



# BIONICLE

## METRU NUI

### СУРЯЕНДЕР ӨР ЯИИ

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[www.bionicle.com](http://www.bionicle.com)  
FARSHTEY • ELLIOTT



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The Toa Metru traveled to the Coliseum, expecting to be hailed as heroes for finding the Great Disks and defeating the Morbuzakh. Instead, Turaga Dume branded them as impostors – and blamed them for Toa Lhikan’s disappearance!

Onewa, Nuju, and Whenua have been captured. The remaining Toa Metru find themselves fugitives, hunted through the city they fought to protect. Their only hope: find Lhikan and clear their names.

But first they must escape the Vahki, guardians of order in Metru Nui. And no one escapes the Vahki...





MY NAME IS VAKAMA. I AM A TOA METRU, WITH ALL THE STRENGTH, SPEED, AND POWER THAT TITLE CARRIES WITH IT.

I'M ALSO PLUNGING TO MY DOOM.

THEY SAY THAT TOA ARE VERY WISE AND ALWAYS HAVE GOOD ADVICE TO GIVE, SO HERE IS SOME. IF SOMEONE WALKS UP TO YOU, HANDS YOU A TOA STONE, AND TELLS YOU THE CITY IS DEPENDING ON YOU...

DON'T WALK. RUN.

**CITY OF LEGENDS**  
**PART IV** *Enemies*  
**OF METRU NUI**

**GREG FARSHTEY**  
WRITER  
**RANDY ELLIOTT**  
ARTIST  
**PETE PANTAZIS**  
COLORIST  
**KEN LOPEZ**  
LETTERER  
**JAYE GARDNER**  
EDITOR  
**TOBY DUTKIEWICZ**  
LAYOUT & DESIGN





HERE'S ANOTHER:  
YOU CAN ALWAYS FIND  
A VAHKI WHEN YOU  
DON'T WANT ONE.

VAHKI  
BORDAKH!



KZZZAKK

KZZZAKK

KZZZAKK

VAHKI ARE THE ORDER ENFORCEMENT SQUADS OF METRU NUI. THEY DECIDED WE TOA WERE A THREAT TO THE METRU NUI'S SECURITY, SO THEY SET OUT TO RESTORE PEACE, HARMONY AND SAFETY FOR ALL ...



EVEN IF THEY HAD TO  
DESTROY US TO DO IT.

KZZZAKK

UNNINGHHH



BORDAKH STAFFS OF LOYALTY  
MAKE WHOEVER THEY HIT WILLING  
TO TURN ON ANYONE, EVEN  
FRIENDS, IN THE INTERESTS OF  
PRESERVING PERFECT ORDER.

THERE! GRAB  
HIM! HE'S A THREAT  
TO TURAGA DUME  
AND THE CITY!

NO!



NOKAMAAAAA!

WHICH BRINGS ME  
BACK TO WHERE I  
STARTED--ABOUT  
TO BE AN EX-TOA  
OF FIRE.





IF I HADN'T EXHAUSTED MY FLAME POWERS FIGHTING THE MORBUZAKH, I COULD HAVE GAINED A FEW SECONDS BY MELTING THROUGH THE STREET.



MORE BORDAKH. AND I DOUBTED THEY BROUGHT A NET.



MATA NUI, I MUST HAVE BECOME A TOA FOR A REASON... I MUST HAVE A DESTINY TO FULFILL. IT CANNOT END LIKE THIS! THERE MUST BE SOME WAY TO SAVE MYSELF-- SOME WAY--



WHAT--? YES!



IT'S MY DISK LAUNCHER! I MUST HAVE TRIGGERED ITS SPECIAL POWER WITH MY THOUGHTS. WAIT UNTIL I SHOW THE OTHERS!



BUT FIRST...





I MAKE MY PROBLEMS SMALL ONES.



SOMETHING MATAU WAS WISHING HE COULD DO TOO.

TRAITOR! THE VAHKI WILL KNOW HOW TO DEAL WITH YOU!

I KNOW I SAID I WANTED TO BE NEAR-CLOSE TO YOU, NOKAMA...



FLIP

SPROIN

BUT NOT THIS NEAR-CLOSE. GET OFF!



FZIP

ZEOW

SNATCH

LET ME GO!

NOT UNTIL YOU ARE NOKAMA, TOA OF WATER, AGAIN.

