

An All-New Motion Picture Event!

Behold the epic adventure of
BIONICLE™: MASK OF LIGHT,
the all-new CGI animated
movie that brings the world of
BIONICLE™ to life for the first
time ever!



BIONICLE™ MASK OF LIGHT THE MOVIE

Get It Today On
DVD And Video

BIONICLEmovie.com



PG PARENTAL STRONG CAUTION
Some Material May Be Inappropriate
for Children Under 13
For rating reasons, go to www.filmratings.com

Electronic Arts Inc. 208 Redwood Shores Parkway, Redwood City, CA 94065

©2001 The LEGO logo and BIONICLE are trademarks of the LEGO Group. © 2000 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.

Licensed for play on its PlayStation 2 computer entertainment system with the NTSC UIC designation
only. PlayStation and the PS2 Family logo are registered trademarks of Sony Computer Entertainment Inc.
The ratings logo is a trademark of the Entertainment Software Rating Board. BIONICLE and the BIONICLE
in the U.S.A. TAG SOFTWARE is a trademark of the LEGO Group. LEGO and the LEGO logo are registered trademarks of the LEGO Group.
LEGOLAND U.S. AND FOREIGN PATENTS PENDING. 140000

EmuMovies

BIONICLE™



EVERYONE
E
CONTENT RATED BY
ESRB

ELECTRONIC ARTS

WARNING: READ BEFORE USING YOUR PLAYSTATION 2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

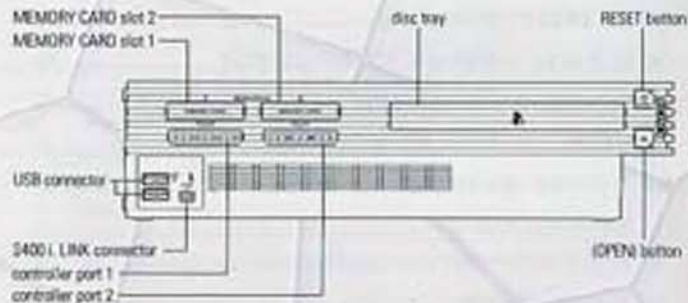
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

GETTING STARTED.....	2
COMMAND REFERENCE.....	3
GAME CONTROLS.....	4
THE DARK SPIRIT IS RISING!.....	5
STARTING THE GAME.....	6
KINI NUI.....	6
TOA TAHU BEGINS THE QUEST.....	7
ELEMENTAL ENERGY.....	7
ENERGY AND STAMINA GAUGE.....	9
RESCUING MATORAN.....	11
COLLECTING LIGHTSTONES.....	11
TOA NUVA.....	12
ISLAND OF MATA NUI.....	13
FIELD GUIDE.....	17
PAUSE MENU.....	18
OPTIONS.....	18
EXTRAS.....	19
SAVING AND LOADING.....	20
CREDITS.....	22
LIMITED 90-DAY WARRANTY.....	23

GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

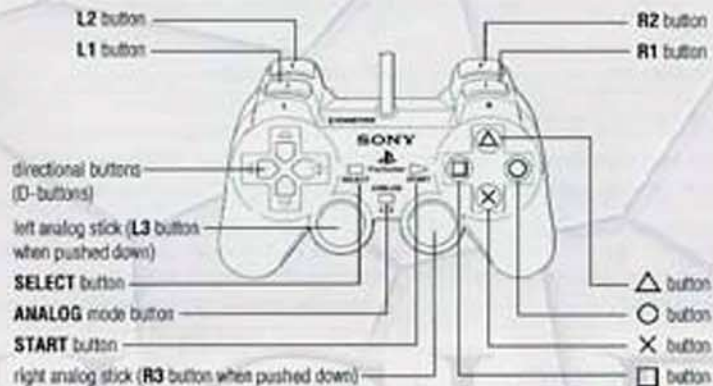


1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *BIONICLE™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: To save your game progress a memory card (EMTB) (for PlayStation®2) with 192KB of free space must be inserted into MEMORY CARD Slot 1. For more information, see *Getting Started* on p. 6.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



COMPLETE CONTROLS

GAME CONTROLS

Move Toa	D-button or left analog stick
Jump	ⓧ button
Double jump	ⓧ button, ⓧ button
Fire elemental energy blast	Ⓞ button
Fire multi-bolt elemental energy blast (where available)	Ⓞ button, Ⓞ button, Ⓞ button, (in time with the Toa's movement)
Recharge elemental energy gauge	Hold the Ⓞ button when stationary
Nuva blast (Gali Nuva and Onua Nuva only)	Hold the Ⓞ button to fully recharge elemental energy gauge, then immediately press the Ⓞ button
Activate special ability (where available)	Ⓜ button
Switch target	R1 button
Lock on to target (only when walking)	L1 button (press the L1 button again to cancel)
Activate shield	Ⓞ button
Pause game	START button
Move camera	right analog stick
Center camera (when not targeting)	R1 button

MENU CONTROLS

Highlight menu items	D-button ↑
Cycle choices/Move sliders	D-button ↔
Select/Go to next screen	ⓧ button
Return to previous screen	Ⓜ button

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!

