



STAR WARS II

THE ORIGINAL TRILOGY



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.



NEW!

BUILD AND RIDE VEHICLES
Build and ride classic *Star Wars* vehicles and get in and out to explore!



NEW!

MIX AND MATCH CHARACTERS
Create and customize your own playable *Star Wars* characters in millions of different ways.



PLAY WITH A BUDDY
Drop-In/Drop-Out Co-Op lets a friend join in or leave at any time, in any level.



AVAILABLE NOW!



LUCASARTS

EmuMovies

PRINTED IN USA. LUCASARTS AND THE LUCASARTS LOGO ARE REGISTERED TRADEMARKS OF LUCASFILM LTD. © 2006 LUCASFILM ENTERTAINMENT COMPANY LTD. OR LUCASFILM LTD. AND ® OR TM AS INDICATED. ALL RIGHTS RESERVED. LEGO, THE LEGO LOGO AND THE MINIFIGURE ARE TRADEMARKS OF THE LEGO GROUP. © 2006 THE LEGO GROUP. P81000303 EIDOS Inc. 651 Brannan St., San Francisco, CA 94107.

BIONICLE HEROES



NINTENDO
GAMECUBE

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET 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, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

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

To reduce the likelihood of a seizure when playing video games:

- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- 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 after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents 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, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

▲ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

▲ CAUTION - Motion Sickness

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

▲ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

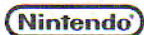
This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.



LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

Welcome, Hero!	2
What YOU Have To Do	2
Controls	3
Menu Controls	3
In-Game Controls	3
Main Menu	4
Matoran Enclave	4
Zone/Level Select Chamber	5
Levels	5
Shop	6
Character Showcases	6
Defeated Piraka	7
Trophy Cave	7
Game Screen	8
LEGO Counter	8
Health Bar	9
Hero Mode Charge	9
TOA Masks	10
Scanner	10
The TOA	11
Jaller (Red)	11
Hahli (Blue)	11
Kongu (Green)	11
Matoro (White)	11
Hewkii (Brown)	12
Nuparu (Black)	12
TOA Upgrades	12
Combat	13
Enemy Health Bar	13
Auto-Target	13
Switching TOA	13
Pick-ups	14
LEGO Pieces	14
Hearts (Extra Health)	14
Unlockables	15
BIONICLE Collectibles	15
Canisters	15
More Information	15
Piraka	15
Free Play	15
Status Screen	16
Saving and Loading	16
Pausing the Action	16
Credits	17



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!"

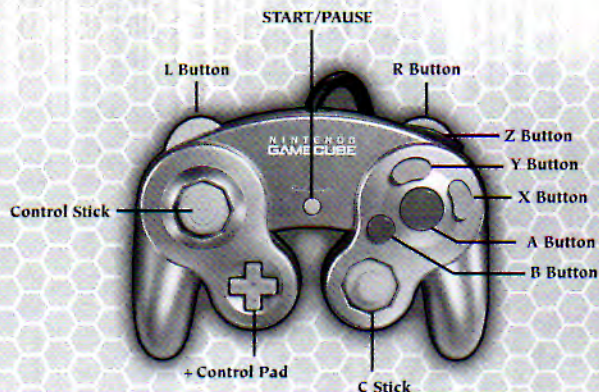
WHAT YOU HAVE TO DO

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



MENU CONTROLS

Highlight option	Control Stick / +Control Pad \uparrow/\downarrow
Select	A Button
Go back	Y Button

IN-GAME CONTROLS

Move TOA	Control Stick
Free Look	C Stick
Fire weapon	A Button
Strafe	Z Button (hold)
Strafe (sidestep) left / right	Control Stick (while firing)
Change TOA character	Y Button
Cycle through TOA left / right	L / R Buttons
Use TOA Elemental ability	X Button
Pause Menu	START/PAUSE

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 16), and then on to the Matoran Enclave (see below).
- **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
 - **Rumble** — On/Off
 - **Widescreen** — On/Off
- **Extras** — Check out the following:
 - **Credits**
 - **LEGO® Star Wars™ II: The Original Trilogy Trailer**

MATORAN ENCLAVE

You begin your adventure at the Matoran Enclave, a large ceremonial clearing full of ancient structures, chambers, display areas, a useful shop and a nearby beach.

