

BIONICLE



THE BIONICLE LEGEND

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GREAT MASKS OF POWER

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THE BIONICLE LEGEND

Before the beginning of time, the island of Mata Nui was a tropical paradise. Then a shadow of fear and darkness fell across the land. That shadow's name was Makuta.

In the dark years that followed, the islanders, the Tohunga, put their faith in a legend. A legend that foresaw the arrival of 6 mighty heroes called Toa.

Only the Toa will have both the strength and bravery to bring peace and harmony to the world.

To fulfil their destiny, they must find the Kanohi Masks of Power. They must face countless obstacles, and fierce competition, but their greatest test will be to bring an end to Makuta and the darkness.

Let the legend begin...



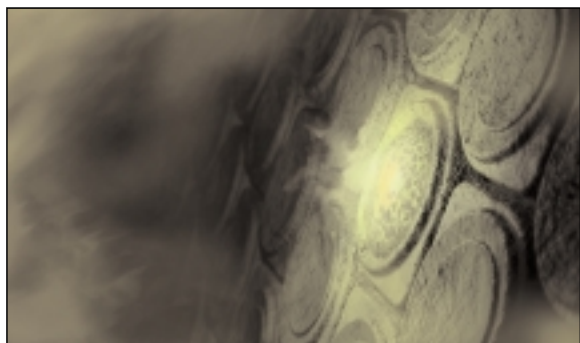
MATA NUI.HR.TIF



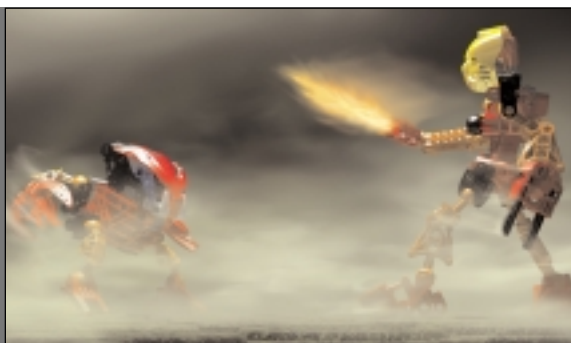
BIONICLE

THE BIONICLE LEGEND

MATA NUI ISLAND



01_BEFORE HATCHING.TIF



04_TAHU VS BUG.TIF



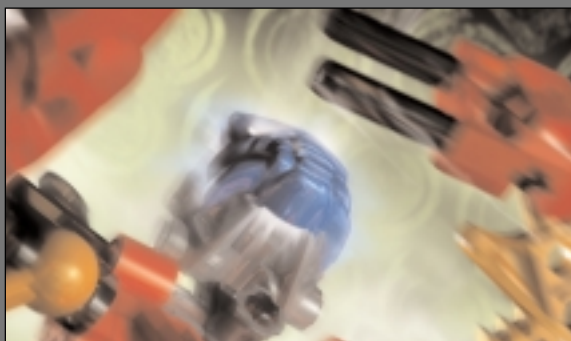
02_HATCHING.TIF



05_TAHNOK GOES FOR TAHU.TIF



03_FOLDED BUGG VS TAHU.TIF



06_KRANA ON TAHU.TIF



07_KRANA TAHU.TIF



10_POHATU & BUG.TIF



08_TAHNOK W MASK.TIF



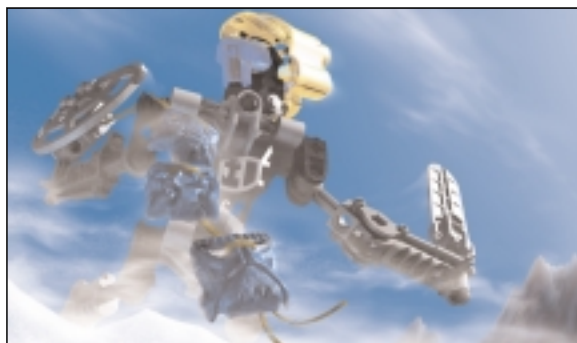
11_LEWA & BUG.TIF



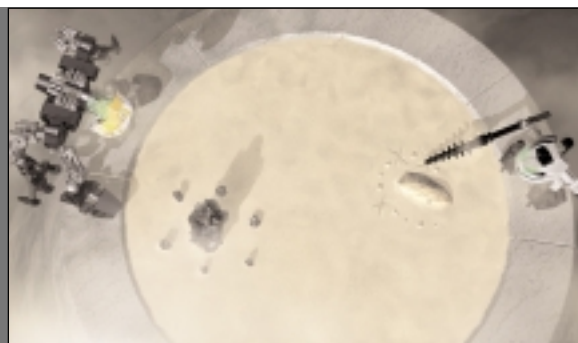
09_RUNNING BUGS.TIF



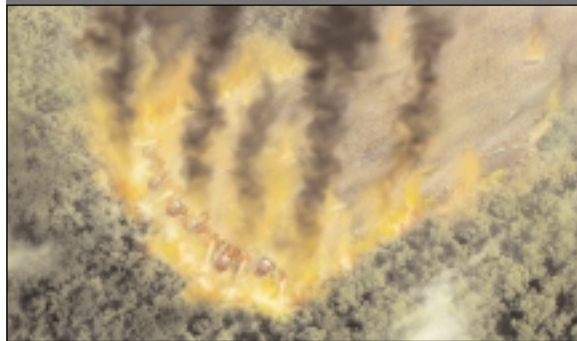
12_KOPAKA TAKES KRANA.TIF



13_KOPA KA BACK.TIF



16_ONUA & WHENUA.TIF



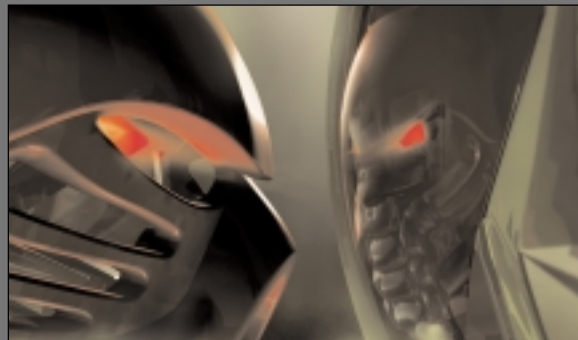
14_FIREBUGS.TIF



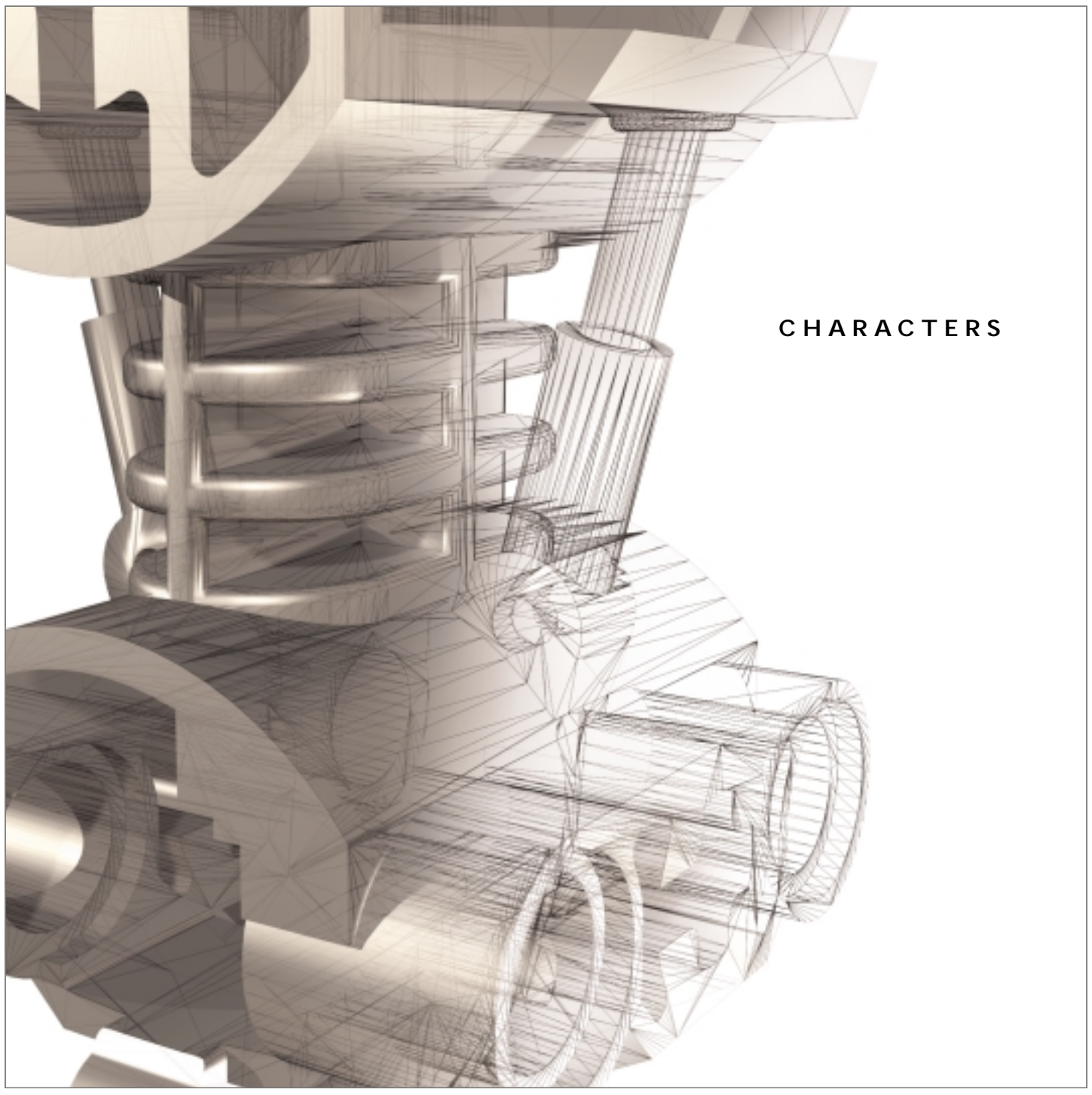
17_CAPTURED HTO.TIF



15_GALI & BUGS.TIF



18_CLOSE ENCOUNTER.TIF



CHARACTERS



PAHRAK

PAHRAK ILLU.TIF

The Pahrak are slow but steady workers, and never stop until they finish the job, no matter how long it takes. They are very considerate of their own, and will always help out if one of their kind has a problem, or is injured, and, like the Tahnok, will put their own interests before those of the mission.

They very rarely get angry, but if they do, you'd better look out: once they decide to sort a problem out they don't stop until it is sorted. This applies just as much to their own defence. They will mostly ignore outsiders, until it becomes obvious that they have no choice but to defend themselves. When they do, they advance slowly but surely towards the enemy and nothing will make them stop until they have stopped the attack. However, if you stop attacking them, they will more often than not go back to their mission, and leave you alone.



