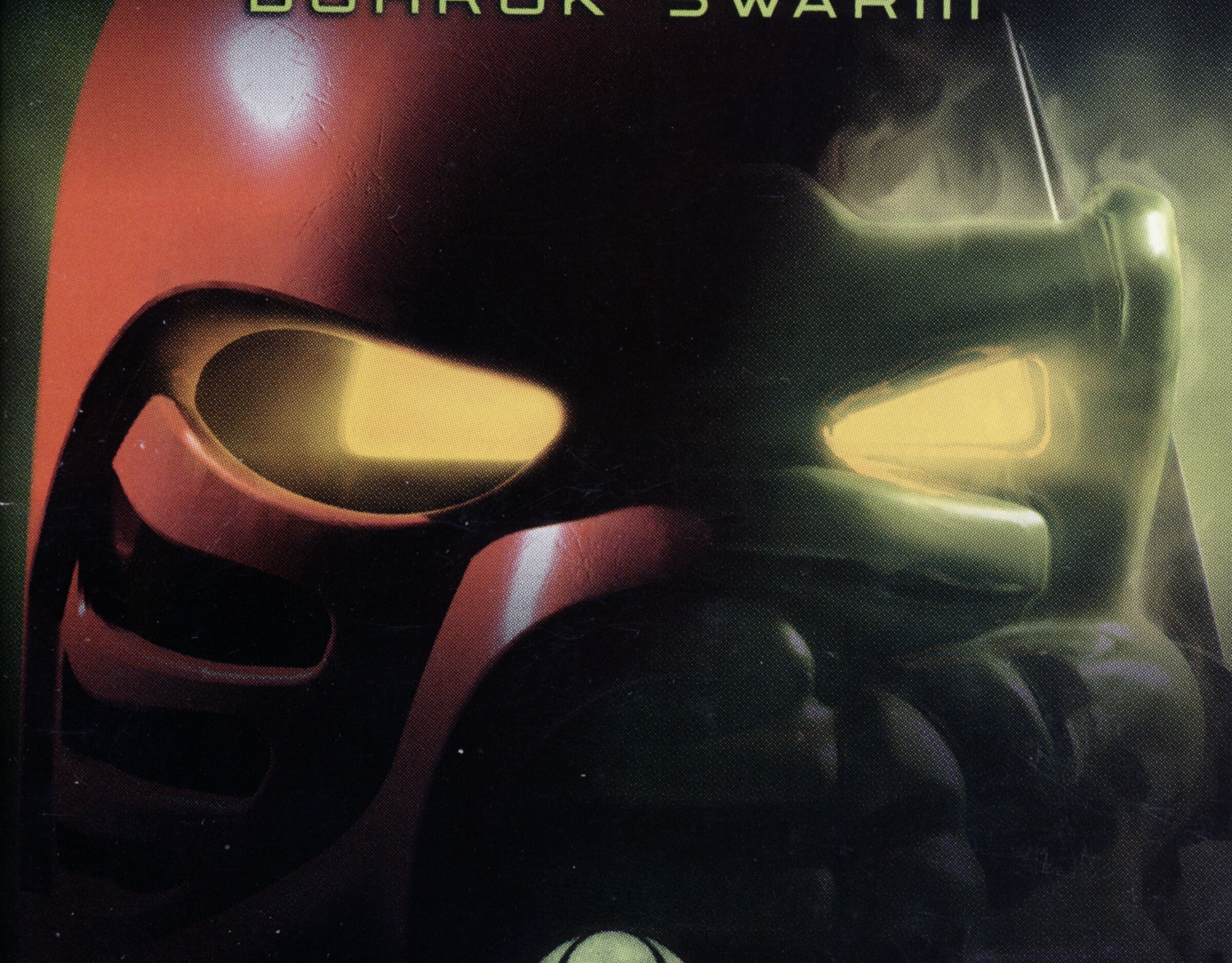
BIONICLE™

BOHROK SWARM



TRADING CARD GAME

RULE BOOK

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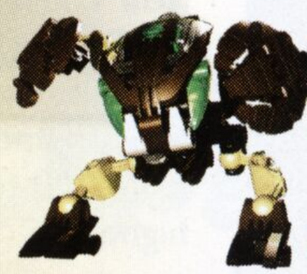
TRADING CARD GAME

Welcome to the **Bionicle™: Bohrok Swarm** Trading Card Game — your chance to uncover the Great Masks of Power! Spend the time to play the demo round, read the rules, familiarize yourself with the cards, and find an opponent. You should be up and running in no time.

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 choose to control a Bohrok? 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**.



