

# READ BIONICLE AVAK USER GUIDE

## **Dark Hunters**

The Dark Hunters stand in direct opposition to the Toa. But who are they? Where did they come from? And who--or what--motivates them? This guide provides an inside look at the villains of the Bionicle world. Full color.

## **Island of Doom**

The Toa Nuva must save an island from six powerful figures who might unleash an ancient evil in their pursuit of treasure.

## **Voya Nui**

Learn more about the most mysterious island in the BIONICLE universe with this brilliant mini guide.

## **Legacy of Evil**

The story of the evil Piraka and how they joined forces and learned about the Mask of Life.

## **Dark Destiny**

A desperate search ... a universe in peril! Monstrous beings called Piraka have seized control of a mysterious island and defeated the Toa Nuva. Now six Matoran must brave a menace from the time before time in their search for the missing heroes. At stake -- the lives of every being in the universe!

## **Power Play**

The third of the BIONICLE Legends, Power Play brings the thrilling battle for Voya Nui to life.

## **Downfall**

The Toa must launch a final battle against the Barraki in order to retrieve the Mask of Life.

## **Inferno**

The Toa Inika and the Piraka battle to reach the Mask of Life in the heart of a volcano.

## **Toa Inika**

Learn more about your favourite BIONICLE heroes with this brilliant mini guide.

## **Prisoners of the Pit**

Far below the surface in the darkness of the great ocean depths where no Toa has ever gone before, there lies a strange and mysterious habitat known as \"the pit.\" It's a place of unknown dangers and bizarre creatures,

ruled by six merciless deep-sea monsters whose likes the surface world has never seen. They dominate a world where the rule is eat or be eaten. Welcome to a world of darkness... Welcome to the realm of the Barraki.

## **Bionicle Encyclopedia**

Provides an alphabetically arranged guide to the Bionicle universe, including objects, places, slang, and creatures found there.

## **City of the Lost**

The struggle between good and evil continues in the darkness of the ocean depths.

## **Time Trap**

With the battle of Metru Nui finished, Toa Vakama must now recover the Mask of Time from the depths of the sea.

## **Bionicle**

The Toa Nuva enter a mysterious swamp where they face their greatest challenges yet. They must emerge victorious if they are to begin the process of awakening the Great Spirit Mata Nui. If they fail, they will perish -- and so will their world.

## **Swamp of Secrets**

"The Toa Nuva have returned and must continue their quest to awaken the Great Spirit Mata Nui. Their journey takes them to a city in the clouds where new allies and new foes await them"--Back cover.

## **Shadows in the Sky**

Readers can learn everything there is to know about the Rahi of the Bionicle world, which are the beasts of Mata Nui and Metru Nui, in a title filled with photographs of actual models. Original.

## **Rahi Beasts**

The Toa Nuva battle desperately against the evil Makuta to wake the Great Spirit before their world and everything on it is destroyed.

## **The Final Battle**

New heroes. New villains. A new mission. An exciting new Movie Novelization based on the Miramax DTV, LEGENDS After their defeat of the Morbuzakh and the shape-shifting Krahka, the Toa Metru expect to be hailed as heroes. Instead, they are betrayed by someone they thought they could trust. Three of the Toa are arrested. In prison, they meet a mysterious stranger who helps them to escape--and to learn more about their new powers. The remaining Toa are forced to flee through the city, avoiding security forces and the Dark Hunters who try to capture them. Can the Toa reunite and defeat their new enemy? Or has their luck finally run out?

## **Legends of Metru Nui**

Enter the world of Bionicle, where the heroic Toa battle the mighty Makuta to decide the fate of Mata Nui. Bionicle - Toa, Bohrok, Rahkshi, Matoran, Turuga and the Makuta; the fantastic island of Mata Nui, from the caves of Onu-Koro to the giant temple of Kini-Nui; the Bionicle saga, filled with mystery, action, adventure and triumph; plus secret Bionicle information.

## **The Official Guide to Bionicle**

A new evil is threatening the land of Mata Nui. Join the Toa Nuva in their most challenging adventure yet. Stripped of their powers, the warriors are left defenceless. The race is on as they set off to re-discover their powers and prepare to battle with new, more evil creatures - the Bohrok-kal.

## **Makuta's Revenge**

Mata Nui's Guide to Bara Magna takes BIONICLE fans on a journey of discovery through the villages of Bara Magna, its treacherous sea of sand, and its forbidding Black Spike Mountains. BIONICLE fans will get exclusive information on the Agori, Glatoria, bone hunters and Skrall, and get the inside story of events on this strange world in Mata Nui's own words. A brand new adventure is about to begin!

