



BIONICLE

METRU NUI

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TOAI METRUC

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BIONICLE®

METRU NUI

As the Toa Nuva and Matoran prepare to depart the island of Mata Nui for all time, they turn to Turaga Vakama for tales of the new land to which they will travel: Metru Nui.

In the time before time, Metru Nui was a city of legends. Under the guidance of Turaga Dume, and protected by the order enforcement squads called Vahki, the island city was a place of learning and contentment. The Matoran who lived there believed that nothing would ever change ... that no shadow would ever threaten their peaceful existence ... and that no new legends could be born.

They were very, very wrong.

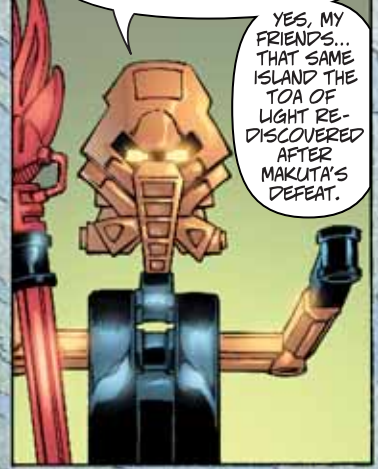
SECONDS AGO, TURAGA VAKAMA OF TA-KORO REVEALED A SHOCKING SECRET TO THE SEVEN ASSEMBLED TOA.



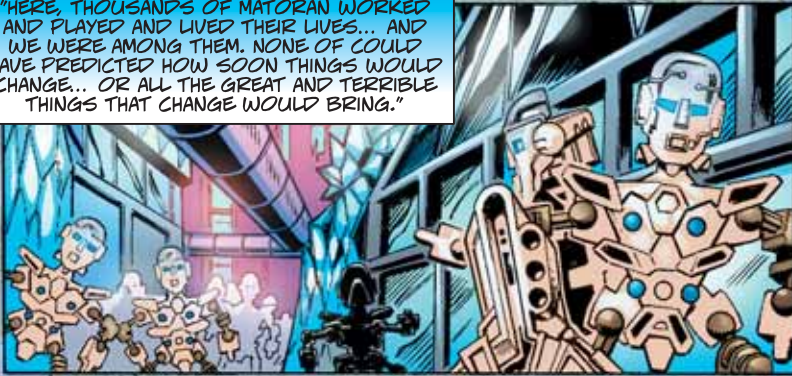
IT WAS NOT THE BEST NEWS THE TOA HAD HEARD ALL DAY.



THEN HEAR MY TALE. IN THE TIME BEFORE TIME, THOSE YOU KNOW AS TURAGA WERE SIMPLE MATORAN, LIVING ON AN ISLAND CITY CALLED... METRU NUI!



"HERE, THOUSANDS OF MATORAN WORKED AND PLAYED AND LIVED THEIR LIVES... AND WE WERE AMONG THEM. NONE OF COULD HAVE PREDICTED HOW SOON THINGS WOULD CHANGE... OR ALL THE GREAT AND TERRIBLE THINGS THAT CHANGE WOULD BRING."



"THE SIX OF US TRAVELED TO THE GREAT TEMPLE IN GA-METRU IN ANSWER TO A MYSTERIOUS SUMMONS. WE WENT THERE AS MATORAN..."



"WE CAME OUT
AS FAR, FAR
MORE."

CITY OF LEGENDS

PART 1 TOA METRU!

VAKAMA,
TOA OF
FIRE.

NOKAMA,
TOA OF
WATER.

ONEWA,
TOA OF
STONE.


MATAU,
TOA OF
AIR.

NUJU,
TOA OF
ICE.

WHENUA,
TOA OF
EARTH.




GREG FARSHTEY - WRITER
RANDY ELLIOTT - PENCILLER
ELLIOTT/KRYSSING - INKERS
KEN LOPEZ - LETTERER
PETE PANTAZIS - COLORIST
JAYE GARDNER - EDITOR
TOBY DUTKIEWICZ - LAYOUT &
DESIGN



"AT FIRST, NONE OF US COULD BELIEVE WHAT HAD HAPPENED. ONE MOMENT WE WERE MATORAN... THE NEXT, WE WERE GIFTED WITH THE POWER OF TOA!"

SINCE WHEN ARE MATORAN JUST ZAPPED INTO TOA?

WHEN UNCERTAIN TIMES LIE AHEAD.

