



"THE BOHROK SAGA" PART 2 OF 6

5

APRIL
2002



\$3.25

BIONICLE™

FARSHTEY • D'ANDA • ELLIOTT



**BEWARE
THE BOHROK!**



www.bionicle.com

BIONICLE™



The Bohrok have appeared all over the island of Mata Nui, bringing chaos in their wake. While the Matoran see to the defenses of their villages, the Toa begin their quest to obtain the krana of the Bohrok.

The swarms are fierce and powerful, and the Toa soon learn that might is not the answer to this crisis. It will take all their wisdom, cunning, and skill to trap the Bohrok long enough to obtain the krana - the key to the ultimate defeat of the swarms.

Even as the Toa struggle to solve the mystery of the Bohrok, they face another, more sinister riddle: the disappearance of Lewa, Toa of air!



TO TRAP A TAHNOK

FOR SEVEN SUNS, THE BOHROK HAVE BROUGHT CHAOS TO MATA NUI.
LIKE A THUNDERSTORM THEY STRIKE, ONLY TO DISAPPEAR AGAIN.

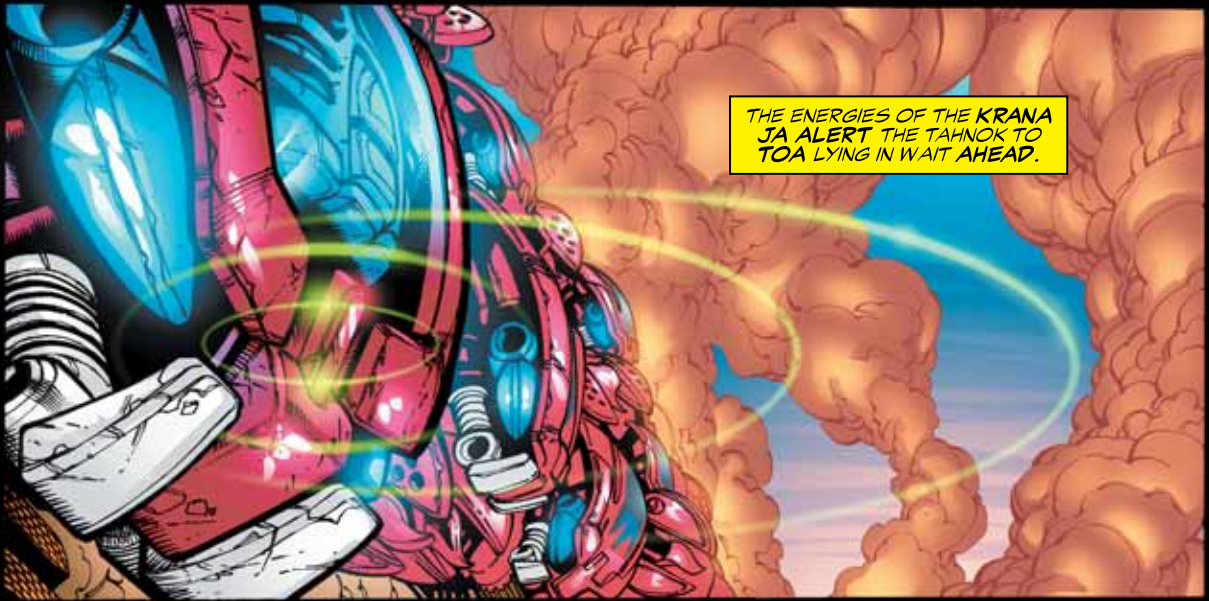
NOW THE TAHNOK
HAVE COME TO
THE DOMAIN OF
POHATU--

--TURNING MOUNTAIN
RANGES TO MOLTEN
MAGMA.

THEY MOVE
SWIFTLY,
CERTAIN THAT
NOTHING CAN
STOP THEM.

FOR NOTHING
EVER HAS.

