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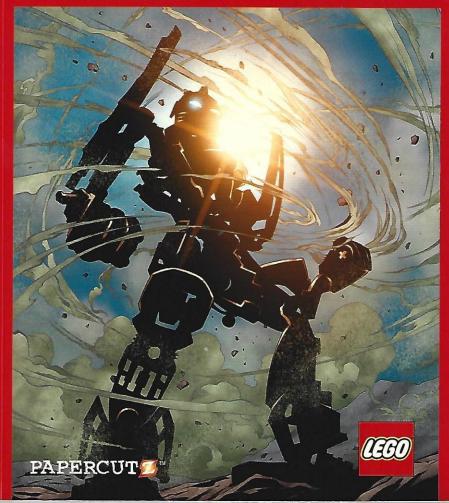
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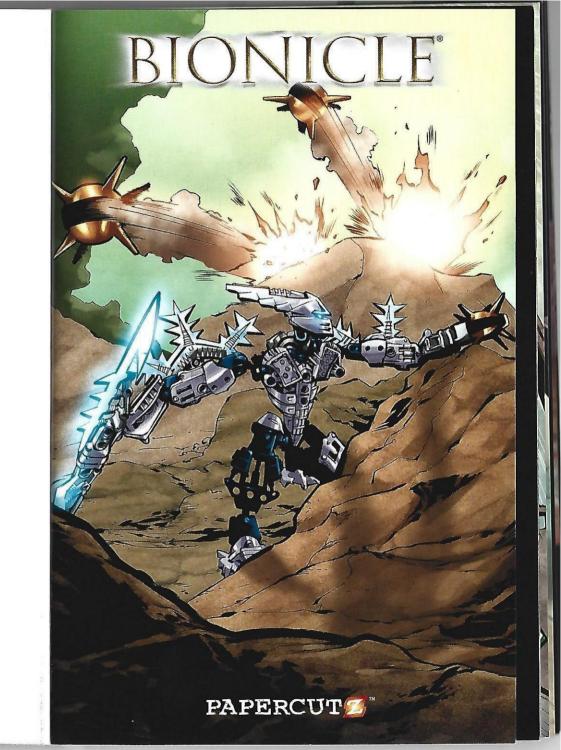
#9: THE FALL OF ATERO

GREG FARSHTEY



POP





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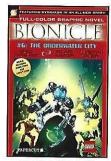
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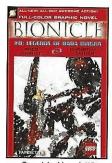


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#### BIONICLE

#9 The Fall of Atero



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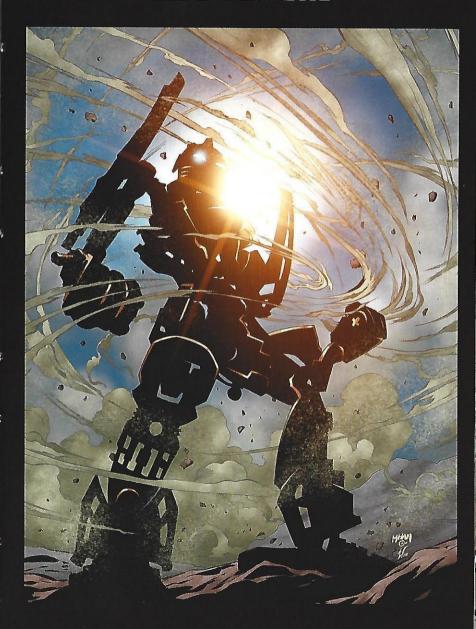
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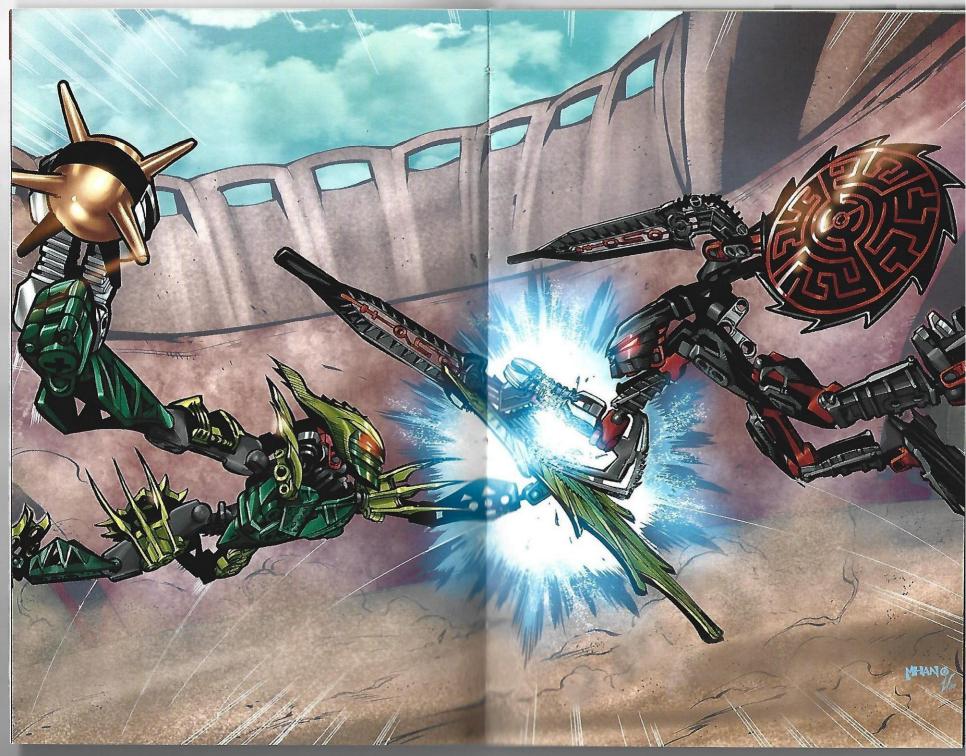
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#### THE FALL OF ATERO CHAPTER ONE

