

# BIONICLE®

THE  
LEGEND  
REBORN



O F F I C I A L  
M O V I E G U I D E

# BIONICLE

## THE LEGEND REBORN

### Contents

Mata Nui .....	2-3
Kiina .....	4-5
Ackar .....	6-7
Gresh .....	8-9
Click .....	10-11
Skopio .....	12-13
Strakk .....	14-15
Vorox .....	16-17
Skrall .....	18-19
Tuma .....	20-21
Bone Hunters .....	22-23
Berix .....	24-25
Raanu .....	26-27
Metus .....	28-29
Director Interview .....	30-31



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### MATA NUI

Tribe : None

Location : Currently unknown

Equipment : Sword, scarab shield, Thornax launcher, Mask of Life

Once, Mata Nui ruled a universe. His robotic body towered 40 million feet in the air and housed an entire civilization. But then his body was stolen from him and his mind trapped inside the Mask of Life. The mask was then rocketed off into space, eventually crash landing on Bara Magna.

The power of the mask created a new body for Mata Nui, though one that was only seven feet in height and had no special powers. Stranded on this strange world, he was determined to find his way back home. But as he met the Glatorian and Agori who inhabited the planet, he discovered that they were in great danger from the evil Skrall.

Putting his own problems aside, Mata Nui resolved

to help them. Seeing that there was no unity among the villages, he fought to convince them that only by working together could they stand up to their enemies. Thousands of years of competition and distrust among the villages made this a hard task, and even with success, there were still many who doubted the Agori could defeat the Skrall.

When two of his new friends, Kiina and Berix, were kidnapped, Mata Nui traveled to the city of Roxtus to free them. He fought Tuma, leader of the Skrall, and was able to defeat him. But it took the unexpected appearance of a small army of Glatorian and Agori to save the day.

After the battle was over, Mata Nui made an amazing discovery: the structures that made up the Agori villages, when joined together, made a robot body much like the one he used to have. Mata Nui was determined to use it to save his home universe. He journeyed north to the Valley of the Maze in search of a power source for the giant form.

Personality: Mata Nui is noble and an idealist. But he also understands the nature of evil and that the only way to stop it is for beings who believe in justice to stand up and fight. He has had many new experiences on Bara Magna, including making true friends, and he will be sad if he has to leave them behind.

# Mata Nui

STATS  
AGILITY 11  
STRENGTH 10  
TOUGHNESS 10  
MIND 12



## TRIVIA

The name "Mata Nui" means "Great Spirit."

Mata Nui's mask is capable of transforming anything that is at least partly organic.

After the battle, Mata Nui gives three Glatorian the power to control the elements of fire, water and air, respectively.

How many Clicks can you find in this Movie Guide?  
Count the Clicks on each page and find the answer on page 31.



# Kiina

**S** **AGILITY 11**  
**T** **STRENGTH 10**  
**A** **TOUGHNESS 10**  
**T** **MIND 9**

**KIINA**

Tribe: Water

Location: Tajun

Equipment: Dual-headed vapor trident, Thornax launcher

Kiina was the Second Glatorian of the village of Tajun, and the best-known and most successful female Glatorian on Bara Magna.

A close friend of both Ackar and Gresh, Kiina teamed with them more than once. She fought beside them against Skrall and Vorox while trying to get a wagon load of precious exsidian to Vulcanus, then later aided them again against bone hunters.

Kiina had an intense dislike of Bara Magna. She was convinced that there must be life on other worlds and that someday she would get away from this barren rock. When Mata Nui showed up in Vulcanus and told Ackar that he came from another universe, Kiina was sure this was her opportunity.

Learning that Mata Nui was trying to get back home, Kiina made him an offer: she would help him escape Bara Magna, if he would take her with him. Kiina believed she had knowledge that would aid him, for some time before, she had stumbled upon a hidden cavern near Tajun. Inside were pieces of equipment and carvings in a strange language and other things she did not

recognize, but knew must be important. She suspected that the cavern might have belonged to the Great Beings who once ruled the world of Spherus Magna prior to the Shattering.

Kiina and her new allies arrived to find that Tajun had been destroyed by Skrall and bone hunters. She was convinced that Berix, an Agori of the water tribe, had betrayed the village. Her efforts to keep an eye on him led to her being kidnapped along with him by the Skrall and hauled to Roxtus. Freed by Mata Nui, she joined in the battle that drove the Skrall from that city.

Afterwards, Kiina wanted to join Mata Nui as he traveled

into the mountains. This was partly out of friendship, and partly because she didn't want to risk him leaving Bara Magna without her. With some difficulty, he talked her into staying with Ackar in case the Skrall reorganized and attacked again. But he did leave her with a gift – the power to control the element of water. She is anxiously awaiting his return.

**Personality:** Kiina is fiercely loyal to her friends and a menace to her enemies. She can be quick to judge and harsh in her criticism of others. Mata Nui is convinced she must have been through some very hard times in her life which have led her to build a hard shell around herself.

