



BIONICLE

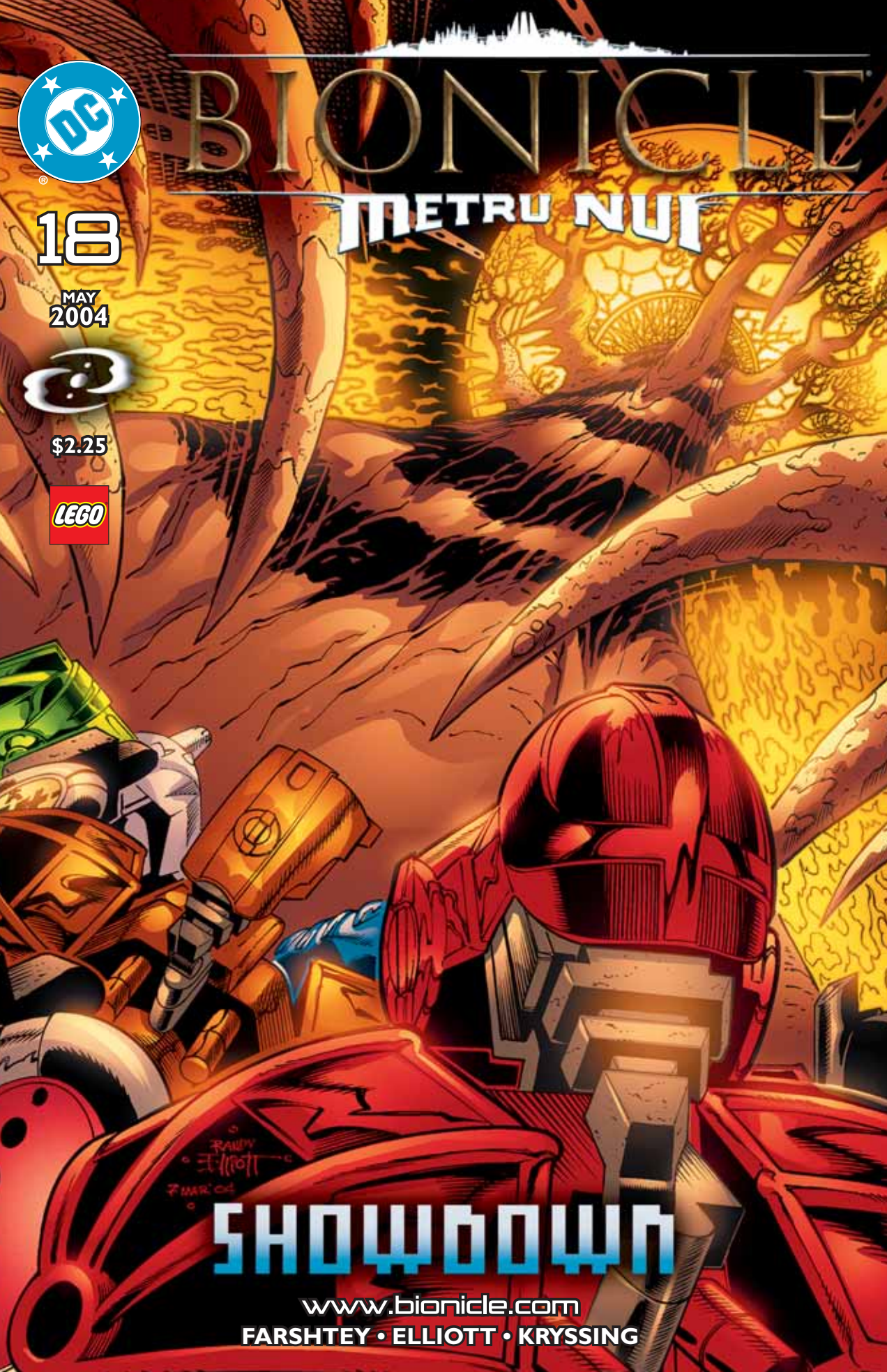
METRU NUI

18

MAY
2004



\$2.25



SHOWDOWN

www.bionicle.com

FARSHTEY • ELLIOTT • KRYSSING

BIONICLE



The Toa Metru have gathered the six Great Disks from their hiding places throughout Metru Nui. Now they prepare for their trial by fire: confronting the king root of the dreaded Morbuzakh plant in the depths of the Great Furnace.

