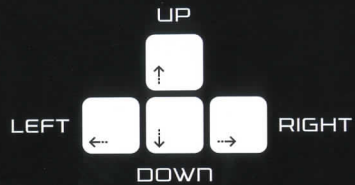


CONTROLS



FIRE



JUMP



SPECIAL



LOCK TARGET



SHIELD

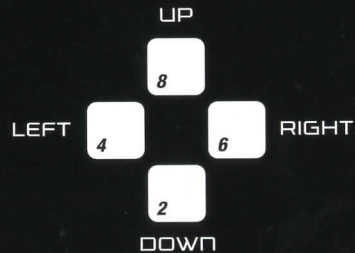


CHANGE TARGET



PAUSE

CAMERA CONTROLS



BIONICLE



GLOSSARY

Here is a list of some of the unfamiliar words used in the game

LOCATIONS

Mata Nui

The island where the story takes place

Wahi

A region of Mata Nui - there are six Wahi

Ta-Wahi

The volcanic region of Mata Nui

Ko-Wahi

The icy region of Mata Nui

Ga-Wahi

The watery region of Mata Nui

Po-Wahi

The stony region of Mata Nui

Onu-Wahi

The mines and caves of Mata Nui

Le-Wahi

The forest region of Mata Nui

HEROES

Toa

A sacred hero - there are seven Toa in Bionicle

Toa Tahu

The Toa of Fire

Toa Kopaka

The Toa of Ice

Gali Nuva

The Toa Nuva of Water

Pohatu Nuva

The Toa Nuva of Stone

Onua Nuva

The Toa Nuva of Earth

Lewa Nuva

The Toa Nuva of the Forest

Taka Nuva

The Toa of Light

VILLAGES

Ta-Koro

A village in Ta-Wahi

Ko-Koro

A village in Ko-Wahi

VILLAGERS

Ta-Matoran

Villagers of Ta-Koro

Ko-Matoran

Villagers of Ko-Koro

Ga-Matoran

Villagers of Ga-Wahi

Po-Matoran

Villagers of Po-Wahi

Onu-Matoran

Villagers of Onu-Wahi

Le-Matoran

Villagers of Le-Wahi

Rahi

The wild creatures of Mata Nui

Kini Nui

The Temple

Kanohi

Sacred Mask

VILLAINS

Makuta

The dark spirit

Bohrok

Aggressive insect-like creatures

Bahrag

Queen Bohrok

Bohrok-Kal

Similar to Bohrok only tougher and cleverer

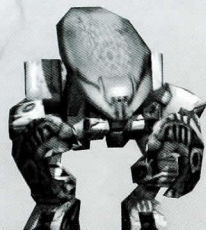
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SYSTEM REQUIREMENTS

	MINIMUM	RECOMMENDED
Mac OS:	Mac OS 10.2	Mac OS 10.3 or later
Mac Power PC:	1 Ghz	1.33 Ghz
Memory:	256 MB RAM	512 MB RAM
Hard Disk:	1.5 GB	1.5 GB
Graphics Card:	32 MB VRAM	64 MB VRAM
Controls:	Keyboard & Mouse	Gamepad
Drive:	DVD	DVD

THE DARK SPIRIT IS RISING!



Fear and destruction threaten the peaceful Matoran villagers of the island of Mata Nui. The dark spirit Makuta has returned, determined to conquer the land and rule its inhabitants. His shadowy power has corrupted the island's creatures and awoken the awesome Bohrok – insect-like creatures that destroy everything in their path!

But the Matoran do not face Makuta's threat alone. From every region

of the island come the mighty Toa: the six guardian heroes of Mata Nui. Each Toa is master of a different element, but all are united in their determination to save their island.

Now the Toa must range across Mata Nui, using their elemental power to save the island's creatures and overcome Makuta's minions. Ultimately, they must confront Makuta himself, but before they dare challenge him they must find a way to increase their powers. They must uncover the secret of the Toa Nuva!



