

AUDIOQUIRKS & OTTO VECTOR PRESENT



KERNEL 2: DIMITRI'S REVENGE (OST)

Thank you for acquiring the zany and outrageous **KERNEL 2: DIMITRI'S REVENGE (OST)**! This endeavor continues the proud tradition of our obsession with blue chickens and goofy electronic sounds. **KERNEL 2: DIMITRI'S REVENGE (OST)** features advanced state-of-the-art audio and high-resolution colors. We are intensely honored to bring this quirky mess to your music library!

KERNEL IS A TRADEMARK OF AUDIOQUIRKS, L.L.C.
KERNEL 2: DIMITRI'S REVENGE (OST) ©2013 AUDIOQUIRKS
EXCLUSIVELY LICENSED TO OTTO VECTOR

Copyright ©2013 by OTTO VECTOR / AUDIOQUIRKS, L.L.C.
All rights reserved. No part of this publication may be reproduced, distributed, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without the prior written permission of the publisher, except in the case of brief quotations embodied in critical reviews and certain other noncommercial uses permitted by copyright law. For permission requests, write to the publisher, addressed "Attention: Permissions Rooster," at info@ottovector.com.



A Ridiculously Super-Special Message from OTTO VECTOR	2
Audio Track Listing	4
The Story So Far	5
Getting Started	10
Stages	12
Final Boss	26
Notes	27
Warranty	29
Compliance	30
Essay: The [8-Bit] Adventures of a Blue F@!#?@! Chicken	32
Bonus Art	43
Bonus Pics	55
Production Credits & Special Thanks	59


Listen to the exciting soundscapes of **KERNEL 2: DIMITRI'S REVENGE (OST)** on your favorite audio device!

#	TRACK TITLE	DESCRIPTION	MM:SS
01	Azure Memories & Kernel 2 Theme	PROLOGUE & MAIN TITLE	03:44
02	Dimitri Returns	INTERLUDE I	01:53
03	Marvinberry Tower	STAGE SELECT	02:23
04	Amber Electric Company	KID SPARKLL STAGE	03:03
05	Bishop Waterfront	KENTACLE STAGE	03:15
06	Captain Slude's Tugboat	ADMIRAL RUBONOV STAGE	03:01
07	Civic Center Ice Arena	GERALD & GERARD STAGE	03:21
08	Back At The Coop	INTERLUDE II	01:38
09	Cumulonimbus Flats	GRIIIKO STAGE	03:12
10	Great Gourami Aquarium	GREAT GOURAMI STAGE	03:13
11	Moonmeat Alley	MOONIE McJUNKFRONT STAGE	02:58
12	GKami Ghosts	SHOP	01:02
13	Shartleston Waste Treatment Plant	THE JAR STAGE	02:41
14	Sleeptight Heights	MAYOR BOBASS STAGE	03:07
15	Terrible Turnpike	REGGIE STAGE	03:22
16	The Townsburgville City Times	ASHA TORSEY STAGE	03:02
17	Ray's Fat Cat Saloon	BONUS STAGE	02:05
18	Feathered Melee	BOSS BATTLE	01:32
19	Kernel's Jig	STAGE CLEAR	00:09
20	Kernel Succumbs	GAME OVER	00:10
21	Kernel's Decision	CONTINUE	00:23
22	A Rooster Resolute	INTERLUDE III	01:31
23	D.L.P. Bank & Trust	DIMITRI STAGES	02:02
24	Mega-Lord Dimitri	FINAL BOSS BATTLE	03:26
25	Dimitri Defeated	FINALE	01:51
26	Kernel 2 Suite	STAFF ROLL	06:04
27	Better Left Unsaid (Kernel Mix)	BONUS TRACK	02:58

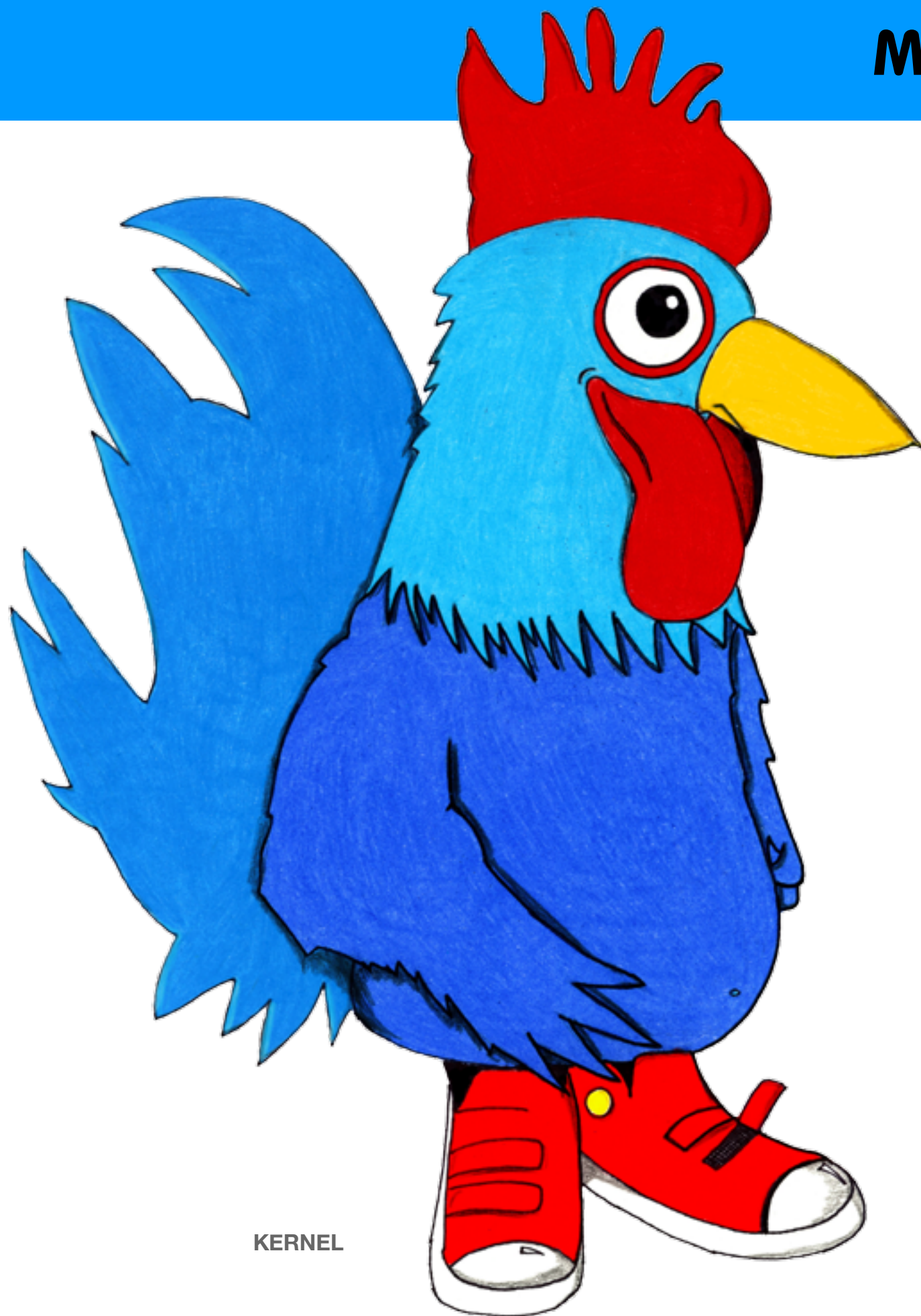


With blinding flashes and thunderous blows, the battle raged epic and fierce, shaking the very foundations of Townsburgville City.

There could be but one victor, and fate chose **KERNEL**, the last of the great *Ceruleans*. Dimitri had at last met his match, tasting the bitter piquancy of defeat.



Three years have passed peacefully, and the morning sun smiles brightly on Townsburgville City. High above the bustling streets, a banjo's twang and rooster's crow sound from THE COOP, the topmost floor of Marvinberry Tower. The musical greeting is that of KERNEL THE BLUE CHICKEN, protector of the city.



KERNEL

“Hey- Feathers!” roared **HECTOR THE CACTUS**. “Whatcha want in your coffee?”

“You know I always take it black,” clucked Kernel from his balcony perch. Glancing at the sunlight dancing across the Pussyfoot River’s rippling surface and thoughtfully stroking his well-groomed wattle, “On second thought, I’m feeling saucy today. Coffee with cream and two lumps, friend!”

“Coming right up, boss!” Kernel’s prickly associate prided himself on his stellar coffee brewing skills.

“Let’s see what T-City’s up to today.” Setting aside his trusty banjo, the rooster turned to his trusty 20-foot-tall mega-terminal, “What do you have for me, D?”

“BLEEP-BLOP-BLOOP, MR. K,” chirped **D.O.R.O.T.H.Y.** the hyper-aware and profoundly intellectual supercomputer. “CITY TOWNSBURGVILLE IS OPERATING AT B.T.E. [*better-than-ever*] CAPACITY. ZIP_ZAP!”

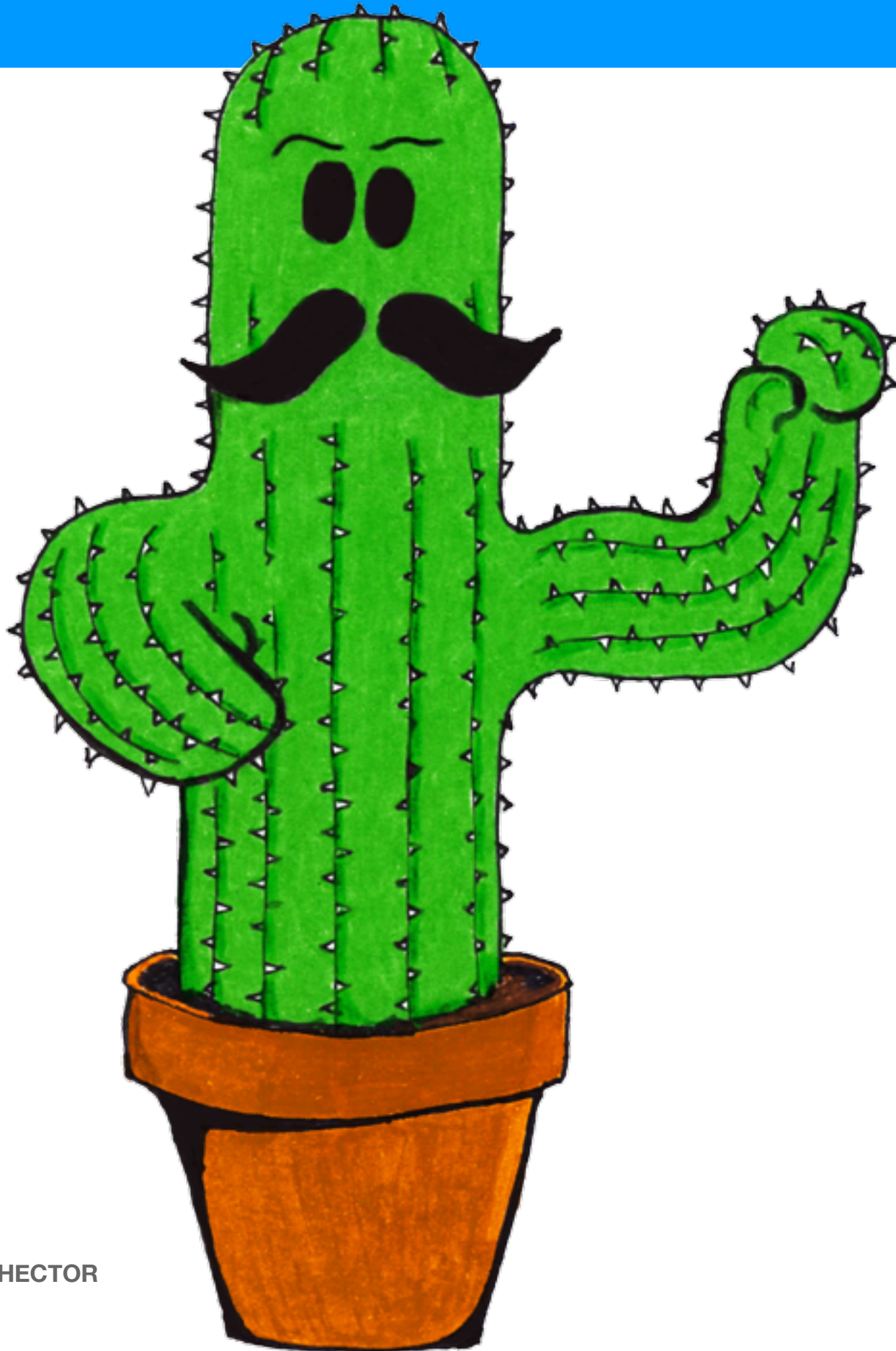
“Business as usual, it seems.” *The Cerulean Clucker* thoughtfully sipped his morning brew, mentally plotting the day’s activities. “Hector- what’s for breakfast?”

“**BAM-BLEEK-BLAP! BAM-BLEEK-BLAPPETY-BLAPPETY-BLAP!**” alerted a now-frantic **D.O.R.O.T.H.Y.** “**DANGER IN VECTOR 8! DANGER IN VECTOR 8!**”

“V-V-V-Vector 8?” stammered Hector. “B-B-B-But that’s...”