PAHRAK POSE.TIF



NUHVOK

NUHVOK ILLU.TIF



Like the Tahnok, the Nuhvok are quick workers, but although they work as a swarm towards the overall goal, because they are tunnelling alone, they tend to operate more individually, and like the Kohrak, they are less concerned with the welfare of their fellow workers than other Bohrok. However, if they see one of their fellow Nuhvok in trouble, or being threatened, they will down tools and help out or defend him.

The Nuhvok, being used to being on their own in their tunnels, are not used to attack, and do not immediately defend themselves. But when they work out what's going on, they will fight back, and their hammer shields can be devastating at close range. Above ground, however, they are less able to defend themselves, and tend to try to get back below ground rather than fight. However, if backed into a corner, they will fight tenaciously, never giving up. So the trick with them is not to face them underground, on their own territory, but to somehow lure them up above ground.

NUHVOK POSE.TIF



GAHLOK

GAHLOK ILLU.TIF



The Gahlok are effective workers, but their methods can often bring them into conflict with the other Bohrok, as they don't always look before they flood. This can apply even to their fellow Gahlok - when the order to flood goes up, they have to make sure they're at a safe distance!

The Gahlok are slippery customers, and you never quite know where you are with them: just when you've got their methods figured out, they go and change them. This is as much self protection as anything else though, so they don't get caught out by any hostiles objecting to their work. This also applies to their defence methods: they will never react the same way twice to attack, and they will never attack the same way twice either. Their favoured method of defence, however, is appearing to run away, then turn on their attackers when they think they have the Gahlok beaten.

GAHLOK POSE.TIF

TAHNOK

They are quick workers, but still very methodical, and know the value of teamwork. If one of their team is hurt, or in trouble, they will make sure he is safe before they continue with their mission.