INSTALLATION

1. Insert the Bionicle® DVD into the DVD drive and wait for the "Bionicle" icon to appear on your desktop.
2. Double click on the "Bionicle" icon to open it.
3. Before doing anything else read the file called "ReadMe", located in your country flag folder.
4. Double click on the "Bionicle Install" icon.
5. Follow the on-screen instructions to install the game to your hard disk.
6. Once installation is complete the "Bionicle" folder will open on your desktop.

Installation is a one-time process that will only take a few minutes.

Uninstall

If, for whatever reason, you should wish to uninstall Bionicle®, simply drag the folder called "Bionicle" from your hard drive to the Trash and from the Finder menu select Empty Trash.

To remove all of the saved games and other preferences, delete the folder called "Bionicle" located inside a folder called "Lego", inside your computer's "Preferences" folder.

STARTING THE GAME

Playing Bionicle for the first time

1. Place the Bionicle® DVD into your computer's DVD drive. Once it has appeared on the desktop, double-click on the "Bionicle" application icon.
2. You will now see the options menu. Here you can set the resolution the game plays in and other options that effect the speed and visual quality of Bionicle®. By default the game will select the recommended options for your Macintosh.
3. When you are happy with the settings press the "Play" button.
4. You will now pass through some opening movies and cut scenes. These can be skipped by clicking the mouse or pressing the Escape key.
5. When you arrive at the main menu, select "New Game".
6. You will start your Quest with Tahu, Toa of Fire. To begin, press "Enter".

Playing Bionicle after the first time

1. Place the Bionicle® DVD into your computer's DVD drive. Once it has appeared on the desktop, double-click on the "Bionicle" application icon.
2. You will now see the options menu. Press the "Play" button.
3. You will now pass through some opening movies and cut scenes. These can be skipped by clicking the mouse or pressing the Escape key.
4. Press the spacebar to start playing.
5. Bionicle will load your last saved game automatically. (To find out how to load other saved games, please refer to page 16).
6. To return to your Quest in Mata Nui, press "Enter".

GETTING STARTED

Follow these steps to begin the battle to save Mata Nui.

Kini Nui

Kini Nui is the magnificent temple at the heart of Mata Nui, where the mighty Toa meet.

New game: Begin your adventure through Mata Nui

Extras: Unlock the wisdom of the Turaga (see Extras on p.14)



Load Game: Continue a saved adventure (see Saving and Loading on p.15)

Options: Adjust audio and controller settings (see Options on p.14)

- Press the Arrow Keys LEFT/RIGHT to select NEW GAME and press RETURN to confirm. You can also use your mouse to move the cursor over the NEW GAME icon and click to select.

The six Toa can use Kini Nui's teleportation portals to reach their home regions, known as Wahi. When you begin a new game only Toa Tahu, the Toa of Fire, is selectable but as your quest to defeat Makuta continues, you must play as each Toa in turn and explore all the Wahi of Mata Nui.

- Press the Arrow Keys LEFT/RIGHT to scroll through the Toa and press RETURN to select. Alternatively, use your mouse to click on the left and right facing arrows on either side of the Toa to scroll left or right. click on your chosen Toa to select which Wahi to play.
- Completing one Wahi unlocks the next Wahi for play.

NOTE: Once you have completed a Wahi, you can replay it by selecting it at the Kini Nui. Replay Wahi to collect more Lightstones and unlock Bonus Content (see Extras on p.14).

- Once you have saved your progress, the NEW GAME option at the Kini Nui changes to PLAY GAME. For information on saving your progress or loading and continuing a saved game, see Saving and Loading on p.15.

NOTE: To quit Bionicle®, press ESC, then press RETURN to confirm at the prompt. Alternatively, you can use the Macintosh default Apple/Command key and "Q" to quit the game.

TOA TAHU BEGINS THE QUEST



Mighty Toa, my name is Turaga Vakama, head of the village of Ta-Koro in the lands of Ta-Wahi. I am wise in the legends and secrets of Mata Nui. Let me guide you as your quest to save the island and discover the power of the Toa Nuva begins. Makuta's power grows and our time is limited, so be guided by my words.