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. This has six doorways that conceal passages to the portals that will take you to each part of the six elemental Zones on Voya Nui.

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:

- **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.
- **Vezok's Coastline** — Set in and around the shoreline of Voya Nui.
- **Zaktan's Jungle** — A tropical jungle bristling with dense jungle, hidden temples, waterfalls and tree top 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 Vezok's Coastline will open.
2. Enter this area, where you will find the four portals to the levels of Vezok'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. 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 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 15).

SHOP

The Shop is opposite the entrance to the Zone/Level Select Chamber 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. TOA upgrades, goodies, hints for completing the game and finding special bonus areas can all be bought here with LEGO pieces collected in the game.

SHOPPING IS EASY:

- Walk up to the Matoran to browse in the Shop to see what he has to offer.
- Use the Control Stick or +Control Pad to select an item.
- Press the A Button to buy the selected item.
- Press the Y 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 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 to admire: the unlocked Bohrok, Visorak and Vahki.
- 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.



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.

TROPHY CAVE

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

To return to the Matoran Enclave from the Trophy Cave, face the stairway and press the A Button, or just press the Y 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.

- 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 collected. Heart icons flash when they are damaged.

- If no other TOA Mask is available, 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 the Hero Mode icon when you approach them if you don't have enough LEGO pieces to enter Hero Mode and activate them.

- In Hero Mode, press the X 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) will become 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 must 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 Y Button or the L/R Buttons 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.



THE TOA

JALLER (RED) TOA INIKA OF FIRE

One of the fastest TOA over any ground, JALLER carries 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 a short-range beam weapon, she has medium speed on land but is faster in water.

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



KONGU (GREEN) TOA INIKA OF AIR

KONGU can jump and perform spectacular leaps at specific locations (by pressing the X Button). KONGU travels quickly through the air, and has good all-round armor and strength. He wields 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 X Button. MATORO is very slow moving across the ground and is one of the weakest of the TOA. He carries 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, than 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 chasms 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 a very powerful stone smasher.

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

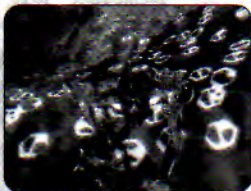


NUPARU (BLACK) TOA INIKA OF STONE

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

NUPARU has a slower movement speed but is the strongest of the six TOA. 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).

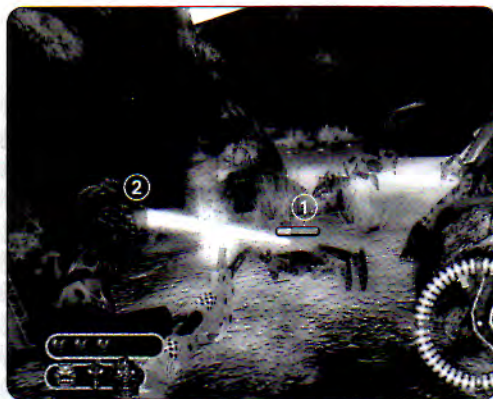
- With his upgraded Excavate Ability, NUPARU can dig out hidden treasures.



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 ability, then you will be prompted with an icon of that TOA's Mask.

- Press the Y Button or the L/R Buttons to switch TOA and you will see the icon to carry out that special ability.
- Press the X Button to carry out the special 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 Charge 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 Charge Mode charge).

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

HEARTS (EXTRA HEALTH)

You can 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. Only by increasing your TOA abilities, unlocking hidden characters, exploring and experimenting can you become a true BIONICLE Hero.