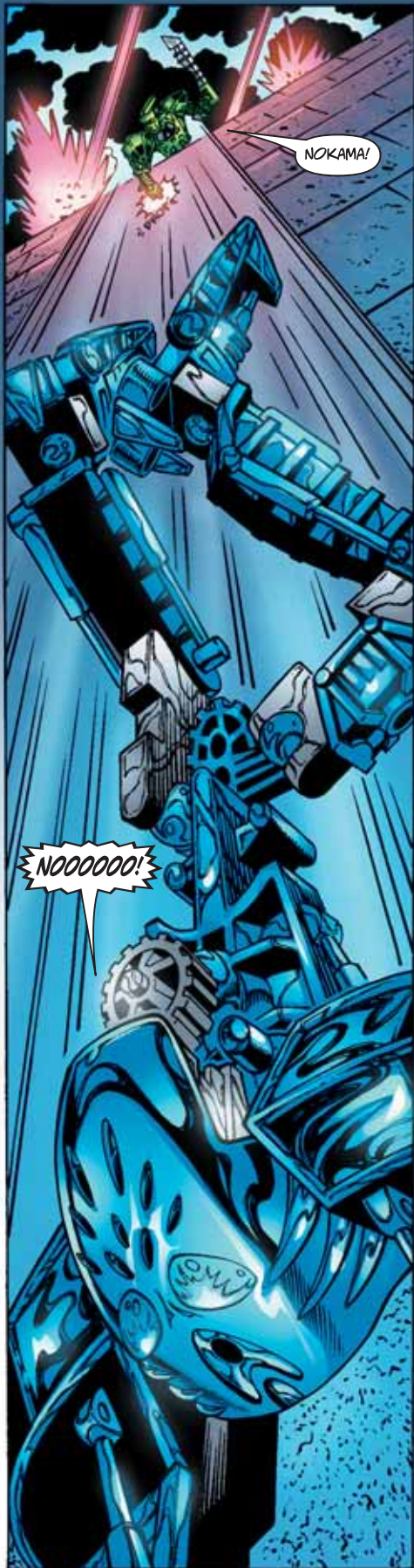


KZZZZAK

AND IT BETTER BE SOON... BECAUSE I CAN'T... HANG ON... MUCH LONGER...

KRAZ





NOKAMA!

NOOOOOO!



HOLD ON TIGHT, NOKAMA.

VAKAMA, WHAT... WHAT HAPPENED? THE LAST THING I REMEMBER--

THE SHOCK OF YOUR FALL MUST HAVE BROKEN THE BORDAKH'S HOLD ON YOU. WE HAVE TO GET MATAU AND GET AWAY FROM HERE.



TIME TO QUICK-LEAVE!

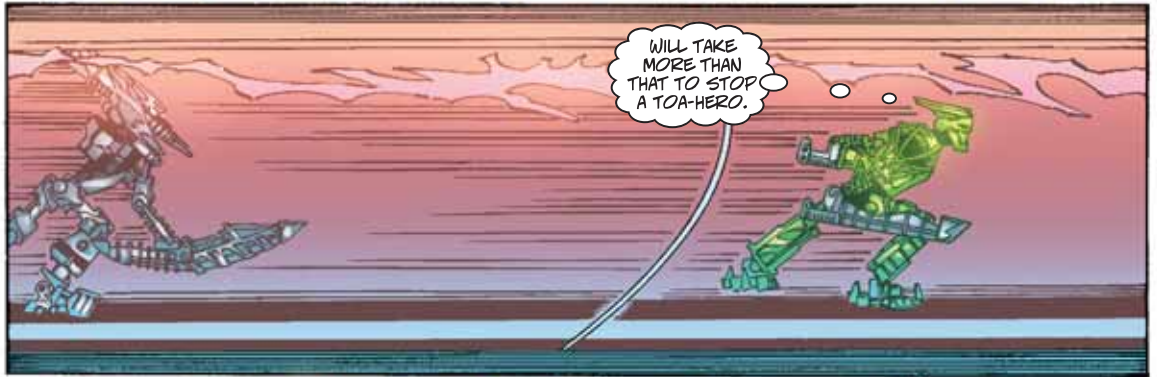


MAYBE I CAN LEAD THESE VAHKI AWAY FROM THE OTHERS. BUT WHAT IS THAT IN THE FAR-DISTANCES?





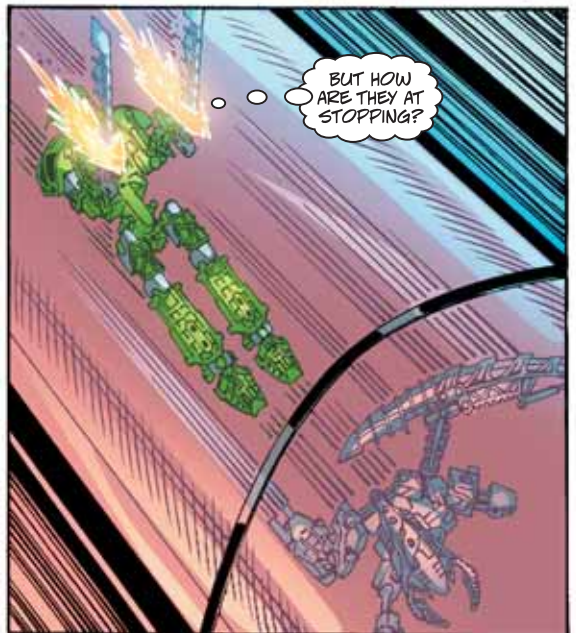
VAHKI VORZAKH!  
THEY HAVE  
SHATTER-WRECKED  
THE CHUTE!



