**ETERNAL SONATA**

**Set by Anderson Wang and Jasper Lee**

**Packet 1**

1. Name the game.

ANSWER: ***Grand Theft Auto V*** [or ***GTA V***; accept ***Grand Theft Auto Online***]

2. Name the game.

ANSWER: ***Sonic the Hedgehog 3*** [accept ***Sonic 3***, prompt on “Sonic and Knuckles”, do not accept or prompt on other answers]

3. Name the game genre.

ANSWER: **shmup** or **shoot ‘em up** [accept horizontally or vertically **scrolling shooter**; prompt on just “shooter”]

4. Name the game.

ANSWER: ***Shadow of the Colossus***

5. Name the game.

ANSWER: ***Star Fox 64*** [accept ***Lylat Wars***, do not accept or prompt on partial answers]

6. Name the series.

ANSWER: ***Mortal Kombat***

7. Name the series.

ANSWER: *The* ***Elder Scrolls*** [accept answers that mention ***Daggerfall***, ***Morrowind***, ***Oblivion***, or ***Skyrim***]

8. Name the home country of the performers of these tracks.

ANSWER: **England** [accept **U**nited **K**ingdom, Great **Britain**, etc. etc.]

9. Name the series.

ANSWER: ***Borderlands***

10. Name the original game that provides the setting for the following games.

ANSWER: ***Dungeons & Dragons*** [or ***DnD***; accept basically anything that includes it such as ***Advanced Dungeons & Dragons*** or ***Dungeons & Dragons* 3rd Edition**]

11. Name the game these songs were written about.

ANSWER: ***League of Legends***

12. Name the game.

ANSWER: ***Journey***

13. Name the kind of location where you would hear these clips.

ANSWER: **court**rooms or **trial**s [accept **witch trial**s; accept equivalents; prompt on “schools” or equivalent]

14. Name the series. NOTE: One clip here consists of in-game dialogue, and the name of a main character has been censored in this clip.

ANSWER: ***Jak and Daxter*** [accept ***Jak***]

15. Name the game.

ANSWER: ***Faxanadu***

16. Name the composer.

ANSWER: Nobuo **Uematsu** [accept names in either order]

17. Name the game genre.

ANSWER: **t**ower **d**efense [accept any answer that contains the words **tower defense**; prompt on “first person shooter”]

18. Name the series.

ANSWER: ***Ninja Gaiden***

19. Name the non-human animal associated with these clips.

ANSWER: **rabbit**s [or **bunnies** or **hare**s or equivalent]

20. Name the series.

ANSWER: ***Ecco*** *the Dolphin*

**Packet 2**

1. Name the series.

ANSWER: ***Gradius*** [prompt on “Life Force”, “Salamander”, or “Nemesis”]

2. Name the game.

ANSWER: *The* ***Stanley Parable***

3. Name the game.

ANSWER: ***DOOM*** [or *Ultimate* ***DOOM***]

4. Name the type of landform found in the names of the locations where these tracks play. We're looking for an answer such as "peninsula" or "oxbow lake."

ANSWER: **valley**s [accept specific locations such as Manji **Valley**, **Valley** of Repose, Vegetable **Valley**, **Valley** of Avalar, Celestial **Valley**, Teehee **Valley**, or Gerudo **Valley**]

5. Name the game.

ANSWER: *Logical Journey of the* ***Zoombinis***

6. Name the series.

ANSWER: ***RollerCoaster Tycoon***

7. Name the developer.

ANSWER: **Platinum**Games

8. Name the composer.

ANSWER: Grant **Kirkhope**

9. Name the game.

ANSWER: ***Metroid Prime***

10. Name the type of activity associated with these games.

ANSWER: **racing** [accept specific types like kart **racing** or car **racing**; prompt on "driving"; prompt on "jetskiing"]

11. Name the game.

ANSWER: ***BioShock Infinite*** [do not accept or prompt on partial answer]

