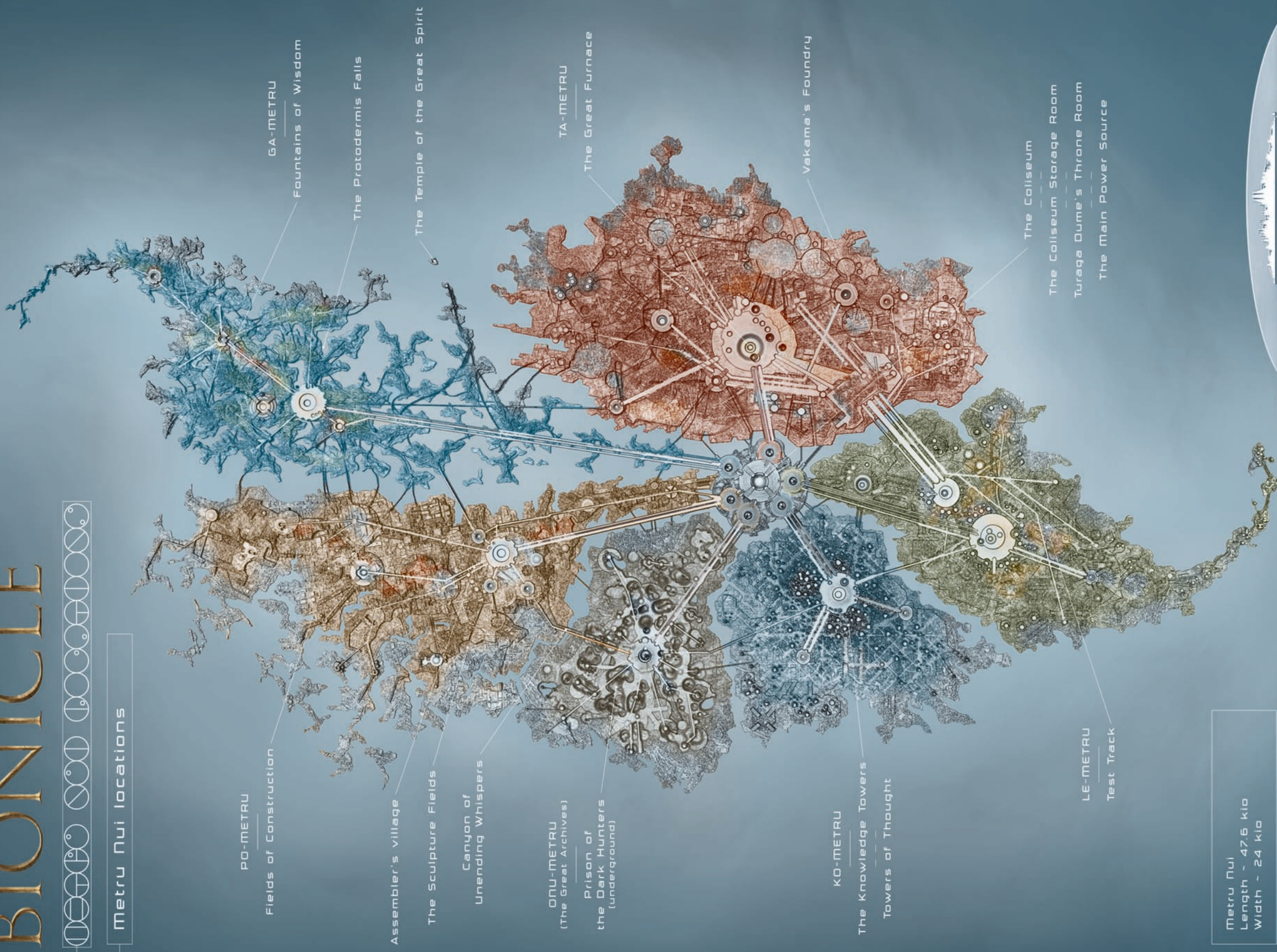


BIONICLE

Metru Nui locations



Metru Nui
Length ~ 47.6 kio
Width ~ 24 kio

Toa ~ 1.6 bio
1000 bio ~ 1 kio
1000 kio ~ 1 mio

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METRU NUI ISLAND

1.1

INTRODUCTION INTRODUCTION INTRODUCTION

Mysteries of Metru Nui
In Metru Nui, a city of legends, six new Toa face the ultimate challenge. A monstrous plant, the Morbuzak, threatens to wreck the city and only six power disks can stop it. But the only Matoran who know where the missing disks can be found have disappeared as well! Now the Toa must find the Matoran and the disks before Metru Nui is lost. But a shadowy power behind the scenes will do anything to stop the Toa... and one of the Matoran plans to betray the city and all who live there.

1100-001



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METRU NUI

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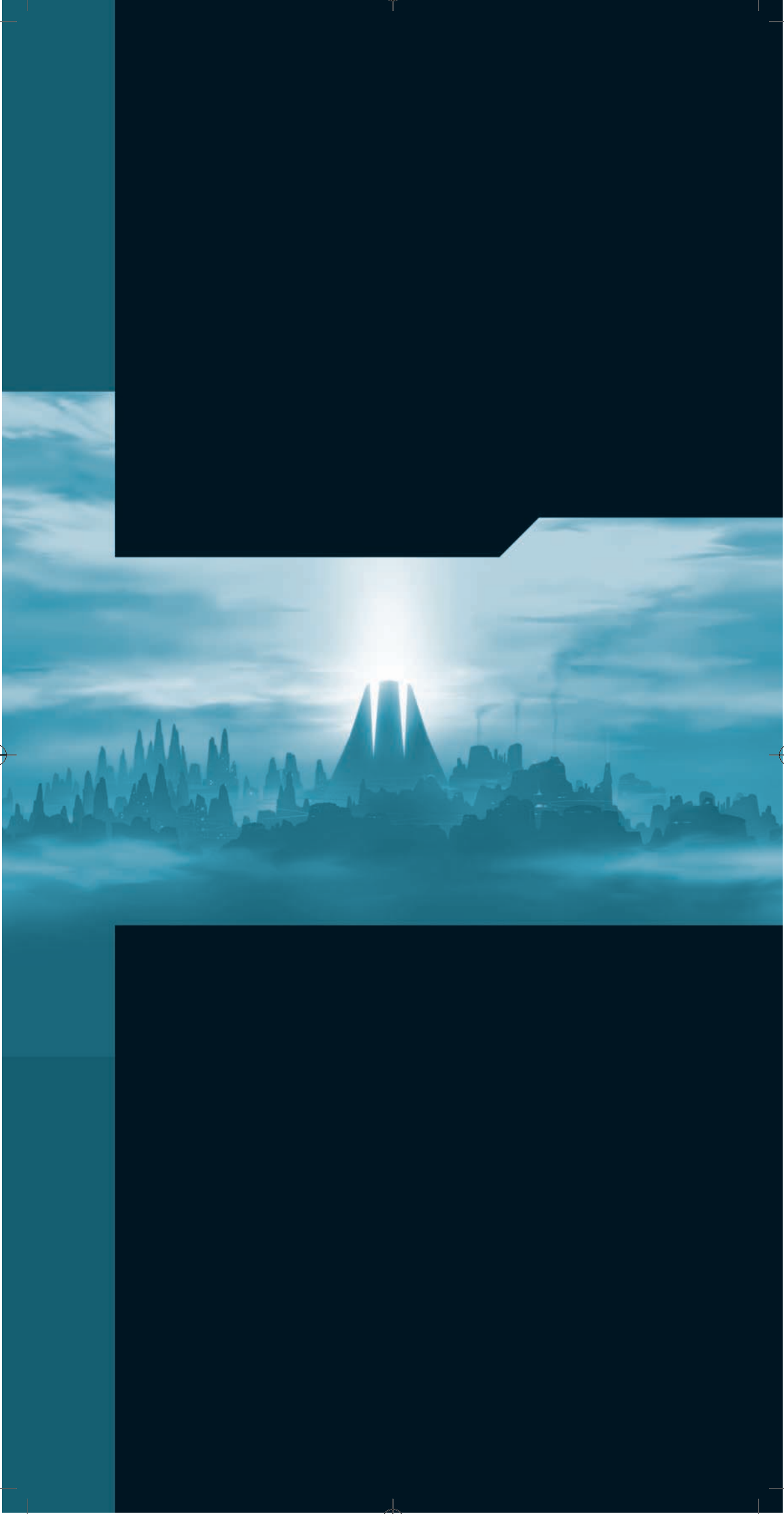
GALLERY

- 4.1 2004 Images
- 4.2 2004 Images

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METRU NUI ISLAND
PO-METRU

1.3

INTRODUCTION INTRODUCTION INTRODUCTION

Po-Metru is the most creative place in all Metru Nui. It is the home of artisans and designers.



TOA ONEWA
Guardian of Po-Metru



1300-001

KANOKA
Deflects other disks
from their course.