“...’*The Fork*,’ yes. D.L.P. Bank & Trust. The lights are back on,” continued the rooster. “Which denotes the presence of-“

“**BIG-BAM-BOOM-BAM-BRONTO-BLAP!**” interrupted a barely-contained **D.O.R.O.T.H.Y.** “**AB-ROGATING ACTIVITY ABOUNDS IN AMBER ELECTRIC COMPANY, AND SHARTLESTON WASTE TREATMENT PLANT = ON THE FRITZ! <POP-PEEP-PLIK!> THE AQUARIUM AND THE WATERFRONT ARE MAD_WHACK_JACKED! THE HEIGHTS +/- THE ALLEY! AND BZZZZZ_BEEEEEEEEZZ#ZZZZZZBLAPBLAPBLAPBLAP_!_!!**”



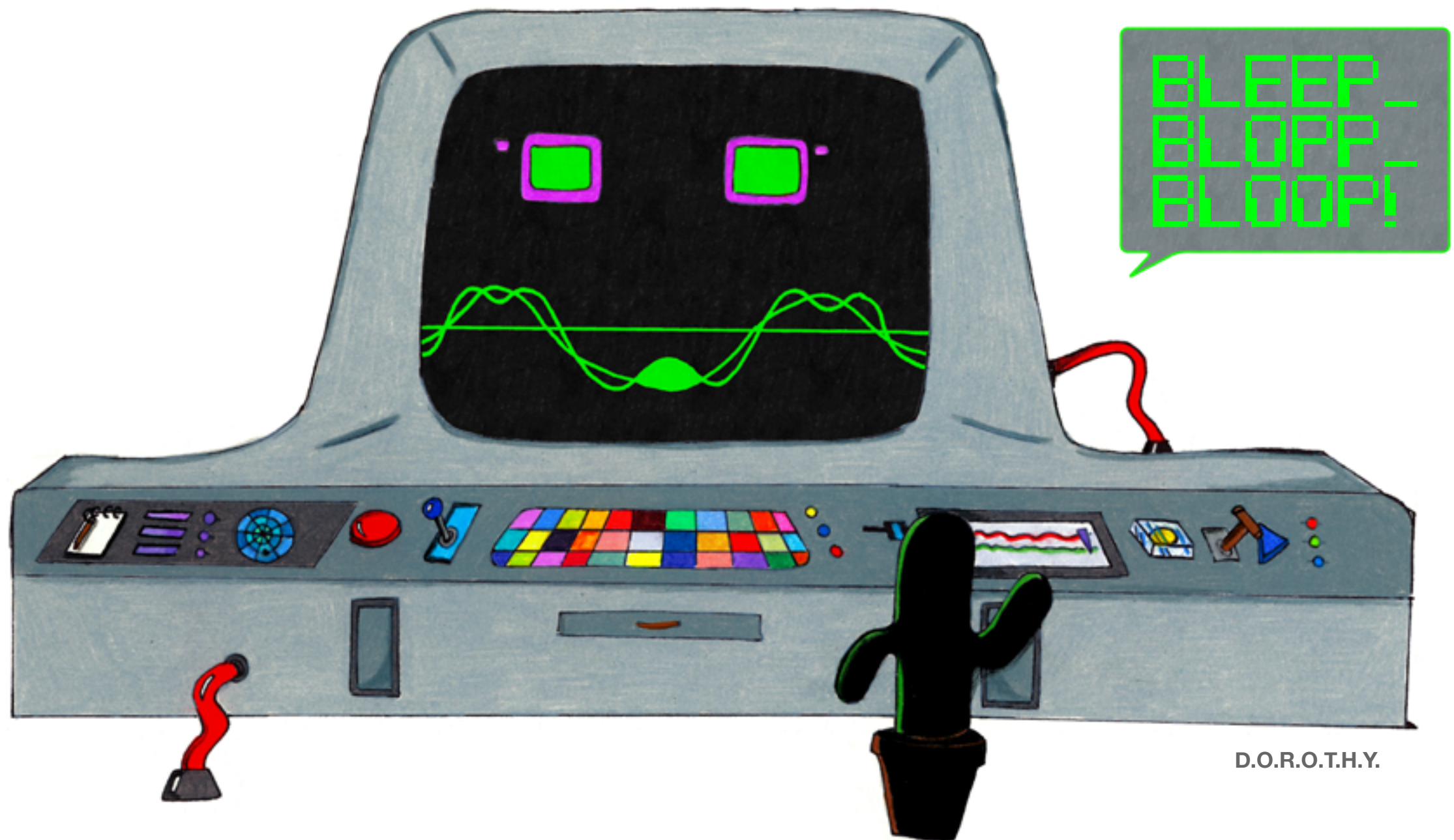
Hector drooped. “Wha-what can this mean?”

Eyes narrowed, comb flared and beak clenched in fierce determination, Kernel slowly turned to the window.

“It means Dimitri has returned.”

Dimitri and his heinous minions will stop at nothing less than TOTAL DOMINATION- the fate of Townsburgville City hangs in the balance. Only Kernel the blue chicken, the Last of the Great Ceruleans, can save the day. Do you have the gumption to spur our hero to victory?

Though it's neither the tallest nor shortest, not quite historic and not of the future, the iconic **MARVINBERRY TOWER** is the defining silhouette in Townsburgville City's vast and varied skyline. The tower's cobalt-capped penthouse (*"The Coop"*) is home to our Cerulean champion, **KERNEL**. From here, Kernel and his trusty cactus **HECTOR** diligently monitor Townsburgville City for signs of Dimitri's atrocities. Using Kernel's supercomputer **D.O.R.O.T.H.Y.**, you can direct the blue chicken to his next destination.



D.O.R.O.T.H.Y.



RAY

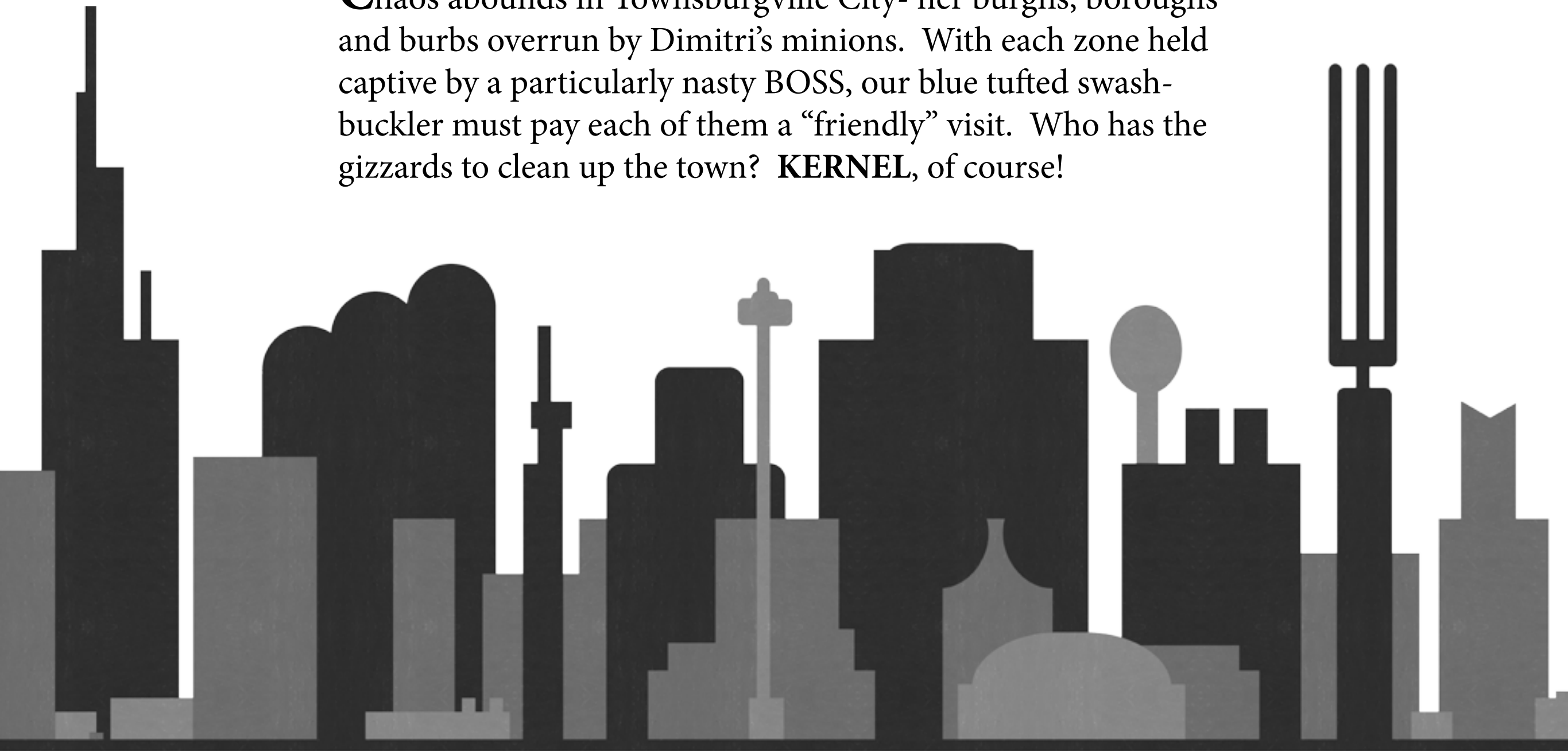
RAY'S FAT CAT SALOON

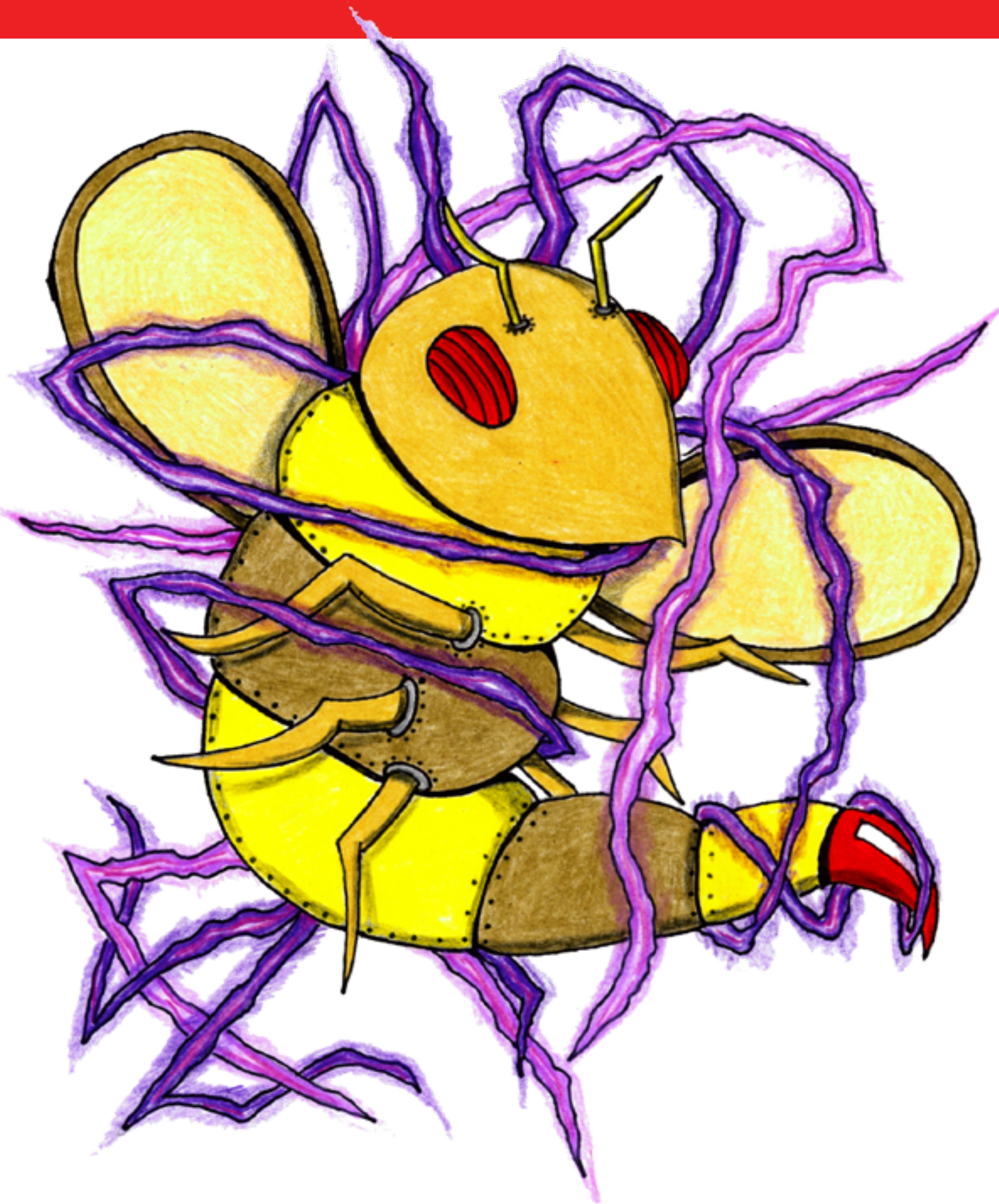
This watering hole is Townsburgville City's best-kept secret! You'll see no traces of Dimitri's calamity here—only merriment, song and whatever suds that Ray's got on tap. Feeling low? Hit the saloon for a recharge—if you can find it! Be sure to bring a designated Hector!

GKAMI GHOSTS SHOP

Throughout the adventure, Kernel will accumulate various forms of currency and trade items. Be sure to visit the spooky **GKAMI GHOSTS SHOP** for various weapons, outfits, upgrades and more! Stop by often... if you've got the funds!

Chaos abounds in Townsburgville City- her burghs, boroughs and burbs overrun by Dimitri's minions. With each zone held captive by a particularly nasty BOSS, our blue tufted swash-buckler must pay each of them a "friendly" visit. Who has the gizzards to clean up the town? **KERNEL**, of course!





