

LEGO Media International
Character and Story Bible

Legends
of
The Bionicle
Book 4: The Legends of Mata Nui

(formerly 'Voodoo Heads/Voodoo Island')

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Based on draft bible supplied by LMI
Draft 3 of 3
Dated 7.3.00
(amended - Bob 3/4/7th August 00)

Executive Summary

Important advice: Please take great care in communicating any element of this story as there are complex release schedules regarding the revealing of key elements to the consumer. If in doubt please consult a member of the development team.

Logline

□ Together; we are strong □

'An adventure from the time of legends.'

'Compete with skill and imagination to uncover The Masks Of Power, and solve the mystery of the Island of Mata Nui.'

Environment - The Island World

Lying flat on an ocean reef lies the colossus that is the dormant robot *Mata Nui*. Hidden from view and from all in the story this mighty android's face has been overgrown over the centuries until it has taken on the appearance of a small volcanic island, while nearby lie two craggy reefs that cover *Mata Nui's* fingers.

The features of the island therefore follow the contours of the robot's face - eye sockets, mouth, nose, chin, and the great slope onto the sea that is *Mata Nui's* forehead. Over the millennia these have been transformed by nature into canyons, deserts, caves, gorges, lakes and craggy mountains, with rivers running from the two lakes of his eyes down the wind-worn lines of his face towards the cavern of his mouth.

Mata Nui could be anywhere, any time, on any planet - but wherever it is, it bears a striking resemblance to the South Sea Islands.

Characters

The island is dormant, but not dead, and is inhabited by droids, both on and below its surface. These perform similar functions on the robot as the cells and viruses of a human body - and our heroes are like penicillin, administered automatically by the sleeping robot to get past its own internal defence mechanisms and reactivate its system. There are various droids 'living' on the island:

- The *Tohunga*, or tribesmen, and their Chieftain the *Kahuna Tohunga* - the robot's DNA
- The *Rahi*, or gatekeepers - *Rahi Tori*, a giant tiger, and *Rahi Kahu*, a giant hawk - the robot's white blood cells —Final names? Not yet
- The *Manas*, or Guardians - the robot's Immune system

- The *Makuta*, the keeper of the robot's consciousness

Then there are our heroes -

- The six *Toa*: *Onua* (Earth), *Lewa* (Air), *Tahu* (Fire), *Gali* (Water), *Kopaka* (Ice) and *Pohatu* (Stone). These six, once they've found the twelve *Kanohi*, the masks of knowledge, then combine to become:

- The *Toa Nui*, and the two *Toa Kaita Akamai* (Wisdom) — gold mask - and *Wairuha* (Spirit) — silver mask-, the final champions, two super-droids who will ultimately challenge the *Makuta* for the mask of *Mata Nui*, and reawaken the sleeping robot.

- The inhabitants of the Island, the *Tohunga* and their leaders the *Kahuna Tohunga* live in six tribes each dedicated to a *Toa* and the element of that *Toa*, the principle characters are:

Element	Kahuna	Tohunga	Tohunga
<i>Fire</i>	Vakama	Ahi	Kapura
<i>Stone</i>	Onewa	Toka	Maro
<i>Water</i>	Kakama	Maku	Inu
<i>Ice</i>	Huma	Tio	Kopeke
<i>Earth</i>	Whenua	Taipu	Onepu
<i>Air</i>	Matau	Tamaru	Kongu

Bt notes

22 August 00

Martin

I would like to suggest the following names (adapted from those sent by Alastair). I have adapted them a little. Do you want to get them checked before we put them in the bible or should we change straight away?

Kahuna (I would prefer not to change, but as a back up) TURAGA would be ok as a second choice.

Others

Ahi - JALA

Toka - HAFU

Inu - KOTU

Tio - MATORO

Maro - HUKI

Mission/Objectives

(Provisional — subject to game needs) - Bob

Confidential Document — not for circulation

The six *Toa* are fired from pods from *Mata Nui's* fingers to land on the island and begin the quest to reboot his system. Once the *Toa* hatch from their pods they are like children, knowing nothing of their mission, knowing only that the *Tohunga* hold the key to their destiny. From the *Tohunga* they learn that their task is to collect the hidden *Kanohi*, the Masks Of Knowledge, and as they find more masks, they gain in power and knowledge, but never, until the very end of their quest, do they have any idea that the masks will ultimately enable them to combine forces and conquer the mighty *Makuta*, and re-start *Mata Nui*.

The basic structure of the mission of the *Toa* is to locate and collect these *Kanohi*, along the way undergoing a series of mainly intellectual and athletic challenges: each *Toa* must collect the twelve masks, with or without (preferably with) the help of his fellow *Toa*, and place them within their totems, the magical stone pods from which they first emerged. Upon placing the eighth *Kanohi*, the totems will transform, and offer up each *Toa* a final *Kanohi*, which will give the *Toa* additional powers.

Game note: In the game, none of the *Toa* will place masks on their totems. Only in the final stages of the game — when all the *Toa* arrive at the gate to the underworld, and prior to transforming into the two *Toa Nui* — will the *Toa* place their masks on the gate leading to *Makuta*. This will apply differently in plastic.

Once three of the *Toa* have received the twelve *Kanohi*, they will transform, morphing together to become two greater entities, the *Toa Kaita*, who will have greater knowledge and power than the *Toa*.

Game note: The six *Toa* combine into the two *Toa Kaita* only after opening the gate to *Makuta* and the underworld.

But only when all six *Toa* have morphed into the two *Toa Kaita* will they be able to safely descend into the depths of the *Mata Nui*, the underground world that ultimately leads to the final battle with the *Makuta*.

But the journey is not ended yet - first the *Toa Kaita* encounter the gatekeepers of this underground world, the *Rahi*, the fearsome guardians known as *Rahi Tori*, a giant tiger, and *Rahi Kahu*, a giant hawk. (this is too late in the quest to meet *Tori* and *Kahu* as the *Tao Kaita* scale in plastic will be too large to sit on the *Tori* and *Kahu* - Bob).

Game note: The only adversaries we are planning to have underground would be the *Manas* and *Makuta* himself. All of the *Rahi* — Wasp, Tiger and boxing gorilla — will appear above ground throughout the island.

The *Toa Kaita* must now combine forces to combat and/or evade the *Rahi*, and find the two *Makoki*, the Great Masks Of Power, each of which are made up of eight smaller *Kanohi*, before they are overcome, and dispatched back to the surface of *Mata Nui*, to begin this part of their mission again. Each smaller *Kanohi* must be placed within a special place in the *Pakohu*, the canyons of the mind of the *Mata Nui*:

once they are placed there, they are safe from the *Rahi*, and the *Toa Kaita* are able to go off in search of the other *Kanohi*.