12. Name the civilization associated with these clips.

ANSWER: Ancient **Greece**

13. Name the game.

ANSWER: ***Tetris*** (for the Game Boy)

14. Name the game.

ANSWER: ***Braid***

15. Name the type of location where you would hear these tracks.

ANSWER: **forest**s [or **woods**; do not accept "jungle"]

16. Name the console that these games were all originally made for.

ANSWER: Sega **Dreamcast**

17. Name the series.

ANSWER: ***Donkey Kong Country*** [prompt on “Donkey Kong”; accept ***Donkey Kong Land***]

18. Name the game.

ANSWER: ***Undertale***

19. Name the game.

ANSWER: ***Parappa the Rapper***

20. Name the protagonist of these games.

ANSWER: **Batman** [or Bruce **Wayne**; or the **Dark Knight**]

**Packet 3**

1. Name the sport.

ANSWER: **boxing**

2. Name the game genre.

ANSWER: **puzzle**s [prompt on “mobile games” or equivalent]

3. Name the series.

ANSWER: ***Pokémon***

4. Name the game.

ANSWER: ***Battletoads***

5. Name the series.

ANSWER: ***Golden Sun***

6. Name the kind of animal.

ANSWER: **chocobo**s [accept more specific answers like **black chocobo**]

7. Name the developing company.

ANSWER: **Valve** Corporation

8. Name the city where you would hear these clips.

ANSWER: **Hong Kong** [prompt on “Wan Chai”; prompt on “Kowloon (City)”]

9. Name the game.

ANSWER: ***DuckTales***

10. Name the game these tracks first appeared in.

ANSWER: ***Fallout 3***

11. Name the game.

ANSWER: ***Minecraft***

12. Name the developing company.

ANSWER: **Blizzard** Entertainment [accept **Silicon & Synapse**]

13. Name the composer.

ANSWER: Jake **Kaufman** [accept **virt**]

14. Name the game.

ANSWER: ***Super Mario Bros. 3*** [accept ***Mario 3***, ***Mario Bros. 3***, or ***Super Mario Advance 4***; do not accept or prompt on any other answer]

15. Name the type of creature featured in these games.

ANSWER: **zombie**s

16. Name the game.

ANSWER: ***Banjo-Kazooie***

17. Name the game.

ANSWER: ***Bionic Commando*** [accept ***Hitler’s Revival****: Top Secret* though no one will say that]

18. Name the character.

ANSWER: **Ryu**

19. Name the game.

ANSWER: *The* ***Witcher 3****: Wild Hunt*

20. Name the series.

ANSWER: ***Touhou*** *Project*

**Packet 4**

1. Name the series.

ANSWER: ***Assassin's Creed***

2. Name the series.

ANSWER: ***T****eenage* ***M****utant* ***N****inja* ***T****urtles*

3. Name the game.

ANSWER: ***Tales of Symphonia***

4. Name the console that these games were all originally made for.

ANSWER: Philips **CD-i**

5. Name the last word in the titles of these games.

ANSWER: **go**

6. Name the situation when these clips play.

ANSWER: **game over** screen [prompt on "continue screen;" prompt on answers describing "death" or word forms that don't include what's underlined]

7. Name the specific time period associated with these clips (description acceptable).

ANSWER: **Prehistory** [accept **65 million BC**; accept the **earliest** time in ***Chrono Trigger*** or equivalents; prompt on just “the past” or “the time with dinosaurs”]

8. Name the composer.

ANSWER: Koji **Kondo** [accept names in either order]

9. Name the game.

ANSWER: ***VVVVVV*** [accept anything involving the letter **V** basically]

10. Name the developing company.

ANSWER: **Bungie**, Inc.

