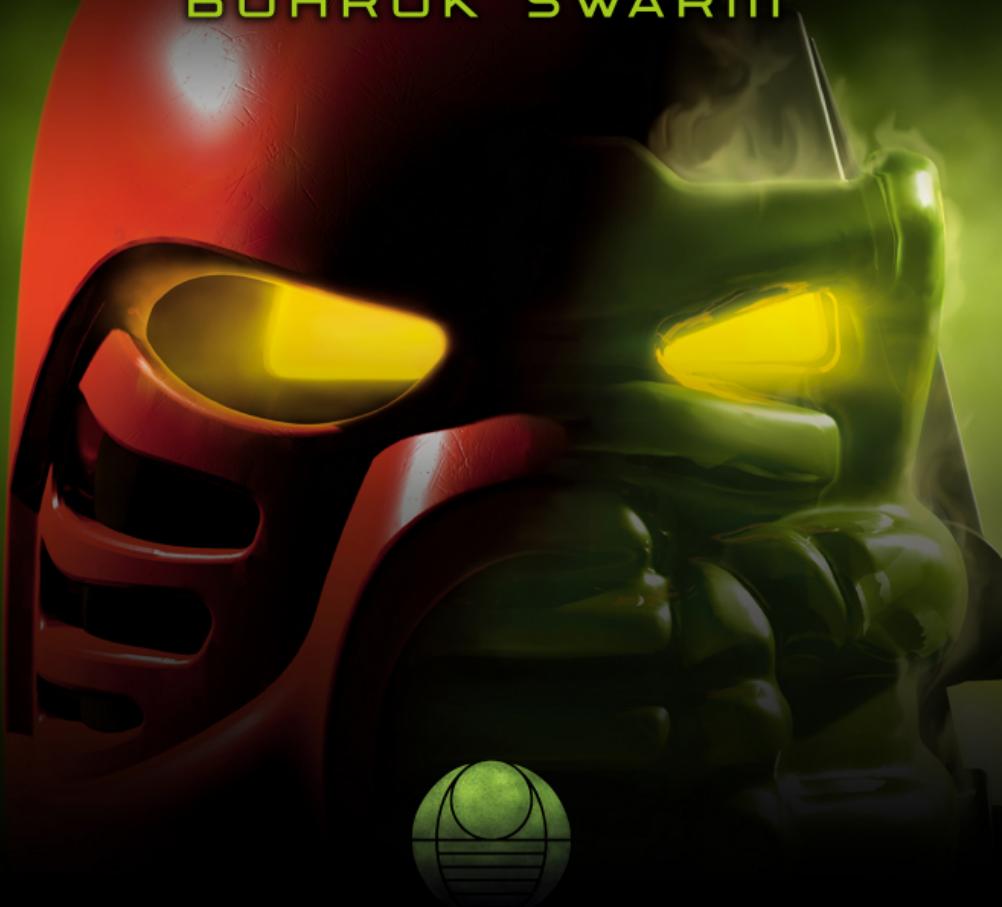


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BIONICLE™

BOHROK SWARM



TRADING CARD GAME

RULE BOOK

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SIX-PLAYER CARD GAME

Welcome to the **Bionicle™: Bohrok Swarm** Card Game — your chance to uncover the Great 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: Bohrok Swarm RECHARGED.**



CONTENTS

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

- 6 Toa Cards
- 36 Base Great Mask Cards
- 12 Great Mask Challenge Cards
- 18 Base Turaga Cards
- 18 Bohrok Cards
- 36 Bohrok Va Cards
- 49 Krana Cards
- 50 Mission Cards
- 66 Game Action Cards
- 1 Ancient Map of Mata Nui
- 6 Toa Avatars

OBJECT OF THE GAME

To win, you must collect your Toa's six Great Mask Cards or Eight 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 six skills and a numerical ranking for each skill from **400** to **900**, with **900** being the highest.





Great Mask Challenge Cards —

The Great Mask Challenge Cards tell the players what skill their Toa will use during either a Great Mask Challenge or a Bohrok Challenge.

Skill used during Challenges



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





Great Mask/Turaga Cards

To win the game, one method is you must collect all six of your Toa's Great Mask Cards. Both the Great Mask and Turaga Cards give your Toa bonuses. The Masks of Might expansion can also be applied.



Bohrok Cards & Krana Cards

Bohrok Cards can be used to knock off an opponent's Great Mask Card. Exclusive to this RECHARGED edition are special cards, adding **+300** to the skill. Krana Cards are the major addition to this expansion. In addition to controlling a top-facing Bohrok Card, if you manage to collect eight 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.





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), three Game Action cards, as well as two Bohrok-Va and Krana cards. If playing with Rahi, draw three 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**.

