

The grid below shows the same area as the cloud cover grid from the first page. It is showing the radio wave frequencies in the area.

There are seven radio station squares hidden in the grid, and can be pinpointed based on who they are playing.

Clues to what you may hear:

-Cricket, Elephant, Imagine, Haze, Raunch, Scat, and Surfin'

	4	0	0	0	1	0	0	2	0	0	2	0	2
1	C	U	A	U	E	C	A	X	E	I	J	U	Y
2	Y	A	S	T	R	I	P	E	S	N	P	Y	T
0	E	P	I	H	I	N	K	I	O	S	A	B	N
0	P	H	E	E	J	O	H	N	G	W	L	H	E
1	W	U	T	U	R	D	N	G	O	A	T	O	U
1	X	I	R	D	N	E	H	L	Q	A	V	L	D
3	A	M	A	O	L	S	L	E	R	D	N	L	E
0	R	I	U	N	Z	A	S	T	E	R	N	Y	M
1	T	J	Q	E	C	L	E	P	T	A	N	D	H
0	R	S	U	B	E	A	C	H	E	W	B	D	U
0	E	C	O	R	R	A	B	P	I	O	J	U	I
1	W	Y	B	T	E	X	O	Y	P	H	Z	B	K
1	S	R	A	T	U	T	S	S	E	B	E	U	M

After locating the thunderstorms (from page 1) and the radio stations (this page), calculate how much each radio station signal will be affected by storms.

The radio stations have 4 diagonally facing 'sides'. Each side can become 'charged' if a storm is diagonally in line with that side. For each charged side, the station gains +1 signal.