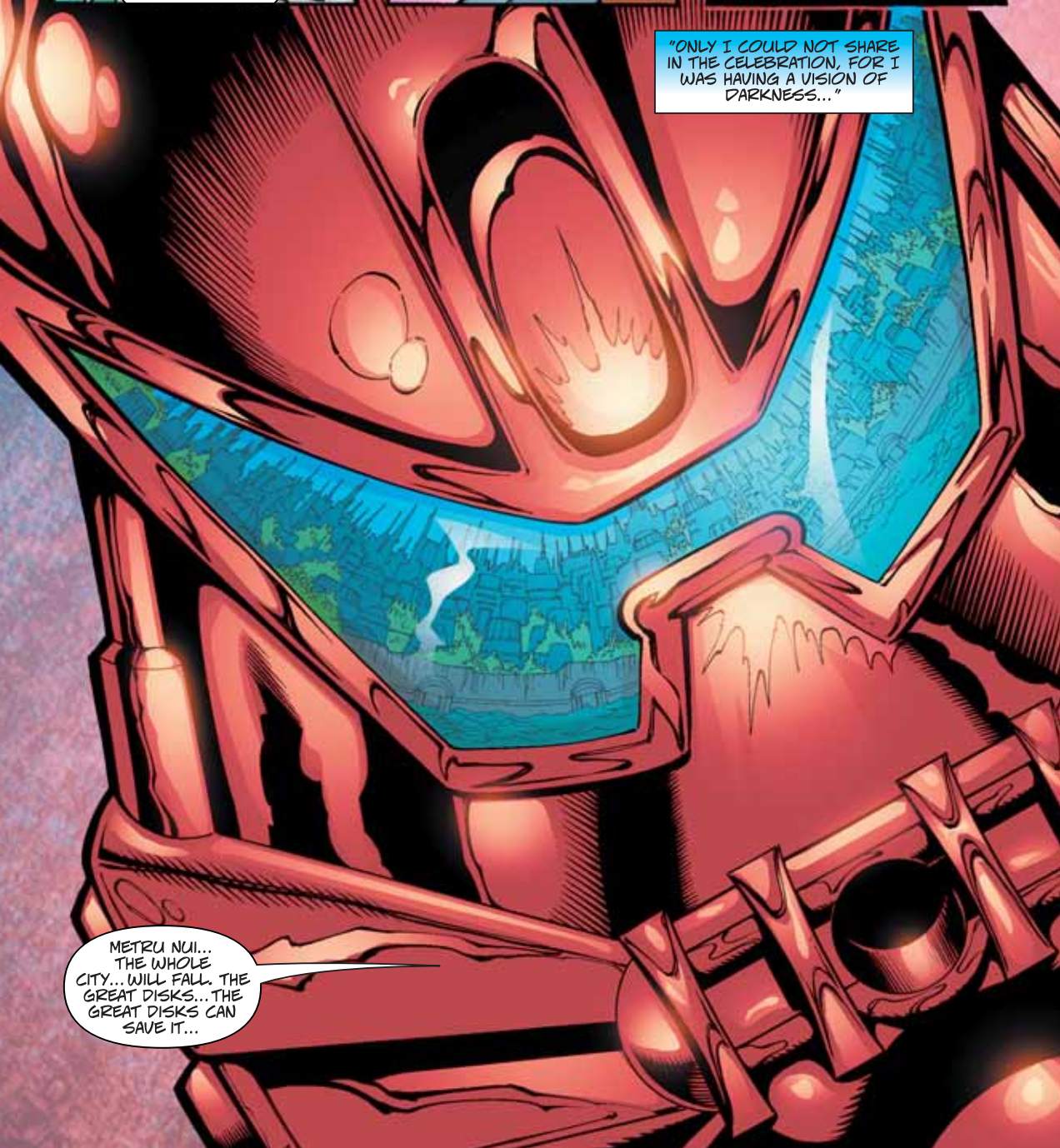


THE TOA STONES WE BROUGHT HERE, THAT WAS WHAT DID IT. IT MUST BE.



BUT WHY? AND WHY US?

WHO CARES WHY? WE ARE TOA-HEROES NOW!



"ONLY I COULD NOT SHARE IN THE CELEBRATION, FOR I WAS HAVING A VISION OF DARKNESS..."

METRU NUI... THE WHOLE CITY... WILL FALL. THE GREAT DISKS... THE GREAT DISKS CAN SAVE IT...



WHAT IS IT, VAKAMA? WHAT'S WRONG?

