

## **Warning: To Owners of Projection Televisions**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

## **Epilepsy Warning**

**Please read before using this game or allowing your children to use it.**

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

## **Precautions to Take During Use**

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

# CONTENTS

Warning: To Owners of Projection Televisions .....	1
Epilepsy Warning .....	1
Precautions to Take During Use.....	1
System Requirements .....	3
Clean Up Your System before Running the Game .....	4
What is DirectX™? .....	5
Installing the Game .....	5
Uninstalling/Re-Installing the Game .....	5
Before Starting Your Game .....	6
Starting the Game .....	7
Controls .....	7
The Dark Spirit is Rising! .....	8
Kini Nui.....	8
Toa Tahu Begins the Quest .....	9
Elemental Energy .....	9
Rescuing Matoran.....	12
Collecting Lightstones .....	12
Toa Nuva .....	13
Makuta .....	13
Island of Mata Nui .....	13
The Arrival of the Toa .....	13
Wahi of the Toa .....	14
Field Guide .....	16
Pause Menu .....	16
Options .....	17
Extras .....	17
Saving And Loading .....	18
Saving a Game .....	18
Loading a Game.....	18
Continuing a Game.....	19
Credits .....	20
Problems with your Software? .....	23
Notice .....	24
Limited Warranty .....	25
Customer Support – Here to help you!.....	26

# SYSTEM REQUIREMENTS

Please take time to ensure your system meets the Minimum Configuration requirements, detailed below and on the packaging. **It is essential that your system meets these requirements in order for BIONICLE® to function properly.**

## Checking my System Specification

The DirectX Diagnostic Tool can provide you with information about your system specification if you are unsure of your PC's current specifications.

- To run the DirectX Diagnostic Tool, click onto the **Start** button and select **Run**. In the Open box type DXDIAG. The DirectX Diagnostic Tool appears.
- Your system specification can be found in the System Information box and details about your video and sound card can be found under the Display and Sound tabs.
- You should compare this information with the information in the System Requirements section, below. As a rule of thumb, a PC that meets the *Minimum Configuration* will run the game on the most basic graphics and sound options settings, whilst a PC that meets the *Recommended Configuration* will run the game swiftly with higher settings selected.

**Note:** Unless you are an advanced user we do not recommend changing any of the options in the DirectX Diagnostic Tool.

- Do you need help on getting your game started? Jump to the *Clean Up Your System before Running the Game* section on p. 4!
- Having problems with your game crashing or locking up? Then consult the *Before Starting your Game* section on p. 6!

## Minimum Configuration

- Microsoft Windows® 98/2000/ME/XP
- 600 MHz Intel Pentium III processor or 100% Compatible
- 64 MB RAM
- 4x CD ROM/DVD drive
- 32 MB Direct3D video card with DirectX™ 9 compatible driver
- 900 MB free hard disk space
- DirectX 9 compatible sound card
- Keyboard, mouse

## Recommended Configuration:

- Microsoft Windows® 98/2000/ME/XP
- 1GHz or better Intel Pentium III processor or 100% compatible
- 256MB RAM or better
- 8x CD ROM/DVD drive or better
- 64MB or better Direct3D video card with DirectX™ 9 compatible driver.
- 900MB free Hard Drive space plus 5% of total hard drive capacity.
- DirectX 9 compatible sound card
- DirectX 9 compatible dual analog game pad

## Recommended Chipsets

- 3D graphics accelerator using the NVIDIA GeForce chipset e.g. GeForce 256, GeForce2, GeForce 2 Go!, GeForce3 and GeForce4, the ATI Radeon® chipset or the Power VR Kyro II chipset.

## Supported Input Devices

- Microsoft Windows-compatible mouse, keyboard and any game controller that is 100% compatible with DirectX 9 (Direct Input). A dual analog joystick is recommended for full functionality.

**Note:** You must have the very latest driver software installed for your game controller to ensure it works correctly with this game. You can download the latest driver software for various game controllers from the controller manufacturer's website. A list of popular game controller manufacturers is given below:

Microsoft Sidewinder: <http://www.microsoft.com/sidewinder>

Logitech: <http://www.logitech.com>

Saitek: <http://www.saitek.com>

Thrustmaster: <http://www.thrustmaster.com>

Act Labs: <http://www.act-labs.com>

Gravis: <http://www.gravis.com>

## CLEAN UP YOUR SYSTEM BEFORE RUNNING THE GAME

Before you install any software, it is **critical** that your hard drive be in optimum working order. We recommend that you get into the habit of performing regular "house keeping" on your PC. ScanDisk, Disk Defragmenter and Disk Cleanup are the tools that you need to use to keep everything running smoothly. Such good practice offers you the best chance of running today's games with minimum issues. As an added benefit, a clean system will operate more efficiently, and other software applications you use may run more quickly and stably.

- **ScanDisk (Win 98/ME)/Error-checking (Win 2000/XP)** detects and repairs disk errors and bad sectors on your hard disk drive/s (HDD/s).
- **Disk Defragmenter** ensures that the data on your HDD(s) is organised properly. This helps to prevent corrupt data and speeds up the accessing of this data by your Computer's Central Processing Unit (CPU).
- **Disk Cleanup** helps you to clear unnecessary files from your system. This frees up disk space and prevents conflicts that could stop the game from installing correctly.

**Consult the Windows Help Guides for information on running the ScanDisk/Error-checking, Disk Defragmenter and Disk Cleanup tools.**

### Using Windows Help

Click onto the Start button and select Help (or Help and Support for Windows XP users) to bring up the Windows Help Guides.

Now, click the Search section and type in keywords such as "Scandisk" (Win 98/ME), "Error-Checking (Win 2000/XP)", "Defrag" and "Disk Cleanup" to find the guides that help you run these tools.

## WHAT IS DIRECTX™?

DirectX is part of Windows® 98, 2000, ME and XP. It allows Windows to access certain parts of your PC at high speed, to allow you to run today's games. As new technology is introduced, such as next generation 3D Accelerators and 3D soundcards, DirectX evolves to support these new technologies. *BIONICLE*® requires DirectX 9, which is included on the game disc for you to install if necessary. In order to operate correctly, DirectX will need the latest software drivers for your video card and sound card. These drivers can usually be downloaded from your card manufacturer's website or obtained from the card manufacturer's Technical Support hotline. Using drivers that do not have DirectX 9 support may result in display or audio problems in *BIONICLE*.

