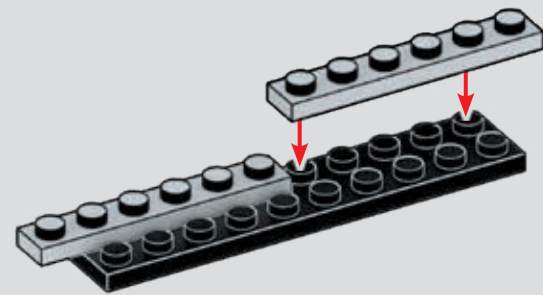


2x

2x10



1x



201

2x8

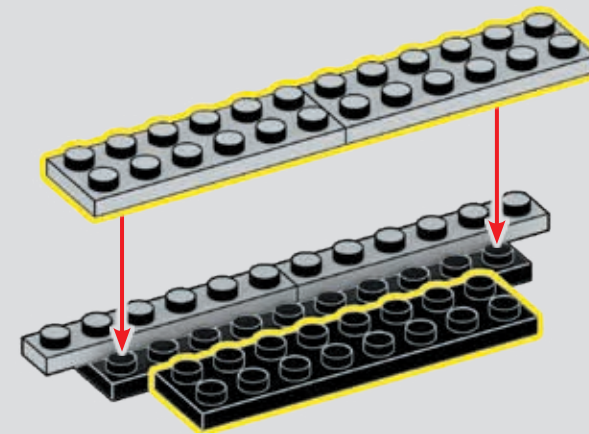


1x

2x6



2x



202



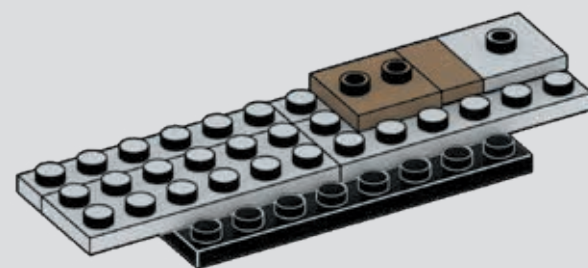
1x



1x



1x



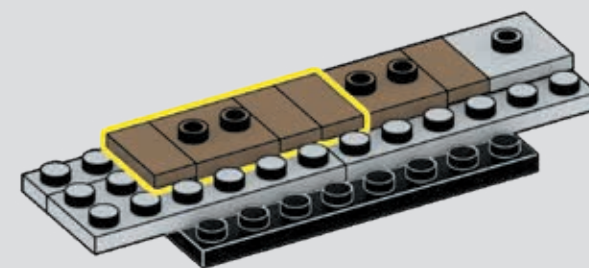
203



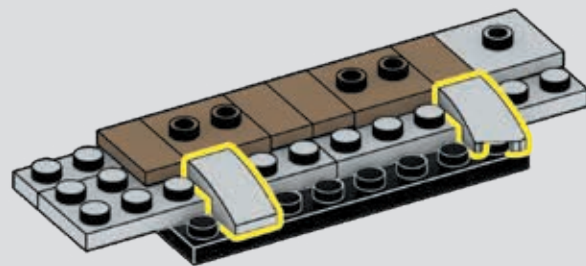
3x



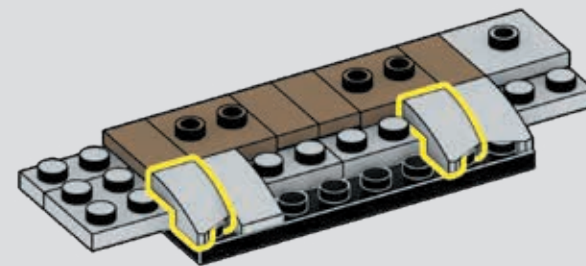
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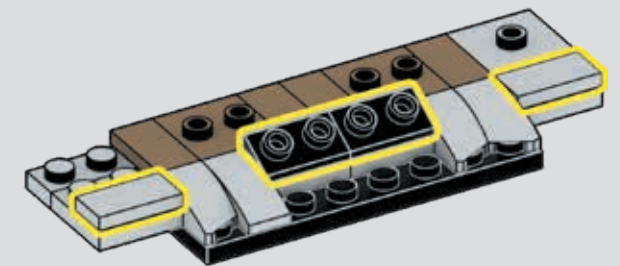