In Free Play, you can add to your total LEGO pieces, and any newly discovered hidden areas will be especially rewarding.

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 return to the Zone/Level Select Chamber.

SAVING AND LOADING

When you first select *New Game* from the Main Menu, you will be asked to select a Save Game slot. *BIONICLE Heroes™* will then auto-save your progress after each level, and each time you leave the Shop after making a purchase.

To load a saved game after startup, press START/PAUSE to access the in-game Options Menu, select *Quit* and choose *Load Game* from the Main Menu. Select a Save Game and press the A Button to load it.

PAUSING THE ACTION

Press START/PAUSE 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 4).
- *Quit* — Exit the game and return to the Main Menu.

CREDITS

TRAVELLER'S TALES

Director
Jon Burton

Head of Production
Paul Flanagan

Assistant Producer
Kieran Gaynor

Lead Designer
Arthur Parsons

Lead Programmer
Chris Stanforth

Lead Artist
Michael Snowdon

Background Art Direction
David Hoyer

Lead Animator
Ed Cates

Head of Technology
Dave Dootson

Lead Engine Programmer
Alistair Crowe

Design
Jon Burton
Arthur Parsons

Game Programming
Pete Akrill
Adam Clixby
Chris Payne
Gareth Richards
Richard Taylor
Duncan Walker

Level Artwork
Rob Dickerson
Paul Dobson
Ian Hall
Dave Hoyer
Andy Ingram
Dimitris Krokidis
Charles McNair
Mike Snowdon
Barry Thompson

Character Artist
Guy Avery

2D Artwork
Duncan Philpotts

Effects Artist
Kenny Wood

Animation
Ed Cates
Mark Crane
Matthew Maggs
Paul Munro

Audio Engineer
David Whittaker

Engine & Tools Programming
Kay Chang
David Connell
Alistair Crowe
Ralph Ferneyhough
Chris Halliday
Roland Houghs
Paul Hunter
Steve Monks
Alan Murta
Richard Taylor

Additional Animation
Annika Barkhouse
David Brown
James Dawson
Colm Duggan
Phil Gray
Simon James
Duncan Kinnaird
Ross Norcross

Quality Assurance
Jonathan Mayer

Office Manager
Bev Deakin

Special Thanks
BzPower Reference
Binkmeister
Black Six
Serecnguy
Bonesiii
QB
Bohrokwill
Toa Tilius
Pekel
Toa Pilak Evolved
Sam, Ben and Helen Burton
Nic and Lily, Ruth Baines
Fiona, Emily and Peaches Stanforth
Chrissy and Lauren Edwards
Adrienne Payne, Trudy Ingham
Maria Lines, Elizabeth Holl
Emma and Oliver Taylor, Karen Phillipotts
Marilena Aspioti, Dan McCreadie
Mum and Shay, Sara Gray, Mark Pitcher
Sonia Chabouni and mum for cakes
Stacey Arnold, Jake MossWood
Rusty and Lauren,
Andrew and Jordan Dawson
and Josh Shrouder,
Adam Sweeney & Rob Cox for their help
on work experience

TT GAMES PUBLISHING

Managing Director
Tom Stone

Development Director
Jonathan Smith

Producer
Nick Ricks

Marketing
Richard Earl

Business Development
Garry Edwards

Financial Controller
Mike Wyre

Sound Effects
Paul Weir, Earcom, www.earom.net

Music Composed by
Ian Livingstone, Courtesy of Tsunami
Sounds Ltd., www.tsunami.co.uk

