



UNLEASH THE RAHKSHI!

BIONICLE

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LEGO

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BIONICLE



The Mask of Light
has been discovered!

This news rocks all of Mata Nui, for it means the legendary Seventh Toa is coming to save the island. While two brave Matoran seek out the new hero, the Toa Nuva discover that not everyone is happy about the legend coming true. Makuta, master of shadows, will stop at nothing to banish the light from the Mata Nui forever.

Now the Toa Nuva find themselves challenged by the "sons" of their greatest foe - creatures so powerful that no Toa, no koro, can stand against them. The stage is set for the final confrontation between light and darkness!

Note: This story takes place during the events of BIONICLE: Mask of Light.

RISE OF THE RAHKSHI!

I AM MAKUTA,
MASTER OF
SHADOWS.

FOR YEARS, THE TOA
HAVE BELIEVED ME
DEFEATED...BANISHED
FOREVER FROM THIS
ISLAND I ONCE RULED.

NOW I HAVE RETURNED--
AND MY SONS ARE
ABOUT TO TEACH THE
TOA THE ERROR OF
THEIR WAYS.

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BEHOLD THE FIRST OF MY RAHKSHI...

PANRAHK, WHOSE STAFF OF POWER CAUSES OBJECTS TO SHATTER.

KRA-KOOM!



LERAHK, WHOSE POWER POISONS ALL IT TOUCHES.



GLURAHK, ABLE TO REDUCE THE MIGHTIEST STONE TO MERE FRAGMENTS.

KRAAK



AND WHO WILL DARE TO OPPOSE THEM? THESE PITIFUL PRODUCTS OF PROTODERMIS...

YOU WERE RIGHT--THE RAHKSHI WERE HEADED FOR PO-KORO.

THEY WILL GO NO FURTHER. WE WILL STOP THEM NOW!

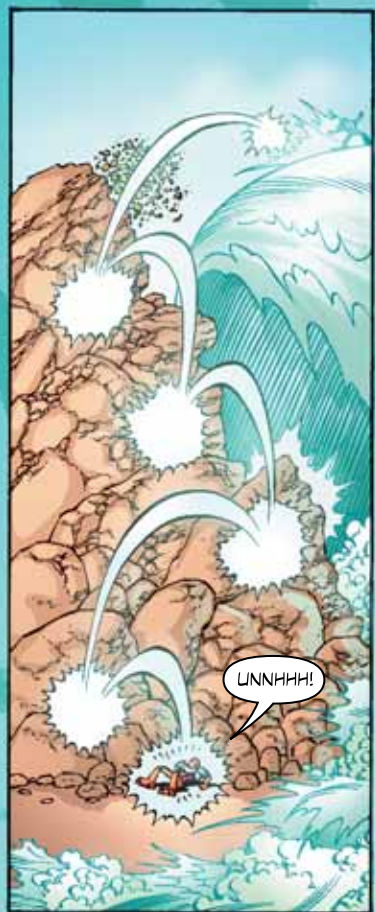


THESE CREATURES WILL NOT STOP THE COMING OF THE SEVENTH TOA-- THIS I SWEAR!



WE WILL SEND THEM SCURRYING BACK TO MAKUTA, AND--WHAT???

BRU-KAM!



LNNHHH!



REMAIN THERE A MOMENT MORE TAHU NUVA, AND YOUR TROUBLES WILL BE OVER.

OHHHH...



MY LERAHK WILL SEE TO THAT!





HARDLUCK, RAHKSHI--LEWA NLUVA IS TOO EVERQUICK FOR YOU!

KRRMM



SSSKKKT

HEY!



YOU'RE WEAKENING, RAHKSHI!

HISSESS!

TAHU! LOOK OUT!



KRRASHHH



THE TOA FIGHT WELL... BUT THEY DO NOT WORK TOGETHER. THAT IS A WEAKNESS MY RAHKSHI CAN USE AGAINST THEM...



THE EARTH IS SCREAMING, LEWA...WE HAVE TO STOP THIS POISON!

WE HAVE BIGGER PROBLEMS, SISTER! LOOK!



