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GAME BOY ADVANCE

AGB-BIOE-USA

BIONICLE™

INSTRUCTION BOOKLET



Vinn's Lair

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs triggered by light flashes, 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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

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

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

Vimm's Lair



EVERYONE

MILD FANTASY VIOLENCE

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BIONICLE™

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Vinn's Lair

The story so far...

In the middle of a vast azure blue sea sits the island of Mata Nui.

In a time before time this island was a paradise — lush and green and peaceful. Led by wise village elders known as Turaga, six tribes of Matoran villagers carved out a good life for themselves on the heavenly island. But their peaceful existence was about to be shattered.

According to legend, Mata Nui fell prey to an evil entity called Makuta and was condemned to darkness as it took control of the island. Mata Nui became a place of danger and fear as terrible beasts called Rahi roamed the island; compelled by the infected Masks they wear to obey Makuta. Although the Matoran and their wise Turaga elders are very brave, they lack the strength to defeat Makuta and his creatures.

But all is not lost — the ancient prophecies speak of six heroes who will come to save the Matoran from Makuta. These heroes are called Toa and command the powers of Fire, Air, Earth, Stone, Water and Ice.

Fuelled by hope, the brave Matoran wait for their day of freedom.

YOU are charged with fulfilling the prophecy; YOU must take control of the Toa and ultimately rid Mata Nui of Makuta!

The Game

At the start of the game you will take control of one of the six Toa on a quest through the individual character's home region (or 'Wahi'). In the initial missions each of the six Toa must rescue a number of stranded or imprisoned Matoran, collect enough Lightstones to open the mysterious Dark Cages and find and defeat the Bohrok for that island region — evil creatures who are hidden inside a locked lair.

When the six Bohrok are defeated you will be given the option of controlling six new Toa — the Toa Nuva — and the same regions must be played through; but this time with new parts of the level 'unlocked' in the higher quest to defeat the more powerful enemy — the Rahkshi.

Once all six Rahkshi are defeated you will be given a new secret character who is charged to do battle against the ultimate evil entity: Makuta.

Getting Started

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the BIONICLE™ Game Pak into the Game Boy Advance. Press firmly to lock the Game Pak in place.
3. Turn ON the POWER switch and the startup screens will appear. If you don't see the startup screens then begin again at step 1 (above).
4. You will see the BIONICLE title screen. Press START to continue.



Controls

Menu Options

Highlight Option	Control Pad Up/Down/Left/Right
Select Option	A Button
Return to Previous Screen	B Button

Game Controls

Moving

Move Character	Control Pad Up/Down/Left/Right
----------------------	--------------------------------

Hanging from a Ledge

Edge left/right	Control Pad Left/Right
Climb Up	Control Pad Up
Drop from Ledge	Control Pad Down

Jumping

Jump	B Button
Higher Jump*	Double Tap B Button *(Only selected characters)

Tip: A vertical jump while standing still gives greater height than one performed while running.

Energy Blasts

Elemental Energy BlastA Button

Extreme Power Elemental Energy BlastPress and Hold A Button

Caution: Toa are very vulnerable during the brief Elemental Energy charge up period.

Targeting Enemies

'Lock-on' to nearest EnemyL Button (press and hold)

Release 'lock-on'Release L Button

Special Abilities

Use Toa Special AbilityA Button

Scrolling Landscape

Scroll ScreenA Button + Control Pad
Up/Down/Left/Right



Pausing Action

Pause GameSTART

Starting a Game

- Select your language flag with Control Pad Left/Right and press A Button to accept.
- At the BIONICLE™ Title Screen press START and you will be taken to the Main Menu screen.

Main Menu Screen

This allows you to play a new game, access the game options and enter a password to access a previously saved game. You can also press a secret sequence of buttons to open the cheat menu.

- Use Control Pad Left/Right to select a Main Menu option from:



Options

This screen allows you to set game options to suit your style of play:

- Adjust Music Volume with Control Pad Left/Right.
- Adjust Sound Effects Volume with Control Pad Left/Right.
- Adjust the Brightness of the Game Boy Advance screen.
- Press B Button to accept changes and to return to the Main Menu screen.



Password

You can enter a password here that you have already been assigned from a previously saved game.

- Use the Control Pad to highlight a letter, number or character.
- Press A Button to accept.
- Press B Button to delete.

