

#Kanohijournal



GREETINGS AND STUFFS

BS01 KANOHIJOURNAL ISSUE 3

Welcome, readers, to the marvels of the KanohiJournal once more! We're back with more articles from our excellent staff, along with sneak-peeks to a new face of the KJ coming next issue!

We are proud to announce the arrival of our new trainee as well. His name is Javi, and he's currently helping us test out our new proof-reading system! Although not all the articles have been proof-read by Javi in this issue, we can assure you that there will be lots more by him in next issue.

Of course, those people with genius eyes will immediately start groaning and moaning about this design of the KJ appearing once more in the mag. But like we said in the beginning, we're revealing a new face in the next issue, which means this issue will, if things goes according to plan, be the last issue to use this theme and interface.

Lastly, we would like to thank everybody who has entered in our first storyline contest, the Aqua Blaster Blade MOC contest. Thanks to all your entries, our polls are now swiftly underway and successful, all because of you. We hope that as the KJ becomes more well-known and popular, we will be able to provide more contests for you to enjoy and stimulate your brains with!

Now, onto the articles of the KJ!

BOOKLET OF GOODIES

BIORAN23



Congratulations, you have stumbled upon the booklet of goodies! But what is this "booklet of goodies?", you ask?

The booklet of goodies is a special section of KanohiJournal which is placed randomly in the magazine every issue. Inside, you will find all sorts of exclusive goodies made by the KanohiJournal CEO and Vice-CEO just for you to use!

"But what goodies are there?", you ask. Why, there are many types of goodies which we shall be offering you. They will range from contests in which the winner may be accepted into the official storyline to contests made for pure fun, to free downloads made just for the readers of Kanohi Journal, alongside the BIONICLE community. There will be goodies made using high-quality state-of-the-art software provided by Stardock Inc, as well as the best in hardware. With this excellent package, we are able to deliver freebies such as high-quality animated cursors and logon screens. Sometimes, even the goodies may be random, so don't be too shocked if you open the booklet and find a bleeting Mahi goodie or a large Kavinika running across your page!

But, of course, there's no point reading KanohiJournal just for its goodies, which is why we will be placing this booklet randomly in each issue! That way, you will never know just exactly where the booklet is and you will be able to read all the other wonderful things we provide in KanohiJournal and enjoy the goodies we offer you.

Exclusive Bonus
Spoilers of *Brisings* inside



ALAGAESIA JOURNAL

THE PATH WHICH NEVER ENDS BIORAN23

Welcome, readers, to this exclusive bonus reading material dedicated to the Inheritance Cycle by Christopher Paolini and the magical world of Alagaesia. For the BIONICLE fans who have no interest in the Inheritance Cycle, my apologies for this attachment, as it may seem pointless in your eyes. However, the Inheritance Cycle is a series of books which has captivated many people's interest, including many BIONICLE fans as well, including myself. It seems wrong to me that I should not attach something dedicated to this fantastic story with the KanohiJournal after the release of the third book in the series, *Brisingr*.

For those who are fans of the Inheritance Cycle, special greetings to you as well. In the coming pages and future editions, you will find reviews of the cycle and characters, along with a summary of theories for Book IV of the Inheritance.

I hope this will be entertaining and interesting to you. And for those new to the Inheritance, I hope that this may stimulate your interest in this fascinating story.

sé esterní waíse un ono

(May good fortune be with you)

ALAGAESIA JOURNAL

REVIEW OF *BRISINGR* BIORAN23

I love books, and I love reading. Especially big, thick books filled with details and a great plot, such as books like the *Harry Potter* series, *Inkheart* trilogy, *The Power of Five* series. However, of all the books I have been anticipating since the beginning of 2008, none of them topped *Brisingr*.

Every once in a while, I would jump around Google trying to find the precise publication date for *Brisingr*. When it finally appeared, I could not describe my own joy, just as when Christopher Paolini announced the trilogy has been extended into four books. I've simply been waiting for that book forever since the release of its prequel, *Eldest*. And that date was simply stuck in my head. As soon as September came, I thought about it every day, checked fansites for any spoilers released by the author, and watched wide-eyed as the countdowns counted down to "0 days, 0 hours, 0 minutes, 0 seconds".

On the day it was finally released, I was just so happy. However, this excitement was diminished somewhat when I figured the book may not arrive until October in Hong Kong. Thankfully, the status of Hong Kong being a world-class international city did not disappoint me, and it turned out that the book was released almost simultaneously in Hong Kong as it was in America. Very soon, in my hands was the book I've been waiting for, the third book of the Inheritance.

