



# STAR WARS II

## THE ORIGINAL TRILOGY

AVAILABLE NOW!



LUCASARTS



**BUILD AND BATTLE**  
THROUGH THE ORIGINAL TRILOGY!



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NINTENDO DS™

# BIONICLE

## HEROES



INSTRUCTION BOOKLET



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **⚠ WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**



**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.**

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REV-E



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# IT'S UP TO YOU!

On the island of Voya Nui, Makuta and the Piraka, along with their numerous creature Minions, have captured the TOA and stripped them of their Masks. The TOA are now powerless and the island is in chaos!

The island elders call on a brave Matoran (YOU) to undertake a very difficult quest: battle the Piraka and the hordes of creatures that defend them, defeat Makuta and return the Masks to the captive TOA.

YOU will assume the powers and abilities of different TOA as you recover the Masks. But be warned: if you can recover all the Masks, you still have to face the ultimate power of Makuta!



# WHAT YOU HAVE TO DO

The Piraka and the TOA Masks are scattered throughout the different Elemental Zones of Voya Nui. You will have to fight your way through hordes of evil enemy creatures, defeat the Piraka in each Zone, and then face Makuta for the ultimate showdown.

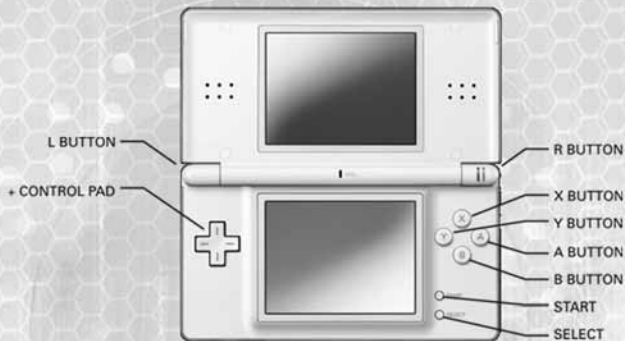
As you progress through the adventure, you will collect LEGO pieces scattered throughout the levels or stashed away in hidden locations. Collecting these will charge up your Hero Mode power and also allow you to unlock many Extras or Rewards.

You will not be able to find all the secrets when you first race through the levels, but you can return to any completed level (in Free Play) to collect more items and unlockable Extras.

For an extra challenge, enjoy *BIONICLE Heroes™* by battling against up to three friends in Multiplayer Mode as a Piraka!



# GETTING STARTED



1. With the Nintendo DS™ system turned OFF, insert the *BIONICLE Heroes™* Game Card securely into the Game Card slot.
  - Never insert or remove a Game Card when the power is ON.
2. Turn ON the system. The safety information screen will appear. Touch the Touch Screen to continue.
3. Touch *BIONICLE Heroes™* icon on the Touch Screen to load the game.
4. Begin play from the *BIONICLE Heroes™* Title Screen and Main Menu (page 9).
  - If your Nintendo DS™ is set to *Auto-load*, you don't need to go through these steps. See your Nintendo DS™ manual for information about *Auto-load*.

# CONTROLS

## STYLUS

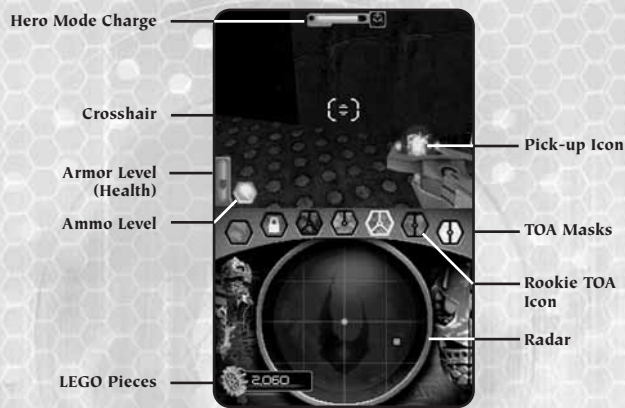
Select option	Touch option on the Touch Screen
Look/Aim	Touch Screen Central Circle
Switch TOA	Touch TOA icon
Jump	Double-touch Touch Screen