The gold and silver masks could be the Makoki, and they must be found by the Toa Kaita before facing Makuta□

The final element required to re-start *Mata Nui* is located deep in the *Pakohu*. There, eventually, the *Toa Kaita* will find a wall where there are carved intricate symbols, and recesses for the two *Makoki*. Once the second *Makoki* is put in place the wall rotates revealing a single recess for the third and final mask, the *Makoki Nui*, which must be taken from the mighty *Makuta* himself.

Inspirational cues

The terminology of the adventure is firmly routed in the language and mythology of the Polynesians, from the Maori to the mysterious Easter Islanders, in order to impart a feeling to the audience that they are participating in a story with its roots in reality, much as was the audience of the Indiana Jones films. Taking its influence from this region, and not from the more traditional Romano-Greek or Judao-Christian roots, also avoids offending the usual lobby groups. However, this does not mean it will offend any Polynesian audience - the terminology and mythology is sufficiently far removed from any one cultural root to avoid this also.

It is also sufficiently weird to seem other-worldly, and thus the island could be seen as either on Earth, or another planet: most importantly, it severs any connection with our present day societies.

The main reason for using these influences, however, is linguistic - the intention is to invent names foreign to most of the target audience, but names which, like those from, for example, Pokemon, are sufficiently exotic and different to create the 'schoolyard cult'. The plethora of different *Kanohi*, or masks, all of which should have individual names, as well as the various combinations of morphing heroes, will also make the adventure sufficiently marketable to the Pokemon generation - collectable is the operative word here.

In reality, of course, like that of the 'Indiana Jones' films, the mythology is a construct, taking its influences both from the various Polynesian myths, and from the Seven Cosmic Elements theory that appears in one form or another in every belief structure from the Buddhist to the Hebrew - even in Tolkein!

The setting of the adventure is also pseudo-Polynesian, with very definite Easter Island overtones: exotic enough to attract the target audience, not to mention their parents.

Tone and pace

The primary tone of the adventure will not be confrontational, but rather inquisitive: the quests to uncover the various parts of the *Kanohi* will involve much more detective work than it will force - however, a certain element of confrontation will be necessary (human nature being what it is), but mostly not until the final battle with the *Makuta*, when the spirit of the *Mata Nui* is released, its system reboots, and our robot awakens.

This doesn't mean the pace will be slow - the danger from the *Rahi* and the *Manas*, the two levels of guardians protecting the *Makuta*, will be enough to ensure the audience is constantly on its toes, whether in confronting, or more often than not avoiding these perils. On the surface of *Mata Nui* also, there will be a certain element of peril - the audience must know that they can lose their *Kanohi* at any time, if they are not careful.

But on the whole the emphasis will always be on athletic and intellectual challenges, rather than conflict, an adventure that tests the mind as well as the reflexes.

The Story

The audience will not at first realise the true quest of the *Toa* that they control - they, like the *Toa*, will rely on the information gathered from the *Tohunga*. And while the *Tohunga* don't mislead the audience, the information they give is entirely based on their legendary view of the island they inhabit, and not on the reality behind it.

(NOTE: At this stage the *Toa* are unaware of this reality, as is the audience: this should also apply to the packaging art, instructions, and also advertising, so as not to 'give the game away'.) (Note 2 — Our communications must be from the point of view of, and limited to, the level of understanding of the *Tohunga* - Bob).

According to the *Tohunga*'s legends, *Mata Nui* was cast out of paradise by the Great Beings, *Ranginui* the sky father and *Papatuanuku* the earth mother, or *Rangi* & *Papa* as they are commonly known, for daring to bring light to the world, sentenced to rule the mortals that inhabited the planet. But when *Mata Nui* was cast out, his nemesis the *Makuta* also escaped from the Great Beings, and cast a spell on *Mata Nui*, causing him to fall asleep on the bottom of the ocean. And now the *Makuta* rules the planet, causing pain and suffering for its inhabitants. The *Tohunga* believe that when *Mata Nui* is awoken, the *Makuta* will be banished and the world will be born again, and pain and suffering will be no more, and everyone will live in peace.

The *Tohunga* believe that *Mata Nui* will be released by six heroes, or *Toa*, who will arrive in stone pods from the sky, to be born in the sacred stone circles beside the sanctuaries of the totems.

The *Toa* will search for their *Kanohi*, or Masks of Knowledge, and, once they are all found, like the sword Excalibur from the Arthurian legends, they will draw their totems from the stone revealing a ninth *Kanohi*, the *Kanohi Nui*, or Great Mask. The

Toa will then do battle with the fearsome *Makuta* for the final mask, and then *Mata Nui* will awake, and the *Makuta* will be banished, and peace will be restored to the planet, before he returns to his rightful place in the heavens.

Please see game notes on 12 masks, not 8 or 9

Of course, the *Tohunga* don't know the reality behind the legends, and the audience themselves only begin to discover it as they progress through the adventure. And even the *Kahuna Nui* doesn't know the whole legend.

The reality is, in fact, that *Mata Nui* was in fact just one of six similar robots that landed on the planet, a kind of robot expeditionary force that went wrong - and somewhere on the planet lie the other five, all in very different locations, and all awaiting their own reawakening.

But that's another story...!

Tense Guide

Book	B3 - The Warriors Of Nga Rara	B4 - The Legends of Mata Nui										B5 - R of the (w/t)
Tense		Past Tense	Present Tense	Future Tense (Prophecy)								
LINEAR COMMUNICATIONS - Legends, chapters, packaging, online, books etc.	To be written	The Joy and Deception of Mata Nui	The Ways of the Tohunga	The Prophecy of Onua	The Prophecy of Lewa	The Prophecy of Tahu	The Prophecy of Gali	The Prophecy of Kopaka	The Prophecy of Pohatu	The Fate of Mata Nui		To be written
INTERACTIVE COMMUNICATIONS Software, card games, interactive book			Advanced Gameboy	Dolphin (n.b. Tense will switch to be present as they are living out the prophecy)								

The Legends

The legends serve three purposes - one, as a back story to the whole concept, two, as a gradually unfolding story of the world of *Mata Nui*, and three, more practically, as clues to the characters and abilities of the individual Toas, to the locations and capabilities of the *Kanohi*, the Masks of *Mata Nui*, and, eventually, to their ultimate destiny, the battle with *Makuta*.

1. The 'Back Story' Legend:

'In the time before time, the great spirit Mata Nui was cast out of paradise by the Sky Father Ranganui and the Earth Mother Papatuanuku, and went down to the world to watch over the people, and the animals, and all the living things; but Mata Nui did not know that he had been followed from the skies by his brother, the dark spirit Matuka, who was jealous of Mata Nui and wished to possess the world. And so he cast a spell on his brother, causing him to fall asleep, never to awaken again, and then he, Makuta, began to rule everything that lived in the world. And where there was joy, he brought misery, where there was prosperity, he brought suffering, and where there was life, he brought death.

