
Maze Of Shadows Bionicle Adventures Band 6

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AYERS JAIR

Legacy of Evil Scholastic Paperbacks
 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.

Tale of the Toa Routledge
 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.

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

Web of Shadows Orbit

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?

The Little Engine That Could Scholastic Paperbacks

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

Bionicle Adventures Scholastic Paperbacks
 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 Scholastic

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.

Challenge of the Hordika Scholastic Paperbacks

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

Trial by Fire Scholastic Paperbacks

Helps librarians who are not themselves seasoned gamers to better understand the plethora of gaming products available and how they might appeal to library users. As

games grow ever-more ubiquitous in our culture and communities, they have become popular staples in public library collections and are increasing in prominence in academic ones. Many librarians, especially those who are not themselves gamers or are only acquainted with a handful of games, are ill-prepared to successfully advise patrons who use games. This book provides the tools to help adult and youth services librarians to better understand the gaming landscape and better serve gamers in discovery of new games—whether they are new to gaming or seasoned players—through advisory services. This book maps all types of games—board, roleplaying, digital, and virtual reality—providing all the information needed to understand and appropriately recommend games to library users. Organized by game type, hundreds of descriptions offer not only bibliographic information (title, publication date, series, and format/platform), but genre classifications, target age ranges for players, notes on gameplay and user behavior type, and short descriptions of the game's basic premise and appeals.

Desert of Danger HarperCollins UK

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.

Island of Doom Scholastic Paperbacks

Mata Nui is alone, Cast out from his own universe, he has been stranded on a remote planet. But all is not as it seems, and great warriors lurk even in the heart of the desert. Mata Nui meets the Glatorian, fighters with the hearts of Toa,

who agree to help him with his quest to return home. Along the way, disaster strikes. Villages are being destroyed, flattened by ruthless warriors. Mata Nui must stay to help his new friends--and, perhaps discover the key to his own destiny.

Rahi Beasts Scholastic Paperbacks

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

Bionicle Encyclopedia Bloomsbury Publishing USA

Driven from Metru Nui by an earthquake, the six Toa Metru must protect their cargo of six sleeping Matoran, and set out on a perilous journey to find a new island home.

The Darkness Below Scholastic Paperbacks

The special anniversary edition of *The Little Engine That Could™* contains the entire text and original artwork. Young readers, as well as parents and grandparents, will treasure the story of the blue locomotive who exemplifies the power of positive thinking.

Dune: House Corrino Scholastic

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

The Official Guide to Bionicle Puffin

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

LEGO Studies Scholastic Inc.

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?

Beware the Bohrok Penguin

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.

The Tales of the Masks Scholastic Paperbacks

The city of Metru Nui, long peaceful under the reign of Turaga Dume, was under attack. For the past month, a vicious plant called the Morbuzakh had been terrorizing the edges of town, destroying buildings and making Matoran vanish without a trace. The enforcers of order, the Vahki, could do little to stop the spread of the Morbuzakh, and the Toa who guarded the city had gone on missions from which they never returned. Only Toa Lhikan was left, and when he saw two Dark Hunters in the city - a familiar being named Nidihiki and his partner Krekka - he became extremely worried. Now, it's up to Toa Lhikan to bring forth the next generation of Toa to save Metru Nui.

Bionicle #4: Trial by Fire Scholastic Paperbacks

"Based on the LEGO characters!"--Back cover.