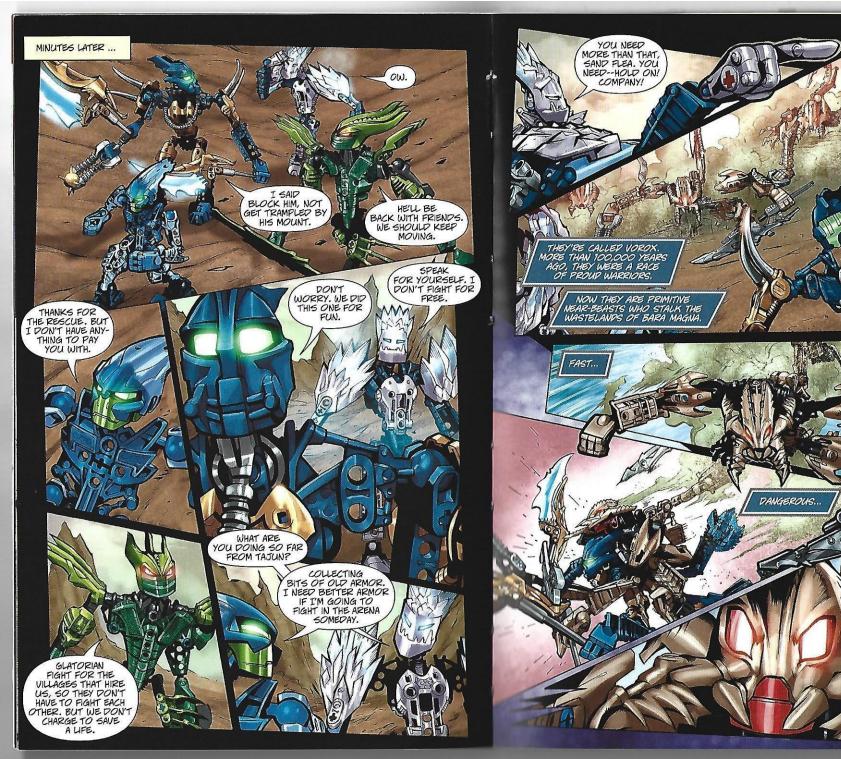








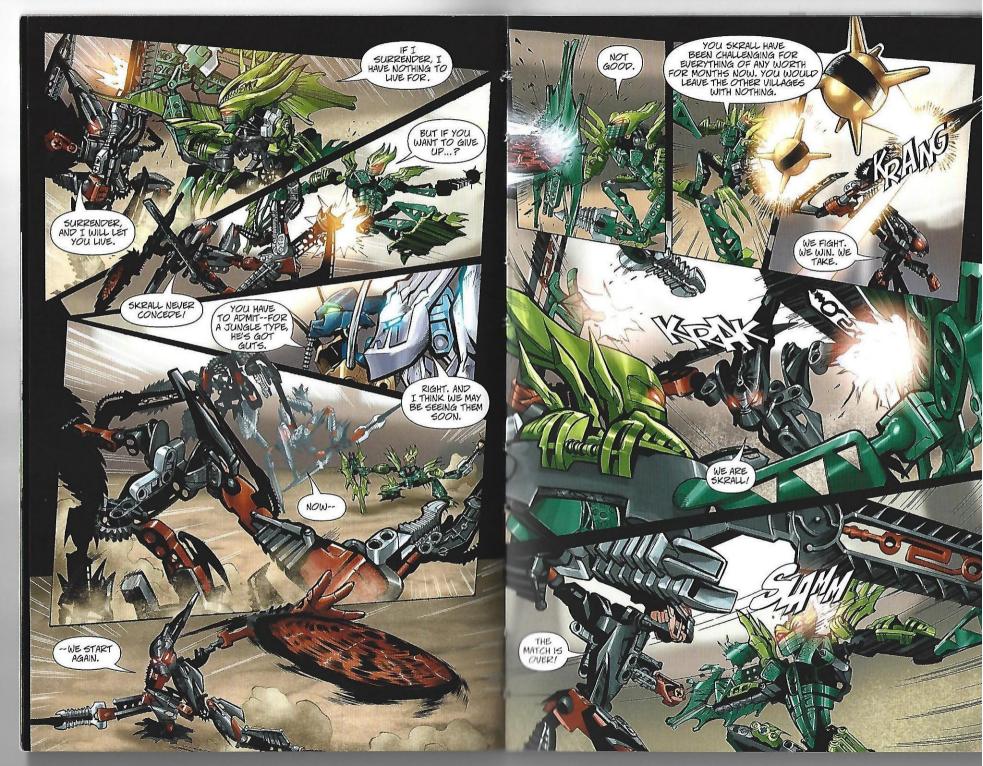




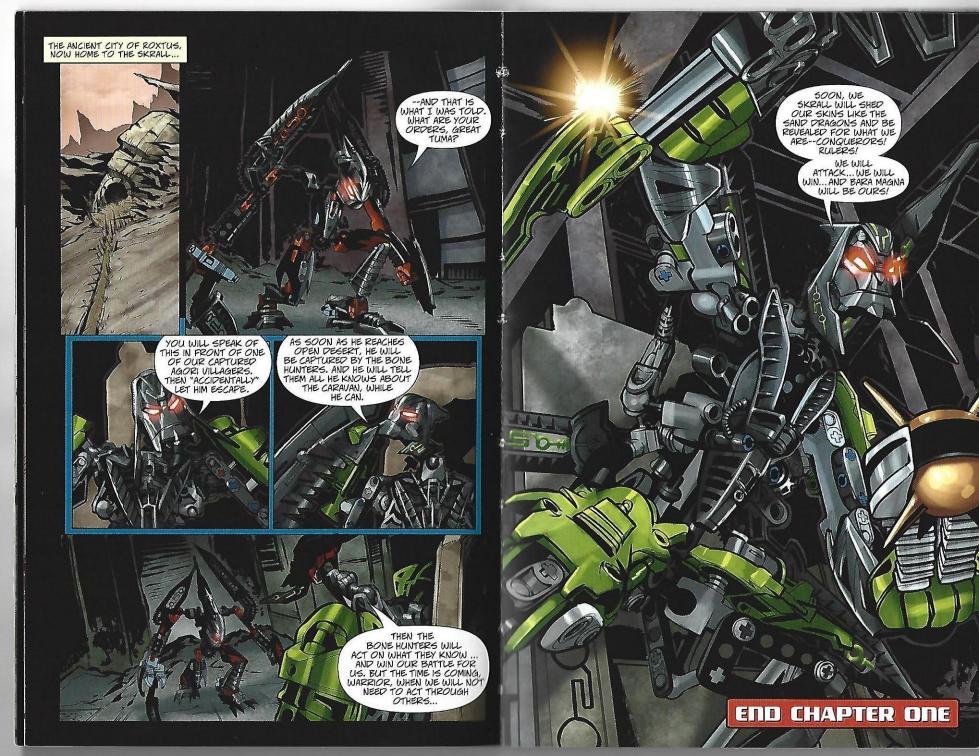
AND THEY DON'T TAKE PRISONERS.