BOSS: KID SPARKLL

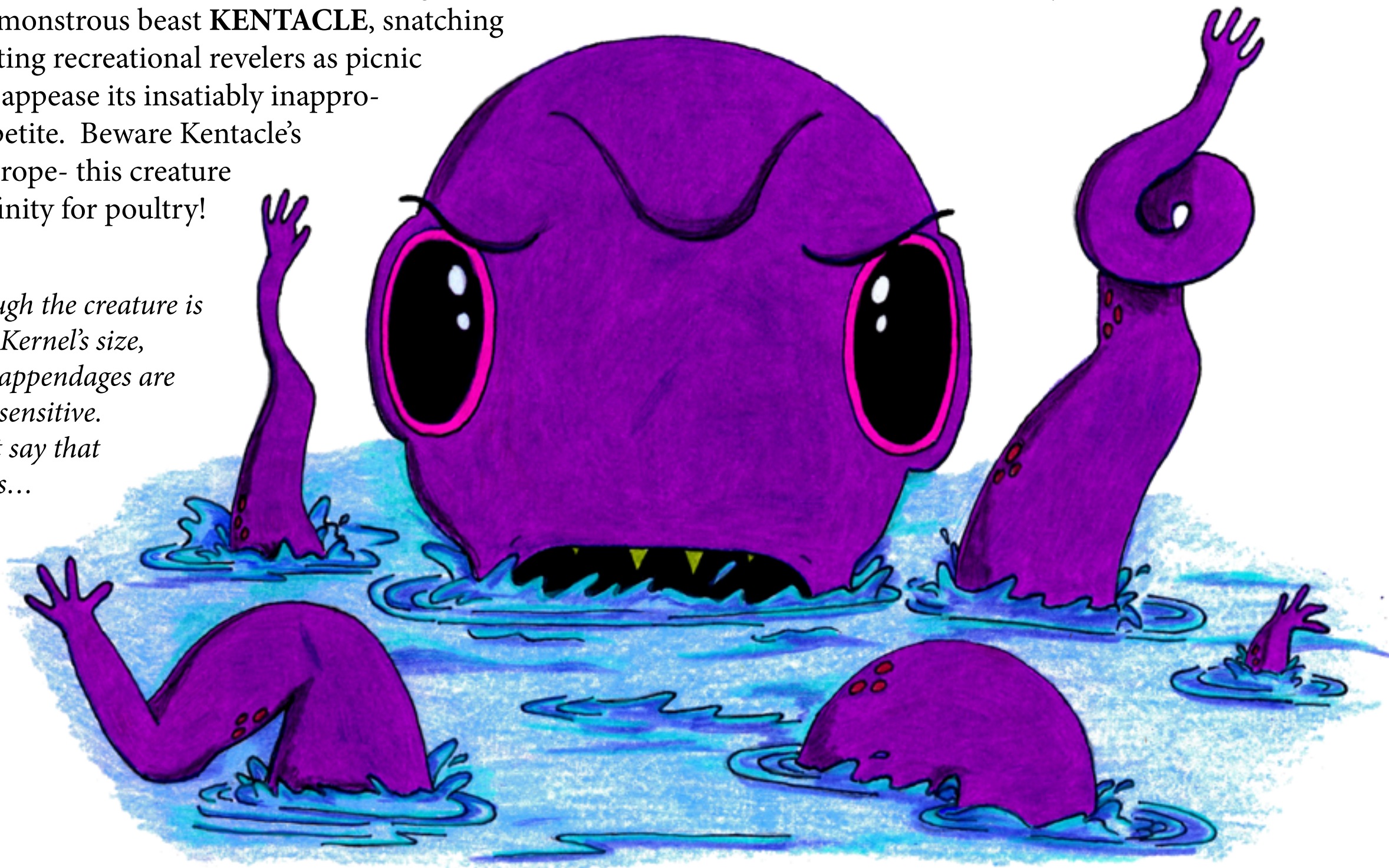
Townsburgville City's a big place with an even bigger electric bill, and Amber Electric Company keeps the juice flowing day and night, night and day, the night after the day after the night, and every night and day after that. In his unending quest for power, Dimitri imprisoned the mind of a brilliant engineer honeybee inside an unstoppable glittery exoskeleton...and thus **KID SPARKLL** was born. Kernel must pull the plug on this di•a•bol•lec•tri•cal device before it's too late!

Hint: Water and electricity definitely don't mix well- and there IS such a thing as "TOO MUCH power!"

BOSS: KENTACLE

Docks, playgrounds and boardwalks dot the sprawling expanse of Townsburgville City's tranquil riverside park, Bishop Waterfront. Named for T.C.'s first resident (the famed explorer, *Elmhurst Campbell Bishop*), this verdant esplanade is a favorite spot for those seeking a much-needed repose. From the depths of Pussyfoot River has risen the monstrous beast **KENTACLE**, snatching unsuspecting recreational revelers as picnic snacks to appease its insatiably inappropriate appetite. Beware Kentacle's heinous grope- this creature has an affinity for poultry!

Hint: Though the creature is easily 36x Kernel's size, Kentacle's appendages are extremely sensitive. One might say that the beast is... "ticklish."





BOSS: ADMIRAL RUBONOV

Ahoy! The *Sakashi-Mar*u has mysteriously vanished off the coast of Townsburgville City- but where has she gone? Board Captain Slude's age-worn tugboat **THE CRUSTY GOOSE** to rid the river of Dimitri's wicked waterborne forces. You must use all your feathery wit to outsmart the perversely nefarious, fowl-despising **ADMIRAL RUBONOV** and his scurvy-ridden battle-ship, **SS TUGONIT**. Toot-toot!

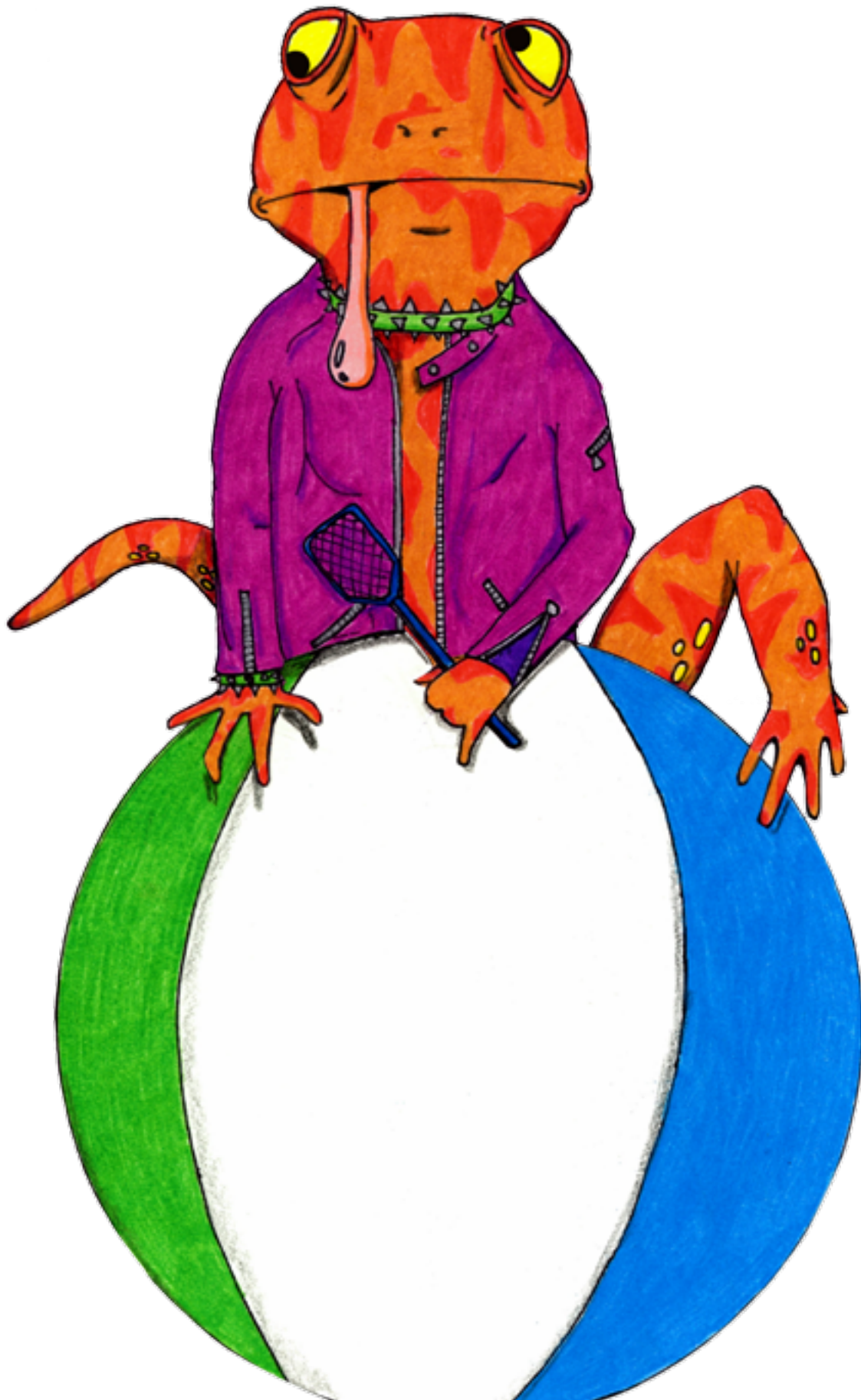
Hint: A ruthless and egotistical strategist, the admiral attacks with the fury of a dog possessed- "defensive measures" rarely enter his thoughts.

BOSS: GERALD & GERARD

Brrrrrrrrrr! Once a place for family outings, sporting events and ice ballet, Civic Center Ice Arena is domain to two menacing polar ogres. In league with Dimitri, the dim-witted, slow and extremely dangerous **WALRUS GERALD** and bicycle-riding **DALL SHEEP GERARD** (along with their army of pro sports **MARMOTS**) rule the arena with icy despotism. Can you bring Kernel a victory over these annoying arctic abominations?

Hint: Make no mistake- these brutes are strong! They're also clumsy, dim-witted and slow- use their ineptness to your advantage!





BOSS: GRII KO

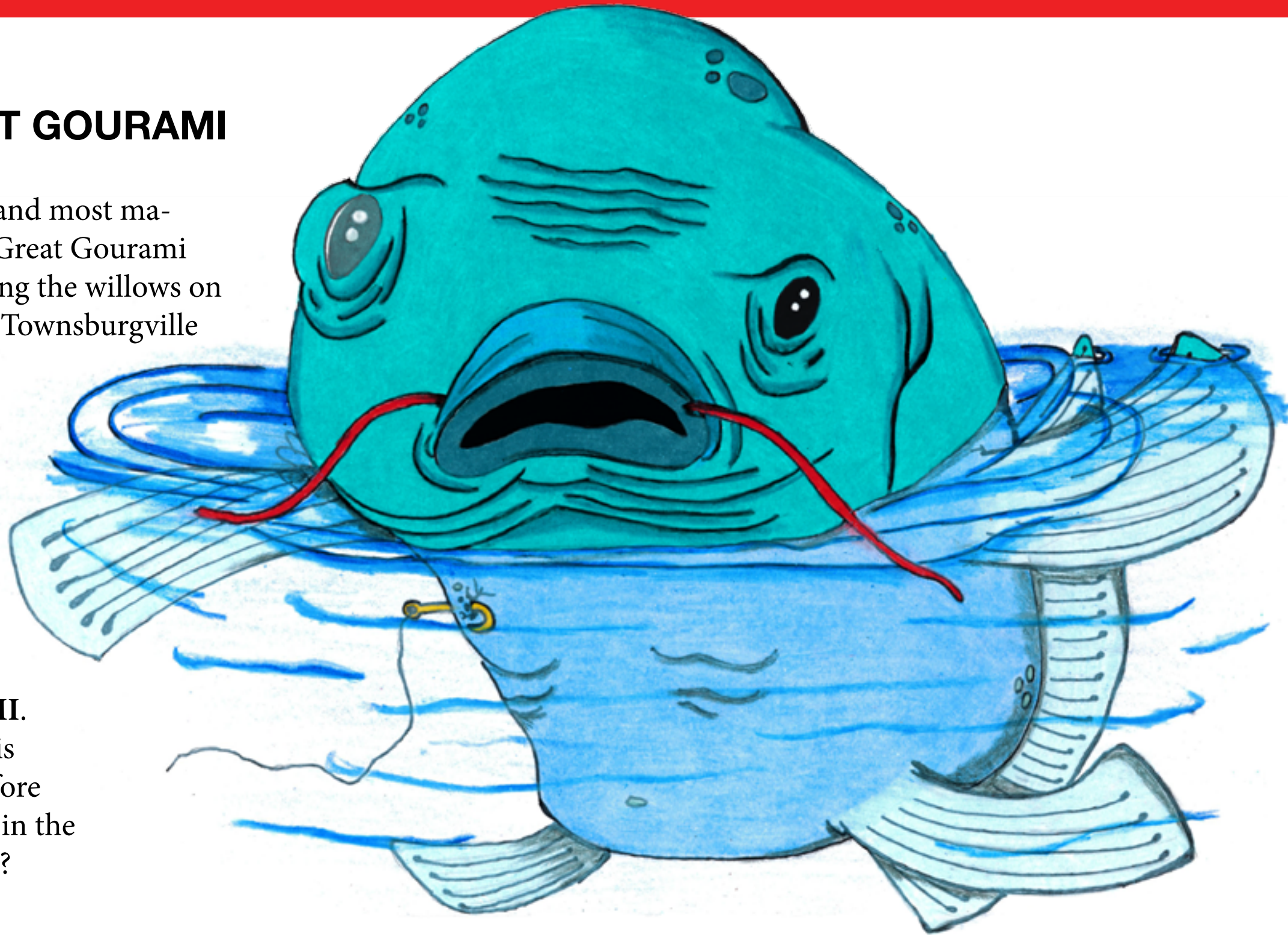
To the rooftops! Without a care in the universe, Townsburgville City's buoyant elite dwells high above the clouds in the luxuriously exclusive borough of Cumulonimbus Flats. Lofty and carefree were their days...until the return of a certain Dimitri, that is. In simpler times, the leather-clad Urodela salamander **GRII KO** was merely a desperate wannabe, a bellhop to local celebrities...but has since been transformed into Townsburgville City's roof-tar bouncing terror of the skies. Can Kernel knock Griiko's head out of the clouds?

Hint: Would you believe that rooftop-dwelling salamander is deathly acrophobic?

