As the Toa Nuva and Matoran prepare to depart the island of Mata Nui for all time, they turn to Turaga Vakama for tales of the new land to which they will travel: Metru Nui.

In the time before time, Metru Nui was a city of legends. Under the guidance of Turaga Dume, and protected by the order enforcement squads called Vahki, the island city was a place of learning and contentment. The Matoran who lived there believed that nothing would ever change ... that no shadow would ever threaten their peaceful existence ... and that no new legends could be born.

They were very, very wrong.
Seconds ago, Turaga Vakama of Ta-Koro revealed a shocking secret to theSeven Assembled Toa.

It was not the best news
the Toa had heard all day.

What??
What are
you talking
about?

Turaga,
explain
yourself!

Then hear my tale. In the time
before time, those you know
as Turaga were simple
Matoran, living on an island
city called... Metru Nui.

Yes, my
friends...
that same
island the
Toa of
light re-
discovered
after Makuta’s
defeat.

Here, thousands of Matoran worked
and played and lived their lives... and
we were among them. None of could
have predicted how soon things would
change... or all the great and terrible
things that change would bring.

“THE SIX OF US TRAVELED
to the great temple in
Ga-Metru in answer to
a mysterious summons.
We went there as
Matoran...”
“At first, none of us could believe what had happened. One moment we were Matoran... the next, we were gifted with the power of TOA.”

The TOA Stones were brought here. That was what did it. It must be.

“Only I could not share in the celebration. For I was having a vision of darkness...”

“Who cares why? We are TOA-HEROBS now!”

“Why? And why us?”

“Since when are Matoran just zapped into TOA?”

When uncertain times lie ahead.

Metru Nui... the whole city... will fall. The great disks... the great disks can save it...
What is it, Vakama? What's wrong?

You've been spending too much time in front of a forge, fire-spitter. Sure, everyone knows the Legend of the Great Disks - six powerful Kanoka Disks, one in each Metru.

Perhaps, but can we afford to take that chance? This is our Destiny... it's why we were made Toa.

I had a vision. I saw Metru Nui in ruins... and then restored, through the power of the six Great Disks, Nokama, we need to find those disks!

But that might be all it is... a legend.

"Oneua did not trust in my visions, but we all knew the city was in great danger. For weeks, Morbuzakh vines had appeared as if from nowhere, leaving a trail of destruction..."

"Worse, Matoran sent to stop the Morbuzakh had vanished, never to be seen again."

"You've been spending too much time in front of a forge, fire-spitter. Sure, everyone knows the Legend of the Great Disks - six powerful Kanoka Disks, one in each Metru."
“IN MY VISION I HAD SEEN SIX MAORAN, EACH OF WHOM KNEW THE SECRET OF WHERE A GREAT DISK COULD BE FOUND. EACH WAS IN DIRE DANGER... AND ONE OF THEM PLANNED TO BETRAY ALL OF METRU NUI, BUT WHICH ONE?”

TEHUTTI: THE ARCHIVIST.

BAM BAM

EHROE: THE MESSENGER.

NUHRII: THE CRAFTER.

AHKMOU: THE CARVER.

VHISOLA: THE STUDENT.

ORKAHM: THE DRIVER.
“Armed with the names, we knew Toa Metru set out to find the Matrakan. We thought the job would be an easy one…”

“We were wrong.”

“Run! Protodermis melts everything in its path!”

“Look out! Molten Protodermis!”

“TOA VAKAMA! LOOK UP THERE!”

“MORBUZAKH!”
"I knew we had only one chance..."

"This has to work, or nothing in Ta-Metru will be left standing!"

"I knew the vine would try to stop it. But this disk was made in Ko-Metru. It had the power to dodge obstacles!"

"And enough freeze power to stop even a Morbuzechak plant."

"That was incredible! How did you know it would work?"

"I didn't. I took a chance. Now tell me, what was a Morbuzechak vine doing this far inside the metru? And why were the vats moving slowly enough to be grabbed?"

"I don't know about the vines... but some four-legged creature sabotaged the vat controls."

"And just when I'm coming here to find Nuhr! And learn about the Great Disk. Coincidence?"
In the time before time, six Matoran are mysteriously gifted with the powers of Toa. Their destiny: protect the city of legends, Metru Nui, from all evil. Now these new Toa Metru must master their elemental energies and Toa tools, uncover the mysteries that threaten their home, and learn to be heroes.

**Toa Vakama 8601**
Toa Metru of Fire. His strange visions lead the heroes on a dangerous search for the Great Kanoka Disks. Although looked to for leadership by some of the other Toa, Vakama is not yet sure he is ready to be a hero. He wears the Kanohi Huna, the Great Mask of Concealment.

**Toa Nokama 8602**
Toa Metru of Water. Nokama is intelligent but still has much to learn about listening to the advice of the other Toa. She could be a strong leader of the Toa Metru, but believes it is Vakama’s destiny to assume that role. She wears the Kanohi Rau, the Great Mask of Translation.

**Toa Onewa 8603**
Toa Metru of Stone. Onewa has little patience for Vakama’s visions and prefers to act first, and ask questions later. No matter what the odds, Onewa will always find a way to win. He wears the Kanohi Komau, the Great Mask of Mind Control.
Toa Whenua 8604
Toa Metru of Earth. Whenua believes the answers to all of Metru Nui's problems lie somewhere in its past. He is not as bold as some of the other Toa, but his caution has saved them all more than once. He wears the Kanoi Ruru, the Great Mask of Night Vision.