CONTENTS

This Starter Deck contains everything two players need to immediately start playing:

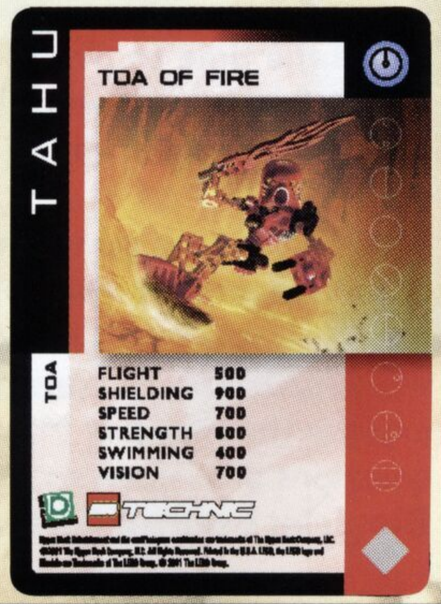
- 80 game cards, including:
  - 2 Toa Cards
  - 6 Great Mask Challenge Cards
  - 6 Turaga Cards
  - 6 Bohrok Cards
  - 12 Great Mask Cards
  - 10 Mission Cards
  - 38 Game Action Cards
- 1 Rule Book
- 1 The Coming of the Bohrok Story Book
- 1 Ancient Map of Mata Nui
- 2 Toa Masks

OBJECT OF THE GAME

To win, you must collect your Toa's six Great Mask Cards. The first player to collect all six Great Mask Cards 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 100 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 a Challenge.



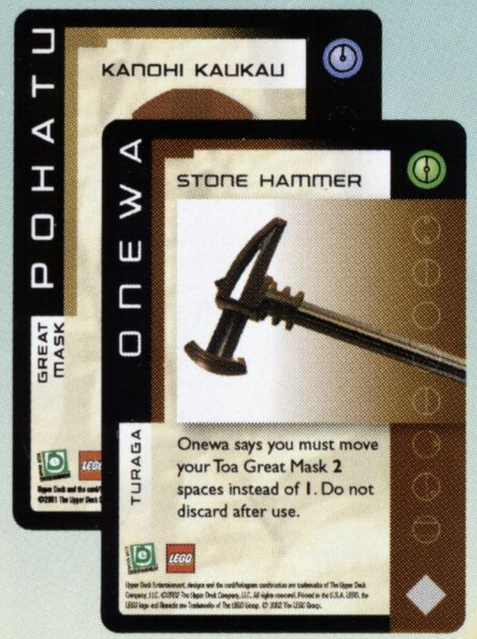
Skill used during Great Mask Challenge



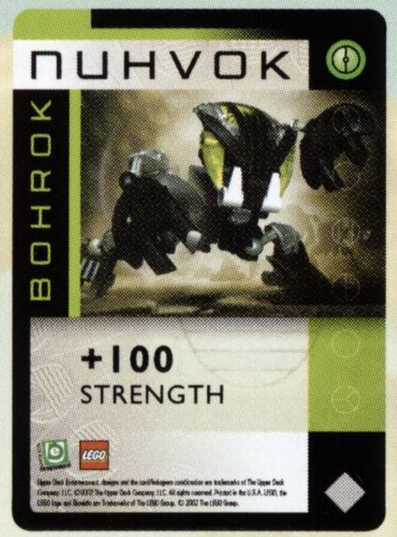
Mission Cards — Mission Cards give the players a new mission they must complete before they can continue to search for Great Masks.

A New Mission

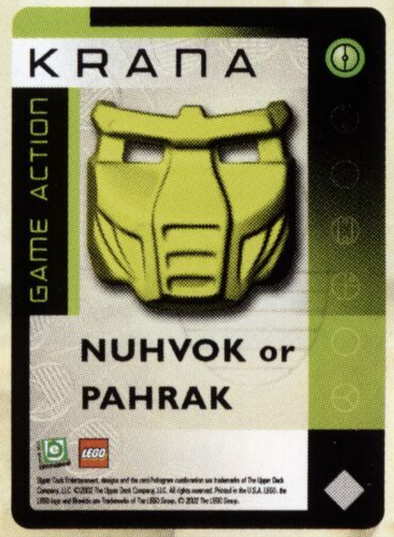




Great Mask/Turaga Cards — To win the game, you must collect all six of your Toa's Great Mask Cards. Both the Great Mask and Turaga Cards give your Toa bonuses.



Bohrok Cards — Bohrok Cards can be used to knock off an opponent's Great Mask Card.

