

BE THE TOA BIONICLE

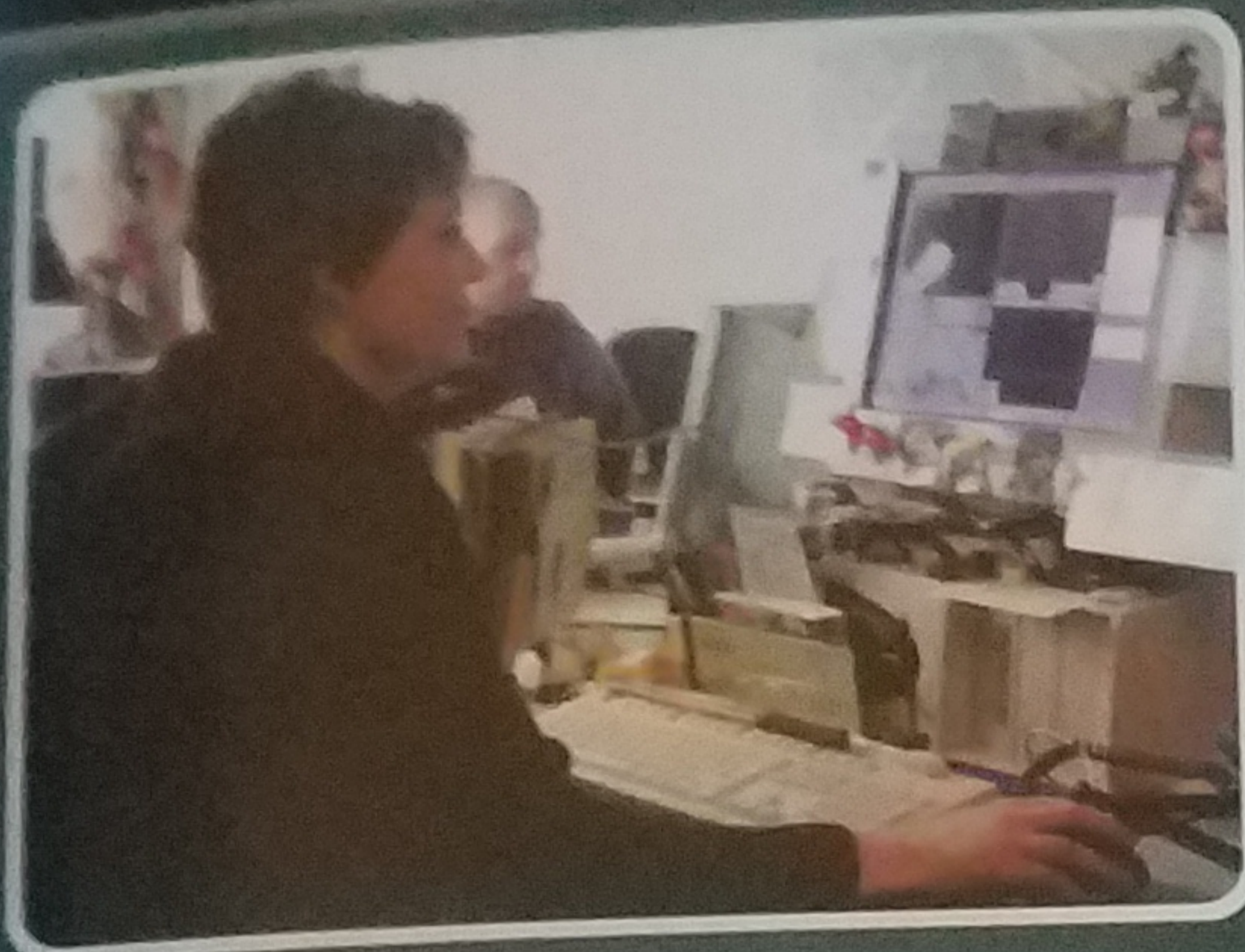
Take the challenge. Experience the full power of the legend.

COMING THIS AUTUMN!