## **Bionicle: Mata Nui's Guide to Bara Magna**

After acquiring new equipment and power, the Toa's name changes to Toa Nuva and they continue the battle to save the island of Mata Nui from Makuta by searching for six new masks of power.

## **The Tales of the Masks**

Join the mighty warriors as they battle to destroy all evil and rescue the island of Mata Nui.

## **Tale of the Toa**

Toa Mahri Matora has been forced to sacrifice himself in order to save the great spirit Mata Nui, and the remaining Toa are in discord as a result. Mata Nui remains asleep, the world in disarray, and the Toa are left stuck in a swamp, planning their next move against the Makuta and trying to discover a way to awaken the great spirit Mata Nui. The Mask of Light, meanwhile, has taken on a life of its own as its true power has not yet been discovered. The mask becomes an entity all its own, and instead of creating new guardians decides to guard itself, transforming into the powerful Toa Ignika! Now, the Toa must team up with the Toa Ignika to awaken Mata Nui, and face dangers beyond anything they've seen before.

## **Bionicle #7**

Focusing on one of the heroes from the upcoming BIONICLE DTV, this will be a great introduction to the world and characters that make up the BIONICLE universe.

## **Desert of Danger**

When the Toa Metru return to their city of Metru Nui, they battle giant spiders which have invaded the town.

## **Challenge of the Hordika**

A collection of five short stories about various characters from AI Buster and.

## **.hack//AI buster Volume 1**

An entirely new chapter in the BIONICLE universe begins, with an exciting new look brought by artist Stuart Sayger. The Island of Voya Nui has existed in peace for thousands of years, yet it holds a dark treasure with unlimited power: the Mask of Life. When the ruthless Piraka arrive on the island and enslave its Matoran inhabitants, all appears lost until six Toa wash ashore and are transformed into Toa Inika. Their mission: to stop the Piraka from obtaining the great power of the Mask of Life. Should they fail, the entire world will be thrown into chaos and destruction. The epic battle of Voya Nui that ensues will decide the fate of the entire BIONICLE universe.

## **Bionicle #5**

McKee, who has been building with LEGOs since he was a boy, gives budding engineers everything they need to know to build trains, from setting up tracks to designing custom freight cars.

## **Getting Started with LEGO Trains**

Excerpts from the first four Bionicle adventures: Mystery of Metru Nui, Trial by fire, The Darkness below, and Legends of Metru Nui.

## **Castle Whiterock**

A new quest begins and new dangers await. The start of an all-new BIONICLE saga! The Toa Metru return to the dark and deserted city of Metru Nui. Their mission: save the Matoran still trapped beneath the Coliseum in a deathlike sleep. But is the city truly empty--or does a terrible new danger wait in the shadows? The Toa Metru face their most monstrous enemy, the Visorak, and fall victim to its shocking power.

## **Bionicle Adventures Sampler**

"Iconic buildings reimaged in LEGO bricks"--Container.

## **Web of the Visorak**

A visual timeline of the classic toy combines photographs with information about more than two thousand significant, popular, and rare LEGO minifigures.

## **LEGO Architecture**

Enter the world of BIONICLE in books designed especially for younger readers. Full-colour illustrations and exciting stories introduce all the characters of the BIONICLE Universe to a new group of fans.

## **LEGO Minifigure Year by Year**

A brand-new series for the long-standing BIONICLE fans. Longer novels bring the BIONICLE world to life and help fans catch-up on all the action... and learn new secrets.

## **Journey of Takanuva**

A new quest will test the Toa Metru in ways they can't anticipate. Share in the legend with books based on LEGO's BIONICLE action figures. The Toa Metru begin their long, dangerous journey back to the city of Metru Nui to save the Matoran from their endless sleep. But savage enemies and frightening dangers wait along the way. And what shocking surprise lurks in the fallen City of Legends?

## **Raid on Vulcanus**

No Marketing Blurb

## **Maze of Shadows**

The Searing Portrayal Of War That Has Stunned And Galvanized Generations Of Readers An immediate bestseller upon its original publication in 1939, Dalton Trumbo's stark, profoundly troubling masterpiece about the horrors of World War I brilliantly crystallized the uncompromising brutality of war and became the most influential protest novel of the Vietnam era. Johnny Got His Gun is an undisputed classic of antiwar literature that's as timely as ever. "A terrifying book, of an extraordinary emotional intensity."--The Washington Post "Powerful. . . an eye-opener." --Michael Moore "Mr. Trumbo sets this story down almost without pause or punctuation and with a fury amounting to eloquence."--The New York Times "A book that can never be forgotten by anyone who reads it."--Saturday Review

## **Brickmaster**

Johnny Got His Gun

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