



They thought their quest was over

They thought evil had passed

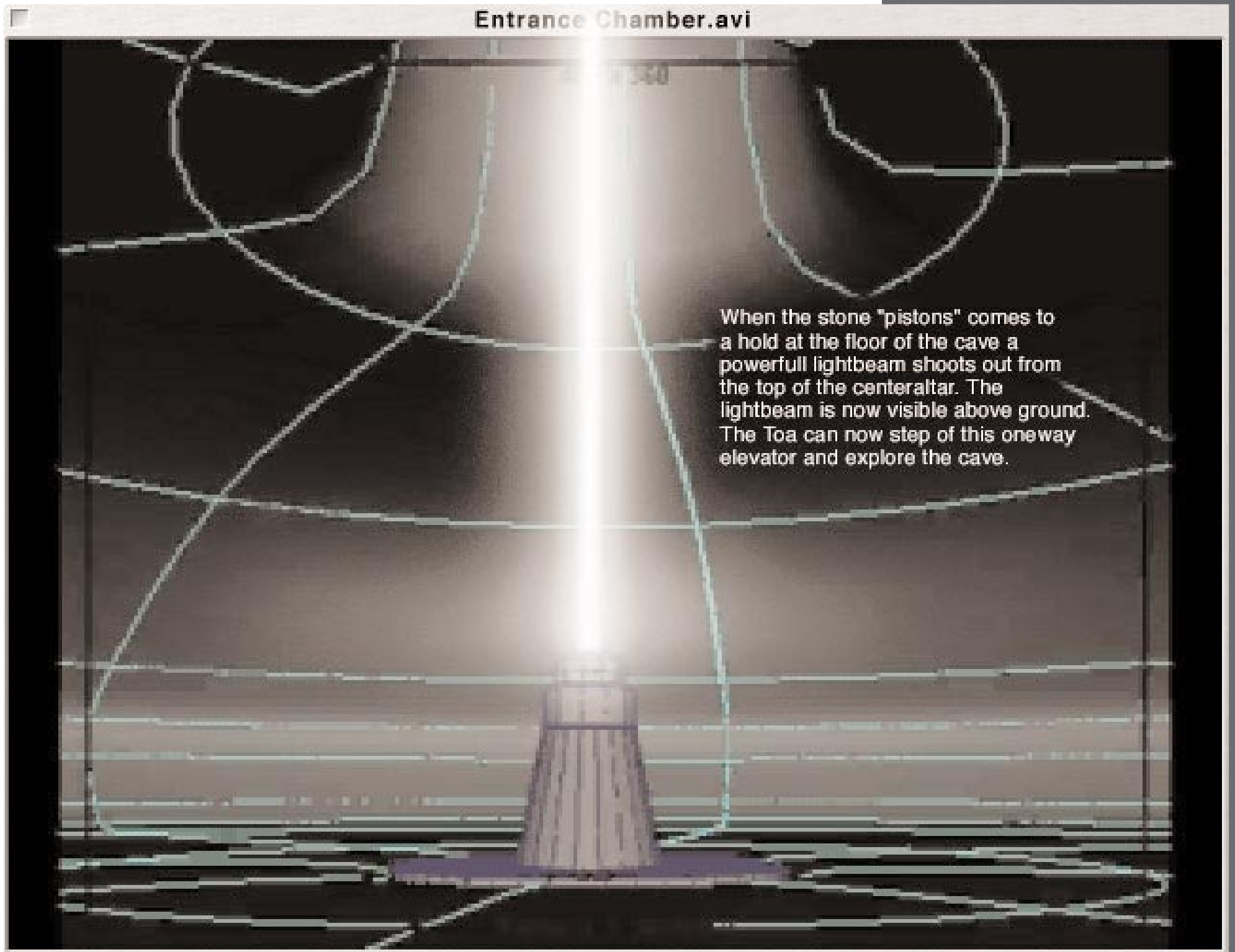
# BIONICLE

The Bug

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**ENTRANCE CAVE (stone elevator and lightbeam)**

See the animation: Entrance Chamber.avi



When the stone "pistons" comes to a hold at the floor of the cave a powerfull lightbeam shoots out from the top of the centeraltar. The lightbeam is now visible above ground. The Toa can now step of this oneway elevator and explore the cave.