Can six untried heroes triumph over a monstrosity that has plagued an entire city? Do they have the courage, power, and wisdom to win when even the Vahki have fallen before the Morbuzakh vines? Or will their inexperience mean the end of the Toa Metru, and the city as well?

The preparations have been completed. The hidden enemy has been found.

The battle for Metru Nui starts now.

VAKAMA'S TALE
CONTINUES:

"TOGETHER, THE TOA METRU
HAD RECOVERED THE SIX GREAT
DISKS, BUT OUR MISSION WAS
FAR FROM FINISHED..."

"FOR WE STILL HAD TO
CONFRONT THE MORBUZAKH,
THE FEARSOME MENACE WHOSE
VINES THREATENED TO
STRANGLE METRU NUI."

"BEHIND US WALKED THE
SIX MATORAN WHOSE
KNOWLEDGE OF THE
GREAT DISKS HAD LED
US TO THE ARTIFACTS."

"AHKMOU'S FREQUENT ATTEMPTS
TO FLEE RESULTED IN HIS BEING
KEPT IN FRONT, WHERE HE COULD
BE WATCHED BY THE OTHERS."

"LITTLE DID WE KNOW
THAT WE, TOO, WERE
BEING WATCHED..."

SCANNING: SIX
UNKNOWNNS,
SIX MATORAN.
IDENTIFY.

PROCESSING. PRESENCE
OF UNKNOWNNS AND
MATORAN IN THIS METRU
UNAUTHORIZED. ACTION
REQUIRED.

PRIME DIRECTIVE
INITIATED. PACIFY.
PACIFY.


CITY OF LEGENDS
PART III SEEDS OF DOOM

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"FORTUNATELY, ONEWA'S SHARP EYES SPOTTED THE DANGER."

VAHKI!



"THERE WAS NO TIME TO TRY TO EXPLAIN OURSELVES TO THE VAHKI-- NOT THAT THEY WOULD HAVE LISTENED ANYWAY. SO WE SOUGHT A HIDING PLACE."




"WE TOOK REFUGE IN AN ABANDONED FORGE...OR AT LEAST, WE BELIEVED IT WAS ABANDONED."

LOOKS LIKE THE WORKERS LEFT IN A HURRY. WONDER WHY?



"WE WERE ABOUT TO FIND OUT."


WHAT--?



THIS IS WHAT STRUCK YOU, NUJU. IT LOOKS LIKE SOME SORT OF... SEED.



OH,
MATA NUI
PROTECT
US...



"BEFORE WE COULD REACT,
WE WERE CAUGHT IN A STORM
OF SEEDS. AND WHEN THEY
STRUCK, TINY MORBUZAKH
VINES SPRANG FROM THE
SHELLS AND CLUNG TO
WHATEVER WAS CLOSEST..."



MORBUZAKH
SEEDS!!

TOK

TOK

TOK

TOK

TOK

TOK



"VINES BOUND US
MORE TIGHTLY THAN ANY
CHAIN EVER COULD,
AND WE FELL ..."



"NOW THE TENDRILS
REACHED FOR OUR
MASKS... AND IF
THOSE WERE LOST,
SO WERE WE."



"BUT ONE OF US HAD FOUND THE STRENGTH TO OVERCOME."



"ONCE FREE, THE TOA OF ICE RUSHED TO AID THE REST OF US."

HELP ME SAVE THE OTHERS AND THE MATORAN! WE HAVE TO HURRY!



