

Chapter 1 : V-1 flying bomb - Wikipedia

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Bees in a Box Buzz Bombs: Bees in a Box Buzz Bombs About a decade ago, scientists at a national laboratory, in partnership with the University of Montana, were working on a project to "re-train" bees to respond to the chemical signature of chemical and biological weapons. These were the days between the first War in the Persian Gulf and our current battles against terrorism. Suspecting that Hussein had his chemical and biological weapons in underground bunkers to avoid detection by inspectors, the idea was to send a swarm of specially trained bees to locate the sites. In an outgrowth of this earlier research University of Montana researchers demonstrated the use of insects to detect pollution and land mines. A related program, funded by the Defense Advanced Research Projects Agency DARPA, demonstrated that bees were trained in less than two hours using sugar-water rewards to condition a hive of honeybees to eschew flowers and instead hunt for 2,4-dinitrotoluene, or DNT, a residue in TNT and other explosives, in concentrations as tiny as a few thousandths of a part per trillion. In tests of 12 trained bee colonies in at the Southwest Research Institute in San Antonio, one to two bees an hour were seen flying around uncontaminated controls, while "we were getting 1, bees an hour on the targets," said Philip J. Rodacy, a chemist in the explosives technology group at Sandia National Laboratories in Albuquerque. Sandia, the Southwest institute and the University of Montana are among many institutions contributing to the research. It is now coming to light that Los Alamos National Laboratory using previous research performed by UK-based company called Inscentinel have transformed regular honey bees into bomb detectors. Apparently when the bees come into contact with explosives, their feeding tubs proboscises extend. The bees were re-trained as part of a program called the Stealthy Insect Sensor Project during which they received sugar water when they were exposed to dynamite, C-4, and the Howitzer propellant grains used in IEDs in Iraq. The training takes no more than ten minutes. If explosives are present, the bees will simultaneously extend their proboscises, and a video camera will detect the movement and sound an alarm. Whether the use of these bee boxes is practical or not is still a question. More about the Stealthy Insect Sensor Project can be found in Sniffer bees set to snare suicide bombers There are a number of similar programs being pursued using insects. It is also now being considered to use swarms of bees to detect and identify Improvised Explosive Devices IEDs which present a critical vulnerability for American military troops abroad and is an emerging danger for civilians worldwide. IEDs kill or maim our troops in Iraq daily. The real problem is detecting them. Detecting IEDs can be particularly difficult because they can be hidden almost anywhere, and every pile of rubble or garbage is suspect, he explained, so the training focuses on situational awareness. So, the method of detecting the IEDs at roadside requires realtime detection capability. Trained bees might not be a bad idea. By Jay Fraser on February 15, at 7:

