



Welcome to the Expanded Multiverse Guide, the place to go for the most important story universe basics about the Expanded Multiverse. This is only for things established by Swert, bonesiii, and some others. The [BRC Fanon Collection Topic](#) links to guides for characters, objects, etc. invented by anyone and entered in the [contests](#). That topic also introduces the whole concept of the Multiverse concisely in its introduction, if you haven't read it yet.

We've worked hard to make this detailed, within reason, so right from the start you have a ton of material freely available to use. If on the other hand you'd rather explore the world in the [Cipher Chronicles](#) than read about it in a guide, the series will be written assuming many readers haven't read this guide. Or you could only read the Basics parts of each section; it's your choice. There's also a [Mini-Guide](#), [Art Slideshow](#), [FAQ](#), and a [Wiki](#).

Included at the top is a list of writing rules we will use for the Cipher Chronicles and that anyone can use to write stories taking place in the Multiverse. Such stories can be linked in the [Story Submission topic](#).

This is being provided as a PDF for download, print, or online viewing. Easier for us to edit this way and for you to have it available offline. Other guides that go into detail on specific subjects, especially contest results, are/will be available [here](#). This version includes much contest-winning artwork from several BZP members.

Feel free to post comments/questions/suggestions in the [Discussion Topic](#), or email [bonesiii@gmail.com](mailto:bonesiii@gmail.com) or [swertmastra@gmail.com](mailto:swertmastra@gmail.com).

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(Exactly 100 total pages in this version. **Please ask parents/guardians before printing** such a large document as this with printer/ink/paper they own.)

# Writing Rules

1. All seven main planets have a wide range of possible beings, building styles, plant and animal life, technology, etc. Most of the tendencies for each planet are just that -- tendencies. We don't want to "paint the corners" too much. Many major aspects of the Multiverse are specifically designed to avoid "filling in the gaps"; to allow for as much fan imagination and interpretation as possible.
2. However, there are some exceptions; as written in the guide. For example, since we said that the rulers of Tyrant are all of one species, a newly-invented titan species to be established in a contest, you can't have one be a Makuta. UNLESS you give a very good story reason for a Makuta to be helping the Tyrants rule, for example.
3. Blue = Female rule is a tendency in the EM, for Matoran/Toa/Turaga. Naturally blue= female, but an Element Swap can turn a female Toa of Water, for example, into a female Toa of Fire. Same for M/T/T of Lightning element. Av-Matoran, Agori, and Glatorian, can be any gender (as in official story). There are also non-canon elements and element combos invented by fans that are listed in the FCT [Mini-Guide](#) in the Bionicle Reference Center and on the Wiki [here](#). Which ones are naturally female are listed there.
4. New beings come into being fully formed simply by appearing with a bright blue flash in a random place on the planet they are to live on. Same way everything in the Multiverse originally came into being.
5. There are four types of dimension relevant to this.
  - A. The official/canon Bionicle core dimension (and its pocket dimensions like the [Field of Shadow](#)).
  - B. Official alternate timelines, such as [Tuyetverse](#) or the [Kingdom](#) dimensions.
  - C. Fan-made alternate dimensions -- when you make your own fan fiction taking place in official Bionicle locations, you're creating an alternate dimension, according to Greg Farshtey. Fans are free to do or establish or change whatever they want in their own versions of Bionicle.
  - D. The Multiverse dimension -- no official locations exist here; it's the ultimate fan-created dimension.
6. Any character from the EM can be copied out (via Olmak Effect, but you don't have to explain it) into your own story dimensions.
7. Any character of yours can be said to exist in the EM; just say "they were always there" or have them come newly into being.
8. We recommend avoiding writing in-Multiverse stories about characters other people invented, to avoid contradictions, or being careful with timing if you do. In-Multiverse stories with your own characters are fine of course.
9. However, contradictions of minor details, especially artistic interpretations and minor aspects of events, do not matter. This is because the Multiverse has an attribute called "reality shifting," in which the exact details of things can change depending on the observer or the time via tapping into alternate versions of the Multiverse. For example, if one artist draws the Hapori Tohu head statue on BZ-Koro (as bonesiii did in the Central section), but another artist draws it differently, it's okay. Both interpretations are correct, it

just depends on your perspective, or the time at which the "photo" was taken.

This doesn't play that much of active storyline role, but it fits with the nature of the Multiverse perfectly, and we wanted to toss this in to encourage different perspectives. If you're thinking, "but doesn't this make nonsense of storylines?" the answer is, no -- major events are not affected (except in controlled ways with the mask power of Reality Shifting), there are some downsides to it, and you do not even have to use it, as it can depend on perspective too.

10. There are several major Expanded Multiverse mysteries you should NOT solve in your own stories; we intend these to be revelations in the Cipher Chronicles series.
  - A. Multiverse origins.
  - B. The mysterious energy source mentioned in the origins legend.
  - C. Planet Enigma.
  - D. A super-mysterious being to be introed in the first main story called the Presence.
  - E. How to stop the Olmak Effect's destruction.
  - F. Enlightened tech power source. It's their biggest secret.
  - G. Appearance of King Taa of Tyrant.
  - H. Revolution's identity.
  - I. Hapori Tohu head statue on BZ-Koro.
  - J. Leadership of Central's underground crime network.
  - K. Central's secret money core-stamping process.
  - L. Reason for Tribal's supertree growth.
  - M. Origin of the Coldstone that shattered Shattered.
  - N. Tyrant glowmetal manipulation techniques.
  
11. Feel free to delve into other mysteries mentioned in the Guide or make up your own!
  
12. The major groups as established in the Guide cannot be overthrown in a non-Cipher Chronicles story, but they can be rivaled by any minor group.
 

So for example, you could invent a clan to war against Hand of Faith on Warzone, but they could not overthrow HoF or destroy the Horizon Castle. Those are things that might happen in the Cipher Chronicles.
  
13. Nothing in the EM is canon (except the Tuyetverse Olmak we're using in the origins legend and a few other things listed in the FCT [FAQ](#)). Instead, it is "fanon" -- fan created stuff intended to be freely available to any fan to use in fanfics, etc.
  
14. [Cipher Chronicles](#) series is written only by Swert, bonesiii, and guest writers, by invitation only.
  
15. Anyone may write stories taking place in the Multiverse, or taking place in their own fan-created alternate Bionicle dimension (translation: fanfics in official locations) using EM stuff/characters, and submit links to these stories in the [Story Submission Topic](#).

16. Themed contests in [S&T](#) are the primary way you enter characters, objects, etc. into the Multiverse for listing in the BRC/Wiki; whatever you include in stories you submit does not get a spot there usually.
17. For these contests, there are qualifying rules, and some room for discretion of the Qualifying Judges (bonesiii, Swert, and any contest assistants). Any entry that qualifies according to the judges goes to polls, and is accepted into the fanon.
18. Only the winning entries of the polls for those contests will get used in the Cipher Chronicles storyline.
19. Whatever you submit to the Expanded Multiverse in any way, you consent to give up your own exclusive right to use it. It becomes "freeware" that other people are free to use. If you are not comfortable with that, don't enter.
20. If you use EM characters/stuff/etc. in your own fan fiction (regardless of the setting), all you need to do for credit is cite "Expanded Multiverse Contributors" or the like, preferably linking to the [Fanon Collection Topic](#). You don't absolutely have to cite the specific member that came up with it, though that would be preferable.

## Origins Legend

*A long time ago, adrift between universes...*

*A Kanohi Olmak meets a mysterious energy force, and spawns a multiverse. Seven planets, walled off from each other by glowing unstable Bluespace. A mysterious Eighth World. Seven cultures in a unique realm, some at peace, some in strife, others at war.*

*All of it threatened by the Olmak Effect. People randomly disappear. Copies of them appear in other universes. Objects, homes, whole areas mangled as reality itself bends and breaks. Deaths increasing.*

*All eight worlds -- Central, with BZ-Koro and Wiki-Nui; Industrial; Tribal; Warzone; Shattered; Tyrant; Enlightened; and Enigma -- will soon be torn to shreds by the Olmak Effect. Will a solution be found in time? Can the unraveling of existence itself EVER be stopped?*

*This is the deadly danger of entering this world. Are you brave enough? Do you have what it takes? Dare you be a citizen of the Aethion Expanded Multiverse?*

# Aethion

## Expanded Multiverse

AY-yeth-EE-ahn

Name created by: Lloyd: the White Wolf

### Basics

The Aethion Expanded Multiverse is a noncanon world populated by the creativity of fans, through a series of contests in the S&T forum division of BZPower. Everything in it is intended to be freely available for all fans to use in their own fan fiction, roleplaying, games, comics, art, etc.

In other words, "fanon."

To spice it up, Swert and myself (bonesiii), and perhaps guest writers by

our invitation, will produce an "Adventure Mystery" storyline series, called the Cipher Chronicles. All seven known worlds are facing the threat of the Olmak Effect, as the Origins Legend above says. Team Cipher must solve the mystery of how to fix this problem before the entire Multiverse is destroyed, and solve the major mysteries of the Multiverse along the way.



The Multiverse consists of eight total planets, each with its own theme, separated by unstable blue-glowing regions of spacetime called Bluespace. Seven planets are known to be populated; the eighth is a total mystery.

Aethion was spawned from the [Kanohi Olmak](#), the mask of Dimensional Gates, from [Tuyetverse](#) (used with Greg's permission). It had been left floating in the "space between spaces" -- between dimensions -- where it came into contact with a mysterious energy source. The eight planets, their themes, inhabitants, cultures, etc. came into being, and the Olmak was split into 42 total fragments.

These fragments are now inside Olmak Totems, six on each of the seven main planets, which enable teleportation between worlds. The Bluespace cannot be traveled through; matter that touches it disintegrates. There are also, however, Cargo Stars; orbiting satellites that allow objects only to be teleported.

Most planets have a single continent surrounded by ocean. Each is a radically different "alternate version" of the others. The theme of the planet is identified by the English nickname, usually used to refer to the planet. They also have Bionicle-style names chosen in a contest.

The currency of most worlds is three sizes of a transred Gem, with orange and yellow specks in it. Many people on the six main worlds own communications and tool robots called Gadgets with two-way [videoscreens](#) and robotic legs and arms. Various vehicles, building styles, and objects are possible here.

Most worlds have a wide variety of beings, especially [Matoran/Toa/Turaga](#) and [Agori/Glatorian](#). There are also many new species, some related to official species like Matoran, some brand new, some similar to [Rahi](#). All eat food the way Agori (or Rahi) do, though M/T/T can also absorb energy as they do officially but prefer eating like humans for the taste. All are made of [protodermis](#) here (even A/G), and the vast majority are biomechanical.

This guide includes a ton of important basics, but we have designed the Multiverse with the specific intent to allow as much fan imagination and interpretation as possible. Tons of characters, species, etc. could exist here; we want to avoid ever establishing exactly how many, etc. Also the science fiction phenomenons of the Olmak Effect and Reality Shifting allow for even more fan interpretation, as part of the very physics of the Multiverse itself.

### **Name Meaning**

The following is quoted from the [Results Topic](#) of the [Name the Expanded Multiverse](#) contest:

"Universe of Aether." Aether (or ether) is sometimes said to be the substance of the fabric of existence, and this is a multiverse in which the fabric of its existence is messed up. In its unstable regions, which act like walls between the planets, this fabric is visible as glowing light blue areas. Same for when an Olmak Effect anomaly appears; the area affected glows light blue.

## Aethion's Origins

Short answer -- it's a mystery.

It is known that the Kanohi Olmak from Tuyetverse that Toa [Takanuva](#) left floating in the space between universes came into contact with a mysterious energy source. Greg Farshtey has given permission for us to use that actual mask. What that energy source was will be explored in the fanon series.

The Multiverse is a unique kind of alternate universe.

Normal alternate universes come into being all the time officially; when a choice is made, there is an alternate dimension in which that choice was not made. The Tuyetverse was one such universe. Copies of the characters from the main story dimension exist in the alternate one, but the different events affect who they become.



But in the first moments of the Multiverse, bits and pieces of ideas, locations, characters, etc. from the main dimension, and others, were copied and mixed and matched in myriad ways. As a result, new beings came into being, many quite different from official individuals. Some were new members of existing species such as Matoran, Toa, Agori, etc. Others were totally new species. Most common types of beings or objects that exist in the official Bionicle story exist in Aethion. No official characters were copied.

Each of the eight planets is also partially an alternate version of each other, with major differences, fused together in one universe. The Multiverse came into being with planets and beings fully formed. Nobody remembers those initial moments properly, but they have a general sense that they all felt like they had histories that were generated as part of the origins, even though they had not actually lived before this. They all knew the names of their worlds and most of the basic ideas of them instantly.

The Expanded Multiverse is 500 years old at the beginning of the Cipher Chronicles series.

Time flows much faster there compared to the main Bionicle dimension, much like the [Kingdom](#) dimension; only a few months in official time have gone by in those 500 years. Though, the inhabitants can't tell the difference.



## The Olmak Effect

This is a key part of the physics of the multiverse. It has four main points:

1. It allows you to use any character, object, or whatever from the EM in your own fanfics (written stories, RPGs, games, comics, whatever) with an actual storyline explanation.

The Olmak Effect uses a modified version of the official alternate-copying effect, so beings who live inside it are often randomly copied. These copies appear in other universes (such as the universes of your fanfics). They quickly forget they are copies and get their own histories in the other dimension. They remember living where they are their whole life, and those around them remember them too. The original remembers seeing a copy in front of him or her for a moment, but doesn't understand it usually.

No copies appear in the Multiverse itself; you can copy characters *out* of the EM, but not *in* it. (You can also use characters from your own story universes as EM characters, especially on Central, and just say they were "always there".)

2. Explains how new characters come into being in the EM; basically they spawn randomly, though only when someone else has died, so overpopulation isn't an issue.
3. A commonplace trouble element, in which people can get randomly teleported from one world or area to another. This can place people in trouble, which can make for a plot basis (like teleportation Castaway).
4. A deadly force to be reckoned with that is slowly destroying the entire multiverse, as the central conflict of the CIPHER Chronicles. Objects and even whole areas are being bent and destroyed by it -- usually not in villages/cities, but they are becoming more common.

The Olmak Effect is so-named because of the legend that a Kanohi Olmak spawned the multiverse. That's a mask of Dimension Gates; [Brutaka's](#) mask. The effect gets stronger when two or more Olmak totems are brought closer together; more on those below.

When an Olmak Effect anomaly occurs, this is what happens.

First, you see what appears to be a ripple in the air, moving along randomly, slowly. Then, it starts to glow blue. This glow spreads, and you see stronger visual distortions. Soon it is shining, and often powerful bolts of lightning burst randomly from it. In its center, through the shining blue light, you see flashes of other Multiverse locations, which tend to stay in one place only for a few seconds. Around the anomaly and in it, there are areas of brighter light that randomly appear and disappear.



This moves along. Any large matter it moves through is mangled; bent, twisted, broken, shattered, etc. (such as buildings). Smaller objects may be pushed around, such as beings, instead of being harmed directly.



Any beings or objects that reach the center are teleported to the other Multiverse location (that the OE connects to at that exact moment). These locations tend to be on the same planet, and nearby, but randomly you can appear anywhere on any other planet.

A being who goes through an anomaly, whether teleported or not, is subjected to a high amount of dangerous energy that is violently whirling around in a randomized, complex 3D spatial energy version of a tornado. They can be severely weakened, suffer memory loss (varying levels of it), and for a while they tend to be disoriented or dizzy. Anyone even nearby can be struck by the lightning, though this usually doesn't kill biomechanical beings as the electricity channels through the armor more than the biological components, but it can knock you out.

While inside an anomaly, time appears to flow wrong. You might see everything around you seem to come to a standstill, and you yourself seem to move slowly, yet your mind is not affected. Randomly, you might see things outside the anomaly move very rapidly, while your mind feels slowed down.

You also tend to see several reality shifts around you, though others not inside the anomaly usually don't. These reality shifts are accompanied by an appearance of sparkling ripples in the objects whose reality shifts.

Gravity also tends to be highly distorted inside an anomaly. Down can be up, sideways, moving around, etc.

If you come into contact with the random very bright areas, you see a copy of yourself appear in front of you, usually facing you. Within seconds, the copy is enveloped by a dimensional gate to a different dimension. You see a brief glimpse of that dimension, then the gate closes.

Sometimes you are carried along by the anomaly's gravimetric effects until it dissipates, without going through the central gate. If you do go through, you appear at the destination with a flash of light, and there's usually no corresponding anomaly there. If you don't go through and are carried along, the Olmak Effect usually reaches its strongest point, then rapidly fades away.

When it fades, everything returns to normal and you are set down.

Rarely, and mainly when a planet is lacking its normal number of inhabitants due to recent deaths, new beings randomly spawn near OE anomalies. In that case, they simply appear with bright flashes of light. Sometimes this happens without an anomaly present at all; it appears to be a result of both the Olmak Effect and the Bluespace above the planet. Thus it is believed that if the OE was brought to an end, new beings could still come into being.

Also, since the Olmak Effect is a lesser version of Bluespace (see next section), it can randomly cease acting as a dimensional gate and instead turn into a matter disintegrator field.

When this happens, the energy stops whirling and instead appears to radiate from the center and crackle with electricity more than normal. Matter that gets enveloped disintegrates into energy, disappearing into the anomaly. This effect thankfully is usually *very* temporary -- on the order of split seconds -- and the anomaly returns to the dimensional gate type.

## Bluespace

Each of the eight planets is separated from each other by translucent glowing walls of unstable space. These are called Bluespace Walls, or the Bluespace Ceiling.

Matter that enters these walls is vaporized, and the vapor is absorbed into the energy of the bluespace. It is so-called because it glows blue. The Olmak Effect is an extension of this bluespace; it is bluespace that appears temporarily on the planets instead of in their skies.

The walls only partially obscure each planet from the sight of the other, since light passes through, though with distortions. However, the walls around Enigma, which lies in the center of the arrangement of all the planets as seen in the EM logo, glow so brightly all you can make out is the spherical shape of the planet.

Note, the walls extend spherically around each planet; the 2D wall depiction in the logo is merely intended artistically. There's no way to go around it.

## Olmak Totems

These are the primary method of travel between the seven main planets. Because of the bluespace walls, travel between worlds is impossible by normal space travel. Each totem is made of painted wood, and contains one of 42 total fragments of the original Kanohi Olmak. Thus there are six totems on each of the seven main planets, one to take you to each of the other six main planets.

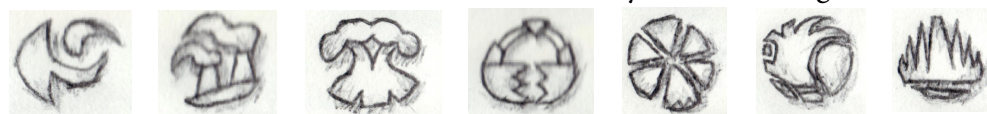


Each totem works much like a Harry Potter portkey. You touch the totem for the world you want to go to, and will it to activate (like a Kanohi mask). Then a flash of bright blue light -- same color as the bluespace -- teleports you to that world. You appear next to that world's totem for the world you came from. The totem does not teleport with you.

These are the single most valuable objects in the Multiverse, and each planet has its own way to handle them. Usually they're not something you can just walk up to and use.

As said above, the Olmak Effect gets stronger the closer the Olmak totems are to each other. So most of the planets try to keep them as far away from each other as they can. However, this fact has also led to the theory that if you bring all six together, and if you can survive the violent spatial distortions that result, you will be teleported to Enigma. But none who have tried it have ever returned (until Toa Zuruk claimed to, see p. 79), so nobody knows the truth. Most inhabitants of the Multiverse scorn any who would dare try such a thing.

There are seven symbols painted on each Totem for each planet, seen here in the normal order; Central, Industrial, Tribal, Warzone, Shattered, Tyrant, and Enlightened.



There's a useful summary of Olmak Totem connections in the Objects section (p. 86); sums up what is said in the planet sections about which Totem connects to where, including local area or organization, etc. and is color coded for ease of understanding.

## Cargo Stars

The second method of transport between worlds, reserved only for cargo, doubles as the artificial star system for six of the planets. The entire Expanded Multiverse is contained within what you see in the logo; there is no sun. In the earliest days of Aethion, the planets were lit only by the glowing bluespace.

But Industrial soon developed the idea of putting a shining satellite into space, tapping into the bluespace as a power source. They contracted this with the other worlds, except Enlightened, which uses its own system, and obviously not with Enigma.

After that, they experimented with a communication system that sent light energy through the bluespace, using multiple signal beams that compare each other and remove inconsistencies caused by bluespace distortions.

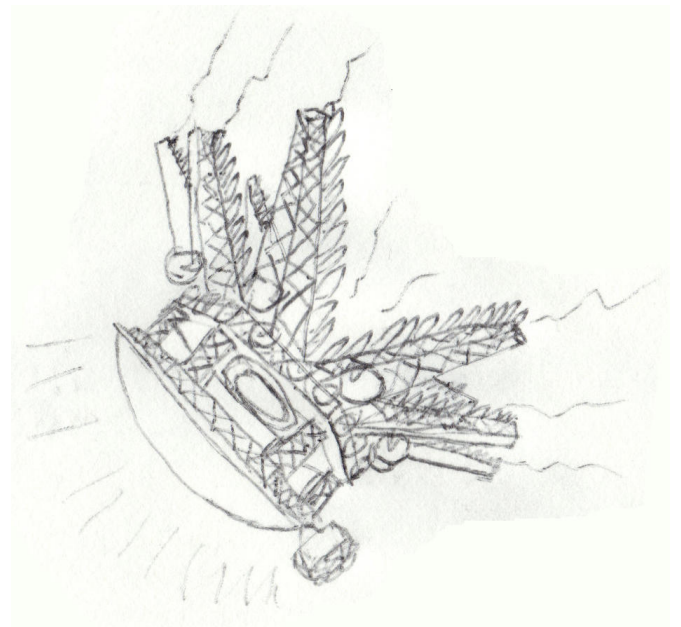
Finally, they turned this communication system into a teleportation system, beaming matter as energy through the bluespace to the Cargo Star for another planet. The risk is too great for beings to be allowed through, though it's theoretically possible. Robotic spaceships carry cargo up from one planet, and enter the Cargo Star on the side. They park on giant teleporting platforms and send passcodes to a control computer, then they with their cargo are teleported to the destination Cargo Star.

Only a very few people are authorized to use the Cargo Stars; these are the ones who know the passcodes. These individuals are under contract to the Industrial company Experimental Industries, which owns the rights to the Cargo Stars. They use robotic spacecraft from the other main Industrial company Phantoka Motors, or from Lake Aerospace in Shattered, however.

All of the above was part of the original concept for Cargo Stars, but it took many years before the actual cargo aspect of it was established safely enough to use, and it was not known originally if any of it other than the shining part would work.

Each of the Cargo Stars is at a standstill in space, anchored with forcefields to the nearest bluespace. Since the planets revolve, they see the satellites rise and set like suns. Also, since the Cargo Stars are perfectly still with respect to each other, the risk of signal degradation is minimized.

See Objects section entry on this for the details on Cargo Star working parts.



## Gender Rule

This is a rule with an exception; see next section. Naturally, of the canon elements, only the [Water Element](#) and [Lightning Element](#) members of Matoran/Toa/Turaga and related species can be female, and they always are. Naturally, [Light Element](#) members can be either gender. Agori/Glatorian can be either gender. Etc. The natural system works just like in the official story. (There are other EM elements, listed [here](#).) However:

### Element Swapping via Element Key

A very expensive, difficult, and somewhat dangerous procedure that's possible in the Multiverse for elementally-associated beings is to swap their element for another element. This is possible only for Matoran/Toa/Turaga, and related species.

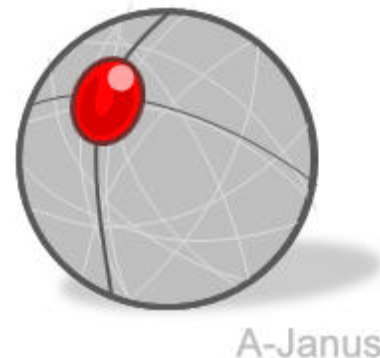
To swap your element, you need to have a special device called an Element Key from Experimental Industries. This contains an Element Stone, which is similar to a [Toa Stone](#) except it is charged up with the elemental energy in question (instead of Toa energy), and is covered with silver-colored protometal tech that guides the process. About the size of a softball. A silver [Zamor](#) sphere could represent it in MOC form.

It works by causing bluespace to alter you, and is powered by bluespace energy, thus you need to be near either an Olmak Effect anomaly, or fly up into space near the bluespace walls between planets. Since the former method is unpredictable and both are dangerous, it is rarely done. However, the Olmak Effect is becoming more common, so the procedure is too.

After swapping, the Key is now charged with elemental energy of your previous element. The effect is permanent if you never reverse it, but it is no harder to reverse it.

It serves two main purposes:

1. A plot possibility; for example in the fanon series a Toa who's sent on a mission could bring along an Element Key and swap elements to deal with specific situations.
2. To allow for males and females of any element.



A-Janus

### Gemsand, Gem, and Orb Currency

There is a single common currency that is shared by all the planets, except Enlightened. However, Tyrant also uses its own currency among its own culture; it only uses this currency for trade. This currency is made out of a valuable stone called Protogem, mined and stamped with secret technology on Central.

Protogem is translucent red, with reflective specks of metallic of orange and yellow visible inside. It is made into both Gemsand grains and larger Gems, both fully polished. It is fairly lightweight and very strong, though not very close to protosteel's strength.

Each grain is larger than a grain of sand, enough that you wouldn't have much trouble seeing it, but small enough that you can carry bags of a large amount of it.

One-hundred grains is worth One Gem, and can be traded in for one in various places. This is a larger gem about the size of a golf ball. The equivalent Gemsand amount for one Gem is quite a lot larger than a Gem, so carrying Gems for larger amounts is efficient. Both of those types are usually carried in milk-gallon-sized pouches.

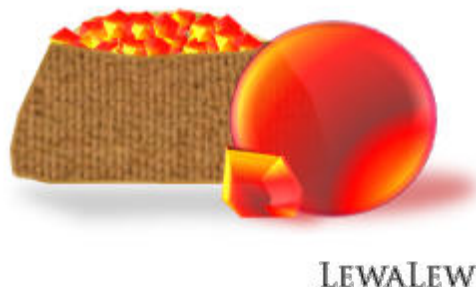
For 100 Gems, there is a larger type of Gem called an Orb. Each is about the size of a soccer ball. They are large

enough that to carry very many of them you need a vehicle, and preferably a well-armored or guarded one. These and large amounts of Gems are usually transported in boxes.

There are Gem Banks all over the six planets, except Tyrant, where there are only a few banks limited to the ruling species. They try to stay well-guarded, but bank robberies do occur. Usually Gem Bank robbers don't get away with much, as higher amounts = large weight and size, but sometimes they too have vehicles.

Not factoring for inflation, this is the rough comparison to American money:

- 1 Gemsand = 10 cents.
- 10 Gemsand = 1 dollar
- 100 Gemsand = 1 Gem = 10 dollars
- 10 Gems = 100 dollars
- 100 Gems = 1 Orb = 1,000 dollars
- 1,000 Orbs = 1 million dollars



In general, to convert Gems to dollars, multiply by ten. To convert dollars to gems, divide by ten.

In MOC form, a red [Zamor](#) sphere from [Nuparu Inika](#) would suffice to represent an Orb, and translucent round one-stud LEGO pieces could represent a Gem. For Gemsand, you could use translucent round cake sprinkles or the like.

### Blue Grime

Another major Industrial invention, this is a black gel that glows blue in shifting patches. It is what results if you take bluespace energy and materialize it -- solid spacetime energy. This is done on a daily basis on Cargo Stars; robotic cargoshuttles retrieve it.

It serves three main purposes, all of them very expensive, so cheaper alternatives are still common.

1. Has very little surface friction, so it's the best machine lubricant around.
2. If you hook wires up to it, it generates electricity like a super-battery, slowly shrinking as power is used up.
3. If you send a massive electrical shock through it, it is a very powerful explosive.



It's used in the latter two ways to power spacecraft -- one as an electrical power source and the other as rocket fuel. It's also used in demolitions and the like.

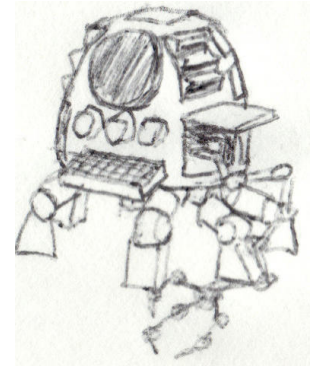
VEQ

## Gadget

The simple name for the standard multipurpose communication/robotics devices designed using [Metru Nui telescreens](#), buttons, crystal memory and processing inside, and coded radio transmissions (sent between worlds via Cargo Star), produced by Miscellaneous Enterprises. Basically they are the Bionicle version of iPhones, combined with Inspector Gadget or R2-D2 style arms, legs, and various tools. Primary use is as a 2-way videophone, similar to the devices in the Scifi Channel show Warehouse 13.

Also works as a snapshot or video-recording videophone. Can be a voice only phone (for example the Tyrant King could use it this way). Can also access a simple shopping internet from Industrial to order things, or access similar databases, etc. Music, weather reports, and other things are available through them.

They are roughly spherical, about the size of a basketball, with an array of small legs around the circular base, and with small R2-D2-style arms of various kinds, including an extendable camera. Instead of a small lens camera, the circular videoscreen on the front serves as its primary camera. A few control buttons and a slide-out keyboard are under the screen.



Have simple clockwork brains designed to make them follow their owners around and obey simple voice commands (like "stay", "come", "jump onto table", etc.). The robotic arms come with a variety of everyday tools attached or attachable. There's also a wide variety of different models available, different ones with different ranges of gadgets, since not everything possible will necessarily fit on a single robot. Gadgets are the pride and joy of Miscellaneous Enterprises. Their robotic legs and arms are usually built by Phantoka Motors, however.

## Reality Shifting

This is a strange phenomenon that occurs throughout the Multiverse. Minor details of things can actually change in reality, depending on the time or the observer. This seems to occur by the light rays from alternate dimension versions of the Multiverse "showing through" timespace into the "real" version of the Multiverse. These shifts are accompanied by an intense rippling effect and random sparkles of light.

The most common type of Reality Shift is in the style of buildings, objects, etc. The standard example is, if two artists draw the Hapori Tohu head statue on BZ-Koro, and draw it in two different styles, both are valid, because different characters in different moments of time might actually see the different styles in a Reality Shift. It's possible for certain characters to always see the statue in one style, and others to see it in a different style.

Minor events may also be affected, but this is rare. In this case, two writers might have events happen in the same location, at roughly the same time. Reality Shifting can make both able to occur, and even overlap in time, with characters involved in one not knowing about the other, temporarily. Prior to and after the events, the whole area would experience the rippling and sparkling effects, though probably not mentioned by either story, and all who were there would remember both events happening one after the other once it's over.

For brief periods of time, a single character can even be in two places (nearby) at once if they are in both stories, or doing two different things in the same place, and afterwards would be merged into one being, remembering both events. This is the rarest kind of Reality Shift.