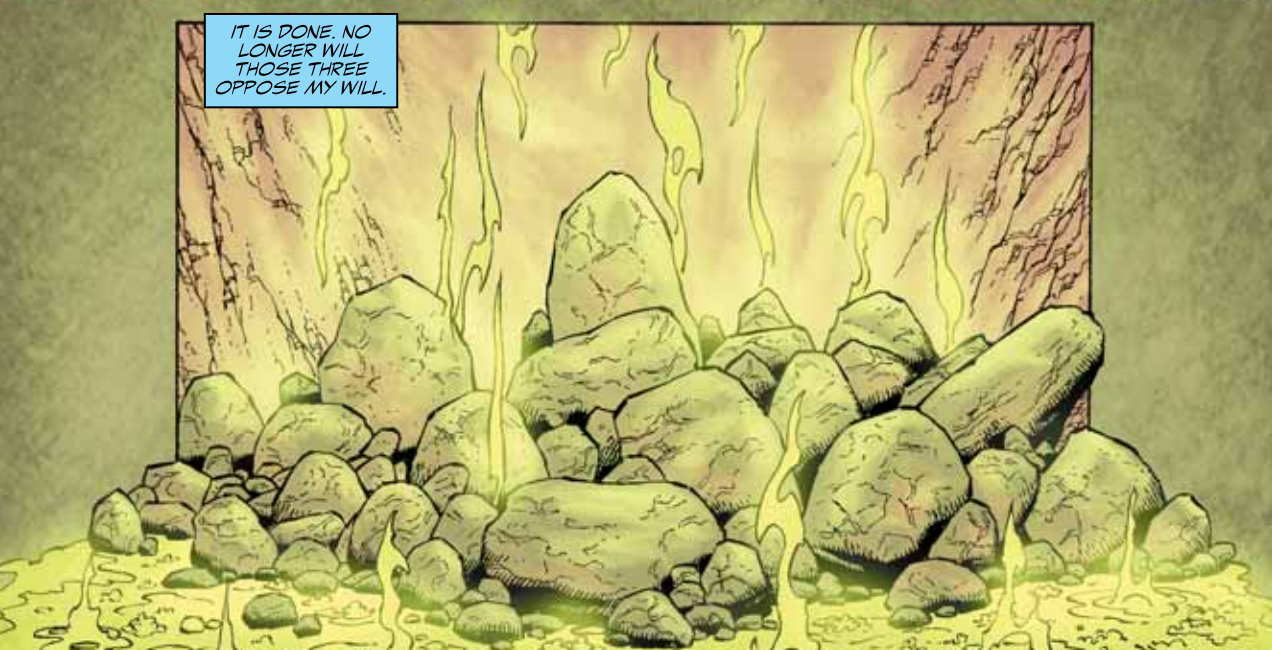
THEY ARE AIMING AT THE CLIFFSIDE!



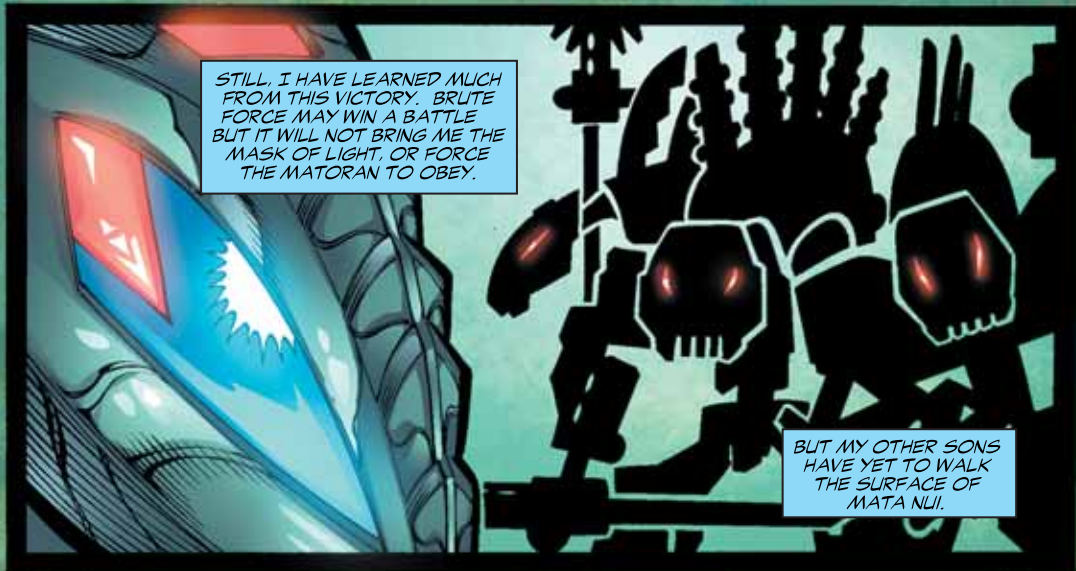
IT'S COMING DOWN!