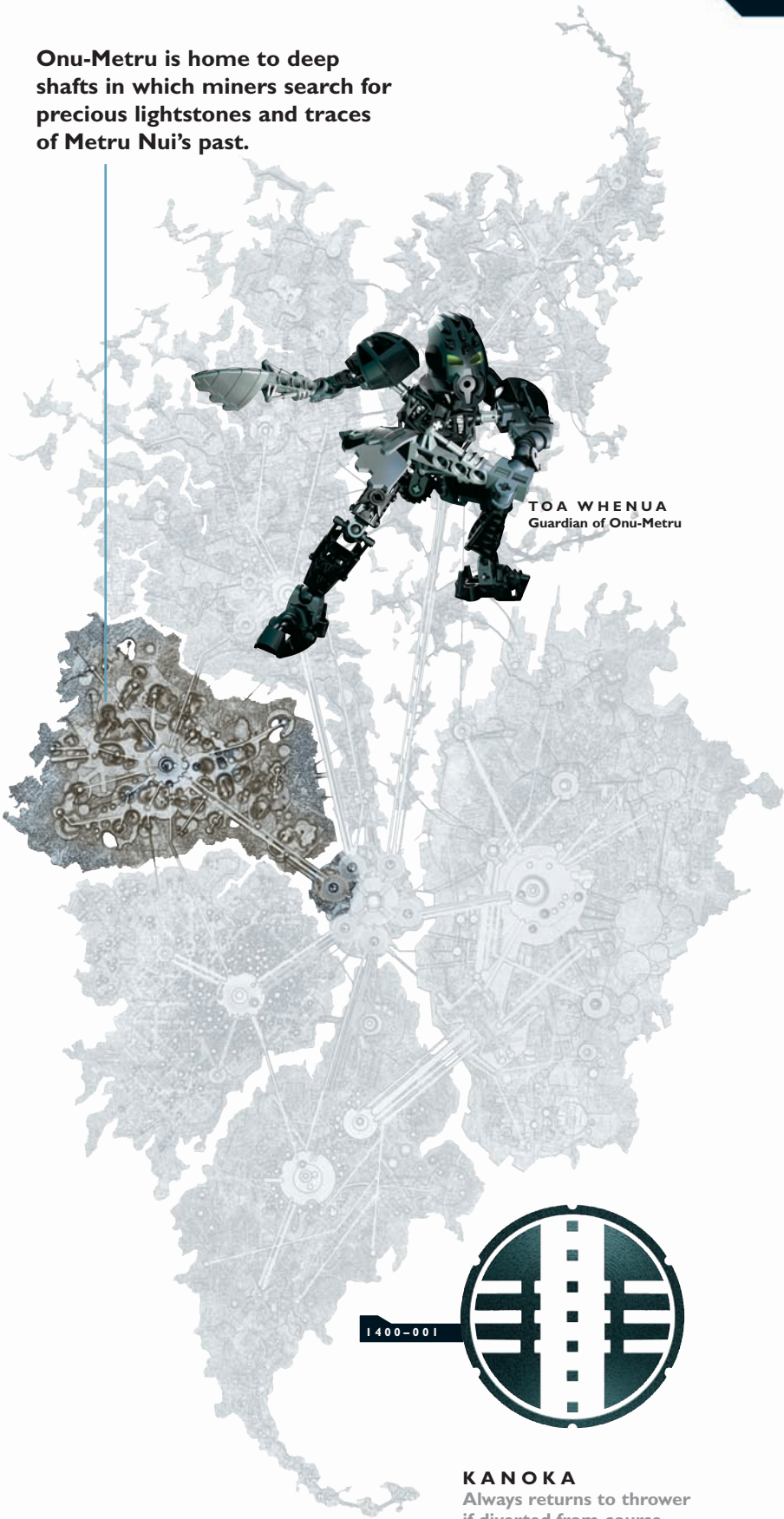
Please see CD for downloadable powerpoint
presentation for KANOKA overview.

METRU NUI ISLAND
ONU-METRU

1.4

INTRODUCTION INTRODUCTION INTRODUCTION

Onu-Metru is home to deep shafts in which miners search for precious lightstones and traces of Metru Nui's past.



KANOKA
Always returns to thrower
if diverted from course.

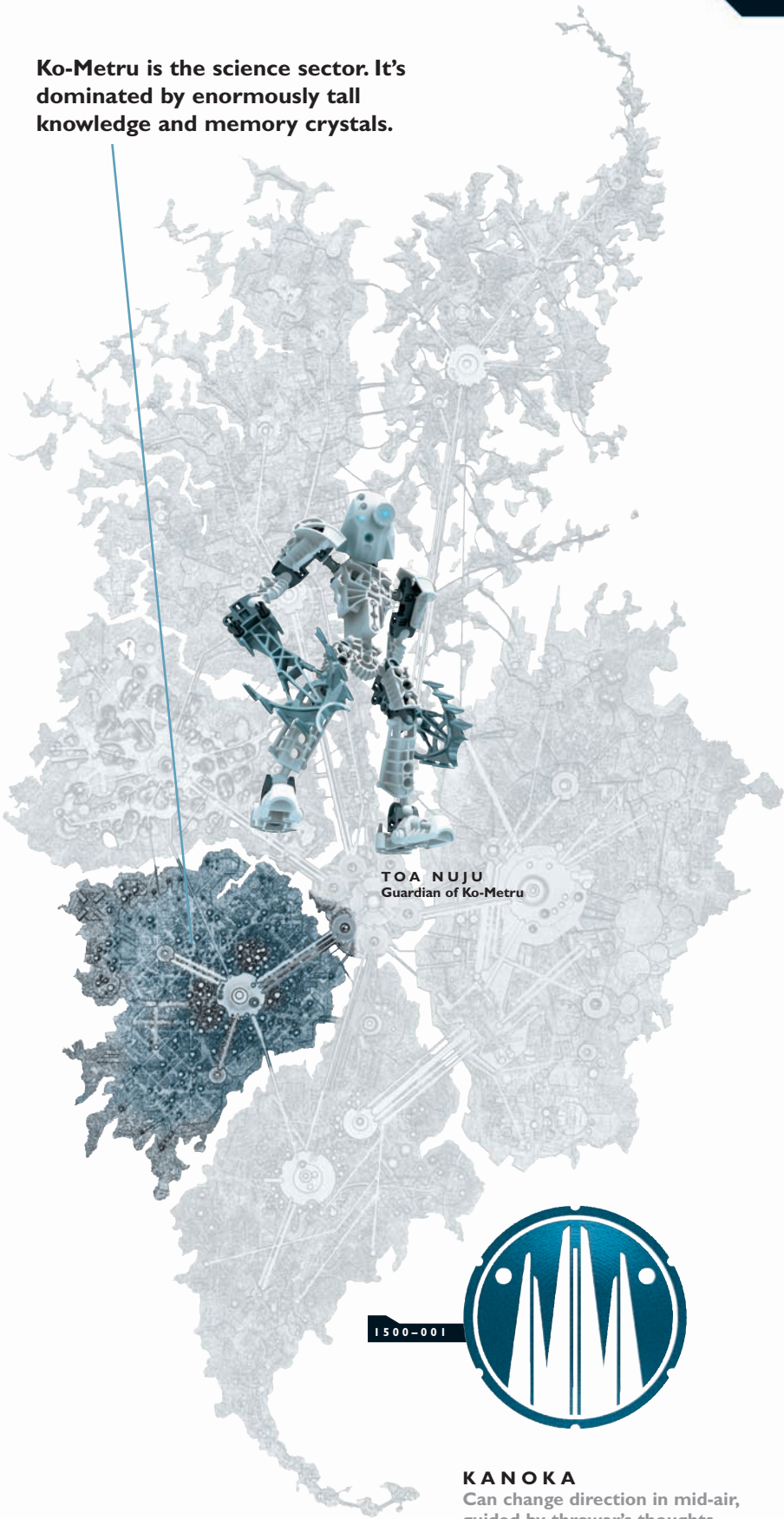
Please see CD for downloadable powerpoint
presentation for KANOKA overview.

METRU NUI ISLAND
KO-METRU

1.5

INTRODUCTION INTRODUCTION INTRODUCTION INTRODUCTION

Ko-Metru is the science sector. It's dominated by enormously tall knowledge and memory crystals.



TOA NUJU
Guardian of Ko-Metru

1500-001



KANOKA

Can change direction in mid-air, guided by thrower's thoughts.

Please see CD for downloadable powerpoint presentation for KANOKA overview.

METRU NUI ISLAND
GA-METRU

1.6

INTRODUCTION INTRODUCTION INTRODUCTION INTRODUCTION

Ga-Metru is the centre
of protodermis research
and purification.

TOA NOKAMA
Guardian of Ga-Metru

1600-001



KANOKA
Dodges obstacles to get to target.

Please see CD for downloadable powerpoint
presentation for KANOKA overview.