While the Bohrok are not naturally aggressive, the Tahnok are the least passive of the swarms. They are quick to anger, and if threatened will attack first and ask questions later. But when they attack, they do it as a team, making them all the more dangerous. However, they always attack head on, and are not as calculating as some of the other swarms. Because of this, assuming you can withstand their fiery assault, they are easier to defeat than the others.

TAHNOK ILLU.TIF



TAHNOK POSE.TIF



LEHVAK

LEHVAK ILLU.TIF



Although the Lehvaks work in swarms, they tend to operate best in smaller groups, hitting and running, and thus they are probably the most individually motivated of all the Bohroks, and more than capable of thinking and operating alone. This makes them very difficult to attack, as alone of all the Bohroks they are designed for combat, and not 'deconstruction'. However, their preference for operating alone, or in small groups, means that they are vulnerable to full on assault: woe betide the Tohunga that tries to take them on alone though!

The Lehvaks are clever tacticians, and can easily out-think the Tohunga and Turaga. They never attack the same way twice, and thus are impossible to predict. The only real way to defeat them is to allow them to get into the village, split them up and then attack in force.

LEHVAK POSE.TIF



KOHRAK

KOHRAK ILLU.TIF



The Kohrak consider themselves the cream of the Bohrok swarms, and are very dismissive of what they see as 'lesser swarms'. This also applies to their individual self-belief, and they are therefore not as good at team playing. The swarm acts together as any other, certainly, but if any of the swarm fall behind, or are injured, they are merely left to fend for themselves: for the Kohrak, the mission is everything.

The Kohrak also consider themselves invincible, and are dismissive of danger, and will carry on working until they have no choice to react. This makes it easier for the Toa and their villagers to take out individual Kohrak: but when they do respond to attack, they do so quickly and hard, with no thought for their own safety. They are also very skilled in combat, more like special forces than line soldiers. However, they tend to attack one on one, rather than as one force, and so can be picked off, assuming you can get through their formidable defences.