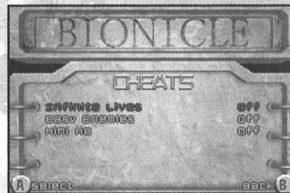
When a password is accepted you will continue the game at the appropriate saved game point. Remember to note down very carefully any password given to you in the course of the game.

Cheat Menu

If you have been given a secret sequence of buttons to access the cheat menu, key in the sequence and you will be taken to the Cheat Menu.

All cheats listed on this screen will be available to you including:

- Infinite Lives
- Easy Enemies
- Mini Me (make the Toa tiny)



- Highlight and make changes as appropriate
- Press the B Button to accept changes and return to the Main Menu screen.

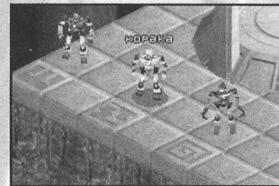
Play

Select this option from the Main Menu screen to begin a new game.

Character Selection

Select Character Screen

When starting a new game you must choose the Toa you want to play from those shown on this screen.



The Toa

Each Toa is very different, has its own particular island environment on Mata Nui and offers a very different challenge. The six Toa are:

Lewa

Lewa is the Toa of Air and is most at home in the treetops of the Mata Nui jungle.



Special Ability: Can glide in the air for a limited distance after a jump before dropping.

- Hold the B Button down at the top of a double jump to begin a glide.
- Release B Button to glide down.

Pohatu

Pohatu is the Toa of Stone and prefers to operate in the rocky, rough stony outcrops of the island.



Special Ability: Can pick up and hurl rocks.

- Press R Button whilst walking into a rock to pick it up.
- Tap R Button to drop the rock.
- Press R Button + Control Pad Left/Right/Up or Down to hurl a rock in one of those directions.



Onua

Onua is the Toa of Earth and is more comfortable underground, especially digging through rock and soil.



Special Abilities: Can dig out chunks of earth and move boulders.

- Hold R Button whilst walking into an earth block to dig through it.
- Hold R Button whilst walking into a boulder to push it out of the way.

Gali

Gali is the Toa of Water and has great strength and great wisdom and prefers to operate close to or under water.



Special Ability 1: Can explore underwater without breathing difficulties.

- Leap into seas, lakes or pools and move as normal using the Control Pad.

Special Ability 2: Can bounce off walls.

- Jump at a wall and press R Button on contact to bounce off.

Special Ability 3: Can swing across wide chasms from ledges.

- Hang off a ledge, press and hold the R Button and press Control Pad Left/Right to swing across the gap.



Kopaka

Kopaka is the Toa of Ice: cool, calculating and methodical he prefers to operate in the snowy high mountain regions of Mata Nui.



Special Ability 1: Can create large blocks of ice.

- The zone will show a rotating target, fire an Elemental Energy blast at it (press A Button) to create a block of ice.

Special Ability 2: Can grind along long sections of ice.

- Jump on the ice rail (B Button) to begin grinding, jump again to avoid any hazardous gaps on the ice slide.

Tahu

Tahu is the Toa of Fire and prefers to operate in a volcanic environment with hot molten lava flowing through it.



Special Ability: Can smash through rock.

- Hold down A Button while walking into a rock to break through it.



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Toa Nuva Characters

When new Toa become available for one region, press the A Button on this screen to select between the different available characters.

The abilities of the Toa Nuva are similar to the original Toa but very much enhanced; Toa Nuva can run faster, jump higher and further, lift heavier rocks, smash bigger boulders and dig out denser quantities of earth.

Passwords

When you have completed a level a password will be shown on the Select Character screen. Special icons appearing in front of the relevant Toa character will show that you have completed that level. Have a pen and paper handy and make sure you note down all passwords carefully. You are free to go back and replay any previously completed favorite level.

Selecting your Toa Nuva

- Highlight your chosen Toa Nuva using the Control Pad Left/Right.
- Select by pressing the A Button.

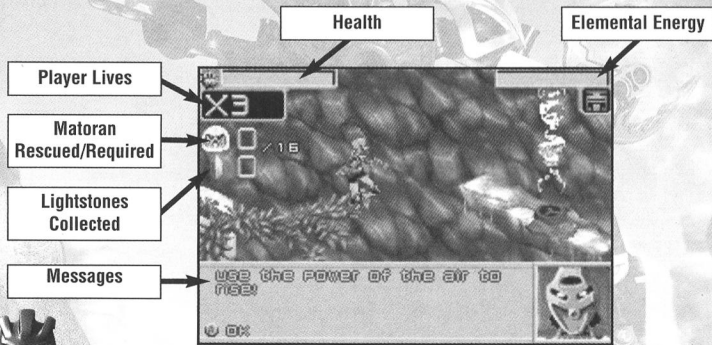
The new game will begin as soon as the Toa Nuva teleports into its own region.



