

# KAN #HI JOURNAL





# Howdy!

Welcome, everybody, to the KanohiJournal once more!

In this issue, the KanohiJournal is packed with awesome things, including more articles from our greater writers, a brand new part of Ascent by ~Lewa Arkhan and more goodies.

But, that's not all! As we near the end of 2008, which, as many of you would know by now, will be the periodic end for the Matoran Universe saga, it seemed fitting for us to do a sort of "recap" and "reminder" of all that had gone on before. Which is why, aside from being a gift from us for Christmas, (Merry Christmas everybody!) this is also a special 2001-retrograde issue.

But what does that mean? Why, it means that most articles would be written as if the KJ staff stepped into a time machine back to 2001, got brainwashed, and completely forgot about post-2001 events!

We're also very proud to announce two new trainees who have joined the KJ team, and they are ~Shadow Kurahk~ and LewaLew! Over the next two issues, their progress will be monitor-

ed, and if their progress is promising and successful, they'll become official part of the KJ staff team. We wish them best of luck, and look forward to seeing them succeed and welcoming two new additions to our expanding magazine.

With that said, the only words left to be said are: Shoo, and go read articles by brainwashed people!

## Trainee

The title "trainee" is given to new members of the KJ staff. It signifies that the member is not yet accepted as an official KJ staff, although they must follow deadlines and hand in articles regardless.

A "trainee"'s progress is normally monitored for 2 months. Once the two boss-men, Bioran and Aoran, thinks their efforts are satisfying, they will be accepted as an official KJ staff.



## Six Toa's Future

Today, we love our six Toa, the mighty heroes of Mata Nui who protect the Matoran, but what of next year? We now know for sure that BIONICLE will be continuing next year, so who will the heroes be? This article will explore several of the most popular theories out there at the moment.

**Theory 1:** Next year's heroes will be Matoran. There is a theory circulating the forums currently that the heroes next year will be Matoran. Now, it might not make sense at first to have the main sets and heroes as tiny little guys, but there has been a rumor that these Matoran would be larger; somewhere between Turaga and Toa size. Now this would of course have an effect on the layout of sets, if they're smaller, they should also be cheaper, which would suggest that there would be more than six heroes. So would they repeat some elements or introduce some new ones somehow?

**Theory 2:** There has been speculation that some of the Matoran will be "transformed" into Toa. This theory doesn't have much evidence and doesn't sound very likely, but it is possible. The main issues with this theory in-

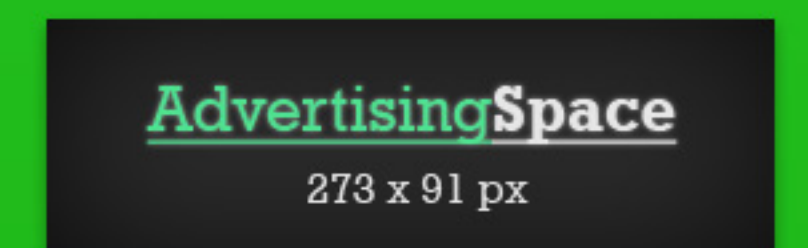
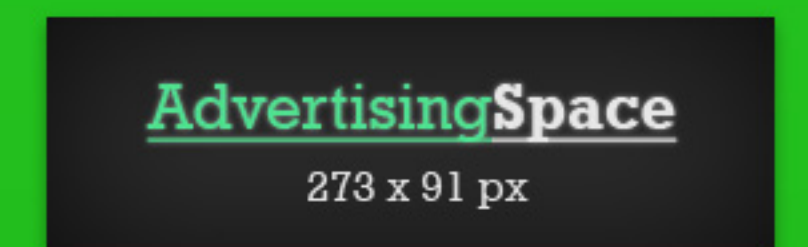
volve how, why and who? The how refers to how these Matoran would become Toa. A magic stone infused with Toa magic? Doesn't sound to likely. The why refers to why new Toa would be made out of Matoran if we already have six perfectly good ones. Maybe the new enemy kills our six Toa in the beginning of the 2002 story? Finally, the who asks us who would be transformed? Would they be pre-existing characters? Jala? Huki? Maku? This theory is probably the least likely, but it should still be considered when trying to figure out aspects of next year's story.

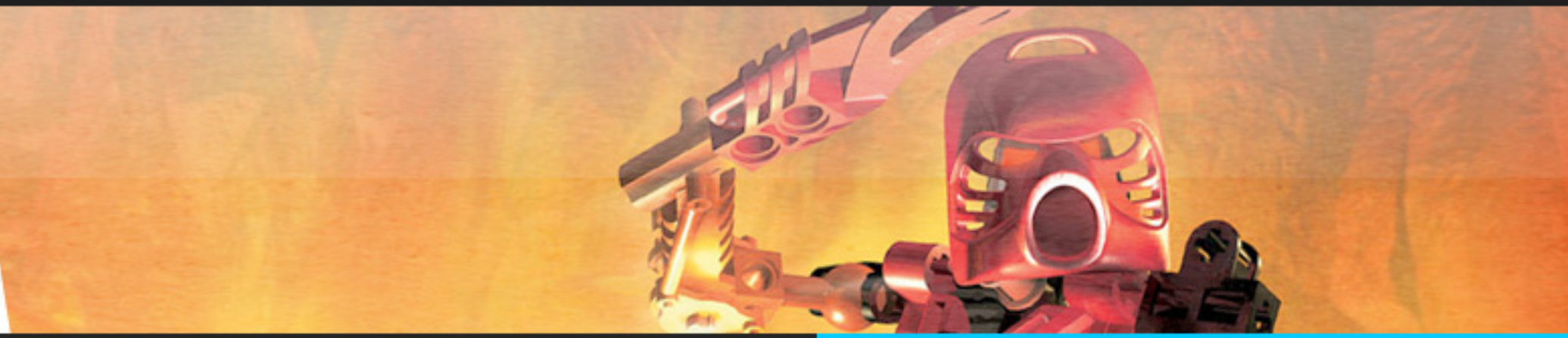
**Theory 3:** Is that the Toa are released in a new form that is more powerful than their old one. How would this happen? We don't know for sure, but it would make some sense to stick with the heroes we know and love. The only problem with this from The Lego Company's point of view is how to make it appear to be a serious transformation. When I first heard of this theory I thought that it sounded a bit silly to have the current heroes simply transform, but when you consider the target audience, it does make some sense from the viewpoint of TLC, just not the story.

## Adventurer

Adventurer is a member on BIONICLE fansite "BZPower" best known for his enormous post count and knowledge of the BIONICLE storyline.

On the KanohiJournal, Adventurer writes articles about the storyline.





## A Tale of...

**Banishment.** It's a scary thought. It could happen to any of us at any time. There are several different reasons why it could happen: you broke one really big rule, several different smaller rules, or are just an annoyance to the staff. This causes the invitation to be a part of the BZPower community to be taken away. You would be totally locked out from the sight. Any topics related to you (story, theory, MOC's, artwork, etc.) are closed down.

