



# BIONICLE

20

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## TETRUNUI



**Danger is the  
Dark Hunters**

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



# BIONICLE



Hunted as impostors and suspected in Toa Lhikan's disappearance, the Toa Metru are forced to flee for their lives. Stowing away aboard a Le-Metru airship, they mistakenly believe themselves to be beyond the reach of the Vahki order enforcement squads.

Meanwhile, a far more dangerous threat is looming in the shape of Nidhiki and Krekka, the Dark Hunters. Dispatched by Turaga Dume to capture the outlaws, they are determined to bring the Toa in alive - if not necessarily undamaged.

For the Toa, capture would mean both Lhikan and the city itself would be lost forever. But can they hope to survive against beings that live to hunt Toa?



I AM A DARK HUNTER. MY FRIENDS CALL ME NIDHIKI ... OR THEY WOULD, IF I HAD ANY FRIENDS.

THE HULKING FIGURE NEXT TO ME IS KREKKA. NOT THE BRIGHTEST LIGHTSTONE IN METRU NUI, BUT STRONG ENOUGH TO CRUMBLE A KNOWLEDGE TOWER WITH ONE BLOW.

WE CAME TO METRU NUI FOR OUR FAVORITE SPORT: TOA HUNTING.



**CITY OF LEGENDS**  
**PART V STRUGGLE IN THE SKY**

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LAYOUT & DESIGN









WITH A LITTLE LUCK, WE'LL BE GONE BEFORE THEY KNOW WE'RE THERE.



NUURAKH!

THERE'S OUR LITTLE LUCK--ALL OF IT BAD!



**KZZZAARK**  
**KZZZAARK**

MORE OF THEM!



DON'T YOU HAVE MORE DARK-SERIOUS THINGS TO DO? LIKE WATCHING FOR LOITERING LAVA EELS?



**KZZZAARK**

WELL, ASK A VAHKI QUESTION, GET A VAHKI ANSWER...

**KZZZAARK**





**KRA-KAMM**

YOU REALIZE THAT FIGHTING VAHKI MAKES US THE OUTLAWS DUME SAYS WE ARE?



MAYBE WE CAN BE LEGENDARY TOA-VILLAINS THEN.

**KRASH**



WE'RE NOT YOUR ENEMY! WE DIDN'T KIDNAP TOA LHIKAN, WE'RE TRYING TO SAVE HIM!



**SMASHH**



THEY'RE MUCH EASIER TO REASON WITH IN SMALL PIECES.



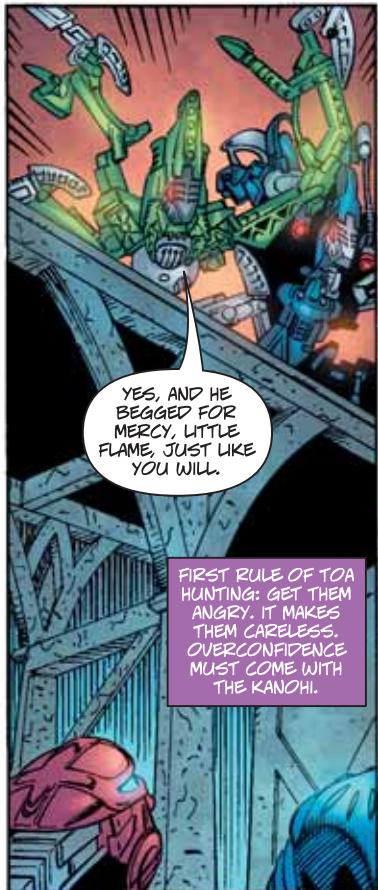


SORRY FOR THE INTERRUPTION, LITTLE TOA. BUT I NEVER COULD WAIT TO OPEN MY PRESENTS.

RRRIIIPPPP



YOU! THE ONE WHO CAPTURED TOA LHIKAN!



YES, AND HE BEGGED FOR MERCY, LITTLE FLAME, JUST LIKE YOU WILL.

FIRST RULE OF TOA HUNTING: GET THEM ANGRY. IT MAKES THEM CARELESS. OVERCONFIDENCE MUST COME WITH THE KANOHI.



LIAR!



COOL OFF, TOA.





ONCE HE HITS THE GROUND, EVEN A PO-MATORAN COULDN'T PUT HIM TOGETHER AGAIN.



CATCH HIM, MATAU! IF HE FALLS, HE'LL SHATTER!



GOT HIM!



BUT CAN YOU KEEP HIM? OR ARE YOU JUST A MATORAN IN TOA ARMOR?

ZZZAK



KRA-KASH

UNNGH! HAVE TO TWIST SO I TAKE THE HARD-FALL...OR VAKAMA IS DOOMED!