**To find out more about DirectX, visit the official DirectX website at:**  
<http://www.microsoft.com/directx>

### How do I install DirectX 9?

If you want to install DirectX **after** installing *BIONICLE*, insert the game disc into your CD-ROM/DVD-ROM drive and click onto the Start button and select RUN. Type D:\DirectX\dxsetup (or substitute the CD-ROM/DVD-ROM drive letter if it is other than D:\; check in **My Computer**) and click OK. Click REINSTALL DIRECTX to install DirectX.

## INSTALLING THE GAME

To install *BIONICLE*, insert Disk 1 into your CD-ROM / DVD-ROM drive and wait for the AutoRun menu to appear. Click INSTALL and then click NEXT; the serial number window appears. Type in the serial number found in the white box on the back of the *BIONICLE* manual and follow the on-screen instructions to install the game.

- If the AutoRun menu does not automatically appear, double-click the **My Computer** icon on the Desktop, then double-click on the CD-ROM/DVD-ROM drive in which the game CD is inserted. Double-click on the 'setup.exe' file to install the game.

## UNINSTALLING/RE-INSTALLING THE GAME

If you are having problems or the game did not install correctly the first time, we recommend re-installing the game.

1. To uninstall the game, click onto the **Start** button select **Programs** (or **All Programs** for Windows XP users) and then choose the location where the game is listed. Click onto Uninstall to remove the game.
2. To reinstall the game after uninstalling it, follow the information in the *Installing the Game* section, above.

**Important note:** We strongly advise users against uninstalling this game manually, since certain files associated with the game may not be correctly deleted. It is normal for any files created by players such as save games, replays and other game-related files to be left on your hard drive in the game folder after the uninstall process. Should you not wish to keep these files after uninstalling the game, delete them as you would normally delete files from your PC.

## Before Starting Your Game

In some cases, programs that are running on your system can monopolise resources that the game needs in order to run properly. Not all of these programs are immediately visible, and many activate automatically on start up. There are a number of programs known as “background tasks”, that are always running on your system. In some cases, these *may* cause the game to crash or lockup.

As such, we recommend that you deactivate these “background tasks” prior to playing *BIONICLE*®.

**Important Note:** While shutting down background tasks will optimise your system for running the game, their features will then be unavailable. Ensure that you re-enable background tasks after playing *BIONICLE* by restarting your computer.

## Anti-Virus/Crash Guard Programs

If your system is running Anti-Virus or Crash Guard programs, you are advised to close or disable them before running *BIONICLE*. To do this, find the icon for the program on the Windows taskbar. **Right-click** the icon and select CLOSE, DISABLE, or the relevant option.

## Closing General Background Tasks

Once Anti-Virus and Crash Guard programs have been disabled, you should end all unnecessary general background tasks as these can sometimes cause problems when installing or running PC games.

## Windows 98/ME

1. Hold down the **CTRL** and **ALT** keys on your keyboard and press **DELETE** once. The CLOSE PROGRAM window appears with a list of all background tasks currently running on your system.
2. To end a background task, click on its name in the list, then click the **End Task** button.

**Note:** It is important that you DO NOT CLOSE the background tasks named **Explorer** and **Systray** as these tasks are necessary for Windows to operate. All other background tasks may be closed.

The Close Program window closes and the task is ended. Repeat the above steps to close down any/all other background tasks.

## Windows 2000/XP Professional

1. Hold down the **CTRL** and **ALT** keys on your keyboard and press **DELETE** once. The Windows Security window appears.
2. Click **TASK MANAGER** to open the Windows Task Manager. To end a background task, click on its name in the list under the Applications tab, then click the **End Task** button.

**Note:** Depending on your settings, when pressing **CTRL**, **ALT** and **DELETE** some Windows 2000/XP Professional users may bypass the Windows Security window and go straight to the Windows Task Manager.

## Windows XP Home

1. Hold down the **CTRL** and **ALT** keys on your keyboard and press **DELETE** once. The Windows Task Manager window appears
2. To end a background task, click on its name in the list under the Applications tab, then click the **End Task** button.

**Important Note:** Remember that the next time you restart your computer all of the background tasks that you ended reactivate automatically.

## STARTING THE GAME

- Insert the CD in your CD-ROM/DVD drive. The AutoRun menu appears. Click **PLAY** to start the game

**Note:** If the game does not automatically start when you insert the CD into your CD-ROM/DVD drive, go to **Start>Programs** (or **All Programs** for Windows XP users)> **LEGO Interactive>BIONICLE>BIONICLE**®. The introductory screens appear and the game begins.

## CONTROLS

### Menu Controls

Highlight menu option

Select menu option

Go back/cancel

- Menus can also be navigated using a mouse. Mouse controls are listed throughout the manual where applicable.

Arrow Keys **UP/DOWN/LEFT/RIGHT**

**SHIFT** or **RETURN**

**CTRL** or **ESC**

### Game Controls

Move Toa

Jump

Double jump

Fire elemental energy blast

Fire multi-bolt elemental energy blast  
(where available)

Recharge elemental energy gauge

Nuva Blast

(Gali Nuva and Onua Nuva only)

Activate special ability (where available)

Switch target

Lock on to target (where available)

Activate shield

Pause game

Move camera

Arrow Keys **UP/DOWN/LEFT/RIGHT**

**SHIFT**

Press **SHIFT** twice

**CTRL**

Press **CTRL** three times

(in time with the Toa's movement)

Hold / (forward slash) when stationary

Hold / to fully recharge elemental energy

gauge, then release / and immediately press

**ENTER**

**ENTER**

**L**

, (comma) (press , again to cancel)

Tap /

**SPACEBAR** or **ESC**

Arrow Keys on Numberpad

**UP/DOWN/LEFT/RIGHT**

**Note:** *BIONICLE*® is also compatible with any game controller that is 100% compatible with DirectX™ 9 (Direct Input). For more information, please see *Supported Input Devices* on p. 4.

**Note:** For information on customising keyboard controls, or configuring a compatible game controller, see *Options* on p. 17.

## THE DARK SPIRIT IS RISING!

Fear and destruction threaten the peaceful Matoran villagers of the island of Mata Nui. The dark spirit Makuta has returned, determined to conquer the land and rule its inhabitants. His shadowy power has corrupted the island's creatures and awoken the awesome Bohrok – insect-like creatures that destroy everything in their path!

But the Matoran do not face Makuta's threat alone. From every region of the island come the mighty Toa: the six guardian heroes of Mata Nui. Each Toa is master of a different element, but all are united in their determination to save their island.