Generally, only 15% of these members are extended an invitation to come back if they are remorseful of what they did or learned from their mistakes. The other 85% are pretty much "dead" to you. They can't do anything except log out, become a guest, and read whatever they can (or attempt at making a second account, which ends in miserable failure anyway and is AGAINST THE RULES!).

Most of the time, banishment is a private matter. It is between the staff and the member. They broke the rules, and are not to be discussed further. You usually have to PM B6 about the matter for more info. More detailed info is usually given out at appropriate times when necessary.

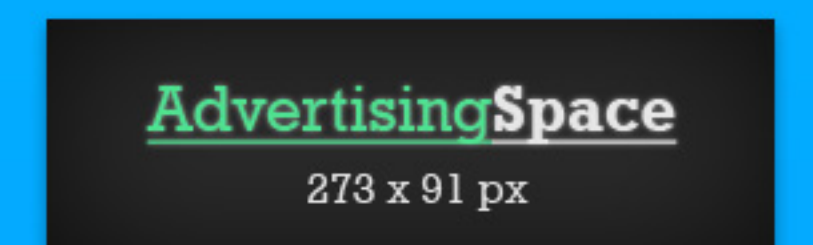
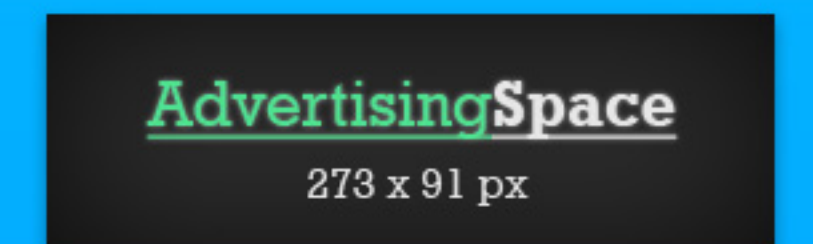
Sometimes people ask to be banned, usually because they believe they are getting too old for BIONICLE. They want/need a break and decide to cut the last tie permanently. They can usually get their account back, though.

There is also one last reason someone is banned. Their account was hacked, and the hacker used it for inappropriate reasons; the only way to stop the hacker is usually, in the end, to ban the account. But what happened to the original owner of the account? What will become of them? Well, it's just a suggestion, but email B6. He has the answers, usually. He can help you get back on your feet. After all, that's what happened to me.

## Xander004

Xander004 is a BZPower member who was recently banned. This guest article by Xander is a tale of his experiences while he was banned.

The KanohiJournal is glad to note that Xander004 has since been unbanned.





## Ascent, Part Two

The river of bridges and cabling flowed through Colossa. Thousands of miles above the ground that was never seen, the river of pathways branched, split into tributaries, and eventually met up again. A hundred thousand pairs of feet made their way across like great schools of fish swimming aimlessly through the sea they have always known as home. One pair paced backwards and forwards around Urbix.

The mile wide cylindrical building pierced the roiling heavens, and it was along one of the rings constructed around the pillar that Garret paced. He stared at the forest of antennae that covered the little buildings rigged around the titanic tower and contemplated hooking into one of them, but he knew it was useless. The storms in the roiling mistbank above were some of the worst he had seen in a while. He pitied Ranke, the data-merchant whose data he was supposed to upload. Not only would none of his clients be able to get an upload signal with this kind of interference, but he was probably going to be blown off whatever pillar he lived on, judging from the winds higher up. And then Garret would be out of a job.

Checking the tiny green mater display clipped

onto his arm, Garret sighed again in frustration. Static obscured most of it, but even without digital aid he knew he had only a few hours to upload the archeometrics before the encryption key he'd been supplied with was changed. And, according to the local aerographer, the storm would not blow itself out till tomorrow.

Garret sighed. Signal was as important as untainted water or heat, but access to all of those depended on the ephemeral mistbanks. The shadowy existence of his fellow denizens of the undercity was an enclosed and tough one, but in the data-merchant Garret had access to the higher world. Income from above the undercity gave him a stable source of assets, a rarity in the lives around him. And he wasn't going to let that go. In that knowledge, he squared his shoulders and set off for Retrum.

The undercity had no signal, not within a day's walk thanks to the mistbank's storms. It was kind of ironic that in order to get signal, Garret was going to have to go up there. And he didn't like the thought one bit.

It would take him an hour or two to walk to

## ~Lewa Arkhan

~Lewa Arkhan, or ~LA, was once a dedicated fan of BIONICLE and one of the original, grand editors of BIONICLEsector01 Wiki. However, he has since lost interest in BIONICLE.

However, he continues to bond with the BIONICLE fandom through the Kano-hiJournal. Here, he writes non-BIONICLE fantasy stories for reader's enjoyment.



## Ascent, Part Two Cont.

**Retrum, even with shortcuts.** And who knew how much time it would take to reach the mistbanks? Faster to grant himself a brief luxury.

Approaching the edge of the metal ring held to Urbix by foot-thick cabling, he found the place he was looking for and broke into a jog. It wasn't much, just a roof held up by a single squat block of metal. But there, attached to the edge of the ring, lay a series of gears, ropes and weights attached to little platform, gripping a cable that stretched across the skyscape.

Garret swiped his datacard across the scanner and stepped onto the transplat as the machine whirred to life. He was glad the scanner even worked – coinage was more readily acceptable, but Ranke transferred his pay into his datacard, and if he wanted to convert it into coins, it would be a longer journey than he needed to take.

The transplat roamed through the hazy skies, passing above and below the urban river and the people that walked across it, occasionally adjusting his height to avoid crashing. But within a half hour he set foot upon Retrum. The pillar itself looked just like Urbix – a smooth

colossal cylinder dotted with lights, covered with dwellings latched on as moss to a rock. And also like Urbix, its denizens had constructed a ring around it, thousands of cables keeping it attached to the ever-shifting tower. Garret checked the mater on his wrist, eventually making out the time. Only two hours left to upload his data. He broke into a jog as he neared his destination – another one of the featureless, crudely built dwellings rigged onto the ring. A man hunched over a piece of mater slowly got to his feet as he heard the approaching footsteps.

"So it's you. What're you after?" Durin said, eyeing Garret suspiciously, and with good reason. He had paid Garret good coin, and had hoped to never see him and his belt of tools again.

Garret knew all this, and wasted little of his precious time on niceties. "I need to get up to the mistbanks. I need to use your lift."

