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BIONICLE

QUEST FOR THE MASKS

RECHARGED

TRADING CARD GAME
— RULE BOOK —



— RISING SHADOW —
HIDDEN LIGHT

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SIX-PLAYER CARD GAME

Welcome to the **Bionicle™: Rising Shadow Hidden Light** Card Game — your chance to uncover the Nuva Masks of Power! Use this guide to read the rules, familiarize yourself with the cards, and learn about the **Bohrok** expansion. If you need to know more, refer to the other manual to learn about the **Rahi Challenge** and **Masks of Might** expansions.

After playing the game once, you'll understand how to play the cards and 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? The answers to these questions and more are there for you to discover in **Bionicle: RSHL**.

RECHARGED.



CONTENTS

This Expansion variant contains everything **6** players need to immediately start playing:

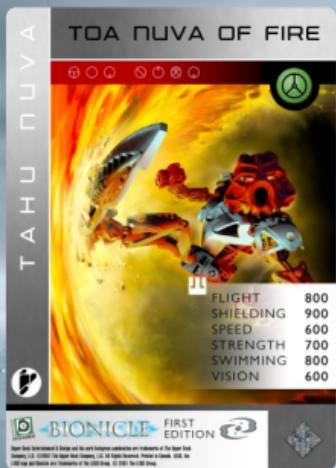
- 6 Toa Cards
- 36 Kanohi Nuva Mask Cards
- 36 Noble Mask Cards
- 12 Turaga Cards
- 48 RSHL Game Action Cards
- 33 RSHL Mission Cards
- 12 RSHL Great Mask Challenge Cards
- 20 RSHL Expansion Game Action Cards
- 17 RSHL Expansion Mission Cards

OBJECT OF THE GAME

To win, you must collect your Toa's **6** Great Mask Cards or **8** Krana Cards of different types. The first player to collect either wins the game.

CARDS

Toa Cards — Each player chooses the Toa 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.



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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.

Bohrok & Krana Cards

Bohrok Cards can be used to knock off an opponent's Great Mask Card. Krana Cards are the major addition to this expansion. In addition to controlling a top-facing Bohrok Card, if you manage to collect **8** different Krana types, you automatically win the game.



Game Action Cards

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



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SET-UP

Place your Toa Avatar

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



Choose Your Toa & Distribute the Great/Noble Mask Cards

You and your opponents each choose one Toa. This is who you'll be playing during the game. Split up the Great/Noble Mask Cards so that you have your Toa's Great/Noble Mask Cards. It's easy to sort the Great/Noble Mask Cards by color.

Each player shuffles their Great/Noble Mask 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.

Distribute the Game Action Hands

Each player gets **2** Bohrok Va Cards and **2** Krana Cards. These are **not** Game Action Cards. The full decks include:

BOHROK VA x36 – Add **100** points to each specific Bohrok Challenge. There are **6** cards per breed. You are permitted to have **3** Bohrok Va in your hand.

Krana x49 - You are permitted to have a total of **8** Krana in your hand.

KRANA – LEHVAK x8 – Control Lehvak or Lehvak-Kal.

KRANA – NUHVOOK x8 – Control Nuhvok or Nuhvok-Kal.

KRANA – TAHNOK x8 – Control Tahnok or Tahnok-Kal.

KRANA – KOHRAK x8 – Control Kohrak or Kohrak-Kal.

KRANA – PAHRAK x8 – Control Pahrak or Pahrak-Kal.

KRANA – GAHLOK x8 – Control Gahlok or Gahlok-Kal.

KRANA-KAL – Control a Bohrok-Kal or Bahrag.

Each player then draws **3** cards from the Game Action Card draw pile. Your starting Game Action hand should be **8** cards in total.





Game Action Cards can include the following:

PENALTY – Your opponent must discard 1 Game Action card of his or her choice. Discard after use.

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

PENALTY – Your opponent cannot control a Bohrok during this turn. The Bohrok and Krana cards played by your opponent are discarded. Your opponent's turn is over. Discard after use.

REWARD – You can give up your turn and move your opponent to any Mission space on the game map. Your opponent must immediately take on a Mission. Discard after use.

REWARD – If an opponent plays a Bohrok, you can immediately draw 1 Game Action card. Discard after use.

REWARD – Play after landing on a Bohrok Control space. Attempt 2 Bohrok Challenges. Discard after use.

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

REWARD – You can add **200** points to any skill. Discard after use.

BONUS – Draw 2 Krana cards. Discard after use.

BONUS – Play after landing on a Bohrok Control space. You automatically win the Bohrok Challenge. Discard after use.

Set up the Great Mask Challenge, Mission, and Bohrok Cards

One player shuffles the Great Mask Challenge Cards and places them face down in the Great Mask 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 Great Mask Challenge and Mission Cards. The players shuffle the Bohrok Cards and place them face up in the Bohrok area of the game map. The Bohrok on top of the Bohrok Card draw pile is the Bohrok to start the game.

If you wish to play with expansions, shuffle them into the main decks from their current position in the discard piles.

Place your Toa Avatar

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

HOW TO PLAY

Moving Your Toa

The first player can move his Toa Avatar 3 spaces in any cardinal direction. No player can move their Toa Avatar diagonally without a modifier card – the Toa 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.

