



Kanohijournal

GREETINGS AND STUFFS

BZP KANOHIJOURNAL ISSUE 1



Greetings, and welcome to the first issue of the BZPower Kanohi-Journal! For those of you who are loyal to BS01, we're sure you have had the opportunity to experience the first issue of the BS01 KanohiJournal last month, and thus are well-aware of the things to find inside this issue.

Of course, what we released in BS01 last month is only a shadow of what we have been preparing for, a magazine for BIONICLE fans! Our first step, of course, would be to present BZP members with this brand new fan magazine, which was created by the joint efforts of BS01's NewsTablet Refounder Bioran23 and BZP's very all BZPowerMonthly's founder, Aoran!

Hi! Inside this very first issue, you will see splendid articles written by the KJ staff for your entertainment. Of course, this is still very much the beginning, and we have much more to offer in the future. We also hope that, with the release of this issue, it would give other people the interest to join our organization and help out with their talents which we are sure are great.

Without further ado, the KJ!

Psst...please kindly ignore any grammar or spelling problems for now. We're still trying to figure out a proof-reading system. :P Oh, and check out the secret Booklet of Goodies for a grand surprise! ^_^

RANDOM USER SPOTLIGHT

PHYOOHRII



Ah yes, don't you just love hearing about people that some guy picked randomly from an incredibly long list shortened to a still incredibly long list? So do I.

When I say shortened, I mean the BZP Member List (which will be the host for this week's list) was restricted to people with 10 posts or more and had visited in the last day. I'm sure you're incredibly interested by this fact.

Enough dabbling, this week it's BZP Member #33359, otherwise known as Kwedybo

It's a mouthful, I know. He's been on BZPower since the 17th of July 2005, and as of writing this had an avatar of some blue big eyed thing and some form of "No You Di'nt!" Personal Photo. Claiming to blend in well with the rest of the 'sychopaths' on BZP, he is clearly a fan of BIONICLE, but he also is a fan of comedies, and interestingly enough comes from the home town of South Park, which is pretty interesting and cool, but also weird because he also claims to live in a pineapple under the sea. Not sure whether the two are the same. Confusing.

He has a lot of other interests, including Godzilla, Anime, and likes any music with good guitar in it, like the Jimi Hendrix Experience and Alice Cooper, to cut the list short. He looks to be working on a hand drawn comic for BZP and...oh, he gives a pronunciation for his name, Kwee-Gee-Bo. That's convenient.

He is currently 15 years old and is a 5 star member, having racked up over 600 posts and receiving over 800 Profile Views. He is clearly a very active and very nutty person, just like the rest of us.

SETS, PARTS, AND WHATNOT

MIKERAHK

Oh dear Krika,

Why has fate kept us apart all this time? I just want to have you all to myself and take you apart so all that is left is a bare and naked pile of parts. Is that so wrong? No, it is not.

Krika is like a light in a sea of fog, albeit, Krika is an evil makuta. Krika looks very cool and definitely is different than the standard humanoid set. Of Krika's 40 parts: some are new, some are old, and some are just plain awesome. A quadruped, Krika has 4 spider-like appendages, which is reminiscent of dear, old Nidhiki, except done much better if you ask me.

Krika's legs/arms/whatever are made up of spiked blades which are very nifty. The two blades that are used on the legs are made in a simple 2D format, while the other four on the arms are in 3D. These 3D blades have short spikes going every which way and are pretty interesting to build with. There are two axes on these blades and they are offset from each other. So using them in a linear fashion and you'll have to compensate for that by building a slight angle into whatever you're building, be it a torso, a leg, or an arm.

Similar to the aforementioned awesome-arm-blades is Krika's Kanohi Crast, which has a simple insectoid face followed by a long, curved row of spikes. This is possibly one of my favorite kanohi because it looks so darned cool. It has some good potential for building and could be used anywhere from the generic head to a weapon or a wing.

Well, I'm running out of space, so I'll have to draw my "Krika is awesome" rant to a close.

Coming next month: The Nynrah Ghost Blaster, why you should own one. (With Pictures!)



