

LEGO

STAR WARS II

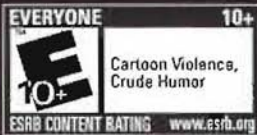
THE ORIGINAL TRILOGY

AVAILABLE NOW!



BUILD AND BATTLE THROUGH THE ORIGINAL TRILOGY!

Play through a fun *Star Wars* galaxy that combines the endless customization of LEGO® with the epic story from *Star Wars* Episodes IV-VI.



Cartoon Violence, Crude Humor



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Wii

BIONICLE HEROES



INSTRUCTION BOOKLET

<http://www.replacementdocs.com>

PLEASE CAREFULLY READ THE WII™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR WII HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

▲ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms

Convulsions Eye or muscle twitching Altered vision
Loss of awareness Involuntary movements Disorientation

- To reduce the likelihood of a seizure when playing video games
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

▲ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain.

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

▲ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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USING THE WII™ CONSOLE

60HZ (480i) MODE

60Hz (480i) is a display mode that allows you to view and enjoy your game in enhanced quality. This means you'll experience an intensely sharp picture and the game running at optimal speed — all of which produce a great gaming experience.

This game allows a better display with higher quality on TVs that support 60Hz (480i) mode. To activate 60Hz (480i) mode, select this TV TYPE in the Wii System Settings. For additional information on setting the TV TYPE, please refer to the Wii Operations Manual.

Connect the Wii RGB cable (RVL-013) (sold separately) to a TV with an RGB terminal to enjoy an even smoother game screen with less flicker.

However, certain, mainly older, TV sets are unable to display games in 60Hz (480i) mode. Because of this, a small number of players could experience difficulty in playing this game on their TVs. To find out if your TV set supports 60Hz (480i) mode, consult your TV instruction manual or contact the TV manufacturer for details.

EDTV/HDTV (480p) MODE — PROGRESSIVE SCAN



Compatible

EDTV/HDTV (480p) is a progressive display mode that allows you to view and enjoy your game in the best possible quality. This means you'll experience an intensely sharp picture, the game running at optimal speed with minimized flicker, all of which produce a great gaming experience.

To activate EDTV/HDTV (480p) mode, select this TV TYPE in the Wii System Settings. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode. For additional information on setting the TV TYPE, please refer to the Wii Operations Manual.

You may not be able to display this mode, depending on the combination of TV and cable you're using. To find out if your TV supports the Progressive Scan display needed for EDTV/HDTV (480p) mode, consult your TV instruction manual or contact the TV manufacturer for details.

WELCOME HERO!

Imagine the island of Voya Nui. You are on a beach at the foot of a monstrous cliff. A line of meandering footprints leads you to a figure collapsed on the sand. As you approach, a deep rumble of thunder echoes in the distance. Exhausted, a Matoran looks up — at first fearful — but then understanding.

"I know who you are. You are the Hero," he says. You smile. With this encouragement the Matoran tells you the story.

"This land has been invaded by the despicable Piraka. They have stolen the Mask of Life! The Piraka do not know the Mask's real power, but in spite of that they have used it to take control of all the creatures on the island.

"You are the Hero. You must track down and defeat the Piraka, restore the Mask and bring peace back to Voya Nui. Here...."

The Matoran reaches into a large bag lying next to him and pulls out an ornate TOA Inika Mask.

"Collect and use the powers that the TOA Inika Masks will grant you to save Voya Nui. Hero, this is your quest!"

WHAT YOU HAVE TO DO

BIONICLE® Heroes lets you take on the guise of the heroic TOA Inika and control their unique powers to overcome a host of different enemies. Many dangerous, aggressive BIONICLE creatures, created by the evil power of the Piraka, exist on the island. You must defeat hordes of enemies in each of the six Elemental Zones of the island and then defeat the Piraka to win back the Mask of Life and return the island to peace.

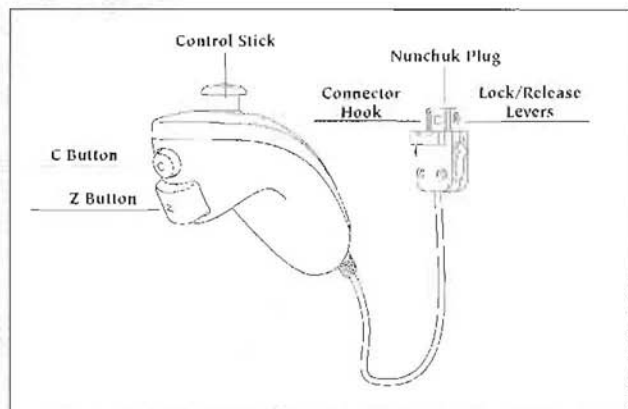
Your power (as the Hero) comes from the six different TOA Inika Masks that you can find scattered throughout each level. Once you put on a TOA Mask, you assume the powers and ability of that TOA.