Now the Toa must range across Mata Nui, using their elemental power to save the island's creatures and overcome Makuta's minions. Ultimately, they must confront Makuta himself, but before they dare challenge him they must find a way to increase their powers. They must uncover the secret of the Toa Nuva!

## GETTING STARTED

Follow these steps to begin the battle to save Mata Nui.

1. After the legal screen, the language select screen appears. Press the Arrow Keys **LEFT/RIGHT** to highlight your chosen language and press **RETURN** or **SHIFT** to select.
  - Alternatively, use your mouse to highlight the stones around the menu wheel to choose a language, and left-click to select.
2. After the intro movie, press **SPACEBAR** or left-click your mouse at the prompt to enter the Kini Nui.

## Kini Nui

Kini Nui is the magnificent temple at the heart of Mata Nui, where the mighty Toa meet.

*NEW GAME:* Begin your adventure through Mata Nui.

*EXTRAS:* Unlock the wisdom of the Turaga (see *Extras* on p. 17).



*LOAD GAME:* Continue a saved adventure (see *Saving and Loading* on p. 18).

*OPTIONS:* Adjust audio and controller settings (see *Options* on p. 17).

- Press the Arrow Keys **LEFT/RIGHT** to select **NEW GAME** and press **RETURN** to confirm. You can also use your mouse to move the cursor over the **NEW GAME** icon and left-click to select.

The six Toa can use Kini Nui's teleportation portals to reach their home regions, known as Wahi. When you begin a new game only Toa Tahu, the Toa of Fire, is selectable but as your quest to defeat Makuta continues, you must play as each Toa in turn and explore all the Wahi of Mata Nui.

- Press the Arrow Keys **LEFT/RIGHT** to scroll through the Toa and press **RETURN** to select. Alternatively, use your mouse to click on the left and right facing arrows on either side of the Toa to scroll left or right. Left-click on your chosen Toa to select which Wahi to play.

- Completing one Wahi unlocks the next Wahi for play.

**Note:** Once you have completed a Wahi, you can replay it by selecting it at the Kini Nui. Replay Wahi to collect more Lightstones and unlock Bonus Content (see *Extras* on p. 17).

- Once you have saved your progress, the **NEW GAME** option at the Kini Nui changes to **PLAY GAME**. For information on saving your progress or loading and continuing a saved game, see *Saving and Loading* on p. 18.

**Note:** To quit *BIONICLE*®, press **ESC**, then press **RETURN** to confirm at the prompt.

## TOA TAHU BEGINS THE QUEST



Mighty Toa, my name is Turaga Vakama, head of the village of Ta-Koro in the lands of Ta-Wahi. I am wise in the legends and secrets of Mata Nui. Let me guide you as your quest to save the island and discover the power of the Toa Nuva begins. Makuta's power grows and our time is limited, so be guided by my words.

**To master the mysteries of elemental energy**, the power that can overcome Makuta and his minions, go to *Elemental Energy* on p. 9.

**To discover more about Mata Nui, your brother and sister Toa and their Wahi**, turn to *Island of Mata Nui* on p. 13.

**To learn about the Toa Nuva**, their enhanced powers and the challenges they must face, turn to *Toa Nuva* on p. 13.

**To read about the objects and features** you will encounter on Mata Nui, turn to *Field Guide* on p. 16.

## Elemental Energy

Elemental energy is the force that exists in a raw state within every natural thing on Mata Nui. As a Toa you can absorb and use this force from the world around you, but so can Makuta. You must bring balance by using this power wisely.

**Dark Elemental Energy:** This corrupted energy is stolen from the environment and used by Makuta and his minions, and by the beguiled Rahi that he controls. Dark elemental energy is a dangerous and harmful force.

**Light Elemental Energy:** When you absorb this force from your surroundings it becomes light elemental energy, a power for good that can combat Makuta's minions, blast objects or structures and free the Rahi from his influence.

## Using Elemental Energy

When charged with elemental energy, you can target objects or creatures, then launch blasts of elemental energy at them. Beguiled Rahi and Makuta's minions return fire with damaging blasts of dark elemental energy. Use your shield to protect yourself by absorbing these blasts. The absorbed blasts recharge your store of elemental energy, which is measured by the energy gauge.

Stamina gauge – if dark elemental energy hits you, part of your stamina is lost

Energy gauge – launching blasts uses up your store of elemental energy

To switch targets, press L



Press **CTRL** to release a blast of elemental energy

Press **/** to raise your shield. This absorbs dark elemental energy blasts and channels them into your energy gauge

- Some Toa can launch a more powerful blast: press **CTRL** three times, in time with the Toa's movement, to launch a multi-bolt blast. Gali Nuva and Onua Nuva can launch an even more powerful attack: the devastating Nuva Blast (see *Toa Nuva* on p. 13).
- Elemental energy is a versatile force. Blasts can also be used to trigger switches or reveal the contents of canisters (see *Field Guide* on p. 16).

## Targeting

Items and creatures are targeted automatically when they come within range. When you release elemental energy blasts they will always strike the selected target.

- To switch between available targets, press **L**.
- To lock on to the current target, press **,** (comma). Locking on makes you face the target. Pressing the Arrow Keys **LEFT/RIGHT** when locked on makes you circle the target. To cancel the target lock, press **,** again.

## Shielding

Press **/** to raise your shield. Shielding dark elemental energy blasts not only protects you from damage, but also absorbs the blast and converts it into light elemental energy. The converted energy is absorbed and recharges your elemental energy gauge.

- The shield can only be activated for short periods, so time its use well.

## Energy and Stamina Gauge

Your energy and stamina gauge appears on screen whenever you lose or gain stamina or elemental energy.

Each green marker represents one quarter of your total stamina

Your current store of elemental energy is represented by this bar



## Regaining Stamina

Even the mighty Toa are not invincible! Dark elemental energy attacks and the perils of the Wahi's environments can damage your stamina. Your current stamina is displayed in the energy gauge: each green marker represents a quarter of your total stamina. When you are hurt, the green markers are lost one at a time.

- If your stamina drops to nothing, you will be returned to the beginning of the section in which you were overcome.
- Defeated creatures sometimes drop an Amana Volo Sphere – a ball of stamina energy, created from the last part of dark energy that exists in the creature. You can absorb this to boost your stamina.
- Stamina can also be regained by picking up the sacred masks known as Kanohi of Elemental Energy (see *Field Guide* on p. 16).