THE SPIRIT OF THE CHANGING TOA

DANWOJO913



Takanuva. He's changed so much since his battle with Makuta in the Mask of Light movie. But how is it that his set has actually changed very little?

At first glance, the sets look extremely different, because they are. But it is surprising how similar the sets really are. For example, the color scheme. Sure, he's changed from gold to black, but the colors are in the same spots. White makes up most of his body, and the secondary color, gold or black, is on the mask, chest, and shoulders.

The masks are almost identical, except for the coloring and size. Look at them for yourself. 9 spokes sticking out the back, the hole in the mouth, the four teeth around the hole, and the holes on the sides.

The feet are also similar, as well. There is the familiar indentation running along the bottom, just like the classic Toa sets. The top of the foot is also tilted up, just like in the old one.

Also, let's not forget that they both carry staff-like weapons. The new Takanuva's just has more blades, but really, what do you think he could do with his old, small Staff of Light while he's at this size?

All in all, Takanuva hasn't really changed much. People take one look at the new one and think "It's NOTHING like the original! I hate it!!"

That's what annoys me about all new sets this year, to which I offer this single argument - "Do you really think the old Toa could take on 8 Makuta in a sky and a swamp?"

The answer to that is no, they cannot. The original Toa, while powerful, had trouble defeating one Makuta. They needed some kind of upgrade if they were to take on eight Makuta, while avoiding Shadow Matoran and the mutagenic waters of Karda Nui. Of course they're different.

BOOKLET OF GOODIES

BIORAN23

Congratulations, you have stumbled upon the Booklet of Goodies!

But what is the Booklet of Goodies? Well, the Booklet of Goodies is an exclusive section of the KanohiJournal organised by the CEO and Vice-CEO of the KJ, and includes fabulous things for you to enjoy.

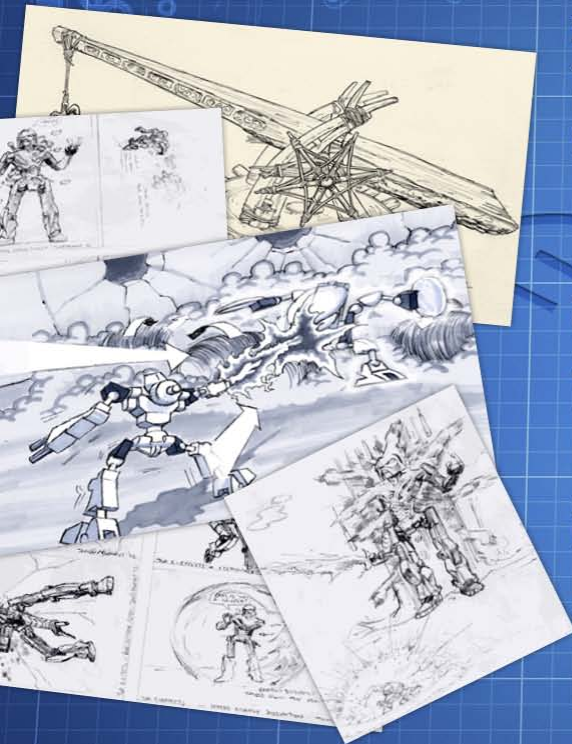
"Like what?", you ask. Well, it could be things like articles by the best of the best, things to make your computer look good like cursors, wall papers or screensavers, to things like contests and new fads. Of course, it could just be an oversized smiley face staring back at you with it's oversized, all-knowing eyes.

"But how would I know what's in the booklet?" Well, the point is, you don't. This booklet would be placed absolutely randomly inside the mag so that you can have the opportunity to read all the great content of the KJ, and then stumble upon this booklet and be delighted at the things we offer you!

So, what are you waiting for? Open the booklet already!



AQUA BLASTER BLADE CONTEST!



Welcome to the first KanohiJournal contest! As we create more issues for you to enjoy in the future, look forward to more exciting canon and non-canon contests!

For this issue, we will giving you the exclusive opportunity to create the Aqua Blaster Blade, the tool used by Toa Mahri Nuparu which was never released alongside the set itself! And the best thing is, if your entry wins, it will be accepted into the BIONICLE storyline!