Don't worry — even if the task seems too difficult, you will not be left without help. *BIONICLE Heroes* will always prompt you on the best course of action to take: either indicating which TOA to use to make the most of a special ability, or pointing you in the correct direction to get through a level.



CONTROLS

To play *BIONICLE Heroes*, use the Nunchuk Style controller setup.



MENU CONTROLS

Highlight option	Control Stick / +Control Pad ▲/▼
Select	A Button
Go back	B Button

IN-GAME CONTROLS

Move TOA forward/back	Control Stick ▲/▼
Move TOA left/right	Point the Wii Remote at the edge of the screen
Free Look	Point the Wii Remote at the top, bottom, left or right of the screen
Fire weapon	B Button
Strafe (sidestep) left/right	Control Stick ◀/▶
Change TOA character	C or Z Button
Cycle through TOA left or right	1 or 2 Button
Use TOA Elemental Ability	A Button
Pause Menu	+ Button
Canisters Found	- Button

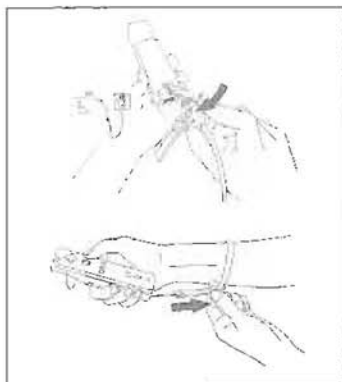
NUNCHUK™ NEUTRAL POSITION RESET

If you move the Control Stick out of neutral position when the power is turned on, or when connecting to the Wii Remote, the new position will be set as neutral position, causing incorrect game control during gameplay.

To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, + and - Buttons on the Wii Remote for three seconds.

USING THE WII REMOTE™

1. Feed the wrist strap cord through the Connector Hook.
2. Insert the Nunchuk plug into the External Extension Connector on the bottom of the Wii Remote.
3. Place your hand through the Wii Remote wrist strap and hold the Wii Remote firmly in your hand.
4. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock — make sure it's comfortable. It should just be tight enough to hold the Wii Remote wrist strap in place.



- **CAUTION:** Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the wrist strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Wii Remote and striking objects or people.
- **WARNING:** Not suitable for children under 36 months of age. The Wii Remote wrist strap and Nunchuk cord can coil around the neck.

▲ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.

MAIN MENU

Once the game loads, you'll see four options:

- **New Game** — Start a new game of *BIONICLE Heroes*. You'll progress first to the Save screen (see page 17), and then on to the Matoran Enclave.
- **Load Game** — Continue a previously saved game. You will be taken back to the Matoran Enclave.
- **Options** — Adjust in-game options, including:
 - **Invert Y Axis** — On/Off
 - **Effects Volume** — 0 to 10
 - **Music Volume** — 0 to 10
- **Extras** — Check out the following:
 - **Credits** — View the names of the *BIONICLE Heroes* team.
 - **LSW2** — View the movie trailer for *LEGO® Star Wars™ II: The Original Trilogy*.



MATORAN ENCLAVE

You begin your adventure in the central square of the Matoran Enclave. You'll also return here regularly to check on your achievements, upgrade your TOA and review what you've collected and unlocked in these adventures.

- Select **New Game** from the Main Menu to enter the Matoran Enclave.

ZONE/LEVEL SELECT CHAMBER

Directly ahead of you and down a long staircase is the Zone/Level Select Chamber. Here you will see six fearsome stone Piraka heads that guard the way to the portals that take you to the six Elemental Zones on Voya Nui.

NOTE: To return to the Matoran Enclave from the Zone/Level Select Chamber, face the stairway and move up the stairs.