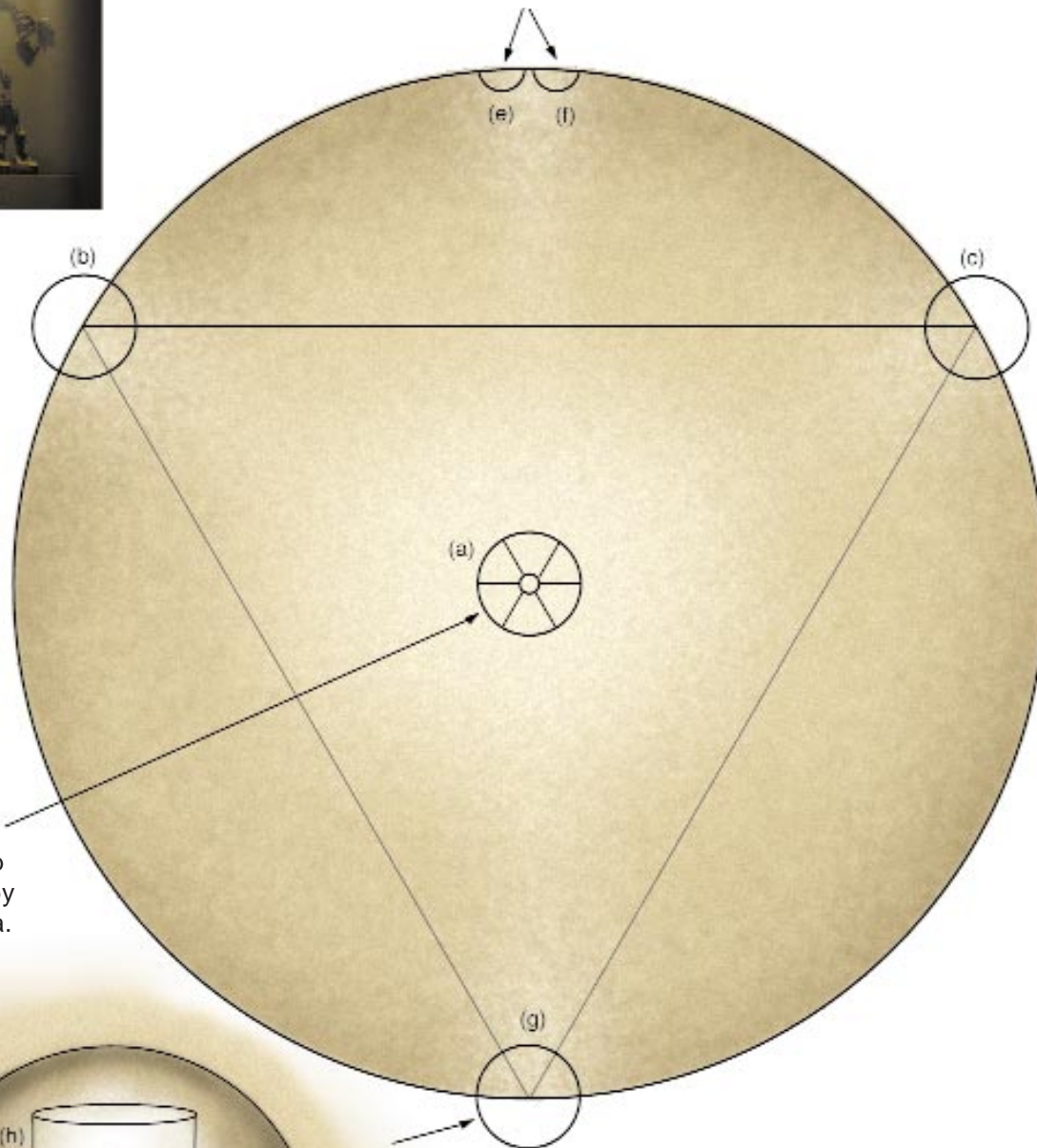
**BIONICLE**

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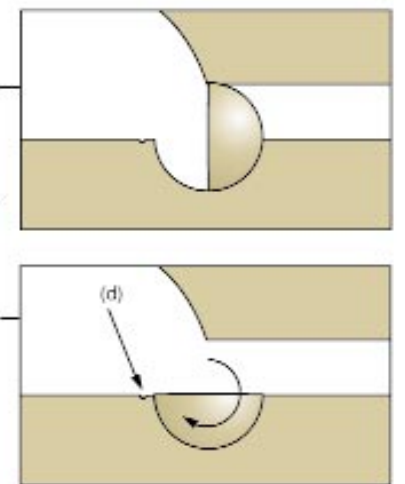
ENTRANCE CAVE (topview)



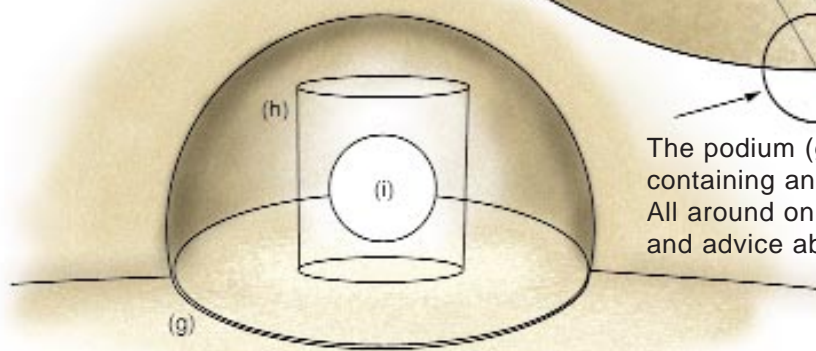
On top of these 2 podiums (e+f) the Toa find the mighty Toa Kaita carved in stone.



The center altar (a) where light shoots up when it is activated by the 6 descending Toa.



When the halfsphere consisting of the keys of the 3 Toa is placed (d) at the foot of the giant "spheredoor"(b+c). The huge halfsphere glides down to cover the floor, so the Toa Kaita can walk into the cave for "the last challenge of 2001"



The podium (g) on which the transparent "cannister"(h) rests, containing an ancient specimen of a strange Makuta Bug (i). All around on the walls of the cave the Toa will find warnings and advice about the bug, the underworld and Makuta.