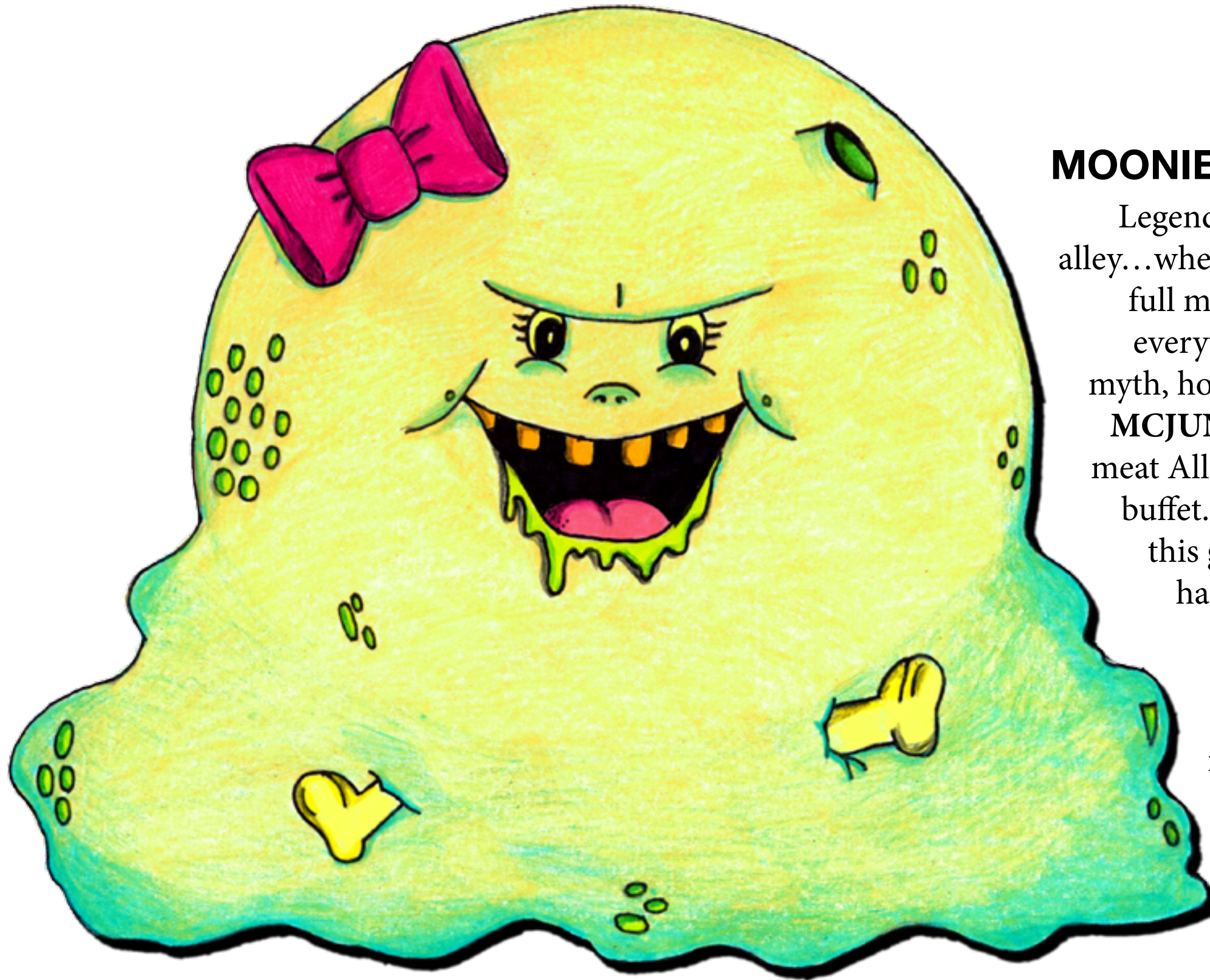
BOSS: GREAT GOURAMI

Named for its first and most majestic resident, the Great Gourami Aquarium sits among the willows on Slej Island. One of Townsburgville City's oldest structures, the formerly vibrant bubblesphere has fallen to the ever-graying disposition of the ancient and powerful **GREAT GOURAMI.**

Can Kernel save this once noble fish, before his gills are forever in the embrace of Dimitri?



Hint: Avoid the GREAT GOURAMI's sea snail bombs at all costs! Can you turn the gastropods against this imperial fish?



BOSS:
MOONIE MCJUNKFRONT

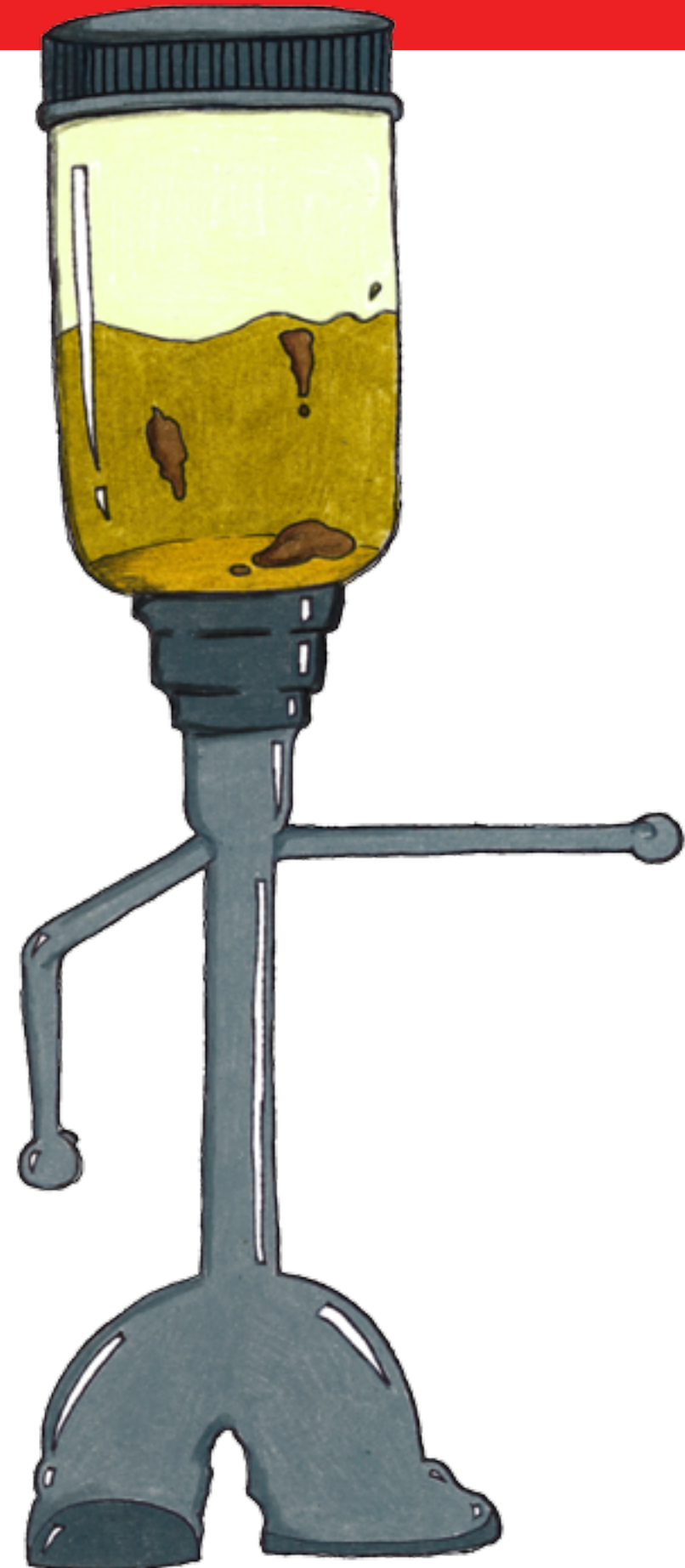
Legend speaks of a dread-dark alley...where on certain nights, the full moon descends to devour everything in sight. She is no myth, however- she is **MOONIE MCJUNKFRONT**, and Moonmeat Alley is her feeding-trough buffet. Heartless and obscene, this grotesquely bulbous orb has outgrown the confines of the alley, her girth ready to spill upon the city. Dimitri has promised **MOONIE** a feast of freshly roasted chicken-will Kernel survive?

Hint: This insatiable behemoth eats absolutely everything- give Moonie a bit of indigestion!

BOSS: THE JAR

Plug your nose and hold down your lunch: something stinks, and it's coming from the Shartleston Waste Treatment Plant! Dimitri's putrid henchman, known simply as **THE JAR**, is planning to spew his foul excrement upon the unsuspecting folk of Townsburgville City- oh my! Kernel must suffer to fight, claw and cluck through oh-so-unimaginable filth, funk and muck to flush THE JAR's gunky mire down the pipes- do you have the stomach to persevere?

Hint: Pee-u! Introduce some fresh air into this stink-stank den of disgustingness!





BOSS: MAYOR BOBASS

Off to the suburbs! Dimitri's reach has grown long indeed- for his grimy fingers have poked the peaceful innards of nearby Sleptight Heights. This once lazy and idyllic hamlet has a new mayor, however: the devious scourge **BOBASS** has taken over City Hall, Bingo Palace and Main St. Muffins! This three-toed sloth's incessant rambling has the power to turn everyday citizens (and roosters!) into blank-brained zombies that lackadaisically execute his waywardly boring schemes. Cover your ears!

Hint: The Mayor will speak (And speak, and speak and speak. And speak.) to anybody that will oblige him for the slightest second. When the sloth speaks, his words are his only focus. Don't get Bobassed- you'll hate yourself in the morning!

BOSS: REGGIE THE BUS

Hit the road, Jack! Ride shotgun with **LLOYD** the sentient passenger van as he clears the asphalt of Dimitri's vulgar villainy.

With the stench of stale pretzels and dirty drawers, too long has the slothen **REGGIE THE BUS** held

Townsburgville City's roadway artery in his oil-soaked vice-grip! Only you can make Dimitri's forces pay the ultimate toll- do you have the guts to put the pedal to the metal?

Hint: Reggie packs a powerful punch, but needs to refuel often. Avoid his deadly Grill-Smash, and hit him when he's most vulnerable.





BOSS: ASHA TORSEY

Clicketty-clacketty typewriters, the acrid aroma of fresh ink, and flurries of newsprint are hallmarks of Townsburgville City's more respected newsroom. Recently purchased by the evil Dimitri, however, this once-revered institution has become an outlet of journalistic rubbishmuck. Though it disgusts her beyond words, the prairie dog editor ASHA TORSEY reluctantly (and efficiently) executes her new boss's every decree. Her grandfather founded the T.C. Times on the hardy principles of verisimilitude, honesty and expedience—and Ms. Torsey will stop at nothing to meet a deadline. Can you cease her presses before the Evening Edition hits the stands?

Hint: Asha Torsey is obsessed with the tidiness of her office, and is easily distracted by disorderly clutter.

Townsburgville City's prosperous business district lies in the shadow of D.L.P. Bank & Trust, the imposing monolithic nerve-center of Dimitri's nefarious enterprise. Battle your way from the lobby to the penthouse, taking on Dimitri's goons as you ascend. Watch out for familiar foes: not all have truly been defeated! Are you chicken enough for this deadly challenge?



BOSSES: ????

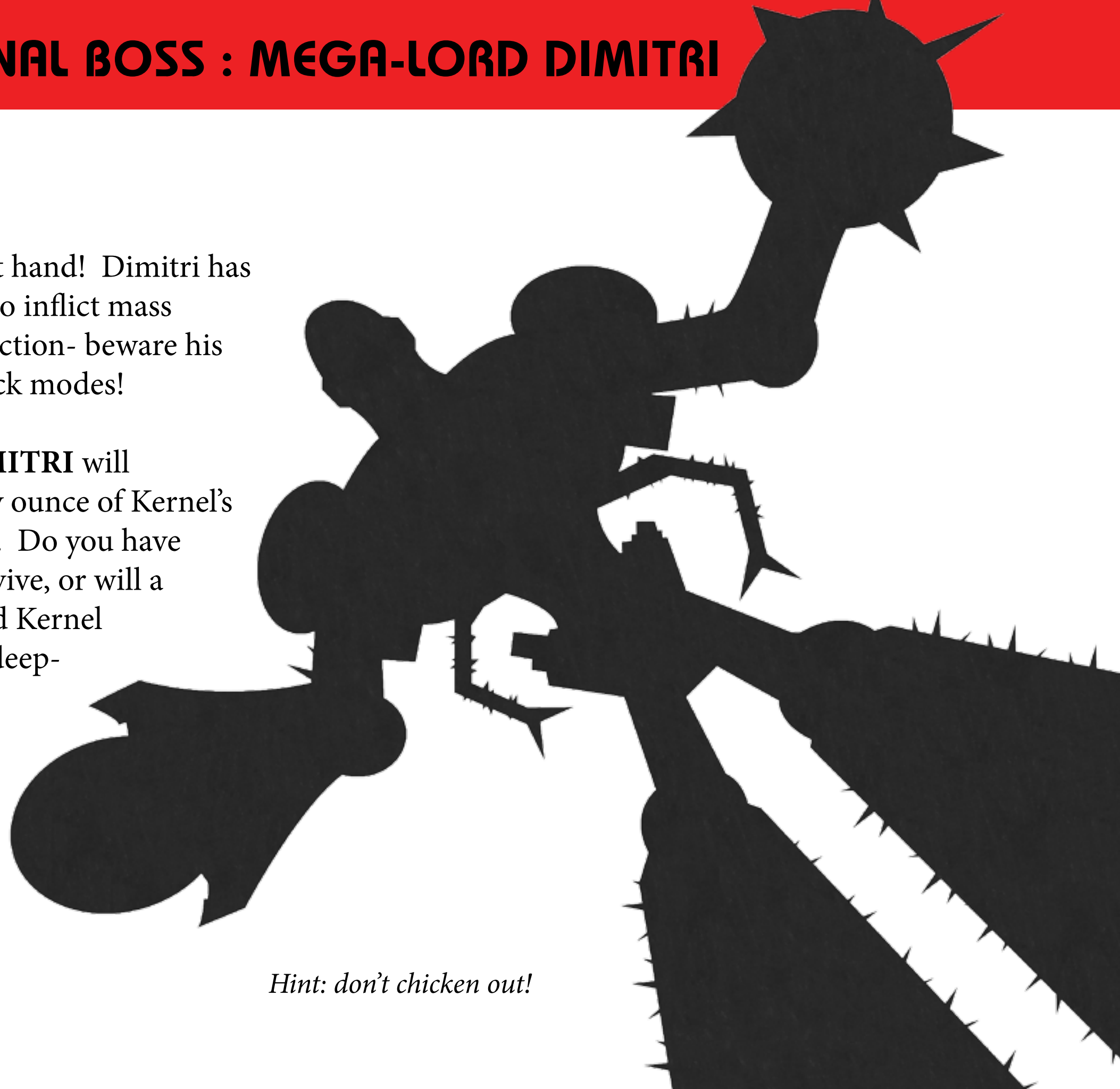
Hint: Stay alive!