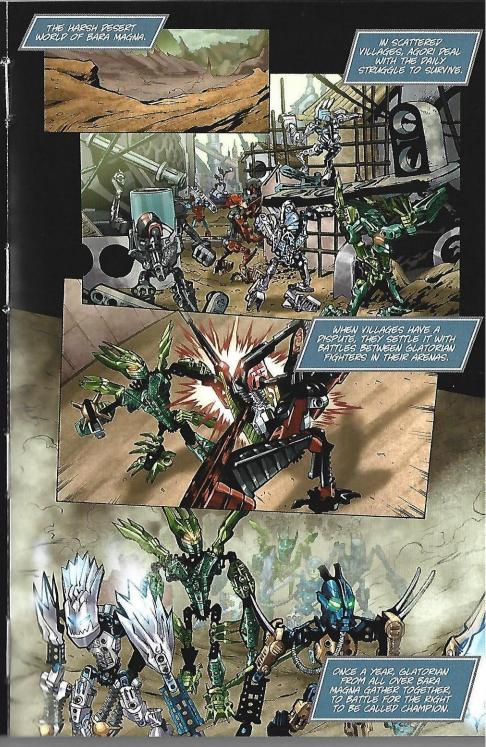


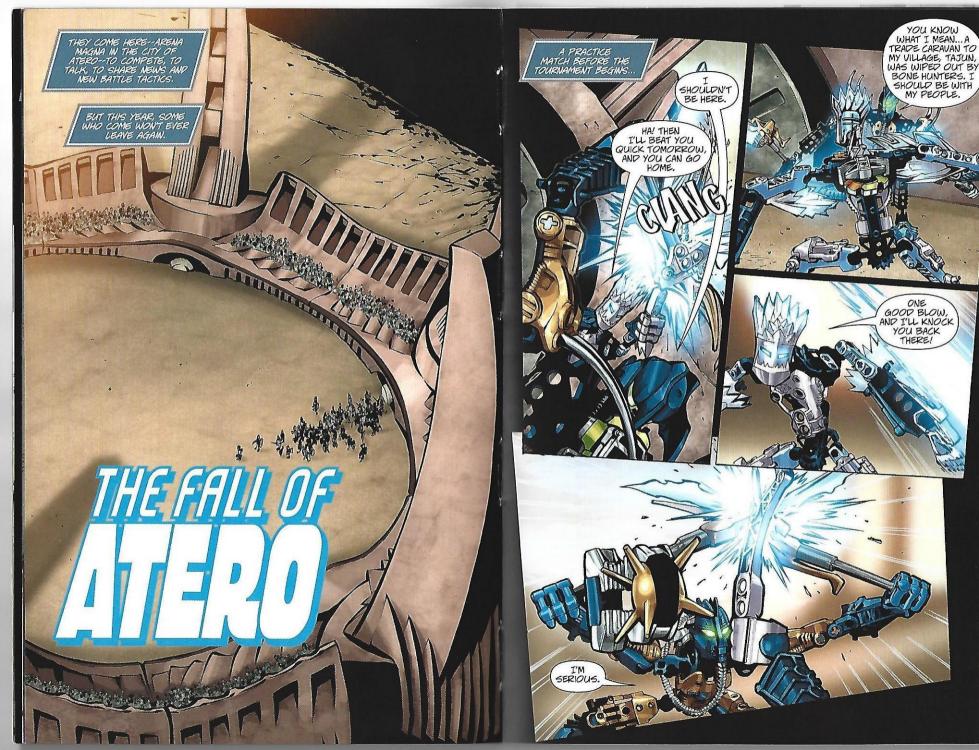


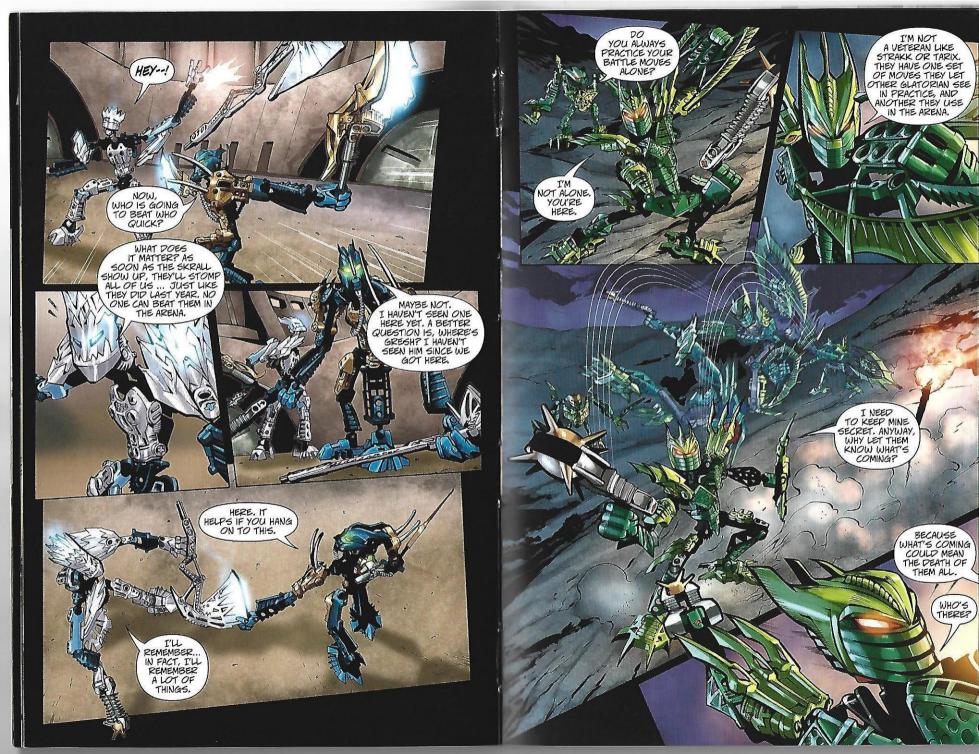


### THE FALL OF ATERO CHAPTER TWO





















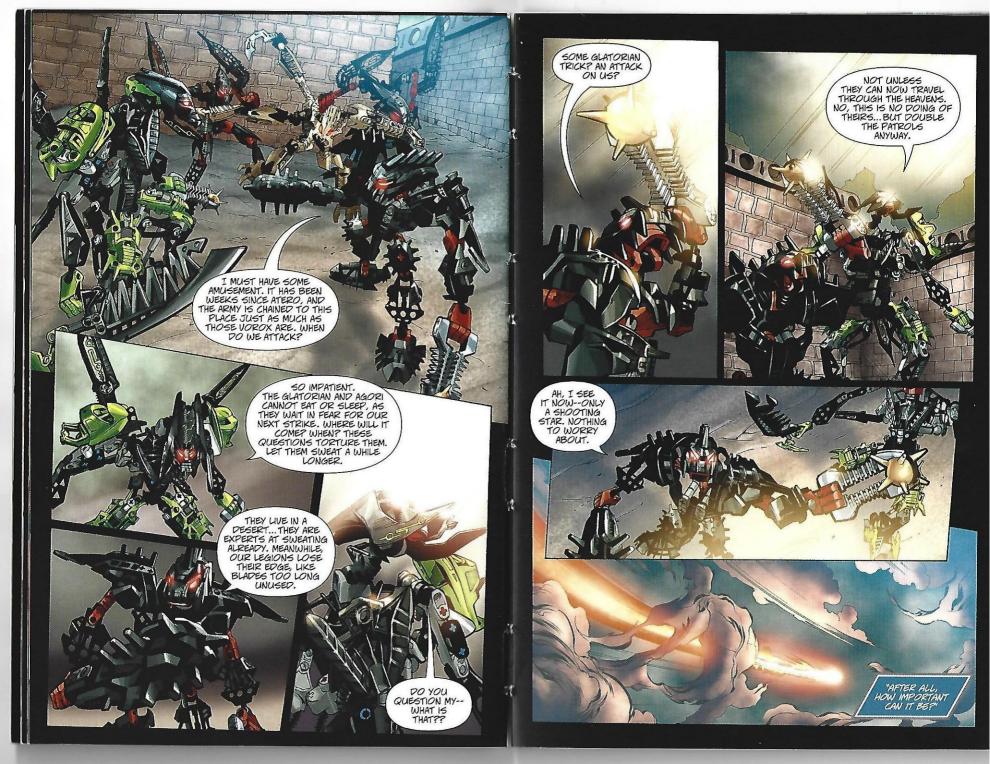
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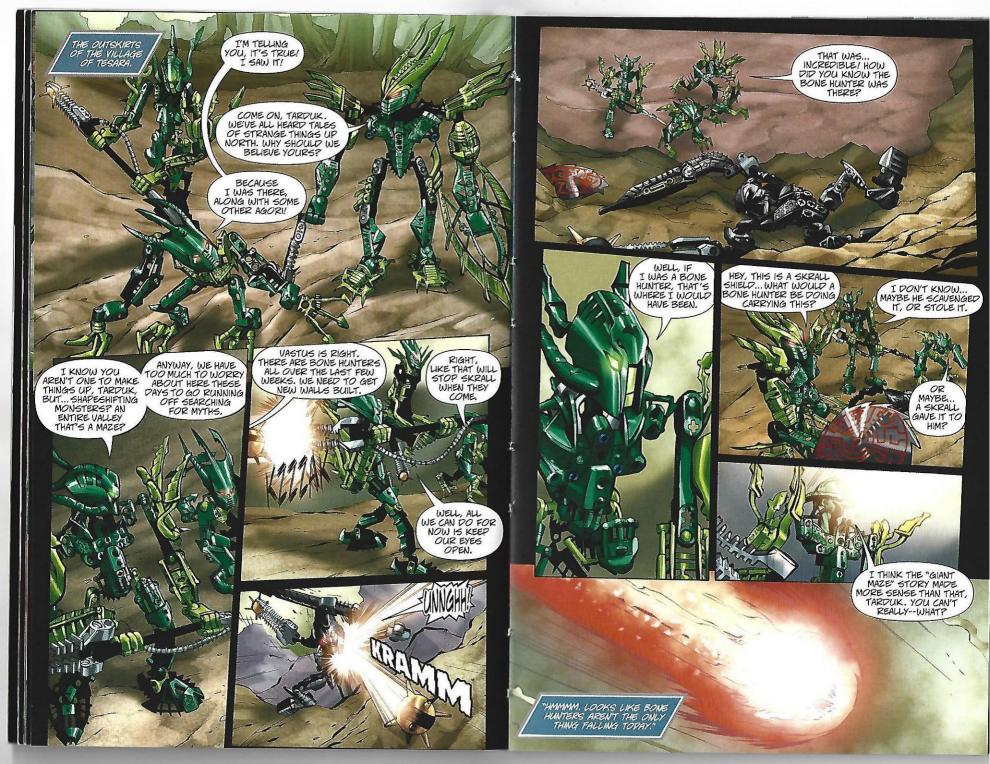