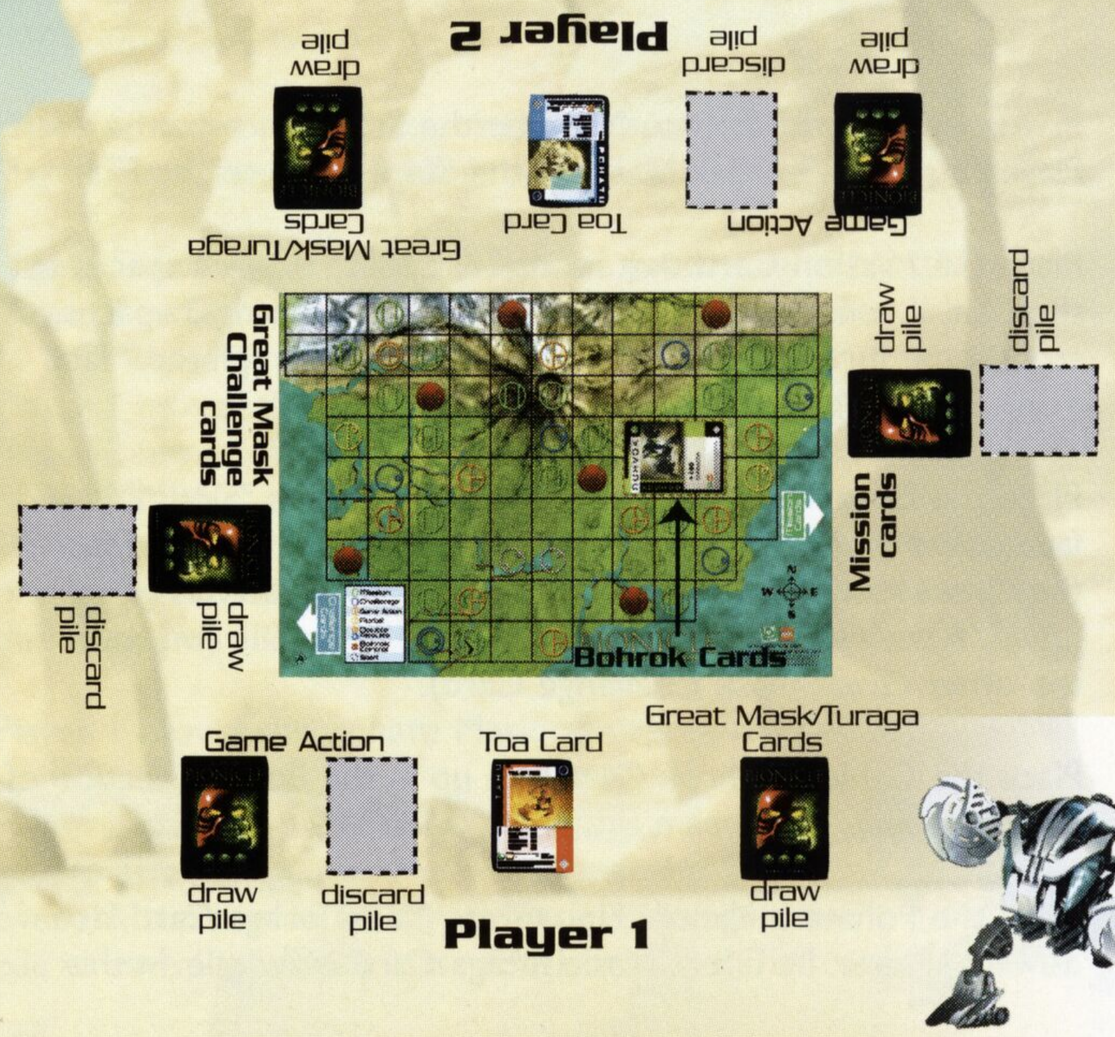


Game Action Cards — Game Action Cards do a variety of things. In general, they are played to either help you or hinder your opponent. Krana Game Action Cards allow you to control a Bohrok Card.

DEMO ROUND

If this is the first time you've played, follow this demo round to see how the game plays.

Identify your Theme Deck and follow its Demo Round



THEME DECK ONE - DEMO ROUND

If you have Theme Deck One, then you are playing with POHATU and GALI.

Give the Pohatu Toa Card and Pohatu Mask to Player 1. Give the Gali Toa Card and Gali Mask to Player 2.

Turn the game map to side A (see diagram) and place it between the players.

Player 1 places the Pohatu Mask on the Start space to the West. Player 2 places the Gali Mask on the Start space to the East.

Place the Mission Card that reads "You must move 3 spaces to the East. If you reach the map's edge before moving 3 spaces, stop in the furthest space and the Mission is completed." face down in the Mission Card draw pile.

Place the Great Mask Challenge Card that reads "SWIMMING" face down in the Great Mask Challenge Card draw pile. Place the Great Mask Challenge Card that reads "STRENGTH" face down in the Great Mask Challenge Card draw pile (on top of the other Great Mask Challenge Card).

Place the Gahlok Bohrok Card face up in the Bohrok section of the game map.

Place the Pohatu – Kanohi Hau Great Mask/Turaga Card face down in Player 1's Great Mask/Turaga Card draw pile. In this demo, Player 2 won't need any cards in his Great Mask/Turaga Card draw pile.

Player 1 holds no Game Action Cards in his hand.
Player 2 holds the Krana Game Action Card that reads "LEHVAK or GAHLOK" in his hand. Player 2 places the Reward Game Action Card that reads "You can give up your turn and move your opponent to any Mission space on the game map. Your opponent must take on a Mission. Discard after use." face down in his Game Action Card draw pile.

Player 1 moves the Pohatu Mask one space to the North.
Player 2 moves the Gali Mask one space to the East.

Player 1 moves the Pohatu Mask one space to the North.
Player 2 moves the Gali Mask one space to the East.

Player 1 moves the Pohatu Mask one space to the North.
Player 2 moves the Gali Mask one space to the North.

Player 2 lands on a Game Action space: this means he gets to draw one card from his Game Action Card draw pile. In our example, this is a Reward Game Action Card. He holds this card in his hand.

Player 1 moves the Pohatu Mask one space to the East.

Player 1 lands on a Challenge space: this means he gets to attempt a Great Mask Challenge. He flips over the top card in the Great Mask Challenge draw pile to reveal the Great Mask Challenge Card that reads



"STRENGTH". Both players check their Toa's Strength score. Player 1 discovers that Pohatu has a Strength of 800 and Player 2 sees that Gali has a Strength of 500. Pohatu has a higher score and has won the Great Mask Challenge. The Great Mask Challenge Card is placed face up in the Great Mask Challenge Card discard pile.

