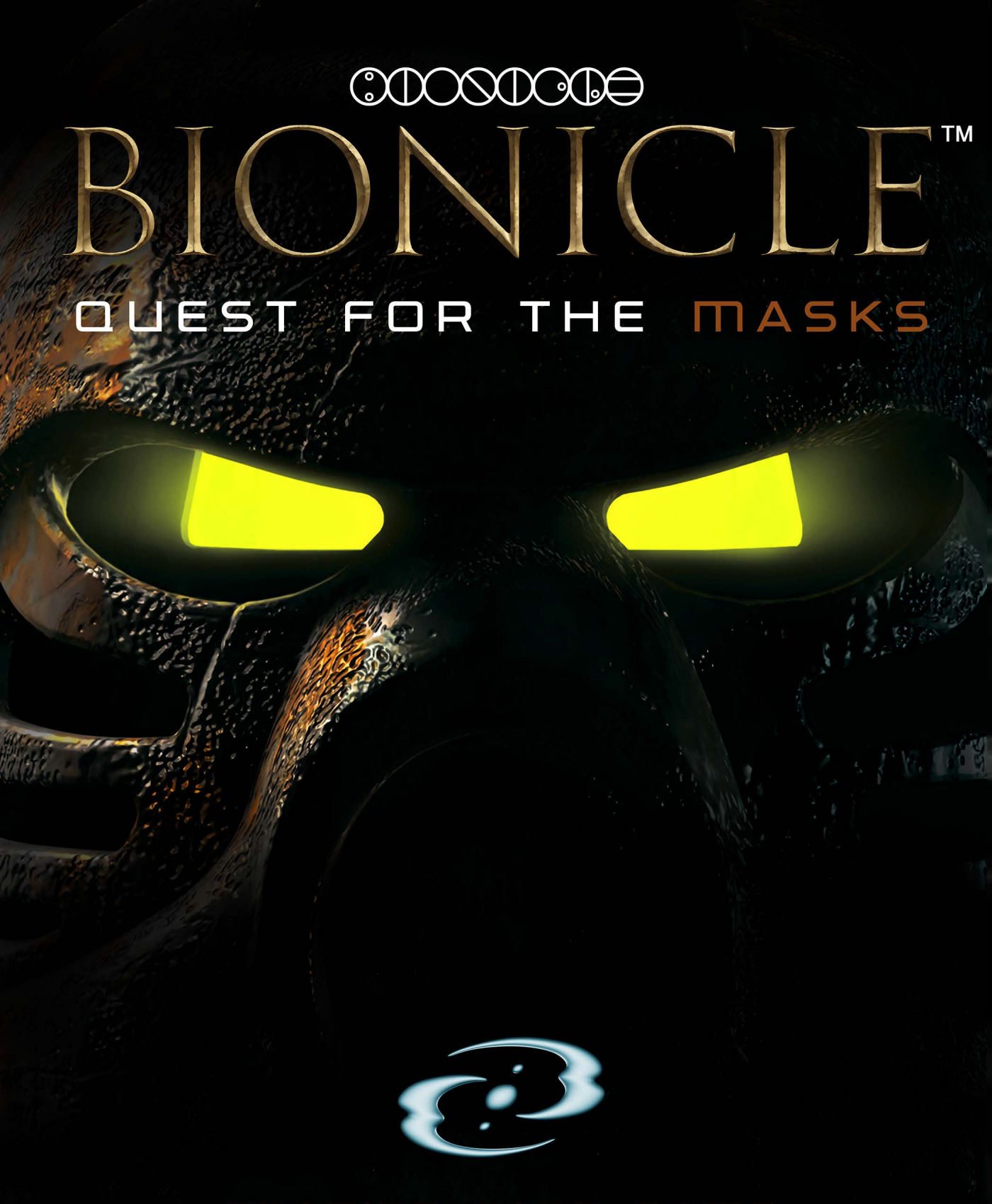
BIONICLE™

QUEST FOR THE MASKS



TRADING CARD GAME

RULE BOOK

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TRADING CARD GAME

Welcome to the **Bionicle**™ Trading Card Game — your chance to uncover the Great Masks of Power! Spend the time to play the demo round, read the rules, familiarize yourself with the cards, and find an opponent. You should be up and running in no time.

After you've played the game once, you'll understand how to play the cards and you'll be able to develop your own strategy. What Great Mask will you wear? How will the Turaga help? When will you infect your opponent's mask? How will you explore the island of Mata Nui?

CONTENTS

This Starter Deck contains everything two players need to immediately start playing:

- 80 game cards, including:
  - 2 Toa Cards
  - 6 Great Mask Challenge Cards
  - 6 Turaga Cards
  - 12 Great Mask Cards
  - 14 Mission Cards
  - 40 Game Action Cards
  - 1 Rule Book
- 1 Legend of Mata Nui Book
- 1 Ancient Map of Mata Nui Game Map
- 2 Toa Great Mask Markers

OBJECT OF THE GAME

To win **Bionicle**, you must collect your Toa's six Great Mask Cards. The first player to collect all six Great Masks wins the game.

CARDS

Toa Cards — Each player chooses the Toa Card they will use during the game. Each Toa has a list of six skills and a numerical ranking for each skill from 100 to 1000, with 1000 being the highest.