This phenomenon is not intended to act as Deus Ex Machina; so no random reality shifting to magically save the day, but as an explanation of contradictions caused by multiple authors/artists etc. creating their own interpretations of the Multiverse. Essentially, the Multiverse has room for different perspectives on it. It will not play a major story role in the Cipher Chronicles, and it cannot affect major events. It is usually not directly connected with the Olmak Effect; though someone going through an OE anomaly may personally witness several Reality Shifts around them. It appears to be related more to the Bluespace above the planets.

Reality Shifting has actually gotten sliiiiightly less common over the 500 years of the Multiverse. The rate at which it becomes less common is difficult to measure as it can depend on perspective, but some scientists think it will eventually disappear naturally, while others say the lessening is a side effect of the worsening Olmak Effect and should stabilize or even become more common again if that emergency is solved in time.

There are some exceptions to the "no major influence of events" aspect. One is as a danger to certain powers such as intangibility. You don't want to be walking through a wall when a Reality Shift changes it. Armor has been known to fuse to the wall in such cases, especially if the wall gets slightly thicker. This usually isn't fatal and you're freed by the next Shift, but if you're walking through, for example, a thick castle wall, and get stuck in the center, you could suffocate to death. And if you're in battle the last thing you want to be is stuck. (In such cases, you generally stay intangible, but while you're stuck enemies could surround you and wait. Also if it lasts long enough that you lose focus on the mask you would be physically merged with it similar to what happened to one of the Toa Metru once, and tangible.)

Another is the Kanohi Mask power of Reality Shifting, which harnesses the phenomenon in ways that the user can influence. See that power under the Mask powers section of Objects below.

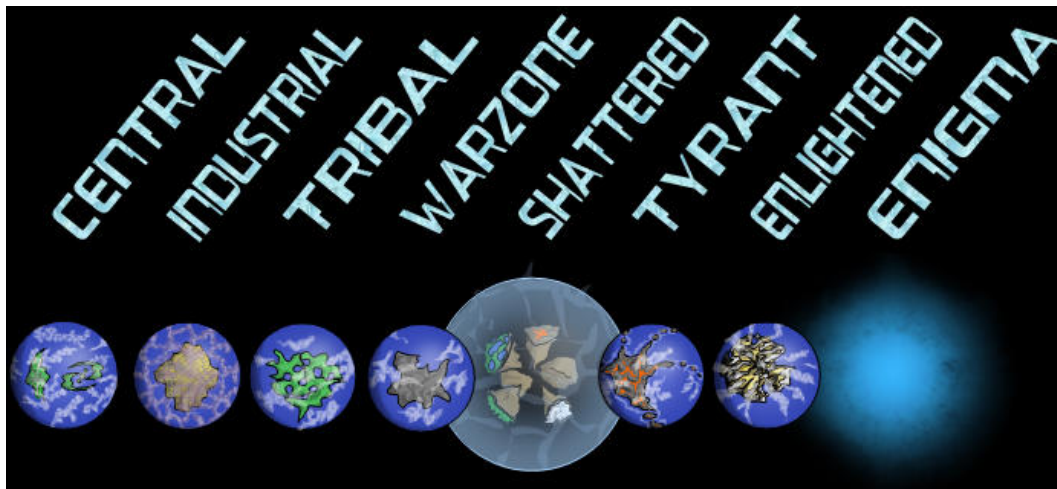
### Team Cipher

This team of unusual individuals is formed in the first story. Their ultimate goal is to heal the Multiverse of the Olmak Effect before everything is destroyed. Along the way, they need to decipher the mysteries of the Multiverse. The fanon story series, Cipher Chronicles, is named after this team. We plan to have five "seasons" of ten to twenty episodes each, and then end the series. A series of many contests will span this time.

The team begins to form in the first story when several unique individuals from each of the seven planets receives the Mindtouch. This is a phenomenon attributed to the mysterious unidentified being known as the Presence. This telepathic mindtouch seemed to communicate to them an impression, a very simple idea, yet an idea so big it led to the first plan being formed to tackle the Olmak Effect.

Will they succeed in time? You'll have to, as Greg would put it, "wait and see."





## The Planets

There are seven main planets, and an eighth that is a total mystery. The following bios will each be divided up into sections on these subjects, with the exception of Shattered which has some sections merged:

English nickname

Bionicle name -- from the Name the Expanded Multiverse mini-contest

PRONUNCIATION

Name creator

Status: -- Good/Evil/Neutral/Unknown

Basics -- basic culture, government, geography, weather, economy, etc.

Name Meaning -- from the Naming contest results

Main Species

Geography

Weather

Landmarks

Olmak Totems -- more details; the basic system will be mentioned in basics

Technology

Transportation

Buildings

Government

Economy

Food

Sports

History -- The basic history for Central is shared with the others; the focus here will be what types of things make up the bulk of their memory of history; what they focus on.

### The eight planets are:

1. CENTRAL -- Alarist. With Wiki-Nui and BZ-Koro on it.
2. INDUSTRIAL -- Promathus. Polluted Xia-like manufacturers of everything, sell to highest bidder.
3. TRIBAL -- Atohune. Jungles with rivers and lakes, populated by primitive tribes.
4. WARZONE -- Barrawahi. Barren rocky world with clans that constantly war over resources.
5. SHATTERED -- Clysmax. Planet split into six elementally-themed fragments.
6. TYRANT -- Tanuuk. Volcanic world of poor slaves ruled by elite Tyrant titan species.
7. ENLIGHTENED -- Izumal. Aloof, questionable super-high-tech culture on a silver and gold planet.
8. ENIGMA. Has no Bionicle name. Nothing known about it.





### English nickname: Central

(with islands **Wiki-Nui** and **BZ-Koro**)

### Bionicle name: Alarist

AH-lah-RHIST

Name created by: Advant

Status: Good

### Basics

The main good world, it is comprised of an ocean with BZ-Koro and Wiki-Nui in it. It is mostly peaceful, but with tons of variety and various problems including an underground crime network. Three Olmak totems are in each of the two islands. Many different types of beings live here. The storyline for the Expanded Multiverse will center here. People from all the other worlds visit often, since it is a center of science, commerce, discussion, reference, and much more.

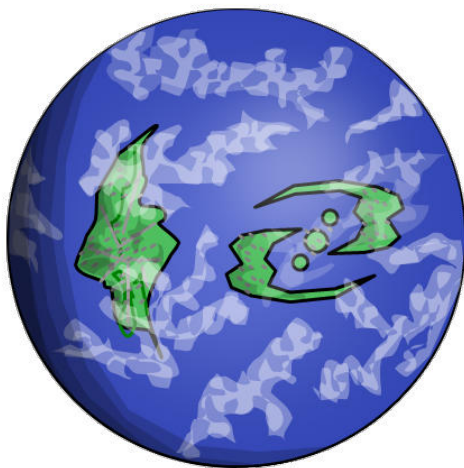
There is also a tiny central island that is the seat of the Alarist Ambassadorial Government (AAG), with ambassadorial leaders elected from both main islands. This will be the home base for the Cipher Chronicles.

### Name Meaning

"For everyone." Taking a meaning from various germanic languages, "alari" means "everyone", and "ist" adds the connotation that Central is "for everyone." This is the world of Wiki-Nui and BZ-Koro, the main good guys in the Multiverse, whose concerns are for everyone's well-being.

### Main Species

Too varied to pin down, but Matoran/Toa/Turaga, and Agori/Glatorian are fairly common.



### Geography

Central is divided up into two large islands, Wiki-Nui and BZ-Koro. Both are moderately forested, with natural plains and artificial roads/chutes and buildings. Wiki-Nui is shaped like the official Bionicle island of [Metru Nui](#). BZ-Koro is shaped like the swirled [Unity, Duty, Destiny symbol](#) of official Bionicle (credit to SPIRIT for that).

Note that Wiki-Nui is thought of as a city due to its advanced [Chute](#) transportation system, and advanced buildings. BZ-Koro is thought of as a Koro -- a village -- due to its less advanced road and dirt path based transportation system and hut-based building styles, even though both islands are roughly equally populated. Also, like Metru

Nui, Wiki-Nui has a large amount of mechanized buildings as well that help keep the city running properly. BZ-Koro includes several Forum Plazas -- ancient-style stone meeting floors shaped like large circles, where ideas are discussed on a daily basis as the primary part of their culture.

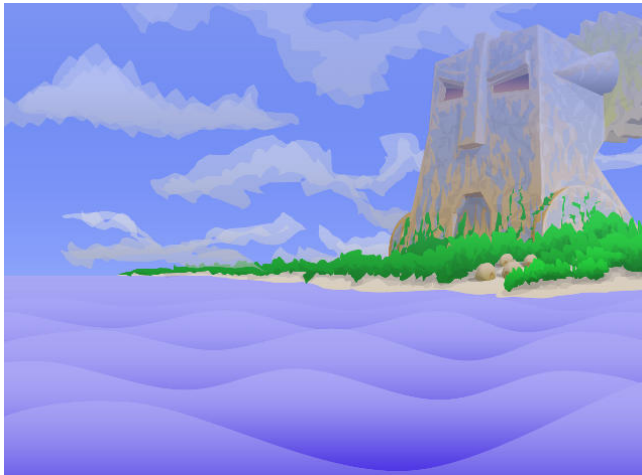
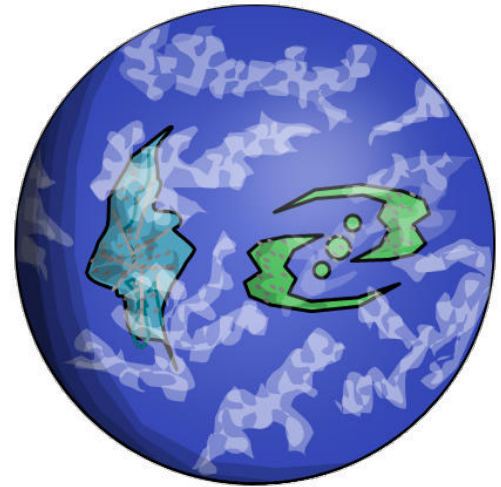
These concepts equate to the Biosector01 being a Wiki aimed at reference, and BZPower being a forum aimed at discussion.

Also note that BZ-Koro is technically five separate islands, but the water between them is very shallow, so it is usually thought of as one island/continent.

Different areas of both islands are devoted to different aspects of reference and discussion.

### Weather

The climate is a mix between temperate and tropical Earth weather. Wiki-Nui's main kind of tree produces a large amount of blue flowers in spring -- and the buildings are colored blue as well. The island appears blue from space during this time -- Blue Spring.



### Landmarks

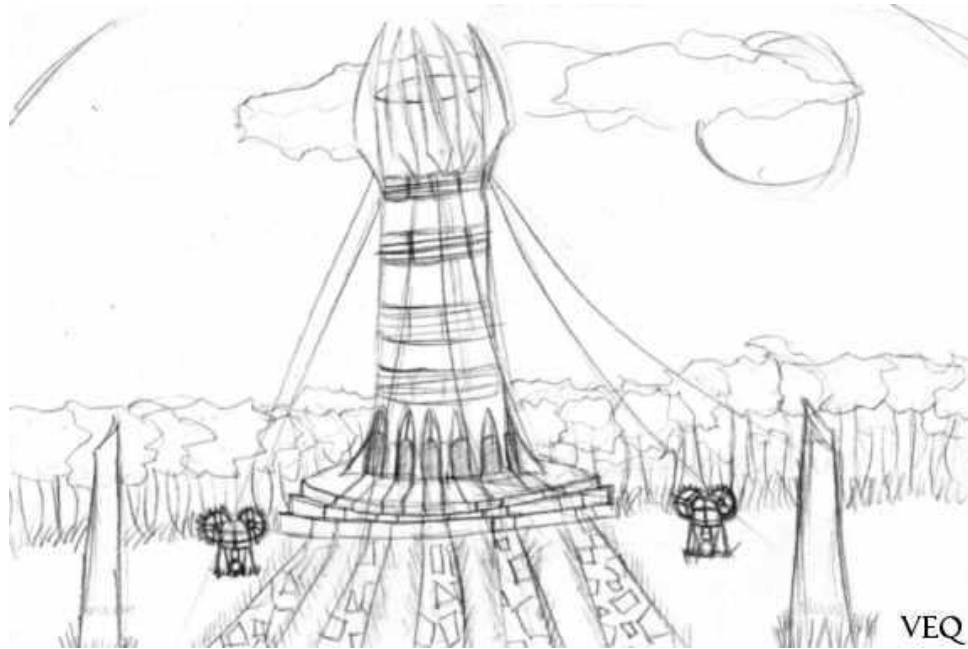
BZ-Koro is known for its massive statue of Hapori Tohu, the guardian spirit of the island, on its central island. It is shaped like a 500-foot-tall stone head, with yellow gears each about three-hundred feet tall. It has a very ancient appearance to it, with vines overgrowing much of its round platform base, and the gray and yellow paint wearing away. The eyes are entirely filled with red protocystal, same kind as Gems. At night, many people claim to have seen these eyes light up, though this has never been caught on a video recording. The platform's

outer edge is inscribed with all the societal rules of BZ-Koro, and competitions are held around the statue.

Wiki-Nui is known for the Museum, a central massive skyscraper, which looks mostly like Metru Nui's [Coliseum](#). The entire island is devoted to reference, but the Museum focuses on the most important and interesting exhibits, and contains Metru Nui style videoscreens that can be used to see and read about exhibits from all over the island. The Museum contains many secret rooms that very few beings are allowed access to. The roof of the Museum has an arena similar to the Coliseum, where competitions are held. The Pumaa Gardens surround it, sponsored by an anonymous donor.



The tiny central island AAG building is also considered a landmark. It is a single, large protometal cylinder, roof surface is shaped like an



advanced version of a Forum Plaza, using technology from Wiki-Nui. Forcefield tech from Shattered keeps weather out of the plaza. Rooms inside it are used for less important governing; one of these rooms will be the hub of the fanon story. Boat and hovercraft transport lines between the two islands pass near it.

Aside from those, several major reference skyscrapers on Wiki-Nui and major forum plazas on BZ-Koro are considered landmarks, though different

people have their own favorites among all those locations. Wiki-Nui also has a major robotic spaceport for the Cargo Stars.

Also, the Interplanetary Teleportation Hubs (ITH) are considered landmarks; see next section.

### **Olmak Totems**

Each of the two islands has three Olmak totems, all inside heavily guarded Interplanetary Teleportation Hubs. Average citizens may use the totems to travel offworld, after passing security checks and paying a fee for the security procedures.

Two of Wiki-Nui's Totems are located near the northernmost tip and southernmost tip of the Metru-Nui-shaped island, and the third is located inside the Museum. Likewise, BZ-Koro's ITHs are located at the farthest points of the larger two islands (on the far tips of the bulges that are closest to the shorter/inner of those islands' narrow tips, NOT on the narrow tips themselves which are closer together), and on the central island.

These are Central's totem locations:

Shattered: Wiki-Nui Museum

Warzone: Southern tip of WN

Enlightened: Northern tip of WN (gets no travel; no ITH)

Promathus: BZ-Koro central dot island

Tribal: West coast of BZK(towards Wiki-Nui)

Tyrant: East coast of BZK (gets little travel; no ITH, but a slave-refugee welcoming and security post)

### **Technology**

Essentially whatever is possible on [Metru Nui](#) and/or [Mata Nui](#) islands is possible here. Anything made on other planets that engage in trade with Central and each other, especially Industrial and Shattered for technology and

Tribal for things like food and spices, can be here too. Also, things from Tyrant or Warzone can be here too, especially traded from the one good clan on Warzone, but officially trade with Tyrant is not allowed; stuff from here tends to filter in indirectly from other planets though. Nothing from Enlightened can be here; they do not give technology to "primitives" as they see all others.

In other words, anything possible in the [Matoran Universe](#) is pretty much possible here. Clockwork robotic brain mechanisms, crystal memory/computing, videoscreens, robotic arms/legs/etc., and especially Kanoka-material protodermis with powers triggered either by impact or electrical shock.

### **Transportation**

Boats, hovering vehicles, and walking vehicles are the primary means of travel shared by both islands. Wheeled vehicles are also possible, though rare. On Wiki-Nui most transportation is by chute, but roads exist. On BZ-Koro it is mostly by stone or dirt road, and between the two islands it is mostly by boat (including ferries for land vehicles) and by hovercraft. Aircraft such as [airships](#) from Metru Nui or robotic cargoshuttles are usually not used to carry passengers (like Metru Nui).



### **Buildings**

On BZ-Koro, they are proto-clay huts, and open-air Forum Plazas.

On Wiki-Nui, they are protometal skyscrapers, with a lot of gear-style machinery running their systems. Many are entirely machines, helping to run city functions and store reference material.

The central governing island is a mix of both styles.

### **Government**

Wiki-Nui is led by characters corresponding to the actual Biosector01 staff; BZ-Koro by characters corresponding to BZPower staff. The central government island is led by ambassadors sent from the two continents, and does not actually hold sway over the governments of the two islands. It serves to handle relations between the two continents and to serve important purposes such as sponsoring scientists, or recently sponsoring Team Cipher.

### **Economy**

Central's economy is based on being the central hub for any industry under the proverbial sun except industry itself, which is focused on, naturally, Industrial. Most companies are based here, though the few based on Industrial and Shattered are larger, in general. Trade and retail are the primary industries Central is known for. Central does not allow trade with Tyrant, or the evil clans on Warzone, however. As such Industrial serves as their central trade site.

Central also has a large amount of scientists. Recently they have begun studying alternate timelines in detail using extremely expensive equipment, and are keeping records of the goings-on in those timelines. (These include official Bionicle story and all fanfics.)

### **Food**

Central has major crop farming areas, and also gets a lot of fish. They are also Tribal's strongest ally (they have

the most tribes allied with them, that is), so get a lot of exotic foods and spices. Food from other places is also traded, especially Shattered Air and Water fragments.

### **Sports**

Various competitions are held on both continents. The roof of Wiki-Nui's Museum is an advanced multipurpose arena similar to the official Metru Nui one, where [Akilini](#) and various sports, games, and contests can be held. BZ-Koro's central dot island has a wide area around the circular platform base of the Hapori Tohu head statue where sports such as [Kolhii](#) and contests are held.

### **History**

For the most part Central's history is the Multiverse's history. The world came into being pretty much as it is, except with only dim blue lighting from the bluespace in the sky, until Industrial invented the Cargo Stars.

At the beginning, the Olmak Effect was not that bad, but it has gotten steadily worse. At the beginning of the fanon story series, a team is formed by Central government to investigate possible ways to counteract it.

There have been various major events in Central History, many tied in with other planets, and they think in terms of these events when they think of history. We aren't planning to establish a "complete list", though we will establish some, so yall may come up with whatever you want, and same for the other six main planets. We're also planning to run a contest that will allow you guys to invent major historical events.



**English nickname: Industrial**

**Bionicle name: Promathus**

Proh-MAH-thus

Name created by: ~~Zarkan~~

Status: Neutral

### Basics

This neutral world has no actual government; it is ruled by contracts with four industrial companies and two unions. It is similar to [Xia](#) in that it sells what it manufactures to highest bidder, including weapons, vehicles, and other technology. Its customers come from any of the other six planets, regardless of affiliation. Its styles are sort of Steampunk, sort of Xian.

### Name Meaning

"Place of production." Derived from "production", and similar to Prometheus in Greek Mythology, giver of fire and scientific knowledge and sometimes said to have built humans out of clay.

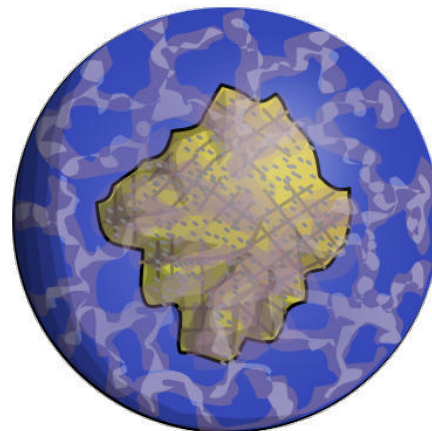
### Main Species

Even more varied than Central, ranging from Matoran to [Makuta](#). [Vortixx](#) are somewhat common here.

### Geography

The single continent is rich in protomineral resources and heavily polluted. It appears covered in yellow ash now, with barely a hint of plant life. Purplish smog permeates the entire planet's atmosphere.

Both are byproducts of the main industrial material, glomosulfur, which is a fusion of two other materials. This strange type of solid protodermis, which appears rust metallic in normal form, permeates all the other protominerals in the continent. Most of their buildings are made of it. When powdered and heated enough, it undergoes a strange reaction that separates the yellow ash from the purple smog. The resulting mix expands, making it a very useful mechanical piston fuel.



The smog is ejected from exhaust pipes, carrying some of the ash with it, which then settles on the ground. The ash is harmless to biomechanical beings, but it kills plants. Excess ash is stored in silos and used for various purposes, such as industrial grinding for larger pieces, and mixed with protowater to grease the machines.

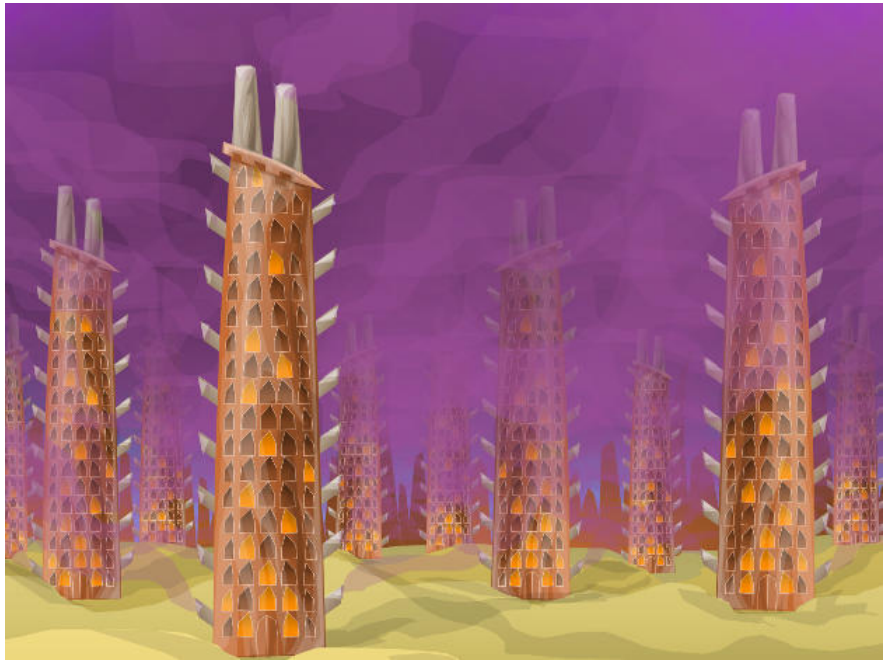
The purple smog rapidly corrodes anything made of glomosulfur, so the ground layer of ash is left to protect the underlying glomosulfur land. Everything from the industrial machines to the structures themselves must be demolished and rebuilt frequently due to smog corrosion. Sometimes a structure lasts as little as a year. Only certain landmarks are made of noncorroding materials, because the building reconstruction requirement drives

prices up, which turns into more profit.

### **Weather**

The purple smog pretty much ruins any vestige of natural weather. It does rain from time to time, but purple extra-corrosive rain. Sometimes this rainfall shortens the demolishing/rebuilding time by a day or two. The air is slightly clearer for a few hours after a rain.

Most of the rest of the time, "weather" consists of purple smog pouring out of exhaust pipes, and yellow dry ash raining down from it, covering the ground like snow. The ash is thick enough that rainfall runoff doesn't cut through it down to the ground glomosulfur except in a few places once every few years, but it does keep the ash from piling too much higher too fast.



Also, if the rain is heavy enough, on the ground it becomes an ash-mudflow flash flood, which can be extremely deadly, as it is much heavier than normal water floods. This happens perhaps twice a year, and it depends on the location. Over time, most buildings have been rebuilt elsewhere, so these areas are generally not inhabited now.

Also, during demolition and rebuilding, ash fills the nearby air. Demolition usually uses Blue Grime placed at strategic points and hooked to high-power detonation wires. The implosions create intense clouds of ash. When the new buildings are being built, there is rapid digging into the foundation areas, which sends up further ash, slowly deepening the foundation bases to make up for corrosion caused to the underlying glomosulfur during demolition, when it's exposed to the smog, and also to remove the old foundation.

### **Landmarks**

The primary landmark is the Stadium, a massive multipurpose arena made of strong protostone, with the arena area itself encased in protosteel and filled with dirt. It features four towering stone spires decorated with a protosteel external support network of beams. Here weapons, vehicles, and other machinery are used in fierce gladiator-style competition.

The headquarters of the six major organizations are each also made of non-corroding stone or metal and are considered major landmarks.

### **Olmak Totems**

One Olmak Totem is owned by each of the six major organizations and kept in their headquarters. The lower levels of these buildings are called ITHs just like on Central -- Interplanetary Teleportation Hubs. Only one totem does not have an ITH, the one for Enlightened owned by the first Union. See the Economy section for which organization has which totem.

## Technology

As the nickname Industrial implies, the factory skyscrapers and production machines are industrial technology much like modern industry, albeit using protodermic materials. They also have a ton of protomineral mines. Those things all use the cheapest technology, which use glomosulfur in the ways mentioned in the Geography section above and relying on clockwork robotics as much as makes sense in a Bionicle universe.

The technology they *produce*, however, ranges from cheap to very advanced, and they do *not* usually use glomosulfur for that. Protometal and other materials are used. The level of advancement ranges from clockwork mechanisms and powered [Kanoka](#) protoderms to advanced crystal computing technology. It all depends on what you're willing to pay.

## Transportation

Just about every method of transportation is used here, including those mentioned on Central. There is a wide pavement highway system crisscrossing the continent, visible from space. Computer-run energy beaming teleportation terminals also exist in various places, also used only for cargo in most cases in case an Olmak Effect anomaly would appear between the transmitters and distort the signal.

There are two big companies, two small companies, and two unions. There are two main alliances of industry, each with one big company that owns one small company, and those two companies use one union.

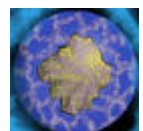
## Buildings

Most buildings are made of glomosulfur; see the Geography section above for the full reasons, but essentially it is the cheapest material on the planet. It corrodes thanks to the purple smog, and all buildings must be demolished and replaced frequently as said above.

Almost all of the demolition work is performed by a company run entirely by a single Av-Matoran character, Kyn, who is the main character of the Cipher Chronicles, and his space-capable hovering demobots (See Characters section). This company is based on the Shattered Fire fragment, where Kyn is from. He uses tactically placed explosives, especially Blue Grime, to implode and collapse the buildings, then the robots, which double as cargo spacecraft, fly the material up through the Cargo Star to Central. Scientists there recycle it into various protodermic materials.

The reconstruction work is done by all workers of all four companies. They have blueprints, but they do it so often they do the whole thing from memory, including the factory machines, using noncorrosive construction tools. They have it down to such a science they complete it in only two days -- one to put up the buildings, the next to get all the factory machines rebuilt.

As mentioned in the Landmarks section above the Stadium and the six organization HQs are made of noncorrosive protostone and metal. Also, the mines use noncorrosive machines, cargo vehicles, and tunnel support beams, though when they wear down these too are replaced instead of repaired.



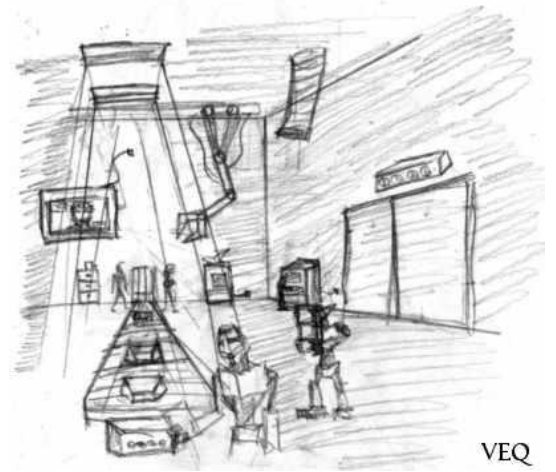
## Government

There is no government-style ruling body. Instead, all "law" consists of contracts with the major companies and unions.



## Economy

The entire Industrial economy is interwoven and symbiotic, despite the main divide. There is fierce advertising competition between the companies, and sometimes under-the-table shenanigans by them and the unions, but for the most part they work together, each specializing in their own areas of production. All of them sell to the highest bidder regardless of motive, allegiance, etc.



VEQ

## Big company 1: Experimental Industries

Specialties: Bluespace-tapping technology, Cargo Stars, Element Keys, Blue Grime. They go for strange but very useful tech primarily, and when such ideas work, they manufacture the results. They also contract experimental projects for the other companies.

Original Slogan: "We ARE Industrial." In recent years they have released a series of perhaps-ill-advised slogans such as "We ARE Perfection," and "We ARE Awesome," which were followed by ad campaigns from competing companies such as "They ARE overrated."

Totem: Tyrant

**CEO: Xalako**

Z AHL-ah-koh

It's believed he was once a male Vortixx, but has undergone so many transformations and been involved in so many experimental accidents, he is no longer recognizable as a particular species. He resembles the official [Karzahni's patched-together mask](#); different parts of his body look radically different. In general he is bulky, with his right eye being a huge blue crystal sphere, five arms on his left side, one massive arm on his right, with short, thick legs and big bootlike feet, and wears a black cape. Colors are mainly black and small amounts of other dark colors like navy, forest green, brown, and dark red (MOCwise 'twould be Metru blue, green, & red, and Mata brown). His name is inspired by the Arabic word for mix.

## Small company 1: Weapons Science

Specialty of weapons includes many Xian-style weapons, and more. They are ahead of the other two companies in getting the results of contracted experiments with Experimental Industries, due to their being owned by them. Slogan: "Boom. Maskshot."

Totem: Warzone

**CEO: Zayna**

ZAY-nuh

A female Vortixx, colored brown and gunmetal. She spends half her waking time inventing new weapons and reviewing proposals from other inventors, and the other half testing them in special testing zones in the WS HQ. Her name is the Aramaic word for weapon.

## Union 1: The Guild

Some nickname it "the G." Their tactics tend to be more rough and border on revolutionary.

Totem: Enlightened (brings zero business).

**Union Boss: Makuta Anaana**

ah-NAH-ah-nuh

A female Makuta with white armor who claims to be a Makuta of Light. The Guild's HQ is guarded by Rahkshi.

Her name is the Maori word for bright or polish.

### **Big company 2: Phantoka Motors**

Specialties: Spacecraft (especially robotic) and Hovercraft mainly; also Boats, Walkcraft, Wheelcraft, etc.

Original slogan: "The spirits of travel." They have had many slogans since, such as "Point A --> Phantoka Motors --> Point B", "Who needs Gukko?", "We eat Gukko for breakfast", "Save the Gukko!", "WHOOOOOOOSH!", "Space Travel for the Common Matoran", and "A bazillion Ussalpower". The spacecraft company Lake Aerospace from Shattered has run a competing ad campaign, "Remember the Pokawi? Avoid Phantoka Motors", after an infamous spacecraft called the Pokawi failed every flight attempt.

