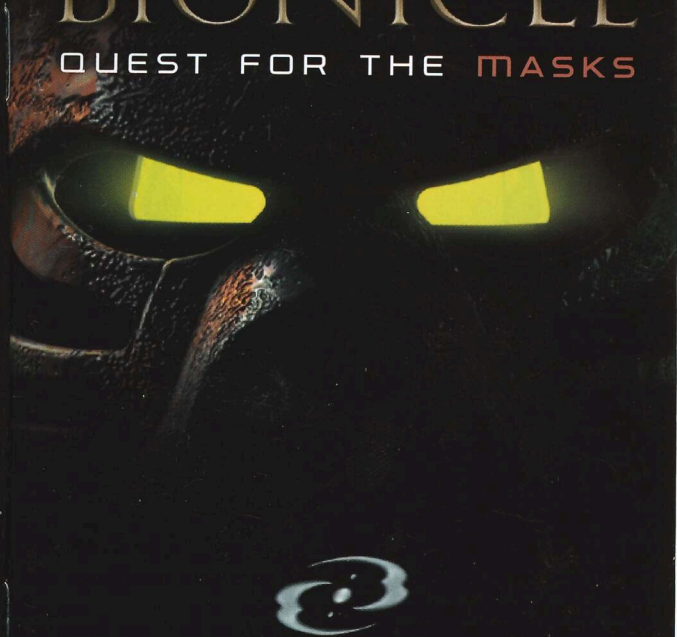




BIONICLE™

QUEST FOR THE MASKS



TECHNIC

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TRADING CARD GAME

RULE BOOK



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TRADING CARD GAME

Welcome to the **Bionicle™** Trading Card Game — your chance to uncover the Great Masks of Power! Spend the time to play the demo round, read the rules, familiarize yourself with the cards, and find an opponent. You should be up and running in no time.

After you've played the game once, you'll understand how to play the cards and you'll be able to develop your own strategy. What Great Mask will you wear? How will the Turaga help? When will you infect your opponent's mask? How will you explore the island of Mata Nui?



CONTENTS

This Starter Deck contains everything two players need to immediately start playing:

- 80 game cards, including:
 - 2 Toa Cards
 - 6 Great Mask Challenge Cards
 - 6 Turaga Cards
 - 12 Great Mask Cards
 - 14 Mission Cards
 - 40 Game Action Cards
- 1 Rule Book
- 1 Legend of Mata Nui Book
- 1 Ancient Map of Mata Nui Game Map
- 2 Toa Great Mask Markers

OBJECT OF THE GAME

To win **Bionicle**, you must collect your Toa's six Great Mask Cards. The first player to collect all six Great Masks wins the game.

CARDS

Toa Cards — Each player chooses the Toa Card they will use during the game. Each Toa has a list of six skills and a numerical ranking for each skill from 100 to 1000, with 1000 being the highest.



Great Mask Challenge Cards — The Great Mask Challenge Cards tell the players what skill their Toa will use during the Challenge.

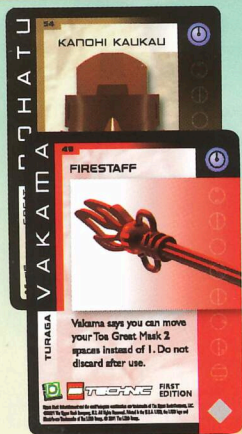
Skill used during Great Mask Challenge



Mission Cards — Mission Cards give the players a new mission they must complete before they can continue to search for Great Masks.

A New Mission





Game Action — Game Action Cards do a variety of things. In general, they are played to either help you or hinder your opponent.

Great Mask/Turaga Cards — To win the game, you must collect all six of your Toa's Great Mask Cards. Both the Great Mask and Turaga Cards give your Toa bonuses.



DEMO ROUND

If this is the first time you've played, follow this demo round to see how the game plays.

Identify your Theme Deck and follow its Demo Round



THEME DECK ONE - DEMO ROUND

If you have Theme Deck One, then you are playing with POHATU and GALI.

Give the Pohatu Card (Card #81) and Pohatu Mask to Player 1.
Give the Gali Card (Card #91) and Gali Mask to Player 2.