METRU NUI ISLAND
TA-METRU

1.7

INTRODUCTION INTRODUCTION INTRODUCTION

Ta-Metru is the production centre of Metru Nui. Here protodermis is solidified and moulded into various shapes.

TOA VAKAMA
Guardian of Ta-Metru



KANOKA
Stronger, can knock obstacles out of the way.

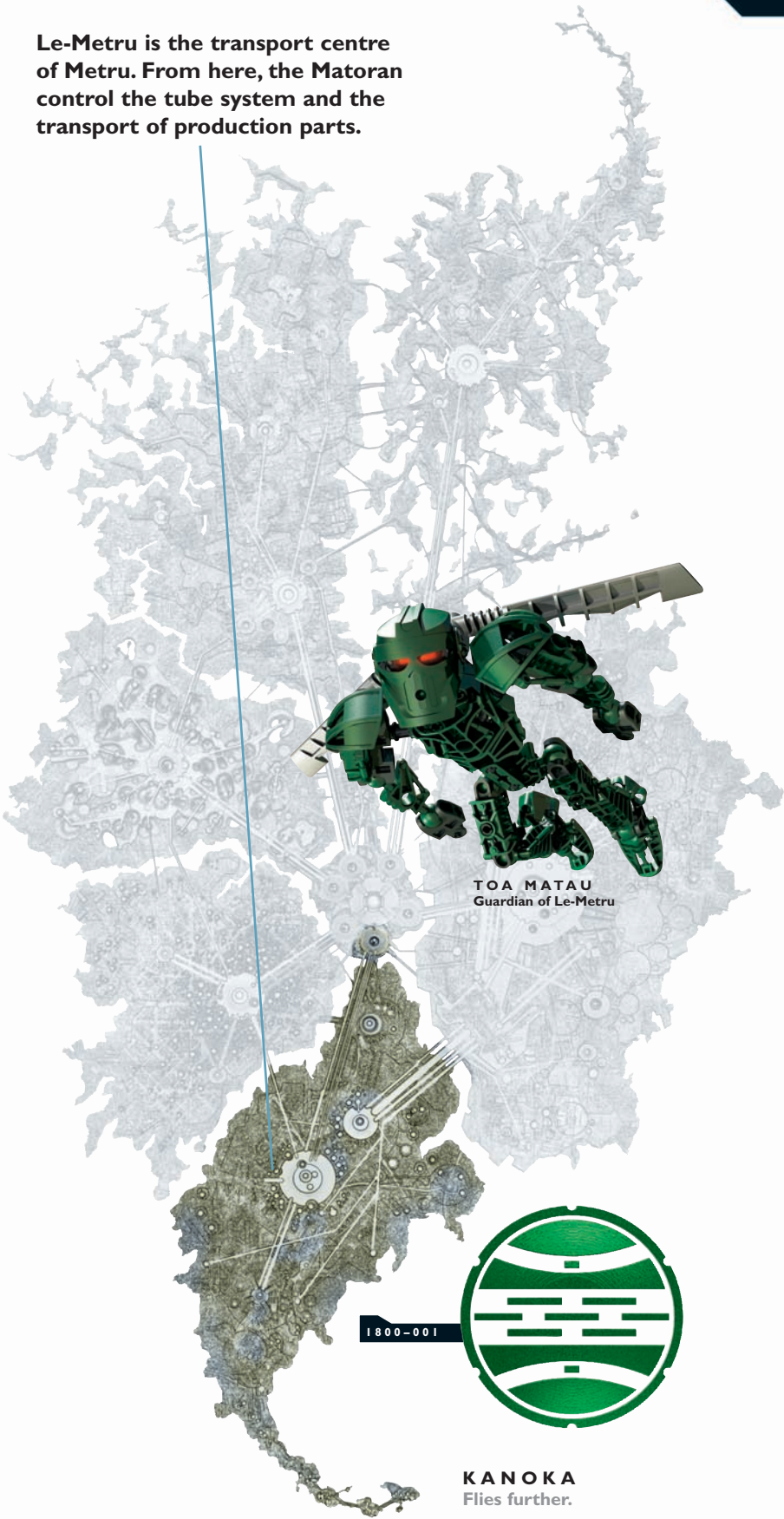
Please see CD for downloadable powerpoint presentation for KANOKA overview.

METRU NUI ISLAND
LE-METRU

1.8

INTRODUCTION INTRODUCTION INTRODUCTION

Le-Metru is the transport centre of Metru. From here, the Matoran control the tube system and the transport of production parts.



TOA MATAU
Guardian of Le-Metru



KANOKA
Flies further.

Please see CD for downloadable powerpoint presentation for KANOKA overview.

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)

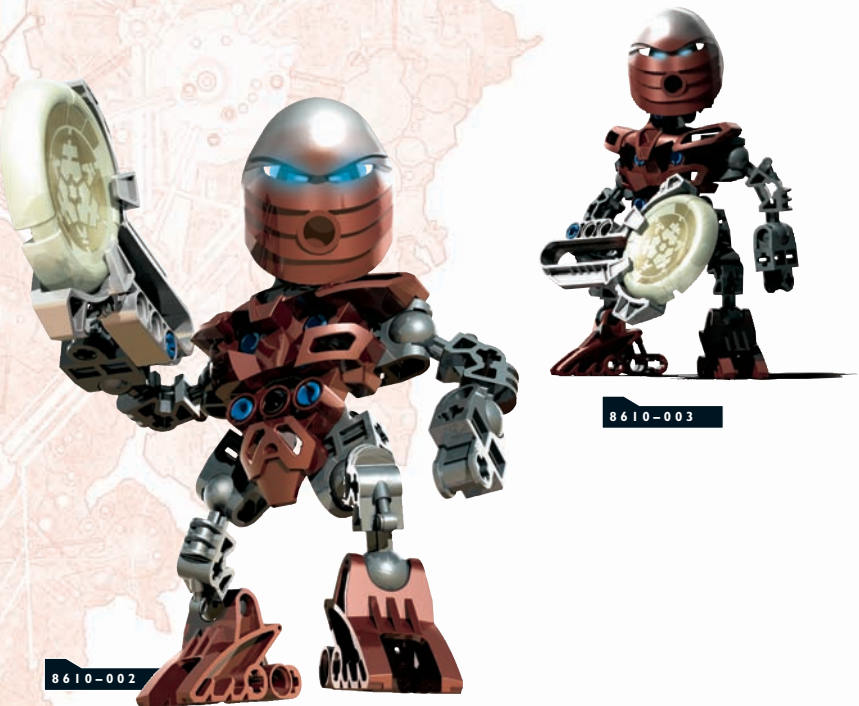
Ahkmu is a builder and carver from Po-Metru, skilled at many things but master of none. He has always come in second to Onewa at everything, and has not forgotten all the times he has lost. Is he planning revenge on the Toa Metru of stone, and what role does a Great Disk play in his plot?

2.2

CHARACTERS CHARACTERS CHARACTERS



8610-001



8610-002

8610-003

PRIMARY COLOUR PALETTE

	<div><div>PMS 298C</div><div>C 60% M 5% Y 0% K 0%</div></div>	<div><div>PMS 427C</div><div>C 7% M 7% Y 12% K 0%</div></div>	<div><div>PMS 429C</div><div>C 44% M 29% Y 30% K 0%</div></div>	<div><div>PMS 161C</div><div>C 39% M 65% Y 80% K 30%</div></div>	<div><div>PMS 431C</div><div>C 70% M 63% Y 60% K 10%</div></div>	
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CHARACTER POSES AND ELEMENTS
TEHUTTI (MATORAN)

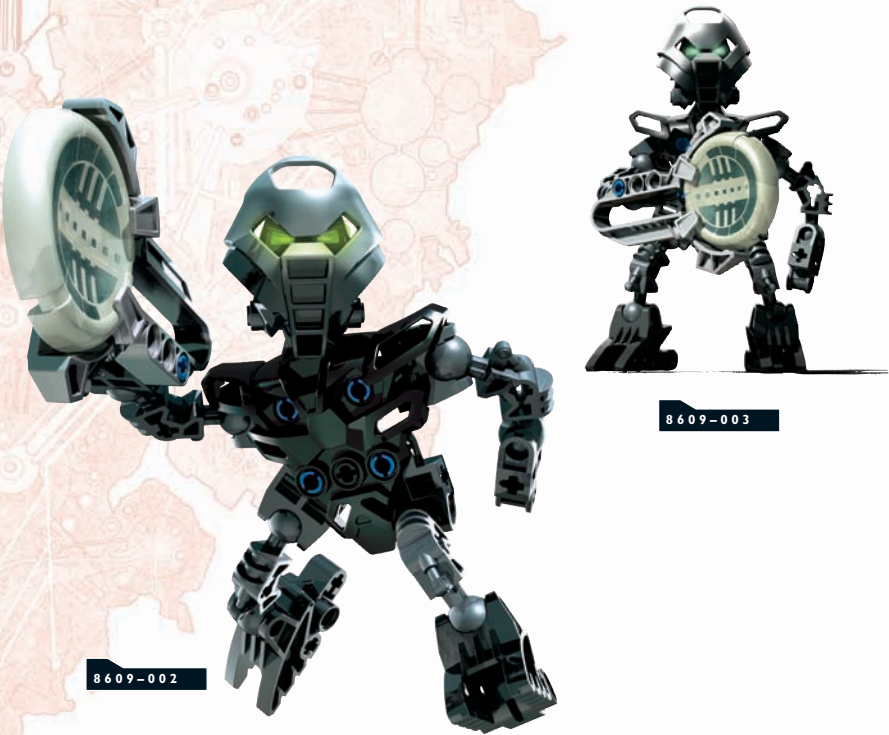
Tehutti is a veteran worker in the Onu-Metru Archives, who thinks of nothing but how to make the Archives more complete. Despite his hard work, he feels like he is not appreciated. But if he could find a Great Kanoka Disk, everyone would have to pay attention to him. Will he sacrifice the city to achieve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