## Recharging Elemental Energy

Every time you launch elemental energy blasts, you use up some of your store of this power. You can recharge your elemental energy gauge in four ways:

- Draw in elemental energy from the environment by holding down **/**. You must be standing still to recharge energy in this way.
- Absorb dark elemental energy attacks from enemies with your shield: the dark energy is absorbed and recharges your energy gauge.
- Pick up Kanohi of Elemental Energy. These completely refill both your energy gauge and stamina gauge.
- Pick up elemental energy spheres (only found in Po-Wahi).

## Makuta's Minions

Facing Makuta is the ultimate challenge, but you must pass many of his agents before you reach that final confrontation.



**Rahi** are the creatures that inhabit Mata Nui, ranging from Ruki snapper fish to the huge bull-like Kane-Ra. Many of these Rahi have fallen under the influence of Makuta, who has contaminated their Kanohi to bring them under his control. In their beguiled state, these Rahi have become aggressive and fearsome.

- Blast beguiled Rahi with elemental energy to cleanse their contaminated Kanohi and free them from Makuta's influence.



The insect-like **Bohrok** have been awoken by Makuta's power and sent swarming across the Wahi. They are driven by a need to destroy and the longing to free the Bahrag: the Queens of the Bohrok swarms. The Turaga's legends speak of an inner intelligence that drives the Bohrok, known as the Krana – and hint at the awesome power these Krana can supply to those who possess them.

- As the Toa Nuva, you must face even more powerful enemies. See *Toa Nuva* on p. 13.

## Rescuing Matoran



The Matoran villagers of Mata Nui fled in fear from the Bohrok swarms. As you explore the Wahi, you must find the scattered Matoran.

- Rescued Matoran can use freed Rahi to construct friendly Rahi at the Wahi's Kini, to help you progress.
- Matoran are always overjoyed to see their Toa: some Matoran will follow you for part of your journey, just for fun!
- Every time you rescue a lost Matoran, a counter pops up on screen, showing how many you've rescued in the current Wahi.

## Collecting Lightstones

These precious stones are found throughout Mata Nui. There are many Lightstones to collect in each Wahi and successfully gathering enough of them unlocks the secret Bonus Content at the Kini Nui (see *Extras* on p. 17). Replay completed Wahi to try and gather more Lightstones and open all the bonuses!



This counter pops up on screen whenever a Lightstone is collected. It records the number you've collected so far in the current Wahi.

## TOA NUVA

To stand a chance of successfully confronting Makuta himself, you must find a way to enhance your abilities. You must uncover the secret of the Toa Nuva!

The Toa Nuva have enhanced abilities. Different Toa Nuva have different powers:

- Gali Nuva and Onua Nuva can launch a devastating Nuva Blast: hold / to fully charge the energy gauge, then release / and press **ENTER** immediately. Nuva Blasts can only be released when standing still. Nuva Blasts are effective against the strongest of Makuta's henchmen and can also cut through barriers of dark elemental energy.
- Lewa Nuva can glide through the treetops, whilst Gali Nuva can swim at high speeds and dive to the furthest depths of Lake Naho.

The Toa Nuva must face increasingly tough battles as Makuta's influence grows.



The **Bohrok-Kal**, controlled by the more powerful intelligence of the Krana-Kal, are tougher and cleverer than their Bohrok cousins.



The truth about the **Rahkshi** lies hidden, but the whispers and rumours sweeping Mata Nui are frightening enough. Some call them the "Sons of Makuta", others hint that they each bear a fragment of the dark spirit's own body, which he uses to guide them.

## Makuta

The dark spirit Makuta is the enemy of everything good and beautiful on Mata Nui. He seeks to rule the island, using his dark influence to infect Rahi throughout Mata Nui, and commands the destructive force of the Bohrok, Bohrok-Kal and Rahkshi. Of course, you and your brother and sister Toa entered his dark lair and faced his power before – but that was before the Bohrok swarms awoke. With new enemies ranged against you, you must hurry to find the secret of Toa Nuva transformation before you dare confront him again.

## ISLAND OF MATA NUI

### The Arrival of the Toa

Legend tells us that the great being Mata Nui brought his people, the Matoran, to live on this island paradise, which they named in his honour. Protected by his loving guidance, the Matoran lived happily in their new home, until Mata Nui's jealous brother – the dark spirit Makuta – cast a spell that caused Mata Nui to fall asleep. From that moment Makuta's dark power dominated the land, bringing destruction and fear to the people.

But hope did not die: prophecies foretold that six heroes, the Toa, would arrive and save Mata Nui from Makuta. On a day that will never be forgotten, mysterious canisters were washed up on the island's shores and from them sprang Tahu, Lewa, Kopaka, Gali, Pohatu and Onua – the heroes of prophecy, gifted with great elemental powers.

## Wahi of the Toa

Each of the Toa dwells in one of Mata Nui's six regions, known as Wahi, where their Matoran villagers live and worship their guardian Toa at the local temple, the Kini. Your adventure begins as Toa Tahu in Ta-Wahi, but as the story unfolds you must take on the role of the mighty Toa and master the different skills their Wahi demand. When you achieve the Toa Nuva transformation, your powers shall be greatly enhanced.

### Toa Tahu in Ta-Wahi



The volcanic region of Ta-Wahi, dominated by the Mangai Volcano, is watched over by Tahu, the Toa of Fire. This dramatic landscape, with its caverns and craters surrounded by burning streams of molten rock, is home to the Ta-Matoran, who are guided by wise Turaga Vakama. Hot tempered and quick to act, Toa Tahu must master his impatience to safely navigate the floating platforms and treacherous crumbling rocks that span Ta-Wahi's boiling lava flows. When he becomes Tahu Nuva, his quick reactions will be put to the test as he surfs Ta-Wahi's treacherous magma streams on his lava board.

### Toa Kopaka in Ko-Wahi



Ko-Wahi spans the snowy heights of Mount Ihu and its icy peaks. Kopaka himself lives near the village of Ko-Koro, where Turaga Nuju helps the Ko-Matoran survive in this dangerous region of avalanches, crevasses and icy storms. As the Toa of Ice, Kopaka relishes his Wahi's freezing environment, which matches his cool and calculating temperament and allows him to enjoy his favourite pastime: snowboarding down the snow-covered slopes with outstanding speed and skill.

