

BZP Monthly



This Month

A Beginners Guide to 2007!

An interview with Pridak!

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Short Movie Review!

Awesome Stuff!

Welcome

Welcome to the first ever edition of BZPMonthly, an online magazine created by members of BZPower, for members of BZPower.

We're all glad that this has finally been released after weeks of hard work and pillow fights, and believe it has turned out fantastic. Inside, you will find just a few articles. Yes, not much, but that's because... Nah, we won't spoil the surprise.

Anyways, we hope you enjoy what we've made for you this month, and if everything goes well, expect a March edition in March, (Duh :P) but until then, enjoy reading.

Peace out, BZPMonthly Staff-People things...



BEGINNER'S GUIDE TO 2007



Voya Nui has been freed, the Piraka fled, and the Mask of Life has been taken from the hands of evil thanks to the Toa Inika. But the mask isn't completely safe. Thanks to a certain Clutz of Ice, the Ignika has fallen beneath the waves. Matoro will soon be punished for his clumsiness.

However, below the waves, there is another island. Mahri Nui, which used to be part of Voya Nui but by some force of nature that makes no sense to me, split from Voya Nui and descended except for this pillar. And Matoran live there, with air coming out of these Rahi. But, not in that way. In short, the main Matoran Dekar found the Ignika where it fell.



And Since Matoran are weaklings, the Matoran lost the Ignika as well. It was taken by the new guys that are for the first time not clones: The Barraki! The Barraki live in a pit that happens to be called The Pit, and they live there because they were being bad. It's a jail for bad people, like Brutaka from 2006. And they're not very happy.



Perhaps the reason they're grumpy is because Ehlek got his cell decorated, but not the others. However, that would explain Ehlek's hatred for Matoran, because he wanted mauve, not pink. Or maybe because they've been slowly mutated by the dark water. Either way, they've escaped the pit, which is next to Mahri Nui, and they have the mask. And they are warlords. And the Inika are in big trouble. And that's 2007.



INTERVIEWS

(CREEPS OF THE DEEP)

Welcome to 'BIONICLE Interviews' - Creeps of the Deep! This months (???) interview is with none other than the Barraki leader, or so he claims - Pridak!
Greetings, tasty morsel.

I'm not a tasty morsel. I'm Phyooohrii.

Whatever. Now, can we hurry this up? I have to ensure Nocturn doesn't try hugging those Matoran...

We wouldn't want that happening. Anywho, Question 1. You seem to have a certain liking to Takea sharks, and in fact any sharks. Why is that?

I'm not sure why. Perhaps it's how they will tear anything into shreds, or how they have a short fuse like myself. But one thing I do know for sure is that they are the kings of the seas, the highest of all creatures besides myself.

Do you have a similar liking to the non aggressive ones, or do they lower the standards of shark-hood?
Are you referring to those embarrassments?

Point taken. How did you feel when you were sent to the pit?

Think about it this way. How would you feel if everyday you would wake up with wet stuff surrounding you, your armies dissipated, and your body mutating? It's why we escaped.

How's free life going for you?

It's gotten amusing, what with the dances Ehlek does to entertain us at night, and playing 'Squids' with the local Matoran. But it still isn't as fun as ripping off a Makuta's head.

I'm sure it isn't. What's your current relationship with the Matoran? Squids sounds like a fun game.

Our relationship is excellent. They just keep sending more of them over to us to play 'Squids'. I'm not sure how many matoran there are left, seeing as they can't survive just one game of 'Squids'...

Explain to us the game of Squids.

You throw Kalmah or a matoran into the Squid Breeding area, and they should survive getting you some squid. When you get the squids, you throw the matoran or Kalmah into a volcanic vent and launch the squids. It's fun watching them squirm about, although I'm not sure why everyone wants to be on my team. Probably would be because I'm the best. *Laughs*

Hahaha, yes. It has been brought to the attention of a certain band of Toa that the Barraki have in their possession a Mask of Life. Is this so?

I don't think it really concerns me. I mean, if I alone can defeat one Makuta, a group of Toa should be nothing. Besides, we've let Nocturn keep hold of the Mask of Life until we figure out how to take over BZPower.

So you do have it. Any plans on what you'll do with it yet?

Well, it doesn't seem to be voice-activated, so we might as well just break it open.

Ingenious. What is the relationship between you and each other Barraki?

We're equal, but if they don't do as I command, I throw them into a volcanic vent.

Which of your comrades do you tolerate the most?

Well, Kalmah can be annoying... Takadox is just too weird... Yes, I suppose it would be Carapar. He's so dumb he'd swim into a volcanic vent anyways!

And the least?

Kalmah. He tries to undermine me so much I'd want to impale him onto Ehlek's spines.

Who do you want to take revenge on first?

Botar. He sentenced us, and I'd feel no greater glory than to dispose of him. Anyways, that annoying Kalmah is calling out for me to check on the Squids, so remember kids, Sharks are friends, not food, unlike squid, which are.

And that concludes this interview with the Barraki leader, Pridak. Tune in next time when we interview Dr. Frankfurter, a real doctor! But until then, I'll be swimming in the deep with my new friends.

Bon Voyage, *Phyooohrii*

Featured Art

By Syn

This is truly a brilliant piece of art. Brave Dragon has been at this for a while, and I must finally agree with the old saying "practice makes perfect".

This shows Matoro in a great light, the mask is adapted well from the set; shaped more like a human face, rather than the feebly shaped lump of plastic that is, unfortunately part of the set. That said, I really must go on to point out other parts of this drawing which are well-done.