2.3

CHARACTERS CHARACTERS CHARACTERS



8609-001



8609-002

8609-003

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)

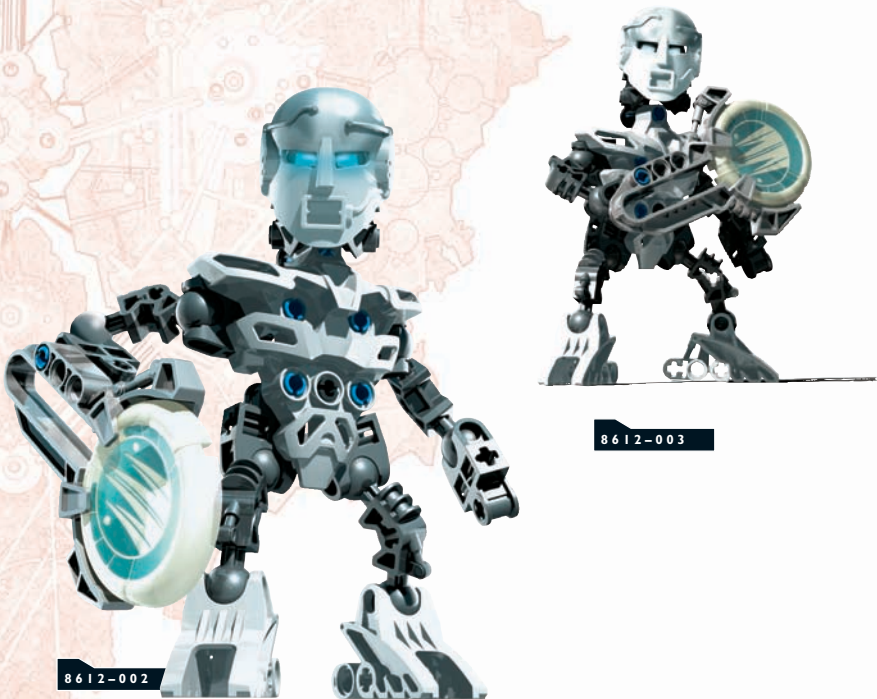
Ehrye can always be found in Ko-Metru, running errands for the scholars in the great crystal Knowledge Towers. He hopes to be more someday, but Nuju believes he is too reckless to advance. Still, Ehrye has learned much from his work in Ko-Metru – will he use that knowledge, and a Great Disk, to bring 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		PMS 427C		PMS 429C		PMS 304C		PMS 431C	
		C 5% M 3% Y 4% K 0%		C 7% M 7% Y 12% K 0%		C 44% M 29% Y 30% K 0%		C 27% M 0% Y 5% K 0%		C 70% M 63% Y 60% K 10%

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

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

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>C 5% M 0% Y 65% K 0%</p>	<p>PMS 427C</p> <p>C 7% M 7% Y 12% K 0%</p>	<p>PMS 429C</p> <p>C 44% M 29% Y 30% K 0%</p>	<p>PMS 194C</p> <p>C 45% M 100% Y 90% K 11%</p>	<p>PMS 431C</p> <p>C 70% M 63% Y 60% K 10%</p>	
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CHARACTER POSES AND ELEMENTS
ORKHAM (MATORAN)

Orkahm 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 Orkahm 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

<p>PMS 185C</p> <p>C 0% M 85% Y 75% K 0%</p>	<p>PMS 427C</p> <p>C 7% M 7% Y 12% K 0%</p>	<p>PMS 429C</p> <p>C 44% M 29% Y 30% K 0%</p>	<p>PMS 350C</p> <p>C 100% M 58% Y 100% K 33%</p>	<p>PMS 431C</p> <p>C 70% M 63% Y 60% K 10%</p>	
--	---	---	--	--	--

TOA KEY VISUAL

2.8

Once, they were six Matoran from the city of Metru Nui, no different from any others. Now they have been gifted with the powers of Toa Metru and must save their home from darkness and doom. They will have to master their masks and their tools, and learn how to be heroes... or Metru Nui will surely fall.

2800-001

CHARACTERS CHARACTERS CHARACTERS





TOA ONEWA (TOA OF PO-METRU)

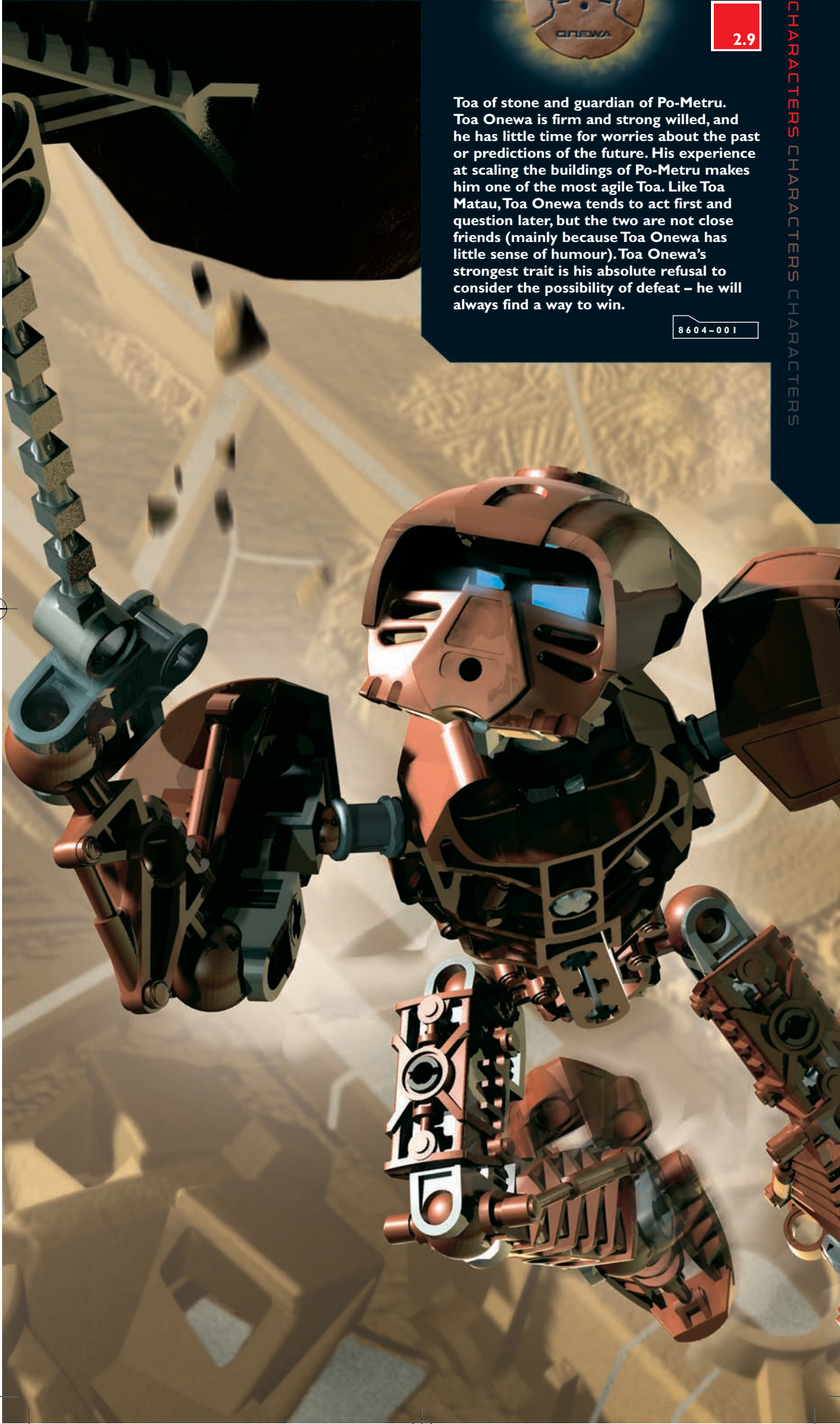


2.9

Toa of stone and guardian of Po-Metru. Toa Onewa is firm and strong willed, and he has little time for worries about the past or predictions of the future. His experience at scaling the buildings of Po-Metru makes him one of the most agile Toa. Like Toa Matau, Toa Onewa tends to act first and question later, but the two are not close friends (mainly because Toa Onewa has little sense of humour). Toa Onewa's strongest trait is his absolute refusal to consider the possibility of defeat – he will always find a way to win.

