

LOOK BACK IN RAGEQUIT

A packet featuring video games and things in them that can turn players into Angry Young Men (or Women)

Pre-orders of this game were accompanied by a diarrhea green-brown t-shirt that proclaimed the wearer was "saving the universe, one planet at a time." This game could infuriatingly be rendered unwinnable via a glitch if all three locks in Main Research were not released in a single visit. The fight against this game's final boss can end in a game over via time-out if the player isn't psychic enough to know charging a shot could draw in its blue energy blasts for return fire. That fight still isn't as aggravating as this game's battle in a beacon-less Dark arena against a mutated Warrior who has absorbed the protagonist's (*) Boost Ball power. An idiotic ammo system for the Dark and Light beams was introduced in this game, which begins with the player's gear being stolen by Ing after a crash landing on the planet Aether in response to a Federation distress signal. For 10 points--name this vastly inferior Gamecube sequel starring Samus Aran.

answer: Metroid Prime 2: Echoes (do not accept or prompt on "Metroid Prime")

In *Final Fantasy 13-2*, the phrase "Oh dear, someone's not a happy camper" may be used to describe a needlessly-complicated one of these things. A missile-spewing one of these things serves at the boss of a bonus level entered by crashing into a smiling asteroid in a Super Nintendo game. One of these things is housed in a "?" chest in a location whose entrance is hidden in Bean Valley and which is managed by Grate Guy. These things include the boss of the *Star Fox* level "Out of this Dimension" as well as a "Digital Mind Wave" one that controls Zack's leveling up in *Crisis Core*. The phrase "muku muku?" and the appearance of a (*) Lagomorph accompanies a failed use of one of these things, but using an Echo Screen can manipulate that one into making Joker Doom possible by allowing the player to successfully land on three 7's in a row. For 10 points--name this type of machine that constitutes Setzer's special ability in *Final Fantasy 6*.

answer: slots or slot machines (accept clear equivalents and euphemisms such as one-armed bandits)

This character learns his best attack skill, Mystic Cross, at level 39, and he is the only male character who can use the Faerie Star skill manual. In an insanely creepy and cringe-inducing scene, this character is waylaid by another to join her in "nappy time." This character's use of a sword is attributed to his connection with Project Hope. Because this character is an absolute dumbass, he blithely hands Milla Bachtain an exalithium crystal. The effect of this character's idiocy on Roak is indirectly responsible for the passage of the (*) UP3. Following a crash landing on Aeos, this friend of Reimi Saionji bumbles his way into becoming the captain of the Calnus. This character has—bar none—the most idiotic name ever given to a main character in a video game. For 10 points--name this worst protagonist in the history of JRPGs, who appears in the utter shit-fest that is *Star Ocean: The Last Hope*.

answer: Edge Maverick (accept either underlined portion)

After winning this boss fight, this question's author encountered the ironic community message "great chest ahead." Another game references part of this boss fight via a character who drops a ring that boosts thrust counter damage, and who must be killed to talk with Blue Sentinel Targray. The way in which this boss fight is tackled determines whether or not the player receives the Leo Ring, and which set of armor is subsequently sold by Domhnall of Zena. The second half of this fight is a clash with either a (*) giant with a spear or a fatass with an electrically-charged hammer, depending on which character is killed first. This fight, which must be completed to receive the Lordvessel from Gwynevere, takes place in the royal hall of Anor Londo. For 10 points--name this dual boss in *Dark Souls* consisting of Lord Gwyn's dragonslayer and executioner.

answer: Dragonslayer **Ornstein** and Executioner **Smough** (accept in either order; prompt on "Old Dragonslayer") ****broke a controller over this!****

This game's title drop occurs at the end of a conversation that begins "Die monster—WHOZAWHAT? YOU?!" Completing the level 5-7 warp zone unlocks this game's protagonist for use in *Super Meat Boy*. In this game, attempting to take the Old Man from *Zelda*'s generous offer results in a death and the message "YOU JUMPED INTO A SWORD YOU RETARD." Lu Bu, Sinistar, and Mike Haggar are among those who have held the title position in this game, according to a "Hall of Former" ones in its final area. This game gives players a pink ribbon and extra (*) "WUSS" save points if they choose to play on its easiest difficulty, Medium. Mecha Birdo and Kraidgief are among the bosses in this game whose other obstacles include delicious fruit and the moon. For 10 points--name this extremely difficult game by Kayin in which you play as The Kid.

