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BIONICLE

QUEST FOR THE MASKS

RECHARGED

REVENGE OF THE MAKUTA
— RULE BOOK —



— RISING SHADOW —
HIDDEN LIGHT

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BIONICLE™ OF THE MAKUTA

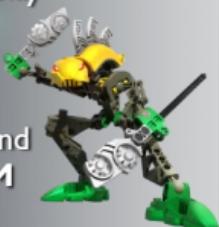


SEVEN-PLAYER CARD GAME

Welcome to the **Bionicle™: Revenge of the Makuta** Card Game — your chance to work together as Toa Nuva against Makuta! Use this guide to read the rules, familiarize yourself with the cards, and learn about the new **Makuta** expansion. If you would like to play competitive, please refer to the **Rising Shadow Hidden Light** expansion.

After playing the game once, you'll understand how to play the cards and develop your own strategy. What Great Mask will you share? Who becomes Takanuva? How can Makuta destroy a Koro? How will you explore the dangers of the island? The answers to these questions and more are there for you to discover in **Bionicle: ROTM**

RECHARGED.



CONTENTS

This Expansion variant contains everything **7** players need to immediately start playing:

- 7 Toa Nuva & Takanuva Cards
- 7 Shadow Toa & Makuta Cards
- 38 Great Mask Cards
- 36 Noble Mask Cards
- 12 Turaga Cards
- 52 ROTM Game Action Cards
- 36 ROTM Mission Cards
- 15 ROTM Shadow Challenge Cards
- 42 Rahkshi Cards
- 43 Kraata Cards

OBJECT OF THE GAME

For Toa, you must all collect your **6** Great Mask Cards or have Takanuva win the Final Battle. For Makuta, destroy all Koros or knock out **4** Toa.

CARDS

Skill Cards — Each player chooses the Skill Card they will use during the game. Each Toa has a list of **6** skills and a numerical ranking for each skill from **600** to **900**, with **900** being the highest. Makuta can get his card later.

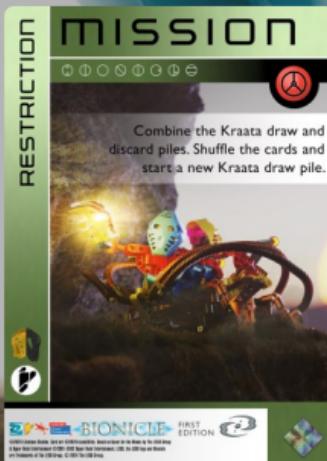


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REACHING THE DOOR

Skill used during Challenges

Shadow Challenge Cards — The Shadow Challenge Cards tell the players what skill their character will use during either a Shadow Great Mask Challenge or a Shadow Rahkshi Challenge.



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

A brand new Mission





Rahkshi/Kraata Cards

Rahkshi Cards have defined abilities that Makuta can use independent of a Shadow Rahkshi Challenge on their turn.

Kraata Cards also have abilities linked to their Skill that can also be used on Makuta's turn.

Game Action Cards

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

Great Mask/Noble Mask Cards

To win the game, one method is you must collect all **6** of your Toa's Great Mask Cards. Both the Great Mask, Noble Mask, and Turaga Cards give your Toa bonuses.



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SET-UP

Place your Avatar

Each player gets the Avatar that matches their Skill Card. Then, Roll your D12, where the highest roller goes first. Each player places their Avatar on their designated landing Start space. Makuta will always play after Lewa in the turn order. Turn order is clockwise around the map, based on start space location.



Choose Your Character & Distribute the Great/Noble Mask and Rahkshi/Kraata Cards

Everyone chooses one character. This is who you'll be playing during the game. Split up the Great/Noble Mask and Rahkshi/Kraata Cards so that you have your character's draw piles. It's easy to sort the Great/Noble Mask and Rahkshi/Kraata Cards by color.

