



BIONICLE™

QUEST FOR THE MASKS



THE LEGEND OF MATA NUI

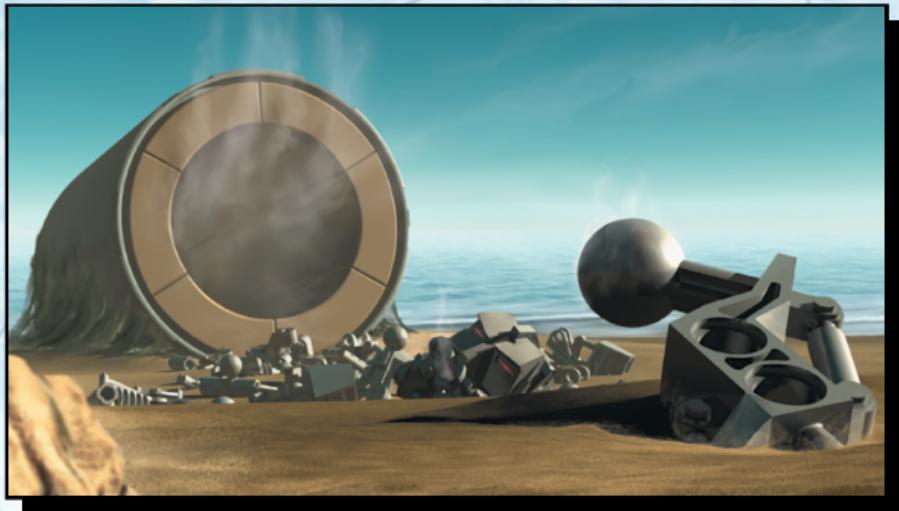
TABLE OF CONTENTS

THE TOA	1
Onua	3
Tahu	4
Lewa	5
Gali	6
Kopaka	7
Pohatu	8
THE KANOHI	9
Kanohi Pakari	9
Kanohi Hau	9
Kanohi Miru	10
Kanohi Kaukau	10
Kanohi Akaku	11
Kanohi Kakama	11
THE TURAGA	12
Whenua	12
Vakama	13
Matau	14
Nokama	15
Nuju	16
Onewa	17
THE ISLAND OF MATA NUI	18
Onu-Wahi	19
Ta-Wahi	20
Le-Wahi	21
Ga-Wahi	22
Ko-Wahi	23
Po-Wahi	24



ΘΟΩΘ ΘΟΕ ΘΟΘΕΘ

THE TOA



Once a paradise, the island of Mata Nui has become a place of darkness and fear, ruled by the evil Makuta. But the islanders, known as Tohunga, have kept faith in the Legends of The Bionicle, which tell them that six mighty heroes called the Toa will free them from Makuta and his beasts. The Tohunga worship and fear these Toa, building shrines to them in their villages.

One day, as legend foretold, the six heroes wash up on the island, each in a gleaming pod of unknown origin.



Now the Toa must explore Mata Nui and gather their six Great Masks of Power, known as the Kanohi. With each mask they find, they will grow in knowledge, strength and power. The Turaga, the wise tribal chieftains of Mata Nui, must help and guide the Toa on their quest, as they roam the landscape searching high and low for the Kanohi.

Only when all of the Great Masks of Power have been found will the Toa be ready to fulfill their destiny. Together, they will challenge Makuta and restore Mata Nui to its former glory.



ΘΟΩΘ ΘΩΘ ΘΩΘΘΘ



Onua

Toa of Earth

Primary Mask: Kanohi Pakari

Region: Onu-Wahi (Papu Niho Reef)

Tool: Claws

Onua, the Earth Toa, watches over the land and intervenes to restore balance when it is threatened. The Tohunga believe Onua is responsible for earthquakes, inflicting them on the villagers when he is displeased with the way they are caring for his domain.

Onua is at one with the land, and can communicate and learn from it. He can hear trouble coming from miles away, and can even persuade the landscape to do his bidding. With his huge hands, Onua has riddled Mata Nui with tunnels. His low, squat body and head allow him to move quickly in the tunnels, and his infrared eyes give him amazing night vision. Onua's hearing is incredibly powerful, and he also possesses great strength and surprising dexterity.



Tahu

Toa of Fire

Primary Mask: Kanohi Hau

Region: Ta-Wahi (Mangai Volcano)

Tool: Sword

Tahu, spirit of fire, is the oldest of the Toa, having been created when the planet was forming. This hotheaded Toa makes his home in the fiery bowels of the Mangai Volcano, using his incredible balance to surf on lava flows. With his fire sword, Tahu keeps the lava moving towards the ocean, much to the annoyance of his rival, Gali.