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If player has met Sun Bear before: Long time no see. Last time I visited, the bees really blew my mind! And in return I jazzed up the place with my awesome [Belt Bags]. You baldfooted folk at the mountain need to get with the times. Ability Tokens are created by many types of bees. Some bees make them all the time, some only make them while you gather pollen from flowers Collect 15 Ability Tokens. I think I saw one sitting on top of the Ticket Tent as I pulled in Save those up and trade them in for something cool. Red and Blue "Boost" Tokens increase the pollen you receive from colored flowers for 15 seconds. Together, these tokens let you collect tons of pollen in no time. Collect 20 "Bomb" Tokens, 20 "Boost" Tokens, and pollen. Try searching for [Royal Jellies] around the map. You can also get them from Brown Bear near the Clover Field. Another way to get them is from promo codes Click on the cog icon and redeem the code "SunSample" to see what I mean. Believe me, shoe life is awesome. With shoes on your feet, you can run faster, jump higher And you even collect pollen just by walking through the flowers! Every once in a while, tokens will even pop out of the flowers around here. I want to see more of that! Collect Ability Tokens And 5 [Treat] Tokens But for a shoeless person like yourself, "Haste" Tokens are the way to go. My sunglasses block out glare and keep my vision sharp But your only hope is "Focus" Tokens. A Looker Bee will keep you focused and unlock the potential of critical hits! Use those tokens to take yourself to the next level. Collect 25 "Haste" and "Focus" Tokens each. Oh, and 25, Blue pollen. Just to mix things up. Psst, try using the promo code "hastehelper". And 25, Blue pollen. Boot Lootin I just came back from the desert. Flowers and fruits as far as the eye can see. You and your bees live in a land of plenty. Take some time to appreciate it. Go out there and take it all in. Collect 10 [Blueberry], [Strawberry], and [Treat] Tokens. And Ability Tokens to keep things exciting while I watch. Walking around in the grass all day barefooted, stepping on dirt and bugs. Haha, man it was awful. Collect 10 [Blueberry], [Strawberry], and [Treat] Tokens And Ability Tokens. Now these are yours: For now, go break those [Basic Boots] in. I swear I saw a huge plant sprout right in the middle of the Sunflower Field. After a while, it grew so large that it exploded or something, and scattered tokens everywhere! Go out there and collect 20 tokens from Whatever those things are. Oh, and "Boost" Tokens. Collect 20 Tokens from Sprouts, and "Boost" Tokens. So these things pop up in the middle of a field And they grow as you and your bees collect pollen from that field. Anyways, how you liking those [Basic Boots]? The speed boost you get from boots helps you keep up in collecting them all. It looks pretty cool, too. It shoots out a bunch of white beams, looks sort of like a spider web. Speaking of spiders, let me see your bees defeat some. Make that 4 Spiders. Actually, make that Four. Did you notice how it gave you bonus honey for every token it collects as well? Just a little tip. Ok, 3 more quests and will [sic] swap your boots out with something a little less basic. Good thing you guys finally have night at the mountain. At night, you can see Fireflies wander around in packs. Chase them down and you might find some [Moon Charm] Tokens. Oh, and light up the night sky with "Bomb" Tokens! Apparently they go crazy for them. I may be cool, calm and collected. Free honey out of nowhere? Some bees even produce Honey Tokens for you. Get out there and collect "Honey" Tokens! And Ability Tokens And defeat 8 Mantises, those things are cool And, hm what else. Did you get all that? Listen, being a beekeeper is complicated stuff. Collect "Honey" Tokens Ok, now that was neat. But for now, want some of these [Sunflower Seeds]? I could chew on these things all day. Battle For Boots This place is pretty deceptive. Looks all colorful and peaceful when you first get here But stick around and you realize things get a little crazy! I want you and your bees to show me some of the thrills I came to see. I mean really WOW me with some intense combat action! Collect "Focus" Tokens And defeat 4 Werewolves. But trust me, the boots are worth it. You can claim a free [Ant Pass] every 2 hours from the green machine behind the 20 Bee Gate. Only works if you have less than 10 passes already, though. What am I gonna do, take on hundreds of ants all by myself? You can use the code "ExtraPass" if you want one of mine. And defeated 4 Werewolves. All that

action really picked me up. I love it though. So here you are, some [Hiking Boots]!

, *From bees to buzz-bombs: Robert Raymond's boyhood-to-blitz memoirs* University of Queensland Press ; *International Specialized Book Services [distributor]* St Lucia, Queensland, Australia: Portland, Or.

Using Bees to Detect Bombs Honeybees might one day join the front line of national security. Highly reliable and precise, these next-wave detectors are cheap to produce and easy to train. Los Alamos scientists look to honeybees in their quest to build a better bomb detector. Entomologists have long known that honeybees can be trained to detect many scents, including the olfactory footprints of deadly explosives. This latest research reinforces those findings and suggests an approach that could prove useful for finding substances in populated areas. Timothy Haarmann, principal investigator of the Los Alamos project officially called the Stealthy Insect Sensor Project, says he and his colleagues trained bees to extend their proboscises—tubular organs used to suck the nectar from flowers—in the presence of explosives. When the proboscis is extended, the bee appears to be sticking out its tongue. By combining a target substance with sugar water and then presenting the compound to the bee, the researchers manipulate the insects into recognizing a distinct smell. By the end of the session, successfully trained bees extend their proboscises toward explosives. Bees trained at one concentration of vapor easily recognize lower doses. Chemist Robert Wingo, who works on the project, says that the bees proved to be more sensitive than many sophisticated man-made devices. Honeybees can also pick explosives out of more complicated bouquets—like the myriad scents that surround a typical human being. Unfortunately, a contained bee only lasts about two days. Like dogs, some of the insects are more successfully trained than others. He has trained bee colonies to detect explosives, meth labs, and dead bodies, but he uses a different approach. Bromenshenk works primarily with free-flying bees that are allowed to roam large, outdoor spaces. When the bees detect the target scent, they tend to slow down and circle the area. Using audio, video, and laser systems, Bromenshenk and colleagues can analyze the flight patterns of thousands of trained bees and produce a density map indicating the most likely locations of the target substance. With tens of thousands of bees searching, they can quickly canvass an area of a mile. He sees more potential in a biomimetic approach, in which researchers gain inspiration from nature to develop man-made systems. Moving from the laboratory to the real world can introduce complicated obstacles, he says. It gets much more difficult. He envisions remotely controlled robots in battlefields, capable of carrying a small army of honeybees to a suspected IED improvised explosive device or car bomb. If the bees stick out their tongue, a bomb is close by. No ad blockers needed.