And the people prayed to Rangi and Papa, that they might see what the dark spirit had done; and Rangi and Papa were displeased, and promised that one day, when the people had proved themselves worthy, there would come from the skies six heroes, who would seek out the Masks of Mata Nui, that were the keys to his life-force, and which had been hidden by Makuta, so that Mata Nui should not awaken. And they would battle with Makuta, and awaken Mata Nui; then Mata Nui would take back what had been seized from him, and bring peace and happiness to the world once more.'

The Bionicle
B4, Ch.I, The Joy and Deception of Mata Nui (w/t)

2. The Whole Story:

This will be the story of the whole adventure, written in the style of the introductory legend above, and will be told, and discovered, bit by bit as the audience make their way through the adventure. However, the details of these legends are very much wrapped up in the adventure's design, and as such outside the scope of this initial development.

3. The Individual Legends:

These will be designed to gradually tell the audience more and more about the character and abilities, and place within the adventure as a whole, of the six *Toa*, as detailed below, as well as giving details of each *Kanohi*, or Mask, that they must find,

why they must find it, its location, what benefits it will bring them, and what they must do to get it.

Once the adventure begins to be fully designed, all this will also be written in the style of the introductory legend, but, again, this is outside the scope of this document.

However, they might go along the following lines:

'And the Toa Onua, who is possessed of little sight, shall seek out the Kanohi Akaku, that he might gain the power to see where others can not. And Onua shall travel to the caves of Papa Niho, and journey far within, to seek the resting place of the fabled Kanohi. And Onua shall know that he must overcome many challenges before reaching his goal, and he shall be afraid, for he shall know not the nature of what lies ahead.'

The Bionicle
B4, Ch.II, **Onua and the Tohunga (w/t)**

As Onua gets further along this particular 'quest', more of this part of the legend is revealed to him, helping him overcome the various athletic and intellectual challenges that stand between him and the Mask.

Overall, these legends should encompass the following:

Firstly, of the eight *Kanohi* that each *Toa* must find:

Kanohi — Great Masks of Power

<Concealment>	<Levitation>	<Strength>	<Speed>	<X-Ray Vision>	<Water Breathing>
tbc	Kanohi Miru	Kanohi Pakari	Kanohi Kakama	Kanohi Akaku	Kanohi Kaukau
invisibility (tbc)	Levitation effect when free-falling	Strength increase when worn	Triples character movement speed	Ability to see secret doors and other hidden items	Grants ability to breath water and dive great distances
tbc	Small jets appear beneath the Toa's feet	Toa's limbs/torso covered by crackling wisps of energy	Matrix-style motion blur	Character's viepoint switches to infrared/x-ray mode	A stream of translucent bubbles comes from the Toa mask

Kanohi - Mortal Masks

Night Vision	Telekinesis	Translation	Mind Control	Shielding	Illusion
Kanohi Ruru	Kanohi Matatu	Kanohi Rau	Kanohi Komau	Kanohi Hau	Kanohi Mahiki
Limited night vision	Ability to move items by	Ability to translate	Ability to mentally	Immunity to overhead	Ability to visually mimic

	thought alone	strange runes, languages and symbols	control other bio-robotic creature (in limited situations)	attacks (falling boulders, etc.) - Toa must stand still to use power	a creature of comparable size for a limited time
Character's viewpoint switches to green night-vision	Selected object levitates slowly toward player or is slowly moved (flipped lever, etc.)	Unreadable glyphs and symbols are translated and made readable	Mask shimmers with a mild green glow when activated	Toa is surrounded by a semi-transparent energy shield that crackles and sparks when struck	Toa assumes visual shape of selected creature, with the original Toa shape represented as a shimmering outline

Each set of 12 have similar functions, enabling them to increase their ability to see further, swim better, blend into their surroundings better and so on. However, each *Toa's* abilities will be enhanced in different ways, depending on the characteristics of the *Toa* in question. For instance, on finding the first mask, the *Kanohi Akaku*, or Mask of Vision, *Onua*, the earth spirit, will be able to see better in daylight, which he is not normally very good at doing, whereas when *Kopaka*, the ice spirit, gains his *Kanohi Akaku*, he will be able to see through ice to the waters below.

Although the *Toa* can only be able to wear one mask at a time, they will have all the powers of whatever masks they have placed on their totems.

In addition to the physical powers that the masks endow on the *Toa*, they will also gain in knowledge with each additional mask. The collection of each mask will have various effects:

1. Clues to the location of the next mask;
2. More knowledge of the geography of the island, which in real terms will translate into more detailed maps;
3. More knowledge of the various challenges and obstacles that are present on the island, and clues as to how to overcome them;
4. The location of more of the *Tohunga*, and an increased ability to know how their legends translate into reality;
5. More knowledge of the whereabouts and abilities of the other *Toa*, and more ability to interact with them. This will mean that as they gain more masks, the *Toa* will increasingly be able to gang together, and use their combined abilities to overcome obstacles and solve problems.

All of the above, the masks, their abilities, and the ever-increasing knowledge and power of the *Toa*, will be related to the audience in the form of small pieces of the overall legend, as in the example given above.

Game note: The 12 masks — the 6 major and 6 mortal varieties — can be worn by all the Toa. Only one can be worn at a time, and the Toa can switch between masks during play. Each mask must be activated for its special power to work. These

masks also permanently increase the Toa's health and energy to a limited degree — see mask chart above for details.

Also — We feel strongly that the Tohunga and Kahuna Tohunga should be more involved in helping the Toa with their quests, such as providing general info on where new masks are, where temples are hidden, etc. This allows us to incorporate the Kahuna Tohunga (HTO) and Tohunga (McDonald's) items more fully into the game and give them a more meaningful place in the story. I would endorse this too.

Other notes on Kanohi Masks

1. Every mask on the island was blown out of the mouth of Mata Nui (like a giant sneeze) immediately after the giant robot collapsed.
2. In software each of these masks -- initially -- are visually portrayed in a smooth, metallic color, to indicate that they have yet to be worn by a Toa, Tohunga or Kahuna Tohunga. When an inhabitant of the island wears a mask, the mask color changes to that of the wearer and never returns to the original color. (Note that a chrome-like silver color is being reserved for the silver mask worn by Toa Kaita: Wairuha)
3. There are three levels of mask power: great masks, mortal masks and Tohunga masks.
4. The six great and six mortal masks are each represented by an individual mask mold, and change color to match the Toa that wears them. In game terms, we'll most likely add visual effects to indicate that great masks are more powerful (crackling w/energy before being worn, etc.)
5. The standard masks are worn by the Tohunga, and have no special powers (in game terms).
6. In each of the six Tohunga villages, there is a totem. (Coincidentally, the base of this totem resembles the lid from each of the pods that the Toa are packed in.) The quest for the player in the Game Boy Advance Bionicle game is to find the mortal Kanohi -- packed with the Kahuna Tohunga HTO items -- and place them on the carving of the Toa face. Once this has been done in every village, an invisible signal is sent to the Toa -- floating in their pods off the waters near Mata Nui -- to move towards the beaches.
7. At the start of the Bionicle Dolphin/PC game, these masks have been stolen from the village totems by Makuta's minions immediately after the Toa have arrived on the island. The Toa must also find these masks to aid them in their quest to defeat Makuta.
8. The Toa canister lid image will also be used in other places throughout the game, such as on doors to the Toa temples (i.e., Toa Tahu must temporarily place and remove his mask of power on the Toa face image to open the temple door). A

massive version of the Toa pod lid could also be used as the final gate to the depths of Mata Nui, and could only be opened by all six Toa being present.