Because Player 1 won the Great Mask Challenge, he gets to draw a card from the top of his Great Mask/Turaga Card draw pile. He does this and reveals the Pohatu - Kanohi Hau Great Mask/Turaga Card. Player 1 decides to equip his Toa with this mask and indicates this by placing the Pohatu - Kanohi Hau Great Mask/Turaga Card underneath the Pohatu Card (the only part of the card that should be seen is the text box that reads "Add 100 points to Shielding"). If Player 1 had more than one mask, he would have to decide which mask to give his Toa (Toa can only wear one mask at a time). Because Player 1 now wears the Kanohi Hau mask, he can add 100 points to his Shielding score.

Player 2 decides to play the Reward Game Action Card in his hand that reads "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." Player 2 moves Player 1's Pohatu Mask to the Mission space one space to the North. The Reward Game Action Card is placed face up in Player 2's Game Action Card discard pile.

Player 1 has now been forced into a Mission space: this means he must complete a Mission. Player 1 flips over the top card in the Mission Card draw pile. He reveals the Mission Card that reads "You must immediately move 3 spaces to the East. If you reach

the map's edge before moving 3 spaces, stop in the furthest space and the Mission is completed." Player 1 must move the Pohatu Mask three spaces to the East. He has completed the Mission. The Mission Card is placed face up in the Mission Card discard pile.

Because Player 2 used his turn to move Player 1's Toa Mask, it's now Player 1's turn to move.

Player 1 moves the Pohatu Mask one space to the West.
Player 2 moves the Gali Mask one space to the West.

Player 1 moves the Pohatu Mask one space to the North.
Player 2 moves the Gali Mask one space to the North.

Player 2 has entered a Bohrok Control space. Player 2 has a Krana Game Action Card in his hand that reads "LEHVAK or GAHLOK". The Krana Game Action Card matches the Bohrok Card (Gahlok) that is face up on the game map. Player 2 plays his Krana Game Action Card and announces that he is attempting a Bohrok Challenge. The Krana Game Action Card goes face up in Player 2's Game Action discard pile.

Player 2 flips over the top card in the Great Mask Challenge Card draw pile to reveal the Great Mask Challenge Card that reads "SWIMMING." Both players check their Toa's Swimming score. Player 1 discovers that Pohatu has a Swimming of 500 and Player 2 sees that Gali's Swimming is 900. Plus, Player 2 gets +100 for the Swimming bonus found on the Gahlok Bohrok Card and +100 because the Great Mask Challenge Card has a Bohrok symbol on it. Gali



easily wins (1100 to 500) and knocks off the Pohatu - Kanohi Hau Great Mask/Turaga Card. The Great Mask/Turaga Card is placed face down on top of Pohatu's Great Mask/Turaga Card draw pile. Great Mask Cards are never discarded.

The Gahlok Bohrok Card is removed from the game map.

Play continues in this manner until one player has all six of his Toa's Great Mask Cards. The first player to collect all of his Toa's Great Mask Cards wins the game.

THEME DECK TWO - DEMO ROUND

If you have Theme Deck Two, then you are playing with TAHU and KOPAKA.

Give the Tahu Toa Card and Tahu Mask to Player 1. Give the Kopaka Toa Card and Kopaka Mask to Player 2.

Turn the game map to side A (see diagram) and place it between the players.

Player 1 places the Tahu Mask on the Start space to the West.
Player 2 places the Kopaka Mask on the Start space to the East.

Place the Mission Card that reads "You must immediately move 3 spaces to the East. If you reach the map's edge before moving 3 spaces, stop in the furthest space and the Mission is completed." face down in the Mission Card draw pile.

Place the Great Mask Challenge Card that reads "SWIMMING" face down in the Great Mask Challenge Card draw pile. Place the Great Mask Challenge Card that reads "STRENGTH" face down in the Great Mask Challenge Card draw pile (on top of the other Great Mask Challenge Card).

Place the Gahlok Bohrok Card face up in the Bohrok section of the game map.

Place the Tahu – Kanohi Hau Great Mask/Turaga Card face down in Player 1's Great Mask/Turaga Card draw pile. In this demo, Player 2 won't need any cards in his Great Mask/Turaga Card draw pile.

Player 1 holds no Game Action Cards in his hand.
Player 2 holds the Krana Game Action Card that reads "LEHVAK or GAHLOK" in his hand. Player 2 places the Reward Game Action Card that reads "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." face down in his Game Action Card draw pile.

Player 1 moves the Tahu Mask one space to the North.
Player 2 moves the Kopaka Mask one space to the East.

Player 1 moves the Tahu Mask one space to the North.
Player 2 moves the Kopaka Mask one space to the East.

Player 1 moves the Tahu Mask one space to the North.
Player 2 moves the Kopaka Mask one space to the North.



Player 2 lands on a Game Action space: this means he gets to draw one card from his Game Action Card draw pile. In our example, this is a Reward Game Action Card. He holds this card in his hand.

Player 1 moves the Tahu Mask one space to the East.