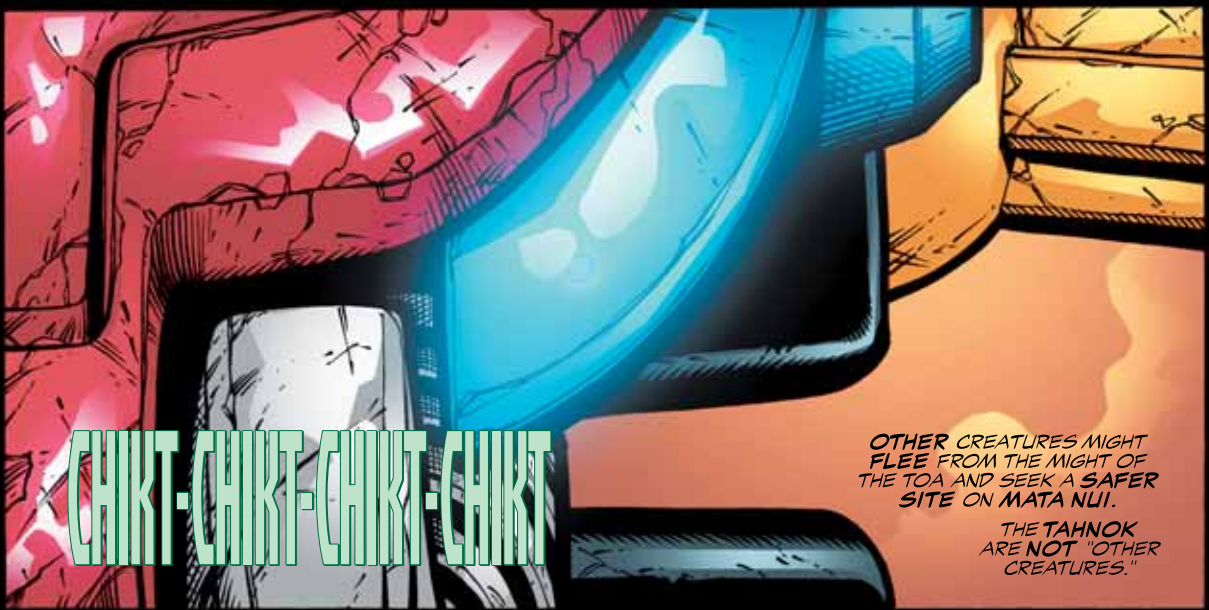
GREG FARSHTEY - writer / **CARLOS D'ANDA** - penciller
RANDY ELLIOTT - inker / **KEN LOPEZ** - letterer
PETER PANTAZIS - colorist & separator



THE ENERGIES OF THE KRANA JA ALERT THE TAHNOK TO TOA LYING IN WAIT AHEAD.

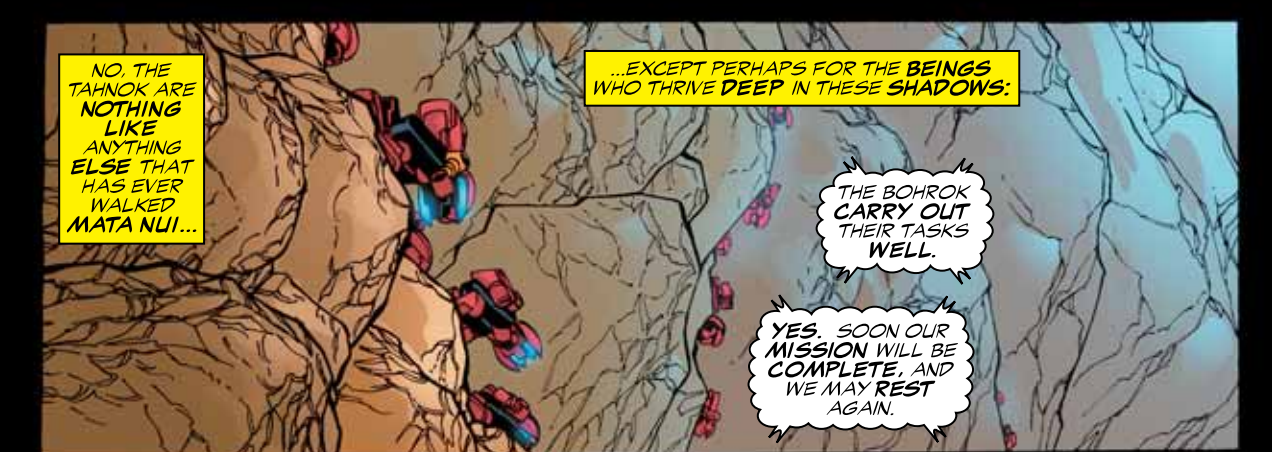


THE TELEPATHY OF KRANA ZA SPREADS THE NEWS TO THE REST OF THE TROOP: "ALERT! OBSTACLES! AVOID OR REMOVE."



CHIKT-CHIKT-CHIKT-CHIKT

OTHER CREATURES MIGHT FLEE FROM THE MIGHT OF THE TOA AND SEEK A SAFER SITE ON MATA NUI.
THE TAHNOK ARE NOT "OTHER CREATURES."