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On 31 May, Rudolf Bree of the RLM commented that he saw no chance that the projectile could be deployed in combat conditions, as the proposed remote-control system was seen as a design weakness. Heinrich Koppenberg, the director of Argus, met with Ernst Udet on 6 January to try to convince him that the development should be continued, but Udet decided to cancel it. Despite this, Gossrau was convinced that the basic idea was sound and proceeded to simplify the design. As an aircraft engine manufacturer, Argus lacked the capability to produce a fuselage for the project and Koppenberg sought the assistance of Robert Lusser, chief designer and technical director at Heinkel. On 22 January, Lusser took up a position with the Fieseler aircraft company. A final proposal for the project was submitted to the Technical Office of the RLM on 5 June and the project was renamed Fi, as Fieseler was to be the chief contractor. By 30 August, Fieseler had completed the first fuselage, and the first flight of the Fi V7 took place on 10 December, when it was airdropped by a Fw 190. The simple, Argus-built pulsejet engine pulsed 50 times per second, [2] and the characteristic buzzing sound gave rise to the colloquial names "buzz bomb" or "doodlebug" a common name for a wide variety of flying insects. Three air nozzles in the front of the pulsejet were at the same time connected to an external high-pressure air source that was used to start the engine. Acetylene gas was typically used for starting the engine, and very often a panel of wood or similar material was held across the end of the tailpipe to prevent the fuel from diffusing and escaping before ignition. The V-1 was fuelled by 1600 litres US gallons of 75 octane gasoline. Rear view of V-1 in IWM Duxford showing launch ramp section The Argus As also known as a resonant jet could operate at zero airspeed because of the nature of its intake shutters and its acoustically tuned resonant combustion chamber. However, because of the low static thrust of the pulse jet engine and the very high stall speed of the small wings, the V-1 could not take off under its own power in a practically short distance, and thus needed to be ground-launched by aircraft catapult or air-launched from a modified bomber aircraft such as a Heinkel He 111. The unsuccessful prototype was a version of a Sprengboot, in which a boat loaded with explosives was steered towards a target ship and the pilot would leap out of the back at the last moment. The Tornado was assembled from surplus seaplane hulls connected in catamaran fashion with a small pilot cabin on the crossbeams. The Tornado prototype was a noisy underperformer and was abandoned in favour of more conventional piston engined craft. The engine made its first flight aboard a Gotha Go on 30 April. Operating power for the gyroscope platform and the flight-control actuators was provided by two large spherical compressed air tanks that also pressurized the fuel tank. With the counter determining how far the missile would fly, it was only necessary to launch the V-1 with the ramp pointing in the approximate direction, and the autopilot controlled the flight. There was a more sophisticated interaction between yaw, roll and other sensors: This interaction meant that rudder control was sufficient for steering and no banking mechanism was needed. An odometer driven by a vane anemometer on the nose determined when the target area had been reached, accurately enough for area bombing. Before launch, the counter was set to a value that would reach zero upon arrival at the target in the prevailing wind conditions. As the missile flew, the airflow turned the propeller, and every 30 rotations of the propeller counted down one number on the counter. Two spoilers on the elevator were released, the linkage between the elevator and servo was jammed and a guillotine device cut off the control hoses to the rudder servo, setting the rudder in neutral. These actions put the V-1 into a steep dive. The sudden silence after the buzzing alerted listeners of the impending impact. The fuel problem was quickly fixed, and when the last V-1s fell, the majority hit with power. Initially, V-1s landed within a circle 19 miles 31 kilometres in diameter, but by the end of the war, accuracy had been improved to about 7 miles, which was comparable to the V-2 rocket. Trialen fillings were identified by the warhead being painted red, although the assembled missiles were painted green or grey over this. Fuzing was by a triple fuze system. The main fuzes were an electrical impact fuze and a mechanical backup impact fuze. These were immediate action fuzes, the intention being to detonate the warhead on the first impact with the