8604-001

CHARACTERS CHARACTERS CHARACTERS



CHARACTER POSES AND ELEMENTS
TOA ONEWA (TOA OF PO-METRU)

2.10

CHARACTERS
CHARACTERS
CHARACTERS
CHARACTERS

8604-002

8604-003

CHARACTER POSES



8604-004

ELEMENTS



8604-005

TOA ONEWA

8604-006

PRIMARY COLOUR PALETTE

PMS
298C

C60% M5%
Y0% K0%

PMS
429C

C44% M29%
Y30% K0%

PMS
161C

C39% M65%
Y80% K30%

PMS
431C

C70% M63%
Y60% K10%

TOA WHENUA (TOA OF ONU-METRU)



2.11

Toa of earth and guardian of Onu-Metru. Toa Whenua has a love for the history of Metru Nui and wishes to learn all he can about it. He is not as bold or confident as the other Toa, but his caution often saves others from harm. He is known for his fairness and good judgement, but is not comfortable with Toa Nuju or Toa Vakama because of their desire to look into the future.

8603-001

CHARACTERS CHARACTERS CHARACTERS



CHARACTER POSES AND ELEMENTS
TOA WHENUA (TOA OF ONU-METRU)

2.12

CHARACTERS CHARACTERS CHARACTERS

8603-002

8603-003

CHARACTER POSES



8603-004

ELEMENTS



8603-005

TOA WHENUA

8603-006

PRIMARY COLOUR PALETTE

PMS PROCESS BLACK C		PMS 429C		PMS 360C		PMS 431C		
C 60% M 0% Y 0% K 100%		C 44% M 29% Y 30% K 0%		C 60% M 0% Y 60% K 0%		C 70% M 63% Y 60% K 10%		

TOA NUJU (TOA OF KO-METRU)



2.13

Toa of ice and guardian of Ko-Metru. To others, Toa Nuju might seem aloof and unfriendly – his task of guarding the knowledge and memory crystals of Metru Nui is a lonely one and he has never been skilled at showing his feelings. But Toa Nuju believes strongly that success comes from working together and he is willing to respect Toa Vakama's leadership. Toa Nuju is a seer with great experience at interpreting omens of the future – and he has little patience with people like Toa Matau, who only want to think about today.

8606-001

CHARACTERS CHARACTERS CHARACTERS

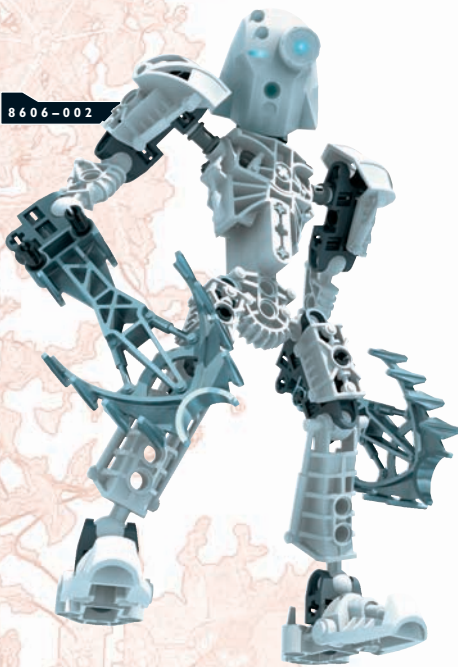


CHARACTER POSES AND ELEMENTS
TOA NUJU (TOA OF KO-METRU)

2.14

CHARACTERS CHARACTERS CHARACTERS

8606-002



8606-003



CHARACTER POSES



8606-004

ELEMENTS



8606-005

TOA NUJU

8606-006

PRIMARY COLOUR PALETTE

PMS
COOL
GREY
1C

C5% M3%
Y4% K0%

PMS
429C

C44% M29%
Y30% K0%

PMS
304C

C27% M0%
Y5% K0%

PMS
431C

C70% M63%
Y60% K10%

TOA NOKAMA (TOA OF GA-METRU)



2.15

Toa of water and guardian of Ga-Metru. Toa Nokama is respected by all for her ability to use logic to resolve disputes. She could be a strong leader herself, but prefers to support Toa Vakama, for she believes in his courage and the power of his visions. Toa Nokama can often be found in the sea of protodermis, using her twin tools to swim through it at amazing speed.

8602-001

CHARACTERS CHARACTERS CHARACTERS



CHARACTER POSES AND ELEMENTS
TOA NOKAMA (TOA OF GA-METRU)

2.16

CHARACTERS CHARACTERS CHARACTERS

8602-003

8602-002

CHARACTER POSES



8602-004

ELEMENTS



8602-005

TOA NOKAMA

8602-006

PRIMARY COLOUR PALETTE

PMS
165C

C0% M60%
Y60% K0%

PMS
429C

C44% M29%
Y30% K0%

PMS
2955C

C100% M70%
Y36% K40%

PMS
431C

C70% M63%
Y60% K10%

TOA VAKAMA (TOA OF TA-METRU)



2.17

Toa and fire and guardian of Ta-Metru. Toa Vakama was once one of the top mask-maskers in the foundries of Ta-Metru, and now he protects the Matoran who labour there. He is a natural leader, wise beyond his years, and believes he knows what it takes to be a hero. Toa Vakama has strange visions of the future, something he tries to hide from his friends. It is only later that he will discover that those visions are key to his fulfilling his duty to the city and its people. His tool is a great disk launcher.

8601-001

CHARACTERS CHARACTERS CHARACTERS



CHARACTER POSES AND ELEMENTS
TOA VAKAMA (TOA OF TA-METRU)

2.18

CHARACTERS CHARACTERS CHARACTERS

8601-003

8601-002

CHARACTER POSES

ELEMENTS

8601-004

8601-005

TOA VAKAMA

8601-006

PRIMARY COLOUR PALETTE

PMS
387C

C5% M0%
Y65% K0%

PMS
429C

C44% M29%
Y30% K0%

PMS
194C

C45% M100%
Y90% K11%

PMS
431C

C70% M63%
Y60% K10%

TOA MATAU (TOA OF LE-METRU)



2.19

Toa of air and guardian of Le-Metru. Toa Matau has a "highflying" attitude toward life. He is full of fun, impulsive, headstrong, and believes that he is as smart as Toa Vakama and should be leader of the Toa. His sense of humour keeps the Toa smiling even in the face of danger, but his recklessness often leads to trouble. Still, his instincts are second to none, and even those who don't get along with him admit that his hunches are often good. He will risk anything to protect the Matoran of Le-Metru.

8605-001

CHARACTERS CHARACTERS CHARACTERS



CHARACTER POSES AND ELEMENTS
TOA MATAU (TOA OF LE-METRU)

2.20

CHARACTERS CHARACTERS CHARACTERS

8605-002



8605-003



CHARACTER POSES



8605-004

ELEMENTS



8605-005

TOA MATAU

8605-006

PRIMARY COLOUR PALETTE

PMS
185C

C0% M85%
Y75% K0%

PMS
429C

C44% M29%
Y30% K0%

PMS
350C

C100% M58%
Y100% K33%

PMS
431C

C70% M63%
Y60% K10%

VAHKI KEY VISUAL

2.21

CHARACTERS CHARACTERS CHARACTERS



2210-001



The Vahki are the enforcers of the peace in Metru Nui. It's their job to make sure order prevails, even if they have to use their stun staffs to make sure it happens. Dwelling in hives in the six metru, they swarm out when there is trouble, chase down the offending Matoran, and make sure they fall back into line. They are not interested in excuses or explanations, only in the preservation of order. Although they may come across as cold and robotic, many Vahki actually seem to enjoy their jobs a little too much.