WE NEED TO FINISH THIS QUICKLY. NO DOUBT OUR "FRIEND" AT THE COLISEUM IS GROWING IMPATIENT...

THE TIME IS DRAWING NEAR, AND STILL THREE TOA PLAGUE ME WITH THEIR INTERFERENCE.

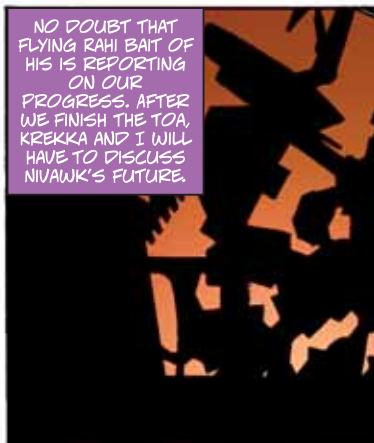


THEY CANNOT BE ALLOWED TO BLOCK THE DESTINY OF THE MATORAN. YOU KNOW WHAT TO DO.

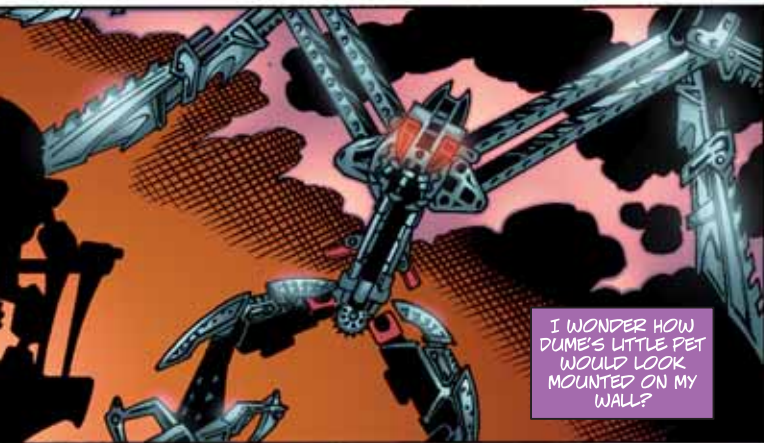
THEY WILL ATTEMPT TO FREE THEIR FRIENDS. THEY MUST NOT SUCCEED.



NIVAWK RETURNS, WITH GOOD NEWS, I TRUST.



NO DOUBT THAT FLYING RAHI BAIT OF HIS IS REPORTING ON OUR PROGRESS. AFTER WE FINISH THE TOA, KREKKA AND I WILL HAVE TO DISCUSS NIVAWK'S FUTURE.



I WONDER HOW DUME'S LITTLE PET WOULD LOOK MOUNTED ON MY WALL?



RETURN TO THE AIRSHIP, AND MAKE SURE THE DARK HUNTERS SUCCEED.

FOR THE SAKE OF ALL MATORAN, THE TOA METRU MUST FALL!



# TOA METRU VS.

The Toa Metru challenge the power of the evil Dark Hunters in the climax of *BIONICLE 2: Legends of Metru Nui*. Our designer recreated part of this exciting scene using actual BIONICLE sets. What scene will you build?



WHAT SCENE  
WILL YOU  
BUILD?

8501



8502



8503



8504



8505



8506



8514





# DARK HUNTERS ... TO THE FINISH!







SMASH THE TOA OF FIRE INTO FRAGMENTS. I WILL DEAL WITH NOKAMA.

FUN.



TIME TO END THIS TOA OF WATER.

ZZZAK  
ZZZAK  
ZZZAK



I AGREE!



HA! YOU MISSED, LITTLE MATORAN!