surface, rather than allowing itself to become buried first. This was a major difference from the V-2, and a reason for the high lethality of the V. Although they did not demolish buildings or deep structures as effectively as the air-dropped bombs, or the deep-burying V-2, their blast effects were almost all released at the surface and caused many casualties. The electrical fuze, ZLPM 76, was mounted at the front, immediately behind the compass and the air speed propeller. It connected to a central exploder tube through the warhead, containing the gaine and boosters. Two transverse fuze pockets, in typical German fashion, were placed in the upper surface of the warhead for the secondary fuzes, also connecting to this same tube. To avoid the risk of this secret weapon being examined by the British, there was a third time delay fuze. This was too short to be any sort of booby trap, just to destroy the weapon if a soft landing had not triggered the impact fuzes. These fuzing systems were very reliable and there were almost no dud V-1s recovered. The original design for launch sites included a number of hangars or storage garages as well as preparation and command buildings, as well as the launch ramp, all of which were easily identifiable from aerial photographs resulting in bombing attacks on the sites. Launching needed a steam generator. A light design utilising a small 7. Eight civilians were killed in the blast. The first complete V-1 airframe was delivered on 30 August , [10] and after the first complete As. Erich Heinemann was responsible for the operational use of V. Overall, only about 25 per cent of the V-1s hit their targets, the majority being lost because of a combination of defensive measures, mechanical unreliability or guidance errors. With the capture or destruction of the launch facilities used to attack England, the V-1s were employed in attacks against strategic points in Belgium, primarily the port of Antwerp. Launches against Britain were met by a variety of countermeasures, including barrage balloons and aircraft including the Hawker Tempest and Gloster Meteor. These measures were so successful that by August about 80 per cent of V-1s were being destroyed [23] the Meteors, although fast enough to catch the V-1s, suffered frequent cannon failures, and accounted for only However, repeated failures of a barometric fuel-pressure regulator led to it being changed in May , halving the operational height, thereby bringing V-1s into range of the Bofors guns commonly used by Allied AA units. This version could carry FZG 76 V1 flying bombs, but only a few aircraft were produced in Some were used by bomb wing KG 3. The trial versions of the V-1 were air-launched. Apart from the obvious motive of permitting the bombardment campaign to continue after static ground sites on the French coast were lost, air-launching gave the Luftwaffe the opportunity to outflank the increasingly effective ground and air defences put up by the British against the missile. To minimise the associated risks primarily radar detection , the aircrews developed a tactic called "lo-hi-lo": When the launch point was neared, the bombers would swiftly ascend, fire their V-1s, and then rapidly descend again to the previous "wave-top" level for the return flight. Research after the war estimated a 40 per cent failure rate of air-launched V-1s, and the He s used in this role were vulnerable to night-fighter attack, as the launch lit up the area around the aircraft for several seconds. The combat potential of air-launched V-1s dwindled as progressed at about the same rate as that of the ground-launched missiles, as the British gradually took the measure of the weapon and developed increasingly effective defence tactics. V-1 Fieseler Fi in flight Late in the war, several air-launched piloted V-1s, known as Reichenbergs , were built, but these were never used in combat. Hanna Reitsch made some flights in the modified V-1 Fieseler Reichenberg when she was asked to find out why test pilots were unable to land it and had died as a result. She discovered, after simulated landing attempts at high altitude where there was air space to recover, that the craft had an extremely high stall speed and the previous pilots with little high-speed experience had attempted their approaches much too slowly. Her recommendation of much higher landing speeds was then introduced in training new Reichenberg volunteer pilots. The Reichenbergs were air-launched rather than fired from a catapult ramp as erroneously portrayed in the film Operation Crossbow. A somewhat less ambitious project undertaken was the adaptation of the missile as a "flying fuel tank" Deichselschlepp for the Messerschmitt Me jet fighter, which was initially test-towed behind an He A Greif bomber. The pulsejet, internal systems and warhead of the missile were removed, leaving only the wings and basic fuselage, now containing a single large fuel tank. A small cylindrical module, similar in shape to a finless dart, was placed atop the vertical stabilizer at the rear of the tank, acting as a centre of gravity balance and attachment point for a variety of equipment sets. A rigid tow-bar with a pitch pivot at the forward end connected the flying tank to the Me The operational procedure for this unusual