Totem: Shattered

#### **CEO: Teknos**

TEHK-nohs

A member of a Multiverse titan species that resembles a bipedal turtle (as in mutant ninja). He is normally slow when walking, but his shell is modified with PM hovering and jet technology, enabling him to fly fast. Has a strong sense of humor. His name is Hungarian for turtle.

### **Small company 2: Miscellaneous Enterprises**

Specializes in various machinery, appliances, tools, etc. Especially Gadgets.

Slogan: "We make what they don't."

Totem: Central

#### **CEO: Okotenga**

OH-koh-TEHNG-guh

A professional Onu-Matoran inventor whose Kanohi is shaped like a mask of [Conjuring](#). Hobby is to collect various obscure trinkets, plant and animal specimens, and artifacts from all the planets to display in the HQ. His name is totally random.

### **Union 2: United Promathus Workers.**

Usually called by its acronym, the UPW. Their tactics tend to be more contract-legality-based.

Totem: Tribal (brings a moderate amount of business).

#### **Union Boss: Ikyuma**

ihk-YOO-muh

A stoic Toa of Iron "superlawyer" who wears a mask of [Sensory Aptitude](#). His name and variations of it mean Iron in various languages.

### **Food**

Industrial gets a wide variety of food sources from every planet except Enlightened, in trade for their products. Fish and small land creatures are caught for food sometimes, but most food now comes via cargoshuttle via the Cargo Stars.

## Sports

Industrial's multipurpose Stadium is just that -- multipurpose. Many sports are held in it at various times. It is most popularly used for a sport named Clash.

### Clash

The basic idea of Clash is to take a gladiator competition, and add weapons, vehicles, and various obstacles. Obstacles are placed randomly on the course by referees prior to gamestart, many of them mechanical and with powers and technological effects. Vehicles and weapons have only two rules attached -- they must not be able to take a forcefield down a certain amount in one hit, and they must not interfere with teleportation powers.



This is because protective forcefields play a major role in the game. Projectiles and explosions are flying everywhere throughout the game, and isn't profitable to risk audience injuries or deaths. Nor is it profitable to lose players to injury or death.

A single high-powered and fast-recharging forcefield wall rings the arena. This shields the audience. Each player is also encased in a skin/armor-hugging personal forcefield projected by special backpacks they must wear. These backpacks also have teleporting tech, which are intercepted by receptors in the Stadium's spires (the only parts of the Stadium not blocked from the Arena by the audience shield).

At the start of a match, every player's shield is set to a very high level. The amount of forcefield power mentioned earlier as the maximum, plus a little bit, is defined as the minimum you may let your shield get weakened to before you become a Loser. Losers must immediately leave the arena and cannot re-enter in that match. The default start level is about three times the Loser amount. Thus, it is highly unlikely that weapons can kill or even seriously injure competitors.

There are two ways for a Loser to get out of the arena.

First, there are bright-red-painted hoverbots with arms, with their own personal shields, that can fly over the audience shield and lift a Loser out. These are called Redbots. This is done assuming their shield is not too low. However, it's possible for a person to be hit by two or more powerful attacks and take down their shields more than normal. These Redbots also serve as the "hands" of the refs, moving obstacles around or replacing damaged ones if the refs so desire.

Second, in case of a Loser's forcefield going down to an extremely dangerous level or even failing entirely, the teleportation system activates (this system is contained within heavy armor inside the backback and is the least likely to get damaged if the backpack itself is hit with shields down). It beams the player to the receptors in the spires, and they are materialized in a medical room (and any weapons they hold are dropped on the Arena).

Because of the danger to teleportation caused by Olmak Effect anomalies, the game must be paused entirely if an anomaly appears within a mile radius of the Stadium and remain paused until it passes or fades. Referees may also signal game pause at any time any of them deem there to be likely danger to the players (such as from multiple converging hits of the most powerful weapons) or to the Audience Shield.

Any number of individuals and teams may enter, during a volunteering week. All players must agree to fight

each other, but refs have the final say on who gets to play in what arrangement.

If more than the amount the refs feel fit in the arena with the setup they have chosen of obstacles and the vehicles etc. brought in by players, then the refs may divide up play into separate matches of different contestants. Also sometimes players may prefer to play only against lower-powered or non-vehicle players if they can't match the best players, and refs may agree to do this as separate matches too. The general rule is, however, that every player must fight at least somebody, and refs may also handicap the better players with weaker shields.

If a day's game is divided up in these ways, the multiple matches are shortened (or attempted to be shortened) by setting all starting shield levels lower by an equal amount at ref discretion. Also, if any matches go too long due to extreme expertise, refs may pause the game and lower all shields by any amount that does not leave only one competitor/team in Contestant status.

Matches are typically begun around noon and are not supposed to go too late into the night -- the audience is comprised of workers, after all. (This is also why the matches are only held monthly; this is the most time consuming sport Industrial has; other sports are held much later in the day and not allowed to go as long.)

There are no Kolhii-esque rules as to balance; everything is determined by players agreeing to play and refs arranging things. Matches may consist entirely of individual players, of all teams of various sizes, or with both individuals and teams. It's theoretically possible to have a huge team of good players against a single novice individual, though the team would be heavily handicapped to basically one-hit-Loserify and the novice would be given more than the normal shield level.

There are especially NO rules limiting what vehicles and weapons you may bring to the table (other than the two mentioned earlier). Refs do not handicap based on weapons, and rarely based on vehicles. If you want to compete, you bring your best.

Individuals may also declare loyalty in-game as a team if both/all agree on it.

Both originally-entered and in-game declared team loyalties are rule-binding for the whole day, and there are penalties for friendly fire. However, a special optional round after normal rounds pits the members of a winning team against each other with no such penalty and no team-up option.

Last player or team standing wins.

When they do so, they are labeled Winners. They automatically win one third of the total ticket sales for the day. Another third is reserved for ref pay and Stadium upkeep (including the Redbots' maintenance and stadium-owned obstacle purchase/repair/replacement).

The final third of ticket sales is split up among contestants based on who wins a short round that follows all other rounds.

### Clash round types:

- Clash normal round -- any number of individuals or teams may freely enter. Winners get a Third of the ticket sales. The rules for this are listed below the round list, and the information prior to this list applies mainly to these rounds.
- Multiple Short Clash rounds -- same rules, but less shield strength at refs' discretion, and the Third is divvied up accordingly.
- Multiple Qualifying rounds -- same as Short Clash rounds except winners then go on to a final normal round as Contestants in which the full Third is at stake.
- Extra rounds may come after the previously listed rounds on agreement of players in question and referees. These rounds are optional but audiences usually demand them. Refs may disallow any Extra round if previous rounds have gone too late into the night.

These are the Extra round types:

- Duel round -- after a team wins, they may choose to split the money equally, or set aside 20% of the Third for the winner of this round, when team members fight each other in a short round. Duel Winner gets 60% of the Third, Duel Loser gets 40%.
- Challenge rounds -- any Winners or Losers may challenge Losers or Winners to a short rematch immediately following the normal round, for 10 percent of the Third if a Loser wins it. Losers may not challenge other Losers.

Terminology note: "Duel Winner/Loser" are distinct terms from "Winner/Loser"; both Duel contestants are Winners by definition, and a Duel Loser is not a Loser, so may challenge with Losers. Also, the word Loser does not carry the connotations as in English; it is a term that applies only to the day. After the game is totally over, Losers are just players who might enter the next game as Contestants. There may be stigma attached to frequently losing with no sign of improvement though.

This is the only Extra round type that can have more than one, in cases such as multiple members of a winning team challenging one-on-one with different Losers or multiple Losers challenging one-on-one with a single winner. They do not have to be one-on-one however, and refs may only allow a single all-together Challenge round if game has gone somewhat late.

It's theoretically possible that all contestants could return for a Challenge round, but very rare.

- Wrecking round -- Only the Winner(s) play in this unique and popular round, not against each other but against any opponent weapons and vehicles left in the arena. The idea is that Losers wager a percentage of the extra Third of ticket sales, which would normally be split among them equally, on the amount of their stuff they leave in the arena for this round.

The round is timed at only two minutes long, and is almost always held even if the other matches run long into the night, since it doesn't take long. The first minute is for Losers to set up the arena

without Winners in at all then leave, the second is for Winners to blow stuff up.

Who wins what depends both on the performance of the Winner(s), and the strategy of placement of stuff by the Losers. Losers also determine where in the Arena Winners begin the round at.

The Winners' goal is to destroy as much of the opponents' stuff as possible and avoid damaging the obstacles (more than they were previously) for a percentage of the extra Third in addition to the Third they already won.

The Losers' goal is to have as much stuff intact as possible at the end of the minute, and also entice Winners into hitting obstacles, both accomplished by strategic placement of their stuff near/behind/against obstacles.

The math of who gets what percentage of the Third is a bit complex, but the short answer is that Winners can earn a bonus, and the Loser who has the most stuff intact at the end of the round gets what the Winners don't. The percentage of that depends on an objective measure of the amount of damaged dealt to whose stuff, as determined by refs (with help of replay cams and the mathematical clockwork brains of the Redbots if needed).

The long answer is that the full Third is not necessarily in play for this round and special rules determine this. The audience members don't usually understand the exact math, and you don't need to either, but here it is for the record:

Losers can opt out entirely, and keep their equal split of the Third. Thus only the money of Losers who enter is in play for this round. Opting-out Losers cannot lose any amount of that money. If all but one Loser opt out, the round is usually not held as that Loser cannot possibly earn more than the equal split and can pretty much only lose money, though if the Loser is feeling strangely generous or wants to make a wager against a percentage of the amount the Winner has already won, it may still be held. Winners don't often agree to such a wager, though. If they do, it is binding.

The penalty on Winners for hitting obstacles works like this. If they hit obstacles, they are given negative percentage points depending on the amount of damage. When they do legal damage, that equals positive points. At the end, negative is subtracted from positive. If total negative is more than equal to the positive, the extra percentage is dropped from negative and the Winners end up with zero bonus. Otherwise, the amount of overlap of negative from positive -- the amount Winners earned but lost before time ran out -- is taken out of play for the round.

This Obstacle Percentage is then split evenly among all Losers, whether they entered the round or not. Thus Losers who opt out typically earn at least a little extra in addition to their Equal Split of the Third; this is called the Obstacle Split. Losers who enter the round but do not win it thus also get a small consolation prize, unless the Winner hit no obstacles at all, which is very rare.

Strategy for this round by the winners varies. Novices sometimes move slowly, carefully hitting only a few opponent things, hitting no obstacles so giving nobody an Obstacle Split. But the bonus they get

from this is very low, it's a good way to get pranked later by the Losers, and besides that it's boring. Audiences generally boo obvious total-caution strategies, though some experienced players can go somewhat fast while avoiding obstacles mostly and audiences don't usually mind this much though there's less suspense that way.

Others just try to fire as fast as they can at as much opponent stuff as they can, hoping to hit a lot, and not many obstacles. They tend to win a fair percentage this way but also give out a lot of Obstacle Splits. Audiences usually like this approach as it's not as boring -- stuff is blowing up like mad. :-P

Most experienced players who understand the math of this round better try to have a balance between the two strategies, and often try to damage the obstacles a lot in prior rounds so there's not as much to worry about anyways. Audiences usually prefer this approach best as it has the benefits of fast action, lots of explosions, interesting strategy, and suspense.

### **Clash Rules:**

1. Clash may be played ONLY in the Stadium, following the monthly volunteering week, and managed by a team of objective referees.
2. Referees that are not objective are unprofitable. Referees should also try to come to full agreement with each other for game setup. Disagreement is unprofitable.
3. The number of players per game (defined as a whole day including all rounds) is determined by who enters. Every player that enters must be given the right to play, barring contract conflicts. However, refs have full discretion to arrange matches and handicap shields as they deem best for a profitable game.
4. Players who disagree may argue their point, but if they object to the refs' final decision, they must either live with it or de-volunteer themselves.
5. Initial main types of rounds are decided by refs for the game setup before the game begins. Extra rounds are done at the discretion of the refs and the agreement of all participants only.
6. All contestants must wear special backpacks that project high-powered personal forcefields and contain teleporting technology, provided by the refs.
7. Any weapons or vehicles are allowed, with the following two exceptions:
  - A. The shield-damaging power of a single hit may not be above a certain level, which Loser buffer is equal plus some extra power, to be set at the discretion of the refs.
  - B. Nothing is allowed that interferes with the teleportation powers of the backpack or spire receptors.
8. Upon the start of a match, all players are in the status of Contestant. The following are the possible statuses -- each status except the Contestant statuses remains in the Status list displayed on Stadium screens for each player as soon as they earn it, and for the duration of the game including all rounds. The Wrecking round does not have statuses to assign.

Possible player statuses:

- A. Loser -- anyone whose shield has gone down to or below the Loser amount, which is equal to the maximum one-hit-damage amount from Rule 6A plus some extra power, set by the refs. Also, anyone disqualified by the refs instantly becomes a Loser.
  - B. Winner -- the last individual, or the last members of a team left when all others have been defeated to Loser status.
  - C. Contestant -- anyone who has entered a match but has not yet become a Loser or a Winner. This status is removed upon becoming either a Winner or a Loser.
  - D. Qualifying Contestant -- if a qualifying round is held, winners of it become Contestants, and losers of this round are still called Losers. This status is removed upon becoming either of those possibilities.
  - E. Duel Winner
  - F. Duel Loser
  - G. Duel Contestant -- This status is removed upon becoming either a Duel Winner or a Duel Loser.
  - H. Challenge Winner
  - I. Challenge Loser
  - J. Challenge Contestant -- This status is removed upon becoming either a Challenge Winner or a Challenge Loser.
9. No player may intentionally fire upon the Audience Shield, Losers, or Redbots. Doing so is unprofitable, and may result in a warning or an immediate disqualification.
10. Gameplay must stop IMMEDIATELY upon the sound of a loud alarm and the vocal warning PAUSE GAME pronounced over the loudspeakers by a ref, and bright flashing red lights on the spires.

Refs may pause the game in this manner at any time if they deem the safety of any being to be at risk, and must do so if they believe a Loser is in danger, or if an Olmak Effect anomaly is detected within a mile radius of the Stadium.

There is a three-second grace period once the sound begins after which the firing of any weapon or motion or any kind, other than standing at attention nonaggressively, results in immediate disqualification. Refs may also disqualify anyone who they believe is intentionally taking advantage of the grace period. Projectiles launched with no stopping power and vehicles already in motion that are immediately begun to be stopped do not result in penalty due to hitting things or people after the grace period.



Gameplay may not begin again until the refs say so. Any ref may pause the game at any time on their own, but the whole group of refs must agree before allowing play to continue.

11. Games begin at noon on the first day after the close of the monthly volunteering week, and end when all rounds are finished and winners of any kind have been given their appropriate percentages of total ticket sales, according to the system established in the Round Types list.

Games should not last past nightfall; refs have full discretion.

12. Killing or injuring players that occurs despite the systems and rules above put in place to prevent is unprofitable. Try to avoid it.

If such things do occur, refs shall judge whether it was intentional. If it was not intentional, no penalty is to be awarded, even for killing. If it was intentional, the culprit is immediately disqualified from the entire game, and handed over to the custody of whichever organization owns the contract rights of the dead or injured player to be dealt with as they see fit.

## **History**

At one point during its earliest years, Industrial had grass and trees much like Central, but by its tenth year they were extinct except in exhibits on Central and in the organization HQs. Experimental Industries was the first company, but the others sprang up soon after, and by the twentieth year the two larger companies had surpassed and bought out the smaller companies.

The rest of its history has pretty much followed the same route as Central, though they mark it by major inventions instead of major events.



**English nickname:** Tribal

**Bionicle name:** Atohune

AH-toh-HOON-eh

Name created by: Xander004

Status: Good

### Basics

This primitive world has jungles, lakes, and rivers, peopled by various tribes led by Turaga. The tribes are made up of mostly Matoran/Toa, with other species present. This is the only other world considered "good" overall, because all the tribes are allied with Central, but there are border disputes and culture clashes often. The trees are very large, akin to [Le-Wahi](#).

### Name Meaning

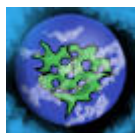
"Primitive land." Related to the word "tohu" in Hapori Tohu, the powerful ruler of BZ-Koro. Since Tribal is allied with Central, the name connection is fitting. Also, "ato" means "thatch" in Maori, which is the style of huts most tribes use here. "Honua" is also Hawaiian for "land."

### Main Species

Elders are always [Turaga](#). Vast majority of other people are Matoran or Agori, but there are some Toa/Glatorian and other beings.

### Geography

As said above, the jungle continent is crisscrossed by rivers and dotted by lakes, and the trees are Le-Wahi-esque. For the most part, it has been left untouched by its inhabitants, who live in primitive thatch huts and have no transportation system other than boat travel. There are natural clearings, and most of the trees are spaced enough that sky is visible between them from the ground, but smaller bushy foliage basically chokes off any easy walking paths through the trees.



### Weather

It rains like mad here. As a result the jungles are humid and wet, and the rivers are massive; the biggest ones are visible from space.

### Landmarks

The continent has a few supertrees that reach past the clouds; these are the main static landmarks. Nobody knows why they grow so tall, as they seem to be the same species as normal trees. Also, the rivers and lakes are seen as landmarks. There are also hilly mountains that are seen alternatively as landmarks or as obstacles, depending on the tribe.

The main artificial landmarks are the Totem Towers; see the next section. There are also many primitive stone statues, similar to Easter Island on Earth.

## Olmak Totems

The people of Tribal see the totems not as teleportation artifacts but as the bodies of Spirits. They store each totem at the platform pinnacle of a very tall, very narrow lightweight wooden tower, with a spiraling peg "ladder" system to get from the top to the bottom. The towers are taller than the average tree.

These towers are moved from place to place, spending no more than a week in one place. This is because they believe that the Spirits get bored looking at the same place for much time. They believe the Olmak Effect is caused when the Spirits get bored -- and thus angry at the inhabitants for neglecting to entertain them.



They have no concept that moving the towers closer worsens the OE, because each tower is usually in the hands of a single tribe, and tribes rarely communicate with each other. Attempts to explain this principle to them have always failed in face of cheerfully oblivious dogmatic references to traditional beliefs, sometime with comical results, other times with deadly serious results.

They also often have grandious (for their primitive abilities) performances in "sight" of the totems to try to appease the Spirits, and decorate the areas where the towers stay for longer periods of time.

They believe that the teleportation ability of the totems is merely further proof that Spirits are at work, granting travel to the heavens. To go to and fro, teleportation travelers must climb up or down the pegs that stick out in a spiral fashion around the narrow octagonal-prism tower.

The towers are carried with two thick, long poles connected perpendicularly to a central pole in the shape of a giant letter H. Machete-wielding Matoran or other beings lead the procession, and others carry the poles. The foliage cut down to make a path grows back within months usually.

This belief is so universal to all tribes, and the totems so revered, no tribe ever wars over them or tries to hold onto them. When one tribe carries it to the edge of its territory, they simply make sure the next tribe's watchmen see them, and set it down. Once the watchmen notify this next tribe, they pick it up and continue on with it to

the next most interesting spot. This is done even between warring tribes.

As a result of the extreme narrowness and lightness of the towers, no beings bigger than a Toa are advised to visit Tribal, as their weight might topple or crush the towers -- at which point they could face extreme dogmatic punishment for what is seen as the worst crime on the planet.

### **Technology**

For the most part they do not have technology. They have mastered the art of thatching huts to make them mostly rainproof, and they are excellent woodcarvers. Most of what they make is extremely simple in terms of practical construction, but decorated with colored paint or cloth.

They especially like to hang colored strips of cloth on the walls of their buildings. The colors vary, but on their borders they plant tall wooden poles with cloth strips of three or more colors associated with their tribes, and most huts have similar poles planted in front of them. Turaga huts are decorated entirely in tribe colors.

This cloth is made with weaving machines, usually built of sticks, using threads from dried leaves of a type of ground plant that is fibrous and doesn't crumble when it dries. It's tan originally. It is dyed with the juice of various berries. As a result, some colors actually taste good and have the misfortune of being a snack of the wildlife... but some are poisonous.

They also know how to make ropes with this fiber. Rope bridges over streams, gorges, and even rivers are fairly common.

Most of the Tribe's Turaga and elites have random pieces of technology from other planets. Turaga especially tend to have Gadgets that link to the Cargo Star telecommunication network, so they can arrange trades for various things offworld. These trades are almost always conducted with a UPW representative on hand, since UPW owns Industrial's totem for Tribal.

### **Transportation**

Tribal inhabitants travel on foot for everything, except when it comes to the rivers and streams.

For that, they use carved wooden canoes, painted in tribe colors usually. The canoes are typically light enough to carry short distances when necessary.

While their planet does have a Cargo Star, there is no actual spaceport for cargo craft to land. From time to time a tribe's Turaga may arrange for cargoshuttle trades, usually with a representative coming through the totem portal.

### **Buildings**

As said above, they use thatch huts, colored tan, decorated with hanging strips of colored cloth. The huts are "rain resistant" -- a drop or two every few minutes might get in during a heavy rain.

### **Government**

There is zero centralized government on Tribal. All tribes are ruled absolutely by their Turaga, though the



Turaga also must live with the villagers, so there is a psychological check-and-balance. Most Turaga act in what they believe is their tribe's best interest. Some tribes are warlike, some defensive, but all have regular battle training. They also have border watchguards.

### Economy

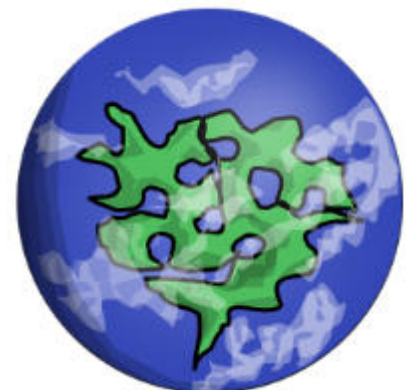
Their economy is very barter-based, but they do use Gems and Gemsand. Extremely few Tribal individuals own even a single Orb, though tribes often have heavily guarded huts storing several Orbs earned in major trades offworld. Rich is the Turaga who has Orbs laying around his hut like official Mata Nui island Turaga Vakama had jewels laying around.

### Food

Tribal grows most of its own food locally. Each tribe farms for itself. They have some of the best food in the Multiverse, thus it is their primary export.

### Sports

These consist primarily of no-killing-allowed Sparring matches between tribe members. Often use wooden sticks instead of normal weapons, and losing is determined by if the stick breaks; this is called Stick Sparring, and tends to be the most intense kind of Sparring as there's little risk to the contestants.



### History

They have had numerous territorial wars, disputes, and raids, and they think in terms of the most major of these events. Which events are most major depends on what tribe you're part of and what other tribes you're near, as historical memory in each tribe rarely extends across the whole continent; not even close. If two faraway tribes had a horrible war, you don't know about it most likely and don't care.



**English nickname: Warzone**

**Bionicle name: Barrawahi**

BAR-ruh-WAH-hee

Name created by: Uzumakikunai

Status: Mostly bad. Of the six major clans, only one is good; the one allied with Central; Hand of Faith.



**Neutral Meeting City: Zien**

ZEE-ehn

Name created by: Lloyd: the White Wolf

### Basics

A rocky world with limited resources, similar to [Zakaz](#). There are six main clans, each of whom own an Olmak totem, who war over resources and possessions. Members of these clans are usually Toa-sized beings. One of the tribes is good; the one with the totem for the Central world; the others are out for themselves. There is an [Atero](#)-style central Meeting City, used for negotiations.

There are also hundreds of smaller clans, but these are somewhat fluid. They are frequently overthrown and their allegiances to one of the six major clans change all the time. The vast majority of people in all clans are motivated by a philosophy called Clan Honor -- you do what is honorable for your Clan. Period.

### Name Meanings

NOTE: There are two names here because in the judge process for the Naming contest we didn't keep the winner's names along with the words while picking. Barrawahi and Zien were entered in the tiebreaker vote, and Zien won. But Lloyd entered the winning multiverse name, and the rules stated that there would be eight separate winners. Therefore this compromise was decided upon.

"Barrawahi" means "barren landscape" (Wahi is the Matoran word for landscape or area). It's similar to [Bara Magna](#), which is a desert; this is a desert too, except more of a gray rocky one than a sandy one.

"Zien" means "Place of meeting" and refers to the central Atero-style neutral city where representatives of the various clans meet to discuss terms and to declare war on each other.

The latter word is similar to Xia, the weapons manufacturing island in the original Bionicle universe (though Industrial is a better comparison to Xia itself, Warzone is the main place that buys Industrial's weapons). "Zien" is also a dutch word meaning "see", with variations such as aanzien; "prestige", which is a very important thing in Warzone clan culture and one reason they go to war. The meaning of "see" is behind the choice of Zien to refer to the meeting city specifically.

## Main Species

Almost all inhabitants are Toa/Glatorian/Skakdi and beings of similar height. Titans are rare. [Skakdi](#) and [Skrall](#) are especially common.

## Geography

For the most part the continent is entirely gray rock and earth, with few to no useful protominerals in most areas. Plants exist, but they are spread from each other enough you can't really tell from space. They also have rivers, though they're more like streams, and they are often dry except just after a rain.



## Weather

Rain is rare, but comes in greater amounts in seasons similar to tropical Earth. That about covers it. For water they tend to dig makeshift wells in the dry seasons.

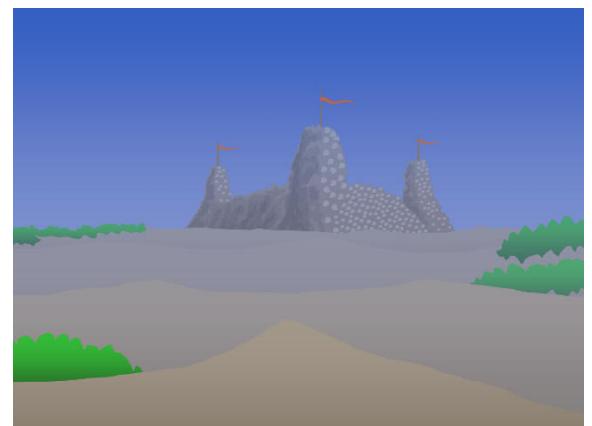
## Landmarks

The only truly noteworthy landmark is a single massive stone arch in the center of Zien, the neutral meeting city. Ambassadors from the clans meet underneath this arch, which symbolizes reaching across the great divide of hostility. It's roughly two-hundred feet tall, shaped like a half-circle. The stone is about twenty feet wide and thick.

There are major battlesites that are thought of as landmarks. There are a select few that due to the terrain and surrounding rocks are strategic points, and multiple major battles frequently occur there. Other battlesites are random, and usually they do not last in historical memory for longer than a couple of decades, since war is sooo common there.

There also cobbled-together castles that last sometimes for a year or two but are knocked down in war all the time. While up they are landmarks that battle plans and economics within each clan are centered on.

For the past three decades a single massive cobblestone castle has remained standing in the center of the Hand of Faith clan's land (the good clan, allied with Central). It has been repaired many times, but mostly only due to weathering. It is known as the Horizon Castle, as it is visible for miles away on the horizon.



## Olmak Totems

Each of the six totems is owned by one of the six main clans. Smaller clans generally ally, at least temporarily, with one of the six major ones for this reason.

These are the clans, identified by clan name, totem they have, logo and basic idea:

### Red Skull - Tyrant Totem

They are very cruel in their tactics, and they believe in a version of Clan Honor in which overthrowing of leaders within the clan is perfectly acceptable and even encouraged, but it must happen only at tactically convenient times in formal fight-to-the-death gladiator fights. The clan as a whole decides by voice vote when those times are, which is usually mostly an honest decision for honor reasons, but an extremely unpopular challenger may never get voted the right to challenge. Anyone who assassinates a leader is condemned to death by the entire clan, and whether the assassin is caught or not, a gladiator fight determines the replacement.



### Hand of Faith - Central Totem

They are the only good clan; they believe in the virtues of Unity, Duty, and Destiny. Their version of Clan Honor requires each member to selflessly do whatever is best for every other Clan individual. Leaders are changed by popular vote at any time, and are not killed unless they betray the code of honor by trying to hold onto power.

### Shadow Honor - Enlightened Totem

Their version of Clan Honor is very simple. Fight for the tribe, and the worst, most powerful warrior, who fights his way to the top and fights to stay there at any time, is leader. This can be a disadvantage at strategic times, but the sheer ferocity of the warriors makes up for it. They are often thought of even by the other evil tribes as the most evil, if only because they are so hard to beat in battle. They tend to be less cruel than Red Skull, however, and prefer to go for the fastest kill.



### Rockfoot - Tribal Totem

This clan is the only one that is agrarian focused. When they hold an area, they heavily farm what little soil is there, and trade for spices and other foods on Tribal. The highest honor of leadership in this tribe usually goes to whoever trades for the best and most spices and food. As a result they are the best fed of all the armies on Warzone. Of the five evil tribes, they are the least evil, and tend to think more in terms of Manifest Destiny than cruelty or love of battle. But they hold expansion as a major point of honor, so they are not to be underestimated as warriors. When they farm a place to the fullest, they war to move to new soil.



### Iron Hawk - Shattered Totem (connecting to the evil Ice fragment there)

This clan focuses on flying weaponry in their tactics for the most part, especially simple rockets made of mined metal and explosives, and similar tech from Industrial. They also tend to use forcefields more than other clans, bought from the Shattered Ice fragment.

They fly bomber aircraft they built from parts Ice sells them, but these are more for show than anything as their accuracy is lousy; they aren't very good at rebuilding targeting systems. Their leaders tend to rule for life. Their battle tactics are severely lacking, but the advanced technology they employ makes up for it most times.

### Brethren - Industrial Totem

This is the only clan that has no official leaders. Every member of the tribe is an expert warrior who spends his free time studying strategy, and they do what seems best in real



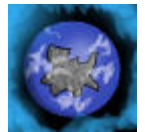


time. If a particular warrior has a good plan, he tells it to the others nearby and they generally agree and work as a team. They refuse to accept the leadership of some distant general, and such impromptu leadership roles are understood to be just for that fight. This makes them formidable warriors on the battlefield; they make excellent decisions in real time. But on the larger war scale, they are disorganized, weakening them overall.

Note: Although Brethren has the totem for Industrial, thus are the only clan that can physically meet with representatives normally, Industrial makes deals via Gadget telecommunications to other clans and delivers weapons to them. Also, sometimes a company rep is brave enough to try to sneak their way out of Brethren's territory to make deals with other clans. Many Brethren members consider it too risky to try hard to stop this, lest the company in question punish them by refusing to trade. Industrial reps conveniently happen to forget to mention that their CEOs probably wouldn't care.

### **Technology**

It ranges from cobblestone castles -- pieced together with irregular boulders and sticky plantmash or even just piled with no mortar -- to advanced targeting rockets bought from Industrial. Both extreme ends of the technological spectrum are thought of as normal here. Warzone clans take whatever they can get.