## BUTTON CONTROLS

Highlight option/Move TOA	+Control Pad
Select option	A Button
Previous menu	B Button
Move TOA	+Control Pad
Look/Aim	A, B, X or Y Button
Fire	L Button
Special Ability/Constraction	R Button
Switch TOA	SELECT
Pause Menu	START



# HEADS-UP DISPLAY



## **Hero Mode Charge**

The Hero Mode Charge bar charges up as you collect LEGO pieces. When it is completely charged up, it flashes and a Golden TOA flashes around the LEGO Pieces counter on the Touch Screen. Touch the counter to implement the Golden TOA.

## **Crosshair**

Use the Crosshair to aim your weapon at any enemy or target object. It is usually in the center of the Top Screen, but changes position as you aim and look around. The Crosshair design depends on the TOA Mask you are wearing and the type of weapon the TOA is carrying. It also changes to show that the weapon is aimed correctly at a target and is in range.

## **Armor Level (Health)**

Armor Level is shown as a red vertical bar on the lower left of the Top Screen. As you take hits in combat, this indicator begins to empty. When you take a short rest from combat, the level has time to replenish. If the Armor Level hits zero, that TOA's energy is depleted and you die. Press the A Button to start again from the last checkpoint you passed.

## **Ammo Level**

Ammo Level is shown as a filled Hexagon on the lower left of the Top Screen. As you fire your TOA weapon in combat, this begins to empty. Take a short rest from combat to allow it to replenish. The TOA you begin the game with has unlimited ammo, so that Ammo Level will never deplete.

## **LEGO Pieces**

On the lower left of the Touch Screen is a counter next to a rotating cog. This shows how many LEGO Pieces you've collected in the level. It's important to collect as many LEGO Pieces as possible to help you progress in the game. LEGO Pieces charge up Hero Mode and are used to buy Extras and Cheats.

## **Pickup Icon**

An Icon appears briefly in the Top Screen when you pick up a BIONICLE Rune, an Armor Rune or a Mask.

## TOA Masks

The Touch Screen has six “locked” Mask icons ranged across the top, plus one TOA icon on the far left. The TOA Mask is the only one active when you begin the game. As you find and pick up different TOA Masks in the levels, these icons unlock and become selectable.

## Radar

The Radar Panel in the center of the Touch Screen provides a top-down view of your current position and scans the location for nearby enemies.

- *Your Position* = center dot
- *Nearby Enemies* = large red dots
- *Distant Enemies* = small red dots
- *Secret Item or Hidden Area* = blue dot

## Help Flash

At times there will only be one TOA Special Ability that can help you continue your progress in the game (such as the Fire TOA crossing a lava flow). In this case the Top Screen flashes a Hexagon to show which TOA is best used to complete that specific task.

# MAIN MENU

## New Game

Begin a New Game of *BIONICLE Heroes™*.

## Load Game

Continue a previously saved game. Select one of the three Save Game slots and press the A Button to load the saved game.

## Multiplayer

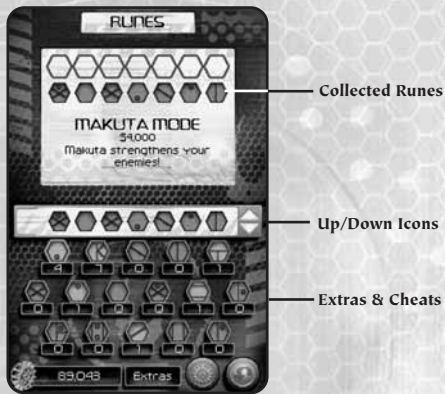
Play as a Piraka and challenge your friends in Versus Mode (up to 4 players). Each player must have a separate copy of the game in order to play. (See page 19 for more information.)

