**ROM Check: A 40 Tossup Packet of Videogame History**

By Mike Bentley

December 23rd, 2017

**1. In an early ZX Spectrum title by Imagine Software set in this location, creatures called DK cause up to 32 different objects to change color from yellow to black. A very rare 2600 game set in this location only available via mail order is sort of a combination of *Breakout* and *Kaboom!* and had you playing as a green object that reminds me a lot of Kool Aid Man. Another game set it one of these locations is essentially a *Space Invaders* clone for the Atari 2600 by Activision with the twist of you shooting objects such as 🎮 cherries and hamburgers. The aforementioned Imagine title set in this place required you to keep the Decay Level low and saw you fighting increasing waves of bacteria. One game set in this location was unusually developed by (\*)** Johnson & Johnson to help sell a product you might use in this location in real life. For 10 points, name this environment where games such as *Plaque Attack* and *Tooth Protectors* were set.

ANSWER: your **mouth** [prompt on the human body; prompt on the face; prompt on the head]

**2. An isometric shooter for the Atari 7800 titled for one of these locations has you playing as a bird and collecting golden eggs. Levels such as "Best Original Score" and "Tricky Winds" are located in this type of world in *Rayman Legends*. You first meet Professor Kolorado outside one of these places in the original *Paper Mario*. A 16-bit shooter set in one of these environments has the player rescuing hostages from General 🎮 Kilbaba with an Apache helicopter. One of these environments is traversable after you get the Go-Goggles in (\*)** *Pokémon Ruby* and *Sapphire*. The courses in Hello Games' stunt motorcycle title *Joe Danger* are all set in this type of environment. Morton Koopa is the boss of a *Super Mario Bros. 3* world set in this type of environment which also features a level where you're attacking by an angry sun. For 10 points, name this type of videogame environment that often features quicksand and pyramids.

ANSWER: **desert** [or **Old West**; or **sandstorm**; or Ancient **Egyptian**]

**3. It's not *Defender*, *Turtles* or *Space Force*, but the sequel to this game was one of only four titles released for the Virtual Boy-esque Entex Adventure Vision console. Sidam's *Explorer* was a bootleg version of this game. Robert Mruczek has detailed how the Stern version of this game is pretty much impossible to set a score record on. It was only ported to the Vectrex and Tomy Tutor. Most versions of it ended with a *Star Wars*-style trench run preceding the destruction of the enemy base in the sixth level. A follow-up released three months after this game changed the vehicle to a helicopter, added harder levels, and was titled 🎮 *Super Cobra*. A frequent enemy in this game is rockets blasting off from the ground. Konami sometimes classifies this game as the first entry in the later (\*)** *Gradius* series. For 10 points, name this first-ever side-scrolling shooter.

ANSWER: ***Scramble*** [or ***Astro Command***]

**4. A version of *Space Invaders* for this system gave users the ability to choose a higher resolution mode. Factor 5 was one of the few developers to take advantage of the enhanced sound possible on this device with *Animaniacs*. Intelligent Systems manufactured a version of this device which worked with other systems that had 🎮 "Wide" in its name. QVC supposedly sold the second version of this device, otherwise thought to be Japanese only, that fixed the clock speed issues and added multiplayer support. The Graffiti mode in this system's OS supported the Mouse accessory. A code with this device would unlock options themed around the (\*)** Play It Loud line when playing *Mario's Picross*. Pre-created palettes for this device were available when playing games such as *Metroid II*. For 10 points, name this accessory for the Super Nintendo that let you play titles such as *Super* *Mario Land* and *Pokémon Red*.

ANSWER: **Super Gameboy** [do NOT accept or prompt on "Gameboy" or "Super Nintendo"]

**5. You control a train in a ZX Spectrum clone of this game titled *Casey Jones*. The song in this game is apparently based on James Brown's "Soulful Christmas". *Kung-Fu Master* designer Takashi Nishiyama created this game. A Game Boy Color version of this game was included on the same cartridge as *Spy Hunter*. Unusually for a game released in 1982, it allows you to keep your score on continuing. It's not 🎮 *Jungle Hunt*, but this arcade title invented parallax scrolling. I cloned this game in the bonus level in *Hover Tanx*. Players advance through (\*)** alphabet checkpoints in its five stages. Your vehicle fires both horizontally and vertically, and a frequent target are rocks that block your path. You play as a police officer in Sector Nine of Luna City. For 10 points, name this Irem arcade game where you navigate your buggy along the title satellite.