Great Mask Challenge Cards — The Great Mask Challenge Cards tell the players what skill their Toa will use during the Challenge.

Skill used during Great Mask Challenge

Mission Cards — Mission Cards give the players a new mission they must complete before they can continue to search for Great Masks.

A New Mission

Great Mask/Turaga Cards

— To win the game, you must collect all six of your Toa's Great Mask Cards. Both the Great Mask and Turaga Cards give your Toa bonuses.

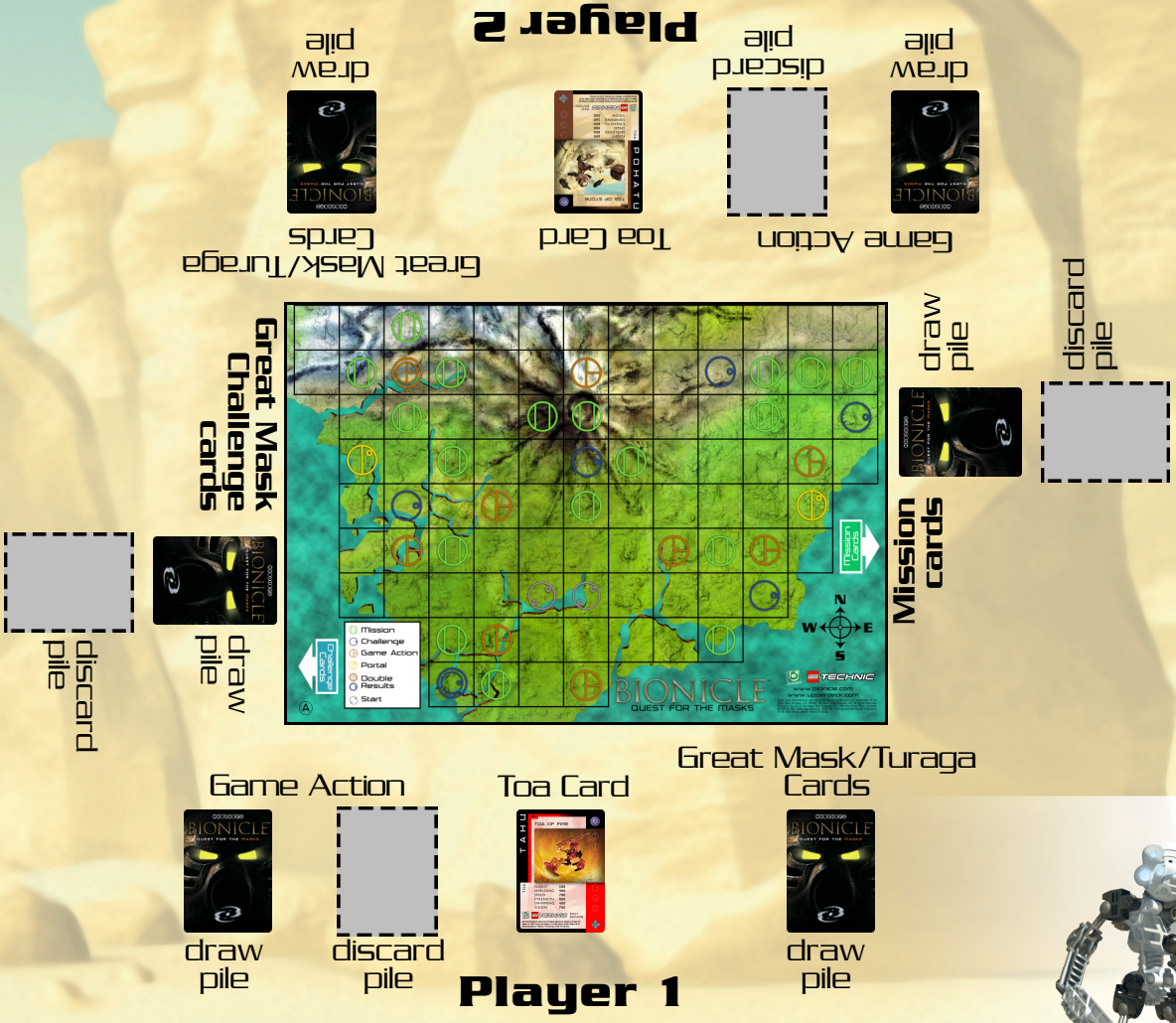
Game Action Cards —

Game Action Cards do a variety of things. In general, they are played to either help you or hinder your opponent.

DEMO ROUND

If this is the first time you've played, follow this demo round to see how the game plays.

Identify your Theme Deck and follow its Demo Round



QUEST FOR THE MASKS - DEMO ROUND

Note, this also includes the current expansions available. Use this area as a guide more than an actual rulebook section.

Every player picks their Toa card, their default Great Mask from their Great Mask draw pile (Pakari for Onua, Kaukau for Gali, Kakama for Pohatu, Akaku for Kopaka, Miru for Lewa, and Hau for Tahu), as well as three Rahi cards. Each player places their Toa figure on the start space corresponding to their Toa's color.

Each player then rolls their D12 to determine who goes first; Onua rolls a 12, and thus will move first. The turn order goes clockwise from there.