### **Transportation**

Everyday travel is done by foot, but soldiers are sometimes transported by walking or wheeled vehicles. Hovering vehicle technology is usually reserved for weapons and supply transport.

Also as mentioned above, Iron Hawk commonly pieces together air bombers from Ice, with bad targeting. Clans occasionally muster enough money to buy all-in-one piece aircraft, but nobody wants to let them get their hands on space technology, lest they make a move on their Cargo Star and beyond. This is also somewhat for their own safety, as many would be foolish enough to try to fly soldiers right through the Bluefield teleportation system.

### **Buildings**

Cobblestone castles are the main type of permanent building. Metal shacks are sometimes used for storage.

Soldiers typically camp in cloth tents, usually colored the same gray as rock, and with hole-punched walls, so they can see enemies coming and also to make the tents weigh less. Some cobblestone huts exist.

### **Government**

Except for Rockfoot, the major clans have leaders chosen in whatever way their clan sees as honorable. Minor clans tend to organize around individual warriors, and disband if that leader is killed, or split if some want to follow a different leader. There are exceptions, however; minor clans that work more like the major ones but haven't for whatever reason attracted as many followers. Also, minor clans tend to be allied with a major clan, at least temporarily.

Allegiance switching of a minor clan or an individual to a different minor or major clan is usually not seen as dishonorable to their new friends, who are glad for the extra fighters. To their old friends, it doesn't really matter; they are enemies for as long as they act like it. However, these tendencies depend on the clan.

Switching from Hand of Faith to an evil major or minor clan is seen as treason and usually despised by both sides, because everybody knows that clan prides itself on morals including Unity. Even then, the new clan will usually allow the traitor to fight for them, on a low level only as they are not trusted. Switching TO Hand of Faith is seen as a permanent choice (until death) among the evil clans, an unforgivable "crime", but seen by the other HoF members as a wonderful turn of events. These must still earn trust among HoF, though.

### **Economy**

They use the Gem and Orb currency, but they are rarely rich compared to people on Central, Industrial, Shattered, and Tyrant (Enlightened so rich they're not comparable).

### **Food**

There is some farming, but with low yield. Rockfoot does most of that. Most food is obtained through the Olmak Totems, Red Skull from Tyrant, Hand of Faith from Central, Rockfoot from Tribal, Iron Hawk from Ice in Shattered, and Brethren from Industrial.

Shadow Honor, who is stuck with the Enlightened Totem and wouldn't know how to get past Enlightened security if the lives of the entire tribe depended on it, has to get food in other ways. They try to always camp by the sea or what rivers there are to catch fish. Other times they just steal it.

### **Sports**

Most of the time, war is the sport of this world. Most clans have competitions to choose leaders as described above in the Olmak Totem section. When soldiers are bored, they also engage in competitions, usually not to the death depending on the clan (Shadow Honor has no qualms with everyday to-the-death fights, mainly).

Primitive versions of Clash are popular, though most inhabitants have little to no idea what the rules of the real Clash are (see Industrial Sports section) and don't have forcefields per se (Ice being a major exception), so if it's not to the death must come up with other methods of determining losers. Sometimes they play Castle Clash, where the object is to knock over an opponent's makeshift pile of stones so no two stones stand atop one another. Another version is Wooden Shield Clash; object is to break the shield.

One rule that is almost always used in any kind of sport is, Do Not Waste Ammo -- only melee or power-based weapons are used, since Ammo is a precious resource. Another rule is Do Not Damage or Ruin Camps along the same lines. The most popular version of Clash is extremely simple -- Melee Clash. No powers or projectiles allowed -- just melee weapons. Whether it's to the death or not depends on the clan. In Hand of Faith, for example, Melee Clash bans the use of sharp weapons or dangerously heavy ones; protometal poles of various designs are usually all that's allowed.

### **History**

Similar to Tribal except a lot more violent, and knowledge of major events is spread across the land, as word of events tends to spread fairly accurately between clans. Major battles make up the bulk of their historical memory. They do not think in terms of separate wars; their entire history is one continuous war. In the opening moments of the Multiverse, there were no clans, but the idea was in everybody's head to form them. By year 100, the six major clans had captured the Olmak Totems and were established strongly enough that they became permanent. There were originally nearly a thousand smaller clans; now the number is more like 300 or so.



**English nickname:** Shattered

**Bionicle name:** Clysmax

CLIZ-macks

Name created by: Good Omens

Status: Mostly good; the Ice fragment is evil.

### Basics

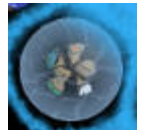
This planet has been split by a cataclysm into six separate fragments, similar to [Bara Magna](#). Each section is themed along one of the six main MU elements. This is the only world with common space vehicles. Artificial gravity exists on the surfaces of the fragments, and keeps the fragments from drifting too far apart. The space vehicles don't need to be airtight because a forcefield around the whole area keeps atmosphere in. One section is evil; Ice, and wars with the others. Peopled mostly by beings with elemental powers, like Toa. There are also tiny Shard Moons theme along rarer elements.

### Name Meaning

"Shattered planet." The planet underwent a cataclysm similar to the planet that Bara Magna was once a part of. "Clysm" (Greek klyzo) means to wash away or "dash over", the latter sounding similar to a shattering.

### Main Species

Mostly beings with elemental powers or associations, including many Multiverse species.



### Geography / Weather / Olmak Totems

This former planet is split into six fragments. The space between and around them is filled with air contained in a massive forcefield (thus the aircraft do not necessarily have to be airtight). Each of the six fragments is themed with one of the six main elements. Each has a large area that was once part of the planet's surface, and a jagged, roughly cone-shaped area extending from there towards what was once the planet core.

Mainly, the original surface areas are inhabited, but now all surfaces of the planet have artificial gravity with a very low ceiling. There are some cities and villages on these sides, especially spaceport cities and military bases. Each fragment has one of the Olmak totems, some have Interplanetary Teleportation Hubs. For convenience, the Olmak Totem section is combined here with Geography. Weather is also combined; post-Shattering, there's no such thing as rain or clouds except some vaporized-ice clouds on Ice and fog on Water. "Weather" is defined by the elemental aspects of each fragment.

### Ice Fragment - Ko-Clysmax- Warzone Totem (ITH only used by Ice) - Evil

The entire area is frozen under an elemental "spell" of cold energy (a fictional type of negative energy official Bionicle Toa of [Ice](#) could create). It is filled with ice and snow covered mountains. Outposts on the mountains are the primary living areas, with powerful forcefields. There is a single overall King who rules the fragment, and has for hundreds of years, after overthrowing the original King. The kings have encouraged evil attitudes among their people since the beginning. Ice seeks at all times to conquer the other fragments (and beyond afterwards), thus there are space battles often.

**Water Fragment - Ga-Clysmax-** Industrial Totem (ITH) - Good, with a clarification

Water is a forested land with several lakes. Prior to the Shattering of Clysmax, all its people lived in airtight underwater cities, and built submarines to travel between them. When the planet split, the primary submarine company became Lake Aerospace, which makes over two thirds of the spacecraft in Shattered. More on that in the Economy section.

The clarification is that Lake Aerospace will sell to evil groups, including Ice and Tyrant, but for an extremely inflated price. They have some advantages over Industrial spacecraft so occasionally these places do fork over the dough for Lake craft. Post-Shattering, Water has cities elsewhere besides underwater.

**Air Fragment - Le-Clysmax-** Tribal Totem (ITH) - Good

A forested area whose inhabitants originally partnered with Ice to develop forcefield technology. Ice kept the powerful wall-like fields to themselves that are better for military shields, while Air kept the air or water containing kind that other things can go through.

Air focuses on maintaining the satellites that project the air containment field. Without that, the air would seep into the surrounding bluespace and be destroyed, until it was so thin nobody could breathe. As such, Ice tries hard to avoid interfering in Air's daily operations, or firing on the satellites; Ice may be evil but they're not stupid.



**Cave Fragment - Onu-Clysmax-** Central Totem (ITH) - Good

This fragment is unique in that it looks pretty much identical in terrain no matter what side you are looking at; the inhabitants live entirely inside caves. It is devoted to the [Earth](#) element, but Earth is already a planet name. The fragment is made of a slightly loose stone/dirt mix that is sort of like sandstone, but digging through it is not that hard. Lightstones dot the tunnels naturally.

The inhabitants of Cave invented artificial gravity and sold it to the other fragments before Clysmax's Shattering, and to Industrial for the Cargo Stars and spacecraft. There are several companies that make these devices, in a variety of shapes and sizes. Even before the Shattering, they used it to be able to walk on any part of the cave tunnels, upside-down, sideways, etc. and construct buildings like that.

They still do this; there is no clear up or down here. Generally the center of a tunnel is weightless, so hovering spacecraft don't have to worry about which way to hover against. They also invented a subterranean version of GPS that enables them to navigate underground regardless of where the gravity is and regardless of confusion of the tunnels. However, most of them no longer need to use this tech as they're familiar with the whole area.

**Fire Fragment - Ta-Clysmax-** Tyrant Totem - Good

The Fire fragmented was originally dominated by an active, lava-flowing giant volcano. When the planet split,

the lava cooled and shrunk, leaving hollow lava chambers filled with flammable gas. This flammable gas escapes slowly from vents all over the original lava crater and the cold lava rivers that radiate from it.

Using fifteen-foot-thick fire suppression forcefields from Air, they were able to safely light these gas vents. Thus, in that entire area, you see venting cones of rippling, strange-smelling air, the tops of which are aflame. From a distance it looks like flaming rivers. It's safe to walk underneath/around the vents too, though the gas itself is hard to breathe in. The forcefields are to prevent the gas inside the fragment from igniting, which would explode the entire fragment.



The people of Fire place heatstones around the vents to charge them up, and sell them as a power source to others. Similar to Ta-Koro lava farming, except from actual Fire. These also make effective weapons as they explode on impact, releasing heat energy, which is effective against Ice, since Ice people dislike heat and their tech is always kept at cold temperatures.

Note that the Tyrant Totem is essentially never used, as the Fire people are very opposed to tyranny, though they may sometimes attempt to rescue people from there. They are very focused on defense against Ice's aggression; their ships are usually surrounding Ice and escorting passenger and cargo ships between the good fragments. Should a slave refugee from Tyrant ever make it through, they would be welcomed and protected as on Central, but it's highly unlikely, since the Tyrant Duke who has the corresponding Totem guards it well, unlike the insane Duke who has Central's Totem.

### **Stone Fragment - Po-Clysmax- Enlightened Totem - Good, with a question**

The Stone fragment's surface is covered in rock mountains with few plants, and also with many canyons. Post-Shattering, they live all over the fragment's surfaces. They specialize in public transportation Spacetrain services; the equivalent of light rail, with several companies offering the service. All except Ice use this service, both between fragments, and from place to place on them.

The question about their status comes from the fact that it is known they do frequently receive mysterious emissaries from Enlightened. What is discussed between is kept secret, but it is known that nothing physical is ever traded; Stone has nothing to offer Enlightened, and Enlightened does not spread its technology offworld at all.

Many look with suspicion towards Stone's government for this. Enlightened agents show up from time to time on all the planets, do whatever they were ordered to do without any hope of real opposition, and refuse to answer for their actions. Their motives are not known, but many believe them to be evil. However, most Shattered inhabitants do not question the transportation companies which are not controlled by the government, and have no qualms about using them.

### **Landmarks**

For the most part, there are not so few enough of major landmarks in Shattered to bother identifying. Major factories, spaceports, military bases, etc. are considered local landmarks, however. The best exception to that is the Lake Aerospace HQ, which is a single massive protoglass sphere that normally hovers deep inside the largest Water lake. There, it is protected from Ice attacks. The inside is made of many metal platforms without walls, and ramps leading from one to the next. The whole complex has its own gravity systems.

When a new fleet of spacecraft is completed, the whole sphere is completed, the whole sphere surfaces and hovers over the lake, opening up its large airlocks. The new ships are flown out, and the sphere submerges again. It also has smaller airlocks used when underwater. The place is lit from the inside, and gives the impression of being a single giant, multifaceted lightstone sphere, which can look especially spectacular when seen fading into view as you approach underwater.



### Technology

Air/Water/Heat blocking forcefields from Air. Satellites that use this to maintain the single giant atmosphere shield around all six fragments. Solid energy wall forcefields on Ice (shared only with the Warzone clan Iron Hawk, not with anybody else in Shattered). Artificial gravity units from Cave. Variety of types. Also, spatial anchoring fields, which keep the fragments from drifting away, or in Fire's case drifting towards the other fragments due to its vents. Spacecraft from Lake Aerospace on Water. Come in both airtight submarine-style and cheaper non-airtight kinds. The latter is possible on Shattered due to the atmosphere shield, and is also used on all worlds for robotic cargoshuttles. Those kinds can also have airshields installed. Electronic public transportation Spacetrains from Stone; the craft made by contract with Lake Aerospace or Phantoka Motors, but the designs coming from cooperating Stone and Lake or Phantoka designers usually. Heatstone batteries and projectiles from Fire, charged at field-protected flaming gas vents.

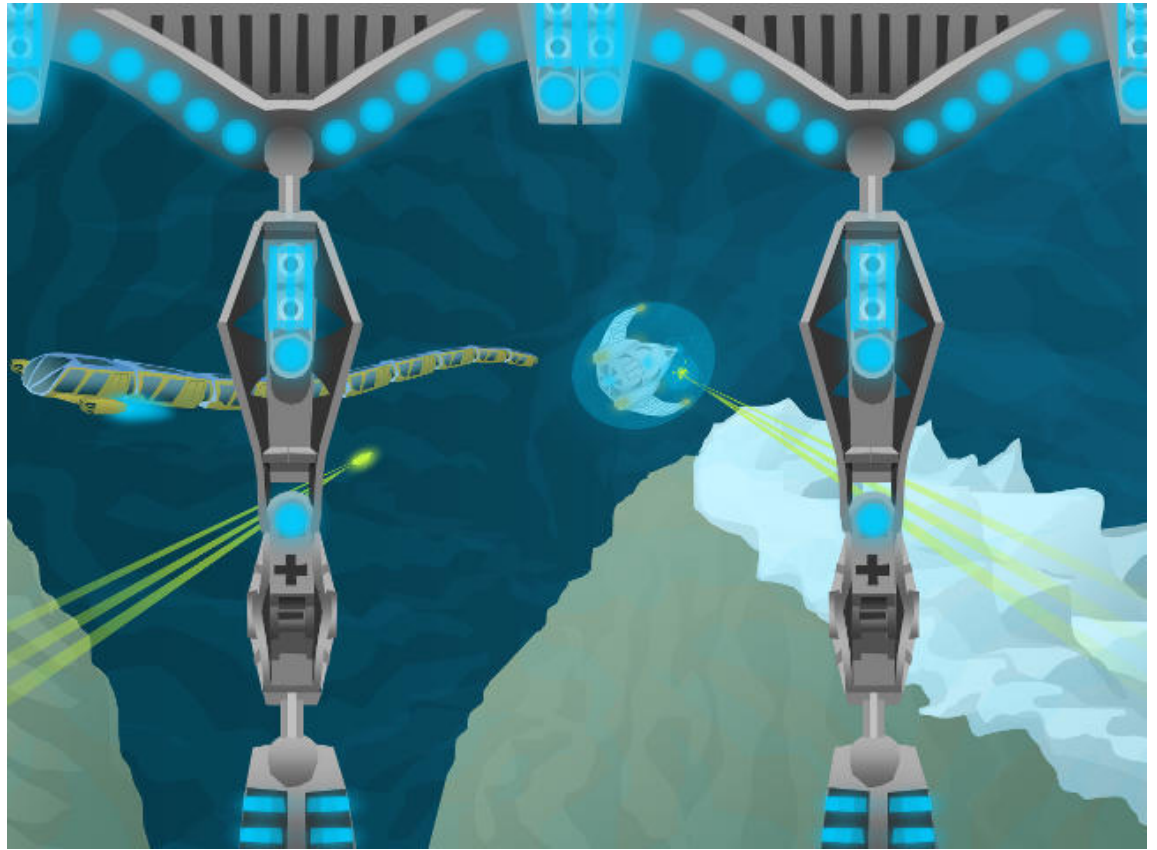
All of that essentially sums up Shattered's technology, with the addition of things bought from Industrial. Spacecraft are generally built with floors, walls, and ceilings, if for no other reason than to provide something to block enemy weapons fire. Windows are often left out in favor of gaps that personal weapons can be fired out of, though airfields often fill these gaps. Passenger Spacetrains do tend to have protodermis windows, however, so passengers have a good view of where they are so they know when to get off. These windows use tempered protoglass, which will stop most projectiles that the surrounding hull structure will, though it will look spider-web-shattered and need replaced.

### Transportation

About half of the populus of the five good worlds use public Spacetrains for daily travel and travel between fragments. An increasing number, currently about the other half, are able to afford their own personal spacecraft

to get around, sort of like a Jetsons system (but Bionicle style).

Very few methods of travel besides spacecraft are used. Some hovercraft, especially armored ones intended for transporting Orbs and large amounts of Gems, are used, from Phantoka Motors. There are also some defense walking vehicles with mounted weapons. These are often robotic, however, and not usually used for actual transportation.



Cargo transportation uses the same basic system of robotic cargoshuttle that's used throughout the Cargo Star network, made both by Phantoka Motors and Lake Aerospace.

Travel to the submarine cities of Water is limited to airtight or airfield spacecraft only. For this reason spacetrains are always made airtight -- plus in case the atmosphere shield should ever fail suddenly -- though the pilot's window is often an airshield since that doesn't lose visibility when fired on like tempered protoglass.

### **Buildings**

Mostly made of protometal, decorated often in various elementally-oriented ways. They range from advanced "technohuts" to skyscrapers. The Water cities that are underwater are usually single giant submarine-style metal complexes with rooms, hallways, and canal tunnels. They have very few windows, almost always made of tempered protoglass and usually with an airtight blast door behind it that can close if need be. Ice buildings are constructed of stone, and usually use wallfields for windows (and doors), with a surrounding bubble wallfield for added protection.

### **Government**

Ice is ruled by a dictatorial King. The other fragments are ruled by democratically elected leader Councils.

### **Economy**

They use the Gemsand/Gem/Orb currency system, and tend to be richer on average than any of the other worlds (aside from Enlightened), though the ruling species on Tyrant may be richer than the average Shattered inhabitant.

The most noteworthy company, Lake Aerospace, is distinct from the Industrial companies in that it is not unionized. It's sort of seen as the Walmart of the Multiverse. Some look down on it for lack of a union; others look up to it for the same reason. It can typically produce about the same quality spacecraft as Phantoka Motors for a lower price.

Those two companies are in extreme competition; there is no symbiosis between them as there is on Industrial. LA and PM have both been known to attempt to spy on each other. Lake might seem to have the disadvantage in that category due to the glass exterior, except visibility underwater is limited, and spies must get very close. Also, there is so much machinery around the central R&D area it helps block the view. Both Lake and PM have their own advantages and disadvantages over each other. PM tends to produce better cargoshuttles and hovercraft, while Lake tends to produce better spacecraft. However, PM has features such as cutting-edge weapons contracted from Weapons Science, while Lake tends to have better navigational software included.

## Food

Shattered's food situation is essentially equivalent to Central's in terms of trade with Tribal and other planets. However, each fragment has its unique range of food grown there. Most native food is fruit collected from the trees of Air and Water, or fish caught on Water. Cave also has a wide variety of edible fungi that grows inside its caves. Fire has mostly dry grasses that are only eaten by Rahi, but some vines grow near the flaming vents which produce spicy, crunchy nuts. Stone's plants are cactus-like and rarely eaten except in survival situations. Ice's native foods include pine tree sap, mashed pine needle soup (with tips removed before mashing), and small snow Rahi., including fish caught from frozen-surface lakes by ice-fishing.



## Sports

Shattered's good five fragments have a wide variety of sports, many high tech, often using zero gravity. Especially popular is Space Kolhii, held in huge wire/metal frame spheroid polyhedron gamecages floating in a zero gravity field, or outside of artificial gravity. The cage shape is a "[truncated icosahedron](#)" -- in other words, the same shape as a soccer ball, except its faces are flat instead of curves, made of fitted-together hexagonal/pentagonal metal frames with wiremesh fencing stretched over them, tied together with thicker wire.

In the middle of each face, there is a circular gap with a metal rim frame. The game can have as few as two goals or as many as 32 (the total number of faces on the polyhedron), but using a translucent protorubber-wire convex net over the goal gaps and a flat wireframe disk over the non-goal gaps. The rims of the goal nets are advanced technology with several lights and spatial anchoring/gravity fields. Each player owns their own goal net, and brings it to a match. The number of players entering a match determines the number of goals. Thus, the number of players also ranged from 2 to 32. Though games are rarely played with the full number of players.

Players move around in the zero-G by pushing off of the cage, each other, etc. When defending they generally hold onto the cage around their goal net and try to both deflect the ball away from their net and aim it towards opponents' nets. Each player also wears a backpack with an air compressor tank and a booster nozzle. Players begin with enough air in the tank for one speed boost triggered by an indented button on the side. The compressor is slow (and quiet), and takes about ten minutes to refill. Thus this is best saved for opportune moments. The backpacks have lights. The balls are more hi-tech than the variety used in official Kolhii; they are



made of a translucent protorubber and have sensory devices in their center. These devices also glow.

All three of the lights mentioned -- on the rims, backpacks, and balls -- can glow in 32 different colors. Teams each have their own colors, each with a single-word name in Matoran. The following is the list. Single-word English names are assigned in the following list, but do NOT translate necessarily into the Matoran, and the more obscure names are explained in parentheses. Yes, the choices are arbitrary; the aim here was to have the shortest names possible. The rim lights shine like fiber optics into the trans-white protorubber tubes that form the nets. The ball does the same effect, displaying the color for whoever last touched it.

Colors available are:

- **Red**
- **Crimson** (dark red)
- **Maroon** (red-brown)
- **Pink**
- **Pumpkin** (red-orange)
- **Rust** (red-orange brown)
- **Orange**
- **Brown**
- **Peach** [Peach] (light orange)
- **Lemon** [Lemon] (yellow-orange)
- **Yellow** [Yellow]
- **Amber** (yellow-brown)
- **Lime** [Lime] (yellow-green)
- **Olive** (partly yellow green)
- **Green**
- **Forest** (dark green)
- **Mint** [Mint](light green)
- **Turquoise**
- **Aqua** [Aqua](light turquoise)
- **Teal** (dark turquoise)
- **Cyan** [Cyan](partly turquoise light blue)
- **Blue**
- **Navy** (dark blue)
- **Azure** [Azure] (light blue)
- **Indigo** (blue-violet)
- **Purple**
- **Eggplant** (dark purple)
- **Lavender** [Lavender](light purple)
- [White]
- **Silver** [Silver]
- **Gray**
- **Black**



The definition of who last touched it is a bit complex; it does not include nicking it. Also, if you are trying to score, and the ball bounces off someone defending their goal or off anyone else clearly by accident into or closely towards the goal, the color remains the same for that too. The programming is quite advanced and has never made a mistake yet, at least with the latest program that has been used for the past 300 years.

Gameplay works basically the same as the official Kolhii basically; you try to get the ball in opponents' goals and not in your own. However, Space Kolhii is not forced by the rules to be a team sport, so can be more like what the original "Koli" seemed to be portrayed as in MNOG and was in the first Bionicle GBA game. Non-team is slightly more popular than Team, as rule number two sometimes forces the odd player or two not to be able to play if the math doesn't work out to equal teams. Also, there are no sticks or shields. Also, though the game is most often played with one ball, it can be played with more.

The rules are written by the Interfragmentary Space Kolhii Administration (ISKA), which hires referees and owns objective goalscreen devices that only refs are allowed to touch. They own several SK cages and have monthly pro games in them, that only ISKA-approved players may enter for a ticket price percentage prize (similar to Industrial's Clash system). Cages owned by pros and amateurs are also allowed to be used at any time, but an ISKA ref must be present. (The rules are inspired by the official [Kolhii](#) rules as written by Greg);

### **Space Kolhii Rules:**

1. Space Kolhii is played inside an ISKA-approved gamecage.
2. The contestants may be either single players, or teams. The total number of players may not exceed 32.
3. No team will have more or less players than any other team. Each player may play only if they bring their own net, as nobody can play without a net. The other faces of the cage's polyhedron shape must be covered with wiremesh or some such thing; no gaps may allow the ball to fly out.
4. Each player or team must choose a color and program it into their goal net. The ball will detect which color they chose there and display the color of the last player/team to own it.
5. Owning the ball is defined as holding it or changing its direction in a major way. The ball's programming handles exceptions for nicking the ball and changing its directions in minor ways.
6. All players agree to the number of goal points needed to win before game start.
7. One goal point is earned for knocking a ball into an opponents' goal net. A ball is in the net when it passes entirely through the rim; it does not have to touch the net itself. Points are displayed on an indicator screen on the goal rim, and must be calculated separately by a referee and displayed on a scorescreen outside the game cage, to prevent the possibility of cheating by reprogramming your nets or balls.
8. Any number of balls from 1 to 32 may be played, but balls in play must not exceed either the number of players for Non-Team, or the number of teams. At least one ball must be brought by at least one player.
9. Any player who strikes another player intentionally did not play well. Pushing off from each other and colliding due to zero gravity is excluded from this rule as those indicate the players are playing well.
10. The first player or team to reach the agreed-upon number of goals wins.
11. Any player who does not play well brings dishonor to themselves or their team. Dishonor results in a penalty of negative one point, even if the player/team is at zero or less.
12. Any attacks by Ice fighters on the area postpones the completion of the game until the attack is dealt with.

## History

Clysmax came into being as a whole planet, but one that was very unstable, and everybody on it instantly knew it would soon shatter. They spent over a decade working together to develop the technologies needed to insure survival of the Shattering, and survival after it.

Quickly, the different elemental areas emerged as the leaders in their specialties, and have remained mostly that way to this day. The main exceptions were Stone and Water both specializing in spacecraft, and Ice and Air both specializing in forcefields.

By the twentieth year, everything was in place. In year Twenty-Three, the planet shattered. This was caused by massive fault lines throughout the planet, this in turn caused by strange form of black protorock that absorbed the magma core's heat rapidly.

Because of the "Coldstone," the planet's entire core froze to solid rock, and the remaining stability of the rock was weakened further and further. The Coldstone just kept getting colder and colder from there, until it actually began to absorb gravity itself.

At year Twenty-three, the planet no longer had any natural gravity at all. At exactly that point, all of the Coldstone instantly vaporized. The resulting explosion of cold black vapor pushed the already-split fragments away from each other.

The vapor spread throughout the atmosphere forcefield sphere, becoming thin enough to be invisible. It continues to nullify natural gravity throughout Shattered, though thankfully it has stopped absorbing and does not interfere significantly with artificial gravity.

During these events, many people accused Ice of being behind the Coldstone, though they were not. Ice got increasingly defensive, and at the same time, its original King, who had delusions of grandeur, began to wish they WERE behind it. Shortly before Year 23, he took over the forcefield companies and prevented the wallfield technology from falling into the hands of Air or anyone else.

This sparked a war, though the war did not start till after the Shattering. Air founded its own companies from who escaped Ice rule, and the basic setup that exists today came into place. Soon after, Lake tookover production of spacecraft entirely while Stone moved more to management of Spacetrain traffic and business, and stayed partially in spacecraft design.

The contract with Industrial for Cargo Stars was also more of a controversy here than anywhere else. Lake Enterprises was founded before the project was finished, and attempted their own version. Since Cargo Stars had to be constructed on-world from parts sent through the Olmak Totems, Lake modified Shattered's CS with some of its own technology. As a result this is the only Cargo Star that is unique in design from the others. But the teleportation system remained purely Industrial.



**English nickname:** Tyrant

**Bionicle name:** Tanuuk

Tah-NOO-uhk

Name created by: makuta of xhini nui

Status: Evil

### Basics

A single evil titan species rules this volcanic world entirely; everybody else is a slave. The world is comprised of scattered towns, each ruled by at least one of these powerful titans. The planet's mantle is very hot, so that volcanoes dot the landscape like trees, and in some places entire islands of rock float in open lava. There are permanent lava canals and rivers, which are boated on with heat-proof protoboats, similar to lava surfboards.

A line of intensely hot steam borders the coast, making escape very risky. Volcanic island chains stretch from the continent along the underwater continental plate faults, giving the land masses together the appearance of a skeletal hand, grasping the planet. These volcanic islands are used as penal colonies imprisoning rebels and resistance members. This is one of two worlds considered evil overall.

### Name Meaning

"Lava kingdom". "Tanu" means to bury in Samoan, and "Ta" means "fire" in Matoran; lava can be thought of as "buried fire"; fire in the earth. The added "k" can be associated with "kingdom".

### Main Species

Tyrants are of a single titan species (to be decided in a contest). Slaves are usually Matoran/Agori.

### Geography

As said above, the planet's mantle is very hot. At the continental plate fault lines, the crust tries to be molten at all times. The oceanic fault lines lie along the coast and extend in lines radiating out. Due to being underwater, they send up tons of steam constantly, and the rock is constantly shifting back and forth between molten and solid, making the ocean floor there seem to writhe with creeping "pillow lava." At the hottest points along those lines, volcanic island chains form (creating the appearance of skeletal arm/fingers). These islands are penal colonies for captured rebels.



On the continent itself, the fault lines create major crisscrossing magma channels naturally. Hot spots between the fault lines are common on the continent, creating tons of volcanoes, which lead to lava rivers that feed back into the fault-line magma channels. Those terms are used to distinguish between them; magma channels are extremely hot and wide, while lava rivers are not so hot, and narrow. The rivers range in depth, but the magma channels have no bottom; the magma of this planet extends all the way through its core. In various places there are also lava canals dug; see Transportation section.

The solid rock land is heated enough that mid-summer temperate-zone and tropical temperatures on Earth feel like winter to the Tyrant inhabitants. In the hottest areas temperatures are double or triple that. Most of the

towns are located far from the magma channels, but with at least one volcanic lava river going through it or next to it.

### **Weather**

Essentially, rain does not occur. The air over the continent is much hotter than that over the ocean water. This creates a radiating wind that pushes low rain clouds -- and the coastal steam -- back out to sea.

However, higher icy clouds are usually unaffected by this wind and do go over the continent. They usually do not rain more than a few drops, and then only as a side effect of being dissolved by the radiant heat below.

Also, at the coasts themselves, a cool low wind reaches in and swirls up the coastal steam. This steam often condenses for a mile or two inland, and creates tiny coastal streams and a constant dew. This latter effect is half of the basis of the on-world economy; see economy section for more.

The oceans just outside of the steam lines tend to be very rough and stormy, generating intense lightning and water spouts, due to these wind effects. If the superhot, superfast up-shooting steam wall doesn't get a refugee boat, these storms usually will.

If, however, you manage to survive these challenges -- an airtight submarine is the best way, though these are pretty much unheard of for the slaves -- the rest of the ocean is somewhat normal, albeit still hotter than a normal ocean. There are some scattered refugee boat communities, who survive on ocean water and fish. The Tyrants do have submarines that they use to hunt these refugees.