Turn the game map to side (A) (see diagram) and place it between the players.

Player 1 places the Pohatu Mask on the Start Space to the West.
Player 2 places the Gali Mask on the Start Space to the East.

Place Card #15 face down in the Mission Card draw pile.

Place Card #1 face down in the Great Mask Challenge Card draw pile. Place Card #4 face down in the Great Mask Challenge Card draw pile (on top of Card #1).

Place Pohatu – Kanohi Hau (Card #86) face down in Player 1's Great Mask/Turaga Card draw pile. In this demo, Player 2 won't need any cards in his Great Mask/Turaga Card draw pile.

Place Reward (Card #27) face down in Player 1's Game Action Card draw pile. Place Infected Mask (Card #21) face down in Player 2's Game Action Card draw pile.

Player 1 moves the Pohatu Mask one space to the West.
Player 2 moves the Gali Mask one space to the East.



Player 1 moves the Pohatu Mask one space to the North.
Player 2 moves the Gali Mask one space to the East.

Player 1 moves the Pohatu Mask one space to the North.
Player 1 lands on a Game Action Space: this means he gets to draw one card from his Game Action pile of cards. In our example, this is Card #27 (Reward). He holds this card in his hand.
Player 2 moves the Gali Mask one space to the North.
Player 2 lands on a Game Action Space: this means he gets to draw one card from his Game Action pile of cards. In our example, this is Card #21 (Infected Mask). He holds this card in his hand.

Player 1 moves the Pohatu Mask one space to the East.
Player 2 moves the Gali Mask one space to the South.

Player 1 moves the Pohatu Mask one space to the North.
Player 2 moves the Gali Mask one space to the East.

Player 1 moves the Pohatu Mask one space to the East.
Player 1 lands on a Challenge Space: this means he gets to attempt a Great Mask Challenge. He flips over the top card in the Great Mask Challenge draw pile to reveal Card #4. This Great Mask Challenge Card uses Strength. Both players check their Toa's Strength score.
Player 1 discovers that Pohatu has a Strength of 800, and Player 2 sees that Gali has a Strength of 500. Pohatu has a higher score and has won the Great Mask Challenge. Card #4 is placed face up in the Great Mask Challenge Card discard pile.



Because Player 1 won the Great Mask Challenge, he gets to draw a card from the top of his Great Mask/Turaga Card pile. He does this and reveals Pohatu - Kanohi Hau (Card #86). Player 1 decides to equip his Toa with this mask and indicates this by placing the Pohatu - Kanohi Hau Card underneath the Pohatu Card (the only part of the card that should be seen is the text box that reads "Add 100 points to Shielding"). If Player 1 had more than one mask, he would have to decide which mask to give his Toa (Toas can only wear one mask at a time). Because Player 1 now wears the Kanohi Hau mask, he can add 100 points to his Shielding score.

Player 2 decides to play the Game Action Card in his hand, Infected Mask (card #21). This card reads "You can give up your turn and move your opponent's Toa Mask one space. Discard after use." Player 2 moves Player 1's Pohatu Mask one space to the North. Card #21 is placed face up in Player 2's Game Action Card discard pile.

Player 1 has now been forced into a Mission Space: this means he must complete a Mission. Player 1 flips over the top card in the Mission pile of cards. He reveals card #15. This card reads "You must move three spaces to the East. If you reach a map's edge before moving three spaces, stop in the furthest space and the Mission is completed." Player 1 must move the Pohatu Mask three spaces to the East. He has completed the Mission. Card #15 is placed faced up in the Mission Card discard pile.

Because Player 2 used his turn to move Player 1's Toa Mask, it's now Player 1's turn to move.



Player 1 moves the Pohatu Mask one space to the West. Player 2 moves the Gali Mask one space to the East.

Player 2 lands on a Challenge Space: this means he gets to attempt a Great Mask Challenge. He flips over the top card in the Challenge pile to reveal Card #2. This Great Mask Challenge Card uses Shielding. Both players check their Toa's Shielding score. Player 1 sees that Pohatu has a Shielding of 800. Player 2 discovers that Gali has a Shielding of 600. Pohatu has a higher score and has stopped Gali from winning the Great Mask Challenge.

