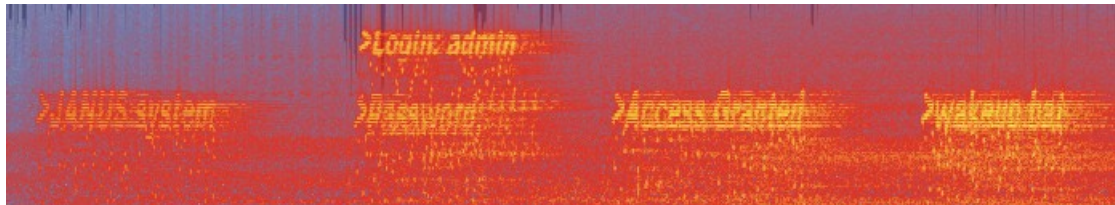


## Hacking the JANUS System – Easter Eggs

There's some "lore" stuff in the track that I hid in the specter. You'll need a software able to draw a spectrogram to find all of this. All the images were captured using the plugin "WaveCandy" shipped with FL Studio, but I was also able to find them all using Audacity spectrum analysis (even though the 4<sup>th</sup> one is tricky because it's split between right and left channels)

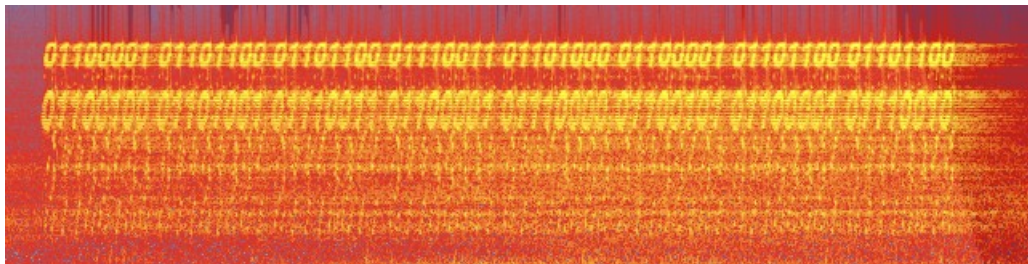
### 1- Console Text at the beginning

The chirpy noises at the beginning of the track are in fact text, corresponding to the console of the computer Link is hacking at the moment



Link manage to login (can you guess the password?) and run the program wakeup.bat (fun fact, it means this whole operation runs on a Windows machine... \*sad sysadmin noise\*)

Then the noises are more intense: It's actually binary code for an ASCII string (one of the most common way to encode letters on a computer):



If you wonder what it means, it says "allshhalldisappear". I'd consider this my 2<sup>nd</sup> easter egg, as it needs some extra effort to read it, but I'll group it with the first one here, since it's part of the same musical part.

Why though, you ask? If you've never played Link's Awakening, you should probably go play it :D But if you did, you know (spoiler alert!!!!) that at the end of the game, when the Wind Fish wakes up, the whole island disappear, along with all the friends you've made during the game :( It's foreshadowed all along the game, and when you reach the 6<sup>th</sup> dungeon (where the source is the background music), you learn the truth about dream stuff and all. I thought it would be fitting the theme of the game and the theme of the song.

Just for extra proof, here is a screenshot of the translator I used to get the text back from binary.

## Binary to Text Translator

Enter binary numbers with any prefix / postfix / delimiter and press the *Convert* button

(E.g: 01000101 01111000 01100001 01101101 01110000 01101100 01100101):

Open File Open Binary File 🔍

Paste binary numbers or drop file:

```
01100001 01101100 01101100 01110011 01101000 01100001 01101100 01101100
01100100 01101001 01110011 01100001 01110000 01100101 01100001 01110010
```

Character encoding (optional)

ASCII/UTF-8

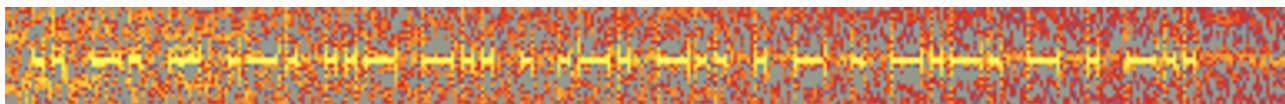
↻ Convert ✕ Reset ↕ Swap

```
allshalldisappear
```

2- Morse after intro/before first metal part

I love Morse code. I can't really use it the intended way (I can't understand it in audio format, or with flashing lights), but I'm quite fluent at reading/writing it (which has no point whatsoever, but was a big thing back in my Boy Scout days), so when I want to go cryptic, that's my first reflex, even if it's old tech and not really computer related.