Additional Testing
Toby Smith
Sam Smith

Intro Movie
Think Tank Studios,
www.thinktankstudios.co.uk

LEGO COMPANY

Michael Boland
Lena Diken Højland
Bo Leervad Christensen

EIDOS U.K.*Producer*

Luke Valentine
Development Director

Darren Barnett
Development Manager
Lee Singleton

Creative Development Director
Patrick O'Luanaigh

Brand Manager
Alex Price

Head of Global Brand
Larry Sparks

Brands Controller
Fabien Rossini

Head of Support Services
Flavia Timiani

Support Services Coordinator
Julie Payne

QA Manager
Marc Titheridge

QA Supervisor
Ian Rowsell

QA Lead Technicians
Germaine Mendes
Tyrone O'Neill
Anthony Wicker

QA Technicians
Jason Claridge
Richard Edbury
George Wright
David Haddon
Richard Acherki
Andrew Standen
Shams Wahid
Steve Inman
Matthew Poon

Localisation QA Supervisor
Arnaud Messenger

Lead Localisation QA Technician
Laure Diet

Localisation QA Technicians
Arianna Pizzi
Augusto D'Apuzzo
Francisca Barceló Ávila
Pablo Trenado
Tobias Horch
Pedro Geppert
Edwige Béchet

Senior Localisation Manager
Monica Dalla Valle

Localisation Manager
Jan Buchner

Mastering Supervisor
Jason Walker

Mastering Engineer
Ray Mullen

Creative Manager
Quinton Luck

Senior Designer
Jodie Brock

Designer
Gary Blake

Manual
Alkis Alkiviades

EIDOS U.S. PUBLISHING

CEO & President,
Eidos North America
Bill Gardner

Executive Vice President
of Sales & Marketing
Robert Lindsey

Vice President
of Legal and Business Affairs
James O'Riordan

Vice President of Finance
Malcolm Dunne

Director of Marketing
Matt Gorman

Marketing Manager
Jefferson Dong

Director of Public Relations
Michelle Seebach Curran

Public Relations Manager
Tali Fischer

Community Specialist
Tony Perata

National Sales Manager
Joe Morici

Channel Marketing Manager
Janty Sumimoto

Channel Marketing
Project Manager
Diane Eng

Channel Marketing Coordinator
Rafal Dudzic

Web Producer
Roderick van Gelder

Web Designer
John Lerma

Media Manager
Micheal Tran

Creative Director
Karl Stewart

Creative Services Project Manager
Eileen Buenviaje

Graphic Designer
James Song

Operations Manager
Gregory Wu

Senior External Producer
Nick Goldsworthy

Associate Project Manager
Clayton Palma

Product Specialists
Jeff Lowe

Stephen Cavoretto
Aaron Safronoff

QA Mastering/Hardware
Jordan Romaidis
Patrick Goodspeed

Customer Support Supervisor
Sean McCloskey

Customer Support Representatives
Francesca Zulueta
Richard Campbell

Special Thanks
Danny Jiang
Hanshaw Ink & Image

BIONICLE®



PLAY THE QUEST GAME FIND THE MASK AND SAVE VOYA NUI

The island of Voya Nui is under attack. The evil Piraka have enslaved the island's Matoran villagers with their virus balls and are now on the hunt for the powerful Mask of Life hidden within the island's core. If they find it, the BIONICLE® universe will be destroyed.

Test your courage - play BIONICLE: The Quest Game. Take on the Piraka with your protodermis balls, find the Mask and lead the Toa Inika to victory.

Buy your copy today at retailers near you or at

AreYouGame.com



© 2006 The LEGO Group. LEGO, the LEGO logo and BIONICLE are trademarks of the LEGO Group. © 2006 University Games Corp., San Francisco, CA 94110. Produced by University Games Corporation under license from the LEGO Group.



LIVE THE LEGEND!

Check out these new BIONICLE tales!



Includes two mini-figures!

The Piraka are the embodiment of evil, but how did they meet, and how did they learn about the Mask of Life?

The Toa are on the hunt for the Mask of Life. But to find it, they must defeat a monster born from an ancient curse!