Pohatu does not get a Great Mask Card. You only get Great Mask Cards if your Toa lands on a Challenge Space AND you win the Great Mask Challenge. Card #2 is placed faced up in the Great Mask Challenge Card discard pile.

Play continues in this manner until one player has all six of his Toa's Great Mask cards. The first player to collect all of his Toa's Great Mask cards wins the game.

THEME DECK TWO - DEMO ROUND

If you have Theme Deck Two, then you are playing with TAHU and KOPAKA.

Give the Tahu Card (Card #41) and Tahu Mask to Player 1. Give the Kopaka Card (Card #51) and Kopaka Mask to Player 2.



Turn the game map to side **A** (see diagram) and place it between the players.

Player 1 places the Tahu Mask on the Start Space to the West.
Player 2 places the Kopaka Mask on the Start Space to the East.

Place Card #15 face down in the Mission Card draw pile.

Place Card #4 face down in the Great Mask Challenge Card draw pile. Place Card #2 face down in the Great Mask Challenge Card draw pile (on top of Card #4).

Place Tahu – Kanohi Hau (Card #46) face down in Player 1's Great Mask/Turaga Card draw pile. In this demo, Player 2 won't need any cards in his Great Mask/Turaga Card draw pile.

Place Reward (Card #27) face down in Player 1's Game Action Card draw pile. Place Infected Mask (Card #21) face down in Player 2's Game Action Card draw pile.

Player 1 moves the Tahu Mask one space to the West.
Player 2 moves the Kopaka Mask one space to the East.

Player 1 moves the Tahu Mask one space to the North.
Player 2 moves the Kopaka Mask one space to the East.

Player 1 moves the Tahu Mask one space to the North.
Player 1 lands on a Game Action Space: this means he gets to draw one card from his Game Action pile of cards. In our example, this is Card #27 (Reward). He holds this card in his hand.



Player 2 moves the Kopaka Mask one space to the North.
Player 2 lands on a Game Action Space: this means he gets to draw one card from his Game Action pile of cards. In our example, this is Card #21 (Infected Mask). He holds this card in his hand.

Player 1 moves the Tahu Mask one space to the East.
Player 2 moves the Kopaka Mask one space to the South.

Player 1 moves the Tahu Mask one space to the North.
Player 2 moves the Kopaka Mask one space to the East.

Player 1 moves the Tahu Mask one space to the East.
Player 1 lands on a Challenge Space: this means he gets to attempt a Great Mask Challenge. He flips over the top card in the Great Mask Challenge draw pile to reveal Card #1. This Great Mask Challenge Card uses Flight. Both players check their Toa's Flight score. Player 1 discovers that Tahu has a Flight of 500, and Player 2 sees that Kopaka has a Flight of 400. Tahu has a higher score and has won the Great Mask Challenge. Card #1 is placed face up in the Great Mask Challenge Card discard pile.

Because Player 1 won the Great Mask Challenge, he gets to draw a card from the top of his Great Mask/Turaga Card pile. He does this and reveals Tahu - Kanohi Hau (Card #46). Player 1 decides to equip his Toa with this mask and indicates this by placing the Tahu - Kanohi Hau Card underneath the Tahu Card (the only part of the card that should be seen is the text box that reads "Add 100 points to Shielding"). If



Player 1 had more than one mask, he would have to decide which mask to give his Toa (Toas can only wear one mask at a time). Because Player 1 now wears the Kanohi Hau mask, he can add 100 points to his Shielding score.

Player 2 decides to play the Game Action Card in his hand, Infected Mask (card #21). This card reads "You can give up your turn and move your opponent's Toa Mask one space. Discard after use." Player 2 moves Player 1's Tahu Mask one space to the North. Card #21 is placed face up in Player 2's Game Action Card discard pile.

Player 1 has now been forced into a Mission Space: this means he must complete a Mission. Player 1 flips over the top card in the Mission pile of cards. He reveals card #15. This card reads "You must move three spaces to the East. If you reach a map's edge before moving three spaces, stop in the furthest space and the Mission is completed." Player 1 must move the Tahu Mask three spaces to the East. He has completed the Mission. Card #15 is placed faced up in the Mission Card discard pile.