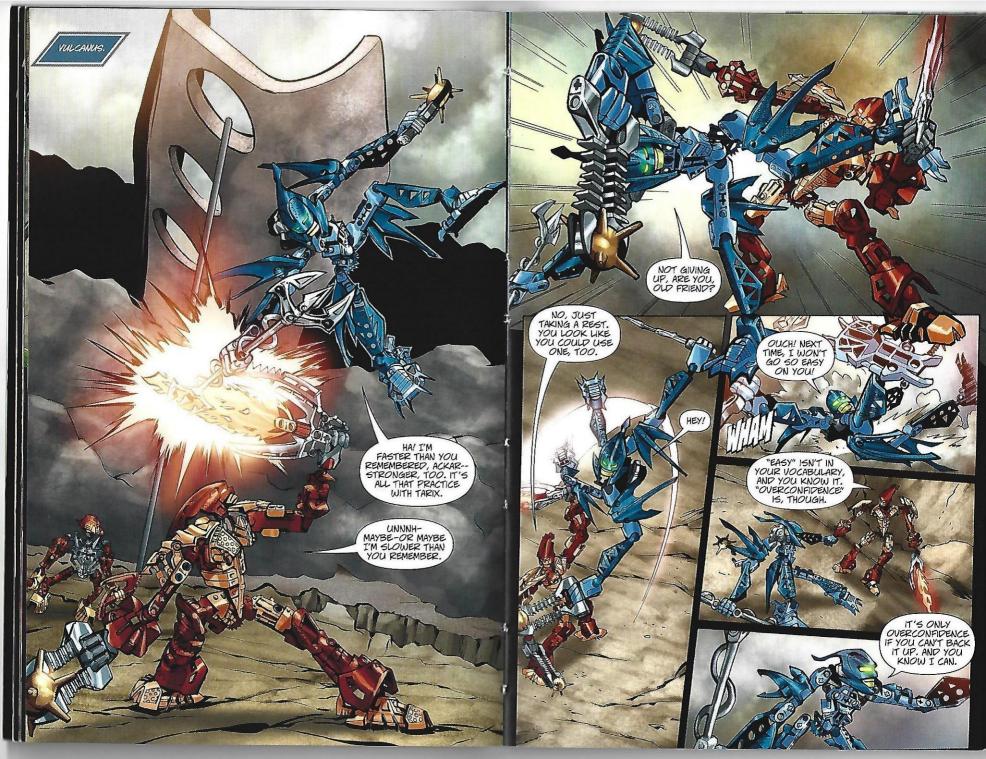


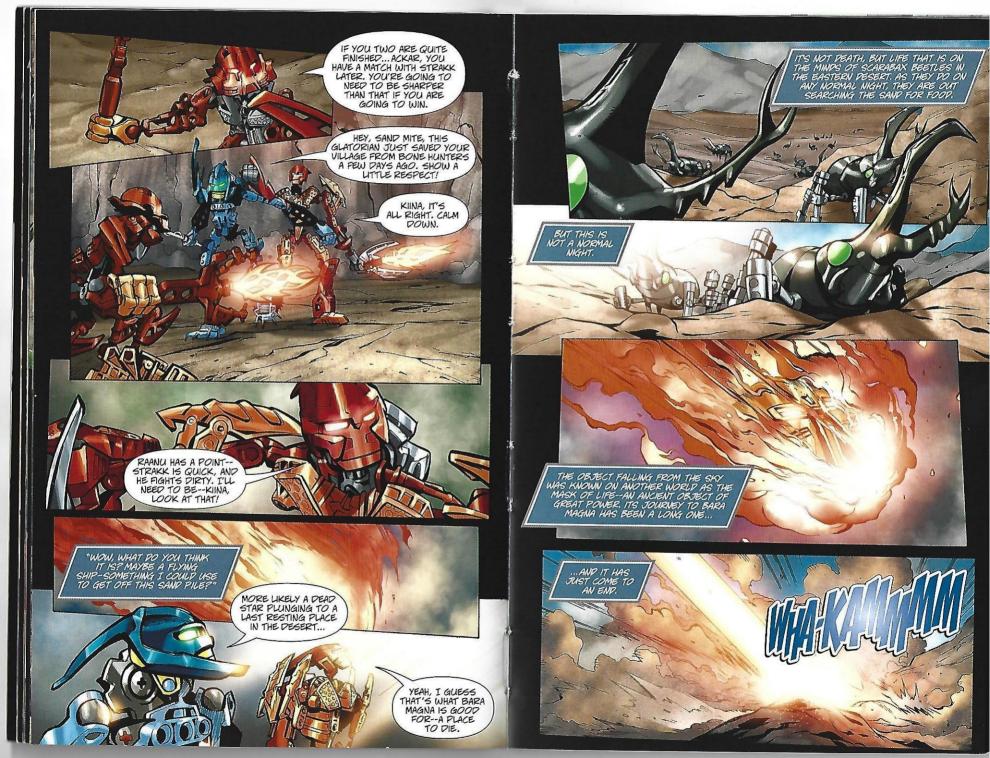










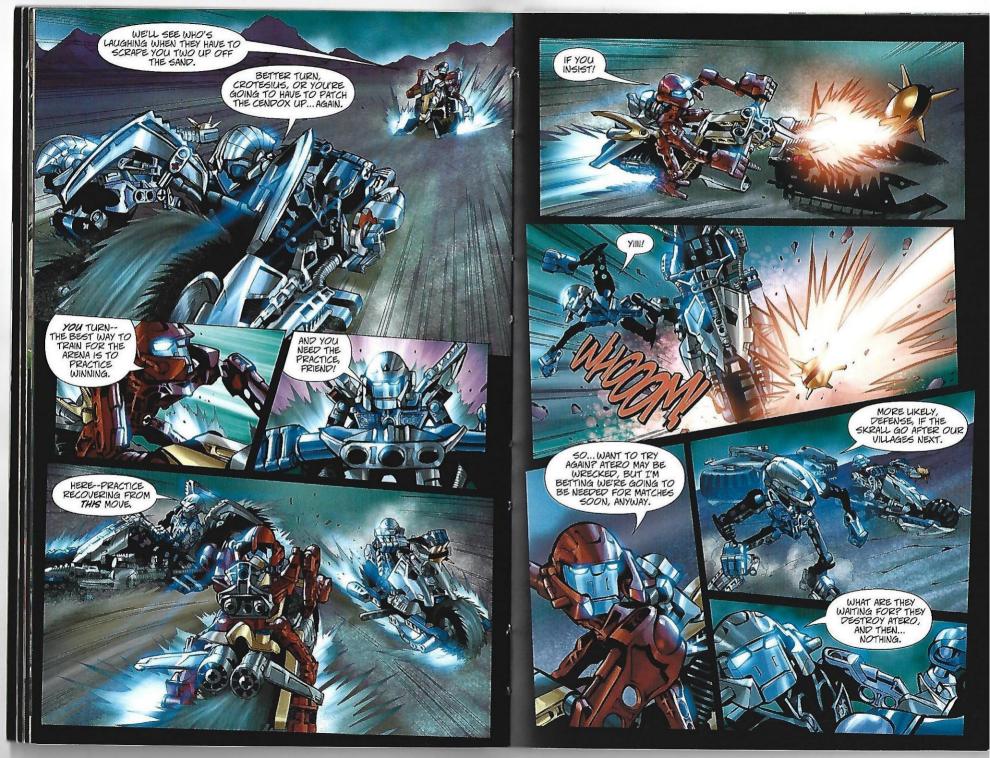


