**BIONICLE: QUEST FOR THE MASKS**  
THREE-SIX PLAYER VARIANT  
Created by Liam Scott & Steven Wert

**Changes from Original Game**

1. Values on each card has been rebalanced for multiple players. Original game had only three variants that required you to play against the rival Toa (Tahu-Kopaka, Lewa-Onua-, Gali-Pohatu)
2. Mata Nui game board has been fused together, and game spaces are modified to allow for more balanced gameplay.
3. Great Mask Challenge, Mission, and Game Action decks are shared between players and are reshuffled after the deck is drawn out. Another change regarding Missions are you are not required to resolve them in the order you receive them.
4. Movement speed is subjective, but it is recommended that you extend past the single move per turn to allow for speedier gameplay on the extended board. Regardless of how many spaces you move, you must stop on a mission or game action space. You are also prevented from moving diagonally.
5. An additional change from the original game board is the inclusion of the Kini Nui Triple Challenge space. In this space, you get to challenge for the opportunity to draw three great mask cards.
6. To better balance gameplay, when facing in a Great Mask Challenge, you are required to challenge the nearest Toa to your character, determined by either spaces or measurement tools. When drawing a mission that affects your game action cards, every player rolls a 12-sided die and, depending on the circumstances of the card, highest or lowest roll wins. This is determined by the writing of the card. Example: If the player must give one or more of their game action card(s) to their opponent, highest roll wins the card(s).
7. The winning objective of the game is still the same.

**How to Play**

1. Decide the turn order of play. Traditionally, as the leader of the Toa, Tahu plays first. Draw your Toa card and your primary mask (Tahu wears the Hau, etc.) and put them in your hand. Place your remaining cards in front of you, face down and shuffled.
2. Begin play by moving your Toa avatar to the game’s designated amount of spaces. If you are playing multiple spaces in your gameplay, you can stop short of the final total. If you land on a mission card, you must resolve it before you can begin a Great Mask Challenge.
3. When your avatar lands on a Great Mask Challenge, you must challenge the Toa nearest you, then draw the top Great Mask Challenge card to determine the winner.
4. After ending your turn, the next player begins their turn. This continues down the line, one player at a time.
5. The winner of the game is the person who collects all six Great Masks into their hand. Turaga cards are not required for the final total.

**Great Mask Challenges**

Each Great Mask Challenge is specifically balanced to allow for each player to have at least one advantage and one weakness before masks are involved. For example, Tahu is strong in Shielding, but weak in in Vision. The only other Toa who has a shot of beating Tahu with the Shielding challenge is Kopaka using his own Hau Mask of Shielding and an additional Turaga card. Also included in this deck are multiple challenge cards, which requires you to combine two of your attributes together for the final victory. You are only permitted to play ONE Great Mask to boost your stats, but you can play up to 3 Game Actions and one extra Turaga card that helps you win.

**Missions**

When playing, you will be faced with the green Mission spaces. When you pass over one, you must stop and draw a mission card. You must follow what it says and resolve it before you can go for a challenge space. There are select Game Action cards that can help you or even allow you to bypass the mission. In the case of a mission card that involves your opponent, each player must roll a 12-sided die and, depending on the result requested of the card, resolves the mission to the highest or lowest roller. For example, if the card says your opponent gets to draw a Game Action card, the highest roller wins the mission. However, if the card says you and your opponent trades places, the lowest roller must trade. They must then also draw a mission card. If a card refers to the Game Action or Great Challenge decks, you may resolve them however the players seem fit (for example, if it says to rearrange the game action deck, you can instead rearrange the first three or five cards on the group deck.)

**Game Actions**

There are four primary categories in the Game Action deck: Bonus, Penalty, Reward, and Infected Mask. These cards are used to make it harder for your opponents to win the game or, alternatively, making it easier for you to win. Each of these cards describe on them when it is appropriate to use them. Infected Masks can only be played on your turn, and can be used on any opponent without rolling dice.

**How to Win**

The overall objective is to collect the remaining five Great Masks from your deck in front of you. The Turaga cards are not required for the win, but they will be useful to collect as you progress.

**HOUSE RULES**

1. **Combine each Toa’s masks into one single deck.** Play goes on, but when you win a great mask challenge, you pull a mask and must give it to the associated Toa. Can add variety and make it more entertaining, especially with less than six players.
2. **Add a time limit to the game.** Once play begins, watch the clock. You have the Makuta to defeat, and defeating him will require you to pick up the pace.
3. **Add the Rahi Challenge deck.** Gameplay here is modified with the Rahi Challenge deck, which require new rules to make work.
4. **Add the Bohrok deck.** Another modification to the original card game, which requires new rules to make work.
5. **Add the Makuta deck.** A brand new addition to the game yet to be created, the Makuta deck has even stats across the board capable of defeating most, but not all, Toa without a mask. Each Toa must build up their mask pack, facing challenges as they move on. The game is no longer competitive against each other, but now it is cooperative. Your goal is simple, brave Toa: Get the masks, defeat Makuta at Kini Nui. New rules for this gamemode will be revealed when created.