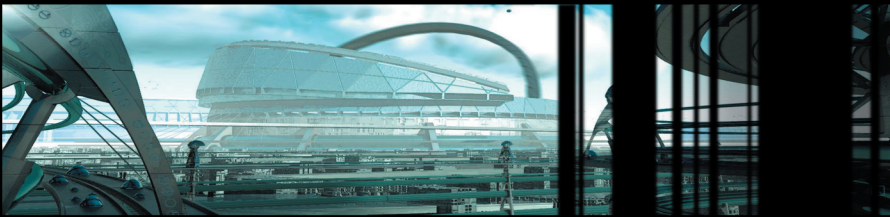
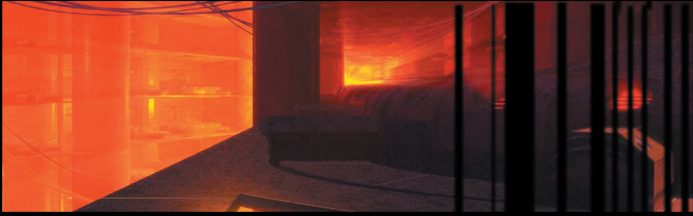


# BIONICLE

## CITY OF LEGENDS





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## CITY OF LEGENDS

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## Game Objectives

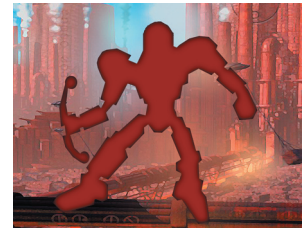
- **Powerful athletic characters - revolutionary dynamism and freedom of motion inspired by Le Parkour (the art of movement), which shatters existing platform game conventions**
- **Impactful, close-up combat, vital to player success – enemies are organised and aggressive and present real challenges to the player**
- **The first Bionicle game to allow the player to make full use of the strength, speed, and agility of the Toa**
- **Hub-and-spoke levels, filled with dramatic and rewarding game-play**
- **A cleaner art style, closer to the atmospheric Bionicle tradition**
- **Six new Toa to control through the six new regions of Metru-Nui**
- **A brand new game that not only exploits elements of the ongoing Bionicle storyline but also builds on it, adding to and enriching the franchise**





## Introduction

In the hot, dark, confines of Ta-Metru, a lone figure leaps from the corner of a huge smelting facility. Athletically he moves between pieces of machinery, running along vertical surfaces, swinging over and under, his silhouette kickflips in front of the bright glare of the molten flow. **This is Toa Vakama...**



Between the high spires and constant bustle of Le-Metru, a speck in the sky takes form. Soaring effortlessly between the same spires that seek to interrupt his flight, the hero seeks his target. **This is Toa Matau...**



In the depths of Ga-Metru, in the semi-darkness and the shimmering reflections off the surface, a third hero glides into view. She leaps from the protodermis, as agile above as underneath. **This is Toa Nokama...**



Destruction is visible all around, the ancient creatures of The Archive have made their mark on Onu-Metru. Time seems to stop as a figure leaps from the rock face above them. Instinctively he rolls as he hits the ground, maintaining his speed and smashing the creatures aside. **This is Toa Whenua...**



Dust and rock fall as the giant feet impact off the rock ledges of Po-Metru. Dynamically, the character leaps from ledge to ledge, he pauses just once during his ascent as he catches sight of his objective. **This is Toa Onewa...**



The Disk glints in the bright sunlight, precariously balanced above the deep chasms of Ko-Metru, below. A bright figure swings around a tall ice outcrop, before flipping, higher, towards the disk. He grabs the edge of the final ice pillar and flips again in a single fluid movement. He grabs the disk and holds it aloft, his mission complete. **This is Toa Nuju...**



**...This is Bionicle**





## What kind of game?

### Mario meets Tony Hawk

- A third-person action game - an evolution of the platform genre
- An open structure which maximises choice, minimises frustration, and offers a broader and more interesting play experience for the player
- Collection goals are set for the player. The player must master character control to reach increasingly more challenging locations
- Continuous and repeated rewards for the player to drive them through the game and encourage replay
- The Dynamic / Athletic abilities of the character become the heart of both movement and combat





## Gameplay: Movement

**“Powerful athletic characters - revolutionary dynamism & freedom of motion inspired by *Le Parkour*”**

Our most important goal is delivering smooth rewarding control over the hero characters

