

Iwata Asks: A mostly classic, mostly technical videogame packet
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1. Description acceptable. One of these types of machines was advertised as being a "study machine" and packed all of the hardware inside of a keyboard. *Jurassic Boy* was one of only two titles released for a system of this type in the native language of the company that made the game; more commonly, Sachen sold those games to Latin American markets. GameTech won a lawsuit allowing them to sell a system of this type in Japan. Two of the better RPGs developed for systems of this type were *Creation of the Gods* and *Tale of the Holy Flame*. The Dendy Junior was a popular system of this type. In the late 90s, one of these systems, the (*) Power Player Super Joy III, was released entirely within an N64-style controller. Yugoslav systems of this type counterintuitively resembled a Genesis. For 10 points, name these type of systems one might buy in a shop in Beijing in the 1990s to play pirated versions of *Ice Climbers*.

ANSWER: Famiclones [or Chinese clones of the Famicom; or Chinese clones of the NES; or Russian NES clones; or Russian Famicom clones]

2. A futurist spin-off of this character starred in a horizontal shooter where he collects smiley faces. In a sequel, he sports a triangle jump and has to defeat numerous Chikkun minions. This character's N64 game was scrapped and turned into *Bomberman Hero*. This character, designed by Red Company's Kobuta Aoki, got his first videogame after appearing so frequently in the comic in *Gekkan* (*) *PC Engine* magazine that readers thought a new game was being advertised. This character's first game, made in just three months, included the ability of the protagonist to grab walls with his teeth. He would have starred in an Xbox 360-era downloadable title developed by Pi Studios and subtitled *Brink of Extinction*, but the game was cancelled when Konami bought its parent company. This character is invincible when in "meat power" mode. He often has to rescue Princess Za from King Drool. For 10 points, name this platforming character with a giant forehead.

ANSWER: Bonk [or Zonk or FC Genjin or BC Kid]

3. One of these controllers is the best way to play the Japanese-only Master System fireman game *Megumi Rescue*. An ugly, blue and green Japanese-only controller of this type was apparently manufactured to make it easier to play the Taito PlayStation game *Puchi Carat*. An early Activision game by Larry Kaplan where your foe is the Mad Bomber requires one of these types of controllers. Unscrewing these types of controllers usually reveals a (*) potentiometer underneath. A controller of this type for the Atari 2600 was very hard to distinguish from the driver controller. A controller of this type was used to reposition the player-character in arcade versions of *Arkanoid*. Each player used one of these in *Pong*. For 10 points, name this type of control, where one spins a wheel to move.

ANSWER: paddle control [or dial control]

4. Tokuma Shotoen wrote a bestselling strategy guide for this game. The location of Sprite 0 in this game can be revealed by positioning the player character next to the "x" in the status bar. The bovine-like boss depicted in the original box art for this game was inspired by the Ox King from the 1960 animated film, *Alakazam the Great*. Writing for Gamasutra, Frank Cifaldi wrote that it was "sad but true" that we don't know the definitive US (*) release date for this software. A crown is used to represent players who have attained more than 10 lives in this game, and getting more than 127 reverts the player to 0 lives. The sprites were changed in the "All Night Nippon" version of this game. Andrew Schartmann published a *33 and 1/3* entry on this game's Koji Kondo-written soundtrack. The line "The Princess is in Another Castle" comes from this game. For 10 points, name this NES game often packaged with *Duck Hunt*.

ANSWER: Super Mario Bros.

5. The only Dracula game featuring the likeness of Christopher Lee is *Dracula the Undead* for this system. The best launch title for this system was a game heavily inspired by Sega's *After Burner* that was one of the first non-arcade titles to utilize scaling technology. Years before *Splosion Man*, the game *Gordo 106* on this system had players escaping from the

lab of a mad scientist. One of the best later games for this system contained a secret "enhanced" version of the title tank game rendered in polygons rather than wireframes. *Battlezone 2000* and *Blue Lightning* were standout titles for this platform. This system was developed by (*) Epyx, which made its pack-in title *California Games*. It's not by Sega, but it was the first system of its type to have a color LCD screen and was released around the same time as the Game Boy. For 10 points, name this Atari handheld.