I HAD A VISION. I SAW METRU NUI IN RUINS... AND THEN RESTORED, THROUGH THE POWER OF THE SIX GREAT DISKS. NOKAMA, WE NEED TO FIND THOSE DISKS!



YOU'VE BEEN SPENDING TOO MUCH TIME IN FRONT OF A FORGE, FIRE-SPITTER. SURE, EVERYONE KNOWS THE LEGEND OF THE GREAT DISKS - SIX POWERFUL KANOKA DISKS, ONE IN EACH METRU.

BUT THAT MIGHT BE ALL IT IS... A LEGEND.



PERHAPS. BUT CAN WE AFFORD TO TAKE THAT CHANCE? THIS IS OUR DESTINY... IT'S WHY WE WERE MADE TOA.



"ONEWA DID NOT TRUST IN MY VISIONS, BUT WE ALL KNEW THE CITY WAS IN GREAT DANGER. FOR WEEKS, MORBUZAKH VINES HAD APPEARED AS IF FROM NOWHERE, LEAVING A TRAIL OF DESTRUCTION..."



"WORSE, MATORAN SENT TO STOP THE MORBUZAKH HAD VANISHED, NEVER TO BE SEEN AGAIN."

"IN MY VISION I HAD SEEN SIX MATORAN, EACH OF WHOM KNEW THE SECRET OF WHERE A GREAT DISK COULD BE FOUND. EACH WAS IN DIRE DANGER... AND ONE OF THEM PLANNED TO BETRAY ALL OF METRU NUI. BUT WHICH ONE?"



TEHUTTI THE ARCHIVIST.



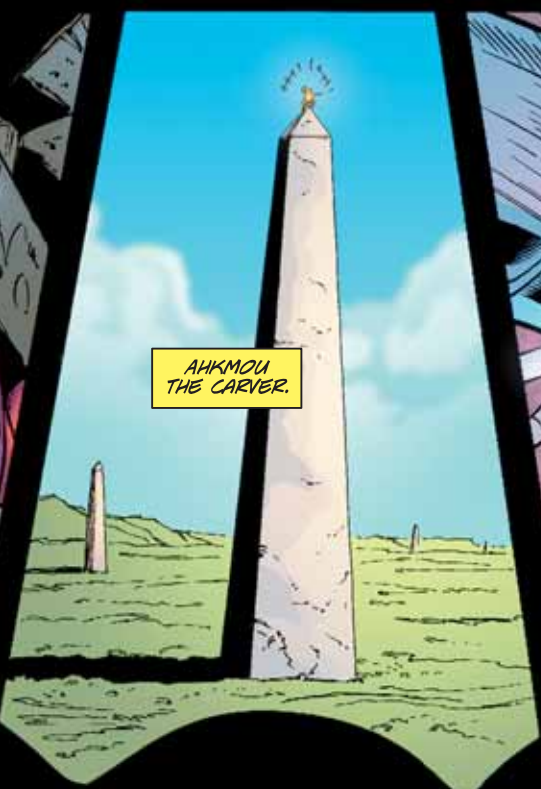
EHRYE THE MESSENGER.



VHISOLA THE STUDENT.



NUHRRI THE CRAFTER.



AHKMOU THE CARVER.



ORKAHM THE DRIVER.



"ARMED WITH THE NAMES,
WE NEW TOA METRU SET
OUT TO FIND THE MATORAN.
WE THOUGHT THE JOB
WOULD BE AN EASY ONE..."



"WE WERE
WRONG."

HHSSSTTTT

LOOK OUT!
MOLTEN
PROTODERMIS!



RUN!
PROTODERMIS
MELTS
EVERYTHING IN
ITS PATH!

HHSSSTTTT

TOA
VAKAMA!
LOOK UP
THERE!



SKREE SKREEE

MORBUZAKH!

"I KNEW WE HAD ONLY ONE CHANCE..."



THIS HAS TO WORK, OR NOTHING IN TA-METRU WILL BE LEFT STANDING!



"I KNEW THE VINE WOULD TRY TO STOP IT. BUT THIS DISK WAS MADE IN KO-METRU. IT HAD THE POWER TO DODGE OBSTACLES!"



