The Toa have won a great victory in their first confrontation with Makuta. At last, they believe Mata Nui and its people to be safe... but they are wrong.

It begins with the appearance of small, scurrying creatures called Bohrok Va, scouts and heralds for a more powerful species. As the Toa ascend to the surface, they can hear the sounds of chaos coming from up above. Mata Nui is threatened anew by swarms of strange creatures, whose dark secrets will change life on the island forever.

Even a Toa can know fear... when
A FEW HOURS AGO, MATA NUI WAS PEACEFUL AND QUIET.

NOW THE GROUND SHAKES AND THE AIR IS HEAVY WITH THE SMOKE OF A THOUSAND FIRES.

FROM EVERY SIDE COME THE SOUNDS OF ANCIENT TREES FALLING, RIVERS BOILING AWAY, AND MOUNTAINS CRUMBLING TO DUST.

KRAKKK

THOOM

KRASSSHH

ONE QUESTION NOW BURNS IN THE MIND OF EVERY TOA:

WHAT IS HAPPENING? I THOUGHT WE HAD FINISHED OUR QUEST!

VICTORY MIGHT HAVE BEEN AN ILLUSION, LEWA.

LOOK! IT'S ONE OF TAHU'S VILLAGERS!

SPEAK WHAT BRINGS YOU SO FAR FROM TA KORO?

WHAT'S HE SAYING, TAHU?
ONE WORD - OVER AND OVER:

BOHROK

I WILL RETURN TO TA-KORO IMMEDIATELY.

WE SHALL ALL GO, TAHU.

If there is a threat to your village, it is a threat to all our people.

I JUST HAVE ONE QUESTION...

WHAT'S THAT, POHATU?

WHAT'S A BOHROK?
THE BOHROK AWAKE

I FEAR WE HAVE JUST FOUND OUT.
STAY HERE, WE SHALL DEAL WITH THIS!

They don't look like any Rahi I've ever seen. Let's see how they stand up to a cyclone.

CHIKT-CHIKT-CHIKT-CHIKT

SSZZNNMM

CHIKT-CHIKT-CHIKT-CHIKT

WHAT? ICE! Making me too heavy to stay in the air... I'm --

-- FALLING!

UNNGH!
SSSSIZZZKRRT!

AWAY FROM HIM, CREATURES!

DONGATU! THEIR POWERS ARE CAUSING AN AVALANCHE!

CHIKT-CHIKT-CHIKT-CHIKT

THIS IS CRAZY! THEY AREN'T HARMING THE VILLAGERS. THEY EVEN IGNORE US UNLESS WE GET RIGHT IN THEIR WAY!

THEN WHY ALL THIS CHAOS? WHAT CAN THEY HOPE TO GAIN FROM IT?

WRUUULF!

MOVE!

KRRAAAAAASSHH
Their strength lies in their numbers. Lewa! Gali! Combine your powers!

The rest of us will hold them off.

Close, monster, but not close enough!

Water!

Wind!
TOGETHER, WE CAN SUMMON THE MIGHT OF THE STORM!

KRA-KOOM
Pahrak and Pahrak Va
The Pahrak are steady and methodical, slow to anger, and react to obstacles only when they have no other choice. They can be found throughout Mata Nui, using their control of stone to crumble mountains to dust. The Pahrak Va are easiest of all the Bohrok Va to capture, as they move more slowly than the rest, but physically they are among the strongest of these small creatures.

Nuhvok and Nuhvok Va
The Nuhvok are among the most mysterious of the Bohrok, as they are almost never seen on the surface. Nuhvok are earth Bohrok, hard workers and incredibly strong, but slow to react to obstacles. The Nuhvok Va dig small tunnels of their own for travel beneath the island.

Gahlok and Gahlok Va
The water Bohrok called Gahlok are sly and treacherous. They never react the same way twice to any situation, and their unpredictability makes them difficult to capture. They are most often seen in the lowlands and near the rivers of Ga-Koro. In addition to transporting krana, the Gahlok Va keeps an eye out for potential threats to the Gahlok.
The Bohrok and the Bohrok Va

The Bohrok are loose throughout Mata Nui! Aided by the Bohrok Va, small, quick creatures that act as scouts and couriers, the Bohrok are a threat unlike any the Toa have ever faced. The Bohrok travel in squads of eight, with their roles in the squad dictated by the unique krana they carry.

Tahnok and Tahnok Va

Wielding the power of fire, the Tahnok is quick to anger and often acts without thinking. They are most often sighted in the southern jungles, northern rocky plains, and icy wastes of central Mata Nui. The Tahnok Va uses its small firestaff primarily for defense and is an effective scout for the Tahnok.

