



BIONICLE

METRU NUI

17

MARCH
2004



\$2.25



IN THE GRIP
OF THE
MORBUZAKKI!



PALEY
1/07
31 DEC 03

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FARSHTEY • ELLIOTT • KRYSSING

BIONICLE



The Toa Metru have succeeded in their first task, finding and rescuing six missing Matoran. Only these six know the locations of the Great Kanoka disks, which the Toa believe are key to defeating the devastating menace of the Morbuzakh plant.

Each of these legendary disks is hidden in a location accessible only to one with the powers of a Toa. But retrieving them will force the Toa Metru to face fearsome Rahi, powerful natural forces, and other perils. With each second that passes, more of the city crumbles to ruin as the Morbuzakh tightens its grip ...

The race to save Metru Nui has begun.

TURAGA VAKAMA CONTINUES HIS TALE OF METRU NUI TO THE ASSEMBLED TOA NUVA...

IN THE TIME BEFORE TIME, THE GREAT CITY OF METRU NUI FACED DISASTER. SIX MATORAN WERE CHOSEN BY FATE TO BECOME TOA METRU, HEROES FOR A CITY OF LEGENDS...

A VISION TOLD ME THAT THE KEYS TO SAVING METRU NUI WERE SIX LEGENDARY GREAT DISKS, ONE HIDDEN IN EACH METRU.

BUT THE ONLY MATORAN WHO COULD LEAD US TO THE DISKS SECRETLY WANTED THE ARTIFACTS FOR THEMSELVES.

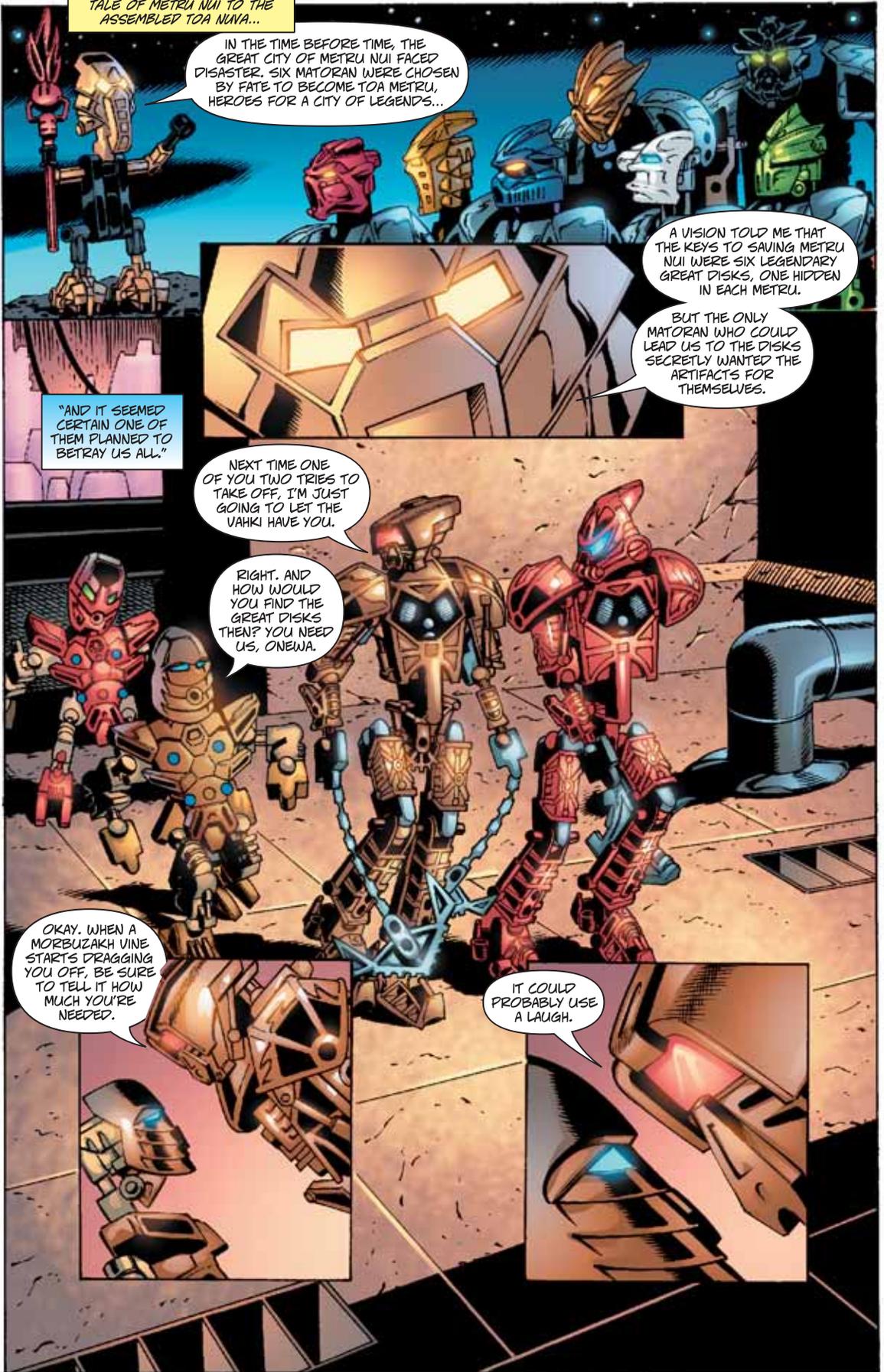
"AND IT SEEMED CERTAIN ONE OF THEM PLANNED TO BETRAY US ALL."