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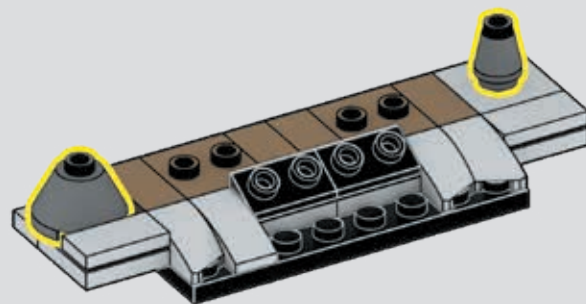
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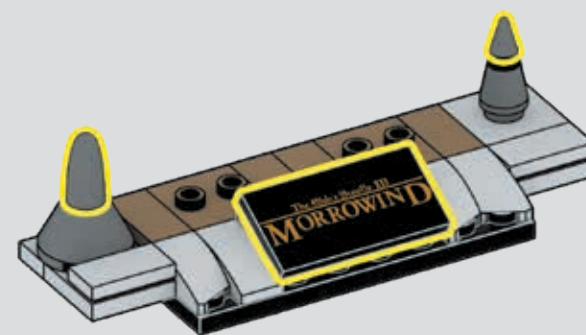
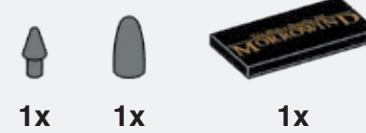
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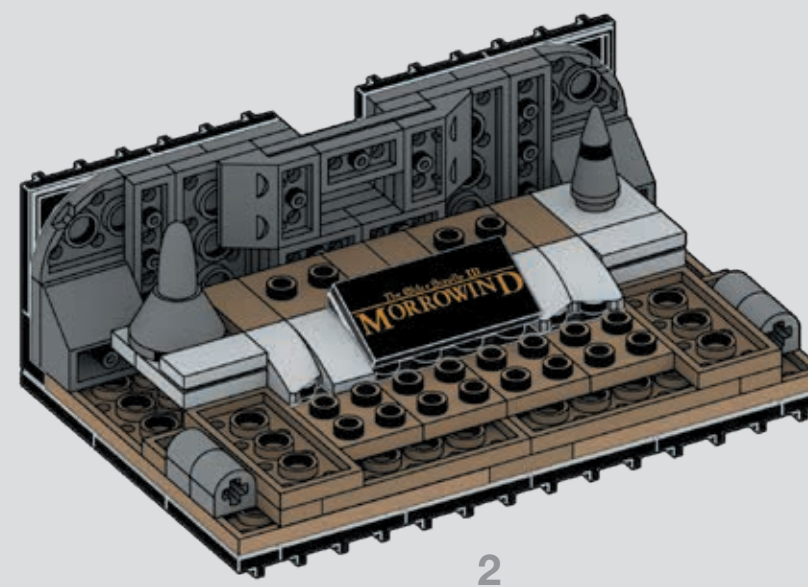
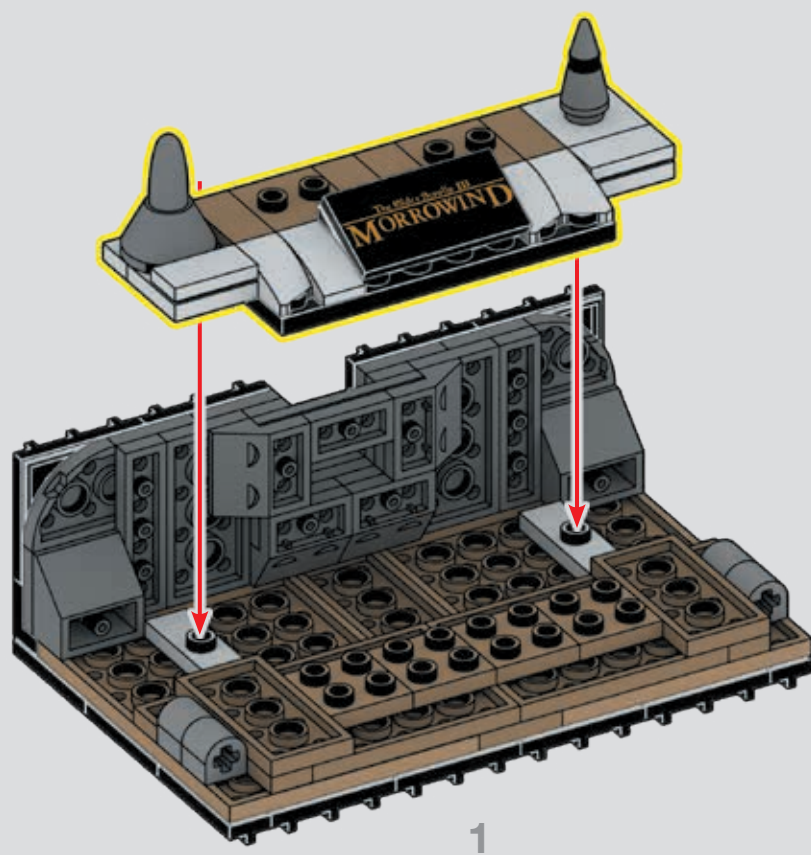