Because Player 2 used his turn to move Player 1's Toa Mask, it's now Player 1's turn to move.

Player 1 moves the Tahu Mask one space to the West.
Player 2 moves the Kopaka Mask one space to the East.

Player 2 lands on a Challenge Space: this means he gets to attempt a Great Mask Challenge. He flips over the top card in the Challenge pile to reveal Card #4. This Great Mask Challenge



Card uses Strength. Both players check their Toa's Strength score. Player 1 sees that Tahu has a Strength of 800. Player 2 discovers that Kopaka has a Strength of 700. Tahu has a higher score and has stopped Kopaka from winning the Great Mask Challenge.

Tahu does not get a Great Mask Card. You only get Great Mask Cards if your Toa lands on a Challenge Space AND you win the Great Mask Challenge. Card #4 is placed faced up in the Great Mask Challenge Card discard pile.

Play continues in this manner until one player has all six of his Toa's Great Mask cards. The first player to collect all of his Toa's Great Mask cards wins the game.

THEME DECK THREE - DEMO ROUND

If you have Theme Deck Three, then you are playing with ONUA and LEWA.

Give the Onua Card (Card #61) and Onua Mask to Player 1.
Give the Lewa Card (Card #71) and Lewa Mask to Player 2.

Turn the game map to side (A) (see diagram) and place it between the players.

Player 1 places the Onua Mask on the Start Space to the West. Player 2 places the Lewa Mask on the Start Space to the East.



Place Card #15 face down in the Mission Card draw pile.

Place Card #5 face down in the Great Mask Challenge Card draw pile. Place Card #4 face down in the Great Mask Challenge Card draw pile (on top of Card #5).

Place Onua – Kanohi Hau (Card #66) face down in Player 1's Great Mask/Turaga Card draw pile. In this demo, Player 2 won't need any cards in his Great Mask/Turaga Card draw pile.

Place Reward (Card #27) face down in Player 1's Game Action Card draw pile. Place Infected Mask (Card #21) face down in Player 2's Game Action Card draw pile.

Player 1 moves the Onua Mask one space to the West.
Player 2 moves the Lewa Mask one space to the East.

Player 1 moves the Onua Mask one space to the North.
Player 2 moves the Lewa Mask one space to the East.

Player 1 moves the Onua Mask one space to the North.
Player 1 lands on a Game Action Space: this means he gets to draw one card from his Game Action pile of cards. In our example, this is Card #27 (Reward). He holds this card in his hand. Player 2 moves the Lewa Mask one space to the North.
Player 2 lands on a Game Action Space: this means he gets to draw one card from his Game Action pile of cards. In our example, this is Card #21 (Infected Mask). He holds this card in his hand.



Player 1 moves the Onua Mask one space to the East.
Player 2 moves the Lewa Mask one space to the South.

Player 1 moves the Onua Mask one space to the North.
Player 2 moves the Lewa Mask one space to the East.

Player 1 moves the Onua Mask one space to the East.
Player 1 lands on a Challenge Space: this means he gets to attempt a Great Mask Challenge. He flips over the top card in the Great Mask Challenge draw pile to reveal Card #4. This Great Mask Challenge Card uses Strength. Both players check their Toa's Strength score. Player 1 discovers that Onua has a Strength of 900, and Player 2 sees that Lewa has a Strength of 700. Onua has a higher score and has won the Great Mask Challenge. Card #4 is placed face up in the Great Mask Challenge Card discard pile.

Because Player 1 won the Great Mask Challenge, he gets to draw a card from the top of his Great Mask/Turaga Card pile. He does this and reveals Onua - Kanohi Hau (Card #66). Player 1 decides to equip his Toa with this mask and indicates this by placing the Onua - Kanohi Hau Card underneath the Onua Card (the only part of the card that should be seen is the text box that reads "Add 100 points to Shielding"). If Player 1 had more than one mask, he would have to decide which mask to give his Toa (Toas can only wear one mask at a time). Because Player 1 now wears the Kanohi Hau mask, he can add 100 points to his Shielding score.