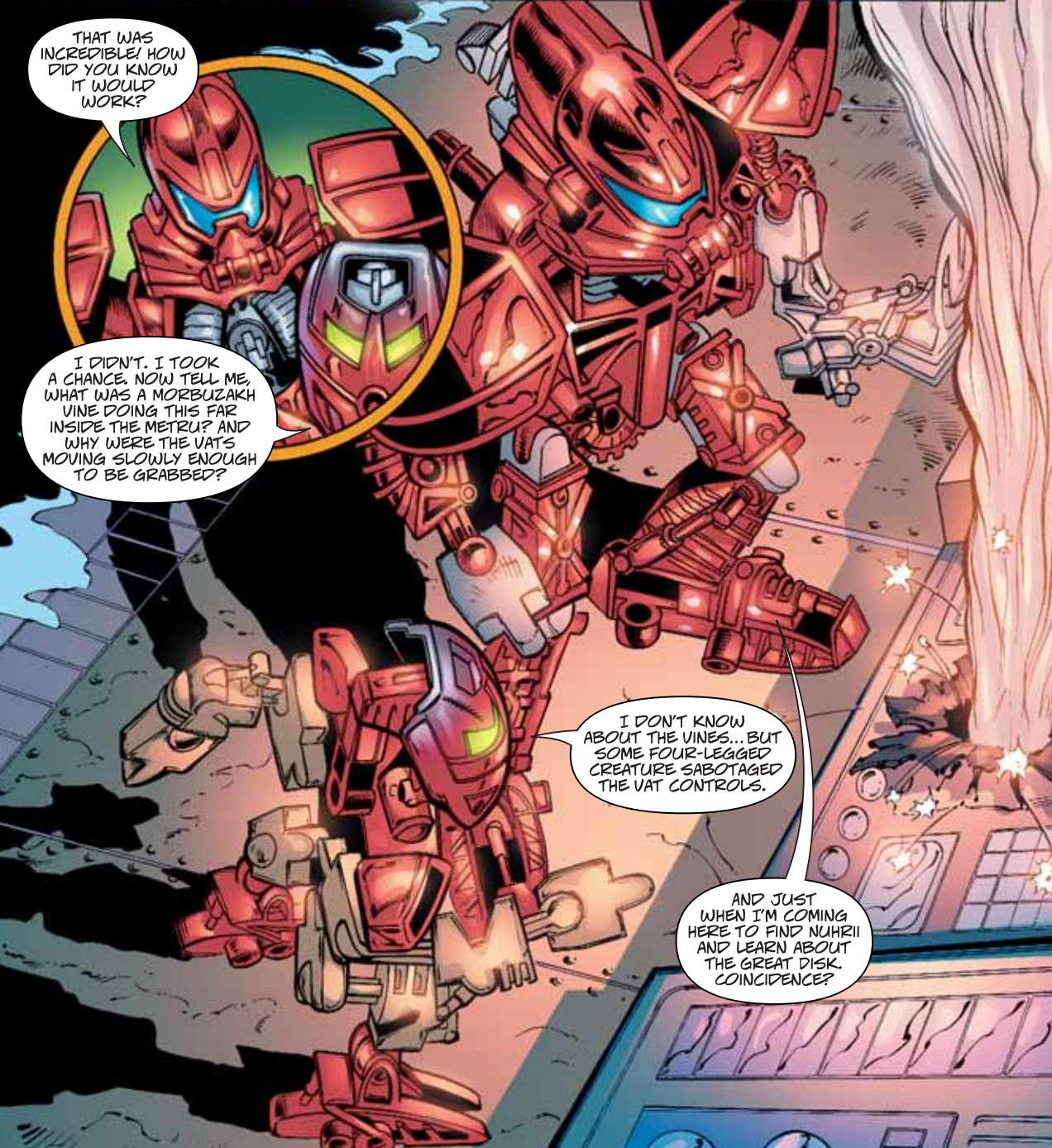
"AND ENOUGH FREEZE POWER TO STOP EVEN A MORBUZAKH PLANT."

THAT WAS INCREDIBLE! HOW DID YOU KNOW IT WOULD WORK?

I DIDN'T. I TOOK A CHANCE. NOW TELL ME, WHAT WAS A MORBUZAKH VINE DOING THIS FAR INSIDE THE METRU? AND WHY WERE THE VAT'S MOVING SLOWLY ENOUGH TO BE GRABBED?

I DON'T KNOW ABOUT THE VINES... BUT SOME FOUR-LEGGED CREATURE SABOTAGED THE VAT CONTROLS.

AND JUST WHEN I'M COMING HERE TO FIND NUHRII AND LEARN ABOUT THE GREAT DISK. COINCIDENCE?