Each player shuffles their Mask, Rahkshi, and Kraata cards and draws their default Kanohi, then sets the pile of cards in front of them to the right. Each player will draw only from their own pile of Great/Noble Mask Cards or Rahkshi/Kraata Cards.

Distribute the Game Action Hands

Makuta gets 1 Rahkshi and 1 Kraata at the start of the game. These are **not** Game Action Cards. The full decks include:

RAHKSHI x42 – Each card has a special ability as well as being paired with a Kraata for Shadow Rahkshi Challenges. You may have as many Rahkshi in your hand at any time.

Kraata x43 - These control the modifiers of skills paired with Shadow Toa or Rahkshi. You may have as many Kraata in your hand at any time.

Kraata skill modifiers are based on their Stage. Each Kraata is staged 1-6, with modifiers ranging between +100 and +600 to a Shadow Toa's base stats. Makuta must apply these Kraata to a Shadow Toa to gain their power. Using Kraata with Rahkshi in a Shadow Rahkshi Challenge will change that modifier of a Shadow Toa to a higher range between +300 and +1200 but will negate any attached Kraata.

All players then draw 3 cards from the Game Action Card draw pile. Toa's starting Game Action hand should be 4 cards in total. Makuta should have 6 cards.



EXAMPLES OF GAME ACTIONS

Game Action Cards can include the following:

INFECTED MASK – You can give up your turn and move an opponent's avatar **1** space. Discard after use.

INFECTED MASK – You can give up your turn and move an opponent's avatar to any blank space on the game map. Discard after use.

PENALTY – Your opponent loses **100** points from any skill. Discard after use.

PENALTY – Play before your opponent starts their turn. Your opponent cannot use a Great Mask or Rahkshi card during this turn. Discard after use.

REWARD – You can add **100** points to any skill. Discard after use.

REWARD – Attempt a Nova Blast on a Place of Shadow from **2** spaces away. Discard after use. | You are permitted to use **2** imperfect Rahkshi to take over a Koro. You must still be on the space.

BONUS – Play at the end of your turn. Skip all opponents and take another turn. Discard after use.

BONUS – Perform a Nova Blast using only **1** Great Mask. Discard after use. | Search and draw a Rahkshi from the discard pile. Discard after use.

Set up the Shadow Challenge, Mission, and Shadow Toa Cards

One player shuffles the Shadow Challenge Cards and places them face down in the Shadow Challenge Card draw pile.



The players then shuffle the Mission Cards and place them face down in the Mission Card draw pile. All players will draw from the same piles of Shadow Challenge and Mission Cards. The players shuffle the Shadow Toa Cards and place them face up in the Shadow Toa area of the game map. The Shadow Toa on top of the Shadow Toa Card draw pile is the one to start the game.

Place your Avatar

Each player gets the Avatar that matches their Skill Card. Then, roll your D12, where the highest roller goes first. Makuta does not get to start first. Each player places their Avatar on their designated landing Start space.

HOW TO PLAY

Moving Your Avatar

The first player can move their Avatar 3 spaces in any cardinal direction. No player can move their Avatar diagonally without a modifier card – the Avatar can only be moved north, south, east, or west. The results of the move are determined by the icon in the space you enter. As a reminder, you are permitted to change direction mid-movement, so long as it is not diagonal.

Makuta, optionally, can skip their turn to draw either 1 Rahkshi or 2 Kraata. They cannot play any Game Action cards or their Kraahkan.

-  Mission
-  Challenge
-  Game Action
-  Portal
-  Double
-  Results
-  Triple
-  Results
-  Toa Start
-  Makuta Start
-  Koro



MISSIONS ON THE MAP

Landing on a Mission Space — Mission Cards

If you enter a Mission space, you must stop and you must accept a new Mission. Flip over the top card in the Mission Card draw pile. The card will tell you what you must do. This Mission must be completed before you can enter a Shadow Challenge space. It's a good idea to avoid the Mission spaces.

