

# Lego Bionicle: Tales of the Tohunga Mini-Game Guide

by MoltenDragon

Updated to v0.19 on Jul 16, 2007

Game: Bionicle - Tales of the Tohunga

System: Gameboy Advance

Developed By: Saffire and Lego Media

Genre: 2D/Action/Platformer

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Mini Game FAQ /

Version 0.19 /

By SpikeDragon /

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Creation Date: August 26, 2006 /

Last Update: August 26, 2006 /

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**1. INTRODUCTION**

Hello, and thank you for coming to view this. This FAQ is for Bionicle - Tales of the Tohunga. It isn't a walkthrough of the whole game, though. Instead, this FAQ is for the Mini Games. I was planning to do a FAQ for the entire game, but I saw that there already was one. Even though I still would've made one anyways, the only one there was descriptive enough.

However, I noticed that it wasn't very descriptive when it talked about the video games, so I decided to do a FAQ for that. I am fond of the mini-games, and I think they're kind of fun.

I hope you enjoy my FAQ. Continue to read on!

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**2. ADDITIONAL DATES/TIMELINE**

These are dates that led to this FAQ. This isn't really that important, but it may be nice to know.

9/8/02 - I became friends with Brandon Okumura.

9/15/02 - My friend told me about Bionicles. He told me about the names, the toys, and the site.

9/16/02 - I checked out the official website, and saw this game being sold on it.

9/19/02 - After buying it online, Bionicle - Tales of Tohunga, was delivered to my home.

4/28/04 - I finally completed the entire game.

12/16/05 - I joined GameFAQs.

8/21/06 - I made my first FAQ.

8/26/06 - I decided to make this FAQ.

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### 3. USSAL CRAB RACE

Mini-Game Region:

Onu-Koro

Controls:

Move Around=Control Pad

Dig=Control Pad

L+R=Switch Through Abilities

A=Use Abilities

How to play:

All you have to do in this mini-game is dig around the place, trying to find power-ups, which will either boost your abilities, or allow give you special abilities.

Extras:

Abilities (obtain one of two):

Green=Dig - Allows you to dig faster.

Blue=Water Bomb - If used, a bomb will explode horizontally.

Red=Fire Bomb - If used, a bomb will explode vertically.

Tan=Extra Rock - If used, you will place an extra rock behind you.

Abilities (obtain both):

Green=Dig - Allows you to dig faster, except faster than with one of the two.

Blue=Water Bomb - If used a bomb will explode horizontally. Same thing as the first, except the bomb has a wider range than with just one of the two.

Red=Fire Bomb - If used, a bomb will explose vertically. Same as the first, except the bomb has a wider range then with one of the two.

Tan=Water Bomb - If used, you will place an extra rock behind you. Same as the first, except it takes two digs to get through this instead of one.

Object of the game:

Win by collecting all 8 power-ups!

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#### 4. BOAT RACE

Mini-Game Region:

Ga-Koro

Controls:

L+R=Move

R=Right

L=Left

A+B=Reverse/Backwards

How to Play:

To play this mini-game, row your boat past the finish line. This is simply like a race in the water.

Extras:

Stage obstacles/Helpful tools

Obstacles:

Bridges - Block your path

Backwards Currents - Slow you down

Helpful tools:

Currents - Accelerate your boat

Object of the game:

Also like in a race, be the first to cross the finish line, and you win!

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#### 5. KOLI FOOTBALL

Mini-Game Region:

Po-Koro

Controls:

Control Pad=Move

A=Kick Forward

A=Attack/Stun Other Players In Front

B=Kick Backwards

B=Attack/Stun Other Players In Back

How To Play:

This mini-game, like the Boat Race, is similar to our activities. Instead of racing, however, this game is similar to soccer, or football in certain countries. Just kick the ball into your opponent's goals. You can also knock down other players momentarily by simply kicking them or kicking a boulder at them. When scoring into an opponent's goal, you gain one point. However, if you opponent scores a goal on you, you lose one point. Therefore, be sure that you attack your opponents, and defend your goal at the same time.

Extras:

Pillars - There are three in front of every goal. By knocking these down, more boulders/balls appear. Be sure to knock these down to get to your opponent's goal.

object of the game:

To win, you must have the most goals by the end of the round.

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## 6. KEWA BIRD RIDING

Mini-Game Region:

Le-Koro

Controls:

Control Pad=Move

A=Fly Upward

B=Fire

L=Shoot Launcher

How to Play:

Sorry to say this, but this game isn't based on a real activity. It wouldn't be safe to be a real activity anyways, because in this game, you ride on a bird! To play this game, you have to knock the other riders off their birds. You can press either the A button to shoot a berry at them, or take out multiple hearts by ramming into them with your launcher. Be careful, however, because you only have five hearts. If you lose them all, it's game over for you.

Extras:

Trick Bird - When a rider falls off his bird, he/she will fall off the screen. The bird, however, will stay in the sky. Don't attempt to attack the bird, even though it's still in flight. The bird will continue to fly sideways until it disappears behind the wall of trees.

Four More Players - In the other mini-games, there were only four players, correct? Well, in this mini-game, there are EIGHT players. That's right. There are four extra players included in this game: orange, aquamarine, grey, and purple.

Object of the game:

To win this mini-game, be the last player left on your bird!

