

KAN#HI JOURNAL 2.0



A New Face

Like Chinese Opera, the KanohiJournal just loves changing faces, hence why we have a different front cover with each edition (But then we're a magazine, so we have to do that.). This issue is KanohiJournal's 4th issue, and we felt that after all the suggestions you have been making about our layout, we decided to put the things we planned into action and present you this brand new layout.

And so, welcome to KanohiJournal^{2.0}! Gone is the wooden table, and in its place is a brand new interface with more creativity and originality. Along with the new layout, we also have two new selections for you to enjoy. Look out for the first story contributed by celebrated former BS01 editor ~Lewa Arkhan and "The Fifth Dimension" comics by Swert and Tesseract!

Also, help us in welcoming Javi, our new proof-reader! Those who have been reading issues 2/3 will know that Javi has been with us as a trainee since last issue. However, his outstanding work between this issue and the last has prompted us to promote him into an official staff member. Most of this issue's articles are proof-read by Javi, along with a few

which are not due to various reasons.

If you have expert eyes, you would also have noticed that KanohiJournal now has advertising space in the lower right corner! You can learn more about them at the "PostIt!" page.

Now shoo! You have a KanohiJournal to rediscover!

Note: All sections for the BS01 KJ has been cancelled for this issue.

Javi

Javi is a member on BZ-Power and BS01, and takes up the position of proof-reader on the KanohiJournal. It maybe a bit of a dread proofreading, but hey, he gets to see all the articles before everybody else!

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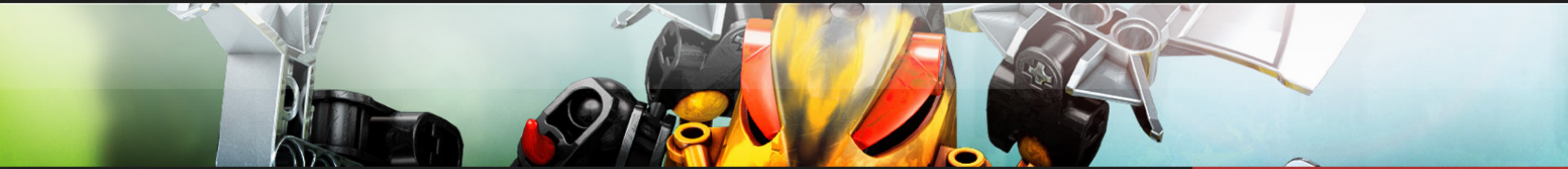
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Random User Spotlight #4

Gee, is it that time again? Well, here is another member for you from the great BIONICLE forum of BZPower.

This member, #55236 is the humorously named “.:`LOL`.:”. I was unable to find out if he had a Bioniclesector01 account, but who knows, there might be.

To start off with, he has an avatar that simply says LOL, and a personal photo of a smiley with emo fringe. As he says later on, he is quite the fan of smilies. He also seems to be quite a fan of my fridge, which is quite weird, since I don't let anyone near it. Has he been sneaking in behind my back? Curse you!

This 99 year old (pfft! Yeah right!) likes all things Mexican, it seems. He also has an interest in sports, such as football and baseball, and is a proud Christian. He has some other interests, too, that are...stranger, and probably less morally sound, like blood, meat, and Runescape. And anything associated with the word clone. A bit...creepy...

This member has racked up over 1,000 posts since they first joined on the 7th of April 2007, a

full season before I rejoined BZP myself. During that time, he has also gained over 1,400 Profile Views. He also seems to have a history teacher who has little knowledge of accents, or so we are led to believe.

All in all, it's just your average crazy BZPer that plagues the streets and bandwidth of the Internet highway of fun and wasting time—since, after all, the Internet is serious business. That's why I do Random User Highlights every month. Yeah, real serious.

Phyoohrii

What could be said of Phyoohrii is nothing. No human in the right mind would be willing to sacrifice their sanity to describe even in vagueness just the sheer amount of effort Phyoohrii has given to the BIONICLE community.

However, he is an amazing person, and despite how busy he can get, he's always managed to get his work done.

