



"THE BOHROK SAGA" PART 4 OF 6

7

JULY
2002

\$2.25

BIONICLE™

FARSHTEY • D'ANDA • ELLIOTT



WHAT LURKS BELOW

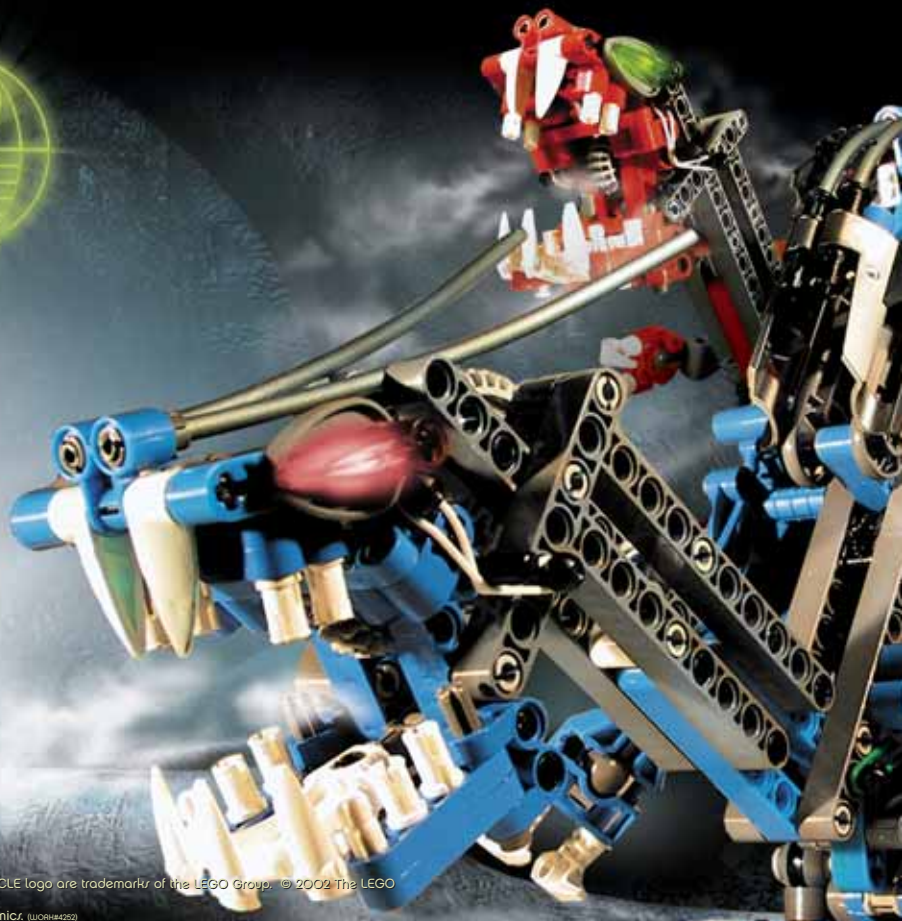
www.bionicle.com

BIONICLE™

The Toa descended beneath the surface of Mata Nui in search of the true power of the Bohrok. What they have found is danger in the form of a Tahnok swarm and a tidal wave of molten lava...

If the Toa survive these perils, they will discover at last the ancient mystery unlocked by the krana... a source of power greater than any the heroes of Mata Nui have ever known. But will even that power be enough to stop Cahdok and Gahdok, the twin rulers of the swarms?

The final hours are counting down... and the ultimate struggle for the fate of Mata Nui is about to begin.



NO! NOT WHILE A SINGLE TOA, LIKE NOBLE KOPAKA, STANDS.

STAY BACK!

MY ICE CAN HOLD THE LAVA AT BAY FOR A FEW MOMENTS.

OR ONUIA AND POHATU...



WHAT KIND OF STONE IS THIS?!

IT TAKES OUR STRONGEST BLOWS AND DOES NOT SHATTER!



