

BIONICLE 2004

LEGENDS OF METRU NUI

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BIONICLE STORY 2004

The storyline of the first half of the year

In the city of legends Metru Nui, six new Toa are faced with a new danger. The terrible plant Morbuzakh threatens to destroy the city, and only six Great Magic Disks can stop it. But the Matoran, who know the location of the disks, disappeared, as did the disks themselves. Now the Toa must find the missing Matoran and disks to prevent the death of the city. But the secret dark force is trying in every possible way to prevent the Toa ... In addition, one of the Matoran turned out to be a traitor and has the intention to betray the city and its inhabitants.

In the city of legends Metru Nui, the danger is becoming more real. The huge plant Morbuzakh spreads its shoots throughout the city and threatens to destroy everything that was created by the Matoran over many years.

Six Matoran know how to stop Morbuzakh, but they disappeared!

Six new heroes - Toa Metru - must go on a dangerous search for the Matoran and the Great Disks, while there is still time to save the city.

From the transport lines of Le-Metru ...

To the underground level of the Onu-Metru Archives ...

In the Knowledge Crystal Towers of Ko-Metru,

Everywhere Toa Metru must look for the missing Matoran.

Find and save Matoran from a dangerous trap has yet to be ...

Toa to find out which of the six Matoran is going to betray the city ...

Great danger lurks in the most mysterious places of the city ...

And waiting for those who go in search of the legendary Great Disks.

Combine their strength and experience in the struggle for the final victory over Morbuzakh in the Ta-Metru Great Furnace.

Together, they must learn to be heroes in the city of legends!

The storyline of the second half of the year

Turaga Dume, the head of Metru Nui, demands to restore order in the island city. He ordered the hunters Krekka and Nidhiki to track down the Toa Metru and weaves a vile plan to use the units of Vahki to control the Matoran. One of the Toa, Vakama, needs to take the lead in the Toa group and engage in battle with the hunters and legions of Vahki, who defend the corrupt Leader of this wondrous world.

TOA METRU

Once they were Matoran from the city of Metru Nui and each had its own special qualities. Now they have been given the power of the Toa Metru, so they must save the city from the forces of darkness. They must learn to use Kanohi Masks of Power and Toa tools, and they must learn to be heroes - or Metru Nui will be doomed to death.

Vakama, Toa Metru of Fire (8601)

The Toa of Fire and the guardian of Ta-Metru, Vakama was one of the best mask makers in the city. His abilities were revered by all and even Turaga Dume personally asked him to make a Kanohi Mask of Time. Now he is Toa Metru, but he is not always sure that he is ready to be a hero. At times, he misses his previous work in the forge when he smelted masks there. Vakama is often visited by unusual visions of the future. Often the meaning of these visions remains unclear, because of this he hides his "talent" from those around him. Only later will he learn that his visions are the key to saving the city. He has enough wisdom and courage to be a leader, but there is no certainty that he will cope with this role. However, Nokama is convinced that it is Vakama who is best suited for the role of leader of the Toa Metru. Vakama has the Kanohi Huna mask, the Great Mask of Concealment. The mask allows him to become invisible, although being in this state he is able to cause a ghost. It has a Kanoka disk thrower. The thrower can direct the action of fiery energy, and Vakama can simply radiate it with his hands.

Nokama, Toa Metru of Water (8602)

Toa Metru Water and guardian of Ga Metru, Nokama used to be a teacher. Now she is the heroine of Toa, but she has not forgotten her habits of teaching everyone. Sometimes it annoys Matau and he says that she should listen more and less “teach”. Nokama is very attentive to the duties of the Toa, and I am sure that they must gain the power of the Great Spirit and cope with any danger with it. She often misses her old friends, the Matoran, who now do not know how to behave with Nokama. Nokama is wise and extremely resourceful, and is able to defeat three Rahkshi with one left. She is able to see the whole picture and reveal the relationship between unrelated events. Nokama and Onewa, these are the two best tactics in Toa Metru. Nokama has Kanohi Rau, the Great Mask of Translation, which allows her to read the ancient Matoran dialects and understand dead languages. Her weapons are double daggers, with their help she sweeps through the channels of the protodermis at high speed. The daggers are strong enough to crumble solid rock and channel Nokama’s energy into controlling the water element.

Whenua, Toa Metru of Earth (8603)

Toa Metru of Earth and guardian of Onu Metru, Whenua, like all ministers of the archives, has a passion for studying history. He still cannot believe that he used to be a Matoran, but now he is Toa. He was happy to do his painstaking work in the archives, because he feels uncomfortable in other parts of the city. Whenua is a realist; he knows that the Toa are strong, but still vulnerable. This makes him more cautious, although most often it happens precisely in cases where the danger threatens the Archives. Whenua often argues with Nuju, who believes that the past has no value, and with Onewa, who calls him the “paper rat from Onu Metru”. Toa Whenua has Kanohi Ruru, the Great Mask of Night Vision. This mask allows him to illuminate the path for the rest of the Toa, as well as gives him the ability to X-ray vision in addition to his normal vision. He has digging drills that can penetrate wells in the ground, as well as create a sound wave when rotated at maximum speed. He directs his power to control the land.