answer: **I Wanna Be the Guy**: The Movie: The Game

One rare creature of this type can be recruited via an assload of farming in the Pass of Paddra, but ends up being annoyingly kind of worthless because it starts with the Jungle Law passive ability. Another monster of this type is fought on the Hill of Destiny and can end a speed run via an all-too-common critical hit that can cause a Game Over in its game's very first battle. Besides the white Narasimha and the first monster fought in *Mystic Quest*, one of these creatures is set against the party by the Emperor in the (*) Colosseum of Palamecia. These creatures have an annoying habit of regaining their health after standing up in *Final Fantasy 13*, and in most games, they like to screw you over by casting Meteor upon their death. For 10 points--name these monsters in the *Final Fantasy* series that have "king" variants, and whose normal forms are usually purple.

answer: **Behemoths** (accept **King Behemoths**; accept **Narasimha** before "Destiny")

In one game, this character's fighting style is emulated by another boss who must be fought if the player spends over 30,000 gold and who, like this character, can strangely summon a giant fish. Another game's first encounter with this figure can be skipped in Luck Mode if the player takes enough damage to be flung straight through this figure's room without touching the ground. This character forces Rosa to fight Reinhardt in a Nintendo 64 game, and serves as the final boss of a PS2 game in which he is summoned in the Pagoda of the Misty Moon by (*) Mathias Cronkvist. This character is the boss of the Clock Tower in *Aria of Sorrow*, while at the beginning of *SOTN*, he steals Alucard's end-game gear. In most fights with this character, he attacks with a giant scythe and hard-to-dodge flying sickles. For 10 points--name this loyal servant of Dracula in the *Castlevania* series.

answer: **Death**

Traversing one of these locations requires a Force Field Deactivator, is the first opportunity to find Disruptor ammo, and features the most hilariously-inappropriate usage of a jetpack in any game ever. Both Mekrath's Lair and the Cult of the Unseeing Eye can be found in one of these places in *Baldur's Gate 2*. In another game, a character named Gramps helps players figure out where in one of these places they need to ring a Bell Amulet to encounter Redrum; that universally-reviled one is in Nortune's D-Block in (*) *Xenogears*. The Yoshi's Island level "The Impossible Maze" is set in one of these places, which Cole MacGrath must travel through to restore electricity to parts of Empire City in *inFamous*. Cloud, Tifa, and Aeris fight Aps after being dumped into one of these places by Don Corneo. For 10 points--name these often literally-shitty level settings.

answer: **sewers** [The first game, *Star Wars: Shadows of the Empire*, involves using a jetpack not only in a sewer filled with methane gas, but also underwater.]

In the first boss fight with this character, he has the unique (in that game, anyway) ability "Dazzleflash," as well as the unique ability to suddenly go three times in a turn before any of your characters have a chance to act and thus wipe your full-health, buffed party, because fuck you, player. In the last fight with this character, he often uses the ball on the end of his staff to strike two party members, and can "burst out in defiant laughter." That battle with this character is fought while riding on the back of Emprya, and features a godawful mechanic in which all four party members must pray to a (*) staff in a single turn eight fucking times to summon sage souls to make this character vulnerable. This character was once trapped in a staff that Dhoulmagus stole from King Trode's castle. For 10 points--name this final boss in *Dragon Quest 8*.

answer: **Rhaphthorne** (do not accept or prompt on "Dhoulmagus") ****broke a controller over this!****

In *Eternal Champions*, Xavier's A + C move produces a bolt that inflicts this mechanic on his opponent. In *Crypt of the Necrodancer*, players hit with a Lich's spell will be forced to deal with this mechanic that in the atrocious game *Pepsiman* must be dealt with when the title character has a garbage can on his head. In the Jedi Temple DLC mission for *The Force Unleashed*, this mechanic can be inflicted on the player if their Dark Side uses Mind Trick. This effect becomes active and inactive as the player jumps in and out of the green water in the (*) *Donkey Kong Country 3* level Poisonous Pipeline. The out-of-battle effect of being Mushroomized in *Earthbound* is having to deal with this mechanic that is inflicted by MODOK's Jamming Bomb in *Marvel vs. Capcom 3* and by King K. Rool's pink clouds in the final battle of *DKC2*. For 10 points--name this frustrating gameplay mechanic often used to simulate confusion or dizziness.

answer: **reversed controls** (accept any answer that indicates a **change** in a game's **controls** or **button configuration**; accept **flipping** left and right **directional** controls (or equivalents); accept **interface screw**; prompt on "confusion" and word forms before "confusion")

One terribly-designed weapon in this game will kill you if you use it with no enemies on the screen, since you are the only thing around for it to look at; another dumb weapon fires six shots each time you pull the trigger. Those weapons are the Eye of Zeus and Shotcycler. This game plays the ubiquitous "Six Million Dollar Man" sound effect every time the player jumps if they level the "Jump" stat up enough. This game's title item gives off psychedelic blue flashes if it is powered up to level 5, and was retrieved from a volcano by Kage Mishima, setting the events of this game in motion. In single player mode, the player must deal with the terrible A.I.'s of partners (*) Mikiko Ebihara and the astoundingly-named Superfly Johnson. An infamous advertisement for this game invited readers to "suck it down." For 10 points--name this game that actually ended up making John Romero its bitch.