Harder, Better, Faster, Stronger

Ever notice that MOCists have this tendency to never stop working? It might seem like a "duh" statement, but it takes a lot of dedication to make a MOC turn out well, and sometimes we forget to acknowledge the hard work that goes into a creation, big or small. Yes, the works of the MOCing masters often end up larger and far more detailed – but you have to start from somewhere.

The more you MOC, the better your MOCs will turn out. It's not a repeating cycle, though; every new creation should be diverse and unique. Each MOC turns out better after it is given a lot of work and time. Hour after hour, MOCs will grow and morph and eventually become what their maker intended them to be.

You might say that it takes a long time to come up with a half-decent MOC; well, you are right, it will for the average person coming into the MOCing world, or even someone who has only dabbled in the subject. But the more you MOC, the faster you will be at finding and getting the pieces you need and creating that masterpiece.

More than ever, we find MOCs flooding the Bionicle-Based Creations forum – and, put

frankly, many of them have room for improvement. Don't look to others for advice every time, either; you need to find what you like; experiment and tinker. Work it harder; trust me, you can find flaws in every MOC that has been made to this date. We are creating things with Lego pieces, and our medium is constantly changing with new pieces. Go MOC!

*Work it harder, make it better!
Do it faster, makes us stronger!
More than ever, hour after hour!
Work is never over!*

Tesseract

Tesseract is a well-known member on the BIONICLE fansite BZPower, with talents ranging from writing to MOCing.

He's been a member of the famed OACP, and is currently a slave for KanohiJournal, writing articles for the Playtime section.

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A Changing Takua

Think back to those first years of Bionicle and remember what Takua was like: adventurous, naive, and often annoying. Next, think about Takanuva and what he was like before being attacked by the Shadow Leech. He was, essentially, a slightly more mature version of Takua. Now think about the new, darker Takanuva (post Shadow Leech attack). Has he really changed that much? Can we really tell?

This year, most of Takanuva's story has been shown through his own eyes--Dark Mirror, Journey of Takanuva, and Takanuva's Blog--and as a result, a lot of his story and intentions are shown through his own thoughts rather than dialogue. So, in reality, we haven't really seen how others perceive Takanuva's personality. For the majority of this year's story, Taka has shown a different personality, which can be explained by the Shadow Leech attack, but has he really been changed at all?

Aside from having occasional dark thoughts, he has not really done anything yet that would show the "evil" side of him. On the other hand, we have seen him becoming slightly more confident in his decisions and acting more assertive. In The Journey of Takanuva, for example,

when Takanuva is given his mission, he quickly accepts it and goes on his way in a fashion similar to early Lewa Mata. This, in the end, caused him to make a mistake, and Takanuva attacked the wrong target. Now, while these types of changes in personality do lead to more obvious side effects which tend to appear...not so good, there may be some hidden benefits.

Being more confident and aggressive at the cost of being slightly less rational could actually prove to be more beneficial in the current situation. In an area where eight extremely powerful beings are currently operating, is it really so bad that Takanuva has such a rash new personality? So far his violent outbursts have really not been any worse than the ones that Tahu has had, and realistically, the poor decisions he has made have not been worse than something Lewa would do. Then again, in a situation where the entire universe is at stake, are these types of stakes affordable?

Adventurer

Adventurer is a pro-active and widely-known member of the BIONICLE community, known for his friendliness and excessive knowledge of the BIONICLE storyline.

In KanohiJournal, he focuses writing articles regarding the storyline and recent happenings.



Reflections...

2009. Hard to believe it's only a few months away. I remember this time last year when we were getting all excited about 2008, wondering why only three Toa Nuva were being released, and just who Vamprah, Antroz, and Chirox were. Well, now we know, and those that have read BIONICLE Legends 11 know of their fate.

Unfortunately, their fate cannot be discussed yet.

However, now we're going through the same thing again for 2009. "Who are the summer canister sets?" "Is Mata Nui going to be a set?" "Did I leave the oven on?" Now that we're nearly finished with 2008, we can reflect back on what has happened the past 7 years. I believe I can sum it up in just a few words.