NEXT TIME ONE OF YOU TWO TRIES TO TAKE OFF, I'M JUST GOING TO LET THE VAHKI HAVE YOU.

RIGHT. AND HOW WOULD YOU FIND THE GREAT DISKS THEN? YOU NEED US, ONEWA.

OKAY. WHEN A MORBUZAKH VINE STARTS DRAGGING YOU OFF, BE SURE TO TELL IT HOW MUCH YOU'RE NEEDED.

IT COULD PROBABLY USE A LAUGH.





ENOUGH! WE'VE ARRIVED. NUHRII, ARE YOU SURE THIS IS WHERE THE TA-METRU GREAT DISK IS HIDDEN?

NUHRII? WHEN ISN'T HE SURE OF EVERYTHING? IT'S SOMEPLACE ONLY A TOA CAN REACH--

-- THE FIRE PITS!

NO WONDER I LIKE PO-METRU BETTER.

CITY OF LEGENDS

PART III DISKS OF DANGER

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KEN LOPEZ--LETTERER
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"THE FIRE PITS WERE ONE OF THE MOST HIGHLY SECURED SITES IN ALL TA-METRU. WHILE ONEWA LURED THE VAHKI AWAY, NUHRII AND I FOUND A WAY IN."

COULDN'T WE JUST ASK THE VAHKI FOR PERMISSION TO SEARCH THE PITS?

I ASKED A VAHKI SOMETHING ONCE. I SPENT THE NEXT MONTH SCRUBBING MOLTEN PROTODERMIS FEEDER TUBES... WITH MY MASK.



THEN I HAVE ANOTHER IDEA. LET'S BREAK IN.

THERE'S A PLAN.



"NUHRII DIRECTED ME TO THE FIRE PIT WHERE, HE SAID, THE TA-METRU GREAT DISK WAS TO BE FOUND."

WE HAVE TO MOVE QUICKLY BEFORE THE FIRES ERUPT AGAIN. BUT I THINK I SEE... YES...



THERE IT IS!



POWER LEVEL 9. ONLY A GREAT DISK CONTAINS SO MUCH ENERGY.

ONCE WE HAVE COLLECTED THE OTHER FIVE DISKS, WE CAN CHALLENGE THE MORBUZAKH VINES THAT ARE STRANGLING OUR CITY.



"UNFORTUNATELY, THE MORBUZAKH HAD OTHER IDEAS."



MOVE! THERE'S NO TELLING WHAT THE POWER OF THAT DISK MAY HAVE CHANGED THE MORBUZAKH VINES INTO!



WSSSTTT!!

MATA NUI PROTECT US!



WPOOOSH

RUN!

DID YOU SEE THAT THING IN ONE OF YOUR VISIONS, FIRE-SPITTER? OR IN A NIGHTMARE?