Onewa, Toa Metru of Stone (8604)

Toa Metru Stone and guardian of Po-Metru. Before transformation, he was a skilled stonecutter. Like many other residents of Po-Metru, he looks down upon the neighbors from Ko-Metru and Onu-Metru, who do not know the “real work”. Onewa is desperately brave, often to the point of ruthlessness, not recognizing defeat. He always finds a way to victory. Onewa has no close friends among the Toa, because of his outbursts of anger. He usually accompanies Vakama and Nuju, but he does not believe that any of them is capable of being the leader of the Toa. However, Onewa can be trusted in difficult situations and he always has a plan of action. He is very self-confident in his actions. Onewa has Kanohi Komau, the Great Mask of Mind Control, which allows him to influence other living beings. Onewa has two proto pitons, with the help of which he is able to climb high-rise buildings and fly from one to the other. With the help of his power, he controls the stones.

Matau, Toa Metru of Air (8605)

Toa Metru Air and the guardian of Le Metru, Matau was the best driver of the crab Ussal, and constantly set speed records. He was most encouraged by the fact that he was now a Toa and he was eager to receive public recognition, of which he was confident. He is proud, impulsive and stubborn. He always takes responsibility to prove to others that he is capable of being a “Toa Hero”. Matau wants to be friends for Nokama, but she shows no interest in him. He has nothing against Vakama, but believes that he himself is the best leader for the Toa. About the other three Toa Metru, Matau thinks they take everything too seriously. Toa Matau has Kanohi Mahiki, the Great Mask of Illusion, which does not allow the creation of mirages, but allows you to change reality. He can imitate the voices of other heroes, but their strength is not added to him. He has two aero slicer knives that can cut through energy fields and additionally serve as wings and a propeller. They are a channel for controlling the strength of the air.

Nuju, Toa Metru of Ice (8606)

Toa Metru Ice and the guardian of Ko-Metru. Nuju - was a universally recognized prophet before becoming a Toa, and at times wants to return to his usual role. He does not take his Toa responsibilities very seriously, because this is not what he would like to do. Nuju does not like that now, to be a Toa, he does not have enough time to study science and has to work collectively with other Toa. Although Nuju is not completely convinced of Vakama's visions, in practice he realizes that someone must be a leader. At the same time, Nuju does not believe that all the orders of Vakama are incorrect, and therefore it is not worth it to follow them. Like all residents of Ko-Metru, he prefers to follow his own path and act in his own way. One can often think of Nuju as being self-enclosed, but he usually builds a sequence of actions in his mind before proposing this plan. Nuju is focused on the future, this explains his ongoing debate with Whenua, who is facing the past. Nuju has Kanohi Matatu, the Great Mask of Telekinesis, which allows him to move objects and creatures by the power of thought. He needs to see the target in order to make it move, so the mask has an extended viewing range. Nuju's weapon is a pair of crystal spikes used to climb the steep walls of the Knowledge Tower and to transmit ice energy.

Combined Toa Metru Models

Model : ***Kralhik[sic]***

Vakama 8601, Onewa 8604 and Matau 8605

This creature is like a Rahi, but in reality it is completely a robot. This is an early prototype of the combat units of Metru Nui. Two dozen such creatures were built as prototypes. Kralhik releases an energy ball from the tail, which blocks the attacker. The prototype is able to pump energy out of the victim, leaving the lawbreaker weakened and inactive for a while. Their frightening appearance is similar to Rahi Nui-Jaga and produces a frightening effect, the uncontrolled use of their power leads to the fact that the frightened Matoran after that cannot work for several days. Ultimately, the Kralhiks were to be decommissioned and replaced with more efficient Vahkis. However, they refused to go for processing and took refuge in hard-to-reach corners of the Archives.

Combined Model : ***Kraawa***

Nokama 8602, Whenua 8603 and Nuju 8606

At first glance, this creature is not able to scare and does not seem dangerous. To date, they have lived in the remote corridors of the Onu Metru Archives and all contact with these creatures has been strictly prohibited. Apparently, their protection against predators is to process any energy directed against them and use it for their own purposes. When the Onu-Matoran tried to drive them into static pipes, these Rahi grew to the middle of the height of the Knowledge Tower and smashed three floors of archives before they were finally subdued with the help of the Compression and Attenuation Disks. The Matoran are not sure whether there are still representatives of this species, but I would like to believe that not.

MATORAN OF METRU NUI

The city of Metru Nui is inhabited by creatures called the Matoran. Although they are small, they are hardworking workers and produce almost everything they need in the city, create works of art, build and repair buildings and highways. Matoran from different areas of the city have their own unique abilities, temperament and appearance.

Six Matoran play a special role in the first Toa Metru story. They alone know the location of the six Great Disks that the Toa needed. But the Matoran disappeared! Even worse, one of the Matoran is a traitor and plans to betray his comrades and all the inhabitants of the city.