Three years ago, his vile Siphonatera body sustained severe damage in a monumental battle with Kernel. Though **DIMITRI**'s ingenious technicians haphazardly pieced together his shattered form, the wicked flea remains trapped in a frail and decrepit chitin husk of fragility. Flanked by his most vicious bodyguard lieutenant **YOHEI THE MAD DUNG BEETLE**, Dimitri endeavors to utterly annihilate his blue-feathered adversary...and dine upon a deboned Spicy Cerulean Stew. Protected by and bound to his vile armors, Dimitri the Depraved has many tricks hidden within his grotesque cybernetic sleeves- this lunatic flea will not yield until Kernel's gizzards are thoroughly cooked!

The final battle is at hand! Dimitri has copious resources to inflict mass carnage and destruction- beware his multitudinous attack modes!

MEGALORD DIMITRI will assuredly test every ounce of Kernel's blue-fowled mettle. Do you have the strength to survive, or will a buttermilk-battered Kernel be doomed to the deep-fryer?



Hint: don't chicken out!

* Game and audio counselors are not available 8 a.m. - 5 p.m. (EST) every day.

Treat your AudioQuirks ImagiDevice™ Carefully!

- This AudioQuirks ImagiDevice™ is a precision-crafted contrivance with complex innovatory circuitry. Avoid subjecting it to undue shock, extremes of temperature or offensive body odor. Never attempt to open or dismantle or dissect the prevarication.
- Do not touch the demiurgic leads or allow them to come into contact with water or the innovatory circuitry may be damaged.
- Always make sure your AudioQuirks Prolifcation Utensil is SWITCHED OFF when inserting the ImagiDevice™ or removing it from the AudioQuirks Prolifcation Utensil.
- Never insert your fingers or any metal objects into the terminally demiurgic portion of the expansion connector. This can result in malfunction, damage, indigestion or death.

7,452-DAY LIMITED WARRANTY

AUDIOQUIRKS, L.L.C ("AudioQuirks") warrants to the original consumer that this AudioQuirks ImagiDevice™ ("AQUID") shall be free from defects in material and workmanship for a period of 7,452 days from date of acquisition. If an effect covered by this non-warranty occurs during this 7,452-day period, AudioQuirks may or may not repair, replace or devour the AQUID at its option, free of charge.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRAANTIES, INCLUDING NON-WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO SEVEN-THOUSAND FOUR-HUNDRED AND FIFTY-TWO DAYS FROM THE DATE OF ACQUISITION AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL AUDIOQUIRKS BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. The provisions of this warranty are valid in the Townsburgville City only. Some prefectures do not allow limitations on how long an implied non-warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This non-warranty does not give you any specific legal rights, and you may or may not have other rights which vary from mental state to state of mind.

COMPLIANCE WITH TCC REGULATIONS

This prevarication generates and uses mystical frequency energy and if not installed and used properly, that is, in strict accordance with the developers' instructions, may cause interference to aural and optical reception. It has been type tested and found to comply with the limits for a Class D phonic device in accordance with the specifications in Subpart K of Part 5 of TCC Rules, which are designed to provide reasonable protection against such interference in a fabricated installation. However, there is no guarantee that interference will not occur in a particular installation. If this invention does cause interference to aural or optical reception, which can be determined by turning the frequencies off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving auricle or oculus
- Relocate the subterfuge with respect to the receiver
- Move the figment away from the commodity
- Plug the artifact into a different orifice so that prevarication and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced auricle/oculus technician for additional suggestions. The user may find the following omnibus prepared by the Townsburgville Communications Commission helpful.

How to Identify and Resolve Auricle-Oculus Terminological Inexactitude Interference Problems.

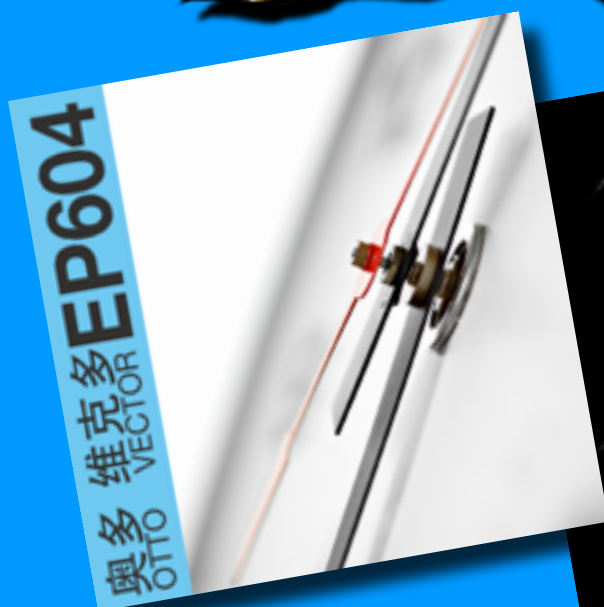
This omnibus is available from the T.C. Government Printing Office, Townsburgville City, 26589. Stock No. 688-683-28670-6.



Kernel 2: Dimitri's
Revenge (OST)
[2013]

Check Out These Popular Blue
Chicken-Approved Titles From

OTTO VECTOR



EP604
[2011]



14 North Cedgwick
[2010]



5 Bits To Byte
[2007]




3-D Odyssey
[2006]



dv2.5
[2004]

Available **NOW** at your favorite digital audio retailer!



Avid lifelong fans of 80s pop and classic video games, Mike Glaser ("Sonic") and Andrew Modok Lemaneck ("Ginseng") formed OTTO VECTOR in 2003 as an outlet to musically express their shared passion of synthpop riffs and 8-bit blips. After years of live shows, studio projects and album releases, OTTO VECTOR yearned to return to their experimental roots of video game inspired songwriting. Thus were planted the seeds of Kernel 2: Dimitri's Revenge (OST).

THE [8-BIT] ADVENTURES OF A BLUE F!#?@! CHICKEN

By Beverly Tangerine



Ginseng, Kernel and Sonic



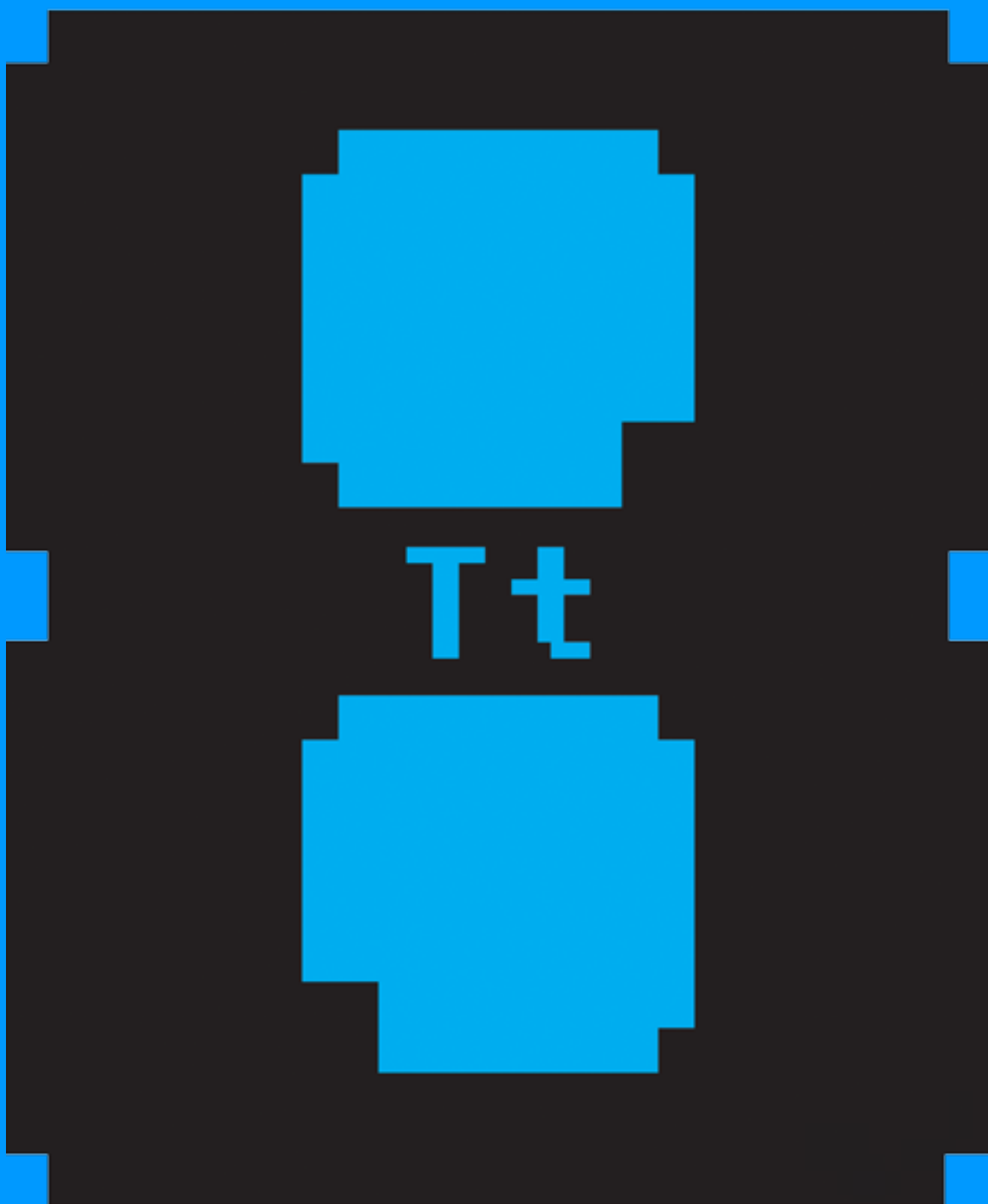
OTTO VECTOR

originally toyed with the notion of releasing an “8-bit remix album,” a collection that would include a handful of NES-inspired *chiptune** versions of the band’s songs. “It’s in our DNA,” explained Ginseng. “[8-bit music] has been a part of my brain since I first laid hands on a game controller.” After a period of careful deliberation, Sonic and Ginseng arrived at the obvious conclusion: why not write an *actual video game soundtrack*? With the assistance of their parent company *AudioQuirks*,

so began the search for video game properties befitting Otto Vector’s musical touch.

“Chiptune is the rebirth of old hardware and lost memories-[it] has the power to influence artists and societies in an ever-changing world of advanced technologies. It’s the simplest form of bleeps and pixels that drives pure nostalgia for *Generation Y*...and brings new inspiration for the next.”

- Yuuya Masada, Founder/*Piko Piko Detroit* and Owner/*PPD Netlabel*



"8TT8" (Kernel 2's working title) teaser image (2012)

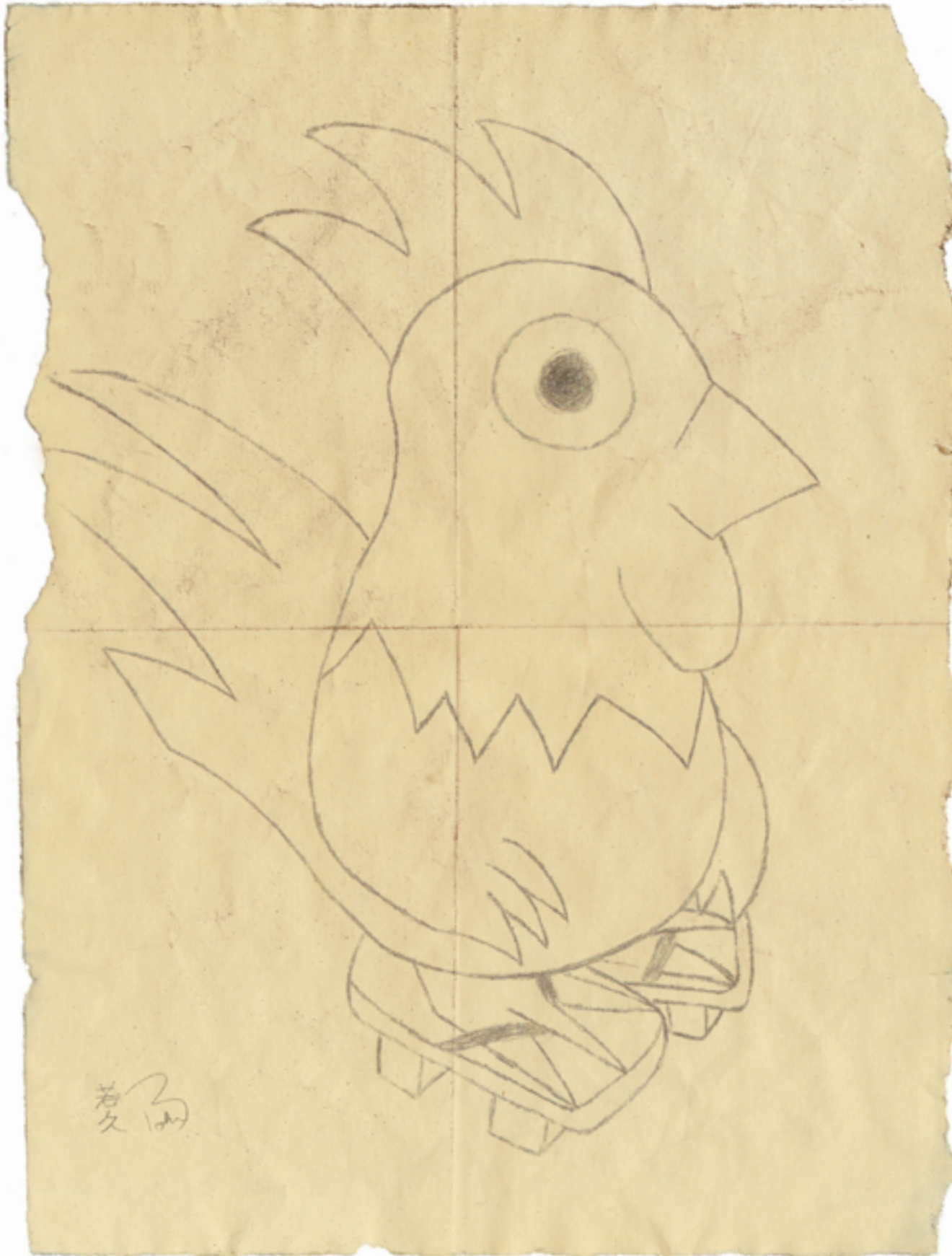
Fruitless inquiries, unanswered phone calls and intense frustration eventually led the team to the most unlikely of places: their own doorstep. Upon that very step sat *Kernel*, a dear friend in the guise of a plastic rooster. The band's mascot (and unofficial "sixth member"), the eponymous "Blue Chicken" had accompanied OttO Vector since before their inception. Inspired by the mysterious legend of an obscure Japanese video game, 1987's unfinished *Ondori Kernel*, the rooster's namesake was that of the game's title character- a fact that was not lost on Ginseng. "We looked at Kernel, and the lighting bolt struck us square in the face. The original game was never released- presumed lost forever. The music- incomplete. Could we somehow acquire the rights to 'finish' the soundtrack?"