The island of Voya Nui is divided into six distinct Zones:

- **Ve-zok's Coastline** — Set in and around the shoreline of Voya Nui.
- **Hakann's Volcano** — Based in and around the island's volcanic zone, where you can explore caves, caverns and volcanic plains.
- **Reidak's Desert** — Set in Voya Nui's desert region, with the action also based in and around the Island citadel.
- **Thok's Mountain** — Features a landscape of rocky outcrops, cliffs and icy mountain passes.
- **Zaktan's Jungle** — A tropical jungle bristling with dense jungle, hidden temples, waterfalls and treetop villages.
- **Avak's Stronghold** — Set in and around the ominous Piraka Stronghold.

TO BEGIN A NEW GAME:

1. Enter the Zone/Level Select Chamber. The entrance to Ve-zok's Coastline will open.
2. Enter this area, where you will find the four portals to the levels of Ve-zok's Coastline. Only Piraka Bluff is initially selectable.
3. Press the A Button to start this level.

LEVELS

A short introduction leads you into each level and gives you an idea of whom (or what) you might encounter in that environment. Complete the three levels within a Zone to enter the Boss level, where you battle the Piraka who controls that Zone.

Initially, only one Zone (Ve-zok's Coastline) is available, but as you progress, other Zones open up. Levels must be completed in sequence within a Zone, but you can play any completed level in Free Play mode (see page 17).

SHOP

The Shop is directly behind your starting point in the Matoran Enclave central square. Here the Matoran who gave you the TOA Mask is waiting, ready to sell you a number of useful items.

Here you can buy TOA upgrades, hints for completing the game, and tips on finding special bonus areas with LEGO pieces you've collected in the game.

SHOPPING IS EASY:

- Walk up to the Matoran to browse in the Shop to see what he has to offer.
- Press the A Button to begin the buying process.
- Use the +Control Pad to select an item. Items will scroll across the shelves.
- Press the A Button to buy the selected item.
- Press the B Button to leave the Shop.

CONSTRUCTED ITEMS:

- An assembled LEGO piece (structure or object) is known as a *construction*.

Some items bought in the Shop can be *constructed*. These items appear in various places in Piraka Beach.

CHARACTER SHOWCASES

Character Showcases are chambers leading off from the curved ramp running up and over the Zone/Level Select Chamber entrance. As you proceed through a level, you will find two types of special canisters to pick up. One type of canister unlocks creatures that can then be viewed in the Character Showcase.

- Three Showcase Chambers are available for you to admire the unlocked Bohrok, Visorak and Vahki characters.
- The fourth Showcase Chamber (on the right) lets you look at the game's sub-Bosses. When you defeat a sub-Boss (in levels 1 and 3 of any Zone), that character appears within a containment chamber in this room, accompanied by full stats and key information.
- **NOTE:** You can access the Character Showcases only when wearing the HEWKII TOA Mask (brown).

DEFEATED PIRAKA

When you defeat a Piraka at the end of a Zone, that Piraka is unlocked and becomes available to you as a playable character. The defeated Piraka can be found passing the time on Piraka Beach.

TROPHY CAVE

The Trophy Cave is to the right of your starting position in the Matoran Enclave. Go down the stairs to arrive at a chamber with three large screens. Your control of TOA movements is limited here to the +Control Pad.

NOTE: You can access the Trophy Cave only when wearing the HEWKII TOA Mask (brown).

To return to the Matoran Enclave from the Trophy Cave, face the stairway and press the A Button, or just press the B Button. The TOA will move a few steps out of the chamber, and then you will be able to use the normal TOA movement controls.

UNLOCKED BIONICLE COLLECTIBLES:

On the left-side screen of the Trophy Cave, you can view all the special BIONICLE collectibles you've unlocked in the game so far. You unlock these collectibles by picking up special canisters in the levels. There are 100 collectibles in all, and each one, as it's acquired, appears on this grid.

- Use the +Control Pad to select a collectible.
- Press the A Button to look at its details and history.

UNLOCKED CREATURES:

On the middle screen in the Trophy Cave, you can look at a 36-panel grid showing creatures you've unlocked during the game, and full details of their powers.

- Use the +Control Pad to select a creature.
- Press the A Button to look at its details and history.

ACHIEVEMENT WALL:

On the right-side screen of the Trophy Cave you can see the Achievement Wall. This shows all your successes during the game. Medals are issued here to the "best of the best" and BIONICLE Heroes high achievers.