Nuhrii, Matoran from Ta-Metru (8607)

Nuhrii is a skilled mask maker and was a mentor for Vakama at the forge. But as soon as Vakama gained fame as the creator of Kanohi masks, Nuhrii felt offended (which Vakama could not understand). The last straw was that Turaga Dume asked Vakama to create a Kanohi Mask of Time. Now that Nuhrii has discovered the location of the Great Disk, he hopes to make him a better Strength Mask, and he does not care that the danger threatens the city. Searches led him to the districts of Ta-Metru and the clashes with Morbuzakh. Like all Matoran, Nuhrii has disk throwing skills. In accordance with the number of poisonous fire snakes, he usually uses the 3rd-level Kanoka Disk, which has the property of neutralizing the poison.

Vhisola, Matoran from Ga-Metru (8608)

Vhisola is a longtime friend and student of Nokama and a good athlete. She knows that Nokama is better than her in everything, and this makes her jealous. Vhisola wants to be the best friend in Metru Nui for Nokama, but when this does not happen, she starts to get angry. Her whole house is decorated with carvings with an image of Nokama. Now that Nokama has become Toa, Vhisola is afraid that Nokama will forget about her. She plans to use the location of the Great Disk to become more famous than Nokama. Vhisola has a 6th-level Kanoka Disk with freezing energy, turning the channels of the protodermis into ice.

Tehutti, Matoran from Onu-Metru (8609)

Tehutti is an experienced worker from Onu-Metru who thinks of nothing else but the complete completion of his Archives. Despite his painstaking work, Tehutti feels underestimated. But if he can find some wonderful thing - for example, the Great Disk - then everyone will begin to respect him. Unfortunately, like many other ministers of the archive, Tehutti does not think about the problems of the whole city, only about its small part. He may find the Great Disk, or maybe not, which will lead to the destruction of the city. In accordance with the number of exhibits moved inside the huge Archives halls, Tehutti relies on Level 5 Kanoka Disk, which has a teleportation function.

Ahkmou, Matoran from Po-Metru (8610)

Ahkmou is a builder and carver from Po-Metru who owns many skills, but has not reached perfection in any field. He appeared next to Onewa in a second and rescued him more than once. Now he has a chance to surpass Onewa if he finds the Great Disk. How far will Onewa go in revenge? Who is that four-legged creature that he fears? Ahkmou has a Kanoka Level 3 disc with a recovery effect, a great tool for fixing errors when cutting stone.

Orkham, Matoran from Le-Metru (8611)

Orkham is the main driver of the crab Ussal at Le-Metru. He always does his job, but very slowly and methodically. He envies the speed of the Matau reaction. He is also convinced that Matau can be very careless and therefore creates road hazards. Recently, during one of his trips, Orkham noticed the Great Disk in the power sector in one of the transport routes. This discovery led him in a dark and dangerous way, which could mean the death of Metru Nui. Orkham has a Kanoka 4th-level disk with a recovery effect, with which it repairs minor damage to highways.

Ehrye, Matoran of Le-Metru[sic] (8612)

Ehrye can always be found in Ko-Metru, dealing with students around the Knowledge Tower. He wants to get a new higher position, but Nuju believes that Ehrye is too careless and irresponsible. In the meantime, Ehrye learns to collect the information necessary in his work, including the whereabouts of

the Great Disk in Ko-Metru. In his opinion, the disk will be a good addition to the Tower of Knowledge - if the city does not die before that.

Ehrye has a 3rd-level Kanoka disk with a repair effect, which allows him to repair cracks in the Knowledge Tower.

Matoran Combined Models

Combined Model: ***Kinloka***

Nuhrii 8607, Ahkmou 8610, Orkham 8611

Although this creature resembles a scorpion, it is actually an evil species of a large rodent. A distant relative of Onu-Metru stone rats, this creature was obtained as a result of an experiment on the production of animals with a special digestive system. The unsuccessful result of the experiment was an eternally hungry animal, absorbing everything in its path. Hordes of these animals are able to swallow the Po-Metru settlements, houses, tools, all within 15 minutes. Hunger makes them ruthless and fearless hunters. Usually they have weakening discs to slow down their opponents.

Combined Model: ***Kavinika***

Vhisola 8608, Tehutti 8609, Ehrye 8612

Like basalt eel, it was yet another unsuccessful attempt by the Matoran to tame wild Rahi. Wolf-like creatures were invented to protect secondary objects that Vahki did not want to guard. Unfortunately, their nature is such that they conflict with each other, Ussal crabs and other Rahi and even with the owners of the Matoran. As a result of this quarrel, these creatures were expelled from the city, but this idea was not fully realized.

DISCS OF METRU NUI

Kanoka disks

Kanoka disks are used everywhere in Metru Nui. These discs are forged from protodermis and can be started manually or using a thrower. Kanoka disks are made in each district of the city, the region of origin can be determined by the color of the disk and by the symbols on it. Every Matoran knows how to use the Disk. The disks are mainly used for sports and for protection, but also as a material for the manufacture of Kanohi Masks of Power. Some of the Matoran love to drive on highways, but Vahki is indignant.

Kanoka Codes (See Table in Comics)

Matching Disks and Masks

How exactly the mask will be obtained from the Kanoka disk - Matoran, Noble or Great Mask, is determined by the level of strength of the Disc. The level of disk power is determined by the abilities of Matoran, creating a mask and used equipment.