What became of the long-dormant, oft-forgotten *Ondori Kernel* property? Beneath Detroit's frigid winter sky, a research team was assembled in March 2012. Scouring libraries, the Internet and other unspeakable sources, the team relentlessly searched for any information related to this seemingly *phantom* game. Dozens of e-mails, phone calls and interviews yielded no results...until one cloudless summer morning, just by chance, the phone rang. "My name is Makoto Yoshida, administrator of the Wakahisa estate. I want to tell you about my uncle Boku."

BOKU'S ROOSTER

One cannot mention *Ondori Kernel* without discussing the forlorn tale of its unsung creator, designer *Bokuzen Wakahisa*. Admittedly, *next-to-nothing* is known about the enigmatic artist's beginnings. According to his nephew, Wakahisa spent his formative years in Matsushima, Miyagi, and possessed a "profound love of the sea." Fresh from university in Kyoto, Wakahisa founded the humble three-man game development studio *NoodleNekomaru!* as a means of committing his unique vision to the blossoming home console industry. Bokuzen (known by his classmates as "**BOKU**") endeavored to bestow his quirky flair upon the sprite-populated universe of aliens, plumbers and gun-toting robots...and he was to accomplish this through his master creation: an anthropomorphic blue rooster named "Kernel."

Loosely set against the backdrop of 16th century Japan's *Sengoku period*, *Ondori Kernel* portrayed a fantastic world inhabited entirely by anthropoid animals, sentient objects and unpredictably wild *kami*. The story: An evil daimyo seized control of the land, ruthlessly demanding tributes to further his wicked schemes. Aided by a pair of magical *geta* (footwear), the hero *Kernel* (an inexplicably *blue* rooster) battled to free the towns and villages from the tyranny of the daimyo and his henchman. The game reportedly implemented a time-travel twist as well, which cosmically transmogrified the *past* to a *modern-day metropolis*.



"Kernel" pencil sketch by Bokuzen Wakahisa, c. 1982-1984.

カーネル

Development of *Ondori Kernel* commenced in the early summer of 1986, with Wakahisa both overseeing and impinging every aspect of production. Inspired by the legendary works of Carl Barks, the fiercely driven Wakahisa personally illustrated, rendered and programmed his cast of humanoid creations with painstaking dedication. All was not well within the studio walls, however. After months of round-the-clock hours, budgetary cuts, and intense creative clashes, the first days of autumn saw Wakahisa's crew forsake the fledgling *Noodle Nekumaru!*...abandoning Boku to complete his oeuvre alone.

Undaunted, the wearied Bokuzen Wakahisa frantically persevered to consummate his dream project. With rapidly dwindling finances, the near-penniless artist was forced to vacate his blighted studio in lieu of a less-than-modest flat in Kyoto's eastern outskirts. Boku (who at this point suffered from acute exhaustion) completed the

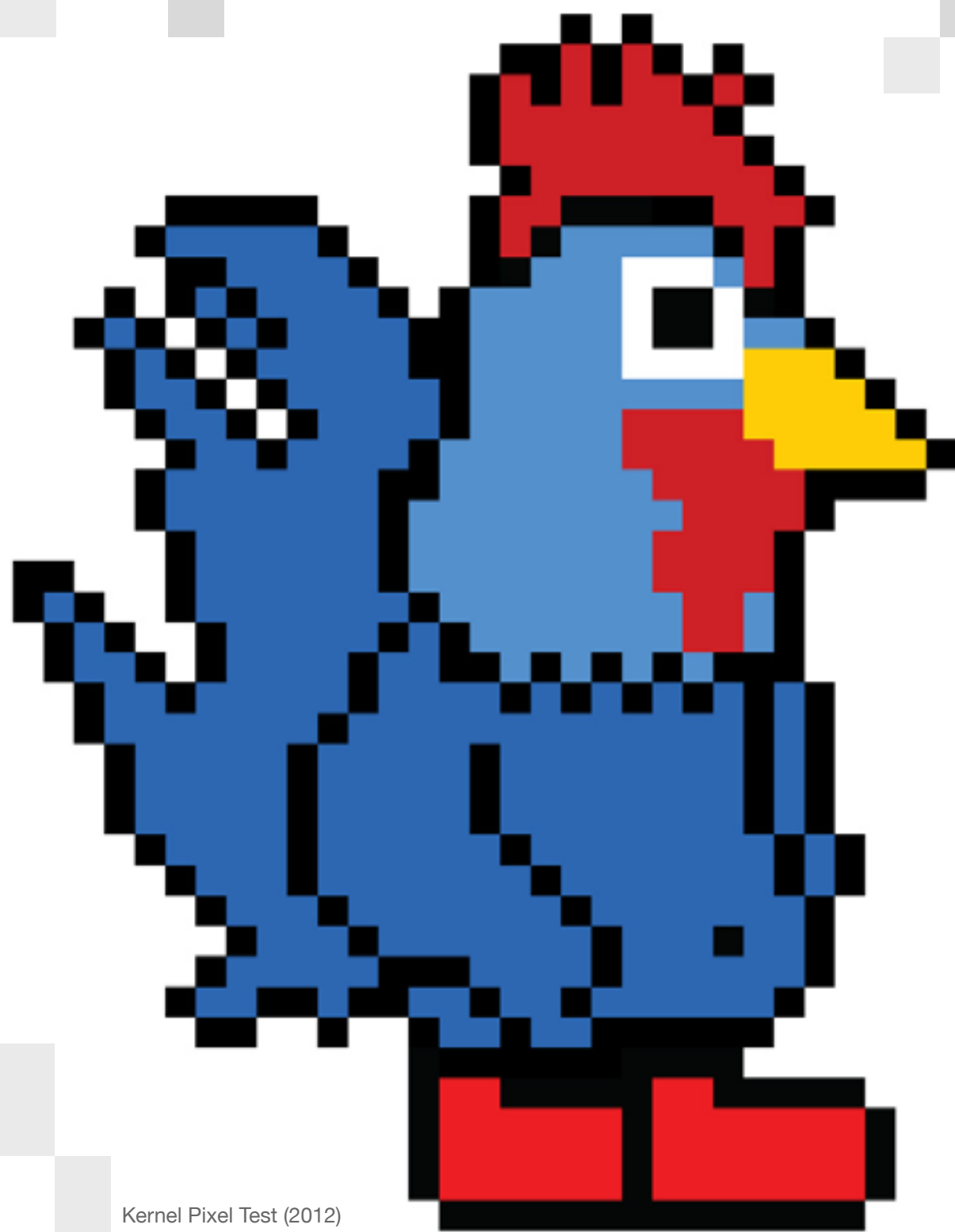


Bokuzen Wakahisa in his studio workshop, c. 1985. This is the only known photo of Wakahisa-san.

initial *Ondori Kernel* demo in early 1987, and feverishly arranged a series of sales pitches for Japan's major consumer electronics powerhouses.

Wakahisa's nephew, a then seventeen-year-old student, remembers his final encounter with the designer. "Uncle sent a telegram, asking me to visit immediately.

I hadn't seen him in years, so this request was in itself very strange." Makoto Yoshida had only fleeting childhood memories of his uncle, but immediately recognized that this was decidedly *not* the man he remembered from bygone family gatherings. "Upon my arrival, I was shocked at the state of his health and home. Uncle Boku was disheveled."



Kernel Pixel Test (2012)

“His home was strewn with piles of paper and television parts. His eyes...wild. Uncle was planning a journey, and asked me to care for his small cactus while he was away.”

It was during this encounter that Wakahisa shared his radical vision with young Yoshida. “Though his story was full of heart-ache, when he spoke of ***Ondori Kernel***... Uncle Boku was as one walking though a dream. He was at once a child, a proud father, a man at peace. He showed me the *Kernel* materials, the demo, and a few incomplete music ideas. All of it- simply as-tounding! I knew this game would be a tremendous success.”

The meeting was short-lived, however. Save for a handful of notes and sketches, Bokuzen Wakahisa gathered everything related to the *Ondori Kernel* presentation, packed it in a tattered briefcase...and bid farewell. “He turned to me and shouted as he walked away. ‘*Stay young!*’ he said. That was the last time I saw my uncle.”

In fact, *nobody* has seen Bokuzen Wakahisa since that mild February afternoon. No proof exists of him presenting the *Ondori Kernel* demo. There is no evidence of expatriation, and no documentation of his death has been recorded. If not for his nephew’s memories, Boku’s life and legacy might be forever lost to the annals of time. For all intents and purposes, Bokuzen “Boku” Wakahisa simply vanished...and with him disappeared all traces of *Ondori Kernel*.

MEANWHILE...

Some twenty-five years later, Makoto Yoshida remained steadfast in both protecting and celebrating his uncle's legacy. Upon hearing of OttO Vector's quest through an industry source, Yoshida hesitantly decided to contact the band. After all- very few people remembered Bokuzen Wakahisa...and fewer still had any knowledge of the doomed *Ondori Kernel*.

The initial conversation was politely cautious. Quite unsure of the band's intentions, Yoshida requested a proof-of-concept composition. Per Sonic, "It was his way of *auditioning* us. Although Mr. Yoshida believed in our passion and seemed to dig [OttO Vector's] albums, he was still unsure about consenting to the project." Without delay, Sonic and Ginseng immediately got down to *the business of writing*. "Kernel Suite," an arrangement comprised of their proposed themes and motifs, hit Makoto Yoshida's inbox five whirlwind days later. The following week, Yoshida responded in a most unexpected fashion.

"Mr. Yoshida declined to give us *Ondori Kernel*, and we were simply heartbroken," recalled Ginseng. "Imagine our absolute shock when he offered us Wakahisa-san's ENTIRE universe- Kernel, his world, EVERYTHING!"

Why the sudden turn of events? Yoshida had only this to say: "The world needs Kernel, and Kernel needs the world. It's time to free the Blue Rooster."

With handshakes, signatures and a bottle of whiskey, the deal was struck. AudioQuirks and OttO Vector had acquired ownership of the *Ondori Kernel* property.



Kernel 2 Suite [EXCERPT], ©2012. The final composition contains over 14,600 notes.

ERNEL RETURNS!

Production of *Kernel 2* began in earnest on August 1st, 2012. Committed to honoring Bokuzen Wakahisa's original vision, OttO Vector conceived the project as a canonical sequel to *Ondori Kernel*. The two-pronged, simultaneous attack consisted of both *outlining* a story and *painting its audio landscape*- in tandem. Per Ginseng, "A brief stage/level diagram was an absolute MUST. To effectively convey the 'sound' of a specific location, we had to understand a bit about the place. Everybody knows that a [video game] 'dungeon' sounds different than the *clouds*, *underwater*, a *desert*, etc." Following the time-twist element that concluded Wakahisa's masterpiece, the team decided to base *Kernel 2* in the prototypical modern-day metropolis of *Townsburgville City*. Kernel's mystical *geta* evolved as *magical sneakers*, the nameless *daimyo* as *Dimitri L. Pubo*, and the imposing legion of evil bosses* multiplied tenfold. Kernel would once again be tasked with defending his city's inhabitants from Dimitri's wicked schemes.

With *Kernel 2*'s story outlined, Sonic and Ginseng proceeded to score the virtual world's music. "The classic games' music were essentially 'pop' songs, distilled down to 30-second, repeating loops. They were catchy! After playing these games for days, they got in your head- they stuck with you," said Sonic. "We expanded the themes [from "*Kernel Suite*"] into full-fledged songs, and these became the background pieces for each 'level' of the game."

Ginseng drew inspiration from his favorite classic 8-bit composers. "I've always been a tremendous fan of Koji Kondo, Tateishi, Tonomura, Kukeiha Club, Hirokazu Tanaka and the

great David Wise- they're some of my earliest musical heroes. Though we didn't want to specifically emulate any of these tremendous artists, their tunes were always in my head when we delved into Kernel's world."

Though the team briefly toyed with the notion of using vintage 1980s technology to create *Kernel 2*'s 8-bit soundtrack, Sonic and Ginseng quickly realized the limits of such an endeavor. Time restraints, budgetary requirements and simple pragmatism dictated their course of action: 80s sensibility...via modern technology. Ginseng: "The sheer mountain of notes in each composition is completely INSANE. The old-school composers worked with the only cumbersome tech available to them- and it was undoubtedly NOT an easy task. We didn't set out to create a 100% 'period reproduction.' We're not programmers- we're songwriters and musicians. We made every effort to embody to the same 8-bit musical philosophies that guided the great composers of the 80s. Though we were cognizant of their approach, our goal was to stay true to the spirit and the *feel* of the music we remembered with such affection."

By the first weekend of September, OttO Vector had completed nearly two-thirds of the soundtrack's content. Though a series of previous commitments put the project on a temporary hiatus, work resumed again in late November. With a final coat of polish, finesse and audio tweaking, the music of *Kernel 2: Dimitri's Revenge (OST)* was wrapped before toasting the New Year.

Fun fact! Dimitri's minions were based on *actual* characters from OttO Vector's varied (and random) encounters throughout the years.

THE [BLEEP] THICKENS

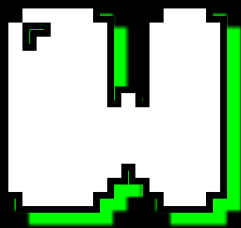
With the album's soundtrack complete, OttO Vector turned their attention to visualizing the world of *Kernel 2*. "Thanks to Mr. Yoshida, we had a pretty good *idea* of Kernel's look," mused Ginseng, "but wanted to actually see him and his cohorts." To conceptually illustrate the denizens of Townsburgville City, Ginseng penned brief vignettes for each of *Kernel 2*'s major characters and locations. This "script" served as a guide for the artists tasked with visually transposing words to images.