KOHRAK POSE.TIF

GAHLOK VA ILLU.TIF



BOHROK VA

The Bohrok Va are loosely attached members of the Bohrok squads. The squad uses them for different tasks like scouting and reconnaissance. Their most important task is to act as a dispatch messenger transporting Krana from the Bahrag Lair to the squads.

The Bohrok Va have a backpack where they are able to carry a Krana in. If attacked they shoot the Krana against their attacker. They are also equipped with unique tools.

GAHLOK VA

Gahlok Va never seem to be moving fast, but they never stop so their journey times are faster than you would think. Their slinking movements are ideally suited to cutting through water, but they are also accomplished climbers.

They keep in touch with members of the swarm with occasional clicking sounds, which are returned by nearby Bohrok. If the clicking stops then the swarm will investigate.

KOHRAK VA ILLU.TIF



BOHROK VA

KOHRAK VA

Kohrak Va walk tall and slide down glaciers with relaxed skill. They are also masters of camouflage with excellent hearing. At the slightest sign of attack they bury themselves in ice with only their heads showing until the swarm arrive to protect them.

They signal the rest of the swarm with a call like the howling wind that echoes around the frozen wastelands of Mata Nui's mountain peaks.

LEHVAK VA ILLU.TIF



BOHROK VA

LEHVAK VA

Lehvak Va, are loud and aggressive beyond their modest stature. They move with ease from mud to water and up into the trees, wailing and whooping clearly above all other sounds. Their confidence is not false, for they are never far from their swarm – and few things are more fearsome than a squad of Lehvak.

There is no warning in their regular chatter, but if they stop and make a sound like a parrots squawk followed by a hissing ch-ch-ch. Then there are but moments until the arrival of their swarm.

PAHRAK VA ILLU.TIF



BOHROK VA

PAHRAK VA

Pahrak Va are the great motivators of their swarm, fast and agile they not only run scouting missions and keep communications in order over vast areas, but they also keep the Pahrak Swarm together. Islanders sometimes joke that they are 'goatdogs'.

Of all Bohrok Va the Pahrak species is the hardest to catch, but if you have one be sure to make sure it does not send signals by tapping its hammer onto stone, for that will surely bring the swarm.

TAHNOK VA ILLU.TIF



BOHROK VA

TAHNOK VA

Fast and reckless Tahnok Va can be seen scurrying at great speed along dangerous ledges with their glowing staff of flames to guide them through the darkest of forest paths and the vast network of Mangai caves and tunnels.

They have a distinctive call – like the hiss of hot metal being dipped in water. This call will bring any nearby Bohrok to their aid.

NUHVOK VA ILLU.TIF



BOHROK VA

NUHVOK VA

Nuhvok Va, sometimes nicknamed 'tunnel foxes' by the islanders, they are not naturals at heavy digging, but can burrow out of most situations. Normally they spotted in distant shadows, moving with a quick scamper then a pause to listen. They can see in the dark and squeeze through gaps you would not think possible.

Not often heard, they do have a panic cry when cornered like the sound of fingernails dragging over a chalkboard.



8550 LEAFLET.TIF



8551 LEAFLET.TIF



8552 LEAFLET.TIF

8553 LEAFLET.TIF

8554 LEAFLET.TIF

8555 LEAFLET.TIF



BIONICLE CHARACTERS



BOHROK & BOHROK VA W. NAMES





MASKS - KRANA & KANOHI

KRANA

The Krana reflect the way the Bohrok are organised. Without a Krana the Bohrok is on standby or in 'tank without a driver mode. It is the Krana not the Bohrok that decides which role it has in the squad.

Each Bohrok swarm works in similar ways, but can not be defeated in the same way, as the attacks are tailor-made to suit the terrain of the six environments. During the conflicts, the Krana will gradually be removed, and the Bohrok gradually neutralised one by one, and 'converted' for use by the villagers, whether as helpers, carriers or as parts for the village defence vehicles.



KRANA

The swarm are split into eight different types, each type carrying a different Krana.

MASKS OF POWER

The masks holds knowledge and different powers and skills which helps the Toa on their quest to free the Island.