9. Gold and silver mask colors would be used on the Toa Kaita models at the end of the game -

Main Characters

The Toa

When they are first born from their pods, the six *Toa* have few abilities, but as they collect more of the *Kanohi*, they grow in knowledge, strength and power, until finally they realise the full potential of their legendary status.

The *Toa* have two levels - their legends, as recited by the *Tohunga*, which tell of their exploits 'in the time before time', which in reality will be the 'back story' as printed on the marketing material, and their actual physical and intellectual abilities, which grow as they find more of the *Kanohi*.

ONUA

Onua is an Earth spirit, and was created by the Great Beings when the continents of the planet were forming from the fiery molten lava. The *Tohunga* believe *Onua* watches over the land, and intervenes to restore balance when it is threatened. *Onua* is believed to be responsible for earthquakes, which he inflicts on the inhabitants of the planet when he is displeased with the way they are caring for his domain.

In his physical form, *Onua* is at one with the land, and able to communicate with and learn from it, much like the Native Americans. He can hear trouble coming from miles away, and on occasion can even persuade the landscape to do his bidding, which can be very useful when under attack.

Onua is at home both above and below ground: with his huge hands, he scrapes out tunnels in the rocky cliffs over Papa Niho (Jaw) Reef. His low, squat body and head allow him to move quickly in tunnels and his infra-red eyes give him amazing night vision, but in normal daylight his eyesight is poor, although he compensates for this with amazingly powerful hearing. He is slower in open land than underground, but has incredible strength and surprising dexterity.

Onua is very strong in character too, and can always be relied upon in a crisis. He thinks deeply, and at length, and when he speaks, it is always in a very considered way - *Onua* doesn't waste his words. But as a friend, *Onua* is the best - he will always be there for you. This doesn't mean he looks after everyone equally: he can

not tolerate fools, although he will always give anyone the benefit of the doubt, the first time. Woe betide them if they mess up a second time, however.

LEWA

Lewa is the spirit of the air, the youngest of the six *Toa*, created by the Great Beings in order for life on the planet to sustain itself. The *Tohunga* believe *Lewa* controls the skies - the clouds, and the wind, and as such is often at odds with *Gali*, the spirit of water (see below). The *Tohunga* believe that the rains are the result of a conflict in the skies between the two spirits, and the thunder and lightning the sound of their battle.

In his physical form, *Lewa* is almost monkey-like, and prefers to inhabit the treetops of the Jungles around Kauae (Chin) Bay. Moving quickly around the jungle he can cut vegetation with powerful arms and is supremely competent with aerial activities, and can even glide through the air when jumping from tree to tree. He hates water, which is a problem when he comes down to the ground, as much of his beloved rainforest grows over swampy land. *Lewa* is not very gainly when on two feet, and has an almost clumsy loafing walk when on flat surfaces.

Lewa is not the down to earth character that is *Onua* - he is more flighty, more ready to jump to conclusions than the others, and as such often gets into trouble first. But his instincts are good, and his hunches often turn out to be right, often to the annoyance of the others after they have plodded their way through a problem by the book. But if there's a fight, he will always be the first to get involved, protecting the others before himself.

TAHU

Tahu is the oldest of the *Toa*, the fire spirit created by The Great Beings when the planet was first forming. The *Tohunga* have the greatest of respect for *Tahu*, knowing that fire can destroy quicker than anything, and more unpredictably. But they do not see him as a destructive spirit - they see him as a guardian, the provider of fire by which they warm themselves, and keep away danger at night. But they also know he is the quickest to anger, often working in collusion with *Lewa*, the spirit of the air and of the storm. In the sky battles between *Lewa* and *Gali*, *Tahu* is always on the side of *Lewa*.

And in the legends, so it is in reality. *Tahu* fights side by side with *Lewa*, the yin to his yang, and is often at odds with *Gali*, the spirit of the waters, as would be expected of fire and water.

Tahu is most at home in the hot molten world of the Mangai (Mouth) Volcano, where he uses his incredible balance to surf on lava flows, using his sword of flames to cut through rocks and keep the lava moving down towards the ocean (often to *Gali*'s annoyance). He is the fiercest of the six *Toa*, and the most feared - you don't want to get into a fight with *Tahu* if you can help it. Even the *Rahi*, the underground gate keepers of *Mata Nui*, are wary of him.

And as befits a fire spirit, he is often hot-headed and irrational, with a flaming temper. He has the least patience of all of them, and is the first to resort to the physical if a problem isn't getting solved, which more often than not gets him and his fellow *Toa* into trouble. But they always forgive him, of course - *Tahu* may be fiery, but he is also fiercely loyal, and while he argues constantly with the others, there is nothing he wouldn't do for them when they are threatened.

GALI

Gali is the spirit of the water, and the only female *Toa*. She is older only than *Lewa*, the spirit of the air, but is wiser than possibly all the other five put together. The *Tohunga* believe she is the sustainer of life, and worship her more than any of the others. But *Gali* never gets conceited about this - she always has a benevolent attitude to all living things, even droids. This doesn't mean she can't get angry: she can, as the occasional tidal waves and rainstorms that flood the island testify. But it takes a lot to anger her - as long as the waters are treated well, she will in return treat life well. But if her waters are polluted, then she will exact her revenge.

In her physical form, *Gali* is at home both in and near the waters of Lake Naho (eye). Here she can swim and move quickly around the waterfalls that plunge down into the icy water, using her grappling hook arm to pull herself to safety if need be, or to keep steady on slippery surfaces. She can't exactly control the waters, but she can work in harmony with them, and they will protect her if they can in times of danger.

Gali is the most agile and gymnastic of the six *Toa*: with her small body and long legs she can be very fast, and with incredible jumping abilities. She is also expert in her own brand of Kung Fu style marshal arts (although she will only use them as a last resort). She is most useful when retrieving hard to reach *Kanohi*, and the only thing that slows her down is excessively hot and dry conditions.

KOPAKA

Kopaka is the spirit of ice, a gruff male counterpart to *Gali*'s water spirit, and created by the Great Beings at the same time as *Gali*. As you would expect of an ice spirit, he is cool, and calculating, and coldly methodical in his actions.

