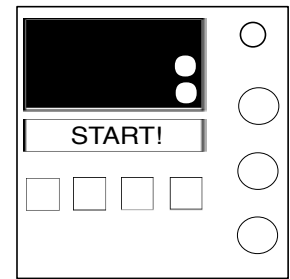


On the Subject of Sonic the Hedgehog

Sonic the Hedgehog was a popular 16 bit video game from 1991. What it's doing here on a bomb over 25 years later is anybody's guess...

See Appendix SN72 for a phonetic guide to each sound.

See Appendix SN73 for image references.



The module consists of a television screen with an on (top) and off (bottom) button, four "TV monitor" buttons and a Start button.

To disarm the module, you will need to progress through three levels of play, identifying the correct TV monitor to press in response to the given picture.

Each TV monitor will play a sound. You may listen to the sounds as many times as you like prior to starting the game.

IT IS CRITICAL THAT YOU IDENTIFY THE SOUNDS BEFORE PRESSING THE START BUTTON: ONCE THE GAME HAS BEEN STARTED, YOU WILL NO LONGER BE ABLE TO PLAY THEM.

Pressing the incorrect TV monitor will result in the module being reset and new sounds being generated.

Once you are sure of the sounds, press the Start button to begin and refer to the tables below. It is advised that the television screen is switched on.

To use the tables, identify which picture has been displayed and work from left to right. If the condition at the top of the table is met, press the relevant TV monitor.

Level 1: Badniks

- **A** = Is there a Level Theme?
- **B** = Is there a repeated sound?
- **C** = Does the Running Boots monitor play the Emerald or Spikes sounds?
- **D** = Otherwise...

	A	B	C	D
Ballhog	In	RBt	EL	Rg
Burrobot	RBt	In	EL	Rg
Buzz Bomber	EL	Rg	RBt	In
Crab Meat	In	EL	Rg	RBt
Moto Bug	Rg	RBt	In	EL

Level 2: Sonic

- **A** = Does the Extra Life monitor play the Extra Life sound or the Invincibility monitor play the Invincibility sound?
- **B** = Is there a Lamppost or Marble Zone sound?
- **C** = Does the Running Boots monitor play the Spin sound or the Rings monitor play the Spring sound?
- **D** = Was there a Moto Bug on Level 1?
- **E** = Is there a Spikes sound?
- **F** = Was there a Crab Meat on Level 1 or a Drown sound?
- **G** = Is there an Emerald sound next to a Boss or Skid sound?
- **H** = Otherwise...

	A	B	C	D	E	F	G	H
Annoyed Sonic	Rg	RBt	EL	RBt	In	EL	Rg	In
Dead Sonic	In	EL	RBt	Rg	Rg	RBt	EL	In
Drowned Sonic	In	Rg	In	EL	RBt	Rg	RBt	EL
Falling Sonic	RBt	EL	Rg	In	EL	Rg	In	RBt
Standing Sonic	EL	Rg	RBt	RBt	EL	In	In	Rg

Level 3: Objects

- **A** = Does the Extra Life monitor play the Invincibility sound or the Invincibility monitor play the Extra Life sound?
- **B** = Was there a Buzz Bomber on Level 1 and an Annoyed Sonic on Level 2?
- **C** = Was there a Drowned Sonic on Level 2 or an Emerald sound?
- **D** = Is there a Spikes sound and a Level Theme?
- **E** = Was there a Ballhog on Level 1 or does the Rings monitor play the Continue sound?
- **F** = Is there a Skid sound next to a Spikes sound or a Spin sound next to a Spring sound?
- **G** = Was there a Falling Sonic on Level 2 or a Final Zone sound?
- **H** = Is there a Drown sound next to a Bumper or Jump sound?
- **I** = Was there a Standing Sonic on Level 2 and a Lamppost sound?
- **J** = Is there a Final Zone or Spring sound?
- **K** = Was there a Burrobot on Level 1 and a Dead Sonic on Level 2?
- **L** = Otherwise...

	A	B	C	D	E	F	G	H	I	J	K	L
Blue Lamppost	EL	Rg	RBt	RBt	In	Rg	In	EL	EL	RBt	In	Rg
Red Lamppost	RBt	EL	In	RBt	Rg	In	EL	In	RBt	EL	In	RBt
Red Spring	Rg	RBt	EL	In	RBt	EL	RBt	Rg	EL	In	RBt	In
Switch	In	EL	Rg	EL	RBt	In	Rg	RBt	In	Rg	EL	Rg
Yellow Spring	RBt	In	RBt	Rg	EL	RBt	Rg	EL	Rg	In	Rg	EL



















Appendix SN72

What follows is a phonetic guide to the sounds you may encounter.

<u>Sound Name</u>	<u>Description</u>	<u>Length</u>
Boss "Level Theme"	Two alternating octave notes accompanied by a low drum concluding with a scary motif.	3.5s
Breathe	Two short high-pitched squawking sounds.	0.6s
Bumper	A single metallic ringing sound; like a dull bell.	0.7s
Continue	A happy twinkly sound that arpeggiates upwards in pitch before decreasing in volume.	4.5s
Drown	Like the last of the water racing into a noisy drain.	1.9s
Emerald	About halfway between a TARDIS materialising and a cat running across the keys of a Hammond organ.	1.9s
Extra Life	A euphoric brass fanfare concluding with timpani.	5.0s
Final Zone "Level Theme"	Super high brass followed by scary drums.	2.3s
Invincibility	Five snares followed by a bright fanfare.	3.0s
Jump	A short, upward-sliding note.	0.5s
Lamppost	Two distinct tones; like a futuristic doorbell.	0.7s
Marble Zone "Level Theme"	Three hard-hitting notes before an octave drop.	2.4s
Skid	Two of the same tone; like a computer error sound.	0.5s
Spikes	A tinny, high-pitched sound that slides even higher.	0.7s
Spin	Like a dentist's drill attacking a filling.	2.2s
Spring	It sounds like a spring.	0.8s

Appendix SN73

What follows is a visual guide to the images you may encounter.

<u>Image Name</u>	<u>Type/Description</u>	<u>Image</u>
Annoyed Sonic	A "Sonic". This appears on Level 2.	
Ballhog	A "Badnik". This appears on Level 1.	
Blue Lamppost	An "Object". This appears on Level 3.	
Burrobot	A "Badnik". This appears on Level 1.	
Buzz Bomber	A "Badnik". This appears on Level 1.	
Crab Meat	A "Badnik". This appears on Level 1.	
Dead Sonic	A "Sonic". This appears on Level 2.	
Drowned Sonic	A "Sonic". This appears on Level 2.	
Extra Life TV Monitor	One of four TV monitors. The code is "EL".	
Falling Sonic	A "Sonic". This appears on Level 2.	
Invincibility TV Monitor	One of four TV monitors. The code is "In".	
Moto Bug	A "Badnik". This appears on Level 1.	
Red Lamppost	An "Object". This appears on Level 3.	
Red Spring	An "Object". This appears on Level 3.	
Rings TV Monitor	One of four TV monitors. The code is "Rg".	
Running Boots TV Monitor	One of four TV monitors. The code is "RBt".	
Standing Sonic	A "Sonic". This appears on Level 2.	
Switch	An "Object". This appears on Level 3.	
Yellow Spring	An "Object". This appears on Level 3.	