LEGO® BIONICLE – Tales of the Tohunga

Customize and become your own Tohunga villager in this "prequel" to the epic tale of the Bionicle, designed exclusively for the Game Boy® Advance

Format: *Game Boy® Advance*
Released: *September 2001*
Category: *LEGO® Games*
Genre: *Action adventure game*
Ages: *Kids 8 and up*
LEGO Theme: *Bionicle*
Price: *$39.99(USD) $49.99 (CN)*
Developer: *Saffire*

LONDON, England, March 2001: LEGO Media International announces **LEGO® Bionicle: Tales of the Tohunga**, the company's first software title designed exclusively for the new Game Boy® Advance. The game supports the LEGO Company's largest new product launch ever – a new line of collectible LEGO TECHNIC® action heroes and foes based on its legendary story of the Bionicle. **LEGO Bionicle: Tales of the Tohunga** actually is a prequel to the story of the Bionicle and the island of Mata Nui, and currently is the only method for kids to learn about the island before the arrival of the mighty Toa.

In a time before time on the fantasy island of Mata Nui live robotic villagers called the Tohunga. The lore of the island states that a brave Tohunga will one day venture into the wilderness and recover the six Toa Stones, which, when found and brought together, will summon - mighty heroes, the Toa, to restore peace and tranquility to the island and its inhabitants.

LEGO Bionicle: Tales of the Tohunga is an action adventure game where players become that brave young Tohunga character, completing several goal-oriented quests in six elementally-themed areas to discover the six Stones and summon the Toa. More than 20 levels – filled with dozens of traps, puzzles and adversaries – will test players' skills. Six additional multi-player Tohunga athletic games – themed to each of the six locations – add diversity and interest to the story-based game play.

In typical LEGO fashion, players can customize their Tohunga characters, choosing from a variety of masks, biomechanical limbs and torsos. The game also is in keeping with the core LEGO brand values of constructive, fun play. The game is integrally linked to the Bionicle play materials line, bridging the gap between the physical and virtual worlds. Players may enter special codes found on the play materials packaging to the game to gain access to secret game-enhancing features.

LEGO Bionicle: Tales of the Tohunga takes full advantage of the power of the new Game Boy Advance unit. Multi-player link-up play for up to four Game Boy Advance units in the

Tohunga games, in addition to an isometric top-down perspective and vertical and horizontal parallax scrolling, makes for hours of interactive and visually compelling game play.

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LEGO Media was established in 1996 and has its world wide headquarters near London. LEGO Media is responsible for the development, publishing and marketing of media products for children between the ages of two and 16. As part of the LEGO Group, LEGO Media has access to unique brand recognition as well as strong marketing and distribution power in the children's market. The Company is led by a strong senior management team of talented interactive media industry professionals and experienced managers from the LEGO Group. For more information, please visit <www.LEGO.com/software>

Saffire Corporation, headquartered in Pleasant Grove, Utah, specializes in the design and manufacture of sophisticated 3D rendering engines used in state-of-the-art video games. Saffire is one of the nation's top makers of video games, creating games for such major publishers as LEGO Media, Red Storm, Konami, Nintendo, Electronic Arts, G. T. Interactive, and Midway. For more information, please visit www.saffire.com.

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LEGO Systems, Inc.
(USA/Canada)
Michael McNally
PR Manager
LEGO Systems, Inc.
555 Taylor Road
PO Box 1600
Enfield, CT 06082-1600
USA
Tel: (860) 763-7825

Fax: (860) 763-7736
Email: michael.mcnally@america.lego.com