SCHOLASTIC

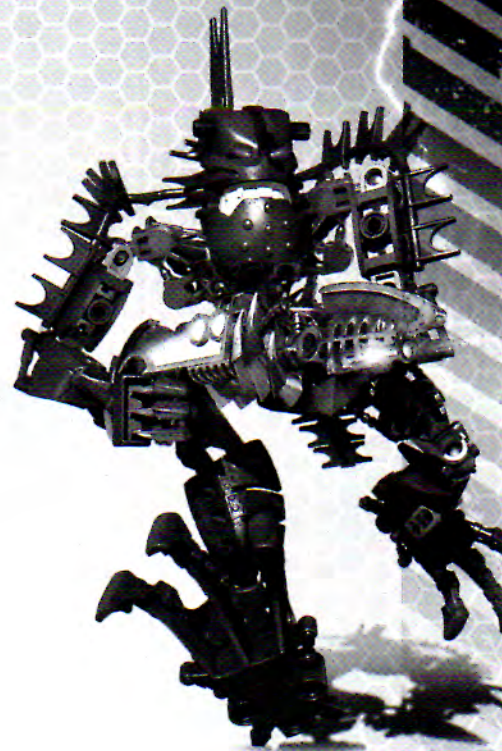
www.scholastic.com

Available
wherever
books are
sold.

LEGO

SCHOLASTIC and associated logos are trademarks and/or registered trademarks of Scholastic Inc. LEGO, the LEGO logo, BIONICLE, and the BIONICLE logo are trademarks of the LEGO Group. Copyright 2006 The LEGO Group.

NOTES



NOTES

Register online at
www.eidosregistration.com

EIDOS, INC., LICENSE & LIMITED WARRANTY

Eidos, Inc., warrants to you, the original purchaser of this Game Disc, that for a period of ninety (90) days from the date of your purchase, this Game Disc shall be free from defects in materials and workmanship. If, at any time during the applicable ninety (90) day warranty period you determine that this limited warranty has been breached, Eidos, Inc., agrees, in its sole option, to repair or replace, free of charge, any such Game Disc, provided the Game Disc is returned postage-paid to the Eidos, Inc., Factory Service Center and a proof of date of purchase is included. This limited warranty is not applicable to normal wear and tear and shall be void with respect to any defects that arise from Game Disc abuse, unreasonable use, mistreatment or neglect. This Game Disc is sold "as is" without any warranties of any kind, express or implied, including implied warranties of merchantability or fitness for a particular purpose, other than the limited warranty expressly stated above.

No other claims arising out of your purchase and use of this Game Disc shall be binding on or obligate Eidos, Inc., in any manner. Eidos, Inc., will not be liable to you for any losses or damages incurred for any reason as a result of your use of this Game Disc, including, but not limited to, any special, incidental, or consequential damages resulting from your possession, use or malfunction of this Game Disc.

This limited warranty states the entire obligation of Eidos, Inc., with respect to the purchase of your Game Disc. If any part of this limited warranty is determined to be void or illegal, the remainder shall remain in full force and effect.

For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 12:00 noon and 1:00 p.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. Customer Support Representatives will not provide game hints, strategies or codes.

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game Game Disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we can contact you if necessary. Any materials not containing this authorization number will be returned to you unprocessed and unopened.

Send your postage-paid package to the following address:

Eidos, Inc. Customer Services
RMA# (state your authorization number here)
651 Brannan Street, Suite 400
San Francisco, CA 94107

You are responsible for postage of your game to our service center.

BIONICLE® game software © TT Games Publishing Ltd 2006. Developed by Traveller's Tales Ltd. Published by Eidos, Inc. and TT Games under license from the LEGO Group. LEGO, the LEGO logo and BIONICLE® are trademarks of the LEGO Group. ©2006 The LEGO Group. Eidos and the Eidos logo are trademarks of Eidos Interactive Ltd. All rights reserved. The rating icon is a registered trademark of the Entertainment Software Association.™, ® and Nintendo GameCube are trademarks of Nintendo. © 2001 Nintendo.

