

Bionicle Avak User Guide

With this kit, kids can create incredible spacecraft from the world of "Star Wars," or build their own unique warp-speed ships. Dynamic full-color photos combine with clearly labeled instructions, trivia, and a compelling story to make the Brickmaster kits perfect for all LEGO fans. Includes more than 240 bricks to make eight models and two figures.

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

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

"Who will live and who will die? Will Mata Nui at last awaken to rule his universe once more? When this final battle is over, everything in the Bionicle universe will have changed forever!"--Page 4 of cover.

Challenge of the Hordika

Bionicle #7: Realm of Fear

The Tales of the Masks

Rahi Beasts

Bionicle: Mata Nui's Guide to Bara Magna

In the prequel to .hack, Albireo meets Lycoris in The World, an advanced online fantasy game, and soon realizes that she not only can break rules within The World, but that she holds a deadly secret.

Collects conditioning programs for athletes between the ages of six and eighteen, offering over three hundred exercises for increasing coordination, flexibility, speed, endurance, and strength

Sailing Made Easy is the first step in a voyage that will last you the rest of your life. It is a gift from a group of dedicated sailing professionals who have committed their lives to sharing their art, their skill, and their passion for this wonderful activity. This book, which Sailing Magazine called "best in class" upon its release in 2010, is the most comprehensive education and boating safety learn-to-sail guide to date. It is also the official textbook for the ASA Basic Keelboat Standard (ASA 101). Incorporated in the textbook are useful illustrations and exceptional photographs of complex sailing concepts. The text's most distinguishing feature is its user friendly "spreads" in which instructional topics are self-contained on opposing pages throughout the book. There are also chapter end quizzes and a glossary to help those new to sailing to navigate their way through the extensive nautical terminology.

When six powerful figures appear on the Island of Metru Nui, the villagers welcome them until the newcomers unleash their dangerous plan for the island and the people who live there.

The Official Guide to Bionicle

Understanding Thyroid Cancer

(follicular and Papillary).

Island of Doom

Web of the Visorak

Learn more about your favorite BIONICLE characters with this brilliant mini guide.

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

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.

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

LEGO Architecture

Bionicle World

Swamp of Secrets

30 Bangs

The Shaping of One Man's Game from Patient Mouse to Rabid Wolf

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.

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.

A guide to the "Dark Hunters" of the Bionicle universe provides alphabetically arranged entries detailing the personal history, powers, and status of each creature.

Follow two abolitionists who fought one of the most shockingly persistent evils of the world: human trafficking and sexual exploitation of slaves. Told in alternating chapters from perspectives spanning more than a century apart, read the riveting 19th century first-hand account of Harriet Jacobs and the modern-day eyewitness account of Timothy Ballard. Harriet Jacobs was an African-American, born into slavery in North Carolina in 1813. She thwarted the sexual advances of her master for years until she escaped and hid in the attic crawl space of her grandmother's house for seven years before escaping north to freedom. She published an autobiography of her life, Incidents in the Life of a Slave Girl, which was one of the first open discussions about sexual abuse endured by slave women. She was an active abolitionist, associated with Frederick Douglass, and, during the Civil War, used her celebrity to raise money for black refugees. After the war, she worked to improve the conditions of newly-freed slaves. As a former Special Agent for the Department of Homeland Security who has seen the horrors and carnage of war, Timothy Ballard founded a modern-day "underground railroad" which has rescued hundreds of children from being fully enslaved, abused, or trafficked in third-world countries. His story includes the rescue and his eventual adoption of two young siblings--Mia and Marky, who were born in Haiti. Section 2 features the lives of five abolitionists, a mix of heroes from past to present, who call us to action and teach us life lessons based on their own experiences: Harriet Tubman--The "Conductor"; Abraham Lincoln--the "Great Emancipator"; Little Mia--the sister who saved her little brother; Guesno Mardy--the Haitian father who lost his son to slave traders; and Harriet Jacobs--a teacher for us all.

The Official Manual For The ASA Basic Keelboat Sailing Course (ASA 101)

Shadows in the Sky

Journey of Takanuva

Downfall

The Visual Guide

Toa Mahri Matoro 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.

Learn more about the irrepresible BIONICLE villagers with this brilliant mini guide.

An illustrated and annotated guide takes a look at the artists, builders, and inspiration behind the LEGO Architecture series, exploring the creative process and how the artists translated iconic buildings into LEGO sets.

Trapped in the ocean's depths and mutated beyond recognition, the Toa must convince the Matoran to trust them, retrieve the Mask of Life from the Barraki, and deal with the return of Makuta.

Toa Inika

True Accounts of Slave Rescues: Then and Now

Dark Destiny

Slave Stealers

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!

The land of Mata Nui, once protected from harm by a powerful being, faces danger from an evil force threatening to destroy the peace, but the Toa warriors will not rest until evil is conquered on the island.

The Toa warriors are undefeated against Makuta's evil plots, but they must live up to their established strength against the latest--and most dangerous--challenge.

Erotic memoir

Tale of the Toa

Inferno

Belle Morte

The Final Battle

Desert of Danger

After the Toa Inika--six heroes searching for the missing Toa Nuva--arrive on the island Voya Nui, they join the Matoran resistance forces in order to recover the mighty Brutaka from the vicious Piraka.

Dark HuntersScholastic Paperbacks

The Toa discover a strange and mysterious habitat far below the surface where six merciless deep-sea monsters rule and the law is eat or be eaten.

Focusing on one of the heroes from theupcoming BIONICLE DTV, this will be a greatintroduction to the world and characters thatmake up the BIONICLE universe.

Total Training for Young Champions

Matoran

Dark Hunters

.hack//AI buster Volume 1

Piraka

To aid the Toa in their ongoing struggles, the Order of Mata Nui has assembled this atlas. Artakha, Destral, Karzahni, Mahri Nui, Metru Nui, Xia, and Zakaz...are just some of the mysterious places contained inside. Some areas are places of safety whileo

On their quest to awaken the great spirit Mata Nui, the Toa Nuva travel to a city in the clouds, where they encounter new friends and dangerous foes.

New heroes. New villains. A new mission. An exciting new Movie Novelization based on the Miramax DTV, LEGENDS After their defeat of the Morbusakh 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 the their luck finally run out?

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

Power Play

Legends of Metru Nui

Prisoners of the Pit

Bionicle Encyclopedia

Makuta's Revenge

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

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.

To begin to awaken the great spirit Mata Nui, the Toa Nuva must face new dangers in a swamp full of dangerous foes.

Takanuva, a Toa who wears the Mask of Light, comes to the aid of a village trying to defend itself, but in his haste to help them, he makes a mistake in identifying who the real invaders are.

Star Wars

Cloth Doll Faces

Legacy of Evil

Sailing Made Easy

City of the Lost

Six Matoran travel to a mysterious island to rescue the Toa Nuva from monsters called the Piraka.

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

Time Trap