Toa Matau 8605
Toa Metru of Air. Matau looks forward to becoming famous as a "Toa-hero." To others, he may not seem to take his duty, or much of anything else, seriously, but he possesses great courage. He wears the Kanoi Mahiki, the Great Mask of Illusion.

Toa Njuzu 8606
Toa Metru of Ice. Njuzu guards the Knowledge Towers of Ko-Metru against any threat. He has little patience with Toa who want to waste time talking instead of doing. He wears the Kanoi Matau, the Great Mask of Telekinesis.
But it was no coincidence. Someone did not want us to find the Matoran or the Great Disks.

Matau found himself trapped and out of control in a le-Metru chute...

Nokama was forced to swim for her life to escape a squad of Vahki.

Whenua found himself stalked by Rahkshi through a sub-basement of the Onu-Metru Archives.
NUJU WAS FORCED TO RELY ON HIS UNTESTED ICE POWER AND HIS CRYSTAL SPIKES TO SAVE HIMSELF FROM A CRASHING END.

"AND ONEWA DISCOVERED THAT EVEN A PO-METRU STATUE COULD BECOME A DANGEROUS TRAP."

"MEANWHILE, I HAD FOUND NUHRII IN A LONG-ABANDONED PART OF TA-METRU, HALF-BURIED IN RUBBLE."

"HELP!"

HANG ON, NUHRII! IF I DON'T MOVE THE BLOCKS RIGHT, THE WHOLE PLACE MAY COME DOWN.

EASY. YOU'RE SAFE NOW. WHAT HAPPENED?

I...I GOT A NOTE TELLING ME IF I CAME HERE AND SHARED THE LOCATION OF THE GREAT DISK, I WOULD LEARN THE SECRET TO MAKING AN INCREDIBLE MASK OF POWER.

BUT WHEN I GOT HERE... THERE WAS NO ONE AROUND. THEN THE NOTBUZAKH BROUGHT THE CEILING DOWN ON ME. IF YOU HADN'T FOUND ME...

SOMEONE DOESN'T WANT THAT GREAT DISK FOUND. I DON'T KNOW WHY, BUT--UWNGHH!!!
CANT PULL FREE. NUHRU! AND I ARE BOTH FINISHED UNLESS...

HAVE TO ANGLE THIS JUST RIGHT!

GOT IT!

"THE KANOKA ENLARGING DISK DID IT'S WORK WELL."

COME ON, WE'RE GOING TO THE GREAT TEMPLE. THE OTHER TOA METRU NEED TO HEAR ABOUT THIS!

IT'S TOO BIG TO HOLD ME NOW! NUHRU, WE HAVE TO GO BEFORE IT GETS USED TO ITS NEW SIZE—RUN!

OTHERS? THERE ARE MORE?
The Morbuzakh is spreading fast. Entire sections of the city have been abandoned.

The six Matoran can guide us to the Great Disks... but I am still convinced one of them plans to betray us. We have to be on our guard.

I still think all the heat has melted your brains, Fire-Spitter, but if one of those Matoran does plan to steal the Disks... I'll stop him.

History says there's safety in numbers. Let's split into three teams to find the Great Disks.

Always living in the past, Wenua. But... it would make it easier to keep an eye on the Matoran.

Good thought-plant! Of course, you got the idea from me...

Each of them claims he or she was lured into a trap, but I am sure one of them is lying!

But why? Why would anyone want to stop us from ending the Morbuzakh threat?

Perhaps, perhaps there is far more to the Morbuzakh than we know. Nokama, and we had better find out what it is fast. If we want Metru Nui to survive!
“I could not know how truly I spoke, nor could I have ever imagined the monstrous thing that lurked in the heart of Ta-Metru’s Great Furnace... the king root of the Morbuzech!”

Othersss have hurt usssssss... ssstruck at ussssss... but they cannot ssstop ussssssss!

We will ssseep through the cracksss and then vanish like ghostssss. The Matoran will be driven to the center of the city, as we have been commanded.

Then Metru Nui will belong to the Morbuzech!

To be continued...
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Open your Toa Metru package, check out the special Kanoka card inside, and you could be an instant winner! Every Kanoka card features a special BIONICLE Instant Win Game, with these great prizes:

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Keep track of your KANOKA disk collection! Each time you get a KANOKA disk, check out the first two digits of its code – the METRU of origin and the power. Then write the code in the appropriate box below. And don’t forget to enter the codes on BIONICLE.com to earn valuable KANOKA points!

**TA-METRU**
Disc Effects on Targets
- Stronger, can knock obstacles out of the way.*

**GA-METRU**
- Can change direction in mid-air, guided by the thrower’s thoughts.*

**PO-METRU**
- Deflects other discs from their course.*

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**Ko-Metru**
Disc Effects on Targets
- Dodges obstacles to get to target.*

**Le-Metru**
- Flies further.*

**Onu-Metru**
- Always returns to thrower if diverted from course.*

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(1) reconstitutes at random
(2) freezes
(3) weakens
(4) removes poison
(5) enlarges
(6) shrinks
(7) regenerates
(8) teleports

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*Flight characteristics refer to story only, and do not reflect actual product performance.
When a MATORAN has to choose the right KANOKA DISK to defend his METRU, he looks at the disk code. But what do these codes mean? What powers do the KANOKA DISKS have, and how do MATORAN disk collectors know when they have stumbled on the rarest and most powerful ones? Read on!

The first digit identifies in which metru the disk was made. The metru of origin determines how the disk flies. “1” = Ta-Metru, “2” = Ga-Metru, “3” = Onu-Metru, “4” = Po-Metru, “5” = Le-Metru and “6” = Ko-Metru.


The third digit identifies the power level of the disk. Power levels go from 1 to 9, with 9 being the highest.
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