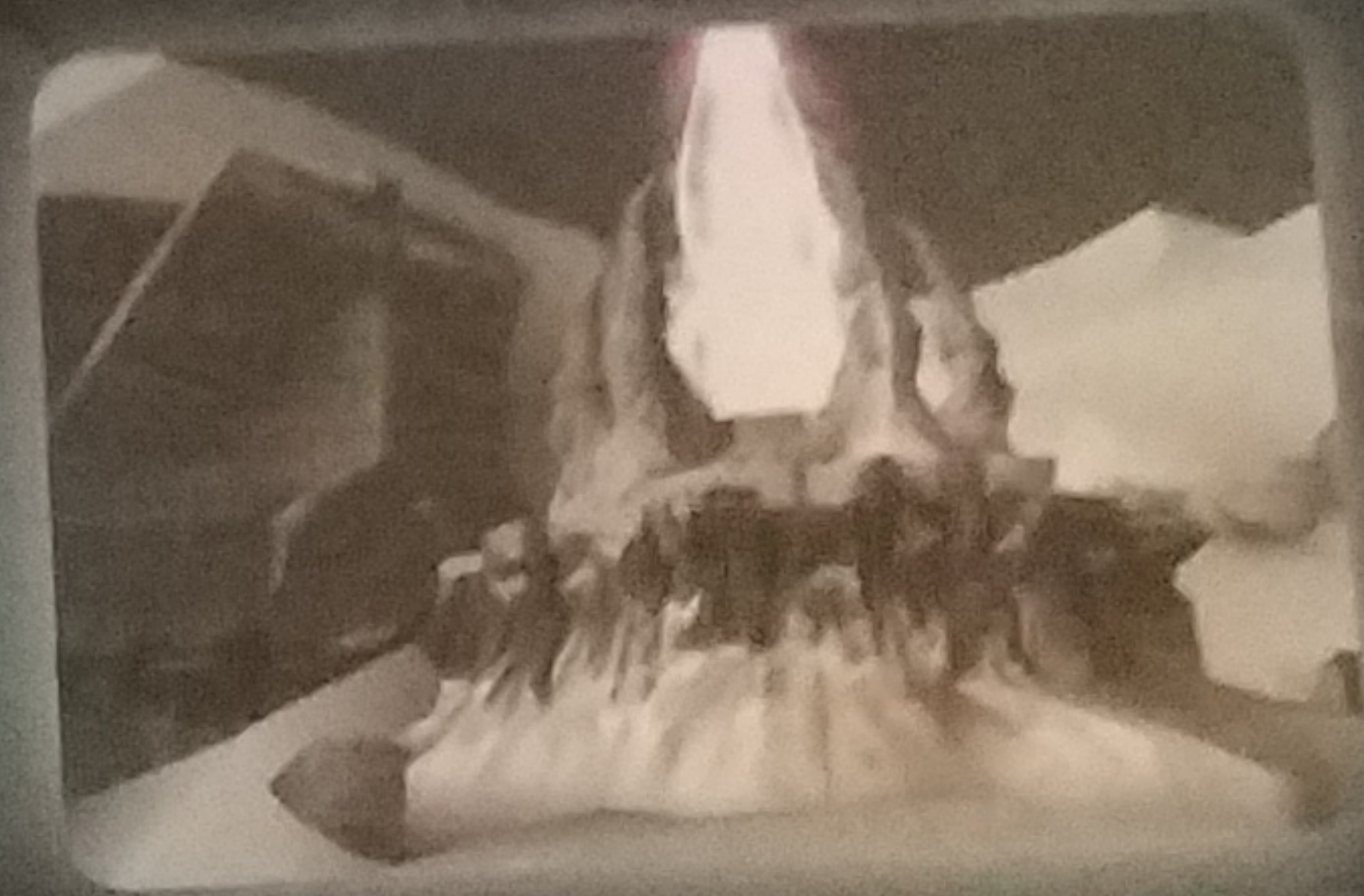
For the PlayStation2 entertainment system, Nintendo GameCube, Xbox, PC (Xbox), and GameBoy Advance.

BRINGING BIONICLE TO LIFE!