Tahu is the fiercest of the six Toa, and is most feared by Mata Nui's inhabitants. The Tohunga have the greatest respect for his powers, knowing the incredible power of fire. They don't see him as a destructive spirit, however. He's revered as a guardian, the provider of the fire by which they warm themselves at night and keep the dangers of the darkness away.



ΘΩΘΩ ΤΩΘΩ ΘΩΘΩ



Lewa

Toa of Air

Primary Mask: Kanohi Miru

Region: Le-Wahi (Kauae Bay)

Tool: Axe

Lewa, the youngest of the six Toa, is the spirit of the air. Lewa controls the wind and the clouds, but hates water. The Tohunga believe that the rains are a result of the conflict between Lewa and Gali, Toa of Water, while the thunder and lightning are the sounds of their battle.

Lewa is almost monkey-like in form, and prefers to inhabit the treetops in the jungles surrounding Kauae Bay. His powerful arms slice easily through the thick jungle vegetation as he moves acrobatically through the canopy. Lewa tends to stay far above the ground below, as he is clumsy when forced to walk around on two feet.



Gali

Toa of Water

Primary Mask: Kanohi Kaukau

Region: Ga-Wahi (Lake Naho)

Tool: Hooks

The water Toa Gali is the only female among the six Toa.

Although young, Gali is extremely wise. The Tohunga believe she is the sustainer of life, and worship her more than any of the others.

Gali makes her home in the waters of Lake Naho, where she can swim and move quickly among the icy waterfalls plunging to its surface. Her hook-like hands enable Gali to pull herself to safety or keep a steady grip on slippery surfaces. She's also extremely agile and swift, with incredible jumping abilities and a unique form of acrobatic self-defense. The only thing that slows Gali down is excessively hot and dry conditions.



ΘΩΘΩ ΘΩΘΩ ΘΩΘΩ



Kopaka

Toa of Ice

Primary Mask: Kanohi Akaku

Region: Ko-Wahi (Mount Ihu)

Tool: Blade

As the spirit of Ice, Kopaka inhabits the wintry slopes of Mount Ihu. Kopaka's personality reflects his icy exterior: gruff, calculating, and coldly methodical in his actions. Although the Tohunga fear Kopaka's great power, they also value his presence due to the protection he affords against Tahu's fire.

On Mount Ihu, Kopaka skis up and down the slopes with ease, using his long blade to cut and melt his way through the ice and snow. With one skillful swipe of his blade, Kopaka can conjure up an avalanche. He can also use his powerful weapon to freeze anything it touches.



Pohatu

Toa of Stone

Primary Mask: Kanohi Kakama

Region: Po-Wahi (Mount Ihu foothills)

Tool: Boulder

Pohatu, the ancient Toa of Stone, is well liked by the other Toa for his rock-solid dependability. The Tohunga revere Pohatu as the spirit that inhabits every rock and stone, constantly watching over them in their daily lives. They are careful not to anger him, though, being fearful of the landslides an enraged Pohatu can unleash.

The slow moving Pohatu is immensely strong, and can literally move mountains. His power is so great that he can cause massive boulders to explode like a bomb, and can guide the paths of rolling rocks and debris with great precision. Pohatu's only fear is water, since he doesn't know how to swim and will sink like a stone.



ΘΩΘΩ ΘΩΘΩ ΘΩΘΩ

THE KANOHI - GREAT MASKS OF POWER

The Kanohi, or Great Masks of Power, are sought by the Toa to aid them in their adventures. Although each Toa is the primary user of a particular Kanohi, all Toas retain the ability to wear and use all Great Masks. However, a Toa can only wear one mask at a time, storing the rest on their totem. The Kanohi always shift their color to match the Toa that wears it.

Kanohi Pakari The Great Mask of Strength



Powers:

Boosts strength and physical power

Primary user:

Onua

Kanohi Hau The Great Mask of Shielding



Powers:

Provides protection against overhead attacks or falling objects

Primary user:

Tahu



Kanohi Miru The Great Mask of Levitation



Powers:

Grants the power of levitation and the ability to float and glide on air

Primary user:
Lewa

Kanohi Kaukau The Great Mask of Water Breathing



Powers:

Enables the wearer to breathe underwater and dive great distances

Primary user:
Gali



ΘΩΘΩ ΘΩΘΩΘΩΘΩ

Kanohi Akaku The Great Mask of X-Ray Vision



Powers:

Grants the ability to see in the dark or through solid objects

Primary user:
Kopaka

Kanohi Kakama The Great Mask of Speed



Powers:

Triples the speed of its wearer

Primary user:
Pohatu



THE TURAGA

The villagers living on the island of Mata Nui are known as the Tohunga. The Tohunga are divided into six tribes, each dedicated to a Toa and the element associated with that Toa. The tribes are lead by chieftains known as the Turaga. The Turaga are the keepers of the legends of Mata Nui.