## Options

- **Controller Configuration**
  - *Left-Handed Player/Right-Handed Player* — Select a Touch Screen/Button configuration that's more comfortable for you. You can also switch in-game aim and view controls between the Touch Screen and the A, B, X, Y Buttons.
  - *Invert Look* — Select Yes to invert look-up and look-down.
  - *View Sensitivity Setup* — Touch the left/right icons to increase/decrease View Sensitivity.
  - *Exit* — Touch the check icon to exit and save the Controller Configuration setup.
- *Music/Sound FX* — Touch the left/right icons to increase/decrease Music and Sound Effects volume.
- *Extras* — Check out extra game features!



# BIONICLE RUNE TRANSLATOR



Collect BIONICLE Runes throughout the levels, then come here and use them to unlock Extras and special Rewards. Runes collected in the levels appear in the Touch Screen (max. 4 of each type).

Touch the Up/Down icons to select Extras and Cheats. The Top Screen will show the correct Rune spelling for that item. Touch the Rune to place it into an empty space and spell out the word.

## Cheats

This features a list of Cheats you can open in *BIONICLE Heroes™*. At first they will all be locked.

## Statistics

The Stats Screen shows your achievements through the levels and provides a host of interesting statistics to show how you are performing in the game.

## Secrets Found

See a list of the Secrets you've unlocked, including:

- Most Enemies Distracted on a Level
- Highest Hit Percentage on a Level
- Most Times Attempted a Level
- Canisters Destroyed
- Times Enemies One Hit Distracted
- Balloons Popped During Piraka Party
- Levels Completed in Makuta Mode
- Levels Completed
- Masks Collected
- Extras Unlocked
- Enemies Hit By Barnyard Animals

## Credits

Check out the team responsible for developing and producing the game.



# PLAYING THE GAME

## GETTING INTO THE GAME

1. Touch or select *New Game* on the Main Menu.
2. Touch or select a Save Slot, where your game progress will be saved.
3. Touch or select *Level Select* to see a list of Zones.
4. Touch or select a Zone. The Top Screen shows a zoomed-in view of that Zone on the island, including a picture of the Piraka Zone Boss.
5. The Top Screen now shows the levels you can enter. (A locked icon in a Hexagon means you cannot enter that level.) Touch or select a level in the Zone to enter that level.
  - When you enter a level, you will see a brief summary of the Zone and alerts about the Boss you must face. Touch the Touch Screen (or press the A Button) to jump into the action.
  - You must complete the levels in order, but you can switch from Zone to Zone once you complete a level. Doing this could help you progress.

## GAME ACTION

The game will be fast and furious. Enemies will rain down on you from all angles while you try to progress through the level, pick up LEGO Pieces and find TOA Masks. At first you are a TOA wielding a Zamor Sphere Launcher — a good weapon but nothing compared to the power of the TOA weapons you acquire when you find a TOA Mask. Masks are very important to your success in the game; they will grant you the powers of the TOA and their Elemental Weapons.

## COMBAT

You will spend a lot of the game shooting at enemies or objects.

- Aim the Crosshair using the central circle on the Touch Screen or the A, B, X, Y Buttons (depending on your option configuration), and fire (L Button).

The initial TOA weapon, the Zamor Sphere Launcher, has unlimited ammo, but is not very powerful. The main TOA weapons are much more powerful, but they deplete if overused in combat. If a TOA weapon is depleted (the Hexagon on the Top Screen is empty), hide somewhere or rest for a few moments to let it fill up again.

## TOA SPECIAL ABILITIES & WEAPONS

You begin the game in the guise of a TOA. As you progress, you pick up the powers, Special Abilities and weapons of different TOA by collecting their Masks. Initially, you collect Masks from the original TOA, then the TOA Nuva and finally the TOA Inika. These Masks are being recovered from the Piraka.

- Press and hold the R Button to perform a Special Ability (Red, Blue, Green and White TOA only).

## TOA (Silver)

- *Constrictions* — Constrictions are groups of LEGO Pieces that you must assemble in order to progress through a level. Examples of constrictions are things such as doors, lifts, turrets, platforms and cogs. Lifts and moving platforms are very useful; they will take you a long way up or along a building or structure in a short amount of time.