Onua has drawn the Drill of Onua card from his Turaga draw pile. He decides to use it at the start of his next turn, allowing him to move more spaces. Since Turaga cards cannot be used multiple times in a row, he places two counters on the Drill card, which will be removed one by one at the start of his next turns before he can use it again.

Gali lands on a Great Mask Challenge space. She decides to challenge Pohatu, then picks the top card from the GMC deck, flipping it over. The attribute is Vision. Gali has 600 Vision, and Pohatu has 500. However, Pohatu plays his Akaku Great Mask to add 100 to his Vision total. This puts the players at a tie. In the event of a tie in a Great Mask Challenge, the challenger wins, so Gali pulls a mask from her Great Mask draw pile.

Pohatu lands on a Mission space. He draws the mission and shows it to the entire table. It says that his opponent gets to draw 2 Rahi cards. The other players then roll their D12s; the highest roll gets the cards. The mission is then discarded.

Tahu lands on a Mission space just before a Great Mask Challenge. He picks up the mission and shows it to the entire table. It says that he must discard three Game Action cards from his hand. Tahu only has one Game Action card. He discards it, but must collect two more to discard before being able to attempt a Great Mask Challenge.

Lewa uses the Kakama he collected to move six spaces instead of three. On his next turn, he lands on a Great Mask Challenge space. He chooses to challenge Gali, and then draws a GMC card. The attribute is Speed. Lewa's speed is 800, and Gali's is 700. Gali, however, plays both a Kakama and a Game Action card, raising her Speed to 900. Lewa cannot use his Kakama, as he has used its effect on a previous turn, so he loses the challenge. His turn ends, and the Kakama is unequipped.

Kopaka lands on a Game Action space. He can either draw a Game Action card or a Rahi Card; he chooses a Rahi card. Onua has collected a Rahi card, a Challenge card, and an Effect card; on his next turn, before it starts, he chooses to challenge Tahu. He plays a Nui-Rama with the Flight attribute, and an 800 Challenge. Tahu's Flight is 700, but he plays his Miru to gain 100 more points to Flight. This results in a tie. In the event of a tie in a Rahi Challenge, the challenger loses, so the Rahi and Challenge card are discarded and Tahu does not receive the Effect (though the Effect is not discarded, and remains in Kopaka's hand). Kopaka then takes the rest of his turn.

SET-UP

General Setup

Place the game map between all players. Make sure each Toa deck gets the correct amount of mask and Turaga cards. If playing with the Masks of Might deck, you should play with two separated draw decks, one Great Masks and one Noble Masks.

Choose Your Toa

You and your opponents each choose one Toa. This is who you'll be playing during the game. Split up the Great Mask/Turaga Cards so that you have your Toa's

Place your Toa Mask

Each player gets the Toa Mask that matches their Toa Card. Then, Roll your D12, where the highest roller goes first. Each player places their Toa Mask on their designated landing Start space.

HOW TO PLAY

Moving Your Toa

The first player can move his Toa Mask three spaces in any cardinal direction. No player can move their Toa Mask diagonally with a modifier card - the Toa Mask can only be moved forward, backward, left, or right. The results of the move are determined by the icon in the space you enter.

Landing on a Mission Space — Mission Cards

If you enter a Mission space, your Toa must accept a new Mission. Flip over the top card in the Mission pile. The card will tell you what you must do. This mission must be completed before you can attempt a Great Mask Challenge. It's a good idea to avoid the Mission spaces.

For example, a Mission Card may read, "You must give up one Game Action card." If you have any Game Action cards in your hand, you must discard one card before play continues. If you do not have any Game Action cards, you must start to move towards the nearest Game Action space and collect a card that can be discarded. You still only move three spaces at a time and do not immediately move your marker to the Game Action space. You must work your Toa Mask to the space in the normal fashion.

If you end up with multiple missions, you may complete them in any order that you have collected them.

After a mission is completed, the Mission Card is placed face up in the Mission Card discard pile.

If the Mission Card draw pile is depleted, shuffle the Mission Card discard pile and place the cards face down to start a new draw pile.

Landing on a Challenge Space — Great Mask Challenge Cards

If you enter a Challenge space, your Toa competes in a Great Mask Challenge. Choose one opponent to challenge, and then flip over the top card in the Great Mask Challenge pile. The card will list one (or more) of the six skills found on the Toa cards.

You and your opponent both check your Toa cards (and any cards that add points to your skills). If you have a higher score than your opponent, you win a Great Mask/Turaga Card. Flip over the top card in your Great Mask/Turaga pile and place it in your hand.

It's important to remember that you can only win a Great Mask/Turaga Card if you land on the Challenge space AND win the Great Mask Challenge. You DO NOT get a Great Mask/Turaga Card if you won the challenge but did not land on the Challenge space — you have only stopped your opponent from getting a Great Mask/Turaga Card.

In the case of a tie, the person who landed on the Challenge space wins and gets to collect a Great Mask/Turaga Card.

You cannot go to the same Challenge space twice in a row. You must make a Great Mask Challenge attempt at a different Challenge space before you can go back.

If the Great Mask Challenge Card draw pile is depleted, shuffle the Great Mask Challenge Card discard pile and place the cards face down to start a new draw pile.

Landing on a Game Action Space — Game Action Cards

If you enter or pass through a Game Action space, you can draw the top card from the pile of Game Action Cards. The Game Action Cards are your game hand. Don't let your opponent see what cards you have. You do not need to stop on a Game Action space.