The *Tohunga* both fear and respect *Kopaka* a great deal - they believe that it is he that brings the winters, and also the long cold nights, that are always a danger to them, but they also know that when *Kopaka* is about, it is always harder for the fire spirit *Tahu* to do them harm.

They believe *Kopaka* lives on the snowy heights of Mount Ihu (the Nose), and in the winter months comes down the slopes to do battle with *Gali*: the severity of the winters is dependant upon the outcome of this battle.

In reality, *Kopaka* is indeed most at home on the ice and snow of Mount Ihu, skiing up and down the slopes with consummate ease, and using his long ice blade to cut and melt his way through the ice both for shelter and when making traps for his enemies. He knows the ways of the ice and snow, and with one skilful swipe of his blade can conjure up avalanches, or instantly freeze anything the blade touches.

Of all the *Toa*, *Kopaka* is the least communicative, always preferring to work alone, and will only join forces with the others if it's absolutely necessary for his own survival. This doesn't mean he doesn't like the others, just that he is very mistrustful.

POHATU

Pohatu is a stone spirit, created alongside *Onua* by the Great Beings near the beginning of the world, when the fires of creation began to cool. He is a slow, but basically friendly character upon whom you can always depend. He is not good at snap decisions, but when he decides on a course of action he sticks with it until the end, and woe betide anyone who gets in his way.

The *Tohunga* believe *Pohatu* is the spirit that inhabits every rock and stone, and as such is a part of everything they build, watching over them as they go about their daily lives. But they also believe that if they anger him, he will cause landslides to cascade down upon them from the hill and mountainsides, and make the very fabric of their buildings crumble around them.

In truth, *Pohatu* inhabits the foothills of Mount Ihu: while *Kopaka* glides effortlessly among the ice caps, *Pohatu* prefers the lower slopes, moving slowly but sure-footedly among the rocks and boulders at the base of the great mountain. Like *Onua*, he is immensely strong, but while *Onua* prefers the caves and tunnels, *Pohatu* is the one that can, sometimes literally, move mountains. As *Kopaka* can cause avalanches with a flick of his blade, so *Pohatu* can cause massive rocks to explode like a bomb, or roll with great precision towards any attacker.

Pohatu is liked by all the *Toa*, both for his amiable character and his rock-solid dependability. Whenever there is trouble, *Pohatu* will always be there behind you, an immovable force that few enemies can dislodge. His only fear is water - he cannot swim, and if in water, he quite literally sinks like a stone.

The Toa Kaita

When the sixth *Toa* have found all of their *Kanohi*, they will morph from their lower hero state into the two *Toa Kaita*, the next level of being and consciousness. Their physical attributes depend upon which three of the six *Toa* they have morphed from, making character description problematic. Essentially they will inherit, and increase, the abilities and to some respect the characteristics of their respective 'donor' *Toa*, but on top of these they also have their own, special characteristics.

Toa Kaita: AKAMAI

Akamai is the spirit of wisdom, and as such follows a much different path to the three *Toa* from which he is made. He will almost always follow the path of non-violence, by outsmarting even the most deadly of opponents. But if his back is against the wall, *Akamai* can and will defend himself with deadly force.

He is the most patient of the two *Toa Kaita*, as well as the cleverest, and therefore the most able to untangle the riddles that hide the locations of the *Kanohi* that make up his *Makoki*, or Great Mask Of Power.

Toa Kaita: Akamai (components)

Must find Gold Mask - Makoki

- Toa Onua (Earth - Brown)
- Toa Tahu (Fire - Red)
- Toa Pohatu (Stone - Tan)

WAIUHA

Wairuha is a perfect compliment to *Akamai*, and is the spirit of valour. This doesn't mean he is a violent spirit - far from it: like *Akamai*, he too is a patient spirit, and respects honour and loyalty before combat ability. He will never fight for the sake of it, but when he does fight, he is like the whirlwind, defeating all before him. His only weakness is his willingness to take things too much at face value - if an opponent is being underhand and deceptive, *Wairuha* will often not spot it, and thus get into trouble.

Once the *Toa Kaita* have found all their *Makoki*, they are ready for their ultimate challenge - to overthrow the *Makuta*, the dark force that is holding captive the consciousness of the *Mata Nui*.

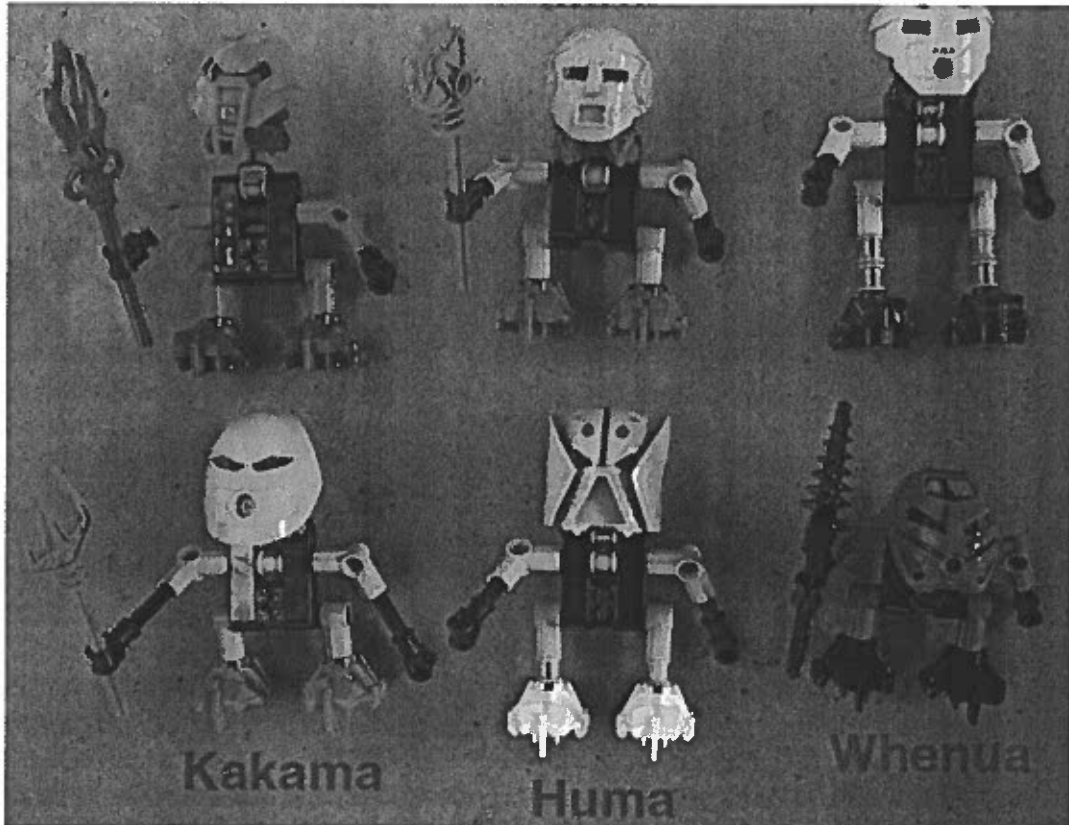
Toa Kaita: Wairuha (components)

Must find silver mask - Makoki

- Toa Lewa (Air - Green)
- Toa Gali (Water - Blue)
- Toa Kopaka (Ice - White)

Secondary characters

The **Kahuna** (Kahuna should not be used for PC game titles) and their **Tohunga** *The Kahuna of the Tohunga* are the keepers of the legends of *Mata Nui*, a society of priests that administer to the well-being of their island home, and who await the arrival of the *Toa*, so that their master, *Mata Nui*, might one day be freed and restore peace to the world. There are six *Kahuna* each spend their time thinking the great thoughts and praying to Io the Great Creator to send the savior for the element that their individual tribes worship. As such they are the masters of the legends of the island.