DISCOVER THE

In the time before time, six Matoran are mysteriously gifted with the powers of Toa. Their destiny: protect the city of legends, Metru Nui, from all evil. Now these new Toa Metru must master their elemental energies and Toa tools, uncover the mysteries that threaten their home, and learn to be heroes.



Toa Vakama 8601

Toa Metru of Fire, his strange visions lead the heroes on a dangerous search for the Great Kanoka Disks. Although looked to for leadership by some of the other Toa, Vakama is not yet sure he is ready to be a hero. He wears the Kanohi Huna, the Great Mask of Concealment.

Toa Nokama 8602
Toa Metru of Water, Nokama is intelligent but still has much to learn about listening to the advice of the other Toa. She could be a strong leader of the Toa Metru, but believes it is Vakama's destiny to assume that role. She wears the Kanohi Rau, the Great Mask of Translation.



Toa Onewa 8603

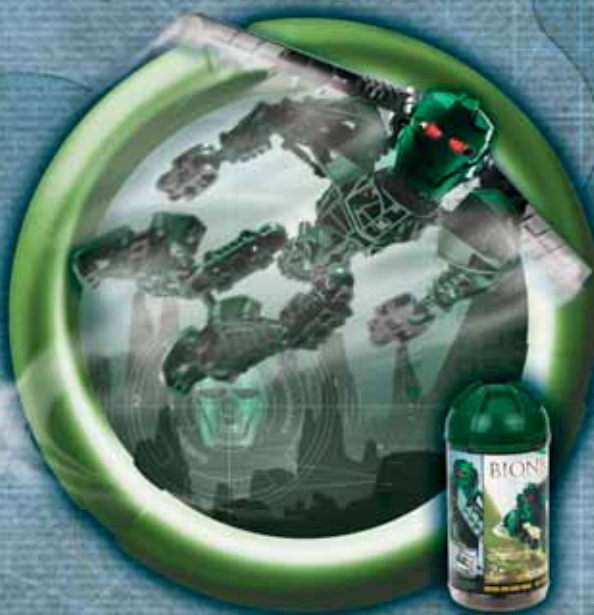
Toa Metru of Stone, Onewa has little patience for Vakama's visions and prefers to act first, and ask questions later. No matter what the odds, Onewa will always find a way to win. He wears the Kanohi Komau, the Great Mask of Mind Control.

LEGENDS OF METRU NUI!



Toa Whenua 8604

Toa Metru of Earth. Whenua believes the answers to all of Metru Nui's problems lie somewhere in its past. He is not as bold as some of the other Toa, but his caution has saved them all more than once. He wears the Kanohi Ruru, the Great Mask of Night Vision.



Toa Matau 8605

Toa Metru of Air. Matau looks forward to becoming famous as a "Toa-hero." To others, he may not seem to take his duty, or much of anything else, seriously, but he possesses great courage. He wears the Kanohi Mahiki, the Great Mask of Illusion.

Toa Nuju 8606

Toa Metru of Ice. Nuju guards the Knowledge Towers of Ko-Metru against any threat. He has little patience with Toa who want to waste time talking instead of doing. He wears the Kanohi Matatu, the Great Mask of Telekinesis.



BUT IT WAS NO COINCIDENCE. SOMEONE DID NOT WANT US TO FIND THE MATORAN OR THE GREAT DISKS.

MATAU FOUND HIMSELF TRAPPED AND OUT OF CONTROL IN A LE-METRU CHUTE...



"NOKAMA WAS FORCED TO SWIM FOR HER LIFE TO ESCAPE A SQUAD OF VAHKL."



"WHENUA FOUND HIMSELF STALKED BY RAHKSHI THROUGH A SUB-BASEMENT OF THE ONU-METRU ARCHIVES."



"NUJU WAS FORCED TO RELY ON HIS UNTESTED ICE POWER AND HIS CRYSTAL SPIKES TO SAVE HIMSELF FROM A CRASHING END."



"AND ONEWA DISCOVERED THAT EVEN A PO-METRU STATUE COULD BECOME A DANGEROUS TRAP."



"MEANWHILE, I HAD FOUND NUHRII IN A LONG-ABANDONED PART OF TA-METRU, HALF-BURIED IN RUBBLE."

HELP!

HANG ON, NUHRII! IF I DON'T MOVE THE BLOCKS RIGHT, THE WHOLE PLACE MAY COME DOWN.



EASY. YOU'RE SAFE NOW. WHAT HAPPENED?

I... I GOT A NOTE TELLING ME IF I CAME HERE AND SHARED THE LOCATION OF THE GREAT DISK, I WOULD LEARN THE SECRET TO MAKING AN INCREDIBLE MASK OF POWER.