THE SHOCK OF TRANSFORMING MADE THE VINES LET GO, AND WE GOT THE GREAT DISK. LET'S HOPE THE OTHERS WERE AS FORTUNATE.



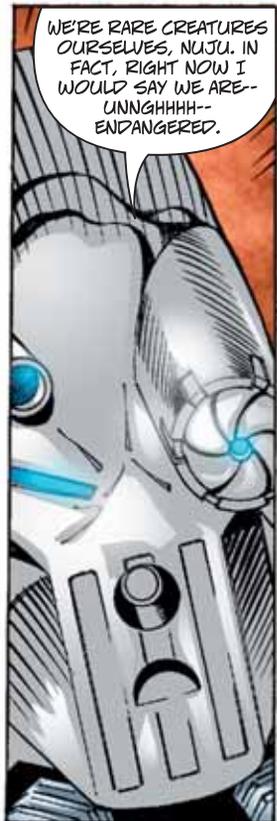
"UNFORTUNATELY, THE OTHER TOA METRU WERE FACING THEIR OWN DANGERS. IN THE ARCHIVES, NUJU AND WHENUA'S SEARCH FOR THE ONU-METRU GREAT DISK HAD TAKEN A FRIGHTENING TURN..."

WRONG DOOR... UNNNGGHH!... REALLY WRONG DOOR!

I FIGURED THAT OUT!



THIS-- OWWWW!--IS A VERY RARE CREATURE. TRY NOT TO HURT IT!



WE'RE RARE CREATURES OURSELVES, NUJU. IN FACT, RIGHT NOW I WOULD SAY WE ARE-- UNNNGHHH-- ENDANGERED.



I HAVE AN IDEA! IF I CAN GET MY DRILLS SPINNING FAST ENOUGH...

SCREEEEEEEE

SCREEEEEEEE

ARRRRHH! THAT NOISE! FEELS LIKE MY HEAD IS GOING TO SPLIT!



SCREEEEEEEE

SCREEEEEEEE

OOOOO!

OHH!



THAT CREATURE IS ALMOST BLIND. IT RELIES ON ITS INCREDIBLE HEARING TO GET AROUND.

SO YOUR DRILLS GAVE IT A HEADACHE. ANY MORE SURPRISES DOWN HERE I SHOULD KNOW ABOUT?

THAT'S WHAT THIS PLACE IS ALL ABOUT, NUJU. WELCOME TO THE ARCHIVES.

"IN LE-METRU, MATAU WOULD HAVE TO RISK HIS VERY LIFE TO GET THE GREAT DISK..."

YOU'RE SURE THE GREAT DISK CAN BE FOUND INSIDE THE CHUTES?

IT'S TRAPPED IN A FORCE SPHERE MOVING THROUGH THE CHUTE NETWORK. ONCE THE SPHERE ABSORBS ENOUGH ENERGY, IT WILL IMplode, DESTROYING ANYTHING THAT'S INSIDE IT.

SO ALL MATAU HAS TO DO IS JUMP IN THE SPHERE, GET THE GREAT DISK, AND GET BACK OUT?

EASY!

EXCEPT FOR THE GETTING IN. AND THE GETTING OUT.

AND MAYBE SEEK-FINDING THE DISK.

THE SPHERE IS COMING, SO I'M GOING!

THE CREATURES

The city of *METRU NUI* and its Archives are home to four of them you can building using parts from new



KRAAWA

At first glance, this Rahi does not seem particularly frightening or dangerous. Yet it is held in the most secure section of the Onu-Metru Archives and any and all contact with it is strictly forbidden. Apparently, its defense against predators is its ability to absorb any force used against it and use that energy to grow. Matoran are unsure whether any other specimens of this species exist, but they sincerely hope they do not. Create a Kraawa using pieces 8602 Toa Nokama, 8603 Toa Whenua, and 8606 Toa Nuju.

KRALHI

This creature may resemble a Rahi, but in fact it is purely robotic. It was the early design prototype for the Metru Nui order enforcement squads, and perhaps two dozen of these were built. Its tail launches an energy bubble which can completely enclose an offender. The prototype then drains energy from its captive into itself, leaving the lawbreaker too weak to cause trouble for some time. They were eventually "retired" in favor of the more efficient Vahki, but these beings refused to be shut off and are believed to be hiding in some of the less-frequented sections of the Archives. Construct your own Kralhi using pieces from 8601 Toa Vakama, 8604 Toa Onewa, and 8605 Toa Matau.