ANSWER: Atari Lynx

6. The first stage boss in an early arcade title by this company is a zombie who throws knives at you until it transforms into a werewolf that shoots fire from its asshole. In another of its games, the player controls a bi-plane and has to shoot at dinosaurs. This company made *Beast Busters* and *Prehistoric Isle in 1930*. The western release of its *Guerilla War* removed the references to Che Guevara in the Japanese version. Ralf and Clark were renamed Paul and Vince for the Western release of this company's sort-of the third entry in its Rambo-inspired (*) *Ikari Warriors* franchise. One of this company's best known series has you earning power-ups by freeing tied-up POWs and had its second entry modified to be called "X" which added a golden version of the title vehicles. They released an underappreciated Pocket Color handheld system. They make the *Samurai Showdown* series. For 10 points, name this company which made *Metal Slug* and the Neo Geo.

ANSWER: SNK

7. *Retro Gamer* readers' 24th most favorite TurboGrafx-16 game centers on David Goldman, whose principal forces him to engage in this activity in order to graduate. This is the main thing you do in *Gekisha Boy*. A highly related FAQ for a game centering on this activity advises you to go to Case 2-3 and focus on Jessie's crotch and breasts as part of a challenge involving this activity issued by Kent in the original (*) *Dead Rising* game. Players used the Z button to perform this activity in challenges involving a fountain, a whale and a space shuttle in the hardest of the Hang Glider levels in *Pilotwings 64*. The best known game to feature this activity has you playing as Todd, who travels around in an on-rails buggy called the Zero-One and using items such as Pester Balls to perform this activity on Diglett and whatever. For 10 points, name this activity partaken in by players of *Pokémon Snap*.

ANSWER: photography [accept equivalents such as taking pictures]

8. Promotional materials for this game advertised its "curvature of field" and "LaserSound", the latter of which included vocal samples in some versions. This game was created by Ikegami Tshushinki, the television equipment manager at R&D2. According to Minoru Arakawa, the president of one company that manufactured this game, it was the second-most popular game in Japan after *Pac-Man* in 1980. Like a later game, the default high score in this game is 007650. Red side panels identify cabinets for a more popular later game converted from this one. The large number of these cabinets unsold in a warehouse in New York led to President (*) Yamauchi tasking Gunpei Yokoi and Shigeru Miyamoto to create a conversion kit for it. You must defeat the Gamma Raiders with the Rapid-Fire Laser Blaster in this game. For 10 points, name this early Nintendo arcade game in the *Galaxian* mode, famously converted into *Donkey Kong*.

ANSWER: Radar Scope

9. A sequel to this game changed the playfield to consist of a river, bridges and a forest and allowed players to go to missile bases to obtain homing missiles. That sequel was cancelled and its part number replaced with *Road Runner* following the videogame crash. One mode in this Joe Decuir-programmed game required missiles to first bounce off a wall before they'd do damage. This game was the first product number for a system codenamed Stella. This game replaced (*) *Pong Olympics* in versions of a system *not* sold as the Sears Telegame. The vehicles in this multiplayer-only game could be changed to bi-planes or jets by adjusting the switches on the front of the console. Sales of this game decreased in 1982 when *Pac-Man* replaced it in a bundle. It was partially based on an arcade game called *Tank*. For 10 points, name this pack-in multiplayer game for the Atari 2600, where players engaged in the title battle.

ANSWER: Combat [accept Tank Plus before *Tank* is mentioned, prompt afterwards]

10. Note: we're looking for a very specific system, and you're not going to be prompted if you're too general. The title character of one of the later releases for this system can use a gourd, a sword, or a fan in order to battle enemies. An extremely difficult Japanese-only rhythm game for this system is titled *Sylvanian Melody*. Pirate developer Sachen released a pretty good *Mega Man* clone for this system called *Thunder Blast Man*. The aforementioned *Samurai Kid* is a quality import for this system. I just saw a fucking amazing demo of Anders Granlunds' port of (*) *Wolfenstein 3D* for this system. This was the only platform on which the *Elite Forces* entry in the *Bionic Commando* series appeared on. The most common version of this system came in a translucent "Atomic Purple" color and its exclusive games came in clear cartridges. This portable could take advantage of palette codes written for an earlier SNES add-on. For 10 points, name this system which finally added more visual variety to a black and white Nintendo handheld.
ANSWER: **Game Boy Color** [or **GBC**; do not accept or prompt on "Game Boy" or "Super Game Boy"]