NO. THE
TAHNOK ARE
NOTHING
LIKE
ANYTHING
ELSE THAT
HAS EVER
WALKED
MATA NUI...

...EXCEPT PERHAPS FOR THE BEINGS
WHO THRIVE DEEP IN THESE SHADOWS:

THE BOHROK
CARRY OUT
THEIR TASKS
WELL.

YES. SOON OUR
MISSION WILL BE
COMPLETE, AND
WE MAY REST
AGAIN.



MATA NUI
WILL BE AS IT
WAS IN THE
BEFORE-TIME.

MATA NUI
WILL BE
RESTORED
AT LAST.



MANY KOHRAK AND
PAHRAK HAVE LOST
KRANA THAT MUST
BE REPLACED.

ACCIDENTS.
ERRORS.

IS THE MISSION
ENDANGERED?

NOTHING EXISTS
ON MATA NUI TO
INTERFERE WITH
OUR WORK.



NOTHING
AT ALL.

ARE YOU SURE THIS WILL WORK, POHATU?

IT HAS TO. WE CAN'T OUTFIGHT THE BOHROK--

-- NOT WITHOUT RISKING HARM TO THE ISLAND. SO WE HAVE TO OUTSMART THEM.

THIS CANYON IS OUR TRAP, GALI.

"ONLIA DUG A TUNNEL FROM THE CANYON WALL TO THE SEA..."

"THEN KOPAKA FROZE THE TUNNEL ENTRANCE SOLID--LIKE PLUGGING A HOLE IN A DAM."

WHEN THE BOHROK COME, I'LL --

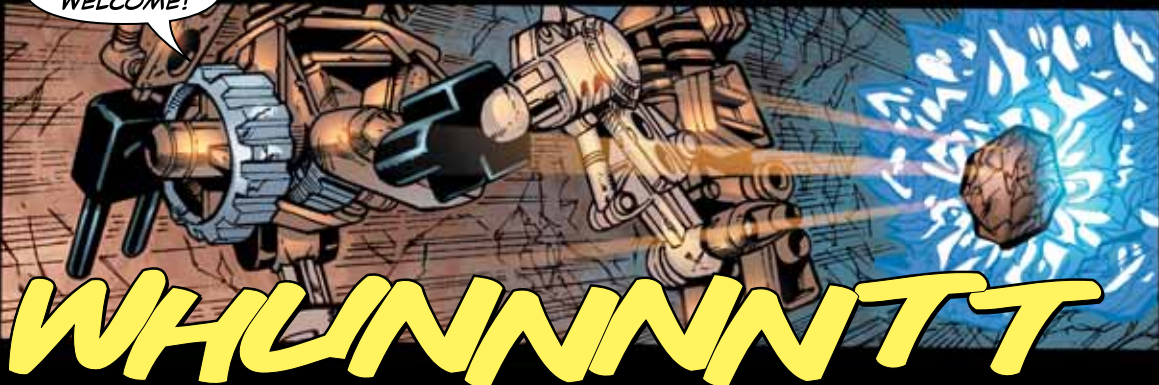
I HOPE YOU PLANNED WELL, THEN.



THE TAHNOK
ARE HERE!

CHIKT-
CHIKT-
CHIKT-
CHIKT-
CHIKT-
CHIKT-
CHIKT-
CHIKT-
CHIKT-
CHIKT-
CHIKT-
CHIKT-

THEN LET'S
MAKE THEM FEEL
WELCOME!



ROCK
SHATTERS
ICE...





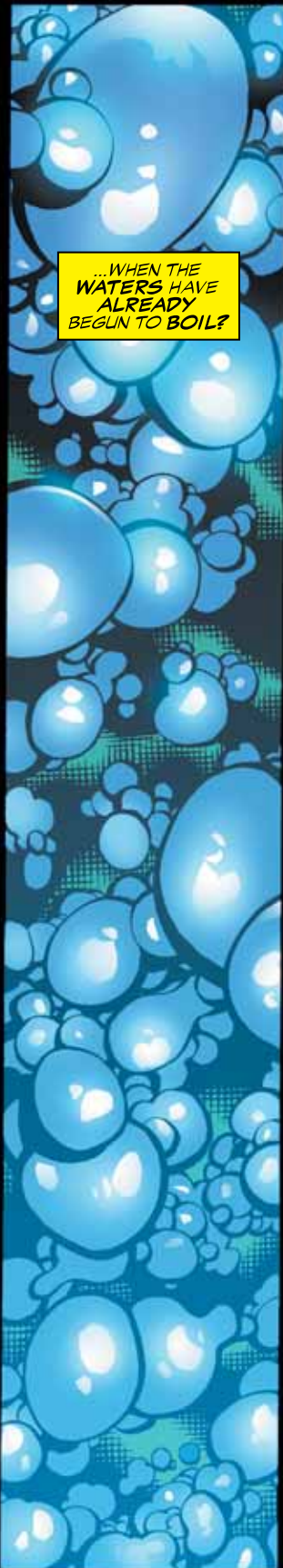
THE TAHNOK WILL **NOT** BE STUNNED FOR LONG.