The level of disk power ranges from 1 to 9, where 9 is the maximum level. 7th-level disks can be turned into Noble Masks, 8th-level disks into Great Masks. And only the Great Magic Disk of Kanoka has a 9th level of power. Disks with a power level of 6 and below have lost too much energy and therefore are used only as Matoran masks. Drives with a higher level of force have a longer duration or a larger impact area or other advantages. For example, a level 6 teleportation disk can move an object further than a level 10 teleportation disk.

Sport

Kanoka discs are used for sports throughout the Metru Nui. Matoran compete in who can create the best and most powerful disk. Winning disks are fused into Masks of Power.

Defense

Kanoka disks are an excellent means of protection. When a target is hit, its internal energy is activated. For example, if a disk gets frozen in a Morbuzakh vine, it causes icing. The Matoran use discs mainly against Morbuzakh and the creatures of Rahi, who harass the city with their raids.

Collecting disks (plot)

Some of the Matoran devote a lot of time to finding and collecting Kanoka discs. Vahki vigilantly ensure that collectors do not break the law when searching for rarities.

Great Disks

The legend of the Matoran speaks of six Great Disks, each of which is located in its own area of the city. These Great Disks have a 9th level of power and according to legend, only Toa can own them. No one knows which mask will be obtained from the Great Disks, although without a doubt it should turn out to be more powerful masks than the Great Mask. Toa Metru sure that these six discs are the only way to defeat Morbuzakh.

WORLD of METRU-NUI

Metru Nui is a huge island city that lies deep in the bowels of Mata Nui. The Matoran used to live here before moving to Mata Nui. Metru Nui is located in the center of a huge silvery sea of liquid protodermis. The city is divided into 6 districts, or "metru" : Ta-Metru, Ga-Metru, Onu-Metru, Po-Metru, Le-Metru and Ko-Metru. The matoran of each of the districts participates differently in the management of the city. The areas are interconnected by a system of transport communications.

The main facilities of Metru Nui include the Colosseum, the sports center and the power station in the City, the Great Furnace in Ta-Metru, the Great Temple in Ga-Metru, the Archives in Onu-Metru, the transport hub in Le-Metru ; Sculpture Field in Po-Metru and the Knowledge Tower in Ko-Metru.

The city of Metru Nui is ruled by Turaga Dume, and Vahki, the units of robotic order defenders, defend it. Each of the districts is guarded by a different Vahki, but all of them are effective and ruthless law enforcement officers in the city.

Metru Nui Map

Ta-Metru

Protodermis melting area

The Ta-Metru district is built up by foundries, furnaces and massive cone-shaped factories, scorched and blackened by soot and coal from molten protodermis flows. It produces almost everything in the city: from Kanohi masks to Kanoka disks and basic tools. For Matoran from others, the Ta-Metru meter is a noisy, dirty, and too hot place. But without the work that is going on here, life in the city will stop.

Be that as it may, even the masters of Ta-Metru are imperfect. It happens that the things they create have flaws, big or small. Even a small crack can make the Mask of Power useless. When this happens, defective products are thrown into melting furnaces for subsequent smelting. Vakama never liked this approach, believing that the Matoran should not get rid of mistakes, but should learn from them.

The largest smelter in Ta-Metru is the Great Furnace, which has such a high temperature that the Matoran can work in it for very short time. Currently, no one is working in this furnace due to the presence of Morbuzakh shoots here.

Nuhrii's House

Workers of various professions live in Ta-Metru, from the creator of masks Nuhrii to the Matoran, who control the passage of the protodermis through this area. No one immediately becomes a master of masks. Typically, a blacksmith student begins his career by creating small decorative elements and other insignificant objects.

Ultimately, when the students have sufficient qualifications, they will begin to produce disk throwers and other important things. The best of the best become mask makers, which is the most important profession in Ta-Metru.

The home of Nuhrii is a typical house of an experienced mask maker. On the walls hang Kanoka disks and the masks he made. The large window offers views of the Ta Metru factories. Most mask makers in homes have desktops so that they can craft at home in their free time. That is why Ta-Metru's homes are well lit so that blacksmith students can better see what they are doing.

Foundry.

Foundries are the second step in the manufacturing process. After purification from impurities in the Ga-Metru, passing through the cascade of gates on the way to the plants, the protodermis heats up. Here, molten protodermis is poured into molds, and then the product is stamped, bringing it to perfection.

Experience is very important, as poorly manufactured products will collapse from impact or will not work at all.

Vakama spent his whole life in foundries. Having started his career as a simple worker, he eventually became a famous creator of masks. His skills were so respected that Turaga Dume himself personally ordered the Kanohi Mask of Time from him. However, he soon discovered that he could not make such a mask even out of the best discs he had.

Protodermis Vat Control Room

After the defective products are remelted in the furnaces, the molten protodermis in the tanks is transported back to again pour it into the system.

It is transported to foundries for reuse by workers. Tanks are suspended on special cables, and movement control centers control the movement of tanks with protodermis. This process is very responsible, since in liquid form protodermis can seep through most naturally occurring substances. If the protodermis spills from at least one of the tanks, the vast territory of Ta-Metru will be damaged.