A giant fell asleep, and little guys try to wake him up.

I dare you to sum it up better than that.

But back to reflecting. The Toa arrived on the shores of Mata Nui. After battling the rahi, Bohrok and Makuta Teridax, they became Toa Nuva. As super Toa, they battle enhanced

Bohrok, Rahkshi, and finally see their seventh member, Takanuva, defeat the Makuta. The Turaga then reveal the past to the Matoran and Toa of the island, and they successfully return home. However, we soon learn that Mata Nui is dying, and the Toa Nuva leave to save him. Failing, another team of Toa is required to save them and use the Mask of Life to save Mata Nui.

That was 01-07. Now on to 08...

The Toa Nuva return home to Karda Nui and battle the evil Makuta for the universe itself. Due to BZPower's spoiler policy, I can't go much further than this, but I will say this to those who haven't read The Final Battle - Be ready for anything.

Friends, I've shared my thoughts, now I'm going to ask if you care what I think.

Danwojo913

Danwojo913 is a major editor on BS01 who is skilled in writing and a dedicated BIONICLE fan.

Danwojo writes articles based on the general topic of BIONICLE for the Kanohi-Journal.

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Art of Kanohi

Despite all the changes that have taken place in BIONICLE over the past several years, one thing has remained the same; Kanohi masks, at least on the superficial level. New shapes, colours, and powers have emerged in recent times, but one important thing has changed is how the masks connect to the character's face.

The original Kanohi of 2001 connected through a small circular peg, allowing the menacing Bohrok to snap the masks off. In 2003, the Takanuva and Makuta Teridax sets featured Kanohi with small axle pegs on them, making the mask more static. Last year the set Maxilos had the same idea, with a little twist; in contrast to the Kanohi of 2003 to 2007, this new mask had a peg hole. In order to connect to Maxilos' face, the Kanohi was equipped with a simple 2-length axle. Among this years sets, the following feature the same mask style: Bitil and the three Toa Mistika.

Now, I like this new brand of Kanohi, Bitil's mask looks like it would make a great armour piece, specifically a chest plate. Due to the unique construction of Bitil's head, the axle hole is right in the cent of the mask, in contrast to the usual location of where the mouth would

be. Bearing this in mind, Bitil's Kanohi becomes extremely useful in terms of what you can do with it.

Oh, I forgot one type of Kanohi, those Inika masks... let's just ignore those...

Mikerahk

Mikerahk is a fellow nutty member of BZPower, who has great passion in the area of BIONICLE sets, the pieces used in them, and MOCs.

Mikerahk writes about "Set Parts" for the KanohiJournal.



MOC Spotlight #2

Today, I am here to talk about a MOC. This is a very original MOC, and a type of MOC which you rarely see. Today, my friends, I am here to talk about Distorted's crown achievement, The Lady.

Even those who lurk in the darker crevices of the BBC forum, myself included, would have probably heard of Distorted's newest masterpiece. It even has... How should I say it? This MOC is one of finesse; the curves of its body, the flow of the body, the tightness of its dress, the detailed boots (which have their pros and cons); the details are what make this MOC exemplary to all MOCists of BZPower. There are photos of the torso's construction, and it is quite simplistic for a MOC of this caliber. It is simply an av-matoran torso, with added pieces. Now, I appreciate a MOC consisting of custom elements, but as with Epena, as long as it is aesthetically pleasing, then I find it a worthy model. So, this is the perfect example of my favorite elements of design.

There are a few flaws in this wonderfully flowing design. First off, the knees are rather knobby, and do not have 90° angle rotation. The second is the arms, with which the joints could

have some improvement. The last point of this MOC that I've noticed is that the boots are too small. These three cons are nothing compared to the MOC as a whole. I give it a 9/10 in all categories, and I found that this MOC blew the competition out of the water when I began looking for the subject of this article.

If you've found an outstanding MOC or made one yourself, feel free to PM with a link to the topic.