**TRIVIA**  
After saving Gresh from marauding Skrall, she offered to train with him and give him some pointers.

Kiina once helped to defeat the Skopio XV-1 by climbing up to the cockpit and capturing its pilot, Telluris.

Kiina has a special dislike for the Great Beings, who she blames for the Core War and the destruction of Spherus Magna.

## ACKAR

Tribe: Fire

Location:  
Vulcanus

Equipment:  
Flame sword,  
Thornax  
launcher.

**History:** Ackar was the Prime Glatorian of the village of Vulcanus, a former tournament champion, and a Core War veteran. Although he was once one of the top fighters in the Bara Magna arenas, age slowed him down a little and Vulcanus had considered retiring him.

After the exile of Second Glatorian Malum for crimes in the arena and the death of

Vulcanus' top trainees at the hands of bone hunters, Ackar was forced to fight even more matches than before. After defending Vulcanus from a bone hunter raid and saving Gresh and Strakk from Skrall out in the desert, Ackar fought and won a match with Strakk. When Strakk cheated and downed Ackar, only the sudden appearance of Mata Nui saved Ackar from defeat.

Ackar wasn't sure he believed Mata Nui's story about coming from another universe, but he was willing to travel with him and Kiina to Tajun. Along the way, Ackar trained Mata Nui in combat.

Later, when Mata Nui traveled to Roxtus to rescue the kidnapped Kiina and Berix, Ackar stayed behind to oversee the defense of Tesara. But he didn't remain there long. Ackar had a good idea of what Mata Nui would be facing, and even if he succeeded in freeing Kiina, the two of them alone could never defeat an entire city of Skrall.

**Ackar** organized the Glatorian and Agori of all the villages into a unified army and marched on Roxtus. They arrived just in time, shattering the Skrall legions and saving Bara Magna. Mata Nui thanked Ackar by granting him control over the elemental power of fire. Ackar is grateful for this new ability, but hasn't mastered it and keeps accidentally starting fires everywhere he goes.

After the Agori villages were united, Ackar was placed in command of all the Glatorian forces. Even though the Skrall were driven out of Roxtus, they remain a threat, as do the bone hunters. Ackar is ready to defend the Agori and help Mata Nui in any way he can.

**Personality:** Loyal and brave, Ackar can at times be a reluctant warrior. He has seen a lot of death and suffering in his time and despises the waste. But when the Agori are threatened, he will do whatever he has to in order to protect them from harm.

# Ackar

STATS  
AGILITY 9  
STRENGTH 11  
TOUGHNESS 10  
MIND 10

## TRIVIA

Ackar is a veteran of the Core War, having fought in the battle of Iron Canyon, among others.

Ackar is the oldest active Glatorian.

As part of Mata Nui's training, Ackar pretended to be defeated by a rock steed so Mata Nui could "rescue" him.

# Gresh

GRESH

Tribe: Jungle

Location: Tesara

Equipment: Shield, Thornax launcher

The youngest Second Glatorian in the history of Bara Magna, Gresh is unusually talented for a fighter of his age. As a trainee, he surprised the Agori of Tesara by beating Kiina in a pre-tournament match. He went on to win three matches in a row in Atero before losing to Gelu.

## TRIVIA

Gresh is the only Prime or Second Glatorian who did not fight in the core War.

Gresh is very good at handling Strakk, once getting him to help a village out by tricking him into thinking a fortune in precious metal was buried underneath the place.

Gresh is the only Glatorian "brave" enough to ever be eating Thornax alone.

S  
T  
A  
T  
S

AGILITY 12  
STRENGTH 12  
TOUGHNESS 11  
MIND 11



Gresh teamed with Strakk to escort a wagon load of exsidian through a dangerous northern route to Vulcanus. Along the way, he battled Skrall, Vorox, and the Skopio XV-1, survived a plunge into the Skrall River, and successfully broke into the city of Roxtus to steal back a sword belonging to Ackar.

Gresh ran off a string of victories in the past year before losing a match to a Skrall warrior in Vulcanus. Shortly after that, he participated in the Battle of Atero, which ended when the Skrall legions overran the Arena Magna and destroyed it. Later, Gresh aided

Ackar, Kiina, and Strakk in defending Vulcanus from a bone-hunter raid.

Accepting an offer from Kiina to train with her in Tajun, Gresh was there when the villages were attacked by a force of Skrall and bone hunters. Gresh fought valiantly, but was badly outnumbered and seriously injured in the battle. He might well have been killed if Kiina, Ackar and Mata Nui had not arrived when they did.

Healed by Berix, Gresh accompanied the two Glatorian and Mata Nui to Tesara. He aided in the defense of that village and then joined Ackar's

force that attacked Roxtus. Following the victory in that battle, Gresh agreed to lead a squad in search of remnants of the Skrall legion. He currently has control over the elemental power of air, thanks to a gift from Mata Nui.