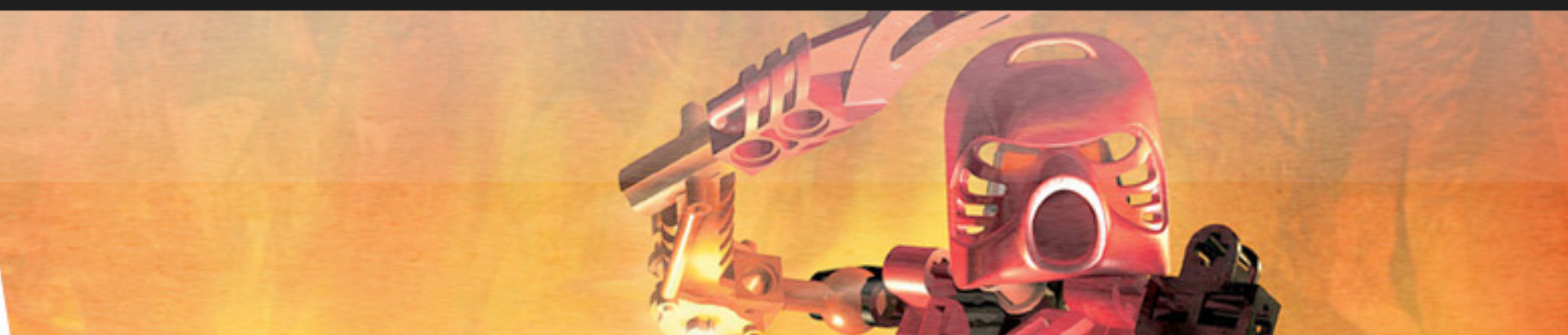
Durin smiled cynically. "What lift? I don't own any lift. After all, if I did, it would show up in the archometrics, and the pillar would just push it off."

## Ascent

Ascent is a three-part story written by ~Lewa Arkhan. The first part of the story was released in KanohiJournal Issue 4.

The third part of the story will be released in KanohiJournal Issue 6.

Haven't read Part 1 yet?  
Click here to read it!



# Ascent, Part Two Cont.

"Yeah, yeah, cut the junk. We both know I'll have to come by again. And if you want me to fix my results again and keep your little business running, you're gonna have to let me use your elevator."

They both knew Garret had the upper hand here, and Durin got to his feet, leading Garret around the of the shack, climbing a cable till they were just beneath the ring. A little platform similar to the transplat he'd ridden earlier lay hidden behind the outcrops of Durin's house. The lift allowed Durin to reach the upper levels of Retrum, and probably plant a dozen or so antennae in the lofty heights to gain clear signal. Elevators like this were rare – they interfered with the archeometrics and were a general pain in the butt to whoever kept the pillars running. And this one, like most, was built out of scrap metal and swung uneasily in the wind, suspended above the thousand-meter drop into the ether.

"How high does thing thing go?" Asked Garret, eying it suspiciously.

"Around a thousand meters," replied Durin as he readied the mechanism. "It'll get you just below the mistbanks, but there's another trans-

plat nearby. There used to be a path to it, but I doubt it's still there. wanna buy some mag-holds?"

"I've got my own, thanks," Garret said as he felt the two metal hilts strapped to his waist. "Thanks for the lift. See you in a month or two."

Durin stonily pulled a lever and the machine's gears started to turn.

"You'd better ignore this for free next time," He said as Garret started to rise.

"I'd better get to those mistbanks, or I won't be doing any more archeometrics," he shouted down.

"I swear, if you touch my signal farm, you won't be doing anything anymore," yelled Durin.

As the transplat picked up speed, Garret looked up to the colossal skystorm above. Lightning flashed monetarily in the distance. The sooner he got this over and done with, the better. He looked at the noise-obscured mater on his wrist. One hour before he was out of a job. He looked downwards at the sea of bridges across the void, and as he stared up into the writhing heavens, couldn't help but feel he were leaving it all behind.

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## Silver Sets

“Silver and Gold, Silver and Gold...” we see these colors this time of year, and enjoy them thoroughly, but why haven’t we in our BIONICLE sets? Throughout the past two years, fans have complained about the overuse of one of these colors, that color being silver.

“But what’s so wrong with it?” I say. Silver is a color that you should appreciate. Every year, new weapons, tools, and armor comes out in this color, but rather than focusing on the new parts, or even the awesomeness of silver, we complain about the color. All throughout the BIONICLE storyline, silver, gold, bronze, and other metallic colors are a symbol of power. On toa, armor in these colors show that the wearer is unique, powerful, or holds an important position. For instance, the Toa Nuva bear metallic armor because of their extra power. As for titans and warriors, take Axonn, whose silver, mask, armor, and axe looked awesome on him. You could also take time to look at Hydraxon, Maxilos, and Spinax, all of which looked formidable in their silver garb.

Still others complain about the new battle vehicles, and their apparently random placement of silver weapons. I would like to

point out that aside from boats and battle vehicles, nearly all BIONICLE vehicles are completely silver, gunmetal, or other metallic colors, and so the usage of silver is typical.

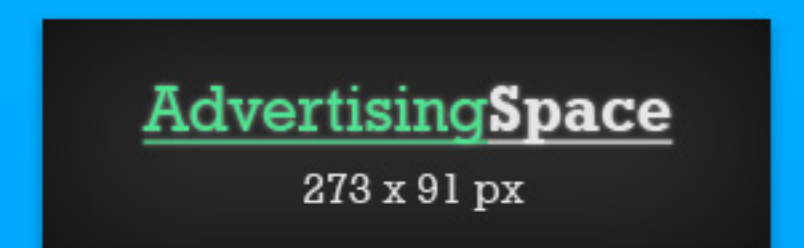
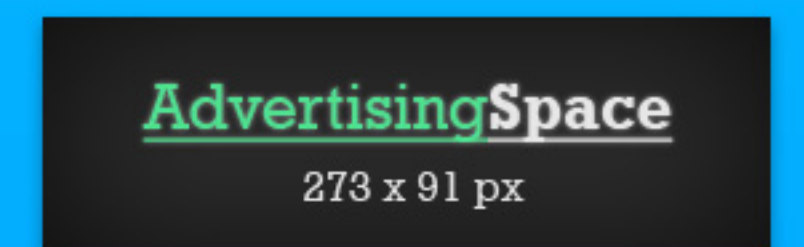
The only complaint I can see as reasonable, is that no silver weapons, tools, or armor seem to be in new colors lately. I do hope LEGO decides to change this, and perhaps even give us some pieces of other colors in silver.

So, as we approach the winter holidays, be thankful for silver. However, if you are still not convinced, get the supercharged JetraX T6, or look forward to the ‘09 sets, and Berix’s blue firesword!

## LewaLew

Another new trainee of the KanohiJournal, LewaLew is a member of BZPower and BS01.

Starting from issue 6, LL will begin writing about LEGO in general for the KanohiJournal. “Silver Sets” is the article LL submitted for his staff application.





## BIONICLE in South America

Most BIONICLE fans live in places such as Europe or North America, where there are LEGO shops, Legoland, and more places where you can get BIONICLE easily. There are also countless bookstores, which will always have BIONICLE books waiting for you. And we can say that the main BIONICLE fan language is English, so no wonder it is so easy to find other BIONICLE fans living next door to you, or in your math class. But how is it in South America?