To master the mysteries of elemental energy, the power that can overcome Makuta and his minions, see Elemental Energy below.

To discover more about Mata Nui, your brother and sister Toa and their Wahi, turn to Island of Mata Nui on p.11.

To learn about the Toa Nuva, their enhanced powers and the challenges they must face, turn to Toa Nuva on p.10.

To read about the objects and features you will encounter on Mata Nui, turn to the Field Guide on p.13.

Elemental Energy

Elemental energy is the force that exists in a raw state within every natural thing on Mata Nui. As a Toa you can absorb and use this force from the world around you, but so can Makuta. You must bring balance by using this power wisely.

Dark Elemental Energy: This corrupted energy is stolen from the environment and used by Makuta and his minions, and by the beguiled Rahi that he controls. Dark elemental energy is a dangerous and harmful force.

Light Elemental Energy: When you absorb this force from your surroundings it becomes light elemental energy, a power for good that can combat Makuta's minions, blast objects or structures and free the Rahi from his influence.

Using Elemental Energy

When charged with elemental energy, you can target objects or creatures, then launch blasts of elemental energy at them. Beguiled Rahi and Makuta's minions return fire with damaging blasts of dark elemental energy. Use your shield to protect yourself by absorbing these blasts. The absorbed blasts recharge your store of elemental energy, which is measured by the energy gauge.

Stamina gauge - if dark elemental energy hits you, part of your stamina is lost

Energy gauge - launching blasts uses up your store of elemental energy

To switch targets, press L



Press CTRL to release a blast of elemental energy

Press / to raise your shield. This absorbs dark elemental energy blasts and channels them into your energy gauge

- Some Toa can launch a more powerful blast: press CTRL three times, in time with the Toa's movement, to launch a multi-bolt blast. Gali Nuva and Onua Nuva can launch an even more powerful attack: the devastating Nuva Blast (see Toa Nuva on p.10).
- Elemental energy is a versatile force. Blasts can also be used to trigger switches or reveal the contents of canisters (see Field Guide on p.13).

Targeting

Items and creatures are targeted automatically when they come within range. When you release elemental energy blasts they will always strike the selected target.

- To switch between available targets, press L.
- To lock on to the current target, press “,” (comma). Locking on makes you face the target. Pressing the Arrow Keys LEFT/RIGHT when locked on makes you circle the target. To cancel the target lock, press “,” again.

Shielding

Press / to raise your shield. Shielding dark elemental energy blasts not only protects you from damage, but also absorbs the blast and converts it into light elemental energy. The converted energy is absorbed and recharges your elemental energy gauge.

- The shield can only be activated for short periods, so time its use well.

Energy and Stamina Gauge

Your energy and stamina gauge appears on screen whenever you lose or gain stamina or elemental energy.

Each green marker represents one quarter of your total stamina



Your current store of elemental energy is represented by this bar

Regaining Stamina

Even the mighty Toa are not invincible! Dark elemental energy attacks and the perils of the Wahi's environments can damage your stamina. Your current stamina is displayed in the energy gauge: each green marker represents a quarter of your total stamina. When you are hurt, the green markers are lost one at a time.

- If your stamina drops to nothing, you will be returned to the beginning of the section in which you were overcome.
- Defeated creatures sometimes drop an Amana Volo Sphere – a ball of stamina energy, created from the last part of dark energy that exists in the creature. You can absorb this to boost your stamina.
- Stamina can also be regained by picking up the sacred masks known as Kanohi of Elemental Energy (see Field Guide on p.13).

Recharging Elemental Energy

Every time you launch elemental energy blasts, you use up some of your store of this power. You can recharge your elemental energy gauge in four ways:

- Draw in elemental energy from the environment by holding down /. You must be standing still to recharge energy in this way.
- Absorb dark elemental energy attacks from enemies with your shield: the dark energy is absorbed and recharges your energy gauge.
- Pick up Kanohi of Elemental Energy. These completely refill both your energy gauge and stamina gauge.
- Pick up elemental energy spheres (only found in Po-Wahi).

