Part 1 of 3

Six Heroes
One Destiny

www.bionicle.com
The island of Mata Nui was once a paradise - until the entity known as Makuta arrived, transforming it into a land of darkness and evil. The natives, called Tohunga, and their leaders, the Turaga, have waited and hoped for heroes who would conquer Makuta and save their home.

Now their waiting has come to an end. Six mighty warriors, known as Toa, have arrived on Mata Nui. Each controls a force of nature - fire, air, earth, water, stone, ice. But to triumph over Makuta, they must gather the Kanohi Masks of Power, which give them greater skills, abilities, and wisdom. The more masks they collect, the more powerful the Toa become.

Finding the Masks takes great courage, for Makuta controls the land, sea, and sky of Mata Nui. He also commands a host of terrible creatures known as Rahi, as well as the Manas, fierce predators with power that no single Toa can withstand...

If the Toa hope to win, they must find the power of the Masks!
but now I am awakened.

I have slept for so long. My dreams have been dark ones.

Now the scattered elements of my being are rejoined.

Now I am whole.
AND THE DARKNESS CANNOT STAND BEFORE ME.

GREG FARSHTEY—WRITER
CARLOS D’ANDA—PENCILLER
RICHARD BENNETT—INKER
ALEX SINCLAIR—COLORIST

BIONICLE I: THE COMING OF THE TOA
Come out, little one, before you catch a chill.

My mask lets me see pathways not seen before—patterns of heat—even through the rock.

And I see I have a visitor.

The evil on this island is about to learn that justice can be very...cold.

My new friend tries to flee. But a coating of ice beneath his feet will bring him sliding back to me.

Interesting. The power is in me. The sword is but the focus.

Stay.
This tale is broken, incomplete. But it is the tale told in my dreams, or close to it.

I have been summoned—I and others—to challenge a mighty evil. To defeat it, I will need great power.

Who are you? And why were you watching me?

I...I am Matoro, a tohunga. I saw you come ashore. I've been waiting for you.

All of us here on Mata Nui have been waiting for you. You and the others. Now if only you can find the masks of power—

What "others"? What masks?
The kanohi masks will give me that power.

Tell me where to find these masks.

They are lost. Scattered, hidden all over Mata Nui. Some are guarded by nightmare creatures. Others hidden where no Tohunga could reach.

Turaga Nuju, the village elder, spoke of a mask of shielding, hidden in the place of far-seeing.

"Place of far-seeing?" Your turaga speaks in riddles.

I hate riddles.
Six-time X-Games gold medalist Andy Macdonald knows all about pushing his sport to its limits. So it’s no surprise he can relate to Bionicle.

“Bionicle takes it to the next level,” says Andy. “You’re building figures that move, and it’s unlimited. You can tap into a whole world of cool story line to learn all about the Toa and their powers, or you can just have a great time playing with the figures – it’s up to you how far you go.”

The most important thing is to remember why you started skateboarding. You do it because you love it. If I wasn’t a professional… I would still be doing it, because it’s the most fun thing for me to do.”

This year, look for Andy at special Bionicle events around the country.

Visit www.bionicle.com for detailed instructions on how to build your own Andy Macdonald icon with LEGO bricks.

Andy Macdonald started riding a skateboard at age 12. But long before that, he was building with LEGO bricks. “At one point, you couldn’t walk across the floor of my room. It was a whole LEGO town,” says Andy.

Today, Andy Macdonald is one of the world’s most accomplished skateboarders. He took first-place at the 2000 Gravity Games and has won five World Cup Skateboarding overall points championships. Whether he’s pulling a “Benihana” (Andy’s signature move), going huge on a vert ramp or just hitting the street, Andy’s professional and personal styles combine to make him one of the most popular skateboarders in the world.
my people are planning an ice bridge to span this chasm—in your honor.

until then, i will make my own. i--

no!

kopaka! watch out!
KOPAKA AND NUJU
Toa of Ice, he wields a sword that can freeze anything it touches. He wears the Kanohi Akaku, the Mask of X-Ray Vision, which allows him to see what is hidden from others. Turaga Nuju, leader of the icy village of Ko-Koro, is famous for his storytelling abilities.