BUT WHEN I GOT HERE... THERE WAS NO ONE AROUND. THEN THE MORBUZAKH BROUGHT THE CEILING DOWN ON ME. IF YOU HADN'T FOUND ME...



SOMEONE DOESN'T WANT THAT GREAT DISK FOUND. I DON'T KNOW WHY, BUT-- UNNGHH!!

NO!



CAN'T PULL FREE... NUHRII AND I ARE BOTH FINISHED UNLESS...



HAVE TO ANGLE THIS JUST RIGHT!



GOT IT!

"THE KANOKA ENLARGING DISK DID ITS WORK WELL."



COME ON, WE'RE GOING TO THE GREAT TEMPLE. THE OTHER TOA METRU NEED TO HEAR ABOUT THIS!

IT'S TOO BIG TO HOLD ME NOW! NUHRII, WE HAVE TO GO BEFORE IT GETS USED TO ITS NEW SIZE--RUN!

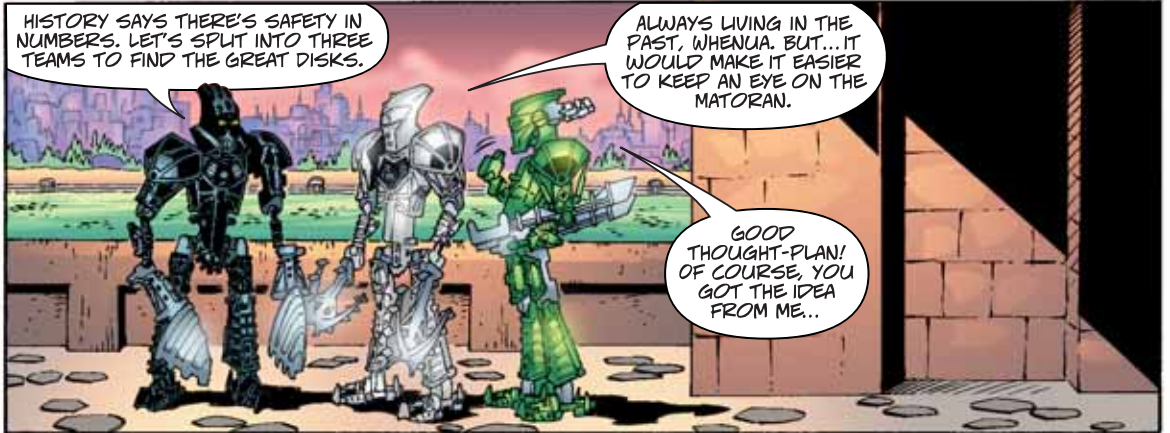
OTHERS? THERE ARE MORE?



THE MORBUZAKH IS SPREADING FAST. ENTIRE SECTIONS OF THE CITY HAVE BEEN ABANDONED.

THE SIX MATORAN CAN GUIDE US TO THE GREAT DISKS... BUT I AM STILL CONVINCED ONE OF THEM PLANS TO BETRAY US. WE HAVE TO BE ON OUR GUARD.

I STILL THINK ALL THE HEAT HAS MELTED YOUR BRAINS, FIRE-SPITTER. BUT IF ONE OF THOSE MATORAN DOES PLAN TO STEAL THE DISKS... I'LL STOP HIM.



HISTORY SAYS THERE'S SAFETY IN NUMBERS. LET'S SPLIT INTO THREE TEAMS TO FIND THE GREAT DISKS.