OR LEWA, WHO HAS SURVIVED SO MUCH ALREADY...

DOESN'T SHATTER... DOESN'T SHATTER... BECAUSE... IT ISN'T THERE!



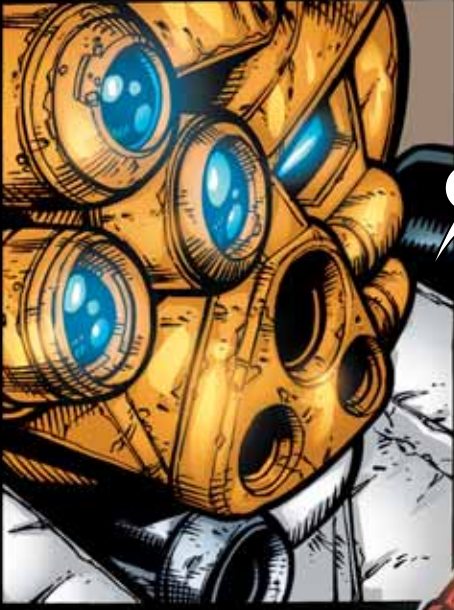
WHAT?!

THERE'S NOTHING YOU AND ONUIA CAN'T BRING DOWN.

SO IF THIS WALL IS STILL STANDING... IT CANNOT BE REAL.



STOP BELIEVING IN IT... AND IT DISAPPEARS!



EVERYONE
DOWN!

NOW!



BLAMM



KA-



TAHLI!
ARE YOU ALL
RIGHT?

USED MY
SWORD... TO HEAT
THE AIR... UNTIL THE
PRESSURE BLEW
THE NEST
APART.

I WENT ONE
WAY... THE BOHROK
THE OTHER. BUT THEY
WILL BE BACK.



KRAKKKK

WE MAY
NOT BE HERE TO
GREET THEM.
THE FLOOR IS
GIVING WAY!

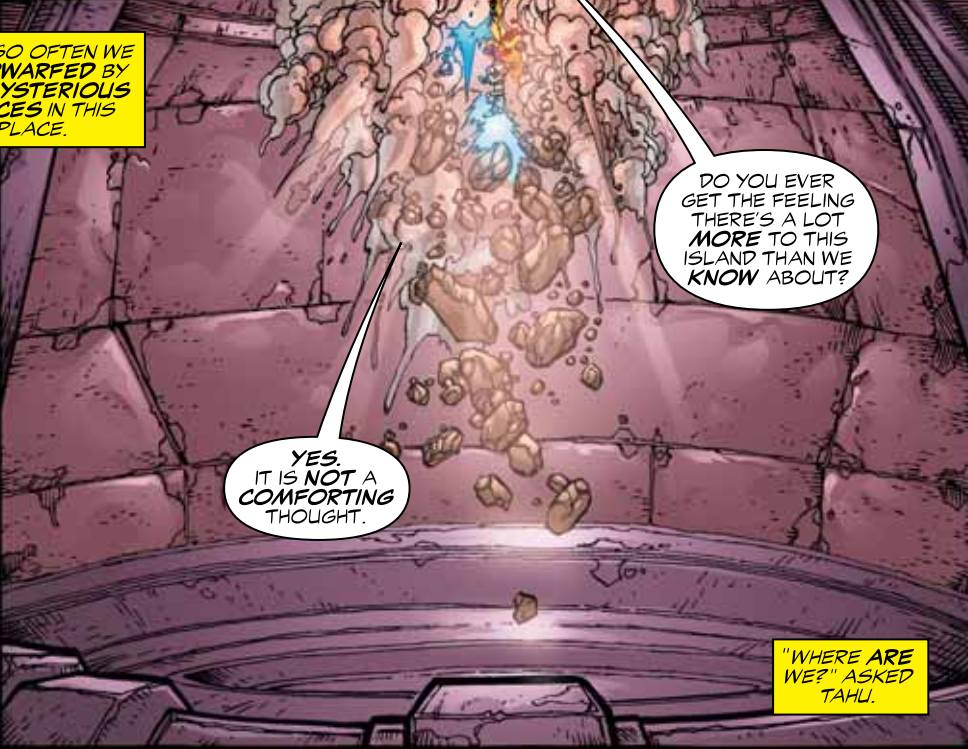


USE YOUR
LEVITATION
POWERS!