Personality: Unlike many Glatorian, Gresh feels a responsibility to use his abilities to protect those who are not as strong as he. This sometimes annoys other Glatorian, as he will do jobs for free that they might otherwise have been paid for. Although he acts very serious sometimes, he also has a fun side he sometimes lets slip out.

# Click

STATS  
AGILITY 4  
STRENGTH 2  
TOUGHNESS 2  
MIND 4

## TRIVIA

After his initial transformation into a shield, Click was able to transform back and forth at will.

Click's colony of beetles took on the shape of a giant Glatorian to help save his life and that of Mata Nui.

Scarabax beetles are considered a delicacy by Matoran.



### CLICK

Species : Scarabax beetle

Location: Wastelands

Equipment: Pincers, mandibles. Capable of limited flight.

Click is a scarabax beetle, native to the desert of Bara Magna. He lived in a large colony not far from

the village of Vulcanus. One night, a bright, flaming object flew down from the sky and crashed into the ground near where the beetles were feeding. Most of the insects scattered. Those who remained witnessed something remarkable, as the object – a mask – rose into the air

and created a body for itself from the swirling sand.

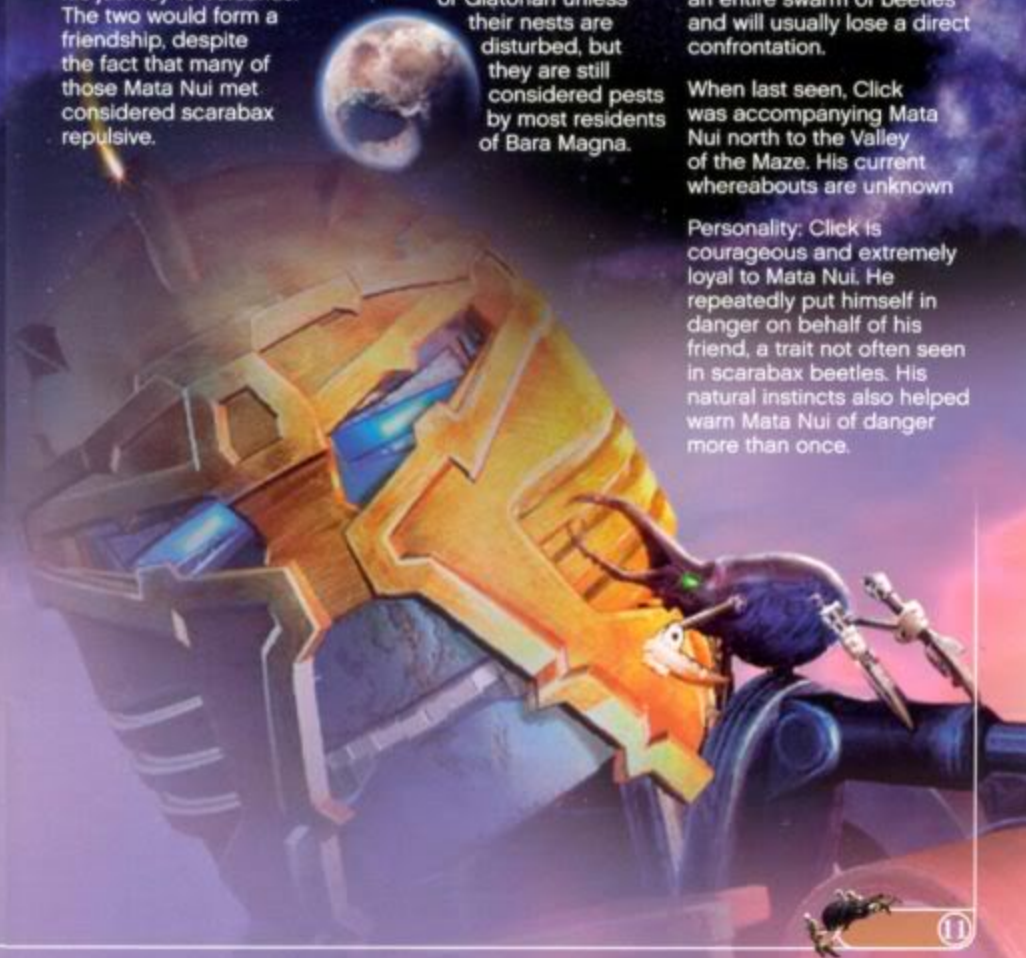
Braver than the rest and curious, Click approached this new arrival. When he touched the newcomer's mask, it glowed – and Click was suddenly transformed into a living shield. After he turned back, he accompanied Mata Nui on his journey to Vulcanus. The two would form a friendship, despite the fact that many of those Mata Nui met considered scarabax repulsive.

Scarabax beetles live underground during the heat of the day, coming out at night to feed on sand mites and other smaller insects. Although not hostile by nature, scarabax can be dangerous when threatened. Their most common method of defense is to fly at the enemy in a swarm. They almost never attack Agori or Glatorian unless their nests are disturbed, but they are still considered pests by most residents of Bara Magna.