Controlling the character is inherently **rewarding**. It's fun to learn what the character can do & rewarding to acquire new movement skills

Whilst other games adopt a stop-go approach to puzzle design, it is intended that that fluidity of the kinetic challenges pose a go-go approach to gameplay, resulting in faster, less hesitant challenges that appeal as much to fans of extreme sports games as to those of traditional platform games

Maintaining speed and **momentum** becomes an essential part of the player's task. It enables them to achieve longer and higher jumps. By introducing this aspect we can devise **kinetic challenges**

The challenge comes from moving the character through the world, making use of their own momentum and the environment around them. The more energy that the character builds up through repeated action, the more likely their success across the whole challenge

Despite the importance of continuous movement, this is not to suggest that a single mistake will cost the player dearly. The player will usually have a number of chances to succeed, or else the penalty for failure will be restricted to a minimum of replay time

The player progressively masters a rich vocabulary of **moves**, including wall-runs, pole swings, flips, rolls and slides

In order to maintain speed and momentum, the characters will be able to roll with jumps and falls, but if they chose not to, the character's sudden stop on landing will be equally dramatic

The majority of basic movement control of the characters for progress through the level will be accessible on a single button and employ a context sensitive system for deciding which move to initiate

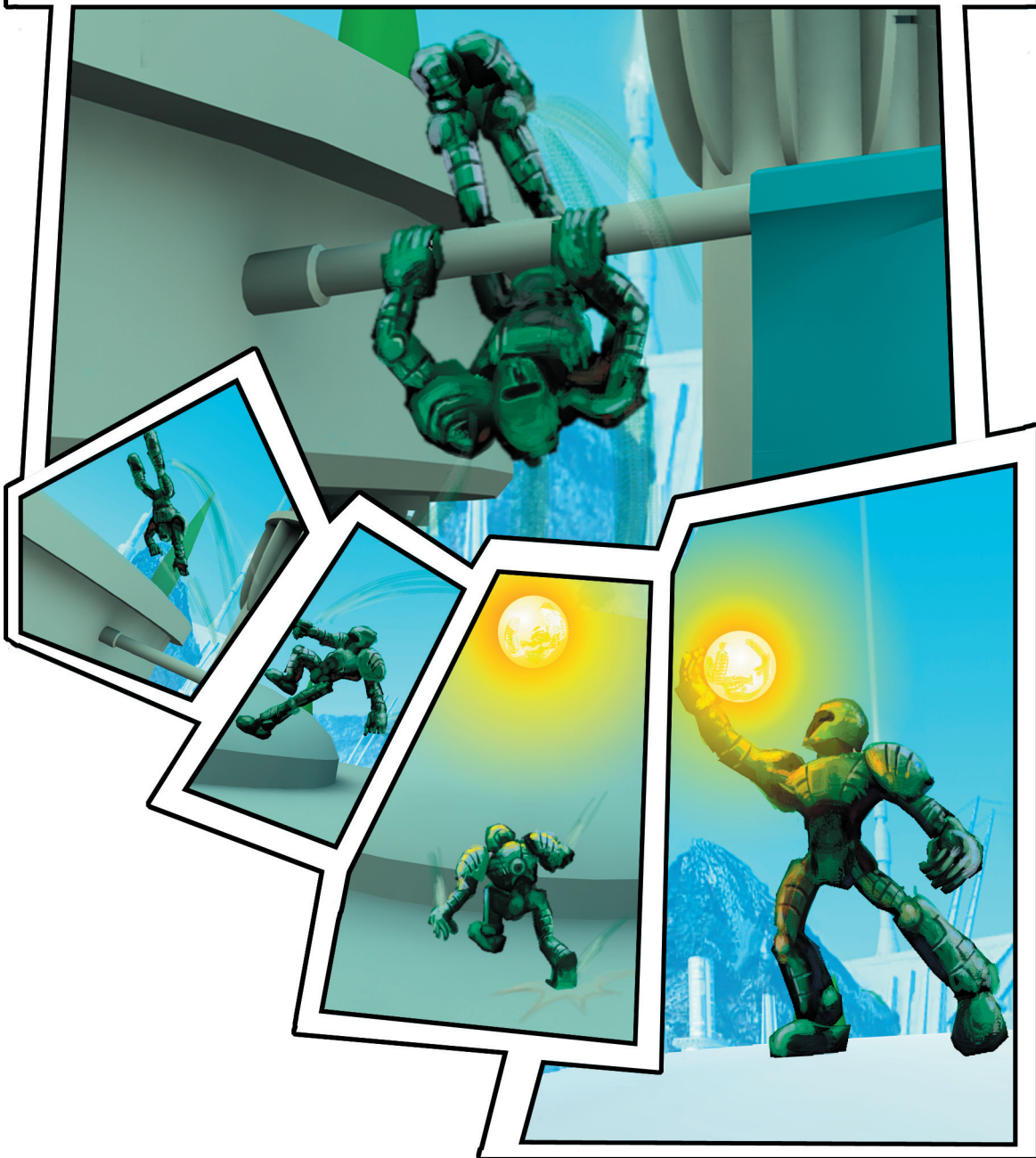
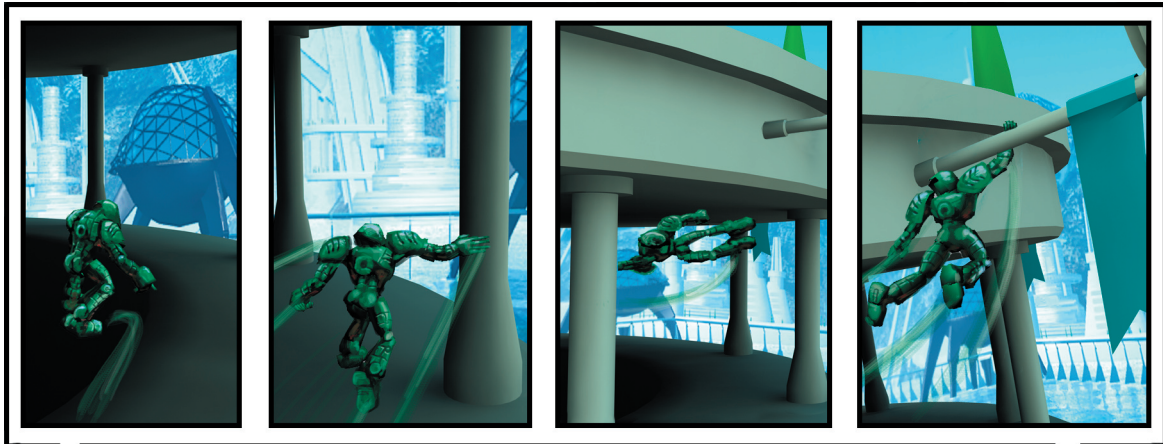
In addition to the basic moves, each character will have traits and abilities relating to their own characteristics – Nokama will be able to swim short distances, Matau will be able to glide, etc.