You can have a maximum of five cards in your hand. If you have five cards in your hand, you must play one before you can draw a new card. If you land on a Game Action space while having five cards in your hand, you may choose to discard one Game Action card.

Unless the card says otherwise, Game Action cards can be played at any time. Game Action Cards are immediately discarded after they are played. For example, a Game Action card may read, "Draw two Game Action Cards." This card can be played at any time and when played, it is immediately discarded. In this case, you would discard the card and then draw two new cards.

You cannot go to the same Game Action space twice in a row. You must go to a different Game Action space or make a Great Mask Challenge attempt before you can go back.

If the Game Action Card draw pile is depleted, shuffle the Game Action Card discard pile and place the cards face down to start a new draw pile.

Landing on a Portal Space — Portal

If you enter a Portal space, you must jump to a different Portal space on the game map.

Double Spaces

If you land on an icon with two circles, you double the results. On a Game Action space, you draw two cards and on a Challenge space, you attempt two Great Mask Challenges.

Using your Great Mask/Turaga Cards

After you have won a Great Mask or Turaga card you can attach it to your Toa. Your Toa can have one Great Mask Card and one Turaga Card attached to it at any one time.

Great Mask Cards are placed beneath your Toa card (only the Great Mask text box should be revealed). Turaga Cards are placed to the right of your Toa Card. Any Great Mask Cards or Turaga Cards that aren't attached are placed below your Toa card.

If you have more than one Great Mask Card you must decide which one you will attach to your Toa. You must decide which Great Mask Card will be attached before you move your Toa. If you have more than one Turaga Card, you must decide which one you will attach to your Toa. You must decide which Turaga Card will be attached before you move your Toa. You only gain bonuses from the Great Mask/Turaga Cards that are attached to your Toa.

You do not have to attach Great Mask or Turaga Cards but if they are not attached, you cannot use their bonuses.

Great Mask and Turaga Cards are never discarded.

Playing a Shorter Game

If you'd like to play a shorter game, you can play so the first person to collect three Great Masks wins the game.

ATTACHED

UNATTACHED

Playing the Masks of Might Great and Noble Masks

If playing with the Masks of Might expansion, the gameplay is vastly different. Instead of attaching a single Great Mask or Turaga card to your Toa, you instead can play them like Game Action cards any time during your turn. If you choose to use your Great Mask cards in this manner, you will not be allowed to use it during a Great Mask Challenge. The masks you use will reset after either challenging or being challenged for a Great Mask Challenge.

This expansion also adds the other Noble Masks for the Turaga, with extra powers as well. Each Noble Mask also has the original "Add 100 Points to any skill." attribute.

Great Mask and Noble Mask Cards

The Great Masks powers added are as follows:

Kanohi Kakama: Allow the player to move up to six spaces instead of three. The player must still stop at Mission spaces.
Kanohi Pakari: Allows the player to skip a single mission space. The player may move through the space as if it were normal.
Kanohi Kaukau: Allows the player to reenter a Portal Space they used previously without resetting via a Great Mask Challenge.
Kanohi Miru: Allows the player to go past another player, at the cost of one movement point.
Kanohi Hau: Prevents other players from targeting the player in a Great Mask Challenge until their next turn.
Kanohi Akaku: Allows the player to choose and look at another player's hand.

The Noble Masks powers are as listed:

Kanohi Komau: Negate any player's out-of-battle card action (e.g. Infected Mask, Penalty, Bonus, etc.) *Can be played at any time, regardless of player's turn.*
Kanohi Ruru: Allows the player to peek at the top three cards from the Great Mask Challenge deck. They must be placed back in the same order.
Kanohi Rau: When landing on a Game Action space, the player may choose one card from the deck directly, then reshuffle the entire deck.
Kanohi Mahiki: The player chooses one of their skills on their Toa card, then rolls their D12. They then multiply the result of their D12 by 100, and that result becomes their skill's new value until they either challenge or are challenged.
Kanohi Huna: Prevents other players from targeting the player in a Rahi Challenge until their next turn.
Kanohi Matatu: Allows the player to randomly steal one Game Action or Rahi Challenge card from another player. The player must still adhere to that card's limit.

Rahi Challenge Rules

Three Card Types

Rahi cards – Rahi cards work in combination with the Rahi Challenge and Rahi Effect cards. The Rahi cards describe which skill you can use during the Rahi challenge.

Rahi Challenge cards – Rahi Challenge cards work in combination with the Rahi and Rahi Effect cards. The Rahi Challenge cards show the skill number you can use during the Rahi challenge.

Rahi Effect cards – Rahi Effect cards work in combination with the Rahi and Rahi Challenge cards. The Rahi Effect cards describe what happens if a Rahi challenge is successful.

Draw a Rahi Hand

At the start of the game, draw the top 3 cards from the Rahi draw pile. This is your Rahi hand. As you draw Game Action and Rahi cards you will add them to your hand. You do not need to have a hand for both Game Action and Rahi cards. You can keep both types of cards in the same hand.

This is a limit of nine total Rahi cards you can have in your hand, a maximum of three of each type of Rahi card. As an additional reminder, you can only have five Game Action cards in your hand at any time, unless you have a Game Action card that says otherwise.