configuration saw the tank resting on a wheeled trolley for take-off. A number of test flights were conducted in with this set-up, but inflight "porpoising" of the tank, with the instability transferred to the fighter, meant the system was too unreliable to be used. An identical utilisation of the V-1 flying tank for the Ar bomber was also investigated, with the same conclusions reached. Some of the "flying fuel tanks" used in trials utilised a cumbersome fixed and spatted undercarriage arrangement, which along with being pointless merely increased the drag and stability problems already inherent in the design. The progressive loss of French launch sites as proceeded and the area of territory under German control shrank meant that soon the V-1 would lack the range to hit targets in England. Thus the F-1 version developed. Additionally, the nose-cones and wings of the F-1 models were made of wood, affording a considerable weight saving. With these modifications, the V-1 could be fired at London and nearby urban centres from prospective ground sites in the Netherlands. Frantic efforts were made to construct a sufficient number of F-1s in order to allow a large-scale bombardment campaign to coincide with the Ardennes Offensive, but numerous factors bombing of the factories producing the missiles, shortages of steel and rail transport, the chaotic tactical situation Germany was facing at this point in the war, etc. Beginning on 2 March, slightly more than three weeks before the V-1 campaign finally ended, several hundred F-1s were launched at Britain from Dutch sites under Operation "Zeppelin". Almost 30, V-1s were made; by March, they were each produced in hours including for the autopilot, at a cost of just 4 per cent of a V-2, [1] which delivered a comparable payload. Approximately 10, were fired at England; 2, reached London, killing about 6, people and injuring 17, Antwerp, Belgium was hit by 2, V-1s from October to March. However, they later considered other types of engine, and by the time German scientists had achieved the needed accuracy to deploy the V-1 as a weapon, British intelligence had a very accurate assessment of it. In September, a new linear defence line was formed on the coast of East Anglia, and finally in December there was a further layout along the Lincolnshire – Yorkshire coast. On the first night of sustained bombardment, the anti-aircraft crews around Croydon were jubilant – suddenly they were downing unprecedented numbers of German bombers; most of their targets burst into flames and fell when their engines cut out. There was great disappointment when the truth was announced. Anti-aircraft gunners soon found that such small fast-moving targets were, in fact, very difficult to hit. The altitude and speed were more than the rate of traverse of the standard British QF 3. The static version of the QF 3. The cost and delay of installing new permanent platforms for the guns was fortunately found to be unnecessary - a temporary platform built devised by the REME and made from railway sleepers and rails was found to be adequate for the static guns, making them considerably easier to re-deploy as the V-1 threat changed. In, Bell Labs started delivery of an anti-aircraft predictor fire-control system based on an analogue computer, just in time for the Allied invasion of Europe. These electronic aids arrived in quantity from June, just as the guns reached their firing positions on the coast. Seventeen per cent of all flying bombs entering the coastal "gun belt" were destroyed by guns in their first week on the coast. This rose to 60 per cent by 23 August and 74 per cent in the last week of the month, when on one day 82 per cent were shot down. The rate improved from one V-1 destroyed for every 2, shells fired initially, to one for every. This still did not end the threat, and V-1 attacks continued until all launch sites were captured by ground forces. Observers at the coast post of Dymchurch identified the very first of these weapons and within seconds of their report the anti-aircraft defences were in action. This new weapon gave the ROC much additional work both at posts and operations rooms. The critics who had said that the Corps would be unable to handle the fast-flying jet aircraft were answered when these aircraft on their first operation were actually controlled entirely by using ROC information both on the coast and at inland.

Chapter 5 : From Bees To Buzz-Bombs - Berry Books

Tungsten Bees from Bottelsen. Buzz Bombs! California Lead Warning: California health & safety code Â§ and proposition 65 are laws that were passed in the state of California, in an effort to provide a safer environment.

When you see salmon jumping, tie on a Buzz Bomb! Source The Buzz Bomb The Buzz Bomb is a 3-dimensional diamond-shaped jig with a hole running the length of the body, which allows it to slide freely up and down the line. The shape of the lure causes it to spin and dart as it sinks in the water column, sending out vibrations which mimic a wounded baitfish, and trigger strikes from predatory fish. The claim on the box, "Catches All Fish," is a bit of a stretch in my opinion, as there are numerous fish that would likely never hit such a lure, but for certain types of fishing and fish species, this lure is a must-have. The Buzz Bomb has been catching fish for many years. It is a simple design, needing little additional tackle to be fished effectively. While the instructions on the box do a mediocre job of explaining effective use, I plan on providing you with a few tricks to further increase your fishing effectiveness with Buzz Bombs. When you open the box, you will find the components: In general, this is all that is needed to get you fishing; however some simple changes can be made to increase effectiveness. Rigging the Buzz Bomb: Since the Buzz Bomb will spin freely on the fishing line, there is no need for a swivel or leader when rigging a Buzz Bomb. The only exceptions being if you are using braided line, a monofilament leader would be highly recommended. This monofilament leader can be tied directly to your braided main line with a Double-Uni Knot. Allow about 3 feet of leader. Run your mono main line directly through the body of the Buzz Bomb. It is very important that you check the lure to make sure the Buzz Bomb is oriented the proper way! Printed on the lure are arrows telling which end of the lure should be on the hook side of your rig. Next, thread your line through the rubber bumper. Many people accidentally discard these as trash, however they serve the very important purpose of protecting your knot while fishing. Finally, tie on the treble hook with whatever knot you prefer, my personal preference here would be a Uni Knot. How to Rig a Buzz Bomb If you want to prevent the Buzz Bomb from sliding too far away from the hook, a swivel and second bead can be tied 16 - 20" above your hook, with the Buzz Bomb sliding in between. Catch More Fish on Buzz Bombs With These Modifications While the basic rig will catch fish, a few small, simple, and dirt cheap tricks can be used to further increase the number of fish you catch. A Bead One easy way to improve a Buzz Bombs efficiency is to thread a single bead on the line between the Buzz Bomb and the rubber bumper. As the lure falls, it is designed to spin. If you add a bead, the lure has a much lower-friction surface to spin against. Additionally, metal or glass beads can be selected to give a "click" every time the lure and bead strikes, or glow-in-the-dark beads can be selected to give the rig a little extra visibility. Experiment with different bead colors and combinations. The Hook The hook that is provided is good, but not great. Select a sharper, sturdier hook to increase hook-ups and get more fish into the boat. Also, if treble hooks are banned where you will be fishing, purchase new single-point hooks rather than clipping the given hook. Whatever you have in the tackle box, just to get your own scent off the rig. Remember, fishing scents generally degrade, and can go rancid with age, so make sure you have some fresh scent. Smelly Jelly is great!