Wil

Wil is a well-known technology smarty-pants (Don't take offense, Wil-kins. =P) on BZPower. He's responsible for the image hosting site BrickPix and his developing "BIONICLE Media Center". He attempted to dump a self-made bio here, but it was too big, so we nuked it.

Wil writes the "MOC Spotlight" for the KJ.





Booklet of Goodies

Welcome to the **Booklet of Goodies!** The Booklet of Goodies is a KanohiJournal special which is released with every issue which contains goodies for you to use or view.

Such goodies include wallpapers, cursors, contest announcements and the declaration of the winner, along with other random things for you to enjoy.

But looking for goodies isn't the only purpose of the KanohiJournal, is it? Which is why some-

thing very special is done to the Booklet. Instead of being allocated a specific spot, it is randomly placed inside every issue! Which means it could be in the middle of the KJ one issue, then at the end of the KJ on another. That way, you can enjoy all of KJ's articles and then get the sense of delight when you stumble upon this booklet!

So what are you sitting there gaping at? Open the Booklet already and dive inside the goodies you may find this issue!

Swert

Swert is famous amongst the BIONICLE community for his ownership of the world's largest BIONICLE reference site, BIONICLEsector01. He is also very famous on BZPower for his reputation in comics and artwork, and produces an exclusive comic series, "The Fifth Dimension", for the KanohiJournal.

"The Fifth Dimension" Comics

"The Fifth Dimension" Comics is a special comic series made exclusively for the KanohiJournal. The series is created by Swert and Tesseract, two of the "originals" who kicked off comic making on BZPower!



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Aqua Blaster Blade Contest Winner

It has been a tough contest, with members fighting to grab votes in the KanohiJournal's Aqua Blaster Blade contest first started the contest polls last month.

At first, the polls were difficult to vote in. There were so many entries that it was hard to find amongst them a blade which fits their opinion.

But they'd endured, and over a week and a half ago, the final "ultimate" poll was put up. 6 elite entries, 6 "top favourites" amongst the voters, 6 entries to compete against each other to become the ultimate winner and the official representation of the Aqua Blaster Blade.

And today, the winner has been decided.

In third place, with 32 votes: -Commando-!

In second place, with 36 votes: Cholie!

And, in first place, the ultimate winner of the Aqua Blaster Blade contest and the entry which shall be the official Aqua Blaster Blade, with 41 votes: Terakk!

Congratulations to Terakk for his excellent entry, and having his entry being accepted as the official Aqua Blaster Blade! Wear this well, Terakk, because now you have something to boast about to others. ;-)

Along with congratulations to Terakk, the entire KanohiJournal staff team thank every member who has entered this contest, whether you achieved victory or not, and those who have supported us through this contest as well. Your kind co-operation and suggestions have allowed us to gain valuable experience in hosting contests. Hopefully, with the experience we now hold in our hands from our first ever contest, we will be able to offer you much more contests in the future which shall be bigger and better.

Congratulations to Terakk, and once again, a big "Thank You" to everybody.

P.S. The winning entry photo can be found directly on the right. If you are a wiki or any sort of BIONICLE reference site, please use the image on the right as your official image, or your template image if you're a wiki. Also, a note claiming credit to the KJ is necessary on the page. Otherwise, the KJ retain all rights to prohibit usage of the winning entry.

About Contest

The Aqua Blaster Blade contest first began in August 2008. The aim of the contest is for entrants to create the Aqua Blaster Blade wielded by Toa Mahri Nuparu, which was cut from the final set.

The contest officially ended on the 1st of November 2008, and the winners and results can be found over on the left.



BIONICLE 01

Just like in every month, KanohiJournal publishes free, awesome little bits of media in its Book of Goodies. This month, KanohiJournal has started with a little wallpaper pack, one of many for the upcoming months, and so we bring you BIONICLE 01. Five different sizes to fit five different resolutions, all in the same high standard as can be expected.

So, why BIONICLE 01? 2001 was the year that BIONICLE was released to the world, introducing many people to its strange environments, its dark themes, and a perfect hybrid blending of sci-fi and fantasy. And so it is with these themes that the wallpaper pack started to take form, squishing in everything great about BIONICLE in its early days, to produce a magnificent finished piece.

