

Quest for Makuta

Once upon a time, the Isle of Mata Nui was a real paradise. Now it is a dark and frightening place, ruled by the evil Makuta.

Despite this, the islanders “the Tohunga” have kept their faith in the legend of the Bionicle. According to this legend, six powerful warriors “the Toa” will rescue the islanders from Makuta and his accomplices. The people of Tohunga are worshipping and fearing these Toa and are building temples for them in the villages.

One day, the legend comes true. The six warriors wash ashore on the isle, each of them in a shining space capsule of unknown origin.

The Toa now have to explore Mata Nui and collect their six power masks “the Kanohi”. Each mask found by a Toa will increase their knowledge, strength and power. The Turaga, the wise tribal chiefs of Mata Nui, help and accompany the Toa on their search for the Kanohi in the wide and rough landscape.

Not until all masks have been found, the Toa will be able to accomplish their task of challenging Makuta and bring back the old glory to the Isle of Mata Nui.

Mata Nui - isle * **Tohunga** – islanders * **Toa** – powerful warriors * **Kanohi** – power masks * **Turaga** – tribal chiefs * **Rahi** – evil creatures * **Makuta** – the Evil Power

ONUA : the earth Toa

Onua guards the land and intervenes when the equilibrium gets disturbed. The Tohunga believe that Onua causes earthquakes as punishment for the villagers when those do not treat their land well.

TAHU : the fire Toa

Tahu, the fire ghost, is the eldest of the Toa. He arose when the planet was shaped. This hot-headed Toa lives inside the glowing Mangai volcano, where he surfs the lavastreams.

LEWA : the air Toa

Lewa, the air ghost, is the youngest Toa. He rules the skies and the clouds, but he detests water. According to Lewa, showers are the result of collisions between Lewa and Gali. Peals of thunder are the sound of their battle.

GALI : the water Toa

Gali is the only female Toa. Despite her young age, she is very wise. According to the Tohunga, she is the source of life. She is therefore the most worshipped Toa.

KOPAKA : the ice Toa

The ice ghost Kopaka lives on the windy sides of Mount Ihu. His personality suits his horrible appearance: grim, calculative and cool-blooded in his acting. Even though the Tohunga fear Kopaka, they are grateful for his protection against Tahu's fire.

POHATU : the stone Toa

All other Toas have a confidence firm as a rock in the old Pohatu. The Tohunga see him as the ghost present in every rock and stone, who is always watching over them. They do their utmost not to anger him, because Pohatu can punish them with destructive landslides.

Content of the box

20 Mata Nui tiles

6 Toa boards

12 Turaga counters

24 Kanohi counters

9 Temple lock counters

24 Temple key counters

57 Evil Rahi counters

6 Toa pawn

3 Dice with special powers

1 Makuta temple

1 Rulebook

Aim of the game

The aim of the game is to win!

Winner is the first player who launches a successful attack on evil Makuta.

But first you have to succeed in finding Makuta's secret temple and in breaking the code of the lock, by using the keys you have collected. You will be aided by the good Turaga and the Kanohi masks.

The Isle of Mata Nui is divided in 20 areas (tiles). These areas are placed randomly during the course of the game. This way, you will get another challenging game each time and every game will be a new voyage of discovery!

Preparations

Punch out the 20 isle tiles. Look for the start tile (Toa landing) and put it in the middle of the table. Shuffle the remaining tiles and put them face down in a stack near the playing area.

Punch out the counters, mix them and put them face down near the playing area. The back sides of the counters correspond with the fields on the tiles where the counters will have to be placed.

Attaching Makuta's power sticker

- Remove the paper of the sticker and put the sticker on the bottom border of Makuta's temple as shown above.
- Make sure that the six circles on the sticker correspond with the six gaps in the temple.
- Attach the sticker over the entire border, so that both ends meet exactly.

Every player chooses a Toa and takes the corresponding pawn and board. The boards are placed face up in front of the players. The collected counters will be placed face down on the boards (to keep them hidden from the other players).

