Hunted as impostors and suspected in Toa Lhikan’s disappearance, the Toa Metru are forced to flee for their lives. Stowing away aboard a Le-Metru airship, they mistakenly believe themselves to be beyond the reach of the Vahki order enforcement squads.

Meanwhile, a far more dangerous threat is looming in the shape of Nidhiki and Krekka, the Dark Hunters. Dispatched by Turaga Dume to capture the outlaws, they are determined to bring the Toa in alive – if not necessarily undamaged.

For the Toa, capture would mean both Lhikan and the city itself would be lost forever. But can they hope to survive against beings that live to hunt Toa?
I am a Dark Hunter. My friends call me Nidhiki... or they would, if I had any friends.

The hulking figure next to me is Krekka, not the brightest lightstone in Metru Nui, but strong enough to crumble a knowledge tower with one blow.

We came to Metru Nui for our favorite sport: for hunting.

City of Legends

Part 1 - Struggle in the Sky

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CAPTURING TOA HIKAN WAS TOO EASY, BUT THESE TOA METRU... THEY WERE GOING TO MAKE US WORK.

I DON'T SEE THEM ANYWHERE DOWN THERE.

THEN TRY LOOKING UP.

I SMELL TOA ON THAT SHIP, SCARED TOA. THE BEST KIND.

I COULDN'T REALLY SMELL THEM. OF COURSE - I'M NOT SOME RAHI - BUT I KNOW HOW TOA THINK. RIGHT NOW, THEY WERE THINKING THEY HAD MADE A CLEAN ESCAPE....

AS SOON AS WE LAND, WE HEAD UNDERGROUND AND MAKE OUR WAY THROUGH THE ARCHIVES.

OH, UNDERGROUND. DARK, NASTY, SOUNDS LIKE A HAPPY-PLAN.

WHAT ABOUT THE VARKS?
WITH A LITTLE LUCK, WE'LL BE GONE BEFORE THEY KNOW WE'RE THERE.

NUURAKH!

THERE'S OUR LITTLE LUCK—ALL OF IT BAD!

KIZZAARK!

MORE OF THEM!

DON'T YOU HAVE MORE DARK-GERIOUS THINGS TO DO? LIKE WATCHING FOR LOOTING LAVA BELS?

WELL, ASK A VAHNIK QUESTION, GET A VAHNIK ANSWER...
You realize that fighting Vanki makes us the Outlaws Dume says we are?

Krash

We're not your enemy! We didn't kidnap Toa Hikari, we're trying to save him!

Smash

They're much easier to reason with in small pieces.
SORRY FOR THE INTERRUPTION, LITTLE TOA, BUT I NEVER COULD WAIT TO OPEN MY PRESENTS.

YOU! THE ONE WHO CAPTURED TOA WHIKA!

YES, AND HE BEGGED FOR MERCY, LITTLE FLAME. JUST LIKE YOU WILL.

FIRST RULE OF TOA HUNTING: GET THEM ANGRY. IT MAKES THEM CARELESS. OVERCONFIDENCE MUST COME WITH THE KANOCH!

Liar!

COOL OFF, TOA.
Once he hits the ground, even a PO-Matoran couldn't put him together again.

GOT HIM!

Catch him, Matau! If he falls, hell, shatter!

But can you keep him? Or are you just a Matoran in TOA armor?

Unnagh! Have to twist so I take the hard-fall... Or Yakama is doomed!
We need to finish this quickly. No doubt our "friend" at the Coliseum is growing impatient...

The time is drawing near, and still three TOA plague me with their interference.

They cannot be allowed to block the destiny of the Matoran. You know what to do. They will attempt to free their friends. They must not succeed.

Nivawk returns, with good news, I trust.

No doubt that flying Rahi part of his is reporting on our progress. After we finish the TOA, Kreeka and I will have to discuss Nivawk's future.

I wonder how Dumk's little pet would look mounted on my wall?

Return to the airship, and make sure the Dark Hunters succeed.

For the sake of all Matoran, the TOA Metru must fall!
TOA METRU VS.

The Toa Metru challenge the power of the evil Dark Hunters in the climax of BIONICLE 2: Legends of Metru Nui. Our designer recreated part of this exciting scene using actual BIONICLE sets. What scene will you build?

WHAT SCENE WILL YOU BUILD?
DARK HUNTERS
... TO THE FINISH!
SMASH THE TOA OF FIRE INTO FRAGMENTS. I WILL DEAL WITH NOKAMA.

FAN.

TIME TO END THIS, TOA OF WATER.

I AGREE!

HAY YOU MISSED, LITTLE NATORAN!
I'm not a Matoran. I'm a Toa.

KZAK

No!

And I never miss.
STAND STILL, TOA. QUICKER THAT WAY.

FINALLY MANAGED TO GENERATE ENOUGH HEAT TO FREE MYSELF! BUT MATERU IS IN TROUBLE.

NOTICE THAT, DID YOU?

NO FAIR! YOU MOVED!

YOU KIDNAP A TOA, THREATEN MATORAN, AND TRY TO HARM US—AND YOU DARE TALK ABOUT WHAT'S "FAIR"?

TAKE A TRIP, DARK HUNTER!

YOU TELEPORTED HIM... BUT TO WHERE?
HATE TOA.

WELL, THAT WAS UNEXPECTED.