Since Ta-Metru foundries operate around the clock, tanks are also constantly on the move. Unfortunately, these areas were unprotected from the attack of Morbuzakh's shoots. Despite requests from Turaga Dume, additional Vahki Nuurakh patrols were not sent to the processing areas. Among the Matoran, concern began that if the branches were not stopped, the entire restoration process would have to be stopped to keep the area safe.

Warehouse for defective protodermis products

Defective Kanohi masks and other items are taken to this deserted place to be sorted and sent back to the oven. Ta Matorans do not like this place, as it reminds them of their mistakes. Here, deposits of cracked, broken, and broken Kanohi masks greet visitors with blank eyes from empty eye sockets, twisted disk throwers wait their turn to be melted, and many useless Matoran tools collect dust.

The number of such places in Metru Nui is constantly increasing, and they are completely not guarded by the Vahki, who believe that no one will rob the landfill. Therefore, this place is very dangerous, and Morbuzakh and the wild Rahi can rampage here unhindered.

The abandoned dwelling of Ta-Metru

The shoots of Morbuzakh began to appear on the outskirts of Ta-Metru, destroying factories and forcing the Matoran to leave their homes. Many of the dwellings were abandoned by their residents, who moved to friends, or closer to the Vahki clusters for protection.

This house was located in the area in which Nuhrii settled. All attempts by Toa Vakama to save him were risky with the advent of the branches of Morbuzakh.

Ga-Metru

Protodermis Falls and Great Temple

Ga-Metru is the scientific center of Metru Nui - it is a quiet and peaceful place. Here, the Ga-Matoran cleanse marine sediments containing protodermis, monitor the ecology of the city and act as teachers. In this area there are: the Main Temple, the majestic school buildings and the numerous Protodermis waterfalls. Due to the proximity to the waterfalls, the domes of ancient temples acquired a blue color over time. When the domes are reflected in the waterfalls, the entire area is highlighted in silver-blue.

The Great Temple is one of the most important places in Metru Nui. It contains the Toa Suva, which carefully guards the detachment of Vahki Bordakh. It is here that six Matoran arrive on a mysterious commission to reincarnate as Toa. The great disk of the Ga-Metru is hidden under the water surrounding the Main Temple. Strange marine and amphibian creatures live in the sea. The two-headed Tarakava, moved to the Onu-Metru Archives, was caught on the shore of the Ga-Metru after he destroyed several Matoran vessels.

Vhisola's house.

Vhisola's house is the home of an ordinary student of Ga-Metru. She spends most of her time in the classroom or practicing playing the game, so she just relaxes and learns at home. Like most students, she has a portable protodermis cleansing system for homework at home.

In addition to students, teachers and workers who clean the protodermis live in Ga Metru. After the protodermis is obtained from the bowels of the sea, it passes through the complex processing system at Ga-Metru, before it enters Ta-Metru for use in production. Very few of the Matoran gain all the skills necessary to perform the cleaning.

Classroom

Ga-Metru is famous for the most qualified teachers in all Metru Nui. Their teaching methods were adopted in other Metru to improve the productivity of workers. At Ga Metru, students are trained to cleanse the protodermis, they study the ancient history of the city and much more.

Classes in Ga-Metru schools are alike. It has a model of a reservoir for separating the protodermis, which is used in the cleaning process. After studying the operation of the system on this model, students can carry out practical work in the laboratory. Vhisola spent most of her time in the classroom, independently studying Morbuzakh and the whereabouts of the Great Disk of Ga Metru.

Protodermis Laboratory

Each school in Ga-Metru has a laboratory with sophisticated equipment for conducting experiments and studying the properties of protodermis. Raw materials with protodermis are piped from the sea to the laboratory. Most of the experiments are aimed at improving the cleaning technology of this mysterious substance, and the models of the best inventions have been preserved in order to inspire students to new developments.

A special closed section has been allocated in the laboratory for conducting especially dangerous experiments with molten protodermis there. Vhisola used this laboratory to study parts of the Morbuzakh vines left by the plant after appearing at Ga-Metru.

Onu-Metru

Tehutti's House

Onu Metru has two different types of workers: miners and archivists. Tehutti is an archivist, and his home reflects his love of Metru Nui for culture and science. Here he keeps his huge collection of exhibits, many of which are very rare and valuable. Among them, you can find a number of carved images of Rahi made by Ahkmou, a carver from Po-Metru.

In addition to cataloging exhibits, Tehutti also has many other responsibilities. He records the arrival of new Rahis that have been captured and monitors their transport to static pipes, and also collaborates with Vahki in investigating cases of smuggling of exhibits. He is particularly interested in the activities of Kanoka disk collectors.

Archive Entrance

Onu Metru is known for two things: huge Archives and mines of lightstones. This is just one of the many entries in the Archives. Like all inputs, this one is equipped with a complex security system consisting of three combination locks having a unique access sequence (access codes change every day).