Drawing New Rahi Cards

If you enter a Game Action space, you can choose to draw a card from either the Game Action draw pile OR from the Rahi draw pile. You cannot draw a card from both piles.

If you have a Game Action card that allows you to choose 2 Game Action cards, or if you land on a double space, you can draw 2 Game Action cards, 2 Rahi cards, or 1 of each.

Playing Rahi Cards

To enable a Rahi challenge, you must have all three types of Rahi cards – Rahi, Rahi Challenge and Rahi Effect.

The Rahi cards tells you what skill you will use during the Rahi challenge. The Rahi Challenge cards tells you the skill number you will use during the Rahi challenge. Note that any Rahi card can be played with any Rahi Challenge card, however some combinations will result in a higher skill number for your Rahi Challenge card.

The Rahi Effect cards tell you what happens if the Rahi challenge is successful.

You can only attempt a Rahi challenge at the start of your turn and the Rahi challenge is attempted instead of movement. This means if you make a Rahi challenge, you cannot move your Toa Mask that turn.

When you make a Rahi challenge, play both the Rahi and Rahi Challenge cards and choose an opponent. Your opponent checks his Toa card to see if he can stop the Rahi challenge. If your Rahi Challenge is higher than the Toa's skill number, you have made a successful Rahi challenge and can now play a Rahi Effect card.

Example:
My opponent is playing as Gali. I decide to attempt a Rahi challenge and play Nui-Rama (card #285), which allows a Speed challenge. I also play Rahi Challenge (Card #227) which enables a Rahi challenge of 800 (if played with a Nui-Rama). Gali's Speed number is 700 and my opponent doesn't have any cards attached and has no Game Action or Rahi cards to play.

My number is higher and my Rahi challenge is successful. I now play Rahi Effect (card #230) which reads: "If Rahi challenge is successful, your opponent can no longer enter the portal spaces." For the remainder of the game, my opponent cannot enter the portal spaces. I place this card to the left of my opponent's Toa card.

Lingering Effect
Some of the Rahi Effect cards have "Lingering Effect" at the bottom of the copy box. If an effect is a lingering one, place it near your opponent's Toa card. This card (and its effects) remain in play for **3** turns. Multiple Lingering Effects can be played against your opponent.

A Tie
In the case of a tie, the Toa wins.

Running Out of Rahi Cards
If the Rahi Challenge draw pile is depleted, shuffle the Rahi card discard pile and place the cards face down to start a new draw pile.

Using Great Mask/Turaga Cards during a Rahi Challenge
When attempting a Rahi Challenge, your opponent adds the points for any Great Mask or Turaga cards that he or she has in play.

In our example above, if Gali had the Kanohi Kakama Great Mask attached (which adds 100 points to Speed), her score would have been 800. In the case of a tie, she would have stopped the Rahi challenge and I wouldn't have been able to play my Rahi Effect card.

Using Game Action Cards During a Rahi Challenge
Bonus, Reward, and Penalty Game Action cards cannot be used during a Rahi Challenge. Only Rahi Defend Game Action cards can be used during a Rahi challenge.

QUESTIONS

Have you started to play and have a question? Check here first. This section covers the common questions that occur while learning how to play. If you have a question that isn't covered, join the Litestone Studios Discord server (bit.ly/LitestoneDiscord) for more answers.

The Start Spaces

Q: Can I move back into one of the start spaces?
A: Yes. After the start of the game, the start spaces are considered to be blank spaces, with the exception of the mission or Game Action cards that mention them.

My Opponent's In My Way

Q: What if my opponent's Toa is in the space I want to enter? **A:** You cannot move into the space occupied by another Toa. If you want to enter that space, you will have to wait for your opponent to move, or use the Miru power in the Masks of Might expansion.

Skip A Move?

Q: Can I choose not to move my Toa Mask at the start of my turn?
A: No. You must always move your Toa Mask three spaces (unless you are forced to skip a move because of a Mission Card or Game Action Card).

Moving Through A Space

Q: I have a Game Action Card that allows me to move two spaces. I'm going to move through a Mission space to land on a Challenge space. Do I have to take a Mission Card before I can do the Challenge Card?

A: No. The only space that counts is the one you end up on if you use a Game Action card. However, you will forfeit your normal movement for that specific turn.

CHECKLIST

#	Card Name	Card Type
1	Great Mask Challenge	Great Mask Challenge
2	Great Mask Challenge	Great Mask Challenge
3	Great Mask Challenge	Great Mask Challenge
4	Great Mask Challenge	Great Mask Challenge
5	Great Mask Challenge	Great Mask Challenge
6	Great Mask Challenge	Great Mask Challenge
7	Mission	Mission
8	Mission	Mission
9	Mission	Mission
10	Mission	Mission
11	Mission	Mission
12	Mission	Mission
13	Mission	Mission
14	Mission	Mission
15*	Mission	Mission
16*	Mission	Mission
17*	Mission	Mission
18	Mission	Mission
19	Mission	Mission
20	Mission	Mission
21	Infected Mask	Game Action
22	Infected Mask	Game Action
23	Infected Mask	Game Action
24	Infected Mask	Game Action
25	Infected Mask	Game Action