For example, a Mission Card may read, "You must give up 1 Game Action card. If you do not have a Game Action card, you must collect 1 before you do anything else." If you have any Game Action Cards in your hand, you must discard 1 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 1 space at a time and DO NOT immediately move your marker to the Game Action space. You must proceed to the space with your Avatar in the normal fashion.

All other Mission Cards, like "You must immediately go to a Portal space," are immediate effects. In this case, you immediately move your Avatar to one of the Portal spaces.

If you end up with multiple Missions, you complete them in the order that you 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 — Shadow Challenge Cards

If a Toa enters a Challenge space, they can compete in a Shadow Great Mask Challenge. They must challenge the visible Shadow Toa. Flip over the top card in the Shadow Challenge pile. The card will list 1 (or more) of the 6 skills found on the Skill Cards. Makuta will always get to choose a Toa to compete against using either the Shadow Toa or a Rahkshi for a Shadow Rahkshi Challenge.

You and your opponent both check your Skill cards (and any cards that add points to your skills). If you have a higher score than your opponent, you win either a Great Mask or, if Makuta, 1 Rahkshi card or 2 Kraata cards. If Makuta uses a Rahkshi pair instead and wins, the Toa must drop a Great Mask of Makuta's choice. Draw the top card from your deck. Toa cannot collect Noble Masks unless you draw your Turaga from the Great Mask Card pile.

It's important to remember that you can only win a card if you land on the Challenge space AND win the Shadow Challenge. You DO NOT get a card if you won the challenge but did not land on the Challenge space — you have only stopped your opponent from getting any cards. However, Makuta is able to draw 1 Kraata when defeating a challenging Toa, as long as Takanuva has been summoned. In the case of a tie, the person who landed on the Challenge space wins and gets to collect their card.

If Makuta counters a Shadow Great Mask Challenge with a Rahkshi, a Shadow Rahkshi Challenge is officially implemented, and the challenging Toa is at risk of losing a Great Mask.

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

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



CELESTE OF THE COAST

Landing on a Game Action Space — Game Action Cards

If you enter a Game Action space, you can draw the top card from the Game Action Card draw pile or Makuta can optionally draw 1 Kraata card from the Kraata draw pile. You may continue moving if you have moves left over.

You can have a maximum of **7** Game Action cards in your hand. If you have **7** Game Action cards in your hand, you must play or discard **1** before you can draw a new card (players can discard **1** card at the beginning of their turn). If you land on a Game Action space while having **7** cards in your hand, you do not pick up another Game Action Card. A reminder that Rahkshi Cards and Kraata Cards do not count as Game Action Cards.

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 **2** 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 **2** new cards. The card’s game effects disappear when the card is discarded.

You can play multiple Game Action Cards at the same time.

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 Shadow Challenge attempt before you can go back. If your 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 of your choice on the game map.

Landing on a Koro — Shadow Tokens

If you land on or pass through a Koro space as a Toa, you are allowed to take all counters off of a used Mask Card, even if you used the mask on this turn. You cannot use any masks after on the same turn. If a Toa is knocked out by Makuta, they must return to any Koro to regain their starting Great Mask, moving **2** spaces per turn.

If you land on a Koro as Makuta, you may play **1** Rahkshi Card and **1** Kraata Card to convert it to a Place of Shadow. If you use an imperfect pair (a Rahkshi of any skill paired with a Kraata of a matching skill) you may place a Level **1** Shadow Token. If you use a perfect Rahkshi (a Rahkshi of any skill paired with its own matching Kraata) you may add a higher-tier Shadow Token, based on its Stage.

Stage **1-2**: Level **2**

Stage **3-4**: Level **3**

Stage **5-6**: Level **4**

Makuta is able to apply a higher level Shadow Token later using Shielding Kraata, based on their Stage level. Makuta can reuse these spaces as a Portal network linked to any other Place of Shadow, including his start space.