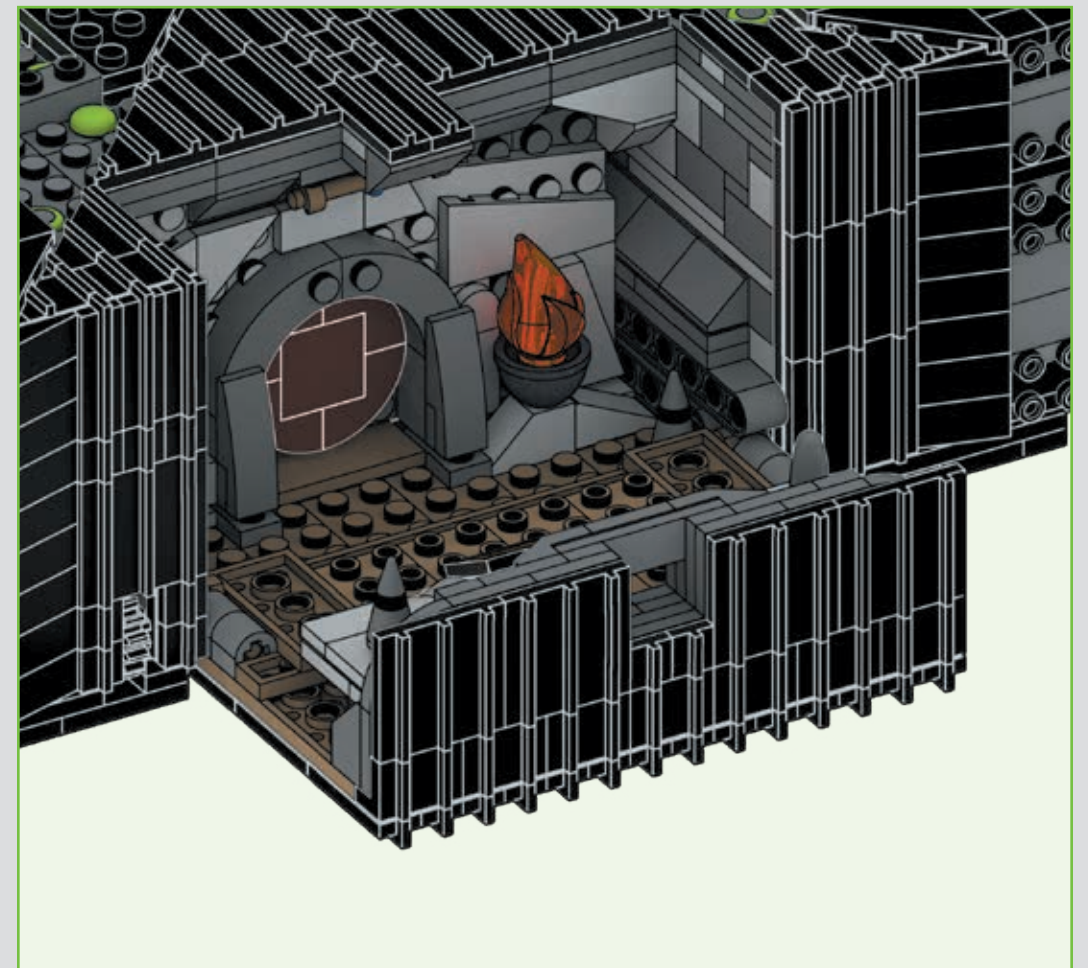