The other important factor in Tyrant "weather" is volcanic ash. Since a volcano somewhere is erupting at all times, high amounts of this heavy rock particulate are being shot up into the atmosphere constantly. The smaller particles fall close to the volcanoes, but the larger ones spread out in a wide swath for miles and miles around the volcano in question, and slowly fall like snow. This ash is light at first, but when it builds up, it can become as heavy as a boulder.

The rooves of buildings, surfaces of carts, etc. must be constantly washed off. Since water is already rare for drinking, this makes it even rarer. Roof-washing is not done anywhere near as often as it should be, so slave structures collapse frequently.

### **Landmarks**

In the central city, there is a massive symbolic statue representing the Tyrant King. This King is believed to be a heavily modified and much larger version of the normal Tyrant species, but he makes a point of never being seen by anyone, so nobody actually knows what he looks like. Thus the statue is more like Makuta's symbolic black [rock](#) in 2001, but without a face. It is the largest statue in the entire Multiverse, towering over a thousand feet high, and almost 700 feet wide. It's slightly wider at the base.

Called the Obsidian Mountain, it is made entirely out of proto-obsidian, a hard black volcanic glass. Its surface is rough and sharp-cornered. Instead of carving it, a pattern of red spotlights is pointed at it, forming the shape of a skeletal hand gripping a sphere; representing both the planet itself and the Tyrants' iron grip over it.



It was constructed over a period of 300 years since the beginning of the Multiverse by over half the slave economy which spent all its time mining for proto-obsidian and bringing it to the central town. Heat torches were used to fuse the various pieces. There are networks of gaps throughout the statue, in which all manner of bugs, snakes, and other creepy-crawlies live.

Another landmark, also in the central city, is the Tyrant King's palace. It is bigger than most of the towns, and totally enclosed, with no windows at all, and about twenty-stories high. It's made of stone, but its outside is entirely encased in protosteel. Dotting the protosteel surface, one every foot, is an embedded Orb. So, the wall is literally covered in money. Each Orb is held in a strong protosteel decorative lattice; they're not going anywhere. The color appearance of the palace is thus that of a smooth gunmetal gray with translucent blood-red, orange/yellow-specked gems.

The roof of the palace is wide and level, and serves as the runway for high-speed aerospace luxury craft that the Tyrant King uses from time to time to fly over his country. These craft are all equipped with targeting rockets and bombs. Occasionally he makes a sport of bombing the refugee boat communities on the ocean -- or even his own slave towns.

Local landmarks include rock bridges over the magma channels, lava rivers, and lava canals, most of which are strong, high, and attractive to the eye, since Tyrants see them frequently, even though usually only slaves use them; see Transportation section. There are also local Tyrant palaces in every town, where at least one Tyrant lives, and five major Duke palaces in the five largest towns.

The favorite landmarks of the slaves are the Shell Banks; see Economy section for why. They are made of giant conical dark gray shells, balanced and held in place with supports on their tips, and are filled with water. Stairs lead up to the edge and stairs inside where the water is. Around the base, walls are built; these serve as the banks.

### **Olmak Totems**

The Tyrant species owns all six Olmak Totems, of course. The one for Industrial is kept in the King's Palace. The others are kept in the five biggest towns, in the palaces of the five Dukes that rank just below the King in Tyrant government. Only the Industrial, Warzone, and Tribal Totems are frequently used.

It is known that Industrial reps speak to him often in person, though he stays obscured from their view in a dark room with a thin Obsidian window, while they stand in a room that is lit. He uses this same room to meet with Tyrant messengers to communicate with the other Tyrant leaders, similar to a real-world police interrogation pair of rooms. Primarily these reps are from Experimental Industries, which has its world's Tyrant Totem, and Weapons Science, which is owned by EI.

Slaves have zero access to the Totems, though many escape attempts focus on trying to get to one. The totems are heavily guarded by many Tyrants, and kept inside locked doors most of the time; doors encased in protosteel.

These are the locations of the Totems, by city/town name, location, and which Tyrant owns them:

**Blackstone City**, center of continent at the dip of the large "U"-shaped magma channel, northern side, named for the Obsidian Mountain statue representing the enigmatic King

**King Taa** - Industrial Totem

TAH-ah

He is of the same species as all Tyrants, but heavily modified in secret ways. Never allows anyone to see him or know what he looks like, or what powers he may have. Loves flying "Deathwing" aircraft bombers and attacking escaped slave communities or even slave quarters of his own inhabitants.

**Lavaport Town**, middle north at confluence of several magma channels, lava rivers, and lava canals connecting these northern channels to the central "U"-channel, just south of the confluence

**Duke Choruul** - Warzone Totem

Choh-ROO-uhl

A fairly normal Tyrant, engages in commerce with Warzone clan Red Skull often.

**Thornfence Town**, middle south at confluence of major southern magma channels, northern side, in a region of dangerous Rahi beasts south of the U-channel

**Duke Kle** - Tribal Totem

KLEH

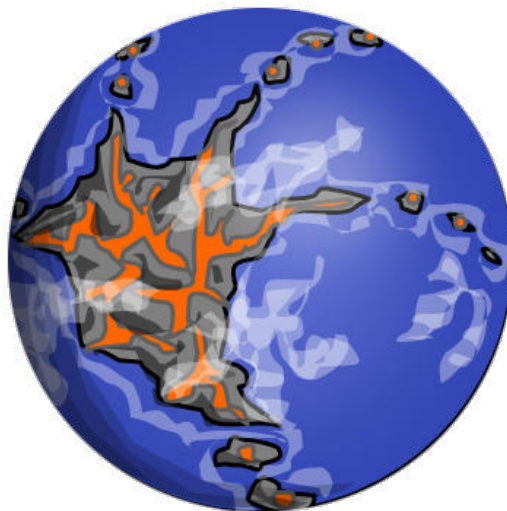
A somewhat strange Tyrant, enjoys feasting on the most exotic, hot-to-the-point-of-pain Tribal spices and food, and hunting Rahi for sport and for food, rather than flying his Deathwing, but occasionally flies it when he's bored.

**White Ridge Town**, eastern coast, halfway along the "pinky finger", near the end of the east-west magma channel connecting to the east side of the central U-channel, both sides of the channel, a major dew-collecting town, named for the crumbly proto-pumice mountain ridge to the south

**Duke Mboko** - Shattered Totem (gets some business, especially with Lake Aerospace)

mm-BOH-koh

A cold, impassive, efficient ruler that does not so much engage in personal enjoyment, but does what he believes is most efficient towards the goal of preserving Tyrant rule on the planet and in his own town and region. Thus he keeps a watchful eye on the water collecting and other slave industries, punishing mercilessly the slightest subversive act, sometimes even going beyond the normal bounds of Tyrant law and punishing those merely suspected. Also flies his Deathwing, not so much for fun, but to attack suspected tactical targets of suspected refugee boat communities or land camps, and also in the towns to help remind everybody who's the boss.



**Northtown**, northwest, base of the "pointer finger"; the tip of the continent there, another major dew-collecting town with an unimaginative name, whose Duke is insane

**Duke Mokuun** - Central Totem (the #1 target of slaves attempting escape, gets virtually no business)

Moh-KOO-uhn

Slaves consider this insane Duke the worst master, but also the best chance of escape as he does a lousy job of guarding his totem. It is said he was driven insane because he was the Duke stuck with such a valuable object as an Olmak Totem, yet one that has nothing but worthless good guys on the other end of it. Many slaves have escaped this way, but at random times he beefs up the security on a whim, so this is definitely not guaranteed.

At other random times he sends all his guards out to randomly whip slaves, just for fun or for paranoid emphasis. His slaves are usually whipped just for walking or working slowly, so this town is one of the most productive in terms of product manufacturing. He also believes that King Taa wants him dead, which has contributed to his paranoid insanity -- and ironically if slaves start escaping more than they do or if the town becomes less productive due to his insanity, Taa just might off him.

**Scorched Bone Colony**, second big island south of continent, on the "arm bone" part of the skeletal hand shape, the biggest penal colony

**Duke Tor'turahk** - Enlightened Totem (allegedly never used)

TOR-too-RAHK

Tor'turahk is the cruelest Tyrant, who personally tortures the "slave criminals" in psychological, indirect, and direct physical ways. He is often walking around with a whip more than the actual overseers. Tor'turahk claims the Totem to Enlightened is never used, but popular slave tradition holds that Tor'turahk is secretly planning a coup with Enlightened help. This is unlikely, but then Enlightened's motives and goals are unknown; it's possible.

## Technology

There are three distinct levels of tech on Tyrant, Slave Technology, Tyrant Technology, and the very advanced technology owned only by Dukes and Kings.

## Slave Technology

Most slave tech is patched-together metal. Imagine rough-edge, rough texture metal sheets, formed by putting molten metal in a depression in stone ground, welded together to make a shack. That describes the vast majority of slave tech. Rahi-pulled carts are made this way. Tables, chairs, etc. are made the same way.

Probably the most advanced type of slave technology is their flame torches, which use Kanoka material of the elemental power of fire inside a directional tube, with a handle connected to the other end. They are lit by banging them on something, activating the fire protodermic power, which stays on for a set amount of time based on the power level of the Kanoka involved. Higher power levels are more expensive, though the highest levels are not preferred because they stay on long after you need them.

They use a small amount of other impact-based Kanoka material powers, but these are more expensive. The heat of the planet apparently makes purified protodermis naturally take the fire power, with no mixing required; to get other mixes you need a cooled room to get the eight basic Kanoka powers and mix them there. Cooling technology is extremely expensive among the slaves.



Also here and there they have Tyrant/Industrial level technology. Buying from Industrial via Gadget ordering and remote cargoshuttle delivery is not banned among the slaves, but few own Gadgets to order with, and even fewer have much of value to trade. None have Orbs, very few have Gems, though a larger amount of "few" have grains of Gems and a Tyrant dropped here and there.

### **Tyrant Technology**

Essentially whatever is purchasable on Industrial, the Tyrants have. They make a ton of money selling the products of slave labor on Warzone, Tribal, and Industrial, and then turn around and buy weapons to further solidify their rule, appliances to make their lives luxurious, vehicles, etc.

They are especially good at making and manipulating heatproof materials, though they keep their method secret. The main material is a very dark gray metal that doesn't melt even in the hottest magma. It's called glowsteel, because though it doesn't melt, it does glow bright orange when in contact with superhot lava/magma. The Tyrants make lava boats and many similar things of glowsteel.

### **King/Duke Technology**

The most expensive Industrial or Lake Aerospace technology, such as the advanced aerospace targeting bombers/fighters mentioned earlier, are reserved for the Five Dukes and the King. These craft are called Deathwings by the slaves. The sight of one flying in range is enough to make slaves scream and run for shelter (an act of defiance that earns you a severe whipping, but might save your life). Attack quarters only, not factories or anywhere else Tyrant overseers are likely to be, and send radio warnings to all Tyrants nearby.

### **Transportation**

This too is divided into categories for slaves and Tyrants. The Deathwings are, again, reserved for the six leaders. Other than those, these are the main methods:

#### **Slave Transportation**

Within a town, slaves usually walk if all they are doing is getting to work from their homes. If they are transporting raw materials for their slave work, they do that on Rahi-pulled carts, whether around a town or between towns. They can also ride Rahi directly between towns.

All slave transportation is limited to the land. They are not allowed to use the lava boat systems, though there are some slaves assigned to menial labor on the lava boats. So they travel dirt paths, and cross lava/magma at the bridges mentioned in the Landmarks section.

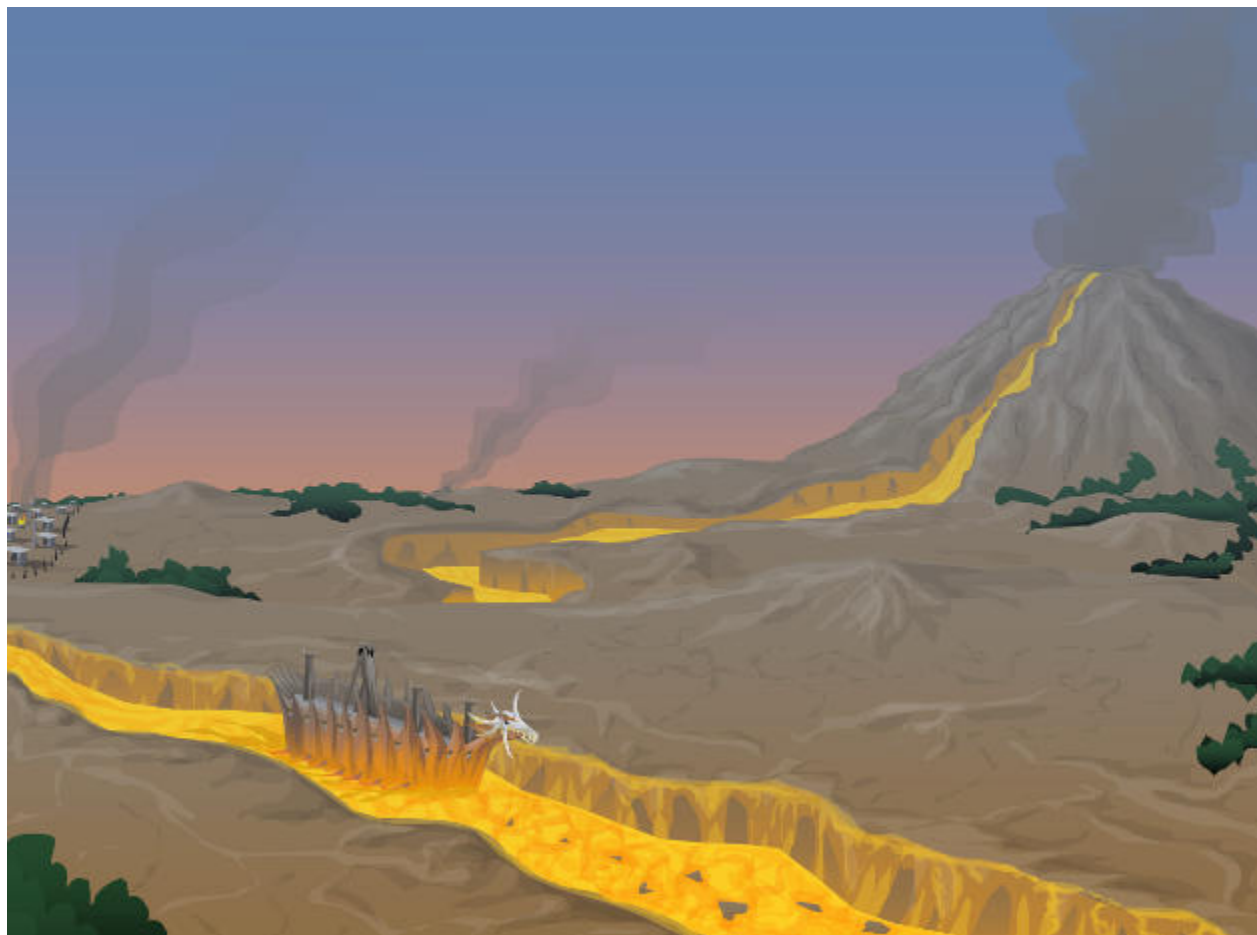
#### **Tyrant Transportation**

The primary method is lava boat. These are majestic glowsteel-hulled boats with luxurious interiors using all the latest Industrial tech. They use the lava rivers, magma channels, and lava canals as a normal boat would use water rivers and canals. The boat exteriors tend to look like horned, ornate, boat-shaped versions of really, really big shells. The hulls are exceedingly thick, and the orange glow of the under-lava areas appears to seep up, melding into the very dark gray of the top of the hull.

Traditionally the front of the prow includes a massive Rahi skull of various kinds, usually without the lower jaw,

and showing off massive fangs or tusks. It's mounted right in with the ornate prow of glowsteel surrounding it. The boats range from small to massive, the largest ones for the magma channels dwarfing the largest real-world aircraft carrier.

The edges of the sides usually tower over the protometal rooves that shield the rooms below from volcanic ash, creating a castle feel, and shielding the Tyrants from the extreme heat. Large towers reach up from the center of the ^-shaped rooves, for watchguards and the pilot. Tiny holes where the rooves meet the hull are drains through which volcanic ash buildup is washed off.



Lava boats are propelled rapidly by robotic paddles and use a robotic rudder to steer. For the most part, they are advanced enough with GPS-like electronic maps that the pilots need only select a

route and let the boat handle the travel robotically. However, lava/magma is by definition ever-changing, and sometimes large solid islands form that are not on the maps, so the pilot must keep an eye on things. This is the main purpose of the watchtower guards too, but the guards also serve to prevent any slave uprising from capturing a lava boat.

They board at docks that are made of similarly ornate, horned glowsteel, and other kinds of protometal for the parts farther from the lava. As noted above, there are a few slaves assigned to each lava boat, but they are not involved in the boat's mechanics itself; they serve merely to do menial tasks on the boat such as washing ash off the roof, cleaning its rooms, etc.

For travel on land, Tyrants also have hovercraft and walking or wheeled vehicles from Industrial. As mentioned, they also have submarines, which are primarily used to hunt refugee boaters.

## Buildings

The usual division:

### Slave Buildings

They use both metal welded shacks, and cobblestone huts for homes. Their homes typically aren't fully enclosed, because if they were the heat would just get trapped inside like a parked car outside on a hot day on Earth, but they provide a roof against the ever-falling volcanic ash. As said in the Weather section, these rooves must be periodically washed, because the ash buildup gets crushingly heavy.

Every town has at least one slave who goes around with a tall cart, topped by a water bin and with attached hose on a pole. This acts as a water tower which he uses to hose off the rooves. This is the only use of water that does not require money, but as such this slave has the unhappy task of getting large amounts of water from the Shell Banks without paying for it, as other slaves look on miserably -- or angrily. These slaves have been known to be beaten up or worse for daring to do their job when water is low. As if that isn't enough, if they are caught taking even one sip from this water to drink, they are severely whipped in warning, and sent to a penal colony if it happens again; if they want a drink they must buy it like everybody else.

Most homes are congregated in areas separate from the factories. This is partially agreeable to the slaves, since the factories often don't smell the greatest, but it is enforced by the Tyrants merely because of the King's love of bombing his own citizens. It wouldn't do to bomb expensive factory equipment -- but slaves are replaceable, in his mind. The Dukes take the cue from him and do the same thing.

This bombing is rare, but the mere risk of it is enough to make each slave dig a deep hole under his house. At the slightest hint of a Deathwing's engine hum on the horizon, slaves at home run deep underground and hide till the explosions have been over for a long time -- or till their shift starts, whichever comes first.

One of their worst fears is that their shift will start in the middle of bombing. Being late to work is punished by immediate execution, unless they are injured, so anyone caught in this unfortunate scenario would either risk the bombs or stay and immediately try to escape. If they get injured but survive, Tyrants offer zero medical care; any such care must be sought from other slaves.

The buildings used for production are simply wider versions of the metal shacks or cobblestone huts, again usually not totally enclosed to allow a breeze through.

They actually often have advanced factory machines, bought by Tyrants from Industrial and assigned to specific work areas to make certain things. However, if the machines stop working -- for any reason -- the slave working it is whipped under the assumption that he has stolen a part from the machine to use in an escape attempt, and/or sent to penal colony. Thus this sort of theft rarely happens, and the slaves often stay late running maintenance even though this is not something they're paid for, just to prevent a breakdown on the job.

Also, most of what they manufacture are things like toys, statuettes, things that can be sold on other richer planets but that have no value to the slaves. Workplace theft is still somewhat common, though; the slaves are

resourceful and know many ways to take things apart and turn them into tools for survival or better yet, escape.

Anyone caught stealing is whipped and/or sent to a penal colony, but they are rarely caught.

The penal colonies are similar to all this, except here the slaves are not allowed a single belonging, and are kept in totally enclosed -- thus scorching hot -- cells. They are whipped daily just as reminders of their crimes, and again if caught in more crimes while there. (Thankfully for most slaves, being biomechanical makes the whip not quite so painful as it is for a human.) The only "upsides" are that they are forced to work twenty hours a day and spend only four hours in their own personal furnace, and since these colonies are on the islands, there is a constant, dew-carrying breeze.

Very few crimes are punishable by death; penal colony is the main punishment used. The reasoning is that it's pointless to needlessly kill workers when you can put them to so much better use doing the hardest jobs as punishment. This reasoning is somewhat ludicrous given the whole bombing thing, but the slaves don't complain. The crimes punishable by death are killing a Tyrant (doesn't extend to killing other slaves), actually managing to successfully escape, being late to your shift except if injured, and happening to be standing where a Deathwing bomb hits.

### **Tyrant Buildings**

Most Tyrant buildings are essentially the same as the lava boats, minus the hull of course. They use sloping ^-shaped protometal rooves and stone walls, and have powerful air conditioning and other luxurious amenities inside. The roofwashers are required to wash Tyrant rooves at set times.

The richest Tyrants, especially Lords (the rulers of most towns), Dukes, and the King, have flat rooves that use barely-visible airfields shaped like a ^-slope. These bend the falling paths of the ash away from the buildings before the ash lands, so most of these buildings do not need washed.

However, those for Dukes and the King must be switched off for the Deathwings to take off and land totally safely; they could otherwise, but with turbulence as they pass through the shield. So low to the ground -- and to their palaces -- turbulence is best avoided. These switch off remotely. They are also modified so the field is more visible as a faintly white-glowing area, so they can tell when they're off. Thus these rooves do need hosed off occasionally. Pity the slave assigned to this; they know full well that the aerial murder of slaves is the only reason they have to do that job.

### **Government**

The top ruler is the Tyrant King in the central city. He delegates power to five regional Dukes in the five largest towns, who in turn delegate power to Lords of each of the other towns. All are, of course, Tyrants, but not every Tyrant is a Lord or higher. Many work as palace guards, town police, workplace overseers, and other jobs the Tyrants don't trust to the slaves.

### **Slave Crimes and Punishments:**

- Running for shelter from Deathwing -- whipping
- 1st offense stealing water or factory products/parts -- whipping
- 1st off. your machine stops working -- whipping

- Getting back at a slave for Balance interference -- whipping
- Disobeying Tyrant in Pawn -- whipping
- Being in a penal colony -- daily whipping
- Being in a losing position in Pawn -- beating with a club by opponent slaves
- Failed escape attempt -- exile to a penal colony for a time
- 2nd off. stealing -- penal colony
- 2nd off. your machine stops working -- penal colony
- Stealing from Tyrants -- penal colony
- Most other major crimes, or "crimes" -- penal colony
- Late to work shift except for injury -- execution
- Murder of Tyrants -- execution
- Escaping successfully -- death or injury by attack
- The whim of a Duke or King Taa when flying a Deathwing -- death or injury by attack

### **Economy / Food**

Okay, I've been alluding to this; now here it is. The Tyrants use the Gem system of currency ONLY for offworld trade (and for wall decorations in the case of the King). Among the slaves, they use Lava Limpets, and indirectly, water. This is also the primary food system.

These are heatproof wide-cone-shelled lava snails, which range in size from baseball to basketball to beachball, and bigger and bigger from there. Similar to barnacles, they grip the solid rock wall, under the lava's surface of lava rivers/canals and magma channels. The lava ebbs from time to time depending on volcanic eruption times. At these times the highest-up lava limpets are collected by special slaves assigned to this task, using heat resistant ropes and bags, lowering slaves and bags down, then using basically crowbars to dislodge the limpets.

The limpets -- with creature inside and all -- are paid as money directly to the slaves. Those slaves that collect the limpets simply get to keep a percentage; the other workers get them handed out at pay stations by lower-ranking Tyrants. This makes up a slave's staple diet; eating the limpet creatures themselves.

The shell then serves both as currency directly if the slave has enough, or as food bowls, water bowls, etc. The size of the shell makes it more or less valuable. There is no mathematical system for this; the Tyrants leave it up to the slaves to decide prices, and they tend to vary wildly from place to place, totally arbitrarily. Slaves generally don't have the option of traveling far for a better price, as they must work every day; exceptions are mainly when they're assigned to cart supplies between towns.

Also, the amount of pay for normal workers from the pay stations is also horribly unfair. Tyrants have a whole collection of large and small limpets to hand out. They might pay you one medium limpet, they might pay you a handful of small ones, or they might even pay two Matoran a single large limpet and tell one to pay the other the half of the value. The largest limpets are not used for pay; they are reserved for the water system.

Water is collected by slaves using empty limpet shells set all over beaches by the sea, to collect the dew from the coastal steam. Larger shells are preferred. Then the water is put in tank cart caravans -- carts with larger limpets mounted. It is then carried in smaller limpets for hours up the stairs to the Shell Bank giant limpets.

This process is overseen by Tyrants -- who of course get first dibs on the water by the ton -- but managed entirely by the slaves.

Thus this is the sole business in which the workers are allowed to sneak sips of the water without paying anybody limpets, on the reasoning that they must travel more than anyone else, and there is nobody else to pay; the Tyrants do not need or want Limpets.

Every day after they eat the limpet creature of the day and anything better they can scrounge up, slaves line up at the Shell Banks, bringing their several of their smallest limpets and at least one larger limpet. They pay the water distributors with the small limpets and get water poured into their large limpet, which they then get to drink, or carefully walk home and store. Thefts of stored water are somewhat common.

Limpets last a long time, thus the entire slave economy has been getting slowly "richer". However, they tend to use their excess limpets in group efforts to make primitive windmills or waterwheels to power various machines they either buy or make themselves. These limpets break a lot more often, thus the rate of increased wealth has slowed to a... well, a limpet crawl. Also, Deathwing bombing attacks destroy limpet shells. Many slaves believe that if they ever appear to get too "rich", the Tyrants will go on a rampage, destroying everything in sight except factories, though this has thankfully never happened yet.

## **Sports**

Slaves are not permitted to engage in sports of their own devising. Anyone caught doing so may be whipped or exiled to a penal colony, as King Taa has decreed such sports unhealthy to the mindset of a slave -- translation, they're fun. Games from other worlds (like Kolhii) are banned for the same reason.

However, slaves have invented a number of illegal sports. These are done only in underground chambers/caves and are carefully timed to avoid detection (and especially to avoid overlap with work shifts). They include Kolhii and other games from offworld. The most popular slave-invented game is called simply Torch.

## **Torch**

Each slave's personal Kanoka-material torch is brought along, and a host lays out a bunch of Limpets (contributed by the host, players, and/or audience), cone-up, in the center of the floor, and marks two or more goal points by digging a hole and audience bounds with a big circular line in the dirt. The Limpets may not be moved while they are in their normal state. The only way to move them is to heat them enough that they glow orange by banging the torches on -- but not too loudly lest a Tyrant overhear -- and heating the limpets till they're all too hot to touch, and then knock them towards the goal-holes with the torches. Players may use their torches to knock the limpets away from others' goals too.

Players or teams own their own goal-holes, and the object is to get all the Limpets in the holes. Once one is in, there it stays. There's no winners per se; players/teams get to keep the limpets (once they cool down!). Teams split them evenly. The one with the most limpets is declared thus by the host, though. Sometimes the host may award them extra limpets, if agreed upon by all involved before playing.

Torch has no ruling board like Clash or Space Kolhii, so there are no set-in-stone rules to list. Many different variations of it exist, and however each game works is agreed upon by the players before the game. All share one

absolute rule, however -- Leave No Traces. After play, the holes are filled in, and line swashed clear, etc.

### **Tyrant-approved Slave Sports**

Tyrants have approved of a handful of sports for slaves to play. The most popular one is called Balance.

#### **Balance**

It's basically the same thing as the [MNOG2 challenge game](#); slaves step onto a long stick and try to balance atop it. Starting ladders are used, usually taken away by spectators. Last left on his stick wins. Every player places a Limpet wager into a basket, and the winner takes the basketfull.

And there's a twist -- there are no rules beyond those summed above. Thus any player may try to interfere with the other players however they want. That includes whacking them with their sticks if they fell off, or even just tackling the player's balance stick directly, knocking them right over.

Tyrants love to watch games when these things occur. Slaves usually see such tactics as dishonorable and don't do them, but if anyone does, no punishment is offered and anyone who's caught getting back at the culprit is whipped or worse at the discretion of the Tyrant who catches them. Even without this, the Tyrants love watching it, due to the long falls caused when you lose due to Rule 5 and possible injuries if you fail to cushion your fall with your arms or legs.

#### **Balance Rules:**

1. Nobody may play unless they place a wager of Limpets in a basket.
2. The wager basket may not be touched or taken from by any slave except whoever wins the game.
3. Nobody who touches the ground or the starting ladder after the starting call or whistle can win.
4. Whoever's last standing wins, thus gets the wager basket and all the Limpets in it.
5. The stick must be at least twice the height of the player.

Tyrants from time to time organize Balance games in which a large number of slaves are ordered to compete. In these games Tyrants usually offer a reward of Limpets from the Wager basket for attacking other players. Slaves' sense of honor is strong, but the Tyrants make good on this promise if not on most promises, to encourage the behavior, so it does happen frequently.

Slaves enjoy this game because it's the least dangerous of the Tyrant-approved sports and it's something to do when you can't organize an illegal sport safely.

#### **Pawns**

This sport is most popular among the Tyrants and bitterly hated among the slaves, for several reasons, mainly that all losers are severely beaten -- and their fellow slaves are forced to beat them. Deaths by this kind of beating happen somewhat frequently -- more commonly your mask/helmet/armor will be broken. Which for Matoran who lose their masks results in a coma until someone else gets you a replacement. (Thankfully, mask forges are owned by some slaves, usually at least one per village.)

Essentially pawns is like checkers, with moves being ordered by Tyrants, but without any geometric board. Tyrants set up a boundary, and bark out orders to their slaves. Any number of slaves and Tyrant-sides can be in

the game, but it's always a team game of at least two pawns per Tyrant. The boundary can be any size. Slaves are given clubs. When one slave is ordered to cross the path of an opponent slave, they are to beat that slave, who then must crawl out of the bounds.

There is only one rule -- Do Exactly What Your Tyrant Tells You and Nothing More Or You'll Be Whipped. When they haven't been given a command, they are expected to stand still, but facing the nearest opponent -- the latter being an unwritten rule but usually ignoring it results in whipping too.

How winning is handled depends on what's decided before the match, and Tyrants enjoy coming up with a new system every match. Sometimes they force the slave contestants to enter a wager for the winning slaves, other times they force the audience to pay to see (watching is mandatory for all in the town where it's held unless your shift is on in which case watching would obviously result in death)

### **Tyrant Sports**

They have a wide variety of sports, usually involving combat, and usually not to the death.

There is an official administration for a version of Clash called Tyrant Clash, which works basically the same as Industrial's Clash but without the teleportation option. Usually held impromptu with whatever weapons, obstacles, and vehicles they have handy with nothing else for the "stadium" except an audience shield, projected by portable forcefield generators. In a few places they have stadiums with raised seating.

Many Tyrants have become quite good at the sport and moved on to play on Industrial's Stadium.

### **History**

It's pretty much summed up as, to quote Captain Sig from Deadliest Catch on Discovery, "levels of bad". The Deathwing attacks did not always occur as the various types of craft used for them did not originally exist. Once, in the first few days of the Multiverse, the Gem system of currency was in place as part of the Multiverse's origins, but the Tyrants confiscated it all, using the Orbs for the King's Palace walls. As said above, slaves were once much poorer under the Limpet/Water currency system. Originally they could survive only near the coasts.