I jumped into reading it almost at once, and was finished by the next day. However, I have to admit that the book was not as I expected. The trilogy's shift into a four-book cycle meant that quite a lot of content and mysteries were shifted into the fourth book as well, which left *Brisingr* rather dry.

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REVIEW OF BRISINGR BIORAN23

As with *Eldest*, the author, Christopher Paolini, seems to find it interesting to include long chapters describing things which basically bore people out in the middle from the book. I basically found myself skipping the several chapters which outlined Eragon's stay in Tronjheim, because it was simply so dull. (It was simply Eragon sitting there watching dwarves discussing things back and fro for an entire chapter) While it makes the book more realistic (After all, we all find our lives boring at some point. =P) the length of it makes the book seem like a lag, despite the short excitement in which the dwarves attempted to assassinate Eragon in the middle.

But, despite the drag in the middle, as with *Eldest*, Paolini made up for the excitement at the beginning and end. The excitement in the beginning, featuring Eragon, Saphira and Roran's battle against the Ra'zac, definitely shaped up the book, and the end, with the death of Oromis by the hands of a Galbatorix-controlled Murtagh, made the reader completely forgot about the boredom in the middle.

One of the things I find most upsetting about the book would be the fact that so little mysteries or secrets were shared. I was, at the least, expecting a new rider or the revelation of the Vault of Souls. Although the secret of the Menoa Tree made up for it, I still can't find myself understanding how the last book, which is stated to be shorter than *Brisingr*, to give us much of an insight to this new rider's personality or powers. While this new rider maybe an existing character, it still seems to be that it would be rushed a bit and we will not have enough time to understand this character as well as we wish to.

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REVIEW OF *BRISINGR* BIORAN23

But, regardless, *Brisingr* is still a remarkable book. Unfortunately, several things caused disappointment to me, and in my personal opinion, the first book of the Inheritance, *Eragon*, is still a better book. Despite the flaws in the book, however, the Inheritance Cycle remains an excellent series, and I wholeheartedly recommend you to read it.



ALAGAESIA JOURNAL

INCONSISTENCY INACCURACY IMPERFECT?

TRIGGY

After ranting last issue about how fabulous and diverse the world of Biomechanics is, this time I'm here to draw attention to a couple pet peeves of mine (which I'm sure are shared by many in the BIONICLE community). Both of these are inevitable in a franchise with so many forms of media, but they are frustrating all the same: inconsistency and inaccuracy.

Now, I can appreciate that different teams work on different projects, and that it is unfeasible to, well, call them all together in a BIONICLE pow-wow to discuss the nitty-gritty's. Still, it seems to me like there is noticeable room for improvement – especially with regards to how objects are portrayed from medium to medium. The most recent example is the issue of the Codrex Keystones... are they pieces that come together to form the Ignika Vitruvian man? Are they just pieces of stone with writing on them that fit in the middle of the Vitruvian on the Codrex? Comic 14: Endgame and the Codrex Animation can't seem to agree.

And then there's the wide world of inaccuracy. The 2005 comics are particularly bad for this. We have Suukorak colored brown, Boggarak colored red, Vakama colored brown, Onewa colored red... among other mix-ups. Again, these are allowed to sometimes happen, but for the discerning fan who expects that all of the design team's work in individualizing each set to be represented in official sources, it can be extremely frustrating. I don't work for LEGO (wouldn't that be bliss...), but if I was in charge, I would be tempted to assign one person from each creative team the responsibility of acting as a liaison between other teams who are working on media with the same content.

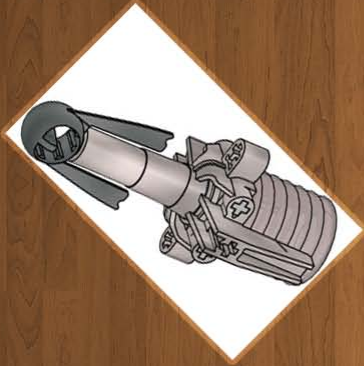
Again, these are blips in an otherwise steady heartbeat. Just thought I'd let off a bit of steam.

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NYNRAH STUFF SHOOTER

MIKERAHK



The Nynrah Ghost Blaster, I'm sure you're all familiar with it. And I'm also sure that many of you have experimented with building with them just a tad. The blaster has 8 points of connection, two that are parallel to the axis that the bullet fires, the other 6 perpendicular.