Look for building instructions and more information on these

OF METRU NUI...

a large number of strange **RAHI** beasts. Here are **BIONICLE** sets:

KAVINIKA

These wolf-like creatures were originally intended as guards for low-priority facilities. Unfortunately, their nature was such that they would fight each other, Ussal crabs and other Rahi, and even threatened their Matoran masters.

As a result, efforts have been made to drive them out of the city, although with limited success so far. Build the Kavinika using pieces from 8608 Vhisola, 8609 Tehutti, and 8612 Ehrve.

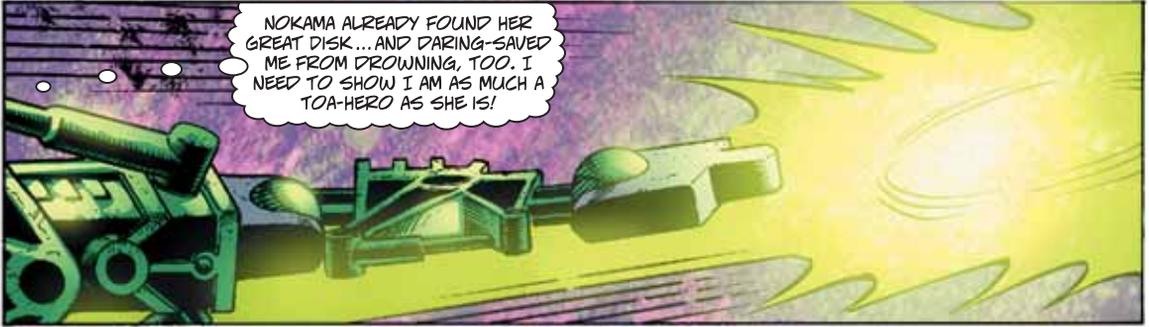


KINLOKA

Although this creature resembles an insect, it is in fact a particularly vicious form of large rodent. A distant relative of the stone rats of Onu-Metru, this creature seems to be the result of an experiment to produce an animal with a more efficient digestive system. The unfortunate result was a nasty beast that is always hungry, and will devour anything in its path. They commonly carry disks with the weaken power to slow down opponents. Build the Kinloka using pieces from 8607 Nuhrii, 8610 Ahkmou, and 8611 Orkahn.



creatures, plus much more, on the new www.BIONICLE.com!