Whenua

Turaga of Onu-Koro

Toa: Onua

Mask: Kanohi Ruru

Tool: Drill

Whenua guides work in Onu-Koro's vast, complex tunnels as well as the quarry, always seeing problems a day before they occur. He's always ready to help those around him solve problems for themselves, providing they listen to him with care and respect.

Whenua is the bearer of the Drill of Onua. Using this powerful tool, Whenua can listen to what is behind the rocks underground and determine whether to tunnel there or in a more suitable location.





Vakama

Turaga of Ta-Koro

Toa: Tahu

Mask: Kanohi Huna

Tool: Firestaff

Vakama is famous for his quick temper and great courage, regardless of the odds. He is an admirer and protector of all who show courage and wields an ancient Firestaff in honor of his Toa, Tahu.

Vakama is great friends with Matau, Turaga of Air. It is said that when they sit together telling stories, Tahu and Lewa themselves can be heard in the rustle of the trees and crackling of the fire.



Matau

Turaga of Le-Koro

Toa: Lewa

Mask: Kanohi Mahiki

Tool: Kau Kau Staff

Matau, the leader of Lewa's Tohunga, is a renowned practical joker, but this brave warrior is very serious in his duty as protector of Lewa's legend. His agreeable personality has inspired fierce loyalty in his tribe, and there is no task they would not attempt for their Turaga.

Matau has a Kau Kau Staff, which has many uses in his dense jungle home. He can also fly, preferring to weave swiftly through the underbrush, just feet above the jungle floor.



ΘΩΘΩ ΘΩΘΩ ΘΩΘΩ



Nokama

Turaga of Ga-Koro

Toa: Gali

Mask: Kanohi Rau

Tool: Fork-shaped Staff

Nokama, Turaga of the tribe pledged to Gali, knows more about the ways of the oceans, rivers, and lakes than anyone save the Toa herself. She says little, but all the Turaga respect her practical logic and her ability to see all sides of a dispute.

Nokama's tool is a fork-shaped staff made from the bones of a fish, while her mask is coated with an invisible layer of sea pearl wax that helps her move more quickly when diving underwater.



Nuju

Turaga of Ko-Koro

Toa: Kopaka

Mask: Kanohi Matatu

Tool: Ice Pick

Nuju, Turaga of Ice, may seem aloof and uncaring, but this is far from the truth. He simply prefers to let his actions and generous deeds speak for themselves. His closest friend among the Turaga is Nokama, and the two silent Turaga often pass their time in winter on frozen Lake Naho.

Nuju has excellent foresight and seems to have more time to react than Mata Nui's other inhabitants. In addition to his keen senses, Nuju can move objects with his mind. Nuju's tool is a huge ice pick.



⊖⊕⊖ ⊕⊖⊖ ⊖⊖⊖



Onewa

Turaga of Po-Koro

Toa: Pohatu

Mask: Kanohi Komau

Tool: Stone Hammer

Onewa is the Turaga of the easygoing and informal Stone tribe. He's known to his friends as "The Referee" for the time he takes to make a decision. Whatever he decides, however, is sure to be correct and is never argued with.

Like all of his tribe, Onewa is sure-footed and swift over loose ground and carries a mighty stone hammer. He often travels to meet with Whenua to decide what must be quarried and carved in preparation for the coming of the Toa.



THE ISLAND OF MATA NUI

The island of Mata Nui is divided into six distinct regions, known as the Wahi. These Wahi each contain villages (Koro) and are associated with a particular Toa and their Turaga and Tohunga.





Onu-Wahi: Onua's Earth Region

Encompassing the caves and quarries near Papa Niho Reef

Onu-Koro (Onua's Caves)

Onua's village is a labyrinth of caves and tunnels surrounding the Papa Niho Reef. Here Whenua and the rest of his tribe toil to quarry the great rocks that will eventually be carved by the Pohatu Tohunga.

The residents of Onu-Koro are a nocturnal breed, preferring to work underground during the bright, hot daylight hours.

The village comes alive at night as a busy trading center where Tohunga from all over Mata Nui meet to barter and swap stories.



Ta-Wahi: Tahu's Fire Region

Encompassing the Mangai Volcano and its lava flows

Ta-Koro (Tahu Village)

Situated in the center of the Mangai Volcano crater is Ta-Koro. Vakama and the Tohunga dedicated to Tahu live here, farm for lava, and frequent Tahu's shrine, Ta-Kini.