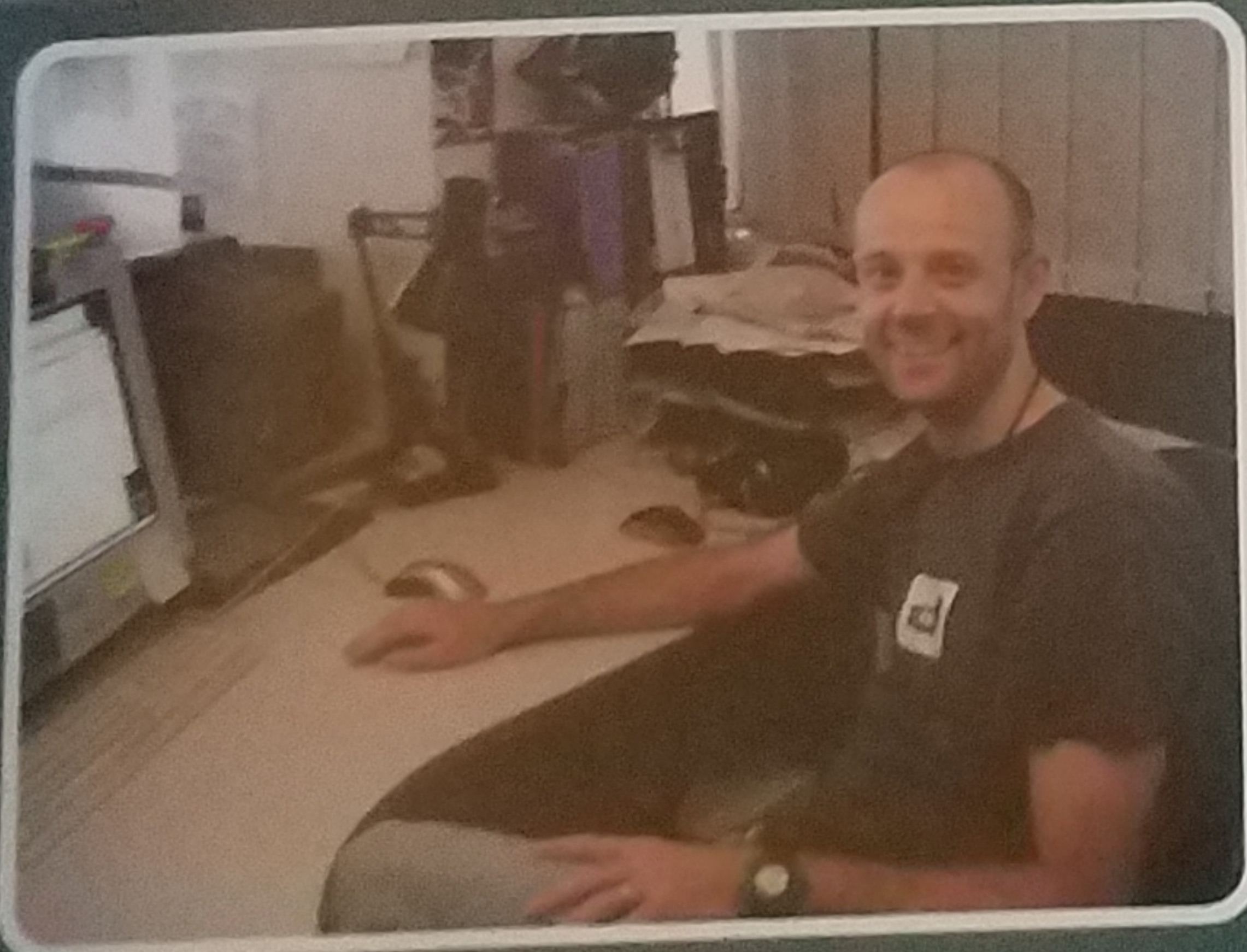
Behind the scenes with the creative team that is working to put the power of the Toa in your hands.