Movement Example









## Gameplay: Levels

### “Hub-and-spoke levels filled with dramatic and rewarding gameplay”

The game begins in the central hub area of Metru-Nui, the player's initial choice of character is free to wander the impressive environs of the city

Levels are engineered as playgrounds designed to show-off and challenge the athletic abilities of the characters

From the hub, the player is free to make use of the city's network of transport systems to visit the six themed regions of Metru-Nui, each represented by a game zone. Challenges exploit the unique aspects of each area:



#### Ta-Metru

The blistering industrial environs of Ta-Metru, the Matoran's manufacturing equipment makes an ideal playground for the Toa; multi-level platforms, conveyor belts, and molten protodermis moving underfoot and overhead all contribute to the excitement of moving around the region

#### Le-Metru

In almost complete contrast, the open, airy transport nexus of Le-Metru presents a much more expansive environment - big leaps, long drops, and large swings all typify the area

#### Ga-Metru

The classical architecture of the temples and spires of Ga-Metru provides an outstanding opportunity for the Toa to practice their wall running and jumping. The underwater swamps and majestic piers give a glimpse of the parts of Toa Nokama's world that other Toa may never see beyond the surface

#### Onu-Metru

With its huge machines and dramatic rock faces, Onu-Metru is an imposing environment. The Toa must bring their rope swinging and sliding skills to the fore to negotiate the honeycomb structure of The Archive and its surroundings

#### Po-Metru

The builders of Po-Metru have done little to diminish the height of the structures throughout the region. The high platforms and craggy climbing surfaces prove a daunting yet compelling task