Makuta's Minions

Facing Makuta is the ultimate challenge, but you must pass many of his agents before you reach that final confrontation.

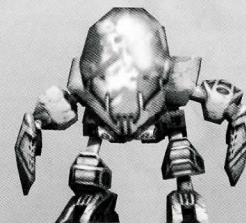


Rahi are the creatures that inhabit Mata Nui, ranging from Ruki snapper fish to the huge bull-like Kane-Ra. Many of these Rahi have fallen under the influence of Makuta, who has contaminated their Kanohi to bring them under his control. In their beguiled state, these Rahi have become aggressive and fearsome.

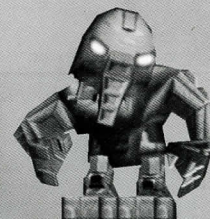
- Blast beguiled Rahi with elemental energy to cleanse their contaminated Kanohi and free them from Makuta's influence.

The insect-like Bohrok have been awoken by Makuta's power and sent swarming across the Wahi. They are driven by a need to destroy and the longing to free the Bahrag: the Queens of the Bohrok swarms. The Turaga's legends speak of an inner intelligence that drives the Bohrok, known as the Krana – and hint at the awesome power these Krana can supply to those who possess them.

- As the Toa Nuva, you must face even more powerful enemies. See Toa Nuva on the next page.



Rescuing Matoran



The Matoran villagers of Mata Nui fled in fear from the Bohrok swarms. As you explore the Wahi, you must find the scattered Matoran.

- Rescued Matoran can use freed Rahi to construct friendly Rahi at the Wahi's Kini, to help you progress.
- Matoran are always overjoyed to see their Toa: some Matoran will follow you for part of your journey, just for fun!
- Every time you rescue a lost Matoran, a counter pops up on screen, showing how many you've rescued in the current Wahi.

Collecting Lightstones

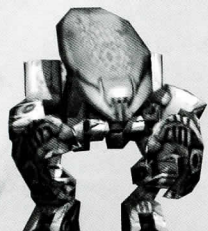
These precious stones are found throughout Mata Nui. There are many Lightstones to collect in each Wahi and successfully gathering enough of them unlocks the secret Bonus Content at the Kini Nui (see Extras on p.14). Replay completed Wahi to try and gather more Lightstones and open all the bonuses!

This counter pops up on screen whenever a Lightstone is collected. It records the number you've collected so far in the current Wahi.



TOA NUVA

To stand a chance of successfully confronting Makuta himself, you must find a way to enhance your abilities. You must uncover the secret of the Toa Nuva!



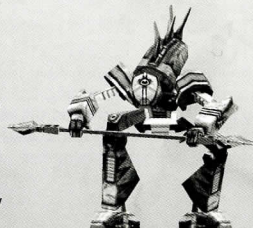
The Toa Nuva have enhanced abilities. Different Toa Nuva have different powers:

- Gali Nuva and Onua Nuva can launch a devastating Nuva Blast: hold / to fully charge the energy gauge, then release / and press RETURN immediately. Nuva Blasts can only be released when standing still. Nuva Blasts are effective against the strongest of Makuta's henchmen and can also cut through barriers of dark elemental energy.
- Lewa Nuva can glide through the treetops, whilst Gali Nuva can swim at high speeds and dive to the furthest depths of Lake Naho.

The Toa Nuva must face increasingly tough battles as Makuta's influence grows.

The Bohrok-Kal, controlled by the more powerful intelligence of the Krana-Kal, are tougher and cleverer than their Bohrok cousins.

The truth about the Rahkshi lies hidden, but the whispers and rumours sweeping Mata Nui are frightening enough. Some call them the "Sons of Makuta", others hint that they each bear a fragment of the dark spirit's own body, which he uses to guide them.