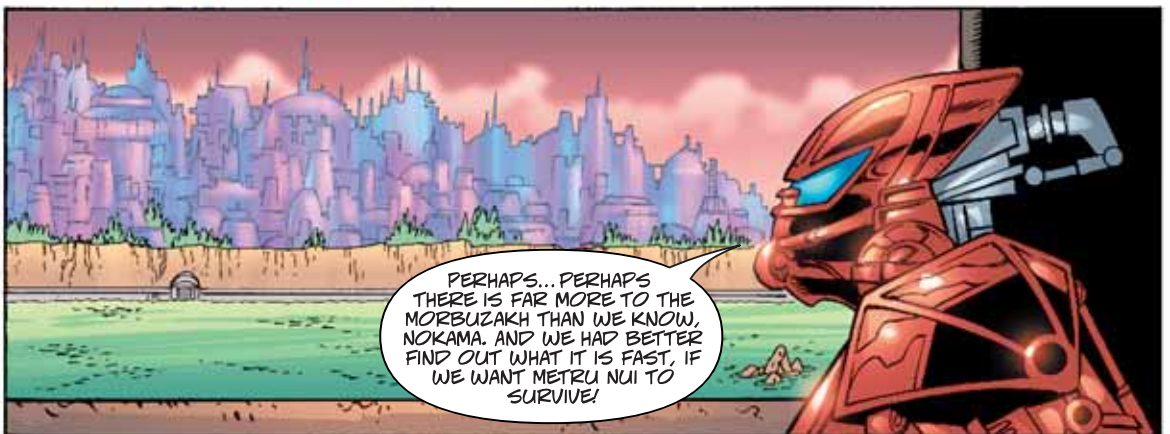
ALWAYS LIVING IN THE PAST, WHENUA. BUT... IT WOULD MAKE IT EASIER TO KEEP AN EYE ON THE MATORAN.

GOOD THOUGHT-PLAN! OF COURSE, YOU GOT THE IDEA FROM ME...




EACH OF THEM CLAIMS HE OR SHE WAS LURED INTO A TRAP. BUT I AM SURE ONE OF THEM IS LYING!

BUT WHY? WHY WOULD ANYONE WANT TO STOP US FROM ENDING THE MORBUZAKH THREAT?



PERHAPS... PERHAPS THERE IS FAR MORE TO THE MORBUZAKH THAN WE KNOW, NOKAMA. AND WE HAD BETTER FIND OUT WHAT IT IS FAST, IF WE WANT METRU NUI TO SURVIVE!



"I COULD NOT KNOW HOW TRULY I
SPOKE, NOR COULD I HAVE EVER
IMAGINED THE MONSTROUS THING THAT
LURKED IN THE HEART OF TA-METRU'S
GREAT FURNACE... THE KING ROOT OF
THE MORBUZAKH!"

OTHERSSS HAVE
HURT USSSSSSSS...
SSSTRUCK AT
USSSSSS... BUT THEY
CANNOT SSSTOP
USSSSSSSS!

WE WILL SSSLIP
THROUGH THE CRACKSSS
AND THEN VANISH LIKE
GHOSTSSSS. THE
MATORAN WILL BE DRIVEN
TO THE CENTER OF THE
CITY, AS WE HAVE BEEN
COMMANDED.

THEN
METRU NUI WILL
BELONG TO THE
MORBUZAKH!

**TO BE
CONTINUED...**

< LAUNCHING THIS FEBRUARY >>>>>>
>>>> an all new www.BIONICLE.com <



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comics collection!

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A **NEW** CHANCE TO WIN IN **EVERY** TOA METRU PACKAGE!



KANOKA RESEARCH AND INFORMATION

Keep track of your **KANOKA** disk collection! Each time you get a **KANOKA** disk, check out the first two digits of its code – the **METRU** of origin and the power. Then write the code in the appropriate box below. And don't forget to enter the codes on **BIONICLE.com** to earn valuable **KANOKA** points!

TA-METRU

GA-METRU

PO-METRU

Disc Effects on Targets

Stronger, can knock obstacles out of the way.*

Can change direction in mid-air, guided by the thrower's thoughts.*

Deflects other discs from their course.*



CODES • CODES • CODES • CODES • CODES • CODES • CODES • CODES

- (1) reconstitutes at random
- (2) freezes
- (3) weakens
- (4) removes poison
- (5) enlarges
- (6) shrinks
- (7) regenerates
- (8) teleports

TA-METRU	GA-METRU	PO-METRU

KO-METRU

LE-METRU

ONU-METRU

Disc Effects on Targets

Dodges obstacles to get to target.*

Flies further.*

Always returns to thrower if diverted from course.*



CODES • CODES • CODES • CODES • CODES • CODES • CODES • CODES

- (1) reconstitutes at random
- (2) freezes
- (3) weakens
- (4) removes poison
- (5) enlarges
- (6) shrinks
- (7) regenerates
- (8) teleports

KO-METRU	LE-METRU	ONU-METRU

SECRETS of the KANOKA DISKS!

When a **MATORAN** has to choose the right **KANOKA DISK** to defend his **METRU**, he looks at the disk code. But what do these codes mean? What powers do the **KANOKA DISKS** have, and how do **MATORAN** disk collectors know when they have stumbled on the rarest and most powerful ones? Read on!