ANSWER: ***Moon Patrol***

**6. One videogame version of this sport featured real characters alongside fictional ones like "quick mover" Masyouki Inoue. The only home port of the arcade title *Capcom Sports Club* was a Japanese-only online Dreamcast game in this sport. According to the wishlist of an FAQ I wrote for a GameBoy Color game about this sport, it would have been neat if an "expanded café feature" let your "character be either skinny or fat". That same game in this sport included minigames such as 🎮 Fruit Fantasy where you need to try to hit melons while playing as Yoshi and had you taking on class champs in the (\*)** RPG mode. The coolest use of a VMU ever was a wireframe recreation of the on-screen action in a Dreamcast sequel to a game where you played the Sega Grand Match in Los Angeles on Carpet. A Sega series on this sport is known in Japan as *Power Smash*. For 10 points, name this sport where you might play as Tim Henman or Venus Williams.

ANSWER: **tennis**

**7. Some of the best ports for this system were developed by female developer Jennell Jaquays. It was the most successful console for the company behind the Holly Hobbie oven and the Telstar systems. One expansion for this system included a free copy of *Slither* and effectively turned the system into an 🎮 ADAM computer. In 2015, there was an aborted attempt to revive this system with a device called the Chameleon. A racing wheel controller for it was bundled with a port of *Turbo*. The standout title for this system was secured when Eric Bromley persuaded Hiroshi (\*)** Yamauchi to agree to accept a $2 royalty for each system sold. It was co-branded with CBS. The company behind this console was originally in the leather business. The Expansion Module 1 for this console let it play rival Atari 2600 games. For 10 points, name this early '80s videogame console noted for its arcade ports such as *Donkey Kong*.

ANSWER: **ColecoVision**

**8. A dud of the 1981 New York Toy Fair was the Atari Cosmos, whose big gimmick was this technology. It's not Laserdiscs, but a pared down fighting game that makes use of this technology lets you select from the Ryu-like Dave. It's not still not Laserdsics, but this technology powered a game set on a black playing field empty except for the 🎮 polygonal shapes in the background; that game, whose cabinet sort of looks like a washing machine, has you trying to rescue Princess Kyi-La from Vulcor across eras such as the Middle Ages. Sega's (\*)** *Time Traveler* arcade game used a CRT monitor and a curved mirror to achieve this effect. More recently, the Voxiebox has been used to create a chess game with this technology, inspired by a scene on the Millennium Falcon that gave us the line "let the Wookie win". For 10 points, name this technology which also powers a "deck" in the *Star Trek* universe.

ANSWER: **hologram**s [or **holography**]

**9. The Amiga title *Super Foul Egg* was a clone of this series. The only non-MSX2 release of the first game in this series was a Famicom Disk included with the October 1991 issue of *Famimaga*. The first English version of this game, *Puzlow Kids*, can be played when a Japanese cartridge is plugged into a Western Game Gear. The Bug Drop minigame in *Timon & Pumbaa's Jungle Games* was essentially this game, as was 🎮 *Kirby's Avalanche*. The first few games in this series had six colors rather than three. Western audiences first encountered this series with Sonic characters as (\*)** *Dr Robotnik's Mean Bean Machine*. *Tetris* creator Alexey Pajitnov endorsed a Windows version of this game called Qwiks, and a recent title has combined this game with *Tetris*. For 10 points, name this series of tile matching games where you clear the title creatures by aligning four or more of the same color, causing them to "pop".

ANSWER: ***Puyo Puyo*** [or ***Puyo Pop***]

**10. Ex-Marine Jeff Buchanan and all other artists working on this series were required to take martial arts training to make more realistic animations. *Eternal Champions 3* was cancelled because the team did too good of a job on the 32X port of the first entry in this series. The first game in this series was the first arcade cabinet included in the Smithsonian's permanent collection. One character in this series hopes to win enough money to defeat his arch enemy, the 🎮 Satan Shark. Another is participating to solve the mystery of his car crash in the 1990 iteration of the Indy 500. The third entry in this series added an evasion button, but the first entries took place on a 2D plane for simplicity. (\*)** *Shenmue* started out as a game in the world of this series. Sudden Death bouts in this game feature lots of Ring Outs. This series features characters such as Jeffry McWild and Jacky Bryant. For 10 points, name this Sega fighting series, a pioneer of 3D graphics in the genre.