GAME SCREEN



Once you enter a level, you'll see the game screen. Though generally clear and uncluttered, the game screen does show some very important information:

- ① LEGO Counter
- ② Health Bar
- ③ Hero Mode Charge
- ④ TOA Masks
- ⑤ Scanner (Enemy Icons, Mask Icons and Progression Direction appear in the Scanner)

LEGO COUNTER

This shows the number of LEGO pieces you've collected. Plugs, cogs and bricks can be found loose, in clusters, or within constructions (that you need to destroy in order to release the pieces). LEGO pieces also appear when you defeat enemies, perform constructions, or activate LEGO constructions.

Pick up LEGO pieces by walking over them. The pieces fly up to the top of the screen and are added to your total. Use LEGO pieces to buy upgrades for the TOA and charge up the Hero Mode gauge.

You can find three types of LEGO pieces:

- *Silver* — Most common, adds 10 to the counter.
- *Gold* — Adds 50 to the counter.
- *Blue* — Very rare, adds 250 to the counter.

HEALTH BAR

Heart icons in the Health Bar show how much health the active TOA has. You gain Hearts as pick-ups after destroying certain enemies, but you lose Hearts as you take hits in combat. Once you lose all the Heart icons in this panel, you lose that specific TOA Mask and automatically switch to the next available TOA Mask. When you lose a TOA Mask, you also lose some of the LEGO pieces you've collected. Heart icons flash when they are damaged.

- There are a few rare Golden Hearts in the game. When collected, these refill your entire Health Bar.
- If you lose your last TOA Mask, you return to your last checkpoint. (When you pass a checkpoint in any level, you will see the word "Checkpoint" on-screen.)

HERO MODE CHARGE

Collecting a sufficient number of LEGO pieces lets you activate Hero Mode and allows the transformation of the TOA into the Golden TOA. This bar shows the Hero Charge building up and gives you an idea of how much farther you have to go before you can kick off Hero Mode. Once this bar is full, the transformation into the Golden TOA is instant.

When you are in Hero Mode, Heart icons are shown in gold. Triggering Hero Mode creates a small shockwave around the TOA's feet, destroying any enemies within a small radius.

GOLDEN CONSTRUCTIONS

A number of gold LEGO pieces can only be built (or constructed) by the Golden TOA. These flash when you approach them if you don't have enough LEGO pieces to enter Hero Mode and activate them.

- In Hero Mode, press the A Button, when prompted, to perform a Golden Construction.
- Triggering a Golden Construction causes a golden shockwave to emit from the construction, which damages any enemies within range. All other AI creatures (non-Bosses) are frozen for the duration of the Golden Construction.
- Triggering a Golden Construction uses up the TOA's Hero Mode Charge.

INVULNERABILITY

The Golden TOA cannot be affected by attacks from any enemies in the level.

INCREASED DAMAGE

The Golden TOA has the weapons of all other TOA and can switch between them (as normal), but the damage it does is considerably more extensive.

When the Hero Mode Charge runs out, the TOA returns to normal, and the Hero Mode bar will need to be recharged from the beginning. However, you will not lose your collection of LEGO pieces; you keep these and can use them later in the Shop.

TOA MASKS

The power of the six Inika TOA comes from the Masks you will find throughout the levels. The ones you pick up are shown in this panel. The Mask pulsating on the right is the currently active TOA.

- Press the 1 or 2 Button to cycle through the Masks.

Once you have a Mask and put it on, you adopt the powers and abilities of that TOA. You lose that Mask (and all its associated powers) if you lose all its Heart icons in combat. The Mask is not lost for good; you'll be able to pick it up somewhere else in the level (look for it on the Scanner).

SCANNER

The Scanner display gives you very important in-game information. You are located at the center of the rotating scanner. From here you can view the relative positions of:

- *Enemies* (red dots)
- *TOA Mask Locations* (colored Mask icons)
- *Gold Construction Locations* (gold circles)
- *Progress Direction* (arrow)
- *TOA's line of vision* (white cone)

Each TOA customizes the Scanner screen with its own colors. The active Mask on the right of the panel pulses to remind you of your current TOA character.

DIRECTIONAL INDICATOR



The Directional Indicator helps your TOA look in all directions. Point the Wii Remote at the screen in the direction the TOA needs to look in, and notice that the camera and TOA both turn in that direction.

While the camera and TOA are turning, the Directional Indicator turns red on the left, right, top or bottom, depending on the direction the Wii Remote is pointed in.

