



Material collection

Edition 5.0



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Merchandise [production] text materials, 1st half of 2015

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Important

BIONICLE material collection concerns the BIONICLE intellectual property (IP). It describes the characters and the locations, and outlines the plot. This is a live document – that is, it will be changed and updated as time goes on. These are reference materials for those working on the project. It is intended for internal use only. The information from sections marked “[FREE FOR PUBLICATION](#)” may be used in print, online, etc. In all other cases this document is considered confidential.

IP strategy

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	Year 1		
Campaign	BATTLE FOR THE MASKS OF POWER		
Production [Merchandise]	Power up		
Plot	Battle for the Mask of Creation		
Mask in communications	Mask of Creation		
Merchandise [Assortment]	6 Toa 6 Protectors 6 Villains		

plotline

INTERNAL USE ONLY

Brief description

"Six heroes, masters of the elements, set out in search of the golden masks of power to save the island from evil"

Year 1: Saving the Mask Maker

Detailed description

The forces of darkness come to life on the mythical island of Okoto. The villain Makuta slowly materializes. Tormented by the lust for absolute power, Makuta strives to obtain the three mystical masks: the Mask of Creation, the Mask of Control, and the Mask of Ultimate Power. Should he one day find them, the world shall be cast into darkness.

The desperate islanders ask the six elemental masters, known as the Toa, for help.

To defeat the villains, the Toa will have to journey on a quest for Okoto's many ancient masks of power and unlock their secrets.

Only then shall they obtain enough power to defeat Makuta and save the island.



1: The ruined City of the Mask Maker

Legend (how everything happened)

INTERNAL USE ONLY

Foreword: This part of the story [history] was written to tease the fans and explain where the masks came from. We also needed to create the conflict between the positive and the negative characters and associate [link; bind] them with the masks.

Many thousands of years ago the dwellers of the mystical island of Okoto lived in peace and harmony with each other. Using the elemental powers, two brothers known as the Mask Makers were making masks of power for the islanders.

The islanders were the protectors of the mythical island, and used the powers granted by the masks to transform the world around them. It was an astonishing place, with many wonders [miracles] and beautiful sceneries.

Each brother had his own special mask – Ekimu had the Mask of Creation, and Makuta had the Mask of Control. Together, they made countless masks, but the islanders especially appreciated the masks made by Ekimu, and Makuta had grown to envy his brother. Driven by ambition, he strived to become as popular as Ekimu, and devised an insidious plan.

The Mask Makers had a sacred law – a mask must only contain the power of one element, or else it becomes too powerful and hard to control.

Yet, eager to match his brother in popularity, Makuta channeled the powers of the island's all six elements into one mask. It became the most powerful mask in history, and he called it the Mask of Ultimate Power.

But the mask proved to be too powerful. When Makuta put it on, it bent him to submission, and the island began to shudder and fall apart.

When Ekimu realized what his brother had done, he tried to tear the mask off Makuta's face. The mask's sudden disconnection caused an enormous explosion, which put both brothers into millennia-long sleep, and many masks, including the brothers', as well as the Mask of Ultimate Power, were scattered across the island.

Waiting for someone to come and find them...



Prophecy of heroes

INTERNAL USE ONLY

Foreword: The Prophecy is a concept that we had conceived in early stages, and several ways of using it were devised, but mainly it was developed to give a sense of mystery and to describe the purpose of the Toa. We're still thinking whether we're going to use it, and how. It's there; if we can use it – excellent, if not – that's good too.

It was made up of numerous fragments of predictions and conversations that the Okoto islanders whispered to each other thousands of years ago after discovering the lifeless body of Ekimu the Mask Maker. The Protectors were telling the prophecy at the campfire as a story of their legacy, passing it down for generations, from father to son.

*When the dark times come and it seems that
the hope is gone*

*The Protectors, one from each tribe, shall
unite and summon the powers of the past
and the future, and raise their eyes to the
sky in search of the answer.*

*When the stars line up, six comets shall
bring forth the immortal heroes, who will
claim their rights to the masks of power and
find the Mask Maker.*

*If the elements unite, they shall be able to
defeat the forces of evil. But only together.*

IF NECESSARY, SEE THE SCRIPTS [SCENARIOS]

Time changes everything

INTERNAL USE ONLY

We want to draw from the original [initial] plot of BIONICLE®, but not to be limited by it. We're going to achieve this with the following trick. The original story involved the Mask of Time, which granted its owner the ability to alter the flow of time. But the Mask of Time was a half-mask.

Here is our trick: the second half of the Mask of Time is located on the island of Okoto. The six Protectors use it to summon the Toa.

We believe it will be enough to link the two plotlines and awaken the imagination of the longtime fans. With this, we encourage them to come up with their own explanation. What exactly “happened” is not important to us, but we need this trick, because it allows us to tell the story of BIONICLE® anew.

Thus we've come to “the beginning”, but the circumstances have changed. The characters are the same, but the island and the plot have changed.

This allows us to achieve three goals:

- 1: We've come up with a new beginning, “not burdened” by what happened in the past.
- 2: Using the mask known to longtime fans, we support [maintain, encourage] their interest – encouraging them to fill in the blanks and come up with the story that links the two worlds of BIONICLE®.
- 3: We can use the treasure trove of previously created content, but do it dynamically. We can use it as a source of inspiration without getting bogged down in the details.



2: Temple of Time

THE PAST

GREAT BEINGS	ANCIENT CIVILIZATION	MASK ERA (The Golden Age)		THE DARK AGES – Creation of the prophecy	
CREATION OF THE ISLAND		MASK MAKERS (Ekimu and Makuta) Mask of Creation and Mask of Control	CREATION OF THE MASK OF THE ULTIMATE POWER – Cataclysm, the destruction of the ancient civilization	MAKUTA AWAKENS	THE MASK OF TIME IS USED – The Protectors summon the Toa

YEAR 1 [1 YEAR]

1st half

2nd half

ARRIVAL OF THE TOA	The Toa meet the Protectors	QUEST FOR THE GOLDEN MASKS OF POWER	Toa unite	Toa enter the ruined city of the Mask Maker	Saving the Mask Maker	Toa fight the Skull Grinder for the Mask of Creation
Toa explore the island	Toa learn about the prophecy	Toa learn about the Mask Maker	Toa fight the Lord of Skull Spiders	Exploring the ruined city. Toa fight the minions of the evil forces trying to stop them	Toa learn about the Mask of Ultimate Power	Mask Maker uses the Mask of Creation to make Fusion Masks for the Toa

Synopsis for 2015

INTERNAL USE ONLY

Mask of Creation

On the mythical island, the six element masters must replenish [supplement] their powers with the help of the six golden masks, unleash their full combat potential and battle the forces of evil for the Mask of Creation.

But the forces of evil are advancing, and the heroes must unite and use their powers to fight for the Mask of Creation. If they lose this battle, the whole world will disappear.

Detailed plot for 2015

INTERNAL USE ONLY

Foreword: This is the detailed plotline description. We need to include all characters into the plot and bind [associate] each of the main characters, Toa and the Protectors to a certain area of the island. The Masks are the driving forces, the artifacts defining the character motivation and development – for both the positive characters and the negative ones. The toy functionality [features] must also become a part of the story.



The beginning (1st half of 2015)

Six colorful comets crash into the island of Okoto. They are the Toa – elemental masters, summoned to help the islanders desperately fighting the forces of evil.

Swarms of evil Skull Spiders terrorize the island. Fast as lightning, the creatures steal the Protectors' masks and take them away to the remote corners of the island. Most likely, these disgusting creatures follow a far more serious and nefarious purpose in gathering the masks.

Having met the Protectors, the Toa learn of the “prophecy of heroes”: it was foretold that when the hard times come, the six heroes shall unite. They are destined to find Okoto's ancient masks of power and save the island from destruction.

Each Toa must secure the support of a Protector, who would lead him deep into the island to the ancient temples [shrines], built to protect the six golden masks of power. The masks embody the powers of nature: fire, water, earth, stone, ice and jungle. They are the keys to unlock the combat potential of the Toa.

The Mask of Fire is protected by a sea of red hot lava, the Mask of Ice is hidden beneath a thick layer of ice, the Mask of Water is hidden in the ocean depths, and the Mask of Jungle is concealed in the sky [heavenly] forest. The Mask of Stone is buried in the scorching desert sands, and the Mask of Earth lies deep within the crystalline caves of immense beauty.

When the Toa reach the temples [shrines], they are attacked by the vile Skull Spiders. They secretly followed our heroes, so that they would point them to the temple locations.

But when the Toa put on the golden masks, their bodies are filled with pure energy of the forces of nature. Their combat potential is unleashed, which allows them to defeat the Skull Spiders.

The golden masks, made in ancient times by a mysterious creature called Ekimu the Mask Maker, are artifacts of immense power, and the Mask Maker is able to speak through them. He calls the heroes to the ruined city in the very heart of the island of Okoto. Each of the heroes would have to take a long journey to get there, but they have no time to waste. More powerful evil is advancing.

After travelling for several weeks, the Toa meet up at the entrance to the ruined city. An enormous Skull Spider is in their way, and the heroes must defeat him to get in. Wielding new powers, the united Toa enter the city ruins and set out in search of Ekimu the Mask Maker.

Mask Maker and the Mask of Creation (2nd half)

The ruined city is a mysterious place shrouded in thick mist. Enormous stone columns and shattered monuments are strewn across the territory of the city overgrown with grass and trees. The ruined city remained a cold, desolate and still place ever since the fire of the Great Forge went out.



But when the Toa enter the city, they are attacked by human-sized Skull Warriors, and a fierce battle ensues.

The hordes of Skull Warriors manage to overpower one of the Toa and remove the golden mask of power from his face. The Toa watch in horror as the dark power of the Skull Warriors begins to destroy the mask, draining its power, while the Skull Warriors become more powerful as they absorb the mask's energy.

Having joined their efforts, the Toa defeat the mighty Skull Warriors and return the mask to its rightful owner. It seems that the evil power controlling the warriors endowed them with the ability to drain energy and destroy masks of power. The Toa must exercise caution when fighting the evil lurking in the city ruins.