Beginning of the game

Roll the green die to decide upon a start player. The player who rolls the highest number starts. The game turns clockwise.

All players start the game with the white die. The other dice will come into play later on.

On your turn, roll the die and move your Toa pawn accordingly on the board (tiles).

Movement

- Toa pawns are allowed to move horizontally and vertically, but NOT diagonally.
- You are allowed to move in any direction, but coming and going on the same turn is not allowed.
- You do not have to roll the exact number of movement points to be able to collect a counter or to reach a gate. If e.g. you roll a five, you are allowed to stop earlier to collect a counter.
- The tiles can be placed any way you like, as long as the gates connect (see image). Take a close look at a new tile before placing it. It can be in your advantage to place it in a certain way.
- Once placed, a tile cannot be replaced.
- Each time a pawn ends its turn on a gate field, a new tile gets added. This way, the board keeps growing during the game and the players can explore the isle.
- When a tile is added, all fields on the new tile are filled with the indicated counters.

Image explaining the adding of new tiles:

Upper left: gate fields

New tiles are placed so that the gate fields on both the tiles are adjacent.

Upper right: connect a tile

New tiles must be placed so that the gates connect.

Bottom left: fields for the counters

When a new tile is placed, all fields are filled with the corresponding counters.

Bottom right: jigsaw connection

Use the jigsaw connections to make the tiles fit into each other.

Images demonstrating the placement of new tiles:

Left image: This placement is not legal.

Right image: Connecting in this way is allowed.

The Makuta Tile

When you add the Makuta tile, place one temple lock counter face down on the entrance field adjacent to the gate field where you connected the Makuta tile. Each time a tile is connected to the Makuta tile, another temple lock counter is placed face down on the entrance field adjacent to the gate field of the newly added tile.

Place Makuta's temple in the middle of Makuta's tile (circle), and make sure that each colour segment is placed in front of one entrance field.

Landing on an entrance

When you end your turn on an entrance field, you are allowed to flip the temple lock counter placed on that entrance field. The temple lock remains face up for all to see now. On the temple lock is a three symbol code. These are the three temple key counters you need to be able to challenge Makuta from that entrance (and possibly win the game).

Images explaining lock and key counters:

Top image :

Temple lock counter, with on the flip side a three symbol code.

Bottom image :

Temple key counter, with on the flip side a symbol code. The bottom symbol code (yellow) is a wildcard and can be used for any symbol.

Locks and keys

You collect the key counters by travelling the isle. Every entrance has its own secret code, so you do not know in advance which keys will be needed. Therefore try to collect keys for already revealed entrance codes. Or you can try to attack Makuta from another entrance.

A key counter with a yellow symbol is a wildcard. It replaces any other symbol and their use is not restricted. Of course you need to be lucky enough to find them!

At any given time you can only hold three key counters. When you already have three key counters, you can still have a look at a new key counter. It is allowed to exchange one of your old key counters for the new key counter. The returned key counter is placed face down on the start tile.

Kanohi and Turaga

The Kanohi and Turaga counters will make you cleverer, faster or more powerful. You can hold maximum four Kanohi counters and it is not allowed to keep Kakama and Kaukau at the same time.

When you collect too many Kanohi masks, you will have to place any extra masks face down on the start tile. All Kanohi and Turaga counters have the same back side. Only after flipping a counter, you will discover your new force.

The Kanohi counters :

The Toa are looking for Kanohi masks as tools during their adventures. Even though each Kanohi mask belongs basically to one kind of Toa, all masks are available to the different Toa.

- Kanohi Akaku

Gives you the ability to look at the counters of one other player and to remove one of this player's counters. Therefore you need to end your turn on the same field as the other player.

Once used, this Kanohi mask is placed face down on the start tile.

- Kanohi Hau

This mask gives you the power of protection. As long as you have this mask with you, you can add five points to each of your attack rolls.