K R A N A X A

Swarm Commander
(strategists- wisdom)



K R A N A Z A

Squad command
(map reading)



K R A N A V U

Special unit tactical specialists
(fly short distances)



K R A N A C A

Frontline clearance
(strong defence shielding)



K R A N A Y O

Miners & undercover
operatives (cloaking)



K R A N A J A

Climbers & lookouts
(telescopic sight)



K R A N A S U

Workers
(heavy weight lifting)



K R A N A B O

Covert operatives
(night sight)

The extensions may never be used alone. They must always be used together with a Krana or a Bohrok name ie. Krana Xa, Krana Yo, Tahnok Bo or Tahnok Ja



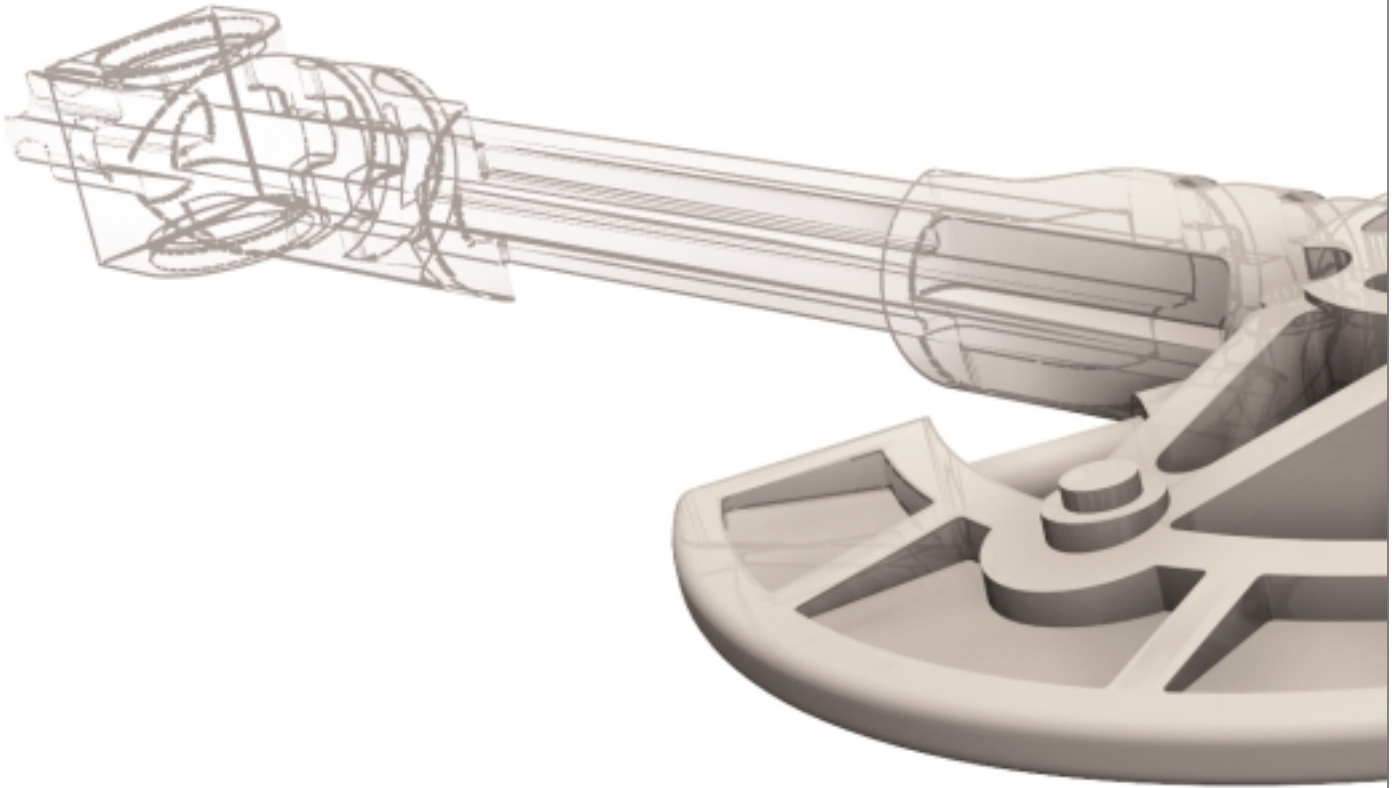
KANOHI AKI
masks of valor



KANOHI RUHA
masks of wisdom



TOOLS





EARTHQUAKE SHIELD

As well as being a shield, and a very effective claw, the three prongs of the shield vibrate and emit low frequency sound waves that crumble rock and cause mountains to avalanche. The vibrations can cause a creatures joints to fall apart.



HAMMER SHIELD

The twin jack hammers on each shield will blast their way through even the hardest rock, enabling Nuhvok to tunnel at great speed, as well as undermining the ground above, causing it to collapse and crumble.



WATER SHIELDS

These can draw water from any source, even from the water table below the ground, and direct it as required, as well as for flooding purposes. They can also Gahlok through the water like mini-sub engines, and put out any fires (aimed at them by the Toa and/or the villagers).



FIRE SHIELDS

As well as being a shield against danger and attack, these can act like a close range flame-thrower, and are used for burning down Mata Nui's plant life. They can also be superheated, and used to melt through anything from ice to metal, but not rock (like a Jedi's light sabre).



CRUSHING SHIELD

The shields have two powerful cutting edges that can chew through anything except rock (a bit like the 'Jaws Of Life' used by the emergency services). They also secrete the toxic solution, both along the length of the blades, making cutting through material easier, and out of jets within the shield, dissolving anything that gets in the way.