Chapter 6 : Books by Robert Raymond (Author of Out of the Fiery Furnace)

, *From bees to buzz-bombs: Robert Raymond's boyhood-to-blitz memoirs* Seaview Press Henley Beach, S. Aust
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Share Almost all bees omit basic and brave have special abilities. These bees drop Ability Tokens which can be collected to activate these abilities. You can tell apart the two types of tokens by the fact that tokens dropped by bees give off gold sparkles, while tokens generated through other means do not sparkle. Other tokens can be dropped by active bees, where either collecting pollen or attacking a mob counts as "active". These amounts can not be increased by Luck. Not all Honey tokens are generated by bees: The larger the flower, the larger the amount of Honey, and Luck can increase the amount, too. Players who have discovered four legendary bee types can summon a whole shower of Honey tokens in a honeystorm. Honey Gift tokens dropped by bees give off gold sparkles, while honey tokens generated by other things do not sparkle. Sometimes 1 in 10 chance , a colored flower will generate a Boost Token see below instead of a Honey Token. Sometimes, if in the right field, a treat token will be generated. Very, very rarely 1 in chance , a Ticket Token may be generated instead of a Honey Token. There is also an unknown very low probability to get a Royal Jelly instead of a honey token. It will not collect Honey, Boost, or Ticket tokens generated by flowers or a honeystorm. Honey tokens take 10 seconds to fade away. Honey Gift tokens i. Treat Tokens Treat tokens sometimes appear while collecting pollen in a field. Each treat has its own token. They will pop up in the fields they belong in: In the corner of the Strawberry Field, there is a strawberry token that gives 3 strawberries. In the corner by the Pro Shop and the pineapple, there is a pineapple token that gives 5 pineapples. Somewhere in the maze in the Pro Shop, there is a sunflower seed token that gives you 10 sunflower seeds. Treat tokens take 20 seconds to fade away. Bomb A Bomb collects pollen from flowers in an area. Buzz bombs collect 5 pollen from all flowers. Blue and Red Bombs collect 8 pollen from matching-color flowers. Bombs can be combined to increase their power. Combining increases bomb power without regard to size or color; however, there must be flowers nearby that the bombs can work on. In other words, a red bomb can increase the power of a buzz bomb even in the Blue Flower Field , but not vice-versa. Red Bomb is granted by Rascal , Demon , and Shy bees. Blue Bomb is granted by Bumble and Frosty bees. Buzz Bomb is granted by Bomber , Commander , and Exhausted bees. All types of Bomb tokens take 5 seconds to fade away. The stacking time the amount of time a player has to collect another bomb token in order for its effects to be combined with the previous bomb is 4 seconds. Bomb tokens are only generated while collecting pollen. It only comes in red and blue varieties, so boosts are no help for collecting white pollen. Each color can stack up to 10 times. The boost applies to the flowers themselves, so it benefits both you and your bees. Red Boost is granted by Rad , Riley , and Shy bees. Sometimes, red and blue flowers will generate Boost tokens instead of Honey tokens. These tokens look almost identical to boost tokens generated by bees, except the latter have gold sparkles while the former do not. These boost tokens generated by flowers will not count for Ability Token quests and badges. Boost tokens take 5 seconds to fade away. The stacking time is the same as the effect duration, 15 seconds. Adding another token resets the timer to 15 seconds, i. Boost tokens are only generated while collecting pollen. It can be stacked up to 10 times. Haste does not affect the speed of bees, or of players using the Parachute or Glider. Haste is granted by Hasty , Shocked , Ninja , and Photon bees. Haste tokens take 5 seconds to fade away. The stacking time is the same as the effect duration, 20 seconds. Adding another token resets the timer to 20 seconds, i. Haste tokens can be generated anytime. This type of Haste also stacks with the normal Haste tokens produced by the bees and given by dispensers. Focus A Looker Bee dropping a Focus token. Focus is granted by Looker , Commander , and Music bees. Focus tokens take 5 seconds to fade away. Focus tokens can only be generated by active bees. Token Link Token Link collects all other ability tokens except for other Token Links and grants 25 honey and an additional 10 honey per level for each other token collected this way. Token Link will pick up Honey Gift tokens generated by Honey and Diamond Bees, and of course, boost tokens generated by any of the bees with that ability, but it will not pick up Honey, Ticket, Treat, or Boost tokens generated by flowers. For stacking purposes, note that the ability