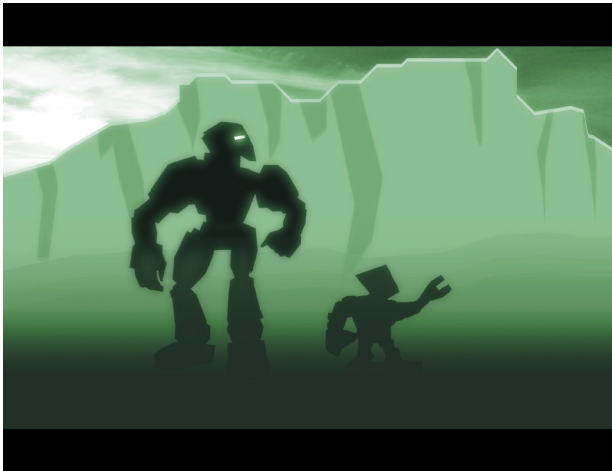
#### Ko-Metru

The Toa must swing and slide their way amongst the pristine towers of Ko-Metru. Whilst most environments require the player to try and keep their momentum up, the icy surfaces of Ko-Metru offer them little choice!



## Tasks

Throughout these regions, and indeed throughout the hub areas, are Matoran, who are awaiting the arrival of the Toa



The Toa are challenged to retrieve the collectibles strategically placed in the levels. Most of these challenges can be achieved with the player's favourite Toa

At the start of the game, multiple tasks are on offer from the Matoran in each region, and as the player successfully completes them, then further areas throughout Metru-Nui's regions will become unlocked and more tasks made available

In many cases game levels are designed to be re-played through different tasks, sharing geometry or interactive elements, the tasks can branch at any stage, and we will strike a balance between successful reuse of the levels and maintaining the player's interest

On approaching a Matoran, they will present the player with a task, which the player may or may not agree to at that stage, if they accept the task then the task will become active and no further tasks may be undertaken

Missions are self-contained tasks for the player to accomplish; they all take the following form:

1. The player approaches the start of the mission
2. The mission is explained to the player
3. The elements of the mission are created in the game world
4. The game will show the player the scope of their mission
5. The player embarks on the mission
6. The mission ends either:
  - a. With failure
  - b. With the player opting out (by leaving the task area or speaking to the giver of the task again)
  - c. Or with success

Missions are constrained by one of two things - space or time. So either a mission must be completed within a time limit, or the mission will be failed if the player reaches a certain place without achieving their objective

In both cases the mission must restart if the player runs out of health. All missions can be done until the player is successful, failure will never result in a mission becoming "locked"

The player will never be allowed to play a mission that they are incapable of completing at that stage, either the Matoran giving the task will be absent or they will advise the Toa to return later

Once sufficient tasks have been completed overall then the missions of the final encounter will become unlocked. Once the game has been "completed", the player will still be able to explore Metru-Nui and complete any remaining tasks in order to achieve 100% completion





### Common and Specific tasks

Certain common tasks will feature in all the regions, these include:

- Collecting a single Disk
- Collecting a specified number of Lightstones
- Defeating a boss

The rest of the tasks will occur in one or more region, but not necessarily in all of them and goals will vary dependent on the environment, the needs of the Matoran in that region, etc.

Whilst many missions will be short scenarios in and of themselves, certain missions will tie directly into the story of the game, these missions will become more prevalent as the player moves through the game and approaches its climax

### Benefits

- Reduced interdependency
- Scalable level of difficulty
- Options for players of all ability levels
- Repeated success – the player will be achieving continual goals
- Significant production and testing benefits

### Switching Character

At any point between missions the player can switch Toa into a Toa of their own choice. This might enable them better access through the level, or they might just fancy a change

They can make as many of these changes as they wish, however they will maintain health and any pickups between characters (so the player can neither “exploit” changing character nor suffer from doing so)

This will reinforce the Lego ideal of teamwork (the characters will exchange a greeting on swapping), allow the player significant additional choice, and afford further variation throughout the game

The other instance that the player will change character is in the event of taking a mission that only a specific character would be able to take part in (i.e. an underwater mission for Nokama, a gliding mission for Matau), when the player accepts the mission, they will automatically change to the appropriate character





## Gameplay Progress

Even through controlling the Toa is an empowering experience, players want and deserve an incentive and reward to carry them through the game

In order to provide the incentive, we must present the player with challenges that they may not yet achieve and reward them by providing the solutions to these challenges

These solutions will come in the form of extending and improving upon the characters existing strengths and abilities, or by introducing new ones for the player to enjoy

