His name is Gelu. He used to be a gladiator for the ice village of Iconox. Then the Shadda attacked the city of Atore. That was when Gelu decided he was ready for a new career.

So he quit the arena and hired himself out as an armed guard for caravans crossing the Bara Magna Desert. On most days, it was good pay for pretty easy work.

KRA-KAMM

This is not one of those days.

A HERO REBORN

Greg Farshtey - Writer
Ulises Arreola - Colorist
Rob Clark Jr. - Letterer
Toby Dutkiewicz - Art Director/Designer
Jessica Numsuwankjukul - Editor
Well, I thought this was going to be an easy job... small caravan, short route, far from Udrox nests... a cinch.

KRAKAMMG

"I should have remembered—this is Bana Magana. There are no easy wins here."

Okay, if I can make it to those rocks up there, I can hold them off for a while. It’s not far, right? Few hundred feet.

Only seems like a million miles!
GO! GO!

DRAG HIM OUT OF THERE... PIECE BY PIECE, IF YOU HAVE TO!

NOW THAT'S A TRULY DISGUSTING SUGGESTION!

I JUST WISH I KNEW HOW TO STOP THEM, BUT THAT MIGHT TAKE A MIRACLE, AND...
WHAT IS--

--THAT??

IT'S FALLING TO THE EAST!

IS IT A WEAPON?

NOW, WHILE THE SKEAL IS Distracted, TIME TO MOVE.

NOT SURE WHAT MADE THAT LIGHT IN THE SKY...

"BUT IT JUST BECAME MY FAVORITE THING IN THE WORLD, EVER."
RIOKTUS, CITY OF THE SKRALL.

FOR MONTHS NOW, THE SKRALL HAVE BEEN CAPTURING VOROX AND TRAINING THEM TO BE "GUARD ANIMALS." THE TRAINING HAS BEEN SEVERE, AND NOT ALL THE VOROX HAVE SURVIVED.

VOROX ARE DESERT DWELLERS. THEY ARE USED TO OPEN SAND AND ENDLESS SKY, AND THEY HATE TO BE CHAINED.

SNAPP!

SOME HATE IT MORE THAN OTHERS.

EVEN AMONG THE SKRALL, A MADDENED VOROX CAN BE A MENACE.

ROOARRRR!
On your leash, you're a piece of Skrall property. Off it, you're just one more miserable beast to be put down.

Stronius!

Do you have nothing better to do than torment the livestock?

Would you rather I let it run loose? You know the damage these filthy animals can do.

This is what we have warriors for—to clean up the mess. Put it down. Now.
I must have some amusement. It has been weeks since Atero, and the army is chafed to this place just as much as those Utax are. When do we attack?

So impatient, the Glatorian and Agori cannot eat or sleep, as they wait in fear for our next strike. Where will it come? When? These questions torture them. Let them sweat a while longer.

They live in a desert... They are experts at sweating already. Meanwhile, our legions lose their edge, like blades too long unused.

Do you question my... what is that???
Some Glatorian trick? An attack on us?

Not unless they can now travel through the heavens. No, this is no doing of theirs... but double the patrols anyway.

Ah, I see it now—only a shooting star. Nothing to worry about.

"After all, how important can it be?"
I'M TELLING YOU, IT'S TRUE! I SAW IT!

COME ON, TARZUK. WE'VE ALL HEARD TALES OF STRANGE THINGS UP NORTH. WHY SHOULDN'T WE BELIEVE YOURS?

BECAUSE I WAS THERE, ALONG WITH SOME OTHER AGOR!

*HE WAS, TOO--CHECK OUT THE "RIPPLE OF THE GREAT BEINGS" PODCASTS ON WWW.BIONICLESTORY.COM*

I KNOW YOU AIN'T ONE TO MAKE THINGS UP, TARZUK, BUT... SHAPESHIFTING MONSTERS? AN ENTIRE VALLEY THAT'S A MAZE?