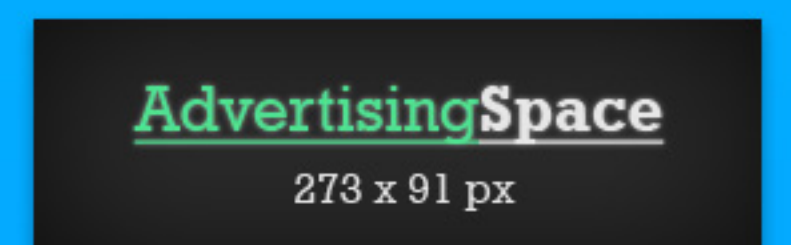
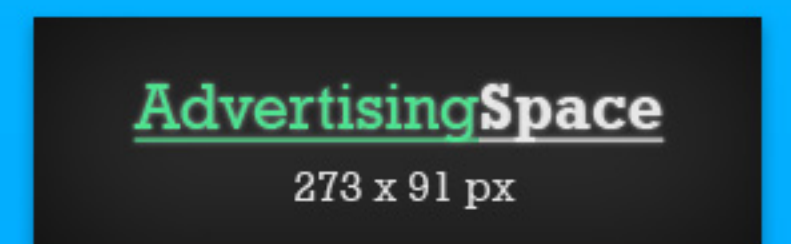
Very tough. Those who cannot order through Shop at Home have two options: go to the US and buy the sets, or wait half a year until the shipment of LEGO arrives. The latter option is the worst, as prices increase radically. For example, a Phantoka that costs \$9.99 will cost \$29. Also, there are relatively no BIONICLE books in South America, so it is hard to find out what happens in the storyline (hence why some of us love book spoilers). Lastly, finding a BIONICLE fan that actually understands the storyline very well is basically impossible. Most people who only talk Spanish will pronounce it "beeoneeclay", which is horrible, and small kids will purchase them, only to build them and have a set such as 2003 Gali Nuva as a flying creature, or a Bohrok used to as a ball.

Thankfully, there are a few alternatives that we South Americans have. For example, there are BIONICLE forums in Spanish. Also, some can translate English to Spanish, which is helpful with web serials, books, and comics. Also, Jetix shows advertisements in Spanish, which are fun to watch.

In general, it is hard to be a BIONICLE fan in South America, but with the right knowledge, you can get sets and join forums that won't make you feel alone.

## Kanohi Zattth

Kanohi Zattth is a member of BZPower. "BIONICLE in South America" is Kanohi Zattth's first guest article for the KanohiJournal.





## 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!

## "The Fifth Dimension" Comics

"The Fifth Dimension" comics is a comic series by BIONICLEsector01 owner Swert for the KanohiJournal. Unfortunately, because he is such a busy man, he is unable to create a comic strip for this issue. Don't worry though, it will (hopefully) be here next issue!

## Did You Know?

That the various colour schemes in the KanohiJournal has specific meanings?

- \*Yellow = Sets
- \*Green = Story/Artwork
- \*Blue = Guest Articles
- \*Red = KanohiJournal Exclusive (except BoG)
- \*Tan = Booklet of Goodies
- \*Orange = Bioran's column



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# Wikipedia, BS01-Style

Wikipedia, the largest free and online encyclopedia which everybody can view and edit. Although it sounds like a paradise, most BIONICLE fans will know that it is also a haven for random people to dump on random and fake info about...why, anything.

Which is why "Don't use Wikipedia for BIONICLE info, use BS01 instead!" is a common phrase around BZP and BS01.

But still, many people still can't resist going to Wikipedia to check on info for other things, such as for school projects or information or just to have a laugh at the bizzareness of things which editors might like to dump on.

If you are going to that, why not bring a piece of BS01 with you? After all, BS01 is a trustworthy and safe site. What's better then taking a chunk of it and use it while you're surfing Wikipedia? It gives you a nice, false sense of security.

Which is pretty much what this goodie is all about - Taking a chunk of BS01 to Wikipedia. However, in order to do so, you must first have the Firefox browser installed.

But still, the fundamental question remains - What on earth is this goodie?

The goodie is, well, something which makes use of a clever add-on for FireFox named "Stylish", which allows you to load BS01's background image and logo into it and it will basically "mask" it over Wikipedia, making the background and logo on Wikipedia identical to that of BS01's.

What's best is that the add-on and the theme is completely free to use, and won't hinder your online experience one bit. You can also use the same coding to modify the images so that it fits your liking better.

To download and install FireFox, click here. Then proceed here to download Stylish. The download link for the goodie can be accessed on the right.

Enjoy using Wikipedia, BS01-style!

*All BS01 images used in this goodie is courtesy of BS01 and Swert. Used (surprisingly) with prior consent.*

## Did You Know?

That BIONICLEsector01 Wiki is the largest and most accurate BIONICLE reference site on the net?

It's awesome. Go check it out.





## Christmas Icons Pack

Perhaps a bit late, but still here nonetheless. The Christmas Icons Pack is a collection of 5 icons made by KJ staff Wil, who has kindly given permission for the KJ to use it as a goodie because we have nothing else to show.

Here's what the creator wants to say:

*Well guys, It's that time of year. It's full of happiness (and cheer). Yuletide by the fireside (for some), while others, it was "stop, drop, and roll." Many may have noticed my absence from the Forums, from the intertubez in general. I've been working on icons, websites, and more icons. Client work, free work, work, it takes time. Especially when you're 600 USD in debt.*

*So, that aside, I've made a free little icon set for everyone. Bioran asked me for a goody or two for the new KJ issue, and here we are. there are ICNS files for macs, and PNGs for windows users (If someone can make an ico file of them for me, I'd like it. I'm too lazy).*

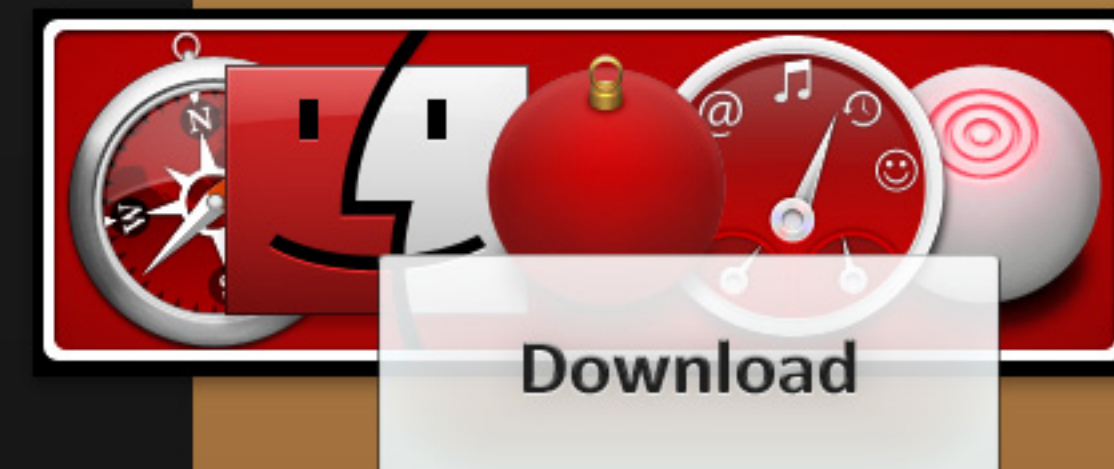
*I would like to wish everyone a merry Christmas, happy Hanukah, happy Kwanzaa, or whatever other holiday you and your family celebrate. Don't forget to stop by Wil Nichols*

*Design (www.wilnichols.com), and see where these goodies came from.*

**Many thanks to Wil, and have a Merry (Belated in some places) Christmas.**

## Did You Know?

That the KJ accepts fan-made goodies as well? If you have anything to share, simply email it to [kanohijournal@live.com](mailto:kanohijournal@live.com) with a description of around 250 words!





