



Q&A with Johan Alexanderson

HBM: What do you do for a profession?

JA: I'm originally a computer engineer and have worked as a web programmer in Sweden for a long time. But the last few years I changed career and started working as a freelance illustrator, cartoonist and painter ([instagram.com/artbyjalex](https://www.instagram.com/artbyjalex)). My focus now is mainly painting for upcoming exhibitions.

HBM: How did you get started with LEGO®?

JA: I built a lot with LEGO as a kid, but like many other AFOLs I gradually stopped building in my teens when I found other interests, and so I went into my 'Dark Age'. About 15 years later, in 2011, I had a very stressful time in my life where I felt I needed something to relax with. So I pulled out my old LEGO bricks and started building again. I enjoy building MOCs in all kinds of genres, but I specifically like creating larger realistic looking rooms with a 70s or 80s interior design.

HBM: What is your favourite LEGO® element?

JA: I don't really have one favourite element, there are so many that can be useful in different models





and building techniques. But I often find “Brick, Modified 1 x 1 with Headlight” to be useful.

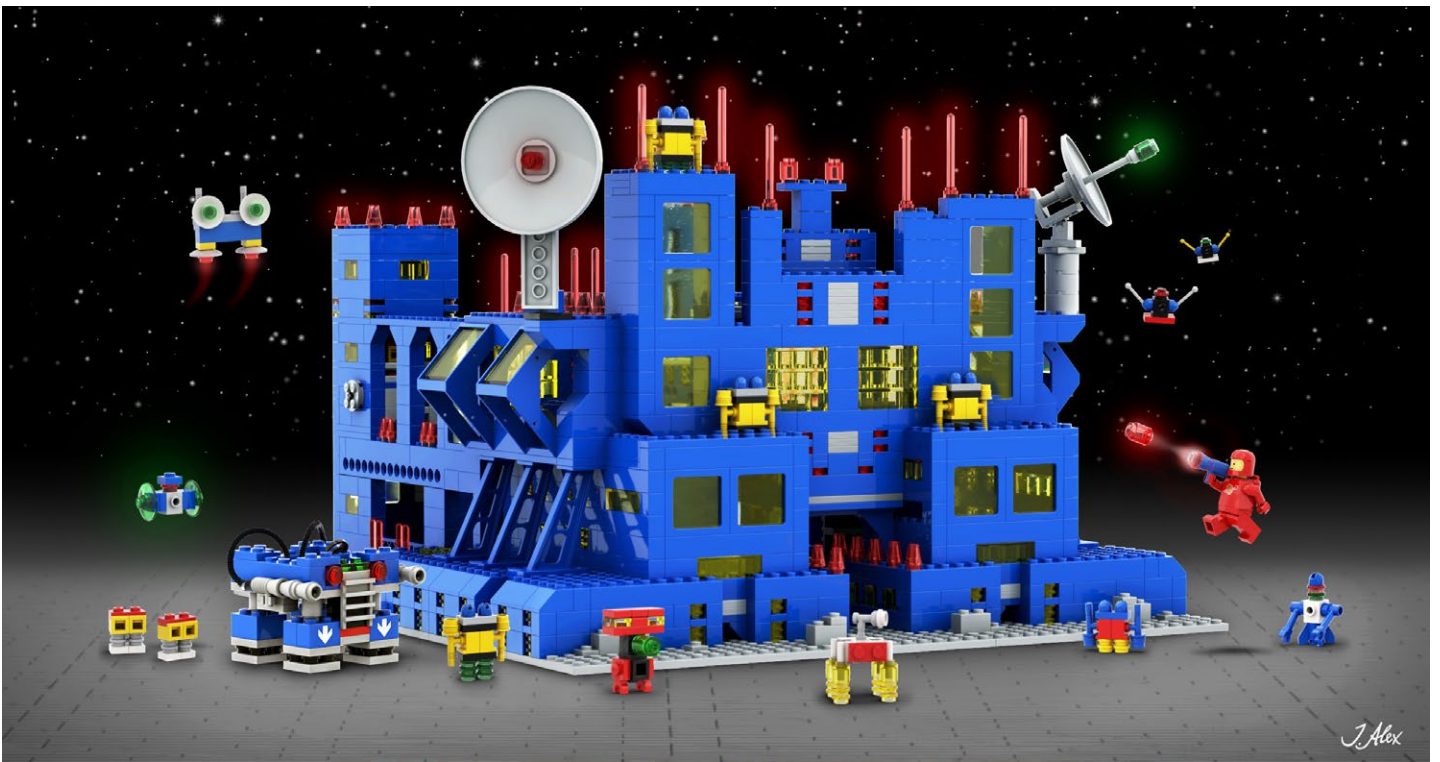
HBM: What inspires you to create your layouts and MOCs?