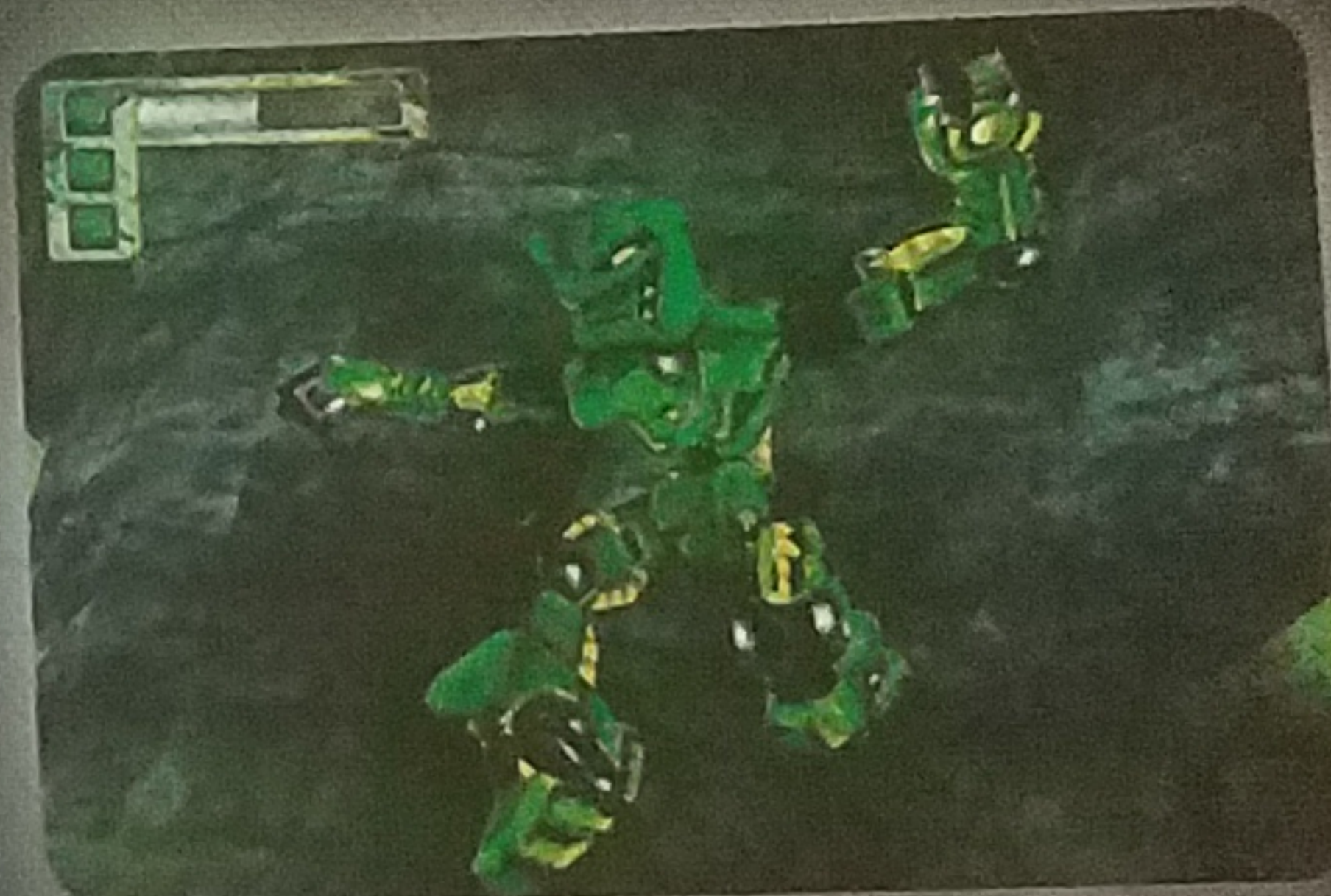
Lynsey
Lead Designer



MY CHALLENGE? TO BRING THE WORLD OF MATA NUI TO LIFE. WE USE A SPECIAL COMPUTER PROGRAM TO BUILD THE ENVIRONMENTS AND "POPULATE" THEM WITH CREATURES AND OBJECTS. EVERY RAHI, EVERY WATERFALL - EVERYTHING YOU'LL SEE WITHIN THIS GAME HAS BEEN CAREFULLY CONSTRUCTED AND PLACED TO CREATE A WORLD FULL OF ADVENTURE AND EXCITEMENT.



Steve
Lead Artist



IN THIS GAME, YOU'LL GET TO PLAY AS THE TOA... AND THE TOA NUVA! A LOT OF MY TIME HAS BEEN SPENT WORKING ON TAHU, LEWA, GALI, ONUA, POHATU AND KOPAKA; FIRST BUILDING THE "MODEL" OF THE CHARACTER, THEN CREATING THOUSANDS OF DIFFERENT ANIMATIONS FOR ALL THEIR MOVES. I THINK YOU'LL BE VERY PLEASED WITH THE WAY YOUR FAVOURITE CHARACTERS HAVE TURNED OUT.



Jay
Special Effects Artist



MATA NUI IS THE MOST AMAZING PLACE, WHERE STRANGE AND FANTASTIC THINGS CONSTANTLY HAPPEN. IT'S MY JOB TO MAKE SURE THESE AMAZING OCCURENCES LOOK AND FEEL REAL. MY FAVOURITE SPECIAL EFFECTS ARE THE ELEMENTAL POWERS OF THE TOA AND TOA NUVA. WE'VE REALLY LET OUR IMAGINATIONS RUN WILD TO COME UP WITH SOME INCREDIBLY COOL EFFECTS. WHEN YOU LOOK AT THE GAME AND SAY "WOW!", THAT'S WHEN I'LL KNOW I'VE DONE MY JOB.