## Oh my Mata Nui...

So we know what Mata Nui looks like. However, many have complained about the fact that he's the Matoran Universe.

Personally, I think it's perfect for BIONICLE. Which leads me to wonder, what is our world? Are we inside a god, or some strange large being, or perhaps we're even inside a Matoran, and there are thousands of other universes inside each Matoran, Toa, Turaga, Skakdi, Vortixx, Zyglak, Frostelus, and any other species in the Matoran Universe. But what about Makuta then? Were Makuta universes at one time and then they evolved into antidermis and their universes are now destroyed?

As you can see, one story revelation can lead to the creation of many questions. Even the fact that Av-Matoran change into Bohrok can create a thousand questions; that's why Greg Farshtey signed up on BZPower: to answer those questions for us. So, basically, he's going in a cycle - he creates a new piece of the story, it creates a thousand questions, Greg answers those questions, it gets people more excited for the story, and Greg then has a choice - make new story and please the fans, continuing the cycle, or he can stop the story, attempting to end the cycle

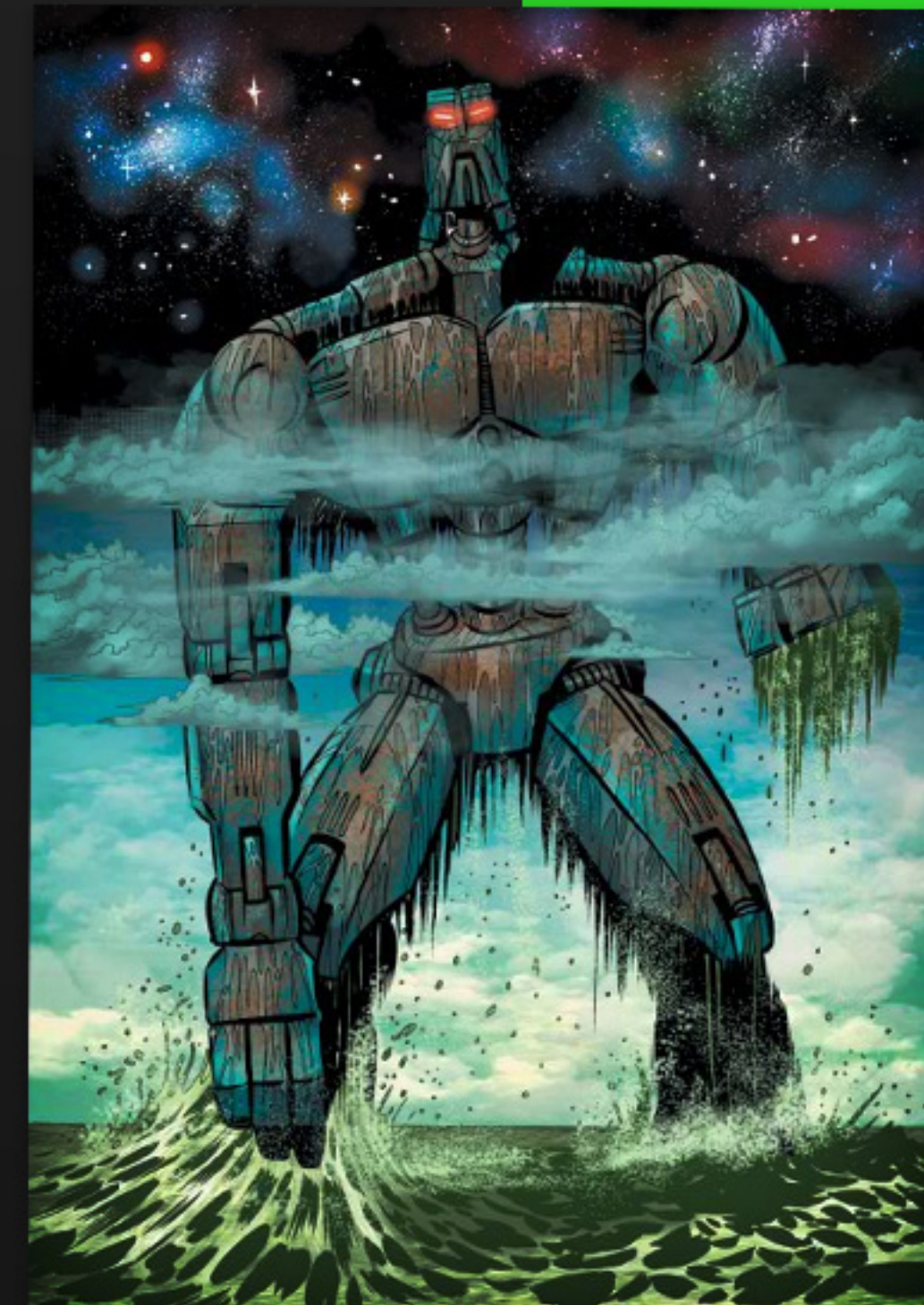
he's in, but then he'll have a mob of angry fans demanding him to continue the story.

I dare you to create a story that doesn't create questions, and if you succeed in that, I will truly be amazed.

## Danwojo913

Editor of BIONICLEsector01 Wiki, Danwojo is an avid editor and shows great interest in the BIONICLE story-line.

Danwojo writes about BIONICLE in general for the KanohiJournal.





## MOC Spotlight #3

It's not every day you find a great MOC on BZPower. It's not very often at all, really. At times, however, there is an MOC that is so astonishing that, even when a thousand people view it, every person will have something different, but, appreciative to say in relation to MOC. This time, we have been graced by knowledge of a creation with great design – a perfect example of the aforementioned details. Today we present it to our readers.

White Glint, an MOC recently published by BZPower member Silver~Dragon portrays an excellent balance of colors, layering of pieces, and an overall great structure. It is an understatement to say that this MOCist has talent. Of course, it is never an easy thing to master. To be able to build something so intricately detailed and with such sheer magnificence is an extraordinary skill, but it is even more of one to be able to see it in its greatness.