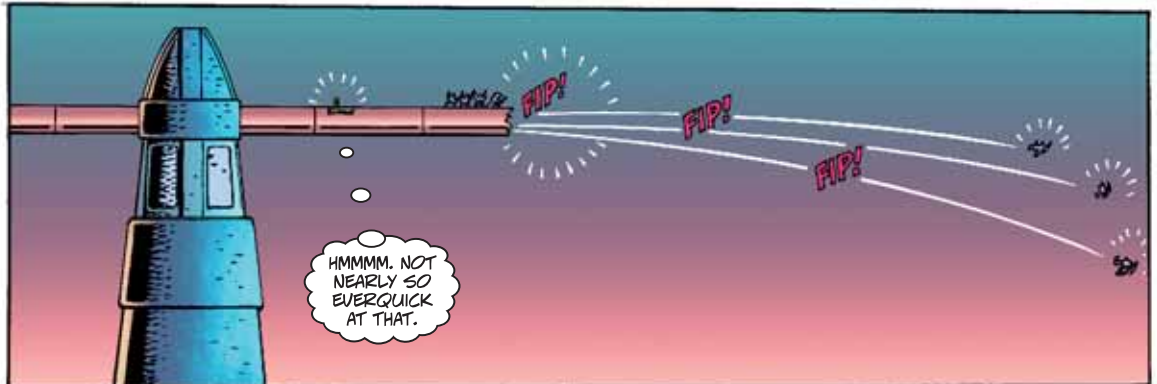
WILL TAKE  
MORE THAN  
THAT TO STOP  
A TOA-HERO.



THESE VAHKI  
ARE GOOD  
AT THE FAST-  
CHASE...



BUT HOW  
ARE THEY AT  
STOPPING?



HMMMM. NOT  
NEARLY SO  
EVERQUICK  
AT THAT.



WHILE THIS WAS GOING ON, ONEWA, NUJU, AND WHENUA WERE BEING MARCHED THROUGH UNDERGROUND TUNNELS TO AN UNKNOWN DESTINATION.

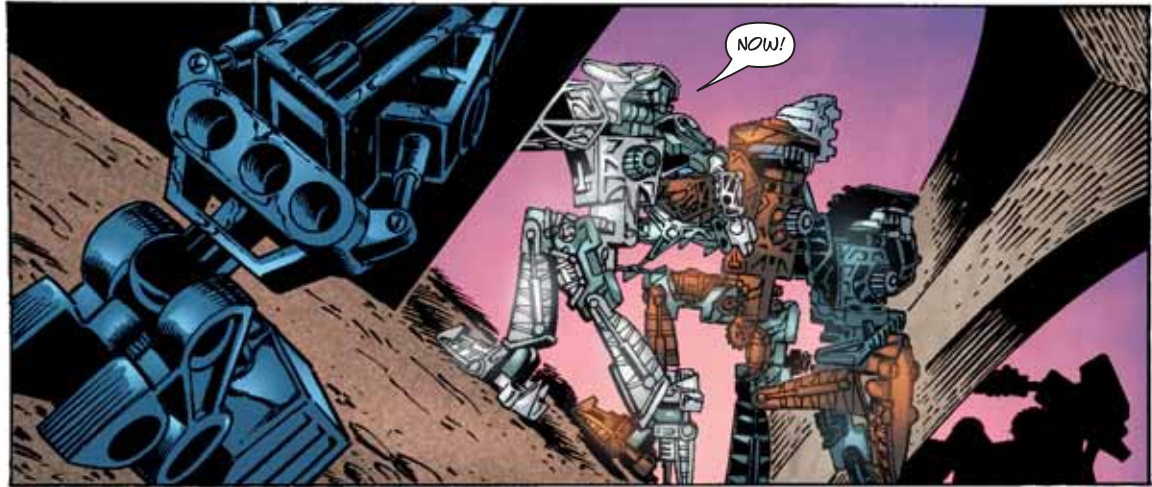
WHEN I GIVE THE WORD, WE MAKE A BREAK FOR THE SURFACE.

BAD IDEA ONEWA. IN ALL OF THEIR HISTORY, THE ROZRAKH HAVE NEVER FAILED TO CAPTURE A RUNNER.