NO TIME TO DODGE! I--LNNHHH!



IT IS DONE, NO LONGER WILL THOSE THREE OPPOSE MY WILL.



STILL, I HAVE LEARNED MUCH FROM THIS VICTORY. BRUTE FORCE MAY WIN A BATTLE BUT IT WILL NOT BRING ME THE MASK OF LIGHT, OR FORCE THE MATORAN TO OBEY.

BUT MY OTHER SONS HAVE YET TO WALK THE SURFACE OF MATA NUI.



KURAHK... WHOSE ANGER WILL THREATEN THEIR UNITY.



VORAHK... WHOSE HUNGER WILL CONSUME THEIR DUTY.



AND TURAHK... WHOSE MASTERY OF FEAR WILL KEEP THEM FROM THEIR DESTINY.



GO, MY CHILDREN, AND TURN THE LIGHT TO SHADOW!

UNLEASH

THE

The Seventh Toa is coming - but Makuta is determined that the Toa of Light will never appear on Mata Nui! He sends forth his six Rahkshi to seek out the Herald of the Seventh Toa and capture the Mask of Light. These "sons of Makuta" are incredibly powerful and more than a match for the Toa Nuva! Will the power of Light prevail... or will Darkness fall on Mata Nui forever?



You can always tell when Panrahk is drawing near: the ground blows up beneath his feet in a series of tiny explosions. His amazing Staff of Power can shatter easily shatter any substance.

Kurahk's power makes friends turn on each other. This Rahkshi fills the hearts of his opponents with anger, making allies become enemies. The angrier Kurahk becomes, the more his sheer power increases.



Lerahk's power is toxic! Whatever his Staff of Power touches becomes poisoned. Even the ground turns sickly green and plants wither away before the might of this Rahkshi. Lerahk is a patient seeker, willing to wait for hours for the perfect moment to act.



RAHKSHI!

THE POWER OF MAKUTA!

Each Rahkshi carries within it a part of Makuta's essence called a kraata. These slug-like creatures have the power to infect any Kanohi mask they touch. Kraata evolve through six stages, making the Rahkshi faster and more powerful as they change. Look for all 252 kraata in special Turaga stasis containers. You'll find three randomly packed kraata in each package!



No weakness can be hidden from the eyes of Guurahk! He can instantly analyze any obstacle, find a weak spot, and then use his Staff of Power to make the obstacle crack and collapse.

Vorahk hungers for power! His Staff of Power can drain the energy from any opponent and transfer it to Vorahk. He is the most skilled of all Makuta's seekers. Nothing escapes his sight!



Turahk uses its Staff of Power to create feelings of fear in his opponents, making them freeze in place or run away in panic. Turahk is a master of stealth and seems to appear and disappear at will.



THE OUTSKIRTS
OF PO-WAHI...

WHY HAVE YOU
BROUGHT US
HERE, WHENUA?
WE SHOULD
BE HELPING
THE OTHERS
AGAINST
THE RAKKSHI.

OR AIDING
TAKUA AND
JALLER ON
THEIR
SEARCH FOR
THE SEVENTH
TOA.

YOU
ARE HERE
BECAUSE
I NEED
YOU
HERE. TELL
ME...

DO YOU
KNOW
WHAT
THAT IS,
ONUA?