FREE!
I'M--

**K
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NO ONE
SAID FREEDOM
WOULD BE
EASY.



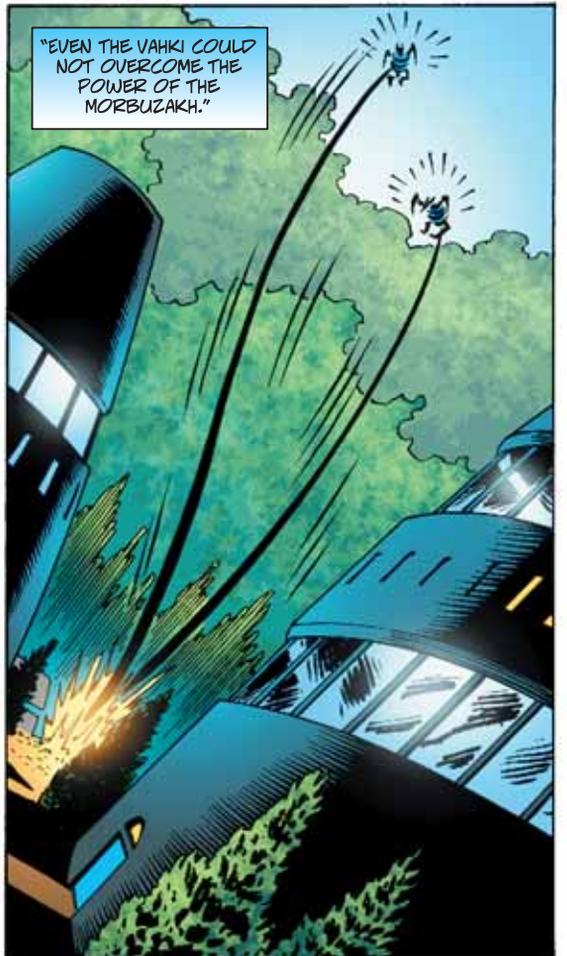
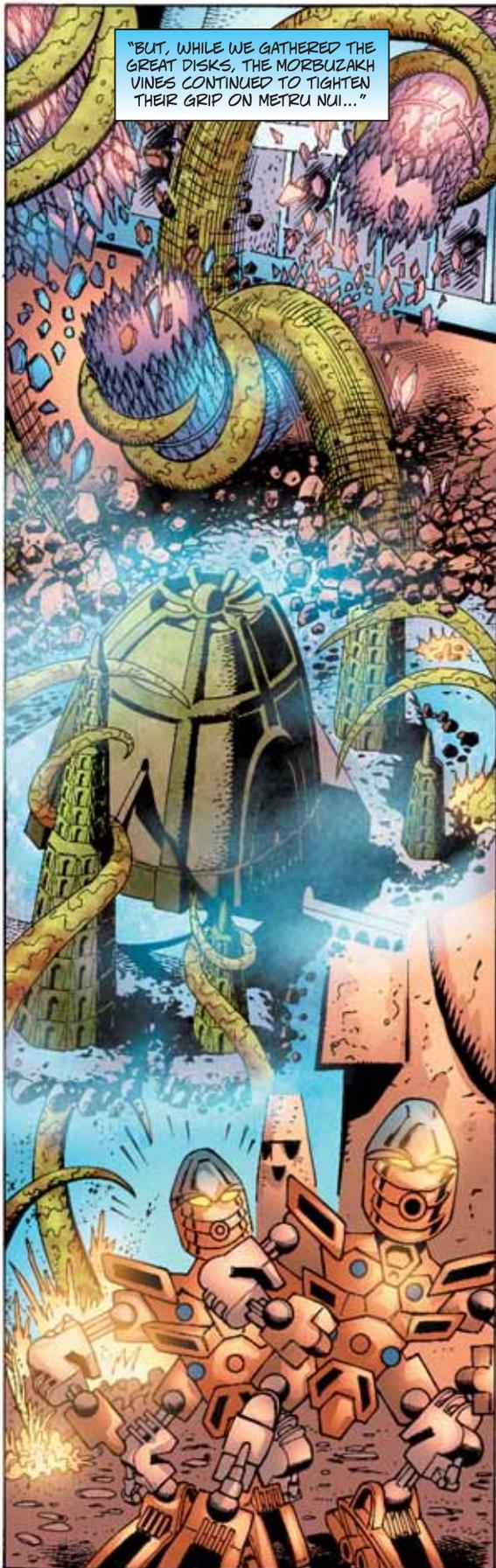
"AND SO OUR SEARCH
CONTINUED. FROM THE
SNOW-COVERED
KNOWLEDGE TOWERS
OF KO-METRU ..."



"TO THE SKIES ABOVE
THE PO-METRU
SCULPTURE FIELDS."



"UNTIL THE LEGENDARY
GREAT DISKS WERE OURS."





"NOW THAT WE HAD THE GREAT DISKS, OUR TASK WAS JUST BEGINNING..."

VHISOLA'S RESEARCHES REVEALED THAT THERE IS A SINGLE KING ROOT OF THE MORBUZAKH. DEFEAT THAT, AND THE WHOLE PLANT SHOULD DIE.

BUT WHERE COULD SOMETHING SO LARGE BE HIDING?

IT'S VINES SURVIVED IN THE FIRE PIT. IT THRIVES ON HEAT.



THE GREAT FURNACE IN TA-METRU! DON'T YOU SEE--IF IT NEEDS HEAT, WHAT BETTER PLACE FOR IT TO HIDE?



THEN OUR DUTY IS CLEAR. WE HAVE TO FIND AND STOP THIS THING, ONCE AND FOR ALL.



WHAT'S THE MATTER, VHISOLA? THERE IS NOTHING TO FEAR. YOU ARE WITH SIX TOA METRU. YOU WILL BE SAFE.



NO, I WON'T BE. NONE OF US WILL BE. DON'T YOU KNOW WHAT THEY SAY ABOUT THE MORBUZAKH?