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The Game Screen

Most of the time the game screen is left clear and uncluttered but important information will pop up when you need it. Game screen information is also shown when you press START to pause the game.



Health

The current health level of the Toa you are controlling. The green band will reduce as health is reduced (you are attacked by an enemy or fall badly). If the green band disappears completely your character will lose a life.

Elemental Energy

Elemental Energy is the power that drives the Toa. This will reduce when you fire a blast at an enemy or object.

Messages

Important messages sent to the Toa from Takua the Chronicler are shown here. Takua is a brave, adventurous Matoran who is responsible for summoning the Toa to Mata Nui. He will give you wise advice about completing the quest.

Lightstones Collected

This shows the number of Lightstones in your possession. You must collect a certain number for every level to have any chance of opening the mysterious Dark Cages.

Matoran Rescued/Required

Each level will require you to rescue a number of stranded or imprisoned Matoran. This shows the number of Matoran rescued and the total number that have to be rescued in the level before the Turaga can construct the Key to the Boss Lair.

Player Lives

This shows the number of remaining player lives. Increase the number by collecting Extra Life pickups throughout a level.

Pause Menu

If the action gets too hot, press START to open the Pause Menu. This will freeze the adventure and show the status of the Toa and the number of pickups. The Pause Menu gives you options to Return to the game or to Quit.



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Pickups

A number of pickups are scattered throughout the many different levels. If you see one, simply walk into it to pick it up. They are all very useful but get to know what each of them does — this may make a difference between losing or winning the game.



Extra Life

Extremely useful — these are scattered throughout the levels.



Recharge Orb (Amana Volo Sphere)

An orb that partially recharges the Toa's Elemental Energy. The orbs are found throughout the levels or may be dropped by defeated enemies.



Full Recharge Orb (Amana Volo Sphere)

This orb fully recharges the Toa's Elemental Energy and is found throughout the levels.



Health

This pickup replenishes the Toa's health by a small amount. It can be found throughout the levels or it may be dropped by a defeated enemy.



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Full Health

This fully replenishes the Toa's health and is found throughout the levels.



Lightstones

Lightstones are used to open the mysterious 'Dark Cages' found within the levels. You will need a certain number before you will have the ability to open a cage. Lightstones are found throughout the levels or may be dropped by defeated enemies.



Matoran

Matoran are frightened, stranded villagers that have to be rescued throughout a level. When you see a Matoran, walk up to him or her. Once touched by the Toa the Matoran will teleport happily away to safety and help to construct the Key that will open the Boss Lair for you. To get the Key you must rescue the number of Matoran shown on the game screen for each level. When the right number of Matoran have teleported to safety you will receive a Key item. It's not always easy to spot the Matoran; some are so frightened of nearby enemies that they will not come out of hiding until that enemy has been subdued.

Additional Items



Dark Cages

Dark Cages are kept locked until you have found enough Lightstones to open them. Dark Cages can contain many different and useful items (including captured Matoran).



A Key

A Key is constructed by the rescued Matoran. If you have a Key it will allow access to the Lair of a Bohrok or Rahkshi (see Enemies).



Elemental Energy Totem

These six items harness the Elemental Energy of the Toa and are currently in the hands of the Bohrok. When a Bohrok is defeated in combat it will drop the Totem. When all six have been collected the Toa will transform into the more powerful Toa Nuva who will now appear on the Character Select screen (see above).



Invisible Ice Blocks (Kopaka)

Invisible ice blocks can be targeted and blasted with Elemental Energy by Kopaka to make them solid for a limited amount of time — these can best be used as steps to leap up to otherwise inaccessible locations. The larger ice blocks can only be created by Kopaka Nuva.



Rocks (Onua, Pohatu, Tahu)

Rocks of different sizes can be moved (Onua), lifted (Pohatu) or smashed (Tahu). There are also a large number of very heavy rocks that can only be manipulated by the Toa Nuva.



Earth (Onua)

Earth of varying density and coarseness can be dug away by Onua, but the roughest and stoniest earth can only be dug out by Onua Nuva.



Venthole (Lewa)

When a switch activates a vent it will throw out a powerful jet of air that Lewa can ride on to reach up much higher than usual.