The natural enemies of the scarabax are the sand bats, winged serpents who live beneath the sand due to the sensitivity of their hide to the sunlight. Sand bats will burrow through sand and consume an entire colony of scarabax if given the opportunity. Although the sand bats are much bigger, they cannot fight off an entire swarm of beetles and will usually lose a direct confrontation.

When last seen, Click was accompanying Mata Nui north to the Valley of the Maze. His current whereabouts are unknown.

Personality: Click is courageous and extremely loyal to Mata Nui. He repeatedly put himself in danger on behalf of his friend, a trait not often seen in scarabax beetles. His natural instincts also helped warn Mata Nui of danger more than once.



# Skopio

## SKOPIO

Species : Skopio

Location: Wastelands

Equipment: Thornax launcher, pincers

The Skopio are the largest known land animals in Bara Magna. Resembling giant scorpions, Skopio lurk underground, listening for the vibrations of prey moving overhead. When one hears something that sounds large enough to be worth its time, it erupts out of the ground and snatches up its prey with its huge pincers.

Skopio are giants, easily 20-30 feet in height. Their heavily armored shell can resist a direct hit from a Thornax launcher. Worse still, tinkering by the Great Beings resulted in many Skopio being fitted with implants such as Thornax launchers and all-terrain treads. The only strategy

that works with Skopio is to run away and hope it doesn't catch up to you.

During their trip from Vulcanus to Tajun, Mata Nui, Kiina and Ackar encountered a Skopio in the open desert. Mata Nui took the beast on single-handedly and managed to temporarily stop it by

bringing down a rockslide on it. It's doubtful that even this killed the beast, though.

Skopio are a danger to everything that calls the desert home. They are the only natural predator of the rock steed, although they seem to prefer hunting the sand stalkers Glatorian use for mounts (which are

a little less able to defend themselves). Unlike many desert creatures, Skopio do not fear the heat of mid-day and will attack anytime, anywhere.

More than 100,000 years ago, the Skopio was actually revered by one Agori tribe. When that tribe was wiped out by a plague, it was said

they were being punished for honoring so monstrous a creature.

Personality: Skopio are not particularly bright creatures – at their size, they don't have to be. They are totally solitary animals, not even enjoying the company of others of their

kind. They eat so much in a day that it is hard for more than a few Skopio to survive within a thousand miles of each other. Skopio have no use for any other living thing except as a meal.

STATS  
AGILITY 15  
STRENGTH 21  
TOUGHNESS 21  
MIND 3

## TRIVIA

The Skopio XVI vehicle piloted by Teburis is modeled after the Skopio creature.

Skopio have no natural enemies, but Vorox packs have tried to bring one down in the past with very mixed success.

A Skrall squad sent out to capture a Skopio alive for Roxtus never returned. The only signs of them ever found were fragments of armor scattered in the sands.

# Strakk

STATS  
AGILITY 10  
STRENGTH 11  
TOUGHNESS 11  
MIND 9

## TRIVIA

Strakk attempted to sneak out of Vulcanus prior to the big bone hunter raid there, but was unable to get past the enemy forces and had to come back.

The Second Glatorian of Iconox, Gelu, retired from the arena, leaving Strakk the main fighter for the village.

Strakk was suspected by some Glatorian of being the traitor who was providing information to the Skrall.

### STRAKK

Tribe: Ice

Location: Iconox

Equipment: Ice axe, Thornax launcher

One of the most controversial Glatorian, Strakk was more than willing to cheat in the arena if it meant a victory. In his time, he did everything from throwing sand in an opponent's eyes to reflecting the sun off his ice axe to temporarily blind a foe. Other Glatorian, knowing what Strakk was capable of, were more than happy to beat him in the arena when they could.



Strakk teamed with Gresh and two Agori to transport a shipment of valuable exsidian metal from Iconox to Vulcanus. The quest brought them into contact with bone hunters, Vorox and Skrall, and Strakk protested that it would have made more sense to fake a theft of the ore and then come back later to divide it up. Strakk's use of a Thornax launcher to try to drive off a Skrall patrol almost resulted in the entire party being buried in a rockslide.

Making it back home, he journeyed with Gresh and Tarix to Atero for the Great Tournament. He fought in the battle against the

Skrall there, but was quick to realize there was no way to win and advised abandoning the Arena Magna. Reluctantly, the other Glatorian had to agree with him. Strakk later argued against staging any kind of an organized resistance to the Skrall, insisting that it would anger the invaders and prompt more attacks. The brief attempt to coordinate a multi-village defense against the Skrall crumbled shortly after.

In Strakk's most recent match, he battled Ackar in Vulcanus. Beaten and having officially conceded, Strakk then tried to attack Ackar from behind in a violation of

arena rules. His dirty tactic would have succeeded if not for the actions of the newly arrived Mata Nui, who tackled Strakk. In the fight that followed, Mata Nui was lucky enough to beat the Iconox Glatorian and force him to surrender. Iconox was still debating how to punish Strakk for his actions when the Skrall attacked Tajuun, forcing the village elders to put the subject aside for now. It's likely he will be exiled to the wastelands.