"WE CLAWED OUR WAY BACK OUTSIDE, BUT WE KNEW NO MERE DOOR COULD STOP THE VINES."

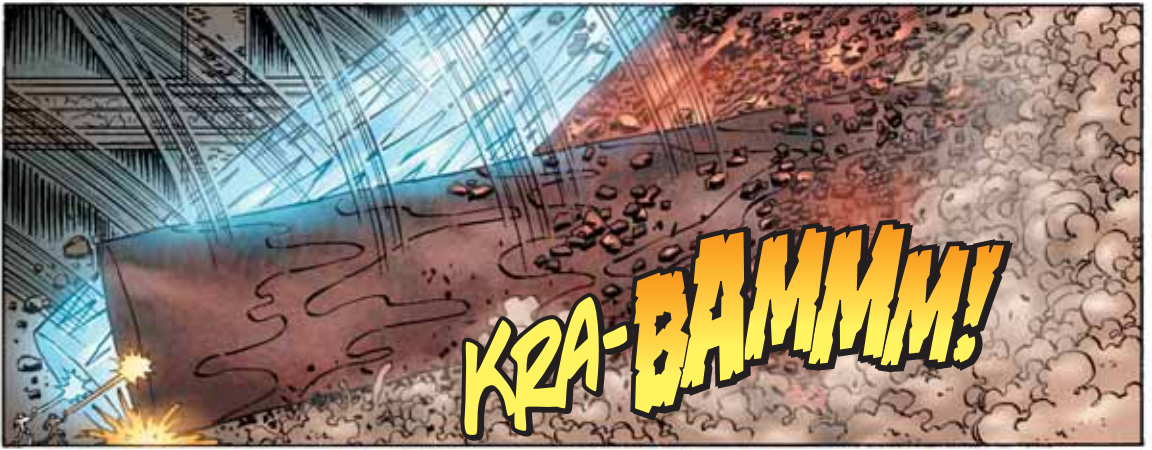
NUJU! ONEWA! BRING THE BUILDING DOWN!



GLADLY.



ABOUT TIME WE HAD SOME ACTION AROUND HERE.



DO YOU THINK THAT WILL STOP THEM?

NOT FOR LONG. YOU KNOW WHAT THIS MEANS, DON'T YOU?

IT'S REPRODUCING ITSELF, AND WE HAVE NO IDEA HOW MANY OTHER SEEDS MIGHT BE WAITING TO SPROUT.

YES, AND--HEY, WHERE'S AHKMOU?



I SEE HIM. MINE!



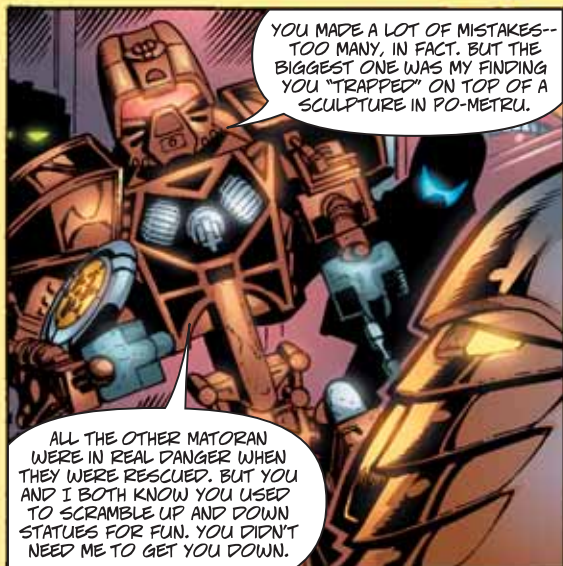
NOT SO FAST, CARVER!

YIII!



YOU KNOW, AHKMOU, WE ALL HAD A FEELING ONE OF YOU SIX MATORAN WASN'T WHAT HE SEEMED. YOU WERE PLANNING TO TAKE ALL THE GREAT DISKS, WEREN'T YOU?