-  Mission
-  Challenge
-  Game Action
-  Portal
-  Double Results
-  Triple Results
-  Bohrok
-  Start



Landing on a Mission Space — Mission Cards

If you enter a Mission space, you must stop and your Toa 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 Great Mask 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 Toa 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 Toa 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 — 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 1 (or more) of the 6 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/Noble Mask Card. Flip over the top card in your Great/Noble Mask Card pile and place it in your hand. You 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 Great/Noble Mask Card if you land on the Challenge space AND win the Great Mask Challenge. You DO NOT get a Great/Noble Mask Card if you won the challenge but did not land on the Challenge space — you have only stopped your opponent from getting a Great/Noble Mask Card.

In the case of a tie, the person who landed on the Challenge space wins and gets to collect a Great/Noble Mask 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 a Game Action space, you can draw the top card from the Game Action Card draw pile or from the Bohrok Va 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 Bohrok Va Cards and Krana 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 Great Mask 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 Bohrok Control Space — Bohrok Cards

If you land on a Bohrok Challenge space, you can choose to pick up another Krana or, if you meet both criteria, you can announce to your opponents that you will attempt a Bohrok Challenge.

To initiate a Bohrok Challenge, you must do the following:

1. Have a Krana Card in your Game Action hand that matches the Bohrok Card currently face up on the game map.
2. Land on a Bohrok Control space.

Choose an opponent, then flip over the top card in the Great Mask Challenge Card draw pile to determine the skill to be used.

You and your opponent both check the skill score on your Toa Cards (and any cards that add points to your skills). If you have a higher score than your opponent, you knock off 1 of your opponent's Great Mask Cards and you may pick up 2 new Krana Cards, or 1 new Krana Card and the used Krana Card.

Your opponent's Great Mask Card is placed face down on top of their Great Mask/Turaga Card draw pile. If your opponent has more than 1 Great Mask Card, you decide which one is knocked off. Bohrok Cards cannot be used to knock off Turaga or Noble Mask Cards.

Bohrok Bonuses:

1. Each Bohrok Card can add points to a specific skill. When you





challenge with a Bohrok, the point bonuses are added to that skill.

2. Bohrok Va Cards add **100** points to specific Bohrok during a Bohrok Challenge. Unlike the other two Bohrok bonuses, Bohrok Va Cards can be used by a challenger or defender.
3. If the Bohrok is a Promo card, you instead add **+300** to the total if the skill matches the challenge.

In the case of a tie, the person that initiates the challenge wins.

After a Bohrok Card is used for a Bohrok Challenge, the deck is then shuffled and a new Bohrok will take its place.

If your opponent wins, they are allowed to draw **1** new Krana card, or they may pick up the used Krana instead.

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 Great Mask Challenge space, you attempt **2** Great Mask 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** Great Mask Challenges.

Using your Great/Noble Mask Cards

After you have won a Great Mask or Turaga Card you can attach it to your Toa. Your Toa can have **1** Great Mask Card **AND** **1** 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 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 Mask of Might 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.

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

Mask and Turaga Cards are never discarded.

Playing a Shorter Game

If you'd like to play a shorter game, play so the first person to collect 3 Great Mask Cards or collect 5 Krana Cards wins the game.





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.

Rahi Defend cards – played by the challengee. Modifies the outcome of a Rahi Challenge.



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 **9** total Rahi cards you can have in your hand, a maximum of **3** of each type of Rahi card. As an additional reminder, you can only have **7** 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 **3** 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 Avatar 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 challenger 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 they have 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.

When using Masks of Might cards, you may still use the Great and Noble masks as you would during normal gameplay, but if they are out of commission due to usage outside of Challenges, you cannot use that mask. Likewise, if an opponent uses the Kanohi Hau Great Mask's power, they cannot be targeted for a Rahi Challenge until their next turn. A Rahi Challenge also resets the Great and Noble masks for each participant.

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



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





SIX-PLAYER DEMO ROUND

Note, this also includes some of the current 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 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), 3 Game Action cards, as well as **2** Bohrok-Va and Krana cards. If playing with Rahi, draw **3** Rahi cards as well. 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. The first player shuffles the Bohrok deck, then flips over the top card. In this case, it is a Tahnok +100.

Onua TBA



Gali TBA

Pohatu TBA

Tahu TBA

Lewa TBA

БОДОДАЧ САМОДОХ МИНИСЕР СОНОГА

Kopaka TBA



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 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 activate the Miru or Pakari powers from the Masks of Might expansion.

Skip A Move?

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

A: No. You must always move your Toa Avatar at least one space (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 Great Mask 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: Rising Shadow Hidden Light** and lots more!

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



BIONICLE

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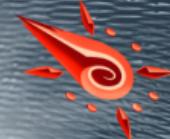
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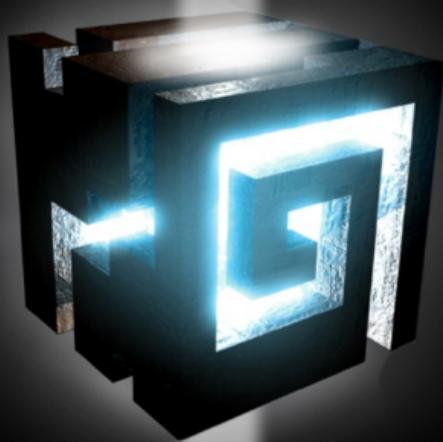
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