Personality: Strakk is self-centered and all about profit. He has been known to ride right past an Agori in trouble if the villager was not able to pay for his services.



# Vorox

AGILITY 11  
STRENGTH 13  
TOUGHNESS 13  
MIND 6

## VOROX

Tribe: Sand

Location: Wastelands

Equipment: Sword, stinger tail, Thornax launcher

Vorox are some of the most dangerous, and most tragic, beings on Bara Magna. Once they were warriors of the Element, Lord of Sand, fighting in the Core War. Native to the Bara Magna desert, they were known even then for their wild, unpredictable, and often primitive behavior in battle.

Despite knowing the secrets of surviving in the desert, the Shattering had a disastrous effect on the Vorox. As the climate in Bara Magna grew even more harsh, and resources even more scarce, the Vorox began to regress to barbarism. While Tesara, Tajun, Iconox and Vulcanus were establishing the Glatorian system to settle disputes, the Vorox were living in the ruins and in underground tunnels they dug in the sand.

The Vorox quickly got a reputation as beings best avoided. They spent most of their time foraging for food or stealing it from villages. Anyone who entered what they saw as their territory would be brutally attacked. They were barred from the villages of Bara Magna and were looked on by Agori and Glatorian as vicious animals.

The Vorox also had problems with bone hunters and Skrall. Bone hunters saw them as competition, since both groups robbed caravans for food and water. Skrall hunted Vorox for sport or kidnapped them and caged them in Roxtus.

Although they are savage, the Vorox are not creatures. Some can still speak the language of the Agori, though not very well. They have a social system of their own, based on packs led by the strongest male. They are capable of loyalty and friendship within their own packs. Vorox can be frightened by things like lightning or fire, but they are

also fierce opponents in a fight. A pack of Vorox has been known to ambush and wipe out a squad of Skrall.

The second living thing encountered by Mata Nui when he arrived on Bara Magna was a Vorox, which immediately attacked him. Mata Nui was overwhelmed and nearly killed. The battle ended when the Vorox's stinger tail was accidentally broken off and it fled in pain. Mata Nui retrieved the stinger and used it as a sword, later transforming it into a real blade using the Mask of Life.

Following the defeat of the Skrall and the unification of the Agori villages, the Vorox remained in the desert. They continue to be feared by all other intelligent beings.

Personality: Vorox are pack animals, suspicious and hostile toward outsiders. With very few exceptions, Glatorian and Agori have not survived encounters with these heast-like beings.

## TRIVIA

One pack of Vorox is led by an ex-Glatorian named Malum.

The "villagers" protected by Vorox are called Zesk, and are also part of a pack society.

Zesk produce a musk which can be used by others as protection against Vorox. The scent convinces the Vorox that the being wearing it is a friend.



## TRIVIA

Skrall warriors do not have individual names. They receive names as a reward for service to the legion.

There are three classes of Skrall: leader class, elite warrior class, and warrior class.

Female Skrall possess psionic powers. They are hated by the males and forced to live in their own settlements.

# Skrall

S AGILITY 11  
T STRENGTH 11  
A TOUGHNESS 14  
S MIND 9

## SKRALL

Tribe: Rock

Location: Formerly Roxtus, now the wastelands

Equipment: Saw blade shield, Thornax launcher

Skrall are the fiercest, most feared warriors in Bara Magna. Utterly merciless, they were a major threat to

the Agori villages, and are still considered a danger even after being driven from their former home city.

The Skrall legions lived in the northern Black Spike Mountains following the shattering. They were driven from their fortresses by baterra, shapeshifting robotic creatures designed to end war by wiping out anyone who was armed. Forced to migrate south, the Skrall found themselves in the desert of Bara Magna. They took over the city of Roxtus.

During the first year of their presence in Bara Magna, the Skrall sent warriors to serve as Glatorian in village matches. In that time, no Skrall ever lost a match, defeating even veteran fighters like Ackar and Tarix. It was expected that a Skrall would be named champion at the end of the Great Tournament in Atero, but that event was interrupted by the Skrall attack and the destruction of the Arena Magna.

Shortly after the attack on Atero, the Skrall moved in force and sacked the village of Tajun. They then wheeled north and moved on the twin villages of Tesara. Once the major sources of food and water were in their hands, the Skrall believed the other villages would have to

surrender. But they met stiff resistance in Tesara, thanks to a force of Glatorian commanded by Ackar.

Meanwhile, other Skrall warriors were assembled in Roxtus, preparing for an attack on Vulcanus if that village chose not to give up. They were there when Mata Nui arrived and challenged the Skrall leader, Tuma, to single combat. With Tuma's defeat, Metus took command and ordered the Skrall to kill Mata Nui, Kiina and Berix.