NOTE: The following is a demo of mid-game gameplay for demonstration purposes, and does not represent a starting turn.

Onua elects to move two spaces and pick up a Game Action Card. The card he drew allows him to pass through a Mission space without taking on a Mission. He continues north towards the nearest Bohrok space, and plays this card to bypass the Mission space standing in his way.





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 an 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 Bohrok Control space. Since he collected a Tahnok Krana on a previous turn, he decides to challenge Tahu to a Bohrok Challenge. He then flips over the top card of the Great Mask Challenge pile, which is Shielding. Since the Tahnok gives the challenger **+100** to Shielding, this puts Tahu and Kopaka both at **900** Shielding. Tahu uses his Kanohi Hau to boost his own Shielding to **1000** to give him the advantage. However, Kopaka uses a Tahnok Va in his hand to bring the scores tied again. Since the scores are tied, the challenger (Kopaka) wins, and Tahu has to put one of his Great Masks back onto his Great Mask pile. Kopaka then chooses to collect **2** Krana cards.



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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 Mask/Turaga Cards

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 Great Mask/Turaga Cards. It's easy to sort the Great Mask/Turaga Cards by color.

Each player shuffles their Great Mask/Turaga 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 Mask/Turaga Cards.

Distribute the Bohrok & 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 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 hand should be eight 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

Players shuffle the Great Mask Challenge Cards and place 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.

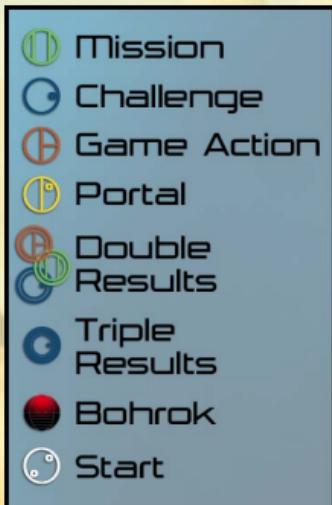
Place your Toa Avatar

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 three 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.





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 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 one 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 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 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 seven Game Action cards in your hand. If you have seven GA cards in your hand, you must play or discard one before you can draw a new card (players can discard one card at the beginning of their turn). If you land on a Game Action space while having seven 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 two 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 one of your opponent's Great Mask Cards and you may pick up two new Krana Cards, or one 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 one Great Mask Card, you decide which one is knocked off. Bohrok Cards cannot be used to knock off Turaga Cards.

Bohrok Bonuses:

- I. 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 one 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 two cards and on a Great Mask Challenge space, you attempt two Great Mask Challenges.

Triple Spaces

In the center of the map sits Kini-Nui, which features a vChallenge Space with three circles. If you land here, you attempt three 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 at the start of your turn – 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 at the start of your turn – 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, play so the first person to collect three Great Mask Cards or collect five Krana Cards wins the game.





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 normally 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 www.biomediaproject.com for a video demonstration of how to play **Bionicle: Bohrok Swarm**, more FAQs, complete card lists, and lots more!

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





BIONICLETM

BOHROK SWARIM

Producers:

Tim Muret & Jerry Bennington

Game Design:

Ted Adams

Development:

**Ted Adams & Kris Oprisko, Tim Muret, Jerry Bennington,
Mark Irwin, and Kurt Nelson**

Project Manager:

Adrienne Kieckhafer

Brand Manager:

Stephanie Mascott

Packaging Design and Art Direction:

Wayne Wilcoxon and Martin Welling

Production:

**Mike Eggleston, Gordon Tucker, Krista Timberlake,
Helen Winterhouse, Steve Naughton and Holly Marshall**

Playtesters:

**Robbie Robbins, Alex Garner, Cindy Chapman,
Dave Vindiola, Steve Crow, and Kent Peet**

Special Thanks to:

Richard McWilliam and Mike Gardner

Restored by ivanproff



BOHROK SWARM

SIX-PLAYER

Producers:

Liam "Vahkiti" Scott & Steven "Swert" Wert

Development:

Liam "Vahkiti" Scott & Steven "Swert" Wert

Project Manager:

Liam "Vahkiti" Scott

Playtesters:

- Liam "Vahkiti" Scott
- Steven "Swert" Wert
- Reese Bagshaw
- Josefina "QSKSw" Vineyard
- James "WallOfHistory" Browning
- Ben "Metroidwave" Layng
- Nicolas "Lehari" Hartman
- Dacotah "Ridkain" Chassie
- Josiah "Owyn" Vainrib
- Parker "Grampa Walker" Wright
- "Sigma"
- "Adventurekid8"
- "Tarkur"
- "Sweg"
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- "Ibbie"

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