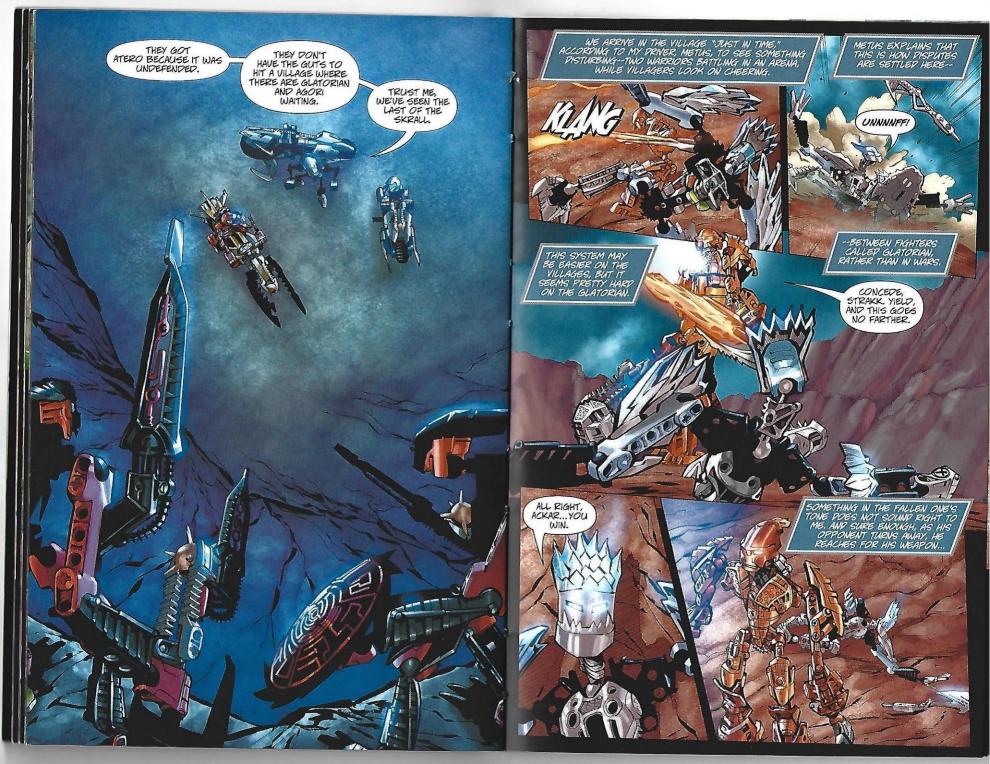


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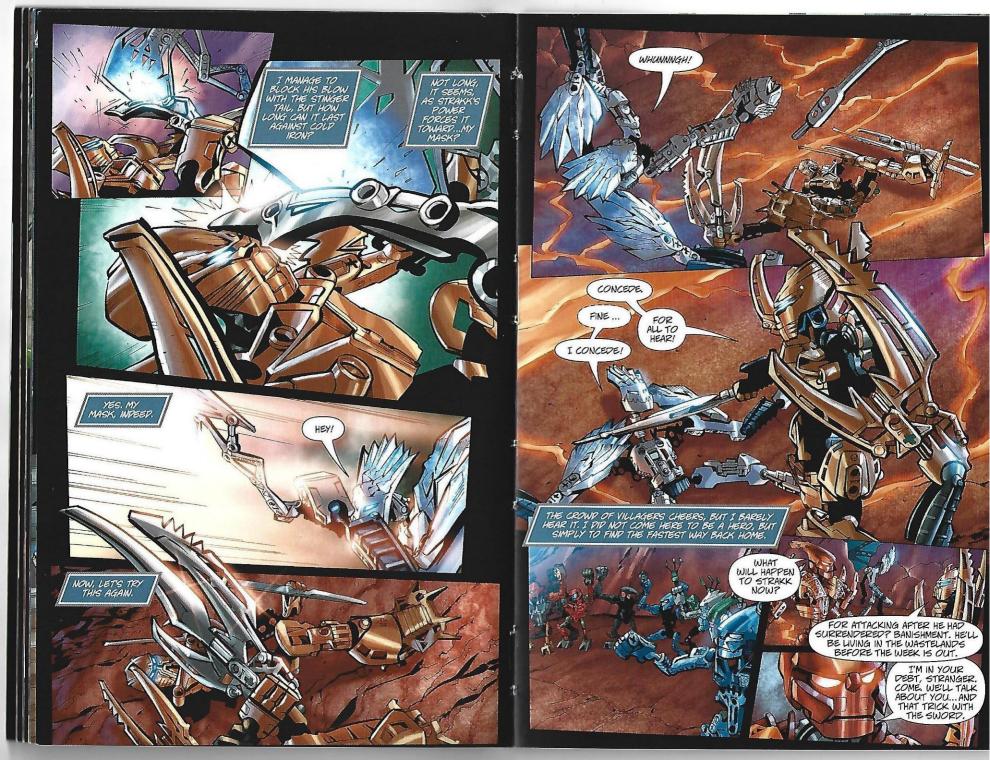