AND BE
READY FOR
ANYTHING
WHEN WE
REACH THE
BOTTOM!

WE TOA HAVE GROWN SO
POWERFUL SINCE OUR
ARRIVAL ON MATA NUI...

...YET SO OFTEN WE
ARE DWARFED BY
THE MYSTERIOUS
FORCES IN THIS
PLACE.



DO YOU EVER
GET THE FEELING
THERE'S A LOT
MORE TO THIS
ISLAND THAN WE
KNOW ABOUT?

YES.
IT IS NOT A
COMFORTING
THOUGHT.

"WHERE ARE
WE?" ASKED
TAHLI.



STILL IN THE REALM OF THE BOHROK.

THESE CARVINGS IN THE FLOOR MATCH THE KRANA WE CARRY, AND I THINK...



YES. THIS IS WHERE THE KRANA ARE MEANT TO GO.

PLACE THEM IN THESE NICHES.

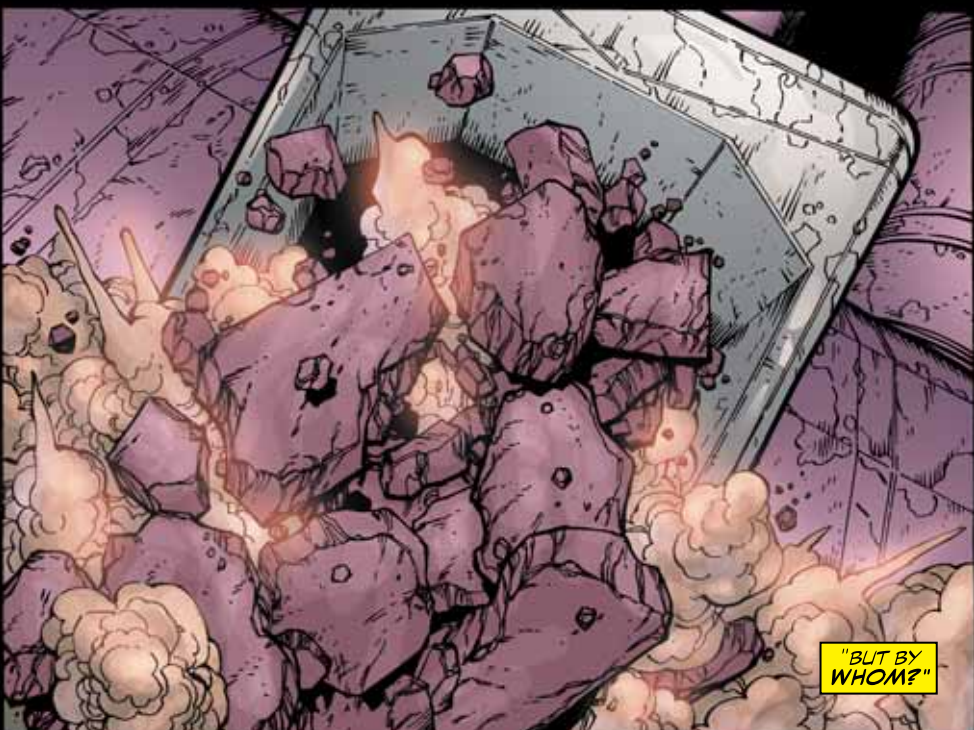


IT'S BEGUN! THE END OF THE BOHROK!

WHAT ARE YOU TALKING ABOUT, LEWA? WHAT DO YOU KNOW?