For more info about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

For more information about *Starline* and other LEGO® titles, visit LEGO on the Web at www.LEGO.com.

STARTING THE GAME

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

1. After the opening intro press the D-button \leftrightarrow to select YES and press the \otimes button to create a save file to save your progress.
 - To get the most from *BIONICLE*, we recommend that you create a save file. This allows you to save your progress at the end of each level, and any settings changes, so you can return to your game at a later date. You can also save your game at any time during play (\rightarrow *Saving A Game* on p. 20).
 - To begin your adventure without creating a save file, press the D-button \leftrightarrow to select NO and press the \otimes button to confirm.
2. After the intro movie, press the **START** button 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 (\rightarrow *Extras* on p. 19).



LOAD GAME: Continue a saved adventure (\rightarrow *Saving and Loading* on p. 20).

OPTIONS: Adjust audio and controller settings (\rightarrow *Options* on p. 18).

- Press the D-button or left analog stick \leftrightarrow to select **NEW GAME** and press the \otimes button to confirm.
- 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 D-button or left analog stick \leftrightarrow to scroll through the Toa and press the \otimes button to select.
- 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 Ughastones and unlock Bonus Content (\rightarrow *Extras* on p. 19).

- For information on saving your progress or loading and continuing a saved game, \rightarrow *Saving and Loading* on p. 20.

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, \rightarrow *Elemental Energy* below.
- To discover more about Mata Nui, your brother and sister Toa, and their Wahi, \rightarrow *Island of Mata Nui* on p. 13.
- To learn about the Toa Nuva, their enhanced powers, and the challenges they must face, \rightarrow *Toa Nuva* on p. 12.
- To read about the objects and features you will encounter on Mata Nui, \rightarrow *Field Guide* on p. 17.

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. Enthralled, 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 the R1 button



Press the  button to release a blast of elemental energy

Press the  button 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 the  button 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 (► *Toa Nuva* on p. 12).
- Elemental energy is a versatile force. Blasts can also be used to trigger switches or reveal the contents of canisters (► *Field Guide* on p. 17).

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 the R1 button.
- To lock on to the current target, press the L1 button. Locking on makes you face the target. Pressing the D-button or left analog stick ←→ when locked on makes you circle the target. To cancel the target lock, press the L1 button again.

SHIELDING

Press the  button 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 a Kanohi of Elemental Energy (► *Field Guide* on p. 17).

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 the  button. 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 Bahrug—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.

NOTE: As the Toa Nuva, you must face even more powerful enemies. For more information, > *Toa Nuva* on p. 12.

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 (> *Bonus Content* on p. 19). Replay completed Wahi to try and gather more Lightstones and open all the bonuses!






This counter pops up on the 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 the  button to fully charge the energy gauge, then release the  button and press the  button 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, while 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 smarter than their Bohrok cousins.



The truth about the Rahkshi lies hidden, but the whispers and rumors sweeping Mata Nui are frightening enough. Some call them the "Sons of Makuta" while 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 honor. 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 all of the mighty Toa and master the different skills their Wahi demand. When you achieve the Toa Nuva transformation, your powers will 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 the 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, crevices, 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 favorite pastime: snowboarding the snow-covered slopes with outstanding speed and skill.

SPECIAL CONTROLS

Accelerate/slow down

D-button or left analog stick ↓

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 the **Ⓢ** button when in the air. The higher the jump, the deeper Gali Nuva dives.

Swim quickly

Hold the **Ⓢ** button.

Leap out of water

Press the **Ⓢ** button. To perform a bigger leap, swim quickly and then press the **Ⓢ** button.

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 among 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 CONTROLS

Accelerate/slow down

D-button or left analog stick ↓

ONU 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, while his infra-red eyes allow him to penetrate the darkness of the deepest caverns. The Onu-Matoran of his domain, led by Turaga Whenua, 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 skillfully, unafraid of the dark swamps below.

