The Bohrok have appeared all over the island of Mata Nui, bringing chaos in their wake. While the Matoran see to the defenses of their villages, the Toa begin their quest to obtain the krana of the Bohrok.

The swarms are fierce and powerful, and the Toa soon learn that might is not the answer to this crisis. It will take all their wisdom, cunning, and skill to trap the Bohrok long enough to obtain the krana - the key to the ultimate defeat of the swarms.

Even as the Toa struggle to solve the mystery of the Bohrok, they face another, more sinister riddle: the disappearance of Lewa, Toa of air!
TO TRAP A TAHNOK

FOR SEVEN SUNS, THE BOHROK HAVE BROUGHT CHAOS TO MATA NUI. LIKE A THUNDERSTORM THEY STRIKE, ONLY TO DISAPPEAR AGAIN.

NOW THE TAHNOK HAVE COME TO THE DOMAIN OF POHATU--

--TURNING MOUNTAIN RANGES INTO MOLTEN MAGMA.

THEY MOVE SWIFTLY, CERTAIN THAT NOTHING CAN STOP THEM.

FOR NOTHING EVER HAS.

GREG FARSHTYEY - writer / CARLOS D’ANDA - penciller
RANDY ELLIOTT - inker / KEN LOPEZ - letterer
PETER PANTAZIS - colorist & separator
The energies of the Krana Ja alert the Tahnok to Toa lying in wait ahead.

The telepathy of Krana Za spreads the news to the rest of the troop: “Alert! Obstacles! Avoid or remove.”

CHIKT-CHIKT-CHIKT-CHIKT

Other creatures might flee from the might of the Toa and seek a safer site on Mata Nui. The Tahnok are not “other creatures.”
NO, THE TAHNOK ARE NOTHING LIKE ANYTHING ELSE THAT HAS EVER WALKED MATA NUI...

...EXCEPT PERHAPS FOR THE BEINGS WHO THRIVE DEEP IN THESE SHADOWS.

THE BOHROK CARRY OUT THEIR TASKS WELL.

YES, SOON OUR MISSION WILL BE COMPLETE, AND WE MAY REST AGAIN.

MATA NUI WILL BE AS IT WAS IN THE BEFORE-TIME.

MATA NUI WILL BE RESTORED AT LAST.

MANY KOHRAK AND PAHRAK HAVE LOST KRANA THAT MUST BE REPLACED.

ACCIDENTS, ERRORS.

IS THE MISSION ENDANGERED?

NOTHING EXISTS ON MATA NUI TO INTERFERE WITH OUR WORK.

NOTHING AT ALL.
ARE YOU SURE THIS WILL WORK, POHATU?

IT HAS TO. WE CAN'T OUTFIGHT THE BOHROK.

NOT WITHOUT RISKING HARM TO THE ISLAND. SO WE HAVE TO OUTSMART THEM.

THIS CANYON IS OUR TRAP, GAL!

"ONUA DUG A TUNNEL FROM THE CANYON WALL TO THE SEA..."

"THEN KOPAKA FROZE THE TUNNEL ENTRANCE SOLID—LIKE PLUGGING A HOLE IN A DAM."

WHEN THE BOHROK COME, I'LL...

"I HOPE YOU PLANNED WELL, THEN."
THE TAHNOK ARE HERE!

THEN LET'S MAKE THEM FEEL WELCOME!

WHUNNNNNT

ROCK SHATTERS ICE...

BRKASSSH
AND FIRE MEETS WATER!
I will have to be swift to gather their krana!

The Tahnok will not be stunned for long.

Splash

Already it feels like I'm swimming in a cauldron!

When the waters have already begun to boil?

I can survive in the icy cold of the sea bottom.

But will even Gali's speed be enough...

I can only hope I have the strength to survive this.
The krana are living creatures who dwell inside the faceplates of the Bohrok. The krana are the true power behind the Bohrok swarms - it is from a krana that an individual Bohrok gets its role in the swarm, as well as a special power. The krana are cunning and dangerous, capable of:

- **CA**
  - CLEARANCE
  - STRONG DEFENSE
  - SHIELDING
  - These krana act as spearheads for the mission.