After the battle is over and the warriors are destroyed, Onua, Master of Earth, has a vision sent by the Mask Maker. The enemy is close, and the danger is unavoidable. They have no time to waste. The heroes answer the call of their inner voice and proceed towards the center of the city, to the colossal arena that witnessed countless battles.

But when the Toa enter the arena, a terrifying warrior crosses their path. It is the Skull Slicer, and he is going to fight to the death.

As the battle rages, a part of the arena collapses, burying the Skull Slicer underneath the rubble. The heroes find themselves deep underground, in a vast network of tunnels and tombs. Having exited the tombs, the Toa reach the ancient city graveyard, shrouded in mist. The outlines of a giant forge can be seen in the distance.

The whispers of the Mask Maker become louder, and the Toa feel he is somewhere nearby. Following his directions, the heroes find an ancient crypt, and after breaking the heavy stone slab blocking the entrance, they find the Mask Maker within. He had been resting here for thousands of years, but a frightening vision awakened him from his sleep: a horrible creature found the Mask of Creation. It was lost in the explosion that followed after his brother's betrayal. The enemy is taking the mask to the Mask Maker's old forge. It was there where the mask was made. And only there can it be destroyed. If that happens, the Mask Maker shall lose his power forever. Time is short. The heroes must find the forge before the enemy does, and prevent him from destroying the mask.

Upon exiting the crypt, the Toa and Ekimu are ambushed by the monstrous Skull Scorpio, sent out in search of Ekimu. A furious battle unfolds in the underground burial vault, the Toa emerge victorious and ascend to the surface.

When the Toa reach the Mask Maker's forge, they are met by Skull Basher – a challenging foe that can only be overcome by the joint efforts of all the heroes. Even worse, the real enemy had already found his way into the forge in an attempt to destroy the Mask of Creation.

Having killed the Skull Basher, the Toa and the Mask Maker rush into the forge, where they run into the fearsome Skull Grinder. It is the master of all skull creatures, and is the most powerful adversary the Toa have ever encountered. Only through their combined efforts the six Toa and the Mask Maker manage to defeat him and save the Mask of Creation from destruction.

After thousands of years of disuse, the forge is completely frozen. Icicles are hanging from the arched ceiling far above. Everything is covered in rime, and there is an anvil in the middle of the hall. When the Mask Maker puts on the Mask of Creation, it gets warmer, and the forge springs to life. Molten metal starts to trickle down the walls. Outside, the whole city changes and comes to life as the heat of the forge flows outward, warming it up.

The Mask Maker takes his magic hammer, and as he gets to work, he tells the story of his evil brother Makuta, who violated the sacred Law of Forging many thousands of years ago, which caused widespread destruction on Okoto. The Mask Maker asks the Toa to trust him and hand him their golden masks of power.

One by one, the heroes hand over their masks, and the Mask Maker produces six new golden masks, each of which mysteriously binds [links] its owner with one of the "elemental" creatures of Okoto – ancient beasts [animals] representing the forces of nature.

Makuta did not go anywhere, and his power is growing. Very soon he'll be able to materialize and set out in search of the Mask of Ultimate Power. The only way to defeat him is to understand the forces of nature. Even though our heroes became stronger, their powers are still not enough to fight Makuta. To become even stronger, they must find and tame the six legendary "elemental" creatures of Okoto.

Even the greatest heroes would have trouble handling these powerful creatures roaming around the vast expanses of the island of Okoto...

Heroes

INTERNAL USE ONLY – SEE THE CHARACTER DESCRIPTIONS

The Toa

The six Toa are the main heroes, each of which represents one of the six elements: fire, water, earth, jungle, stone and ice.

In the beginning of the story the Toa end up on Okoto after falling down from the sky as meteors. Where they came from and who sent them remains a mystery. It was foretold that they would arrive to save Okoto when the dark times come. The Protectors had been telling this legend by the campfire for many thousands of years.



Six Toa:

Toa Tahu – Master of Fire

Toa Gali – Master of Water

Toa Onua – Master of Earth

Toa Lewa – Master of Jungle

Toa Kopaka – Master of Ice

Toa Pohatu – Master of Stone

Each Toa shows up and lives in the area of Okoto corresponding to his element.

Mask Maker

The Mask Maker is one of the ancient creators of the masks of power. He lies among the ruins of the ancient city, cast into a deep sleep.

Six Protectors

The six protectors – one from each tribe and island territory [area] – called upon the Toa, and their task is to lead the Toa to the masks of power.

Villains

INTERNAL USE ONLY – SEE THE CHARACTER DESCRIPTIONS

1 st half of 2015

Skull Spiders

Lord of Skull Spiders instructs these small creatures to find and steal all masks they can get to.

Lord of Skull Spiders

This huge spider sits in the center of a large web that blocks the entrance to the bridge leading into the city of the Mask Maker.

2 nd half of 2015

Skull Warriors

Skeletal warriors resurrected by the Skull Grinder to fight the Toa.

Skull Slicer

The Toa encounter the Skull Slicer at an ancient arena within the city of the Mask Maker.

Skull Basher

Skull Basher is a huge beast guarding the entrance to the Great Forge of the Mask Maker, where the Skull Grinder is attempting to destroy the Mask of Creation.

Skull Scorpio



When the Skull Grinder finds out that the Toa entered the city, he orders Skull Scorpio to deal with them.

Skull Grinder

Skull Grinder is this year's main villain and one of Makuta's henchmen [assistants], who was entrusted to find and destroy the Mask of Creation in order to prevent the prophecy of heroes from being fulfilled.

Main villain

Makuta

Makuta is Ekimu's brother and the second Mask Maker. According to the plot, he's a villain driven by dark goals and envy towards his brother Ekimu. He strives to take control of all the masks of Okoto, as he craves for absolute power.

Plot justification

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What follows is a brief outline of what Joseph Campbell defined as "the hero's journey". George Lucas and many others found inspiration in this narrative framework.

"Hero's journey" is an archetypal structure – that is, an essential part of what defines human existence. That's exactly why it sounds so believable.

«Hero's journey» is divided into three stages.

Everything starts with the initiation – it's the part of the story where the hero embraces his



calling and steps onto the path to the unknown. He does not yet realize all the consequences.

On the second stage, challenges begin. There is no turning back, and it becomes apparent that the only way is forward.

On the third and final stage the hero fully realizes his powers and abilities, and it allows him to defeat the evil.

The journey makes the hero capable of defeating evil, because the evil no longer has power over him¹.

How is this implemented in BIONICLE® universe?

In “Star Wars”, there is the mystical Force. “Lord of the Rings” has the power of magic. BIONICLE® universe involves the powers of nature. These powers, which are somewhat abstract by themselves, manifest in symbols of power, i.e., lightsabers and magic rings, or, in our case, masks. Symbols of power are physical objects which are used in the plot as physical manifestations of power [the forces], so when it comes to toys [from the toys’ point of view], they become the main objects of desire.

The hero’s journey means gradually mastering the symbol of power, and the very power it represents. Luke Skywalker begins with only superficial knowledge of the Force, and ends up mastering it. Thus, he defeats the evil and saves the world. The story of the “one ring” involves the same three stages of mastery over the power.

In the universe of BIONICLE® these three stages are represented within the plot that is revealed over the course of three years.

Year 1 – The Toa obtain the masks of power and unleash the powers of their elements.

In BIONICLE® universe Makuta represents absolute evil. He desires to obtain every mask in the world, and, unlike the heroes, he will never realize their true power. Like Sauron and Darth Vader, he tries to obtain by force what the heroes get by taking the whole path.

¹ Imagine the hero progressing from “A New Hope” to “The Empire Strikes Back” and “The Return of the Jedi”; or from “The Fellowship of the Ring” to “The Two Towers” and “The Return of the King”. In “The Matrix”, on the other hand, the whole process is contained in one film.

Masks of power

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The Masks are the symbols of power in the universe of BIONICLE®. In terms of the plot, they are great mystical artifacts created in ancient times. In terms of toy production, they are the main objects of desire, and the incentives for collecting. Every mask grants unique abilities, which can be used for good or for evil.

The three Mythical Masks are going to be the focus of the plotline, and the key products. Every year, the Toa will need to find one of these Mystical Masks before they get into the hands of the forces of evil.

The Mythical masks are (in order of appearance): *the Mask of Creation, the Mask of Control, and the Mask of Ultimate Power.*

The [a] party of six heroes will be included into the first release every year. Each year, the heroes will be released with a new base mask included in the set. Six golden “upgraded” [enhanced, empowered] masks (one for each Toa) will be divided into six extra product items.

Year 1 – 6 different Protectors will also be released, each with a mask of a certain



element.

The villains of 2015 will be released with skull masks, which can be used both as masks and as separate spider-like creatures that can be mounted on a Toa's or a Protector's face.

The main villain of the first half of 2015 is going to be the Lord of Skull Spiders. He uses the *Golden Skull Spider Mask*, granting him the ability to control the spiders of lower ranks.

In the second half of 2015 we'll reuse [use again] the "spider" masks as tribal masks, and add several skull masks in order to create a distinct and legendary image of a tribe of villains [villainous tribe].

For the mask descriptions, see below.

TOA MASKS, YEAR 1



Tahu
Base Mask of Fire



Tahu
Upgraded Mask of Fire



Kopaka
Base Mask of Ice



Kopaka
Upgraded Mask of Ice



Onua
Base Mask of Earth



Onua
Upgraded Mask of Earth



Pohatu
Base Mask of Stone



Pohatu
Upgraded Mask of Stone



Lewa
Base Mask of Jungle



Lewa
Upgraded Mask of Jungle



Gali
Base Mask of Water



Gali
Upgraded Mask of Water

MYTHICAL MASKS AND PROTECTORS' MASKS



Mask of Time
Used by the Protectors
to summon the Toa



Mask of Creation
Mystical mask, year 1



Mask of Control
Mystical mask, year 2
Release in 2016



Mask of Ultimate Power
Mystical mask, year 3
Release in 2017



Mask of the
Protector of Fire



Mask of the
Protector of Ice



Mask of the
Protector of
Earth



Mask of the
Protector of
Stone



Mask of the
Protector of
Jungle



Mask of the
Protector of
Water



Mask of the Mask
Maker. This is the
mask he was
buried with.