BIONICLE 01 is just one of many goodies to be featured in KanohiJournal's Book of Goodies, and the first of a series of graphics provided by KanohiJournal's very own Aoran, known for BZPMonthly and the various comic series he wrote or took part in.

Enjoy.

Aoran produced this piece using Photoshop CS3 Extended, and tends to have too much free time for a worker-monkey, so he is voluntarily offering his services of graphic design and whatnot to the first five people to email him with requests. Alongside wallpapers, he's capable of designing logos, icons for Windows, Mac OS, and Linux/UNIX, banners, and even avatars.

Contact him at kanohijournal@live.com, with subject as 'Aoran, your dinner is ready'. Don't worry. He won't bite. He's quite tame, really.

Aoran

Aoran is, in all ways, absurd. Not a bird, just absurd. That's not to say he's not an effective worker.

Known for his work on BZPMonthly and various comic series, Aoran is a rather witty, if egotistical person.

He currently resides in Australia, and is the Co-Creator of KanohiJournal.

BIONICLE
QUEST FOR THE MASKS

Download



KanohiJournal SPORCast

The KanohiJournal Sporecast is a collection of creatures, outfits, buildings and vehicles made using the “creature creator” in console game “Spore”.

The Sporecast, as of this writing, has 2 BIONICLE creatures (Archives Mole and Burnak) along with an outfitted Archives Mole and two colour variants of the Burnak.

To subscribe to the Sporecast, open up your edition of Spore (Only works with non-pirated versions) and log in to the Spore system. Once inside the game, open up Sporepedia, click on “Find Sporecast” and type in “KanohiJournal”. You should hopefully find the Sporecast which is named “KanohiJournal Sporecast”. Subscribe to it, and you will have the creatures provided along with future updates.

As the KanohiJournal does not promote pirated games and software, a separate download containing simply the creatures in a compressed .zip file will not be made available.

As Sporecasts can be continuously expanded, we are looking forward to new creations to add to the Sporecast.

If you own Spore or Spore Creature Creator, you can create your own BIONICLE-related creatures or buildings, then send it to us so we can add it to the Sporecast.

To do so, follow the following actions:

- 1) Create your creature and share it on Spore.com
- 2) Contact the KanohiJournal by sending an e-mail to KanohiJournal@live.com titling “Sporecast Addition”. In your e-mail, stated the **PRECISE** name of your creature and your username on Spore.com
- 3) If your creation is approved, it will be automatically added into the Sporecast. [A confirmation e-mail will not be sent.](#)

Happy creating!

Click on the “Subscribe” button on the right bar for the Sporecast link.

What’s Spore?

Spore is a video game produced by Electronic Arts and Maxis. The game deals with Creatiolutionism, in which the player may create his or her own race of creatures, and control and perform various acts and missions as it evolves through different time periods.

Ultimately, the player is brought to the Space stage, where his/her creation is now technologically advance and performs various missions involving exploration and combat.

Subscribe



Ascent, Part One

One tiny, lonesome green bar flickered in the corner of the screen. Every second, its pixels protested against their isolation, begging to see their brethren lit up in lime glory. But no matter how he held his arm to the gray fog above, Garret was stuck on only one bar of signal.

This was a problem. With only one bar, the chances of his daily upload of encrypted data actually breaking through the miles of fog and air above were microcosmic. And if he missed a day, he was sure that Ranke, one of the many data-merchants who lived in the mistbanks, would have no trouble finding some other pitiful denizen of the undercity to provide the data he needed.

He stared up into the mistbank. The gloomy layer of fog and dust looked thicker than usual today. The mile thick clouds that separated the dark undercity from the glimmering spires of the Peaks stared impassively back down at him.

He sighed in frustration as he reattached the monitor to his wrist. Garret surveyed the gray surroundings. A web of pathways and bridges criss-crossed, branched, and met across the skyscape as far as the eye could see.