Landing on a Shadow Token — Nova Blast

Toa cannot use any Place of Shadow corrupted Koro spaces until they are either purged by Takanuva's summoning or by performing a Nova Blast. To perform a Nova Blast, a Toa must sacrifice **2** Great Mask cards, while also holding on to at minimum **1** Great Mask, and roll their D12.



Places of Shadow

Depending on the outcome, the Shadow Token level can be lowered, or the Koro can be healed fully.

Outcomes:

- 12 - Removes the Shadow Token. Keep 1 of your masks.
- 11-9 - 3 levels of Shadow Token (a Shadow Token 4 becomes a 1)
- 8-6 - 2 levels of Shadow Token (a Shadow Token 4 becomes a 2)
- 5-2 - 1 level of Shadow Token (a Shadow Token 4 becomes a 3)
- 1 - No effect. Place of Shadow remains. Lose an additional mask.

Takanuva automatically heals Places of Shadow levels 1 and 2 (except Makuta's start space) when summoned. From there, Takanuva can heal any Place of Shadow via landing on the space, with no ill effects. After Takanuva is summoned, Makuta can no longer shield any existing Shadow Tokens until banishing Takanuva, but can still convert any Koro with Rahkshi.

Double Spaces

If you land on an icon with two circles, you double the results. On a Game Action space, you draw 2 cards and on a Shadow Challenge space, you attempt 2 Shadow Challenges.

Triple Spaces

In the center of the map sits Kini-Nui, which features a Challenge Space with three circles. If you land here, you attempt 3 Shadow Challenges.

Using your Great/Noble Mask Cards

After you have won a Great/Noble Mask or Turaga Card you can attach it to your Toa. Your Toa can have 1 Great/Noble Mask Card AND 1 Turaga Card attached to it at any one time. Noble Masks are not counted as Turaga Cards.



Great/Noble 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 or Noble Mask Card you can attach a Mask Card at any time during a Challenge, or when utilizing its Mask of Might abilities.

If you use the Card's ability, you must wait 3 turns before the card can be used again. If you use the Mask for Challenges, you must wait until you are in another Challenge to use it again. You cannot use the mask for that Challenge. Exclusive to **Rising Shadow Hidden Light** are the Nuva Mask cards, which allow you to share your abilities with other players.

If a Toa loses all of their Great Masks, they must go back to any non-corrupted Koro space to restore their default Great Mask. They can only move 2 spaces at a time.

Playing a Shorter Game

If you'd like to play a shorter game, play so all Toa get their Turaga and Badges at the beginning, and Makuta gets a Kraata every turn. Play until either 4 Toa get their masks, or Makuta takes 4 Koro.



CELESTIAL TOA SKILL CARD

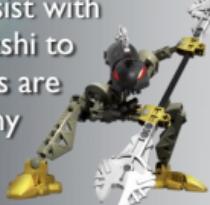
Summoning Takanuva

When a Toa has collected all **6** Great Masks, they can then head to Kini-Nui and become Takanuva. Swap out your Avatar for the Takanuva Avatar, and place the Takanuva Skill Card and Avohkii Great Mask over your existing Skill Card and Great Mask placement. You will not be able to use your existing Great Masks during this time. You will only be able to rely on other Toa's Great Mask Cards. Turaga and Noble Masks are still playable.

At this time, Makuta can then draw their Skill Card. This card will be used to play in the Final Battle. In order to initiate the Final Battle, there can be no more Shadow Tokens on any Koro spaces, and Takanuva must confront Makuta in an adjacent space.



Pull 5 Shadow Challenge cards, and compete in a best **3 of 5** to see who wins. The winner of this contest is the winner of the overall game. All Toa Nuva in range of Takanuva can assist with Great Masks, and Makuta can use either Kraata or Rahkshi to augment his skills on his own Skill Card. All Great Masks are reset in between each challenge, and Makuta discards any Kraata or Rahkshi used.