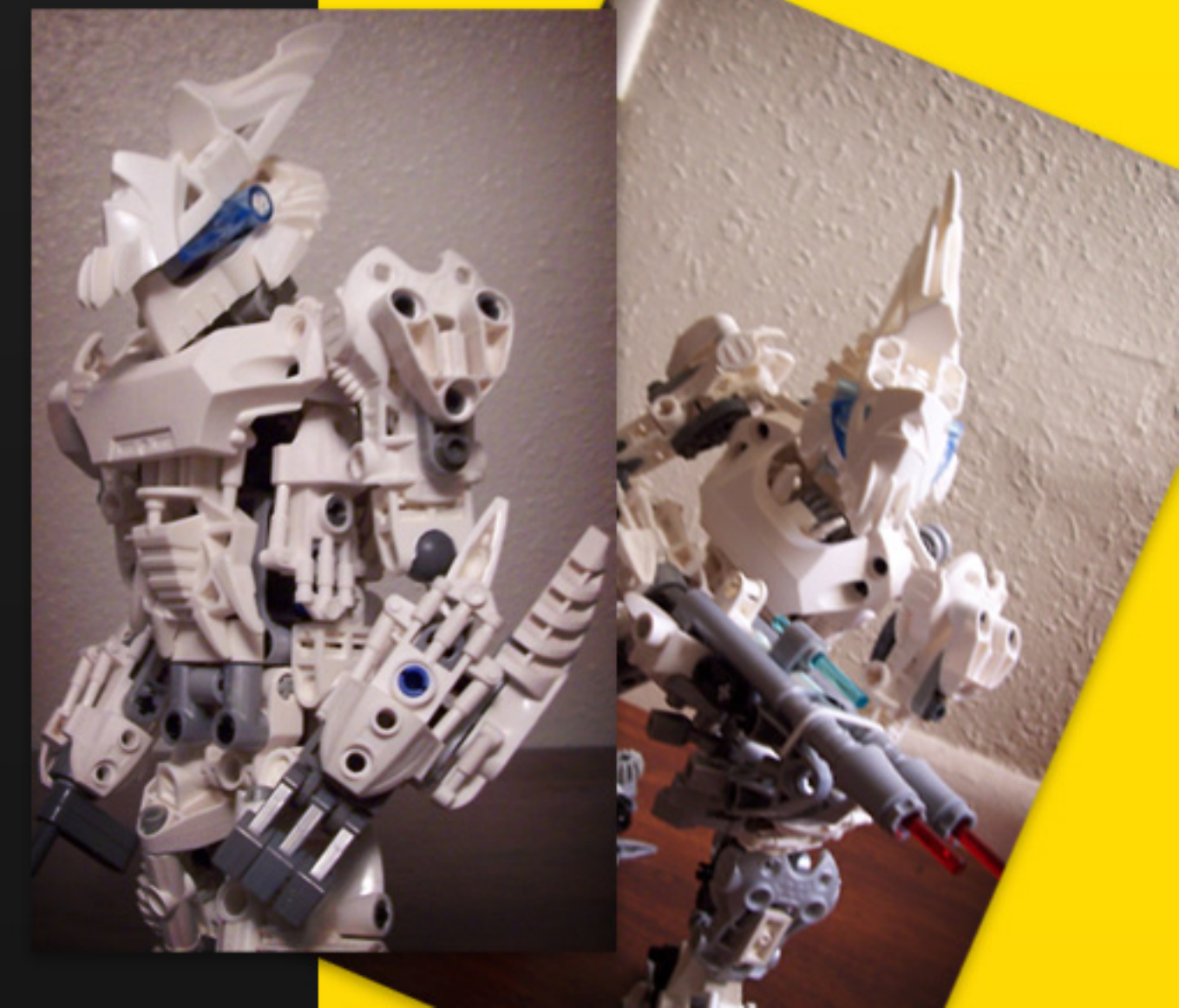
Silver~Dragon has been a member of the community for almost one year, though he has remained to be a constant MOCist in that time. He took an interest in the activity about halfway into his membership, and it is a

surprise that he has gained such a large amount of skill in such a short time. With White Glint, he has proven his extraordinary skill to all.

### Wil

The creator of BrickPix, an image hosting service specially dedicated for BZPower users.

Wil writes a monthly edition of MOC Spotlight for the KanohiJournal. For this issue, Wil was originally unable to write an article. However, with the help of ~Shadow Kurahk~, he has managed to compose an article. Good job, guys!





## Swing Lewa, Swing~

**Guess what? I just got** Lewa Mata, and I love him. His primary color is green, and keeps lime as a strong second. The set features six points of articulation, two per leg, two on the left arm, and one on the right. I really do not care much for the articulation beyond the fact that you can make Lewa stand; more important to me is that Lewa has a gear system based around the torso that all of the Toa share. By turning the large gear on Lewa's back, his right arm also turns. Due to the way the arm was made, Lewa's axe cuts in a nice swinging motion. Since the weapon arm has a ball joint at the shoulder you can rotate to a small degree how the axe swings in its motion.

Lewa, and all the other Toa, are unique in this manner: they use gears to operate. My brother and I have frequently gotten into Toa battles where we randomly swing the weapon arms in an attempt to knock off the other set's mask. My one complaint about the gear system is that there is no actual way to get the arm to stay in place; it will always rotate so that it points towards the ground. I found a fix for this by taking one of the hip joint pieces and placing it on the Toa of Air's chest. From here, you take the ball joint and put it on the axle. The two will

join together and there will be enough static friction to keep the arm in place, but not so much that you cannot rotate the arm.

The applications of gears is crazy; there is a lot of potential in this area. I can imagine taking motors and making creations that could do practically anything if you placed the gears correctly. Go and experiment with them a little; you're bound to have a good time!

## Mikerahk

We aren't bothered to write up a bio for Mike, because our fingers are tired. So we'll just say this: Mike is awesome, Mike is cool.

Go Mike! (Oh, and he writes about set parts for the KanohiJournal, BTW. =))





## Random User Spotlight #5

Hmm...a 2001 themed Kanohi Journal. Well, that would clearly mean it has to be a BZPower member who joined in 2001. With over 10 posts. And has visited BZPower in the last day. And, as you might suspect, there are only five candidates for this. And with so little to choose from, it is hardly surprising that one of the staff would be picked, as (I believe) 4 of the 5 were or are staff members.

Black Six is one such member, and I'm sure most of you have heard of this guy before he. He is one of BZPower's administrators and has certainly served this great fan site well. He is also a News Editor and is one of the senior staff, as he has been a staff member since August 2001.

But who is the guy behind member #250? He lives in New Jersey, USA, and has become a LEGO Ambassador recently. He's 21 years young, and he likes to read (including Tolkien and Douglas Adams), play video games (like Halo and Guitar Hero), listen to music (such as the Beatles and 'The Boss' Springsteen) and watch TV (Doctor Who and Monty Python being favourites).