The only features that truly stood out were the pillars. The colossal cylindrical buildings, nicknamed pillars for their appearance, were the branches around which the spiderweb of the undercity had been made. Their smooth, self-repairing surfaces stood in stark contrast to the patchwork of construction that had gone on around them. Like giants unaware of the fleas on their backs, the pillars had no care for the bridges and cables that ran between them.

It took him ten minutes to cross to the nearest pillar, Urbix. Off in the distance, he could see other pillars – Bantrar, Kinet, Retrum. The reinforced metal structures that jutted directly out of it housed many people. While living on a pillar meant you had heat, and usually easy access to signal, the self-repairing exoskeleton of the cyclopean buildings defied any attempts to constrain them. Many structures, neglected and left unmaintained for even a month, had fallen to the distant, almost forgotten ground below.

Garret had spent the rest of the day collecting archometrics. This data about the state of the pillars – their current thickness, temperature, mass, and more– was vital for their continued

~Lewa Arkhan

~Lewa Arkhan, or “~LA”, was once a dedicated fan of BIONICLE and one of the original, grand editors of the BIONICLE sector 01 Wiki. He has since lost interest of BIONICLE, but continues to bond with the fan community via the KanohiJournal.

On the KJ, Arkhan writes non-BIONICLE fantasy stories for our reader’s entertainment.

Ascent, Part One Cont.

existence. He didn't know or care who in the high Peaks got these archometrics, or what they did with the data. He just uploaded his day's work of surveying to Ranke every afternoon; Ranke then passed it on to someone else. Garret got his credits and the pillars stayed standing. The system worked.

But, of course, the mistbanks made his simple life so much harder. Besides blocking sunlight and fresh air, the thick layer of "clouds" kept the most precious resource – signal, connection to the web of information that bound the world – hard to access. Millions of antennae, some small and cheap, some tall and of decent quality, covered the pillars and pathways, struggling for signal as plants in a rain forest would for light. Though Garret didn't have access to anything special, signal-wise, he usually found a strong enough patch that he could make his daily uploads. But the mistbanks, in all their ephemeral glory, were thicker today, and blocking his signal.

As he crossed one of the inner rings of Urbix, Garret ran into Taseef's building. Unlike most other cheap, open air dwellings and shopfronts that teemed around the pillars, Taseef's was full

of grainy screens and maps carefully hand drawn on sheets of mater for when the screens failed, or mistbank interference made it too hard to see.

"Garret, always a pleasure. Didn't expect to see you in today."

"Yeah, well, neither did I. Look, Tas, I don't have much time--what's the mistbank looking like today?"

Taseef turned around, flicking through monitors and stacks of mater. He was, more or less, the only local aerographer. This made him the only one who would have reliable information on their movements, and enough smarts to understand how they would affect signal access over the next few days.

The aerographer exhaled. "Pshhh... looks like a pretty rough afternoon, Garrett. Good luck trying to get more than a bar till tomorrow."

"No, no, no! There's no way I'm gonna be able to make my upload with only one bar!"

Tas spread his hands. "Hey, I just map the bank, can't change it. Sorry. Hey, I'll see you at Gitro's tonight?"

Garrett shook his head. "Probably not...I gotta find a way to upload this data. That mistbank data-merchant will go find some other guy who

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Ascent, Part One Cont.

wants some weekly cash, and he's not gonna have much trouble."

As they parted, Garret stopped at one of the platforms jutting out from a bridge between Urbix and Bantrar. He looked again at the monitor mounted on his arm. Still just one, lonely bar of signal. Surveying the tools clinking from his belt, he sighed.

Somewhere on one of these pillars, there has to be a patch of signal. Bad access happened all the time, right? At worst, he could just try and patch into one of the antennae that colonized the pathways and pillars. Or, eventually, the thick patch of the mistbank around these nearby pillars would disperse. Somewhere out there, he could find signal. He had to.

Garret sighed, squared his shoulders, and walked across the bridge, the almost forgotten ground far below, paths and pillars ahead, and the roiling mistbank above.

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Eat an Apple Today!