11. If you stop your vehicle underneath a shack called Henderscheid and Sons in this game, the theme song from *Sanford and Sons* plays. A broken version of this racing game can be identified by the lack of the green "HOT! NEW!" sticker on its cover. The course Castle Von Dandy was finished one day too late to be included in the arcade version of this game. Steve Ranck was inspired to make this game while on a vacation from working on the N64 port of *Cruis'n USA*, but had to agree to code *Off Road Challenge* first. The first home version of this game was a (*) Dreamcast launch title. Players in this game collect blue and red boost items, and while boosting can use the Mighty Hull to knock opponents skywards. You can race Miss Behave and Tidal Blade in this game. A sequel to this game titled *Hurricane* was released on Xbox Live. An earlier sequel was set in the Arctic. For 10 points, name this Midway game where you race powerboats.
ANSWER: **Hydro Thunder** [do not accept "Artic Thunder"]

12. Japanese versions of this game displayed the message "SORRY...PLEASE USE OFFICIAL DISK WRITER SHOP" when it detected it had been pirated. This game was originally shelved after director Kensuke Tanabe didn't find it very fun. One version of this game was made as a cross-promotion with Fuji Television's Yume Kojo festival and had a vaguely *Arabian Nights* theme. This game was featured on the (*) cover of the first issue of a magazine whose sections included Classified Information. Characters introduced in this game include the gender ambiguous miniboss, Birdo. One novel mechanism in this game included pulling up plants to throw at enemies. This game was converted for American audiences from the game *Doki Doki Panic*. For 10 points, name this NES sequel where you could play as Peach, Toad, Luigi or Mario.
ANSWER: **Super Mario Bros. 2 USA** [accept **Doki Doki Panic** until mentioned]

13. Super FX developer Argonaut Games made a PlayStation game based on this film's sequel. *Resident Evil's* Shinji Mikami said he liked a competitor's tie-in to this film better than the one he made. Both the Game Boy and Game Boy Color versions of a game based on this movie annoyingly make you switch between your chief weapons of apples and swords. For a game based on this film, animation lead Mike Dietz got Jeffrey Katzenberg's permission to go to Florida and have the film animators contribute to its graphics. Capcom's SNES game based on this film was less successful than the Virgin-developed Genesis game, the (*) best-selling Genesis game to not feature Sonic. An auto-scrolling stage in the SNES game based on this movie was set in the Cave of Wonders and has a bonus stage that ends when the theme to *A Whole New World* finishes. For 10 points, name this Disney film where the title character has to rescue Princess Jasmine.
ANSWER: **Aladdin**

14. The NES version of this game starts showing random background tiles in the tens digit following level 9, but changes the kill-screen from Level 22 to 133. The copyright date on a Virtual Console version of this game was pushed back two years due to a lawsuit with Ikegami Tsushinki Co. It's not in the *Pac-Man* universe, but Falcon got a license to sell a "Crazy" variant of this game only in Japan. A great port of this game was a pack-in title for the (*) ColecoVision. To save space, an NES port of this game drew its logo with girder tiles from the first

level. Universal lost a trademark lawsuit against the makers of this game. The Virtual Console release of this game changed it to use CNROM in order to fit in the missing pie factory level. Steve Wiebe's quest to take the high score title for this game from Billy Mitchell was chronicled in a 2007 documentary. For 10 points, name this Nintendo game, the first to feature Mario.

ANSWER: **Donkey Kong**

15. One accessory of this type was the only product ever made by Exus and came bundled with the whack-a-mole game *Video Reflex*. That accessory was released in 1987 for the then-ancient Atari 2600. NES games which were compatible with an accessory of this type include *Street Cop* and the hamburger-building simulator, *Short Order*. Cobalt Flux manufactured metal variants of these things. Side (*) A of one of these accessories consisted of a circle of blue dots with two red dots enclosed within. The extremely rare North American version of *Stadium Events* took advantage of a peripheral of this type. An accessory of this type manufactured by Bandai was included in bundles along with the Zapper in some NES boxes. These types of accessories give you a more authentic arcade experience when playing *Pump It Up* or *In the Groove*. For 10 points, name this type of game peripheral, some of which are used to play *Dance Dance Revolution*.

