



BIONICLE™

QUEST FOR THE MASKS



TRADING CARD GAME
RULE BOOK

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SIX-PLAYER CARD GAME

Welcome to the **Bionicle™ Quest for the Masks** 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 base game, the **Rahi Challenge**, and **Masks of Might** expansions. If you need to know more, refer to the other manual to learn about the **Bohrok Swarm** expansion.

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 game contains everything six players need to immediately start playing:

80 game cards, including:

- 6 Toa Cards
- 12 Great Mask Challenge Cards
- 18 Turaga Cards
- 12 Great Mask Cards
- 74 Rahi Cards
- 43 Mission Cards
- 84 Masks of Might Expansion Cards
- 51 Game Action Cards
- 1 Legend of Mata Nui Book
- 1 Ancient Map of Mata Nui Game Map
- 6 Toa Avatars

OBJECT OF THE GAME

To win **Quests for the Masks**, 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 **400** to **900**, with **900** being the highest.



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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.



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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 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 and three Game Action 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.

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 drew a Rahi Card on his previous turn, and he now has a Rahi card, a Challenge card, and an Effect card; on this turn, 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). His turn ends, with Kopaka not moving.



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. You may choose to replace one Great Mask with a Foil Great Mask. 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 deck.





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 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
-  Start





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 1 Game Action card." 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 three spaces at a time and do not immediately move your marker to the Game Action space. You must work your Toa Avatar 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 seven Game Action cards in your hand. If you have seven 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 seven 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 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.

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 of your choice 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.



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 until it resets. The masks you use will reset after either challenging or being challenged for a Great Mask Challenge. This expansion also adds the Noble Masks, with extra powers as well. Each Noble Mask also has the original "Add 100 Points to any skill" attribute, which can be played alongside a Great Mask during a Great Mask Challenge. You must still earn the Great Masks via Great Mask Challenges, drawing one of each type of mask (Great and Noble) per win. The Noble Masks are not all required to win the game.

Great Mask and Noble Mask Cards

Kanohi Kakama: Allow the player to move up to **6** spaces instead of **3**. The player must still stop at Mission spaces.

Kanohi Pakari: Allows the player to push an opponent **3** spaces in any cardinal direction away from a space they're entering.

Kanohi Kaukau: Player draw **3** Game Action cards instead of **1** on a Game Action space. They choose **1** card, then put the others back in any order on top. If it's a Double space, the player picks up **4** cards and picks **2**.

Kanohi Miru: Allows the player to occupy the same space as an opponent, at the cost of all remaining movement.

Kanohi Hau: Prevents other players from targeting the player for any challenges until their next turn.

Kanohi Akaku: Allows the player to look at the top card on the Mission deck.





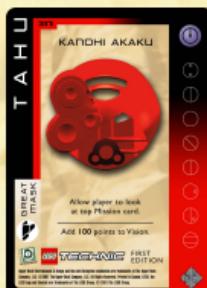
Kanohi Komau: Negate any player's Game Action cards (e.g. Infected Mask, Penalty, Bonus, etc.) but not Rahi Challenges or other mask powers. The Komau can only be countered by another Komau. *Can be played at any time, regardless of player's turn.*

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: Allows the player to skip a single mission space. The player may move through the space as if it were normal.

Kanohi Mahiki: The player chooses one of their skills on their Toa card, and then rolls their D12. They then multiply the result of their D12 by **100** with the result becoming their skill's new value until they either challenge or are challenged. **Kanohi Huna:** Blocks an opponent from targeting the player with a Game Action card. The other player must pick a new opponent.

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 hand limit.



Rahi Challenge Rules

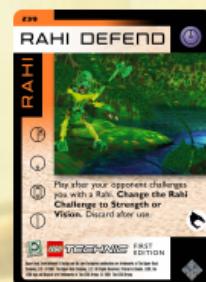
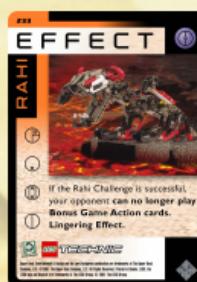
Three Card Types

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.

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 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 seven 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 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.





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 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 up to three spaces (unless you are forced to skip a move because of a Mission Card, a Game Action Card, or a Rahi Effect).



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 Game Action card rewards the player by giving them extra movement, therefore mission spaces are ignored for that specific turn. However, the player must still stop at the Challenge space.

Using an Infected Mask to Move Players

Q: If I move an opponent using an Infected Mask Game Action card, do the spaces they move through activate?

A: No. The spaces would act as normal spaces, and would not activate for the opponent being moved. Likewise if using the Kanohi Pakari Great Mask's power from the Masks of Might expansion.



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BIONICLETM

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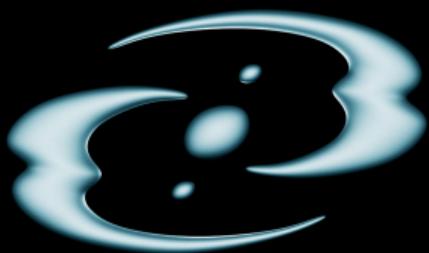
Special Thanks to:

Ivan "ivanproff" Kozlov (Original Cards)

"Rofie" (Original TTS Workshop Mod)

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