Kahuna and *Tohunga* robots droids (Doesn't Lucas have a trademark on the phrase Droid?) are like spirits, not seeming to be of real substance, but capable of moving physically in the world. The Kahuna and *Tohunga* function in the story like DNA, in that they carry all the information the *Toa* need in order to learn how and where to evolve.

The legends are confused and unclear, requiring the *Toa* themselves to work out how to adapt to other environments and gain power, skills and parts from placing masks on totems. In reality this will mean that when the *Toa* ask questions of the *Tohunga*, they will get their answers in the form of parable-like stories, and they will have to work out what these mean in real terms. The more masks they find, the better they are able to interpret these stories.

The Kahuna of the village always leads a *Tohungan* Haka (Dance and Chant in Maori style), with their chosen aids at their side. These chosen villagers are often champions of *Tohungan* sport, or are somehow outstanding achievers in village life. The ability to make other laugh and to remember stories (*Tohunga* are very forgetful) are highly prized skills.

The *Kahuna* are wiser and their stories are more reliable than those of other *Tohunga*, but they are always busy and so harder to find. With more masks, it becomes easier for the *Toa* to find them.

Tahu Village

The Tahu shrine is located near the volcano and is the site of much Lava farming, for is this not the site chosen by Papa and Rangi for the power of heat to be given. And is it not the greatest site on all Mata Nui to show faith in Tahu by surfing in the fiery lava rapids of the Tren Krom break.

Kahuna Vakama (Fire)

Vakama, holder of the great firestaff and protector of Tahu's legend. He is famous for his quick temper and great courage regardless of the odds, as well as speed to protect those who show courage. He is great friends with Matau and it is said that when they sit together at the fireside and tell the great stories, Tahu and Lewa themselves can be heard in the rustle of the trees and crackling in the village fire. Vakama has little time for nonsense and practical jokes, but the fearlessness of his people can seem a little impulsive or even foolish to outsiders.

Ahi

Ahi is the son of Lhii, the greatest surfer Mata Nui has known since Tahu last walked upon the land. Ahi has much to live up to with such an illustrious father, but he is dedicated and studies well. His athletic ability and no-nonsense manner made him the obvious choice to stand on Vakama's right hand. His chief failing is that he does not always have faith in others especially his questing partner, Kapura.

Kapura

Kapura Stands on Vakama's left side for The Great Haka and was a surprising choice given that he is thought by some members of the village to be a little slow. That said, his plodding way always remains true to his purpose and it is Vakama's secret wish that Kapura's single minded nature will enable him to learn the secret art of covering large distances, quickly by walking slowly. Kapura has a habit of coughing and farting flameballs which often tries Vakama's patience and is a constant irritation to the studious Ahi.

Pohatu Village

In the arid canyon covered interior of Mata Nui, where only the wind travels faster than the speedy master carvers that follow Onewa in the worship of the great Pohatu, there is huge plane given to many sports known as The Feld. And if you stand beside the great stone carvings of Papa and Rangi, a safe distance away on the foothills of Mount Ihu, a spectacular display of athletic abilities can be witnessed at sunrise and sunset. These villages are renowned for their abilities at Koli, a four way goal scoring sport with can be played either on foot or mounted on Rahi.

Kahuna Onewa (Stone)

Onewa, is known among his closest friends in this cheerful and informal tribe as "The Referee", as he sometimes seems to take an age to make a decision, but is never to be argued with once he has decided. Like all of his tribe he is sure-footed and swift over loose ground. He often travels to meet with Whenua to discuss the great stories and also what must be quarried and carved in preparation for the coming of the Toa.

Toka

Toka, who stands on Onewa's right side, is the greatest goal scorer of all time at Koli and one of the few Tohunga to be able to crush boulders with both his feet and his head. It is said that he learnt this after Inu and Maku soaked his mask during a practical joke. Inu and Maku were lucky that they found Toka in good humour that day, as Toka would normally chastise such foul play with a rain of stones. Inu and Maku must have known that followers of Pohatu can not swim and hate water. Some say that Maku sees more in him than just another competitor in the Tohungan Games.

Maro

Maro, who stands to Onewa's left, is not a master of sport, but he is a master carver. Some say the greatest craftsman since Pohatu first leveled the Feld and marked out the pitch on which we honour him. He is also one of the greatest story tellers and depicts the greatest tales to the simplest messages with his renowned carving style. He often amuses himself by sending others on wild goose chases and although this can be irritating the other villages are very fond of their genius maverick, who only ever listens with half an ear.

Gali Village

The mask of the Kahuna Tohunga of the Gali village has been missing from the shrine by the ocean shores for generations. Many brave Tohunga have ventured away from their home between Lake Naho and the ocean shores, into the wilds of Mata Nui in order to find the missing mask. These brave Tohunga have never been seen again, so the quest to find the mask is undoubtedly a dangerous one. Legend has it that when the mask is found, the six great Toa - including Gali, the patron of the village in which *Inu* and *Maku* live - will arrive from the sky to save the island of Mata Nui from the darkness of the Makuta. Inu and Maku are two Tohunga from the Gali village on Mata Nui, and they've been chosen by the Kahuna Tohunga of their village - Kakama - to seek out the lost mask of and return it to the village.

Kahuna Kakama (Water)

Kakama knows more about the ways of the oceans and rivers than anyone but Gali herself, she can often be seen fishing on the black rocks where she receives the great thoughts of Rangi and Papa. Her fork is said to be made from the bones of a Makuta fish found washed up on the shore back in the time of Mata Nui. Her mask has an invisible layer of sea pearl wax which helps her move more quickly when diving underwater. Kakama has a reputation for bringing the Kahuna together and resolving disagreements with her practical logic. All of the Kahuna respect the way she listens to all sides of any discussion, but this quality is most admired by her closest friend Huma. It is said that the two quietest Kahuna share many stories with only a few words. Most importantly of all she treasures her two champions; Inu, who stands to her left, and Maku, who waits to her right, but she can be a little overprotective.

