

On the Subject of Piano Keys

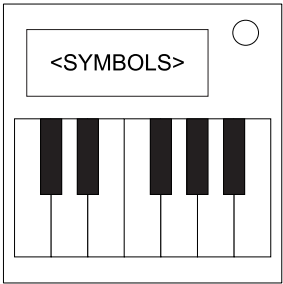
What do you get when you drop a piano down a mine shaft? A flat minor.

See Appendix A for indicator identification reference.

See Appendix B for battery identification reference.

See Appendix C for port identification reference.

See the next page for piano/keyboard reference.



- A piano keys module will present with 3 musical symbols in the top indicator and a 12-note keyboard to input with.
- Each rule consists of one or more required symbol(s) and optional further requirements based on the bomb casing.
- Follow the list of rules down until one matches the criteria for the module; then execute the sequence of notes listed.
- A failed attempt will require re-entry of the entire note sequence.

| Required Symbol(s) | Further Requirements | Note Sequence | |
|------------------------------------|-------------------------------------|--|----------------------|
| \flat | Last digit of serial number is even | $B\flat B\flat B\flat B\flat G\flat A\flat B\flat A\flat B\flat$ | Final Fantasy |
| C or \sharp | 2 or more battery holders | $E\flat E\flat D D E\flat E\flat D E\flat E\flat D D E\flat$ | Gui les Theme |
| \natural and \odot | (No other requirements) | $E F\sharp F\sharp F\sharp F\sharp E E E$ | James Bond |
| C or \sim | RCA port is present | $B\flat A B\flat F E\flat B\flat A B\flat F E\flat$ | Jurassi c |
| B | SND indicator is present and lit | $E E E C E G G$ | Super Mario |
| w or \odot or C | 3 or more batteries | $C\sharp D E F C\sharp D E F B\flat A$ | Pi nk Panther |
| \flat and \sharp | (No other requirements) | $G G C G G C G C$ | Superman |
| C or w | Serial number contains a 3, 7 or 8 | $A E F G F E D D F A$ | Tetri s Theme A |
| \natural or \sim or B | (No other requirements) | $G G G E\flat B\flat G E\flat B\flat G$ | Empi re Strikes Back |
| (No requirement) | (No other requirements) | $B D A G A B D A$ | Fai ry Theme |

On the Subject of Cruel Piano Keys

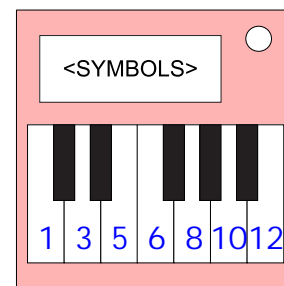
The devil's interval approaches...

See Appendix A for indicator identification reference.

See Appendix B for battery identification reference.

See Appendix C for port identification reference.

See the third page for serialism & music terminology reference.



- A cruel piano keys module will present with 4 musical symbols in the top indicator and a 12-note keyboard to input with.
- Each rule consists of one or more required symbol(s) and optional further requirements based on the bomb casing.
- Follow the list of rules down in **Table 2** until one matches the criteria for the module and bomb.
- Then use the lookup criteria to find the prime 12-tone row from **Table 1**.
- Then apply the according transformation from **Table 2** to the 12-tone row, and execute this final sequence.
- A failed attempt will require re-entry of the entire note sequence.

Table 1.

| # | Prime 12-tone Sequence | # | Prime 12-tone Sequence |
|---|------------------------------|---|------------------------------|
| 0 | F D F# G# C B A# C# G E D# A | 5 | C D# F# D F C# B A G A# E G# |
| 1 | A# A C E C# D D# G B F# G# F | 6 | G# C A# C# E G B D# A D F F# |
| 2 | F# B A G# D C G C# F D# E A# | 7 | E A C# B G G# A# D# F# F C D |
| 3 | E D# D F# F A# G# C# C B G A | 8 | G# D# D E A# C# F# G F A C B |
| 4 | D E A A# C B C# G# F F# D# G | 9 | D# G# C B D C# F# A# F G A E |

0: F G# E D A# B C A D# F# G C#

1: A# B G# E G F# F C# A D C D#

2: F# C# D# E A# C F B G A G# D

3: E F F# D D# A# C G G# A C# B

4: D C G F# E F D# G# B A# C# A

5: C A F# A# G B C# D# F D G# E

6: G# E F# D# C A F C# G D B A#

7: E B G A C# C A# F D D# G# F#

8: G# C# D C F# D# A# A B G E F

9: D# A# F# G E F C G# C# B A D