Makuta

The dark spirit Makuta is the enemy of everything good and beautiful on Mata Nui. He seeks to rule the island, using his dark influence to infect Rahi throughout Mata Nui, and commands the destructive force of the Bohrok, Bohrok-Kal and Rahkshi. Of course, you and your brother and sister Toa entered his dark lair and faced his power before – but that was before the Bohrok swarms awoke. With new enemies ranged against you, you must hurry to find the secret of Toa Nuva transformation before you dare confront him again.

ISLAND OF MATA NUI

The Arrival of the Toa

Legend tells us that the great being Mata Nui brought his people, the Matoran, to live on this island paradise, which they named in his honour. Protected by his loving guidance, the Matoran lived happily in their new home, until Mata Nui's jealous brother – the dark spirit Makuta – cast a spell that caused Mata Nui to fall asleep. From that moment Makuta's dark power dominated the land, bringing destruction and fear to the people.

But hope did not die: prophecies foretold that six heroes, the Toa, would arrive and save Mata Nui from Makuta. On a day that will never be forgotten, mysterious canisters were washed up on the island's shores and from them sprang Tahu, Lewa, Kopaka, Gali, Pohatu and Onua – the heroes of prophecy, gifted with great elemental powers.

Wahi of the Toa

Each of the Toa dwells in one of Mata Nui's six regions, known as Wahi, where their Matoran villagers live and worship their guardian Toa at the local temple, the Kini. Your adventure begins as Toa Tahu in Ta-Wahi, but as the story unfolds you must take on the role of the mighty Toa and master the different skills their Wahi demand. When you achieve the Toa Nuva transformation, your powers shall be greatly enhanced.



Toa Tahu in Ta-Wahi

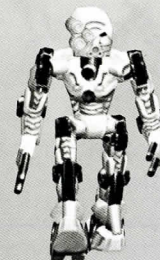
The volcanic region of Ta-Wahi, dominated by the Mangai Volcano, is watched over by Tahu, the Toa of Fire. This dramatic landscape, with its caverns and craters surrounded by burning streams of molten rock, is home to the Ta-Matoran, who are guided by wise Turaga Vakama. Hot tempered and quick to act, Toa Tahu must master his impatience to safely navigate the floating platforms and treacherous crumbling rocks that span Ta-Wahi's boiling lava flows. When he becomes Tahu Nuva, his quick reactions will be put to the test as he surfs Ta-Wahi's treacherous magma streams on his lava board.

Toa Kopaka in Ko-Wahi

Ko-Wahi spans the snowy heights of Mount Ihu and its icy peaks. Kopaka himself lives near the village of Ko-Koro, where Turaga Nuju helps the Ko-Matoran survive in this dangerous region of avalanches, crevasses and icy storms. As the Toa of Ice, Kopaka relishes his Wahi's freezing environment, which matches his cool and calculating temperament and allows him to enjoy his favourite pastime: snowboarding down the snow-covered slopes with outstanding speed and skill.

SPECIAL CONTROL

Accelerate/slow down: Press the Arrow Keys UP/DOWN.



Gali Nuva in Ga-Wahi



Gali Nuva, the only female Toa Nuva, uses both her great wisdom and incredible agility to guard the streams and rivers that flow from Lake Naho, and the coastal lands that they wind through. As the Toa Nuva of Water, Gali Nuva can stay underwater for as long as she pleases, safely navigating the strongest currents. Turaga Nokama and the Ga-Matoran that live in Ga-Wahi marvel at her breathtaking speed through the water and her dramatic leaps and dives in the icy waters. Supremely agile, Gali Nuva can also move with speed and grace out of the water, leaping with ease between rocky pillars and cliff-tops.

SPECIAL CONTROLS

Dive: Double-jump, then press RETURN when in the air. The higher the jump, the deeper Gali Nuva will dive. **Swim quickly:** Hold RETURN. **Leap out of water:** Press SHIFT. To perform a bigger leap, swim quickly and then press SHIFT.

