

# BIONICLE™



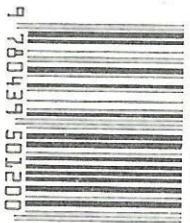
## COLLECTOR'S STICKER BOOK



More  
than 70  
full-color  
BIONICLE  
stickers!

EAN

ISBN 0-439-50120-2



9 780439 501200

50599



**BIONICLE™**

**Collector's Sticker Book**

**by Greg Farshtey**



SCHOLASTIC INC.

New York  
Sydney

Toronto  
Mexico City

New Delhi

London  
Hong Kong

Auckland  
Buenos Aires

No part of this publication may be reproduced in whole or in part, or stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without written permission of the publisher. For information regarding permission, write to Scholastic Inc., Attention: Permissions Department, 557 Broadway, New York, NY 10012.

ISBN 0-439-50120-2

© 2003 The LEGO Group. LEGO, the LEGO logo, BIONICLE, and the BIONICLE logo are registered trademarks of The LEGO Group and are used here by special permission.

All rights reserved. Published by Scholastic Inc.

SCHOLASTIC and associated logos are trademarks and/or registered trademarks of Scholastic Inc.

12 11 10 9 8 7 6 5 4

4 5 6 7 8/0

Designed by Carisa Swenson

Printed in the U.S.A.

First printing, September 2003

## Live the Legend, Collect the Power!

Are you a true BIONICLE™ fan? How much do you really know about the BIONICLE™ characters and their amazing adventures? Here's your chance to find out!

Your *Collector's Sticker Book* is filled with crucial info about all your favorite BIONICLE™ characters, including the Toa Nuva, the Matoran, the Rahkshi, and even Makuta! You'll find awesome BIONICLE™ stickers – and it's up to you to match the stickers to the right characters. There are also plenty of extra stickers for you to slap onto your books, backpack, skateboard, or locker.

Then check out the BIONICLE™ trivia challenge, where you can put your BIONICLE™ knowledge to the test – and learn some amazing BIONICLE™ facts, revealed here for the first time ever!

So turn the page – and get ready to meet your destiny. . . .

# The Legend

---

---

Long ago, in the time before time, a great being named Mata Nui brought his people to a beautiful island paradise. The people were called the Matoran, and they named their island Mata Nui.

But their happiness was not to last. Mata Nui had a brother, Makuta. And Makuta was determined to ruin all that Mata Nui had created. He cast a dark spell, and Mata Nui fell into a deep slumber.

Now Makuta rules, and the island lies in darkness.

But Matoran legend told of a time when six great heroes would arrive to save the island from its dark fate. The heroes, the Toa Nuva, would defeat Makuta and awaken the spirit of Mata Nui.

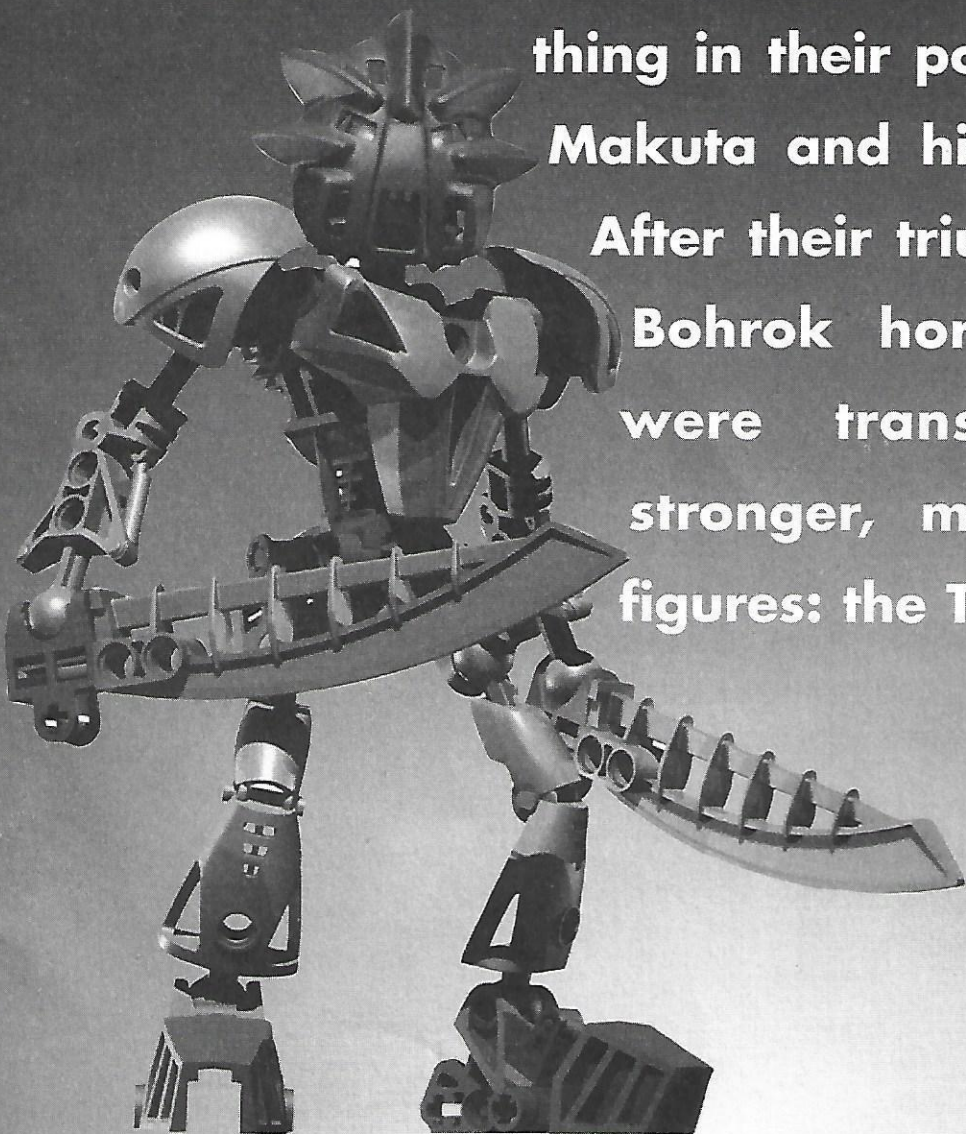
The Matoran waited . . . and waited . . . and now finally, the Toa have arrived. They are strong. They are brave. And they have pledged to fulfill their destiny and rescue Mata Nui - whatever it takes.

# TOA NUVA

When the Toa washed ashore on Mata Nui, they did not know who they were or where they came from. But they knew they had a duty to the island and its people. Since that day, they have done every-

thing in their power to defeat Makuta and his dark forces.

After their triumph over the Bohrok hordes, the Toa were transformed into stronger, more powerful figures: the Toa Nuva.



TAHU



TAHU NUVA



## Tahu Nuva

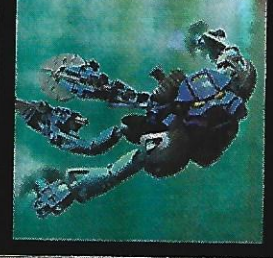
### Toa of Fire

- Strong and confident, protects the village of Ta-Koro
- Can melt any substance, create walls of flame, and turn the ground into molten lava
- Twin magma swords can be combined to form a board for surfing over lava

GALI



GALI NUVA



## Gali Nuva

### Toa of Water

- Patient and gentle, protects the village of Ga-Koro
- Can create tidal waves, floods, and whirlpools
- Aqua axes can be used as scuba fins for faster swimming

POHATU



POHATU NUVA

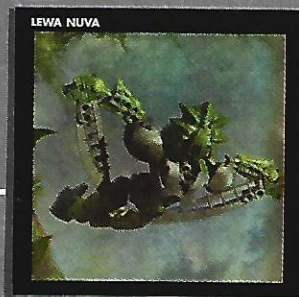


## Pohatu Nuva

### Toa of Stone

- Trustworthy and powerful, protects the village of Po-Koro
- So strong that one kick can send a boulder flying
- Climbing claws allow him to scale any surface, and combine to form a ball

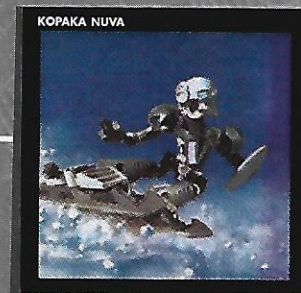
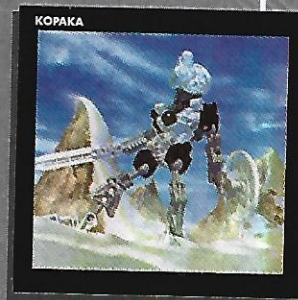




## Lewa Nuva

### Toa of Air

- Brave and reckless, protects the village of Le-Koro
- Can summon windstorms and tornadoes
- Air katana can slice through jungle growth or serve as glider wings