The contest begins with the release of this issue, and you can submit in your own entry here. Be sure however, to follow all the rules and guidelines whilst entering. For your convenience, we will be posting the guidelines here as well.

RULES AND GUIDELINES

- 1) Only one entry per person
- 2) The entry must be relevant to the contest itself. Therefore, please do not submit in an oversized cannon or an atomic bomb.
- 3) Please use BIONICLE pieces only.
- 4) Please photograph your entry in front of a piece of PLAIN WHITE-PAPER, or a white setting. The reason for this is we may be applying a background to the winning entry or simply to allow a smooth background setting.
- 5) Avoid photographing your entry with other things but the white setting.
- 6) Please do not put text on your photos. You may put text on the image of your submission post, but if you do this, please ensure you have a spare, plain one whilst submitting. All credits will be added at the end of the contest by the KJ staff.

DATE

Entry period will end on the 20th of September, 2008!

STORYLINE DEBATE - 2009 ADVENTURER

BIONICLE

As the first chapter of Bionicle (2001-2008) reaches a conclusion, the mysteries of Mata Nui are set to be revealed. The question is, how will the dedicated hardcore fans of Bionicle's story react?

With many old secrets being revealed at last, it is easy to imagine many long term fans using this as a jumping off point. There comes a time in many of the older Bionicle fan's lives when they ask themselves, am I too old for this? To them, now would seem to be the perfect time to wrap up and move on with their lives, but according to Greg, it may not be as simple as that. Apparently many old mysteries will still be present in 2009 and the 2008 ending will leave fans hanging for more, however, to many knowing the true nature of Mata Nui and his form may just be enough to satisfy their thirst for knowledge of the Bionicle storyline.

On the other hand, fans who aren't thinking of leaving any time soon are likely to have mixed reactions to this change in direction. According to Greg, this change in direction will hopefully return the feeling of mystery and legend which was present in 2001 and the first era of Bionicle. Will this attempt at bringing the story line back into mystery be well accepted by fans? This will of course depend on several factors. The first and probably most obvious of these is how effective this will be and how it is implemented. If successful, this could possibly satisfy a large majority of complainers, if this move does not work though we can only expect to see many more complaints from a particular group of fans.

Another factor that will determine the success of 2009's new story direction is whether the storyline will be more focused on the fantasy aspect of the story or the science fiction component. It has been argued that Bionicle has moved away from an equal balance of fantasy and science fiction to a more science fiction focused story. It has also been said that newer sets in the line have been using features such as projectile weapons and jetpacks over wings and swords and this as a result could lead to a more science...

STORYLINE DEBATE - 2009 CONT.

ADVENTURER

...fiction oriented story, but sets in 2001 have always had similar feature such as tanks treads and forms of vehicles whilst there are still newer sets which still wield more traditional weapons such as swords. The deciding factor in creating this balance is how these science fiction set functions are explained in the story. In 2001 they weren't noticed by the characters and were passed off as normal anatomy, but in recent story, these features are being more focused on and have been explained as being invented, rather than being part of the "natural" way of life.

A third factor to consider when attempting to predict the reaction of fans to this change is how willing are they to accepting change? Many are happy with the current story and it's direction, so when told that next year will be different, some may automatically believe this to be a bad thing. Hopefully most will start 2009 with an optimistic or neutral view of the story to come, so it is likely that 2009 will be fairly well received by most.

In conclusion, it is important to remember that Bionicle and it's creators need to try new things, or else the series will become stagnant and ultimately, boring. So even if 2009 doesn't turn out well, it is important to remember that this is needed for the survival of the line and I for one am looking forward to how this will turn out.



WORLD OF BIOMEDIA

TRIGGY

In 2001, my parents bought me Turaga Nokama and Onewa for no better reason than their presence on the LEGO shelf at the toy store. Seven years later, I am raiding the couch for spare change to buy the next set, spending my precious summer days cropping images, and rushing each morning to the computer to see if the next instalment of a story serial has been posted. I don't think the word 'enthusiast' can begin to do justice to describe what I am. What we are.