- Press and hold the L or R Button to perform a construction (when prompted).
- Remember, the original TOA you play in the game is the only one who can make a construction.
- Not all constructions are required for progress.

*NOTE: Construction is a LEGO term meaning “construction + action”: assembling LEGO Pieces into an object that will then do something. Anything made of LEGO Pieces in the game can have something else done to it.*

- **Distraction** — Distraction means to shatter an enemy Minion into its component LEGO Pieces. This ability is only available after you've collected all TOA Masks.
- **Weapon: Zamor Sphere Launcher** — Rapid shot, not very powerful but can keep a high rate of unlimited fire over a long period of time.

*The following abilities are for level three only.*

### **Air TOA (Green)**

Controls the direction of a jump and allows you to get to many tricky areas in a level. Hold down the R Button to become weightless. This ability can only be used in bursts of up to 4 seconds.

- **Weapon** — Fires a massive, highly-targeted electric bolt that inflicts precise, extremely powerful damage.

### **Earth TOA (Black)**

Enjoys increased defense against enemies and can destroy specified terrain to find hidden rooms, Rewards and collectibles.

- **Weapon** — Fires a high-powered, short-range explosive blast.

### **Fire TOA (Red)**

Walks over (and through) lava and fire and has a very powerful secondary attack weapon (R Button).

- **Primary Weapon** — Emits rapid-fire, super powerful blasts of energy.

### **Ice TOA (White)**

Toggles zoom-in mode for an accurate sniper shot. While in zoom mode, you can still move across terrain. Aim and fire as normal.

- **Weapon** — Fires a long-range, high velocity shot with sniper zoom Special Ability. Firing with zoom mode disabled increases the chances of “freezing” an enemy.

### **Stone TOA (Brown)**

Can destroy specific sections of stone terrain.

- **Weapon** — Fires a highly explosive charge, but at a slow rate.

### **Water TOA (Blue)**

Can travel through underwater passages and has the ability to view symbols (in blue) on the radar that show secret areas in the game. Press the R Button to perform a special scan.

- **Weapon** — Fires a continuous beam of energy at medium range.

## **TAKING HITS**

If you take too many enemy hits, your TOA energy will be depleted. The screen will swivel sideways to indicate complete loss of energy.

- Press the A Button to restart from the nearest checkpoint.

## JUMPING & JUMP PADS

All TOA can jump when you double-touch the Touch Screen. Jump Pads positioned throughout the levels allow TOA to jump even higher. Walk onto a Jump Pad to perform the jump.

## LEGO PIECES

Collect LEGO Pieces whenever you can. Walk over them to add them to your counter on the Touch Screen. These are your currency and allow you to buy Extras and Cheats and charge-up Hero Mode. When you finish a level, all LEGO Pieces collected are preserved in your save file.

- *Silver LEGO Pieces* are easily found in all levels.
- *Red LEGO Pieces* are uncommon and worth 10 times the Silver.
- *Gold LEGO Pieces* are rare and worth 10 times the Red.

## PICK-UPS & DESTRUCTIBLES

Look everywhere lots of pick-ups and collectibles. Walk over Masks and Runes to pick up different TOA Masks, Ammo and Armor upgrades.

Destructibles are objects (containers or BIONICLE canisters) that can be shot at and destroyed. Once blown up, they leave behind collectibles (usually LEGO Pieces, but sometimes Runes).

## PAUSING

When the action gets too hot and heavy, press START to pause. While paused, you can open the Options Menu or quit the game.

## FINISHING A LEVEL

When you finish a level, you can continue to the next level in that Zone, select another Zone or go to the Extras Menu.

## THE GOLDEN TOA

As you collect LEGO Pieces, the Hero Mode Charge bar charges up. When the bar is fully charged, it flashes and an icon appears on the Touch Screen near the counter. Touch the Hero Mode icon to implement the Golden TOA. (Doing this does not use any LEGO Pieces.)

Hero Mode powers last only for a short time (as the charge decreases), but in this time you have these extra powers.