VILLAIN MASKS YEAR 1



Skull Spider as Mask



Mask of the Lord of Skull Spiders



Mask of Lord Skullgrinder



Mask of the Skeleton Warriors



Mask of Bone Slicer



Mask of Skull Basher



Mask of Skull Scorpio



Corrupted Mask of the Earth



Corrupted Mask of stone



Corrupted Mask of Jungle



Corrupted Mask of Ice

Intellectual property

Island of Okoto

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3: Map of the mythical island of Okoto

Foreword: The island is the stage for [a stage of] plot development. It was created to demonstrate six distinct territories [areas] of the forces of nature – one for each of the six characters. It is a new island – we decided to step away from the old concept of the BIONICLE® island and create a new world, not burdened by the old limitations and stories.



History of Okoto

INTERNAL USE ONLY

The island of Okoto is home to six tribes of Protectors, scattered across its entire territory and living in the areas of various forces of nature.

The history of the island of Okoto goes back many thousand years, the islanders had been changing it throughout its entire course, and the island's appearance is the result of the events described in the Legend.

Thousands of years ago Okoto was a true paradise, with vast forests and thriving life. The local civilization prospered, and the people lived in harmony with the island.

But on one ill-fated day, driven by jealousy, Makuta created the Mask of the Ultimate Power. The intervention of his brother Ekimu caused an explosion of incredible force. The island's largest cities crumbled into dust, and the explosion left an immense crater. Most of the northern part of the island was turned into a lifeless desert. Tectonic forces were set in motion, causing shifts in earth strata and volcanic explosions.

Many thousands of years have passed, but the traces of Makuta's misdeeds have not faded – the northern part of Okoto remained a desert, and a glacier formed on the island's peak, slowly moving south.

In the southern part of Okoto, the land is ruled by three large volcanoes. Thick streams of lava flow down to the scorched earth.

In the west, colossal fissures tore into the strange obsidian planes stretching from the foot of the volcanoes all the way to the horizon, serving as a reminder that the strong earthquakes these fissures came from nearly tore the island apart.

Swamps and swampy lakes occupy the entire eastern part of the island. This marshland formed when a part of the island sunk into the sea after the great explosion.

Of all the island's areas, only the southern jungle managed to avoid the aftermath of the cataclysm, thanks to the protection of the mountain masses.

The territories [areas] of Okoto are fabulous, and their sizes are immense. Phenomenal energy released by the explosion of the Mask of Ultimate Power turned the island into a collection of strange and amazing places. Mysterious jungle, lakes of boiling lava, fantastic obsidian planes, crystal caves, enormous glaciers and scorching deserts. The incredible island of Okoto has got everything!

Territories [areas]

INTERNAL USE ONLY

The island has six basic territories – one for each element. Each territory has a Protector village and a secret temple [shrine] with a mask hidden within.

Territory of Fire

Territory of Fire got its name from the three large volcanoes. Volcanic magma makes up huge rivers of lava, flowing to the south through the mountains and forming entire lakes before flowing down into the sea. The volcanoes still explode sometimes, and lava flows from them. This territory is the most dangerous on the island because of the clouds of volcanic ash, which occasionally descend along the volcano slopes, burning everything in their path.



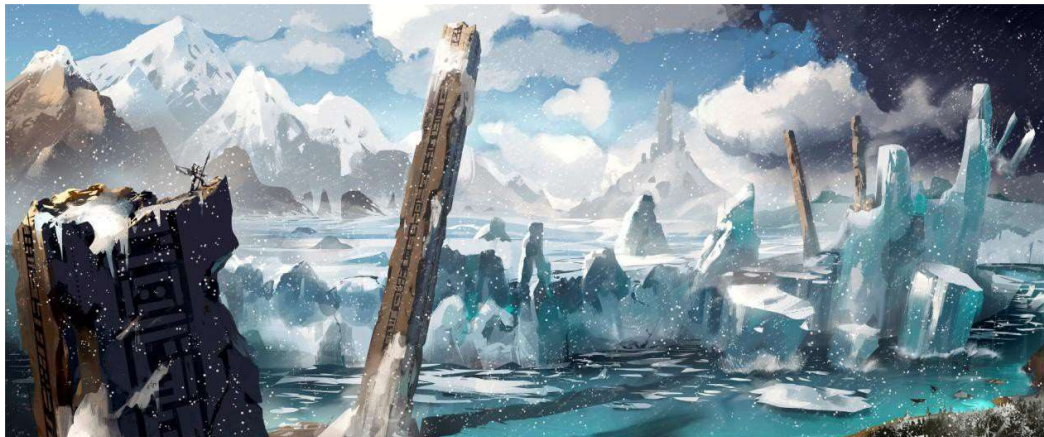
Territory of Water

Territory of Water is the island area that mostly sunk into the sea as a result of the cataclysm. It is made up from large rivers, flowing from the mountains in the west and the glacier in the north, forming large lakes and eventually reaching the delta and numerous small islands along the eastern coast of Okoto. In the south, this territory borders with the jungle, giving rise to vast inhospitable swamps.



Territory of Ice

The northern part of the island is occupied by large glaciers and tundra – such are the consequences of the island's climatic balance being upset by the colossal forces released by the natural cataclysm. Fierce blizzards sweep across this territory, instantly freezing everything in their path. The glacier stretches from the north towards the south, all the way to the foot of the mountains, bordering with the territory of Stone and the Great Crater in the west, as well as the territory of Water.



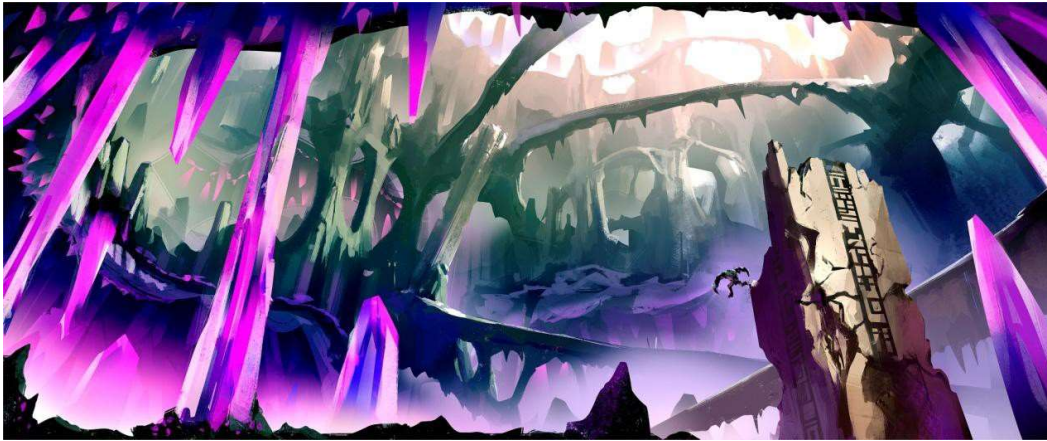
Territory of Stone

A vast lifeless desert is the direct result of the cataclysm. It takes up the entire north-western part of the island, originating from the Great Crater. The rocks are formed in the direction of the explosion, and as a result, some unusual canyons appeared in the desert. The main danger in this desert, besides the extreme conditions, are the sandstorms sweeping across the wasteland.



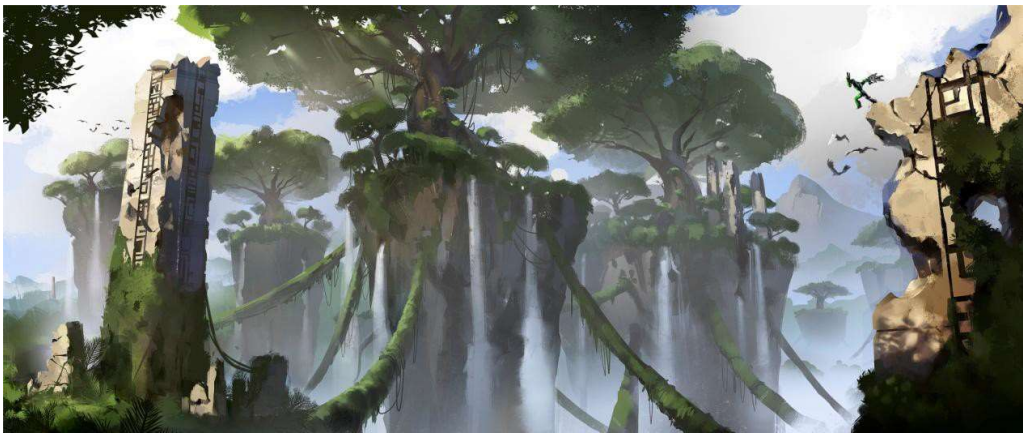
Territory of Earth

The western part of the island is occupied by immense fissures and obsidian plains. It is a dreadful [nightmarish] place of black glass, with every step beset by treacherous ravines, cracks and deep crevices. This territory was formed as a result of a devastating earthquake that shook the island during the cataclysm. This rocky area borders with the desert in the north and the volcanoes in the east. Tunnels and caves are hidden underground.



Territory of Jungle

The Jungle of Okoto are all that's left of the old island – the Okoto before the cataclysm. But the colossal forces of nature changed it with passing time. Today, it is a dangerous place overgrown with giant trees and inhabited by fearsome animals. The western part of the jungle is known for its tall rocks, which support the roots of the giant trees growing in this area of the territory. In the northern part of the jungle, bordering with the territory of Water, one could often encounter swamps and marshes. The most ancient ruins of the Protectors' cities can be found in the jungle, as the cataclysm spared several cities protected by the mountain masses. But the cities were forgotten with time, and the forest reclaimed the ruins.