Player 2 decides to play the Game Action Card in his



hand, Infected Mask (card #21). This card reads "You can give up your turn and move your opponent's Toa Mask one space. Discard after use." Player 2 moves Player 1's Onua Mask one space to the North. Card #21 is placed face up in Player 2's Game Action Card discard pile.

Player 1 has now been forced into a Mission Space: this means he must complete a Mission. Player 1 flips over the top card in the Mission pile of cards. He reveals card #15. This card reads "You must move three spaces to the East. If you reach a stopping point before moving three spaces, stop in the furthest space and the Mission is completed." Player 1 must move the Onua Mask three spaces to the East. He has completed the Mission. Card #15 is placed faced up in the Mission Card discard pile.

Because Player 2 used his turn to move Player 1's Toa Mask, it's now Player 1's turn to move.

Player 1 moves the Onua Mask one space to the West. Player 2 moves the Lewa Mask one space to the East.

Player 2 lands on a Challenge Space: this means he gets to attempt a Great Mask Challenge. He flips over the top card in the Challenge pile to reveal Card #5. This Great Mask Challenge Card uses Swimming. Both players check their Toa's Swimming score. Player 1 sees that Onua has a Swimming of 500. Player 2 discovers that Lewa has a Swimming of 400. Onua has a higher score and has stopped Lewa from winning the Great Mask Challenge.



LEGO® Bionicle™: The Legend of Mata Nui

An exciting all-action adventure on the tropical paradise of Mata Nui.

Take control of six mighty Toa Heroes, adventuring around eight game environments in their quest to collect the Masks of Power and free the island from the dark shadow of Makuta. With elemental forces to harness, dangerous foes to outsmart and multiple sub-games to play.

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LEGO® Bionicle™: Quest for the Toa

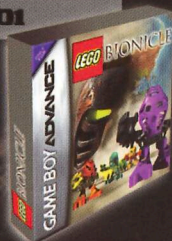
Times are troubled on the mythical island of Mata Nui. As one of its tribesmen, you must overcome the traps, puzzles and challenges of six different environments to find the Toa stones which together will summon the legendary Toa themselves and help free your tribe from the dark rule of Makuta.

The fate of Mata Nui is in your hands.
Have you got what it takes?

**COMING TO GAME BOY ADVANCE™
IN SEPTEMBER 2001**

GAME BOY ADVANCE

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Onua does not get a Great Mask Card. You only get Great Mask Cards if your Toa lands on a Challenge Space AND you win the Great Mask Challenge. Card #5 is placed faced up in the Great Mask Challenge Card discard pile.

Play continues in this manner until one player has all six of his Toa's Great Mask cards. The first player to collect all of his Toa's Great Mask cards wins the game.



SET-UP

Place the Game Map

Place the game map between both players. You can use either side. If you have two theme decks, you can put two mats together to show the entire Mata Nui Island.

Separate the Cards

Separate the Toa, Great Mask Challenge, Mission, Great Mask/Turaga, and Game Action Cards into separate piles.

Choose Your Toa & Distribute the Great Mask/Turaga Cards

You and your opponent each choose one Toa. This is who you'll be playing during the game. Split up the Great Mask/Turaga Cards so that you have your Toa's



Great Mask/Turaga Cards. TAHU (card #41) gets Great Mask/Turaga cards #d 42 to 50 KOPAKA (card #51) gets Great Mask/Turaga cards #d 52 to 60

ONUHA (card #61) gets Great Mask/Turaga cards #d 62 to 70 LEWA (card #71) gets Great Mask/Turaga cards #d 72 to 80

POHATU (card #81) gets Great Mask/Turaga cards #d 82 to 90 GALI (card #91) gets Great Mask/Turaga cards #d 92 to 100

Each player shuffles their Great Mask/Turaga cards and sets the pile of cards in front of them to the right. Each player will draw only from their own pile of Great Mask/Turaga cards.

Distribute the Game Action Cards

Each player gets a complete set of Game Action Cards (cards #d 21 to 40). Each player shuffles their cards and sets the pile in front of them to the left. Each player will draw only from their own pile of Game Action Cards.