IT SEEMS WE'VE BEEN INVITED IN.



"BUT BY WHOM?"



SIX DOORWAYS.
SIX OF US.

A
TRAP?

AN
OPPORTUNITY.
EVERYONE TAKE A
TUNNEL... AND
STAY ALERT.

EACH OF US CHOSE
A DIFFERENT
TUNNEL. I WATCHED
TAHU DISAPPEAR
INTO THE
DARKNESS.



I SEE
SOMETHING
AHEAD -- A HATCH
OPENING MORE
BOHROK?

NO.
SOMETHING FAR
MIGHTIER THAN
ANY BOHROK
COULD BE.



THIS ISLAND
HAS SUFFERED
MUCH AT THE
HANDS OF THE
BOHROK...

ITS
RIVERS FROZEN,
ITS MOUNTAINS
CRUMBLING, ITS
JUNGLES REDUCED
TO RUIN...

BUT BY ALL
THE POWER
THAT IS MINE,
I SWEAR--



POWER HAS A NEW

Far below the surface of Mata Nui, the Toa struggle against the Bahrag for the fate of Mata Nui. Little do they suspect the risks they must take to defeat their foes, or the price they will pay for victory. Nothing can prepare you for the coming of the Toa Nuva!



The capture of the Bahrag sets in motion an awesome series of events for the Toa!



Trapped in a swirling maelstrom of power...

NAME: TOA NUVA!



Bathed in mysterious energies unleashed from the heart of Mata Nui...



The heroes of Mata Nui are about to change forever. But will the might of the Toa Nuva save Mata Nui... or mean its doom?

POWER LIES BENEATH

COMING SEPTEMBER

2002

--MATA
NUI SHALL BE
FREE!!



WHILE WE WERE DISCOVERING ANCIENT POWER BELOW THE SURFACE, ABOVE, THE MATORAN PREPARED TO DEFEND THEIR HOMES AGAINST THE SWARMS.



ARE THE TRAPS PREPARED?

THE PITS HAVE BEEN DUG. THE ROCK FALLS AWAIT YOUR SIGNAL.

BUT WILL IT BE ENOUGH TO STOP THE BOHROK?



I DON'T KNOW, BUT TAHU RELIES ON US TO DEFEND THE VILLAGE, AND WE WILL NOT DISAPPOINT HIM.



FOR TA-KORO! FOR DUTY! FOR DESTINY!

THE DEPTHS OF MATA NUI:



WHY DO YOU TRESPASS HERE?