PROVE IT, ONEWA. I'M JUST AN INNOCENT MATORAN, LIKE THESE OTHERS.



YOU MADE A LOT OF MISTAKES-- TOO MANY, IN FACT. BUT THE BIGGEST ONE WAS MY FINDING YOU "TRAPPED" ON TOP OF A SCULPTURE IN PO-METRU.

ALL THE OTHER MATORAN WERE IN REAL DANGER WHEN THEY WERE RESCUED. BUT YOU AND I BOTH KNOW YOU USED TO SCRAMBLE UP AND DOWN STATUES FOR FUN. YOU DIDN'T NEED ME TO GET YOU DOWN.



I DON'T KNOW WHY YOU PLANNED TO BETRAY METRU NUI, OR WHO YOU ARE WORKING FOR. BUT LISTEN GOOD--

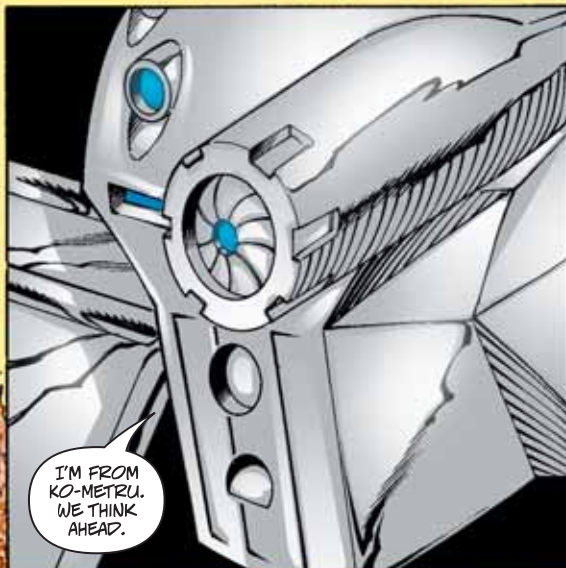
--PULL ANYTHING ELSE, AND YOU'RE PLANT FOOD. GOT IT?

WHO AM I TO ARGUE WITH A MIGHTY TOA?



I DIDN'T GET A CHANCE TO THANK YOU FOR THE RESCUE. HOW DID YOU ESCAPE THE VINES?

WHEN I SAW WHAT THE SEEDS WERE DOING, I TOOK A DEEP BREATH AND EXPANDED MY CHEST. WHEN I LET THE BREATH OUT, I HAD ENOUGH SLACK TO MOVE A LITTLE. AND MAKING AN ICICLE IS EASY.



I'M FROM KO-METRU. WE THINK AHEAD.



"AFTER BRAVING MANY DANGERS,* AND SEEING THE MATORAN TO SAFETY, WE AT LAST ENTERED THE INFERNO THAT WAS THE GREAT FURNACE..."

VAKAMA... THE HEAT...

THE HEAT IS THE LEAST OF OUR PROBLEMS, SISTER. LOOK!

*FOR DETAILS, CHECK OUT BIONICLE ADVENTURES #2: TRIAL BY FIRE, AVAILABLE IN BOOKSTORES NOW.



UMM...
I THINK WE
NEED MORE
TOA.

SO
MONSTROUS--
I NEVER
DREAMED...

READY THE
GREAT DISKS!
WE WILL STRIKE
TOGETHER AND--

**NOOOOOO!
YOU WILL NOT
DESSSTROY THE
MORBUZAKH!**

THE VAHKI ARE

METRU NUI is confronted by many dangers. Rampaging *MORBUZAKH* vines. *MATORAN* vanishing from their workplaces. Strange beings claiming to be *TOA METRU*. But don't worry, citizen *MATORAN* - the *VAHKI* order enforcement squads are here to keep your city safe. They will watch over you as you work, play, and rest. They will make certain you are always safe, secure and where you are supposed to be. The *VAHKI* will always be nearby to protect you ... whether you like it or not.