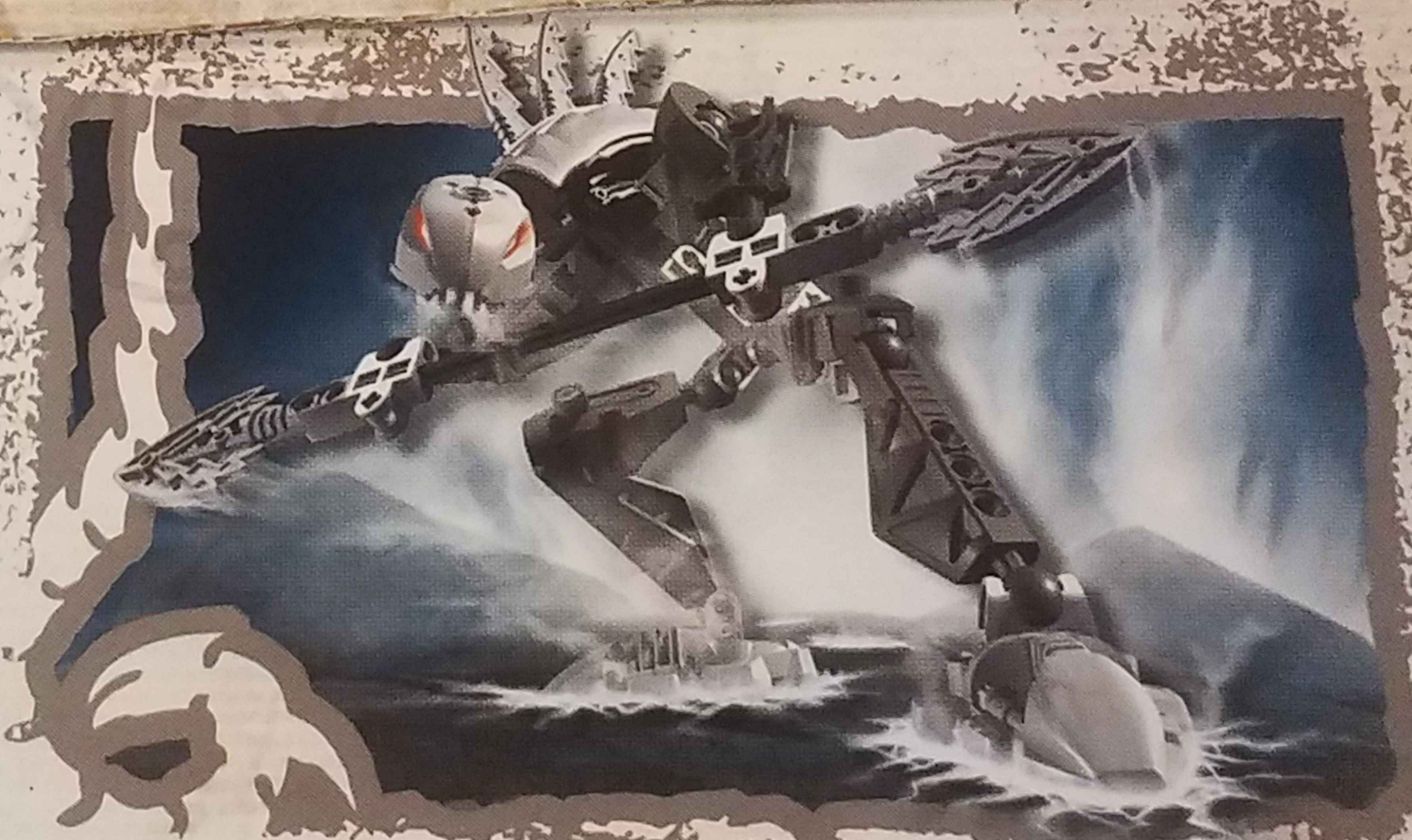
UNLEASH THE

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 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.



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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.

HERO BORN TO FACE THE

8590
Takua

Legend speaks of a Toa of Light who will save Mata Nui from darkness... and how he has arrived. Wearing the Kanohi Avohkii, the Great Mask of Light, and carrying the Kolhii Staff of Light, he is prepared to challenge Makuta for the sake of all Matoran. He rides the Ussanui, a powerful vehicle energized by kraata that can track down the master of shadows wherever he lurks.



8593 Makuta

He dwells in darkness, far beneath the surface of Mata Nui - he is Makuta, lord of shadows, and most powerful enemy of the Toa. Using the power of the Kanohi Kraahkan and the Kolhii Staff of Darkness, he plans to defeat the Toa of Light and cast his shadow over Mata Nui for all time!