- The Golden TOA cannot be affected by attacks from any enemies in the level except Bosses and sub-Bosses.
- You still have all the weapons you had before summoning the Golden TOA, and you can switch between them as usual, But the damage each weapon does is considerably greater than normal.

When the Hero Mode Charge runs out, the TOA returns to normal. The Hero Mode Charge bar gradually recharges as you collect more LEGO Pieces.



## ZONES

You can play the Zones in any order. Level 1 of each Zone is always open, but you must play the levels within a Zone in sequential order. Sometimes switching from Zone to Zone is helpful, for example, if you picked up a Mask with a Special Ability that you can use elsewhere.

- **Air Zone** — Hike the mountainous region of Voya Nui. Battle through ruins and a massive coliseum and climb to the Sky Temple for a Boss encounter with Zaktan.
- **Earth Zone** — Deep beneath the island's surface, this Zone boasts a massive underground chamber brimming with ancient machinery and mechanical structures ruled by Reidak.
- **Fire Zone** — Visit Voya Nui's volcano! Fight through underground chambers and mines, surrounded by molten lava and liquid fire, to reach the volcanic core and the showdown with Hokann.
- **Ice Zone** — Once you reach this outermost area of the island's arctic crust, brave the frozen wasteland to reach the Arctic Shrine, the haunt of Thok.
- **Stone Zone** — In a castle built on Voya Nui's sand-covered desert, tackle the awesome fortress defenses to reach the Throne Room for a Boss encounter with Avak.
- **Water Zone** — Cross chasms, waterfalls, rivers, caverns and bridges to reach the Aquatic Abyss guarded by Vezok.

## FREE PLAY

Once you complete a Zone, you can revisit any of its levels. Play again in Free Play to access hidden areas and secret sections that are now available to you with your new TOA abilities. Free Play is the only way to obtain every hidden treasure and secret in the game!

## SAVING & LOADING

*BIONICLE Heroes™* auto-saves your progress every time you complete a level, when you collect special items, when you spend LEGO Pieces, and when you use BIONICLE Runes to unlock and Extra.

To load a saved game, touch or select *Load Game* from the Main Menu, and then touch or select the Game Save slot containing the game you want to load.

## MULTIPLAYER MODE

Play *BIONICLE Heroes™* in 2-to-4 player Versus Mode by selecting *Multiplayer* from the Main Menu. Each participating player must be using a separate copy of the game. You and your friends will step into the guise of the game's Boss Piraka to fight each other:

- **Thok "The Drifter"** (White)
- **Zaktan "The Snake"** (Green)
- **Reidak "The Tracer"** (Black)
- **Avak "The Trigger"** (Brown)
- **Vezok "The Beast"** (Blue)
- **Hakann "The Bully"** (Red)

## SETTINGS (HOST ONLY)

- **Score Limit** — Set the score you must reach to win the battle.
- **Time Limit** — Set the time length of the match.
- **Respawn Limit** — Set the number of lives you'll be allowed before being eliminated.

## HOST OR JOIN

You can choose to either Host or Join a game.

- The Host selects the Map (*below*), the Multiplayer setting (*page 19*) and a Piraka character.
- The Joining players select their Piraka and the Multiplayer session they want to join (Host's User Name).

## RULES

- Defeat as many opponents as possible. When the Score Limit or Time Limit (set by the Host) is reached, the player with the highest score wins.
- If your Armor Level reaches zero, your character loses all energy and is defeated. You lose all Masks and weapons you've collected and must respawn to continue playing.
- Touch the Touch Screen or press the L or R Button to respawn at a designated respawn point.

## PICK-UPS

- **Weapons** — Multiplayer Mode features the same weapons as the single player game. You begin with the Zamor Sphere Launcher (unlimited ammo). Gain the other six Elemental Weapons by picking up TOA Masks.
- **Armor Rune** — Temporarily increases your Armor Level.
- **Weapon Rune** — Temporarily upgrades all your weapons.

## MAPS

- Sky Temple
- Arctic Shrine
- Underground
- Trigger's Throne
- Volcanic Core
- Aquatic Abyss

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