#	Card Name	Card Type
26	Infected Mask	Game Action
27	Reward	Game Action
28	Reward	Game Action
29	Reward	Game Action
30	Reward	Game Action
31	Reward	Game Action
32	Reward	Game Action
33	Bonus	Game Action
34	Bonus	Game Action
35	Bonus	Game Action
36	Bonus	Game Action
37	Penalty	Game Action
38	Penalty	Game Action
39	Penalty	Game Action
40	Penalty	Game Action

Tahu Cards

41*	Tahu	Toa
42	Tahu - Kanohi Kakama	Great Mask
43	Tahu - Kanohi Pakari	Great Mask
44	Tahu - Kanohi Kaukau	Great Mask
45	Tahu - Kanohi Miru	Great Mask
46	Tahu - Kanohi Hau	Great Mask
47	Tahu - Kanohi Akaku	Great Mask
48	Vakama	Turaga
49*	Vakama - Firestaff	Turaga
50	Vakama - Kanohi Huna	Turaga

#	Card Name	Card Type
	Kopaka Cards	
52	Kopaka - Kanohi Kakama	Great Mask
53	Kopaka - Kanohi Pakari	Great Mask
54	Kopaka - Kanohi Kaukau	Great Mask
55	Kopaka - Kanohi Miru	Great Mask
56	Kopaka - Kanohi Hau	Great Mask
57	Kopaka - Kanohi Akaku	Great Mask
58	Nuju	Turaga
59*	Nuju - Ice Pick	Turaga
60	Nuju - Kanohi Matatu	Turaga
	Onua Cards	
61*	Onua	Toa
62	Onua - Kanohi Kakama	Great Mask
63	Onua - Kanohi Pakari	Great Mask
64	Onua - Kanohi Kaukau	Great Mask
65	Onua - Kanohi Miru	Great Mask
66	Onua - Kanohi Hau	Great Mask
67	Onua - Kanohi Akaku	Great Mask
68	Whenua	Turaga
69*	Whenua - Drill of Onua	Turaga
70	Whenua - Kanohi Ruru	Turaga
	Lewa Cards	
71*	Lewa	Toa
72	Lewa - Kanohi Kakama	Great Mask
73	Lewa - Kanohi Pakari	Great Mask
74	Lewa - Kanohi Kaukau	Great Mask
75	Lewa - Kanohi Miru	Great Mask
76	Lewa - Kanohi Hau	Great Mask
77	Lewa - Kanohi Akaku	Great Mask

#	Card Name	Card Type
78	Matau	Turaga
79*	Matau - Kau Kau Staff	Turaga
80	Matau - Kanohi Mahiki	Turaga
	Pohatu Cards	
81*	Pohatu	Toa
82	Pohatu - Kanohi Kakama	Great Mask
83	Pohatu - Kanohi Pakari	Great Mask
84	Pohatu - Kanohi Kaukau	Great Mask
85	Pohatu - Kanohi Miru	Great Mask
86	Pohatu - Kanohi Hau	Great Mask
87	Pohatu - Kanohi Akaku	Great Mask
88	Onewa	Turaga
89*	Onewa - Stone Hammer	Turaga
90	Onewa - Kanohi Komau	Turaga
	Gali Cards	
91*	Gali	Toa
92	Gali - Kanohi Kakama	Great Mask
93	Gali - Kanohi Pakari	Great Mask
94	Gali - Kanohi Kaukau	Great Mask
95	Gali - Kanohi Miru	Great Mask
96	Gali - Kanohi Hau	Great Mask
97	Gali - Kanohi Akaku	Great Mask
98	Nokama	Turaga
99*	Nokama - Trident of Nokama	Turaga
100	Nokama - Kanohi Rau	Turaga

*Card modified from original game.

#	Card Name	Card Type
137	Mission	Mission
138	Mission	Mission
139	Mission	Mission
140	Mission	Mission
141	Mission	Mission
142	Mission	Mission
143	Mission	Mission
144	Mission	Mission
145	Mission	Mission
146	Great Mask Challenge	Great Mask Challenge
147	Great Mask Challenge	Great Mask Challenge
148	Great Mask Challenge	Great Mask Challenge
149	Reward	Game Action
150	Bonus	Game Action
151	Bonus	Game Action
152	Bonus	Game Action
153	Bonus	Game Action
154	Bonus	Game Action
155	Bonus	Game Action
156	Bonus	Game Action
157	Penalty	Game Action
158	Penalty	Game Action
159	Penalty	Game Action
160	Penalty	Game Action

#	Card Name	Card Type
161	Tahu - Kanohi Kakama	Foil Great Mask
162	Tahu - Kanohi Pakari	Foil Great Mask
163	Tahu - Kanohi Kaukau	Foil Great Mask
164	Tahu - Kanohi Miru	Foil Great Mask
165	Tahu - Kanohi Hau	Foil Great Mask
166	Tahu- Kanohi Akaku	Foil Great Mask
167	Kopaka - Kanohi Kakama	Foil Great Mask
168	Kopaka - Kanohi Pakari	Foil Great Mask
169	Kopaka - Kanohi Kaukau	Foil Great Mask
170	Kopaka - Kanohi Miru	Foil Great Mask
171	Kopaka - Kanohi Hau	Foil Great Mask
172	Kopaka - Kanohi Akaku	Foil Great Mask
173	Onua - Kanohi Kakama	Foil Great Mask
174	Onua - Kanohi Pakari	Foil Great Mask
175	Onua - Kanohi Kaukau	Foil Great Mask
176	Onua - Kanohi Miru	Foil Great Mask
177	Onua - Kanohi Hau	Foil Great Mask
178	Onua - Kanohi Akaku	Foil Great Mask
179	Lewa - Kanohi Kakama	Foil Great Mask
180	Lewa - Kanohi Pakari	Foil Great Mask
181	Lewa - Kanohi Kaukau	Foil Great Mask
182	Lewa - Kanohi Miru	Foil Great Mask
183	Lewa - Kanohi Hau	Foil Great Mask
184	Lewa - Kanohi Akaku	Foil Great Mask