I WILL HAVE TO BE **SWIFT** TO GATHER THEIR KRANA!

SPLASH

BUT WILL EVEN GALI'S SPEED BE ENOUGH...



...WHEN THE WATERS HAVE ALREADY BEGUN TO BOIL?



ALREADY IT FEELS LIKE I'M SWIMMING IN A CAULDRON!

I CAN SURVIVE IN THE ICY COLD OF THE SEA BOTTOM.

I CAN ONLY HOPE I HAVE THE STRENGTH TO SURVIVE THIS.

UNLEASH THE POWER

The krana are living creatures who dwell inside the faceplates of the Bohrok. The krana are the true power behind the Bohrok swarms - it is from a krana that an individual Bohrok gets its role in the swarm, as well as a special power. The krana are cunning and dangerous, capable of

CA



GOODE
CLEARANCE
GOODE
**STRONG
DEFENSE
SHIELDING**

These krana act as spearheads for the mission.



ZA



GOODE
**SQUAD
LEADER**
GOODE
TELEPATHY

Provides the wearer with the ability to communicate telepathically with other krana of the swarm.



VU



GOODE
SURVEYOR
GOODE
**FLY SHORT
DISTANCES**

Endows a Bohrok with the power to fly short distances and confirm that the way ahead is clear.



XA



GOODE
**SWARM
COMMANDER**
GOODE
STRATEGIST

These krana lead the Bohrok swarm on their mission.



OF THE KRANA!

attaching themselves to the face of a foe and taking over his body. The Toa must collect all eight krana from each of the six swarms to learn the secret to defeating the Bohrok!



JA



CODE
SCOUT
CODE
RADAR

Grants the wearer a radar sense that allows them to detect distant obstacles.



BO



CODE
SENTINEL
CODE
INFRARED

Provides the power to see in the dark. They make excellent night-time guards as well as guides into the darkest caverns of Mata Nui.



SU



CODE
WORKER
CODE
STRENGTH

Possesses colossal energy and inhabit only the strongest Bohrok.



YO



CODE
MOLE
CODE
TUNNELING

Grants the Bohrok the ability to tunnel through virtually any substance on the island.



THE GATES OF TA-KORO:

MATA NUI FACES PERHAPS ITS GREATEST CHALLENGE--

-- ONE THAT WILL TEST OUR COURAGE, OUR STRENGTH, AND OUR BELIEF IN EACH OTHER.

THOUGH MY POWERS ARE GREAT, THIS IS NOT A STRUGGLE FOR TOA ALONE.

EVERY ELDER, EVERY VILLAGER, IS LIKE A SINGLE STONE...

...AND TOGETHER, YOU CAN BUILD A WALL SO MIGHTY THAT NO BOHROK COULD EVER HOPE TO BRING IT DOWN!

WITH VAKAMA, JALA AND THE REST OF YOU GUARDING TA-KORO, OUR VILLAGE WILL STAND.

AND I PLEDGE TO YOU THAT AS TOA OF FIRE I WILL DO ALL I CAN TO KEEP YOU AND OUR HOME SAFE FROM HARM.

REMEMBER--YOUR BRAVERY, YOUR WISDOM, YOUR SPIRIT, MAKE YOU AS MIGHTY AS ANY TOA! TOGETHER, WE WILL PREVAIL!

WE ARE WITH YOU, TOA OF FIRE!

THEY WILL NEED THEIR STRENGTH... WE ALL WILL.

THESE KRANA ARE NOT OBJECTS OF POWER, LIKE OUR KANOHI--THEY ARE ALIVE!

ALIVE, AND WORSE. PREPARE YOURSELF, MY FRIEND, TO LEARN THE DARKEST SECRET OF ALL!

BUT KOPAKA'S SECRET WILL HAVE TO WAIT FOR NEXT ISSUE...