ANSWER: ***Virtua Fighter***

**11. Levels such as "A Musical Trek", "Para Beetle Challenge" and "Piped Full of Plants" were only accessible through the use of these things in a 2003 port. Some of these objects from series such as *Dino Crisis* and 🎮 *Samurai Showdown* were added to a Japanese-only sequel to one of the best titles for the Neo-Geo Pocket Color that focused on battles between SNK and Capcom. Long before it got into the videogame market, Nintendo manufactured a type of these things called (\*)** Hanafuda. Several of these things were necessary in order to load e-Reader games for the Game Boy Advance. For 10 points, name these types of objects with which players do battle in Blizzard's *Hearthstone* and virtual versions of *Magic: The Gathering*.

ANSWER: **card**s [or playing **card**s; or e-Reader **card**s]

**12. Because one game in this franchise shipped on time, its developer was able to get support from Genyo Takeda to restore a rare *Sky Skipper* arcade cabinet he found in the Nintendo of America building. The first entry in this series was adapted from a plan to update *Rescue On Fractalus* to 3D. The Great Recession caused a trilogy collection of this series for the Wii to be cancelled. Its third entry added a co-op mode, but only for 🎮 remakes of levels from the second entry. The first entry in this series contained a hidden ship that stayed secret until the release of the movie the ship came from, and, due to a programming error had to come with the (\*)** Expansion Pack. These games were developed by Factor 5 and were originally only going to be in the extended universe. They followed *Shadows of the Empire* on the N64. For 10 points, name *Star Wars* games for the N64 and GameCube, not to be confused with *X-Wing*.

ANSWER: *Star Wars:* ***Rogue Squadron***

**13. In a DOS and Amiga game of this type by Distinctive Software, the protagonist operates a conveyer belt at a toy factory and does some shopping at a supermarket while getting ready for Mickey Mouse's Big Surprise Party. The player raises a "?" block to the blue girders to cause a bird to fly by in one of the three modes in an NES game of this type; other modes in that game involve two players 🎮 climbing vines. Later entries in a series of games of this type saw the player stepping in for 6th millennium people whose brains had been rotted by computers. The only (\*)** Education Series game in the US to be released for the NES was a game of this type starring Donkey Kong Jr. There were x20 and x100 mini-games of this type in a DS game developed with Dr. Kawashima. The *Secret of the Lost City* was a "Blaster" game of this type. For 10 points, name these type of educational games which teach skills such as division and subtraction.

ANSWER: **math** games [or **number** games; prompt on educational games; prompt on brain training games]

14. **A Russian ZX Spectrum game with the amazing title of *Pussy: Love Story from [This Thing]* was basically a clone of the Game Gear game *Magical Puzzle Popils* and featured *Dragonball Z* sprites for some reason. An adventure game titled for this thing used the same engine as *Dust: A Tale of the Wired West* and gives the player the possibility of rescuing *The Courtyard of the Old Residency in Munich*, a painting that secures Adolf Hitler's artistic reputation. The aforementioned adventure game titled for this thing is subtitled 🎮 *Adventure Out of Time* and has you playing as Frank Carlson, who travels back in time from the London Blitz to prevent World War I. Players may be on the sister of this thing in *999: Nine Hours, Nine Persons, Nine Doors*. An educational CD-ROM title from 1998 has you exploring the *Isis*, the (\*)** *Bismark* and then this thing from your submarine. For 10 points, name this ship which hit an ice burg on its maiden voyage.

ANSWER: RMS ***Titanic***

**15. Richey Knucklez got divorced in part because he spent too much time organizing a 2011 competition to have people challenge this record live. One can find rage compilations of Brian Allen while streaming his attempts to break this record. A young Steve Sanders 🎮 lied about having attained this feat for a famous *Life* magazine spread. Tim Sczerby is one of the lesser-known people to hold this record. In 2016, Wes Copeland broke this record with a score of (\*)** 1,218,000 before hitting the kill screen. Steve Weibe is the hero of a film centering on this record which gives the villain edit to *Pac-Man* perfect game player Billy Mitchell. For 10 points, name this videogame record, the subject of the documentary *The King of Kong*.