By about Year 100, they lived throughout the continent. 300 years were spent by half of the slaves working on the Obsidian Mountain -- that was finished 200 years ago. Slaves originally worked to produce products and services purely for the Tyrants' and their own benefit; slowly as time has gone on they have been manufacturing more and more that is sold or bartered offworld, mainly in Industrial (Experimental Industries mainly), Warzone (Red Skull exclusively), and Tribal (any tribe that will trade).





**English nickname:** Enlightened

**Bionicle name:** Izumal

IH-zoo-MAHL

Name created by: TRINUMA NUVA: One Traveler

Status: TOP SECRET, unknown by outsiders

### Basics

The main city is populated by an advanced civilization, whose citizens are all totally at peace with each other. They do not allow travel to here from other worlds; visitors are told to immediately go home, or be imprisoned, lest the harmony of this world be unbalanced. There are outlying criminal camps in the wilderness, and criminals enter the city sometimes. There are thus police and investigators. Most crimes involve hacking, so the camps are also called hacker camps, though not every camp has hackers in it.

This planet is unique in that it is made primarily out of protodermic silver and gold. They have become able to control the weather, so that clouds from the oceans move directly into receptacles in the city that feed water to canals. They can also use controlled tornadoes for security purposes. Recently, agents from Enlightened have been seen on mysterious missions on other worlds. They are considered evil or questionable by the other worlds, but their true goals are unknown.

### Name Meaning

It is usually said to mean "Grave of evil." In various Earth languages, "mal" means malice, evil, bad, or illness. "Izum" is similar to the English word "Exhume" which means to dig out, especially from a grave. The meaning of Izumal is therefore ambiguous, just as the intentions of this mysterious culture are.

It could mean the burying all forms of evil and illness in a grave, thus having a society free of anything bad or, after having buried them, of digging them back up and restoring them, thus having a society that claims to be enlightened but is in truth the opposite.

Some who have had runins with Enlightened agents say it means the world is the actual haven of ultimate undying evil. Others who have caught glimpses of this world of gold and silver say its meaning is more related to the mining of these precious metals and not to evil at all. Only Izumal's citizens and leaders themselves know the true meaning of the word.

### Main Species

Toa/Glatorian are most common, but Matoran/Agori and other types are not all that rare. Also, there are sapient androids; see Technology section.

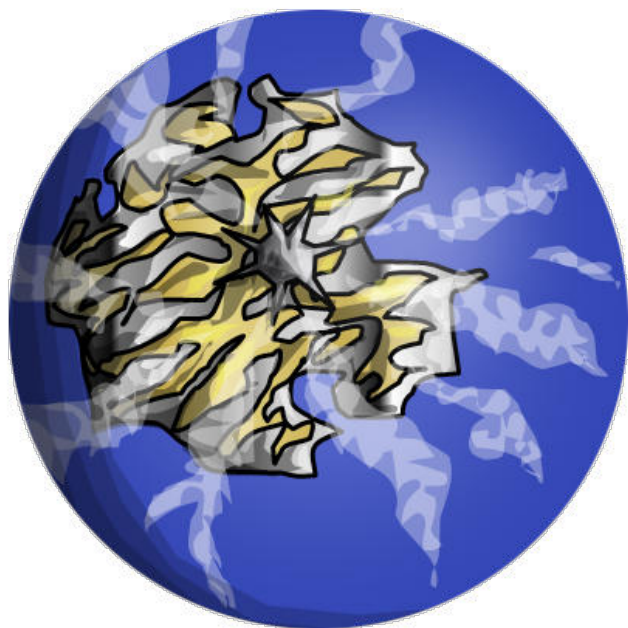
### Geography

This planet is extremely strange. Its continent is made entirely out of protogold and silver. It has common plants, which come in a variety of shapes and sizes, but which all seem to grow right out of whichever precious protometal they are in. Thus the same species can be either silver or gold, depending on the ground where it

grows from. The plants don't appear to be grown from seeds, but the leaves are edible if you peel off the outer gold/silver skin. Far as anyone can tell, the rest of the plants are totally metal.

There are other valuable and very technologically useful minerals on the planet, but these must be mined for beneath the land or seafloor surface.

This is the only one of the seven main planets that refused to contract with Industrial for a Cargo Star, yet it is lit by artificial sunlight just as well. This is accomplished by literally shining a light in rooms in the city, and beaming the individual photons (particles of light) into the sky, aiming their trajectories back down towards the planet. Thus there is the illusion of a bluelit sky, with nothing resembling a sun.



Every law-abiding citizen of Enlightened lives in a single city. It is composed of skyscrapers, but not normal ones. Each skyscraper's height is adjusted so that the overall skyline forms a perfect dome, except for eight small radiating spokes on the outer edge, where the city is expanding, and where the Olmak Totems are stored. They are all protosilver... at least in appearance. See the Technology, Transportation, and Buildings sections for what details we dare reveal, but much is a secret.

The outlying criminal camps -- also called hacker camps -- are made from various mined materials, mostly metals. They look very technopatched -- advanced computer screens, primitive keyboards, wires running everywhere, etc. in the interiors. This is because the only way to be a successful criminal in the

city is to be a hacker; everything -- almost literally -- is electronic. There are many other criminals in each camp who aren't necessarily "geeks" but who were exiled for other crimes.

Sometimes the more violent of these are sent in battle against other camps. But the hackers are the clear leaders, and they typically implant chips in their "allies" that act as remote-control self-tazers. Thus the only times a hacker can be effectively attacked by a non-hacker is when camps war with each other, or in rare instances when a hacker forgets their remote.

There are camps with no hackers, usually anti-hacker, but they typically do not last long as they cannot steal major supplies from the city. There are also plenty of would-be hackers who lack the computers to accomplish the crime, though they tend to get their computers eventually.

## Weather

In short, the Enlightened rulers control the weather with an iron fist. All clouds on the planet are pulled in, in lines usually, right towards collectors at the top of the widest and tallest skyscraper in the exact center of the city. From here water is distributed through "pipes" (see Technology) to the city's inhabitants. Rain is nonexistent.

This is wonderful for those who live in the city. For the criminal camps, however, all water must be stolen from the city or gathered from the ocean. All used water is purified in the city and travels back to the ocean in underground tunnels, which hackers can sometimes get at, but not much for very long because the tunnels have security systems and once you dig a hole to them, it's not long before police arrive.

Many camps are close to the ocean, and those that aren't typically trade the farther camps for water. There are also fish in the ocean that are caught.

There is another phenomenon on Enlightened that is quite frightening that appears to be weather-related. This is called Ghost Bubbles. These seem to be invisible spatial anomalies about the size of minivans or smaller, which act as vacuums. They float around, pulling in air, water, rocks, or very small objects.

From time to time, a Ghost bubble appears that is about the size of a two-story house, which is large enough to pull in beings and larger objects. This is known to happen much more frequently in water, so swimming in the ocean is considered too dangerous and is banned (and the criminals follow that rule too).

While inside a Ghost Bubble, all you see is blackness all around you; the only light usually is from your own Bionicle glowing eyes.

The effect is temporary, but while trapped inside the Ghost Bubble, you only have what air or water is inside it. Fish in the ocean sometimes get trapped in a very small bubble, for example, and after a short time the water around them is no longer breathable (the Bionicle equivalent of water losing its absorbed oxygen). Same can happen to an air-breathing being; they can run out of air. Usually the effects last no longer than a few hours, but it is unpredictable.

It is known that you -are- capable of escaping, however, if you have some method of propulsion. There is a slight resistance on the outer spatial wall you must push against, and a merely walking being has no way of doing that. An Agent wearing his suit would have no trouble getting out, as the suits have supersonic flight capabilities (or slower speeds). Fish sometimes swim out if they try hard enough, but they often don't know what to do, being mere Rahi. Also, the city automatically watches for such disappearances inside the city limits, and Enlightened police have ways of detecting where a being is trapped in a Ghost Bubble and pulling them out. Some hackers have tools that do that too, but for the most part if you're an exile, you get no such outside help.

There's another effect that may be related, in which water seems to defy normal liquid physics and pile up in titanic mounds in a certain area. These mounds tend to have higher amounts of Ghost Bubbles. These anomalies are called simply Water Hills.

These are pretty much irrelevant to Enlightened city denizens, but to exile boats they can be very dangerous, as they move around randomly, sometimes at fairly high speeds, and the boat is still subject normally to gravity. If you get caught on the side of an especially steep Water Hill, you capsize. The water in these piles tends to be very hot -- at the top it can be even past boiling temperature, yet it does not boil. Wooden boats that have gotten caught atop such hills as they formed have been known to burst into flames. After a while, the WHs evaporate.

## Landmarks

The Enlightened city itself could be seen as one big landmark.

The central skyscraper, which is wider and serves a number of functions, is also a landmark, especially since clouds everywhere point to it. It's called the Collector Tower, because water collection from the clouds is its most obvious purpose. It is also believed that the top-secret power source for the city is hidden somewhere inside the tower. There is also a small hovering sphere at the top center of the circular roof, and several tornados constantly orbit it. Its purpose is not known, but it's believed NOT to be the power source. Whatever it is, the tornados are actively controlled by the tower and prevent anyone unauthorized from getting to the sphere.



Six other major landmarks are the Olmak Totem hovering towers.

## Olmak Totems

These silver hovertowers are located at the outermost tips of the eight radiating city expansion areas, and float above mile-wide ground platforms. They are shaped like very elongated footballs balanced on their tips. Two of the eight have no Totem; they serve merely as decoys. The entire surface of the tower has no openings... normally.

Anyone foolish enough to teleport here from offworld via Olmak Totem is met with the featureless inside of a spherical silver room, except for a flat floor and a small cylinder pedestal which the totem rests on. No doors, no windows, no visible cameras, nothing. Then a voice is heard projected artificially which orders them to immediately return to where they came from -- outsiders are not welcome here.

Most teleport back. Some stubbornly refuse; these are exiled to the criminal camps. At one point about a hundred years ago, such an exile, from Central, rose in skill, and thus rank, among a hacker camp, until he was able to hack his way back to Central. He took everything he had learned about Enlightened with him, which is why all the details about it you see in this guide can be here.

You might be wondering how stubborn outsiders like that are taken out of a doorless room -- and it's not teleportation -- but see the Technology section below. There's also a major security procedure that goes on from time to time for these towers, but the Technology section is better to explain that.

Sometimes Enlightened agents travel throughout Aethion. Whether they use the Olmak Totems to do this is not known, but if they do, they must use some sort of cloaking technology, which they are capable of, because no blue flash or any such thing precedes their arrival. In recent times these agents have been spotted quite frequently. They are recognizable because they wear what looks like full-body protosilver armor, helmet, visor, and all. They're usually Toa, and can use their elemental and mask powers through the armor just fine. The

armor gives them super strength and powerful telekinesis. They are pretty much unstoppable -- whatever they come for, they get. Period. Yet their goals seem to make little sense to others. They're usually called simply Agents.

## Technology

Enlightened's technology is so far ahead of what is normally possible in Bionicle, it is actually ahead of most other science fiction as well. The begin with, if you have ever seen the movie Flight of the Navigator, the style of their modern technology is very close to that. Silver smooth/curved surfaces that can change shape at will, hover, travel extremely fast, etc. Instead of doors, the silvery wall can simply melt aside, forming hovering stepping-stone-style stairs if need be. If you watch that movie, how that effect is accomplished is not explained at all.

Enlightened does these things and more by taking the concept of nanites, and adding other scifi abilities such as hovering technology, warp drive, telekinesis, and more to the nanites. The reshaping ability is done with programming telling the nanites to move in a controlled, semi-liquid, semi-flexible solid fashion. The nanites themselves contain the programming, each acting as a tiny part of a larger computer, and glowing holo-screens and controls can be made to hover over surfaces for most basic commands.

In order to actually program the nanites, separate computers must be plugged in. It is said that each nanite is capable of producing any protodermic power; it's just a matter of knowing the right Kanoka combos to convert into a special computer code, and programming the nanites with these codes, as well as programs for controlling the powers.

## The basic powers are:

- Reshaping
- Flight -- as in the power of a [Kadin](#)
- Super-speed and inertial dampeners, from [Kakama](#) speeds to supersonic
- Telekinesis -- as with [Matatu](#)
- Forcefields
- Cloakfields -- as with [Huna](#) and [Volitak](#)
- Holographic projection / photon teleportation -- similar to [Mahiki](#)
- Materializing substances
- Sensing shapes and motions of surroundings
- Sensing the use of unauthorized powers in the vicinity (such as stealth powers, triggering an alarm, similar to [Mavrah's mask-sensing Rahi](#))
- Electric zapping
- [Major elemental powers](#)
- Major mask powers -- See Objects section, under Multiverse Mask Powers, with link to official powers
- Channeling such powers from a Toa/etc. -- as with a [Toa Tool](#)
- Teleportation -- though this is apparently avoided due to the Olmak Effect, with the possible exception of the Agents somehow
- Air recycling
- Weather control -- as with the [Kraata/Rahkshi power](#)
- Prison -- [Avak](#)'s power, used in jails.

### **Powers they avoid include:**

- [Teleportation](#) and any variety of it including [Quick Travel](#), due to the Olmak Effect
- [Intangibility](#); Reality Shifts have been known to cause armor/wall fusions, and it's not needed as their telekinesis is powerful enough to remove most obstacles and in the city the walls melt aside, etc..
- Time powers/Life powers, or any [Legendary](#) power, due to the dangers they pose if things go wrong with them.
- [Reconstitute At Random](#); this is risky both with Olmak Effect anomalies and Reality Shifts, though to a lesser degree, plus isn't very helpful to most situations Enlightened is in.
- Fusion (see mask power section in Objects)

The nanites are (almost) always made of protosilver. Non-nanite protogold underlying frameworks for the skyscrapers and other things are usually used, including solid floors. This is in case the nanites should ever all fail at once, in which case they would all "melt" down. There would still be gold frameworks to stand on, instead of a deadly catastrophe.

Normally, they grip onto each other, acting like superstrong solid metal, stronger than protosilver is normally (but still weaker than protosteel -- comparable to proto-iron). When changing shape, they grip much less tightly, acting as a controlled liquid. In solid form, they can also bend without losing much strength, acting like bending metal (this is especially used in Agent suits). Ghost Bubbles can pull in nanites if they are in liquified form while changing shape or in the form of small objects, but not solid or bending form.

Instead of constructed pipes for water, the nanites form pipe shapes. Water is not stored high up; it is stored in giant chambers in the nanites underneath the spaces between the skyscrapers. The pipes are normally in solid form, but with regularly spaced thinner and thicker areas. When water is called for in a room, the edges of the pipes liquify and the thinner areas move up, pulling the water along. This way gravity isn't relied on for pressure, yet there are no separate moving parts. (Similar to a system used in real-world surgery to pump blood without moving parts, but more advanced.)

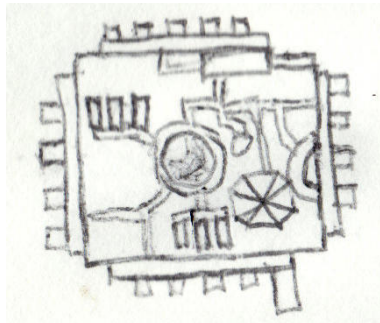
Instead of air vents, there are certain areas where air is cycled in and out by making microscopic spherical pockets in the wall and moving these pockets by liquefying the nanites around them and moving them. The bubble-through vents automatically filter out exhaled air and bring in good air to breathe in (equivalent of CO2 scrubbers in real life spacecraft or life support systems in scifi).

The main thing that is not done with nanites still is that for memory storage, they use artificially created organic neural matter (similar to Star Trek Voyager). These are typically stored in metal spheres with wire connections going through, bridging the communication divide between nanites and cells. Also non-nanite computing parts are usually included with most things as a failsafe, though they're not as smart.

The sapient androids are usually made mostly out of nanites too. However, their memory storage is organic, and most have backup protogold bone and piston systems inside, and some non-nanite processing computer parts, in case the nanites should fail.

## Macrochips

The entire city used to be made out of different technology, which was abandoned in about year 150. The original prototype to the nanite systems were like the advanced blocks Stargate Replicators use, or like LEGO bricks with powers, but much bigger -- each is bigger than a typical Bionicle titan. They were complicated computer-chip-like flat square devices, that could do all of the above powers via Kanoka-material addins, but primarily focused on processing power.



These were called Macrochips -- the opposite of Microchips.

Buildings were made by stacking them as floors/ceilings and walls, sort of like card houses. They have large spheres mounted in them of trans-colored gel inside; the older version of organic memory systems using less powerful artificial neurons.

These macrochips are still used by hacker camps as some of the walls for their shacks, usually with a cloakfield power constantly on. Thus the vast majority of hacker camps are invisible until you are within 50 feet of a shack, and you can only see the nearest buildings, with a video-game-esque fade-in effect as you walk along. Agents frequently patrol the continent looking for the camps, and sometimes find them. The camps move often, and erase all evidence of where they were. Camps also have some nanites, but usually use them for armor and computers only.

There was also a brief period where microchips were experimented with to replace these, but it was not implemented in most areas before the nanite systems replaced it.



Kakaru

## Communication

For communication, everything taps into subspace, except for inputting new programming to nanites which must be done by wire connection, or of course mental/vocal commands given to the nanites. In the Multiverse, our version of subspace communications (an idea originally used in Star Trek) do not involve direction or distance, but are based on frequency and signal intensity. If you send a signal through subspace, it can be picked up anywhere instantly, if the receiver knows the frequency and intensity to look for. Coding language also matters.

Officially, nanites can only be programmed by physical wire connections to a non-nanite computer

(tablet-shaped with keyboards below a screen). But the nanites do use subspace communication to instantly send commands to each other, so there is no lag time to worry about. This, unfortunately for Enlightened, is a back door that hackers can use, if they figure out the code and have subspace transmitters. As a result the code syntax is ever-changing, but sometimes hackers do gain control over limited areas, to limited effect.

### **Olmak Hovertowers**

The details about the Olmak Hovertowers are as follows.

A doorway can melt open to let a rebellious person out. "Melt-doors" are used by everyone all over the city.

The security procedure mentioned before is this -- at various times, a covering of other nanites will come up from holes in the floor of the circular base under the hovertower. It will be entirely hidden from view. A security programmer goes inside. Allegedly, they use a top-secret process to update security programming of the towers by plugin. There is some suspicion that there is more to it, but nobody knows for sure. The reasoning for the covering is that hackers might be able to use a telescope or something similar to see the computer code on the tablet screen during update.

Updates for the rest of the city are sent from a programming center in the Collector Tower, since these nanites are all connected physically. A similar covering and plugin update system is used for the small mysterious sphere hovering above the Collector Tower.

### **Jails**

The first punishment for most major offenses in Enlightened is exile to the criminal camps. As long as exiles then leave the city alone, Agents leave them alone. This includes criminals whose first offense is hacking, unless the hacking was especially egregious. Jailing is reserved for hackers in the exile camps who continue to hack the city, (whom Agents must hunt down), and for murderers. This last crime does not include exiles who murder other exiles; that is a criminal camp matter.

For minor offenses, Enlightened seeks to determine if it was an error in judgement -- a mistake -- or motivated by evil intentions (as they define them). If the former, the logic of the situation is discussed calmly by all parties who reach consensus about what should have been done, and they go on with their lives, never making that mistake again. If for other motives, it depends on the circumstances. Sometimes discussion is used if the criminal is deemed not too far gone, or temporary jailing followed by discussion, but if it's determined that the criminal IS too far gone, it goes to exile. Exile and jailing for major offenses are lifetime sentences.

Jails use the Prison protodermic power that official Piraka Avak had; the prisons cannot be escaped from by prisoners. However, helpers from the outside could conceivably get them out. Jails are guarded by Agents at all times to try to prevent that. Some prisoners have escaped, but no more than ten times in the entire 100 years of the Multiverse.



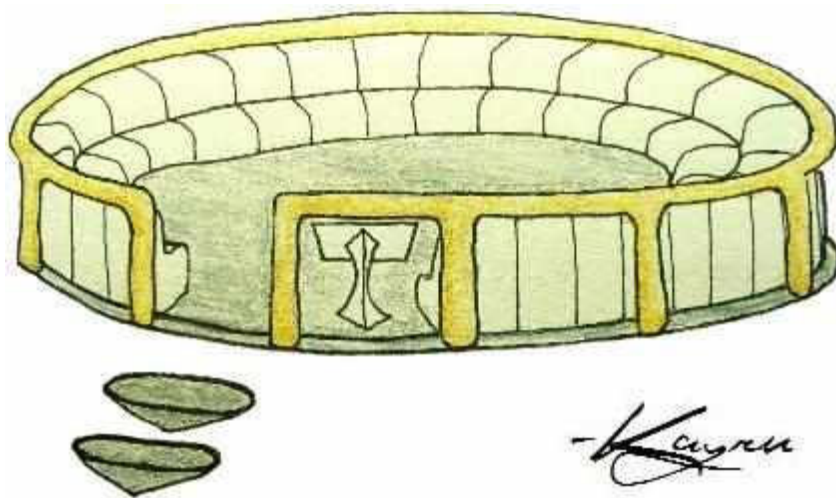
## Transportation

There are no methods of travel in the city comparable to those used in any of the other planets. Instead, there are Hoverplatforms. These are flat disk-shaped nanite objects, with fancy railings and seats. They can hover on their own power for a long time, but are usually suspended by the power of the city around them. They normally travel at the speed of sound, and can travel much faster, navigating perfectly between the other skyscrapers and hoverplatforms. Inertial dampening fields make it feel as if you aren't moving at all -- except for the sight of blurred surroundings!

They pick up and drop off passengers from all levels of the skyscrapers; doors melt aside in the outer walls and form hovering "stepping stones" (as in FotR's hoversteps, but forming different designs, more flat cylinder shaped), even on levels miles above the ground. The nearest empty platform -- these usually hover near the ground -- zooms up and hovers at the other end of the "stepping stones". You walk on, and from a holo-screen or keyboard console -- or by voice command -- select your destination.

Within seconds, you are there.

This method is preferred over teleportation, which admittedly would be even faster, due to the Olmak Effect. Even a minor spatial distortion, randomly appearing, can risk at least slight damage to a being teleporting by any method other than Olmak Totem, and those don't work for cross-city daily travel, of course.



Each hoverplatform also has an underlying gold framework with non-nanite backup equivalents of everything the nanites do, again in case the nanites should ever fail. The platforms can spend several hours flying out over the continent and ocean on their own power just with the nanite systems, and hours more on the backups, though doing the latter is not advised.

Criminal camps have a few older models of the hoverplatforms. For the most part, they use more conventional hovercraft, however. They also sometimes use walking/wheeled craft. All criminal craft, like their buildings, has the cloaking power on at all times.

## Buildings

As said above, Enlightened buildings are made of protosilver nanites with underlying non-nanite gold frameworks, and other backup systems. Plants are typically grown in pots and used as decoration (using normal soil materialized by nanites for plant varieties native to other planets, which Agents have collected, or using chunks of protosilver or protogold for Enlightened plants). Various materials are used in conjunction with nanites for room interiors, depending on the desires of whoever owns the room in question.

Hacker buildings are usually made of the macrochips as walls, and plain metal walls too, and filled with tons of wires, older computer screens (flatscreen monitors generally, and tablets too), older keyboards, etc.

## Government

The Enlightened city has a secretive ruling Circle that apparently rules for life. They control the Agents and make major decisions related to programming security, delegating responsibility for that to a large team of programming geniuses, all carefully overseen by the leaders. They do not control much else, as every member of the city is -- allegedly -- enlightened and does not need much guidance or help, plus has advanced technology that already handles most needs.

Criminal camps' ruling system varies. Generally the best hackers rule their camp absolutely, but spend most of their time on their computers. Some of the anti-hacker camps run a lot like Warzone clans, choosing leaders based on military skill, etc. Hackers that belong to the hacker group Regno di Baraonda answer directly to the most skilled hacker of all time, codenamed Revolution (see Characters section).

## Economy

Enlightened uses a Credit system instead of physical money. This is the most secure aspect of their programming and updated on an almost daily basis against hacker threats. Occasionally hackers do manage to steal credit, however.

Hackers tend to use both credit and supplies as currency. Some of the anti-hacker criminal camps make their own currency (out of rarer mined minerals such as proto-iron; silver and gold is too common for money), or just use supply barter.

The essential difference between Enlightened Credit and normal money is, it is awarded purely on the principle of "you helped someone", NOT ONLY for established kinds of jobs, in as close to an objective omniscient system as possible. All help aids the city's improvement, but some more than others, and the system factors amount by that.

Inflation is never an issue because of the unlimited power source -- anything you need can be materialized or formed from nanites; you pay a price for it based on its size and difficulty to produce and similar factors from a portion of the energy produced by the power currently being put out by the power source. Prices may temporarily rise based on amount of current power consumption, but they are drastically reduced periodically as the nanite programming is updated to reflect increased demand. Power is transmitted via subspace, thus is theoretically lacking of any upper limit to what the nanites could be updated to handle at once.

Thus the city system can afford a system of credit that works by creating new credit for every helpful act, the equivalent of real-world printing of new money (which in real life would result in massive inflation and economic problems Enlightened is spared). This drives the expansion of the city -- including number of inhabitants that spawn from the Olmak Effect, and the city is now over a hundred times larger and more populous than it was in Year 1.

## Food

In Enlightened, food can come from whatever source you wish. You can do the Star Trek replicator thing. You can zoom on a hoverplatform out to the ocean and cast out an old fashioned pole and string with a hook for fish (pole, string, and hook made of nanites though, of course). And anything in between. The strange leaves of the various plants are major sources of food, usually grown in farm rooms right in the city.

Hackers eat leaves and fish primarily. Some have older replicators with a more varied menu, and some are lucky enough to have nanites which can do that times ten. Most of their macrochip walls can replicate anything they program into them, but do not come with menus of their own. Fish and water are usually sent via teleportation, not physical transport.

## Sports

Enlightened has the widest variety of sports, partly because the nanites can do so much, and partly because the nanites... can do so much. That is, its inhabitants don't have to spend as much time doing manual labor; their jobs are focused more on Agent work, programming, design, service, and entertainment while the nanites do most of the work to keep the city running. The latter three kinds of jobs often don't take up much time daily, and the former two sometimes have long times when not much needs to be done.

As far as what's possible for sports, it includes anything done on any of the other worlds, with virtually no risk of injury or death if nanite suits are added. These can be done with nanite equivalents of the equipment, or with materialized replicas.

It also includes a wide variety of sports invented on Enlightened. Most of them aren't attended by much of an audience, because there are just too many. However, there is a main popular pro sport. The closest English translation of its one-word name would be Sonic Boom Impact from the Clouds -- but we're translating it simply Thunder.

## Thunder

Thunder is played by any number of players, all wearing nanite suits, literally using the clouds themselves and the whole sky within the bounds of the city's outer reaches as the field. Players must travel at half-sonic to supersonic speeds at all times or be disqualified. Small hovering nanite Camspheres follow them also at supersonic speed and keep a video angle on them at all times.



Game battles involve hyper-adrenaline supersonic martial arts and impacts (the nanites can handle inertial dampening for this easily), like a way-faster version of the final fight in the Matrix trilogy.

Audience can watch Thunder live by selecting players to watch. There are no stadium seats; people watch right in their own homes etc. Multiple players can be watched if you set a wall's nanites to display multiple holoscreens, the equivalent of having multiple TV screens. They can also wait for a short presentation of the game's best moments put out by game administrators when it's over. Games end at Match Point or when all players pull out, so they could theoretically last for extremely long times, similar to Harry Potter Quidditch.

Each hit is awarded points as judged by hyper-advanced programming in the Camspheres. All players are awarded Credits based on the number of points they earn, and the number of audience members of both the live and presentation versions, at a live segment at the end of the presentation version. Bonus credit amounts are awarded to the top three winners in increasing amount. All monetary awards are judged by the city's Credit creation objective programming.

### Thunder Rules:

- Matches are begun at times set by the administration.
- Any professional Thunder player, as approved by the administration from virtual amateur versions of the game, may enter at will for the next scheduled game before its starting point, provided they have a administration-approved-quality nanite suit. Agent suits are well above the level of quality demanded.
- Every player must remain moving at a speed equal to or greater than 400 miles per hour, or be immediately dropped out, barring impact-caused slowdowns that the player speeds back up from within five seconds. There is no maximum speed; players may fly above the speed of sound (about 800 mph).
- Players must stay above a certain altitude and within the perimeter of the city's reach. These bounds are programmed into their nanite suits and display warnings to the player when they get too close to the bounds. Leaving the bounds results in penalties and straying too far may result in disqualification as judged by Camsphere programming. Going up into space is allowed.
- Games are played to a Match Point amount set in advance by game administration. Games may last for as short or as long as it takes for the first player to reach Match Point.
- Players may also drop out at any time. Dropping out is NOT disqualification; they keep the points they earn. Other players may not attack a player who has dropped out -- these players shine bright red to send the signal that they are out of play until they land in the city.
- Players who are disqualified lose all their points.
- No powers, or intensity of powers, or the same for other abilities which could overload the suit nanites causing risk to players, the city, or anyone else may be used. Otherwise, any powers, abilities, strategies, etc. may be used within the bounds of the other rules.
- After the presentation of the game, players are awarded Credits from points and viewership ratings.

### History

Their history is similar to Industrial's in that it is marked mainly by technological advancements, but it's also marked by major hacking incidents such as the one outsider who later hacked his way back out and spread information about them. Recently, the most infamous hacker is a mysterious person codenamed Revolution, who seems to be able to hack whatever he wants. Nobody, not even the other hackers, knows who he is.

The most significant advancement, of course, was the development of the nanites. At the beginning, they already had the macrochips, but constantly improved them until they got smaller and smaller, until they were replaced by the nanites.

In their first moments of existence, they used the Gem system of currency. But since they had the macrochips, it wasn't long before they developed electronic credit and stored away all Gem-based currency somewhere. They allegedly no longer value the Gems at all, though what exactly happened to them in 500 years is unclear. They may have been converted into energy for extra power.

Their cultural development is a story not really clear to outsiders. It's believed that they have seen themselves as Enlightened from the beginning, but may not have truly been until later. Some believe they are not really enlightened at all but are merely technologically advanced villains with a fancy name. And almost all others believe that they are at best misguided, hoarding all their advancements and refusing to use them to benefit the other planets. But, again, what their true motives are, nobody knows. Their leaders keep much secret even from their populus, let alone the other planets.



**English nickname: Enigma**

(No Bionicle name; it's known only by its nickname.)