Nuurakh

COMMAND CODE:
8614
ZONE OF CONTROL:
To-Metru
EQUIPMENT:
Kanoka disks; Staff of Command, causes target to obey a single command for duration of effect.
ATTRIBUTES:
Speed; skill at ambush; resistance to extremes of heat.
PREFERRED TACTIC:
Surprise, surround, and capture.



SURRENDER OR RUN

Bordakh

COMMAND CODE:
8615
ZONE OF CONTROL:
Ga-Metru
EQUIPMENT:
Kanoka disks; Staff of Loyalty, makes target willing to identify any lawbreakers she may observe and summon Vahki for their apprehension.
ATTRIBUTES:
Cunning; highly skilled in pursuit; prefer small, mobile groups.
PREFERRED TACTIC:
Allow a chase to go on as long as possible before making capture.



SURRENDER OR RUN

Vorzakh

COMMAND CODE:
8616
ZONE OF CONTROL:
Le-Metru
EQUIPMENT:
Kanoka disks; Staff of Erasing, temporarily inhibits higher mental functions leaving motor skills only intact.
ATTRIBUTES:
Direct; impatient; efficient.
PREFERRED TACTIC:
Smash anything standing between it and capture of target.



SURRENDER OR RUN

STAY
WAS HERE



COMING!!!

Zadakh

COMMAND CODE:
8617

ZONE OF CONTROL:
Po-Metru

EQUIPMENT:
Kanoka disks; Staff of Suggestion, causes target to be extremely susceptible to suggestion for duration of effect.

ATTRIBUTES:
Unstoppable charge; quick to fight; great strength.

PREFERRED TACTIC:
Pacify with excessive force.



SURRENDER OR YAM

Rorzakh

COMMAND CODE:
8618

ZONE OF CONTROL:
Onu-Metru

EQUIPMENT:
Kanoka disks; Staff of Presence, Vahki receives audio and visual input from target for duration of effect, without target being aware.

ATTRIBUTES:
Relentless, fearless.

PREFERRED TACTIC:
Pursue anywhere, for any length of time, no matter the danger.



SURRENDER OR YAM

Keerakh

COMMAND CODE:
8619

ZONE OF CONTROL:
Ko-Metru

EQUIPMENT:
Kanoka disks; Staff of Confusion, temporarily distorts target's sense of time and place.

ATTRIBUTES:
Masters of strategy and tactics.

PREFERRED TACTIC:
Determine where a fleeing target is going and get there first.



SURRENDER OR YAM

Ordakh

COMMAND CODE:
8615

ZONE OF CONTROL:
Go-Metru

EQUIPMENT:
Kanoka disks; Staff of Loyalty, makes target willing to identify any lawbreakers she may observe and summon Vahki for their apprehension.

ATTRIBUTES:
Cunning; highly skilled in pursuit; prefers small, mobile groups.

PREFERRED TACTIC:
Allow a chase to go on as long as possible before making capture.

Vorzak

COMMAND CODE:
8620

ZONE OF CONTROL:
Le-Metru

EQUIPMENT:
Kanoka disks; Staff of Enslavement, temporarily inhibits higher mental functions; leech motor skills on intake.

ATTRIBUTES:
Direct; impatient; efficient.

PREFERRED TACTIC:
Smash anything standing between it and capture a target.



4
LIFE





MY ARMSSS
EXTEND TO EVERY
PART OF THISSS
CITY. I AM IN THE
FURNACESSS, THE
CHUTESSSS, THE
CANALSSS...

THE MATORAN
LIVE AND WORK
ONLY BECAUSE I
CHOOSSSE TO
LET THEM. BUT
IF THEY ANGER
ME--



I WILL DRIVE THE MATORAN INTO
THE HEART OF THE CITY, AS I
WASSS COMMANDED. THEN I
WILL CLAIM METRU NUI AS MY
OWN. THOSE WHO SSSSURVIVE
CAN SSSSERVE THE MORBUZAKH,
OR PERISSH!