ANSWER: world record high **score** in ***Donkey Kong***

**16. One of the best games originally available through this service begins with a lonely cubicle worker with an apple for his head deciding to go on an adventure; that platformer is titled *Apple Jack 2*. One of the most successful titles on this service had a background song sung by James Silva which was later available in *Rock Band*. Its** 🎮 **"Winter Uprising" featured the title *Rickenbacker vs. the Aliens*. One of the more prolific developers on this service, Zeboyd Games, created a title with characters such as Lita the Vampire Techie that satirized JRPGs. That same developer of *Breath of Death VII* used his success on this platform to graduate to a similar, but more popular platform with Episodes 3 and 4 of the *Penny Arcade Adventures*. The XNA title *I (\*)*** *Made a Game with Zombies in It!* was released on this platform. For 10 points, name this service which allowed small developers to distribute titles on Microsoft's second console.

ANSWER: **Xbox** Live **Indie** Games [or **XBLIG**; or **Xbox** 360 **Indie** Games; or **Xbox** Live **Community** Games; or **XBLCG**; prompt on Xbox Live; prompt on Xbox Live Arcade]

**17. A sequence in one of this man's games has you going from window to window at a bank only to face signs such as "NEXT WINDOW PLEASE" or "THIS WINDOW FOR DEPOSITS ONLY". In that same game, the player dies from an 🎮 aneurysm if his blood pressure gets over a certain level. If you bought the physical version of that game by this man, you'd get feelies such as an ad for *Popular Paranoia* magazine. The player tries to change his address in this man's game, *Bureaucracy*. The BBC created an HTML interface for a 30th anniversary update to a game he made with Steve Meretzky where early on you have to solve a really difficult (\*)** translation puzzle by performing actions such as "take off gown then hang gown on hook". That puzzle involved one of his creations, the Babel Fish. For 10 points, name this author who provided the text for the Infocom version of his novel, *The Hitchhiker's Guide to the Galaxy*.

ANSWER: Douglas **Adams**

**18. The game *Pandemonium* was released for multiple platforms because it couldn't secure the exclusivity deal instead given to the first game in this series. Publishing rights for the first game in this series were secured when, by chance, the developer had a booth at CES next to Universal Interactive Studios, who were demoing *Jurassic Park: Interactive*. A Hudson RPG prevented the protagonist of this series being named 🎮 Willie. The hero of this series has a sister who often totes around a purple laptop. A recurring boss in this series is the ironically named Tiny Tiger. The protagonist of this series has a cameo trapped under some ice in *The Eternal Night*, an entry in the (\*)** *Spyro* series. Characters in this series include the protagonist's sister, Coco, and antagonist Dr. Neo Cortex. For 10 points, name this PlayStation platformer whose protagonist was once that system's mascot.

ANSWER: ***Crash Bandicoot***

19. **This product was the best-selling product of a company founded by David Harding that originally sold Waterford Crystal. Andrew Graham used a trick to create pixels four-times larger than usual in order to fit the software for this thing into the tiny 4K of ROM needed to keep costs down. The idea for this thing evolved from a plan to add some knobs to *Treasure Island Dizzy* cartridges. The key insight when developing this thing was that the ROM 🎮 could be intercepted rather than changed. This thing was originally to be called the (\*)** Power Pak. Because this device did not create permanent and derivative works, Nintendo lost a lawsuit against Galoob, the maker of this device. For 10 points, name this accessory that let you, say, type in "GXXZZLVI" to get infinite lives in *Battletoads*.

ANSWER: **Game Genie**

**20. The player uses one of these things to help collect eight flags in the Bubble Bus Software DOS game *Awesome Earl*. When you're not watching a girl held captive at Demon Dan's whose clothes are starting to rot, the player is using one of these things in the unauthorized NES game *Menace Beach*, later turned into the Christian-themed *Sunday Funday*. One of these items is used as a weapon in a four-player** 🎮 **Konami arcade game whose other weapons are a jump rope, fists, and a (\*)** vacuum cleaner and features a level set in a dream world. Hitting the white button on the Xbox controller allowed the player to get off of one of these objects in *T.H.U.G.* While on one of these things, Master Higgins can take an additional hit in the *Adventure Island* games. It's Bart's weapon in the *Simpsons* arcade game.For 10 points, name these objects which players ride in the *Tony Hawk* series.