Protectors' villages

Every territory has a village of the Protectors. These villages are populated by the islanders, led by the elder Protector. Each village holds the secret of the temple's location, where the mask had been kept for many thousands of years.



Temples [shrines; sanctuaries] where the masks are kept

The temples where the masks are kept are well hidden in each of the territories. Each temple holds one golden mask of power. The temples are almost impossible to reach, unless you control the element associated with the corresponding mask.

The ruins of the temple of fire are located deep within a volcanic crater – the golden Mask of Fire floats above a stone platform in the center of a lake of ignescent lava. It emits a magical glow, painting the surroundings in warm golden tones. Lava seethes in the large crater in the background, ready to burst outwards; embers and ashes swirl in the air.

The ruins of the temple of ice are located somewhere atop a mountain under a huge glacier. The golden Mask of Ice is frozen into a block of ice standing on a platform within the heart of the ruins.

The ruins of the temple of earth are located deep underground, inside a strange crystalline cave. The golden Mask of Earth is contained within a large crystal in the center of the ruins. Light falls onto the unusual crystals growing through the cave walls.

Ruins of the temple of stone are hidden deep under the sand in a remote corner of the desert. In the center of the ruins, there is a platform with a column resembling a totem pole. The golden Mask of Stone is worn by one of the “faces” of the totem.

Ruins of the temple of jungle are located inside one of the giant trees. The glowing golden Mask of Jungle can be found in the center of the ruins, surrounded by intricate [peculiar] roots sprouting through the stone platform.



Glowing fireflies dance around the mask, attracted by its energy. It almost seems like the strange life within the ruins comes from the golden mask itself. Unusual glowing tree-like [woody] plants and roots can be seen among the ruins.

Ruins of the temple of water are hidden deep under the surface of one of the island's largest lakes. It is an unusual, fabulous place, and the energy of the mask hidden within is impossible to miss – intricate [peculiar] glowing corals grew around it. Glowing seaweed float around as well, fed by its energy.

The Great Crater

The Great Crater is located on the island's desert area. The capital of an ancient civilization once stood there, but it was destroyed when Makuta used the Mask of Ultimate Power and caused a large-scale cataclysm.

Temple of Time

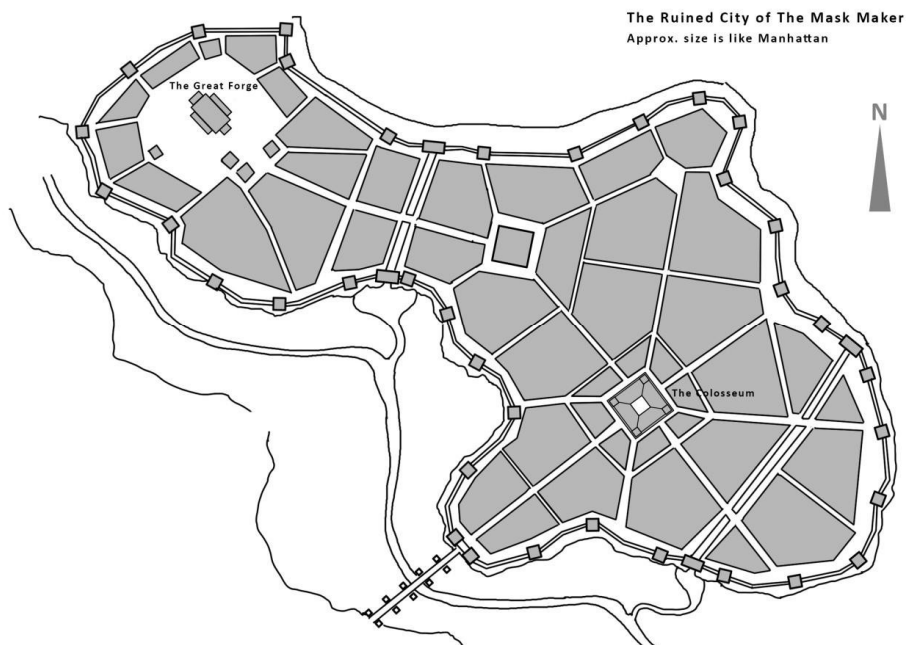
In the Temple of Time the Protectors summon the Toa using the Mask of Time.



The ruined city of the Mask Maker

Completely destroyed and swallowed by the jungle, the city of the Mask Maker lies deep within the thicket. It is here where the Mask Maker lies since the great cataclysm, cast into a deep sleep.

Today, the city is completely still. Time stopped here ever since the embers of the Great Forge went out. The city had been waiting to be brought back to life for many thousands of years. When the fire of the Great Forge is rekindled, the city will awaken.



Brief description of the island of Okoto and its territories

FREE FOR PUBLICATION

Use these descriptions as a memo on the detailed descriptions of Okoto and its territories.

Okoto

The island of Okoto is an ancient and mysterious place. The island is separated into six territories [areas], one for each element. Each territory has a village controlled by a Protector.

Territory of Fire

Territory of Fire got its name from the three large volcanoes. Volcanic magma makes up huge rivers of lava, flowing to the south through the mountains and forming entire lakes before flowing down into the sea.

This is the home territory of the Protector of Fire and Tahu, Master of Fire.

Territory of Water

Territory of Water forms rivers and large lakes, as well as the delta and numerous small islands along the eastern coast of Okoto.

This is the home territory of the Protector of Fire and Gali, Master of Water.

Territory of Ice

The northern part of the island is occupied by large glaciers and tundra. Fierce blizzards sweep across this territory, instantly freezing everything in their path.

This is the home territory of the Protector of Ice and Kopaka, Master of Ice.

Territory of Stone

A vast lifeless desert takes up the entire north-western part of the island. The main danger in this desert, besides the extreme conditions, are the sandstorms sweeping across the wasteland.



This is the home territory of the Protector of Stone and Pohatu, Master of Stone.

Territory of Earth

The western part of the island is occupied by immense fissures and obsidian plains. It is a dreadful [nightmarish] place of black glass, with every step beset by treacherous ravines, cracks and deep crevices.

This is the home territory of the Protector of Earth and Onua, Master of Earth.

Territory of Jungle

The Jungle of Okoto is a dangerous place overgrown with giant trees and inhabited by fearsome animals. The most ancient ruins of the Protectors' cities can be found in the jungle, forgotten by all and reclaimed by the forest.

This is the home territory of the Protector of Jungle and Lewa, Master of Jungle.

Hero descriptions

FREE FOR PUBLICATION

Use these descriptions as a memo on the detailed descriptions of Okoto and its territories.

Descriptions will change slightly in 2016 and 2017: for example, new masks and weapons will be added. However, the characters' personalities will remain unchanged.

Naming conventions

- Toa – singular, Heroes – when addressing them collectively.
- When addressed collectively, the islanders are called “Protectors” or “islanders”.

HEROES

TAHU – Toa of Fire, Master of Fire

Brave Tahu is very hot-tempered. He strives to be the best in everything, and considers himself to be the bravest of all heroes. But Tahu is forgetful, which often gets him in trouble. Still, Tahu must have been born lucky, because he manages to come out of any situation with honor.

Base color: red

Element: fire

Preferred environment: volcanic mountains

Masks: Mask of Fire and Golden Mask of Fire

Superpowers: controlling fire and resistance to high temperatures

Main weapon: two fiery blades that can be turned into a lava surfboard.

Additional weapons: two golden swords.

Signature moves: “Lava Dash” and “Flame spin”

Basic traits: bravery, hot temper and luck.

KOPAKA – Toa of Ice, Master of Ice

Kopaka is noble and reserved. Adhering to his own moral code, he always strives for perfection. Kopaka would prefer to do everything the right way. For that reason, he often appears to others as serious and even cold. Luckily, Kopaka's clumsiness and poor spatial awareness remind the other heroes that at the end of the day, he is the same Toa as they are.

Base color: white

Element: ice



Preferred environment: glaciers and tundra
Masks: Mask of Ice and Golden Mask of Ice
Superpowers: ice touch and cold resistance
Main weapon: ice shield that can be disassembled into powerful avalanche skis.
Additional weapons: ice spear.
Signature moves: “Ice Lance” and “Frost Sphere”.
Basic traits: restraint, justice and firmness [resilience].

ONUA – Toa of Earth, Master of Earth

Onua is down-to-earth and wise. He likes to spend time alone, meditating under the stars. He is like an underground cave: receptive and silent. And also he... snores! The heroes respect this sleepy giant, even though he can rarely be heard. They know that Onua’s coarse voice speaks wise words and gives valuable lessons.

Base color: black
Element: earth
Preferred environment: underground caves
Masks: Mask of Earth and Golden Mask of Earth
Superpowers: night vision and the ability to summon earthquakes
Main weapon: pick hammer that can be disassembled to get powerful turbo-digging claws.
Additional weapons: none.
Signature moves: “Thunder Clap” and “Earthquake”
Basic traits: wisdom, sleepiness, fear of heights

GALI – Toa of Water, Master of Water

Gali is friendly and peaceful, but if it comes to it, she may become furious as a raging ocean. She will stop at nothing to help those in need. Thanks to her gentleness, Gali became the favorite of all the heroes. She is generous, friendly and a good listener. And yet, Gali can’t tell a joke!

Base color: blue
Element: water
Preferred environment: oceans, lakes and rivers
Masks: Mask of Water and Golden Mask of Water
Superpowers: control over water and the ability to swim faster than any known creature.
Main weapon: elemental trident
Additional weapons: shark fins and a powerful harpoon (obtained by disassembling the trident)
Signature moves: “Tidal Charge” and “Wavestorm”
Basic traits: friendliness, generosity and fury

LEWA – Toa of Jungle, Master of Jungle

Lewa is a real daredevil, an impatient and witty adventurer, whose recklessness got him into trouble countless times. His rebellious attitude is a double-edged sword, and other heroes have mixed attitudes towards him. On one hand, Lewa finds new ways to do things, on the other hand, his solutions often lead to new problems!

