

Bionicle Glatorian Webgame Tutorial

The Showroom

Here your Glatorians prepare for the challenges ahead.

When you move your mouse around and something lights up, then you can click on it.



1. Banner with awards: Click here to see your awards.

2. Your Glatorian: Click here to spend experience points on your Glatorian.

3. Post with shields: Click on the shields to choose between the Glatorians you have unlocked. Click on the empty post to enter an activation code.

4. Entrance to the arena: Click here to fight in the Arena Magna or explore the outskirts.

5. Help menu: Click here to see the short tutorial.

6. Options menu: Click here to change graphic and sound options and to change the controls.



The Fight Game

To play the fight game click on the entrance to the Arena Magna when you are in the show room. Then choose the fight game. Now you can select your opponents and the league you want to fight in. Whenever you beat one opponent for the first time the next opponent is unlocked. When you complete one league you unlock a new Glatorian. For example when you play Gresh in the Rookie league and beat Skrall you will unlock Tarix. You can then chose Tarix in the show room. Whenever you progress in the leagues you will gain experience points.

Unless you changed the controls in the options menu, you can control your character with the following keys:

X: Light attack

C: Heavy attack

V: Charge and shoot Thornax

Space: Parry and heal

Left/right arrow key: Move forward/backwards

Up/down arrow keys: Sidestep

Health and healing



You win the game when your opponents health counter reaches the red tab marked with a skull. Next to the health counter there is a health bar. Each time the health bar is depleted, the health counter will turn one click towards the skull. You can heal yourself, to refill your health bar, but healing has no effect on the health counter.

You can heal by going into parry mode. Spending time in parry mode will regenerate your health. The speed of regeneration is based on your agility points. The default key for parry and heal is the **space bar**.

Light attack

The default key for a light attack is **X**. A light attack is much faster than a heavy attack, but it deals less damage. The strength of your light attack is based on how many points you have put into strength. The toughness of your opponent, however, reduces the damage dealt by a light attack.

A good way to avoid damage from light attacks is to parry. When you parry, your agility points are compared to the agility points of your opponent, and the damage a light attack deals is reduced based on this comparison.

A light attack is also good for interrupting a heavy attack from your opponent.

Heavy attack

The default key for a heavy attack is **C**. A heavy attack is much stronger than a light attack, but it is slow and can be interrupted by a light attack. The damage it causes is based on your strength value. If you play against an opponent with many points in toughness the damage will be significantly decreased.

Heavy attacks can be parried, but parry is not as effective against heavy attacks as it is against light attacks. When you parry your agility points are compared to the agility points of your opponent, and the damage a heavy attack deals is reduced based on this comparison.

Thornax

The default key to fire your Thornax is **V**. The Thornax is your most powerful weapon. Your Glatorian can not bring more than three Thornax projectiles to a fight, so you can only shoot

three times. To fire the Thornax your Glatorian has to concentrate, so you need to have a certain distance between you and your opponent to use the Thornax.

The damage and speed of the Thornax are determined by how many points you have spent on the mind ability. To make your Thornax more effective, you need to charge it. Charge your Thornax by holding down V. The blue bar below your health bar will be filled with a speed based on your mind value. The more you fill it before you release the Thornax button, the more damage you will deal. If you press it for too long your Glatorian will lose control of the Thornax and automatically shoot it.

Thornax attacks can not be parried. The best strategy to avoid a Thornax is to side step at the right moment.

Experience points

Every time you beat a new opponent in the Glatorian leagues you will get one experience point. When you complete a league you will not only get one experience point for beating your last opponent, but also four points for completing the league.

You can distribute the experience points by clicking on your character in the show room.

Spike ball

The aim of the spike ball game is to hit your opponents goal post with a spike ball. You win by scoring more goals than your opponent does.



Shoot at post

The default key for shooting at the opponent goal post is the **space bar**. When you are in possession of the spike ball press space to shoot. Your Thornax shooter will automatically aim at the post. If you are not close enough to the goal, the ball will bounce on the floor until someone picks it up.

Tackle

The default key for tackling is the **space bar**. When you do not possess the spike ball and you run into an opponent who has the spike ball press space bar to tackle. To win a tackle you have to tap the space bar fast and repeatedly. A tackle slider is shown above the Glatorians that are tackling for the spike ball. Every time you hit the space bar it moves slightly into the green area. As long as the slider is in the green area, you will win the tackle.

The Glatorian that loses a tackle will be stunned for about one second.

Pass

The default key for passing the spike ball is **X**. When in possession of the spike ball, press X to pass the spike ball to your team member.

Change player

The default key for changing the Glatorian is **X**. You can only switch to your teammate if you are not in possession of the spike ball. If one of your Glatorians has the spike ball you will automatically control him.



In front of Arena Magna

Here you can talk to Agoris and learn about your Glatorians and their life. To walk around in front of the arena, click on the ground. To talk to an Agori click on him. During a conversation with an Agori, you will see icons for the topics you can discuss. If you move your mouse over the icon you will note a tooltip text describing what you will ask the Agori by choosing that topic. Some topics have multiple layers, so you can discuss them in more depth.

Awards

Try to win as many awards as you can. Move your mouse over the awards to learn the requirements for being awarded. You achieve awards by proving yourself in the fights, by playing spike ball matches in Arena Magna and by talking to the Agori in front of the Arena Magna.