Set up the Great Mask Challenge and Mission Cards

One player shuffles the Great Mask Challenge Cards (cards #d 1 to 6) and places them face down in the Great Mask Challenge Card draw pile. The other player shuffles the Mission Cards (cards #d 7 to 20) and places them face down in the Mission Card draw pile. Both players will draw from the same Challenge and Mission piles of cards.



Place your Toa Great Mask

Each player gets the Toa Mask that matches their Toa Card. Play Rock-Paper-Scissors to determine who goes first. Player 1 places his Toa Mask in the Start Space to the West. Player 2 places his Toa Mask in the Start Space to the East.



HOW TO PLAY

Moving Your Toa

Player 1 goes first and can move his Toa Mask one space in any direction. You cannot move the Toa Mask diagonally – the Toa Mask can be moved forward, backward, left, or right. The results of the move are determined by the icon in the space you enter.



Mission



Challenge



Game Action



Portal



Double



Results



Start



Landing on a Mission Space — Mission Cards

If you enter a Mission space, your Toa must accept a new Mission. Flip over the top card in the Mission pile. The card will tell you what you must do. This mission must be completed before you can enter a Great Mask Challenge space. It's a good idea to avoid the Mission spaces.

For example, a Mission Card may read, "You must give up one Game Action card." If you have any Game Action cards in your hand, you must discard one card before play continues. If you do not have any Game Action cards, you must start to move towards the nearest Game Action space and collect a card that can be discarded. You still only move one space at a time and do not immediately move your marker to the Game Action space. You must work your Toa Mask to the space in the normal fashion.

If you end up with multiple missions, you complete them in the order that you collected them.

After a mission is completed, the Mission Card is placed face up in the Mission Card discard pile.

If the Mission Card draw pile is depleted, shuffle the Mission Card discard pile and place the cards face down to start a new draw pile.

Landing on a Challenge Space — Great Mask Challenge Cards



If you enter a Challenge space, your Toa competes in a Great Mask Challenge. Flip over the top card in the Great Mask Challenge pile. The card will list one of the six skills found on the Toa cards.

You and your opponent both check your Toa cards (and any cards that add points to your skills). If you have a higher score than your opponent, you win a Great Mask/Turaga Card. Flip over the top card in your Great Mask/Turaga pile and place it next to your Toa.

It's important to remember that you can only win a Great Mask/Turaga Card if you land on the Challenge space AND win the Great Mask Challenge. You DO NOT get a Great Mask/Turaga Card if you won the challenge but did not land on the Challenge space — you have only stopped your opponent from getting a Great Mask/Turaga Card.

In the case of a tie, the person who landed on the Challenge space wins and gets to collect a Great Mask/Turaga Card.

You cannot go to the same Challenge space twice in a row. You must make a Great Mask Challenge attempt at a different Challenge space before you can go back.

If the Great Mask Challenge Card draw pile is depleted, shuffle the Great Mask Challenge Card discard pile and place the cards face down to start a new draw pile.



Landing on a Game Action Space — Game Action Cards

If you enter a Game Action space, you can draw the top card from your pile of Game Action Cards. The Game Action Cards are your game hand. Don't let your opponent see what cards you have.

You can have a maximum of five cards in your hand. If you have five cards in your hand, you must play one before you can draw a new card. If you land on a Game Action space while having five cards in your hand, you do not pick up another Game Action Card.

Unless the card says otherwise, Game Action cards can be played at any time. Game Action Cards are immediately discarded after they are played. For example, a Game Action card may read, "Draw two Game Action Cards." This card can be played at any time and when played, it is immediately discarded. In this case, you would discard the card and then draw two new cards.

You cannot go to the same Game Action space twice in a row. You must go to a different Game Action space or make a Great Mask Challenge attempt before you can go back.

If your Game Action Card draw pile is depleted, shuffle the Game Action Card discard pile and place the cards face down to start a new draw pile.



Landing on a Portal Space — Portal

If you enter a Portal space, you must jump to a different Portal space on the game map.