--BEGINNING
WITH YOU!

HEY!



COME
BACK HERE
WITH THAT!



HANG ON,
WHENUA!

THANKS!
THAT WAS
MY PLAN!



"MATAU'S WINDS HELPED FREE NUJU AND WHENUA. BUT IT SEEMED THAT THE MORBUZAKH WAS RIGHT. WE FOUGHT NOT ONE ENEMY, BUT HUNDREDS, ALL REACHING TO STEAL THE GREAT DISKS FROM US."



YOU CANNOT SSSSTOP ME. YOU HAVE NOT THE SSSSTRENGTH.

THAT ISSS ALL RIGHT. TOO WEAK TO BE HEROESSS, PERHAPSSS, BUT YOU WILL SSSSTILL MAKE EXCELLENT SSSSLAVES.

"I SAW ONLY ONE HOPE FOR VICTORY-- SURRENDER."

WE CAN'T WIN THIS WAY. STOP FIGHTING.

BUT IF WE STOP, THE VINES WILL DRAG US RIGHT TO THE-- OHHH. FOR A FIRE-SPITTER, VAKAMA, YOU ARE ALMOST AS QUICK-SMART AS A LE-MATORAN.

YOU KNOW, MAYBE WHEN WE ARE DONE HERE, WE CAN TRANSPLANT IT TO GA-METRU.

AS LONG AS IT STOPS SPEAKING. THERE IS NOTHING I DISLIKE MORE THAN A TALKATIVE SHRUB.

I WOULD RATHER BE FED TO THE GREAT FURNACE THAN LIVE IN A CITY RUN BY AN OBNOXIOUS, FOUL-SMELLING, OVER-GROWN PILE OF VEGETABLE MATTER GOOD FOR NOTHING BUT CLOGGING CANALS.

BEFORE YOU SSSSERVE, YOU WILL SSSUFFER.

NO, MORBUZAKH. YOU HAVE HAD YOUR SEASON. THE TIME OF HARVEST HAS COME!



ONEWA... THE PRESSURE FROM THE VINES... I'M BLACKING OUT...

HOLD ON, SISTER! OUR VICTORY IS AT HAND!



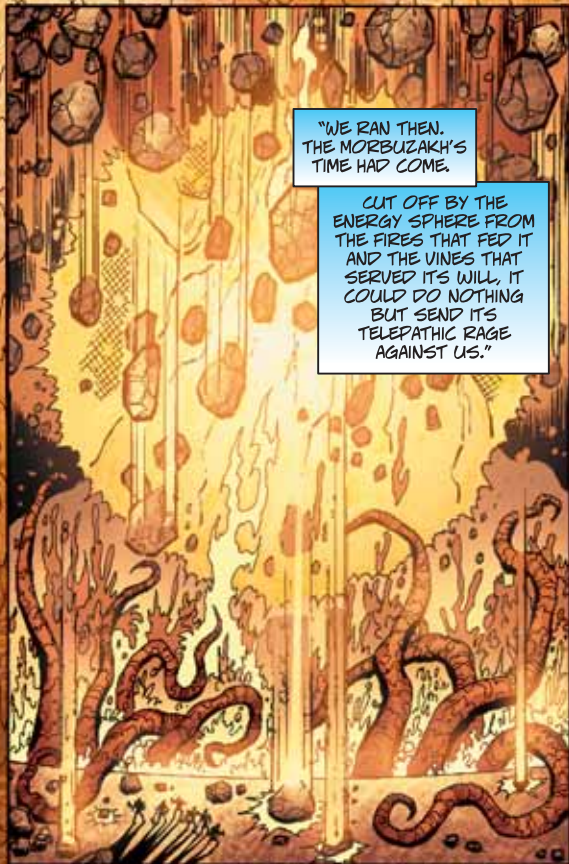
WE'RE FREE!