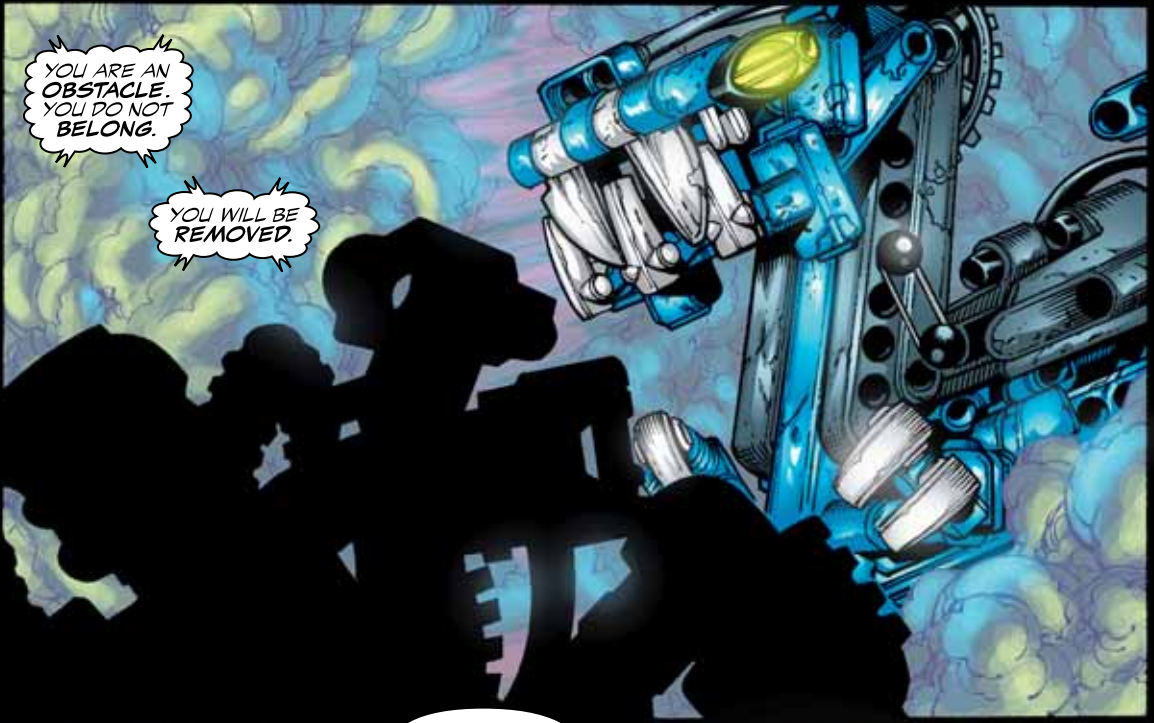
THAT VOICE...! I "HEAR" IT IN MY MIND!

WHO IS THERE? SHOW YOURSELF!



>LNNGGH!<

KRRANG



YOU ARE AN
OBSTACLE.
YOU DO NOT
BELONG.

YOU WILL BE
REMOVED.



BEWARE,
MONSTER... THIS
"OBSTACLE" HAS
A STING!



ZZZAAAKKK



SKREEEK!

KOPAKA AND TAHU DROVE THE CREATURES BACK INTO THE CHAMBER. IT SEEMED LIKE VICTORY AT LAST WAS OURS!

DRIVE THEM TO THE CENTER OF THE CHAMBER! SURROUND THEM!

SKREEEK!
SKREEEK!

KA-VOOM

STRIKE NOW, TOA...FOR YOUR VILLAGES AND YOUR PEOPLE!

THE BLASTS-- THEY HAVE NO EFFECT!



FOOLS! BY BRINGING US TOGETHER, YOU INCREASE OUR POWER!

NOW MATA NUI WILL BE AS IT WAS IN THE BEFORE-TIME!

ALL THAT DOES NOT BELONG WILL BE REMOVED... BEGINNING WITH YOU!

BUT IF WE SHOULD FALL...

...WHO WILL SAVE MATA NUI?

TO BE CONTINUED

BIONICLE

BOHROK SWARM

TRADING CARD GAME

BOHROK SWARM

BOHROK CONTROL

Tip: Make sure your opponent has a Great Mask card before you control a Bohrok. If he doesn't have one, you can't knock it off!

Trick: If you draw the Penalty card that stops your opponent from controlling a Bohrok, save it until near the end of the game. He'll think he's about to stop you from winning until you throw down this great stopper.

KNOCKING OFF A MASK

Tip: If your opponent has more than one Great Mask card, keep an eye on the Great Mask Challenge cards. Knock off the Great Mask card that adds a bonus to a Great Mask Challenge card that has already been played.

Tip: Remember that Great Mask cards are never discarded. When a Great Mask card is knocked off, it's placed face down on top of the player's Great Mask/Turaga draw pile.

Trick: Is your opponent about to win? Quick! Head to a Bohrok Control and knock off one of his masks.

BOHROK VA GAME ACTION CARDS

Tip: Don't forget that you can use a Bohrok Va Game Action card on defense. It's the only Bohrok bonus that can be used this way.