ANSWER: **floor mat** [or **power pad** or **dance pad**]

16. An N64 entry in this series included an Easter Egg where coder David Pridie vented about how awful his boss was. Hank Rogers was instrumental in securing the rights to this game after it made waves at CES. After four years of practice, Harry Hong reached the max score of 999,999 in an NES version of this game. A competition in an NES version of this game is the subject of the documentary, *Ecstasy of Order*. The designer of this game was inspired by a game he played as a child called *Pentominoes*. The first version of this game was made for the (*) Elektronika 60 computer. A simultaneous two-player mode was offered in the Tengen version of this game for the NES. The name of this series was slapped on a SNES Panel de Pon game featuring Yoshi. A rocket ship takes off after reaching a certain score in the DX version of this game made for the Game Boy Color. For 10 points, name this game, which was a pack-in title of the original Game Boy.

ANSWER: **Tetris**

17. Treasure has apparently disowned its crappy *Panzer Dragoon* influenced game for this system called *Dragon Drive: D-Masters Shot*. The protagonist of one game on this home console uses the power of Skittles to cast magic spells in *Darkened Skye*. The frog-golf hybrid, *Ribbit King* was developed for it. Optimus Prime, Solid Snake and Bomberman are playable characters in a Japanese-only fighting game for this system titled (*) *Dream Mix TV World Fighters*. One of the crazier games for this console is a mash-up between real time strategy and pinball in a feudal Japanese setting and is titled *Odama*. In a sort of six-dimensional version of *Tetris* for this system, the player has to match up the correct animal parts to form a *Zoocube*. The title diminutive character is bought as a gift for Jenny Sanderson in its excellent *Chibi-Robo!* game. The first US-released *Animal Crossing* game appeared on this system. For 10 points, name this successor to the N64.

ANSWER: **GameCube**

18. The weirdest entry in this series is a Japanese-only *Incredible Machine* clone based more directly on *Sid & Al's Incredible Toons*. Seed 9 Games developed a Korean-only MMO in this series titled *Magyechion Online*. The new characters of Lancelot and Percival were added to two iPhone entries in this series subtitled *Gold Knights*. The first 3D entry in this series was followed by a much better sequel subtitled (*) *Army of Zin*. The antagonist of this series, Firebrand, was the playable character in the early Game Boy release, *Gargoyle's Quest*. Perhaps gaming's biggest fuck you is seemingly beating the boss of the first game, only to be sent back to the first level since you didn't actually save Princess Prin Prin. This series was made into the *Maximo* games for the PS2. For 10 points, name this Capcom series whose protagonist would shed his suit of armor for boxer shorts after being hit, noted for its fiendish difficulty and graveyard levels.

ANSWER: **Ghosts 'n Goblins** [or Makaimura; accept **Ghouls 'n Ghosts** as a Festivus gift]

19. Kecmo's lack of an American license to this character led to one of his NES games being localized as *Kid Klown in Night Mayor World*. David Jaffe of *Twisted Metal* and *God of*

War fame got his start as a stage designer for a game starring this character. This character and his friends drove around locations such as Seattle and the Everglades in a Rare-developed N64 (*) kart racer. The second of Warren Spector's two disappointing games starring this character brought back the long-lost rival of Oswald and continued the mechanic of the magic paintbrush. In one platformer, this character could don both a magician's outfit and a fireman's suit. Perhaps this character's best game is a Capcom-developed Genesis game set in a "Castle of Illusion". This character is often called "The King" in the *Kingdom Hearts* games. For 10 points, name this character whose "Epic" Wii platformer set one level on Steamboat Willy.