- **NOTE:** The Directional Indicator does not govern where the TOA's auto-aim is pointed. Auto-aim simply locks onto enemies and objects that are in the TOA's line of vision.

THE TOA

JALLER (RED) TOA INIKA OF FIRE

One of the fastest TOA over any ground, JALLER carries Fireblast, a powerful rapid-fire style weapon. He can cross lava flows at locations where prompted. JALLER is a good choice if you have to get somewhere fast!

- With his upgraded Torch Ability, JALLER can burn his way through LEGO vines.



HAHLI (BLUE) TOA INIKA OF WATER

HAHLI is the only TOA that can go into or across water (streams, rivers, or underwater passages). Well-armed and carrying Watershock, a medium-range beam weapon, she has standard speed on land but is faster in water.

- With her upgraded Drench Ability, Hahli can operate water-based constructions.



KONGU (GREEN) TOA INIKA OF AIR

KONGU can jump and perform spectacular leaps at specific locations (press the A Button). KONGU travels quickly through the air, and has good all-round armor and strength. He wields Airshot, a short-range blaster that can be slow to reload.

- With his upgraded Gust Ability, KONGU can create gusts of wind to activate wind-based constructions.



MATORO (WHITE) TOA INIKA OF ICE

MATORO is the distance specialist. With his special ability, he can pick off troublesome enemies at long range. Zoom in on enemies by pressing the A Button. MATORO is very slow moving across the ground and is one of the weakest of the TOA. He carries Icestrike, a powerful ice weapon that can be slow to reload.

- With his upgraded Freeze Ability, MATORO can create ice paths from water.



HEWKII (BROWN) TOA INIKA OF EARTH

HEWKII is a very practical TOA who can manipulate constructions, and either assemble or break up LEGO pieces. If some type of machinery needs to be used, then HEWKII is the TOA for the job. If a LEGO structure needs to be dismantled for its LEGO pieces, that's the task of this TOA.

HEWKII can build bridges to span chasins, and assemble boats and vehicles that can be used temporarily. He is one of the slowest of the six TOA across land but is well-armored and wields Earthburst, a very powerful stone smasher.

- With his upgraded Fragment Ability, HEWKII can fragment walls to uncover hidden treasures.



NUPARU (BLACK) TOA INIKA OF STONE

NUPARU is the only TOA that can climb rock faces. Approach a suitable cliff (showing a climb surface) and, when prompted, press the A Button. NUPARU can walk up the rock face using the same movement controls as when on flat ground.

NUPARU has a slower movement speed but is the strongest of the six TOA. Wielding Stonemash, he can conjure balls of pure energy that are useful for lobbing over protective ledges (though this is not the best choice for close combat).

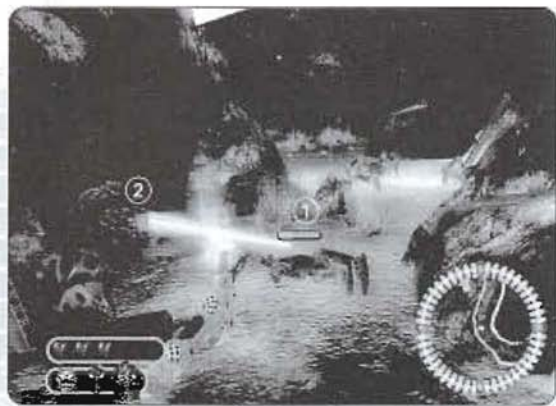
- With his upgraded Excavate Ability, NUPARU can dig out hidden treasures.



TOA UPGRADES

Upgrade the TOA at the Matoran Enclave shop. You can buy enhanced TOA armor, upgrade to more powerful weapons with a better fire/reload rate and upgrade a TOA's special ability (very expensive).

COMBAT



① Enemy Health Bar

② Auto-Target

ENEMY HEALTH BAR

All enemies and objects fired upon by the TOA display a Health Bar to instantly show how much damage you are dishing out. Sometimes, if your weapon has a broad spread, several Health Bars will appear at the same time. Once you inflict maximum damage, the enemy target explodes into its LEGO pieces for you to claim!

AUTO TARGET

Your TOA will auto-target any creatures or objects you are facing. When the target is in range, a green aiming beam emanates from the eyes of the Mask and locks-on to the nearest target, object or enemy within the TOA's cone of vision. To change a target object, move your view and another target will be acquired.