The Skrall were prevented from carrying out this order by a large force of Glatorian and Agori, backed by a swarm of scarabax beetles. (The swarm had taken on the shape of a giant Glatorian, and some believe the Skrall may have mistaken the sight for baterra on the attack.) The Skrall were defeated and driven out into the desert.

They are not, however, gone for good. With Tuma imprisoned and Metus out of action, an elite warrior named Stronius has taken command of the remnants of the legion. It's believed they may be holed up in the White Quartz mountains, regaining their strength and planning to strike back in revenge.

Tuma

Tribe: Rock

Location: Roxtus

Equipment: Sword, Thornax launcher

Tuma was the leader of the Skrall in Roxtus and the would-be conqueror of Bara Magna. He was a member of the Leader class of the Skrall race, the highest of the four strata in that society.

Following the defeat of his forces by the baterra, Tuma led his legions south to the desert of Bara Magna and occupied the city of Roxtus. Believing the baterra would pursue, Tuma hatched a plan to seize control of the entire desert. He felt this would give his warriors more room to maneuver should the baterra attack again.

During the first year in Roxtus, he tested the unity and the defenses of the Agori villages. It was also during this time that he made a deal with an Agori traitor, Metus, and forged an alliance with the bone hunters. Once he was certain the Agori could mount no real defense, he unleashed his warriors on the city of Atero during the Great Tournament. The Skrall sacked Atero and panicked the Agori villages.

The next step in Tuma's plan was the conquest of Tajun, followed by a lightning strike against Tesara. But his plans were disrupted when he lost in single combat to Mata Nui in full view of his warriors. When the Skrall lost the Battle of Roxtus to Mata Nui and Ackar's forces, Tuma was imprisoned. But it is believed that the surviving elite Skrall warriors may be planning to break him out.

Arrogant, cunning, and extremely powerful, Tuma appears to outsiders like just a brute. But he is actually a skilled strategist who is willing to take the time to assess an enemy and the battlefield before committing his legions. He knows he is the last of the Leader-class Skrall still alive on Bara Magna, and takes the responsibility for guiding his people to conquest very seriously.



Tuma is the last of the leader-class Skrall

He was so desperate to protect his people from the baterra that he was even willing to make a deal with the hated female Skrall.

In his fight with Mata Nui, Tuma broke his own rules never underestimate an opponent.

AGILITY 13

STRENGTH 13

TOUGHNESS 14

MIND 8

# Tuma



**Personality:** Tuma was arrogant, obnoxious, and extremely clever. He allowed the Agori of other villages to think he was just a brute so they would not guess how complex his plans truly were.

# Bone Hunters

STATS **AGILITY 9**

**STRENGTH 9**

**TOUGHNESS 12**

**MIND 10**

**BONE HUNTERS**

Tribe : Bone hunters

Location : Wastelands

Equipment : Sword, Thornax launcher

Bone hunters are the scourge of the Bara Magna desert. Long before the Skrall migrated south the Roptus, the bone hunters kept the Agori in a grip of fear.

Distantly related to the rock Agori, bone hunters are masters at living in the wastelands. But they are even better at hunting down, robbing, and sometimes killing anyone who dares cross the desert.

Gifted with acute senses and remarkable endurance, a bone hunter will stalk his prey for days, sometimes weeks, waiting for the right time to strike. Then they charge across the dunes on their reptilian rock steeds, plundering whatever they can before disappearing back into the wastes.

Although they prefer to attack trade caravans or lone Glatorian, the alliance between the bone hunters

and the Skrall led the bandits to attempt a large-scale raid on the village of Vulcanus. This led to an embarrassing defeat at the hands of a small group of Glatorian. The bone hunters deserted their allies following the defeat at Roptus, and it's believed they may have killed and looted some Skrall stragglers in the desert following that fight.

The bone hunters remain a serious menace. Although the unified city of the Agori is much harder to attack, there is a great deal more open desert for the bone hunters to roam now. Some

say they are now camping in Iron Canyon and have turned it into an armed fortress. It would take dozens of Glatorian to drive them from there.

There are rumors that the bone hunters are now targeting the savage Vorox, their only real competition for scavenging rights in the desert. The bandits have already succeeded in wiping out at least one Vorox nest north of the Skrall River. The outcome of this conflict remains to be seen.

Personality: Bone hunters care only about the hunt. They have no use for luxuries or comforts, preferring to live off the land. They cannot be reasoned with, but sometimes are open to a bargain if it involves some profit for them.

## TRIVIA

Bone hunters are the only beings known to actually enjoy eating the foul-tasting Thornax stew.

Bone hunters work solo or in packs, depending on their quarry.

One of the best known and most dangerous bone hunters is Jero.

## BERIX

Tribe: Water

Location: Tajun

Equipment: Water sword, shield

Berix is a member of the Water tribe and was a resident of Tajun before its fall. His hobby was scavenging among the ruins, searching for old equipment or scrap he could repair or modify. Unfortunately, his habit of disappearing at times and then appearing with a bunch of new items led people to think he might be a thief. "I'm not a thief," he would always insist. "I'm a collector."