SPECIAL CONTROLS

Accelerate/slow down	D-button or left analog stick ↓
Glide	Double jump, then press the  button in mid-air. To stop gliding, press the  button. 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 blue 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 (► *Extras* on p. 19).

Kanohi of Elemental Energy: These sacred masks completely restore elemental energy and stamina when collected.

Elemental Energy Spheres: Found in the mines of Po-Wahi, these spheres replenish elemental energy.


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 the **START** button during gameplay to take a break from your quest and access the Pause menu.

- View the number of Lightstones collected and Matorans rescued in the current Wahi.
- Press the D-button → to highlight a menu option and press the  button to select.


CONTINUE

Exit the Pause menu and return to the game.


OPTIONS

Adjust game settings (► *Options* on p. 18).

SAVE GAME

Press the D-button ← to select a Quest to save to and press the  button to confirm (► *In-Game Saves* on p. 20).

QUIT

Exit the current game and return to the Kini Nui. Press the D-button → to select YES and press the  button at the prompt to confirm.

OPTIONS

AUDIO

MUSIC VOLUME

Press the D-button or left analog stick ←→ to adjust volume and press the **X** button to confirm.

SFX VOLUME

Press the D-button or left analog stick ←→ to adjust volume and press the **X** button to confirm.

SPEECH VOLUME

Press the D-button or left analog stick ←→ to adjust volume and press the **X** button to confirm.

QUALITY

Press the **X** button to switch between **MONO**, **STEREO**, or **SURROUND**.

CENTER SCREEN

Press the D-button to move the screen and press the **X** button to confirm.

VIBRATION

Press the **X** button to turn controller vibration **ON** or **OFF**.

SET ALL TO DEFAULT

Press the **X** button to cancel all changes and return all options to their default settings. Press the **X** button 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 VISITORS 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 the first Wahi you complete, you are prompted to save your progress.

1. When you complete a Wahi, your collection totals are displayed. Press the **X** button to continue. At the Save Progress prompt, press the D-button \downarrow to select a slot to save to—QUEST #1, QUEST #2, or QUEST #3—and press the **X** button to confirm.
- To continue without saving your progress, press the D-button \downarrow to select CONTINUE WITHOUT SAVING and press the **X** button.
2. At the prompt, press the D-button \leftrightarrow to select YES and press the **X** button to confirm and save.
- After each subsequent Wahi, you are prompted to save your progress. At the prompt, press the D-button \leftrightarrow to select YES and press the **X** button to confirm and save.

IN-GAME SAVES

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

1. Press the **START** button during gameplay to open the Pause menu.
2. Press the D-button or left analog stick \leftrightarrow to select SAVE GAME and press the **X** button to continue.
3. Press the D-button or left analog stick \leftrightarrow to choose a slot to save your game to—QUEST #1, QUEST #2 or QUEST #3—and press the **X** button to confirm.
4. At the prompt, press the D-button \leftrightarrow to select YES and press the **X** button to confirm and save.

LOADING A GAME

If you have a **BIONICLE** save file on a memory card inserted into MEMORY CARD slot 1 at start up, the saved game will be auto-loaded. You can also load a saved game from a memory card and continue your adventure by selecting LOAD GAME from the Kini Nui.

1. Press the D-button or left analog stick \leftrightarrow to select QUEST #1, QUEST #2, or QUEST #3 and press the **X** button to continue.
2. At the prompt, press the D-button \leftrightarrow to select YES and press the **X** button to load your saved game and advance to the Kini Nui.
- To cancel, press the D-button \leftrightarrow to select NO and press the **X** button, or press the **X** button.
3. At the Kini Nui, you can choose to replay a previously completed Wahi, or play the next Wahi. Press the D-button or left analog stick \leftrightarrow to select a Wahi and press the **X** button to confirm.