## Kopaka Nuva

### Toa of Ice

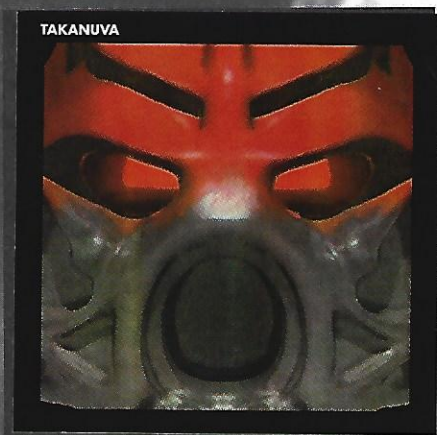
- Cold and calculating, protects the village of Ko-Koro
- Can create ice and snowstorms and massive avalanches
- Ice blades also serve as power ice skates



## Onua Nuva

### Toa of Earth

- Wise and thoughtful, protects the village of Onu-Koro
- Able to tunnel swiftly through any substance
- Quake-breakers can tunnel through earth and rock



## Takanuva

### Toa of Light

- Legendary Seventh Toa who, according to prophecies, will someday save Mata Nui
- Wears Kanohi Avohkii, the Mask of Light
- Has the power to turn night to day and anger to friendship

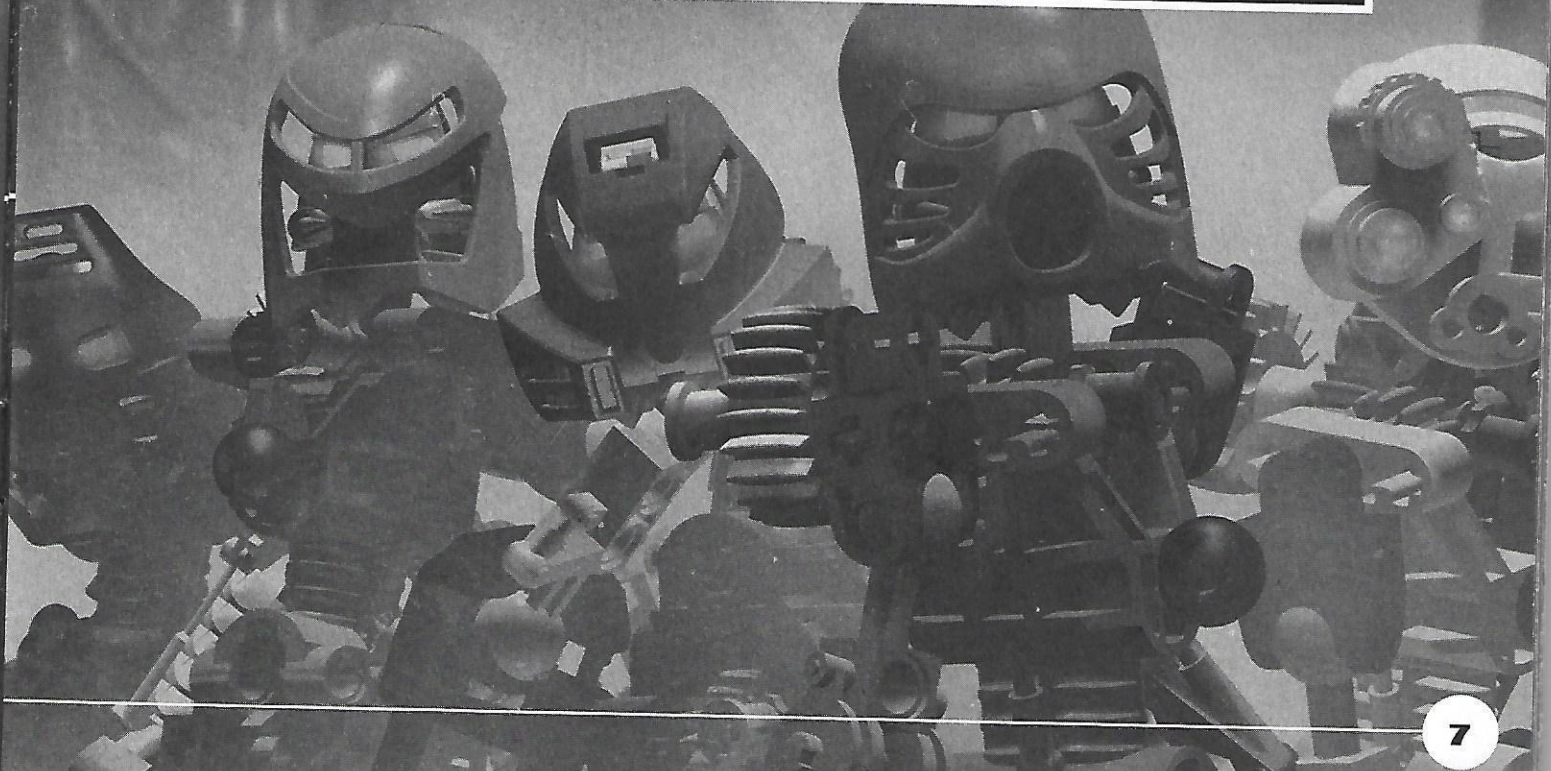
## **TOA TRIVIA**

- 1. Which Toa Nuva is the oldest? The youngest?**
- 2. Where did the Toa find the Masks of Power?**
- 3. Where were the Toa before they came to Mata Nui?**

1. All the Toa Nuva are exactly the same age – no one knows how old they are.

2. The Masks of Power were scattered all over the island. The Toa went on a mission to find them all – but first they needed to defeat Makuta's minions, the Rahi.

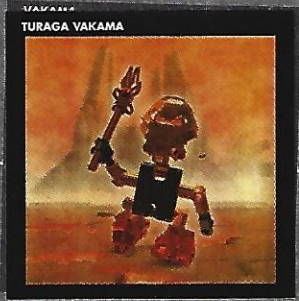
3. The Toa spent an unknown amount of time – possibly thousands of years – floating in canisters in the sea around Mata Nui. Then a Matoran named Takua gathered the six Toa stones and summoned the heroes. Their canisters floated to shore. Where the canisters first came from remains unknown.



# The Turaga

The Turaga are the wise rulers of the villages of Mata Nui. They are the keepers of legends of the Toa and know many secrets about the history of the island and its people.





## Vakama

- Ruler of the village of Ta-Koro
- Famous for his quick temper and great courage
- Wears the Noble Mask of Invisibility and carries the great Firestaff



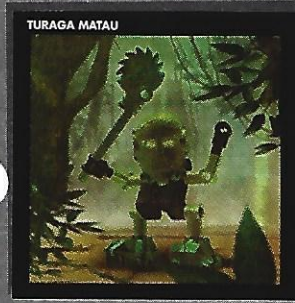
## Nokama

- Ruler of the village of Ga-Koro
- Skilled at settling disagreements
- Wears the Noble Mask of Translation and carries a trident



## Whenua

- Ruler of the village of Onu-Koro
- Honest, fair, and wise
- Wears the Noble Mask of Night Vision and carries the Drill of Onua



## Matau

- Ruler of the village of Le-Koro
- Relies on his sense of humor to help his people through hard times
- Wears the Noble Mask of Illusion and carries a Kau Kau staff



## Onewa

- Ruler of the village of Po-Koro
- Known for his ability to make the toughest decisions
- Wears the Noble Mask of Mind Control and carries a stone hammer



## Nuju

- Ruler of the village of Ko-Koro
- Does not speak – tells his stories with gestures and whistles
- Wears the Noble Mask of Telepathy and carries an ice pick