- **ZA**
  - SQUAD LEADER
  - TELEPATHY
  - Provides the wearer with the ability to communicate telepathically with other krana of the swarm.

- **VI**
  - SURVEYOR
  - FLY SHORT DISTANCES
  - Endows a Bohrok with the power to fly short distances and confirm that the way ahead is clear.

- **XA**
  - SWARM COMMANDER
  - STRATEGIST
  - These krana lead the Bohrok swarm on their mission.
attaching themselves to the face of a foe and taking over his body. The Toa must collect all eight krana from each of the six swarms to learn the secret to defeating the Bohrok!

---

**JAK**

**Scout**

**Radar**

Grants the wearer a radar sense that allows them to detect distant obstacles.

**BO**

**Sentinel**

**Infrared**

Provides the power to see in the dark. They make excellent night-time guards as well as guides into the darkest caverns of Mata Nui.

**SU**

**Worker**

**Strength**

Possesses colossal energy and inhabit only the strongest Bohrok.

**YO**

**Mole**

**Tunneling**

Grants the Bohrok the ability to tunnel through virtually any substance on the island.
MATA NUI FACES PERHAPS ITS GREATEST CHALLENGE...
ONE THAT WILL TEST OUR COURAGE, OUR STRENGTH, AND OUR BELIEF IN EACH OTHER.
THOUGH MY POWERS ARE GREAT, THIS IS NOT A STRUGGLE FOR TOA ALONE.

EVERY ELDER, EVERY VILLAGER, IS LIKE A SINGLE STONE...

AND TOGETHER, YOU CAN BUILD A WALL SO MIGHTY THAT NO BOHROK COULD EVER HOPE TO BRING IT DOWN!
WITH VAKAMA, JALA AND THE REST OF YOU GUARDING TA-KORO, OUR VILLAGE WILL STAND.

AND I PLEDGE TO YOU THAT AS TOA OF FIRE I WILL DO ALL I CAN TO KEEP YOU AND OUR HOME SAFE FROM HARM.
REMEMBER--YOUR BRAVERY, YOUR WISDOM, YOUR SPIRIT, MAKE YOU AS MIGHTY AS ANY TOA! TOGETHER, WE WILL PREVAIL!

WE ARE WITH YOU, TOA OF FIRE!
THEY WILL NEED THEIR STRENGTH... WE ALL WILL.

THESE KRANA ARE NOT OBJECTS OF POWER, LIKE OUR KANOHI--THEY ARE ALIVE!
ALIVE, AND WORSE. PREPARE YOURSELF, MY FRIEND, TO LEARN THE DARKEST SECRET OF ALL!

BUT KOPAKA'S SECRET WILL HAVE TO WAIT FOR NEXT ISSUE...
FOR THE TOA OF WATER HAS ALMOST COMPLETED HER DANGEROUS TASK.

I HAVE BEEN FORTUNATE, THE SHOCK OF THE FLOOD SLOWED THE TAHNOK ENOUGH FOR ME TO CLAW SOME KRANA...

BUT THESE BOILING WATERS SAP MY STRENGTH... I MUST REACH THE SURFACE...!

THOSE TAHNOK UP AHEAD! WHAT ARE THEY DOING? MELTING THE ROCK WALL?!

WHAM

THEY HAVE SHEARED THROUGH IT! IT'S FALLING TOWARD ME...
NO, DOKATU! STAY THERE!

ARE YOU ALL RIGHT?

BARELY. IF I HAD BEEN EVEN A LITTLE TOO SLOW, ...

GAL! I'M COMING IN AFTER YOU!

WHAT MATTERS IS I HAVE FOUR KRANA...

AND WE MUST GO NOW!

I AM NOT CERTAIN ANYTHING CAN LOOK!

WHY? DIDN'T THE WATER STOP THE TAHNOK?

THEY'RE MELTING HANDHOLDS IN THE ROCK!

SSSSSSSSSSSSS
WON'T THEY FOLLOW US?

IT DEPENDS ON HOW BADLY THEY WANT THE KRANA BACK.

NO SIGN OF THEM. LET'S GO. YOU NEVER KNOW. KRANA MIGHT BE ABLE TO CALL FOR HELP SOMEHOW.

THERE IS NO TELLING WHAT THEY CAN DO. DRIVE THE BOHROK ON THEIR INSANE MISSION... CONTROL OTHERS...