Solid Platform

A good solid platform will take the weight of the Toa — sometimes these platforms will move in pre-defined directions. Others need to be activated by hitting floor or wall switches.



Weak Platform

Beware this is an unreliable base — this might just take the weight of a Toa but then again it might give way and crumble.



Floating Platform

An extremely light platform that can be 'pushed' in various directions by thrusting with Elemental Energy blasts.



Floor Switch

A large switch activated by pressure from above. Some floor switches will stay down but others may need constant pressure to be applied to them.



Wall Switch

A switch activated by blasts of Elemental Energy. Some switches require more charging than others and some may even move by themselves.



Teleport Shrine

These mysterious skull-like shrines are found throughout all the Mata Nui regions. A shrine will activate when a Toa approaches. Enter the Shrine mouth to teleport to the next active shrine in the sequence*.

*Note: At least two Shrines must be activated before a Toa can teleport.

Enemies

As you progress through a level you will encounter a number of different enemies. You're advised to study this section to understand what to expect (and perhaps how to defend yourself) if you're attacked by one of these. Blasting these enemies with elemental energy releases them from the evil control of Makuta and they happily teleport to freedom.



Fikou

A small but vicious spider - it leaps out at anyone who dares to disturb it from its tree lair.



Hikaki

A dragon-like creature that scuttles menacingly around the landscape - it defends itself by shooting out deadly fireballs.



Kane-Ra

A powerful but unpredictable creature that can charge at great speed.



Kofo-Jaga

Small and vicious fire scorpions with a tendency to hunt in very dangerous swarms.



Nui-Jaga

These are like a bigger [but slower] version of Kofo-Jaga [above] but with very powerful ripping claws.



Nui-Rama

A flying creature that can get to the most remote places on a level and spit out a lethal fireball.



Ruki

A highly dangerous underwater creature with very powerful snapping jaws.



Tarakava

A slow, lumbering creature, but one that packs a powerful punch.



Bohrok

The powerful Bohrok are the scourge of the Mata Nui — they have captured the Elemental Energy Totems and must be defeated by the Toa.



Rahkshi

Rahkshi are extremely powerful creatures that can match even the Toa Nuva in strength and destructiveness.



Makuta

The ultimate enemy on Mata Nui: the darkest of the dark spirits — believed to be immortal and powerful beyond all measure. Can anyone defeat Makuta in combat?

Hints and Tips

Moving Around

When you first start playing the game, try to get used to moving your Toa character around the environment — each of the initial six will have very different characteristics.

Jumping

Check how high your Toa can jump. A standing jump will give you more height than a running jump. What use can you make of the Toa's special abilities? You will have to maneuver the Toa through many hazardous situations, jumping across gaps using various platforms or edging along ledges. What if you fall? What effect does a bad fall have on the health level of the Toa?

Scroll Landscape

Always check out the environment all around the Toa by scrolling the screen in all directions (R Button + Control Pad). Forewarned is forearmed — and if a powerful enemy creature is lurking somewhere close, it's best to know about it as soon as possible.

Finding Pickups

Try to cover as much ground as possible and look behind obstructions or inside huts — there just might be some Lightstones or crucial Extra Life pickups hidden there.

Single Enemy Battles

Aim at any enemies by turning the Toa to face the target and press the A Button. If you want a stronger blast of Elemental Energy hold down the A Button and then release but be careful: the Toa will be vulnerable to attack during that brief charge up period.

Multiple Enemy Battles

If you are attacked by a swarm of enemies you will have to resort to 'lock on' (press and hold the L Button) — the Toa will automatically turn to face the nearest enemy, blast as normal — then you can lock on to the next nearest enemy.

Other Hazards

Spikes, lava, falling rocks, fireballs and shooting arrow traps will have to be avoided by the Toa throughout all the levels — effective use of some of the moveable rocks and boulders can help to protect the Toa against these hazards.

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Lego Bionicle Credits

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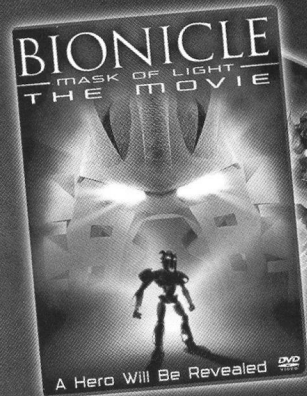
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Vinn's Lair

Notes



Notes



Vimm's Lair

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Customer Service Department
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