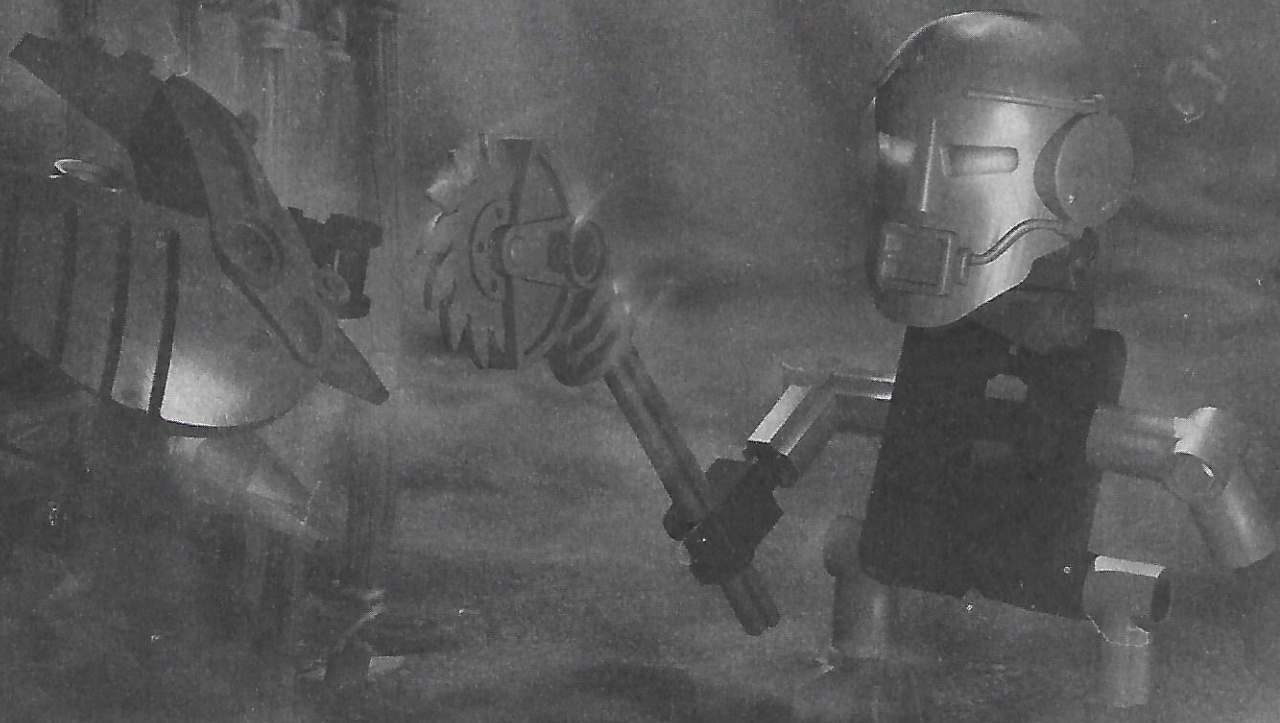
## **TURAGA TRIVIA**

- 1. Do the Turaga do anything besides rule the villages?**
- 2. Can the Toa Nuva wear the Noble Masks of Power?**
- 3. Which Turaga rules Tahu's village?**

1. The Turaga protect the legends of Mata Nui and share them with the Matoran in the form of stories. They often know what is going to happen before it takes place.

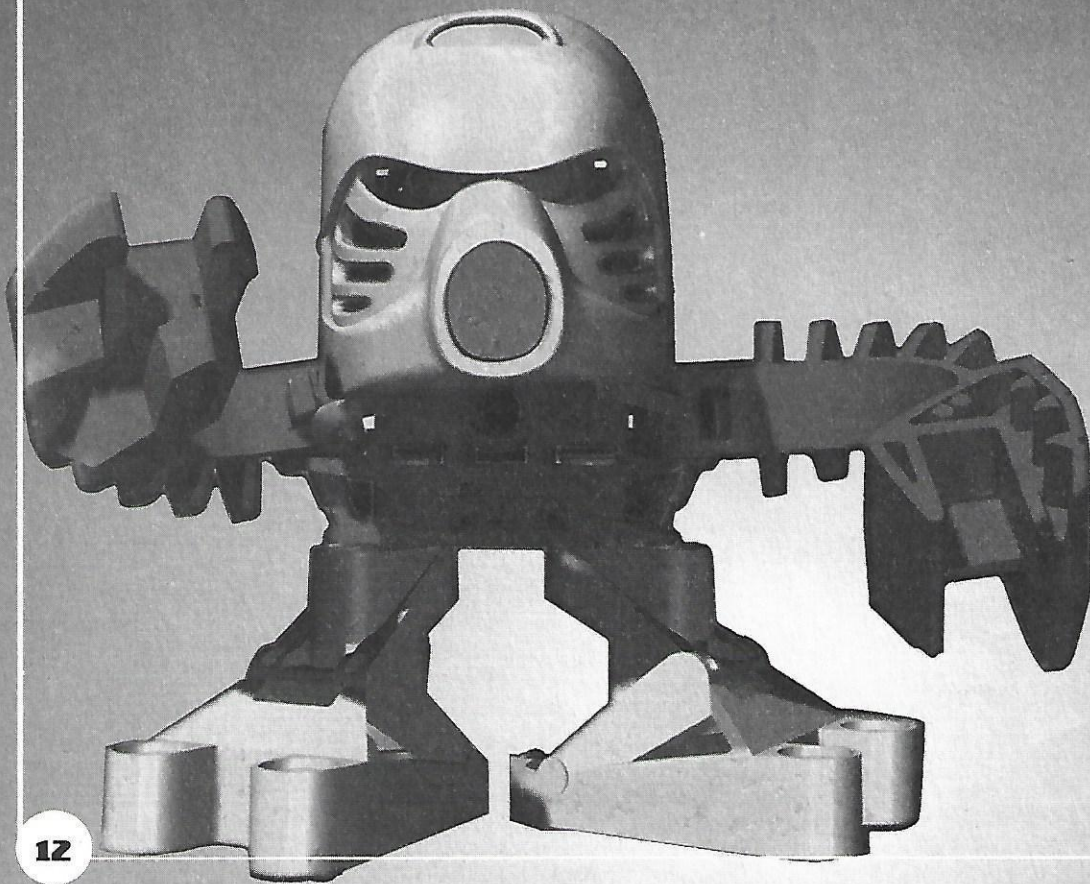
2. Yes, Toa have sometimes worn Noble Masks. But these masks are not as powerful as the Great Masks worn by the Toa.

3. Vakama rules the village of Ta-Koro.



# MATORAN

The Matoran live in Mata Nui's six villages. There they work, play, and train to defend their homes against the many menaces that threaten their peace.

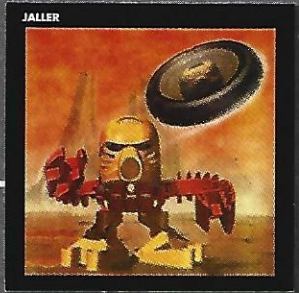






## Hewkii

- Lives in Po-Koro, the village of stone
- All-time top kolhii ball scorer
- Strongest of all the Po-Koro Matoran



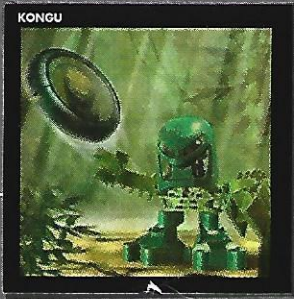
## Jaller

- Lives in Ta-Koro, the village of fire
- As Captain of the Guard, has helped save his village from disaster many times
- Is on a mission with Takua to find the Seventh Toa



## Onepu

- Lives in Onu-Koro, the village of earth
- Captain of the Ussalry, a defense force that rides Ussal crabs
- Five-time champion of the Great Ussal Crab Race



## Kongu

- Lives in Le-Koro, the village of air
- Captain of the Gukko bird defense force
- Expert pilot and bird wrangler



## Macku

- Lives in Ga-Koro, the village of water
- Skilled swimmer, canoeist, and all-around athlete
- Patrols the coast of Lake Naho to watch for danger



## Takua

- Lives in Ta-Koro, the village of fire
- Summoned the Toa to Mata Nui
- Chronicler of the Toa Nuva's adventures

# MATORAN TRIVIA

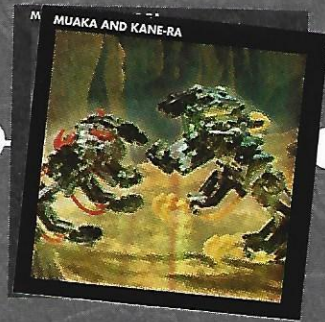
1. Are all Matoran male?
2. What does the Chronicler do?
3. What is the Matoran's favorite sport?

1. No. In fact, all of the Matoran in Ga-Koro are female.
2. The Chronicler records important events on Mata Nui. A detailed account of these events is inscribed on the Wall of History.
3. The Matoran love to play kolhi!! ball, a sport played all over Mata Nui. It can be played by two to six teams at a time. Players use kolhi!! balls (lightweight airstone bound in steel) and kolhi!! staffs (staffs with a hammer on one end and a hurler on the other). They score goals by getting the kolhi!! ball into an opponent's net.

# RAHI

When the Toa first arrived on the island, they were forced to challenge the Rahi, savage beasts controlled by Makuta. The Rahi wore infected masks that allowed Makuta to control them. Once the masks were removed, the Rahi were no longer a threat.