SWITCHING TOA

It's very important to use the right tools for the right job. It's especially true in combat: always select the most effective TOA for the task ahead. Do you want speed? Strength? If a specific task requires a specific TOA's special Elemental Ability, then you will be prompted with an icon of that TOA's Mask.

- Press the C Button to switch TOA and a special aura will show that you can carry out that Elemental Ability.
- Press the A Button to carry out the Elemental Ability.

PICK-UPS

LEGO PIECES

LEGO pieces are plugs, cogs, bricks, etc. found loose in clusters, or in LEGO constructions (which you need to destroy in order to release the LEGO pieces). Once the pieces are on the ground, walk through or over them to add them to your total.



- **CAUTION!** If you wait too long to pick them up, the pieces will disappear. You can also shoot some objects or enemies from a distance and the pieces will be credited on your LEGO counter.

Look everywhere for objects, creatures, LEGO constructions, chests — anything that might help add to your LEGO counter. In some sections of a level, you might need to charge up Hero Mode twice in a row in order to progress. In this case, always make sure you have some LEGO pieces in reserve that you can blast to add to your counter (and Hero Mode charge).

- **REMEMBER!** LEGO pieces are very important for charging up Hero Mode!

HEARTS (EXTRA HEALTH)

Pick up Heart icons after destroying certain enemies in combat. You lose Hearts as you take hits in combat.



UNLOCKABLES

BIONICLE COLLECTIBLES

There are 100 different objects to unlock throughout all the Zones. These are found in Gold Canisters.

All collectibles that you've unlocked are listed at the end of a level on the Status Screen and appear in the Trophy Cave with full details and information.



CANISTERS

Each level contains a limited number of BIONICLE canisters. Two types are available:

- **Silver** — Unlockable from most levels. Unlocking five of these in a level unlocks enemy creatures to feature in the Trophy Cave.
- **Gold** — Unlockable from all levels. Unlocks Masks that will appear in the Trophy Cave.



MORE INFORMATION

PIRAKA

By defeating a Piraka, you will make it a seventh playable character that can be used in Free Play within its respective level.

FREE PLAY

Once you complete any level in *BIONICLE Heroes*, you can replay it to discover new surprises, rewards and bonuses. In Free Play, you can add to your total LEGO pieces, and any newly discovered hidden areas will be especially rewarding. Only by increasing your TOA abilities, unlocking hidden characters, exploring and experimenting can you become a true BIONICLE Hero.

- To play a level in Free Play, select it from the Zone/Level Select Chamber in the Matoran Enclave.

STATUS SCREEN

After completing a level, you will see the Status Screen, which shows full details of what you have achieved:

- Number of bonus items collected.
- Number of LEGO pieces held.
- Achievements unlocked.

Following the Status Screen, you can return to the Zone/Level Select Chamber or to the Shop. Make your selection and press the A Button.

SAVING AND LOADING

When you select *New Game* from the Main Menu, you will be asked to create a new file in the Wii system memory. Choose a save slot by pressing the A Button, and press the A Button to confirm. To see your saved games after start-up, press the + Button to access the in-game Options Menu, then select *Quit* and choose *Load Game* from the Main Menu.

To load a previously saved game from the Main Menu:

1. Select *Load Game* and press the A Button.
2. Select a save game slot using the + Control Pad.
3. Press the A Button.

PAUSING THE ACTION

Press the + Button to pause the action and open the Pause Menu, offering these options:

- **Game Progress** — Check on your progress through the game. (Available in the Matoran Enclave and Zone/Level Select Chamber only.)
- **Resume** — Return to gameplay.
- **Options** — Adjust in-game options (see page 6).
- **Quit** — Exit the game and return to the Main Menu.

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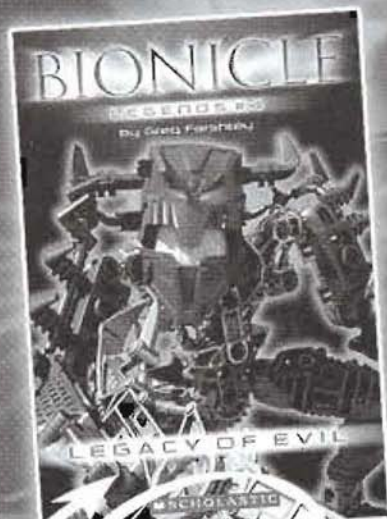


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