Although the entrances to the Archives are on the surface, only part of the Archives themselves is terrestrial. As more and more additional space was required, Onu-Matoran deepened further and further, creating underground levels and sublevels. Now, the Archives extend virtually under every inch of Metru Nui. Even deeper, under the Archives, is a network of tunnels consisting of a complex system of pipes through which protodermis flows and is distributed throughout the city.

The mines towers of the Lightstones are also visible from all parts of Onu-Metru. Miners mine crystals, the light of which illuminates the whole city. It is not clear what is the source of the glow - the stones themselves, or the unknown energy hidden in them. Miners often meet unusual Rahi creatures in the mines, which they then catch and transfer for maintenance to the Archives.

Archives.

The Onu-Metru archives contain samples of all objects and all Rahi that have ever been met in Metru Nui. Many of these Rahi are from nowhere in this city. Once captured by Vahki units, they are sent to the Archives. These Archives are so vast that they cover almost the entire surface of Onu-Metru and extend under the entire city and deep in its depths.

One of the secrets of archives is that after so many years of growth and expansion, now even archivists do not know exactly what is contained there and where it is located. On most doors in the Archives there are no indications of what is contained inside, and if you do not know what is behind the door, it is better not to open it.

A separate part of the Archives was destroyed by an unknown villain with the help of a sledgehammer, a student of a blacksmith from Ta-Metru. Vahki Rorzakh's detachments usually anticipate the intentions of the vandals, the capture of which, as you know, they have devoted years.

Archives - Rahi Section

When the Rahi arrives in the Archives, they are placed in stasis tubes, which so slow the life processes in their body that they can only crawl. After that, they can be studied freely. A living creature can stay in stasis tubes indefinitely. However, if the inner shell of the pipes crack or begin to leak, then the creature will wake up and run away. It is not known how often this happens, since archivists usually do not like to talk about it. It is known that in the past such shoots caused great damage.

So far, the Rahi did not have time to escape from the Archive into the city. One of the advantages of this place is that the fugitives are usually lost in the corridors and find no way out. For transportation of exhibits from one section to another, Archivists use transport cars.

Exhibition Acceptance Area

These hangars are points of receipt of new exhibits. Vahki detachments, or employees of the Archives, bring here small exhibits or Rahi. Oversized items and creatures are transported by transport system or by air. The workers of this section should have the strength and courage, since their job is to restrain Rahi and drive them into stasis tubes. If they do their job poorly, or damage the inner shell of the pipe, the creature will flee and try to penetrate the Archives.

Underground level

Onu-Metru has several underground levels of Archives. It contains insignificant exhibits, various objects that have not found application at higher levels, as well as Rahi, which escaped from imprisonment in stasis tubes. It is known that at least one of the Rahkshi was able to escape from the archivists. Wild Muaka also lives in one of the rooms.

The Matoran are advised not to enter the underground levels without escort by archivists, but Onu-Matoran themselves do not like to be there. The thought of the existence of the two-headed mutant crab Tarakava and the mutated Rahi discourages going down to the underground levels.

PO-METRU

Ahkmou's House

Ahkmou is a master of carving and his home is a reflection of his profession. Everywhere you can see examples of his wonderful work. His favorite graphic subjects are the various Rahi that he saw in Po-Metru, or while traveling through the Archives. Po-Metru - the home of artists and stone carvers with different skill levels. There are unfinished, unfinished masks, tools and other items made in Ta-Metru and sent here for decoration. Po-Metru also produces various sculptures, large and small, installed everywhere. Unlike other areas, Po-Metru has a lot of open spaces, and settlements are just points on a beautiful landscape.

Stone Processing Area

Unlike the Ga-Matoran and Ta-Matoran, Po-Matoran workers work with solid protodermis and not with molten. Most of it comes from Onu-Metru, where the miners mine it during the extraction of the Lightstones.

Small blocks of protodermis after cutting become works of art. Tools and masks from Ta-Metru come here for finishing. Larger blocks are delivered to the Sculpture Field to turn into massive statues. Each carver has his own set of tools and stores it in his desktop. Carvers are proud of their tools and do not share them with others.

Protodermis Warehouse

Protodermis blocks and other finished parts are stored in such Po-Metru warehouses. When the collector needs any of the parts, he comes here to the warehouse and finds it. Unfortunately, Po-Matoran are not as attentive as Onu-Matoran, so parts are scattered throughout the warehouse in various combinations. Often it takes a lot of time to find the necessary things for work.

Sculpture fields

From whence start out all the sculptures in Metru Nui - This field sculptures. This is a huge open space, scorched by the sun, to a state of desert. Blocks of protodermis arrive here, either via transport highways, or along the channels of protodermis in flat-bottomed ships. Once upon a time, Po-Matoran realized that only such an open place is suitable for their work. Statues and other sculptures are too large to fit inside buildings. They are taken from the Field during transportation to another area.

Conflicts on the Sculpture Field are resolved by Vahki Zadakh, who, without hesitation, use their shocking weapons.

On any given day, you can see an army of workers on the Sculpture Field. They stop only in two cases: at the end of the working day or when dangerous Rahi, such as tunnelers, appear. After the end of the working day, herds of wild kikanalo begin to roam the Field, digging in the ground and looking for an abandoned protodermis for further disposal. The territory to the horizon is full of unfinished giant statues and towers, towering like Arizona mesas. Toa Onewa learned that using his proto-pitons, he can easily move through the Sculpture Field.