I see you have spirit, little Toa.
I hate spirit.

We will settle with you later, after we have freed Toa Whikan.

And how do you propose to leave here? Do you think you can go through me?
ACTUALLY...

WE WERE THINKING...

OVER YOU!

Vooossuish!

I COULD PURSUE THEM, BUT BETTER TO FIND KREKKA.

LET'S GO! LIKAN IS WAITING!

AFTER ALL, I KNOW WHERE THEY'RE GOING, AND I CAN GET THERE FIRST.

FLY HOME, CREATURE. TELL YOUR MASTER ONE BATTLE WAS LOST...

BUT THE WAR IS FAR FROM OVER.

TO BE CONTINUED...
Q. What role did you play in the design of Metru Nui?

CF: I did the first work on how the city looks and functions. I started out by designing the map of Metru Nui and, at the same time, worked on some more detailed sketches with designer Jan Kjaer.

DL: The overall design of the BIONICLE universe was already very well established by the creative team at the LEGO Company. Our task was to follow a script, and create a world that felt like it was the precursor of Mata Nui.

DM: Duane Loose had a big hand in filling out the “worldscape.” Terry (Shakespeare, co-director) and I just told him to go wild and think “monumental” in size and scope.

Q. What were some of the ideas behind the look of the city?

CF: We needed Metru Nui to be a totally unique place, so everything had to be designed from the ground up. The inspiration was taken from biology, where you can see all sorts of balanced systems based on energy and chemistry.

DM: I directed the designers to think of Mata Nui as the country and consider Metru Nui as Hong Kong meets Manhattan. The city was designed to present a highly advanced culture with an amazing history.

Q. Were there any particular locations you most enjoyed working on?

DM: I like the transport tubes. Man, I’d like to ride those! If I could only hold my breath that long!

CF: The protodermis tube system felt like a winner from the very beginning. We needed some kind of transportation that would be new, fun and biological.

DM: My favorite location is the mythological location of the opening shot. It’s a place outside of our own time and space.

Q. If you had more time, is there anything you would have liked to add to Metru Nui?

CF: The city is constantly building upwards so the new buildings are standing on older structures. There could be many exciting secrets in the older (sub-surface) layers.

DL: I am sad (and grateful and happy) that I only got to spend a year of my life working on that world. I want to go back and explore it some more.

Public transportation, Metru Nui style!

Matoran mask-maker Vakama is about to discover his destiny.

The protodermis rapid-transport tubes.

The new BIONICLE movie, BIONICLE 2: Legends of Metru Nui, brings the Toa Metru and the vast and wondrous city of Metru Nui to the screen for the first time. The new city setting is a long way from the tropical island of Mata Nui, and presented new challenges for the designers and filmmakers. We talked with Christian Faber, art director for the Advance Agency, and BIONICLE 2 art director Duane Loose, and BIONICLE 2 movie director David Molina about bringing the city to life for viewers.

NEW BIONICLE LEGENDS ARE BORN!

Before the coming of the Toa Metru, a lone Toa stood between Metru Nui and those that would threaten its peace. Now his tale comes to life in BIONICLE 2: Legends of Metru Nui, along with that of the mighty Kikanalo!

TOA LHikan
Toa of Fire and defender of Metru Nui, Lhikan senses the coming of a great evil. To combat it, he grants Toa power to six Matoran, turning them into new Toa Metru. Lhikan wears the Great Hau, the Mask of Shielding, and his two fire greatswords can be combined to form a flying board or a shield!

KIKANALO
Massive herd beasts from Po-Metru, the Kikanalo use their horns to dig up the ground, in the process dislodging bits of protoformis lost by the Matoran carvers. Even Dark Hunters fear stampeding Kikanalo, who have been known to crush entire assemblers’ villages flat in a matter of minutes.

LOOK FOR SET 8747 TOA LHikan AND KIKANALO AT YOUR LOCAL TOYS R US STORE OR ON www.BIONICLE.com STARTING OCTOBER 2002
As the release of BIONICLE 2: Legends of Metru approaches, check out www.BIONICLE.com for all the latest BIONICLE news, behind the scenes information, and exciting games!

- Click on the “Movies” tab to see the new BIONICLE 2: Legends of Metru Nui web site, featuring cool info on all the major characters and locations from the movie!

- Go to www.metrunui.com and enter the special code found in the BIONICLE Metru Nui City of Legends Guidebook to get information on the city not found anywhere else!

- Play the new “Stop the Morbuzakh” game! Help Vakama defeat the monster plant before the molten protodermis rises out of control.

- Return to Mata Nui as the classic Mata Nui Online Game 2 comes back to BIONICLE.com! Start a new game or, if you played the game in 2003, pick up right where you left off.

Keep coming back to the Kanoka Club for new and exclusive BIONICLE information, screensavers, wallpapers, games and more!
Venture into the spectacular island city of Metru Nui!

Six Matoran – one from each of six unique districts – are unexpectedly transformed into new Toa and are destined to protect the other inhabitants from mysterious forces of evil. They must succeed in uncovering and mastering the secrets of their Toa skills or darkness will prevail!

www.bionicle.com

For rating reasons, go to www.filmratings.com

PARENTAL GUIDANCE SUGGESTED
SOME MATERIAL MAY NOT BE SUITABLE FOR YOUNG觀CILDREN

For Action Violence And Scary Images

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