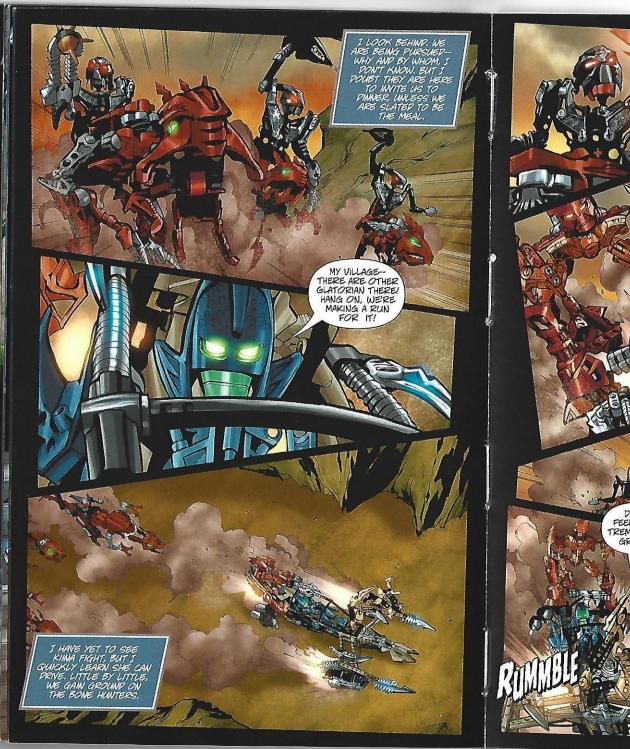










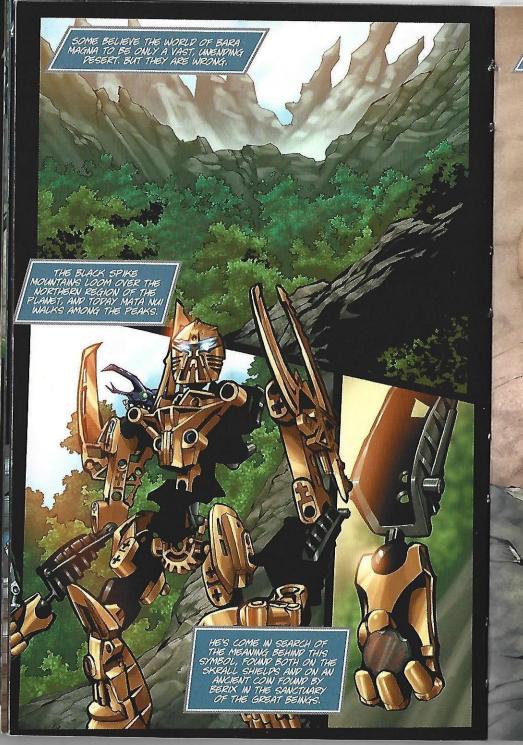






# THE FALL OF ATERO CHAPTER FIVE





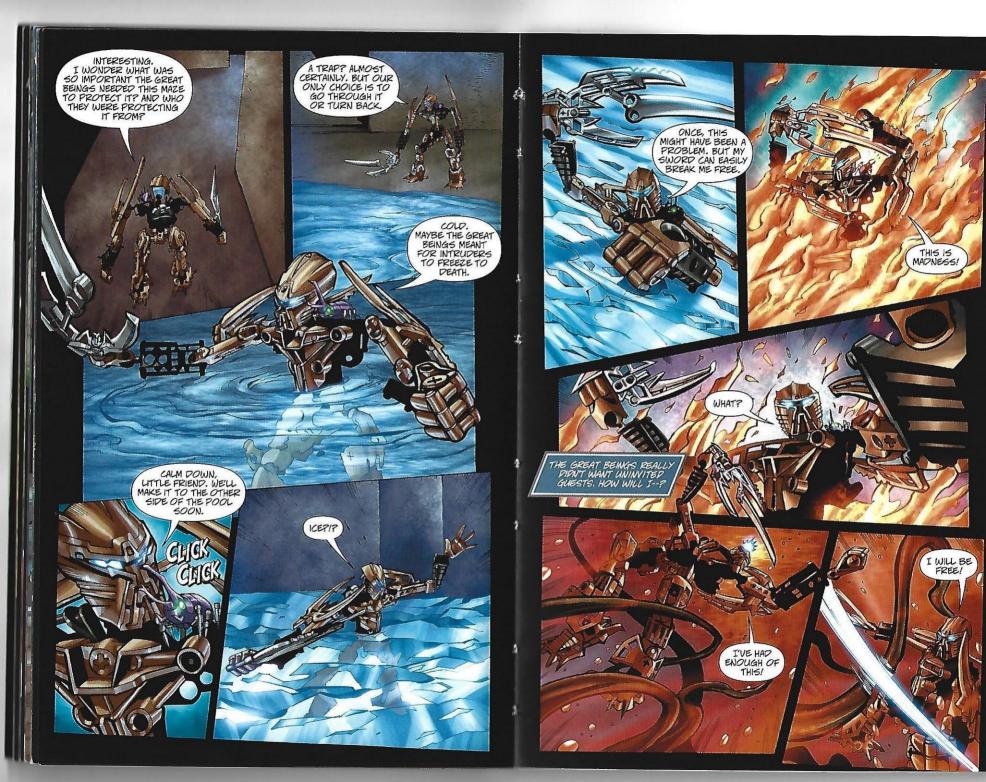




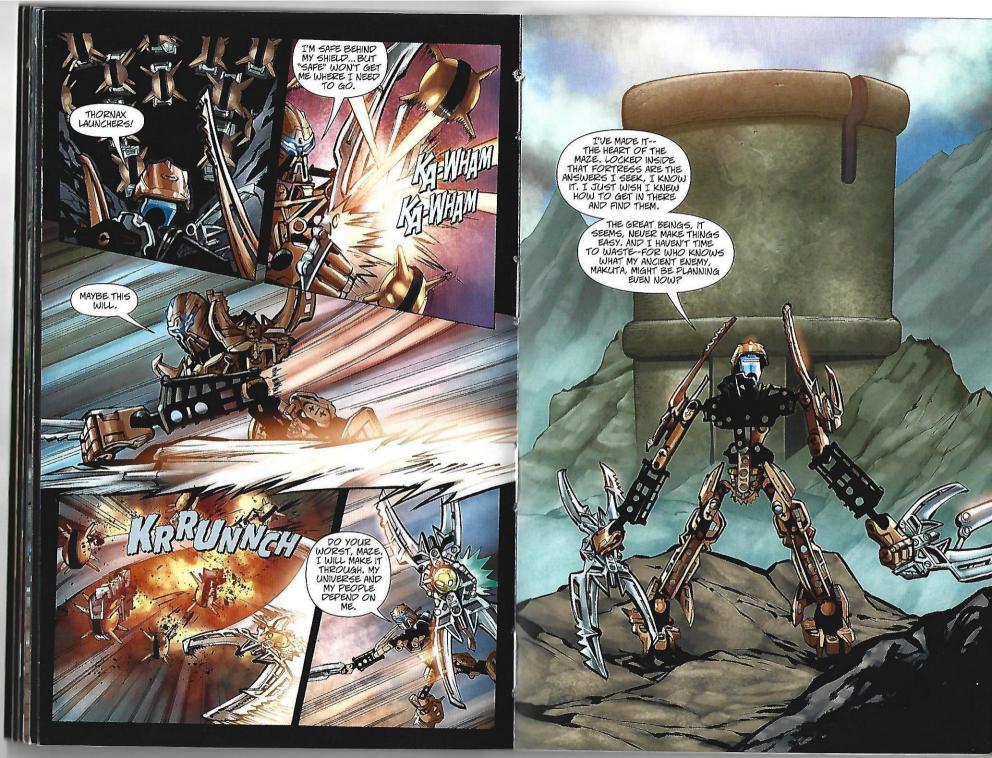














### WATCH OUT FOR PAPERCUT

Welcome to BIONICLE® #9, I'm Papercutz Editor-in-Chief Jim Salicrup with another AWESOME ANNOUNCEMENT. Papercutz is proud to present, not one, but TWO, all-new guides to the BIONICLE Universe! Each guide is a big 6" x 9" deluxe paperback book, with 96 pages jam-packed with facts, figures, charts, maps, diary entries, background info, character bios, and loads of full-color BIONICLE pictures and photos!

But why two guides, you may be wondering? Well, I could say that we here at Papercutz are so devoted to being fair and balanced that we were obligated to publish both MATA NUI'S GUIDE TO BARA MAGNA as well as MAKUTA'S GUIDE TO THE UNIVERSE to present both extremely opposed viewpoints. Yes, I could say that, but the real answer is that I don't have the courage to say no to Makuta! I mean, check out this excerpt from his diary:

"I AM MAKUTA TERIDAX, AND THIS IS THE STORY OF HOW I CAME TO BE THE SUPREME RULER OF ALL THAT IS AND ALL THAT EVER WILL BE IN THIS UNIVERSE. IN THE BEGINNING, THE GREAT BEINGS CREATED A UNIVERSE, FILLED IT WITH LIFE, AND APPOINTED THE GREAT SPIRIT MATA NUI TO WATCH OVER IT. MATA NUI CREATED MYSELF AND MY FELLOW MAKUTA TO HELP HIM.

"FOR THOUSANDS OF YEARS, WE CREATED THE BEASTS THAT ROAM AND SWAM AND FLEW. WE WATCHED OVER THE MATORAN VILLAGERS AND PROTECTED THE PEACE. AND THEN CAME A DAY WHEN WE LED OUR ARMIES AGAINST THE REBELLIOUS BARRAKI WARLORDS, DEFEATING THEM. THEY HAD HOPED TO OVERTHROW MATA NUI AND SEIZE POWER. THAT WAS WHEN I REALIZED THAT THEY COULD NEVER HOPE TO ACHIEVE SUCH A GOAL... BUT I COULD DO IT. I COULD RULE A UNIVERSE!"

Now, could *you* tell such a being you weren't going to publish his book?

Thanks,

JIM

(See the following pages for some excerpts from MAKUTA'S GUIDE TO THE UNIVERSE and MATA NUI'S GUIDE TO BARA MAGNA.)