JA: Many of my MOCs have been inspired by some sort of nostalgic feeling. It can for example be when I see an older photo of an interesting environment, like a computer room from the 70s, or a vintage commercial from the 80s (which the “Breakfast” MOC was inspired by). I also enjoy creating abandoned and decayed buildings I see around where I live. I think that those kinds of old buildings are interesting since they sometimes can tell something about the past that you might not know of but still can imagine.

HBM: You specialize in creating larger realistic looking rooms with a 70s or 80s interior design, why is that?

JA: The 70s and 80s somehow fascinates me. It can be quite relaxing and nostalgic (I was born in the 80s) to watch photos or videos from that time and I also like the design and colours that were back then. So all together it inspires me to travel back in time and rebuild environments from the 70s and 80s. Building larger rooms in different sizes I think is fun since it can involve many new challenges and building techniques that you don't have when building in minifig size. And it is also a challenge to try and build something as realistic as possible.

HBM: How much time do you spend building with LEGO®?



JA: I have taken a break from building with LEGO lately, but during the periods I build it can be one or two hours a day.

HBM: What MOC are you most proud of and which one has given you the most headaches?

JA: It is hard to pick one since there are several that I am very satisfied with. "Breakfast" and "Kids' room from the 80s" are two of my larger LEGO rooms that I am proud of. In both of them there are many details and building techniques and a pleasant atmosphere and environment that I think many can relate to. In "Breakfast", as well as in several others of my MOCs, I also use a "forced perspective" on the background which is a trick to make certain built parts look further away than they actually are.

I think the one that has given me most headaches is my 27.5 cm tall model of E.T. It was a challenge to make it look like E.T. as much as I could and still have several technical functions built in, such as making his neck taller, movable arms and head and a light function on his chest. Since his head was quite heavy it was also a bit difficult to make the model stable enough.

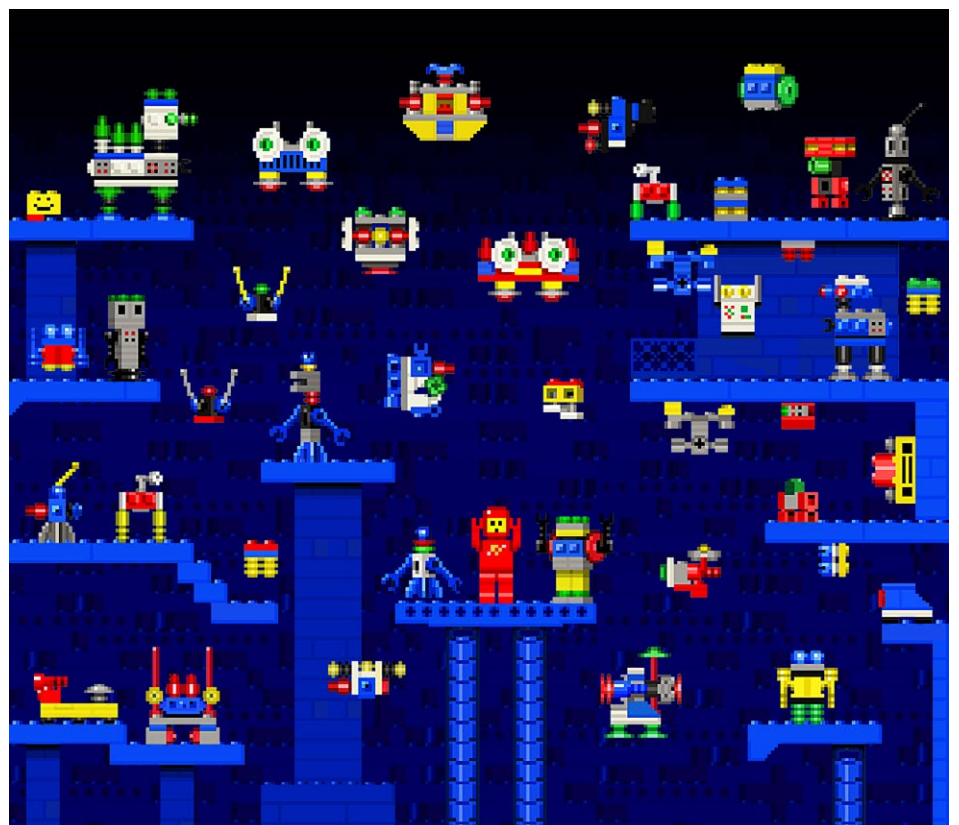
HBM: Classic Space Adventure...What is it? How did the idea come up?