When I think about how far BIONICLE has come, and how far it has yet to go, I am inspired. To consider that this year's Final Battle drew its beginnings from the likes of the Mata Nui Online Game is mind-boggling. The sheer complexity of the current expanded universe is testament to the hard work of its dedicated creative team, who never fail to impress us year after year. That being said, if I had to provide only one reason why BIONICLE has been so successful, one word comes to mind: media.

Apart from the sets themselves, we've seen online games, video games, board games, comics, books, guides, movies, websites, story serials... the list goes on and on. Each medium is appealing in its own unique way, all the while fitting like a puzzle piece into the story's grand design. And none of it is getting old either. BIONICLE continues to evolve, bringing something new to the table with every passing year. While some are apprehensive about the changes we can expect in 2009, I am confident that the strong traditions of good story-telling and creativity will be upheld.

BIONICLE isn't just a toy line, it's an experience. And one which I am grateful I didn't miss out on.



THE WEATHER FIASCO

BIORAN23



Amongst the human race, we often see things which are strange and bizarre almost every day. For example, there's the case of a dog shooting its owner, a girl in New Zealand named "Talula does the Hula from Hawaii", and then there's the brilliant Barney, a large purple and pink dinosaur who dances around the stage singing and dancing and generally being idiotic.

But perhaps the strangest things amongst the human race relates to weather observatories. (Of course, I don't mean offense to anyone. ;)) Often, the weather predicted is actually completely opposite of what's going to happen, or otherwise an exaggerated version of the prediction is. For example, a weather observatory can predict that the weather for the next day will reach 100 degrees Celsius, and everybody will melt and die and end up as a pond of stick red stuff. However, when the next day comes, the temperature ends up being -100 degrees, and everybody dies because they had all expected it to be swelling hot and thus dressed themselves in as little as possible. But then, there is one thing which they predicted right, everybody dies.

But that's not it. In fact, there are stranger things, named "Tropical Cyclone Names". For those who don't know what Tropical Cyclones are, well, you'd probably know it as Hurricanes and Typhoons. Did you know, the largest and most powerful Hurricane is called "Tip"? How amazingly frightening, don't you think? I mean, its name would surely send half of America running for their lives. And then there's a cyclone called "Andrew" in 1992. What a wonderful name to give to something which caused 55.8 billion dollars of damage! And then there's Typhoon Winnie. Doesn't that remind you of Winnie-The-Pooh?

And to top it all off, I'm sure the residents of Hawaii would have dressed themselves in the yellow teletubbie shirt, linked arms, danced and sang at the top of their voices as Tropical Storm Lala made landfall.

BIGGER ISN'T ALWAYS BETTER

TESSERACT



Look around our beloved BBC, and you'll find a craze that's been around for ages – big MOCs! If it's got size, it's going to get attention. But, we need ask a simple question of this admiration: Why is it that we adore the "Big?"

Perhaps we're missing one vital, important thing to remember about our creations – looking good doesn't depend on size. If it looks like you took a few different-colored sets and put their parts together into one giant, three-tailed horror with an indiscernible number of limbs, then you probably haven't created a detailed, fine piece of art. MOCing is an art form, just like drawing or singing – never let anyone tell you otherwise. When one looks at a MOC, they want to see something memorable, not a mass of multicolored mayhem.

"Flow" is a term I like to apply a lot when I look at a MOC: If your legs are a distinctly different design than your arms (for example, said legs would fit a bulky MOC whilst said arms would fit an agile one), you're lacking flow. Colors only appearing in one part of a MOC can also disrupt flow, unless they are intentional. Large holes are a no-no, as well.

Flow brings the MOC together, making it look as though all of its pieces were meant to fit together, and stay together. Large MOCs need a lot of attention in this department, because it's hard to make them smooth – Lego pieces are, by nature, often pointy and odd-shaped. Using more pieces will cause a MOC to gain these attributes, thus limiting large-MOC's ability to attain flow.

A large MOC makes us go "Woah!" while a flowing MOC makes us go "Ooooh." True art can be found in putting these two responses together.

**You and Me...From One World...We Are Family.
Stop Animal Cruelty, For a Better World.**



Coming Soon: A brand new fiction fantasy by the BS01-
acclaimed member, Lewa Arkhan.



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