ANSWER: **skateboard**

**21. At the pivotal moment in an audiobook that accompanied one version of this game, Captain John Stewart Chang destroys an alien force field. Clones of this game in Japan are known as burokkukuzushi. A version of this game included on the welcome disk of the BBC Micro forced the player to view the source code of it in BASIC before it could be played and had an interesting variation where the ceiling would descend over time. Another version of this game was included as** 🎮 ***Thro' the Wall* on the *Horizons* starter pack that came with the ZX Spectrum. It was the reason the Apple II had speakers. The original version of this game was created by an engineer who was also working full time at HP and who did not receive a (\*)** bonus from Nolan Bushnell for keeping the number of discrete logic chips in it to a minimum. The original arcade version of this game was designed by Steve Wozniak and Steve Jobs. Probably the best variation on this game is *Arkanoid*. For 10 points, name this single player version of *Pong* where you use a paddle and ball to break bricks.

ANSWER: ***Breakout*** [DO NOT accept or prompt on "Pong"]

**22. The founder of this company earned a shipbuilding degree at Yokohama Industrial College. Some of this company's first products were wooden horses installed above a department store. Its American headquarters was one street away from Atari's in the 1970s, and it got into games by purchasing Atari's Japanese subsidiary. This company's 16-bit System 2 arcade board was utilized by the first racing game to allow 8-player-simulatanous play,** 🎮 ***Final Lap*. An early hit for this company has you commanding a Solvalou that can fire a Zapper at air targets and a Blaster at squares and circles on the ground. This company developed (\*)** *Xevious*. *Gee Bee* was its first title designed by Toru Iwatani, who would later supposedly have a eureka moment looking at a pizza box. Getting sucked up by the title enemies can earn you a double ship in *Galaga*, manufactured by this company. For 10 points, name this company behind *Pac-Man*.

ANSWER: **Namco** [or **Nakamura Manufacturing** Company]

**23. The winning player's name is displayed in fireworks above the Disney Castle when you complete one of these games in an early '90s Disney-themed software package that let you construct them. I'm pretty sure that the most popular piece of software by Beekeeper Labs is a Windows tool to create these things. An Xbox 360 digital title centered on these things had the word "Coffeetime" in its title. A Nintendo-developed DS game titled for these things part of the 🎮 *Touch! Generations* series also included a mode which let you solve anagrams. The only DS game branded for (\*)** *USA Today* newspapers is with this theme. Cruciverb is a type of software that can assist in creating these things. Timothy Parker has been accused of plagiarizing these things and Merl Reagle made his name making them. For 10 points, name these types of games, more commonly found edited by Will Schultz in the *New York Times*.

ANSWER: **crossword** puzzles

**24. The source code for a game of this type was saved when Eugene Evans stashed some Sage IV computers in the bathroom to prevent bailiffs from seizing them from a bankrupt Imagine Software. Hulk Hogan appeared in the Power Video Challenge advertising one of these types of products by American Video Entertainment called 🎮 Maxivision. Vince Perri was inspired by these types of products he saw in Taiwan to make one which introduced gamers to *Haunted Halls of Wentworth*. For an NES game of this type, Active Enterprises tried to do their own take on the Ninja Turtles with *The (\*)*** *Cheetahmen*. Vintage examples of these products include the *Caltron 6-in-1* and *Action 52*. For 10 points, name this type of videogame where you're promised the opportunity to play, say, 100 different games.

ANSWER: **megagame** collections [or **compilations**; **multi-carts**; or **multi-games**; or anything indicating you're getting a **lot of games** on one cartridge]

**25. A very rare title for the ZX Spectrum was commissioned for a contest that ran in *The Sun* and concerns one of these people "going bizarre"; in the original Codemasters title, one of these people "ate my hamster". A character with this profession stars in a beat 'em up developed by Richard Costello for Virgin using the *Golden Axe* engine and attacks enemies by 🎮 breathing on them with his toxic breath. People in this profession are hidden throughout an arcade game that ends with a boss battle at Wembley Stadium and has the player battling the (\*)** New Order Nation. A character who works for people in this profession has to battle the evil Doviculus, Emperor of the Tainted Coil, and was voiced by Jack Black. The game *Revolution X* was branded for people in this profession, and *Brutal Legend* takes place within a mythology of people in this profession. For 10 points, name this occupation of the protagonist of the game *Motorhead*.