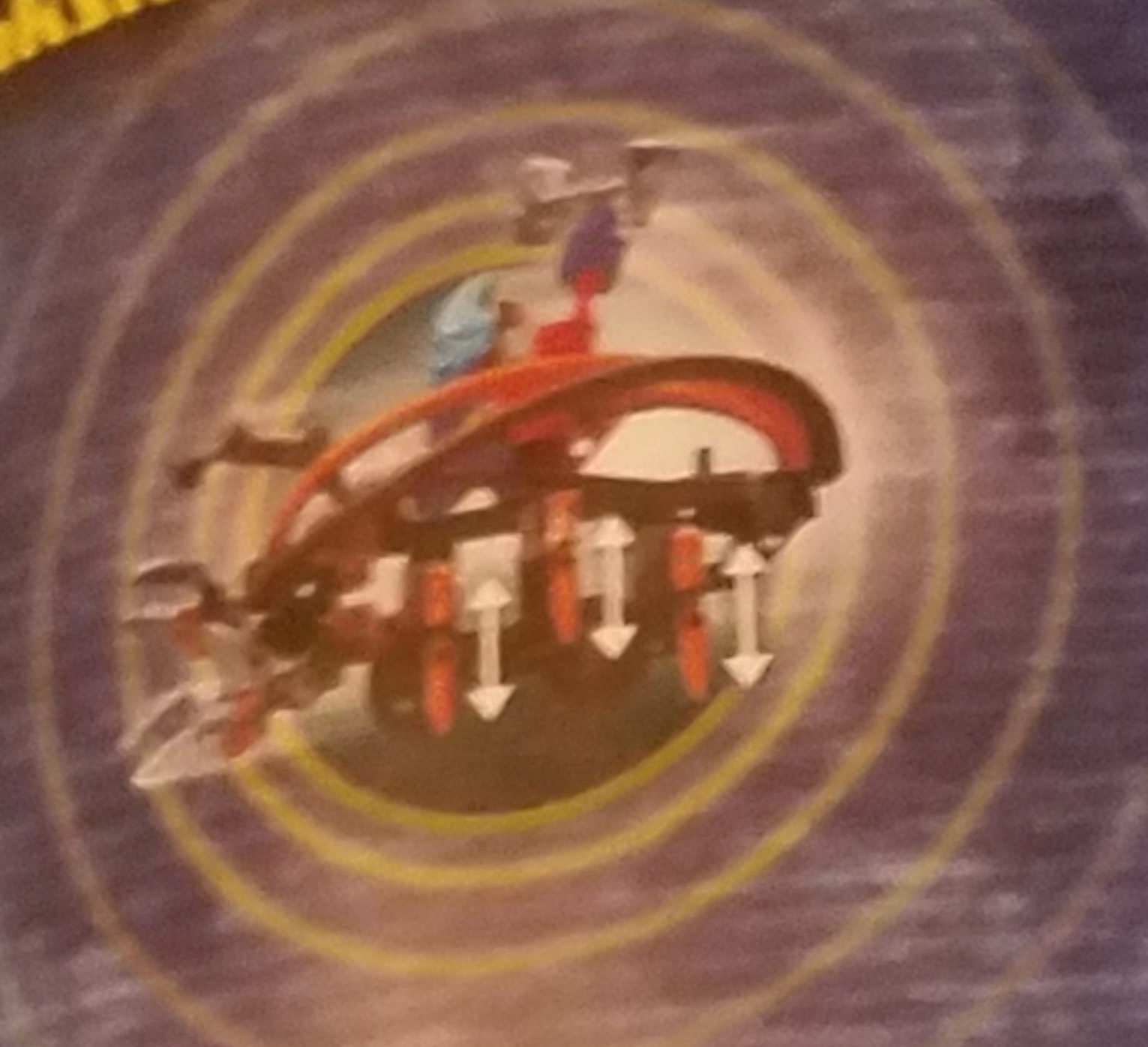


8595 Takua
Pewaku

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When the Chronicer
finds his Ussal crab,
he's always quick to go
adventure. Takua gets
more than he
bargained for when
he stumbles on the
Mask of Light. Will he
find the legendary
hero before the
Bakshi find him?



Makuta
in darkness,
on the surface
of the island - he is
the most
and most
enemy of
the
the Kanohi
and the
of Darkness,
defeat the
and cast his
on Mata Nui