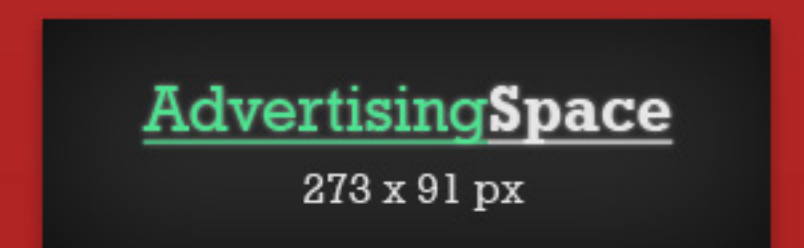
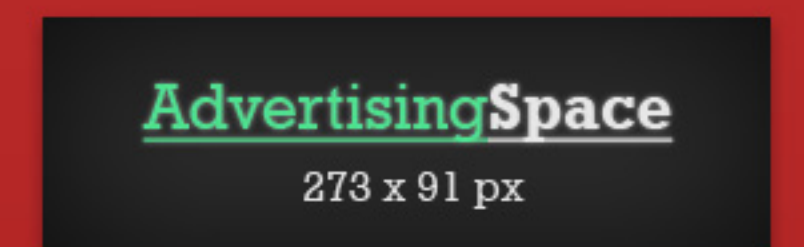
Surprisingly, Black Six is only rated a 4 Star

Member, despite being a great ambassador for this site. He has racked up over 8600 posts since he joined BZCommunity on 3-August-01. He uses his blog regularly and continues to display that ever-recognisable avatar of his. He is a great Administrator on BZPower and it is a pleasure reviewing his membership briefly in a Random User Highlight. Yeah...doesn't do him justice, does it?

## Phyoohrii

Phyoohrii, let's just say that he is awesome, crazy and pretty queer at times.

Here on the KanohiJournal, Phyoohrii writes a monthly "Random User Spotlight", where he (randomly) picks a member from BZP or BS01 to spotlight, without their prior consent.





## Walk Across the Sandy Beaches

Has anybody else visited the game section of BIONICLE.com? If you haven't, don't walk. RUN. There's an amazing game called the Mata Nui Online Game. It's hard to believe a game this complex and engaging came from LEGO... I only ever knew them for the sets before, not for anything on the Internet.

But this game certainly changed my opinion. It's a role-playing game where you travel around an island and do tasks for different villages. There are great Flash-based cutscenes that play when you complete a task or the game is moving onto another chapter in the storyline. There are a lot of minigames as well, such as one where you fly on a big BIONICLE bird and try and defeat these evil BIONICLE flies. I've gotten as far as I can go until they update the game again, which happens every month or so.

One of the best parts of the game is that the characters in it can be bought as sets so I can re-enact scenes from the game in real life. Another cool thing is that the main characters are the villagers, which are available with Happy Meals at McDonald's. I've been eating a lot more McDonald's recently than I usually do, just so I can get them! So far, I have five of the six, and

I'm still waiting on Matoro, the villager of ice. I know his name from the game.

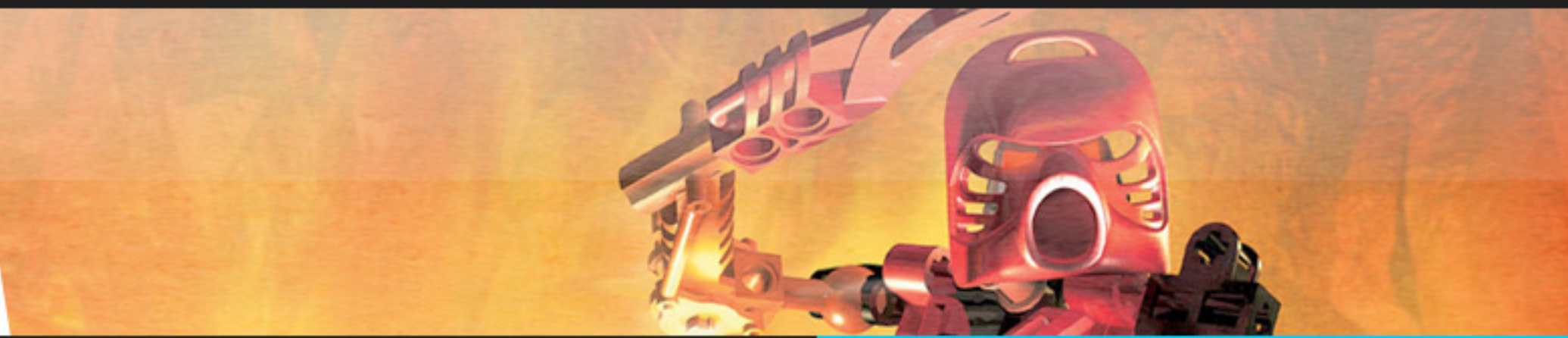
I hope the Mata Nui Adventure Game gets updated soon; I'm really hooked on BIONICLE because of it. With any luck, successful set sales will mean that the toy line will continue, so we can have more games like this one in the future!

## Triggy

The "image master" of BS01, Triggy is famous on the reference site for his brilliance at fetching images for everything BIONICLE-related.

On the KanohiJournal, Triggy writes about media regarding BIONICLE.





# The Grand Plan of Evil

With 2008 over and all the info allowed on BZP and BS01, all those who read this should know how Makuta Teridax's master plan has come to an end (and if you don't, go read the article on BS01 now!).

What an ingenious plan it is! Spanning 80,000 years with its many twists and turns, falsehoods layered upon deceptions and manipulations. It is truly a testament to Teridax's great mind and indescribable cunning and patience. I do not believe anybody could ever guess the whole thing before we knew (I mean staging all those defeats and possessing Mata Nui's body, who can honestly say they saw that coming). Sure people on BZP guessed some parts correctly, but up until that glorious moment, for Teridax anyway, when the plan was revealed in BIONICLE Legends Eleven and Ignition 13, Greg and the story team kept us guessing.

We the fans should truly thank the people who kept it from us for so long and gave it to us in such a spectacular way. All hardcore Bionicle fans had been waiting for this moment, and I must say that being one of them, the entire plan laid out to us like that set my mind on fire

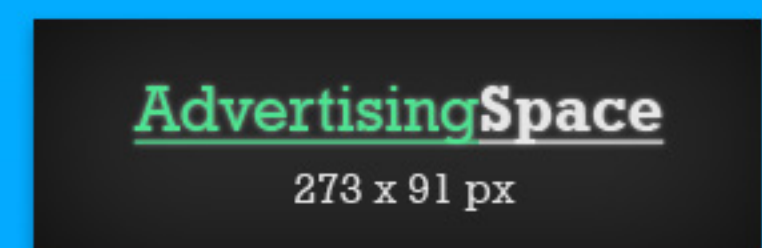
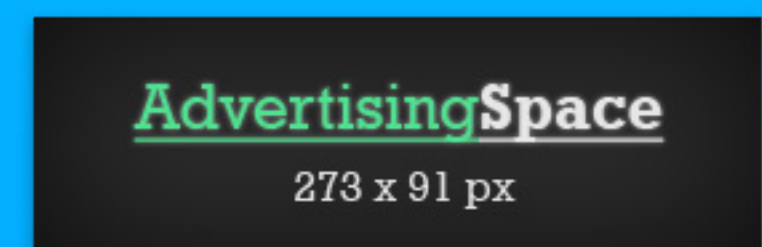
with joy and shock (not literally of course, otherwise you would be reading the words of a zombie, and you wouldn't like that, now would you?). However, I feel that with the Plan--although brilliant to see it come to fruition--it is almost sad to see it finish, as it has always been in the story (yes, even on some level in 2001). It in some way has been a bigger, more important and more mysterious character than any of the others. But with 2009 on the way we will have even more mystery and shock and mind melting suspense (I hope)!