## THE BACKGROUND STORY

The Toa believe their mission to be completed. They are certain that evil has been overcome. But a new enemy emerges from the underground. A powerful enemy that the Toa must face and defeat in order to come a bit closer to the real truth about Mata Nui.

The enemy is the horrible Bug. A total contrast to the personality of the Toa. Or maybe a small part of the Toa identity. A hidden dark side to be defeated and eventually placed as a trophy on the Toa, empowering them with even more skill and knowledge.

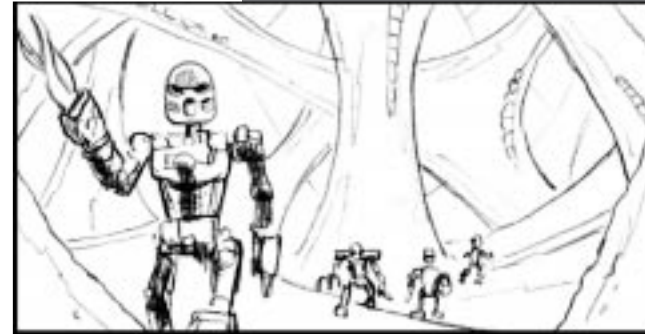
## THE SCENARIO

After completing the last challenge as Toa Kaita in the cave under the great temple the underground entrance lies open for the six heroes. They enter and find themselves inside some dark cellular looking tunnels (1). They force themselves forward and reach a huge cave.