Sometimes, his yen for collecting got him into trouble. A quest to find a valuable book on Glatorian fighting moves ended with Berix and Gresh trapped in some ruins and surrounded by Vorox. Later, Berix was searching the wastelands for some equipment when he was attacked by a bone hunter and had to be saved by three Glatorian.

Shortly after Kiina discovered the hidden cavern near Tajun, Berix

stumbled on it too. When Kiina found out he was using the cave as well, she was furious. She already believed he was crooked and this only made things worse. After bringing a wounded Gresh into the cave to hide him from the Skrall, Kiina at first refused to let Berix treat her friend. It was only after Ackar told her there was no other choice that she consented. (Berix was the only water tribe Agori not to flee Tajun when the Skrall attacked the village. He didn't want to abandon his collection.)

Berix later journeyed with Ackar, Kiina and Gresh to Tesara. While there, he was kidnapped along with Kiina by the Skrall. To his surprise, Mata Nui arrived to rescue them. Freed from the cage in which he had been held, Berix eagerly joined the fight.

After the battle was over, Berix shared with Mata Nui something he had found in the Tajun cave. It was a coin that had a strange engraving on one side, which matched the pattern on the Skrall shields. Mata Nui later learned it was a map of the Valley of the

Maze, constructed more than 100,000 years before by the Great Beings.

Personality: Eager, curious, and adventurous, Berix is also pretty sensitive to the criticisms of others. For a long time, he had hurt feelings because people believed he was a thief. Despite that, he still did repairs when they asked him to. Lately, his friendship with Mata Nui has made him feel better about himself and even Kiina is being a little nicer to him.

# Berix

STATS  
AGILITY 8  
STRENGTH 8  
TOUGHNESS 8  
MIND 9

## TRIVIA

- Berix helped Croxis excavate and repair his Cendox V1 vehicle.
- Berix was initially believed to be the traitor by Kiina, for which she later apologized.
- Berix has formed a close friendship with an Agori from Tesara, Tarduk, since both like to search through ruins for ancient items.

RAANU

Tribe: Fire

Location: Vulcanus

Equipment: Fire blade, shield

Raanu was the leader of the village of Vulcanus and is now the chairman of the Council of Elders, the governing body of the newly unified Agori city.

Prior to the Shattering, Raanu was employed in the fortress of the Element Lord of Fire. After the war broke out, Raanu was horrified to see the scale of destruction. When an emissary of the Great Beings approached him with a request that he provide a service to his world, Raanu agreed.

He and another Agori were sent out into the world to collect a sample of energized protodermis. After many adventures, the two Agori were successful. This sample was later used as part of the construction of the original Mata Nui robot.

As the leader of Vulcanus, Raanu was fiercely devoted to the welfare of his people. His experiences in the war led him to not trust the Glatorian very much, since he

remembered what armies of them had done long ago. When bone hunters threatened his village, he had to be talked into hiring Glatorian to protect it. Deep down, he was always worried that Glatorian might join forces and decide to take over the villages.

When Malum violated the rules of the arena, Raanu made the decision to exile him. That, plus the advancing age of Ackar, forced Raanu to look to hire a new Glatorian.

When Metus brought Mata Nui to

Vulcanus, Raanu made a very generous offer for the newcomer's services -- but Mata Nui turned him down.

When the Skrall sacked Atero, Raanu was torn about what to do. In his heart, he wanted to fight back. But his head told him that Agori and a handful of Glatorian could never win against the Skrall. It was only when Mata Nui and Ackar urged him to fight that he agreed. With the help of some brilliant strategy and the services of an Agori named Crotelius piloting a Cendox VI, Raanu was able to fend off a Skrall attack against Vulcanus.

After the defeat of the Skrall, Raanu helped to supervise the unification of the new city and supported Ackar being named head of the Glatorian forces there.

Personality: Very responsible and proud, Raanu can also be stubborn and a little unreasonable at times.

# Raanu



Raanu was the first Agori to see a baterra or the original Mata Nui robot under construction.

Served as support staff with the fire army during the Battle of Iron Canyon in the Core War.

Had Mata Nui accepted the offer to become a Vulcanus Glatorian, Raanu planned to ask Ackar to retire.

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S

AGILITY 7  
STRENGTH 8  
TOUGHNESS 8  
MIND 9

S AGILITY 7

METUS

T STRENGTH 7

Tribe: Ice

T TOUGHNESS 8

Location: Iconox, later  
Roxtus

S MIND 9

Equipment: Metus carried an  
ice axe and shield

History: Metus was a fight promoter and a trainer of Glatorian, based in the village of Iconox. Unlike many other Agori, Metus spent little time in his village. He was often traveling through the desert, going to other villages to set up matches or looking for new fighters to recruit. It was on one such

# Metus



## TRIVIA

Metus trained a number of Glatorian, including Strakk, as well as fighters from other villages.

During the Core War more than 100,000 years ago, Metus worked in the camp of the ice legion, training warriors.