- Kanohi Kakama

This mask gives you the power of speed. You are allowed to use the red die instead of the white die, both for attacks and for movement.

- Kanohi Kaukau

This allows you to travel far. You can, as long as you hold this mask, use the green die instead of the white die, both for attacks and for movement.

- Kanohi Miru

Gives you the power of weightlessness. It allows you float to any spot on the isle in one turn. Once used, this Kanohi mask has to be returned face down to the start tile.

- Kanohi Pakari

This mask gives extra strength. Add ten to each attack roll.

Turaga:

The Turaga give extra strength to a Toa. Every Turaga owned by a player increases this player's roll in a duel.

You can hold maximum two Turaga counters at any given time. The Turaga matching your Toa (same colour) will increase your strength by ten in each duel. A Turaga not matching your Toa (different colour) will still increase your strength by five.

To collect a Turaga counter, you have to end your movement on a field with a Turaga counter. To reach such a field, you do not have to use all your movement points (result of your die roll). Once stopped, you are not allowed to walk any further this turn.

When you already have the maximum number of Turaga counters, you are allowed to have a look at the new counter and then decide whether or not you want to exchange one of your old counters for this new one. When you return one of your old counters, you have to place it face down on the start tile.

The Turaga counters:

These counters symbolize the Turaga, the tribal chiefs of the six Tohunga tribes. The Turaga help the Toa and keep the legend of Mata Nui alive.

- Matau, Turaga of Le-Koro, belongs to Toa Lewa

Matau is the leader of Lewa's Tohunga. He is known for his jokes, but he is also a brave warrior. He takes his role as protector of the legend of Lewa seriously. Due to his kind nature, he receives a lot of loyalty.

- Nokama, Turaga of Ga-Koro, belongs to Toa Gali

Nokama, Turaga of the tribe which has sworn fidelity to Gali, knows almost as much of oceans, rivers and lakes as Toa Gali herself. She says very little, but the other Turaga respect her for her wisdom.

- Nuju, Turaga of Ko-Koro, belongs to Toa Kopaka

Nuju, the ice Turaga, may seem haughty and cold, but that is only appearance. He just lets his strong deeds talk for themselves.

- Onewa, Turaga of Po-Koro, belongs to Toa Pohatu

Onewa is the Turaga of the stone tribe and takes life on the bright side. His friends know him as the referee, because of the time he needs to take decisions. But whatever he decides, it is always correct.

- Vakama, Turaga of Ta-Koro, belongs to Toa Tahu

Vakama is known for his short-temperedness and his great braveness, irrespective of the danger. He admires and protects anyone who shows courage. He uses an old fire staff to honour Tahu, his Toa.

- Whenua, Turaga of Onu-Koro, belongs to Toa Onua

Whenua supervises the work in the large underground tunnel system and in the quarry of Onu-Koro. He sees problems arrive one day in advance and is always willing to help others.

Rahi

The Rahi are the evil creatures living on the Isle of Mata Nui. They work for the dark and impressive Makuta. They are located around the Turaga, Kanohi and key counters and sometimes near the gates giving access to other parts of the isle. You cannot walk over a Rahi. Sometimes it is possible to bypass them. To attack a Rahi, you have to enter a field with a Rahi counter.

Attack:

When you enter a Rahi field, you have to challenge it for a duel. Flip the Rahi counter to reveal its strength. To win, you have to surpass the revealed number with one die roll.

Example:

You are attacking a Rahi Tiger with strength 18. You roll the die you are allowed to use (white, red or green) and you add the benefits of the Turaga and Kanohi counters you are holding on your Toa board.

E.g. You are Toa Tahu and you have:

Kanohi Pakari = + 10

Turaga Vakama = + 10

Turaga Whenua = + 5

Your roll = 4

Total = 29 points

When you know the strength of a Rahi, you can use any combination of your Turaga and Kanohi counters to beat it. Never use more strength than you really need, because you will reveal the counters on your Toa board. Another player holding Kanohi Akaku, can use this skill to remove one of your counters.