11. Name the home country of the developers of these games.

ANSWER: **Japan**

12. Name the game.

ANSWER: *The Legend of Zelda:* ***Majora's Mask***

13. Name the game.

ANSWER: ***Super Mario Galaxy***

14. Name the kind of location where you would hear these clips.

ANSWER: **opera house**s

15. Name the game.

ANSWER: ***Okami***

16. Name the species associated with these clips.

ANSWER: **Terran**s [or **human**s; or equivalents]

17. Name the game.

ANSWER: ***Nights into Dreams…*** [prompt on “Nights”, do not accept “Nights: Journey of Dreams”]

18. Name the series.

ANSWER: ***Castlevania***

19. Name the series.

ANSWER: ***D****ance* ***D****ance* ***R****evolution* [accept ***StepMania***]

20. Name the city in which these tracks play.

ANSWER: The **Citadel** (from the Mass Effect series) [if someone answers "Presidium," "Wards," or "Shepard's Apartment," reverse prompt by asking them where those are located]

**Packet 5**

1. Name the home country of the composers of these tracks.

ANSWER: **France**

2. Name the game.

ANSWER: ***W****orld* ***o****f* ***W****arcraft* [accept expansions like *World of Warcraft: The* ***Burning Crusade***; do not accept or prompt on just “Warcraft”]

3. Name the common substance in the titles of these games.

ANSWER: **rain**

4. Name the series.

ANSWER: ***Dig Dug***

5. Name the composer.

ANSWER: Kazumi **Totaka** [accept names in either order]

6. Name the game.

ANSWER: ***Portal 2*** [do not accept or prompt on partial answer]

7. Name the game.

ANSWER: ***Metal Gear Solid*** [or ***Metal Gear Solid: Twin Snakes***; do not accept or prompt on partial answers]

8. Name the album (description acceptable).

ANSWER: ***Voices of the Lifestream*** [accept the **OCRemix** tribute album for ***Final Fantasy VII***; accept **OCR** or **OverClocked Remix** in place of OCRemix; prompt on answers that mention Final Fantasy VII and some notion of remixing but not OCRemix specifically; obviously do not accept just “Final Fantasy VII soundtrack”]

9. Name the game genre.

ANSWER: collectible **card** games [accept **CCG**s, prompt on “strategy”]

10. Name the game.

ANSWER: ***Katamari Damacy***

11. Name the kind of location where you would hear these clips.

ANSWER: **tower**s [accept more specific answers like **Battle Tower**; prompt on “cemetery” or equivalent]

12. Name the game.

ANSWER: ***Hotline Miami***

13. Name the game.

ANSWER: ***Kirby Super Star*** [accept ***Kirby Super Star Ultra***; accept ***Kirby’s Fun Pak*** apparently]

14. Name the game.

ANSWER: ***Silent Hill 2*** [do not accept or prompt on partial answers]

15. Name the series.

ANSWER: *Professor* ***Layton***

16. Name the game.

ANSWER: ***Bravely Default***

17. Name the game.

ANSWER: ***Mega Man 2*** [or ***Rockman 2***, do not accept or prompt on partial answers]

18. Name the character associated with these tracks.

ANSWER: **Vergil** [or **Nelo Angelo**; or **Nero Angelo**; do not accept "Nero"]

19. Name the game. NOTE: One of the clips is taken from a “making of” video.

ANSWER: ***Red Dead Redemption*** [do not accept or prompt on partial answers]

20. Name the game.

ANSWER: ***Super Smash Bros.*** [accept ***Super Smash Brothers***, accept ***Smash 64***, prompt on partial answer, don’t accept any answer with “Melee” or “Brawl” in it]

**Tiebreakers**

1. Name the game.

ANSWER: *Star Wars:* ***Knights of the Old Republic*** [or **KOTOR**; prompt on "Star Wars"]

2. Name the kind of building where you would hear the following.

ANSWER: **Pokémon lab**oratories [accept any answer that mentions both **Pokémon** and some sort of **research building**; prompt on partial answer; accept more specific answers indicating the owner of the lab such as Professor **Oak’s lab**oratory]

3. Name the type of setting for these games.

ANSWER: haunted **mansion**s [prompt on "houses"]