2210-002

RENDERED

2210-003

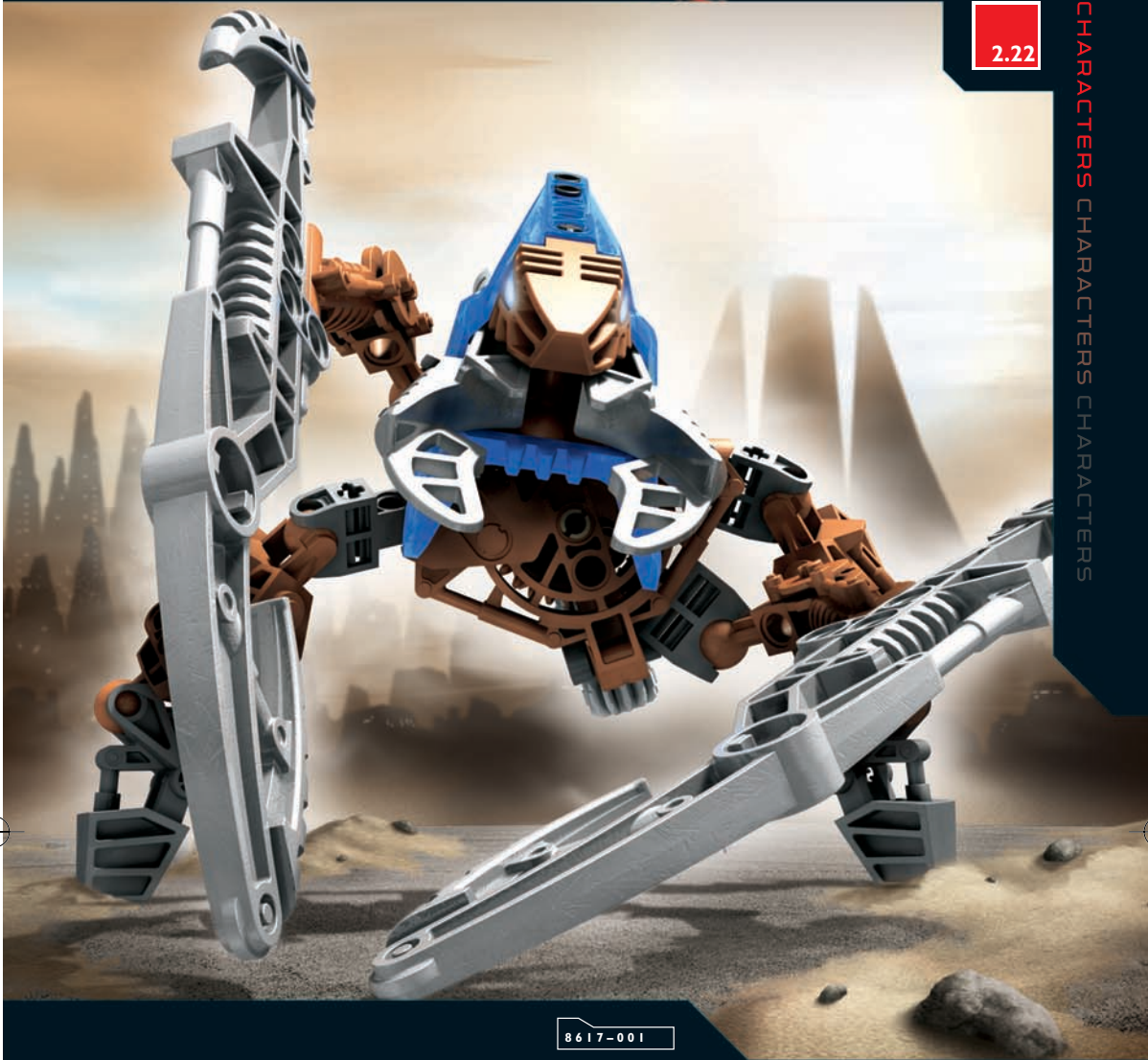
FLAT B/W



VAHKI ZADAKH

2.22

CHARACTERS CHARACTERS CHARACTERS



8617-001

Zadakh are ideally suited for the open spaces of Po-Metru, as they are fastest when running in a straight line and do not handle changes of direction well. They are huge, strong, always the first into any fray and the usually the last ones standing. Zadakh stun staffs leave a target very suggestible, and for a brief period of time the Matoran will take orders from virtually anyone.



8617-002

CHARACTER POSES AND ELEMENTS
VAHKI ZADAKH

2.23

CHARACTERS CHARACTERS CHARACTERS

TRANSFORMED VAHKI

8617-003

8617-004

VAHKI TOOL

8617-005

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%

VAHKI RORZAKH

2.24

CHARACTERS CHARACTERS CHARACTERS

8618-001

The Rorzakh of Onu-Metru are relentless. Though not the fastest or the strongest Vahki, they never give up on a chase. Run anywhere, they will pursue, no matter how far or how long it takes. Their preferred tactic is to wait for their target to grow exhausted and then do their job. Rorzakh stun staffs have the longest-lasting effects, allowing the Vahki to see and hear whatever the affected Matoran does without the Matoran being aware of it.



8618-002

CHARACTER POSES AND ELEMENTS
VAHKI RORZAKH

TRANSFORMED VAHKI

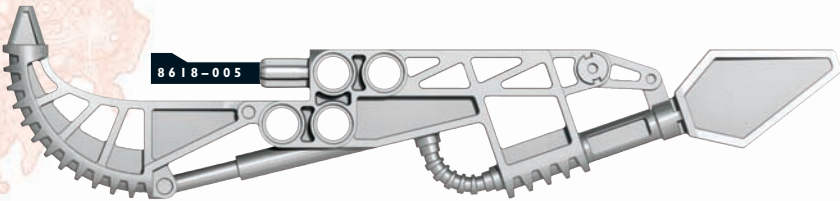


8618-003



8618-004

VAHKI TOOL



8618-005

2.25

CHARACTERS CHARACTERS CHARACTERS

PRIMARY COLOUR PALETTE

PMS PROCESS BLACK C		PMS 427C		PMS 429C		PMS 360C		PMS 431C		
C 60% M 0% Y 0% K 100%		C 7% M 7% Y 12% K 0%		C 44% M 29% Y 30% K 0%		C 5% M 0% Y 60% K 0%		C 70% M 63% Y 60% K 0%		

VAHKI KEERAKH

2.26

CHARACTERS CHARACTERS CHARACTERS

8619-001

The Keerakh of Ko-Metru are a perfect fit for a metru devoted to seeing the future. Keerakh are always one step ahead of whoever they are pursuing – it does no good to hide from them, because they will probably be waiting at your hiding place when you get there. Keerakh stun staffs scramble a Matoran's sense of time and place, disorienting them enough that they cannot cause any trouble. It's not unusual to see confused Ko-Metru Matoran walking aimlessly through other metru, unsure of where they are or what day it is.



8619-002

CHARACTER POSES AND ELEMENTS
VAHKI KEERAKH

2.27

CHARACTERS CHARACTERS CHARACTERS

TRANSFORMED VAHKI

8619-003

8619-004

VAHKI TOOL

8619-005

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%

VAHKI BORDAKH

2.28

CHARACTERS CHARACTERS CHARACTERS

8615-001

The Bordakh of Ga-Metru are tactically the most cunning of the Vahki, usually working in small, highly mobile groups. They like to get the job done with a minimum of fuss and risk, but they do enjoy the chase. An old Matoran saying goes, "Bordakh like things that run." Their stun staffs make the targeted Matoran so enthusiastic about the ideas of order and security that he will actively look for "troublemakers" to turn in to the Vahki.