ICE SHIELD

Freezes anything it touches and everything else connected in a ten yard radius; can also act like a circular saw, cutting through many materials, but primarily cutting the large ice flows they create into manageable and moveable chunks.



VAKAMA'S FIRESTAFF

Vakama's firestaff is one of the legendary staffs from ancient times. An awesome object for those who know how to control its power.



NUJU'S ICE PICK

Nuju carries a huge ice pick that allows him to hack his way through ice and climb up the icy mountainsides.



ONEWA'S STONE HAMMER

Onewa is the bearer of a mighty stone hammer with which he can turn even the hardest rock into pebbles.



MATAU SAW

Matau carries the Kau Kau staff with a rotating laser sharp saw for cutting his way through the thick jungle.



WHENUA'S DRILL

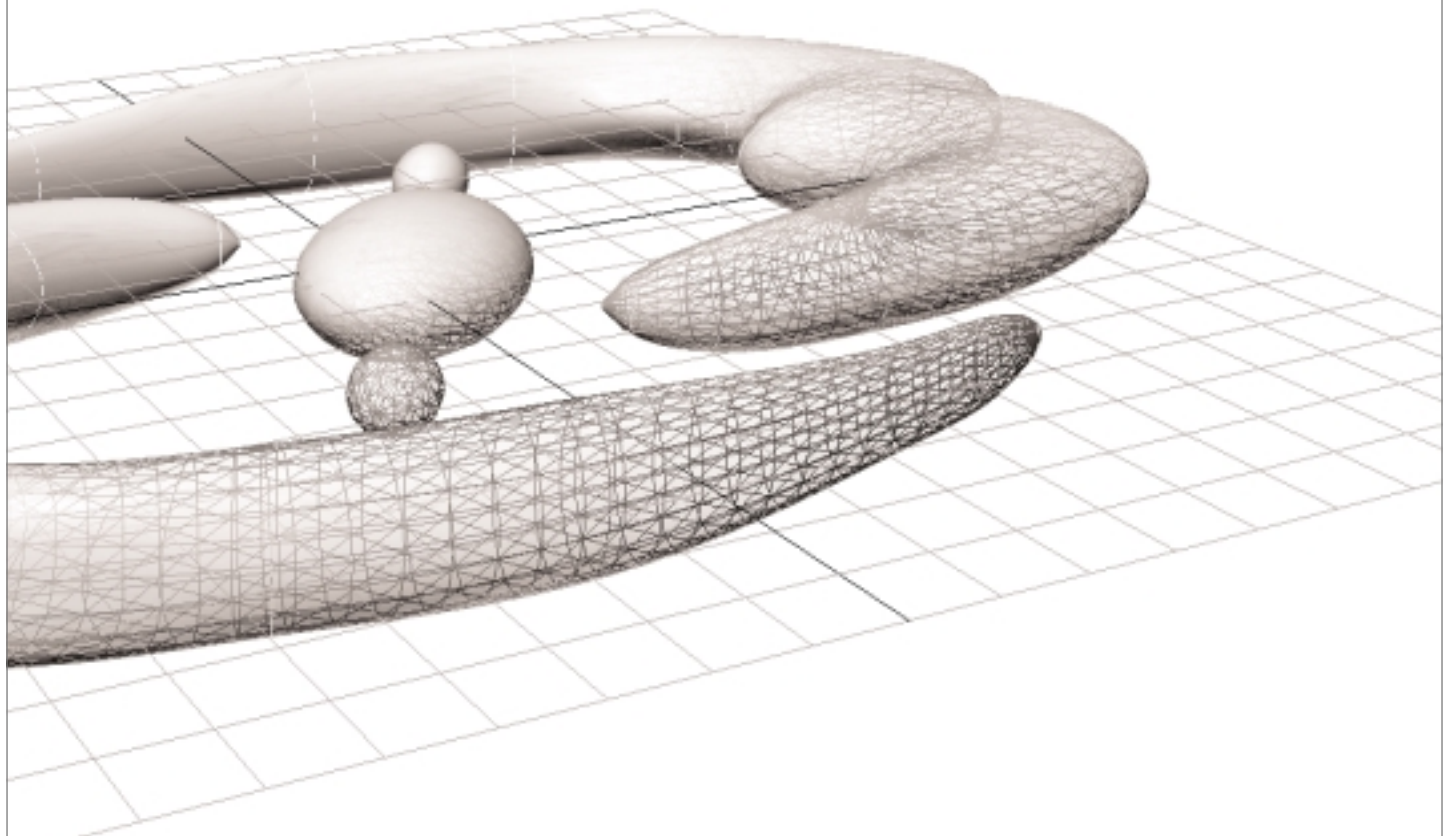
Whenua carries the Drill of Onua, with this he can force his way through earth and even solid rock..



NOKAMA'S FORK

Nokama carries an enormous fork made from bones of a ferocious Makuta fish. Helps him fend off underwater dangers.