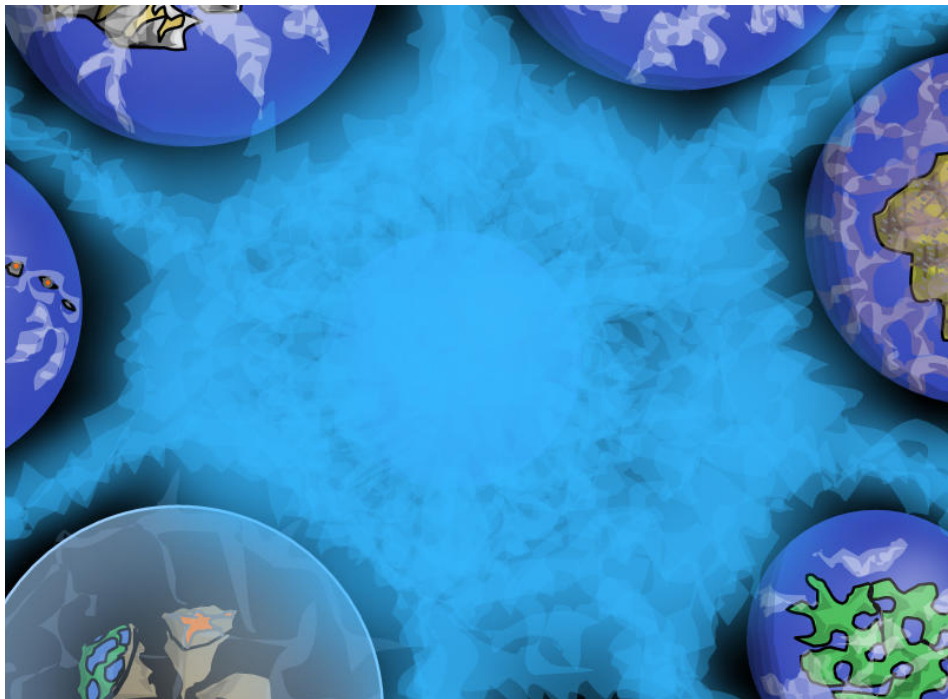
Status: Mystery

This world has no name other than "Enigma" -- it is barely visible through the spatial distortions, and is a total mystery.

As far as anyone knows, no Olmak totems exist that can teleport to it, though legend has it that if all six totems of a world are brought near, the Olmak Effect will become strong enough to teleport a person to Enigma. Some people have tried this, but whether they got there or not, nobody knows, because they have never come back.

Enigma is believed to be either a perfect paradise, or unimaginable horror manifest, but nobody really knows. Nor does anyone have any idea what the landscape is like, because it is obscured from view by strongly glowing, very unstable space.

No other categories need be listed, because nothing is known. Toa Zuruk (see Characters section for his bio and Objects section for his Enigma Line of products) has made some specific claims about Enigma, but it's not proven that he was actually there.



## Characters

### Kyn

KIN

THE demolitions expert of the Multiverse, lives on Shattered and works primarily on Industrial for their frequent demolitions. A small [Av-Matoran](#), red eyes, black mask and feet, orange torso and arms, but can change color like any Av-Matoran. His mask is shaped like a Kanohi [Sanok](#), the mask of Accuracy. Is extremely rich. He is the first to receive the mindtouch from the Presence that inspires Team Cipher. Once he decides to form the team, it will be sponsored partly by Central government money, but largely by Kyn himself.

He identifies with the element of Fire, and lives on the Fire fragment of Shattered. He has long wanted to become a [Ta-Matoran](#), but the Fire leaders have not allowed it; they say he is too great an asset to the Multiverse to risk in the dangerous Element Swapping procedure.

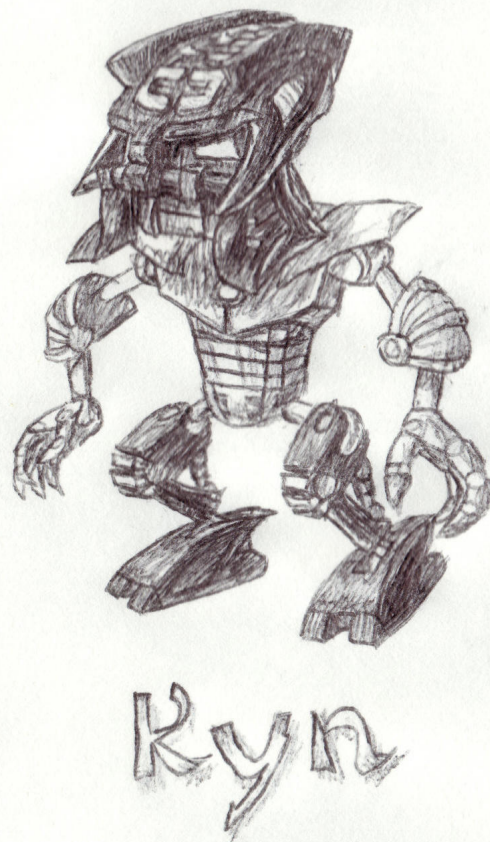
Runs his company mostly by himself, with the help of his fleet of "demobots" -- hovering robots that place charges and double as cargoshuttles that fly the remains of demolished buildings to Central and Shattered scientists.

He tests explosives in a bomb range on Air Fragment in Shattered, and owns gas collecting vent machines on Fire. A Matoran of few words, he is very blunt when he does speak. He's a brilliant mathematician and strategist, both skills necessary for precise demolition, especially on Industrial where every building is surrounded closely by other buildings.

He did not originally live in Shattered -- he spent his first 50 or so years of life somewhere else, then spent roughly 250 years on Shattered (so he's about 300 years old). Where he lived, and what his past life was, are things he refuses to talk about.

In recent years, he has spent his free time keeping up on what scientists are finding related to the Olmak Effect and other things. They have especially focused on studying alternate timelines, and what happens to the copies of EM characters in those alternate timelines. They have invented a machine recently that allows a person to tap into the memories of their copies, and Kyn bought one. These machines are some of the most expensive things in the Multiverse currently, normally reserved for scientists who are keeping records of such things, but Kyn is one of few who could afford it.

The name Kyn is a tribute to the member that ran the Expanded Universe back when it was on the BS01 Wiki.



## Toa Zuruk

ZOO-rook (as in place with animals, and the chess piece)

An inventor [Toa of Ice](#) who works for Miscellaneous Enterprises on Industrial. Years ago he went missing on a trip to Tribal, and was presumed dead in a border dispute, but just a few weeks ago, he reappeared, claiming to have been to Enigma and back. Misc. Enterprises is now selling several innovative products that Zuruk claims are his best effort at reproducing technology used on Enigma. (See Objects section.)

He says it IS a paradise, not as technologically advanced as Enlightened, but only because nothing ever goes wrong there, so they don't need to be. He hasn't elaborated beyond that, but the theme of most of the products is high power with no non-peaceful side effects. For example, his lead product is the Cold Welder, a tool that uses sonic energy and a conical sound dampening field to weld metal, but produces no heat or noise.

Though he's primarily a Toa of Ice, he also owns an Element Key charged with the elemental energy of [Sonics](#). He switches to that element frequently. He was one of the first to discover that intense sonic vibrations dampen the Olmak Effect, though nobody understands why. He claims he used this ability to survive the intense distortions of bringing together all six Tribal totems (by suggesting a single spot with great scenery to multiple tribes), and get to Enigma. (How he got back, he claims is a secret he is sworn to secrecy on.) He can also use it to try to save the day when the OE threatens people, structures, etc.



His mask, chest armor, and limb armor is white, and sand blue is his secondary color. Eyes blue. His primary mask is an [Elda](#), with the "tube mustache" modified to look more like a spiky mustache.

He also possesses these masks: [Kakama](#), [Mahiki](#), [Pehkui](#), [Arthron](#), [Psychometry](#), and [Blue Energy](#). He has invented a Suva Pack; a backpack with slots for two other masks, whose powers he can somewhat tap into while using the mask on his face, and rapidly switch between them. This pack is something he has kept secret until he joined the team, and not something he sells. He has a [Suva](#) on Industrial he can use, only on that planet, to switch to the other masks, but prefers not to, as any Olmak

Effect anomalies between the Suva and him could destroy the masks in transit.

Zuruk believes himself to be hundreds of years old, but his current life started around 100 years ago when he was teleported to Industrial via the Olmak Effect. He lost his memories in transit. Not knowing who he was or where he came from, he had to make a new life from scratch on Industrial. He believes he may have been from Enigma, because nobody reported anybody missing when he first appeared. When he reappeared, he claimed to have found confirmation of that on Enigma, but that he decided to return.

The name Zuruk is from the German word zurückkommen, to return.

## Revolution

The codename of the most infamous hacker among the criminal camps of Enlightened. He has caused more

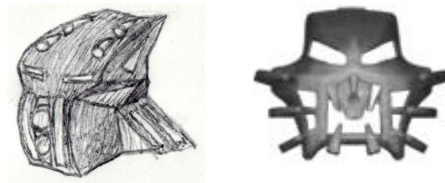
damage than any other criminal or hacker, and is the Enlightened government's most wanted. However, nobody knows a single thing about his identity. Not species, not appearance -- not even gender, though he's assumed to be a he. This includes the Enlightened police AND the other hackers. When he hacks, he usually includes a code that makes the nanites of a nearby wall form the shape of a large letter V.

Among the hacker camps, he is a figure of hope in what some hackers see as their valiant quest against an evil government. But among the violent, mischievous, or downright evil hackers he is also seen as a hero, and he has done nothing to distance himself from that view. He has also received the mindtouch, though it is unlikely he will ever personally join the Cipher Team. Revolution has organized a group of hackers called Regno di Baraonda (which means Kingdom of Bedlam in Italian, pronounced REHG-noh dee BAR-ruh-OHN-duh).

### **Artakha and Karzahni**

ahr-TAH-kuh, kahr-ZAH-nee

Two famous hackers belonging to Regno di Baraonda, codenamed after the major ancient beings from the main Bionicle dimension. (See [Artakha](#) and [Karzahni](#).) They have been contacted recently by Revolution and informed of the mindtouch; he ordered them to contact anyone else on the other planets who have received the mindtouch.



Both are Toa. Artakha is a dark gray and silver Toa of [Magnetism](#) who wears a Great [Matatu](#) (without [Nuju](#)'s visor add-on), and Karzahni is a "keetorange" yellow and rust Toa of [Plasma](#) with a Kanohi [Jutlin](#), a mask of corruption. This might seem a surprising choice of mask for a Toa, but the hacker camps blur the line between good and evil; Karzahni is a more questionable character than Artakha, even though the two work together. This is a big reason they chose those codenames.

### **Khiri**

KHEE-ree (kh as in German *Bach*, or you could just say KEE-ree)

A female Water [Agori](#) enslaved on Tyrant, who has also received the mindtouch. She is one of the few members of a secret slave society that hides Limpets, water, stolen machinery, and other things -- as well as escaped slaves -- in massive underground caverns that the Tyrants don't know about. She lives entirely in hiding after being late to work one day due to a Deathwing bombing. As such she has traveled all over Tanuuk meeting with other members of the society, and has even visited the refugee boat community and come back from it once.



It was her idea to create the single most important hideout, smack-dab in the middle of the Obsidian Mountain. It can only be reached by Agori or Matoran, in a day's journey through creepy-crawly-infested gaps between the welded chunks of proto-obsidian. The society's best stuff is hidden here.

The society has no name as a strictly-enforced rule -- names are too swift to fly off the tongue. However, they are referred to often with coded phrases such as "I got a limpet with a hole in it", "the chain broke", or some other phrase connecting ideas of freedom with inconvenience. A name that has once been used is Broken Limpet based on the first coded phrase, but one of the Lords discovered its meaning, and had to be captured by the



society -- he is now imprisoned in one of the deepest caverns that's safe from lava. As punishment for his presumed murder, a slave was executed by the tyrants, sadly.

The name Khiri is a fusion of the Turkish word for broken and Maori for chain.

### Bajnok

BAHJ-noahk (as in British-accent "badge", and "oah" here is a single sound midway between oh and ah)

A champion [Skakdi](#) warrior from the evil Warzone clan Red Skull. He is known all over Warzone as one of the most skilled fighters, who has killed thousands. In Red Skull, he is one of the most admired, except for some even worse examples that lead the clan currently, and everywhere else, his name means terror. He is cruel, but pragmatic. Earth Skakdi, colored black, secondary color brown, eyes red.



He is currently no longer on Warzone, because the Olmak Effect teleported him to Tyrant a month ago, and he is trying to return. The anomaly hit him moments before he was about to slay a champion of the Shadow Honor clan, and he was furious. He was enslaved on Tyrant, but Khiri helped him escape to the secret society in return for helping her to escape the planet.

He always fights with a special bi-bladed staff weapon that appears to have powerful technology built into it. Whether this technology helps him win, how, and where he got it from, he has kept a total secret, but it appears to disintegrate somehow whoever is hit by the tip while he is holding a trigger bar. However, the Tyrants captured this staff when he was teleported there, and neither he nor Khiri have been able to get it.

His name is the Hungarian word for champion.

### M'konglii

MM-kahng-GLEEEE (the M is pronounced without vowel, last part is like a lengthened "glee")



A jungle [Glatorian](#) on Tribal, a skilled farmer who trades often via Olmak Totem. Colored turquoise and dark green, with white eyes. Nicknamed "Mik" by the other Team Cipher members.

He is unique among the inhabitants of Tribal in that he understands the correlation between closeness of Olmak Totems and the Olmak Effect. How exactly he came by that information, he does not say, but he could have learned it from his trading. He also says that he witnessed Toa Zuruk traveling to Enigma when Zuruk convinced the people of Tribal to move all their Totem Towers to one spot. His tribe leader, Turaga Xata, often sends him on long treks to the seacoast and out into the ocean via large canoe, for a secret reason.

It is also believed that he has discovered some way of increasing his crop yield that other farmers don't have

access to, though how, he has told nobody except Turaga Xata. There are other farmers on Tribal who have apparently accomplished this too, and none are eager to give away their advantage. Some theorize it may have to do with the supertrees, but his crops don't grow large, they just grow faster.

His name comes from a variety of styles; part of it is inspired by [Kongu](#) from official story (or the Congo).

### **Turaga Xata**

ZAH-tuh

Leader of M'konglii's tribe, called Tribe Echostone. A Turaga of [Iron](#) wearing a noble mask of [Elemental Energy](#) (but shaped like the great mask for an unknown reason) colored gunmetal and dark red with yellowgreen eyes. Tribe colors are dark red, yellowgreen, and gray. His tribe earns enough money from M'konglii's trades that he has whole shelves filled with Gems, and even has about seven Orbs, making him fairly rich as Tribal inhabitants go, but not enough to compare to several Turaga with larger tribes.



### **Toa Hanashi**

HAH-nah-SHEE



Central reporterette on Wiki-Nui, most famous videoscreen personality, covers most news stories. A female Toa of [Lightning](#), wearing a feminine version of Kanohi [Iden](#) (spirit), colored red and silver with yellow eyes. Pleasant personality with an eye for irony. Hanashi usually nicknames Agents and other mysterious beings/etc. for purposes of brevity for her news broadcasts. It is she that came up with the name the Presence for the secretive being that sends ideas via Mindtouch.

She has a team of loyal Matoran and Toa who protect her body when she uses her Iden to send out her astral spirit to invisibly seek out news stories to cover. Her office has heavy blast doors that go down over its door and windows, and three guards stand by her in her office, while others guard outside it. This may seem paranoid, but this method of gathering news -- let alone exposing the secrets of some nefarious individuals in general -- has earned her quite a collection of dangerous enemies.

She has discovered a secret method to access powers in minimal ways through her astral spirit, which is not normally possible. For example, her spirit can use Olmak Totems to travel to other planets and back with no opposition -- the dimensional gate opened for this type of travel is not even visible to other beings normally -- while her body remains in her office on Central. She has also trained herself to be able to tap her elemental power into wires and understand the binary code of transmissions in this form. She often zooms up to Cargo Stars and inhabits the transmission wires there as a starting point to find a story. As far as anyone knows, she is the only being who has discovered how to use her Iden in this way. She has publicly stated she uses this method, but refuses to say how she does it.

Some people suspect that she knows many secrets in addition to this that various powers that be have successfully asked her to keep hidden as public knowledge of them could have disastrous side effects. Some say she even knows what Enlightened's power source is, but she has publicly claimed that somehow the nature of the power source prevents an astral spirit from approaching its vicinity.

Hanashi is Japanese for talk.

### Agents

Enlightened Agents always come onto a mission scene from the target planet's most uninhabited areas, often from a forest. They appear as "fatter" versions of the being inside (Toa usually) because they're entirely covered in protosilver nanite armor. This armor appears like a single piece of metal, no seams or openings -- not even for eyes; the nanites inside the eye area project a screen effect -- and when they move, the joints bend silently and effortlessly. Bulletproof, heatproof, etc. -- no weapon yet tried has ever penetrated them. It is presumed that a higher-end Industrial weapon could do so, but no Agent has ever let anyone with such weapons get a clear shot at them. Mouth area uses same microscopic bubble-through system as city walls.

They have various raised designs on the surfaces usually, unique to each Agent. You can mostly see the mask shape underneath the armor (or helmet for Glatorian or Agori -- though Agori/Matoran Agents usually do not go offworld). Agents virtually never carry Toa tools or any other weapons. The armor seems to work like a Toa Tool, channeling elemental powers through the hands. The nanites don't seem to be capable of all the powers the city ones are, probably because they are disconnected from the city's power source and so must conserve energy. They almost always wear Multiverse masks, not official ones.

Agents always attack without much hint of anger or other emotion; they appear calm, but alert. This is probably partly training, and partly confidence in the sheer power of their nanite suits.

### Agent powers:

- (Bulletproof, etc.)
- Flight
- Supersonic speed and inertial dampeners (but only short bursts of supersonic speed offworld; Kakama-level speed also included to save power)
- Telekinesis
- Forcefields
- Camouflage Cloak (weaker version of cloak power)
- Holographic projection
- And any powers the Agents themselves have, mainly Toa element and mask power.

### Visor

There is a particular Agent of unknown name that Kyn will have many runins with -- apparently assigned missions involving Kyn specifically. This is a Toa who wears a mask of [Parabolic Vision](#) (See Objects section). What element he was originally is unknown, as he usually shows up with a different element every mission, but he keeps the same mask. [Air](#), [Stone](#), and [Gravity](#) are his three most oft-used elements.

Team Cipher member Hanashi nicknames him Visor, because the mask has a visor shape that goes all the way around to the back of the head thus this is his most distinctive appearance feature.

### Flower

There's also a second Agent, a female Toa of [Plant Life](#) with a mask of [Swamp](#), who often goes on missions with Visor.

Hanashi nicknames her Flower, both because of her habit of generating a type of swampflower that puts out a powerful stun scent, and as an ironic insult towards her ruthless attitude. Neither Flower nor Visor had done offworld missions prior to Team Cipher; both were Agents assigned to police duty in the Enlightened city and the occasional raid on a criminal camp. Her suit is decorated with vine and leaf patterns.

### Brute

Another famous Agent is a bulky member of a Multiverse species that has an elemental-like power and uses mask powers, a relative of Toa. This Agent goes on many missions usually not related to Team Cipher, and was the most famous (infamous) Agent prior to the Cipher Chronicles. His natural power is [Cyclone](#), and he uses a mask of [Floortilting](#).

Hanashi long ago nicknamed him Brute for his bulky appearance. He will most likely team up with "Visor" and/or "Flower" on various missions. He also wears different masks on different missions unlike Visor or Flower, especially a mask of [Energy Tracking](#). A fist symbol decorates the chest of his suit.

### Gears

Still another famous Agent is nicknamed Gears by Hanashi because it's believed "he" is a sentient android. Not that Enlightened actually uses clockwork brains as the other planets do, but that's Hanashi's irony at work (it's also possible his backup skeletal gold system uses gears in addition to pistons, as some Enlightened androids do, but this is not known). He does not appear "fat" like biomechanical Agents because he doesn't wear an Agent suit; his own nanite armor has their powers.

Gears never displays the slightest emotion -- even the calmest normal Agents shows some emotion sometimes -- and is not very good at reading facial expressions. But he's a strategist like no other and seems to know most of the powers and attributes of just about every being/object/weapon/etc. in existence.

Also, he appears to have the [full range of official elements](#) (except Legendary elements, of course) at his disposal; his only limits in that regard are that he cannot use two or more elements at the same time, and he is not as imaginative in their use as a Toa. He does not wear or use Kanohi, though he probably could if he had to. He does not usually team up with other Agents, as he works better when he does not have to factor tactically protecting an ally.



These elements (or Glat/Agori types) are represented among the main characters:

- Light (Fire-ish)- Kyn
- Ice / Sonics - Zuruk
- (unknown - Revolution)
- Magnetics - Artakha
- Plasma - Karzahni
- Water (Agori) - Khiri
- Earth - Bajnok
- Jungle (Glat) - M'konglii
- Iron - Xata
- Lightning - Hanashi
- Air/Stone/Gravity/etc. - Visor
- Plant Life - Flower
- Cyclone - Brute
- Every official element - Gears



(Other major characters include the Industrial leaders and Tyrant King and Dukes, mentioned in the appropriate Planet sections above, and winning

entries in character contests, which will be released in separate files. Other characters may be found [here](#).)

## Species

- Official species -- include Matoran/Toa/Turaga, Agori, Glatorian, Skakdi, Vortixx, and all other species. Also includes all official Rahi/creature species.
- Makuta -- is not a title in the EM, just a species name. All are not necessarily evil, or evolved into antidermis. They can make Kraata and Rahkshi as in official story.
- Teknos's species -- titan bipedal turtle-like species.
- Tyrants -- titan species that rules Tanuuk totally.
- Troak -- bulky relative of Toa that have minor powers related to elements instead of elemental powers themselves, but are experts at those minor powers. Brute's power is Cyclone. This species wears masks in the same way that Toa do.
- Modified species -- Two prominent examples are Xalako, the CEO of Experimental Industries who is heavily modified -- believed to have been a Vortixx once -- and King Taa of Tyrant, whose modifications are a mystery.
- Robots -- on most worlds, they're along the lines of Vahki, using clockwork brains. Not smart enough to be alive, but smarter than a typical real-world computer.
- Fohrok -- there is a version of [Bohrok](#) robots native to the Cave Fragment of Shattered, but closer to the [Fohrok](#) in that they do not have krana; their brains are clockwork. Their purpose here is unknown.
- Nanite androids -- very smart androids on Enlightened.
- Information on other Multiverse species can be found [here](#).

## Objects

### Olmak Totems, Cargo Stars, Element Keys, Gemsand/Gems/Orb Currency, Blue Grime, Gadgets

See Multiverse section (top of the guide) for more details on these; they are major aspects of the Multiverse as a whole. The following sums up the important basics about each.

- **Olmak Totems** -- Each of the seven main planets has six wooden totems, about the size of a gallon milk jug (but not as heavy), with a fragment of the original Kanohi Olmak inside. Each of the six takes you to a different planet.

The following is a summary of which areas of each planet are connected this way. Note that Tribal and Enlightened totems move around so specific areas there will not be specified, and Enlightened pretty much equals no travel by that Totem. ITH stands for Interplanetary Teleportation Hub. Since only Central, Industrial, and Shattered have ITHs, the summary begins with them; note that certain Totems on these worlds don't have ITHs (example: Central to Tyrant has none). Sections are color coded by planet: Central = blue, Industrial = purple, Tribal = green, Warzone = gray, Shattered = brown, Tyrant = orange, Enlightened = gold. ITH connections are bold, and rarely-to-never-used connections are strikethrough.

- **CENTRAL** Wiki-Nui Museum ITH <-----> **SHATTERED** Cave fragment ITH
- **CENTRAL** WN southern tip ITH <-----> **WARZONE** Hand of Faith clan
- ~~CENTRAL~~ WN northern tip <-----> ~~ENLIGHTENED~~
- **CENTRAL** BZ-Koro middle dot island ITH <-----> **INDUSTRIAL** Miscellaneous Enterprises ITH
- **CENTRAL** BZK west coast ITH <-----> **TRIBAL**
- ~~CENTRAL~~ BZK east coast <-----> ~~TYRANT~~ Northtown, northwest, Duke Mokuun's palace
- **INDUSTRIAL** Experimental Industries ITH <-----> **TYRANT** Blackstone City, central, King Taa's palace
- **INDUSTRIAL** Weapons Science ITH <-----> **WARZONE** Brethren clan
- ~~INDUSTRIAL~~ The Guild <-----> ~~ENLIGHTENED~~
- **INDUSTRIAL** Phantoka Motors ITH <-----> **SHATTERED** Water fragment ITH
- **INDUSTRIAL** United Promathus Workers ITH <-----> **TRIBAL**
- **SHATTERED** Ice fragment ITH <-----> **WARZONE** Iron Hawk clan
- **SHATTERED** Air fragment ITH <-----> **TRIBAL**
- ~~SHATTERED~~ Fire fragment <-----> ~~TYRANT~~ White Ridge Town, eastern coast, Duke Mboko
- ~~SHATTERED~~ Stone fragment <-----> ~~ENLIGHTENED~~
- **WARZONE** Red Skull clan <-----> **TYRANT** Lavaport Town, middle north, Duke Choruul
- ~~WARZONE~~ Shadow Honor clan <-----> ~~ENLIGHTENED~~
- **WARZONE** Rockfoot clan <-----> **TRIBAL**
- **TYRANT** Thornfence Town, middle south, Duke Kle <-----> **TRIBAL**
- ~~TYRANT~~ Scorched Bone Colony, 2nd island south, Duke Tor'turahk <-----> ~~ENLIGHTENED~~
- ~~TRIBAL~~ <-----> ~~ENLIGHTENED~~

Symbols: Central, Industrial, Tribal, Warzone, Shattered, Tyrant, and Enlightened.



- **Cargo Stars** -- Automated satellites that double as artificial suns for six of the planets, and as cargo teleporters (which beam robotic cargoshuttles as energy through the Bluespace walls between planets and rematerialize). The Cargo Stars do not orbit; they are anchored with spatial fields to be totally still with respect to each other, and because the planets rotate, someone on the surface sees the Cargo Stars appear to rise and set like a sun. They beam multiple channels of information at once to each other. They also have a communications beaming network that's always on, which Gadgets and videoscreens can connect to to access online databases and have two-way video conversations and the like.

Because it does not orbit, there is very light gravity inside, enough that cargoshuttles can land inside. In terms of size, they are about the size of a large supermarket. Each is shaped like this: a single massive convex-rounded bright-yellow-shining disk (like a bowl) hangs downwards from a metal framework which looks like two large octagonal industrial-style layers, these connected by eight long trusses, and eight massive radiating, up-bent trusses that emit blue forcefield rays into the bluespace above. One of the layers is the floor of the inside, the other is the ceiling.

The floor layer is set inside to the concave top side of the Star bowl. The outer sides of the upper layer have many mounted communications dishes pointing at the other CSs. Eight silver-encased massive spheres -- spatial anchors -- are mounted under the radiating trusses, and tons of tiny cylindrical devices are mounted atop these trusses -- Bluespace energy collectors, with blue electric-crackling energy beams reaching from the bluespace into them.

Mounted in the ceiling of the upper layer is a white-glowing sparkley crystal circle with a diameter equal to about a basketball court, with tons of crystal computing technology, wires, and indicator lights around it -- this is the energy-matter converter. A single large disk is mounted to a metal rim around the Star Bowl, with seven larger versions of the com-dishes on its outer face, all pointed in the same direction -- this is the teleportation transmission array and it moves along the rim to point at whatever destination Cargo Star is selected. Tons of wires run from the collectors on the radiating trusses to the various machines on the Cargo Star, and a massive bundle of wires runs from the Converter to the Array.

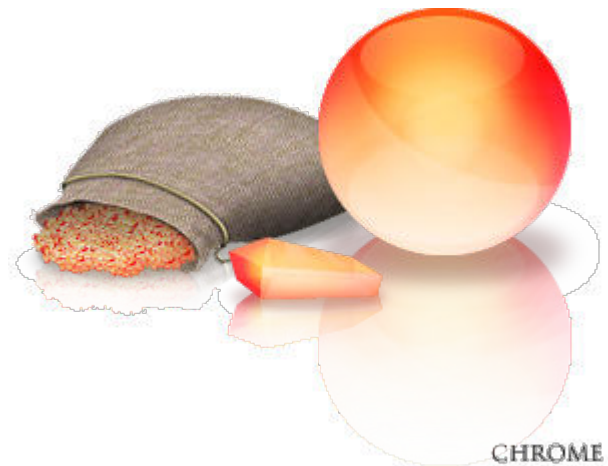
- **Element Keys** -- Expensive softball-sized protosilver-encased objects that allow a dangerous procedure that can switch the element of a Matoran/Toa/Turaga or similar species.

Each has a Toa stone in its core, but charged with elemental energy instead of Toa energy, which is surrounded by a layer of advanced technology. To activate it you must hold the key, and travel to Bluespace (including the ceiling over the planets, or Olmak Effect anomalies), then focus on switching to the element of which EE the Key is charged. The technology makes the switch work, and then the Key is left charged with the EE of whatever element you used to have. The silver casing is marked by curved crisscrossing lines; thus a silver Zamor sphere would represent it well in MOC form.

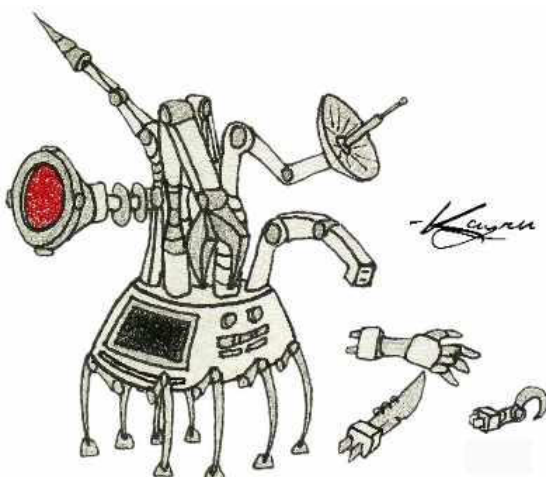
- **Gem Currency** -- The six main planets use a type of trans-red, orange and yellow speckled gem mined and turned into money on Central. Its authenticity is determined with Vision masks or tech with Vision Kanoka-material or the like which scans a special 3D "stamp" placed in the core of the gem with secret Central tech that nobody else is able to mimic. (Enlightened uses a totally digital credit system.)

The following is the list of types and their worths. All are perfectly spherical, thus must be stored in bags or boxes.

- Gemsand -- Each grain is slightly larger than sand particles. Could be represented by trans-red cake sprinkles of the round variety.
- Gems -- About the size of golf balls. Could be represented by one-stud flat round transred LEGO pieces. 100 Gemsand grains.
- Orbs -- About the size of softballs. Could be represented by red Zamor spheres from Nuparu Inika. 100 Gems; 10,000 Gemsand grains.
- 1 Gemsand = 10 cents.
- 10 Gemsand = 1 dollar
- 100 Gemsand = 1 Gem = 10 dollars
- 10 Gems = 100 dollars
- 100 Gems = 1 Orb = 1,000 dollars
- 1,000 Orbs = 1 million dollars



- **Blue Grime** -- Black clumpy gel-like substance that glows blue in patches. Is materialized Bluespace energy. Has very little friction, slowly converts to electricity if a wire circuit is attached, and explodes violently if overloaded by a huge amount of outside electricity. Thus triples as engine/industrial lubricant, power source, and explosives.
- **Gadgets** -- Telecommunications, media, and gadgetry all in one small robot; essentially the fusion of iPhones and R2-D2. About the size of a basketball, with eight small legs around its circular base, a single round videoscreen (Metru Nui style) as its "eye", control buttons under the roundscreen, usually a slide-out or fold-down keyboard under the screen too, and several R2-D2-style tiny gadget-tipped or holding robotic arms. At the top is usually a long extendable tiny camera arm.