Years of soil plowing in search of protodermis residues have led to some parts of the field becoming unstable. The statues sometimes began to fall into the ground, and even the passage through these territories became dangerous.

Transport Station in Po-Metru

All transport stations in Po-Metru are used mainly for the transport of goods, both protodermis on freight carts and finished products in the same way. Thousands of tons of protodermis pass through the station every day.

LE-METRU

Orkham's House

Like most Ussal crab drivers, the Orkham house is very simple in design. The main detail in his house is the huge transport map of Le-Metru. The transport system in Metru Nui is so complex that even Turaga Dume barely understands it. But for every driver of Ussal, to know all the turns and meanders of the track is a matter of honor.

Ussal management is only one of the activities at Le-Metru. In addition, residents look after the motor drive, repair highways, control the movement of the protodermis and perform hundreds of other tasks. Le-Matoran loves to travel to other Metru, as it is necessary to maintain the transport system in motion.

Moto-Hub

Le-Metru is the center of the Metru Nui transport system, including roads, highways, canals and cables. Highways are pipes filled with liquid protodermis and remaining in a stable state thanks to the walls of magnetized protodermis. Highways pass through the whole Metru Nui and are used to move Matoran and cargo. Highways should be maintained in working condition so that none of the Matoran is caught on the move. During rush hour, highways increase in size to match passing passenger traffic.

The direction of movement of the protodermis is controlled by a motor drive. The flow stops from time to time, in accordance with the situation, but does not turn back. It is believed that this could harm the transport system. Le Metru workers spend a large part on repairing the damage done by Vahki Vorzakh, who sweeps everything in their path in pursuit of lawbreakers.

In addition to the above, in Le-Metru, in addition to highways, roads and canals, there are factories where the vehicles themselves are produced. Cargo trolleys, trailers to Ussal, flying facilities are made here for the whole Metru Nui.

Transport station

In addition to the Onu-Metru Archives, Le-Metru is the second largest city in the city where it is easy to get lost. Countless highways and cables make this place look like a jungle. Flying Rahi make their nests on the upper levels of Le-Metru.

Le-Matoran are speed fans. If they do not rush along highways or jump on cables, they compete with each other in speed on makeshift cars. Moving along highways is considered safe, at least as the Le-Matoran claim. But there is one threat to travelers that is not talked about much - these are power areas. When a large leak occurs in the trunk, the magnetic field supporting the trunk disappears and bends inward. After that, it moves along the highway, creating interference inside and amplifying in moments.

When the sphere becomes too large and strong, exploding, it breaks the line, pulling inward the surrounding objects.

KO-METRU

Ehrye's House

Ko-Metru is the home of disciples and prophets (and for those who, like Ehrye, hope to become a disciple someday). Here they collect ancient prophecies and peer into the stars in the hope of knowing

the future. While the rest of the Matoran are focused on production, the Ko-Matoran spend their time searching for the truth. House Ehrye has a model of a reservoir with a protodermis. New Knowledge Towers sprout from such reservoirs.

Transport station

This transport station is the heart of Ko-Metru, located next to the highest Knowledge Towers. Around the station, Ko-Matoran is constantly moving throughout the day. Most of them are so busy that when passing they do not notice each other.

Transport stations are located in Metru Nui everywhere. Usually the stations are the landing site of the Matoran, however, goods also go here. Many of the Knowledge Towers have transport stations inside.

Knowledge Tower

The Towers of Knowledge are huge crystal structures, the tallest buildings in Metru Nui. Inside, Ko-Matoran study science and analyze facts, trying to predict the future. They are fully focused on their work and communicate with each other only in case of emergency. Probably, therefore, Ko-Matoran do not look very friendly. The Ko-Matoran look down on Onu-Matoran, about whom they think they are too deep a thing of the past. They are tolerant of the work of Le Matoran, since the destroyed highways do not particularly interfere with their educational process. Although I would like Le-Matoran to do their work more quietly. One of the responsibilities of Toa Nuju is the protection of the Knowledge Towers. Despite their size, they are actually very fragile. The towers are so tall that often their roofs are covered with ice.

Nuju uses crystal spikes to enter the Towers and to move from one Tower to another. The towers are also defended by Vahki Keerakh units, one of the most effective combat units. Keerakh are known for their ability to anticipate a conflict situation and move to the scene ahead of schedule.

Even the presence of Vahki could not stop Morbuzakh, who destroyed several Towers of Knowledge. To restore the Towers, it is necessary to place a special crystal in a prepared reservoir with protodermis. A new Tower will grow out of this tank.