ONUA AND WHENUA
Toa of Earth, whose claw-like hands let him dig great tunnels. He wears the Kanohi Pakari, the Mask of Strength, giving him the power of many. Turaga Whenua is the leader of the underground village of Onu-Koro and master of the island’s complex tunnels.

TAHU AND VAKAMA
Toa of Fire and wielder of the Sword of Fire. He wears the Kanohi Hau, the Mask of Shielding, which protects him from many attacks. Turaga Vakama protects the legends of Tahu, and leads the village of Ta-Koro.
POHATU AND ONEWA
Toa of Stone, his mighty kicks can send boulders flying. He wears the Kanohi Kakama, the Mask of Speed, which lets him travel great distances rapidly. Turaga Onewa relates the legends of Pohatu, and leads the desert village of Po-Koro.

LEWA AND MATAU
Toa of Air, who wields a mighty hatchet to cut through the thick foliage in the treetops. He wears the Kanohi Miru, the Mask of Levitation, which lets him glide gently to the surface from any height. Turaga Matau, one of the wisest of the Turaga, rules the treetop village of Le-Koro.

GALI AND NOKAMA
Toa of Water, her hooked hands allow her to cling to even slippery stones. She wears the Kanohi Kaukau, the Mask of Water-Breathing, and so can breathe freely underwater. Turaga Nokama is the only female member of the Turaga Council, and leads the floating village of Ga-Koro.

POHATU AND ONEWA
Toa of Stone, his mighty kicks can send boulders flying. He wears the Kanohi Kakama, the Mask of Speed, which lets him travel great distances rapidly. Turaga Onewa relates the legends of Pohatu, and leads the desert village of Po-Koro.
DON'T STRUGGLE! YOU'RE SAFE NOW!

NOW I KNOW YOU ARE THE TOA-- THE ONE WHO WILL SAVE US!

WHAT WAS THAT CREATURE?

WE CALL THEM NUI-RAMA.

THERE WERE EASIER WAYS FOR YOU TO FIND OUT.
WHEN THEY WEAR INFECTED MASKS, THEY ARE SERVANTS OF MAKUTA...

...AND ONLY ONE OF THE DANGERS YOU WILL FACE.

TURAGA!
HE'S COME!
THIS IS--

I KNOW WHO HE IS, MATORO.

AND DO YOU HAVE THE ANSWERS I SEEK?

THIS ISLAND, MATA NUI--AND THESE MOUNTAINS--ARE YOUR HOME.

YOU CAN RIDE THE ICE AND SNOW...UNLEASH THE AVALANCHE...
FREEZE WITH JUST A TOUCH...

BUT THAT IS NOT ENOUGH... IS IT?

OUR WORLD... OUR PEOPLE WERE ONCE AS PURE AND STRONG AS THE ICE. THEN...

MAKUTA CAMS, BRINGING EVIL TO THIS LAND.

YOU ARE KOPAKA, WHO Wields THE POWER OF WINTER ITSELF. YOU
SAVED ONE OF YOUR PEOPLE, WITH NO THOUGHT TO YOUR OWN SAFETY.

YOU ARE THE ONE WE HAVE WAITED FOR.

YOU ARE KOPAKA, WHO WIELDS THE POWER OF WINTER ITSELF. YOU
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YOU ARE KOPAKA, WHO WIELDS THE POWER OF WINTER ITSELF. YOU
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YOU ARE THE ONE WE HAVE WAITED FOR.
TO DEFEAT MAKUTA AND RESTORE OUR LAND, YOU WILL NEED THE GREAT MASKS OF POWER. YOU’LL FIND THE FIRST AT--
I KNOW--THE "PLACE OF FAR-SEEING."