People often question me as to why the Kanohi-Journal has articles which are not BIONICLE-based, such as my articles, and Lewa Arkhan's stories. To those who ask(ed) me this question, my response to it would be that the KJ is for entertainment and enjoyment.

By entertainment and enjoyment, I don't mean we feature photos of people doing belly dances or running naked down the street. It is basically something for you to read, enjoy and relax with after a long day of school, work, to walk away from a day of frustration and anger, or simply to have something to laugh at and enjoy yourself with.

In the case of the KJ, we aim to target all these scenarios, along with confronting the fact that you may simply be bored of reading about BIONICLE day and night after a while. To do this, we throw in a bit of this and that which aren't related to BIONICLE, so that you can have a bit of variety in your life and whilst reading the KJ. Hopefully this clears some of the matter up for you readers, and to remember to read the KJ whenever you get the problems stated above.

Anyway, onto the random topic of this issue.

Apples. Your parents would probably tell you at least a hundred times in your life that "An apple a day keeps the doctor away.", and you'd probably say it a hundred times to your children, and your children to their grand-children, and so on. And when there are no more apples, you move to another fruit. How smart!

But unfortunately, I'm not discussing the topic of apple extinction. What I am talking about is that the statement is only half of the truth. In fact, the full sentence should be: "An apple a day keeps the doctor away, but attracts the dentist like honey to a bee."

That's right, apples may keep doctors away like a terrorist holding a bomb, but it isn't all that effective towards dentists. Oh, and it's not made up - it's been proven by scientific studies.

But let's face it, get obsessed with any fruit and you'll still have rotten teeth after a year from constantly eating it.

Bioran23

Bioran23, or "Bioran" for short, is an editor on the largest BIONICLE reference site, [BIONICLEsector01](http://BIONICLEsector01.com). There, he takes on a truck-load of different duties, including being a staff member there.

Bioran is the head of the KanohiJournal, and writes about random topics for the KJ.

We're Expanding!

Now that the KJ has been given a nice interface revamp, and a proper proofreading system established, we're now aiming to expanding our contents and staff team!

As we're fully away, there are many, very talented members amongst the BIONICLE community who are skilled in different areas of literature or artwork. One of the things we're aiming for is to create a sort of comics page, where we can have a page filled with comic strips to accompany our comic series "The Fifth Dimension".

We also look forward to new articles on different areas, such as reviews of stories and epics made by fans, along with spotlighting fan-made artwork. Alongside those, we also look forward to more articles on the subjects we already cover, to give a more in-depth read, hence why we're now welcoming guest articles.

We're also looking for new staff! If you think you have great talents in writing, but your skills are often outshined by other people, then the KJ is your chance.

The following are some details as to how to

apply for staff or submit in guest articles/comics.

For guest articles or comics:

- 1) If you intend on submitting a guest article, write an article with 290-310 words first.
- 2) If you intend on submitting a comic strip, prepare either 6 comic strips (For 6 issues) or 12 comic strips (For 12 issues) first.
- 3) Send your article/comics to kanohijournal@live.com
- 4) If your article/comic is approved, they will be automatically placed onto the next issue of KJ. There will be no confirmation emails.

For staff applications:

- 1) Send an email to kanohijournal@live.com titling "(Your Name)'s Staff Application"
- 2) Include the following details in your email:
 - How often you're online.
 - Your email address and/or IM client details.
 - How much time can you dedicate for KJ.
 - The role you intend to take.
 - How long will you be able to work with KJ.
- 3) Also prepare an article of 290-310 words for us to see.
- 4) Await a confirmation email to become a trainee.

Next time...

In the next issue, expect more fantastic articles from our staff, a new comic strip of "The Fifth Dimension", (hopefully) guest articles and new staff, along with Christmas and New Year goodies!

POSTIT

SHARE IT WITH THE WORLD!

As a thank you to our readers for helping make KanohiJournal such a massive hit in the BIONICLE Fan Community, we're offering free advertising space in our later releases to help promote the strong fan-base in your projects.

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- Advertise to 2200+ people
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