THEN YOU BELIEVE WHAT VAKAMA SAID?

THAT KRANA CAN CONTROL THE MIND OF ANYONE WHO WEARS ONE?

YES... AND THAT JUST MAKES ME MORE CONCERNED FOR THE OTHERS - ESPECIALLY LEWA.

DAYS HAVE PASSED SINCE HE LEFT FOR LE-KORO.

IF HE ENCOUNTERED A BOHROK SWARM, WHO KNOWS WHAT MIGHT HAVE HAPPENED?

I CANNOT REST UNTIL I KNOW THE ANSWER--
“...WHERE CAN LEWA BE?”

GALI’S QUESTION GOES UNHEARD DEEP IN THE JUNGLES OF MATA NUI, WHICH IS PERHAPS JUST AS WELL...

...FOR SHE MIGHT NOT LIKE THE ANSWER. SHE MIGHT NOT LIKE IT AT ALL.

NEXT: THE POWER OF THE KRANA!
MISSION SPACES
Tip: Always avoid Mission spaces! It’s a great idea to send your opponents onto Mission spaces with Infected Mask Game Action Cards, but you should avoid them at all costs.

Trick: Use Game Action Cards that let you move diagonally to avoid the Mission spaces that surround the Double Great Mask Challenge spaces.

GREAT MASK CHALLENGES
Tip: Make sure to keep track of which Great Mask Challenge Cards have been played. At the start of each turn, attach a Great Mask with a skill that hasn’t been played yet. Remember, the Great Mask Challenge Card draw pile starts fresh after all 6 cards have been revealed.

Trick: There’s nothing more fun than revealing a Game Action Card that adds points to a skill. As soon as your buddy thinks he’s won, show him your Game Action Card and take the victory away.

INFECTED MASK GAME ACTION CARDS
Tip: Don’t use an Infected Mask Game Action Card unless you can force an opponent onto a Mission space.

Trick: You can play more than one Game Action Card at a time. If you have more than one Infected Mask Game Action Card, combine their effects to move your opponent even more spaces.

TURAGA CARDS
Tip: If you have more than one Turaga Card, always think about which one to attach at the start of your turn. If you’re about to head into a Great Mask Challenge, attach the Turaga Card that adds 100 points to a skill. If you’re about to head into a Game Action space, attach the Turaga Card that lets you draw 2 Game Action Cards. If you need to skip a Mission space, attach the Turaga Card that lets you move 2 spaces.

A TIP FROM THE TOP
We went straight to the horse’s mouth and asked Bionicle game designer, Ted Adams, what tip he’d give to players. Here’s what he had to say...

I always head straight towards the Double Great Mask Challenge spaces. I think that the risk of one Mission Card is worth the chance to possibly win two Great Mask Cards. If you can get a quick 2-0 lead on your opponent, it’ll scare them into making foolish decisions. Of course, if I get the Mission Card that immediately gives my opponent a Great Mask Card, I’ve made a mistake. I like to take lots of risks when I play games.
FIND OUT THE LATEST NEWS FROM MATA NUI

- Keep right on the edge of the BIONICLE universe with “The Buzz” section!
- Get building instructions for the combined BOHROK models!
- Download the new BOHROK wallpaper and screensaver!
- Read all of the original BIONICLE comics online!
- Explore the expanded game section including Rual Snow Ball, the new BOHROK Swarm Game and more to come!
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Hundreds of BIONICLE fans entered our “Build Your Own BIONICLE Website” contest. The judges had a tough time choosing the two best sites from so many great entries!

Grand Prize Winner
13 and over category: Kelly McKiernan

Scientists travel to the island of Mata Nui and discover ruins unlike any ever seen before! Have they discovered the last traces of the Toa’s civilization? Explore the fossil records on this site and decide for yourself!

Grand Prize Winner
12 and under category: Jacob Andreas

Learn the secrets of Mata Nui and discover three amazing, all-new Toa on this exciting site! Plus visit the Onu-Koro bazaar, learn Mata Nui music, and master BIONICLE mask-making.

Want to see these sites for yourself? Visit www.BIONICLE.com and click on “The Buzz”. Thanks to everyone who participated!
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