Double Spaces

If you land on an icon with two circles, you double the results. On a Game Action space, you draw two cards and on a Challenge space, you attempt two Great Mask Challenges.

Using your Great Mask/Turaga Cards

After you have won a Great Mask or Turaga card you can attach it to your Toa. Your Toa can have one Great Mask Card and one Turaga Card attached to it at any one time.

Great Mask Cards are placed beneath your Toa card (only the Great Mask text box should be revealed). Turaga Cards are placed to the right of your Toa Card. Any Great Mask Cards or Turaga Cards that aren't attached are placed below your Toa card.

If you have more than one Great Mask Card you must decide which one you will attach to your Toa. You must decide which Great Mask Card will be attached before you move your Toa. If you have more than one Turaga Card, you must decide which one you will attach to your Toa. You must decide which Turaga Card will be attached before you move your Toa. You only gain bonuses from the Great Mask/Turaga Cards that are attached to your Toa.

You do not have to attach Great Mask or Turaga Cards but if they are not attached, you cannot use their bonuses.



Great Mask and Turaga Cards are never discarded.

Playing a Shorter Game

If you'd like to play a shorter game, you can play so the first person to collect three Great Masks wins the game.



QUESTIONS

Have you started to play and have a question? Check here first. This section covers the common questions that occur while learning how to play. If you have a question that isn't covered, check www.upperdeck.com/bionicle for even more questions and answers.

The Start Spaces

Q: Can I move back into one of the start spaces?

A: Yes. After the start of the game, the start spaces are considered to be blank spaces.

My Opponent's In My Way

Q: What if my opponent's Toa is in the space I want to enter?

A: You cannot move into the space occupied by another Toa. If you want to enter that space, you will have to wait for your opponent to move.

Skip A Move?

Q: Can I choose not to move my Toa Mask at the start of my turn?

A: No. You must always move your Toa Mask one space (unless you are forced to skip a move because of a Mission Card or Game Action Card).



Moving Through A Space

Q: I have a Game Action Card that allows me to move through a Mission space to land on a Challenge space. Do I have to take a Mission Card before I can do the Challenge Card?

A: No. The only space that counts is the one you end up on.

Make sure to check out www.upperdeck.com/bionicle for a video demonstration of how to play **Bionicle™**, more FAQs, complete card lists, and lots more! Visit www.bionicle.com to learn more about the exciting world of Bionicle.



CHECKLIST

#	Card Name	Card Type
1	Great Mask Challenge	Great Mask Challenge
2	Great Mask Challenge	Great Mask Challenge
3	Great Mask Challenge	Great Mask Challenge
4	Great Mask Challenge	Great Mask Challenge
5	Great Mask Challenge	Great Mask Challenge
6	Great Mask Challenge	Great Mask Challenge
7	Mission	Mission
8	Mission	Mission
9	Mission	Mission
10	Mission	Mission
11	Mission	Mission
12	Mission	Mission
13	Mission	Mission
14	Mission	Mission
15	Mission	Mission
16	Mission	Mission
17	Mission	Mission
18	Mission	Mission
19	Mission	Mission
20	Mission	Mission
21	Infected Mask	Game Action
22	Infected Mask	Game Action
23	Infected Mask	Game Action
24	Infected Mask	Game Action
25	Infected Mask	Game Action



#	Card Name	Card Type
26	Infected Mask	Game Action
27	Reward	Game Action
28	Reward	Game Action
29	Reward	Game Action
30	Reward	Game Action
31	Reward	Game Action
32	Reward	Game Action
33	Bonus	Game Action
34	Bonus	Game Action
35	Bonus	Game Action
36	Bonus	Game Action
37	Penalty	Game Action
38	Penalty	Game Action
39	Penalty	Game Action
40	Penalty	Game Action

Theme Deck Two

#	Card Name	Card Type
41	Tahu	Toa
42	Tahu - Kanohi Kakama	Great Mask
43	Tahu - Kanohi Pakari	Great Mask
44	Tahu - Kanohi Kaukau	Great Mask
45	Tahu - Kanohi Miru	Great Mask
46	Tahu - Kanohi Hau	Great Mask
47	Tahu - Kanohi Akaku	Great Mask
48	Vakama	Turaga
49	Vakama - Firestaff	Turaga
50	Vakama - Kanohi Huna	Turaga
51	Kopaka	Toa