Information provided by Metus allowed the Skrall to successfully attack both the free city of Atero and the village of Tajun.

power once Bara Magna was conquered.

Over the coming months, Metus gained more influence over Tuma and the Skrall. He told Tuma that he knew of a way to defeat the Skrall's long-time enemies, the baterra, although it is possible Metus was lying about that. Eventually, it even reached a point where Skrall warriors would take orders from Metus in Tuma's absence.

When Mata Nui first arrived in the desert, Metus was the first to encounter him. Metus made a big show of wanting to recruit Mata Nui as a Glatorian, mainly because he could tell Mata Nui was from off-world and wanted to keep an eye on him. When Mata Nui left for Tajun with Ackar and Kiina, Metus shadowed them. He later

arranged for the kidnapping of Kiina and Berix from Tesara as bait for a trap for Mata Nui.

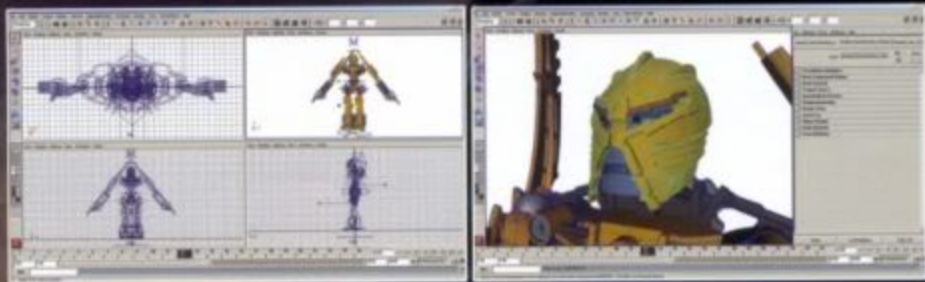
After Tuma's defeat by Mata Nui, Metus revealed himself and his role in events. When the ensuing battle went against him, he tried to escape Roxtus, but was captured. Mata Nui used the power of the Mask of Life to transform Metus into a snake. In that form, he slithered off into the wastelands.

Personality: Deceitful, ambitious, and ruthless, Metus was convinced that the Skrall would win in a war with the Agori and wanted to be on the winning side. Trusted by the leaders of every village, it was easy for him to gather information and then pass it on to the Skrall and bone hunters.

Journey that he was captured by the Skrall. Thinking quickly, he convinced Tuma that he was of more use to the rock tribe alive than dead.

Metus convinced Tuma that an alliance between the Skrall and the bone hunters would be a good idea. The bone hunters could strike at targets without anyone knowing the Skrall were behind their actions. Metus offered to serve as a go-between for the Skrall and bone hunters, and Tuma agreed. In return, Metus was promised a position of

# Meet the Director



**Q.** Hi, Mark! How did you get involved with the BIONICLE movie?

**A.** I was looking for a new project to direct. I was reading a lot of scripts and when I read BIONICLE: The Legend Reborn, I really liked it! The story appealed to me for several reasons. First, it was a true hero's tale, second, it took place in a strange new world,

and third, it had a good theme of teamwork and friendship.

**Q.** What are some of the challenges in converting BIONICLE sets into movie characters?

**A.** We had to go into the original toy designs and adjust some of what was already there, while adding pieces, to give them

more detail. We also added moving parts, so that the Glatorian seem like fully functional, life-sized beings-- not like plastic toys. We wanted them to look like they have had a very rough life exposed to the harsh environment of Bara Magna. Their rusty, scraped and faded textures reflect the idea that life is hard in their world.

**Q.** Can you take us through the process of a BIONICLE character being animated?

(Lip-sync is the process of forming shapes with the mouth called "phonemes" that mimic the shapes our mouths



**A.** Once the character is modelled in 3-D, it is then rigged. The rigging is like giving the BIONICLE character bones and muscles, so that he or she is then able to move in the animation program. After modeling and rigging, the animators test the character, usually by animating a walk cycle. A lot can be determined by seeing how a character walks. Once the walk cycle is refined and approved, the facial rig is tested-- usually by changing expressions and doing a lip-sync test,

form when we talk.) Once the rigs are all working, the character is then put into the 3-D set and is posed for lay-out in front of the camera. After that, the animator begins the process of bringing the BIONICLE character to life with poses, movement, expressions and lip-sync. The early animation tests are very stiff and robotic, but once all the motion is added and properly timed-- the character comes to life and moves the way you will see him or her in the movie.

Only after all the motion is approved, does the BIONICLE character get all his textures and lighting-- just like in a traditional film.

**Q.** Do you have a favorite character?

**A.** My favorite character is Click. In the original script the unnamed scarabax beetle was supposed to change into a shield and stay that way for the whole film. I thought it would be fun to give the beetle the ability to change back and forth and also give him a name. That way, Mata Nui would have a little companion to take along on his journey.\*

■ Thanks, Mark!



There are 16 slides in this guide. Did you find them all?







Something is coming...

JANUARY 2010