Base color: green
Element: jungle
Preferred environment: jungle and dense forests



Masks: Mask of Jungle and Golden Mask of Jungle
Superpowers: affinity [interaction] with wind and plants
Main weapon: battleaxes
Additional weapons: X-glider (assembled from the battleaxes)
Signature moves: “Blade Flight” and “Cleave Sprint”
Basic traits: adventurousness, bravery and propensity for exaggeration.

POHATU – Toa of Stone, Master of Stone

Pohatu is unyielding and fearless. He is known for his unconquerable endurance. Pohatu might be the most resilient of all the heroes. Full of unwavering resolve and mysterious stubbornness, Pohatu marches on, leading the heroes like a fearless chieftain. Well, almost fearless. As it happens, Pohatu does not like the dark.

Base color: brown
Element: stone
Preferred environment: sand dunes and sultry deserts
Masks: Mask of Stone and Golden Mask of Stone
Superpowers: breaks and crushes rocks with incredible force
Main weapon: jeterangs that can be used as stormerangs.
Additional weapons: dagger
Signature moves: “Ground and Pound” and “Sandstorm”
Basic traits: Unyieldingness, fearlessness and strength

EKIMU – the wise Mask Maker

According to the legends of the island of Okoto, Ekimu was also called the Wise. Several thousand years ago he was making masks of power to be used for good deeds, and the islanders appreciated and admired him. Until he was betrayed by Makuta. The envy of Ekimu’s brother upset the balance of the forces of nature on the island of Okoto and caused a colossal explosion that put both Mask Makers into millennia-long sleep. Many islanders have forgotten about Ekimu by now. Only the Protectors hold on to the memory of him, knowing that one day Ekimu will return.

Base color: gold
Elements: fire, ice, earth, water, jungle, stone
Preferred environment: Ekimu adores all corners of the island of Okoto – from snow-capped peaks to deep underground seas.
Masks: Golden Protector’s Mask, Mask of Creation
Superpowers: directs natural forces and makes masks of power
Main weapon: Sacred [Holy] Hammer of Power
Additional weapons: shield saw
Signature moves: “Hammer Blast” and “Elemental Burst”
Basic traits: wise, brave and creative

PROTECTOR OF FIRE

The Protectors wear sacred Elemental Masks that were passed down for generations, from father to son, along with the Prophecy of Heroes, foretelling the arrival of Tahu and his peers. Following their wisdom, the Protectors must guide the heroes on their quest.

Base color: red
Element: fire
Preferred environment: volcanic mountains



Mask: Fire Protector's Mask
Main weapon: fiery swords.
Additional weapons: fire blaster.

PROTECTOR OF WATER

The Protectors wear sacred Elemental Masks that were passed down for generations, from father to son, along with the Prophecy of Heroes, foretelling the arrival of Tahu and his peers. Following their wisdom, the Protectors must guide the heroes on their quest.

Base color: blue
Element: water
Preferred element: oceans, streams and lakes
Masks: Water Protector's Mask
Main weapon: torpedo blaster
Additional weapons: none

PROTECTOR OF EARTH

The Protectors wear sacred Elemental Masks that were passed down for generations, from father to son, along with the Prophecy of Heroes, foretelling the arrival of Tahu and his peers. Following their wisdom, the Protectors must guide the heroes on their quest.

Base color: black
Element: earth
Preferred environment: underground caves
Masks: Earth Protector's Mask
Main weapon: star [celestial] drill.
Additional weapons: rapid-fire gun [weapon]

PROTECTOR OF JUNGLE

The Protectors wear sacred Elemental Masks that were passed down for generations, from father to son, along with the Prophecy of Heroes, foretelling the arrival of Tahu and his peers. Following their wisdom, the Protectors must guide the heroes on their quest.

Base color: green
Element: jungle
Preferred environment: jungle and dense forest
Masks: Jungle Protector's Mask
Main Weapon: poisonous blaster
Additional weapons: none

PROTECTOR OF ICE

The Protectors wear sacred Elemental Masks that were passed down for generations, from father to son, along with the Prophecy of Heroes, foretelling the arrival of Tahu and his peers. Following their wisdom, the Protectors must guide the heroes on their quest.

Base color: white
Element: ice
Preferred environment: glaciers and tundra
Masks: Ice Protector's Mask
Main weapon: rotating [rotary] ice saw.
Additional weapons: ice blaster.

PROTECTOR OF STONE

The Protectors wear sacred Elemental Masks that were passed down for generations, from father to son, along with the Prophecy of Heroes, foretelling the arrival of Tahu and his peers. Following their wisdom, the Protectors must guide the heroes on their quest.

Base color: brown

Element: stone

Preferred environment: sand dunes and scorching deserts

Masks: Stone Protector's Mask

Main weapon: sand blaster.

Additional weapons: none.

VILLAINS

MAKUTA the Mask Maker

Among the islanders Makuta was known as “the Greedy One”, as it was his greed that ended the prosperous period of the island of Okoto. His creation of the Mask of Ultimate Power and the colossal explosion that followed turned the island from an astonishing miracle into six scattered and ravaged lands. Though most of the islanders have forgotten the name of Makuta, the Protectors live to tell them of the coming dark times, when the evil Mask Maker will be reborn to reclaim his terrifying [monstrous] creation.

Base color: black

Element: unknown

Preferred environment: Makuta loves all things wild and furious, he revels in storms, raging oceans, wind-torn tundra and exploding volcanoes.

Masks: unknown – aims to obtain the Mask of Ultimate Power

Superpowers: directs natural forces and makes masks of power

Main weapon: unknown

Additional weapons: unknown

Signature moves: unknown

Basic traits: greedy, reckless and cruel

LORD OF SKULL SPIDERS

Lord of Skull Spiders is a fearsome enemy of all heroes. His powerful attack with a deadly grip is capable of choking even the strongest of them. This gigantic creature controls the advancing army of Skull Spiders using telepathy.

BLUE SKULL SPIDER

Blue Skull Spiders are highly resilient creatures, capable of surviving in the most incredible circumstances. Such as, when Onua falls on them.

GREEN SKULL SPIDER

Green Skull Spiders have X-ray vision, which allows them to locate their prey in absolute darkness. This gives Lewa the creeps.

SILVER SKULL SPIDER

The silver subspecies of Skull Spiders is characterized by their incredible swiftness – they attack with such lightning speed that even Gali is impressed.



Merchandise [production] text materials, 1st half of 2015

FREE FOR PUBLICATION

Protectors

70783

Protector of Fire

Quickly! The Protector of Fire is attacked by the Skull Spider that climbed out of the lake of molten lava. This sturdy posable figurine is fully armed to stand strong in the heat of battle, so fight back with the fire swords and open fire with the quick-firing [rapid-fire] fire blaster. You need to defeat the invading thief before he gets hold of the Protector's mask.

Tagline

Fry the Skull Spider with the help of the Protector of Fire!

Merchandise slogan [one-liner]

Stop the Skull Spider with the help of the sturdy and posable LEGO® BIONICLE® Protector of Fire with a quick-firing fire blaster.

Features

- Has a BIONICLE® head with a bicolor mask and a mask pop-off trigger, protective BIONICLE® shell [carapace; armor], two fire fists with two fire swords, quick-firing fire blaster with charges, and movable joints
- The set includes a pale green Skull Spider
- Change the arm and leg positions to assume furious combat stances
- Use the fire swords to add some heat
- Attack using the swift-firing blaster
- Don't let the Skull Spider tear off the mask!
- Durable and wear-resistant build allows for highly active play
- Use together with 70787 LEGO® BIONICLE® Tahu, Master of Fire, following the assembly manual on the website LEGO.com/BIONICLE to power up before an incredible battle!
- Height exceeds 5 inches (15 cm)

70782

Protector of Ice

Danger! The Skull Spider leaps out of a crack in the ice to attack the Protectors. Freeze the insidious invader with Ice Protector's rapid-fire ice blaster. This mighty ice warrior with BIONICLE® head and protective shell [carapace; armor] is made for furious battles, so activate the rotating ice saw and deal a devastating blow to the Skull Spider before he tears off the mask.

Tagline

Defeat the Skull Spider with the help of the Protector of Ice!

Merchandise slogan

Outsmart the Skull Spider using LEGO® BIONICLE® Protector of Ice armed with the rotating ice saw and a rapid-fire ice blaster.

Features

- Has a BIONICLE® head with a bicolor mask and a mask pop-off trigger, protective BIONICLE® shell [carapace; armor], rotating ice saw, rapid-fire ice blaster with charges, and movable joints
- The set includes a silver Skull Spider

- Change the arm and leg positions to assume furious combat stances
- Attack using the rotating ice saw
- Open fire with the rapid-fire ice blaster
- Don't let the Skull Spider tear off the mask!
- Durable and wear-resistant build allows for highly active play
- Use together with 70788 LEGO® BIONICLE® Kopaka, Master of Ice, following the assembly manual on the website LEGO.com/BIONICLE to power up before an incredible battle!
- Height exceeds 5 inches (15 cm)

70781

Protector of Earth

Underground alert! A crystal mine is attacked by the Skull Spider. Activate the Earth Protector's powerful star drill to break through the rock and fight the evil invader toe to toe. If the Skull Spider latches onto the Protector's head, he'll be able to push the trigger and remove the mask. Rain down all the elemental might of the rapid-firing weapon on the villain to prevent him from taking control of the underground.

Tagline

Protect the underground mine with the help of the Protector of Earth!

Merchandise slogan

Defeat the Skull Spider using LEGO® BIONICLE® Protector of Earth with a mask pop-off trigger, rotating star drill and a rapid-firing gun [weapon].