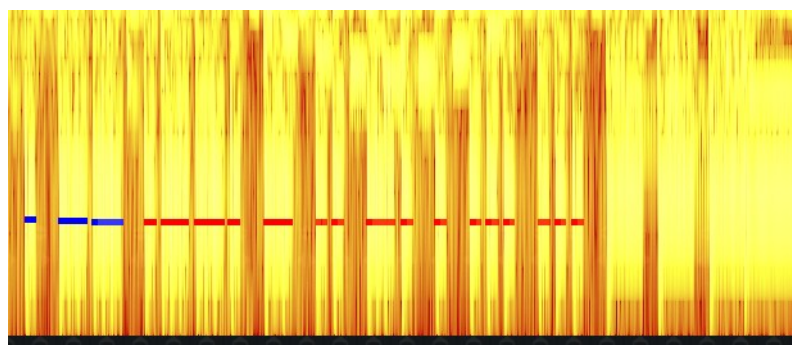
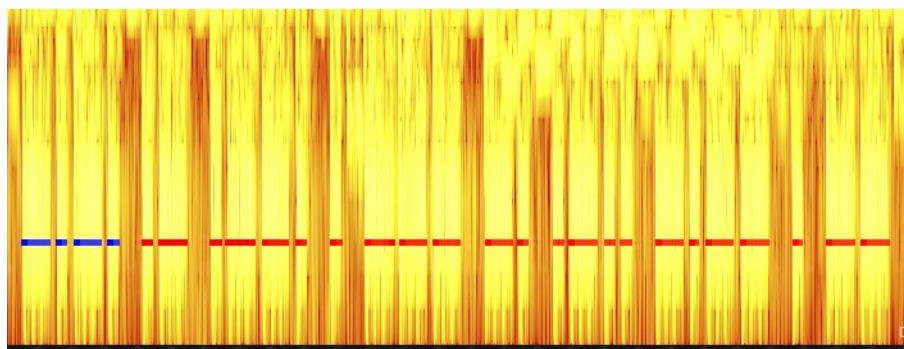
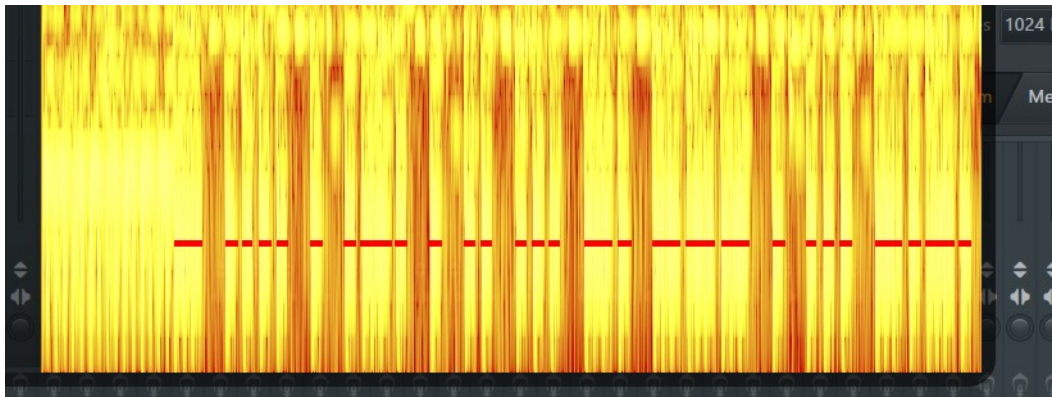
So yeah, it's a basic message saying "Intruder Detected"



I N T R U D E R D E T E C T E D

### 3 – Another Morse code, but well hidden this time

Okay, this one is really difficult to figure out without some hint. I loved the idea of using Morse code in music since I heard about the first riff of YYZ by Rush (the intro riff spell YYZ), but it's not easy to implement in a musical way. But a few years ago I thought about using single quadruplets for short and three quadruplets for longs (which may throw people off, as I use 3 "signals" for 1 long one). It works pretty well using a spectrogram though. It's located near the end of the track, during the djenty outro, and the message is spelled rhythmically:

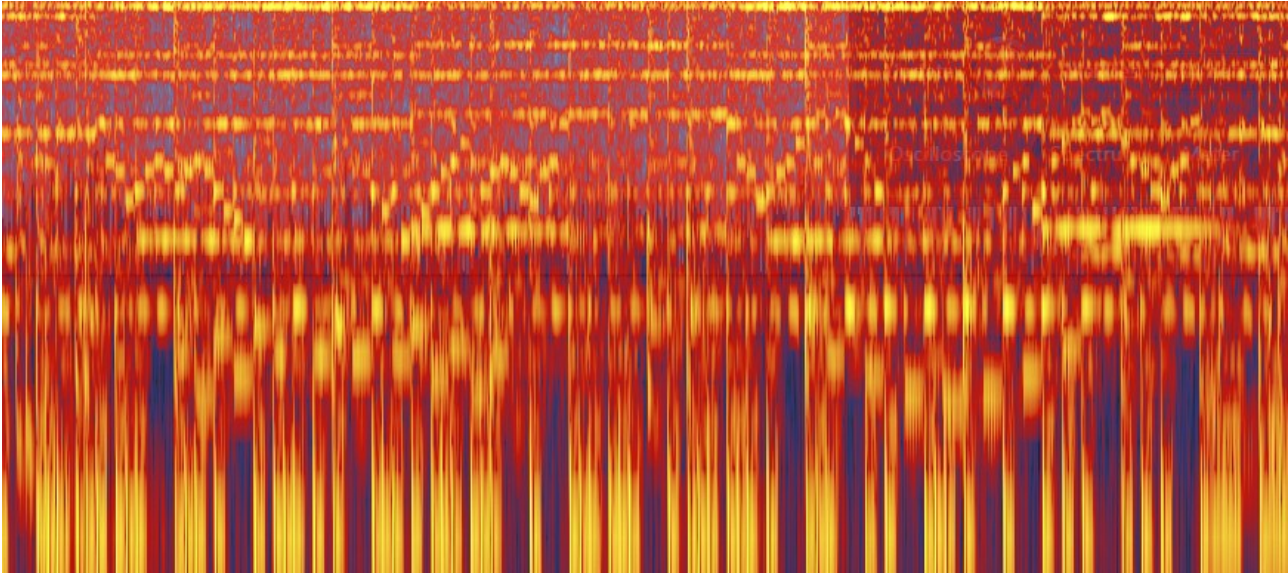


On the images above, the blue symbols are repeating ones from the previous image. You can read the following: "There is no escape only emptiness". Still a reference to the context of the game, and to the way the boss of the 6<sup>th</sup> dungeon taunts you after you defeat him.



#### 4- Scary faces

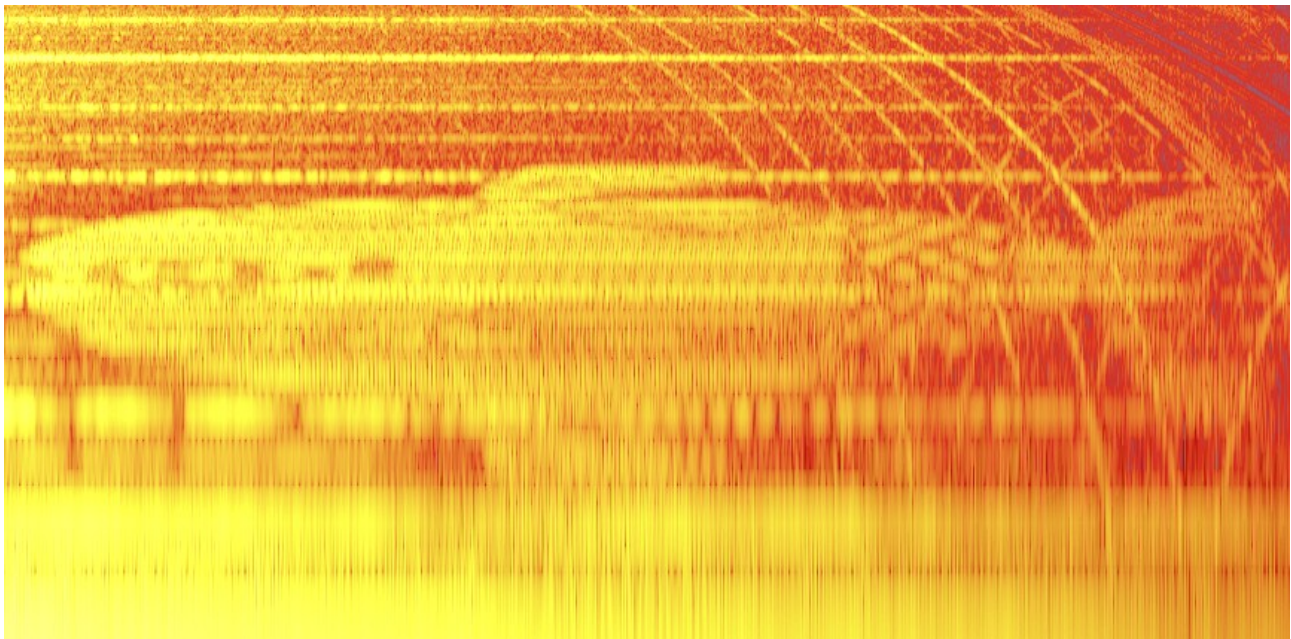
A few years ago, Aleksander Vinter, a.k.a Savant, made some MIDI art stuff (Bird in the rain, Mario Dragon) and Andrew Huang responded by making a MIDI Unicorn. Inspired by all this great people I wanted to try my hand at this, and drew a few faces during the Djent outro section (the nice little synth riffs that may have caught your ears):



I wanted to have the actual Face from the Face Shrine to appear in the track while telling you that the world will end if you choose to go on with your actions. The right one still haunt my dreams.

#### 5- The wind fish

The track fades and is crushed under a huge amount of bitchrushing, yet you hear this weird noise: It's your friendly neighbor the dreamy flying whale god, aka the Wind Fish:



I hope you enjoyed this, and I wish you a great day!

Julien MULARD