Enlisting the talents of world-renowned graffiti artist Antonio "Shades" Agee, the team envisioned an album cover that embraced the misleading and "weird-as-f***" tradition of classic video game box art.

From an urban rooftop, the Detroit native explained, "Ginseng popped up at my crib and told me about this character. [Wakahisa] inspired me, he reminded me of myself- we both came from the bottom and worked our way up. When I saw [Wakahisa's] Kernel sketch, I HAD to be involved- I really did. Kernel was fantastic! The idea of the Blue Chicken *fighting*, you know? I wanted to give him an aggressive *ghetto pass*! Kernel is important to the world, to Detroit- he's universally positive. If *anybody* can represent the city- it's him. If there was a giant Kernel balloon in the Thanksgiving Day parade? *Oh my god*- it would change our ideals! *Why does the world need Kernel?* We're lost, dude- we need a *hero*. It's Kernel, man!"



Shades in Detroit, MI



With Shades painting the cover, the team gave consideration to the album's *game manual* inspired booklet. Citing the “tremendous disconnect” in classic video games’ art direction, Ginseng insisted on a unique interior illustrator with distinctly *different* art sensibilities. “Some of the best video games had the most *ridiculous* box art, with characters that looked absolutely nothing like the sketches in the game manual...which in turn bore very little resemblance to the *actual* game sprites. We consciously wanted to repeat that aesthetic [for *Kernel 2*].”

Longtime OttO Vector collaborator **Matthew Physico Robinson** accepted this unique challenge with passionate aplomb.

“I’d been gaming with [OttO Vector] for a lot of years, and definitely shared their passion of old-school games and pixels. When I was approached about this ridiculous, insane undertaking, I was instantly driven to be part of such a tremendous opportunity! Plus my cat **LOVED** the concept- surprise! Wakahisa-san’s story moved me to tears, and I felt it was my duty to help give life to his magnificently weird creations. *Who takes care of Kernel?* That’s a damn good question...*a question I was about to answer.*”

...and thus Kernel and company became tangible. After a twenty-five year slumber, Wakahisa’s unconventional universe had *awakened* with kinetic ferocity.

Physico & Friends at home

To launch the *Kernel 2* soundtrack, OttO Vector partnered with **Piko Piko Detroit**- a community of “lovers of pixels and retro beep sounds.”

“A case like this is incredible,” explains *Piko Piko Detroit* founder Yuuya Masada. “...And I hope for other lost or forgotten arts to be rediscovered and loved again by passionate devotees. It’s an honor to be part of the story and to help unfold Mr. Wakahisa’s life and work.”



Piko Piko Detroit logo

And that, *as they say*, was *that*. *Kernel 2* could be released into the wild...but would Wakahisa approve?

“We’ll never really know, of course,” considers Ginseng. “Boku’s influence guided our every decision [on *Kernel 2*]. We truly feel that we’ve respectfully honored his creations, and quite possibly, he’d get a kick out of the weirdness we’ve produced. Maybe he’s still out there, somewhere. I’d like to think that our version of [Wakahisa-san’s] world would bring a smile to his face, make him proud.”

...and what of an actual Kernel 2 video game?

“I love this world. This world *exists*. It’s in our heads. The details are there- bouncing in my brain, scrawled in notebooks. Townsburgville City is real, and I can’t wait to visit. Unfortunately, game programming isn’t something we know- it’s well beyond our expertise.” Ginseng remains optimistic, however. “Anything’s possible, and we’re the type of team that creates our own possibilities. We’ll just have to wait and see. Stay tuned!”

Indeed we will. Until then, as a wise and spirited man once said, “*stay young*.”

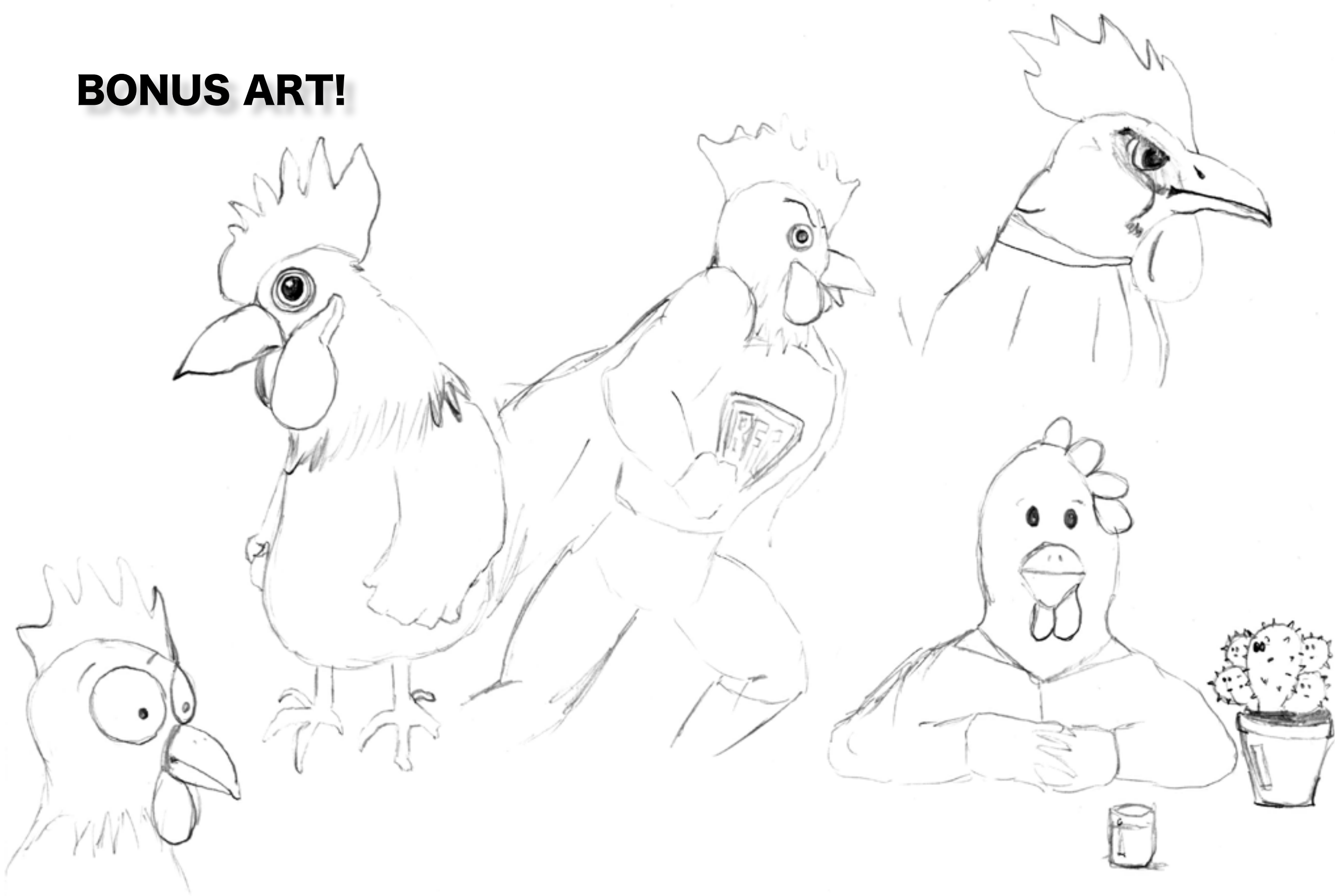
Beverly Tangerine is the author of *Humanoid: A Love Story*, *Earwaxed* and *NanoGranny*, and is a regular contributor to *Detroit Culture Sprites*.

BONUS ART!



Uncropped *Sunrise* by
Matthew Physico Robinson.

BONUS ART!



Kernel concepts (and *Baby Hector*) by **Matthew Physico Robinson**.

BONUS ART!



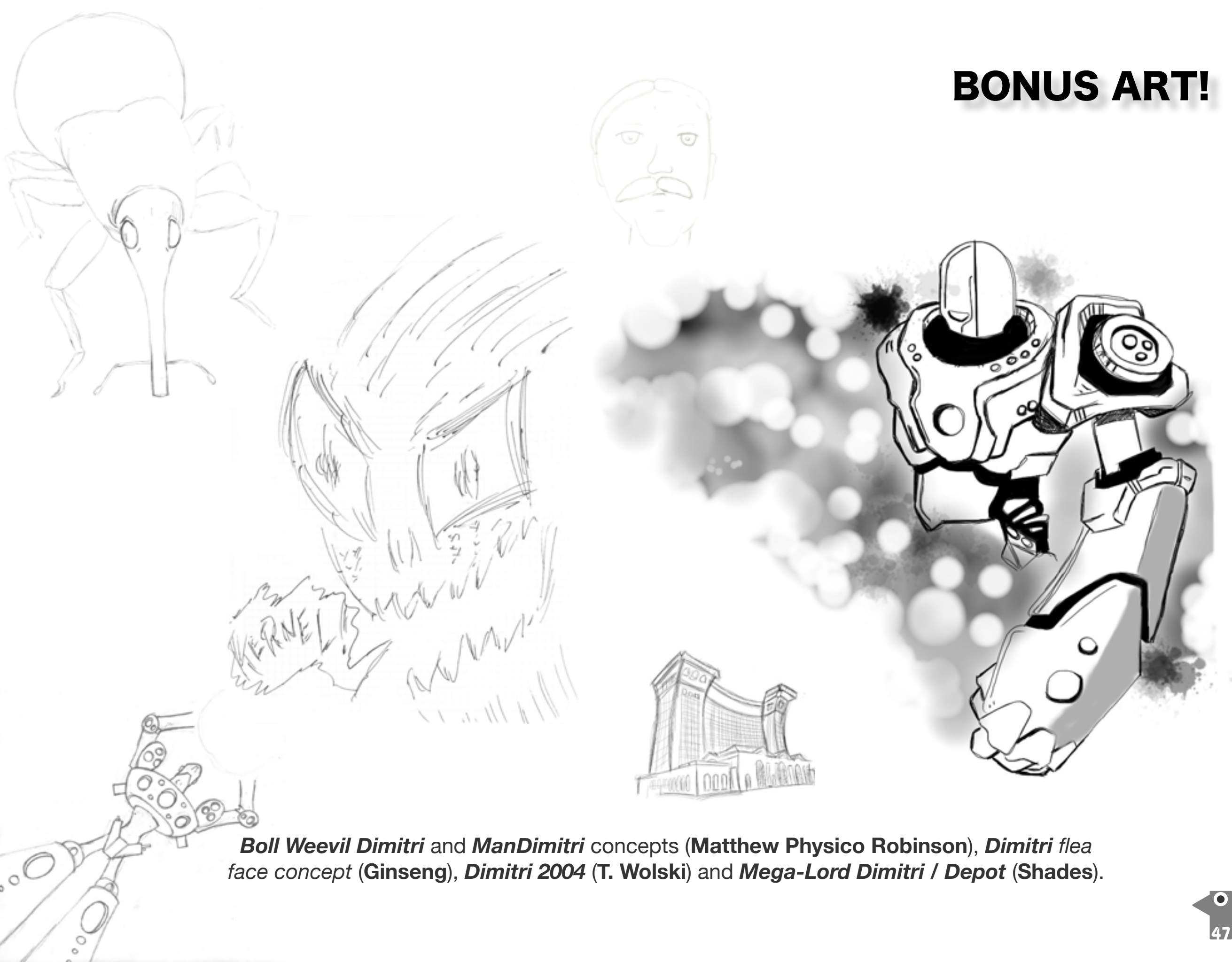
Jetpack Kernel concept by **Matthew Physico Robinson**.
Kernel sketch by **Shades**.

BONUS ART!



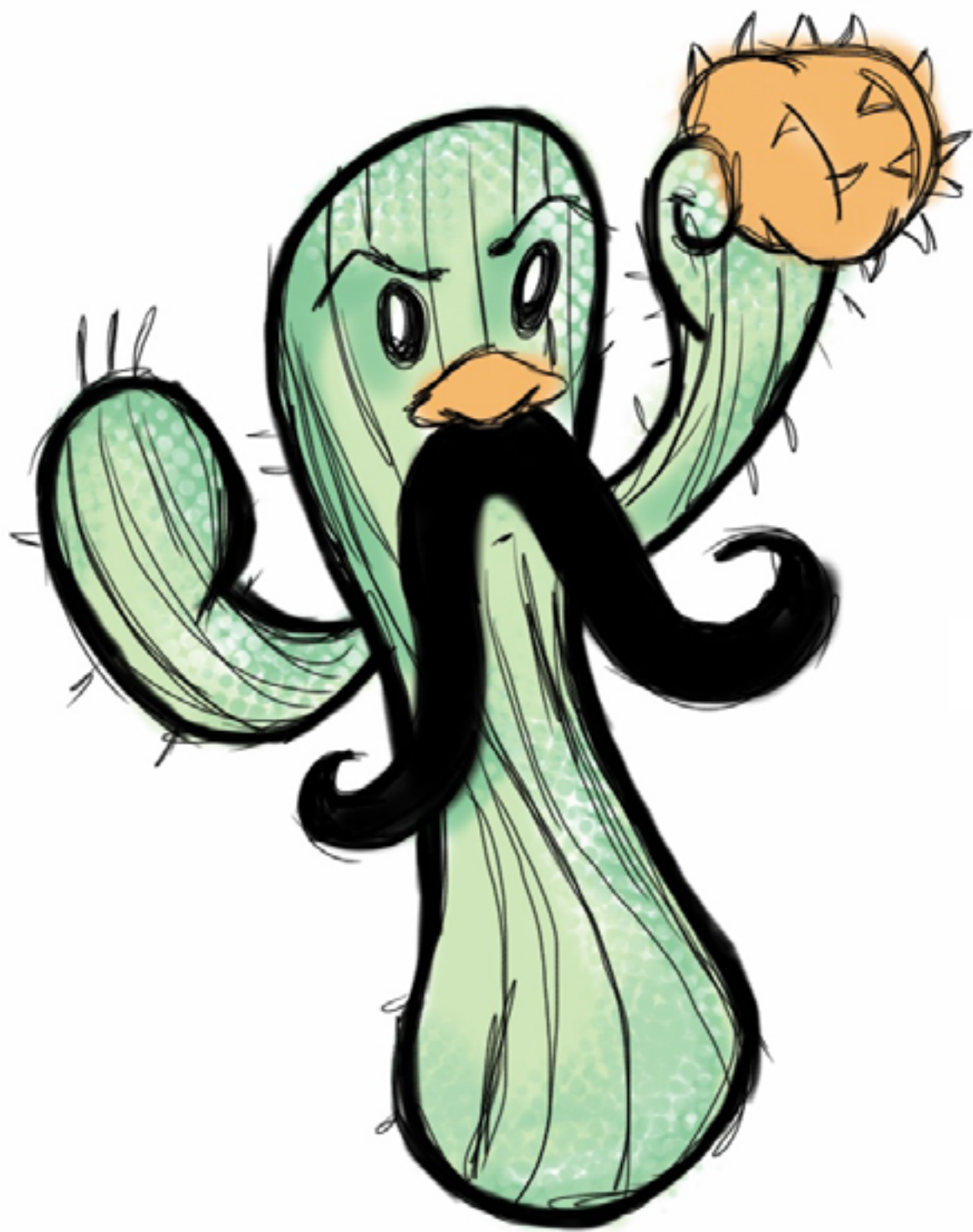
Space Kernel, Bandit Kernel and Townsburgville City concepts by **Ginseng**.
Kernel shoe study by **Matthew Physico Robinson**.