THE PAST WON'T MATTER IF WE DON'T HAVE A FUTURE, WHENUA. THERE IS A SIDE PASSAGE UP AHEAD. I SUGGEST WE TAKE IT--

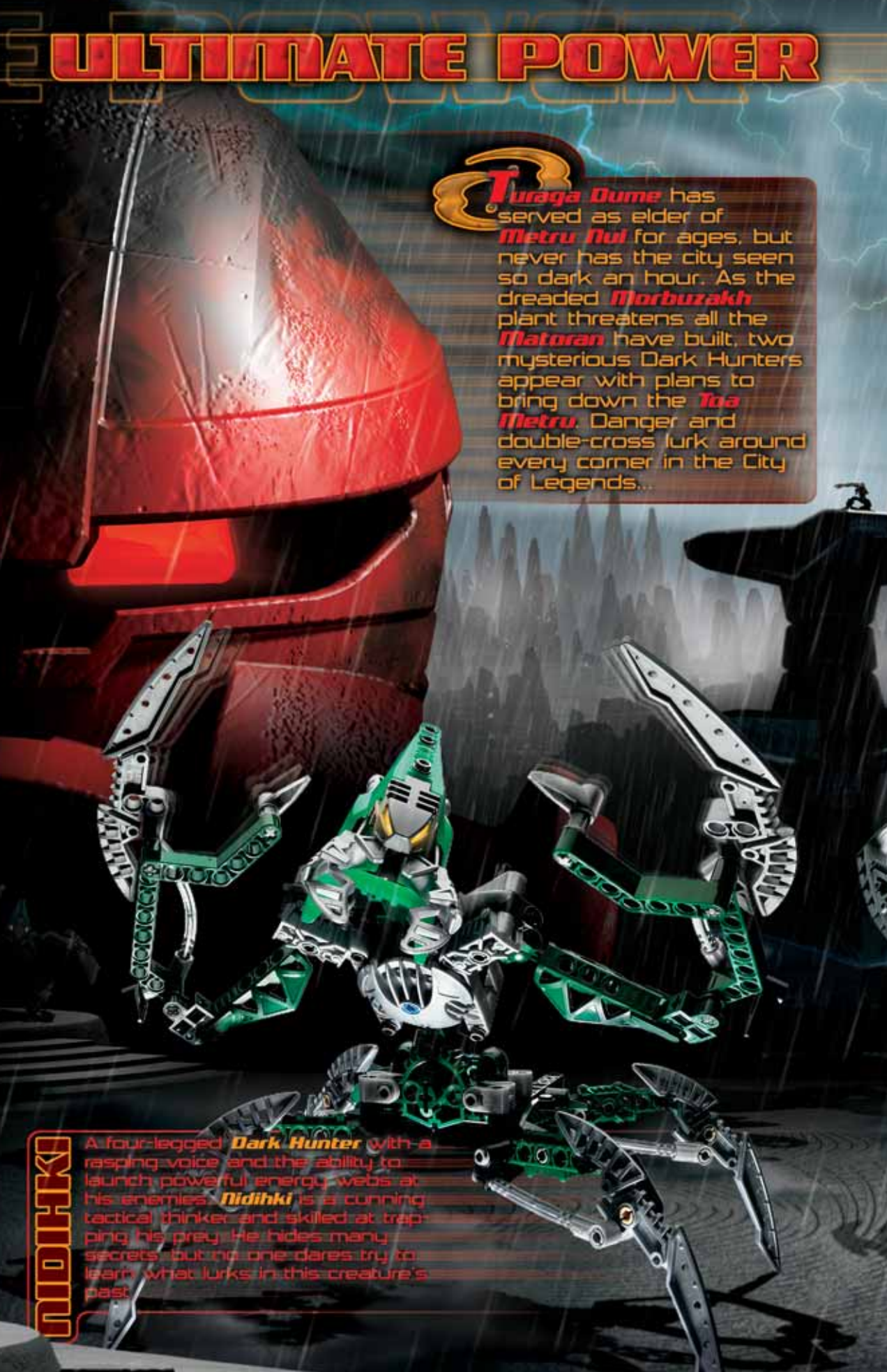
I DON'T SEE YOU COMING UP WITH ANY BETTER IDEAS, LIBRARIAN!

NOW!





# ULTIMATE POWER



**Turaga Dume** has served as elder of **Metru Nui** for ages, but never has the city seen so dark an hour. As the dreaded **Morbuzakh** plant threatens all the **Matoran** have built, two mysterious Dark Hunters appear with plans to bring down the **Toa Metru**. Danger and double-cross lurk around every corner in the City of Legends...

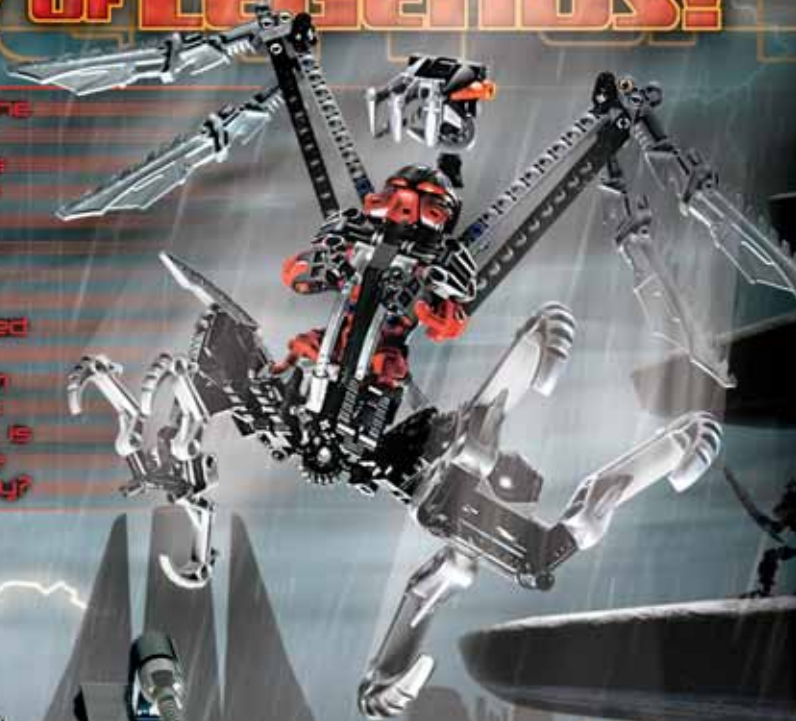
**NIDHIKI** A four-legged **Dark Hunter** with a rasping voice and the ability to launch powerful energy webs at his enemies, **Nidhiki** is a cunning tactical thinker and skilled at trapping his prey. He hides many secrets, but no one dares try to learn what lurks in this creature's past.