WHEN THE MORBUZAKH KNOWS YOU'RE LOOKING FOR IT...

IT COMES LOOKING FOR YOU.

NEXT: THE BATTLE FOR METRU NUI!
TOA METRU VS. MORBUZAKH!

...and the adventure continues >>>MARCH 2004



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BIONICLE



Metru Nui
Length ~ 47.6 kio
Width ~ 24 kio

Toa ~ 1.6 bio
1000 bio ~ 1 kio
1000 kio ~ 1 mioo



PO-METRU

Canyon of Unending Whispers

Assembler's village

Fields of Construction

The Sculpture Fields

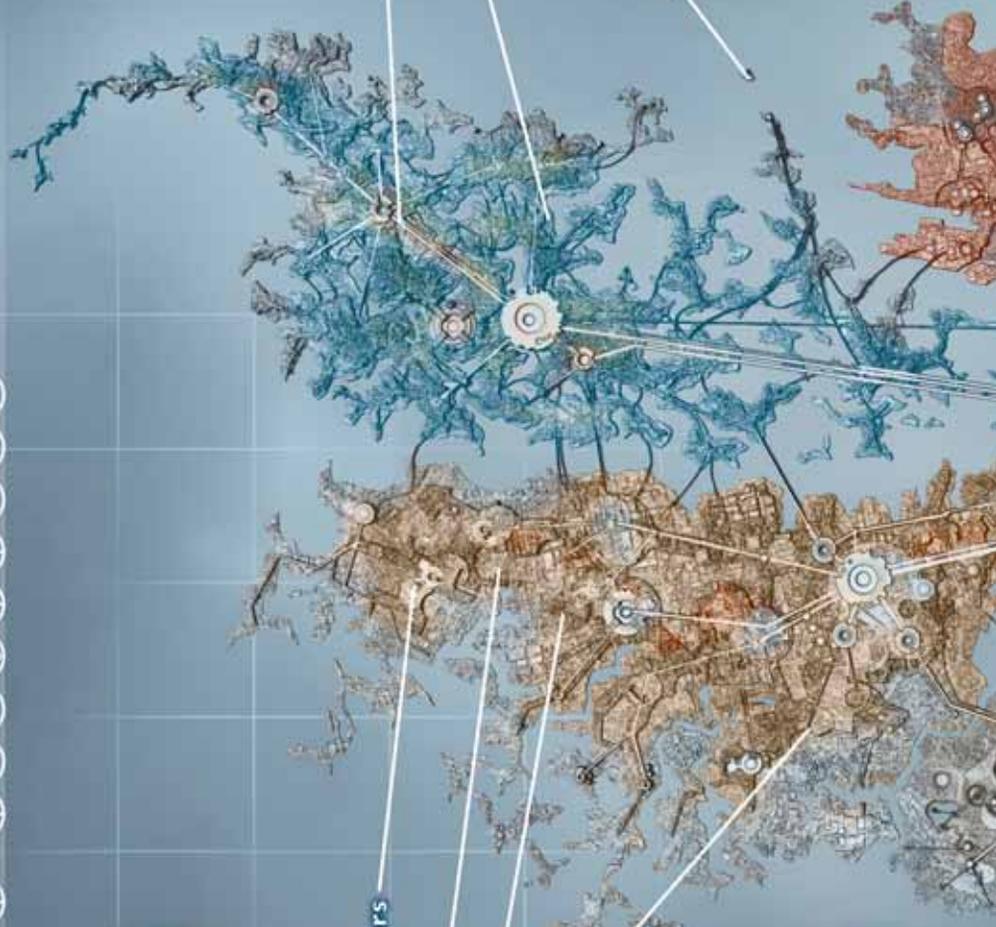


GA-METRU

Fountains of Wisdom

The Protodermis Falls

The Temple of the Great Spirit



ONU-METRU

The Great Archive



KO-METRU

The Knowledge Towers
Towers of Thought



TA-METRU

The Coliseum
The Coliseum Storage Room
The Main Power Source
Turaga Dume's Chamber /
Throne Room



The Great Furnace

Vakama's Foundry

LE-METRU

Test Track

METRU NUI

Oscar Mayer

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