NO, TURAGA.
IT LOOKS
LIKE
NOTHING
I HAVE
SEEN
BEFORE.



IT IS A KRAATA...
A PART OF THE VERY
SUBSTANCE OF MAKUTA.
YOU WILL FIND THEM
INSIDE
THE RAKKSHI, BUT
THEY
HAVE
PLAGUED
MATA NUI
SINCE LONG
BEFORE
YOU ARRIVED.

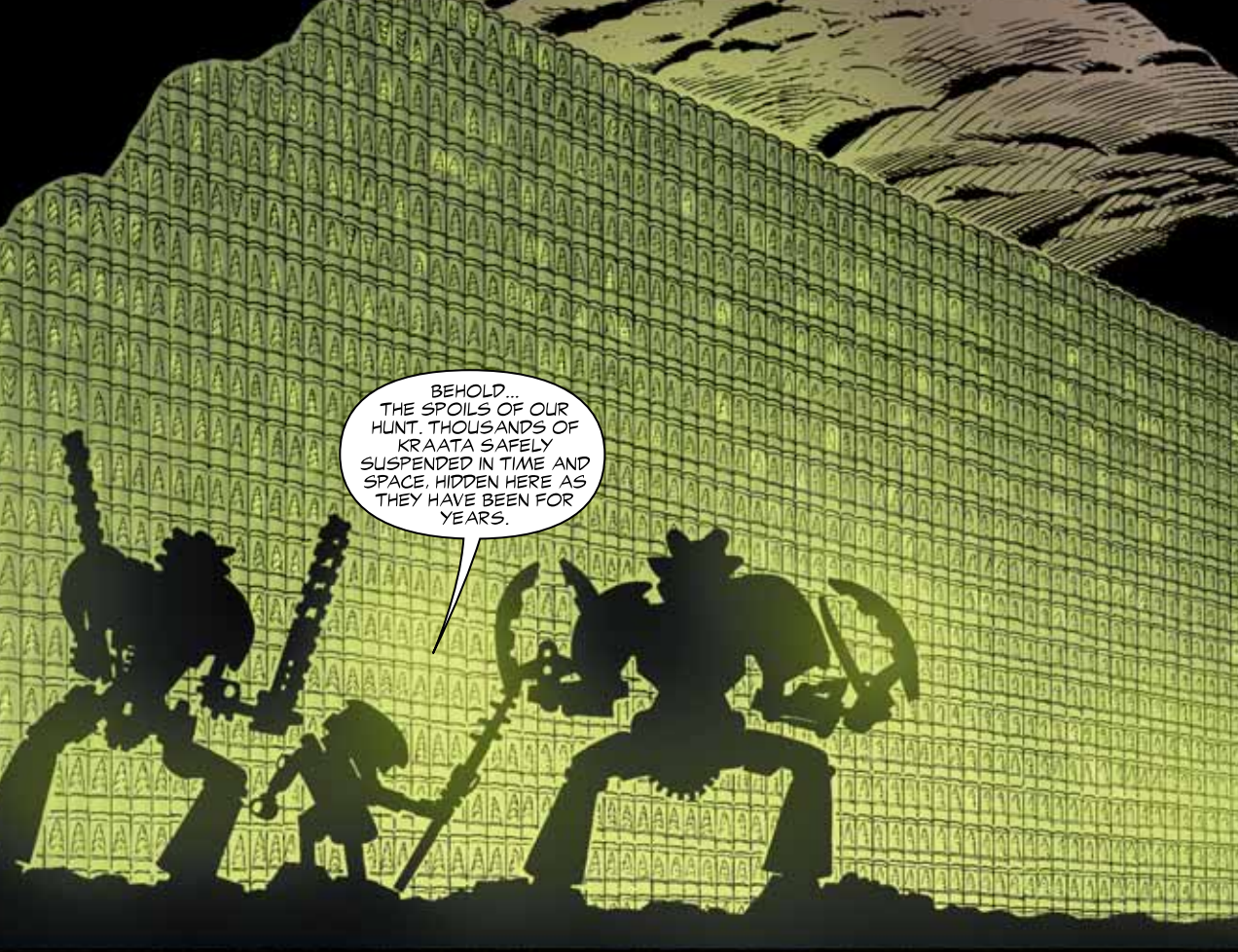
THEY SLITHER
IN THE
SHADOWS,
SPREADING
MAKUTA'S
DARKNESS
WHEREVER
THEY GO...