IN A CITY OF LEGENDS!

## TURAGA DUME AND NIVAWK

*Turaga Dume* is the powerful elder of *Metru Nui*. It's his job to protect the *Matoran* from danger and command the *Vahki* force. With his pet the winged *Nivawk Dume* keeps watch from his chamber atop the Coliseum. But is he a friend to the *Toa* or an enemy?



## KREKKA

This *Dark Hunter* is known for his strength; if not his intelligence. Little is known of the history of this one-eyed ape-like being, but his love of the hunt is obvious. He and *Nidihki* might seem like a strange team, but *Krekka's* raw power and ability to launch energy nets make him a danger to all in *Metru Nui*.





THERE'S ONLY ONE PROBLEM WITH RUNNING AWAY FROM VAHKI...

VAHKI REALLY LOVE TO CHASE.

THE THREE TOA METRU RAN, CIRCLED BACK, AND RAN AGAIN FOR HOURS, UNTIL FINALLY...

THEY ARE STILL SEARCHING, BUT THEY DON'T KNOW WHERE WE ARE. I SEE RORZAKH DOWN THIS CORRIDOR. WE WILL HAVE TO GO LEFT.

THE TOA WORKED THEIR WAY THROUGH THE MAZE OF TUNNELS, NARROWLY AVOIDING THE VAHKI ALL THE WAY.

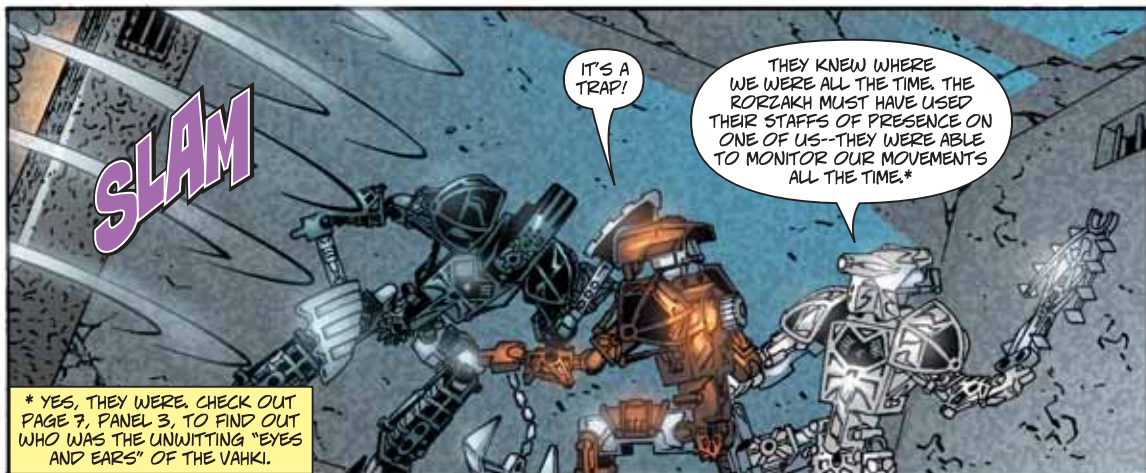
IS IT JUST ME, OR DOES THIS SEEM TOO EASY? THEY SHOULD HAVE CAUGHT US OR GIVEN UP BY NOW.

RORZAKH DON'T GIVE UP. EVER. I HEAR THEM OFF TO THE LEFT, GO RIGHT UP HERE.