Features

- Has a BIONICLE® head with a bicolor mask and a mask pop-off trigger, protective BIONICLE® shell [carapace; armor], shoulders with "stone" outgrowths, rotating star drill, breastplate with a rapid-firing weapon and ammunition, and movable joints
- The set also includes pale green Skull Spider
- Change the arm and leg positions to assume heroic combat stances
- Rotate the star drill
- Rain down the rapid-firing weapon's elemental power on the enemy
- Don't let the Skull Spider tear off the mask!
- Durable and wear-resistant build allows for highly active play
- Use together with 70789 LEGO® BIONICLE® Onua, Master of Earth, following the assembly manual on the website LEGO.com/BIONICLE to power up before an incredible battle!
- Height exceeds 5 inches (13 cm)

70778

Protector of Jungle

Look out! The evil Skull Spider is preparing to strike in the dense forest. Dash in to defend the Protectors' village together with the amazing Protector of Jungle – a sturdy assembled figurine with a bicolor mask with a pop-off trigger. Change the arm and leg positions to assume terrifying combat stances. Rain all the might of the quick-firing fire bow down on the enemy and make the Skull Spider flee for his life.

Tagline

Stop the attack of the Skull Spider with the help of the Protector of Jungle!

Merchandise slogan



Repel the Skull Spider's attack using LEGO® BIONICLE® Protector of Jungle with a bicolor mask and a rapid-firing fire bow.

Features

- Has a BIONICLE® head with a bicolor mask and a mask pop-off trigger, protective BIONICLE® shell, vine leg decorations, a fire bow with huge tongues of flame, rapid-firing weapon [gun] with charges, and movable joints.
- The set also includes a dark blue Skull Spider
- Change the arm and leg positions to assume terrifying combat stances
- Use the powerful rapid-firing weapon
- Don't let the Skull Spider tear off the mask!
- Durable and wear-resistant build allows for highly active play
- Use together with 70784 LEGO® BIONICLE® Lewa, Master of Jungle, following the assembly manual on the website LEGO.com/BIONICLE to power up before an incredible battle!
- Height exceeds 5 inches (15 cm)

70779

Protector of Stone

Watch out! The Skull Spider is lurking beyond the sand dunes near the village of the Protectors. Send the powerful Protector of Stone to locate and repel the dangerous invader. Change the arm and leg positions of this sturdy figure to assume impressive combat stances. Create a whirlwind of sand using the giant sand blaster and riddle the Skull Spider with holes from the rapid-firing weapon. Just don't let this evil creature take off the precious mask.

Tagline

Duel the Skull Spider with the Protector of Stone!

Merchandise slogan

Show resistance to the Skull Spider using LEGO® BIONICLE® Protector of Stone, posable and armed with a rapid-firing sand blaster.

Features

- Has a BIONICLE® head with a bicolor mask and a mask pop-off trigger, protective BIONICLE® shell, sand blaster with giant tongues of flame, rapid-firing weapon with ammunition, and movable joints
- The set also includes a dark blue Skull Spider
- Change the arm and leg positions to assume furious combat stances
- Shoot the Skull Spider dead using the rapid-firing gun [weapon]
- Don't let the Skull Spider tear off the mask!
- Durable and wear-resistant build allows for highly active play
- Use together with 70785 LEGO® BIONICLE® Pohatu, Master of Stone, following the assembly manual on the website LEGO.com/BIONICLE to power up before an incredible battle!
- Height exceeds 5 inches (15 cm)

70780

Protector of Water

Careful! The Skull Spider is trying to pierce the air bubbles around the underwater village of the Protectors. Push this unwanted guest out to the surface with the help of the Water Protector's rapid-firing torpedo blaster. This sturdy figurine with a



BIONICLE® head, protective shell [carapace; armor] and two turbines is made for active play, but waste no time – intercept the enemy before he grabs the mask and steals the Protectors' powers.

Tagline

Push the Skull Spider out of the water with the help of the Protector of Water!

Merchandise slogan

Battle the Skull Spider using LEGO® BIONICLE® Protector of Water with a bicolor mask and a rapid-firing torpedo blaster.

Features

- Has a BIONICLE® head with a bicolor mask and a mask pop-off trigger, protective BIONICLE® shell, 2 turbines, torpedo-blaster with two bayonets, rapid-firing weapon with ammunition, and movable joints
- The set also includes a silver Skull Spider
- Change the arm and leg positions to assume frightening combat stances
- Rain the rapid-firing weapon's entire might down on the enemy
- Don't let the Skull Spider tear off the mask!
- Durable and wear-resistant build allows for highly active play
- Use together with 70786 LEGO® BIONICLE® Gali, Master of Water, following the assembly manual on the website LEGO.com/BIONICLE to power up before an incredible battle!
- Height exceeds 5 inches (14 cm)

The Toa

70787

Tahu, Master of Fire

Add fuel to the fire of the BIONICLE® universe with Tahu the Master of Fire! Attach the lava surfboard to this powerful posable character's legs and descend into the volcanic crater in "adrenaline mode".

Then turn the surfboard into two amazing fire blades and prepare for battle. Activate the combat arm to stop all Skull Spider's attempts to tear off Tahu's mask and reach the magic Golden Mask first.



Tagline

Surf the molten lava along with Tahu!

Merchandise slogan

Battle for the Golden Mask with Tahu the Master of Fire, featuring a lava surfboard that turns into fire blades, and a combat arm.

See the style guide for the image

Features

- Has a BIONICLE® head with a mask and a mask pop-off trigger, 6 golden BIONICLE® protective shells [carapaces; pads], a traditional tribal chestplate, 2 golden swords, lava surfboard that turns into fire blades, a wheel-controlled combat arm, and movable joints
- The set also includes a Golden Mask of Fire and a pale green Skull Spider
- Surf the molten lava at maximum speed!
- Turn the lava surfboard into two amazing fire blades
- Turn the wheel to activate the combat arm
- Don't let the Skull Spider tear off Tahu's mask!
- Fight to obtain the Golden Mask of Fire
- Posable and wear-resistant build allows for highly active play
- Use together with the 70783 LEGO® BIONICLE® Protector of Fire, following the assembly manual on the website LEGO.com/BIONICLE to power up before an incredible battle!
- Height exceeds 8 inches (21 cm)

70788

Kopaka, Master of Ice

Prepare for a blood-chilling battle on top of a mountain together with Kopaka, Master of Ice! Look out for the Skull Spider crawling out of the snow and trying to tear off Kopaka's mask. Change this heavily armed character's arm and leg positions to make him assume terrifying combat stances. Repel the wicked creatures' attack with the ice shield, combat arm and a powerful ice spear. Reach the precious Golden Mask first, then turn the shield into avalanche skis to escape the pursuit.



See the style guide for the image

Tagline

Outrun the avalanche with Kopaka!

Merchandise slogan

Fight for the Golden Mask with LEGO® BIONICLE® Kopaka, Master of Ice, armed with an ice shield that turns into avalanche skis, and an ice spear.

Features

- Has a BIONICLE® head with a mask and a mask pop-off trigger, a traditional tribal chestplate and leg pads, an ice spear, an ice shield that turns into avalanche skis, wheel-controlled combat arm, and movable joints
- The set also includes a Golden Mask of Ice and a silver Skull Spider
- Repel the Skull Spider's attack with the frost shield
- Turn the shield into avalanche skis
- Turn the wheel to activate the combat arm



BIONICLE



ADVANCE

- Don't let the Skull Spider tear off Kopaka's mask!
- Fight to obtain the Golden Mask of Ice
- Posable and wear-resistant build allows for highly active play
- Use together with 70782 LEGO® BIONICLE® Protector of Ice, following the assembly manual on the website LEGO.com/BIONICLE to power up before an incredible battle!
- Height exceeds 7 inches (19 cm)



70789

Onua, Master of Earth

Dig deeper with Onua, Master of Earth, to obtain the mystical Golden Mask! This is a sturdy posable figurine that comes with four golden BIONICLE® protective shells and a combat arm, fully armed for an underground battle with the Skull Spider. Dig underground with the turbo-digging claws to avoid the evil Skull Spider popping off Onua's mask. Then transform the turbo-digging claws into a pick hammer – the only tool capable of clearing the path to the Golden Mask.

Tagline

Clear the path through the underground with Onua's pick hammer!

Merchandise slogan



See the style guide for the image



Descend to the underground to find the Golden Mask with Onua, Master of Earth, armed with a pick hammer that turns into turbo-digging claws.

Features

- Has a BIONICLE® head with a mask and a mask pop-off trigger, 4 golden BIONICLE® protective shells, a traditional tribal chestplate, earthquake hammer that turns into turbo-shovel dippers, wheel-controlled combat arm, and movable joints
- The set also includes a Golden Mask of Earth and a pale green Skull Spider
- Break through to the Golden Mask with Onua's pick hammer
- Turn the shovel into turbo-digging claws to dig through the earth
- Turn the wheel to activate the combat arm
- Don't let the Skull Spider tear off Onua's mask!
- Posable and wear-resistant build allows for highly active play
- Use together with 70781 LEGO® BIONICLE® Protector of Earth, following the assembly manual on the website LEGO.com/BIONICLE to power up before an incredible battle!
- Height exceeds 7 inches (19 cm)

70784

Lewa, Master of Jungle

Battle the vicious Skull Spider with Lewa, Master of Jungle! Activate the double action X-glider to soar into the sky. As soon as you notice the Skull Spider crawl out of the ruins, dive down and turn the X-glider into a pair of heavy battleaxes. Prevent the wicked thief from popping off Lewa's mask by using two swords and turning the wheel to activate the combat arm. Spare no effort to protect the Golden Mask from the forces of evil.

Tagline



See the style guide for the image



Transform Lewa's X-glider into two huge battleaxes!

Merchandise slogan

Obtain the Golden Mask of Jungle with LEGO® BIONICLE® Lewa, Master of Jungle, who is armed with an X-glider that turns into battleaxes, and has a combat arm.