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 Blenden

Business Affairs Executive:
Staci Kalama

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

Special Thanks: Bob Thompson,
Paul Burton, Leah Weston,
Gitta Knudson, Christoffer Rauendahl,
Jeppe Fønnesbæk and Christian Faber

ARGONAUT LONDON

Producer: Darren Anderson

Executive Producer: Kevin Mullard

Producer: Ella Duffley

Studio Director: Peter Jones

Assistant Producer: David Nutty

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 Nazirvatan,
Enrique Barahona, Tola Shofule,
David Gear, Jon Taylor, Bryan Verboon,
Carl Ross, Darren Hardon,
Jason Cunningham, Simon Garrigan,
Ollie Smith, Leon Brazil, Will Brayden

Lead AI Coder: Aaron Fothergill

AI Coders: Oscar Gillespie,
Tom Garrard, Alan Yuan, Aubrey Murray

Audio Manager: Justin Scharvona

Music: Karin Griffin, Bob and Barn

Sound Effects: Oly 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

FMV

FMV created by: HITSQUAD

Art Director: Steve Woods

Technical Director: Carlos Poon

Animation: Peter Parison, Adam Cogliari, 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

Quality Assurance Manager – John Welsh; Project Manager – Paul Waters;

Project Leader – Stuart Williams;

Team Leaders – Giro Maicriello, 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 – Marty 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,

Kims Hayuk, Michael Deir, Chels Espiritu,

Roger Metcalf

QA LT: LIT Lead – Patrick Klaus; LIT

Team Leader – James Fry; LIT Team

– Nick Pedersen, Jose De La Cuadra

Software Localization Manager:

Isabelle Martin

US Localization 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;

QC 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 Wiseman, Charles Hewett

North America Customer Quality

Control: Travis Alger, Anthony

Barbagallo, Jason Collins, Benjamin

Crick, Eron Garcia, Darryl Jenkins, Dave

Knudson, Joseph Lee, Russell Medeiros,

Adam Rivera, Simon Steel, Rob Stasny

Studio Operations: Paulette Doudel,

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

– Abdul Oshodi

Creative Services: Creative Pack

Design – Candice Westman; Asset

Co-ordinator: Mark Grainger;

Documentation – Sorcha Fenlon

Documentation Localization –

Jason Gorski

European Marketing Manager:

Susann Oelschlegel

European Marketing Assistant:

Christian Sponziello

US Product Manager: Anne Kain

US Public Relations: Tim McDowd

Special Thanks: Mike Ross,

Jason Beristford, Frank Sagnier,

Bernadette Abbot

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1500

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322.**

TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Mailing Address: Electronic Arts Technical Support

PO Box 9025

Redwood City Ca 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 0YL, UK

Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA **HOTLINE**: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-8 PM. If you are under 18 years of age parental consent required.

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.

GET IN THE GAME

WANT TO JOIN THE #1 INTERACTIVE
ENTERTAINMENT COMPANY?

VISIT EA RECRUITER AT [HTTP://JOBS.EA.COM](http://JOBS.EA.COM).

STILL A STUDENT?

CHECK OUT EA ACADEMY AT [HTTP://EAACADEMY.EA.COM](http://EAACADEMY.EA.COM).

PROOF OF PURCHASE

BIONICLE

1468005



0 14633 14680 6

LEGO club

Join **FREE**
Today!!!

Your **FREE** 2 Year
Membership includes...
12 issues of LEGO Magazine

PLUS MORE...

Each LEGO Magazine features...

- Awesome Creations by Kids like you!
- Cool Comics & Stories
- Fun Activities and Games
- Building Tips and Ideas
- PLUS Special Offers & Contests to Win Prizes!

LEGO, the LEGO logo, JACK STONE and ALPHA TEAM are trademarks of The LEGO Group. ©2004 The LEGO Group.

LEGO, the LEGO logo, JACK STONE and ALPHA TEAM are trademarks of The LEGO Group. ©2004 The LEGO Group.

YES! I WANT TO JOIN THE U.S. LEGO CLUB!

This coupon is good for 1 FREE 2 year membership. Additional kids may sign up for \$7.95.

PLEASE PRINT IN ALL CAPITAL LETTERS.

First Name _____ Last Name _____

Address _____

City _____ State _____ Zip _____ Age _____

Date of Birth _____ E-mail Address _____
Month Day Year of Birth

Parent's Signature _____

PS1022

Girl
 Boy

FREE
Membership
with this
coupon!