8594 Jaller and Gukko

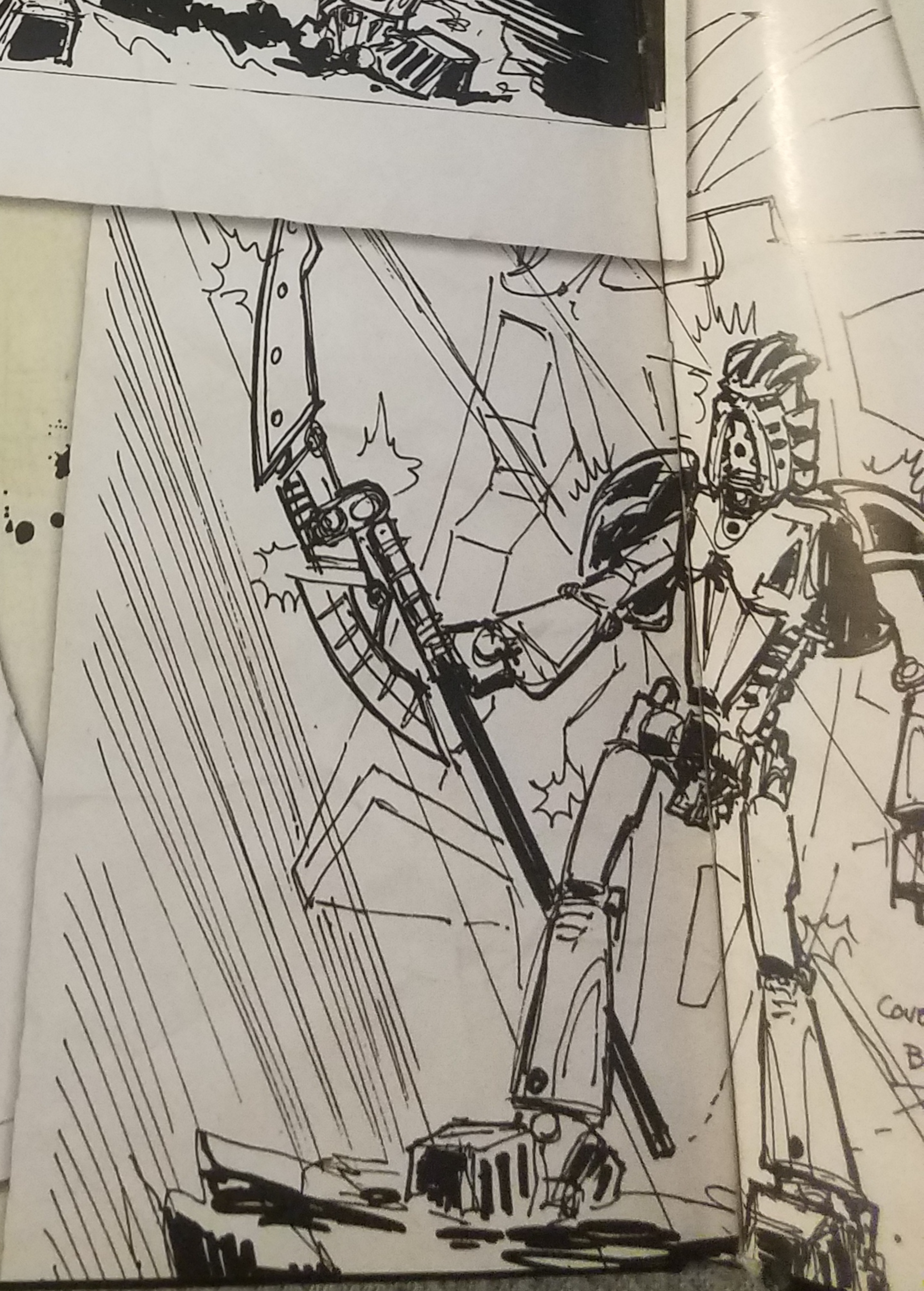
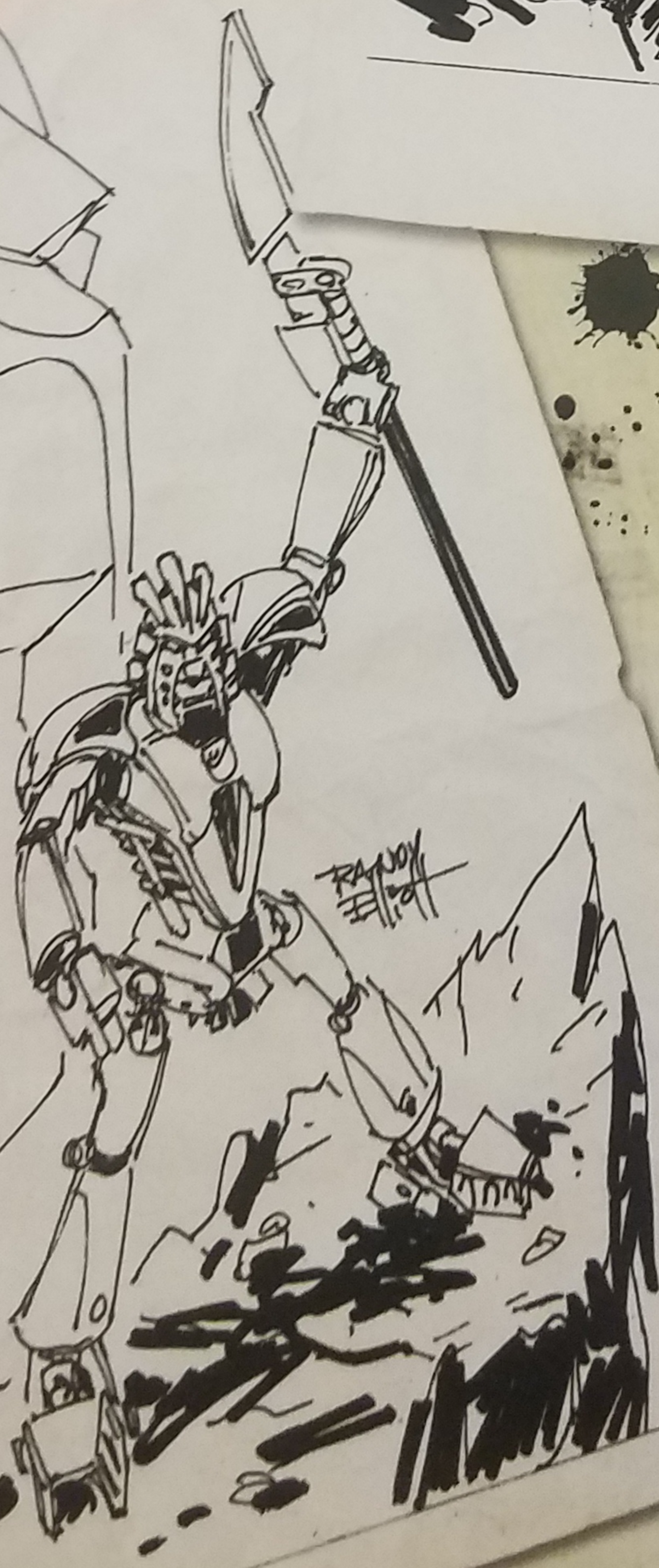
Flying a Gukko
bird isn't easy,
but no challenge
is too great for
Jaller, Captain of
the Ta-Koro
Guard! He leads
the search for
Takanuva,
determined to
save the Matoran
from the shadows
of Makuta. With
only his courage
and his kolhii
staff, he braves
every danger to
fulfill his mission!