## Muaka and Kane-Ra

- Two of the most powerful Rahi – Muaka, the great tiger, and Kane-Ra, the mighty bull
- The hardest of all the Rahi to tame, even after they were defeated
- Muaka and Kane-Ra remain a danger to the Matoran



## Nui-Rama

- Giant insectlike creatures with powerful stingers
- Capable of extremely swift flight
- Most often found near Le-Koro



## Tarakava

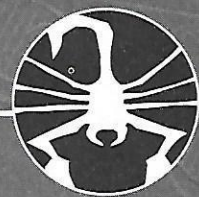
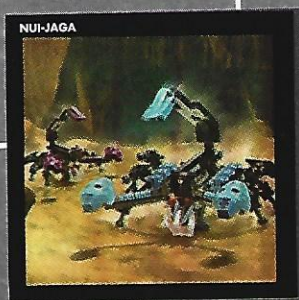
- Great reptilian creatures that hide in shallow water and strike from ambush
- Their powerful forelegs are mighty enough to knock down a Nui-Jaga with one blow
- Usually found near Ga-Koro





## Manas

- Giant crablike creatures that served as guards of Makuta's lair
- So mighty, no single Toa could defeat them
- Overcome by the Toa Kaita, two powerful beings formed by merging the six Toa



## Nui-Jaga

- Scorpionlike beasts with extremely powerful tails
- Only work together when controlled by Makuta
- Live in the barren, rocky plains of Po-Wahi

# **RAHI TRIVIA**

- 1. Are all Rahi dangerous?**
- 2. Which was the first Rahi to be encountered by the Toa Nuva?**
- 3. What effect does fire have on the Nui-Jaga?**

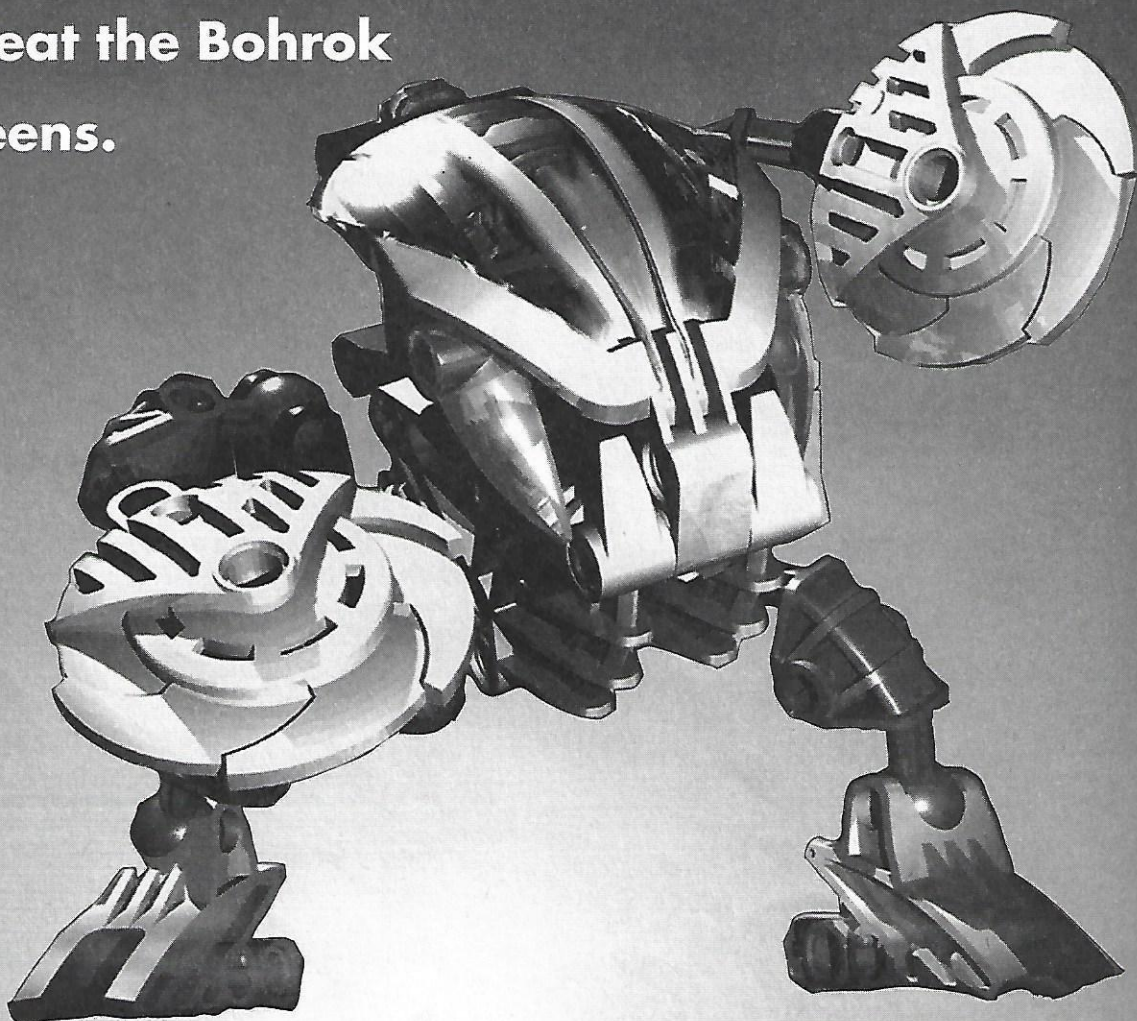
1. No. Rahi are wild animals, and if left alone, they rarely pose a threat to any Matoran. Only Rahi that wear infected masks are dangerous, for they obey Makuta. Many of these were defeated by the Toa and freed from Makuta's influence, but some still hide in remote places on the island.

2. Tarakava. When Gali first awoke on Mata Nui, she spent some time swimming through the waters surrounding the island, trying to figure out who she was and where she came from. It was there that she encountered the Tarakava. She used her control of the ocean's waves to escape from the terrible creature.

3. It makes them stronger. Tahu discovered this when he confronted the creatures in an underground cave.

# BOHROK

The Bohrok were vast swarms of insect-like beings. They brought chaos to Mata Nui. Powered by creatures called krana and assisted by scouts called Bohrok Va, the Bohrok almost overran Mata Nui. But after much struggle, the Toa were able to defeat the Bohrok queens.

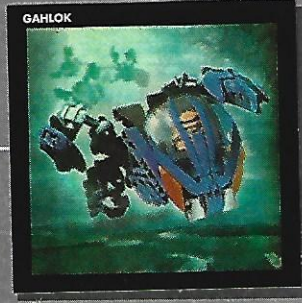






## Kohrak

- Bohrok swarm of ice
- Able to freeze even an open flame with their shields



## Gahlok

- Bohrok swarm of water
- Can fire jets of water from their shields, causing floods



## Kohrak Va

- Skilled at climbing icy slopes



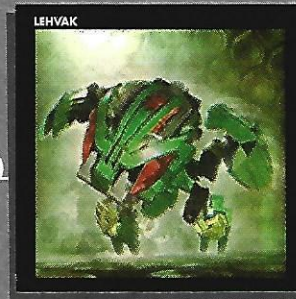
## Gahlok Va

- Able to climb the slipperiest surfaces with its sharp claws



## Nuhvok

- Bohrok swarm of earth
- Incredible tunnelers who undermined many structures on Mata Nui



## Lehvok

- Bohrok swarm of the swamp
- Secreted a powerful acid that could eat through anything



## Nuhvok Va

- Fast diggers who destroyed many Onu-Matoran tunnels



## Lehvok Va

- Scout equipped with blades for cutting through jungle vines



## Pahrak

- Bohrok swarm of stone
- Seismic waves from its shields crumbled entire mountains



## Tahnok

- Bohrok swarm of fire
- Able to melt any substance with their shields



## Pahrak Va

- Slow-moving, but physically the strongest Bohrok Va



## Tahnok Va

- Skilled scouts that use firestaffs for protection

## **BOHROK TRIVIA**

- 1. Are Bohrok living creatures?**
- 2. What happens to a Bohrok that loses its krana?**
- 3. How were the Bohrok defeated?**

1. No. Bohrok are a form of artificial life. They serve as armor and transportation for the krana.

2. Bohrok whose krana are removed begin to wander aimlessly – some even shut down completely. However, they can be reprogrammed to do constructive work.

3. The Toa battled the Bohrok queens, Cahdok and Gahdok. These powerful twins controlled the Bohrok swarms through the krana. When Cahdok and Gahdok were defeated, the Bohrok became harmless.

# BOHROK- KAL

The Bohrok-Kal were a special squad of Bohrok with incredible powers and one mission: to free the Bohrok queens and unleash the Bohrok swarms. The Bohrok-Kal were stronger than anything the Toa Nuva had ever seen. Only by working together were the Toa Nuva able to save the day.