Playing Kraata Cards

As Makuta, you are able to play 1 Kraata on your turn in two ways. You can apply a Kraata to the visible Shadow Toa. You can only add up to 3 Kraata to a Shadow Toa. You may only play 1 Kraata per Skill. If that Shadow Toa is defeated, all attached Kraata go to discard.

Alternatively, Makuta can also play its Kraata Skill ability, per the list below.

Speed - Move up to X spaces. (3-8 spaces per Stage)

Strength - Push all Toa X space(s) away from you per Stage (1-6 spaces)

Vision - Search the Rahkshi deck, n cards per stage;

Stage 1: View top card, return to top of deck

Stage 2: View top 2 cards, must be returned in same order

Stage 3: View top 3 cards, must be returned in same order

Stage 4: View top 2 cards, return in any order

Stage 5: View top 3 cards, return in any order

Stage 6: View top 4 cards, return in any order

Shielding - You can give up your turn and upgrade a Shadow Token, #2 with Stages 1-2, #3 for Stages 3-4, #4 for Stages 5-6.

Flight - Teleport to any Place of Shadow space on the board. Your start space also counts as a Place of Shadow.

Swimming - Draw 2 Kraata from a Game Action space.

Kraata can also be added during Shadow Challenges as a reaction, much like a Great/Noble Mask can, even if Makuta already played a Kraata ability during that turn.



BRICKS OF THE WORLD

Playing Rahkshi Cards

To enable a Shadow Rahkshi Challenge, Makuta must land on a Shadow Challenge space or be challenged by a Toa and have both a Kraata and a Rahkshi Card. Makuta does not need to announce before playing that this is a Shadow Rahkshi Challenge.



When playing a Shadow Rahkshi Challenge, the Rahkshi applies their Kraata modifier with Rahkshi on the visible Shadow Toa. If Makuta is successful, the targeted Toa loses a Great Mask of Makuta's choice. Any Kraata and Rahkshi Stage combo is permitted, as long as they are all the same Skill.

Stage 1: +300

Stage 2: +500

Stage 3: +600

Stage 4: +800

Stage 5: +1000

Stage 6: +1200

When the challenge is over, both the Kraata and the Rahkshi are placed in their discard piles.



Alternatively, Makuta can choose to play a Rahkshi for its own ability during their turn. Each Rahkshi has a unique ability that can change or otherwise modify the entire game. Examples include:

Confusion - Shuffle any community draw pile of your choosing.

Insect Control - Toa in the southern part of the island cannot use Challenge spaces for 1 round.

Dodge - Makuta can move through Area of Effect Cards (Earthquake, etc.) for 2 turns.

Heat Vision - Draw 3 Mission cards. Place 2 back on top of the draw pile, in either order, and discard the last.

Electricity - Force a single player to lose all Game Action cards in their hand.

Anger - Choose two Toa. They must face off in a reverse Shadow Great Mask Challenge. Loser must discard a Great Mask.



POSITIONS OF THE MAKUTA

Some Rahkshi abilities refer to certain parts of the island. In this case, all effects refer to the Makuta start space as the point of origin.



DEMO ROUND

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

Identify your Toa and follow its Demo Round



CELESTIALS OF THE GREAT

SEVEN-PLAYER DEMO ROUND

Note, this does not include any of original expansions available. Use this area as a guide more than an actual rulebook section. For more information, please refer to the other rulebook.

Every player picks their Skill 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, Hau for Tahu, and Kraahkan for Makuta), 3 Game Action cards, as well as 1 Rahkshi and 1 Kraata card for Makuta.

Each Toa then rolls their D12 to determine who goes first; Kopaka rolls a 12, and thus will move first. The turn order goes clockwise from there. The first player shuffles the Shadow Toa deck, then flips over the top card. In this case, it is Shadow Kopaka Nuva.

