What has gone before: The Toa Nuva and Brotherhood of Makuta have locked in battle in the swamps of Karda Nuva.

With the battle in the skies ended for now, both sides have been reinforced by their Phantoka allies...

What started out as a single battle has now spread across the swamp.

The object of the battle: The mysterious structure called the Codrak, and the secret's it holds.

ENDGAME

Greg Farshtey - Writer
Leigh Gallagher - Artist
Ulises Arreola - Colorist
Sal Cipriano - Letterer
Toby Dutkiewicz - Art Director/Designer
Jessica Numsuwankjkul - Editor
The battle has not gone well for everyone. Galu, felled by a treacherous attack by Makuta Krika, is carried deeper into the swamp.

Why have you brought me here? Why not just kill me?

I am doing something a Makuta never does—I am offering mercy, fleb. Galu—leave this place, go anywhere in this universe, but do not stay in Karda Nui!

Why do you want me gone? Or... do you just want one less Toa Nui in Karda Nui?

You would have made a good Makuta, Galu. You are far too clever to be a Toa. I tell you this—you Toa Nui are here to awaken the Great Spirit Nui Nui, a mission that requires all six of you.

I tell you that if you do that, you and everything you know will be doomed to a future more horrible than you can imagine. Leave now, and that future cannot come to pass.
WHAT--?!

HISSSS!

TAKANUVA...? IS THAT REALLY YOU?

YOUR ARMOR. YOUR MASK... WHAT HAPPENED TO YOU?

I'LL EXPLAIN LATER. FOR RIGHT NOW, WE NEED TO FIND THE OTHERS. IF I'M RIGHT, EVERYONE IN THIS SWAMP HAS ONLY HOURS TO LIVE.

LATER, THE TOA NUVA, TAKANUVA, AND TOA IGNIKA ASSEMBLE TO HEAR THE TOA OF LIGHT'S NEWS.

SAY THAT AGAIN?
When Mata Nui is awakened, an energy storm is going to erupt here and nothing will survive. If we don't get ourselves and the Matoran out in time...

We have the six keystones we need to get into the Codrex. So we hit the Makuta hard, do what we have to do inside, and then get out.

For Mata Nui!

Toa Lewa and Toa Gali combine their elemental powers to create a massive thunderstorm.

While Takemaka, Toa of Light, adds his own unique power to the battle.
No words of ours can capture the enormity of this battle, so we won’t even try.
Spotting an opening in the battle, Tahu rushes to fit the keystones into the Codrex.

This should open the way!

The protective field down, the Toa rush through a portal and into the Codrex.

I retrieved the keystones—the field is back up. So we have until the Makuta find a way to knock it down.

Amazing... I feel like I have seen this place before, but when?

Those depressions in the floor. They look like something rested there at one time.

Look at their size and shape—perfect for holding the canisters we arrived on Mata Nui in. So long ago. I believe this may have been where we spent the millennia before our journey there.
SOME THINGS LOOK FAMILIAR, SOME DO NOT--THIS, FOR EXAMPLE. I WONDER WHAT IT--OH!

KRANK!

WELL I GUESS NOW WE KNOW WHAT IT DOES LOOK!

OH, MY...

HOW FAR DOWN DOES THIS GO?

OH, I WOULD NEVER HAVE IMAGINED...

ANOTHER DAY, ANOTHER DIVE UNDERGROUND... I'M STARTING TO THINK THE GREAT SPIRIT LIKES ONUA BEST.
THE TOA NEVER DETECTED MY PRESENCE, BUT I CAN FOLLOW THEM BY THEIR VOICES, AND ALTHOUGH MY SIGHT IS LOST, I CAN STILL SENSE POWER BELOW... VAST POWER!

QUICK-DROPPING FLOORS... QUICK-RIISING LIGHTSTONES... WHAT'S NEXT?

KRAAKK!

WHOA! WHEN WILL I LEARN NOT TO ASK?

NOW WHAT WILL COME OUT OF THIS? A NEW MASK OF POWER? SOME TOOTH-CLAW CREATURE? A MATORAN MARCHING BAND?

COME OUT, COME OUT, WHEREVER YOU ARE!
AXALARA: TIP? OKAY. I KNOW I HAVEN'T BEEN HERE BEFORE. I WOULD HAVE EVER-REMEMBERED YOU.

AXALARA TO...
This one's Rockoh T3... What do you think they're for? Escape, maybe. If things go really wrong?

If things "go real wrong," there won't be anywhere to escape to. We'd better...

Too slow, Toa... Why must you crawl toward your destruction?

When you could fly into its grasp!

Yes... I can see through the "eyes" of this ship, and now it is charged with a power older than the stars themselves.

*Look for the super-charged Jetrax T6 in Target® stores this fall!
I don't know what these high-flyers are for, but I know they aren't for Makuta. Let's get him.

Way ahead of you, brother... as always.

Antroz and Toa find themselves in a nightmarish maze of twisting tunnels, far more vast than they imagined even a part of the Codex could be.

One side, Toa-hero, for someone who knows how to fly!

And fight!
WHOOOM!

If I catch up to you, "one" is going to be none.

The power of this vehicle is amazing—without such as these in the hands of the Brotherhood, the plan must succeed.

We have a smart-plan of our own, Makuta—

It involves a crash, a boom, and lots of screaming—yeah, that's the makings of a great plan!
Maybe a little stone power can make this a more interesting flight.

Skeech

Tino can play at this, Toa...

Playing? If I was playing, I'd do this.

K nuances

You play with pebbles, Toa, while your universe falls.
Everybody’s gotta have a hobby!

AND HOW IS BEING SLOW AND STUPID WORKING OUT FOR YOU? NOW MY HOBBY IS QUITE UNIQUE.

I collect broken toys.

YIIII!
YOUR FAST-FLIGHT ENDS HERE. ANYONE—ONLY ONE OF US WILL SURVIVE THIS FIGHT!

THEN COME, TOA—COME TO YOUR DEATH!

NEXT ISSUE:
SHOCK FOLLOWS SHOCK AS BIONICLE 2008 COMES TO A CATACLYSMIC END! BE HERE FOR:
THE RISING!