## Tahnok-Kal

- Controls the force of electricity
- Leader of the Bohrok-Kal



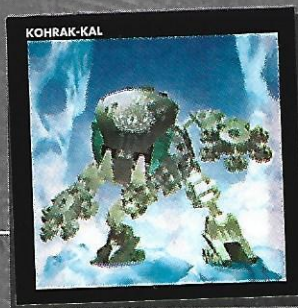
## Gahlok-Kal

- Known for moving swiftly and silently
- Wields the power of magnetism



## Lehvak-Kal

- Prefers to ambush its opponents
- Vacuum shield can draw all the air out of a given area and release it in one blast



## Kohrak-Kal

- So powerful it was even a danger to the other Bohrok-Kal
- Able to create sonic barriers and objects made of sound



## Nuhvok-Kal

- One of the most dangerous Bohrok-Kal
- Controls the force of gravity



## Pahrak-Kal

- Slow-moving, yet powerful
- Plasma shield can turn any substance into molten liquid

## **BOHRAK-KAL TRIVIA**

- 1. Who built the Bohrok and the Bohrok-Kal?**
- 2. Are the Bohrok-Kal controlled by krana?**
- 3. How were the Bohrok-Kal defeated?**

1. Very little is known about the origins of the Bohrok or the Bohrok-Kal, except that they evidently existed before the Motoran arrived on Mata Nui. Who created them and who built the nests in which they sleep remains a mystery.

2. Yes. Just like the Bohrok, each Bohrok-Kal carries a krana-kal. The krana-kal are living creatures that communicate with one another telepathically. They control the actions of the Bohrok-Kal.

3. The Bohrok-Kal stole the power icons of the Toa Nuva, so at first the Toa Nuva were powerless to stop them. But in the end, the power of the Toa Nuva proved too much for the Bohrok-Kal to handle. They were overcome by the energy, and it ultimately defeated them.

# MAKUTA and the RAHKSHI

To prevent the coming of the Seventh Toa, Makuta unleashed his Rahkshi on Mata Nui. These "sons of Makuta" have great power and only one goal: to seek out the Herald of the Seventh Toa and capture the Mask of Light. Only the Toa Nuva stand in their way!





## Makuta

- Dwells in an underground lair, where he plots to keep Mata Nui asleep forever
- Wears Kanohi Kraahkan, the Mask of Shadows, which can turn allies against one another
- Creator of the Rahkshi



## Kurahk

- The angrier Kurahk becomes, the greater his power
- Staff of Power can fill the hearts of opponents with anger and make them turn on one another



## Guurahk

- Able to analyze any structure or opponent and find a weak spot
- Staff of Power causes objects to fragment and shatter



## Lerahk

- Will wait in hiding for hours before acting
- Staff of Power spreads poison to whatever it touches



## Turahk

- Seems to appear and disappear at will
- Staff of Power can create feelings of terror in opponents



## Panrahk

- Wherever Panrahk walks, the ground explodes
- Staff of Power can easily shatter any substance



## Vorahk

- Best hunter of all the Rahkshi
- Staff of Power can drain the energy of an opponent and transfer it to Vorahk

## **RAHKSHI TRIVIA**

- 1. Where do the Rahkshi get their power and intelligence?**
- 2. Why are the Rahkshi called the "sons of Makuta"?**
- 3. How do the Rahkshi increase their power?**

1. Slugs called kraata provide power and intelligence. Each Rahkshi carries a kraata within it. The touch of a kraata can infect a mask and make its wearer serve Makuta.

2. The kraata inside of each Rahkshi were pulled from Makuta's body. Since he gives the Rahkshi life in this way, they are referred to in Matoran legend as his "sons."

3. Each Rahkshi's kraata evolves through six different stages, making the Rahkshi more powerful as they grow. A few kraata evolve into a seventh stage and become shadow kraata, which can infect masks from a distance.

# BIONICLE™ Trivia Challenge

Have you collected all the BIONICLE™ info in this book?  
Here's your chance to find out!

- 1) What color Rahkshi has poison power?
- 2) Who is the leader of the Bohrok-Kal?
- 3) The Kanohi Avohkii is also known as the Mask of \_\_\_\_\_.
- 4) Which Matoran created the Boxor vehicle?
- 5) How many Matoran villages are there?
- 6) The Le-Koro defense force rides what kind of bird?
- 7) Tarakava are usually found where?
- 8) Lehvak use a powerful \_\_\_\_\_ to accomplish their mission.
- 9) Kohrak-Kal can make objects out of \_\_\_\_\_.
- 10) The Rahkshi are also known as the "\_\_\_\_\_ of Makuta."
- 11) Which Matoran is the all-time top kolhii ball scorer?
- 12) The Toa of Light is named \_\_\_\_\_.
- 13) Onua Nuva's tools are called what?
- 14) Which Turaga carries a drill?
- 15) What color is the Kanohi Vahi, the Mask of Time?
- 16) Which Turaga does not speak?
- 17) Which Matoran won the Great Ussal Crab Race five times?
- 18) Manas look like giant \_\_\_\_\_.
- 19) Which Bohrok-Kal controls the force of gravity?
- 20) Who built the Bohrok-Kal?

See answers on page 45.

# BIONICLE™ Collector's Checklist

The BIONICLE™ characters aren't the only awesome collectibles for the true BIONICLE™ fan. Don't forget about the masks, krana, and kraata that give all these characters their amazing powers. How many do you have?

## **KANOHI MASKS OF POWER**

These masks supply the Toa with their great powers. Each Toa had to collect six masks – each mask provided the Toa with a different power.

## **KANOHI NUVA MASKS OF POWER**

When the Toa were transformed into the much more powerful Toa Nuva, they were sent on a mission to collect a new set of masks. These masks were much more powerful than the old ones and let the Toa Nuva share their power with those around them.

## **NOBLE MASKS OF POWER**

Usually worn by the Turaga, the Noble Masks are not as powerful as the Great Kanohi masks worn by the Toa Nuva.

## **KRANA**

Intelligent creatures who guide and control the Bohrok swarms. Each swarm has a different colored krana. There are eight different types of krana – each provide the Bohrok with a different power.

## **KRANA-KAL**

Superpowerful krana carried by the Bohrok-Kal, an elite force of Bohrok sent to rescue the Bohrok queens.

# Kanohi Masks of Power



**Kanohi  
Akaku**

- Color**
- White
  - Bright Red
  - Brown
  - Black
  - Bright Blue
  - Dark Green
  - Sand Blue
  - Gold
  - Silver

- Power**
- X-Ray Vision
  - X-Ray Vision
  - X-Ray Vision
  - X-Ray Vision
  - X-Ray Vision
  - X-Ray Vision
  - None
  - Valor
  - Wisdom

- Worn By**
- Kopaka
  - Tahu
  - Pohatu
  - Onua
  - Gali
  - Lewa
  - Matoro
  - Toa and Toa Kaita
  - Toa and Toa Kaita



**Kanohi  
Kakama**

- Brown
- Bright Red
- Black
- Bright Blue
- Dark Green
- White
- Dark Orange
- Bright Blue-Green
- Gold
- Silver

- Speed
- Speed
- Speed
- Speed
- Speed
- Speed
- None
- Special Mask
- Valor
- Wisdom

- Pohatu
- Tahu
- Onua
- Gali
- Lewa
- Kopaka
- Hewkii
- Tarakava
- Toa and Toa Kaita
- Toa and Toa Kaita

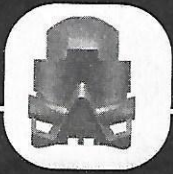


**Kanohi  
Hau**

- Bright Red
- Brown
- Black
- Bright Blue
- Dark Green
- White
- Bright Yellow
- Infected
- Gold
- Silver

- Shielding
- Shielding
- Shielding
- Shielding
- Shielding
- Shielding
- None
- Special Mask
- Valor
- Wisdom

- Tahu
- Pohatu
- Onua
- Gali
- Lewa
- Kopaka
- Jaller
- Toa and Toa Kaita
- Toa and Toa Kaita



**Kanohi  
Kaukau**

- Color**
- Transparent Blue
  - Transparent Red
  - Transparent Orange
  - Transparent Brown
  - Transparent Green
  - Transparent
  - Gold
  - Silver

- Power**
- Water-Breathing
  - Water-Breathing
  - Water-Breathing
  - Water-Breathing
  - Water-Breathing
  - Water-Breathing
  - Valor
  - Wisdom

- Worn By**
- Gali
  - Tahu
  - Pohatu
  - Onua
  - Lewa
  - Kopaka
  - Toa and Toa Kaita
  - Toa and Toa Kaita



**Kanohi  
Miru**

- Color**
- Dark Green
  - Bright Red
  - Brown
  - Black
  - Bright Blue
  - White
  - Bright Blue-Green
  - Black
  - Copper

- Power**
- Levitation
  - Levitation
  - Levitation
  - Levitation
  - Levitation
  - Levitation
  - None
  - Special Mask
  - Special Mask

- Worn By**
- Lewa
  - Tahu
  - Pohatu
  - Onua
  - Gali
  - Kopaka
  - Kongu
  - Muaka and Kane-Ra



**Kanohi  
Pakari**

- Color**
- Black
  - Bright Red
  - Brown
  - Bright Blue
  - Dark Green
  - White
  - Bright Violet
  - Medium Blue
  - Bright Blue
  - Gold
  - Silver