NOOOOOOOOO...

BUT FAR FROM SAFE!



THE MORBUZAKH HAS BECOME ONE WITH THE GREAT FURNACE! IN TRYING TO ESCAPE, IT IS BRINGING THE BUILDING DOWN!



"WE RAN THEN. THE MORBUZAKH'S TIME HAD COME.

CUT OFF BY THE ENERGY SPHERE FROM THE FIRES THAT FED IT AND THE VINES THAT SERVED ITS WILL, IT COULD DO NOTHING BUT SEND ITS TELEPATHIC RAGE AGAINST US."



BE QUIET AND FLEE, LIBRARIAN!

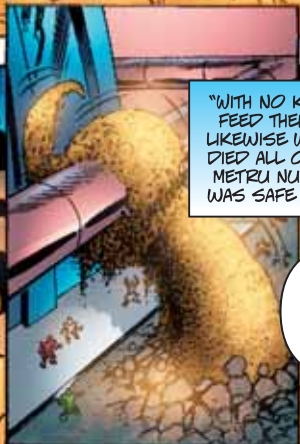
LAST ONE OUT IS VAHKI BONES!

WHAT WILL HAPPEN TO THE DARK-PLANT NOW?

I THINK WE ARE ABOUT TO FIND OUT.



"BEFORE OUR EYES, THE ENERGY SPHERE VANISHED, AND THE KING ROOT OF THE MORBUZAKH CRUMBLED TO DUST, NO LONGER A MENACE, IT RETURNED TO THE GROUND FROM WHICH IT SPANG."



"WITH NO KING ROOT TO FEED THEM, THE VINES LIKEWISE WITHERED AND DIED ALL OVER THE CITY. METRU NUI, IT SEEMED, WAS SAFE ONCE MORE."

IT IS... OVER. WE HAVE PASSED OUR FIRST TEST AS TOA METRU.

THEN WHY WE STANDING HERE? LET'S BRING THESE EVER-POWERFUL DISKS TO THE COUSEUM AND TELL THE WORLD WE ARE TOA-HEROES!

ONLY ONE THING TROUBLES ME, BROTHERS...

THE MORBUZAKH SAID IT HAD DRIVEN THE MATORAN INTO THE HEART OF THE CITY AS IT WAS 'COMMANDED.' WHO COULD COMMAND SUCH A MONSTER... WHY WOULD THEY PLOT AGAINST THE MATORAN...

...AND WILL THEY STRIKE AGAIN?

NEXT ISSUE THE TOA BETRAYED! A CITY AGAINST THEM! AND THE MIND-STAGGERING MENACE OF THE **VAKKI!**

Surrounded By Mystery,
Threatened By Darkness,
The City Calls Upon Its Heroes.



BIONICLE[®] 2
LEGENDS OF 2
METRU NUI

Every Legend Has A Beginning

An All-New Movie
Coming To DVD And Video
Fall 2004



Visit BIONICLE.com for exclusive updates!

BIONICLE Returns to Comic-Con International!

The heroes and villains of Metru Nui journey to California this summer for Comic-Con International, July 22-25, at the San Diego Convention Center. Check out the BIONICLE booth for:

- The newest BIONICLE sets
- Teaser footage of BIONICLE 2: Legends of Metru Nui
- Get a free copy of the newest BIONICLE comic book signed by writer Greg Farshtey
- Comic-Con exclusive Kanoka card and disk free with every BIONICLE purchase
- And much more!

Last year, the BIONICLE booth was the hit of the convention - this year's will be even bigger and better! Don't miss it!



The results are in!

Contest entries for the LEGO BIONICLE Rahi Building Challenge are in, and the winners are being judged! The Grand Prize and 50 First Prize winners will be notified by mail by June 30th. The Grand Prize model will be featured in the November LEGO Magazine and as part of the BIONICLE 21 comic story!