#	Card Name	Card Type
52	Kopaka - Kanohi Kakama	Great Mask
53	Kopaka - Kanohi Pakari	Great Mask
54	Kopaka - Kanohi Kaukau	Great Mask
55	Kopaka - Kanohi Miru	Great Mask
56	Kopaka - Kanohi Hau	Great Mask
57	Kopaka - Kanohi Akaku	Great Mask
58	Nuju	Turaga
59	Nuju - Ice Pick	Turaga
60	Nuju - Kanohi Matatu	Turaga

Theme Deck Three

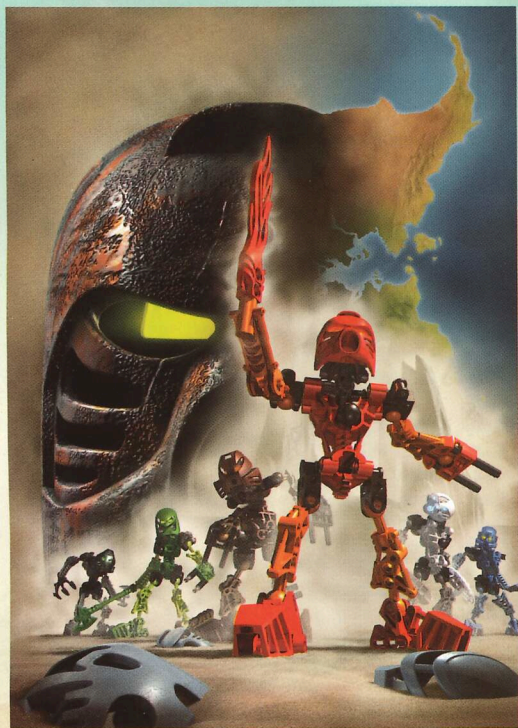
61	Onua	Toa
62	Onua - Kanohi Kakama	Great Mask
63	Onua - Kanohi Pakari	Great Mask
64	Onua - Kanohi Kaukau	Great Mask
65	Onua - Kanohi Miru	Great Mask
66	Onua - Kanohi Hau	Great Mask
67	Onua - Kanohi Akaku	Great Mask
68	Whenua	Turaga
69	Whenua - Drill of Onua	Turaga
70	Whenua - Kanohi Ruru	Turaga
71	Lewa	Toa
72	Lewa - Kanohi Kakama	Great Mask
73	Lewa - Kanohi Pakari	Great Mask
74	Lewa - Kanohi Kaukau	Great Mask
75	Lewa - Kanohi Miru	Great Mask
76	Lewa - Kanohi Hau	Great Mask
77	Lewa - Kanohi Akaku	Great Mask

#	Card Name	Card Type
78	Matau	Turaga
79	Matau - Kau Kau Staff	Turaga
80	Matau - Kanohi Mahiki	Turaga

Theme Deck One

81	Pohatu	Toa
82	Pohatu - Kanohi Kakama	Great Mask
83	Pohatu - Kanohi Pakari	Great Mask
84	Pohatu - Kanohi Kaukau	Great Mask
85	Pohatu - Kanohi Miru	Great Mask
86	Pohatu - Kanohi Hau	Great Mask
87	Pohatu - Kanohi Akaku	Great Mask
88	Onewa	Turaga
89	Onewa - Stone Hammer	Turaga
90	Onewa - Kanohi Komau	Turaga
91	Gali	Toa
92	Gali - Kanohi Kakama	Great Mask
93	Gali - Kanohi Pakari	Great Mask
94	Gali - Kanohi Kaukau	Great Mask
95	Gali - Kanohi Miru	Great Mask
96	Gali - Kanohi Hau	Great Mask
97	Gali - Kanohi Akaku	Great Mask
98	Nokama	Turaga
99	Nokama - Fork-Shaped Staff	Turaga
100	Nokama - Kanohi Rau	Turaga





BIONICLE™

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