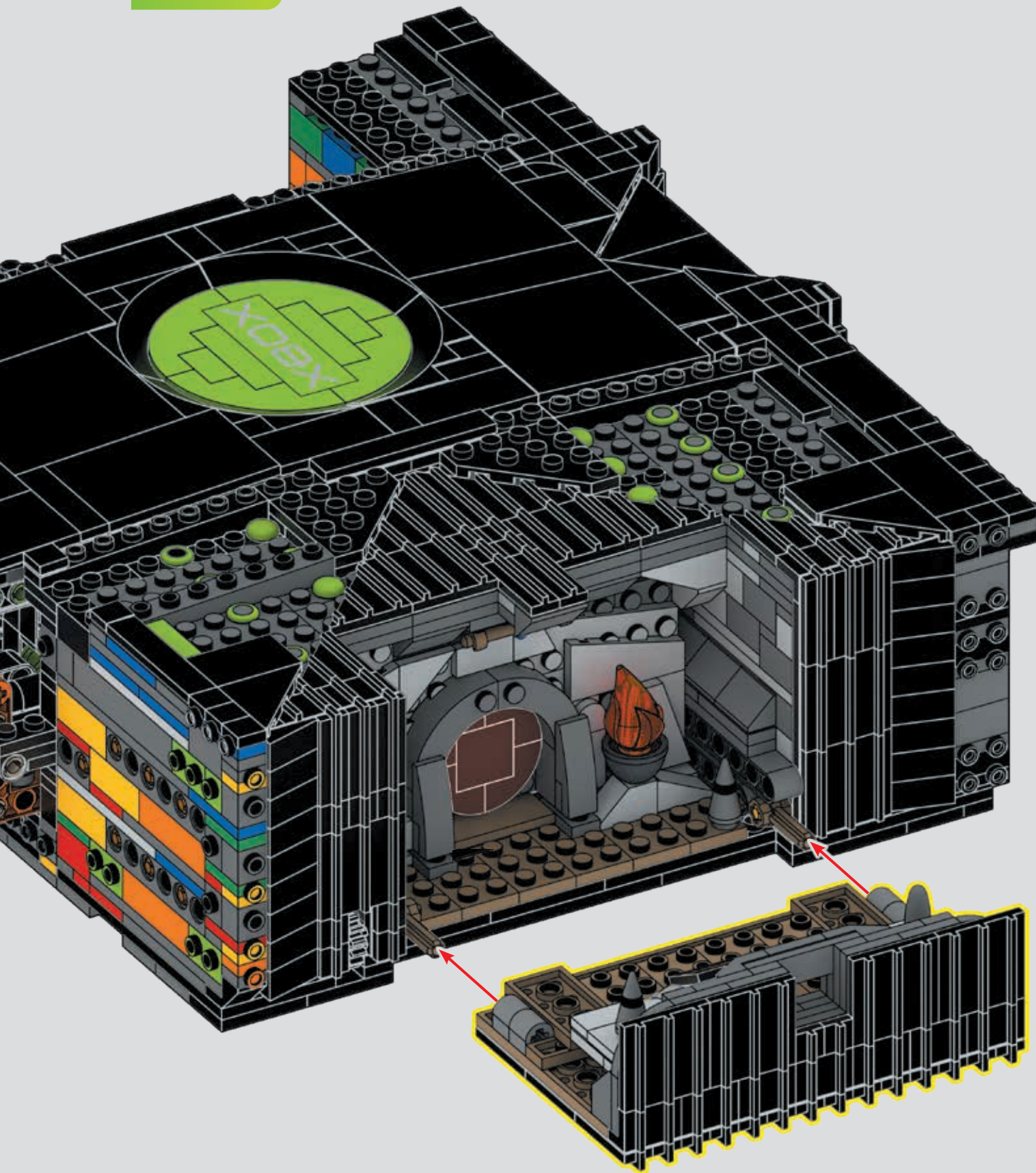
207