#	Card Name	Card Type
185	Pohatu - Kanohi Kakama	Foil Great Mask
186	Pohatu - Kanohi Pakari	Foil Great Mask
187	Pohatu - Kanohi Kaukau	Foil Great Mask
188	Pohatu - Kanohi Miru	Foil Great Mask
189	Pohatu - Kanohi Hau	Foil Great Mask
190	Pohatu - Kanohi Akaku	Foil Great Mask
191	Gali - Kanohi Kakama	Foil Great Mask
192	Gali - Kanohi Pakari	Foil Great Mask
193	Gali - Kanohi Kaukau	Foil Great Mask
194	Gali - Kanohi Miru	Foil Great Mask
195	Gali - Kanohi Hau	Foil Great Mask
196	Gali - Kanohi Akaku	Foil Great Mask
197	Mission	Mission
198	Mission	Mission
199	Mission	Mission
200	Mission	Mission
201	Mission	Mission
202	Mission	Mission
203	Mission	Mission
204	Mission	Mission
205	Mission	Mission
206	Great Mask Challenge	Great Mask Challenge
207	Great Mask Challenge	Great Mask Challenge
208	Great Mask Challenge	Great Mask Challenge
209	Reward	Game Action
210	Reward	Game Action

#	Card Name	Card Type
211	Bonus	Game Action
212	Bonus	Game Action
213	Bonus	Game Action
214	Bonus	Game Action
215	Bonus	Game Action
216	Bonus	Game Action
217	Bonus	Game Action
218	Penalty	Game Action
219	Penalty	Game Action
220	Penalty	Game Action
221	Challenge	Rahi Challenge
222	Challenge	Rahi Challenge
223	Challenge	Rahi Challenge
224	Challenge	Rahi Challenge
225	Challenge	Rahi Challenge
226	Challenge	Rahi Challenge
227	Challenge	Rahi Challenge
228	Challenge	Rahi Challenge
229	Effect	Rahi Effect
230	Effect	Rahi Effect
231	Effect	Rahi Effect
232	Effect	Rahi Effect
233	Effect	Rahi Effect
234	Effect	Rahi Effect
235	Effect	Rahi Effect
236	Penalty	Game Action

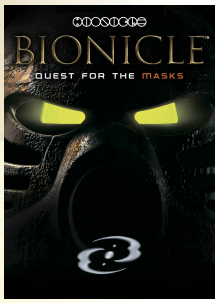
#	Card Name	Card Type
237	Rahi Defend	Game Action
238	Rahi Defend	Game Action
239	Rahi Defend	Game Action
240	Rahi Defend	Game Action
241	Rahi Defend	Game Action
242	Reward	Game Action
243	Mission	Mission
244	Mission	Mission
245	Mission	Mission
246	Mission	Mission
247	Mission	Mission
284	Nui-Rama	Rahi
285	Nui-Rama	Rahi
286	Nui-Jaga	Rahi
287	Nui-Jaga	Rahi
288	Takakava	Rahi
289	Takakava	Rahi
290	Manas	Rahi
291	Manas	Rahi
292	Muaka	Rahi
293	Kane-Ra	Rahi
294	Challenge	Rahi Challenge
295	Challenge	Rahi Challenge
296	Effect	Rahi Effect
297	Effect	Rahi Effect
298	Effect	Rahi Effect

#	Card Name	Card Type
299	Earthquake	Game Action
300	Penalty	Game Action
301	Penalty	Game Action
302	Rahi Defend	Game Action
303	Rahi Defend	Game Action
304	Reward	Game Action
305	Reward	Game Action
306	Mission	Mission
307	Mission	Mission
308	Mission	Mission
309	Mission	Mission
310	Mission	Mission
311	Mission	Mission
312	Tahu - Kanohi Kakama	Masks of Might Great Mask
313	Tahu - Kanohi Pakari	Masks of Might Great Mask
314	Tahu - Kanohi Kaukau	Masks of Might Great Mask
315	Tahu - Kanohi Miru	Masks of Might Great Mask
316	Tahu - Kanohi Hau	Masks of Might Great Mask
317	Tahu- Kanohi Akaku	Masks of Might Great Mask
318	Kopaka - Kanohi Kakama	Masks of Might Great Mask
319	Kopaka - Kanohi Pakari	Masks of Might Great Mask
320	Kopaka - Kanohi Kaukau	Masks of Might Great Mask
321	Kopaka - Kanohi Miru	Masks of Might Great Mask
322	Kopaka - Kanohi Hau	Masks of Might Great Mask
323	Kopaka - Kanohi Akaku	Masks of Might Great Mask