Player 1 lands on a Challenge space: this means he gets to attempt a Great Mask Challenge. He flips over the top card in the Great Mask Challenge Card draw pile to reveal the Great Mask Challenge Card that reads "STRENGTH". Both players check their Toa's Strength score. Player 1 discovers that Tahu has a Strength of 800 and Player 2 sees that Kopaka has a Strength of 700. Tahu has a higher score and has won the Great Mask Challenge. The Great Mask Challenge Card is placed face up in the Great Mask Challenge Card discard pile.

Because Player 1 won the Great Mask Challenge, he gets to draw a card from the top of his Great Mask/Turaga Card draw pile. He does this and reveals the Tahu - Kanohi Hau Great Mask/Turaga Card. Player 1 decides to equip his Toa with this mask and indicates this by placing the Tahu - Kanohi Hau Great Mask/Turaga Card underneath the Tahu Card (the only part of the card that should be seen is the text box that reads "Add 100 points to Shielding"). If Player 1 had more than one mask, he would have to decide which mask to give his Toa (Toa can only wear one mask at a time). Because Player 1 now wears the Kanohi Hau mask, he can add 100 points to his Shielding score.

Player 2 decides to play the Reward Game Action Card in his hand that reads "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." Player 2 moves Player 1's Tahu Mask to the Mission space one space to the North. The Reward Game Action Card is placed face up in Player 2's Game Action Card discard pile.

Player 1 has now been forced into a Mission space: this means he must complete a Mission. Player 1 flips over the top card in the Mission draw pile. He reveals the Mission Card that reads "You must immediately move 3 spaces to the East. If you reach the map's edge before moving 3 spaces, stop in the furthest space and the Mission is completed." Player 1 must move the Tahu Mask three spaces to the East. He has completed the Mission. The Mission Card is placed face up in the Mission Card discard pile.

Because Player 2 used his turn to move Player 1's Toa Mask, it's now Player 1's turn to move.

Player 1 moves the Tahu Mask one space to the West.
Player 2 moves the Kopaka Mask one space to the West.

Player 1 moves the Tahu Mask one space to the North.
Player 2 moves the Kopaka Mask one space to the North.

Player 2 has entered a Bohrok Control space. Player 2 has a Krana Game Action Card in his hand that reads "LEHVAK or GAHLOK". The Krana Game Action Card matches the Bohrok Card (Gahlok) that is face up on the game map. Player 2 plays his Krana Game Action Card and announces that he is



attempting a Bohrok Challenge. The Krana Game Action Card goes face up in Player 2's Game Action Card discard pile.

Player 2 flips over the top card in the Great Mask Challenge Card draw pile to reveal the Great Mask Challenge Card that reads "SWIMMING." Both players check their Toa's Swimming score. Player 1 discovers that Tahu has a Swimming of 400 and Player 2 sees that Kopaka's Swimming is 500. Plus, Player 2 gets +100 for the Swimming bonus found on the Gahlok Bohrok Card and +100 because the Great Mask Challenge Card has a Bohrok symbol on it. Kopaka wins (700 to 400) and knocks off the Tahu - Kanohi Hau Great Mask/Turaga Card. The Great Mask/Turaga Card is placed face down on top of Tahu's Great Mask/Turaga Card draw pile. Great Mask Cards are never discarded.

The Gahlok Bohrok Card is removed from the game map.

Play continues in this manner until one player has all six of his Toa's Great Mask Cards. The first player to collect all of his Toa's Great Mask Cards wins the game.

THEME DECK THREE - DEMO ROUND

If you have Theme Deck Three, then you are playing with ONUA and LEWA.

Give the Onua Toa Card and Onua Mask to Player 1. Give the Lewa Toa Card and Lewa Mask to Player 2.

Turn the game map to side A (see diagram) and place it between the players.

Player 1 places the Onua Mask on the Start space to the West. Player 2 places the Lewa Mask on the Start space to the East.

Place the Mission Card that reads "You must immediately move 3 spaces to the East. If you reach the map's edge before moving 3 spaces, stop in the furthest space and the Mission is completed." face down in the Mission Card draw pile.

Place the Great Mask Challenge Card that reads "SWIMMING" face down in the Great Mask Challenge Card draw pile. Place the Great Mask Challenge Card that reads "STRENGTH" face down in the Great Mask Challenge Card draw pile (on top of the other Great Mask Challenge Card).

Place the Gahlok Bohrok Card face up in the Bohrok section of the game map.

Place the Onua – Kanohi Hau Great Mask/Turaga Card face down in Player 1's Great Mask/Turaga Card draw pile. In this demo, Player 2 won't need any cards in his Great Mask/Turaga Card draw pile.

Player 1 holds no Game Action Cards in his hand.
Player 2 holds the Krana Game Action Card that reads "LEHVAK or GAHLOK" in his hand. Player 2 places the Reward Game Action Card that reads "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." face down in his Game Action draw pile.



Player 1 moves the Onua Mask one space to the North.
Player 2 moves the Lewa Mask one space to the East.

Player 1 moves the Onua Mask one space to the North.
Player 2 moves the Lewa Mask one space to the East.

Player 1 moves the Onua Mask one space to the North.
Player 2 moves the Lewa Mask one space to the North.

Player 2 lands on a Game Action space: this means he gets to draw one card from his Game Action Card draw pile. In our example, this is a Reward Game Action Card. He holds this card in his hand.