Explore the city of Metru Nui!

Ever wonder how Kanoka disks are made? Or how Matoran airships work? Wondering what it's like to live in the six metru? Find all the answers in the new BIONICLE Metru Nui City Guide, coming this summer from Scholastic! Written by BIONICLE comic writer Greg Farshtey, the City Guide features never before seen art from the new BIONICLE movie!



BIONICLE
CITY OF LEGENDS

Kanoka Club

Username

password

Movies

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Wall of History

Video Games

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Trading cards

Toy games

KANOKA CLUB

Get access to special **BIONICLE** information, behind the scenes sneak peeks, interactive games and more with the Kanoka Club.

Account Status

aka name
300 points
List of Codes
1 Nokama
2 Kanoka
2 Piria ads

It's easy to join. Just log on to **BIONICLE.com**, click on "Kanoka Club," and enter any Kanoka code in the space provided. You'll find codes on the Kanoka card in your Toa Metru and Vahki sets, on Kanoka disks, and lots of other places.

Enter Codes



As soon as you become a member, you can download special Toa Metru interactive games. Plus you earn points with each Kanoka code you enter – spend those points to "buy" great **BIONICLE** material, including:

LEGO Club

Kanoka Club
Rules

My Exchanges (Click to view)

- 0 Exchanges available
- 0 Exchanges available
- 0 Exchanges available
- 0 Exchanges available

Buy Exchanges

- Wallpaper
- Screensavers
- Online games
- First looks



The Kanoka Club is updated often, so check back – you never know what might be waiting there! Plus get the chance to have your questions answered by **BIONICLE** comic writer Greg Farshtey.



BORGAKH Mini presentation

Coming next month

300 points



BORGAKH Mini presentation

Coming next month

300 points

Ask Greg

What is the number of Matorans that are in hibernation after the escape?

See the answer in Ask Greg



And don't forget to check out all the other great features on **BIONICLE.com**, including Toa Metru bios and movies, info on **BIONICLE 2: Legends of Metru Nui**, news, and much more.

GET IT FIRST!

clubshop

Not Available in Stores Until June!

The Vahki are coming – surrender or run!

The mechanical order enforcement squads of Metru Nui are respected and feared by every Matoran. Now they have a new directive: hunt down and imprison the Toa Metru! Using their stun staffs and Kanoka disks, they will bring order back to Metru Nui ... or else.

<NEW>



Capture the Vahki before they capture you!

Be one of the first to own 2 new BIONICLE Vahki! The Nuurakh of Ta-Metru can use its Staff of Command to dominate the mind, while the Ga-Metru Bordakh uses its Staff of Loyalty to make any Matoran a willing servant of the Vahki! Kit includes #8614 Vahki Nuurakh and #8615 Vahki Bordakh. Ages 7+. 66 pieces.

#K8615 Vahki EnForcers Kit \$17.98



Each Vahki includes Kanoka disk launcher & glow-in-the-dark disk!

ORDER TODAY! 1-800-453-4652

OR...To order at www.LEGOshop.com, search by item #K8615 to find this special Vahki kit.

To order by mail, send check or money order (no cash) payable to LEGO Shop at Home. On a separate piece of paper, please include: Source Code BC504, #K8615 Vahki EnForcers Kit, Quantity, Subtotal (Quantity x \$17.98). CT residents, please add 6% sales tax to subtotal. Then add \$2.95 for shipping. Mail payment and order details to: LEGO Club, P.O. Box 1308, Enfield, CT 06083-1308.

Please allow 2 weeks for delivery. Offer good through 7/15/04 or while supplies last.

BC504

AVAILABLE SOON

COMPLETE YOUR COLLECTION WITH 4 MORE VAHKI!



8616 VORZAKH



8617 ZADAKH



8618 RORZAKH



8619 KEERAKH

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