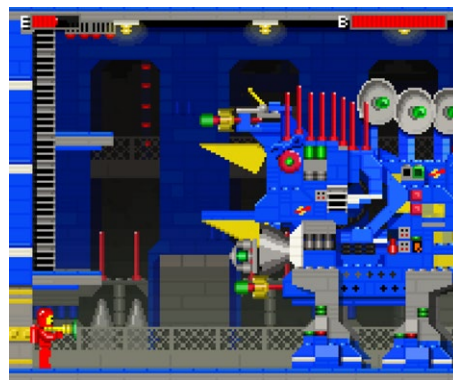
JA: Classic Space Adventure is a free 2D platform game I have created that is based on the LEGO Classic Space theme. I have written the game from scratch in the programming language Javascript, which means it can be run in a web

browser on a desktop computer. During my spare time I worked on the game for about two years, and it resulted in almost 400 pages of Javascript code. Since I love the pixelated graphics of older games from the 80s I decided to make the graphics in that style as well as the music and sound effects. And I also wanted to make it look as if the game was released around the same time as the Classic Space theme.

Ever since I was a kid I have been interested in making computer games, and it has for many

years been a hobby of mine to create retro styled games in Javascript and put them online. I really love the creative process when programming a game since it involves different areas, not just the programming but also making the graphics, music and the story for the game. The idea for this game came when I wondered what a LEGO game based on my favourite LEGO theme would look like if it was released back in the early 80s. At first I was planning on making a more action based game where you just walk from A to B and





shoot down robots, but the more I worked on the game the bigger it became and I started to think of a bit more complex story for the game and a larger world.

HBM: Whats the game about? How can we play?

JA: The story is about Red Spaceman who works on a space station on planet Mars, searching for extra terrestrial life and other unknown materials. But unlike the rest of his colleagues he is more of a daydreamer and finds his work a bit boring. One day when working in the caves he falls down into a hole and ends up in a Martian village underground! Red Spaceman becomes friends with the Martians, but the only way back home again is through the Red Door, a door that has been locked ever since their once peaceful city Robocity was taken over by evil robots due to a critical error in the robots. Unfortunately the key to the Red Door is kept by Robocity's leader Groxlox.



So Red Spaceman must enter this dangerous place and find the key if he wants to get back home again. It turns out that Robocity is a huge place and he has a long adventure ahead of him.

You can play it for free at <http://jalex.se/classicspaceadventure> in Chrome or Firefox on a desktop computer. To control the player you either use a keyboard or a gamepad.

HBM: At several places in the game we find some sets of the original Classic Space LEGO®. How many sets can we find?

JA: There are about 10 Classic Space sets that can be found in the game.

- 487: Space Cruiser from 1978. In the game it is found on Mars surface in chapter 1.
- 6970: Beta I Command Base from 1980. In the game it is found on Mars surface in chapter 1.
- 6892: Modular Space Transport from 1986. In the game it is found somewhere in Robocity in chapter 4.
- 6940: Alien Moon Stalker from 1986. In the game it is for example found on mountain Grax in chapter 6.
- 6872: Xenon X-Craft from 1985. In the game it is found on top of the Blue Space Castle in chapter 6.
- 1580: Lunar Scout from 1986. In the game it is found near Groxlox Castle in chapter 7.
- 1557: Scooter from 1986. In the game you can fly this ship in chapter 12.

HBM: Do you belong to any group of AFOLs?

JA: I belong to the Swedish LUG called Swebrick.

[instagram.com/classicspaceadventure](https://www.instagram.com/classicspaceadventure)
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