THE BIRTH OF A COMIC COVER

The creation of a comic cover starts when the artist submits several ideas as rough sketches. Once one is chosen, a more detailed pencil illustration is done.

When the pencil illustration is finished and approved, the inker goes over the lines, adding more detail and bringing the cover into sharp focus.

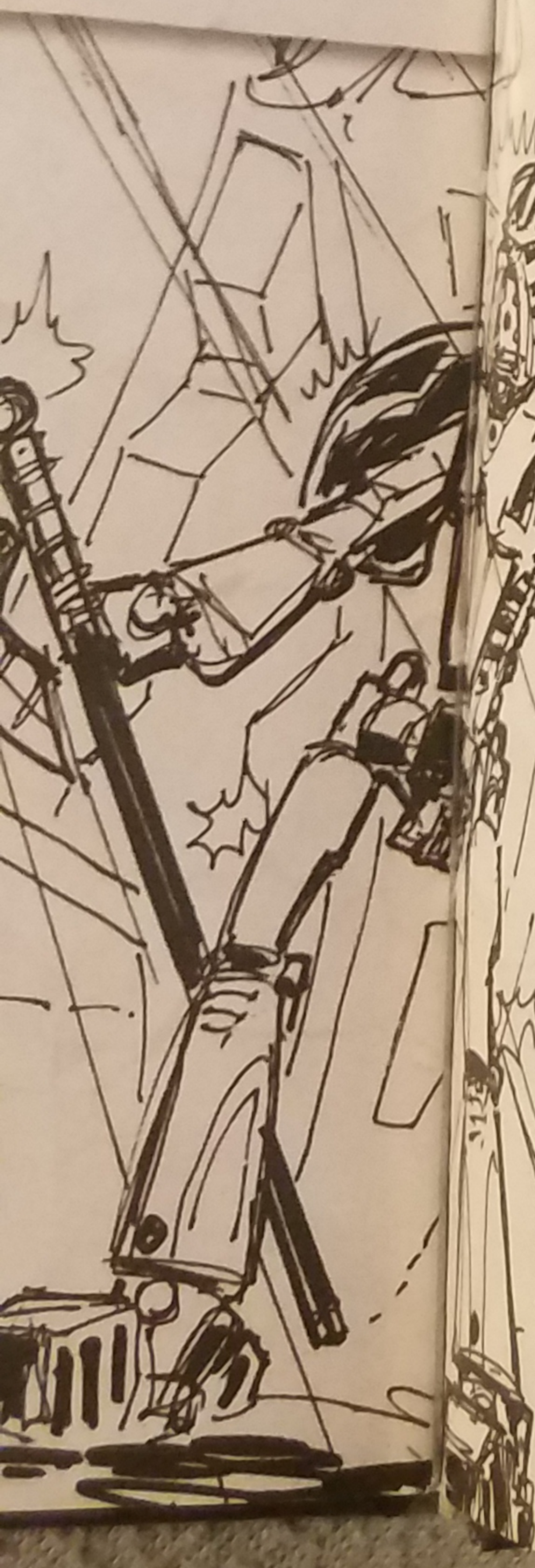
Once the inked version is approved, the colorist uses a computer to turn it into the cover you will finally see. Finally, text is added wherever necessary, and the cover image is ready to go out to the printer!



OF
VER



COVER SKETCH #1
BIONICLE #14



COVER SKETCH #2
BIONICLE #14

Randy
Elliott



DESIGNED BY
RANDY ELLIOTT

INSTRUCTIONS FOR SOLUBLE PAPER