answer: **Daikatana**

In one webcomic, Operation What's It's Damn Gender reveals this character is "peeing in the break room! I repeat, it's PEEING IN THE FUCKING BREAK ROOM!" In SSB Brawl, this character claims "I feel all fuzzy now!" after being complimented by Solid Snake. This character's less-useless father, Beltino, gives him a program to induce apoptosis in aparoids. In a Nintendo 64 game, this character is told to "quit (*) dinkin' around" by a partner who muses this character might not be "such a screw up after all" following the successful use of the Blue Marine; that game would be vastly improved by the option to NOT rescue this character from Goras when he gets sent to Titania after he is

bitch-slapped by the boss of Sector X. This character's only useful skill is displaying boss health meters. For 10 points--name this amphibian and absolute worst member of the Star Fox team.

answer: Slippy Toad

In one game, performing this action twice can cause a scene in which the Andy Poland-voiced Old Man says "Hold on, I gotta swallow some air" before unleashing an absolutely epic fart, to which Cookie exclaims "Now that...THAT is funny!" TV Tropes claims Leap Frog modified their Alphabet Pal toy to respond to this with the rather disturbing comment "That tickles!" Doing this leads to a comment about a "high-class establishment" in *Zork*, while *Hugo's House of Horrors* responds to this action with "Same to you, loser." Nothing usually happens to the second player to do this on a (*) Gibberish Question, since they're not original; conversely, the first player to do it can lose up to \$150,000, while doing it a third time will cause the *You Don't Know Jack* host to make the game quit to desktop. For 10 points--give this action by which a player can piss off a video game via a text parser.

answer: typing "fuck you" (accept any answer including the word fuck; prompt on answers that indicate "swear(ing)" without the specific word)

A giant idol in this world can be entered via a switch on a nearby light globe; that idol portrays a creature that will ram a pane of protective glass if repeatedly summoned by a red light in this world's "Survey Room." In this world, a base 25 number system must be discerned via a "hangman" game in which dangling people are fed to those creatures, known as "wharks." This world's most mind-boggling task requires the player to place colored marbles on a 25 by 25 grid, and is used to power up a set of "Fire-Marble Domes" that protect links from this world to another character's 233rd (*) Age. Upon first entering this world, the player is freed from a cage by a Moiety Rebel, who steals the player's Prison Book. This world consists of Temple, Jungle, Crater, Survey, and Prison Islands, the last of which is where Gehn has trapped Catherine, the wife of Atrus. For 10 points--name this title world in the sequel to *Myst*.

answer: Riven (accept Gehn's Fifth Age; accept Jungle Island before "Survey Room")

One of these animals can be satisfyingly squished under a truck tire after guiding it through an engine in a minigame from the godawful *Bubsy 2*. In *Ninja Gaiden 2* for the PS3/360, one of these animals that explodes when it dies will kill you no matter how far you are from it unless you avoid the damage by blocking the explosion, because sure, that's how that works. In the first *Donkey Kong Country*, two of these animals are the fifth and final set of enemies disgorged by Boss Dumb Drum. A Reploid named for one of these animals is the absolute WORST boss in a Buster-only run of the (*) first Mega Man X game, since he can deflect your shots at will and go invincible by curling up and bouncing off the walls unless you use his weakness of Electric Spark to remove his plating; that one gives you the Rolling Shield weapon. For 10 points--name this type of "armored" animal.

answer: armadillos (accept Arnold the Armadillo or Armored Armadillo or How the fuck did you actually think of enough examples to write a tossup on annoying video game armadillos?; prompt on "Army")

Prior to a series' first-ever boss fight against this character, to the amazing music track "Ultra Violet," the player's character comments "This stinkin' hole was the last place I thought I'd find anyone with some guts." That fight follows the acquisition of the Melancholy Soul. In another game, the player gains the ability to call upon a spectral version of this character after retrieving this character's broken weapon from Angelus' lab, thus augmenting the player's attacks with

summoned swords. In a game largely set in the tower Temen-ni-gru, defeating this character a second time rewards the player with the (*) Beowulf gauntlets. This wielder of the katana Yamato was subsequently subjugated by Mundus and transformed into Nelo Angelo. In boss fights, he often frustratingly makes use of his ability to Devil Trigger. For 10 points--name this character from the *Devil May Cry* series, the brother of Dante.

answer: Vergil (accept Nelo Angelo or Nero Angelo before "Nelo Angelo") **broke a controller over this!**