Maku

Like Inu, Maku is a Tohunga living in the village of Toa Gali. She is older than Inu, and a bit more athletic -- her skill at Canoe racing is legendary in among all Tohunga on Mata Nui. Her sense of direction is flawless, allowing her to navigate through the waters surrounding Mata Nui in even the most adverse conditions. Her skills in swimming and disc throwing are also remarkable, making her a favorite in the local Tohunga games competition. Maku is often gently reprimanded for disappearing from the village by Kakama, who knows that she is putting herself in danger, paddling upstream in her canoe to spy on Toka the Koli champion. She has a kind heart, but this can be taken advantage of, as she is often too trusting of others. When it comes to helping her friends, the Kahuna Tohunga or her village, Maku is always eager to jump in and lend aid.

Inu

While a bit smaller physically than other Tohunga, Inu has a sharp mind teamed with a quick and witty sense of humor. Her skill at practical jokes is unequaled in her village, and nearly everyone has fallen victim to her pratfalls. Her best friend is Maku, and the two can often be found helping others, looking for adventure or pestering Kakama - the village Kahuna Tohunga - with questions about the island of Mata Nui and what lies beyond the outskirts of their village. Inu looks out for the more trusting Maku, and is quick to help her friend out of any hazardous situations.

Inu is a bit clumsy, however - some of her best practical jokes have gone awry at crucial times due to Inu losing her balance, stumbling over her own feet or dropping a crucial item.

Kopaka Village and Shrine

High in the frozen wilderness of Mount Ihu, lies a world of ice, chasms, rope bridges, avalanches where little can be heard through the eerie whistle of the wind. Here live the quiet followers of Kopaka. These stoic sentinels guard the movements of the ice to help the village of Gali maintain pure waters on Mata Nui and guard against devastation of frosts on the planes and vegetation below. These are the master trackers and trap builders of Mata Nui and there is a sense that this is a frontier land.

Kahuna Huma

Some find Huma aloof and uncaring, but nothing could be further from the truth, it is just that he does not show his feelings easily only showing his true self through his generous deeds. It is said that he can tell stories that last for days using gestures and whistles that only Tio, who stands to his right, can interpret. In the winter he often goes down to the frozen waters to watch the skating on Lake Naho with his closest friend Kakama. Huma has great sight and seems to have more time to react than any other and is a master pilot, although he hates the smell of birds.

Tio

Tio, who stands on Huma's right hand-side for the Great Haka, is the sole interpreter of Huma's stories, following the meaning of his movement and tones. He always stands motionless to Huma's right during storytelling, with his narrator pose, legs apart, head back and using his deep and booming voice. Tio has a tendency to portray himself a little theatrically, which can seem like he thinks himself more

important than other Tohunga, As a result he is often the victim of practical jokes, which he takes in good spirit.

Kopeke

Kopeke, unusually for such a strong sportsman, stands to Huma's left for the Haka, being also a great artist and storyteller. Unfortunately his all round accomplishments have led to a slightly aloof personality which Huma knows must be cut down to size if Kopeke is ever to reach his true potential. Being so negative about Kopeke is a little harsh since: he is one of the greatest Huai Skaters of all time: his ice carved bridge shrines are some of the most brilliant ever to be made in Kopaka's honour; and most importantly his courage and devotion to his friends is absolutely unquestionable.

Onua's Caves and Shrine

Near Papa Niho (reef), hollowed from the cliffs there is a quarrying tribe of Tohunga, dedicated to the great Onua. Here the great stones that Maro of the Pohatu Tribe oversees the carving of out on the planes are cut from the rocks and taken from the caves after dark. Even in the dim light of these dark days there is little activity visible on the surface during the day, as the villages prefer to work underground avoiding the bright lights and the heat of the day. But at night the village comes to life, a busy trading centre where Tahunga from around the island meet to trade and swap stories.

Should his village be outdoors or indoors? Since this is the first village of the game, we were thinking it should be outdoors. Perhaps they could have a mining operation underground? How is that change?

Kahuna Whenua (Earth)

Whenua is known to all on Mata Nui for his fairness and good judgement, and the honest wisdom of his words. He guides work in the vast, complex tunnels and the quarry, always seeing problems a day before they occur and helping those around him solve problems for themselves. Just as with people he is too with his beloved rock, he carries the Drill of Onua, with which he can listen to the shape of that which is unseen behind the rock and tell if the tunnel will be good, or lead to one of Makuta's traps and lairs. He does not suffer fools, but will also take the time to make sure any that question his method understand why he does so, but only once. He should be listened to with care and respect.

Taipu

To the right of Whenua stands Taipu, a champion of strength that exceeds the expectations of his humble size, he has dense strength in his short body and can lift many times his own weight. His work is clumsy, but enthusiastic and he will be at the front of the pack should there be a need to protect his friends, possibly falling over his own feet to get there. His strength and enthusiasm tumbles out far more quickly than is wise for so short a creature and his rushing often slows him down. He understands little of what his wise friend Onepu has to say, but somehow these unlikely friends make an impressive team.

Onepu

It has been said that Onepu, who is to Whenua's left for the Great Haka, is a fast worker, but not a good worker. This is probably true, but only because he has something else on his mind, he is always rushing to finish so he can get out and race his Ussal Crab. For Onepu is the greatest player in the Ussal racing for the past 5 seasons, an agile rider of battle crabs he is a master of speed, balance and strategy. Many inexperienced players have been lost to the tunnels for days after a wrong turn down an unstable tunnel after spinning out of control from one of Onepu's special moves.

Lewa Tribe

High in the Jungle and swamps around Kauae Bay, chattering above the many animals and insects can be heard the noise of the followers of Lewa. Infuriating to many for their constant need to speak with each other, they use their incessant dialogue to keep track of their friends in dense vegetation. They are all known for their ability to change their mind like the wind and jump to conclusions. Their unpredictable nature can leave the visitor a little confused, but if they are treated fairly they will always trust an outsider. They show their affection by imitating, which often causes conflict with Kopakan Tohunga who take their mimicry as a ridiculing their more ordered ways and customs.

Kahuna Matau (Air)

Matau, or The Singer, as his closest friends Vakama and Onewa know him, is like the silence at the centre of a tornado when he is among his people, calm, stable and paternal. But in truth he should be watched carefully unless you want to be the victim of one of his jokes, for in spite of his straight man demeanor, he is the greatest joker in the pack. He is also a brave warrior and a leader who receives the utmost in loyalty. He can make the tribe feel like they are on a holiday when they are in the gravest danger and the tribe repay him with a courage which is to be found nowhere else on Mata Nui. He carries a Kau Kau staff which has many uses in his dense jungle home. He loves to fly, but unlike the soaring flight of Huma he prefers swift weaving flying at low levels and is himself a former Kewa champion, who is now training his former apprentice Tamaru in the finer points of Kewa bird jousting.