"IT IS THE KRAATA WHO
INFECTED THE KANOHI
MASKS MAKUTA USED
TO CONTROL THE RAHI.
I AND THE OTHER
TURAGA HAVE HUNTED
THEM IN SECRET FOR
YEARS."



BUT WE HAVE
BEGUN TO
FEAR
THAT THE
RAKKSHI
MAY FIND--
AND
FREE--THEIR
BROTHERS.





BEHOLD...
THE SPOILS OF OUR
HUNT. THOUSANDS OF
KRAATA SAFELY
SUSPENDED IN TIME AND
SPACE. HIDDEN HERE AS
THEY HAVE BEEN FOR
YEARS.



YOU IMPRISONED
THESE...THINGS...
IN MY REALM,
AND NEVER TOLD
ME?

THEY WERE
NO LONGER A
THREAT. WE
DID NOT FEEL
YOU NEEDED
TO KNOW.



DIDN'T NEED--? WHAT
ELSE HAVE YOU TURAGA
BEEN KEEPING SECRET?
JUST WHOSE SIDE ARE
YOU ON, ANYWAY?

POHATU, QUIET!
SOMETHING IS
COMING...I FEEL IT
IN THE EARTH.



"SOMETHING
VERY BAD."

HISSSSS!



CAVE-IN!



IS EVERYONE ALL RIGHT?

I BELIEVE WE ARE ALL UNHURT, TOA OF STONE... BUT WE ARE FAR FROM "ALL RIGHT." LOOK!



THE SHOCKWAVE HAS CRACKED THE CYLINDERS!



THE KRAATA ARE FREE!

AND THERE IS NO PLACE WE CAN RUN...!



STRANGE... THIS WAS THE PLACE WE WERE ALL TO MEET. BUT I SEE NO ONE.



ANOTHER MYSTERY, ON AN ISLAND THAT SEEMS FILLED WITH THEM. PERHAPS THIS TOA OF LIGHT WILL BRING ANSWERS WITH HIM...



IF NOT, I WILL FIND THE ANSWERS TO MATA NUI'S QUESTIONS MYSELF-- ALONE, IF I MUST, I--

HSSSSSSSS

WHAT--?





HISSSSS!

HISSSSS!

HISSSSS!

SIX OF YOU NOW? THEN THIS SHALL BE A TALE THE CHRONICLER WILL TELL FOR YEARS TO COME!

HISSSSS!

NEXT: ALONE AGAINST THE RAHKSHI!

SEARCH FOR THE
7TH TOA
SWEEPSTAKES

Use the map and clues to find out where the Seventh Toa will appear on Mata Nui and you could win! Sweepstakes ends on October 31, 2003



CLUE:



mata nui

GRAND PRIZE:
The Ultimate BIONICLE BASH at your house for you and 10 of your friends, including awesome prizes like a BIONICLE Van Visit, a Large Screen TV, a DVD Player, a Home Theatre System and BIONICLE prize packs for you and your friends!

FIRST PRIZE:
A TV, a DVD Player with BIONICLE: The Mask of Light, and an All Things BIONICLE Prize Pack!