#### Special Control:

**Accelerate/slow down:** Press the Arrow Keys **UP/DOWN**.

### Gali Nuva in Ga-Wahi



Gali Nuva, the only female Toa Nuva, uses both her great wisdom and incredible agility to guard the streams and rivers that flow from Lake Naho, and the coastal lands that they wind through. As the Toa Nuva of Water, Gali Nuva can stay underwater for as long as she pleases, safely navigating the strongest currents. Turaga Nokama and the Ga-Matoran that live in Ga-Wahi marvel at her breathtaking speed through the water and her dramatic leaps and dives in the icy waters. Supremely agile, Gali Nuva can also move with speed and grace out of the water, leaping with ease between rocky pillars and cliff-tops.

#### Special Controls:

**Dive:** Double-jump, then press **ENTER** when in the air. The higher the jump, the deeper Gali Nuva will dive.

**Swim quickly:** Hold **ENTER**.

**Leap out of water:** Press **SHIFT**. To perform a bigger leap, swim quickly and then press **SHIFT**.

## Pohatu Nuva in Po-Wahi



Po-Wahi stretches from the slopes of great Mount Ihu to the dusty deserts and canyons of the north, patrolled by the sure step of Pohatu Nuva, the Toa Nuva of Stone. With his incredible strength, Pohatu Nuva could easily fling boulders like pebbles or crush huge rocks to dust, but his friendly nature makes him slow to anger. Turaga Onewa and the Matoran of Po-Koro live happily amongst the spires of rock and sandy wastes, safe in the knowledge that dependable Pohatu Nuva, having pledged to guard his people, will stand as an immovable barrier between them and Makuta's works.

#### Special Control:

**Accelerate/slow down:** Press the Arrow Keys **UP/DOWN**.

### Onua Nuva in Onu-Wahi



Onua Nuva's domain lies underground, deep in the caves and mines of Onu-Wahi, where Turaga Whenua and the Onu-Matoran dwell. With his powerful hands and broad body, the Toa Nuva of Earth has amazing strength and power, allowing him to shift huge weights, whilst his infra-red eyes allow him to penetrate the darkness of the deepest caverns. The Onu-Matoran of his domain share Onua Nuva's night-vision skill, which allows them to move safely through Onu-Wahi's maze of tunnels.

### Lewa Nuva in Le-Wahi



Soaring high through the treetops of Le-Wahi, Lewa Nuva the Toa Nuva of Air guards the dense forests and jungles of southern Mata Nui, which the Le-Matoran inhabit. As quick to jump to a conclusion as he is to leap from branch to branch, Lewa Nuva relies on his sharp instincts to keep Le-Koro and its inhabitants safe from Makuta's influence. As they move across the dizzy heights of their forest home, the Le-Matoran often catch sight of Lewa Nuva's athletic displays, as he grinds and leaps through the trees, swinging from vine to vine and gliding skilfully, unafraid of the dark swamps below.

#### Special Controls:

**Accelerate/slow down:** Press the Arrow Keys **UP/DOWN**.

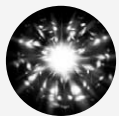
#### Glide:

Double jump, then press **ENTER** in mid-air. To stop gliding press **SHIFT**. Lewa Nuva can only glide for a short time. You can use this ability after teleporting to the second part of Le-Wahi.



## Field Guide

Newcomers to Mata Nui will find many unfamiliar objects and features scattered across its six Wahi.



**Amana Volo Sphere:** When a Rahi is freed or a Bohrok is overcome, the last part of dark energy released from the creature sometimes forms a ball of health-giving power. Refills two sections of the stamina gauge.



**Lightstones:** Mined by the Matoran of Onu-Wahi and found throughout Mata Nui. Collecting Lightstones unlocks Bonus Content at the Kini Nui (see *Extras* on p. 17).



**Kanohi of Elemental Energy:** These sacred masks completely restore a Toa's elemental energy and stamina when collected.



**Canisters:** Blast canisters with elemental energy to release their contents.



**Dark Cages:** Matoran are locked in these glowing pink cages of dark elemental energy, which can only be destroyed with a Nuva Blast.



**Switches:** Triggered by varying amounts of elemental energy, these switches are scattered throughout the Wahi. All operate useful machinery which can help you in your quest.

## PAUSE MENU

Press **SPACEBAR** or **ESC** during gameplay to take a break from your quest and access the pause menu. Here you can view the number of Lightstones you've collected and Matorans you've rescued in the current Wahi.

- Press the Arrow Keys **LEFT/RIGHT** to highlight a menu option and press **RETURN** to select. Alternatively, use your mouse to highlight your chosen option and left-click to select.

### CONTINUE

Exit the pause menu and return to the game.

### OPTIONS

Adjust game settings (see *Options* on p. 17).

### SAVE GAME

Press the Arrow Keys **LEFT/RIGHT** or left-click to select a Quest and save your game progress to the hard disk (see *In Game Saves* on p. 18).

### QUIT

Exit current game and return to the Kini Nui. Press the Arrow Keys **LEFT/RIGHT** at the prompt to select YES and press **RETURN** to confirm, or left-click the tick icon.

## OPTIONS

- Press the Arrow Keys **LEFT/RIGHT** to highlight a menu option and press **RETURN** or **SHIFT** to select. Alternatively, use your mouse to highlight your chosen option and left-click to select. Press **ESC** or left-click the arrow icon to cancel or go back to the previous menu.

### AUDIO

**Music Volume:** Press the Arrow Keys **LEFT/RIGHT** to adjust volume. Press **RETURN** or **SHIFT** to confirm.

**SFX Volume:** Press the Arrow Keys **LEFT/RIGHT** to adjust volume and press **RETURN** or **SHIFT** to confirm.

**Speech Volume:** Press the Arrow Keys **LEFT/RIGHT** to adjust volume and press **RETURN** or **SHIFT** to confirm.

### GRAPHICS

**Resolution:** Press the Arrow Keys **UP/DOWN** to select your chosen resolution. At the prompt press the Arrow Keys **LEFT/RIGHT** to select YES and press **RETURN** or **SHIFT**, or left-click the tick icon, to confirm. To cancel, press **ESC** or left-click the arrow icon.

**CONTROLLER CONFIGURATION:** Press the Arrow Keys **UP/DOWN** to choose to use the default **KEYBOARD** layout or to create your own **CUSTOM** configuration, and press **RETURN** or **SHIFT** to confirm.

- To create a custom configuration, press the Arrow Keys **UP/DOWN** to highlight a control. Press **RETURN** to select the control, then press the new keyboard key or game controller button that you want to use for that control. To save these changes, press the Arrow Keys **UP/DOWN** to highlight **SAVE OPTIONS**, and press **RETURN** to confirm, or left-click **SAVE OPTIONS**.