Not only does this create a sense of progression but it also allows us to drive the narrative of the story – the character has grown, the player has been rewarded for the time spent, and the heroic Toa are even more empowered

This structure reinforces the hub and spoke approach to game structure by encouraging the player to revisit levels in order to access newly available content

## Gameplay: Collectables

**“Collection goals are set for the player. The player must master character control to reach increasingly more challenging locations”**

One of the core elements of reply and reward in the game involves the player being aware of the level of their success

This will be done through the pause or front-end menus of the game, and allow the player to see at a glance how well they are progressing through the game as well as in more depth at the scope of their achievement

### Task Collection

At its most basic level the collection element of the game will be tied in to the completion of tasks. The information will be presented to the player for each region, showing which tasks have been completed, which are available, and how many more tasks are still to unlock

### Lightstones

Lightstones are the most plentiful collectable resource in Metru-Nui. The Lightstones feature throughout all the missions either as a guide through them or as an objective (collecting a certain number within a certain time)



### Disks

The disks are the most important collectible in Metru-Nui. They have a variety of traits including the ability to upgrade the player's disk attacks as well as being the ultimate aim of the Toas' quest



### Extras

At certain levels of completion of the game (e.g. all the missions in a region, 100% completion of the game, etc.) extras will become available for the player to unlock, these might include concept artwork, movies, hidden game modes or characters





## Gameplay: Combat

**“Impactful, close-up combat, vital to player success”**

We introduce **impact** combat. Characters strike one another and they recoil as the air ripples with elemental energy. The importance of using the character's own weight and momentum in order to deal damage through actual contact will be emphasised

The **disk** is introduced as a flexible distance weapon which returns to the thrower

### Impact Combat

Fortune favours the brave. Combat is about boldness and not hesitancy. The player is rewarded for attacking with momentum and height. Movement skills are essential in combat:

At low speeds the character will resort to a variety of standing strikes. These will be influenced by the facing of the Toa, the size and relative location of their opponents, and if the combat is part of a sequence

At medium speeds, the Toa will be able to perform running attacks, which deal more damage than the standing attacks and across a wider arc



At full speed, each character has their own special momentum attack. On the press of the appropriate button combination the character launches their special attack directly forwards and across the whole character's width – this is ideal for breaking up large groups of enemies and dealing significant damage to larger opponents

<i>Character</i>	<i>Momentum Attack</i>
Toa Vakama	Shoulder Charge
Toa Matau	Glide Charge
Toa Nokama	Spinning Attack
Toa Whenua	Roll Attack
Toa Onewa	Leap Charge





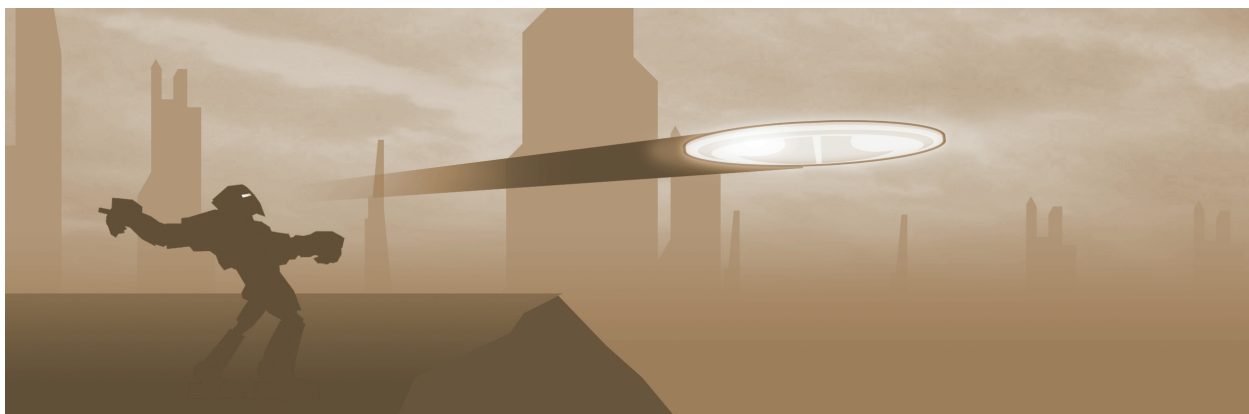
The Toa can also attack whilst jumping, and again, this will be influenced by their current momentum:

A slow moving Toa will do basic attacks in flight, targeted against creatures close to them in the air

Faster moving Toa will deal damage to both aerial targets and those in front of them on the ground

At very high speeds the Toa will smash towards the ground at high speeds and deal damage to all surrounding targets

This momentum-based combat dynamic will be seamless and simple to the player, they need not worry about their current momentum, which moves to use, etc. other than being aware that the faster they are moving, the more damage they will do



### **Disk Combat**

Early in the game, the player acquires their first disk, and with it a Disk Launcher for each of their Toa to use. The Toa carry the Disk Launcher and use it to make ranged attacks on their opponents

Momentum plays an important part in disk-based combat too, as momentum carried by the player will be translated to the launched disk thus making it faster, travel further, and deal more damage

If the Toa has an obvious target in front of them, then when they launch their disk it will fire off towards that target. If the disk hits its target then it will chose the next target at random, bounce off, and move towards it

The disk continues to bounce from target to target until it misses, there are no more targets, or it reaches the limit of its range or number of ricochets

If the player does not have a target then the disk will bounce forward

As the player moves through the game and collects further they increase the traits of the disks that are acquired – higher speed, more damage, more bounces. In addition, and to tie in with the toy line, subsequent disk pickups allow the character to fire multiple disks at once





## Combat Example

*Toa Vakama stands in Ta-Metru, his own territory, the hordes of The Archive surround him, hoping to take from him what he has sought so hard to protect*

*His first assailant jumps from the darkness, the player presses the attack button and Vakama lunges out. The attacker is hit but not defeated. Vakama's second follow-up strike is more effective*

*The immediate threat dealt with, Vakama must continue in order to defeat those that threaten his villagers*

*He leaps from his high perch and rolls as he hits the ground to maintain his speed. On his feet again - he hits out as he speeds past one attacker, defeating it instantaneously*

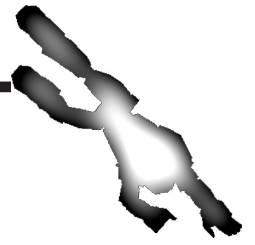
*He leaps again in order to gain height and further momentum via an athletic swing around a steam pipe*

*Now at full speed and moving along a narrow walkway, he approaches the final group of enemies*

*A single tap of the attack button is all that is required to unleash Vakama's special attack, and to smash the group with a dramatic shoulder charge as they menace his people*

*The force of the attack knocks several of the creatures from the walkway into the depths below leaving just a couple for Vakama to face in one-to-one combat...*





## Gameplay: Enemies

**“Enemies are organised and aggressive and present real challenges to the player”**

Enemies attack to unseat and impede the player. They will be likely to make their presence known by their predilection for disrupting the player’s progress through these challenges. If the enemy can force the player to slow down, fall, or break their rhythm, then the player is best advised to dispatch the enemy before they attempt the challenge again

Defeating the enemies becomes essential to completing the task, either through the barrier presented by the enemies or by using them directly as a phase of a *kinetic challenge*

Enemy attacks vary from swarms (lots of weak enemies), clustered into co-operating groups, to bosses (ultra strong adversaries requiring staged combat)

All combat is heavily impact based. Disk attacks and close assaults by the Toa use force to convey the dramatic and physical nature of the attacks

Because of this, impact effects will be used on the game’s characters to signify damage being dealt. This will be represented by a burst of elemental energy being released at the point of impact - rather than violent and visceral imagery such as detached body parts or spilled fluids

When a character is defeated in combat their body will disappear after a short time, in a flash of elemental energy