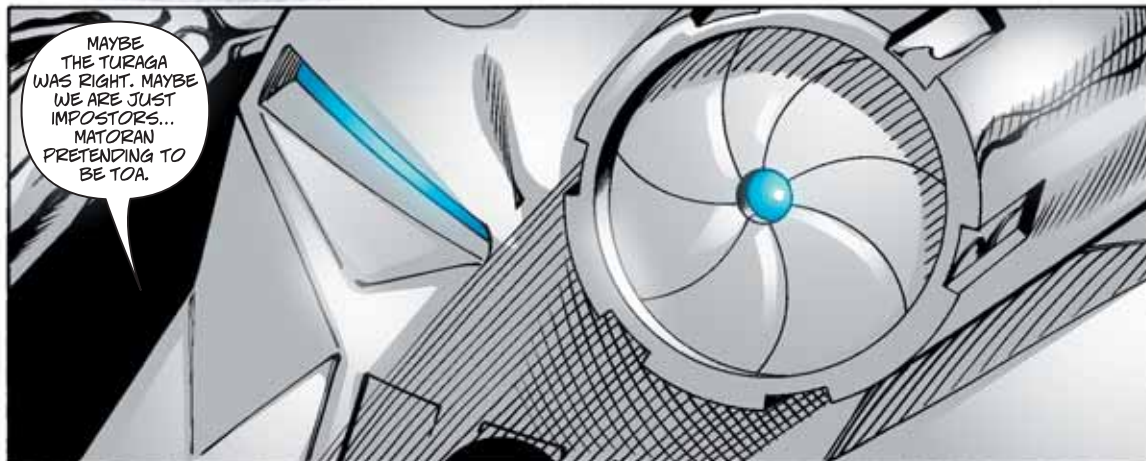
DEAD END. WE HAD BETTER--







\* YES, THEY WERE. CHECK OUT PAGE 7, PANEL 3, TO FIND OUT WHO WAS THE UNWITTING "EYES AND EARS" OF THE VAHKI.







MEANWHILE, MATAU HAD THOUGHT OF A WAY TO GET US SAFELY OUT OF LE-METRU.

THEY WILL BE CLOSE-WATCHING THE CHUTES AND THE STREETS. THEY WILL NEVER THINK TO LOOK ABOVE THEIR HEADS!



WE WILL QUICK-HIDE AMONG THE CARGO. HURRY, GET IN!



UP FRONT, THE LE-MATORAN PILOTS TRIGGERED THE VAST NETWORK OF LEVITATION DISKS TO MAKE THE AIRSHIP RISE.



INSIDE, WE SOUGHT A PLACE OF REFUGE WHERE WE COULD FIGURE OUT JUST HOW THINGS HAD GONE SO WRONG.

PERHAPS IF THE VAHKI MANAGE TO FIND TOA LHIKAN, TURAGA DUME WILL REALIZE WE ARE INNOCENT.

PERHAPS. UNLESS TURAGA DUME ALREADY KNOWS WHERE LHIKAN IS.



WHAT ARE YOU SAYING?





LESS LOUD-TALK,  
MORE QUICK-WALK!  
IN HERE!

CLIK



WE WILL STAY  
DEEP-HIDDEN  
UNTIL THE SHIP  
LANDS.

FINE, VAKAMA,  
EXPLAIN WHAT  
YOU SAID. WHAT  
DO YOU  
KNOW?

SOMETHING  
SIMPLY FEELS  
WRONG. FIRST  
THE MORBUZAKH,  
THEN SO MANY  
MATORAN  
DISAPPEARING.  
WHAT IF THE  
TWO AREN'T  
CONNECTED?



WHAT IF THE MORBUZAKH  
PLANT'S ATTACKS WERE A  
COVER FOR SOMETHING  
ELSE? SOMETHING TOA  
LHIKAN SUSPECTED,  
BUT DIDN'T HAVE  
TIME TO PROVE.



AND HE WAS CAPTURED  
BY THE DARK HUNTERS  
BEFORE HE COULD  
SHARE IT.