Trick: When you're defending against a Bohrok Challenge, you can use Game Action cards to add points to your Toa's skill. Don't forget that in a tie, the person controlling the Bohrok wins. If you're on defense, don't waste Game Action cards to get to a tie.

GREAT MASK CARDS

Tip: Always remember which Great Mask Challenge cards have been played. If you have multiple Great Mask cards, switch them at the start of your turn. Put on a Great Mask card that adds points to a Great Mask Challenge that hasn't been played.

A TIP FROM THE TOP

We went straight to the horse's mouth and asked **Bionicle:**

Bohrok Swarm game designer, Ted Adams, what tip he'd give to players. Here's what he had to say...

Keep an eye on how many Great Mask cards your opponent has. If I'm in a tie with my opponent, I always choose to go for a Bohrok Control over a Great Mask Challenge. I'd rather knock off one of his masks and then head to a Great Mask Challenge for a possible win. Of course, if I fail to knock off his Great Mask, I could be in trouble. But if I'm successful, I've not only beaten my opponent, I've demoralized him!





club

SIGN UP A FRIEND!

- 12 new issues of the **NEW** LEGO Magazine
- Building tips
- Cool creations by fans like you!
- Awesome stories
- Contests
- Special offers
- Special entrance to LEGOLAND!



plus
awesome
NEW
BIONICLE
comic
books!



YES! PLEASE SIGN UP MY FRIEND FOR THE U.S. LEGO® CLUB FREE!

This coupon is good for 1 **FREE** 2 year membership. Additional kids may sign up for \$7.95.

PLEASE PRINT IN ALL CAPITAL

B322

Friends First Name _____

Friends Last Name _____

Address _____

City _____ State _____ Zip _____

Age _____ Date of Birth _____
Month Day Year of Birth

Girl

Boy

Mail to:
LEGO Club
P. O. Box 1157
Enfield, CT 06083-1157

U.S. RESIDENTS ONLY
Residents des E.-U. seulement
Residentes de E.E.U.U. solamente
Somente para residentes nos EUA

Offer limited to residents of the U.S. No photocopies will be accepted. Offer limited to two free memberships per family group, or organization. Please allow 4-6 weeks for delivery of your first mailing.

FREE
Membership
with this
coupon!

NEW AT BIONICLE.com



FIND OUT THE **LATEST** NEWS FROM MATA NUI

- **Get** breaking news from the world of Mata Nui!

(Chronicle > Updates)

- **Download** the latest **BIONICLE** desktop character!

(Extras > Desktops)

- **Play** the new "Battle for Mata Nui" game and help defeat the **BOHROK!**

(Chronicle > Games)

- **Keep** right on the edge of the **BIONICLE** universe with "The Buzz" section!

ANDY MAC'S BACK... and so is the BIONICLE™ tour



Coming this summer: the BIONICLE Power Lies Beneath Tour 2002! Six BIONICLE vehicles will be working their way across the country, meeting up with fans and talking Toa, Bohrok, and more. Get great BIONICLE swag and your chance to view never before seen BIONICLE video!

Andy's crew is out looking for the best of the best to join him on the Proto Squad. <<Check out BIONICLE.com for details on how you can join.>>

The Power Lies Beneath Tour also lets fans witness the mighty struggle between the Toa and Bohrok, and learn secrets hidden for centuries in the heart of Mata Nui. Get a sneak peek of the next chapter in the BIONICLE saga, which will change the lives of the Toa forever...



Look for the BIONICLE Power Lies Beneath Tour 2002 in these and other cities:



- > San Diego, CA
- San Francisco, CA <
- > Seattle, WA
- Vancouver, Canada <
- > St. Louis, MO
- Philadelphia, PA <
- > Chicago, IL
- Cleveland, OH <
- > Toronto, Canada
- Providence, RI <
- > Charlotte, NC
- Tampa, FL <

BIONICLE™

THE ALBUM

COLD • SEV

ROB ZOMBIE • WOVEN

www.bioniclethealbum.com