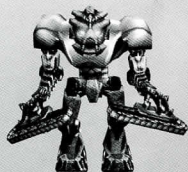
Pohatu Nuva in Po-Wahi

Po-Wahi stretches from the slopes of great Mount Ihu to the dusty deserts and canyons of the north, patrolled by the sure step of Pohatu Nuva, the Toa Nuva of Stone. With his incredible strength, Pohatu Nuva could easily fling boulders like pebbles or crush huge rocks to dust, but his friendly nature makes him slow to anger. Turaga Onewa and the Matoran of Po-Koro live happily amongst the spires of rock and sandy wastes, safe in the knowledge that dependable Pohatu Nuva, having pledged to guard his people, will stand as an immovable barrier between them and Makuta's works.



SPECIAL CONTROL

Accelerate/slow down: Press the Arrow Keys UP/DOWN.



Onua Nuva in Onu-Wahi

Onua Nuva's domain lies underground, deep in the caves and mines of Onu-Wahi. With his powerful hands and broad body, the Toa Nuva of Earth has amazing strength and power, allowing him to shift huge weights, whilst his infra-red eyes allow him to penetrate the darkness of the deepest caverns. The Onu-Matoran of his domain share Onua Nuva's night-vision skill, which allows them to move safely through Onu-Wahi's maze of tunnels.

Lewa Nuva in Le-Wahi

As quick to jump to a conclusion as he is to leap from branch to branch, Lewa Nuva relies on his sharp instincts to keep Le-Koro and its inhabitants safe from Makuta's influence. As they move across the dizzy heights of their forest home, the Le-Matoran often catch sight of Lewa Nuva's athletic displays, as he grinds and leaps through the trees, swinging from vine to vine and gliding skilfully, unafraid of the dark swamps below.

SPECIAL CONTROLS

Accelerate/slow down: Press the Arrow Keys UP/DOWN.

Glide: Double jump, then press RETURN in mid-air. To stop gliding press SHIFT. Lewa Nuva can only glide for a short time. You can use this ability after teleporting to the second part of Le-Wahi.

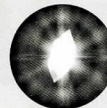


Field Guide

Newcomers to Mata Nui will find many unfamiliar objects and features scattered across its six Wahi.



Amana Volo Sphere: When a Rahi is freed or a Bohrok is overcome, the last part of dark energy released from the creature sometimes forms a ball of health-giving power. Refills two sections of the stamina gauge.



Lightstones: Mined by the Matoran of Onu-Wahi and found throughout Mata Nui. Collecting Lightstones unlocks Bonus Content at the Kini Nui (see Extras on p.14).

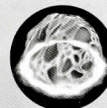


Kanohi of Elemental Energy: These sacred masks completely restore a Toa's elemental energy and stamina when collected.

Elemental Energy Spheres: Found in the mines of Po-Wahi, these spheres replenish elemental energy.



Canisters: Blast canisters with elemental energy to release their contents.



Dark Cages: Matoran are locked in these glowing pink cages of dark elemental energy, which can only be destroyed with a Nuva Blast.



Switches: Triggered by varying amounts of elemental energy, these switches are scattered throughout the Wahi. All operate useful machinery which can help you in your quest.

PAUSE MENU

Press SPACEBAR or ESC during gameplay to take a break from your quest and access the pause menu. Here you can view the number of Lightstones you've collected and Matorans you've rescued in the current Wahi.

- Press the Arrow Keys LEFT/RIGHT to highlight a menu option and press RETURN to select. Alternatively, use your mouse to highlight your chosen option and click to select.

CONTINUE Exit the pause menu and return to the game.

OPTIONS Adjust game settings (see Options on p.14).

SAVE GAME Press the Arrow Keys LEFT/RIGHT or click to select a Quest and save your game progress to the hard disk (see In Game Saves on p.15).

QUIT Exit current game and return to the Kini Nui. Press the Arrow Keys LEFT/RIGHT at the prompt to select YES and press RETURN to confirm, or click the tick icon.