ANSWER: **musician**s [or **guitarist**s; or **rock star**; or **roadie**]

**26. Players who wanted to use a track ball for their games on this system could buy the Sports Pad. A joystick controller for this system was unusually designed for left handed players and was advertised as being compatible with the 2600 and Commodore 64. The title character in a platformer for this system has a very phallic punch attack and teams up with Birdfly. That game, *Psycho Fox*, was reskinned with characters from Sapo Xule in 🎮 Brazil, where this system was enormously popular. Later versions of this system didn't support card games. It was the successor of the (\*)** SG-1000. The American release of this system came with the pack-in games *Safari Hunt* and *Hang-On*. The first entry in a series set in Radaxian was released on this system; that platformer has you playing as the son of King Thunder named Alex Kidd. For 10 points, name this Sega NES rival, the predecessor of the Genesis.

ANSWER: Sega **Master** System [or Sega **Mark III**]

**27. One of these things set up for *Fantasy World Dizzy* ended up making more money for the developers than royalties from game sales. People who worked for one of these things were frequent guests on the PowerFest tour demonstrating tricks. A profile of some people who worked for one of these things in an issue of 🎮 *Nintendo Power* revealed that Steve White's high score in *Zanac* was 12,200,000. This type of service was denied to people using a Game Genie. Probably the most popular entity of this type was powered by a lot of people working in (\*)** Redmond, Washington, owing to the original 206 area code people had to use to contact them before it was changed to a 1-900 number. For 10 points, name this type of resource you might use to get over-the-phone help on beating Bowser.

ANSWER: video**game hotline**

**28. The player had to collect this stuff while avoiding cell-like aliens in a game Americans were most likely to have played because it was emulated in *Donkey Kong 64*. This stuff serves as currency in a 2009 Asobo Studio open-world racing game that featured Doppler Trucks and periodic 🎮 tornados affecting the racecourse. You have to keep shooting this stuff on the ground in *Scramble* to survive. Inserting quarters increased the available amount of this stuff in a 1979 Atari vector arcade game; in that same game, much of it is lost if the player hits the (\*)** abort button. Collecting this stuff was the objective of the ZX Spectrum game *Jetpac*. The player needs to complete the objective before running out of this stuff in the *Lunar Lander* games. For 10 points, name this stuff which is stored in explosive red barrels in practically every videogame.

ANSWER: **fuel** [or jet **fuel**; or rocket **fuel**]

**29. One of the better 3D games for the Atari ST has you shooting spheres with other spheres in order to accomplish this task. It's not "teaching a moral lesson", but an SNES game with this objective features a villain of sorts in tobacco company sales rep Jake Westboro. The Japanese-only DS game *Black Jack: Hi no Tori Hen* tasks you with doing *Elite Beat Agents*-style actions to perform this task. An Adult Swim flash game with this objective has you using items such as a 🎮 pizza cutter and stapler while playing as Alan Probe. Rex Ronan shrinks in size to perform this task in an eponymous SNES game. (\*)** Atlus scored a hit with a series of DS and Wii games with this objective where Derek gains skills from the Greek god Asclepius. For 10 points, name this objective of games such as *Vaxine* and *Trauma Center*.

ANSWER: **cure** people [or **fight diseases**; or **treat sick** people; or performing **surgery**; or equivalents]

**30. It's not *Rampage*, but the Hometown Heroes option in this game allowed arcade owners to customize the teams to local franchises, and some local newspapers were suckered into believing that the teams were featured nation-wide in the game. The part of the *Video Power* TV show where kids weren't wearing velcro suits were animated shorts featuring Tyrone from this game. Hazards in this game included 🎮 popcorn and hotdogs thrown onto the floor of the arena. This game prompted for more coins as the ball was in the air. Rare's NES port of this game skimped out on the digital speech. Developer Brian Colin came up with the idea of letting you (\*)** pull down opponent's pants in this game. Shots of cheerleaders were shown after you scored in this 2 on 2 game from 1989. For 10 points, name this arcade basketball game, a sort of predecessor to *NBA Jam*.