Tamaru

Tamaru is a great competitor and vinesman. He can make his way round the tops of the trees with startling speed, in fact it often seems like he has been set on fire until he gets to where he is going and he settles down to chatter to the stars or sun above. Tamaru has a second skill as one of the great bird wranglers. Matau spends many hours teaching Tamaru in the arts of flying and navigating, but remains mystified that one who loves birds so much and handles them so naturally should be such a poor pilot and navigator. The truth is that Tio is afraid of heights, but keeps this quiet for fear of being removed from Marau's right side for the Great Haka.

Kongu

They say that Kongu got so fast from never sleeping, others say that he traded feathers for pearl oil with a Gali villager. The truth is probably neither, but he is

certainly fast in the trees, or flying in tight spaces or even weaving maps and vines. Kongu also talks more and faster than any other creature on Mata Nui, and surprisingly for a Tohungan remembers almost all that he is told, but is not always so clever about who he tells it too.

The Rahi

Like white blood cells, these guardian droids are programmed to remove anything that doesn't belong in the environment. There are two of them, ***Rahi Tori***, ("The name TORI, however, is not a good choice because Mattel filed an Intent to Use application for the trademark □TORI□ on Feb. 9, 1999 in Class 28 (Toys and Sporting Goods) for dolls.") a huge tiger-like droid, and ***Rahi Kahu***, resembling a giant hawk. They are utterly ruthless, they never feel pity, and they can never be bargained with.

However, with skill, they can be tamed by use of the various *Kanohi*, and can be used to help the *Toa* as would a domestic horse or dog: but they can just as quickly turn, and try to remove both the *Toa* and their *Kanohi*.

The Makuta and the Manas

(Manas should not be used for PC game titles)

The *Makuta* lives deep inside the surface of *Mata Nui*, protected by the *Manas*, sentinel droids that move quickly along the highly polished surfaces of the *Pakohu*, the canyons that form *Mata Nui's* brain. The *Manas* are a super immunity system, a repellent that can only be bettered and passed by the *Toa Kaita*, the giant polymorphs of the six *Toa* that are their constituent elements. The *Toa* can together keep the *Manas* at bay if they accidentally stray into their domain, but they can never beat them. If they try to find the *Makuta* before they have morphed into the *Toa Kaita*, the *Manas* will swiftly dispatch them back to the surface, to begin this part of their quest again. Many *Toa* will foolishly assume that these powerful droids are the *Makuta*. But they are nothing compared to the *Makuta*, a whirling, kicking, screaming and clawing beast with three heads - cobra, tiger and hawk, each of which must be defeated before they replicate and split off from the *Makuta*, forming many separate and equally deadly beasts.

Notes on game goals — Jeff James 15 Aug 00

In the game design, we had these main goals -- besides creating a fun game, which is the first priority! ;)

1. Reinforce collectibility of all Bionicle play materials

- Make the player collect all twelve masks (not just six)
- Make the player collect all secondary items (swords, shields, grappling hooks, etc.)
- Make the player collect all six Toa
- Incorporate all major Bionicle SKUs (Manas, Rahi, et al) in an important and meaningful way in the game

2. Establish varying levels of mask power (This is essential for the game design and trading card game)

- The most powerful masks are hardest to find
- Gold and silver masks are very rare and powerful, major masks are less so, mortal masks and standard masks are even weaker

3. Create a system of progressional reward

- The player is progressively rewarded by gathering additional masks with greater powers
- The player must never be forced to give up masks as the game progresses; doing so would make the player feel like he is being penalized for advancing

We did discuss having each Toa collect six masks of power and return to the nearest village to get a gold mask, but we felt that:

- It only reinforces collectibility for six masks, not 12
- Having to make the player "collect six masks, go to the nearest village, collect gold mask" at every level would get very repetitive
- Having a gold mask in each village makes the gold masks far too common for the game and trading cards

Need for Details?

At several points in our discussion over the last few months, we've debated how the Bionicle story would be revealed. After discussing the storyline with LEGO Direct, Bob Thompson and others, it became clear that we should have a systematic and organized strategy of how we reveal information about the Bionicle universe to consumers.

To that point, why do we need to give very specific details about each Toa quest -- outside of the games? Take Pokemon for example:

- Nowhere on Pokemon.com does it detail exactly how Ash collects every Pokemon. The primary message is that you "Gotta catch 'em all!" -- how and when you get the Pokemon is irrelevant to the collection itself.

- Outside of the games, Pokemon really has no ending or ultimate goal -- the essence of the product is to keep collecting all the Pokemon you can.
- The Pokemon themselves are given short character descriptions, but collectors are never told exactly where (outside of the games) the Pokemon have to be found.
- Providing too much detail would ruin the need for kids to keep coming back. In our primary communications medium -- the Internet -- we should keep kids coming back for more by revealing more and more of the story over a process of time.
- We definitely need to provide basic details of the story at all points, but we shouldn't get into too many details -- we can delve into the adventures of the Toa over a certain period, and the Internet is perfect for that.

Glossary

Akamai - one of the two *Toa Kaita* (see below), the spirit of wisdom

Gali - a *Toa*, the spirit of water

Rahi - the guardians of the *Makuta* (see below)

Kahuna Tohunga - the chief priest of the *Tohunga* (see below)

Kanohi - the Masks Of Knowledge to be found by the *Toa*

Kanohi Nui - the Great Mask of Knowledge ???

Kopaka - a *Toa*, the spirit of ice

Lewa - a *Toa*, the spirit of air

Makoki - the gold and silver Masks Of Power to be found by the *Toa Kaita*

Makuta - The dark nemesis of *Mata Nui*, and the keeper of its consciousness

Manas - the sentinels of the *Makuta*

Mata Nui - the name of the island, and of the robot from which it is formed

Onua - a *Toa*, the spirit of earth

Pakohu - the canyons of the mind of *Mata Nui*

Papatuanuku, or Papa - one of the two *Tohunga* Gods: the earth mother

Pohatu - a *Toa*, the spirit of stone

Rahi Kahu - one of the *Rahi*, the guardians of the *Makuta*: a giant hawk robot

Rahi Tori - one of the *Rahi*, the guardians of the *Makuta*: a giant tiger robot

Ranginui, or Rangi - one of the two *Tohunga* Gods: the sky father

Tahu - a *Toa*, the spirit of fire

Toa - the six heroes

Toa Nui — the ultimate champion, formed from the two *Toa Kaita* only after *Makuta* has been defeated!

Toa Kaita - the two penultimate champions, formed by the morphing together of 3 of the *Toa*

Tohunga - the race of villagers on *Mata Nui*, the keepers of the legends

Wairuha - one of the two *Toa Kaita*, the spirit of valour