LEGO Universe Newsletter Issue 18 Page 1

If you have trouble viewing this, please click here.



Issue 18







MT-32 Gladiator By Star-Hunter

Overheard:

I can't wait to play it!!! I think that this is going to be the best online game ever!!!

- By: moneybags300



Meet our pro model makers!

Connect with two <u>creative builders</u> who are already making models in LEGO Universe! You'll discover the sets that inspired their incredible LEGO building skills!



Get a load of your VIP gift!

Enter this edition's VIP code now for a special sneak peek at something exciting from LEGO Universe!

Until next time...

Issue 19 will be in your inbox before you know it! The LEGO Universe News Network will pack it with more creative features and fun VIP exclusives!



LEGO, the LEGO logo, the Brick and Knob configurations and the Minifigure are trademarks of the LEGO Group. © 2009 The LEGO Group. All rights reserved. Use of this site signifies your agreement to the terms of use.

We never share your information, and the e-mail address submitted for this newsletter will not be used for any other purpose. For additional information, check our privacy policy: http://www.lego.com/enq/info/default.asp? rmation, please

If at any time you'd like us to remove your email from any of the mailing lists or http://service.lego.com/en-US/subscriptions/default.aspx?email=email@lego.com

You are receiving this e-mail because you signed up at http://www.legouniverse.com

If you have been forwarded this email by a friend and would like to subscribe to our

email list, click here http://service.lego.com/en-US/subscriptions/universeemail.aspx.

To ensure delivery to your inbox (not bulk or junk folders), please add legouniverse@ news.legouniverse.com to your address book

As this is an automatic email, we will not be able to respond if you reply to it.

The LEGO Group is proud to partner with NetDevil in the development of LEGO Universe. The NetDevil logo is a trademark of NetDevil, Ltd. © 2009 NetDevil, Ltd. All Rights Reserved.