- Rahi Mosquito

A low rang Rahi. Can be annoying at the beginning of the game. Strength 1 to 7.

- Rahi Scorpion

This Rahi can be annoying when you do not yet own a Turaga or a Kanohi. Strength between 7 and 13.

- Rahi Tiger

Certainly avoid this Rahi until you own a Turaga or a Kanohi. Strength between 13 and 20.

Win an attack:

When you total more points than the strength of the Rahi, you win the attack. The Rahi is removed from the game. Your turn continues.

You can make several attacks each turn to move faster or to reach a counter guarded by the Rahi.

Lose an attack:

When you total less points than the strength of the Rahi, you lose the duel. You immediately lose a temple key or a Turaga or Kanohi counter in case you have any. The player on your left decides which counter will be removed from your Toa board. This counter is placed under the Rahi, which stays face up on the board. Return one field in the direction you came from.

A tie:

When your total equals the strength of the Rahi, nothing else happens. You have to return one field in the direction you came from, but you will lose no counter.

Attack Makuta

When you enter an entrance field on Makuta's tile and you own the three key symbols mentioned on the temple lock counter (see locks and keys), you can challenge Makuta for a duel.

This is done in two phases:

First phase:

Determine the strength of Makuta. This is done by rolling the white die once. The result of the roll determines the number of turns Makuta's temple has to make clockwise. Each coloured segment counts for one turn.

After the turns are made, a coloured segment will show in front of you. Based on this colour, you can determine Makuta's strength as follows:

White 18 points

Red 20 points

Green 21 points

Brown 22 points

Blue 23 points

Black 24 points

Second phase:

Attacking Makuta is similar to attacking Rahi. Except that the risk is much higher since Makuta is stronger than any of the Rahi.

Roll the die you are allowed to use and add the points for your Turaga and Kanohi counters. You have to total more points than Makuta's strength.

In case of a tie or a loss:

You lost the challenge. You immediately lose one temple key or a Turaga or Kanohi counter (in case you have any of them). The player on your left decides which counter from your Toa board will be placed face down on the start tile.

This player also may move your Toa pawn to any field on the isle not yet occupied by another Toa or a counter.

When you total more points than the strength of Makuta, you win the duel and ... you win the game!

Attention

- Counters returned to the start tile are always placed face down.
- The start tile counts for one field during movement.
- When you end up on the start tile, you can pick one of the face down counters without looking at them.
- A Toa can only move from one tile to another by using the gate fields.
- The tiles can be connected any way you want, as long as the gates connect.
- Placing a tile is important. By placing it in a certain direction you can e.g. block the way for another Toa or you can make it easier for yourself to reach a certain counter.

For younger players:

These remarks will make starting easier for younger players and for players not familiar with the legend of Bionicle. Do check the Bionicle rules for all details though.

- Start with the white die. Movement can be to a space to the left or right, or to a space forwards or backwards.
- An exact roll is not necessary to reach a certain field (it is allowed to roll more).
- Each time a player enters a gate field, they can add a new tile to the board.
- To enter an entrance field to Makuta's temple, you need three key counters.
- You can never own more than three key counters.
- Turaga counters and Kanohi counters give extra strength.
- You can never own more than four Kanohi counters.
- You can never own more than two Turaga counters.
- To challenge Makuta, you need the correct combination of key counters.

Finally

Winning is not everything and these rules are not sacred. As long as all players agree on how to play, the rules can be applied loosely and can be adapted if desired. The aim is to have fun!

Makers

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This is a translation into English from the Dutch rules, as they originally came with the game. Graphics and images can be found in the scanned version of the Danish rules. Do note that some things appear to be different between these two releases of the game, especially strength values for Rahi and Makuta seem to differ. Have a look at your own Rahi counters and Makuta temple to see which strength values are used in your version of the game.