ANSWER: Mickey Mouse

20. A pioneering homebrew title for this system was Alex Herbert's dual release of *Protector* and *Y*A*S*I* ("Yet Another Space Invaders"). If you don't care about the analog stick, you can mod a Genesis controller to play games on this system. Its 3D Imager was the first 3D accessory ever released for a console. This system was called the Mini Arcade while under development and was intended as a handheld by Smith Engineering. The port of the arcade game *Star Castle* is an essential title for this system. (*) Milton Bradley took it off the market following the videogame crash. If you had this system, you probably were bummed that pack-in title *Mine Storm* often crashed after Level 13; *Mine Storm* was essentially a clone of *Asteroids*, an arcade game which used a similar technology to its included 9 by 11 inch monochrome monitor. For 10 points, name this only home console ever released that supported vector graphics.

ANSWER: GCE Vectrex

All Night Nippon Bonus Round (Each question worth double points!)

21. Game title and system required. We're looking for an answer in the format of "*Metal Gear* for the MSX2". This Shanzai game unusually uses RAM to store the sprite graphics, while most of the text is stored on its two megabyte PRG ROM chip. This game was developed by ShenZen Nanjing Technology, although that version sucks and you should install the vastly improved patch by Lugia2009. Unlike other versions of this game, it does not include the motorcycle and snowboarding sequences. This game is sometimes called (*) *Core Crisis*. Two sprites in this game are combined to leave enough space for the gun carried by Barret. Despite having no relation to the film, this game was first released with the subtitle "Advent Children". For 10 points, name this unauthorized Chinese port of a 1997 PlayStation RPG hit where you play as Cloud Strife.

ANSWER: Final Fantasy VII for the NES [or Final Fantasy VII for the Nintendo Entertainment System or Final Fantasy VII for the Famicom; accept Core Crisis before mentioned]

22. The PC game *Addiction Pinball* was ported to the PlayStation and re-skinned to be in this game series. A never-released entry in this series was going to be a *Mario Kart*-style game titled *Battle Rally*. This series began life as a demo to be included with an issue of *Amiga Format*. It was turned into a proper game after developer Andy Davidson met Martyn Brown at the European Computer Trade Show. A spin-off entry in this series is pretty similar to *Puzzle Bobble* except that your character, who travels on a boat, can move horizontally; that entry is titled (*) "Blast". An early current events-themed weapon this series was the Mail Strike. The title characters in this series can move across the landscape with items such as the ninja rope. The first game in this series received a Director's Cut which added weapons such as the Holy Hand Grenade. For 10 points, name this Team17 videogame series where the title creatures shoot projectiles at each other.

ANSWER: Worms

23. One of this no-longer-extant company's first games asks the player, "HOW MANY ALIENS CAN YOU SHUT UP?" An early game by this publisher, Koichi Nakamura's *Pac-Man*-inspired *Door Door*, was a product of its "First Game Hobby Program Contest". It released a best-selling detective game inspired by a 1981 World's Fair in Kobe titled *Portopia*. Players of one of this company's breakthrough hits could advance to Level 10 by entering Basho's frog poem into its haiku-inspired "Mantra of Restoration" password

system. They published *ActRaiser*. The English translation of one of this publisher's games removed the (*) "crab walking" of characters as they moved across the overworld of Alefgard. The English sales of an RPG by this publisher were boosted when it was included with subscriptions to *Nintendo Power*. Their signature series featured slime as enemies. For 10 points, name this maker of the *Dragon Quest* games, which merged with Squaresoft.

ANSWER: Enix Corporation ["Square Enix" is an extant company, so do not accept that]

24. Instead of getting an accessory that enabled this feature, Europeans got a chess module for the Videopac G7000. One accessory that provided this feature was advertised by the Gandalf-like Wizard of Odyssey and was used for games such as *Attack of the Timelord* and *Sid the Spellbinder* for the Magnavox Odyssey 2. This type of technology was the selling point for a failed accessory for the Intellivision that allowed the computer to convey information in the game *Space Spartans*. A MOS 6502 chip was used to provide this feature alongside with text like (*) "@!#?@!" in *Q*bert*. For 10 points, name this once-novel feature in videogames that allowed the *Bezerk* cabinet to catch your attention with "Got the humanoid, got the intruder!" and other phrases.