8615-002

CHARACTER POSES AND ELEMENTS
VAHKI BORDAKH

2.29

CHARACTERS
CHARACTERS
CHARACTERS
CHARACTERS

TRANSFORMED VAHKI

8615-003

8615-004

VAHKI TOOL

8615-005

PRIMARY COLOUR PALETTE

PMS

2955C

C100% M70%

Y36% K40%

PMS

427C

C7% M7%

Y12% K0%

PMS

429C

C44% M29%

Y30% K0%

PMS

165C

C0% M60%

Y60% K0%

PMS

431C

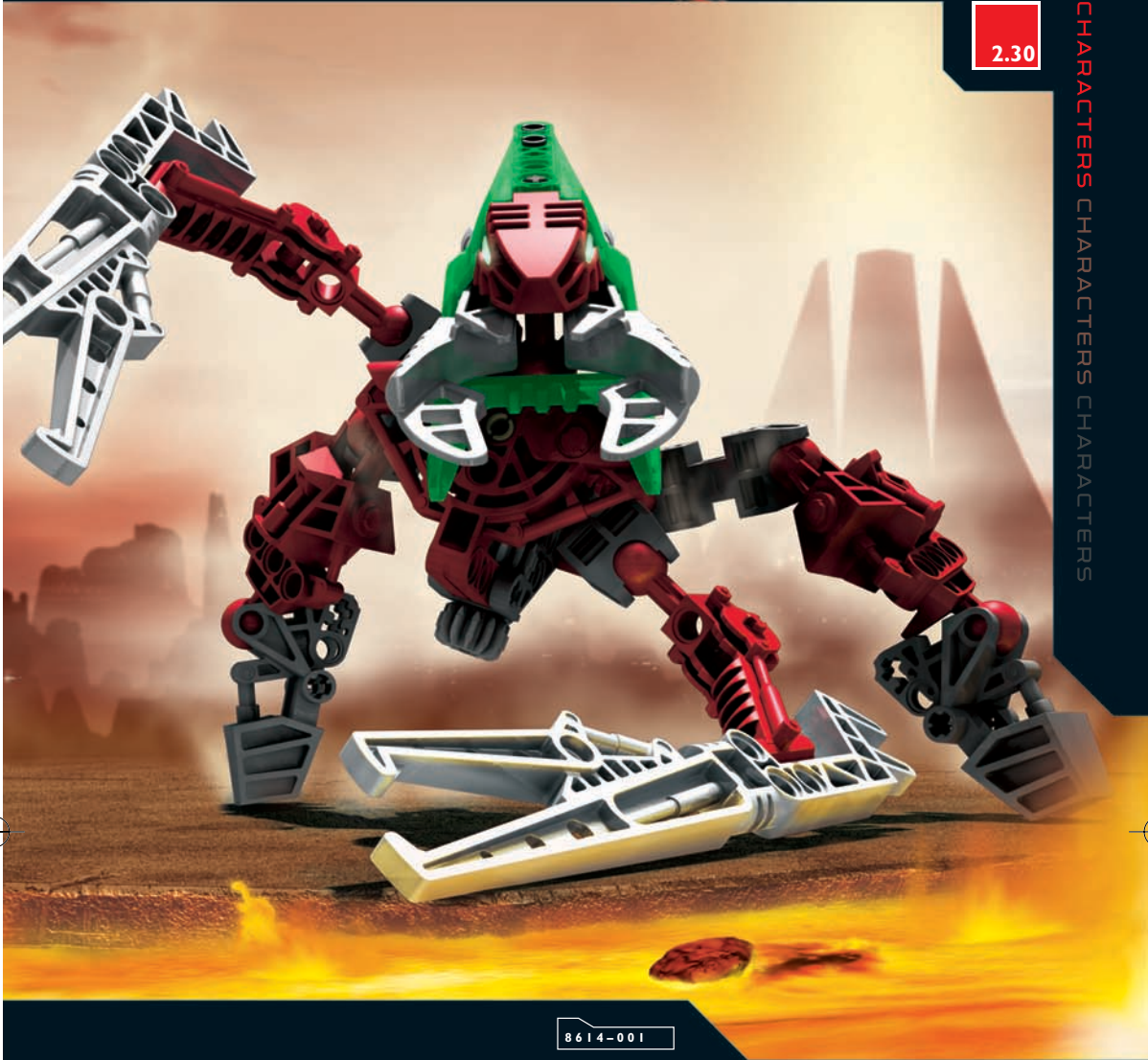
C70% M63%

Y60% K10%

VAHKI NUURAKH

2.30

CHARACTERS CHARACTERS CHARACTERS



8614-001

The Nuurakh of Ta-Metru are the fastest of all the Vahki – one minute all is quiet, the next they are everywhere. Nuurakh prefer to surround their targets, rather than chase them down, but they are easily frustrated. When things don't go their way, they can turn on each other. Nuurakh stun staffs fill the target's mind with one overriding command, which the affected Matoran will then obey to the exclusion of all else until the stun wears off.



8614-002

CHARACTER POSES AND ELEMENTS
VAHKI NUURAKH

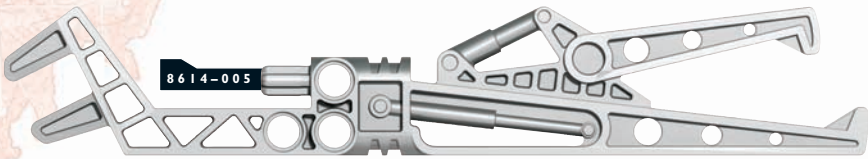
2.31

CHARACTERS CHARACTERS CHARACTERS

TRANSFORMED VAHKI



VAHKI TOOL



PRIMARY COLOUR PALETTE

<div><div>PMS</div><div>360C</div><div><div></div></div></div> <div>C 60% M 0% Y 60% K 0%</div>	<div><div>PMS</div><div>427C</div><div><div></div></div></div> <div>C 7% M 7% Y 12% K 0%</div>	<div><div>PMS</div><div>429C</div><div><div></div></div></div> <div>C 44% M 29% Y 30% K 0%</div>	<div><div>PMS</div><div>194C</div><div><div></div></div></div> <div>C 45% M 100% Y 90% K 11%</div>	<div><div>PMS</div><div>431C</div><div><div></div></div></div> <div>C 70% M 63% Y 60% K 10%</div>	
---	--	--	--	---	--

VAHKI VORZAKH

2.32

CHARACTERS CHARACTERS CHARACTERS



8616-001

The Vorzakh have little patience for games of "chase and hide." If they need to find someone, they will just level everything in their path until that Matoran appears. (Le-Metru Matoran spend much of their time repairing damage done by the Vorzakh.) Their stun staffs are incredibly potent, one touch reducing a Matoran to little more than a mindless but obedient creature for a brief period of time. Le-Matoran have grown used to seeing these unfortunates, called "shamblers," wandering through the metru.



8616-002

CHARACTER POSES AND ELEMENTS
VAHKI VORZAKH

TRANSFORMED VAHKI

2.33

CHARACTERS CHARACTERS CHARACTERS

8616-003

8616-004

VAHKI TOOL

8616-005

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%

NIDHIKI

A four-legged Dark Hunter with a rasping voice and the ability to launch powerful energy webs at his enemies. Nidihki 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.

2.34

8622-001

CHARACTERS CHARACTERS CHARACTERS



CHARACTER POSES AND ELEMENTS
NIDHIKI

2.35

CHARACTERS CHARACTERS CHARACTERS

8622-002

8622-003

PRIMARY COLOUR PALETTE

PMS
PROCESS
BLACK C

C60% M0%
Y0% K100%

PMS
360C

C60% M0%
Y60% K0%

PMS
429C

C44% M29%
Y30% K0%

PMS
350C

C100% M58%
Y100% K33%

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?

2.36

CHARACTERS CHARACTERS CHARACTERS

8621-001



CHARACTER POSES AND ELEMENTS
TURAGA DUME AND NIVAWK

2.37

CHARACTERS CHARACTERS CHARACTERS

8621-002

8621-003

PRIMARY COLOUR PALETTE

PMS
PROCESS
BLACK C

C60% M0%
Y0% K100%

PMS
485C

C0% M100%
Y100% K0%

PMS
429C

C44% M29%
Y30% K0%

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 bindings make him a danger to all in Metru Nui.

2.38

CHARACTERS CHARACTERS CHARACTERS

8623-001



CHARACTER POSES AND ELEMENTS
KREKKA

2.39

CHARACTERS CHARACTERS CHARACTERS

8623-002

8623-003

PRIMARY COLOUR PALETTE

PMS
PROCESS
BLACK C

C60% M0%
Y0% K100%

PMS
COOL
GREY
1C

C5% M3%
Y4% K0%

PMS
427C

C7% M7%
Y12% K0%

PMS
429C

C44% M29%
Y30% K0%

PMS
2955C

C100% M70%
Y36% K40%

LOGOS

3.1

DESIGN DESIGN DESIGN

MAIN BIONICLE LOGOS

Main BIONICLE® logo - can be used whenever the background is simple/clean.

BIONICLE®

3 1 0 0 - 0 0 1

RENDERED

3 1 0 0 - 0 0 2

FLAT CYMK

3 1 0 0 - 0 0 3

FLAT B/W

BIONICLE® logo with glow. Must only be used when placed at the top of a picture/product.

BIONICLE®

3 1 0 0 - 0 0 4

EXAMPLE



BIONICLE® logo with glow. Must only be used when placed in the centre of a picture/product.

BIONICLE®

3 1 0 0 - 0 0 5

LOGOS

3.2

DESIGN DESIGN DESIGN

MAIN METRU NUI ICONS
to be used on all main campaign material

Metru Nui Icon with skyline



3200-001 RENDERED 3200-002 FLAT B/W

EXAMPLE FROM VAHKI PACKAGING



Metru Nui Icon with text - text is editable according to desired message.
Please note: when scaling Icon please rasterize text to preserve embossing.



3200-003 RENDERED 3200-004 FLAT B/W

Metru Nui Icon with skyline and text - text is editable according to desired message.
Please note: when scaling Icon please rasterize text to preserve embossing.



3200-005 RENDERED 3200-006 FLAT B/W

EXAMPLE FROM TOA KEY VISUAL



LOGOS

3.3

DESIGN DESIGN DESIGN

DIFFERENT METRU NUI TREATMENTS



3300-001 RENDERED



3300-002 RENDERED

3300-003 FLAT B/W



3300-004 RENDERED

3300-005 FLAT B/W



3300-006 RENDERED

3300-007 FLAT B/W

FONTS

3.4

DESIGN DESIGN DESIGN

BIONICLE LANGUAGE FONT

Ancient Tohunga font. Found as stone carvings on Mata Nui.
This font is available on CD!