ANSWER: ***Arch Rivals***

**31. One system of this type could connect to AW-Net and was known as the Atomiswave. The first system of this kind was based on an Amiga, was called the SAC-III, and was manufactured by Nolan Bushnell's post-Atari company Sente but didn't see wide release. The baseball title *Gekitou Pro Yakyuu* was first released for a system of this type known as the 🎮 Triforce. The Mega-Tech and Mega Play were Sega's answer to a Nintendo system of this type that included an extra 8K of ROM over the NES. The Nintendo (\***) PlayChoice-10 was a system of this type. By far the most successful system of this type had a really expensive home version known as the AES, is how you could first play the original *Metal Slug* game, and was SNK's Neo Geo system. For 10 points, name this type of arcade cabinet that swapped out games similar to an NES.

ANSWER: **cartridge**-based **arcade** system [or **modular arcade** systems; or **disc**-based **arcade** systems; prompt on things like multi-play arcade systems]

**32. A 3D game starring this character was the first to ever use level streaming. Originally a stuntman, animator Steve Kongsle based this character on a design seen on a t-shirt on vacation. This character would have challenged Lara Croft in a namesake *Team Racing* game that got cancelled, although he did appear in the Xbox launch title 🎮 *Mad Dash Racing*. He has a leopard relative from New Jersey named Cuz. In some ads, he appeared next to his topless human girlfriend played by *Baywatch* actress Marliece Andrada. His series is set in motion after his father dies and he swallows a transmitter that ends up sucking him into his TV. This (\*)** Hawaii native was given a Batman-like cave home and a butler named Alfred Turtle in one game. A deal with Panasonic made one of this character's games a pack-in with the 3DO. This character's arch-nemesis is Rez. For 10 points, name this gecko who starred in a series of platformers.

ANSWER: **Gex**

**33. These weapons are the primary ones used in the Jaleco arcade game *Butasan*, which is probably more familiar to British Amstrad fans as *Psycho Pigs UXB*. A recipe for making some of these weapons can be found while the Stalfos Pirates ship is being plagued by insects in *Freshly-Picked Tingle's Rosy Rupeeland*. The player is given more control over these weapons by equipping the Peace Ring in the 🎮 *Oracle* games. The framerate of a 2D Switch launch game centering on these weapons was greatly improved by a post-release patch. These types of weapons are the special weapons of (\*)** Waluigi and Wario in *Mario Kart: Double Dash!!* A super one of these items is purchased from the Dark World equivalent of Link House's in *A Link to the Past* and is used to obtain the Golden Sword. For 10 points, name these types of weapons which you place in front of cracks in the wall in Zelda games.

ANSWER: **bomb**s [or **bob-ombs**]

**34. This developer started his own firm after Human screwed him out of a bonus. This one-time undertaker was rejected from three funeral homes so he turned to videogames. The career mode of one Super Famicom game by this man concludes with your character committing suicide in the bad ending for *Super Fire* 🎮 *Pro Wrestling Special*. The protagonist of one of his games gets stuck in a time loop after he's distracted helping tourists at the Lospass resort when a plane bomb goes off. His *Flower, Sun, and Rain* was a sequel to *The Silver Case*. One of his games is set after the "Fireworks" where all nuclear weapons are destroyed and features a number of enemies who have explosion-prone bomb-organs from the Heaven Smile terrorist group. He worked with *Guardians of the Galaxy* director James Gunn on (\*)** *Lollipop Chainsaw*. For 10 points, identify this numerically named videogame designer behind *Killer7*.

ANSWER: **Suda51** [or Goichi **Suda**; or **Suda** Goichi]

**35. A console that used this media came equipped with a two digit "score signal" that lit up like a quizbowl buzzer when hits were made. This type of media was utilized for a console by the company that found greater success with Lazer Tag and Teddy Ruxpin, Worlds of Wonder. The games *Road Race* and *California Chase* were the only two made for a Sega system that used this media along with a steering wheel. The interactive Great Lollipop Adventure expansion to Candy Land utilized this media. Games for both the** 🎮 **View-Master Interactive Vision system and the Action Max came on this type of media. The canceled game *Scene of the Crime* was to be released on this medium but was later revived on (\*)** CD as *Night Trap*. A basketball game integrated with this medium featured clips of real life NBA players. For 10 points, name games which came on what format had to be rewound to be played again?