- Power**
- Strength
  - Strength
  - Strength
  - Strength
  - Strength
  - Strength
  - None
  - Special Mask
  - Special Mask
  - Valor
  - Wisdom

- Worn By**
- Onua
  - Tahu
  - Pohatu
  - Gali
  - Lewa
  - Kopaka
  - Onepu
  - Nui-Jaga
  - Tarakava
  - Toa and Toa Kaita
  - Toa and Toa Kaita

# Kanohi Nuva Masks of Power



**Kanohi  
Akaku  
Nuva**

- Color**
- White
  - Bright Red
  - Brown
  - Black
  - Bright Blue
  - Dark Green

- Power**
- X-Ray Vision
  - X-Ray Vision
  - X-Ray Vision
  - X-Ray Vision
  - X-Ray Vision
  - X-Ray Vision

- Worn By**
- Kopaka Nuva
  - Tahu Nuva
  - Pohatu Nuva
  - Onua Nuva
  - Gali Nuva
  - Lewa Nuva



**Kanohi  
Hau  
Nuva**

- Bright Red
- Brown
- Black
- Bright Blue
- Dark Green
- White

- Shielding
- Shielding
- Shielding
- Shielding
- Shielding
- Shielding

- Tahu Nuva
- Pohatu Nuva
- Onua Nuva
- Gali Nuva
- Lewa Nuva
- Kopaka Nuva



**Kanohi  
Kakama  
Nuva**

- Brown
- Bright Red
- Black
- Bright Blue
- Dark Green
- White

- Speed
- Speed
- Speed
- Speed
- Speed
- Speed

- Pohatu Nuva
- Tahu Nuva
- Onua Nuva
- Gali Nuva
- Lewa Nuva
- Kopaka Nuva





**Kanohi  
Kaukau  
Nuva**

- Color**
- Transparent Blue
  - Transparent Red
  - Transparent Orange
  - Transparent Brown
  - Transparent Green
  - Transparent

**Power**  
Water-Breathing  
Water-Breathing  
Water-Breathing  
Water-Breathing  
Water-Breathing  
Water-Breathing

**Worn By**  
Gali Nuva  
Tahu Nuva  
Pohatu Nuva  
Onua Nuva  
Lewa Nuva  
Kopaka Nuva



**Kanohi  
Miru  
Nuva**

- Dark Green
- Bright Red
- Brown
- Black
- Bright Blue
- White

Levitation  
Levitation  
Levitation  
Levitation  
Levitation  
Levitation

Lewa Nuva  
Tahu Nuva  
Pohatu Nuva  
Onua Nuva  
Gali Nuva  
Kopaka Nuva



**Kanohi  
Pakari  
Nuva**

- Black
- Bright Red
- Brown
- Bright Blue
- Dark Green
- White

Strength  
Strength  
Strength  
Strength  
Strength  
Strength

Onua Nuva  
Tahu Nuva  
Pohatu Nuva  
Gali Nuva  
Lewa Nuva  
Kopaka Nuva

# Noble Masks of Power

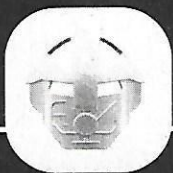


## *Kanohi Huna*

Color	
■	Bright Orange
■	Tan
■	Dark Gray
■	Gray
■	Medium Blue
■	Bright Yellow-Green

Power
Concealment
Concealment
Concealment
Concealment
Concealment
Concealment

Worn By
Vakama
Onewa
Whenua
Nuju
Nokama
Matau

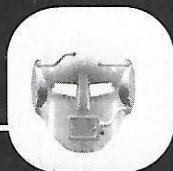


## *Kanohi Komau*

■	Tan
■	Bright Orange
■	Dark Gray
■	Gray
■	Medium Blue
■	Bright Yellow-Green

Mind Control
Mind Control
Mind Control
Mind Control
Mind Control
Mind Control

Onewa
Vakama
Whenua
Nuju
Nokama
Matau



## *Kanohi Mahiki*

■	Bright Yellow-Green
■	Bright Orange
■	Gray
■	Tan
■	Dark Gray
■	Medium Blue

Illusion
Illusion
Illusion
Illusion
Illusion
Illusion

Matau
Vakama
Nuju
Onewa
Whenua
Nokama



**Kanohi  
Matatu**

**Color**

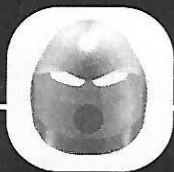
- Gray
- Bright Orange
- Tan
- Dark Gray
- Medium Blue
- Bright Yellow-Green

**Power**

- Telekinesis
- Telekinesis
- Telekinesis
- Telekinesis
- Telekinesis
- Telekinesis

**Worn By**

- Nuju
- Vakama
- Onewa
- Whenua
- Nokama
- Matau



**Kanohi  
Rau**

- Medium Blue
- Bright Orange
- Tan
- Dark Gray
- Gray
- Bright Yellow-Green

- Translation
- Translation
- Translation
- Translation
- Translation
- Translation

- Nokama
- Vakama
- Onewa
- Whenua
- Nuju
- Matau



**Kanohi  
Ruru**

- Dark Gray
- Bright Orange
- Tan
- Gray
- Medium Blue
- Bright Yellow-Green

- Night Vision
- Night Vision
- Night Vision
- Night Vision
- Night Vision
- Night Vision

- Whenua
- Vakama
- Onewa
- Nuju
- Nokama
- Matau

# Krana



**Krana  
Bo**

- Color**
- Red
  - Green
  - Blue
  - Yellow-Green
  - Light Blue
  - Orange
  - Dark Gray
  - Light Yellow
  - Yellow
  - Black
  - White
  - Purple

**Power**  
 Infrared  
 Infrared  
 Infrared  
 Infrared  
 Infrared  
 Infrared  
 Infrared  
 Infrared  
 Infrared  
 Infrared  
 Infrared  
 Infrared

**Worn By**  
 Lehvok  
 Pahrak  
 Tahnok  
 Nuhvok  
 Kohrak  
 Gahlok  
 Lehvok Va  
 Pahrak Va  
 Tahnok Va  
 Nuhvok Va  
 Kohrak Va  
 Gahlok Va



**Krana  
Ca**

- Red
- Green
- Blue
- Yellow-Green
- Light Blue
- Orange
- Dark Gray
- Light Yellow
- Yellow
- Black
- White
- Purple

Shielding  
 Shielding  
 Shielding  
 Shielding  
 Shielding  
 Shielding  
 Shielding  
 Shielding  
 Shielding  
 Shielding  
 Shielding  
 Shielding

Lehvok  
 Pahrak  
 Tahnok  
 Nuhvok  
 Kohrak  
 Gahlok  
 Lehvok Va  
 Pahrak Va  
 Tahnok Va  
 Nuhvok Va  
 Kohrak Va  
 Gahlok Va



**Krana  
Ja**

- Red
- Green
- Blue
- Yellow-Green
- Light Blue
- Orange
- Dark Gray
- Light Yellow
- Yellow
- Black
- White
- Purple

Radar  
 Radar  
 Radar  
 Radar  
 Radar  
 Radar  
 Radar  
 Radar  
 Radar  
 Radar  
 Radar

Lehvok  
 Pahrak  
 Tahnok  
 Nuhvok  
 Kohrak  
 Gahlok  
 Lehvok Va  
 Pahrak Va  
 Tahnok Va  
 Nuhvok Va  
 Kohrak Va  
 Gahlok Va



**Krana  
Su**

- Red
- Green
- Blue
- Yellow-Green
- Light Blue
- Orange
- Dark Gray
- Light Yellow
- Yellow
- Black
- White
- Purple

Strength  
 Strength  
 Strength  
 Strength  
 Strength  
 Strength  
 Strength  
 Strength  
 Strength  
 Strength  
 Strength  
 Strength

Lehvok  
 Pahrak  
 Tahnok  
 Nuhvok  
 Kohrak  
 Gahlok  
 Lehvok Va  
 Pahrak Va  
 Tahnok Va  
 Nuhvok Va  
 Kohrak Va  
 Gahlok Va

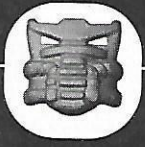


**Krana  
Vu**

- Color**
- Red
  - Green
  - Blue
  - Yellow-Green
  - Light Blue
  - Orange
  - Dark Gray
  - Light Yellow
  - Yellow
  - Black
  - White
  - Purple

- Power**
- Flight
  - Flight
  - Flight
  - Flight
  - Flight
  - Flight
  - Flight
  - Flight
  - Flight
  - Flight
  - Flight
  - Flight