There are many different models available in myriad colors and styles, including a range of "unfinished" ones you can buy detachable addons for, and all have at least one arm that can hold an even wider range of small tools and such.

For MOC form, one of those octagonal "life preserver" pieces gripped on all eight sides by robotic arm pieces would serve as a base, a black smooth-topped round four-by-four flat piece could serve as an eye, and other pieces built on from there preferably with at least a few small Bionicle/Technic pieces to set the style properly.



## Kanohi Masks

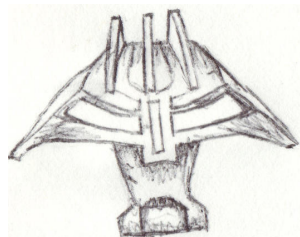
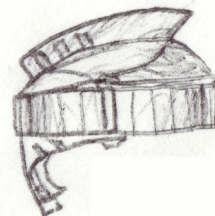
Most Matoran/Toa/Turaga on the six main planets have [official Kanohi masks](#). They work just like in the official story, and all official mask powers and shapes are possible here. There's a range of Multiverse mask powers also; some beings on the six planets have them, and for the seventh, Enlightened Toa Agents almost always use Multiverse masks; they do not normally use official masks. We have established a total of 30 Multiverse mask powers, not counting the first three bullet items on the following list. NOTE: The eleven powers using (colored) official shapes are now approved as canon by Greg!

### Multiverse Mask Powers:

- (Any mask powers from your own fanfics)
- (Any mask powers of characters entered into the fanon in contests or in story submission topic, especially winners of the contests. We've approved many [here](#).)
- (Bones submits all his Paracosmos masks as fair game to use, archived [here](#). That's twenty-two powers.)
- Parabolic Vision -- gives the user the complete range of vision around them, including behind them, and enables them to understand it. Main weakness is that there are small blind spots immediately above and below the mask (roughly the person, but changes as they tilt their head etc.), and it can't of course see through walls. Back is split into two sides that open on axles to take mask off.

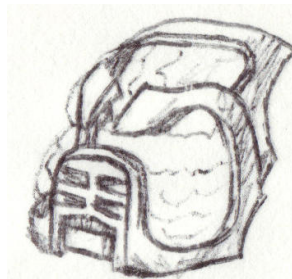


- Heatpulse -- send out a shockwave of heat in all directions.
- Proto-Transmutation -- change the elemental makeup of protodermic objects. Turn proto-iron, for example, into proto-gold. Works like King Midas, but in terms of physics it's a lot easier and safer than with normal matter (and everything in the EM is protodermis). Kanoka material of this mask is involved in Element Keys. Cannot turn organic matter into inorganic matter, so no Midas-style accidents.



- Floortilting -- a minor [Gravity](#) power; if you touch a wall, gravity is bent near it so that it acts like a floor. If you touch a ceiling, up becomes down. Lasts for a while depending on if it's a Noble or Great. Can work without an actual physical wall, but only for as long as mental focus is maintained.

- Forcefield Control -- generate mostly-wall-like forcefields in whatever shapes the user imagines. Main weakness is that the fields are not as solid as a [Hau](#) shield, and higher-powered projectiles can go through them. As another example of a use, you could create a forcefield ramp to get up/down a cliff, but a heavy being (say, more than a Toa) would slip through it.



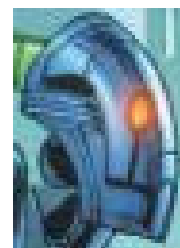
- Reality Shift -- force local reality shifts to occur at the user's command, thus having a somewhat more major effect on events. For example, at tactical times, make the style of your enemy's weapon change, so it takes him a second to figure out which button does what now, in which time you move out of range.



With much focus, the most extreme example is making multiple copies of you temporarily appear at once, and you remember everything from all of them, so similar to [Bitil's mask](#), but limited to the amount of observers and not involving time travel. So if there were five enemies attacking you, you could be in five places at once either to fight them or to do something else, but if only one enemy attacked you you could only be in one place at once. Plus the copies are intangible related to you and cannot efficiently work together.

The cleverest use of the mask is to create the four copies (if five enemies) and have them each work on other tasks that you need completed while you fight the five enemies normally yourself, with the copies standing ready to fight the enemies if you get overwhelmed. Observers must be conscious for this to work.

- Rebound -- if you throw a projectile, and if you activate this mask in time, the projectile is forced to bounce off the target, and does so in just the right direction to return to you. Uses a slight amount of telekinetic power, so if you focus on it harder, the rebound is more accurate (mainly useful for if you are moving).



Note, doesn't work if the projectile shatters or explodes, such as Fire heatstone projectiles or explosive missiles. A common example is if you just pick up a random stone and throw it. If the projectile normally wouldn't bounce, or not enough, but stays intact, the power makes it work. Similar to the [Onu-Kanoka flight power](#).




- Quarantine -- Another mask like a [Hau](#) mask of Shielding, but it creates a weaker forcefield against the body surface of the wearer that stays on at all times when the mask is worn. It cannot protect against solid projectile attacks, but it keeps poisonous gas & liquids, germs, and acids away from the body.

- Windchange -- Change the direction of wind. Power inspired by the Zelda game Windwaker. Minor weather control power.



- Swamp -- Turn earth into mud; a minor Water power. Inspired by the name [Swamp](#) sometimes given to the Levhak, even though they are actually Acid powered.
- Emulation -- Temporarily absorb powers of those nearby. Must see the power in action, and takes a while to analyze the power. This has become Toa Pouks' mask in canon story.



- 
 Energy Tracking -- Essentially the power of an [Energy Hound](#); allows the user to track any being or user through the Multiverse by following their trace energies left behind wherever they have been. Does not work with Olmak Effect teleportation, and depending on the accessibility of the other planet in question, Olmak Totems could also become dead-ends for energy scent trails.
- Sensory Aptitude -- Increases the ability of all five senses. For example, vision with this wouldn't be as useful as an [Akaku](#), but it would be better than normal and helped by the other senses.
- Conjuring -- Enables the user to speak out loud what he wants the mask to do, with strict constraints, actually using [Matoran language](#) (which is programming language) to determine the power temporarily.



The main constraints are: 1) you can't conjure "godmod" powers; there always must be a tradeoff or a weakness specified or your instructions are ignored, 2) you must describe exactly what you want the mask to do; you cannot just say "Hau" or "Shielding" to mimic a Hau, you must say something like "make



a protective forcefield bubble around me that blocks incoming projectiles if I am aware of them", 3) the power is very temporary, around five or fifteen minutes (for Noble/Great respectively), and there's about a thirty-second period after a power fades when the mask is totally powerless, and 4) if you make the slightest mistake in your instructions, the power will backfire, and something horrible could happen to you, like messed up computer programming. Constraint 2 is a weakness also because it takes more time, and any sapient enemies nearby hear in detail both what power to expect you using and what its weakness is (unless they do not speak Matoran). So the conjuring is best done when alone before entering a fight. The power is rarely used due to its dangerous downsides.

- Fusion -- Merge two or more beings into a [Kaita](#)-style fusion, so they become a single larger being with a hivemind, even if other beings do not want to merge. Also, the mask user maintains most of the control over the fused being. Especially useful when faced by an enemy.

The weaknesses are that a very strong mind can resist the merging, and even a weak-minded enemy can interfere with your control over the merged being, and finally, the power cannot stay on forever and eventually your enemy is restored to normal form, when you must defeat them some other way. Strategy can overcome this last weakness, if you move to a place where you have the upper hand (example, if you're fighting a coastal Rahi with power to make tidal waves, move far inland). Another weakness is that if you're trying to keep secrets, you need to have a strong mind to prevent the hivemind as a whole, and thus your enemy, from learning them.



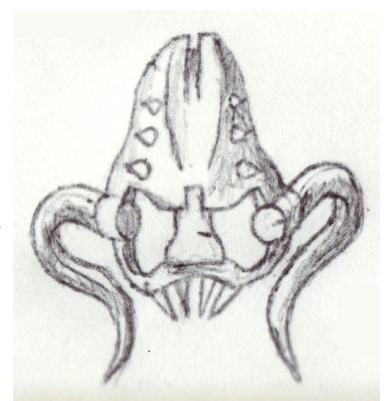
Enlightened Agents do not use this mask, and nanite suits appear to be able to block it. An obscure use is to keep a normal Kaita-ization stable in presence of Rahkshi/Makuta/etc. powers that disrupt fusion.



- Biomechanics -- Enables the user to mentally interface with mechanical robotics beyond the mechanical parts of their own body and control or influence them, depending on range and complexity -- farther and more complex equals less control. A clockwork brain for instance is beyond all control, but this does enable a robotic version of telepathic communication. Also gives you a minor mechanical strength boost. Cannot control the mechanical parts of other beings without their consent, but can slow them down slightly. Kyn uses a Biomechanics Kanoka-material addin to his Gadget to communicate mentally with his robots.

- Alternate Pasts -- An obscure power that basically flips the [Olisi](#)'s power of Alternate Futures backwards. For every aspect of the present, this mask gives the user a vision that shows them different past events that could have arrived at that same basic conclusion. For good purposes it is sometimes used by inventors to determine more efficient ways to accomplish things technologically. Criminals often use it to devise near-perfect alibis for their crimes and even to frame others for crimes.

However, its main weakness is that it cannot replicate the exact same conclusion perfectly EVER; there is always some difference. This is usually good for inventors, as the difference is unneeded or harmful byproducts for example, and also good for investigators as there is always some evidence of the truth. It can also be used to learn trivial alternate pasts for anything, but these serve no practical purpose.



- Opposing -- Another absorption-based power, but this "reads" the power of the being closest to you or that you focus on, and generates a limited, simple power that is "opposite" of that power.

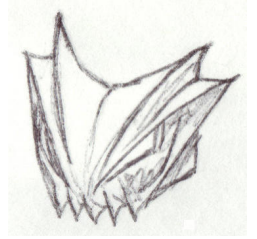


For example, if your enemy has the power of Flight, you get the power of Grounding (the power of [an official Rahi](#)), but to a limited extent. With focus, the enemy in that example could still mostly overcome the grounding power and stay in flight, but slower and lower. Another example is Accuracy versus Dodging.

With elemental powers, which include their own opposites, it gives you the inversion of whichever "half" of the element is being used. If an enemy with the element of Fire is shooting a beam of fire at you, you are given Fire Absorption power, so you convert it into elemental energy. If the Fire enemy tries to absorb your heat to make you cold or freeze you, you get Heat creation power. If the enemy is manipulating existing fire or heat, you either get absorption if it's sent at you as an attack, or an interference power if the enemy is controlling the power for some other purpose.

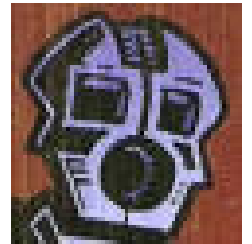
- Mask Coma -- Disrupt the symbiotic connection between any mask-dependant being (especially Matoran/Toa/Turaga) without needing to knock the mask off, acting as a stun/slow attack. For Matoran, this makes them slow down and soon lapse into a coma. Turaga same but longer wait before they slip into a coma. For Toa it slows them down and halves the effectiveness of their powers but cannot force them into an actual coma.

The effect lasts only for as long as the power is on, assuming the victim's mask isn't taken once they're stunned. Obviously has no effect on beings not dependant on masks, and does not block the ability to use the mask's power (for Toa/Turaga/etc.). Most effective against Matoran.



Also, it has been discovered recently that if a target takes their mask off and puts it back on over and over, they do not reach a coma, but are merely slowed down as taking it off breaks this power and there's a moment when the mask is reconnecting when the symbiosis cannot be disrupted. Industrial has invented a simple device worn as a piece of armor that accomplishes this same protection by using its own Mask coma power Kanoka Material and rapidly switching this power on and off if the device is mentally toggled on. Kyn owns one, as do most rich Matoran/Toa/Turaga. His is built into his chest armor.

- Undeath -- A rare mask most beings see as bad luck and taboo to wear. This mask cannot activate unless it is worn by a person when they die. After death, the mask animates the body to keep doing what the user would have wanted, for several years or so. While alive, for every moment it is worn, it charges up energy from the user's mental energy, making their mind slightly sluggish. How long the undead body continues on after death depends on how much time was spent wearing the mask in life. When undead, the user appears normal except their eyes and heartlights are black.



The only place this mask is commonly prized is Warzone. There are many undead warriors among various clans. Most who are living do not wear it as their primary mask, but spend time wearing it while not in battle, keeping both it and their normal mask handy and only switching to Undeath if they fear they are about to die.



- Scavenging / Vulture -- A similarly taboo mask except on Warzone, this mask reaches out to a wide area around you and lets you absorb the escaping life energies of any being that just died. Similar to a power in the Inheritance (Eragon) Cycle. Good beings refuse to use this mask, seeing it as a mask that creates murderers; an evil power along the lines of the 2008 Makuta mask powers. [Vultraz's](#) mask shape. [Scavenging is the power name; Vulture is the nickname or alternate name]



- Age -- Another evil power; basically [Voporak's](#) power, but can't age as fast.



- Blue Energy -- A recently mixed power, this mask accomplishes the same basic thing as technology that taps into the Bluespace and draws out its unique energy, which is essentially a strange form of electricity. The mask lets the user draw energy from nearby Bluespace (such as an Olmak Effect anomaly) and use it for some basic purposes.

For a simple attack they can shoot a lightning bolt. If they are tired, they can recharge their energy; theoretically going for a long time with no need to sleep, unless they are constantly in battle or the like (the power can't stay on indefinitely, like most mask powers). If their technology is low on power, recharge it electrically by touch. Skilled users can even materialize Bluespace energy into Blue Grime.



It has two huge weaknesses however; you can't reliably use it as OE anomalies are random (or you have to have a space ship to go up to the Bluespace Walls), and going near Bluespace is dangerous. Mainly this power has been used in Kanoka material to improve the efficiency of existing Bluespace-tapping technology.

Trivia: The mixture for this power was discovered by using a mask of Alternate Past on the Bluespace-tapping devices on Industrial's Cargo Star.

- Radar -- Same idea as the official [mask of Sonar](#), but works in a vacuum and is more efficient for long-range scanning in air (same basic use as on Earth). Another power often used in Kanoka-material machines.
- Time Jump -- An obscure minor time power that enables a user to totally disappear, literally from existence, for a set amount of time, by jumping forward in time a short amount. Is not considered time travel, since everybody moves forward anyways and cannot jump far forward, but is considered teleportation of sorts, and is usually advised against.



Note that if something/someone is where you are when you appear again, you simply intangibly slide out from them. You always appear intangible for a brief moment.

A good use is to go to a place where you know an enemy will be and jump without the enemy knowing it. A bad use but one sometimes used when desperate is to disappear when you're in trouble in battle -- your enemy will know right where you'll appear and has time to prepare (but if you think allies will win back that spot you might risk it).

Enlightened bans this due to its time and intangibility aspects.

- Incomprehension / Untranslation -- An evil power, the opposite of the official [mask of Translation](#), this scrambles the speech or text of targets, preventing them from communicating plans to each other. However, it thwarted by a mask of Translation and cannot affect hand signals or the like. [Incomprehension is the canon name, Untranslation is an EM alternate name]



is

- Pathfinder -- Gives the user a sense of what route to take to reach a destination, provided that destination is "common knowledge", defined here as not a secret known only to a few beings, and the user must have a sense of the destination though they need not know it in and out.



There is a small company of Toa on Central who all wear this mask who can be hired as guides for beings on most worlds. They are sort of the equivalent of GPS.

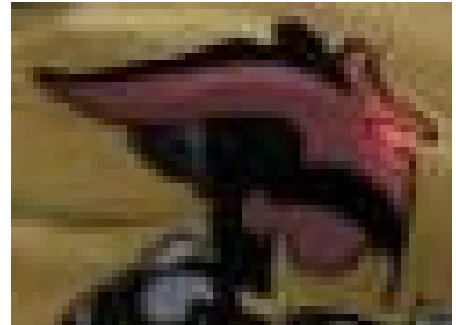
- Insect Control -- The official [Kraata/Rahkshi/Makuta power](#), in a mask.
- Disguise -- Enables the user to both change their colors and change the shape of the mask to a different mask shape. Is not shapeshifting, since only the mask changes shape, but can accomplish a similar effect. Also gives the Av-Matoran color changing ability to any mask user.



When mask is active it can remain either in its normal form or in the form of another mask; when inactive it is in its normal form. (An example of using it but keeping it in its normal form would be changing color for camouflage purposes instead of disguise purposes.) Its normal form is the [mask Toa V](#) is portrayed as wearing.

- Adaptation -- Automatically adjusts your body to handle any and all weather or environmental conditions. The power is always on at a low level, sensing the environment. If it senses you need to change, the power mutates you near-immediately.

The mutation is "permanent" until/unless you are mutated back, so the power goes back down to a low level after mutating you and you don't have to worry about losing focus on the mask, yet if it is knocked off, you're stuck like that. Based on the [Kraata power](#).



### Toa Zuruk's inventions:

- **Suva Pack** -- NOT for sale, kept secret.

This is a backpack with slots for two extra Kanohi masks. The wearer can access partial control of the masks on the backpack in addition to the mask he's wearing. And the pack can rapidly let him switch masks between the three he has with him, and two slots can teleport masks to a normal Suva too if it's on the same planet (his is on Industrial), though neither teleportation option is usually used.

Zuruk is one of few Toa that owns his own normal Suva (in addition to the Suva Pack), so he could do this, but prefers not to except in emergencies because of the Olmak Effect risk to teleportation. For switching between the three, he does dare to risk it from time to time, as this is a very short range teleport, but if there are any anomalies nearby he just reaches back and physically switches them.

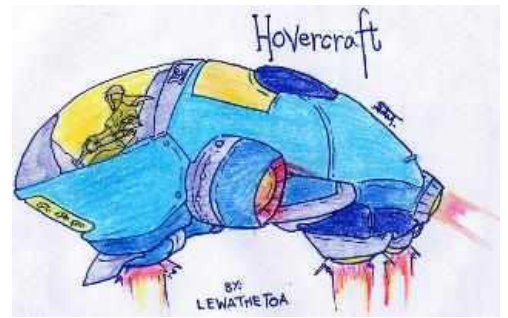
- **The Cold Welder** -- His first invention advertised as being from Enigma (he calls this the Enigma Line), this welds metal together without using heat (or electricity as real-world welders do), but instead using sonic energy, with a conical sound-dampening field around the target area. Welding is used more than nails/screw/bolts/etc. in the Multiverse, and as such this is a hot purchase.  
Slogan: "The Cold Welder is your next Must-Have!"
- **Cleanbot** -- Zuruk says Enigma inhabitants have robots that automatically keep everything organized, repaired, and clean for you. He offers this either as a separate robot, or as a Gadget model.  
Slogan: "Never clean again!"
- **Feast Table** -- An Enigma Line table with advanced mind-reading, memory storage, and materialization technology built in. When you are hungry and walk near it, it automatically scans your mind to determine *what* you want to eat, and accesses its extensive memory bank of foods, and materializes the food on the table, provided it's plugged into a sufficient power source. Cannot imagine new foods; it merely matches your desires against the closest matches in its database, but you can put new foods on it for scanning into the database, or download new foods via radio connection with Misc. Enterprises' online database.  
Slogan: "Hungry? It knows."
- **Dragcutter Spray** -- A clear spray-can proto-power EL substance that lets vehicles cut through drag and wind/turbulence, as long as you spray it all around the outside. Works by absorbing friction energy of air and converting it into counter-directional kinetic energy and structure preservation. Its benefits range from a slight improved efficiency of propulsion, to allowing aerospace craft to travel as fast as they could in a vacuum, to nullifying wind turbulence and preventing aircraft crashes.  
Slogan: "Spray on. Go fast!"
- **Vorox De-Stinger** -- Apparently Enigma inhabitants commonly keep [Vorox](#) as pets; this device removes their stinger. They can serve basically as guard dogs without as much risk.  
Slogan: "For the tame Vorox."
- **Stuff Locator** -- Any object you own, it points you in the direction of it similar to a compass if you mentally focus on the object. Similar to the compass in Pirates of the Caribbean, but more controlled and can only point to things you already own.  
Slogan: "Finds what you've lost -- even in your own home!" And the pitch used on Warzone is "Even finds your own home!"
- **Softjet** -- the last EL invention Zuruk comes out with, it uses very efficient airjet technology combined with high-powered sound-dampening technology. The energy given off as sound waves is actually recycled back as electrical power to continue run the jet. Runs entirely on electrical power. Main limitation of course is that it's useless in the vacuum of space, but in-Shattered vehicles can use it as well as any hovercraft, aircraft -- or boats can use it as a water engine.  
Slogan: "The fuel of the future is silence."
- Prior to allegedly traveling to Enigma and back, Zuruk mostly worked on minor updates to Gadgets.



## Vehicles

This section is a compilation. See also [official transportation](#).

- Walkcraft -- Walking vehicles, of the style established in the official Metru Nui and elsewhere.
- Wheelcraft -- "Cars", basically, but usually in very different styles from real-world automobiles. Refers primarily to devices of similar technology to Metru-Nui-style walkcraft, i.e. clockwork control computers and gear/piston mechanisms, just using wheels instead of legs.
- Hovercraft -- Usually use a power called Ground Levitation, which levitates the vehicle, a certain distance off the ground. For propulsion various techniques are used, especially simple propellers, often inside circular guards for safety (such as those used in LEGO submarine sets).
- Airships -- Large, mostly cargo aircraft shaped somewhat like blimps with levitation and increase weight Kanoka, so their altitude isn't based on distance off the ground; it's more like hot air balloons. Use directed jets of magnetized liquid protodermis for propulsion.



- Aircraft -- Various kinds of winged vehicles.
- Aerospace craft -- Aircraft that double as spacecraft.
- Spacecraft -- Sometimes refers to aerospace craft as a shorter label, sometimes to craft specifically designed for the vacuum of space. The line between these is blurred in the Multiverse since air-containing forcefields are common technology; spacecraft do not need to be physically airtight per se, though some are just as a precaution.
- Cargoshuttle -- Refers to unmanned robotic cargo spaceships specifically designed to transport cargo to the Cargo Stars. The entire shuttle complete with cargo lands on a circular teleportation platform and inputs passcodes and destination codes, then test signals are sent to the destination Cargo Star via multiple beams. When distortions are at a minimum between the test signals, the shuttles are turned into energy, beamed to destination, and rematerialized. They are generally not airtight, as nothing living is allowed to be sent on them, but contain cheap parabolic re-entry shields.

- Spacetrains -- Passenger trains used on Shattered to get from place to place, including between fragments. Equivalent of light rail.

- Boats -- Various kinds of boats are used all over.

- Canoes -- Used on Tribal in rivers, streams, lakes, and the coastal ocean. Usually light enough to be carried over land, for example between river basin to river basin at two source streams that start close to each other but go in opposite directions and connect to different rivers, or around rapids.



- Lava Boats -- Used by the ruling species on Tyrant to boat on a cross-continental network of lava rivers

and canals, and magma channels. Slaves don't use this method of travel. Uses heatproof Glowsteel hulls.

- Carts -- Often Rahi-pulled, used by slaves on Tyrant on dirt paths and over lava bridges.
- Hoverplatforms -- Extremely advanced "vehicles" used almost exclusively in the Enlightened City. Appear as silver circular platforms with inward-bending intricate fences built in on the rim, and flattish dome forcefield over it, with various "bucket seat" style chairs. Travel at supersonic speeds with perfect inertial dampers and around-buildings-and-other-vehicles navigation programming; outward shape is totally aerodynamic with the forcefield cover.

Made almost entirely of protosilver nanites, except a hidden internal protogold non-nanite backup framework with backup hovering tech in case the nanites would ever fail. Generally does not hover on its own power; the city itself telekinetically lifts it up, moves it, and navigates it, but its own systems are always monitoring things ready to step in if needed. Can also travel beyond city limits on its own power for limited amounts of time.

When someone boards, the nanite fence and forcefield melt aside to form a door in. When they sit down, the nanite chairs morph to fit their body size and shape.

- Agent Suits -- Nanite armor suits that totally enclose Enlightened Agents, and among other powers give them flight and supersonic speed.
- Titanmorphs -- Giant versions of Agent suits; nanite vehicles that Agents sometimes ride in, especially when capturing large objects offworld, or capturing hackers in exile camps. Comprised entirely of silver nanites except for a small gold backup platform inside.

Can form many shapes, including headless humanoid titan, hovering sphere, supersonic football shape, and river-like form. The latter form is perhaps its most effective battle form; the nanites almost all liquify and move around as needed, engulfing enemies and putting them in spherical Prisons inside; the platform usually floats like a boat atop the center with forcefield dome as in a Hoverplatform. The fast-moving riverlike motions tend to produce a rapids-like roar that is quite intimidating.

Titanmorphs vary in mass from the size of a two-story house to that of a supermarket/small skyscraper.

### **Transportation networks:**

- Chutes -- Used in Wiki-Nui, work same basic way as in official Metru Nui.
- Roads -- Pavement variety in WN and Industrial, stone variety in BZ-Koro, dirt paths on Tyrant.
- Air routes -- Common routes hovercraft and aircraft take, especially on Central, Industrial, and Shattered, are monitored by traffic police. Technically on Enlightened there are common air routes for the supersonic Hoverplatforms, but there are no traffic police; the city/platform nanites manage traffic movement automatically.

- Sea route -- Between WN and BZK; two main pathways are lined with buoys, one for to-WN traffic, the other for to-BZK traffic. Route used for both boats and hovercraft. Should a hovercraft ever fail and start sinking, there are always boats around to help here.
- River routes -- Tribal canoe transportation relies on the natural streams, rivers, lakes, and ocean coast. By boating where you can and carrying your canoe across land between two disconnected river basins you can easily get very close to just about anywhere except for the higher forested mountain areas which tend to have rapids. However this method of travel takes a long time.
- Teleportation network -- Used for cargo, mostly, on Industrial.
- Spacetrain routes -- On Shattered.
- Lava network -- On Tyrant, composed of wide magma channels at the meets of tectonic plates, lava rivers from volcanoes, and lava canals dug to connect the different lava river basins together. Traveled on by Lava Boats.

#### **Building types:**

- Mechanized skyscrapers -- Wiki-Nui and Industrial use these; WN's are clean and made of a blue protometal with highlights of protosilver, etc. Industrial's are made of rust-metallic-colored glomosulfur and must be rebuilt often due to pollution. Shattered sometimes uses hi-tech "skyscrapers" but usually shorter and wider than a typical skyscraper.
- Huts -- Various styles used in BZ-Koro, especially brown/sand-colored stone. Thatch huts used on Tribal. Tents mainly used on Warzone, but cobblestone huts sometimes used too. Hi-tech versions of huts used on Shattered. Not-totally-enclosed cobblestone and welded spare metal sheets on Tyrant.
- Nanite skyscrapers -- Enlightened; nanites of protosilver with various powers and systems run by complex programming code. Buildings have hidden non-nanite backup frameworks and level floors of protogold.
- Other buildings -- Various places have low and wide buildings, especially Shattered and Tyrant.
- Forum Plaza -- Stone circular areas with low walls with many openings on BZK where people meet for discussion.
- Cobblestone castles -- Used sometimes on Warzone.
- Ice outposts -- Stone tower designs usually using wall-forcefields as windows, on evil Ko-Clysmax.
- Water sub-complexes -- Airtight underwater protometal constructs with hallways and many rooms, hatches, and half-water canals inside. Also Lake Aerospace uses a massive sphere building of protometal floors and frameworks inside, covered in a sphere of tempered protoglass, which moves around underwater and can hover above the lake.

# Organizations

## Governments:

- Central -- the two islands, Wiki-Nui and BZ-Koro, have their own governments. There is an Alarist Ambassadorial Government (AAG) with reps from both islands, which does not rule over the islands but is placed in charge, by them, of certain functions, especially offworld relations, and now Team Cipher.
- Tribal -- each of the thousands of tribes is ruled by its own Turaga.
- Warzone -- most clans have leaders, with various systems used to choose new replacements, especially gladiator challenges. Some rule for life, if they can hold power that long.
- Shattered -- the five good Fragments are each ruled by democratically elected leader Councils with term limits. The one evil Fragment, Ice, is ruled by a King that has been in power for centuries.
- Tyrant -- the Multiverse titan species, called simply Tyrants, rules the planet absolutely. All others are either slaves, or escaped slaves in refugee camps and boating communities. The government is organized top-down by a single King, five Dukes, and many Lords, each in charge of a town.
- Enlightened -- the city is ruled by a secretive Circle of lifelong members who manage mainly the Agents and programming of city nanites. Their motives are unknown, but suspected to be evil.

## Companies / Unions:

- Industrial's companies and unions rule the planet instead of government, through contracts. They are:
  - Experimental Industries -- weird physics inventions; Cargo Stars, Element Keys, Blue Grime, etc.
  - Weapons Science -- the minor company owned by EI, no moral scruples in sales of weapons
  - The Guild -- the union for EI and WS, uses more rebellious, thuggish tactics
  - Phantoka Motors -- all manner of vehicles, especially hovercraft and spacecraft, cargoshuttles
  - Miscellaneous Enterprises -- minor company owned by PM, appliances, tools, etc., Gadgets
  - United Promathus Workers -- union for PM and ME, focus on contract legal issues, lawyerlike
- Lake Aerospace -- Shattered Water Fragment aerospace craft company, PM's main competitor
- Various Shattered Stone Fragment Spacetrain companies -- they buy trains from Lake, manage them
- Demolition Inc. -- Kyn's demolition company, run by him and army of space-capable hoverbots, gets demo jobs mainly on Industrial but on Shattered and Central a lot too, based on Fire Fragment.
- Pathfinders -- Central company of Toa who all wear mask of [Pathfinding](#), hire out as guides, GPS-ish
- Other kinds of companies focus on:
  - Artificial gravity generators -- Shattered Cave fragment's specialty
  - Forcefield generators -- Ice Fragment makes wallfields, Air makes airfields. EI makes both.
  - Advanced science -- Central has many groups of scientists, in recycling, temporal physics study, etc.

## Other:

- Alarist Underground -- the self-named underground crime ring on Central. They are essentially a black market sales operation that also spies on places like banks to plan possible crimes and send this info to members. Ruled by a secretive top leader, and power is delegated from him to a group of lower leaders.
- Regno di Baraonda -- elite hackers on Enlightened that answer to Revolution; Kingdom of Bedlam.
- Unnamed slave refugee organization on Tyrant -- once called Broken Limpet, now strictly forbidden to be called by name to lessen risk of Tyrants hearing about it. Coded phrases used instead to refer to it such as "I got a limpet with a hole in it! How can I carry water in that?!" that involve escape in physics terms.
- Team Cipher -- group tasked with solving the Multiverse's mysteries and the threat of the Olmak Effect.