ANSWER: speech synthesis [or voice synthesis]

25. Many early programs of this type built on research into mappers done by Fayzullin. Bad inputs to these programs often have messy headers that read "DISK-DUDE!" in ASCII. Arguably the first program of this type was Nobuaki Andou's "Paso" and shut down after one minute if you didn't pay the three thousand yen shareware fee. Inputs to these programs could be converted from one format to another by "the only [tool of its type] with balls", Matt Conte's cajones program. The original Vo.2 release of a program of this type by Bloodlust Software used a (*) bloody severed hand as a mouse pointer and allowed users to see wave outputs and palettes. These programs could output .NSM and .STA files, which were subsequently used for video playback. FCEUX is a common one of these programs used by hackers. Another popular one is Nestopia. For 10 points, name this type of programs which let you play, say, *Ice Climbers* on a PC.

ANSWER: NES emulator [or Nintendo Entertainment System emulator; or Famicom emulator]

26. The Amiga game *Bob's Garden* and the CPC game *Fruity Frank* are both pretty faithful clones of this game. The protagonist of this game later attempted to reach the top of rollercoasters in a title originally released as *Go! Go! Coaster*. A sequel to this game was sometimes titled for unicorns, but is more commonly known as the title character's "Castle". Cut scenes in this game play the *Astro Boy* theme. This game was by far the most successful for *Space Panic* developer Universal Entertainment Corporation. The Japanese version of this game depicted its title character as a snowman rather than a (*) clown. You earn 500 extra points by grabbing 8 cherries without pausing. The title character of this game can attack monsters with a power ball. The apples in this game are analogous to the boulders in a similar Namco game in that they can be dropped on enemies. For 10 points, name this classic arcade game not to be confused with *Dig Dug*.

ANSWER: Mr. Do!

27. The F2 button in the Stella emulator has this function. Omaha's best pop punk chiptune band The SuperBytes have a song of this title whose chorus notes, "We've lived for too long, underneath an umbrella that was built before our time". Along with the Red Button, hitting a switch of this name on the 2600 makes the score visible in *Defender*. It's not saving, but players were advised to (*) hold a button that performed this function to prevent the writing of garbage data into the battery backup RAM in the original *Zelda*. A character whose name derives from this operation has a Bronx accent and forces the player to say "I repent" if he has to lecture you too often. That character berates cheating players in the *Animal Crossing* series. It's not going to sleep, but you can perform this action in many GBA games by pressing A, B, Select and Start. For 10 points, name this operation, performed by pressing a button next to the power and eject buttons on an SNES.

ANSWER: reset [or soft reset; or hard reset; do not accept "power" button, that's a different thing]

28. This was the later-released of two systems whose games were supported on the portable Aiwa CSD-GM1 system. 64 KB of sound sample RAM, 256 KB of video RAM and 512 KB of main RAM were added by this system. Two of the more popular launch titles were originally developed by Digital Pictures for the cancelled Control-Vision console. In the UK, 80% of people who bought this system also bought *Thunderhawk*. This system would have been combined with a 32-bit follow-up in the never-released (*) Neptune. A game called *Fahrenheit* for this console made heavy use of video despite its limiting 32 color palette. The song "Work That Sucker to Death" appeared on its best Sonic game. Joe Lieberman complained that one game for this system "ends with this attack scene on this woman in lingerie". *Sewer Shark* and *Night Trap* were FMV games developed for this system. For 10 points, name this Genesis peripheral, not to be confused with the 32X.

ANSWER: Sega CD

29. One of these weapons appears in the title of an Irem beat 'em up starring characters such as Stick Straw and Captain Jose, who are also ninjas for some reason. One of these weapons was made available to everyone in the DLC campaign *The Passing*. This weapon is used as part of a combo move where Frank first tosses an enemy in the air in *Tatsunoko vs. Capcom: Ultimate All-Stars*. People who pre-ordered *Left for Dead 2* were treated to one of these weapons in each (*) safe room in that game. It's not a yo-yo, but this is the primary weapon of a character who eventually meets up with other "chosen four" members Paula, Jeff and Poo. In the original *Streets of Rage*, this element has a shorter range but is otherwise identical to the lead pipe. This type of weapon is pre-equipped when fighting as Lucas or Ness in *Smash Bros*. For 10 points, name this type of weapon which you swing with a Wiimote in *Wii Sports*' baseball mode.