THE SKY HAS DARKENED. IF I COULD FEEL THE COLD, THE WIND WOULD CHILL ME TO THE CORE.
AND THOUGH I SENSE NO STORM RISING, I HEAR THE RUMBLE OF THUNDER.

I KNOW--THE "PLACE OF FAR-SEEING."

WATCH OUT!

KRAMMM...
SORRY ABOUT THAT. I WAS PRACTICING. ARE YOU ALL RIGHT?

I WOULD BE... IF YOU WEREN'T STANDING ON ME.

*LEARN HOW POHATU, THE TOA OF STONE, FOUND HIS FIRST KANOHI MASK...AT: WWW.BIONICLE.COM/POHATU*

LET ME HELP YOU OUT.

THANK YOU. I DON'T NEED HELP.

LET ME DO IT. IT'LL BE FASTER.

I SAID...

...I CAN DO IT MYSELF.

YEAH, WELL...

...YOU MISSED ONE.

WHUNNT
It takes only a short time for me to reach the summit. Surprisingly, Pohatu is not far behind.

And there we find the treasure we seek.

The mask of shielding.

It's a "place of far-seeing." All right--

You can see the whole island from up here.

I can feel the power of this mask protecting me...

...yet the powers of the mask of vision are still mine to use.

Listen, I have a feeling we're both here for the same reason.

Why not team up? It might make things easier.

I work alone.

By choice, or just 'cause no one can stand you?

All right, come along. After all, I might need a mountain moved... or the island lifted.

It takes only a short time for me to reach the summit. Surprisingly, Pohatu is not far behind.

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By choice, or just 'cause no one can stand you?

All right, come along. After all, I might need a mountain moved... or the island lifted.
WE HAVE TO GO. NOW.

WHAT DID YOU SEE?

STRANGERS. BEINGS OF GREAT POWER.

NO QUESTIONS. JUST FOLLOW ME.

WHY?

BUT ARE THEY ALLIES...

...OR ENEMIES?

TO BE CONTINUED
Listen to the music of BIONICLE. It is a mixture of the mystical and the mechanical. Like the Toa, it blends the power of high technology with a raw elemental force. These songs, inspired by the Bionicle universe, can be enjoyed on their own or as the background for a Toa adventure.

Learn the truth and the legends about the Toa, the Turaga, Makuta, and the other denizens of Mata Nui.

Discover the power of the Kanohi masks and learn why they are so valuable to both sides in the struggle.

Return here often for new information about the exciting world of BIONICLE!

Explore the Island of Mata Nui in an interactive adventure! Travel to the lands of the Toa, meet the Turaga and the Tohunga, and start unraveling the mysteries of Bionicle!
All the action and adventure of Bionicle come to life on your PC in this exciting game! Play as each of the mighty Toa, as they search for the Masks of Power they need to defeat Makuta!

- Master the elemental powers of the Toa.
- Solve the mysteries of Mata Nui.
- Challenge the evil servants of Makuta.

Get an exclusive first look at the behind-the-scenes development of the hot, new Bionicle PC game at www.BIONICLE.com

The Toa need your help to succeed. Come to our website to see if you qualify for the Beta Test, www.BIONICLE.com/betatest/
In the time before time, when the island of Mata Nui was a tropical paradise, a dark shadow fell across the land. The people of Mata Nui believed in a legend that foretold the coming of the Toa, six brave heroes. The Turaga, the chiefs of the island, know both its history and its destiny. They know the path that each Toa must take and that the Tohunga, the people of the island, must help the Toa find the Great Masks of Power. In return, the Toa will face the island’s darkest beasts and save Mata Nui. But before the Toa can attain the Great Masks of Power and achieve their destiny, they must learn to unite and work together. The Quest for the Masks begins with the Bionicle Trading Card Game.

Contents:
40 Tohunga Cards • 14 Mission Cards • 12 Great Mask Cards • 6 Turaga Cards • 6 Challenge Cards • 2 Toa Cards • 1 Rule Booklet • 1 Legend of Mata Nui Booklet • 1 Ancient Map of Mata Nui • 2 Toa Mask Markers

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