ANYWAY, WE HAVE TOO MUCH TO WORRY ABOUT HERE THESE DAYS TO GO RUNNING OFF SEARCHING FOR MYTHS.

VASTUS IS RIGHT. THERE ARE BONE HUNTERS ALL OVER THE LAST FEW WEEKS. WE NEED TO GET NEW WALLS BUILT.

RIGHT, LIKE THAT WILL STOP SKELL WHEN THEY COME.

WELL, ALL WE CAN DO FOR NOW IS KEEP OUR EYES OPEN.

UNNGHH!

KRAMM
THAT WAS... INCREDIBLE! HOW DID YOU KNOW THE BONE HUNTER WAS THERE?

WELL, IF I WAS A BONE HUNTER, THAT'S WHERE I WOULD HAVE BEEN.

HEY, THIS IS A SKRALL SHIELD... WHAT WOULD A BONE HUNTER BE DOING CARRYING THIS?

I DON'T KNOW... MAYBE HE SCRAVENED IT, OR STOLE IT.

OR MAYBE... A SKRALL GAVE IT TO HIM?

I THINK THE "GIANT MAZE" STORY MADE MORE SENSE THAN THAT, TARDUK. YOU CAN'T REALLY... WHAT?

"UMMMM, LOOKS LIKE BONE HUNTERS AREN'T THE ONLY THING FALLING TODAY."
VULCANUS.

HA! I'M FASTER THAN YOU REMEMBERED, ACKAR-STRONGER, TOO. IT'S ALL THAT PRACTICE WITH TARIX.

UNNNNGH-MAYBE-OR MAYBE I'M SLOWER THAN YOU REMEMBER.
NOT GIVING UP, ARE YOU, OLD FRIEND?

NO, JUST TAKING A REST. YOU LOOK LIKE YOU COULD USE ONE, TOO.

OUCH! NEXT TIME, I WON'T GO SO EASY ON YOU!

“EASY” ISN'T IN YOUR VOCABULARY, AND YOU KNOW IT. OVERCONFIDENCE IS, THOUGH.

IT'S ONLY OVERCONFIDENCE IF YOU CAN'T BACK IT UP, AND YOU KNOW I CAN.
"If you two are quite finished... Ackar, you have a match with Strakk later. You're going to need to be sharper than that if you are going to win."

"Hey, sand mite. This glatorian just saved your village from Bone Hunters a few days ago. Show a little respect!"

"Kina, it's all right. Calm down."

"It happened in raid on Vulcanno, the new Bionicle novel from Scholastic."

"Raauu has a point—Strakk is quick, and he fights dirty. I'll need to be—Kina, look at that!"

"Wow, what do you think it is? Maybe a flying ship—something I could use to get off this sand pile?"

More likely a dead star plunging to a last resting place in the desert...

"Yeah, I guess that's what Bara Magna is good for—a place to die."
It's not death, but life that is on the mounds of scarab beetles in the eastern desert. As they do on any normal night, they are out searching the sand for food.

But this is not a normal night.

The object falling from the sky was known on another world as the Mask of Life—an ancient object of great power. Its journey to Bara Magna has been a long one...

...and it has just come to an end.

Wha-Kamm-m-m-m!
How the mask survived is a mystery, and not one the Beetle—now scattered and hiding in fear—cared to solve.

At least, not until one brave insect dared to come close and inspect this new arrival...

...and gets more than he bargained for.

Ablaze with the energies of the mask of life, the sand of Bara Magna begins to transform.

And when the storm is through...
A hero stands reborn!

Follow the adventures of Mata Nui in the next issue, and in the all-new DVD movie "Bionicle: The Legend Reborn" coming this September!
THE GLATORIAN LEGENDS ARE READY FOR BATTLE

8984 STRONIUS
An elite Skrall warrior, Stronius meets the challenges other Skrall cannot. Armed with a spiked Thornax launcher and a club lined with metal thorns, he is a menace to every Glatorian.