VILLAINS OF METRU NUI

Morbuzakh

Morbuzakh is a blackened, twisted plant that appeared not so long ago on the outskirts of Metru Nui. Its huge shoots braid entire buildings and wash them into powder. After the Matoran failed to stop the spread of the plant, they abandoned their homes and hid on the outskirts of the city. The shoots of Morbuzakh were vulnerable to cold, but the fire did not interfere with the plant in any way. In fact, Morbuzakh was one of the few living creatures who could survive in the Ta-Metru fire pits. Shoots of Morbuzakh appeared in every district of the city and entire blocks of the city were now depopulated. Many Matoran disappeared after the appearance of Morbuzakh, and he was the reason. Plant shoots appeared and disappeared, made their way through cracks in the ground, attacked and disappeared again. Transport communications were especially affected by Morbuzakh. Morbuzakh is ruled by a king root hidden somewhere deep in the city. This root has a mind that can communicate through telepathy. Vakama's visions show that only the power of the six Great Disks can stop Morbuzakh.

VAHKI

Vahki is the guardians of the world in Metru Nui. Their job is to establish order, even if they need to use force to do this. Gathering in piles in each of the districts of Metru Nui, in the event of unrest, they move forward, chasing the defending Matoran and forcing them to return to their homes. They do not apologize or explain their actions; they are only interested in the implementation of the law. Although they seem cold and soulless, many Vahki are too active in their work.

Vahki Nuurakh

Vahki Nuurakh is the fastest Vahki ever. Now they are sitting quietly in place, but after a second they can already be everywhere.

Vahki Nuurakh does not pursue his victims, but surrounds them. It's easy to make them angry, and if they don't like something, they can even fight with each other. Their deafening staff instills in the victim's mind some kind of command that the stunned Matoran will follow, forgetting the rest, until the action of the staff passes.

These Vahkis from Ta-Metru are the fastest, prefer to hunt in packs, but if they cannot find a victim, they will fight with each other.

Vahki Zadakh

Vahki Zadakh is ideally suited for open areas in Po-Metru, since they run the fastest in a straight line and hardly change direction. They are huge, strong, always among the first in fights and the last to leave the battlefield. Their deafening staves make their target easily suggestible, and for a short time, a stunned Matoran will execute any orders.

The huge and strong Vahki Zadakh from Po-Metru solve any problem by force and, as a rule, fight to the last.

Vahki Bordakh

The Vahki Bordakh of Ga-Metru are tactically the trickiest of all Vahkis. They usually hunt in small mobile groups. They do not like fuss and risk, but take great pleasure in the persecution. The Matoran has a saying, "Vahki Bordakh love everything that runs." Their deafening staves produce such an effect on the Matoran that they themselves begin to monitor order and safety and look for troublemakers to surrender them to Vahki.

These Ga-Metru Vahkis prefer to hunt in small mobile groups and often hunt Matoran for the pleasure of pursuit.

Vahki Vorzakh

Vahki Vorzakh does not tolerate hide and seek. If they want to find someone, they will sweep away everything in their path until the Matoran they are looking for appears. (The Matoran from Le-Metru spend most of their time eliminating the damage done by Vahki Vorzakh). Their stunning staves are incredibly powerful, with one touch they briefly reduce the Matoran to the size of a small obedient creature.

The Le Matoran are already accustomed to the fact that such losers, whom they call the "shamblers," roam the Metru.

The powerful and impatient Le-Metru Vahki have not been looking for their goal for a long time, they simply compare everything to their ground with the ground.

Vahki Rorzakh

The Vahki Rorzakh of Onu-Metru do not know fatigue. Although they are not the strongest and fastest of all Vahki, they never give up, chasing an opponent. They will continue to chase anywhere, no matter how far and how long they have to run. Their tactics are to wait until their victim is exhausted, and get even with her.

Their deafening staves have the longest duration of action, which allows the other Vahki to see and hear everything the stunned Matoran does, who does not even suspect about it.

Fatigue-free Vahki Rorzakh from Onu-Metru will chase his victim to the very borders of Metru Nui, if necessary to complete the task.

Vahki Keerakh

The Vahki Keerakh from Ko-Metru is great for an area where residents foresee the future. Vahki Keerakh is always one step ahead of anyone they chase. It is useless to hide from them, because they are probably already waiting for you in the place where you are going to hide. The stunning staves of Vahki Keerakh confuse the victim and disorient them so much that they become harmless. Often you can meet the frightened Matoran from Ko-Metru, wandering aimlessly around the other Metru, not understanding where he is and what day it is.

The quick and cunning Vahki Keerakh from Ko-Metru is always one step ahead of the one they are chasing.

Turaga Dume and Nivawk

Turaga Dume is the charismatic leader of Metru Nui. His duties are to protect the Matoran from any danger and command the units of Vahki. Together with his winged assistant, Nivawk, Turaga Dume vigilantly monitors the order from the height of his office, located on the top floor of the Coliseum. But who is he for the Toa? Enemy or friend?

Nidhiki

Four-legged hunter with a creaky voice and the ability to entangle enemies with an energy web. Nidhiki has a sharp tactical mind and is able to set traps for his enemies. He knows many secrets, but no one is allowed to know his secrets.

Krekka

This Dark Hunter became famous for his power, but not his mind. Little is known about this one-eyed, ape-like animal, but its passion for hunting is obvious. He and Nidhiki may be a strange company, but Krekka's strength and Nidhiki's energy web make them the most dangerous force in Metru Nui.