BONUS ART!



Boll Weevil Dimitri and ***ManDimitri*** concepts (Matthew Physico Robinson), ***Dimitri flea face concept*** (Ginseng), ***Dimitri 2004*** (T. Wolski) and ***Mega-Lord Dimitri / Depot*** (Shades).

BONUS ART!



Hector (original concept) and *Hector II* sketch (by **Shades**).

BONUS ART!



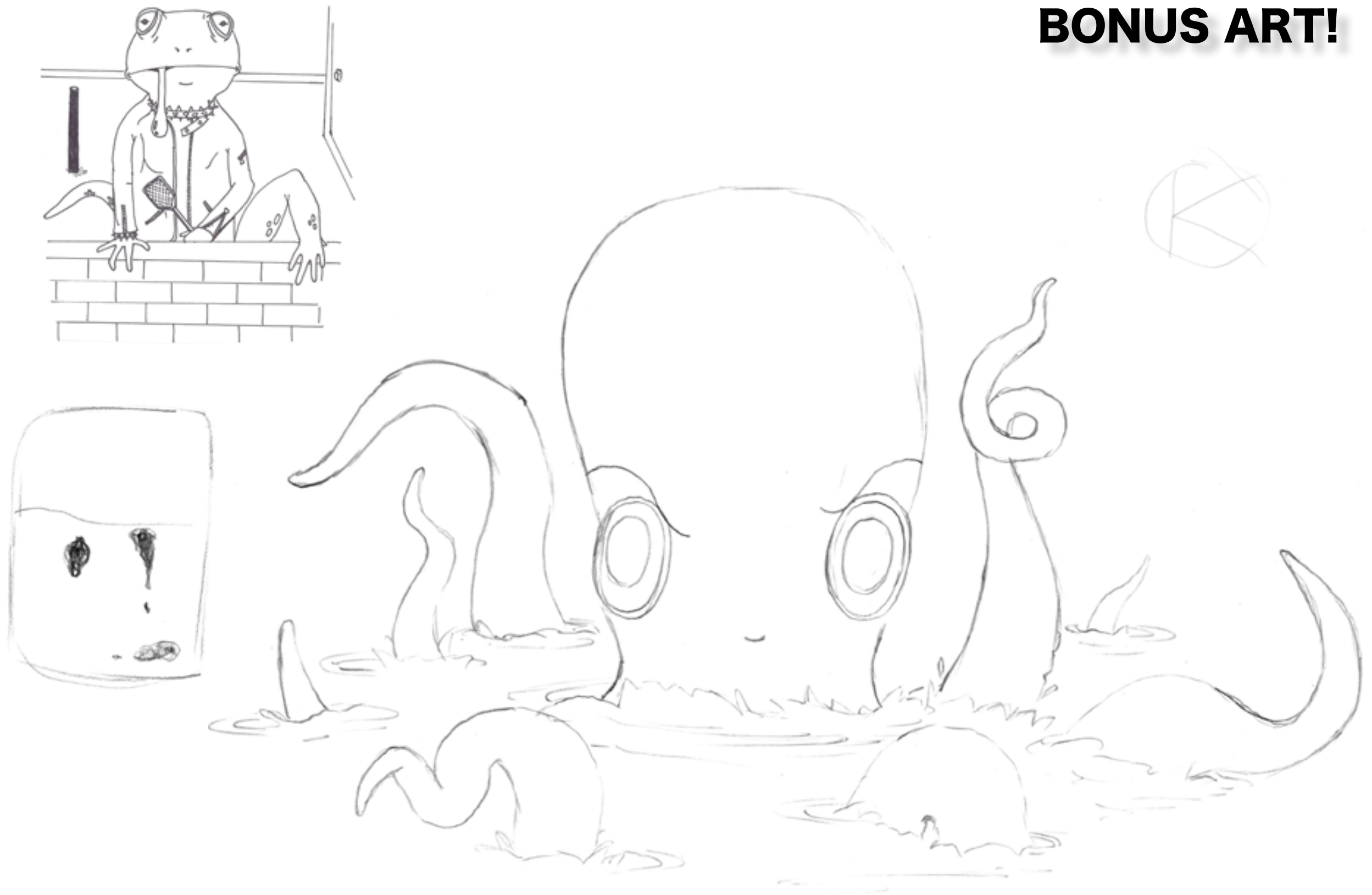
Asha Torsey concepts by **Matthew Physico Robinson**. The character was originally scripted and drawn as a Welsh Corgi named “Ashlo” (*right*).

BONUS ART!



Admiral Rubonov sketches by **Matthew Physico Robinson** and **Shades**.

BONUS ART!



Griiko, *Jar* and *Kentacle* concepts by Matthew Physico Robinson.

BONUS ART!



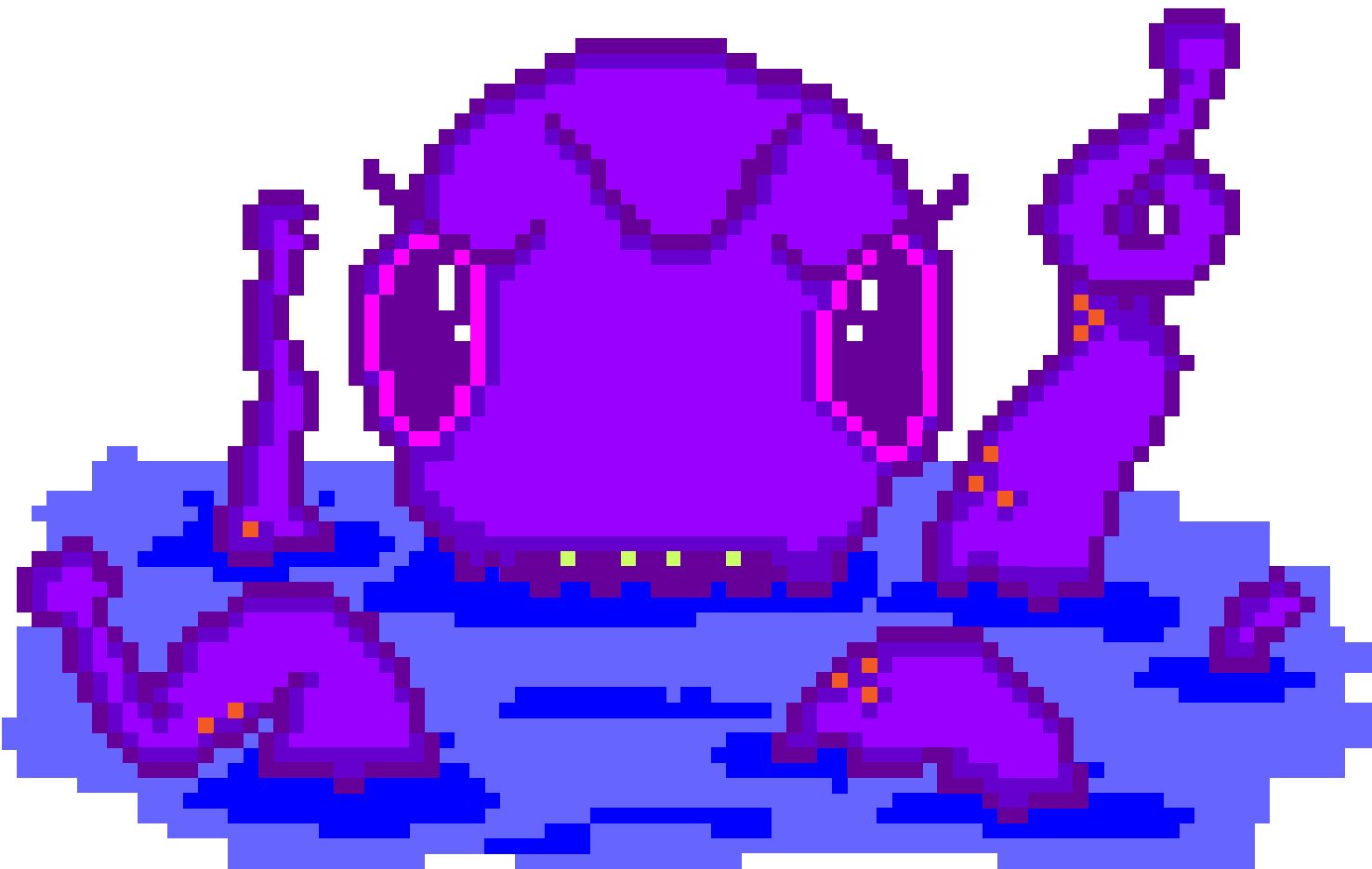
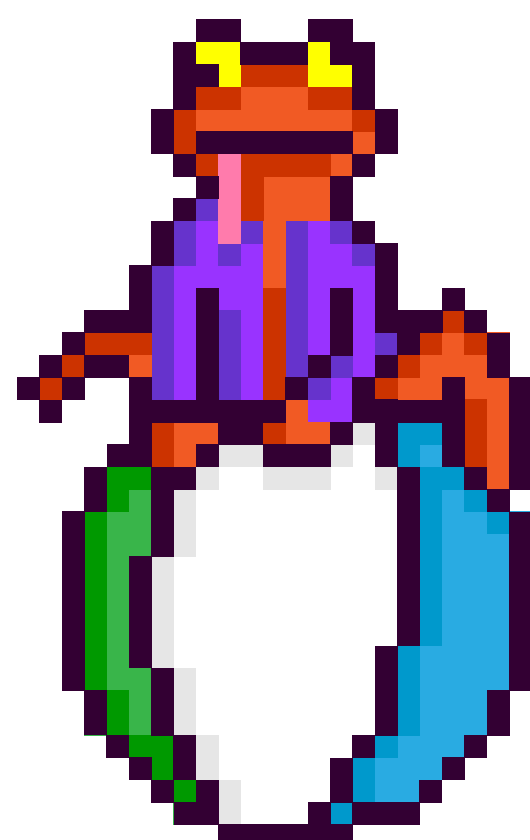
Drinking Dog, SuperTank Menu and "Watch This" Cat by [?????].

BONUS ART!

THE [8-BIT] ADVENTURES OF A BLUE F!#?@! CHICKEN

Original *Essay Title Page* concept by PingPing.

BONUS ART!



Select *Kernel 2 Sprites* by PingPing.

BONUS PICS!



"Stay Young." - Bokuzen "BOKU" Wakahisa

BONUS PICS!



Physico's world!

BONUS PICS!



Album title test (Shades); Original story notes (Ginseng); Alternate television photo (Aaron M. Jones)





OTTO VECTOR: Renee' Miller; Mike Glaser; Andrew Lemanek; William Daviddi; Dan Lee

PRODUCTION CREDITS

AUDIOQUIRKS & OTTO VECTOR Present: **Kernel 2: Dimitri's Revenge (OST)**

Director of Production: Andrew Modok Lemanek

AUDIO

Audio Supervision / Notation: Mike Glaser; Number Twelve (or Thirteen); • QC Director: Peter Bacon

ART

Art Director: Modok • Layouts: Toshiaki "TOFU" Shimura • Band Photography: Aaron M. Jones • Robo-Flea Trainer: Tony Wolski • Pixel Art: PingPing • Artists and Archive Materials Photography: The Diabolical Hemorrhoid Factory •

Cover Art / Aerosol Tech: Antonio "Shades" Agee [www.shadesdet.com]

Interior Illustrator: Matthew Physico Robinson [www.physicoscomics.com]

LITERATURE

Editorial Director: Mr. Ginseng • Staff Writers: Barry Manswig; Dan Manhöll; Anthony Manza • Lyricist: Madame Vector • Contributing Essayist: Beverly Tangerine

MISCELLANEOUS

Research Director: Reverend Rufus • Archivist: Ron-Tel 12 • Digital Signal Processing Master / Catering: Takanori "Tak" Watanabe • Furniture Restoration: William Daviddi; Sherman Bird • Brewmaster: Daniel Lee / CTRL-ALT-DEL Brewery

All songs written, produced and performed by Otto Vector [M. Glaser, A. Lemanek, R. Miller, W. Daviddi, D. Lee]. Published by WHERE DO THESE STAIRS GO (ASCAP). FBI Anti-Piracy Warning: Unauthorized copying is punishable under federal law.

SPECIAL THANKS: Makoto Yoshida; The Bokuzen Wakahisa Estate; Matthew Physico Robinson; Antonio "Shades" Agee; Yuuya Masada / PPD Netlabel; Aaron M. Jones; Takanori Watanabe; Beverly Tangerine; Piko Piko Detroit; Tony Wolski; Toby Tamogatchi; Dave Karras; Ryan O'Hara / Sphinx Technology Solutions; Chuck Alkazian; Kernel the Blue F#cking Chicken

カーネル2

ディストリの復讐

WWW.OTTOVECTOR.COM

©2013 by OTTO VECTOR / AUDIOQUIRKS, L.L.C. All rights reserved.

PRINTED IN DETROIT, MI