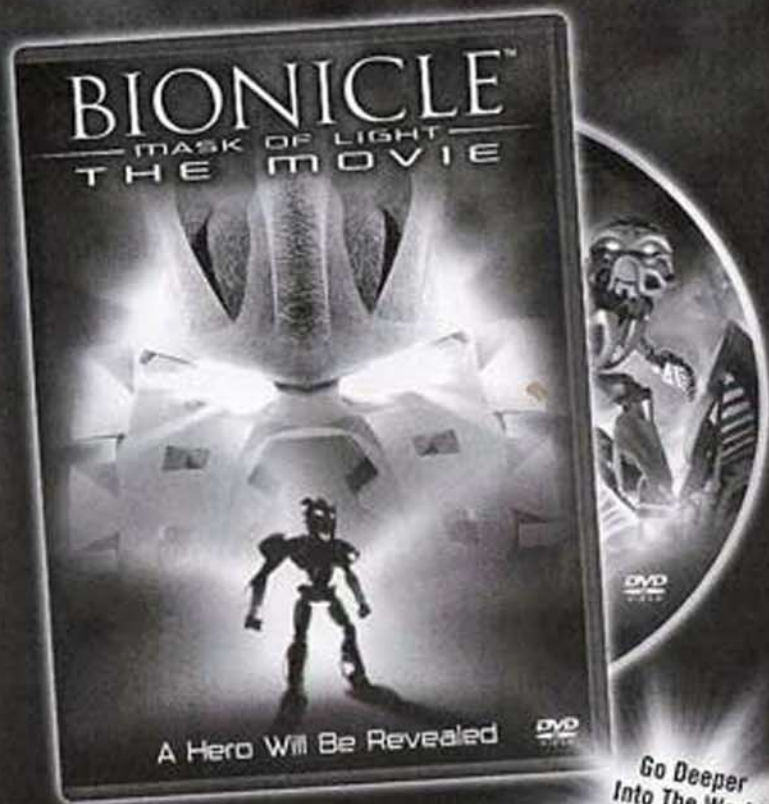
Offer limited to residents of the U.S.
No photocopies will be accepted.
Offer limited to two free memberships
per family, group, or organization.
Please allow 4-6 weeks for delivery
of your first mailing.

Mail to:
LEGO Club
P. O. Box 1157
Enfield, CT 06083-1157

MANUFACTURER'S COUPON • EXPIRES FEBRUARY 29, 2004 • DO NOT DOUBLE

SAVE \$2 INSTANTLY

WHEN YOU BUY
BIONICLE™: MASK OF LIGHT ON DVD



Go Deeper
Into The World
Of BIONICLE™
With This
Must-See DVD!

BIONICLEmovie.com

BIONICLE™

Finally, the
Tales of the Toa
CAN BE TOLD.



Look For BIONICLE Books From Scholastic
Available Wherever Books Are Sold.

SCHOLASTIC

BIONICLE and associated design are trademarks and/or registered trademarks of Electronic Arts Inc. © 2003 Electronic Arts Inc. EA GAMES, EA SPORTS, EA SPORTS BIG and EA SPORTS™ are registered trademarks of Electronic Arts Inc. in the US and/or other countries. All rights reserved. EA SPORTS™, EA SPORTS BIG™ and EA GAMES™ are Electronic Arts™ brands. All other trademarks are the property of their respective owners.



ELECTRONIC ARTS™

>> Register Your Game Online

It's fast. It's easy. It's worth it.
To register, jump online at

>> www.eagamereg.com

- Register your game.
- Enter Game Access Code

14680

- Get exclusive access to an EA cheat code or hint – specifically for your game!

That's it. You're done. Go play!

© 2003 Electronic Arts Inc. EA GAMES, EA SPORTS, EA SPORTS BIG and all associated logos are trademarks or registered trademarks of Electronic Arts Inc. in the US and/or other countries. All rights reserved. EA SPORTS™, EA SPORTS BIG™ and EA GAMES™ are Electronic Arts™ brands. All other trademarks are the property of their respective owners.

312403



CONSUMER: Coupon must be presented to participating retailer at the time of purchase. Consumer must pay sales tax. Offer limited to stock on hand. No rain checks.

RETAILER: Buena Vista Home Entertainment will reimburse you the face value of this coupon plus 8 cents handling if redeemed in compliance with our redemption policy (available upon request). Send coupons to Buena Vista Home Entertainment, P.O. Box 880135, El Paso, TX 88588-0135.

TERMS: Limit one coupon per specified item purchased. Any other use constitutes fraud. Coupon may not be reproduced, transferred or used in conjunction with any other offer. Cash value 1/100¢. Good in U.S.A. and its territories, APOs and FPOs. Void where prohibited, taxed or restricted by law.

**Get EA Cheat Codes
& Game Hints**

**Register Your Game Online
Right Now!**

www.eagamereg.com

LEGO, the LEGO logo, BIONICLE, and Mask of Light are trademarks of the LEGO Group.
© 2003 The LEGO Group.

Distributed by Buena Vista Home Entertainment, Inc., Burbank, CA 91521. Printed in U.S.A.
© Buena Vista Home Entertainment, Inc.

ELECTRONIC ARTS™