[Note to Players: We do a little trolling. You have been warned] [Note to Moderator: Read answerline carefully]

Upon the realization that he has not actually been talking to this figure, another character reveals that he had ignored an earlier warning by the prophet Telemus. One action this man carries out is compared to a shipwright drilling into a plank and to a blacksmith quenching a hot axehead. This man uses a beverage that once belonged to Maron to accomplish one task. After performing that action, this man and his comrades escape by (*) hiding on the underside of sheep. When this man's adversary cries out "This man has tricked me!" his friends think he is fine because of this man's clever name, even thought he has just been blinded with a red-hot stake. For 10 points, name this man that Odysseus introduces himself to Polyphemus as.

ANSWER: **Outis** [or **Nobody**; DO NOT ACCEPT OR PROMPT ON "Odysseus"]

<u>A desert area's collectible can be found with a hintart to be in this location, under the</u> <u>seventh steppingstone from this location's shop. In one subarea of this location, collectibles</u> <u>can be obtained by navigating a Dry Bones-infested hexagonal tower. In an outfit-locked</u> <u>room in this location, a level is played on a set of</u> (++) fold-out screens. Fishing in this location can unusually yield Poochy the dog. This kingdom's structure has led many to conclude it is reminiscent of *Super Mario Galaxy*, since it consists of a series of islands connected by spark pylons. Killing a (*) Stairface Ogre advances the story in this kingdom, as does defeating both Harriet and Topper in boss fights. Controllable statues called *jizos* and round birds called *pokios* can be found in this kingdom, the latter of which helps climb its japaneseinspired buildings. For 10 points, name this kingdom in *Super Mario Odyssey* home to the primary antagonist.

ANSWER: **<u>Bowser</u>**'s Kingdom [accept <u>**Bowser**</u>'s Castle in <u>*Super Mario Odyssey*</u>; prompt on "<u>**Bowser**</u>'s Castle" with "From what game?" before "kingdom" is used as a pronoun] {The first line refers to a hintart moon}

Kick recoil momentum and RNG manipulating an object to swing over 180° can be used to obtain collectibles in a level with this name while minimizing jumping. Spinning obstacles in another location with this name used to cause players to spin out in a DS version, but in an updated version allow player to trick off them. Obstacles in a level with this name change their movement speed depending on how the player (*) enters it. That feature of a level with this name can make collecting stars called Stomp on the Thwomp and Timed Jumps on Moving Bars easier. Players driving a course of this name can take a shortcut when hands line up with the track and must avoid swinging pendulums. For 10 points, give the name shared by a Mario Kart DS/8 Deluxe track and a level in Super Mario 64 that can be entered through the face of a grandfather version of the title object.

ANSWER: Tick Tock Clock [or Tick-Tock Clock]

One use of this item can be skipped by platforming onto a large tree, sliding down it onto another tree, and then performing a series of slope jumps to reach Captain Toad. Either this item or a Boo Mushroom can be used to navigate a section of a Sand Spiral level. While they normally flee the player, Flipbugs will attack if the player has this powerup. This powerup is necessary to collect the purple coins in Sea Slide Galaxy, and it can also be used in (*) Gold Leaf Galaxy, a mirror image version of the first level it appears in. It's not a Cloud Flower, but the player can only stand on clouds and flowers with this powerup, and touching water gets rid of it. This powerup is necessary to climb around and collect Star Chips on an itching Queen. For 10 points, Mario can fly and climb honey walls with what powerup, introduced in Honeyhive Galaxy?

ANSWER: <u>Bee</u> Mushroom [or <u>Bee</u> Mario or <u>Bee</u> Luigi] {The tree skip mentioned is the first star of Honeyhive}

One hidden Yoshi Egg for a challenge in *Super Mario Bros. Deluxe* can be found inside a set of oppositely facing steps in this location. In a theater in Metro Kingdom, the player collects moon shards around this location to unlock a moon. The *Super Smash Bros. Brawl* stage Mushroomy Kingdom is a (*) replica of either this level, or occasionally the following one. A 1-up mushroom is hidden in a question mark block in this level 5 blocks high and 4 blocks before a gap. A single koopa appears in this level just after a brick block that contains a star. In this level, a set of three pipes increasing in height appear before a fourth one, which is enterable and leads to a secret area of this level filled with coins and a pipe that leads to the end. For 10 points, identify this first level of *Super Mario Bros.* ANSWER: Super Mario Bros. <u>1-1</u>

A trumpet plays [*Read slowly*] rising dotted eighth note G sixteenth C into a long high G in the first section of this course's music, stating a theme that gives way to the violin melody. In the second section of this track's music, simmering saxes playing in lower register are doubled by a distorted electric guitar, making for a unique sound. At the beginning of this track's music, rising brass sixteenth notes lead into a striking G chord, timed perfectly as players land from a (*) ramp at the beginning of this course. A violin plays a shredding solo in the section of this track where the player frantically avoids snow-covered trees. For 10 points, name this Mario Kart 8 course, whose music changes between sections, mirroring the players' progress down the titular slope.

ANSWER: Mount Wario

Bonus:

For 10 points each answer the following about the rule of the Byzantine Emperor Leo I: E: Leo is perhaps best known for his part in a spectacularly bad expedition against the Vandals in this general region. Earlier, the Vandals had conquered this general region by crossing the straits of Gibraltar from Spain.

ANSWER: <u>Africa</u> [Accept parts of Africa like Mauretania, Numidia, and Libya] M: Leo agreed to help in Africa after reaching an agreement with this Germanic general, who controlled the Western Empire through a series of puppet emperors like Majorian, Libius

Severus, and Anthemius.

ANSWER: Flavius **<u>Ricimer</u>**

H: Leo exiled this anti-Chalcedon patriarch of Alexandria, but he was brought back briefly during the brief reign of Basiliscus, where he ruled until his death.

ANSWER: <u>Timothy</u> the <u>Cat</u> [or <u>Timothy Ailuros</u>; or Pope <u>Timothy II</u> of Alexandria]

{According to John of Nikiu, his death occurred after a summon to the emperor Zeno, upon which he said "The emperor will not see my face," promptly fell ill, and then died}

You are a serine protease enzyme. Answer the following about how you work, for 10 points each.

[10m] Along with a serine, your catalytic triad is made up of aspartate and this other amino acid. Due to its pKa of around 6, this amino acid deprotonates the serine, making it a better nucleophile.

ANSWER: histidine

[10e] Being a protease, you hydrolyze these types of bonds, which link amino acids into proteins. ANSWER: **peptide** bonds

[10h] In order to decide where on the protein to cleave, you contain these regions, which favor binding to certain substrate amino acids. If you happen to be trypsin, this region in you contains an aspartate, causing you to only cleave after positively charged amino acids.

ANSWER: **Specificity pocket**s [or **S**1 **Pocket**]

Answer the following astronomy-myth dual questions. For 10 points each:

[10e] This large Martian shield volcano is the home of twelve namesake greek gods.

ANSWER: Olympus Mons [or Mount Olympus]

[10m] This moon's remarkably smooth surface has led to the hypothesis that a water ocean exists beneath its surface. This woman's brother Cadmus searches for her after she is abducted by Zeus as a bull.

ANSWER: Europa

[10h] According to Apollodorus, this giant was killed in the Gigantomachy by Hephaestus with red-hot metal missiles. The gap between Saturn's A and B rings was created by this moon. ANSWER: <u>Mimas</u>