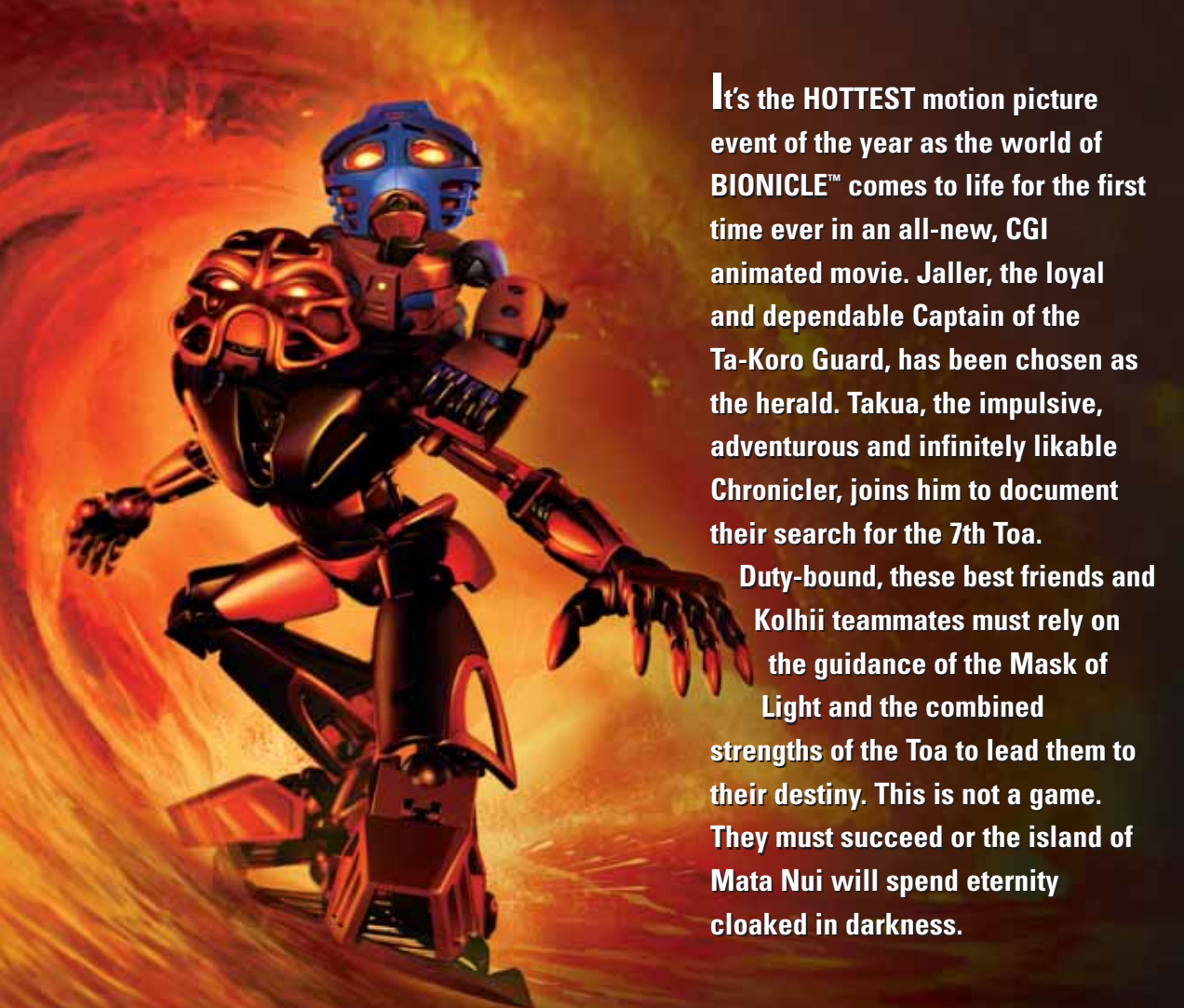
SECOND PRIZE:
One of 100 BIONICLE Prize Packs including cool BIONICLE licensed products!

THIRD PRIZE:
One of 1000 BIONICLE Rahkshi!

How to Enter:
The Seventh Toa will appear at one of the 10 locations on the Mata Nui map (see left). Decipher the Matoran messages using the Matoran alphabet below the map. You can also find clues at www.BIONICLE.com. Use these clues to eliminate possible locations of the 7th Toa! Enter online at www.BIONICLE.com or print where you think the Seventh Toa is located along with your name, address, date of birth, and phone number on a 3x5 card and mail it to:

LEGO Search for the Seventh Toa - Dept. CMC
PO Box 5486
Blair, NE 68009-5486





It's the **HOTTEST** motion picture event of the year as the world of **BIONICLE™** comes to life for the first time ever in an all-new, CGI animated movie. Jaller, the loyal and dependable Captain of the Ta-Koro Guard, has been chosen as the herald. Takua, the impulsive, adventurous and infinitely likable Chronicler, joins him to document their search for the 7th Toa.