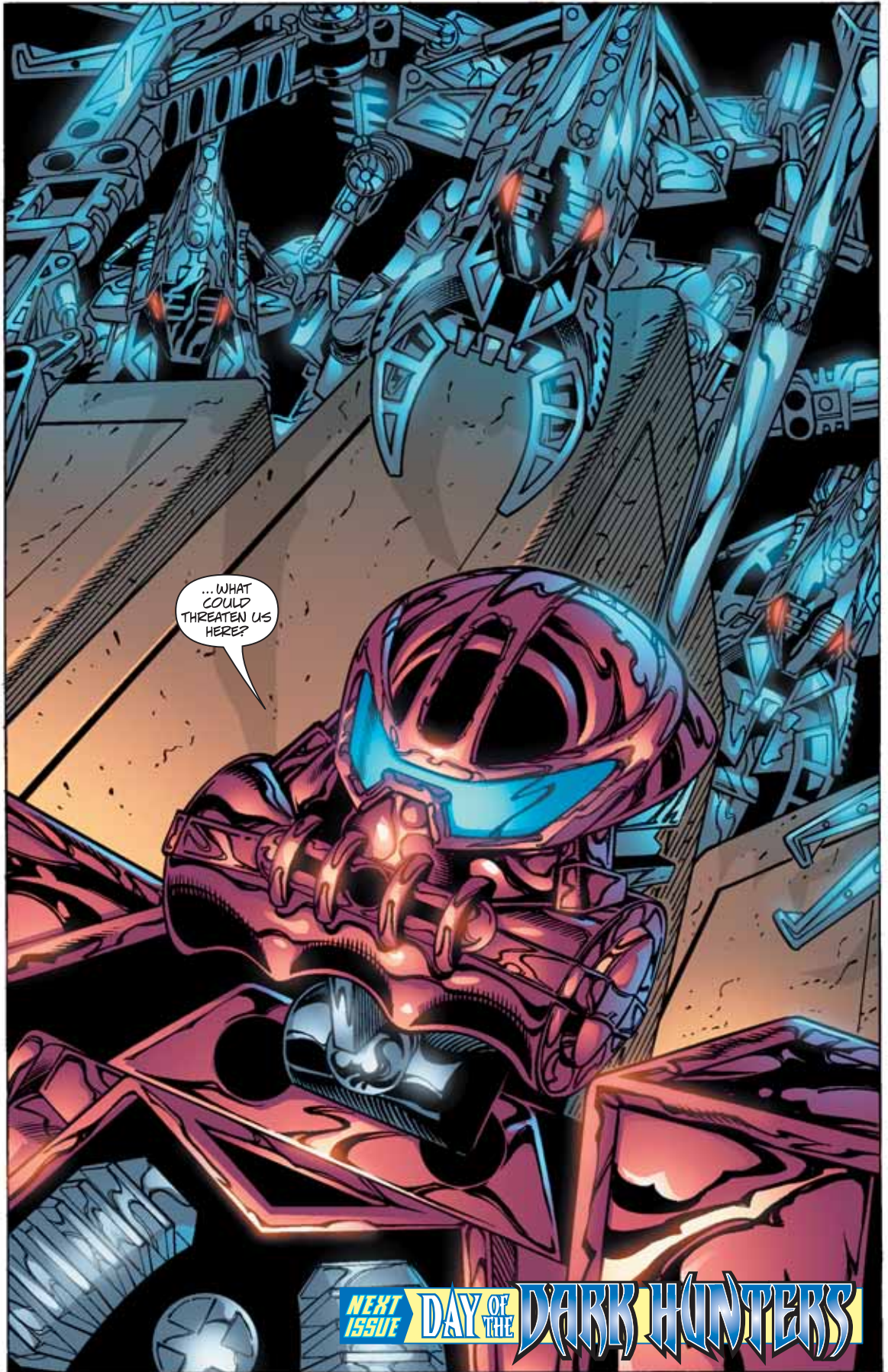
RIGHT IN FRONT  
OF THE FIRE-SPITTER'S  
EYES, TOO. NOW WE  
HAVE TO EVER-FLEE FROM  
VAHKI ALL OVER THE CITY.  
SO MUCH FOR BEING  
TOA-HEROES!



BUT WE ARE STILL FREE, MATAU.  
MAYBE IT'S OUR DESTINY TO  
FIND TOA LHIKAN SO HE CAN  
SOLVE THIS MYSTERY. AT LEAST  
WE HAVE TIME TO THINK AND  
PLAN.

AFTER  
ALL...





...WHAT  
COULD  
THREATEN US  
HERE?

NEXT ISSUE DAY OF THE DARK HUNTERS



COMING THIS MONTH  
to [www.BIONICLE.com](http://www.BIONICLE.com)

BIONICLE  
CITY OF LEGENDS

Kanoka Club

Username password

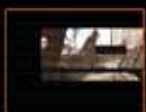
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KANOKA CLUB

### Vahki Invade Kanoka Club!

Look for six awesome new Vahki animations, available now on the Kanoka Club! Just enter the codes from your Vahki Kanoka cards (available in each Vahki package) to check them out!



### Also available in July:

- Behind the scenes info on *BIONICLE 2: Legends of Metru Nui*
- "Ask Greg" – get your BIONICLE questions answered by novel and comic writer Greg Farshtey.
- And other exciting new updates!

Ask Greg

What is the number of Metru Nui that are in Subterranea after the earthquake?

See the answer in Ask Greg



If you haven't explored the Kanoka Club yet, now's the time. Just click on the Kanoka Club link on the right side of the BIONICLE.com home page and log in with your LEGO Club username and password. Then you're ready to enter Kanoka codes and gain points to buy cool online BIONICLE wallpapers, animations, and much more.



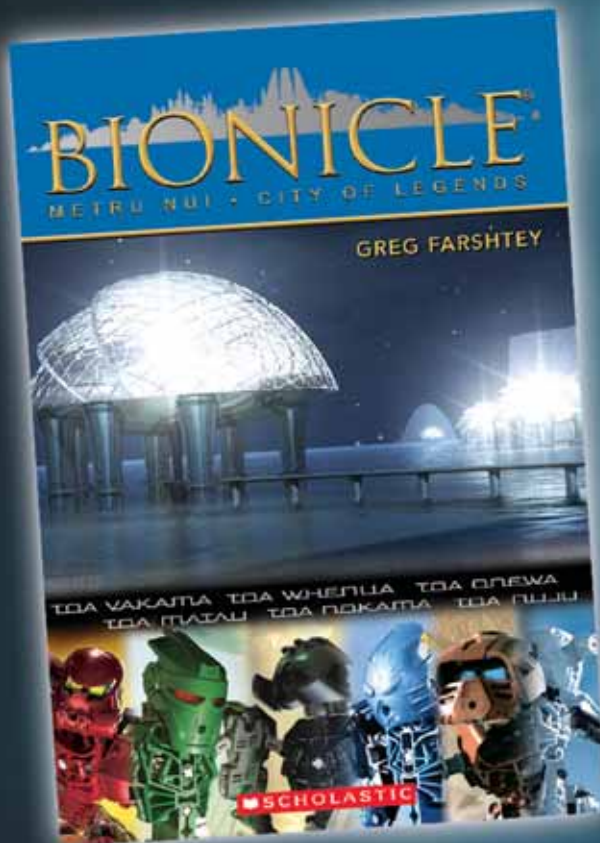
**BIONICLE 2 Movie Site Launches:** Look for the all-new *BIONICLE 2: Legends of Metru Nui* web sit this fall's new DVD/video. Go to BIONICLE.com and click on "Movies" on the top menu bar to see the new site.