- Worn By**
- Lehvak
  - Pahrak
  - Tahnok
  - Nuhvok
  - Kohrak
  - Gahllok
  - Lehvak Va
  - Pahrak Va
  - Tahnok Va
  - Nuhvok Va
  - Kohrak Va
  - Gahllok Va



**Krana  
Xa**

- Red
- Green
- Blue
- Yellow-Green
- Light Blue
- Orange
- Dark Gray
- Light Yellow
- Yellow
- Black
- White
- Purple

- Strategist
- Strategist
- Strategist
- Strategist
- Strategist
- Strategist
- Strategist
- Strategist
- Strategist
- Strategist
- Strategist
- Strategist

- Lehvak
- Pahrak
- Tahnok
- Nuhvok
- Kohrak
- Gahllok
- Lehvak Va
- Pahrak Va
- Tahnok Va
- Nuhvok Va
- Kohrak Va
- Gahllok Va



**Krana  
Yo**

- Red
- Green
- Blue
- Yellow-Green
- Light Blue
- Orange
- Dark Gray
- Light Yellow
- Yellow
- Black
- White
- Purple

- Tunneling
- Tunneling
- Tunneling
- Tunneling
- Tunneling
- Tunneling
- Tunneling
- Tunneling
- Tunneling
- Tunneling
- Tunneling
- Tunneling

- Lehvak
- Pahrak
- Tahnok
- Nuhvok
- Kohrak
- Gahllok
- Lehvak Va
- Pahrak Va
- Tahnok Va
- Nuhvok Va
- Kohrak Va
- Gahllok Va



**Krana  
Za**

- Red
- Green
- Blue
- Yellow-Green
- Light Blue
- Orange
- Dark Gray
- Light Yellow
- Yellow
- Black
- White
- Purple

- Telepathy
- Telepathy
- Telepathy
- Telepathy
- Telepathy
- Telepathy
- Telepathy
- Telepathy
- Telepathy
- Telepathy
- Telepathy
- Telepathy

- Lehvak
- Pahrak
- Tahnok
- Nuhvok
- Kohrak
- Gahllok
- Lehvak Va
- Pahrak Va
- Tahnok Va
- Nuhvok Va
- Kohrak Va
- Gahllok Va

# Krana-Kal



**Krana  
Bo-Kal**

- Color**
- Copper
  - Metallic Green
  - Steel Blue
  - Bronze
  - Pearl
  - Iron Gray

**Power**  
 Infrared and X-Ray Vision  
 Infrared and X-Ray Vision  
 Infrared and X-Ray Vision  
 Infrared and X-Ray Vision  
 Infrared and X-Ray Vision  
 Infrared and X-Ray Vision

**Worn By**  
 Nuhvok-Kal  
 Lehvok-Kal  
 Gahlok-Kal  
 Tahnok-Kal  
 Kohrak-Kal  
 Pahrak-Kal



**Krana  
Ca-Kal**

- Copper  
 ■ Metallic Green  
 ■ Steel Blue  
 ■ Bronze  
 ■ Pearl  
 ■ Iron Gray

Mental Link  
 Mental Link  
 Mental Link  
 Mental Link  
 Mental Link  
 Mental Link

Nuhvok-Kal  
 Lehvok-Kal  
 Gahlok-Kal  
 Tahnok-Kal  
 Kohrak-Kal  
 Pahrak-Kal



**Krana  
Ja-Kal**

- Copper  
 ■ Metallic Green  
 ■ Steel Blue  
 ■ Bronze  
 ■ Pearl  
 ■ Iron Gray

Radar and Enhanced Senses  
 Radar and Enhanced Senses  
 Radar and Enhanced Senses  
 Radar and Enhanced Senses  
 Radar and Enhanced Senses  
 Radar and Enhanced Senses

Nuhvok-Kal  
 Lehvok-Kal  
 Gahlok-Kal  
 Tahnok-Kal  
 Kohrak-Kal  
 Pahrak-Kal



**Krana  
Su-Kal**

- Copper  
 ■ Metallic Green  
 ■ Steel Blue  
 ■ Bronze  
 ■ Pearl  
 ■ Iron Gray

Strength  
 Strength  
 Strength  
 Strength  
 Strength  
 Strength

Nuhvok-Kal  
 Lehvok-Kal  
 Gahlok-Kal  
 Tahnok-Kal  
 Kohrak-Kal  
 Pahrak-Kal



**Krana  
Su-Kal**

**Color**

- Copper
- Metallic Green
- Steel Blue
- Bronze
- Pearl
- Iron Gray

**Power**

Speed and Flight  
 Speed and Flight  
 Speed and Flight  
 Speed and Flight  
 Speed and Flight  
 Speed and Flight

**Worn By**  
 Nuhvok-Kal  
 Lehvok-Kal  
 Gahlok-Kal  
 Tahnok-Kal  
 Kohrak-Kal  
 Pahrak-Kal



**Krana  
Xa-Kal**

- Copper
- Metallic Green
- Steel Blue
- Bronze
- Pearl
- Iron Gray

Free the Bahrag  
 Free the Bahrag  
 Free the Bahrag  
 Free the Bahrag  
 Free the Bahrag  
 Free the Bahrag

Nuhvok-Kal  
 Lehvok-Kal  
 Gahlok-Kal  
 Tahnok-Kal  
 Kohrak-Kal  
 Pahrak-Kal



**Krana  
Yo-Kal**

- Copper
- Metallic Green
- Steel Blue
- Bronze
- Pearl
- Iron Gray

Earth Attunement  
 Earth Attunement  
 Earth Attunement  
 Earth Attunement  
 Earth Attunement  
 Earth Attunement

Nuhvok-Kal  
 Lehvok-Kal  
 Gahlok-Kal  
 Tahnok-Kal  
 Kohrak-Kal  
 Pahrak-Kal



**Krana  
Za-Kal**

- Copper
- Metallic Green
- Steel Blue
- Bronze
- Pearl
- Iron Gray

Telepathy and Empathy  
 Telepathy and Empathy  
 Telepathy and Empathy  
 Telepathy and Empathy  
 Telepathy and Empathy  
 Telepathy and Empathy

Nuhvok-Kal  
 Lehvok-Kal  
 Gahlok-Kal  
 Tahnok-Kal  
 Kohrak-Kal  
 Pahrak-Kal

The image shows three Kanohi masks from the Matoran universe. The mask on the left is a standard black mask with a white visor. The middle mask is dark and appears to be infected, with a bright, jagged lightning bolt striking it from the right. The mask on the right is also a standard black mask with a white visor. The background is dark and atmospheric, suggesting a night scene or a dark environment.

# Beware the Infected Kanohi

From the Chronicles of Takua:

The masks of Mata Nui can be a source of great power . . . and of great danger. For the darkness of an infected mask can have grave effects on the wearer, turning him into a servant of Makuta. You can recognize these dangerous infected masks by their blackened and pitted condition — if you value your freedom, you will stay away.

The first infected masks appeared on Mata Nui shortly after the Matoran arrived on the island. Rahi, who had previously been no threat to the koro, suddenly became a danger to the villages and people. It was Turaga Vakama who discovered that the Rahi had been fitted with infected Kanohi that made them obey Makuta's will.

But where was the infection coming from? It was only after a great, secret hunt all over the island that the Turaga discovered kraata were spreading this plague of shadows. It is only in recent days that we Matoran learned this, or that the Turaga were capturing the kraata and keeping them imprisoned in a cave in Po-Wahi.

A kraata carries the will and darkness of Makuta inside it. One touch of a kraata can turn any Kanohi mask into a tool of the Master of Shadows. Even a Toa cannot resist the power of an infected mask! The only way to help someone who wears such a mask is to remove it as quickly as possible and replace it with a pure mask.

At first, it seemed to be impossible for an infected Kanohi mask to be restored to its original state. The Turaga tried many different ways to do this, but all failed. Later, the Toa discovered that they could use their elemental energies to cleanse a mask, but it requires a huge amount of effort due to the sheer power of Makuta. For this reason, the Toa cleanse masks only when it is vital that they do so.

The Toa removed dozens of infected masks from the Rahi of Mata Nui. Since there were so many and they would be a danger to anyone who wore them, the Turaga ordered that they be buried deep beneath the surface until such time as they could be cleansed. A small team of Onu-Matoran did the work. Only they and the Turaga know where the masks are hidden, and Onu-Matoran are very good at keeping secrets. . . .