Features

- Has a BIONICLE® head with a mask and a mask pop-off trigger, 2 BIONICLE® golden protective shells, a traditional tribal chestplate, X-glider that turns into battleaxes, 2 swords, a wheel-controlled combat arm, and movable joints
- The set also includes a Golden Mask of Jungle and a dark blue Skull Spider
- Fly up high using the transforming X-glider
- Turn the X-glider into 2 giant battleaxes
- Turn the wheel to activate the combat arm
- Don't let the Skull Spider tear off Lewa's mask!
- Battle for the Golden Mask of Jungle
- Posable and wear-resistant build allows for highly active play
- Use together with the 70778 LEGO® BIONICLE® Protector of Jungle, following the assembly manual on the website LEGO.com/BIONICLE to power up before an incredible battle!
- Height exceeds 7 inches (20 cm)

70785

Pohatu, Master of Stone

Summon the incredible strength of Pohatu, Master of Stone, to defeat the Skull Spider!

Attach the transforming jeterangs to the legs of this powerful posable BIONICLE® character, and launch him into the sky.

When you find the Skull Spider, turn the jeterangs into two huge stormarangs and prepare for battle for the Golden Mask of Stone. Don't let Pohatu's mask be popped off, and activate the combat arm to throw the Skull Spider off!

Tagline

Pohatu, Master of Stone, vs. the Skull Spider!

Merchandise slogan

Obtain the Golden Mask of Stone with LEGO® BIONICLE® Pohatu, Master of Stone, wielding the jeterangs that turn into stormarangs, and a combat arm.

Features

- Has a BIONICLE® head with a mask and a mask pop-off trigger, 3 BIONICLE® protective shells, a traditional tribal chestplate, 2 jeterangs that turn into stormarangs, a wheel-controlled combat arm, and movable joints
- The set also includes a Golden Mask of Stone and a dark blue Skull Spider
- Take to the skies using the convertible jeterangs
- Transform the jeterangs into two awesome stormarangs



See the style guide for the image

- Turn the wheel to activate the combat arm
- Don't let the Skull Spider tear off Pohatu's mask!
- Battle for the Golden Mask of Stone
- Posable and wear-resistant build allows for highly active play
- Use together with the 70779 LEGO® BIONICLE® Protector of Stone, following the assembly manual on the website LEGO.com/BIONICLE to power up before an incredible battle!
- Height exceeds 7 inches (18 cm)

70786

Gali, Master of Water

Prepare for a large-scale underwater battle for the Golden Mask of Water! Attach the shark fins to the legs of Gali, Master of Water, and dive to the ancient ruins at the bottom of an ocean crater. Attach the fins to the harpoon and turn it into a powerful elemental trident to attack the Skull Spider. Activate the combat arm to thwart the attempts to pop off Gali's mask. The Golden Mask should be protected from the forces of evil.

Tagline

Dive deeper to obtain the Golden Mask with the help of Gali!

Merchandise slogan

Get a hold of the Golden Mask of Water with LEGO® BIONICLE® Gali, Master of Water, armed with shark fins and a harpoon that turns into an elemental trident.



See the style guide for the image

Features

- Has a BIONICLE® head with a mask and a mask pop-off trigger, 2 BIONICLE® protective shells, a traditional tribal chestplate, 2 shark fins, a harpoon that turns into a trident (using the shark fins), a wheel-controlled combat arm, and movable joints
- The set also includes a Golden Mask of Water and a silver Skull Spider
- Dive to the ocean floor by putting on the shark fins
- Attach the shark fins to the harpoon to get an astounding elemental trident
- Turn the wheel to activate the combat arm
- Don't let the Skull Spider tear off Gali's mask!
- Battle for the Golden Mask of Water
- Posable and wear-resistant build allows for highly active play
- Use together with the 70780 LEGO® BIONICLE® Protector of Water, following the assembly manual on the website LEGO.com/BIONICLE to power up before an incredible battle!
- Height exceeds 8 inches (21 cm)



70790

Lord of Skull Spiders

Patrol the entrance to the ancient city with the terrifying Lord of Skull Spiders! The Protectors that strive to unlock the city's secrets will first have to defeat this six-legged creature with a mean gaze. Lord of Skull Spiders has a secret weapon of his own, too – pull the rear lever to grab and crush anyone who gets too close! Use together with LEGO® BIONICLE® Protector and Master sets to play out exciting battles of the forces of good against the forces of evil.

Tagline

Grab and crush with the mighty Lord of Skull Spiders!

Merchandise slogan

Guard the entrance to the ancient city with the LEGO® BIONICLE® Lord of Skull Spiders with six legs, transparent eyes and lever-controlled grab-and-crush feature.

Features

- Has transparent eyes, six legs and a lever-controlled grab-and-crush feature
- The set also includes a golden Skull Spider
- Stand guard with the six-legged Lord of Skull Spiders
- Pull the lever to grab and crush!
- Wear-resistant build allows for highly active play
- Use together with LEGO® BIONICLE® Protector and Master sets to engage in thrilling battles
- Height exceeds 1 inch (5 cm), width exceeds 7 inches (20 cm)

Merchandise [production] text materials, 2nd half of 2015

FREE FOR PUBLICATION

Villains

70791

Skull Warrior

Cool the eagerness of the ancient city's unwanted guests with the fierce Skull Warrior! Repel the attack of LEGO® BIONICLE® heroes by shooting them with the huge rapid-firing bow six times in a row. Activate the combat mode and crush any foe in melee combat. Pop their masks off with a curved blade and use the elemental powers to awaken new Skull Warriors!

Tagline

Rain down all the might of Skull Warrior's rapid-firing ice bow on the enemies!

Merchandise slogan

Watch out for the posable Skull Warrior with the combat mode, rapid-firing ice bow, curved blade, skull mask and a mask pop-off trigger.

Features

- Has a skull mask with a pop-off trigger, protective shell [carapace; armor] with a metallic-looking chestplate, combat mode, a rapid-firing ice bow, a curved blade, silver bones, transparent ribcage and movable joints
- Turn the wheel to activate the combat arm!
- Pop off the LEGO® BIONICLE® heroes' masks with the curved blade
- Use the rapid-firing ice bow!
- Wear-resistant build allows for highly active play
- Height exceeds 7 inches (20 cm)
- Use together with 70792 Skull Slicer and 70793 Skull Basher to create a multi-headed warrior by following the assembly instructions on the website LEGO.com.

70792

Skull Slicer

Patrol the ruins of an ancient arena together with the menacing Skull Slicer! This ancient fighter was brought back to life by the dark power of the Skull Spider Mask, which granted him razor-sharp curved blades. Put the figure into intimidating combat stances and turn the wheel on Skull Slicer's back to activate all four combat arms at once. Use the curved blade to tear off the masks, and pick them up using a special holder. Any LEGO® BIONICLE® hero wishing to cross the arena would first have to go through this vicious warrior!

Tagline

Use all four arms of the dangerous Skull Slicer!

Merchandise slogan

Set an ambush for LEGO® BIONICLE® heroes with Skull Slicer, sporting four combat arms, 3 curved blades, special mask holder and a mask pop-off trigger!

Features

- Has the Skull Spider mask with a pop-off trigger, protective shell [carapace; armor] with a metallic-looking chestplate, combat mode with four combat arms, 3 curved blades, mask holder with a transparent orange chain and a hook, silver bones, transparent ribcage and movable joints
- Turn the wheel to activate 4 combat arms!



- Pop off the heroes' masks with the curved blades!
- Gather the masks using a special holder
- Pop off the Skull Spider mask!
- Wear-resistant build allows for highly active play
- Height exceeds 7 inches (20 cm)
- Use together with 70791 Skull Warrior and 70793 Skull Basher to create a multi-headed warrior by following the assembly instructions on the website LEGO.com

70793

Skull Basher

Guard the entrance to the Temple of Creation with the mighty Skull Basher! This menacing warrior created by the Skull Grinder is armed with two huge curved axes, and is ready to use them to stop anyone trying to get in. Push the lever on his back to switch him to combat mode and slice off the unwanted guests' masks. LEGO® BIONICLE® heroes should not underestimate this giant's incredible power!

Tagline

Push the lever to switch the Skull Basher to combat mode!

Merchandise slogan

Overwhelm the enemy with the awesome power of combat-mode Skull Basher with two curved axes, a bull skull-shaped mask, mask pop-off trigger and movable joints.

Features

- Has a bull skull-shaped mask and a mask pop-off trigger, protective shell [carapace; armor] with a metallic-looking chestplate, lever-activated combat mode, 2 curved axes, silver bones, transparent ribcage and movable joints
- Push the lever to activate the combat mode!
- Slice off the heroes' masks with the curved battleaxes!
- Pop off the bull skull-shaped mask!
- Wear-resistant build allows for highly active play
- Height exceeds 7 inches (20 cm)
- Use together with 70791 Skull Warrior and 70792 Skull Slicer to create a multi-headed warrior by following the assembly instructions on the website LEGO.com

70794

Skull Scorpio

Find your way the ancient city's gloomy graveyard in search of the lost masks of power together with Skull Scorpio! This wicked creation of the Skull Grinder is a fearsome foe for anyone standing in its way. If you encounter the LEGO® BIONICLE® heroes underground, press the tail lever to activate a stinger with curved blades. Then grab the masks of power with the pincers to endow the Skull Scorpio with even more poisonous power!

Tagline

Hunt for the lost masks of power with the Skull Scorpio!

Merchandise slogan

Seize the LEGO® BIONICLE® masks with Skull Scorpio, featuring a stinger with two curved blades, pincers and a bull skull-shaped mask

Features

- Has a bull skull-shaped mask and a mask pop-off trigger, villain's protective shell [carapace; armor], lever-activated stinger with two curved blades, pincers, silver bones, transparent ribcage and movable joints
- Push the lever to activate the combat stinger!
- Pick up the masks using the pincers

- Pop off the bull skull-shaped mask!
- Wear-resistant build allows for highly active play
- Use together with set 70795 Mask Maker vs. Skull Grinder to make the upgraded [enhanced; powered-up] Skull Grinder by following the assembly instructions on the website LEGO.com
- Height exceeds 4 inches (12 cm), length – 10 inches (26 cm), width – 7 inches (20 cm)

70795

Mask Maker vs. Skull Grinder

Begin the epic battle between the forces of good and evil with LEGO® BIONICLE® Mask Maker vs. Skull Grinder set! Gain the support of Ekimu, the wise Mask Maker, to prevent the Skull Grinder capture the mighty Mask of Creation. Activate the combat arm, and let the battle begin! Dodge the blow of the Mask Stealer Staff as the Lord of Skull Spiders attempts to tear off the Mask Maker's special mask. Defend yourself with the rotating shield saw and attack with the rapid-firing weapon of the Hammer of Power. You will need to use all Mask Maker's magical abilities to overcome this foe!