ANSWER: **VHS** [or **videotape**; prompt on tape; DO NOT accept "cassette tape"]

**36. One character of this type who also happens to be a cyborg has to retrieve the Holy Grail in a pretty good SNES game subtitled *The Final Conflict*. A character of this type uses a weapon called Cypher, is the youngest person to become Super A Ranked, and battles against the 🎮 Grandmaster in the year 2048 in an arcade title. A cop who also has this profession improves on the *Bionic Commando* formula in every way in a Konami GBA title. Capcom's (\*)** Strider is this type of character. A development team named for these types of people did a pretty poor job developing the Wii title *Metroid: Other M*. An undead character of this type shouts phrases such as "Get over here!" when throwing his spear in *Mortal Kombat* and is named Scorpion. For 10 points, name these stealthy warriors, who are also teenagers, mutants and turtles in some games.

ANSWER: **ninja**s

**37. A website that hosts homebrew titles for this system includes a program called *80* for playing sound as well as an impressive port of *Doom*. US players had to use a Game Shark to unlock a game for this system where you can level up your character by successfully timing a kick against a board. The main rival to this system was launched with a special *Godzilla* theme. Arguably the killer app for this system has you fighting in** 🎮 **Active Time Battles with Boko. Players could control it with four buttons arranged like a D-Pad and one (\*)** action button. This system could store 15 blocks of information. The manual for the American version of *Final Fantasy VIII* has information on how to use this system to interact with *Chocobo World* despite it never getting an American release. It's not a memory card, but the Dreamcast equivalent of this system was the VMU. For 10 points, name this Tamagotchi-like system by Sony.

ANSWER: **PocketStation**

**38. This is the first word in a Century Electronics game where the player first paints boxes a la *Amidar* then plays an *Asteroids* rip-off. Besides that "zone" game, it's also the first word in the title of a surprisingly competent Doug Neubauer-developed *Afterburner* clone for the Atari 2600. This is the first word in the title of an arcade game where the player in a Sonic Spaceport gains more points for shooting a 🎮 Gamma Raider nearer to the bottom of the screen. Modolief scored over 1 million points in *Defender* with a (\*)** piece of paper covering this part of the screen. Crouching avoided triggering this thing in *Halo*. It's the first word in the title of an arcade cabinet converted by Shigeru Miyamoto into *Donkey Kong.* An unofficial app titled for this thing provides despawn timers to assist catching in *Pokémon Go*. For 10 points, name this feature that alerts you to the general direction of enemies in some *Halo* games.

ANSWER: **radar** [or Poke **Radar**]

**39. Nolan Bushnell's company Sente made most of its revenue from coin-op games of this type. A boring Capcom game of this type has the wicked Gordian feeding seeds to some of the title Dragons throughout the land of Capconia. Casino owners could choose the "Prizes" mode of an unpopular 🎮 Pac-Man game of this type written in FORTH. In 2009, over 100,000 players were simultaneously playing a game of this type on Xbox Live that featured the talents of Chris Cashman. The most obnoxious sections of *Yooka-Laylee* are mini-games of this type that Dr. Quack makes you complete. This type of game was paired with *Mario Party-*style mini-games in (\*)** *Chef's Luv Shack*. One of the most popular series of games of this type featured modes such as HeadButt, DisOrDat and Celebrity Collect Call. The PS2 series *Buzz!* was this type of game. For 10 points, name these types of games which include the *You Don't Know Jack* series.

ANSWER: **quiz** games [or **trivia** games; or **game show** game]

**40. Turrets in the form of these things appear on the main ship in the PS2 game *Remote Control Dandy SF*. In one episodic game, you need to shoot a blue gong next to one of these things and then use a conch shell on the one in the middle. These types of characters swing doo-wop in a mini-game from 🎮 *Rhythm Heaven*. Characters in the form of these things effectively served as the mascot from the *Gradius* series in titles such as *Konami Krazy Racers*. Creatures based on these things occupy the Easton Kingdom in *Super Mario Land*. These things title Episode 202 of the *Sam & Max* remake. In Super Mario Odyssey, Mario can possess an enemy based on one of these things that has the ability to (\*)** see secret paths when it puts on shades. For 10 points, name these carved heads made by the Rapa Nui on an isolated island.

ANSWER: **Moai** heads [accept stuff like **Easter Island** sculptures or **Easter Island** heads]