Player 1 moves the Onua Mask one space to the East.

Player 1 lands on a Challenge space: this means he gets to attempt a Great Mask Challenge. He flips over the top card in the Great Mask Challenge Card draw pile to reveal the Great Mask Challenge Card that reads "STRENGTH". Both players check their Toa's Strength score. Player 1 discovers that Onua has a Strength of 900 and Player 2 sees that Lewa has a Strength of 700. Onua has a higher score and has won the Great Mask Challenge. The Great Mask Challenge Card is placed face up in the Great Mask Challenge Card discard pile.

Because Player 1 won the Great Mask Challenge, he gets to draw a card from the top of his Great Mask/Turaga Card draw pile. He does this and reveals the Onua - Kanohi Hau Great Mask/Turaga Card. Player 1 decides to equip his Toa with this mask and indicates this by placing the Onua - Kanohi Hau Great Mask/Turaga Card underneath the Onua Card (the only part of the card that should be seen is the text box that reads "Add 100 points to Shielding"). If Player 1 had more than one mask, he would have to decide which mask to give his Toa (Toa can only wear one mask at a time). Because Player 1 now wears the Kanohi Hau mask, he can add 100 points to his Shielding score.

Player 2 decides to play the Reward Game Action Card in his hand that reads "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." Player 2 moves Player 1's Onua Mask to the Mission space one space to the North. The Reward Game Action Card is placed face up in Player 2's Game Action Card discard pile.

Player 1 has now been forced into a Mission space: this means he must complete a Mission. Player 1 flips over the top card in the Mission Card draw pile. He reveals the Mission Card that reads "You must immediately move 3 spaces to the East. If you reach the map's edge before moving 3 spaces, stop in the furthest space and the Mission is completed." Player 1 must move the Onua Mask three spaces to the East. He has completed the Mission. The Mission Card is placed face up in the Mission Card discard pile.

Because Player 2 used his turn to move Player 1's Toa Mask, it's now Player 1's turn to move.

Player 1 moves the Onua Mask one space to the West.
Player 2 moves the Lewa Mask one space to the West.



Player 1 moves the Onua Mask one space to the North.
Player 2 moves the Lewa Mask one space to the North.

Player 2 has entered a Bohrok Control space. Player 2 has a Krana Game Action Card in his hand that reads "LEHVAK or GAHLOK". The Krana Game Action Card matches the Bohrok Card (Gahlok) that is face up on the game map. Player 2 plays his Krana Game Action Card and announces that he is attempting a Bohrok Challenge. The Krana Game Action Card goes face up in Player 2's Game Action Card discard pile.

Player 2 flips over the top card in the Great Mask Challenge Card draw pile to reveal the Great Mask Challenge Card that reads "SWIMMING." Both players check their Toa's Swimming score. Player 1 discovers that Onua has a Swimming of 500 and Player 2 sees that Lewa's Swimming is 400. Plus, Player 2 gets +100 for the Swimming bonus found on the Gahlok Bohrok Card and +100 because the Great Mask Challenge Card has a Bohrok symbol on it. Lewa wins (600 to 500) and knocks off the Onua - Kanohi Hau Great Mask/Turaga Card. The Great Mask/Turaga Card is placed face down on top of Onua's Great Mask/Turaga Card draw pile. Great Mask Cards are never discarded.