On the floor of this enormous cave they find a smooth platform with strange carvings and holes (A). From ground level it is impossible to survey the giant carving. A round hole in the floor is just big enough to hold the stone keys - now united in the shape of a sphere. One by one the Toa try to put the sphere into the hole, but nothing happens until Gali makes an attempt (2). The earth and the walls start to shake. In one big flash a greenish plasma is shot into a groove in the smooth platform (3). The plasma races in a straight line down the center of the platform, then in a new flash it changes direction. The plasma now hits a point far right in the cave shining with a eerie red light - the whole cave shakes almost like an earthquake that had been switched on.

Many miles away, out in the open sea, the rumbling sound of the earthquake is heard. A smoking hot piece of rock breaks the surface of the water. A huge rock rises towards the sky. It's an island emerging from the seabed. An island resembling three fingers. The Three Finger island is born (4).

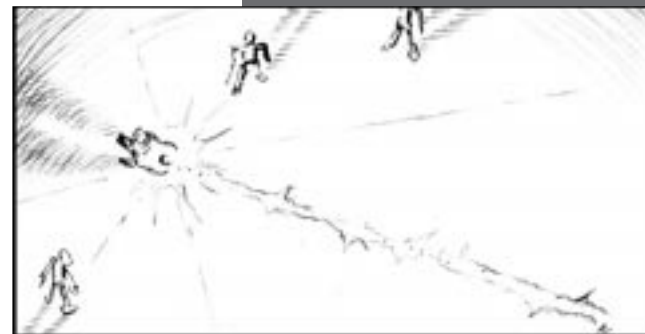
The earthquake creates deep cracks in the seabed around the island. Strange, round seeds in various colours rise from the cracks and float towards the surface of the sea (5).



1.



2.



3.



4.

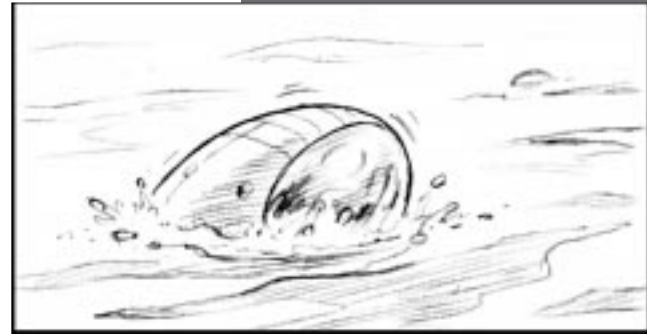


5.

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A single capsule is taken by the current and drifts away (6)



6.

The earthquake is over. On Mata Nui a Turaga is overlooking the landscape (7). As he starts to look at the sea he suddenly sees an island in the horizon. He is deeply troubled and runs off to warn the others. Now that the 6 Toa have gone underground the Tohunga and the island is once again in the hands of fate.



7.

On the beach of Mata Nui a capsule drifts ashore. Slowly it's pushed to and fro by the lazy waves. Then all of a sudden four legs pop out of the hard capsule (8). The capsule starts to walk and works its way inland, away from the beach.



8.

The shaking of the cave has alarmed the Toa (9). They feel that something is wrong. Can they continue their underground quest or are they needed more than ever on the surface?



9.

**THEY THOUGHT THEIR QUEST WAS OVER  
THEY THOUGHT EVIL HAD PASSED**

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## CAVE MAP

On the floor of this enormous cave the Toa find a smooth platform with strange carvings and holes, Gali places the stone key and a chainreaction makes plasma flow from a. to b. to c. and apparently sets of a earthquake.

A.



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