8985 ACKAR
Once an arena champion, Ackar is older, wiser, and more dangerous. Allied with Mata Nui, he relies on his flame sword and spiked Thornax launcher in the battle against the Skrall.

8986 VASTUS
Skilled Glatorian and master of every weapon, Vastus is a fierce defender of the jungle village of Tesara. His venom spear and spiked Thornax launcher fills even bone hunters with fear.
Some of the most powerful warriors in all of Bara Magna, the Glatorian Legends combine strength, skill and experience. When they clash, the desert will rock!

**8987 KIINA**
The top female Glatorian on Bara Magna, Kiina is fearless and an expert with a spiked Thornax launcher or her dual-headed vapor trident. Any Glatorian would rather have her as an ally than an enemy!

**8988 GELU**
Gelu walked away from his job as a Glatorian for the dangerous work of armed escort to traders. Now he uses his ice slicer and spiked Thornax launcher to battle Skraill, bone hunters and desert creatures to save innocent lives.

**8989 MATA NUI**
Robbed of his power and exiled to an alien world, Mata Nui finds himself in new danger on Bara Magna. Wearing the Mask of Life and carrying a scarabax shield and spiked Thornax launcher, he must fight to survive.
MEET THE BIONICLE® MOVIE DIRECTOR!

Q. Hi, Mark! How did you get involved with the BIONICLE movie?
A. I was looking for a new project to direct. I was reading a lot of scripts and when I read BIONICLE: The Legend Reborn, I really liked it! The story appealed to me for several reasons. First, it was a true hero's tale, second, it took place in a strange new world, and third, it had a good theme of teamwork and friendship.

Q. What are some of the challenges in converting BIONICLE sets into movie characters?
A. We had to go into the original toy designs and adjust some of what was already there, while adding pieces, to give them more detail. We also added moving parts, so that the Glatorian seem like fully functional, life-sized beings—not like plastic toys. We wanted them to look like they have had a very rough life exposed to the harsh environment of Bara Magna. Their rusty, scraped and faded textures reflect the idea that life is hard in their world.

Q. Can you take us through the process of a BIONICLE character being animated?
A. Once the character is modelled in 3-D, it is then rigged. The rigging is

The newest BIONICLE® movie arrives on DVD this September! LEGO Club Magazine sat down with director Mark Baldo about working on BIONICLE: The Legend Reborn.

Check out BIONICLE.com for more behind the scenes movie action!
like giving the BIONICLE character bones and muscles, so that he or she is then able to move in the animation program.

After modeling and rigging, the animators test the character, usually by animating a walk cycle. A lot can be determined by seeing how a character walks. Once the walk cycle is refined and approved, the facial rig is tested—usually by changing expressions and doing a lip-sync test. (Lip-sync is the process of forming shapes with the mouth called “phonemes” that mimic the shapes our mouths form when we talk.)

Once the rigs are all working, the character is then put into the 3-D set and is posed for layout in front of the camera. After that, the animator begins the process of bringing the BIONICLE character to life with poses, movement, expressions and lip-sync. The early animation tests are very stiff and robotic, but once all the motion is added and properly timed—the character comes to life and moves the way you will see him or her in the movie.

Only after all the motion is approved, does the BIONICLE character get all his textures and lighting—just like in a traditional film.

Q. Do you have a favorite character?

A. My favorite character is Click. In the original script the unnamed scarabax beetle was supposed to change into a shield and stay that way for the whole film. I thought it would be fun to give the beetle the ability to change back and forth and also give him a name. That way, Mata Nui would have a little companion to take along on his journey.*

Thanks, Mark, we’re all looking forward to the movie!

* Look for Click as a BrickMaster-exclusive LEGO set in September! Check out the full interview with Mark Baldo on http://club.LEGO.com clubcode MOVIE
COMING SOON TO DVD
AN EXCITING ADVENTURE
PACKED WITH ACTION!

BIONICLE

THE LEGEND REBORN

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