tokens created first, get used first. Token Link tokens take 5 seconds to fade away. Token links can only be generated by active bees. It can be stacked up to 5 times. The token is granted by Rage Bee only while it is attacking. When collected, an angry war scream can be heard, which happens in increasing pitch with higher stacks of Rage. Rage tokens take 20 seconds to fade away. The stacking time is the same as the effect duration, 45 seconds. Adding another token resets the timer to 45 seconds, i. The doubled pollen applies to both you and your bees. Luck increases your chances of getting tickets from flowers and items from mobs. Baby Love tokens do not stack, though collecting another Baby Love token resets the timer to 30 seconds. The doubled pollen part does stack with the bear morph. The Baby Love token takes 10 seconds to fade away. It can be generated anytime. Critical Power increases the pollen and damage of critical hits. Melody does not stack: The Melody token takes 10 seconds to fade away. Melody is only generated by active bees. The transformation lasts 30 seconds. The effects also stack with other effects such as Baby Love, giving quadruple pollen instead of the usual double. The Bear Morph token takes 15 seconds to fade away. Beamstorm The Photon Bee gives a Beamstorm token that produces 20, and an additional three per level, beams of light. The beams of light collect double the pollen from all the flowers they hit. The Beamstorm token takes 10 seconds to fade away. It is only generated while collecting pollen. Going by the base numbers, this means that the Tabby Bee will collect 0. Tabby Love can be stacked to a total of The Tabby Love token takes 20 seconds to fade away. It is generated only when Tabby Bee is active. Scratch The Tabby Bee also gives a Scratch token that collects 16 pollen from 3 lines of 4 flowers. The pollen collected can be improved through collecting Tabby Love tokens, granting. The Scratch token takes 10 seconds to fade away. Flowers covered in Goo grant bonus Honey that increases with the size of the goo puddle. The Glob token takes 10 seconds to fade away. Flowers covered in Goo grant bonus Honey that increases with the size of the Goo puddle. The Gumdrop Barrage token takes 10 seconds to fade away. Blue Pulse The Cobalt Bee gives a Blue Pulse token that fires a blue beam that hops between blue bees, collecting pollen around them. The Blue Pulse Token takes 15 seconds to fade away.

Chapter 7 : How to Catch Fish With Buzz Bombs | SkyAboveUs

Like little buzz bombs, they go out and spread death to whiteflies. Here's how he tells it: "These are native bumblebees, Bombus impatiens. These are commercially produced.