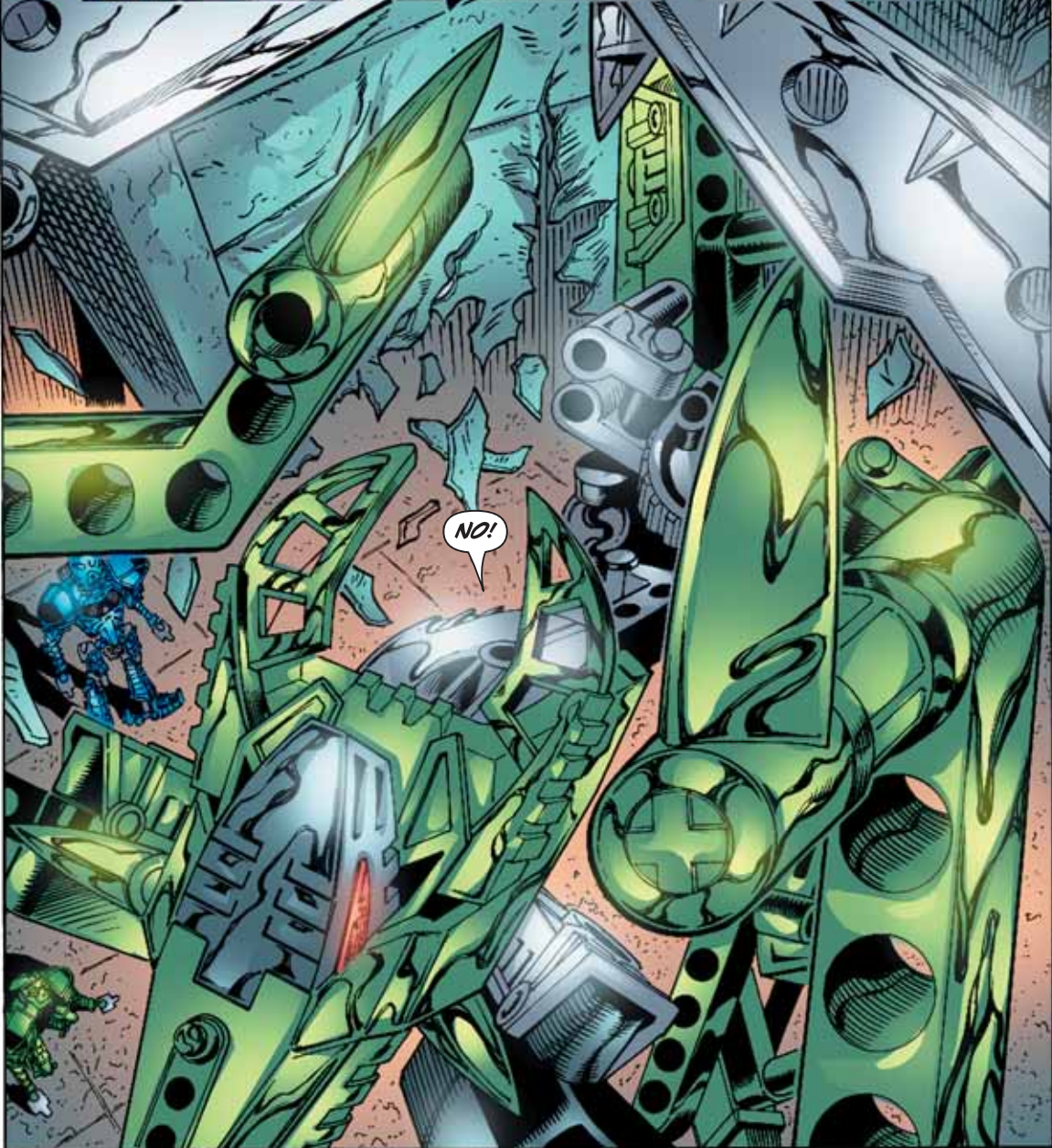
I'M NOT  
A MATORAN.  
I'M A TOA.



**KZAK**



AND  
I NEVER  
MISS.



NO!





STAND STILL, TOA. QUICKER THAT WAY.



FINALLY MANAGED TO GENERATE ENOUGH HEAT TO FREE MYSELF! BUT MATAU IS IN TROUBLE...

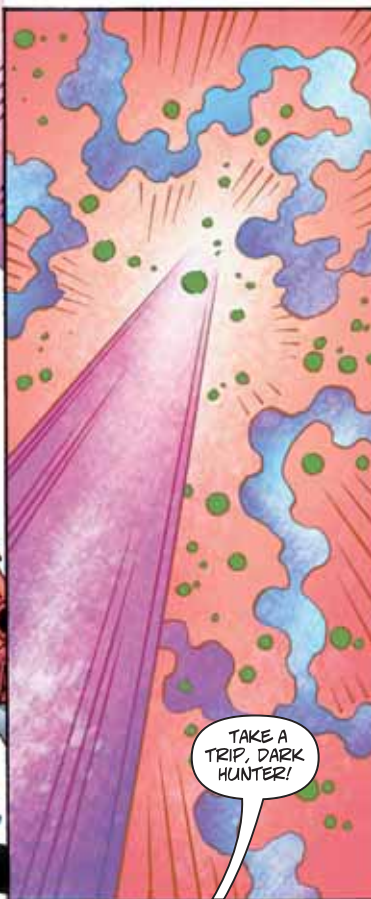


NO FAIR! YOU MOVED!

NOTICED THAT, DID YOU?



YOU KIDNAP A TOA, THREATEN MATORAN, AND TRY TO HARM US--AND YOU DARE TALK ABOUT WHAT'S "FAIR"?



TAKE A TRIP, DARK HUNTER!



YOU TELEPORTED HIM... BUT TO WHERE?





HATE TOA.

WELL, THAT WAS... UNEXPECTED.