ANSWER: baseball bat

30. One update to this system was codenamed Val and was to have built-in joysticks unlike another update, codenamed Bonnie. One commercial for a version of this system had someone rapping about how "the fun is back!" A relaunched version of this system was sold for \$50 and had a lunchbox-like handle for a box. Games such as *Solaris* and *Midnight Magic* were commissioned for a relaunch of this system. An all-black version of this system was known as the "Vader" model. The original version of this system was nicknamed (*) "Woody" and had physical switches for things such as "left difficulty" on the machine. A version of this system released in 1986 and known as "Junior" came with a free copy of *Centipede*. For 10 points, name this Atari system, originally launched in 1977 and where you could play *Adventure*.

ANSWER: Atari 2600 [or Atari 2600 Jr.]

31. A piece of equipment central this activity is how the title chef navigates through levels in a pretty good Super Famicom platformer by developer "Think About Needs of Notice for Human Being" or TNN. This activity is at the center of the aforementioned *Umihara Kawase*, finally localized in 2014 under the title *Yumi's Odyssey*. *Virtua Fighter's* Jeffry McWild hopes to win enough prize money in the competition in order to be able to buy the equipment he'll need to pursue his nemesis in this activity. You can find sheet music by performing this activity (*) off the edge of platforms in *Shovel Knight*. In *Sonic Adventure*, you spend a lot of time doing this activity when playing as Big the Cat. This is how you obtain the Hylian Loach in *Ocarina of Time*. In some Pokémon games, you might see the text "Oh! A bite" when doing this. For 10 points, name this activity which can be done by using an Old Rod in Pokémon.

ANSWER: fishing

32. In a Japanese-only Game Gear sports title starring this character developed by Technos, one character removes his hat to knock at the ball and another bounces it off his belly. Besides that beach volleyball game, this character appeared in another Japanese-only Famicom title similar to *Donkey Kong Jr. Math* where he helps teach kids English. In 1994, there was "a magnifisink new pinball from Bally" where this character "Saves the Earth". In one level of an arcade game starring this character, you collect the letters "H-E-L-P" on a ship while avoiding or punching obstacles such as (*) Bernard, the vulture. An arcade game titled for this character and developed by R&D1 has him avoiding enemies such as the Sea Hag and

is reasonably similar to *Donkey Kong*. For 10 points, name this cartoon character, often tasked with rescuing Olive Oyl and earning power-ups by eating spinach.

ANSWER: Popeye

33. This *extra* accessory, along with a modem, was included for people who bought the premium tier Randnet bundle in Japan. This accessory could be used in conjunction with the cheat code FLYBOY in *Re-Volt*. A similar accessory to this one for the DS was only used in conjunction with the DS web browser. Either this accessory or an included one known as the (*) "Jumper" had to be present for the system to work. The presence of this accessory could cause *Space Station Silicon Valley* to crash on load. It was required to play *Brood War* levels in one *Starcraft* port. Due to a game-killing bug discovered at the last minute when this accessory was *not* used, Rare was forced to pay for the inclusion of it with every copy of *Donkey Kong 64*. Most games used it to show higher resolutions or better textures. For 10 points, name this N64 accessory which added 4 MB of RAM to the system.

ANSWER: N64 Expansion Pak

34. These objects are the targets of a 1974 Sega light gun game whose sequel was titled *Bullet Mark*. The title characters had to destroy these objects in locations such as Mount Fuji and Easter Island in a game that featured a rendition of "Puff the Magic Dragon" on its soundtrack, *Buster Bros*. The creator of a game titled for these objects was unable to get a golden one in an episode of (*) *Game Center CX*. In one game titled for these objects, the player can be eaten by a big fish if he ventures too close to the water. These objects title a launch window NES game programmed by Satoru Iwata that cleverly updated *Joust*. The character who creates the largest one of these objects in the shape of their head wins the first of the bonus stages in the *Simpsons* arcade game. After you lose all three of these items, you've lost a Battle Mode game in Mario Kart 64. For 10 points, name these objects, that title a "Fight" game for the NES.

ANSWER: balloons