Ta-Koro and the surrounding landscape are steaming with heat released from Mata Nui's interior, and lava flows are frequent in the area. Those who wish to prove their faith in Tahu travel here to surf the fiery lava rapids.





Le-Wahi: Lewa's Air Region

Encompassing the jungle, rainforest, and swamp around Kauae Bay

Le-Koro (Lewa Village)

High in the jungle canopy around Kauae Bay lies the village of Matau, Le-Koro. Here the followers of Lewa live out their life far above the swampy ground. The Tohunga disguise their homes to look like hanging jungle weeds.

The tall trees of Le-Koro hum with life, as birds and insects buzz about the treetops. In total contrast to Kopaka's followers, Le-Koro villagers are known island-wide for their constant chattering, which allows them to locate others among the dense vegetation. They also show affection by imitation, a gesture that is often misinterpreted by those unfamiliar with their customs.



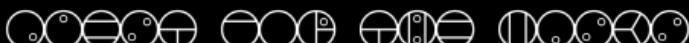
Ga-Wahi: Gali's Water Region

Encompassing Lake Naho, the nearby streams and islands

Ga-Koro (Gali Village)

Ga-Koro is a stilt village built from strong seaweed over the waters of Lake Naho. The villagers, including their Turaga Nokama, live in harmony with the surrounding watery environment.

Ga-Koro is also home to a great mystery - Gali's shrine is missing a mask. Many would-be adventurers have set out to find the mask, never to return. Nokama has recently chosen new champions in an effort to locate the missing mask once and for all.





Ko-Wahi: Kopaka's Ice Region

Encompassing the snowy heights of Mount Ihu and the nearby peaks

Ko-Koro (Kopaka Village)

The hearty and silent villagers of Ko-Koro, including their Turaga Nuju, are the frontiersmen of Mata Nui. Surrounded by ice, chasms, rope bridges and avalanche areas, little can be heard here but the wind's keening cry.

The Ko-Koro villagers serve to protect the whole of Mata Nui, ensuring that Gali's waters remain pure and that frost will not creep down and damage the jungles and plains below. They are also recognized throughout the island as master trackers and trap builders.



Po-Wahi: Pohatu's Stone Region

Encompassing the lower slopes of Mount Ihu leading to the arid desert and canyons beyond

Po-Koro (Pohatu Village)

Po-Koro, home of Onewa, lies in the arid, canyon-covered interior of Mata Nui. The Tohunga live in shelters built from rock and sand. The master carvers of the village have decorated the area with many depictions of Pohatu.

Outside the village lies a great plain where Tohunga from the local villages engage in sporting events. The most popular sport, Koli, is a four-way goal scoring sport played to bring glory to the great Toa Pohatu.



ΘΩΩΩ ΩΩΩ ΩΩΩΩΩ

BIONICLETM

QUEST FOR THE MASKS

Producers:

Tim Muret & Jerry Bennington

Game Design:

Ted Adams

Development:

**Ted Adams & Kris Oprisko, Tim Muret, Jerry Bennington,
Chris Hancock, Mark Irwin, and Kurt Nelson**

Story Book Compilation:

Kris Oprisko

Project Manager:

Adriianne Kieckhafer

Brand Manager:

Stephanie Mascott

Packaging Design and Art Direction:

Wayne Wilcoxon and Martin Welling

Production:

**Mike Eggleston, Gordon Tucker, John Harrison,
Mike Chaldu, Helen Winterhouse, and Steve Naughton**

Playtesters:

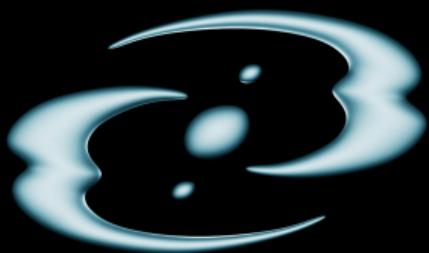
**Robbie Robbins, Alex Garner, Cindy Chapman,
Dave Vindiola, Mike Heisler, Steve Crow,
and Kent Peet**

Special Thanks to:

**Richard McWilliam, Bill Dully, Mike Gardner,
and Dan Bruton**

Restored by ivanproff





Upper Deck Entertainment & Design and the card/hologram combination are trademarks of The Upper Deck Company, LLC. ©2001 The Upper Deck Company, LLC.

All Rights Reserved. Printed in the U.S.A.

The Upper Deck Company, LLC. 5909 Sea Otter Place, Carlsbad, CA 92008.

LEGO, The LEGO Logo and Bionicle are Trademarks of The LEGO Group. ©2001 The LEGO Group.

www.upperdeck.com

www.bionicle.com