The first digit identifies in which metru the disk was made. The metru of origin determines how the disk flies.
"1" = Ta-Metru, "2" = Ga-Metru, "3" = Onu-Metru,
"4" = Po-Metru, "5" = Le-Metru and "6" = Ko-Metru.

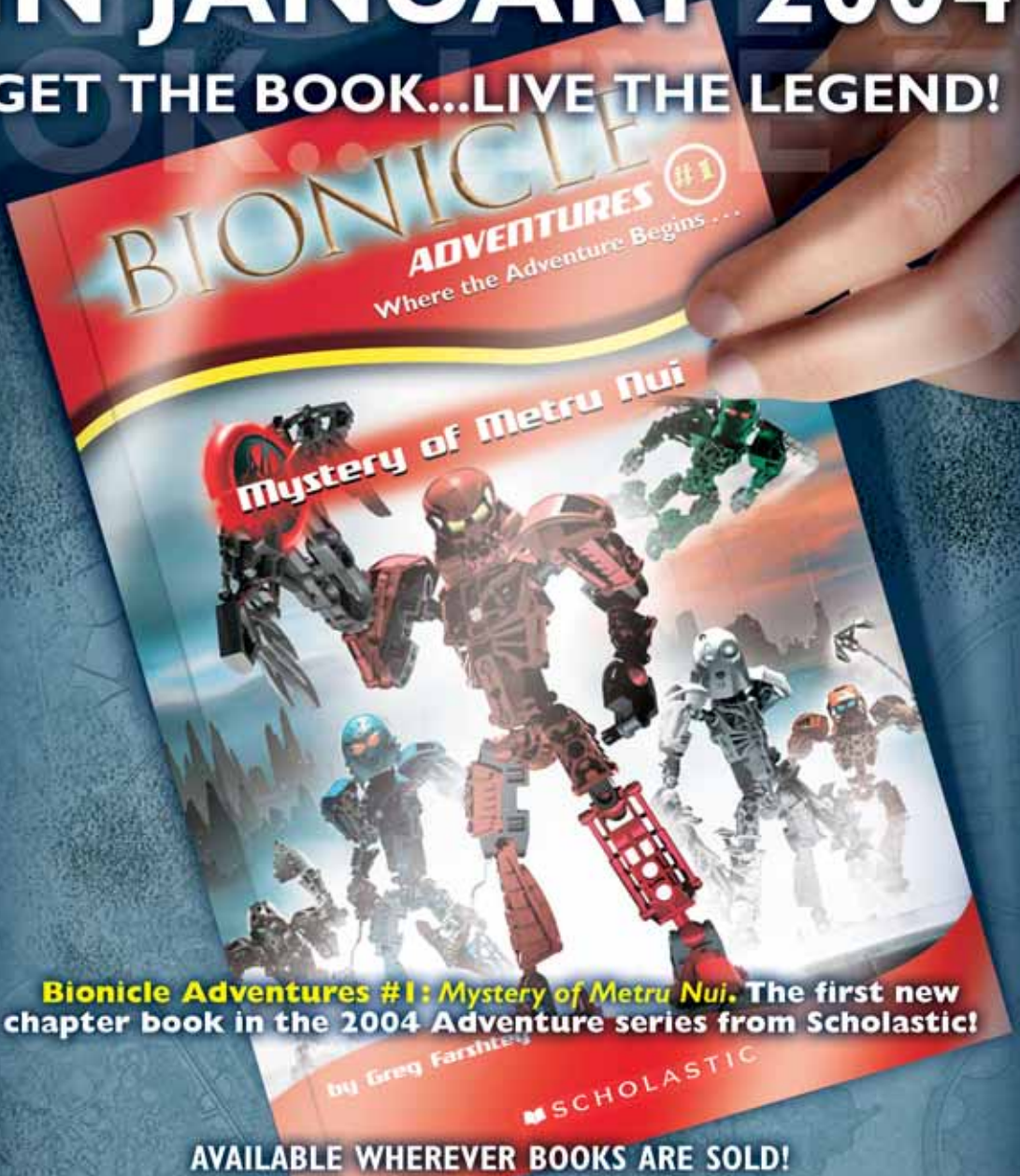
•159

The second digit identifies the power of the disk.
"1" = reconstitutes at random, "2" = freeze, "3" = weaken, "4" = remove poison, "5" = enlarge, "6" = shrink, "7" = regenerate and "8" = teleport.

The third digit identifies the power level of the disk. Power levels go from 1 to 9, with 9 being the highest.

IN JANUARY 2004

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