

MATORAN KEY VISUAL

2.1

CHARACTERS CHARACTERS CHARACTERS



2100-001

The city of Metru Nui is inhabited by beings called Matoran. Although small in stature, they are incredibly hard workers and are responsible for producing virtually everything used in the city, creating works of art, and maintaining and repairing buildings and transport systems. Matoran from different Metru vary in skills, temperaments, and appearance.

Six specific Matoran play a vital role in the Toa Metru's first adventure. They alone know the location of the six Great Disks the Toa must find - but the Matoran have disappeared! Worse, one of them plots against the others and the entire city.



CHARACTER POSES AND ELEMENTS

AHKMOU (MATORAN)

Ahkmu is a builder and carver from Po-Metru, skilled at many things but master of none. He has always come in second to Onewa at everything, and has not forgotten all the times he has lost. Is he planning revenge on the Toa Metru of stone, and what role does a Great Disk play in his plot?

2.2

CHARACTERS CHARACTERS CHARACTERS



8610-001



8610-002



8610-003

PRIMARY COLOUR PALETTE

PMS 298C C 60% M 5% Y 0% K 0%	PMS 427C C 7% M 7% Y 12% K 0%	PMS 429C C 44% M 29% Y 30% K 0%	PMS 161C C 39% M 65% Y 80% K 30%	PMS 431C C 70% M 63% Y 60% K 10%
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CHARACTER POSES AND ELEMENTS

TEHUTTI (MATORAN)

Tehutti is a veteran worker in the Onu-Metru Archives, who thinks of nothing but how to make the Archives more complete. Despite his hard work, he feels like he is not appreciated. But if he could find a Great Kanoka Disk, everyone would have to pay attention to him. Will he sacrifice the city to achieve his goal?

2.3

CHARACTERS CHARACTERS CHARACTERS



PRIMARY COLOUR PALETTE

PMS PROCESS BLACK C C60% M0% Y0% K100%	PMS 427C C7% M7% Y12% K0%	PMS 429C C44% M29% Y30% K0%	PMS 360C C60% M0% Y60% K0%	PMS 431C C70% M63% Y60% K10%
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CHARACTER POSES AND ELEMENTS

EHRYE (MATORAN)

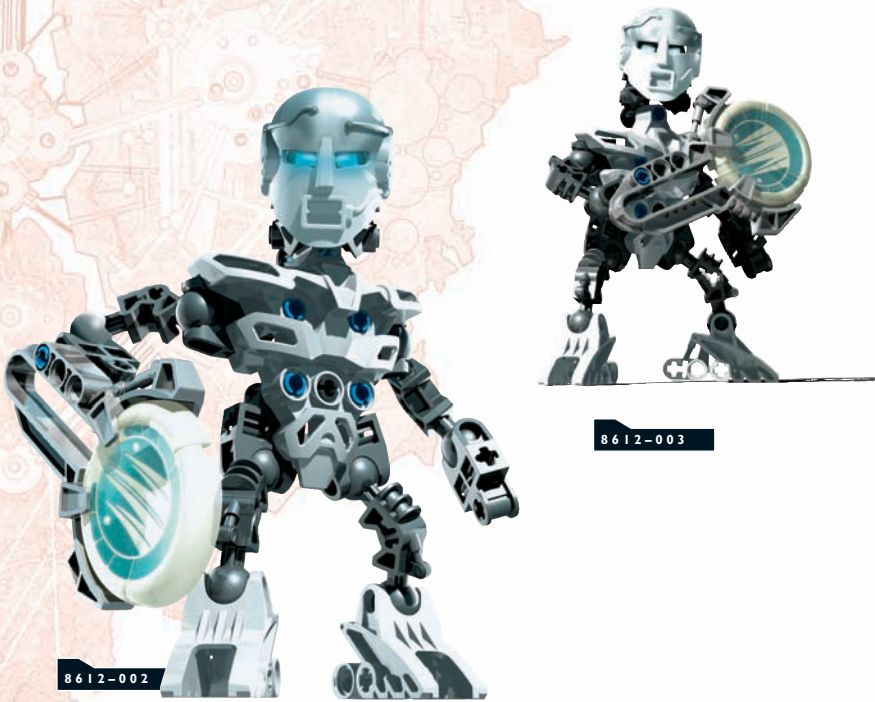
Ehrye can always be found in Ko-Metru, running errands for the scholars in the great crystal Knowledge Towers. He hopes to be more someday, but Nuju believes he is too reckless to advance. Still, Ehrye has learned much from his work in Ko-Metru – will he use that knowledge, and a Great Disk, to bring down the Toa Metru and the city itself?

2.4

CHARACTERS CHARACTERS CHARACTERS



8612-001



8612-002

8612-003

PRIMARY COLOUR PALETTE

PMS COOL GREY 1C	C5% M3% Y4% K0%	PMS 427C	C7% M7% Y12% K0%	PMS 429C	C44% M29% Y30% K0%	PMS 304C	C27% M0% Y5% K0%	PMS 431C	C70% M63% Y60% K10%
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CHARACTER POSES AND ELEMENTS

VHISOLA (MATORAN)

Vhisola is a long-time friend of Toa Nokama and a talented athlete. But deep down, she knows that Nokama has always been better at everything than her, and her jealousy is growing. Will Vhisola betray all of Metru Nui to prove herself smarter than the Toa Metru of water?

2.5

CHARACTERS CHARACTERS CHARACTERS



8608-001



8608-002



8608-003

PRIMARY COLOUR PALETTE

<p>PMS 165C</p> <p>C0% M60% Y60% K0%</p>	<p>PMS 427C</p> <p>C7% M7% Y12% K0%</p>	<p>PMS 429C</p> <p>C44% M29% Y30% K0%</p>	<p>PMS 2955C</p> <p>C100% M70% Y36% K40%</p>	<p>PMS 431C</p> <p>C70% M63% Y60% K10%</p>
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CHARACTER POSES AND ELEMENTS

NUHRII (MATORAN)

Nuhrii is a skilled mask-maker and was Vakama's mentor at the forge. But when Vakama began to be famed for his skill at creating Kanohi masks, Nuhrii's resentment grew. Now he plots to find a Great Kanoka Disk and make the ultimate mask, regardless of the danger to Metru Nui!

2.6

CHARACTERS CHARACTERS CHARACTERS



8607-001



8607-002

8607-003

PRIMARY COLOUR PALETTE

<p>PMS 387C</p> <p>C5% M0% Y65% K0%</p>	<p>PMS 427C</p> <p>C7% M7% Y12% K0%</p>	<p>PMS 429C</p> <p>C44% M29% Y30% K0%</p>	<p>PMS 194C</p> <p>C45% M100% Y90% K11%</p>	<p>PMS 431C</p> <p>C70% M63% Y60% K10%</p>
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CHARACTER POSES AND ELEMENTS ORKHAM (MATORAN)

Orkham is a chief Ussal rider in Le-Metru. Although he gets the job done, he is slow and methodical and he envies Matau's speed and quick wit. The Great Disk Orkham discovered will lead him into a dark and dangerous plan that could mean the end of Metru Nui.

2.7

CHARACTERS CHARACTERS CHARACTERS



8611-001




8611-002



8611-003

PRIMARY COLOUR PALETTE

 PMS 185C C0% M85% Y75% K0%	 PMS 427C C7% M7% Y12% K0%	 PMS 429C C44% M29% Y30% K0%	 PMS 350C C100% M58% Y100% K33%	 PMS 431C C70% M63% Y60% K10%	
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