Duty-bound, these best friends and Kolhii teammates must rely on the guidance of the Mask of Light and the combined strengths of the Toa to lead them to their destiny. This is not a game. They must succeed or the island of Mata Nui will spend eternity cloaked in darkness.

Can You Take The HEAT?

BIONICLE — MASK OF LIGHT — THE MOVIE

Get The Epic Adventure
On DVD And Video
September 16

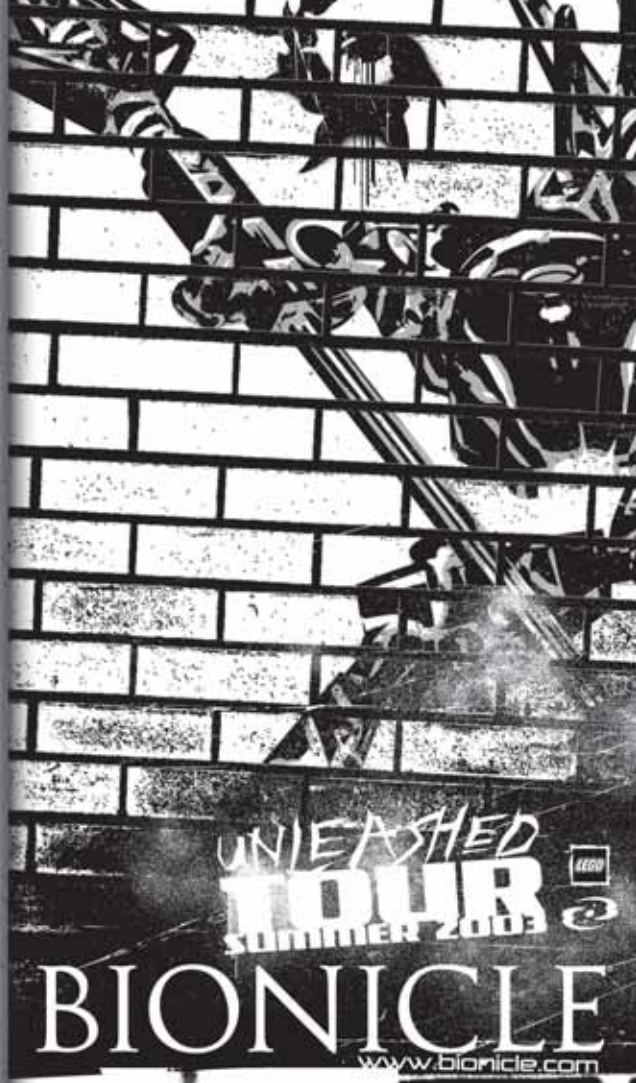
Learn More About Their Journey At
BIONICLEmovie.com



NEW
AT **BIONICLE.com**



- Play the new **Mata Nui Online Game II: The Final Chronicles**. New levels launch every month through the end of the year...
- Get all the information, wallpapers and screensaver for the newest characters in the **BIONICLE™** universe.
- Get all the latest **BIONICLE** news about the Mask of Light movie and **BIONICLE: The Game** for PS2, Gamecube, GBA and X-Box--all available this fall!



The **RAHKSHI** aren't the only things being unleashed this summer. The **BIONICLE™ Unleashed Tour** takes to the **streets** this July and August, hitting select cities across the US and Canada.

Get the scoop on the **RAHKSHI**, and all the new **BIONICLE** products coming in 2003. Wanna see what's up with **BIONICLE: Mask of Light**? Step into the mini-theater for your own personal preview. Get the details on everything new that's happening in the world of **BIONICLE**, including how you can win an Ultimate **BIONICLE Bash** featuring a visit from the **BIONICLE Unleashed Van** to your home. Check out www.BIONICLE.com for weekly tour updates.

BIONICLE™

Six Heroes One Destiny

Finally, the Tales of the Toa
Can Be Told.



LEGO

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