...FOR THE TOA OF WATER HAS ALMOST COMPLETED HER DANGEROUS TASK.

I HAVE BEEN FORTUNATE. THE SHOCK OF THE FLOOD SLOWED THE TAHNOK ENOUGH FOR ME TO CLAIM SOME KRANA...

...BUT THESE BOILING WATERS SAP MY STRENGTH... I MUST REACH THE SURFACE...!

THOSE TAHNOK UP AHEAD -- WHAT ARE THEY DOING? MELTING THE ROCK WALL--?!

WHAM

THEY HAVE SHEARED THROUGH IT! IT'S FALLING TOWARD ME...!




WON'T THEY FOLLOW US?

IT DEPENDS ON HOW BADLY THEY WANT THE KRANA BACK.



NO SIGN OF THEM. LET'S GO -- YOU NEVER KNOW, KRANA MIGHT BE ABLE TO CALL FOR HELP SOMEHOW.



THERE IS NO TELLING WHAT THEY CAN DO. DRIVE THE BOHROK ON THEIR INSANE MISSION... CONTROL OTHERS...

THEN YOU BELIEVE WHAT VAKAMA SAID?

THAT KRANA CAN CONTROL THE MIND OF ANYONE WHO WEARS ONE?

YES... AND THAT JUST MAKES ME MORE CONCERNED FOR THE OTHERS -- ESPECIALLY LEWA.

DAYS HAVE PASSED SINCE HE LEFT FOR LE-KORO.

IF HE ENCOUNTERED A BOHROK SWARM, WHO KNOWS WHAT MIGHT HAVE HAPPENED?

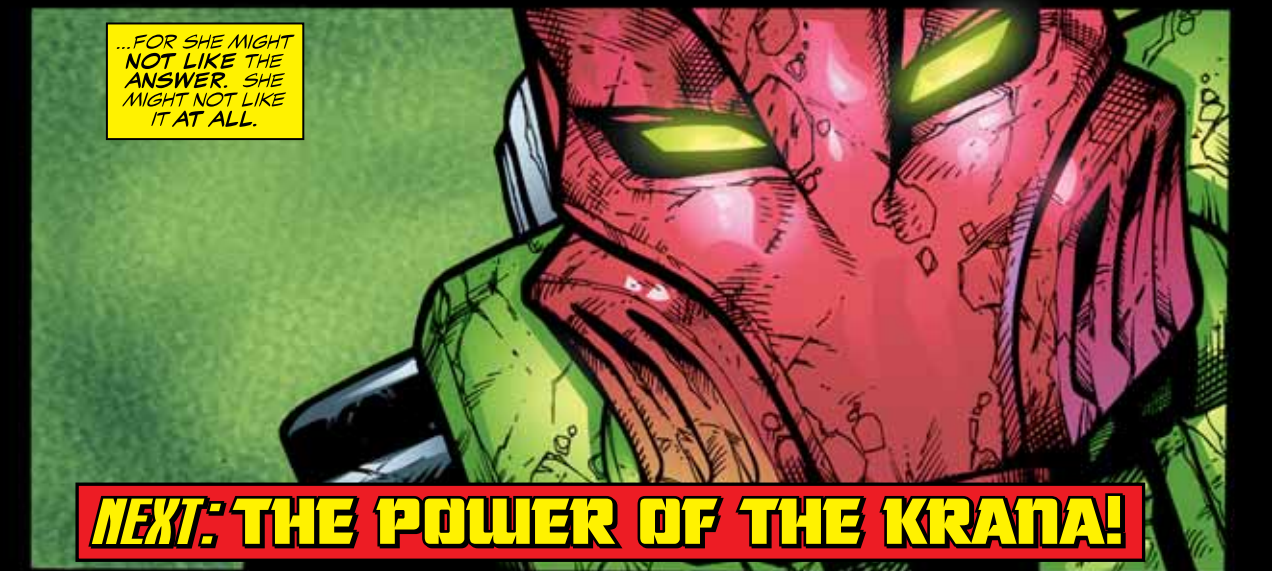


I CANNOT REST UNTIL I KNOW THE ANSWER--



"-- WHERE CAN
LEWA BE?"

GALI'S QUESTION
GOES UNHEARD
DEEP IN THE
JUNGLES OF
MATA NUI, WHICH IS
PERHAPS JUST AS
WELL...



... FOR SHE MIGHT
NOT LIKE THE
ANSWER. SHE
MIGHT NOT LIKE
IT AT ALL.

NEXT: THE POWER OF THE KRANA!