**SET ALL TO DEFAULT:** Press **RETURN** or **SHIFT** to cancel all changes and return all options to their default settings. Press **RETURN** or **SHIFT** again at the prompt to confirm.

## EXTRAS

The Kini Nui has long been the home of wisdom. Discover more by selecting **EXTRAS** from the Kini Nui screen. Some knowledge may be revealed to you as your quest progresses, but other secrets will only be unlocked by collecting the Lightstones scattered across the Wahi.

**REPLAY MOVIES:** View movie sequences from the game. New movies are unlocked as each Wahi is completed.

**MATA NUI VISITOR GUIDE:** A beginners' guide to Mata Nui, its locations, inhabitants and features. More entries are added as you progress through the Wahi.

**BONUS CONTENT:** Collect the target number of Lightstones for each Wahi to unlock extra bonus content.

- Once you have completed a Wahi for the first time, you can replay it to try and collect enough Lightstones to unlock more Bonus Content.

# SAVING AND LOADING

## Saving a Game

### End of Level Saves

At the end of each Wahi you complete, you are prompted to select a save slot to save your progress to:

1. When you complete a Wahi, your collection totals are displayed. Press **RETURN** to continue.
2. At the Save Progress prompt, press the Arrow Keys **UP/DOWN** to select a slot to save to – QUEST #1, QUEST #2 or QUEST #3 – and press **RETURN** to confirm, or left-click on your chosen save slot.
3. Press the Arrow Keys **LEFT/RIGHT** to select YES and press **RETURN** to confirm and save.
  - If you choose to save over an existing save file, you will be asked to confirm. At the prompt, press the Arrow Keys **LEFT/RIGHT** to select YES and press **RETURN**, or left-click the tick icon to save.
  - To continue without saving your progress, press the Arrow Keys **UP/DOWN** to select CONTINUE WITHOUT SAVING and press **RETURN** to continue, or left-click CONTINUE WITHOUT SAVING.

### In Game Saves

You can also save at any time in game from the pause menu.

1. Press **SPACEBAR** or **ESC** during gameplay to open the pause menu.
2. Press the Arrow Keys **LEFT/RIGHT** or move the cursor over the stones on the menu wheel to select SAVE GAME and press **RETURN** or left-click to continue.
3. Press the Arrow Keys **LEFT/RIGHT** to choose a slot to save your game to – QUEST #1, QUEST #2 or QUEST #3 – and press **RETURN** to confirm. Alternatively, left-click on one of the stones to select a slot and save.
  - If you choose to save over an existing save file, you will be asked to confirm. At the prompt, press the Arrow Keys **LEFT/RIGHT** to select YES and press **RETURN**, or left-click the tick icon to save.

## Loading a Game

If you have a *BIONICLE*® autosave file on your hard drive at start up, the saved game from the last Quest # slot you saved to will be auto-loaded. You can continue that saved game by selecting which of the available Wahi you wish to play.

You can also load a saved game from the hard disk by selecting LOAD GAME from the Kini Nui. Choosing LOAD GAME allows you to select which saved game you wish to load.

1. Press the Arrow Keys **LEFT/RIGHT** to select to load QUEST #1, QUEST #2 or QUEST #3 and press **RETURN** to continue, or highlight the stones on the menu wheel and left-click your chosen QUEST.
2. At the prompt, press the Arrow Keys **LEFT/RIGHT** to select YES and press **SHIFT**, or left-click the tick icon, to load your saved game and advance to the Kini Nui.
  - To cancel, press the Arrow Keys **LEFT/RIGHT** to select NO at the prompt and press **RETURN** or **ESC**, or left-click the cross icon.

3. At the Kini Nui, you can choose to replay a previously completed Wahi, or play the next Wahi. Press the Arrow Keys **LEFT/RIGHT** to select a Wahi and press **RETURN** to confirm. Alternatively, left-click on the left and right facing arrows on either side of the Toa to scroll left or right, then left-click on your chosen Toa to select which Wahi to play.

## Continuing a Game

Once you have saved your progress, the NEW GAME option at the Kini Nui changes to PLAY GAME. By selecting PLAY GAME you can continue the saved game from the last Quest # slot you saved to. To continue a game that is saved to a different Quest # slot, select LOAD GAME from the Kini Nui and follow the instructions in the *Loading a Game* section on p. 18.

1. To continue your saved game, press the Arrow Keys **LEFT/RIGHT** to select PLAY GAME and press **RETURN**. You can also use your mouse to move the cursor over the PLAY GAME icon and left-click to select.
2. Press the Arrow Keys **LEFT/RIGHT** to select YES and press **RETURN** to confirm. You can now choose which Wahi to play.

**Note:** To start a new game, press the Arrow Keys **LEFT/RIGHT** to select PLAY GAME and press **RETURN**. You can also use your mouse to move the cursor over the PLAY GAME icon and left-click to select. Press the Arrow Keys **LEFT/RIGHT** to select NO and press **RETURN** to confirm. At the NEW GAME prompt, press the Arrow Keys **LEFT/RIGHT** to select YES and press **RETURN** to confirm and begin a new game.

## CREDITS

### LEGO®

**Global Vice President of Software:** Tom Stone

**Director of Production:** David Ratcliffe

**Executive Producers:** Gary Moore, Jonathan Smith

**Senior Producer:** Darren Potter

**Producer:** Scott Mackintosh

**Associate Producer:** Nicolas Doucet

**Head of Software Operations:** Kevin Turner

**Project Manager:** Geoff Smith

**Head of Technology:** Ian Johnson

**Software Analysts:** Eddie Hayden, Mark Ward

**Global Brand Director:** Sean Ratcliffe

**Global Marketing Manager:** Sara Marshall

**Head of Business Affairs:** Clive Illenden

**Business Affairs Executive:** Staci Kalama

**Thanks to:** Everyone in LEGO Interactive for their feedback and support.

**Special Thanks:** Bob Thompson, Paul Bufton, Leah Weston, Gitte Knudson, Christoffer Rauendahl, Jeppe Fønnesbæk and Christian Faber