It is a mass-produced, bee-based Badnik model created by Dr. Eggman. Buzz Bombers have several upgraded models based on them. Contents [show] Appearance The classic Buzz Bomber resembles a mechanical mud dauber with a black coloring around its spherical thorax. The stinger at the tip of its blue-striped abdomen is a rail detonator cannon, its primary weapon. Two mechanical devices resembling pale wings give it the ability to hover. Finally, the classic Buzz Bomber has a blue head with cartoony eyes, two mandibles and yellow antenna. In Sonic Generations , the Buzz Bomber models were more mechanically detailed, with four pink wings, cyan eyes, and a bendable bar between their thoraxes and abdomens. In Sonic Lost World and several subsequent games, the Buzz Bombers retained their softer appearance from earlier games. In Sonic Forces , the Buzz Bombers received a more modernized and militaristic design. However, their wings had become yellow, their abdomens had lost their stripes, and their thoraxes had become blue. They also had black heads with a single red eye each and small antenna. The Buzz Bombers first appeared as enemies in the original bit version of Sonic the Hedgehog. In the original bit version, Buzz Bombers fly alone or in a group from the side of the screen. When a Buzz Bomber targets an enemy, it will halt in mid-air, retract its stinger, and fire a rail detonator blast before flying away. The player has to avoid projectiles and use the Spin Jump to defeat them when the timing is right. Upon their defeat, they release an Animal. In the 8-bit version of the game with same name , the Buzz Bombers have the same attack pattern and are featured in Green Hill Zone and Bridge Zone. Sonic Chaos In Sonic Chaos , the Buzz Bombers were redesigned with plain stingers replacing their usual rail detonator projectiles. They fly around in the first two Zones , but are stationary in the latter Zone. Other sources simply refer to these enemies as "Buzzes", [5] presumably due to their lack of bombing capabilities. In gameplay, these enemies hover around and block pathways in The Showdown. They can be destroyed with one hit and, in the 8-bit versions of the game, destroying one of them rewards the player with 80 points. In Sonic Adventure 2 and Sonic Adventure 2: Battle , the Buzz Bombers made an appearance as enemies in the extra stage , Green Hill. The appearance of the Buzz Bombers is almost identical to their original appearance, but is more cubic. In gameplay, these Badniks mostly act like how they did in their first appearance. Upon their destruction, they will also release an Animal. In these games, they were given a more mechanical-looking design. In gameplay, Buzz Bombers, which are more uncommon than Buzzes, simply fly towards the player without launching any attack. Outside the main Acts, there are also giant purple, indestructible Buzz Bombers in the Knuckles: Horde of Enemies Challenge Act. A statue of the purple Buzz Bomber can also be unlocked in the Statue Room. In gameplay, these Badniks act much like their yellow variations did in Sonic Generations , namely by shooting energy projectiles from their stingers. However, they can easily be destroyed by jumping into them from below. In both the Wii U and Nintendo 3DS version of Sonic Lost World , only blue Buzz Bombers appeared, although in this game, they were given a more comical design reminiscent of their appearance in the original Sonic the Hedgehog. When that happened, a few of them got destroyed by Sonic. Like in earlier games, the Buzz Bombers release Animals when defeated. Sometimes, the Buzz Bombers also appears in chains with Spinners which the player can use to traverse the Zone. In Sonic Runners , the Buzz Bombers appear as enemies. In this game, they retained their design from Sonic Lost World. In gameplay, they do not fire projectiles. Instead, some of them fly around back and forth separately or in groups. Other simply hover in place. Buzz Bombers in Sonic Runners come in three types. Aside from the regular types, there are golden Buzz Bombers which give extra points each when destroyed, and black ones called Super Buzz Bombers which only Color Powers and power type characters can destroy. Also, any type of Buzz Bomber contain Animals inside them. In this game, they retain their design from Sonic Lost World. In gameplay, the Buzz Bombers slowly fly towards the player without attacking them. Also, upon their destruction, they release an Animal. In terms of design, they look exactly like they did in the original Sonic the Hedgehog. In these games, they only appear in Green Hill Zone. In gameplay, the Buzz Bombers behave

exactly like they did in their debut appearance, namely by flying in from the side of the screen either in groups or by themselves , during which they will stop in midair and shoot at the playable characters when they get them in their sight before resuming their flight. Upon their destruction, they will release an Animal. In gameplay, they act as stationary obstacles for the player to run into, perpetually floating in midair. However, they do not attack the player and can easily be destroyed using the Spin Jump. Upon their destruction, they grant the player five Rings. In this game, they were completely redesigned to have modernized, militaristic looks. In gameplay, the Buzz Bombers exhibit two distinct attack patterns. In some sections, they simply hover in midair, never moving from their spot. When they see the playable character however, they will start taking shots at them. In other sections, the Buzz Bombers will fly forward until they spot the playable character, upon which they will stop in midair to shoot at them, much like in the original Sonic the Hedgehog. During the boss battle with Zavok , yellow and orange versions of the Buzz Bombers appear. These enemies will appear around the boss area, where they will flying into the player. Upon colliding with something or getting hit by Zavok however, they will be destroyed. Powers and abilities With the aid of their small but effective wings and rockets, the Buzz Bombers are capable of flight. They are also equipped with stingers that can fire a rail detonator blast, which appears as a concentrated orb of laser energy, at their target.

Chapter 8 : Buzz Bomber | Sonic News Network | FANDOM powered by Wikia

Buzz Bomb+ is granted by Demo and Lion bees. All types of Bomb tokens take 5 seconds to fade away. The stacking time (the amount of time a player has to collect another bomb token in order for its effects to be combined with the previous bomb) is 4 seconds.

Chapter 9 : Tungsten Buzz Bombs Soft-Tip Darts

With the bees strapped into small tubes, scientists involved in the Stealthy Insect Sensor Project release the smell of chemical components used to make explosives like dynamite, C-4 and liquid bombs.