One of these enemies developed by Cutting Shadow Squad is confronted in Neo Arcadia Tower. In the godawful "Worlds Collide" comics, one of these enemies is merged with Chaos. In a Game Boy game, one of these known as Dark Moon is sicced on the player between two sets of four Stardroid stages. A "Shadow" one of these enemies is the boss of the first Zero Virus stage. Green and orange examples of this type of enemy are weak to the Black Hole Bomb. A Green one of these can move from one side of the screen to the other via a floor grate. This enemy's first appearance was the best place to use the (*) pause glitch, because that in conjunction with the Thunder Beam can literally save you minutes of frustration as that Yellow one disassembles and flies in bits across the screen before reforming and opening its eye to be hit once before doing it all over again. For 10 points--name this type of recurring Wily stage boss in the *Mega Man* series.

answer: Devils (accept Yellow Devil or Green Devil or Twin Devils or Shadow Devil or Chaos Devil or Rainbow Devil)

This character can skip a godawful puzzle involving moving giant billiard balls through a pit-filled hallway by clipping through the top half of an extremely well-programmed door. This character's theme song by LB (Remix Factory), which repeats "And I might know of our future / But then you still control the past," is "Dreams of an Absolution." One fan nickname for this character notes the resemblance of his hair to a marijuana leaf. This character nicknamed "Chronic" gets satisfyingly crushed under a mountain of junk in a 2011 game's third (*) "Rival Battle." In another game's even MORE satisfying cutscene, this character gets roundhouse kicked in the back of the head after Shadow stops time using Chaos Control. In that game, this friend of Blaze the Cat and resident of Crisis City travels back in time to help defeat Iblis using his telekinesis. For 10 points--name this whiny bitch of a hedgehog introduced in the execrable *Sonic 2006*.

answer: Silver the Hedgehog (prompt on "Chronic (the Hedgehog) before "Chronic")

In the terrible game *Metroid Prime: Hunters*, Samus can acquire one of these weapons known as the Imperialist. *Jedi Outcast* rewards players who have just gotten their lightsabers by dropping them into a level lovingly filled with enemies who use these weapons, Nar Shaddaa. In the second-worst fight in *Resident Evil: Code Veronica*, the player is expected to use one of these weapons to kill Nosferatu after it is dropped by Alfred Ashford. One user of this type of weapon is fought in the (*) Sokrovenno forest if the player doesn't take the earlier opportunity to shoot him while he is in a wheelchair. That "father" of these weapons' use is accompanied by his pet parrot and is over 100 years old. These weapons include the AWP of Counterstrike. For 10 points--name this weapon used by The End in *Metal Gear Solid 3*, whose successful use in *Unreal Tournament* was announced with the exclamation "HEADSHOT!"

answer: sniper rifles

Taking back this person's place of business from Dr. Maybe is the goal of one of the worst games ever made, *James Pond 2—Codename: Robocod*. This figure flies away via jetpack if you fail to steal

from him in *Toejam and Earl*. This figure usually sells Tri-Emblems as well as his namesake boots at his secret shop in the bonus dungeons of the *Star Ocean* series; equipping those boots and sleeping may result in a free item, so get ready to grind that inn if you want the good shit. This character will give you the Fire Seed after you restore him to sanity by defeating him in his (*) Frost Gigas form in *Secret of Mana*. In an exceedingly dumb *Kingdom Hearts 2* scene, Sora nearly pisses himself in excitement in Halloween Town upon learning that Riku was wrong about this person's non-existence, and later helps this figure out by using his workshop's present cannon to fill boxes with toys. For 10 points--name this figure who rules over Christmas Town.

answer: **Santa** Claus (accept clear equivalents)

[NOTE: This question is worth 20 points in power, and 15 points afterwards.]

Description acceptable. D.C. Brotherton wasted a few hours of his life writing an internet editorial refuting this dumb theory; that editorial makes as little sense as the theory itself. One of the first proposals of this theory was a 2001 webpage that stated in part: "Most likely, in the past years, you do things you never thought you would've done years ago" [sic]. Evidence proffered in support of this theory includes 3 frames in an FMV superimposing two characters' pictures and the names of a Dissidia character's weapons. Proponents of this theory argue that one character's claim that "I don't want the (*) future. I want the present to stand still. I want to stay here with you." is evidence that character is already contemplating Time Compression, and explains the summoning and junctioning of the GF Griever in the final battle. For 15 points--name or describe this idiotic fan theory involving a protagonist and villain from *Final Fantasy 8*.

answer: **Rinoa is Ultimecia** (accept any answer indicating that **Rinoa** Heartilly and the Sorceress **Ultimecia** are the **same person**; prompt on "R=U" or "U=R")