OPTIONS

- Press the Arrow Keys LEFT/RIGHT to highlight a menu option and press RETURN or SHIFT to select. Alternatively, use your mouse to highlight your chosen option and click to select. Press ESC or click the arrow icon to cancel or go back to the previous menu.

AUDIO

Music Volume: Press the Arrow Keys LEFT/RIGHT to adjust volume. Press RETURN or SHIFT to confirm.

SFX Volume: Press the Arrow Keys LEFT/RIGHT to adjust volume and press RETURN or SHIFT to confirm.

Speech Volume: Press the Arrow Keys LEFT/RIGHT to adjust volume and press RETURN or SHIFT to confirm.

GRAPHICS

Resolution: You can select from three resolutions in this menu. A wider selection of resolutions including native widescreen support can be found in the 'Video' tab of the Options window - which appears when you first start the game. The wider selection of resolutions are available in the Options window.

CONTROLLER CONFIGURATION: Press the Arrow Keys UP/DOWN to choose to use the default KEYBOARD layout or to create your own CUSTOM configuration, and press RETURN or SHIFT to confirm.

- To create a custom configuration, press the Arrow Keys UP/DOWN to highlight a control. Press RETURN to select the control, then press the new keyboard key or game controller button that you want to use for that control. To save these changes, press the Arrow Keys UP/DOWN to highlight SAVE OPTIONS, and press RETURN to confirm, or click SAVE OPTIONS.

SET ALL TO DEFAULT: Press RETURN or SHIFT to cancel all changes and return all options to their default settings. Press RETURN or SHIFT again at the prompt to confirm.

EXTRAS

The Kini Nui has long been the home of wisdom. Discover more by selecting EXTRAS from the Kini Nui screen. Some knowledge may be revealed to you as your quest progresses, but other secrets will only be unlocked by collecting the Lightstones scattered across the Wahi.

REPLAY MOVIES: View movie sequences from the game. New movies are unlocked as each Wahi is completed.

MATA NUI VISITOR GUIDE: A beginners' guide to Mata Nui, its locations, inhabitants and features. More entries are added as you progress through the Wahi.

BONUS CONTENT: Collect the target number of Lightstones for each Wahi to unlock extra bonus content.

- Once you have completed a Wahi for the first time, you can replay it to try and collect enough Lightstones to unlock more Bonus Content.

SAVING AND LOADING

Saving a Game

End of Level Saves

At the end of each Wahi you complete, you are prompted to select a save slot to save your progress:

1. When you complete a Wahi, your collection totals are displayed. Press RETURN to continue.
 2. At the Save Progress prompt, press the Arrow Keys UP/DOWN to select a slot to save to - QUEST #1, QUEST #2 or QUEST #3 - and press RETURN to confirm, or left click on your chosen save slot.
 3. Press the Arrow Keys LEFT/RIGHT to select YES and press RETURN to confirm and save.
- If you choose to save over an existing save file, you will be asked to confirm. At the prompt, press the Arrow Keys LEFT/RIGHT to select YES and press RETURN, or click the tick icon to save.
 - To continue without saving your progress, press the Arrow Keys UP/DOWN to select CONTINUE WITHOUT SAVING and press RETURN to continue, or click CONTINUE WITHOUT SAVING.

In-Game Saves

You can also save at any time in game from the pause menu.

1. Press SPACEBAR or ESC during gameplay to open the pause menu.
 2. Press the Arrow Keys LEFT/RIGHT or move the cursor over the stones on the menu wheel to select SAVE GAME and press RETURN or click to continue.
 3. Press the Arrow Keys LEFT/RIGHT to choose a slot to save your game to - QUEST #1, QUEST #2 or QUEST #3 - and press RETURN to confirm. Alternatively, click on one of the stones to select a slot and save.
- If you choose to save over an existing save file, you will be asked to confirm. At the prompt, press the Arrow Keys LEFT/RIGHT to select YES and press RETURN, or click the tick icon to save.