# SPECIAL PREVIEWS OF BIONICLE® "MATA NUI'S GUIDE TO BARA MAGNA" AND "MAKUTA'S GUIDE TO THE UNIVERSE"

#### VOYA NUI

Voya Nui is the hiding place of the powerful Mask of Life. Once located in the center of a huge continent within the Matoran domes, it was torn free by a massive earthquake and sent rocketing up through its dome and into the open ocean above. It floated for hundreds of years before coming to rest where it was with a small population of surviving Matoran, Axona and Brutaka. Voya Nui was the site of the battles between the Piraka and both the Taa Nuva and Toa Inika. It has since been returned to the land mass it came from.

#### THE PIRAKA STRONGHOLD

A mighty fortress built by forced Motoron labor. This was the headquarters of the Piraka on Voya Noi and housed the crystal vat in which Mokuta's energy form lurked. The stronghold was badly damaged by battles with the Toa Nuva and Toa laika.

#### CHAMBER OF LIFE

A secret chamber beneath Mount Valmai, where the Mask of Life was kept hidden. It was guarded by Axonn, Brutaka, and Umbra. It could be reached by going through a hidden entrance in the Green Belt and descending a staircase with 777 stairs.

#### NUI CAVES

A network of caverns located beneath the surface of Voya Nui. Axonn led the Matoran down here to keep them safe from horm before Voya Nui returned to its native continent. Nektonn could also be found down here.

#### **DESERT OF SORROWS**

A vast, arid expanse near the center of Voya Nui. The Toa Nuva briefly fought the Matoron Resistance here, due to a case of mistaken identity. Gali Nuva was cured of temporary insanity while in the desert thanks to the help of Axonn.

#### MOUNT VALMAI

An extremely active volcono, Mount Valmai is the highest peak on Voya Nui. The Chamber of Life, hiding place of the Mask of Life, rests beneath it. The Piraka once tried to empty the volcano of lava, believing the mask could be found that way.

#### THE GREEN BELT

This strange forest encircled the island, its origin unknown. Some of the Piraka believed the Mask of Life could be found here, and that its power had made the plants grow. The secret entrance to the Chamber of Life could be found here.

#### MATORAN CLIFF VILLAGE

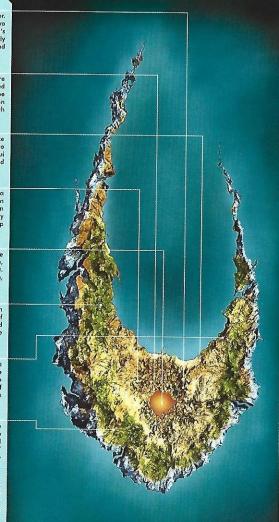
Dwelling place of the Voya Nui Matoran, this village was heavily defended and constructed like a fartress. It was originally intended to proflect the residents from dangerous Rahi. It was the site of the Piraka's ambush of most of the island's population and was later destroyed.