BIONICLE LOGOS



BIONICLE
VECTORLOGOS

BIONICLE™

BIONICLE™

BIONICLE™

BIOLOGO.SORT.EPS
BIOLOGO.SAND.EPS
BIOLOGO.METALPLATE.EPS

BIONICLE™

BIOLOGO_CLEAN.PSD

BIONICLE

BIOLOGO_METALPLATE.PSD

BIONICLE

BIOLOGO_DUST.PSD

BIONICLE

BIOLOGO_GREEN.PSD

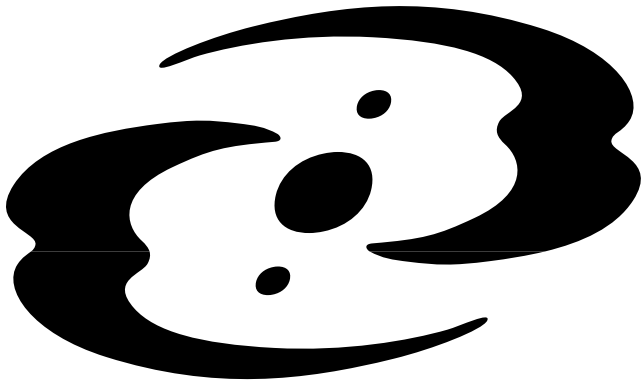
BIONICLE
PHOTOSHOP
LOGOS



BIONICLE
PHOTOSHOP
LOGOS

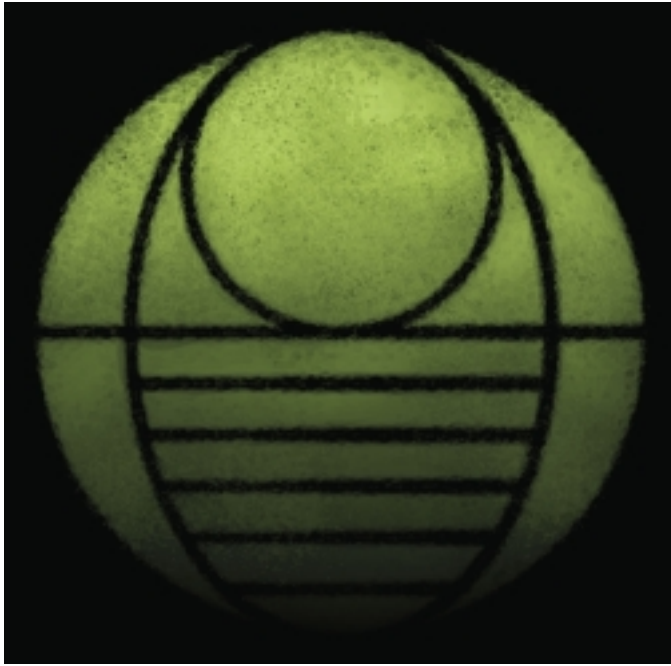


BIOLOGO 2002.PSD
BIOLOGO+KANOHI/KRANA.
PSD



BIONICLE ICONS

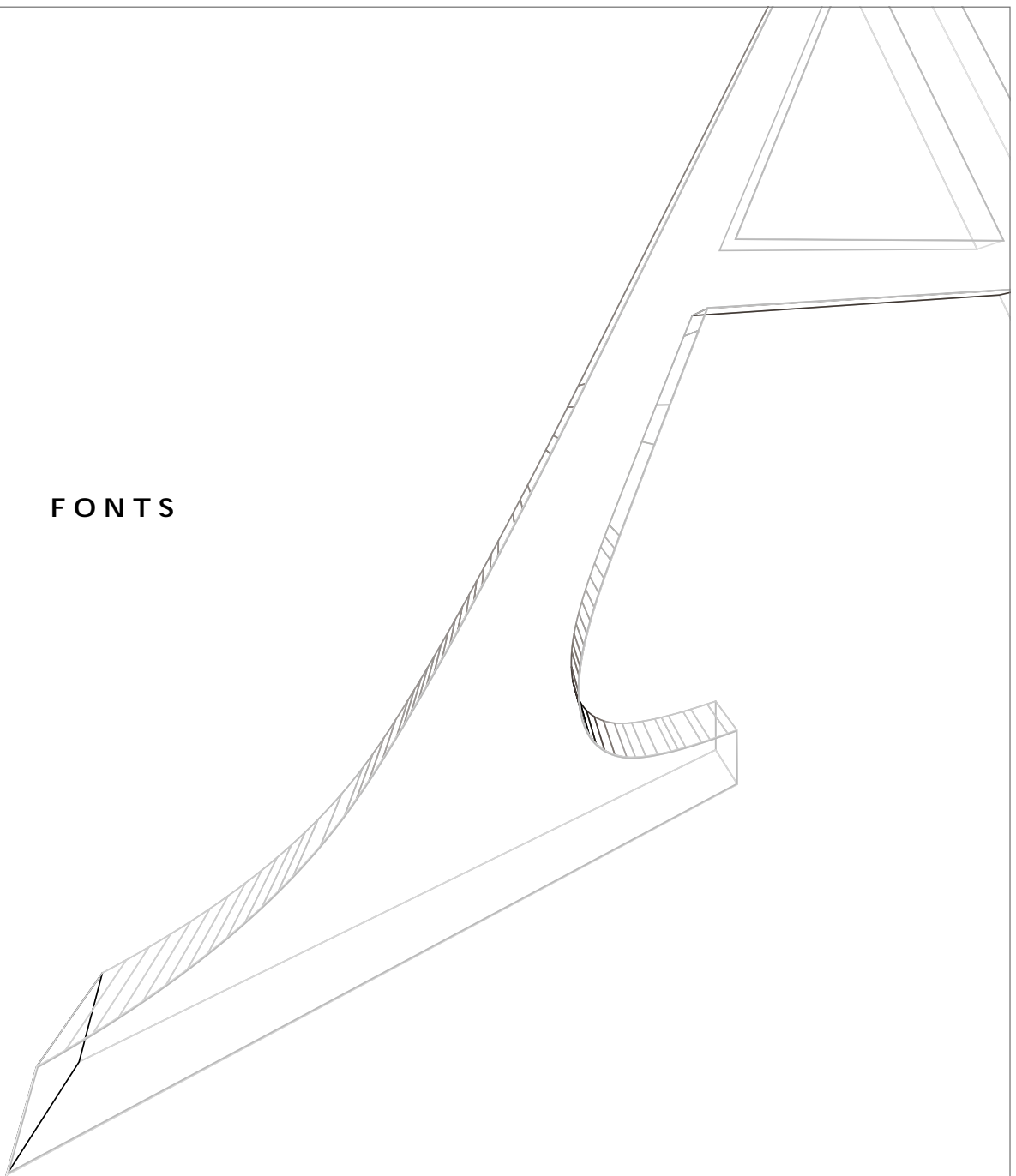
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BIONICLE ICONS

BOHROK ICON.TIF

FONTS





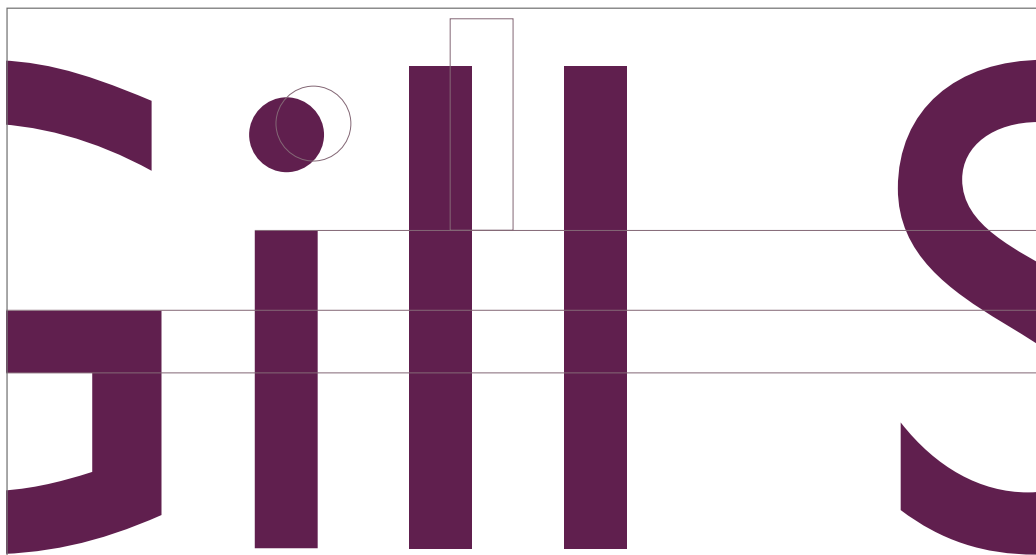
FF TRADEMARKER

Spacing: 20 pt

Available thru FontShop -
www.fontfont.com.

FF TradeMarker™

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GILL SANS

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

Gill Sans

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Gill Sans Bold

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COLOR PALETTE

BOHROK FLOOR.TIF



BIONICLE COLOR PALETTE

CAMPAIGN MATERIAL



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BOHROK TEASER.TIF

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CAMPAIGN MATERIAL

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BOHROK KEY 2002.TIF

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CAMPAIGN MATERIAL

BOHROK KEY VISUAL

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HTO KEY GULVDISPLAY.TIF

BIONICLE

CAMPAIGN MATERIAL

BOHROK VA KEY VISUAL



KANOHI/KRANA.TIF

BIONICLE

CAMPAIGN MATERIAL

BOHROK KEY VISUAL BACKGROUND

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CAMPAIGN MATERIAL

BOHROK POSTER



TAHNOK.TIF