First and foremost, I must point to the torso. It is a feat of 'engineering' as it were, converging actual armour, and the shape of a body with the shape and style of the Inika's armour. Since the Inika's armour was so flat, I was surprised to see it so well improvised; it follows the shape of Matoro flawlessly. This only goes to show further that Brave Dragon is an expert at what she does. As I looked further at Matoro, the next part of him that caught my attention was the closer arm. The armour has been altered slightly, this causes it to look more efficient; from what I can see, the shoulder would have plenty of room to move, and would function properly as actual armour; this helps add a feel of realism.

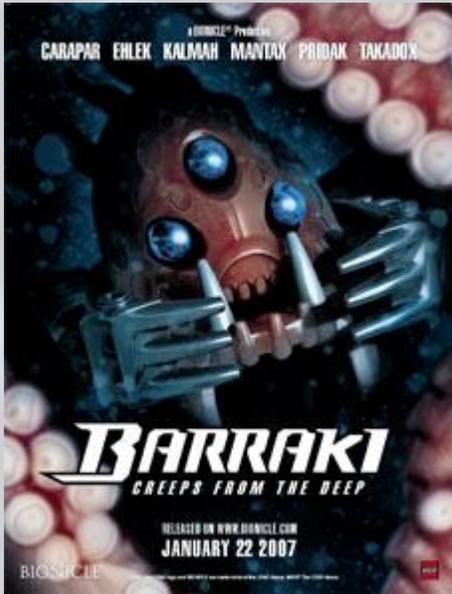
The fingers, I noted, had ice-like claws encasing them. These help to link Matoro himself, and the wolf at his side (which I shall henceforth call his "familiar", (use a dictionary if you do not understand this use of the word).

The wolf itself is very well-made, its long coat is accentuated by the swept back ears, and pointed hair on the back of its head. These make it look windswept, more like it has seen some of the world, rather than kept inside; as would be expected of any animal that is outside on Voya Nui. For some reason I imagine it to be purple with some white stripes, and intermittent patches of the same; perhaps on its lower legs.

The sword is very effective, and (I must say) looks quite heavy. Matoro appears to carry it with an unusual grace for a person that is standing still, and the small plumes of steam being emanated from the edges give it the feel of something very cold. I am unsure of the particular reason for the body trailing off into a long cloak, but I imagine that it must have something to do with the power of Matoro's Kanohi; the Iden. If this is to do with the Astro-projection, it is very well portrayed, as I am very unsure of how I would note this in a drawing. All in all, I would rate this as one of the best pieces of art seen on BZP thus far, I look forward to seeing much, much more from Brave_Dragon in the future, and pray that when she becomes famous for her work, does not leave BZP.

Until next time, Syn





Movie Review: Creeps from the Deep

By Phyooarii the Dark Hunter Hunter

January 22 2007 saw the release of a new On-line Movie (2min 21sec) on BIONICLE.com, which we tend to call the Creeps from the Deep film. It is another fabulous film from Giant, the animators behind most of the BIONICLE ads. It is a non-canon film in relation to the storyline, but fans agree that it is a tremendous start to the new BIONICLE year.

The film starts with a narration giving the viewer a mood for 2007. All the while, the Mask of Life (which has taken a form quite different from VNOLG) is plunging towards the bottom of the ocean, to be found by Dekar, who has the idea to put it on some statue of human build. Suddenly out of nowhere comes Kalmah, and steals the Mask of Life from him. The narration then stops, and for most of the film after there is a song going over the

action, performed by a female Danish artist – Christine Lorentzen. A battle happens between the Barraki, who are all trying to get the mask, while Dekar is thrown into more desperate situations along the way. He is finally pulled off a cliff into the deepest depths, and the narration finishes the movie, introducing the Barraki from BIONICLE, and credits roll for the first time since Web of Shadows.

The narration draws you in the second in starts, creating a very dark mood for the New Year, and at the same time giving a good idea of the setting of The Pit and Mahri Nui. The animation as usual is superb, using the basis of the sets and animating them in ways that the real sets can't move themselves, giving them extra pose-ability. But the thing that is the most commented on about the movie, and given the most praise for is the song and voice used in the film. It's a great rock song, which works well with the 'Creeps', and for the first time in any BIONICLE feature, it is a female singer, which gives a new feel to the feature. Darker yet sadder in my opinion.

It is certainly the best BIONICLE short film I have seen in a long time, with the right feel and superb music and animation. My only problem would be it was shorter than I would have liked, but wouldn't we all want to see more? I can say I'd love to have a copy of the song, like they did with All Insane Kids in '05, and I'd be happy to see more short films like this on BIONICLEstory.com throughout the year. It is another success for Ghost Animation, and BIONICLE fans will now have another reason to be excited about the 'Creeps from the Deep'.

BARRAKI

CREEPS FROM THE DEEP

RELEASED ON WWW.BIONICLE.COM
JANUARY 22 2007



!! We are looking for Staff !!

Yep. This is our little surprise. If you want in for all the action, excitement, and pillow fights, then this is the opportunity for you!

Below this is a small form that is required to be filled out if you wish to be a part of this group. It's a great opportunity to meet new people, share your ideas, and you'll be having fun at the same time!

Name :
Hours available each week :
What Position(s) would you like :
Qualifications :
Examples (Minimum 2) :
Why should you be enlisted as a Staff-People thing :

NEEDED

Article Writers	x3
Printable Media Makers	x2
BIONICLE-Know-It-All	x1

Just fill that out and PM it to Aoran or Syn.
All forms will be read by the entire crew, and voted on for who qualifies the most.