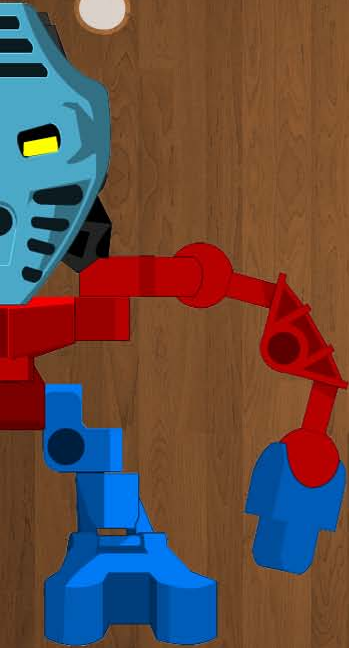
Now, I'm partial to using the directions these days, so when I bought my first Krika I was baffled about why there were two 3-length axles in the canister, lo and behold they were used to 'lock in' the launcher's plunger, a very handy thing. Several of the Mistika sets feature add-ons to their launchers, which is (as far as I'm concerned) an original idea. Gali Mistika has a target reticle on her blaster and Onua's has a plate of armor on his. Both are very cool ideas and are hallmarks of stuff you can do with this new and awesome piece.

With all the connection points, it probably wouldn't be too hard to convert the blaster into something cooler. Intuition tells us that an upgraded blaster would be cool, it could be mounted onto cars or airplanes, or better yet build the thing into the body of some moc. This would work best on a mecha, perfect blaster arm type deal.

I was disappointed though when I discovered that the cordak and the new projectiles weren't backwards compatible, since that would allow for more interesting building opportunities.

RANDOM USER SPOTLIGHT

PHYOOHRII



Ah, what a rare treat we have this month! Not only is he a member of Bioniclesector01, but also a confirmed member of BZPower! How marvelous!

And who is that member? On BS01 he goes by the name of Bran.d.panz, but on BZPower he goes by the very different name of bran.d.panz. I know, it's mind-boggling!

On Bioniclesector01 he easily fooled me into believing he was the Earth Skakdi named Halfar, who is responsible for a lot of destruction of many familiar locations in the BIONICLE world. But it turns out he is not Halfar, nor responsible for the destruction of many familiar locations in the BIONICLE world--but he does like Reidak. He is not exactly a large contributor to the Wiki, but he has contributed, which is better than I have done.

On BZPower, he is evidently a fan of Metallica, as he stated that he is eagerly awaiting their new album. He also likes Guns N' Roses, Iron Maiden, and Coldplay, to name a few bands. He likes games, too, such as Kingdom Hearts and Mario Kart, and also enjoys South Park. He likes browsing through Bioniclesector01 (who wouldn't?), and watching the November Rain music video over and over. Again, who wouldn't?

As of writing this, he had not been on BZPower for two days. The horror! He is thirteen as of the moment and is also a five-star member. Interestingly enough, he has one profile view more than the amount of posts he has posted (46, 45 respectively), and that has been achieved since he joined on the 17th of June 2008. A very recent member--#85941, to be exact.

So, as I said to begin with, it's nice to see a member of both these great sites! It'll be great if we find more members like him.

BATTLE FOR POWER!!!

DANWOJO913

That's what many were saying when they first saw the new Battle for Power online game. But how does it compare to the winter version of this game? There are many new features, such as all six Mistika being playable immediately, instead of being released gradually. Some may consider this a good thing, since everyone can play as their favorite character, but some will miss the suspense of waiting for a new character to be released.

The six Mistika levels are basically the same, except for the player being different. There is also the introduction of some Rahi in the game, as well as the mysterious Ki Nui, who is actually the figure on the Ignika and Codrex, and seems to be getting more popular and appearing much more. Whether Ki Nui is canon or not, the bonus you get from him is worth trying to get.

Additionally, there are now vehicle levels, which are very interesting, if a bit hard to control due to the size of the vehicles. The Axalara level seems to be easy, since the vehicle is fairly thin and easy to fit through small spaces. The Jetrax, however, is quite large, and can get stuck if one tries to move it the wrong way. The Rockoh seems Okay at first, but you may start to get very impatient, as it's a little slow.

Overall, the new Battle for Power game can have its disadvantages, and could be compared in a good or bad way to the Phantoka version, but it is still a very fun game, and one that I highly recommend.