Well that just about brings my tribute to the Plan to a close, and my first article for this Magazine! So I shall close by saying.....

**THE PLAN ROCKS!**

## Turagapohatunuva

Turagapohatunuva is a member on BZPower. "The Grand Plan of Evil" is the first guest article he has contributed to the Kanohi-Journal.





## Art Spotlight #1

Art can be blinding to the human eye. It takes a certain skill to understand it, and to create as well. How one can be so skilled as to comprehend art and create it is one of the great mysteries of life. Though this mystery I prefer to leave alone, it is one I must delve into today. When produced properly, art has an aura of excellence surrounding it, a shield that cannot be penetrated. But, so brings forth the question: Who can produce this impenetrable shield, this aura of excellence?

Nikira's "Pre-Twilight Takanuva" portrays a deep skill in art. The talent she holds in creating such pieces of beauty is in itself a commonly unmatched skill. Nikira presents a deep and passionate style. This style is the result of years of education, even more years of practice in art, and the spirit of a hardworking individual combined. These same years of learning and of practice were spent mastering the previously discussed creation of excellence.

So, when it comes down to it, there's no way of mastering these skills in the snap of your fingers. It takes years and years, and even then you can never be sure you're doing it right.

The preciseness she shows in this piece is unbelievable. No detail is left undone. Every comment she has gotten about her unique art have all been straight-up positive feedback, praising her ability to perfect her pieces in such a way that no other can.

### ~Shadow Kurahk~

Brand new trainee of the KanohiJournal, ~Shadow Kurahk~ is a member on both BZPower and BS01.

On the KanohiJournal, ~SK~ writes a monthly edition of the Art Spotlight, where he reviews brilliant artwork by the BIONICLE fandom.





## And so, 2008 comes to an end...

Looking back, it's hard to believe that a year has passed already. It seems like yesterday when BIONICLE fans stumbled upon leaked images of the Phantoka, and screaming criticism about them day and night.

Aside from BIONICLE, 2008 has also been a dramatic year for many people and countries. Because of certain events around the world, a number of people would not be here to celebrate Christmas of 2008, or see the coming and arrival of 2009. For those people who have passed away due to whatever dreadful event which occurred this year, the KanohiJournal would like to offer our condolences to those we have passed away, and to their family and friends.

But 2008 is also a year of joy. In China, I'm sure many of its citizens would have had a prideful year, having been able to pull off a successive Olympic games. For BIONICLE fans, the coming of 2009 has sparked dramatic amounts of interest, and probably the first time in history since 2002, there were actually no criticisms of the upcoming sets.

Over the past weeks, the new sets have been

appearing all over the United States of America. BZPower members had flooded to the Sets forum as soon as they purchased their new sets, whether it be Malum or Raanu or Tuma or Gresh, and put up brilliant reviews which further spark the fandom's interest in 2009.

New storyline details, such as the revelation of Spherus Magna, home planet of the Great Beings, has also made the future of BIONICLE much more mysterious and alien to those who have been with BIONICLE since the very start.

As for the KanohiJournal, I feel proud to say that we are perhaps the only BIONICLE fan magazine that has survived past 3 issues, and we shall continue publishing throughout 2009.

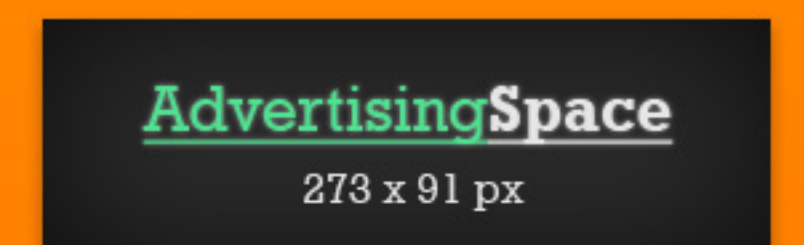
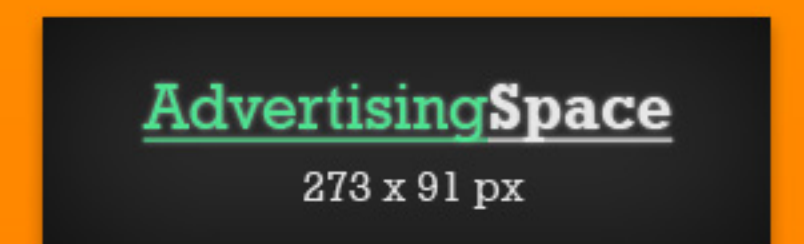
Over the next year, we will provide you with more goodies and articles. We hope that more readers will contribute to this piece of work which is captivated many. On the next page you will see more of the things we prepare for you during the course of 2009, which we hope will bring you back to the KJ again, and again, and again.

With that said, have a brilliant 2009!

## Bioran23

Bioran23 is a staff member and editor on BS01, where he also operates a truckload of services.

Bioran is the head of the KanohiJournal, and writes whatever he likes to write 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 aware, 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](mailto: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.

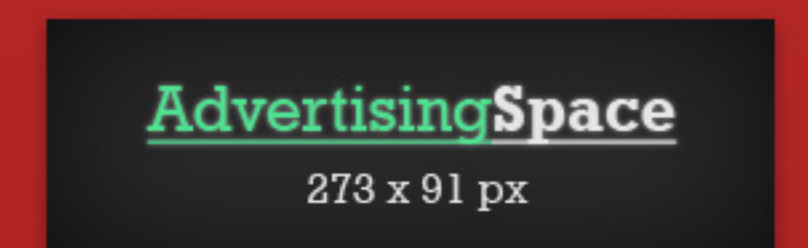
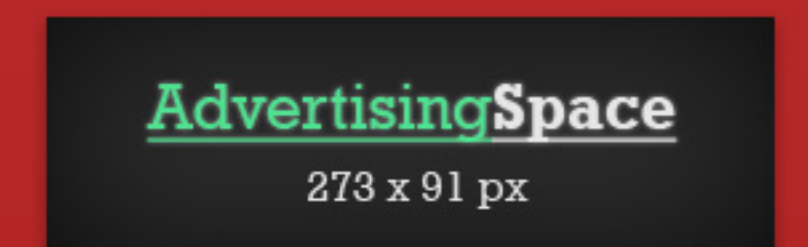
For staff applications:

- 1) Send an email to [kanohijournal@live.com](mailto: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.

## What's in 2009

Over the next year, we will be providing you with more articles and goodies for your enjoyment. Also look forward to the third part of Ascent by ~Lewa Arkhan, along with new stories.

along with that, be prepared for an exclusive interview with BIONICLE World artist Toby Dutkiewicz as well!



# 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.

## **Ooh! Awesome features!**

- Advertise to 2200+ people
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