Lehvak and Lehvak Va

The swamp Bohrok known as Lehvak are clever, unpredictable, and are rarely sighted in large numbers. Their tactical skill makes them perhaps the most dangerous of all the Bohrok, and no place on the island has been spared their presence. The Lehvak Va use their small blades to cut through dense jungle growth as they scout.

Kohrak and Kohrak Va

Like the ice they can create, Kohrak are cold and hard. Totally focused on their mission, it is almost impossible to distract a Kohrak from what it is doing. They are most often spotted in valleys, lava plains, and open land. The Kohrak Va’s claws make it an excellent climber.
They're fleeing, Gali... it worked!

KRAAK-KOOM!

They're gone now. They left us a prisoner, too. But what's that in its head?

I know the answers you seek, Toa of Stone, though I wish I did not.

Turaga Vakama!

We have known the legends of the Bohrok for centuries, and we feared they were only that: legends.

But the Bohrok are real... all too real.
'IT IS SAID THE BOHROK SLEEP AN ETERNAL SLEEP WAITING TO HATCH."

'ONCE AWAKENED THE SWARMS ARE UNSTOPPABLE...

"... A FORCE SO POWERFUL THEY CAN REDUCE MOUNTAINS TO RUBBLE..."

"... AND TURN LIFE-GIVING RIVERS DRY AS THE DESERT SANDS!"

"WORSE, THESE CREATURES DO NOT WORK ALONE.

"EACH BOHROK CARRIES WITHIN IT A KRANA, THEIR GREATEST STRENGTH ALSO THEIR GREATEST WEAKNESS.

EVEN THE MIGHTIEST OF BOHROK CAN BE HUMMLED, IF PARTED FROM THEIR KRANA."
“These, then, are the swarms of the Bohrok.

“Two you have already encountered: the Kohrak, with their icy blasts, and the Panorak, who would turn the mountains to crumbling stone.

“There are also the treacherous Gahlok, masters of the flood tide.

“...the fiery Tahnok, capable of melting through any substance...

“...the powerful Nuhvok, who lurk below...

“...and most dangerous of all -- the Lehvak, whose acid venom can dissolve even solid rock.”
NOW THAT THE SWARMS HAVE AWAKENED, ONLY ONE
HOPE REMAINS.

YOU MUST COLLECT THE EIGHT BREEDS OF KRANA FROM EACH BOHROK SWARM. THEY WILL UNLOCK THE SECRET TO THEIR DEFEAT.

HOW DO YOU KNOW SO MUCH ABOUT THESE CREATURES, TURAGA?

TURAGA... THEY WILL REVEAL ALL PAST TOA OF FIRE. BUT BEWARE.

WHEN WORN, THE KRANA CAN STEAL THE MIND, AND EVEN THE TOA MIGHT NOT BE ABLE TO RESIST ITS POWER.

RETURN TO YOUR VILLAGES IF GATHERING THESE KRANA WILL SAVE MATA NUI, THEN GATHER THEM WE SHALL.

LET US HOPE THEY DO NOT GATHER US FIRST. FAREWELL.

THE OUTSKIRTS OF LE-KORO.

TURAGA MATAU AND THE VILLAGERS ARE BRAVE AND RESOURCEFUL...

...BUT I STILL PRAY THE BOHROK HAVEN'T REACHED LE-KORO.

GREETINGS, LEWA - TOA OF AIR.
WE HAVE BEEN WAITING FOR YOU...
FIND OUT ABOUT THE NEW THREAT TO MATA NUI

- Play the Mata Nui Adventure game from beginning to end!
- Explore the expanded game section including Huai Snow Ball, the New BOHROK Swarm Game (February), and more to come!
- Download the desktop TOA and the new desktop BOHROK!
- Download the new BOHROK wallpaper and screensaver!
- Read all of the original BIONICLE comics online!

Check out the BIONICLE Lexicon for ALL BIONICLE definitions!

Find out more about the mysterious KRANA!
What has gone before...
Mata Nui was once an island paradise – then Makuta came, bringing darkness and fear. A prophecy foretold that six heroes of legend would appear to save the island, and so it came to pass. Six Toa, each with awesome elemental powers, came to Mata Nui to begin their quest.

To defeat Makuta, the Toa first had to gather six Great Masks of Power. Their efforts took them into great danger, as they faced the Rahi, Makuta’s dark beasts. But the Toa were victorious. Each gathered six Kanohi Masks of Power and used them to obtain a Golden Kanohi. Each golden mask contains all the powers of the other six masks combined.

The Toa descended into the tunnels below the island’s temple to confront Makuta. There they combined their bodies and minds to form two great Toa Kaita, Akamai and Wairuha. More powerful than ever before, the Toa defeated the Manas, Makuta’s crab-like guardians. Finally, they overcame shadow versions of themselves and achieved a great victory over Makuta!
Triumphant, the Toa returned to the surface, only to discover they now face a dangerous new foe: the Bohrok swarm!
BOHROK SWARM

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