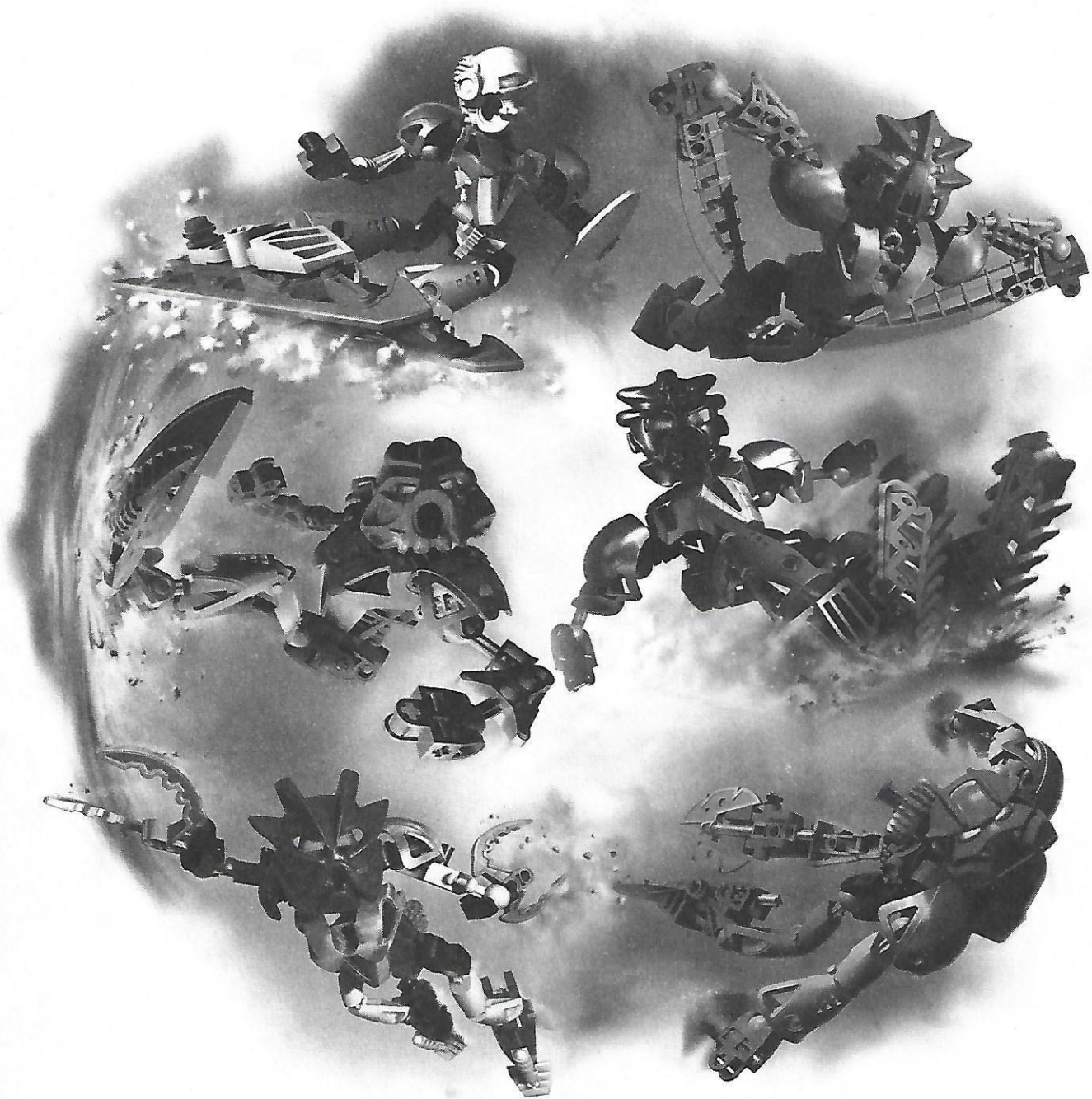


Were you up to the BIONICLE™ Trivia Challenge?  
Check your answers and find out:

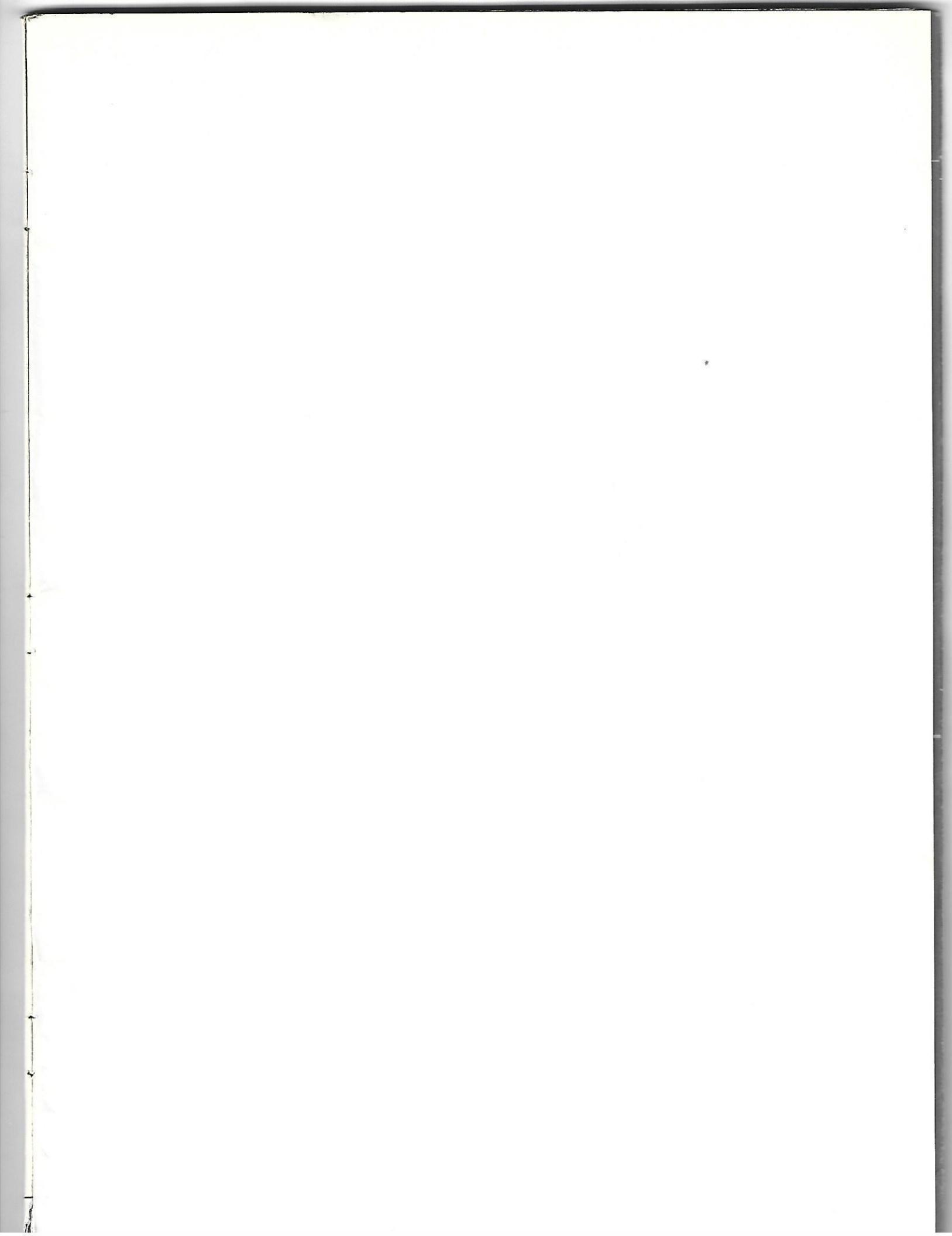
ANSWERS

1. Green
2. Tahnok-Kal
3. Light
4. Nuparu
5. Six
6. Gukko
7. Near Ga-Koro
8. Acid
9. Sound
10. Sons
11. Hewkii
12. Takanuva
13. Quake-breakers
14. Whenua
15. Orange
16. Nuju
17. Onepu
18. Crabs
19. Nuhvok-Kal
20. That remains a mystery.

**Your BIONICLE™ adventure is just beginning!**



**Mata Nui is a land of mystery. The Toa have only begun to discover their true destiny and learn the truth about the island and its people. The future will bring new heroes, new villains, new places to explore, and discoveries that will change everything you think you know about the Toa and their world!**



# LIVE THE LEGEND, COLLECT THE POWER!

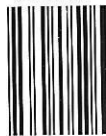
Look inside for more than  
70 full-color stickers of all your  
favorite BIONICLE™ characters!

- Check out awesome info about  
Toa Nuva, Bohrok-Kal, Rahkshi,  
and more!
- Track how many BIONICLE™ masks  
you've collected – and find out which  
ones you still need!
- Join the Toa Nuva in their bold  
quest to free Mata Nui!

ISBN 0-439-50120-2



50120



0 78073 00599 4



\$5.99 US  
\$8.99 CAN

SCHOLASTIC INC.  
www.bionicle.com

Based on the  
LEGO® characters!

© 2003 The LEGO Group.  
LEGO, the LEGO logo and BIONICLE™ are trademarks of the LEGO Group.  
Manufactured by Scholastic Inc. under license from The LEGO Group.