#	Card Name	Card Type
324	Onua - Kanohi Kakama	Masks of Might Great Mask
325	Onua - Kanohi Pakari	Masks of Might Great Mask
326	Onua - Kanohi Kaukau	Masks of Might Great Mask
327	Onua - Kanohi Miru	Masks of Might Great Mask
328	Onua - Kanohi Hau	Masks of Might Great Mask
329	Onua - Kanohi Akaku	Masks of Might Great Mask
330	Lewa - Kanohi Kakama	Masks of Might Great Mask
331	Lewa - Kanohi Pakari	Masks of Might Great Mask
332	Lewa - Kanohi Kaukau	Masks of Might Great Mask
333	Lewa - Kanohi Miru	Masks of Might Great Mask
334	Lewa - Kanohi Hau	Masks of Might Great Mask
335	Lewa - Kanohi Akaku	Masks of Might Great Mask
336	Pohatu - Kanohi Kakama	Masks of Might Great Mask
337	Pohatu - Kanohi Pakari	Masks of Might Great Mask
338	Pohatu - Kanohi Kaukau	Masks of Might Great Mask
339	Pohatu - Kanohi Miru	Masks of Might Great Mask
340	Pohatu - Kanohi Hau	Masks of Might Great Mask
341	Pohatu - Kanohi Akaku	Masks of Might Great Mask
342	Gali - Kanohi Kakama	Masks of Might Great Mask
343	Gali - Kanohi Pakari	Masks of Might Great Mask
344	Gali - Kanohi Kaukau	Masks of Might Great Mask
345	Gali - Kanohi Miru	Masks of Might Great Mask
346	Gali - Kanohi Hau	Masks of Might Great Mask
347	Gali - Kanohi Akaku	Masks of Might Great Mask

#	Card Name	Card Type
348	Vakama - Kanohi Komau	Masks of Might Noble Mask
349	Vakama - Kanohi Ruru	Masks of Might Noble Mask
350	Vakama - Kanohi Rau	Masks of Might Noble Mask
351	Vakama - Kanohi Mahiki	Masks of Might Noble Mask
352	Vakama - Kanohi Huna	Masks of Might Noble Mask
353	Vakama - Kanohi Matatu	Masks of Might Noble Mask
354	Nuju - Kanohi Komau	Masks of Might Noble Mask
355	Nuju - Kanohi Ruru	Masks of Might Noble Mask
356	Nuju - Kanohi Rau	Masks of Might Noble Mask
357	Nuju - Kanohi Mahiki	Masks of Might Noble Mask
358	Nuju - Kanohi Huna	Masks of Might Noble Mask
359	Nuju - Kanohi Matatu	Masks of Might Noble Mask
360	Whenua - Kanohi Komau	Masks of Might Noble Mask
361	Whenua - Kanohi Ruru	Masks of Might Noble Mask
362	Whenua - Kanohi Rau	Masks of Might Noble Mask
363	Whenua - Kanohi Mahiki	Masks of Might Noble Mask
364	Whenua - Kanohi Huna	Masks of Might Noble Mask
365	Whenua - Kanohi Matatu	Masks of Might Noble Mask

#	Card Name	Card Type
366	Matau - Kanohi Komau	Masks of Might Noble Mask
367	Matau - Kanohi Ruru	Masks of Might Noble Mask
368	Matau - Kanohi Rau	Masks of Might Noble Mask
369	Matau - Kanohi Mahiki	Masks of Might Noble Mask
370	Matau - Kanohi Huna	Masks of Might Noble Mask
371	Matau - Kanohi Matatu	Masks of Might Noble Mask
372	Onewa - Kanohi Komau	Masks of Might Noble Mask
373	Onewa - Kanohi Ruru	Masks of Might Noble Mask
374	Onewa - Kanohi Rau	Masks of Might Noble Mask
375	Onewa - Kanohi Mahiki	Masks of Might Noble Mask
376	Onewa - Kanohi Huna	Masks of Might Noble Mask
377	Onewa - Kanohi Matatu	Masks of Might Noble Mask
378	Nokama - Kanohi Komau	Masks of Might Noble Mask
379	Nokama - Kanohi Ruru	Masks of Might Noble Mask
380	Nokama - Kanohi Rau	Masks of Might Noble Mask
381	Nokama - Kanohi Mahiki	Masks of Might Noble Mask
382	Nokama - Kanohi Huna	Masks of Might Noble Mask
383	Nokama - Kanohi Matatu	Masks of Might Noble Mask



Notes

BIONICLE™

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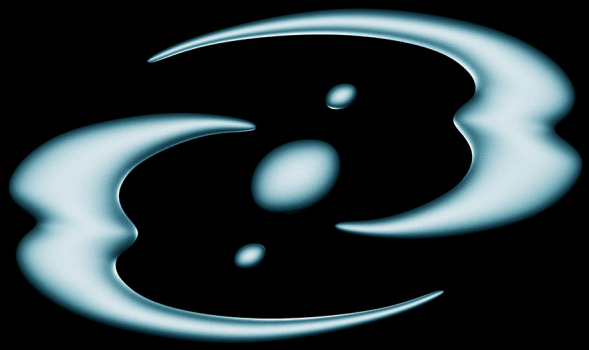
LITESTONE



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