### Argonaut London

**Producer:** Darren Anderson

**Executive Producer:** Kevin Mullard

**Producer:** Ella Diffley

**Studio Director:** Peter Jones

**Assistant Producer:** David Nulty

**Lead Coder:** Pete Heywood

**Coders:** John Gay, Carl Graham

**Lead Design:** Lynsey Bradshaw

**Designers:** Giles Tuck, Paul McGuinness, Paul Saunders, Herman Serrano, Will Carter

**Lead Art:** Steve Noake

**Artists:** Osman Nazlivatan, Enrique Barahona, Tolu Shofule, David Gear, Jon

Taylor, Bryan Verboon, Carl Ross, Darren Harden, Jason Cunningham, Simon Garrigan, Ollie Smith, Leon Brazil, Will Braden

**Lead AI Coder:** Aaron Fothergill

**AI Coders:** Oscar Gillespie, Tom Garrard, Alan Yuen, Aubrey Murray

**Audio Manager:** Justin Scharvona

**Music:** Karin Griffin, Bob and Barn

**Sound Effects:** Olly Nicholson, Chris Sweetman

**Lead QA:** Stuart Williams

**QA Manager:** Simon Belton

**QA:** William Wan, Adam Phillips, Carlo Bush, Germaine Mendes, David Lane, Dominic Andoh

### Argonaut Sheffield

**Technical Director:** Glyn Williams

**Studio Director:** Michael Powell

**Producer:** Kim Blake

**Associate Producer:** Vicky Trivett

**Lead Programmer:** Derek Johnson

**Programmers:** Jonathon Ashcroft, Tim Page, Chris Swinhoe, Mark Swinhoe, Gavin Wood, Craig Wright

**Lead Artist/Animator:** Richard Bentley

**Concept/3D Artist:** Rich Aidley

**Animator:** Paul Clayton

**Level Artists:** Ross Mansfield, Robert McLachlan

**3D Artists:** Chris Rawlinson, Paddy Ward

**Level Artists:** Paul Sinton, Mark Wainwright

**Lead Designer:** James Parker

**Designers:** Martyn Bramall, Tony Gowland, James Moore, Stephen Robertson, Tom Waters

**QA:** Rich Arrowsmith, Carrie Hobson, Nick Herring, Rob Taylor

### Coyote Developments Ltd.

**Project Manager:** Andy Squirrel

**Technical Director:** David Shea

**Managing Director:** Matthew Nagy

**Programmers:** Harvey Gilpin, Leo Skirenko, Justin Saunders, Paul Sinnett, Andy Spanswick, Gwaredd Mountain

**Artists:** Jim Vale

**QA:** James Wright

### FMV

**FMV created by:** HITSQUAD

**Art Director:** Steve Woods

**Technical Director:** Carlos Poon

**Animation:** Peter Panton, Adam Cogan, Chris Breeze

**Animation/Character Rigging:** Andy Everett

**FX:** Chris Thomas

**FX/Compositing:** Gordon Chapman

**Character Modelling:** Chris Baker

**Set Modelling:** Ed Taylor

**Cameras/Lighting:** John Hasted

**Effects Animation:** Damian Johnston

### Electronic Arts

**Producer:** Ted Fitzgerald

**Assistant Producer:** Oliver Byrne

**Director of Development:** Tim Heaton

**Quality Assurance: Manager** – John Welsh; **Project Manager** – Paul Waters; **Project Leader** – Stuart Williams; **Team Leaders** – Giro Maioriello, Toby Bushnell; **Quality Assurance Team** – Graham Knowles, Jonathan Bottomley, James Wallis, Edward Wallis, Matt Longley, Richard Goffe, Chris Collins, Thomas Stoffer, Gene Paul Gammage, Alex Cooper, Stuart Parsons, Gary Kent, Daniel Smith, Graham Parkings, Blake Robinson, Alex Mole

**Technical Compliance: Manager** – Joseph Grant; **Technical Supervisor** – Marcus Purvis; **Technical Requirements Auditor** – Martyn Sibley; **QA Techs** – Richard Hylands, Darren Wall

**Mastering: European Mastering Manager** – Matt Price; **Mastering Co-Ordinator** – Donna Hicks; **Mastering Technicians** – Sam Roberts, Des Gayle, James Kneen, Wayne Boyce

**EARS Mastering Lab:** Michael Yasko, Kima Hayuk, Michael Deir, Chris Espiritu, Roger Metcalf

**QA LT: LIT Lead** – Patrick Klaus; **LIT Team Leader** – James Fry; **LIT Team** – Nick Pedersen, Jose De La Cuadra  
**Software Localisation Manager:** Isabelle Martin

**Localisation Project Managers:** Elena Carballido, Steffen Thejll-Moller

**US Localisation Coordination, Redwood Shores:** Jonathan Silverman, Gabriel Darone

**US Language Testing, Redwood Shores:** Gabriel Darone, Pierre Fuger

**European Customer Quality Control: Operations Manager** – Linda Walker; **Test Manager** – Jean-Yves Duret;

**CQC Supervisors** – David Fielding, Ben Jackson; **Project Leads** – Andrew Chung, Paul Richards, Dean Choudhuri-

Bennett, Paul Davies; **Senior Testers** – James Bolton, Alan Drew, Tim Goodchild, Tony Hopkins, Andrea Iori, Jamie Keen, Gary Napper, Ian Smithers; **Platform Manager** – James

Featherstone; **Platform Specialists** – Ashley Powell, James Arup, James Norton, Tim Wileman, Charles Hewett

**US Customer Quality Control:** Anthony Barbagallo, Jason Collins, Benjamin Crick, Eron Garcia, Darryl Jenkins, Dave Knudson, Russell Medeiros, Adam Rivera, Simon Steel, Rob Stiasny

**Studio Operations:** Paulette Doudell, Steve Sammonds, Rosalie Vivanco, Phil Jones, Linda Walker, Anne Miller

**Production Services: Production Manager** – Jenny Whittle; **Account Executive** – Silvia Byrne; **Production Planner** – James Truter; **Documentation Layout and Translation Coordination** – Jyrki Pohjola

**European Creative Services: Creative Pack Design** – Candice Westman; **Asset Co-ordinator:** Mark Grainger; **Documentation** – Sorcha Fenlon

**US Creative Services Project Specialist:** Scott Gillette

**European Marketing Director:** Bradley Crooks

**European Marketing Manager:** Susann Oelschlegel

**European Marketing Assistant:** Christian Sponziello

**US Director of Marketing:** Steve Perkins

**US Product Manager:** Anthony Calazzo

**US Public Relations:** Tim McDowd, Kirsten Merit

**Special Thanks:** Anne Kain, Frank Sagnier, Tom Frisina, John Riccitiello, Bernadette Abbott, Mike Ress, Jason Berisford, Catherine Harris, Martin Hammond, Celeste Murillo, Kathy Frazier, Evelyn Walker

## PROBLEMS WITH YOUR SOFTWARE?

If you are having problems running your software, we want to help. There are essential methods you should carry out to ensure the latest games run on your computer. The methods listed below solve most of the problems when running the latest DirectX games.