208







211



1x



The Elder Scrolls III MORROWIND



HERO

The Protector of Morrowind, the hero is largely defined by you, the player! What kind of hero will you be?

Vous incarnez le héros du jeu, le Protecteur de Morrowind ! Quel genre de héros serez-vous ?

Como protector de Morrowind, al héroe lo define en gran medida el jugador. ¿Qué tipo de héroe crees que serás?

Der Beschützer von Morrowind, der Held wird hauptsächlich von den Spielern definiert! Die Spieler entscheiden, welcher Held sie sein wollen.

DAGOTH UR

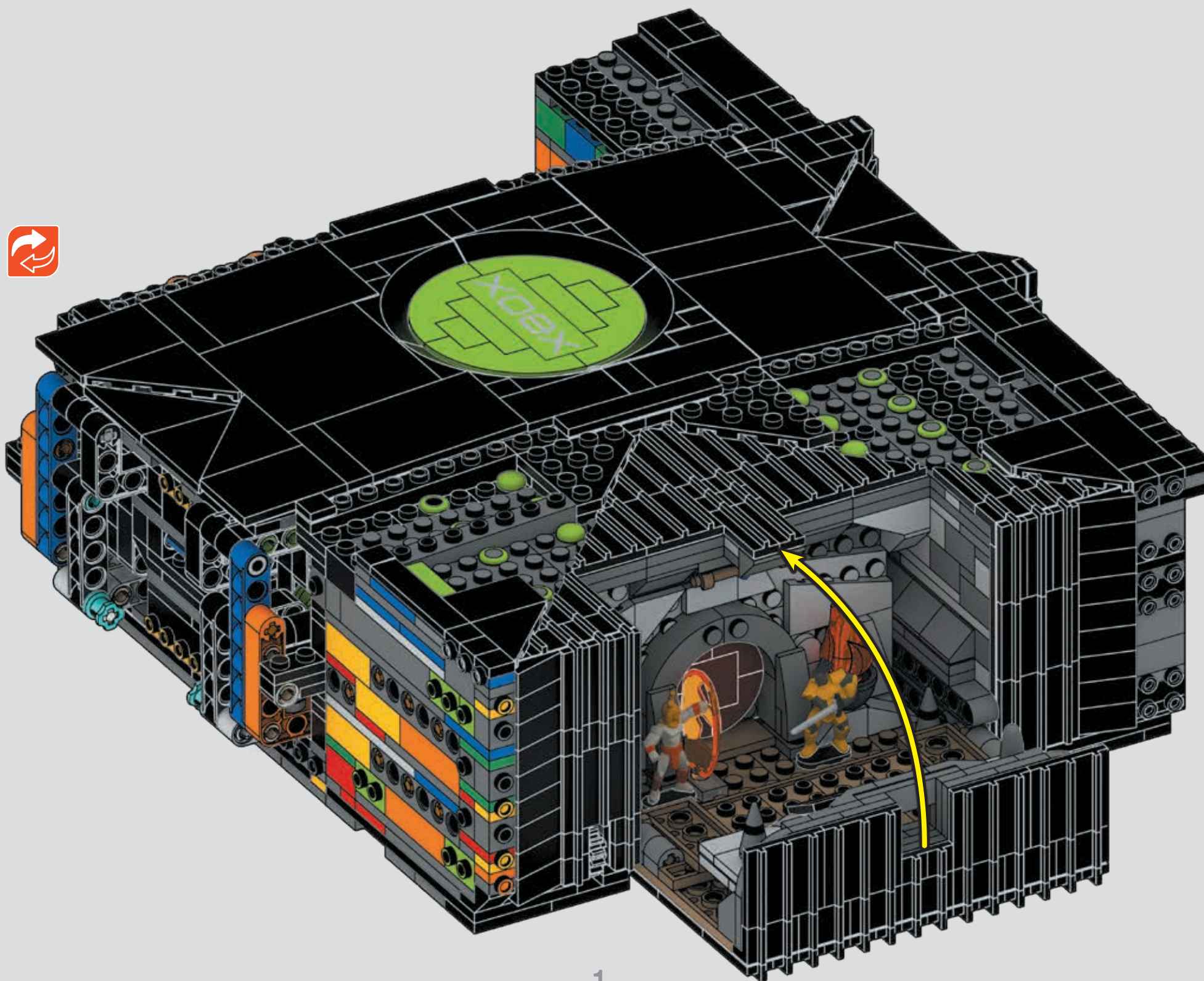
Lord High Counsellor to House Dagoth, Dagoth Ur is the final boss and main antagonist of Morrowind.

Dagoth Ur, haut-conseiller de la Maison Dagoth, est le boss final et l'antagoniste principal de Morrowind.