#### ZONE OF NIGHTMARES

A cavern found along the staircase leading to the Chamber of Life. Anyone entering it would see their worst face brough to life. The Pircket faced Irnakk, a legendary monster of their species' mythology, and the Toa Inika were tricked into thinking they had killed the Toa Nuva her.

#### PIRAKA OUTPOSTS

Small guard stations located throughout the island, armed with robotic defense devices called Nektann. They were heavily armored and able to reconstruct themselves. One outpost was destroyed by Toa Nuparu using his loser drill.





ckar is the Prime Glatorian of the village of Vulcanus, a former tournament champion, and a Core War veteran. The oldest active Glatorian, he is a little slower in the arena now but still a fighter worthy of re-

If Ackar had been fighting on a normal schedule, it is likely that his record would be better than it is. But with the exile of Malum and no Second Glatorian to take his place, Ackar has had to fight twice as many matches and fatigue has hurt his performance. For a while, there was even talk of retiring him to a job as a trainer.



Although a skilled fighter, Ackar's biggest enemy in recent years has been himself. Convinced his age was croding his skills, he worried about letting Vulcanus down. He also did not want to be one of those Glatorian who keeps trying to fight long past the point he should stop. But with Malum's exile and some of the best trainees slain by the bone hunters, he saw himself as having little choice but to keep fighting.

Despite this, Ackar remains a great strategist and a brave warrior. When bone hunters threat-

ened Vulcanus, Ackar was ready to do whatever he had to in order to defend his village. He traveled into the wastelands at great personal risk to meet with Malum and secure the temporary aid of the Vorox against the raiders. He also masterminded the defense of the village, setting up traps and ambushes throughout Iron ('anyon to snare the bone hunters.

Later, he joined with Kiina on a rescue mission to save Gresh, Strakk, Tarduk and Kirbold, who were being pursued by Skrall. When the group was trapped between Skrall and Vorox armies, it was Ackar who came up with the idea that saved all their lives and allowed them to make it safely back to Vulcanus.

Ackar's next match was with Strakk in Vulcanus. During the match, Metus brought a newcomer named Mata Nui to watch the fight. Although Ackar won the match fairly, Strakk tried to attack him from behind. Mata Nui saved Ackar and the two formed a friendship. During

a journey to the village of Tajun, Ackar taught Mata Nui some tips on fighting, including the importance of observing an opponent closely to be able to predict his moves.

Following the discovery of the Skrall attack on Tajun, Ackar traveled to Tesara with Mata Nui and others to warn that village. Ackar's presence helped convince Tarix and Vastus of the seriousness of the threat. When Mata Nui left to confront the Skrall in Roxtus, Ackar took charge of the defense of Tesara.

While he is close to Tarix and Vastus, Ackar's best friend among the Glatorian is Kiina. She reminds him of himself

when he was younger - brash, bold, and always ready for a fight. He does his best to keep her impulsive nature and her hot temper in check. but in battle, there is no one else he wants fighting beside him. Although he knows her dream is to leave Bara Magna, he hopes that day never

Ackar carries a Thornax launcher and a flame sword. His original blade was stolen some time ago, but retrieved for him by Gresh and Strakk in a raid on Roxtus.



#### THE MATORAN RESISTANCE

The Matoran residents of Voya Nui originally came from other lands. When their Turaga felt they were not working hard enough, they were shipped to the realm of Karzahni, where they would be "repaired." Unfortunately, Karzahni did a poor job, resulting in the Matoran being smaller and weaker than normal ones. Angry over his failure, Karzahni gave the Matoran weapons and shipped them to the southern continent. They eventually settled in Voya Nui.

When Voya Nui was ripped from its continent and ended up in the outer ocean, the Matoran found they had to struggle to survive in a hostile climate and with limited resources. But survive they did, constructing new villages, setting up their own government, and working together. (At the time, none of them realized the true significance of Voya Nui—that it was the hiding place of the Mask of Life—or that Axonn and Brutaka shared the island with them.)

None of the Voya Nui Matoran had ever seen a Toa face to face. So when the evil Piraka came to the island claiming to be Toa, most Matoran believed that was what they were. Only a handful questioned why "Toa" would be so nasty, destructive and brutal.

When the Piraka enslaved the Matoran population with zamor spheres, only six escaped: Garan, Piruk, Velika, Kazi, Balta and Dalu. They formed the Matoran Resistance, hiding in the mountains and harassing the Piraka. Although far weaker than their enemies, they did have some successes. These included the theft of a zamor sphere launcher from Avak and that Piraka's subsequent defeat by Dalu.

Easily their most important moment came during a major battle between the Toa Inika and the Piraka. The Matoran slipped away from the fight and found where the Toa Nuva were being kept prisoner. They succeeded in freeing the heroes. Later, Velika would make a new air katana for Lewa to replace the one the Piraka had broken.

With their fellow Matoran freed from the Piraka's domination, the Matoran Resistance remained on Voya Nui when the Toa Inika left to pursue the Mask of Life. They are still there now, although the island itself has now rejoined its original continent.



GARAN Onu-Matoran leader of the Resistance on Voya Nui. Garan was a strategic thinker, who was convinced the Resistance could win as long as they worked together. He carried twin pulse bolt generators that fired a ball of energy which grew more powerful the further it traveled. Garan led the mission to invade the Piraka stronghold and rescue the imprisoned Toa Nuva.



PIRUK The Le-Matoran member of the Resistance, Piruk was known for his stealth.

Not terribly brave, he was still extremely loyal to his friends and a very skilled spy. He carried two shredder claws which could rip through solid metal. Piruk learned much of the Piraka's plans by sneaking into the Piraka stronghold and eavesdropping on Zaktan.



BALTA Ta-Matoran member of the Resistance,
Balta was the weapons maker for the
team and one of the most daring of the
group. He stole a zamor sphere launcher
from Avak, enabling Velika to copy the
design, and also led the rescue party for
Garan when he was a prisoner of the
Piraka. Balta carried twin repeller tools
which could block an enemy and strike
back with equal force.



DALU Ga-Matoran warrior of the Resistance,
Dalu was the best fighter on the team.
Her most important moment during the
battle against the Piraka was her
single-handed defeat of Avak. Her twin
chargers allowed her to temporarily
increase one attribute of a target
(strength, speed, hearing, etc.)



KAZI Ko-Matoran member of the Resistance,
Kazi was cool, quiet and secretive. He
was the first Voya Nui Matoran to meet
Axonn and the only one who had an idea
that there might be more to Voya Nui
than anyone knew. He carried twin echo
forks which, when slammed together,
produced a devastating sound wave.



VELIKA Eccentric Po-Matoran Resistance member, Velika was known for his habit of always speaking in riddles and metaphors. A skilled engineer, he created the zamor sphere launchers carried by the Toa Inika as well as the energized protodermisfilled zamor spheres they used. Velika carried twin power carvers.

DON'T MISS BIONICLE® "MATA NUI'S GUIDE TO BARA MAGNA" AND "MAKUTA'S GUIDE TO THE UNIVERSE"!

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- A mysterious stranger arrives in Bara Magna in "A Hero Reborn"
- Smackdown in the Glatorian Arena in "Before the Storm"
- Mata Nui is trapped in a treacherous maze in "Valley of Fear"

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