### Is your game crashing or locking up?

When running games that use the latest version of DirectX, you must ensure your computer is running the very latest driver for your video card. Installing the latest driver for your video card can help solve crashes and lock-ups in games.

First of all, try downloading the latest driver from the video card manufacturer's website. A list of popular video card manufacturers' websites is given below:

Asus: <http://www.asus.com>

ATI: <http://www.ati.com>

Creative Labs: <http://www.europe.creative.com>

Guillemot: <http://www.guillemot.com>

Hercules: <http://www.hercules.com>

If there is no improvement, try downloading the latest driver provided by the video card **chipset** manufacturer. Your video card chipset is the video processing chip located on your video card, e.g. Radeon (ATI) and GeForce (nVidia) are video card chipsets. A list of popular video card chipset manufacturers is given below:

nVidia: <http://www.nvidia.com>

ATI: <http://www.ati.com>

Power VR: <http://www.powervr.com>

Matrox: <http://www.matrox.com>

S3: <http://www.s3graphics.com>

Intel: <http://www.intel.com>

SIS: <http://www.sis.com>

### Are you experiencing sound problems?

If you are experiencing choppy or stuttering sound, or sound that cuts in and out try downloading and then installing the latest driver for your sound card. A list of popular sound card manufacturers is given below:

Creative Labs: <http://www.europe.creative.com>

C-Media: <http://www.cmedia.com.tw>

Diamond: <http://www.diamondmm.com>

ESS: <http://www.esstech.com>

Videologic: <http://www.videologic.com>

Yamaha: <http://www.yamaha.com/service.htm>

## **Notice**

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS TO THE PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LIMITED, PO BOX 181, CHERTSEY, KT16 0YL, ENGLAND, UNITED KINGDOM.

ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES.

THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

## **Warranty**

### **Limited Warranty**

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

### **Returns After Warranty**

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a cheque or postal order for £7.50 per CD, payable to Electronic Arts Ltd.

Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

**Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, United Kingdom.**

## **CUSTOMER SUPPORT - HERE TO HELP YOU!**

Problem? Question? If you're having trouble installing or running your game, we're here to help.

### **Electronic Help File**

Your game includes an electronic help file to help solve any problems you might be having. The help file can be accessed from the Windows Start Bar in the same group as your game. Please check here first for common problems and solutions.

### **Ask Us**

Visit [www.uk.ea.com](http://www.uk.ea.com) or [www.ie.ea.com](http://www.ie.ea.com) and click on SUPPORT CENTRE to be taken to our online Support Centre for the UK and Ireland. We are likely to have a solution to your problem stored in our knowledge base - to find out, click on GET HELP. The solutions you'll find here are the same as those used by our customer support staff, so you can be sure they're always accurate and up to date.

To ensure you find the answer to your question, please choose the game type and title carefully, as well as the format you are playing on.

If you can't find the answer to your question, click on ASK EA to send your question to a customer support technician. We'll review your question and get an answer back to you as soon as possible.

[www.uk.ea.com](http://www.uk.ea.com)

[www.ie.ea.com](http://www.ie.ea.com)

If you don't have access to the Internet, or you would prefer to speak to a technician, you can telephone our Customer Support team (They are available, Monday - Friday between 9am and 9pm).

**Please remember that due to the nature of most problems encountered when running PC games, it is far easier and generally far quicker to accurately diagnose the problem if you use our online Support Centre.**

Customer Support Telephone: **0870 2432435**

Customer Support Fax: **0870 2413231**

**Note:** These are UK National Call rate numbers charged at BT's standard national call rates for calls from a BT line in the UK. Consult your telephone service provider for further information. Calls from outside the UK will be charged at International rates.

**Please note that Customer Support cannot provide game play hints or tips.**

**Check the UK website for details at <http://www.uk.ea.com>**

## **Keep up with the latest EA News!**

If you want to keep up-to-date with all the news, reviews or gossip directly from Electronic Arts then why not register and get the official EA newsletter delivered directly to your inbox.

**Visit our UK website at <http://www.uk.ea.com> and sign up today!**



# BIONICLE

**DO YOU HAVE WHAT IT TAKES?**



**The ultimate high-intensity gaming experience takes the supercharged power of the Intel® Pentium® 4 Processor with HT Technology.**

The Intel® Pentium® 4 Processor with HT Technology gives gamers the power to get the most out of today's advanced programs and games, like BIONICLE®.

HT Technology, or Hyper-Threading Technology, is a desktop processor advancement that allows Windows® XP (or certain operating systems) to "see" two processors instead of one. This gives you an outstanding PC experience, especially when multitasking, as you might have during gaming.

Hyper-Threading Technology delivers more realistic gameplay by allowing faster frame rates, better detail rendering, and higher resolutions.

**Experience the Intel® Pentium® 4 Processor with HT Technology.**

For more information on how an Intel Pentium 4 Processor-based system with HT Technology can supercharge your gaming experience, go to [intel.com/home/maximize/experience/gaming](http://intel.com/home/maximize/experience/gaming)

Look for systems with the Intel® Pentium® 4 Processor with HT Technology logo which your system vendor has verified utilize Hyper-Threading Technology. Performance will vary depending on the specific hardware and software you use. See

[www.intel.com/info/hyperthreading](http://www.intel.com/info/hyperthreading) for information.

© 2003 Intel Corporation. Intel, the Intel logo, Intel Inside, the Intel Inside logo and Pentium are trademarks or registered trademarks of Intel Corporation or its subsidiaries in the United States and other countries.

The story, names, characters and incidents portrayed in 'BIONICLE The Game' are completely fictitious. Any resemblance to people living or dead, actual places or events is completely unintentional and coincidental.

LEGO, the LEGO logo and BIONICLE are trademarks of the LEGO Group. © 2003 The LEGO Group. Electronic Arts is a trademark or registered trademark of Electronic Arts Inc. in the U.S. and/or other countries. All other trademarks are the property of their respective owners. Uses Bink Video. Copyright © 1997-2003 by RAD Game Tools, Inc.





BION