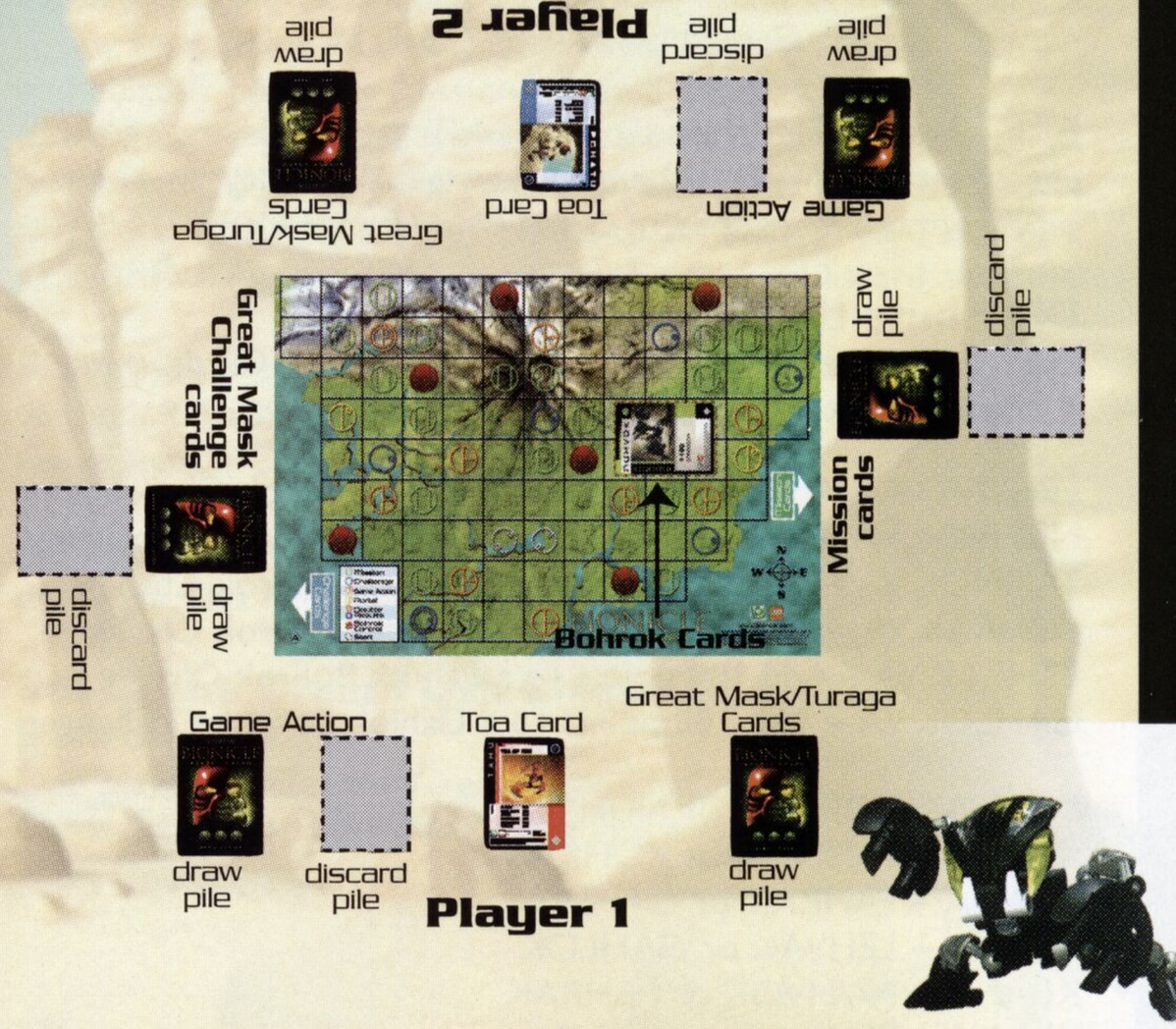
The Gahlok Bohrok Card is removed from the game map.

Play continues in this manner until one player has all six of his Toa's Great Mask Cards. The first player to collect all of his Toa's Great Mask Cards wins the game.

SET-UP

Place the Game Map

Place the game map between both players. You can use either side. If you have two theme decks, you can put two maps together (side A & side B) to show the entire Mata Nui Island.



Separate the Cards

Separate the Toa, Great Mask Challenge, Mission, Great Mask/Turaga, Bohrok, and Game Action Cards into separate piles.

Choose Your Toa & Distribute the Great Mask/Turaga Cards

You and your opponent 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 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 Game Action Cards

Each player gets a complete set of Game Action Cards.
A complete set includes:

LEHVAK VA – Add 100 points to a Lehvak Bohrok Challenge.
NUHVOK VA – Add 100 points to a Nuhvok Bohrok Challenge.
TAHNOK VA – Add 100 points to a Tahnok Bohrok Challenge.
KOHRAK VA – Add 100 points to a Kohrak Bohrok Challenge.
PAHRAK VA – Add 100 points to a Pahrak Bohrok Challenge.
GAHLOK VA – Add 100 points to a Gahlok Bohrok Challenge.

KRANA – KOHRAK or NUHVOK
KRANA – TAHNOK or KOHRAK
KRANA – PAHRAK or GAHLOK
KRANA – LEHVAK or GAHLOK
KRANA – NUHVOK or PAHRAK
KRANA – TAHNOK or LEHVAK

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 your opponent plays a Bohrok, you can immediately draw 1 Game Action card. 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.

Each player shuffles their cards and sets the pile in front of them to the left. Each player will draw only from their own pile of Game Action Cards.

Each player draws the top 5 cards from their Game Action Card draw pile. This is their Game Action hand.

Set up the Great Mask Challenge, Mission, and Bohrok Cards

One player shuffles the Great Mask Challenge Cards and places them face down in the Great Mask Challenge Card draw pile.



The other player shuffles the Mission Cards and places them face down in the Mission Card draw pile.

Both players will draw from the same piles of Great Mask Challenge and Mission Cards.

The first player shuffles the Bohrok Cards and places them face down in the Bohrok area of the game map. The top card in the pile is turned face up and placed on top of the Bohrok Card draw pile.

Place your Toa Mask

Each player gets the Toa Mask that matches their Toa Card. Play Rock-Paper-Scissors to determine who goes first. Player 1 places his Toa Mask in the Start space to the West. Player 2 places his Toa Mask in the Start space to the East.

HOW TO PLAY

Moving Your Toa

Player 1 goes first and can move his Toa Mask one space in any direction. You cannot move the Toa Mask diagonally – the Toa Mask can be moved forward, backward, left, or right. 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, 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 Mask 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 Mask 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. Flip over the top card in the Great Mask Challenge Card draw pile. The card will list one 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 Card draw pile and place it next to your Toa.

It's important to remember that you can only win a Great Mask/Turaga Card if you land on the Great Mask 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 Great Mask 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 Great Mask Challenge space wins and gets to collect a Great Mask/Turaga Card.

You cannot go to the same Great Mask Challenge space twice in a row. You must make a Great Mask Challenge attempt at a different Great Mask 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 your Game Action Card draw pile. The Game Action Cards are your game hand. Don't let your opponent see what cards you have.