BIONICLE™

QUEST FOR THE MASKS

TRADING CARD GAME

MISSION SPACES

Tip: Always avoid Mission spaces! It's a great idea to send your opponents onto Mission spaces with Infected Mask Game Action Cards, but you should avoid them at all costs.

Trick: Use Game Action Cards that let you move diagonally to avoid the Mission spaces that surround the Double Great Mask Challenge spaces.

GREAT MASK CHALLENGES

Tip: Make sure to keep track of which Great Mask Challenge Cards have been played. At the start of each turn, attach a Great Mask with a skill that hasn't been played yet. Remember, the Great Mask Challenge Card draw pile starts fresh after all 6 cards have been revealed.

Trick: There's nothing more fun than revealing a Game Action Card that adds points to a skill. As soon as your buddy thinks he's won, show him your Game Action Card and take the victory away.

INFECTED MASK GAME ACTION CARDS

Tip: Don't use an Infected Mask Game Action Card unless you can force an opponent onto a Mission space.

Trick: You can play more than one Game Action Card at a time. If you have more than one Infected Mask Game Action Card, combine their effects to move your opponent even more spaces.

TURAGA CARDS

Tip: If you have more than one Turaga Card, always think about which one to attach at the start of your turn. If you're about to head into a Great Mask Challenge, attach the Turaga Card that adds 100 points to a skill. If you're about to head into a Game Action space, attach the Turaga Card that lets you draw 2 Game Action Cards. If you need to skip a Mission space, attach the Turaga Card that lets you move 2 spaces.



A TIP FROM THE TOP

We went straight to the horse's mouth and asked Bionicle game designer, Ted Adams, what tip he'd give to players. Here's what he had to say...

“ I always head straight towards the Double Great Mask Challenge spaces. I think that the risk of one Mission Card is worth the chance to possibly win two Great Mask Cards. If you can get a quick 2-0 lead on your opponent, it'll scare them into making foolish decisions. Of course, if I get the Mission Card that immediately gives my opponent a Great Mask Card, I've made a mistake. I like to take lots of risks when I play games.”



www.bionicle.com www.upperdeckentertainment.com



club

JOIN FREE!

- 12 new issues of the **NEW** LEGO Magazine
- Awesome stories
- Building tips
- Contests
- Cool creations by kids like you!
- Special offers
- Special entrance to LEGOLAND!



plus
awesome
NEW
BIONICLE
comic
books!

YES! PLEASE SIGN UP MY FRIEND FOR THE U.S. LEGO® CLUB!!!!!!!!

This coupon is good for 1 **FREE** 2 year membership. Additional kids may sign up for \$7.95.

PLEASE PRINT IN ALL CAPITAL LETTERS. B322

Friends First Name _____

Friends Last Name _____

Address _____

City _____ State _____ Zip _____

Age _____ Date of Birth _____ Girl Boy

Mail to:
LEGO Club
P. O. Box 1157
Enfield, CT 06083-1157

U.S. RESIDENTS ONLY
Residentes dos E.E.U.U. solamente.
Residentes de E.E.U.U. solamente.
Somente para residentes nos EUA.

FREE
Membership
with this
coupon!

LOOK WHAT'S NEW AT



FIND OUT THE LATEST NEWS FROM MATA NUI

- Keep right on the edge of the **BIONICLE** universe with "The Buzz" section!
- Get building instructions for the combined **BOHROK** models!
- Download the new **BOHROK** wallpaper and screensaver!
- Read all of the original **BIONICLE** comics online!
- Explore the expanded game section including **Huai Snow Ball**, the new **BOHROK** Swarm Game and more to come!
- Play the Mata Nui adventure game from beginning to end!



THE BOHROK ARE COMING TO McDONALD'S®

GET AN **ALL NEW** BIONICLE TRADING CARD
GAME WITH A LINK TO **EXCLUSIVE** ONLINE
GAMES AT BIONICLE.COM IN EVERY PACK!

ONLY AT PARTICIPATING McDONALD'S WITH PURCHASE
OF A McDONALD'S MIGHTY KIDS MEAL.

(starting MAY 24th - June 13th 2002 while supplies last)



BIONICLE™



LEGO®, the LEGO logo, BIONICLE®, and the BIONICLE logo are trademarks of the LEGO Group. © McDonald's Corporation 2002.

Upper Deck Entertainment, designs and the card/hologram combination are trademarks of The Upper Deck Company, LLC. ©2002 The Upper Deck Company, LLC. All Rights Reserved. WDR 3857