Enter the city of legends at [www.BIONICLE.com](http://www.BIONICLE.com)



# BIONICLE

Get the book that has the code to unlock the secrets of Metru Nui!



## Secret Web Site!

- Use the exclusive code to get insider information about the BIONICLE® world
- Earn special Kanoka points
- Play cool BIONICLE® games

**Look For The New BIONICLE® Guide  
Wherever Books Are Sold**



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# SURRENDER OR RUN

THE VAHKI ARE NOW ENFORCING ORDER AT YOUR LOCAL TOY AND DEPARTMENT STORE. CAPTURE THEM...BEFORE THEY CAPTURE YOU.



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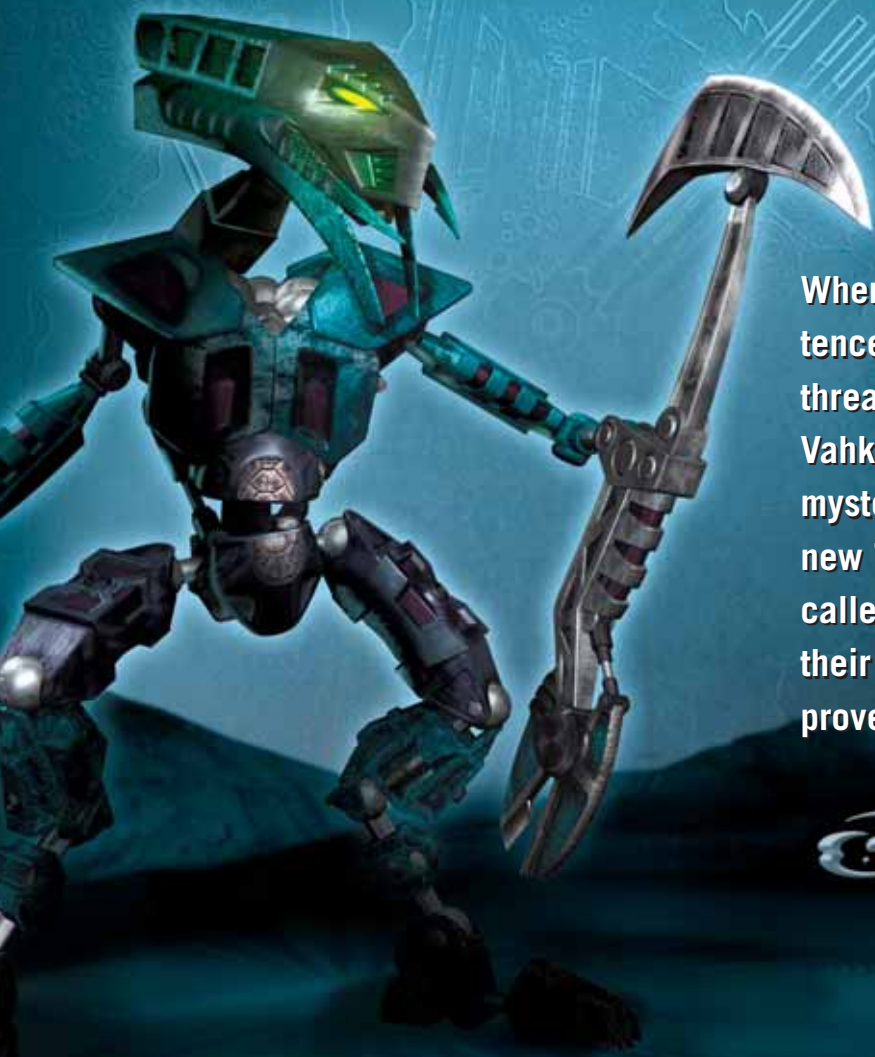


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# Every Legend Has Its Villains... Beware The Vahki.



When the peaceful existence of Metru Nui is threatened by ruthless Vahki enforcers and a mysterious traitor, six new Toa are suddenly called upon to protect their island city. Who will prove victorious?

## BIONICLE 2 LEGENDS OF METRU NUI

All-New CGI-Animated Movie  
Only On DVD And Video  
October 19



Visit [www.bionicle.com](http://www.bionicle.com) for exclusive updates!



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