Dagoth Ur, el alto consejero de la Casa Dagoth, es el jefe supremo y principal antagonista de Morrowind.

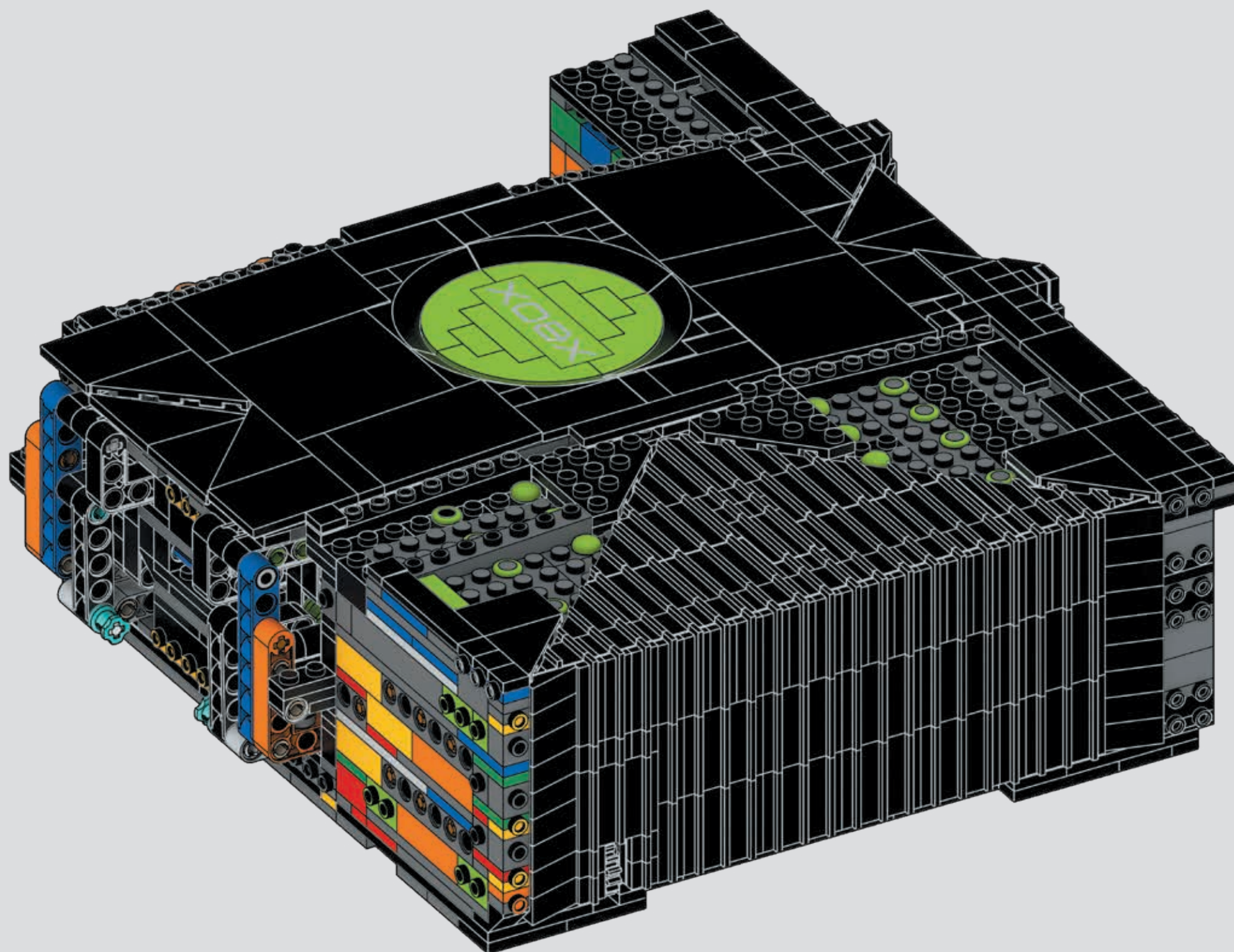
Dagoth Ur ist ein Adliger des Fürstenhauses Dagoth sowie der Endboss und Haupt-Antagonist von Morrowind.





1





2





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ИЗГОТОВЛЕНО В КИТАЕ. ÇİN'DE ÜRETİLMİŞTİR. صنع في الصين



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