Tagline

Fight the forces of evil for the mythical Mask of Creation!

Merchandise slogan

Protect the Mask of Creation using the set of Mask Maker vs. Skull Grinder with a combat arm, Mask Stealer Staff and rapid-firing weapon[s]

Features

- The Skull Grinder comes with a skull mask with a pop-off trigger, protective shell [carapace; armor] with a metallic-looking chestplate, two combat arms, Mask Stealer Staff with three blades, a curved blade, silver bones, a transparent ribcage, and movable joints
- The Mask Maker comes with a special Protector Mask with a pop-off trigger, protective shell [carapace; armor] with a metallic-looking chestplate, a combat arm, Hammer of Power with a rapid-firing weapon, a rotating shield saw, silver bones, and movable joints
- The set also includes the Mask of Creation
- Activate the combat arms
- Attack using Skull Grinder's Mask Stealer Staff
- Use the Hammer of Power's rapid-firing weapon
- Fight for the Mask of Creation
- Wear-resistant build allows for highly active play
- Skull Grinder's height – 8 inches (21 cm)
- Mask Maker's height – 5 inches (14 cm)
- Use together with 70794 Skull Scorpio to make the upgraded [enhanced; powered-up] Skull Grinder by following the assembly instructions on the website LEGO.com

Web series script for 2015

FREE FOR PUBLICATION

Many years ago, everyone on the mythical island of Okoto lived in peace and harmony. It was an astounding place, with many wonders and beautiful landscapes. Using the elemental powers, two brothers known as the Mask Makers were making masks for the islanders.

Each brother had his own special mask - Ekimu's Mask of Creation, and Makuta's Mask of Control. Together, they made countless masks, but the islanders especially appreciated the masks made by Ekimu. Makuta had grown to envy his brother, and hatched an insidious plan.

There was a sacred law - a mask must only contain the power of one element, or else it becomes too powerful and too dangerous.

But Makuta wanted to create the most powerful mask in history - the Mask of Ultimate Power.

When Makuta put it on, it bent him to submission, and the island began to shudder and fall apart.

When Ekimu realized what his brother had done, he managed to tear the mask off Makuta's face.

A blast wave washed over the island, and both brothers were cast into an eternal sleep.

The masks were scattered all across the island. They lie waiting for someone to come and put them on...

BIONICLE®, EPISODE 1: PROPHECY OF HEROES

NARRATOR:

On the mythical island of Okoto, ancient masks are concealed, which can only be found and claimed by the strongest.

But the enemy is coming back to life, growing stronger with every minute, and sets out in search of the masks.

The desperate Protectors gather in their main shrine - the Temple of Time.

They speak the prophecy of heroes and send their prayers to the skies.

The Prophecy was whispered to the Protectors many years ago, when they found the lifeless body of Mask Maker Ekimu and sent him off to his final journey.

PROTECTOR:

«Hear, my son, what the prophecy says:

When the dark times come and it seems that the hope is gone,

The Protectors, one from each tribe, shall unite and summon the powers of the past and the future, and raise their eyes to the sky in search of the answer.

When the stars line up, six comets shall bring forth the immortal heroes, who will claim their rights to the masks of power and find the Mask Maker.

If the elements unite, they shall be able to defeat the forces of evil. But only together.

NARRATOR:

It was the power of this prophecy that made it possible for the six heroes to appear on the island of Okoto.

Who they really are is a mystery. But they are destined to defeat the forces of evil and save the island.

BIONICLE®, EPISODE 2: THE ARRIVAL

NARRATOR:

The skies cast a beam of light on the island of Okoto, and a flaming meteor struck the earth.

The wise Protectors led the villagers to the burning crater. They held their breath as someone stepped out of the fire.

TAHU:

Where am I? Who am I?

PROTECTOR:

You are Tahu, Master of Fire! You were sent down to us!

TAHU:

What are you talking about? Why would I be sent here?

PROTECTOR:

The evil is getting stronger, and you came here to defeat it!

NARRATOR:

Tahu looked around and stared at the villagers. He had many questions, and no idea of who he was and what he was capable of.

TAHU:

Me? What do I know of defeating evil?

PROTECTOR:

It was foretold that one day the six heroes – the Toa – shall come to us and journey on a quest for the golden masks to unleash their incredible potential!

TAHU:

How do you know...
Did I say that?

PROTECTOR:

No! It's the Skull Spider behind you!
Do you still doubt your purpose, Tahu?
Come with me! We have no time to waste!

BIONICLE®, EPISODE 3: QUEST FOR THE GOLDEN MASKS

NARRATOR:

The legend says that one day the six heroes shall venture to the most dangerous corners of our island and find the masks that reveal their true abilities.
Lewa, Master of Jungle, is making his way through dense forest.
The sun scorches Pohatu, Master of Fire, who journeys across the desert.
Kopaka, Master of Ice, walks as the snowstorm rages around him.

KOPAKA:

I didn't slip!

NARRATOR:

The river a fast way of travel for Gali, Master of Water.
And Onua, Master of Earth, has to dig his way through rock.

PROTECTOR:

Tahu, Master of Fire.
This is the biggest volcano on Okoto. You are close!
But reaching the destination is not the end of the perilous journey. Far from it!
Know, Tahu, that in the dark corners of the temples lurk enemies stronger than you can imagine...
Be brave, be strong! Believe in your destiny...

BIONICLE®, EPISODE 4: THE PROTECTORS FIGHT BACK

NARRATOR:

It's been several weeks of their journey across the dangerous lands. The six heroes and their protectors finally see their destinations. Six secret temples. Six golden masks waiting to be found.

PROTECTOR:

Tahu, we must not waste time!
I'm afraid we're not alone...

NARRATOR:

Tahu did not know what heroes usually do in the face of such threat, but it felt reasonable to just RUN!

PROTECTOR:

The temple is inside. Hurry!
Here it is!
We don't have much time, Tahu. Get the mask!
I'll hold them off!

TAHU:

I can feel the power.

BIONICLE®, EPISODE 5: THE POWER OF THE GOLDEN MASKS

NARRATOR:

All six heroes reached their temples.
Pohatu, Kopaka, Lewa, Gali, Onua and Tahu.
The protectors led them wisely. But the time is almost up. The Skull Spiders are attacking, and the Protectors won't be able to hold!

PROTECTOR:

Fulfill the prophecy!
The time has come...

NARRATOR:

The power of nature fills Tahu's body.

PROTECTOR:

Run, Tahu! It is too late for me now!

TAHU:

No. It's NOT too late!
After all, I am the Master of Fire! Aaargh!

NARRATOR:

The golden masks have endowed them with elemental powers to defeat the Skull Spiders. Their amazing abilities have been unleashed!

BIONICLE®, EPISODE 6: QUEST FOR THE MASK MAKER

NARRATOR:

The heroes have proven their worth, and were filled with the power of the elements: ice, water, jungle, earth, stone and fire.

TAHU:

I feel immense power. I can even hear the sounds coming from far away!

PROTECTOR:

No, you fool! These sounds are coming from inside your mask. It is the voice of Ekimu the Mask Maker. He is calling to you!

TAHU:

Why? I thought our mission was completed.

PROTECTOR:

You have only made the first step. The real challenge is still ahead. And I cannot follow you.

TAHU:

Wait. It's not just the voice! I can see something!

NARRATOR:

A wondrous city, lying in ruins. Something horrible happened here in the past. And something even more horrible is yet to happen.

TAHU:

Will I search for the Mask Maker alone?

PROTECTOR:

No one can handle this challenge alone!
There are six elements, wielded by six heroes!
Let the mask guide you. Hurry. The evil is gaining power!

BIONICLE®, EPISODE 7: TEAM OF HEROES

NARRATOR:

In the very heart of Okoto lies the ancient city of Mask Makers. Who knows what unfathomable dangers are hidden within?
The heroes have come.
They were all destined to pass the same challenge, and they see each other for the first time in their lives.

TAHU:

Greetings! I am Tahu, Master of Fire. The prophecy has brought us together under my command.

KOPAKA:

Under your command? Have your brains melted, or what? I am Kopaka, and no one commands me!

GALI:

Stop arguing, you idiots!

ONUA:

Ha-ha - don't argue!

TAHU:

We still need a leader.

GALI:

Then we shall vote!

LEWA:

I vote for Onua. He knows how to grab the attention! Hee-hee-hee

POHATU:

Quiet! We are not alone.

BIONICLE®, EPISODE 8: LORD OF SKULL SPIDERS

TAHU:

What is this creature?

POHATU:

Lord of Skull Spiders. We cannot escape him!

KOPAKA:

Don't worry. I can freeze this bug myself!

LEWA:

You are too slow, Kopaka!

GALI:

I will wash him away!

TAHU:

Give way to the Master of Fire!

ONUA:

We must join our efforts.

NARRATOR:

The heroes stood beside each other and charged to attack as one.

TAHU:

Onua, now!

ONUA:

Aaargh!

GALI:

We did it! United, the masks are capable of defeating the forces of evil.

BIONICLE®, EPISODE 9: THE CITY OF THE MASK MAKER

NARRATOR:

The Lord of Skull Spiders is defeated.

POHATU:

I wonder what used to be here before.

TAHU:

Shhh, quiet! I can hear a strange voice again!

EKIMU:

My name is Ekimu, the Mask Maker. You have all shown exceptional bravery!

You are true heroes!

But you must hurry.

And find the place where I'm buried.

GALI:

We must find Ekimu before the forces of evil get to him!

LEWA:

Finding anything in this mess is harder than finding a needle in a haystack!

ONUA:



The masks shall guide us.

POHATU:

I don't like this place. Something dark lurks here.