Loading a Game

If you have Bionicle® games saved on your hard drive at start up, the saved game from the last Quest # slot you saved to will be auto-loaded. You can continue that saved game by selecting which of the available Wahi you wish to play.

You can also load a saved game from the hard disk by selecting LOAD GAME from the Kini Nui. Choosing LOAD GAME allows you to select which saved game you wish to load.

1. Press the Arrow Keys LEFT/RIGHT to select to load QUEST #1, QUEST #2 or QUEST #3 and press RETURN to continue, or highlight the stones on the menu wheel and click your chosen QUEST.
2. At the prompt, press the Arrow Keys LEFT/RIGHT to select YES and press SHIFT, or click the tick icon, to load your saved game and advance to the Kini Nui.
- To cancel, press the Arrow Keys LEFT/RIGHT to select NO at the prompt and press RETURN or ESC, or click the cross icon.
3. At the Kini Nui, you can choose to replay a previously completed Wahi, or play the next Wahi. Press the Arrow Keys LEFT/RIGHT to select a Wahi and press RETURN to confirm. Alternatively, click on the left and right facing arrows on either side of the Toa to scroll left or right, then click on your chosen Toa to select which Wahi to play.

Continuing a Game

Once you have saved your progress, the NEW GAME option at the Kini Nui changes to PLAY GAME. By selecting PLAY GAME you can continue the saved game from the last Quest # slot you saved to. To continue a game that is saved to a different Quest # slot, select LOAD GAME from the Kini Nui and follow the instructions in the Loading a Game section above.

1. To continue your saved game, press the Arrow Keys LEFT/RIGHT to select PLAY GAME and press RETURN. You can also use your mouse to move the cursor over the PLAY GAME icon and click to select.
2. Press the Arrow Keys LEFT/RIGHT to select YES and press RETURN to confirm. You can now choose which Wahi to play.

NOTE: To start a new game, press the Arrow Keys LEFT/RIGHT to select PLAY GAME and press RETURN. You can also use your mouse to move the cursor over the PLAY GAME icon and click to select. Press the Arrow Keys LEFT/RIGHT to select NO and press RETURN to confirm. At the NEW GAME prompt, press the Arrow Keys LEFT/RIGHT to select YES and press RETURN to confirm and begin a new game.

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LEGO®

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Producer: Scott Mackintosh
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Macintosh Credits

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Toa-ester Of Honour:
Simon Slavin

CUSTOMER SUPPORT

Every effort has been made to make Bionicle® as compatible with current hardware as possible. However, if you are experiencing problems with running the game, please read on. The following information **MUST** be obtained **BEFORE** contacting our Technical Support:

1. The error message displayed when the problem occurred (if any).
2. A Game Report.txt file, this contains:
 - An Apple System Profiler Report of your Mac
 - Any Crash logs that exist for Bionicle®
 - List of all the files in the Bionicle® game folder

All the information required can be obtained by opening Bionicle® and clicking on the Support tab in the Bionicle® Options window. In the Support tab click on the "Generate Report" button; this will grey out and a progress wheel and status message will appear below it. Once the report is generated it will appear as a file on your desktop. Now click on the send e-mail button. Remember to attach the report called "Bionicle Report.txt" to your e-mail.

In your email please include a brief description of the problem you have experienced with Bionicle®.

Our Customer Support Contact Details

Web address: <http://www.feralinteractive.com>

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

If you cannot find an answer to your question on the website, please email us at bioniclesupport@feral.co.uk Remember to include a report from the Profiler with your email.

If you are in the UK:

Tel: 0208-875-9787 Fax: 0208-875-1846

If you are outside the UK:

Tel: +44 208-875-9787 Fax: +44 208-875-1846

PLEASE DO NOT CONTACT FERAL'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS. They are neither permitted nor qualified to supply such information.

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Feral Returns
3 St. George's Court
131 Putney Bridge Road
London, SW15 2PA
United Kingdom

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