BIONICLE LANGUAGE REGULAR

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9

BIONICLE LANGUAGE BOLD

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9

3400-001

PRIMARY FONT (TITLES ONLY)

FF TRADEMARKER LIGHT

Available thru FontShop - www.fontfont.com
Please give 20pt letterspacing

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
a b c d e f g h i j k l m n o p q r s t u v w x y z
0 1 2 3 4 5 6 7 8 9

SECONDARY FONT (TITLES AND BODYCOPY)

GILL SANS

Available thru Adobe - www.adobe.com/type/main.html

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
a b c d e f g h i j k l m n o p q r s t u v w x y z
0 1 2 3 4 5 6 7 8 9

GILL SANS BOLD

Available thru Adobe - www.adobe.com/type/main.html

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
a b c d e f g h i j k l m n o p q r s t u v w x y z
0 1 2 3 4 5 6 7 8 9

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PACKAGING ELEMENTS

PACKAGING BACKGROUND

The blue colour is the generic colour for 2004 which can be used together with the shape of the island and disc icons on e.g. packaging.



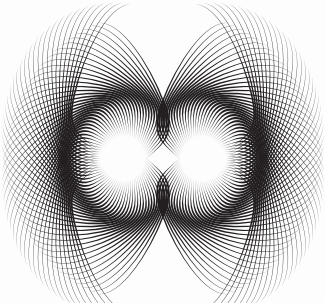
3600-001

PACKAGING BORDERS

Please see pages 3.7 and 3.8 for a step by step guide to creating borders using the elements below.



3600-002



3600-003

METRU NUI SKYLINE

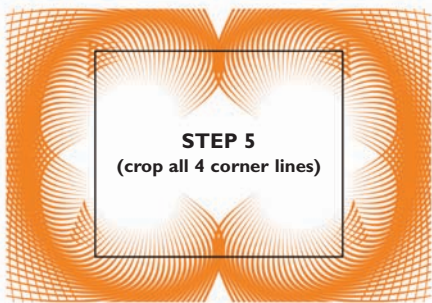
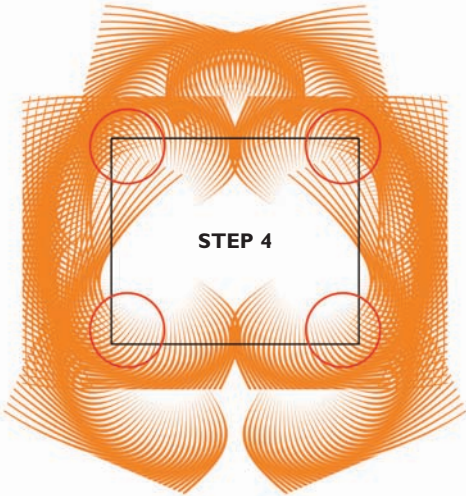
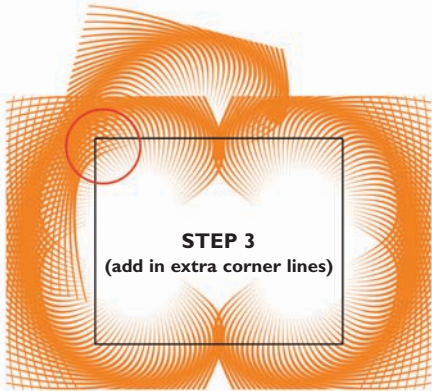
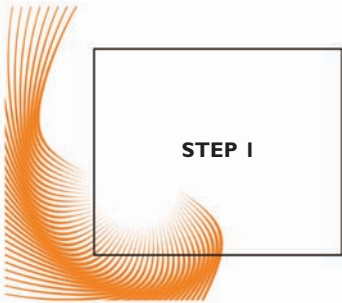
3600-004



PATTERN EXAMPLE - LANDSCAPE

3.7

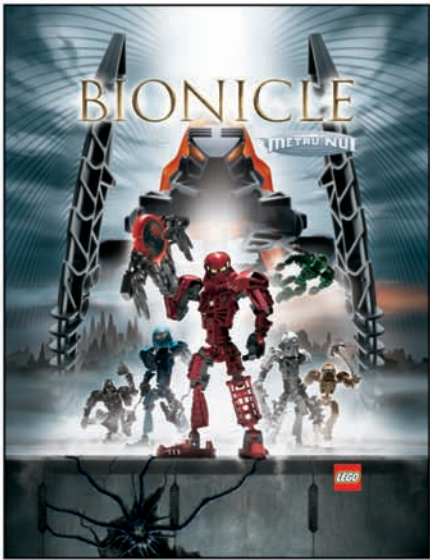
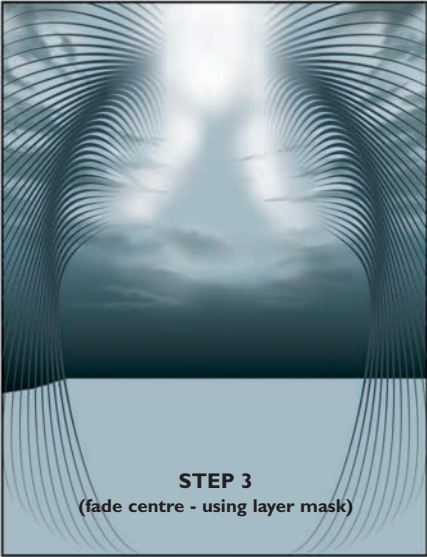
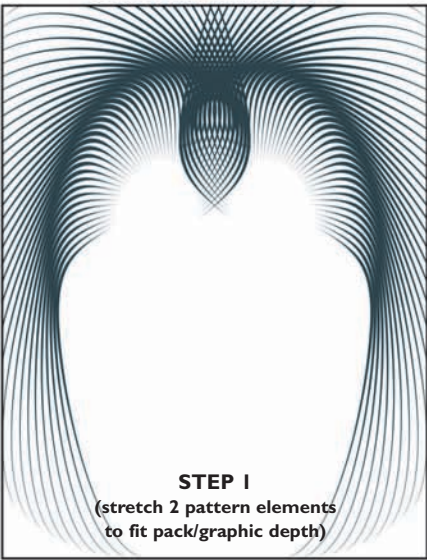
DESIGN DESIGN DESIGN



PATTERN EXAMPLE - PORTRAIT

3.8

DESIGN DESIGN DESIGN



2004 IMAGES

4100-001



In Metru Nui, city of legends, danger is growing. A powerful plant, the Morbuzakh, has spread its vines throughout the city and threatens to bring down what the Matoran have built.

4.1

THE GALLERY THE GALLERY THE GALLERY

From the transport chutes of Le-Metru.



4100-002

The Toa must learn which of the six Matoran is planning to betray the city.

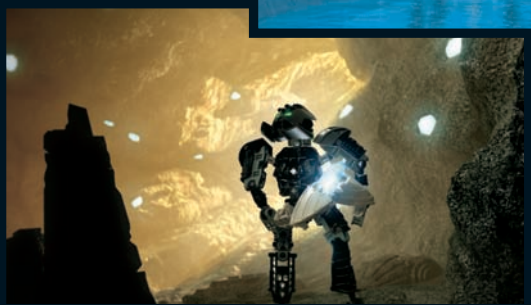


Then pit their power and skill against the Morbuzakh in a final showdown inside Ta-Metru's Great Furnace.

4100-003

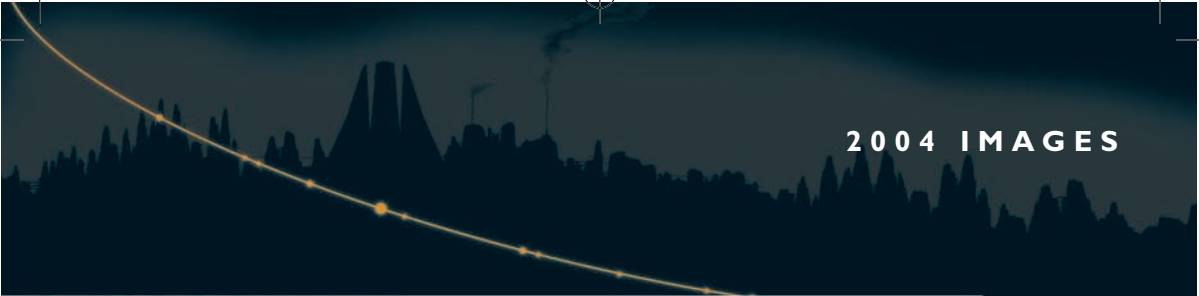


4100-004



But finding and saving the Matoran from dangerous traps is just the beginning.

4100-005



2004 IMAGES

4.2

THE GALLERY THE GALLERY THE GALLERY

Brave great peril in the most mysterious areas of the city.



4100-006

To the crystal Knowledge Towers of Ko-Metru, the Toa Metru must search for the missing Matoran.



4100-008

4100-007



4100-009

To the sub-levels of the Onu-Metru Archives.



Now six new heroes – the Toa Metru – must launch a desperate search for the Matoran and the Great Disks they hide before time runs out!