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## 7. SNOWBALL FIGHT

Mini-Game Region:

Ko-Koro

Controls:

Control Pad=Turn

L+R=Fire Snowballs

How to play:

Alright, finally another real-like activity! Time for an old-school snowball fight! Fire your snowballs at your opponents using the L and R buttons. The control pad is only used to turn in this mini-game. You will move in the opposite direction that you are firing your snowballs. When hit, you will begin to see snow forming around your body. This isn't a good thing, so avoid your opponent's shots!

Extras:

Rocks - If you haven't noticed already, there are rocks on the field. These are useful in two different ways. If you run into it with your back, you can fire your snowballs WITHOUT moving backwards! The rocks can also be used for cover, so be sure to use these whenever you can.

Object of the game:

To win, turn your opponents into snowballs!

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## 8. LAVA SURFING

Mini-Game Region:

Ta-Koro

Controls:

Control Pad=Move

A+B=Accelerate

How to play:

Like the Boat Race mini-game, this one is also racing. However, there is a catch. You're actually surfing on lava! Get as fast as possible to the finish line, while avoiding obstacles and other opponents. If you hit them, you go out of control, so be careful!

Extras:

Rocks - If you look throughout the mini-game, you notice little things that look like black holes in the ground. These are pieces of molten rock, or rock for short. If you run into them, you'll spin out of control. They take up most of the path, so be sure to avoid them as best as you can.

Sharp Corners - During some areas of the course, you'll notice that there are two different paths you can take. You can pick either of them. However, I discovered a glitch. If you run into the corners at a high enough speed, you'll separate in half, and try to go both ways at the same time! If this happens, you can't move anymore, so be sure not to do this!

Object of the game:

Like the Boat Race mini-game, be the first to cross the finish line.

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## 9. UNLOCKING THE MINIGAMES

Unlocking the mini-games is actually quite simple. To unlock each of the mini-games, do the following.

USSAL CRAB RACE:

Retrieve the Toa Stone, and talk to the guy past the cave. Once you show it to him, he'll let you pass. Continue northwest, and talk to another guy there. He'll make you play the Ussal Crab Race, therefore unlocking the mini-game.

BOAT RACE:

After you play the Ussal Crab Race, continue along the path. After passing all the enemies, talk to the guy blocking the bridge to Ga-Koro. After talking to him, he'll make you play the Boat Race mini-game, which also will unlock it.

#### KOLI FOOTBALL:

After defeating the Scorpion, you'll \*poof\* back to the village. Someone will now tell you that you are able to journey on to the next village. Continue northwest, and talk to the guy who is blocking your path again. You will now play Koli Football, and now you be able to access this mini-game in the mini-game section on the homepage.

#### KEWA BIRD RIDING:

This one is unlocked almost right after the Koli Football mini-game! After the guy moves, enter Le-Koro. Use the launcher to jump the gap, and talk to the guy over there. When he finishes talking, continue up, and hide behind the large rock. A bird will come towards you. Hit the rider off the bird with your launcher, and hop on the bird. You will now play the Kewa Bird Riding mini-game, and also unlock it.

#### SNOWBALL FIGHT:

After you retrieve the fourth Toa Stone, head to the village, and you'll be able to continue your journey. Begin to go northeast, only to be stopped again, and play another minigame. The mini-game you play this time will be the Snowball Fight, which will be unlocked after you play it.

#### LAVA SURFING:

When you enter Ta-Koro, you'll be stopped by guards. Go into the house on your right (because that's the only place you can go) and talk to the guy with the red staff. He then offers to help you find the final Toa Stone, but only if you help him find the antidote to purify the wells. Get the lavaboard to your right, and read the sign. After reading it, you'll play and unlock the final stage.

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## 10. CHEATS TO UNLOCK MINI-GAMES

CAUTION: Only read this section if you want to know the cheats to unlock the mini-games.

If you don't want to go through all that trouble unlocking the mini-games in story mode, enter these codes as your name:

#### USSAL CRAB RACE:

8MR472

#### BOAT RACE:

9MA268

#### KOLI FOOTBALL:

5MG834

KEWA BIRD RIDING:

3LT154

SNOWBALL FIGHT:

V33673

LAVA SURFING:

4CR487

If you read this when you didn't want to, I already warned you twice lol.  
Just try to forget about it if you did.

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## 11. CLOSING

Thank you for reading my FAQ! I hope you learned a lot about this game. Although mose people think this game is terrible, I believe it is actually quite good. Don't sell this game, because it is challenging, and has some cool twists to it.

It took awhile to make this FAQ, but it finally paid off. I am satisfied with my work. My descriptions were good, and I hope you can understand what I told you about the mini-games.

Once again, thank you for reading my FAQ. May we meet again!

^^^^SpikeDragon^^^^

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## 12. CREDITS

I'd like to thank the Saffire and the Lego Media for making this game. I loved this game and it's twists, and am currently waiting for more of your games, or some of your sequels.

I'd like to thank GameFAQs for being such a great website, and also for posting my FAQ here.

I want to thank CJayC and Sailor Bacon for doing such a great job, and being such fantastic administrators. I hope they keep up their good work.

I'd like to thank LightAngelTora for inspiring me to make FAQs, and for being so nice to me. I hope she gets more FAQs in, for i'll still be learning from her!

I want to give a quick thanks to my mom, for buying me this game online. She is awesome, and is very nice.

Lastly, I'd like to thank you for reading my FAQ. I hope this helps you in this game a lot, and I hope you come to read more of my FAQs some time.

Until next time!

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