KRA-BAMMM

I SEE YOU HAVE SPIRIT, LITTLE TOA.

I HATE SPIRIT.

WE WILL SETTLE WITH YOU LATER... AFTER WE HAVE FREED TOA LHIKAN.

AND HOW DO YOU PROPOSE TO LEAVE HERE? DO YOU THINK YOU CAN GO THROUGH ME?







# THE CITY OF LEGENDS STARTS IN

## BIONICLE 2 LEGENDS OF METRU NUI



The new BIONICLE movie, *BIONICLE 2: Legends of Metru Nui*, brings the Toa Metru and the vast and wondrous city of Metru Nui to the screen for the first time. The new city setting is a long way from the tropical island of Mata Nui, and presented new challenges for the designers and film makers. We talked with Christian Faber, art director for the Advance Agency, and BIONICLE 2 art director Duane Loose, and BIONICLE 2 movie director David Molina about bringing the city to life for viewers.

### Q. What role did you play in the design of Metru Nui?

**CF:** I did the first work on how the city looks and functions. I started out by designing the map of Metru Nui and, at the same time, worked on some more detailed sketches with designer Jan Kjaer.

**DL:** The overall design of the BIONICLE universe was already very well established by the creative team at the LEGO Company. Our task was to follow a script, and create a world that felt like it was the precursor of Mata Nui.

**DM:** Duane Loose had a big hand in filling out the "worldscape." Terry (Shakespeare, co-director) and I just told him to go wild and think "monumental" in size and scope.

### Q. What were some of the ideas behind the look of the city?

**CF:** We needed Metru Nui to be a totally unique place, so everything had to be designed from the ground up. The inspiration was taken from biology, where you can see all sorts of balanced systems based on energy and chemistry.

**DM:** I directed the designers to think of Mata Nui as the country and consider Metru Nui as Hong Kong meets Manhattan. The city was designed to present a highly advanced culture with an amazing history.

### Q. Were there any particular locations you most enjoyed working on?

**DM:** I like the transport tubes. Man, I'd like to ride those! If I could only hold my breath that long!

**CF:** The protoderms tube system felt like a winner from the very beginning. We needed some kind of transportation that would be new, fun and biological.

**DM:** My favorite location is the mythological location of the opening shot. It's a place outside of our own time and space.

### Q. If you had more time, is there anything you would have liked to add to Metru Nui?

**CF:** The city is constantly building upwards so the new buildings are standing on older structures. There could be many exciting secrets in the older (sub-surface) layers.

**DL:** I am sad (and grateful and happy) that I only got to spend a year of my life working on that world. I want to go back and explore it some more.

For more of this interview, check out [www.bioniclemovies.com](http://www.bioniclemovies.com). And look for *BIONICLE 2: Legends of Metru Nui* on DVD and VHS starting

## 10.19.04

The protoderms rapid-transport tubes.



Matoran mask-maker Vakama is about to discover his destiny.



Public transportation, Metru Nui-style!





# NEW BIONICLE LEGENDS ARE BORN!

Before the coming of the Toa Metru, a lone Toa stood between Metru Nui and those that would threaten its peace. Now his tale comes to life in *BIONICLE 2: Legends of Metru Nui*, along with that of the mighty Kikanalo!

## TOA LHIKAN

Toa of Fire and defender of Metru Nui, Lhikan senses the coming of a great evil. To combat it, he grants Toa power to six Matoran, turning them into new Toa Metru. Lhikan wears the Great Hau, the Mask of Shielding, and his two fire greatswords can be combined to form a flying board or a shield!

## KIKANALO

Massive herd beasts from Po-Metru, the Kikanalo use their horns to dig up the ground, in the process dislodging bits of protodermis lost by the Matoran carvers. Even Dark Hunters fear stampeding Kikanalo, who have been known to crush entire assemblers' villages flat in a matter of minutes.



LOOK FOR SET #8001  
TOA LHIKAN  
AND KIKANALO  
AT YOUR LOCAL  
TOYS R US STORE OR ON  
[www.LEGOshop.com](http://www.LEGOshop.com)

STARTING  
OCTOBER 19 2002





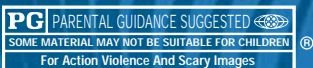


Be The First To Learn  
The Secrets Of Metru Nui  
On DVD And Video October 19



**Venture into the spectacular island city of Metru Nui!**

Six Matoran – one from each of six unique districts – are unexpectedly transformed into new Toa and are destined to protect the other inhabitants from mysterious forces of evil. They must succeed in uncovering and mastering the secrets of their Toa skills or darkness will prevail!



SOME MATERIAL MAY NOT BE SUITABLE FOR CHILDREN  
For Action Violence And Scary Images

For rating reasons, go to [www.filmratings.com](http://www.filmratings.com)



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