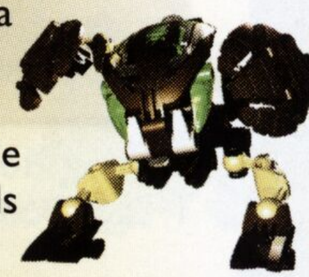
You can have a maximum of seven cards in your hand. If you have seven cards in your hand, you must play or discard one before you can draw a new card (players can discard one card at the beginning of their turn). If you land on a Game Action space while having seven cards in your hand, you do not pick up another Game Action Card.

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 two 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 on the game map.

Landing on a Bohrok Control Space — Bohrok Cards

To initiate a Bohrok Challenge, you must do two things:
1. Land on a Bohrok Control space.
2. Have a Krana Game Action Card in your Game Action hand that matches the Bohrok Card currently face up on the game map.

If you meet both criteria, you announce to your opponent that you are attempting a Bohrok Challenge. 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.

Your opponent's Great Mask Card is placed face down on top of his Great Mask/Turaga Card draw pile. Great Mask/Turaga Cards are never discarded.

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:
1. Each Bohrok Card adds 100 points to a specific skill. When you challenge with a Bohrok, the 100 points are added to that skill.
2. If the Great Mask Challenge Card has a Bohrok symbol (all Great Mask Challenge Cards in the theme decks have the symbol), you add 100 points to any skill during a Bohrok Challenge.
3. Bohrok Va Game Action Cards add 100 points to specific Bohrok during a Bohrok Challenge. Unlike the other two Bohrok bonuses, Bohrok Va Game Action Cards can be used by a challenger or defender.

In the case of a tie, the person that initiates the challenge wins.

After a Bohrok Card is used for a Bohrok Challenge, it is removed from the game map. It will not be used again. The next card from the Bohrok Card draw pile is flipped over and placed face up on the top of the Bohrok Card draw pile.

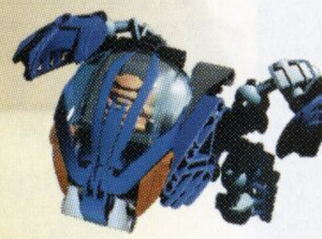
If all six Bohrok Cards are played, the spaces now revealed on the game map can be entered by either player. No more Bohrok can be controlled during this game.

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.

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 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 **www.upperdeckentertainment.com** 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 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.

Skip A Move?

Q: Can I choose not to move my Toa Mask at the start of my turn?

A: No. You must always move your Toa Mask 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.upperdeckentertainment.com** for a video demonstration of how to play **Bionicle: Bohrok Swarm**, more FAQs, complete card lists, and lots more!

Visit **www.bionicle.com** to learn more about the exciting world of Bionicle.

DECK CONSTRUCTION

You can build your own deck of Bionicle cards by purchasing Bionicle Booster Packs. These packs contain all-new Game Action, Mission, and Great Mask Challenge Cards. The Booster Packs also have extra-powerful FOIL versions of all the Great Mask Cards.

When you build your own deck, you must adhere to the following rules:

Toa, Great Mask, and Turaga Cards

Each player brings the Toa (and the corresponding Great Mask and Turaga) Cards they will use during the game. If more than one player wants to play the same Toa, play Rock-Paper-Scissors to decide who gets to play the Toa.

It's a good idea to always carry more than one Toa Card (and the corresponding Great Mask and Turaga Cards), just in case you can't play your first choice.

There are foil versions of the Great Mask Cards available in the Bionicle Booster Packs. These cards are more powerful than the regular cards. You can have up to 3 foil Great Mask Cards in your deck. The foil Great Mask Cards replace the corresponding non-foil Great Mask Cards.

Great Mask Challenge Cards

You must always play the game without duplicate Great Mask Challenge Cards. Make sure to keep track of who owns what cards.

To build a deck of Great Mask Challenge Cards, you and your opponent each take turns placing Great Mask Challenge Cards into the deck. Build the Great Mask Challenge deck face up to make sure you don't end up with duplicate cards.

You must play with at least six Great Mask Challenge Cards. When you are done, shuffle the cards and place them face down in the Great Mask Challenge Card draw pile.

Mission Cards

You must always play the game without duplicate Mission Cards. Make sure to keep track of who owns what cards.



To build a deck of Mission Cards, you and your opponent each take turns placing Mission Cards into the deck. Build the Mission deck face up to make sure you don't end up with duplicate cards.

You must play with exactly 10 Mission Cards. When you have reached that number, shuffle the cards and place them face down in the Mission Card draw pile.

Mission Cards – alternate rules

If you and your opponent both agree, you can choose to build each other's Mission Card draw pile. You build a set of 10 Mission Cards for your opponent to pull from and he does the same for you.

Game Action Cards

Each player brings their own deck of 20 Game Action Cards. You must have at least 14 different Game Action Cards in your deck and you can only have two copies of any one Game Action Card in your deck.

Bohrok Cards

You must play with a complete set of Bohrok Cards. A complete set consists of: Lehvak, Nuhvok, Tahnok, Kohrak, Pahrak, and Gahlok.

BIONICLE™

BOHROK SWARM

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www.bionicle.com
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