## Visual Style

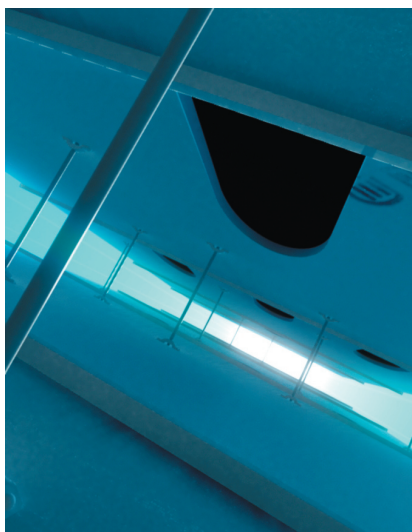
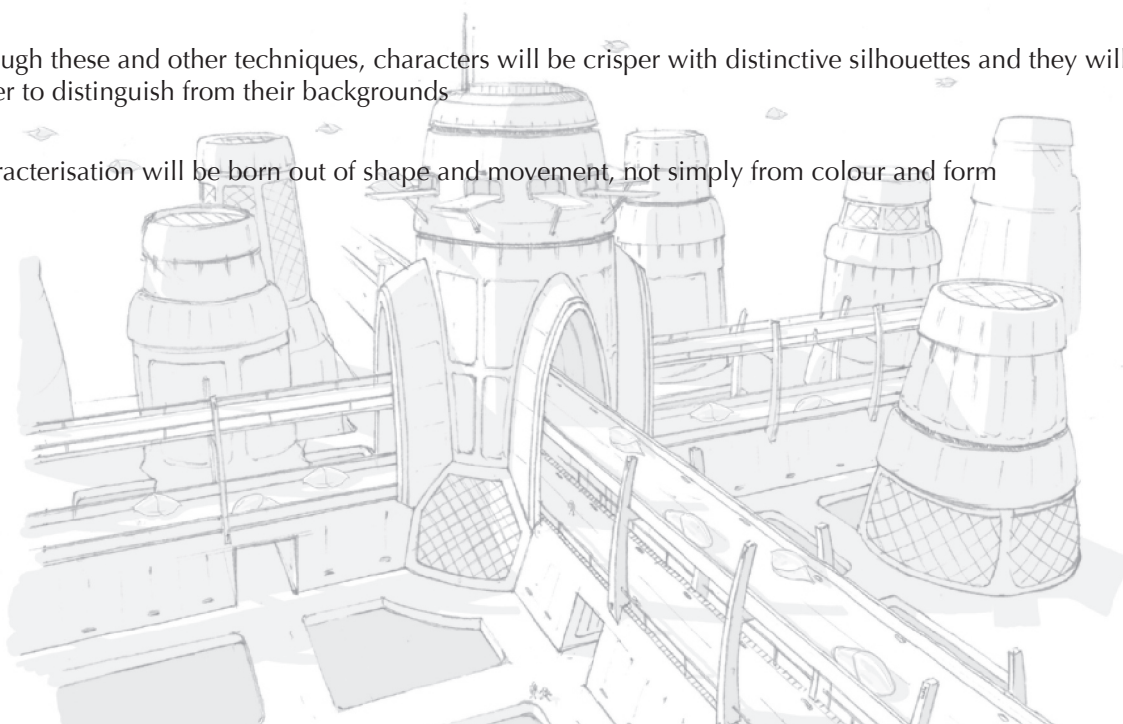
**“A cleaner art style, closer to the atmospheric Bionicle tradition”**

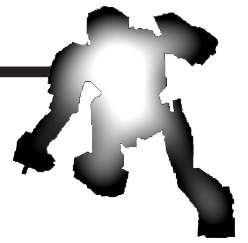
Atmospheric levels which are visually dramatic and naturalistically lit. The game world will offer a beautiful interpretation of Metru-Nui’s architectural landscapes

We will implement a highly disciplined use of colour, leading to evocative and powerful imagery throughout the game

Through these and other techniques, characters will be crisper with distinctive silhouettes and they will be easier to distinguish from their backgrounds

Characterisation will be born out of shape and movement, not simply from colour and form





## Not Just a Sequel

Central to the Toa are their shared abilities in athletic, dynamic, motion. Controlling their movement is inherently fun, and the range of abilities will present a character who truly fulfils the needs of the powerful and heroic Toa. **This is dynamism...**

For the first time, the players can use their characters in exciting and dramatic circumstances to defeat their enemies both close-up using their momentum as a tool, and in ranged combat using the new Disk launchers. **This is impact...**

A complete and extensive gameplay experience that is true to the Bionicle storyline and franchise and a fulfilling game in its own right. Goal-based structure offers constant fulfilment and story-based gameplay satisfies fans of the property. **This is reward...**

Selectable choice of Toa and wide variety of tasks offer repeated choice. Combined with large, beautiful, interactive environments, this offers the style of gameplay that the market desires and demands. **This is freedom...**

Finally, fans and newcomers to the Bionicle world can control their favourite characters as true heroes, explore the 6 brand-new regions of Metru-Nui, encounter and defeat strange new creatures and enemies, and once again fulfil their destiny...

**...This is Bionicle: City of Legends**





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