Kopaka Nuva moves to a Koro that has been corrupted into a Place of Shadow, Level 3. He decides to attempt to purify it with a Nova Blast, and discards 2 of his 3 Great Masks. He rolls his D12, and gets a 1. Due to the failure, he is forced to discard his final Great Mask, knocking him out. He must now move back to his starting Koro one space at a time to recover.

Onua Nuva is about to begin his turn, but Makuta plays a Game Action card - Gravity Well. Onua is now trapped in a corner of the map, unable to leave for the next three of Makuta's turns. Onua is unhappy.



Gali Nuva lands on a Shadow Challenge space. The currently active Shadow Toa is Shadow Kopaka Nuva. She pulls a Challenge card, and reveals it to be Flight. Gali's flight is **800**, and Shadow Kopaka's is **600**. However, Makuta equips the Vacuum Kraata to Shadow Kopaka, giving him **+500** Flight, for a total of **1100**. Gali has now lost. As Takanuva is not yet summoned on the board, Makuta does not get any reward for winning.

Pohatu Nuva lands on a Mission space. He reveals it to the table, and it says that he has to move **6** spaces to the North. He does so immediately, then discards the mission. While he has landed on another Mission space after this, he does not do another Mission, as moving via a Mission does not trigger the space you land on.

Tahu Nuva has all **6** of his Great Masks, and has Game Action cards necessary to skip the missions before Kini-Nui. However, he is four spaces away. Thankfully, Pohatu Nuva is within two spaces, and to help he uses his Kakama Nuva to allow Tahu to move six spaces. Tahu lands on Kini-Nui, and summons Takanuva, gaining the Takanuva and Avohkii cards.

Lewa Nuva lands on a Shadow Challenge space. The currently active Shadow Toa is still Shadow Kopaka Nuva. He pulls the Challenge card and flips it, revealing Shielding and Speed. Lewa's combined Shielding and Speed is **1400**.



CHALLENGE OF THE DOJO

Shadow Kopaka's combined Shielding and Speed is **1500**. Lewa plays his Hau Nuva, adding **200** points to his Shielding, for a total of **1600**. Makuta has no Kraata to augment the Shadow Toa, so Lewa is victorious. As he had drawn his Turaga card in a previous Challenge, he pulls one card from his Great Mask draw pile and one from his Noble Mask draw pile. The Kraata are removed, and the Shadow Toa is shuffled, which lands on Shadow Gali Nuva.

Makuta lands on a Shadow Challenge space, and decides to do a Rahkshi Challenge against Takanuva. He places down a Poison Kraata and Lerakh, adding **1300** points and making Shadow Gali Nuva's Swimming total **2400**. Takanuva loses, and is forced to lose the Avohkii.



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, check <https://bit.ly/LitestoneDiscord> for even more questions and 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.

My Opponent's In My Way

Q: What if my opponent's Avatar is in the space I want to enter?

A: You cannot move into the space occupied by another Toa or Makuta. If you want to enter that space, you will have to wait for your opponent to move, or activate the Miru or Pakari powers from the Masks of Might expansion.

Skip A Move?

Q: Can I choose not to move my Avatar at the start of my turn?

A: Yes and No. Toa must always move their Avatar at least 1 space (unless you are forced to skip a move because of a Mission Card or Game Action Card). Makuta can elect to skip a turn to draw either 1 Kraata or 1 Rahkshi.



QUESTION OR ANSWER

Moving Through A Space

Q: I have a Game Action Card that allows me to move **2** spaces. I'm going to move through a Mission space to land on a Shadow Challenge space. Do I have to take a Mission Card before I can do the Challenge?

A: No. The only space that counts is the one you end up on.

Make sure to check out the **810NICLE** Day YouTube channel for a video demonstration of how to play **BIONICLE: Revenge of the Makuta** and lots more!

Visit www.biosector01.com to learn more about the exciting world of BIONICLE. Also Sectors.



BIONICLE™

RISING SHADOW
HIDDEN LIGHT

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