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# NICK-O-MATIC'S FEM16 QUIZ

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Answers close to correct answers will be given partial points. Impressive answers will be given bonus points. Feel free to ask questions during the quiz if there is something unclear in the questions as you probably aren't the only one pondering about the same thing. Please return the pen with the paper. Battle time 60 minutes. Now best of luck! xd

## A. Internal WRs

A femquiz is not a femquiz without internal WR questions!

1. There are six nations that have produced exactly one kuski that has managed to drive an Elasto Mania WR (or WRs). List these kuskis, their nationalities<sup>1</sup>, and their WR(s).

Nation	Kuski	WRs
1.		
2.		
3.		
4.		
5.		
6.		

**1 point** for each nationality-kuski combo

**1/4 points** for each WR

2. How many times has

- |  |                |
|--|----------------|
| (a) dz improved internal 4 WR? Is it 1, 3 or 5 times?      | <b>1 point</b> |
| (b) Zweq improved internal 4 WR? Is it 4, 6 or 8 times?    | <b>1 point</b> |
| (c) axxu improved internal 13 WR? Is it 3, 5 or 7 times?   | <b>1 point</b> |
| (d) Abula improved internal 14 WR? Is it 2, 3 or 4 times?  | <b>1 point</b> |
| (e) Tisk improved internal 20 WR? Is it 0, 2 or 4 times?   | <b>1 point</b> |
| (f) finman improved internal 32 WR? Is it 1, 2 or 3 times? | <b>1 point</b> |

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<sup>1</sup>Here nationalities are the official Moposite statistics nationalities

- (g) Markku improved internal 34 WR? Is it 0, 1 or 3 times?
- (h) adi improved internal 41 WR? Is it 2, 3 or 4 times?

**1 point**  
**1 point**

## B. Graphics of internals

Did you think you know what internals look like? Lets see =)

1. Recognize the internals of Fig. 1!

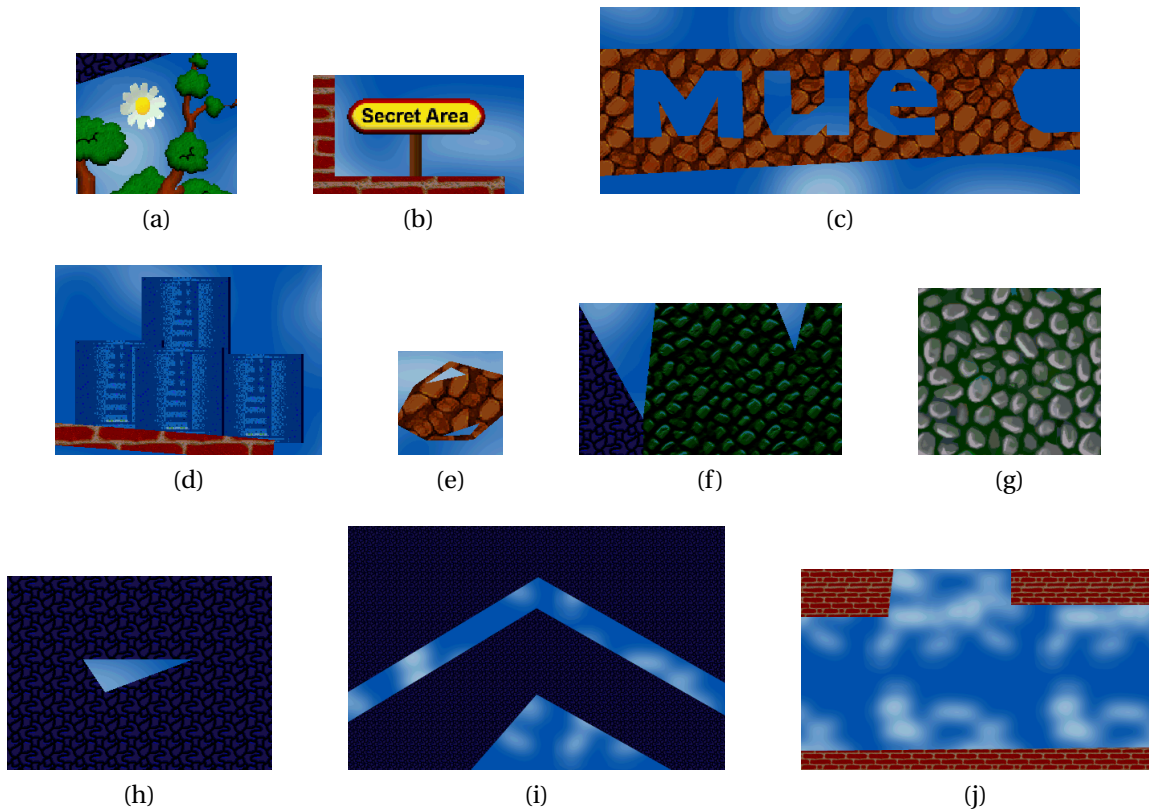


Figure 1: Collection of screenshots from internals. The screenshots in (i) and (j) have been zoomed out 3 times more than the others.

**1 point** per screenshot

2. At <http://old.moposite.com> there still is a link to very old internal recognition quiz that is very similar to the previous assignment, just a lot easier. Who made it?

**1 point**

3. Nowadays many have the option “*default ground/sky*” on in their eolconfs. Unfortunately, this prevents them from enjoying non-default sky (or *ground sky*).

(a) Which internals have some ground texture as sky? Which is this texture for these levels?

1/2 points per level  
1/2 points for textures

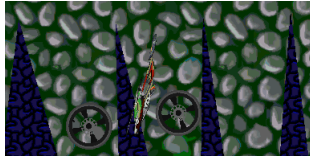


Figure 2: An annoying level can be made great by spicing up the sky texture a little bit.

(b) Actually, some mans always have default sky in those levels. Even if they change the “*default ground/sky*” option off, they still have the default sky in those internals, but they can have non-default sky in external levels. How is this possible?

2 points

## C. Volting physics — this years special section!



IN the former days — that is to say, once upon a time — in a sunny Nintendo world there happily lived and ideaded an anonymous koopa-turtle. One beautiful day he wanted to dive into an adventure. And so he entered internal 34 (Bumpy Journey) and pressed left volt ( $\leftarrow$ ). He observed that the bike started rotating with angular velocity  $\varphi_1 = 62.92^\circ/\text{s}$  (degrees per second)<sup>2</sup>. Next he tried of pressing right volt and he expected that as a result the bike is not rotating at all since in the Nintendo world left and right volts cancel each other so that after one left and one right volt the velocity would have been  $0^\circ/\text{s}$ . However, for koopa-turtle’s amazement, now after one left and one right volt the bike was rotating with angular velocity of  $\varphi_2 = -44.48^\circ/\text{s}$ ,<sup>3</sup> so the right volt was powerful enough to cancel the previous left volt *and* add quite much extra boost. The koopa-turtle got really stoked on peculiar Elma volting physics, but since he hit the ground really soon in the Bumpy Journey, he coded a zero-gravity patch. Now he was able to volt as much as he wanted and the proper experiments can begin:

<sup>2</sup> A 60 fps result

<sup>3</sup> negative sign means that the bike is rotating to the clockwise direction ( $\curvearrowright$ ), positive sign means that it is rotating to anti-clockwise direction ( $\curvearrowleft$ ).



Figure 3: The anonymous koopa-turtle in the Nintendo-world.

1. (a) First he wants to see that if he presses the left volt again, is it going to cancel the previous right volt so that  $\varphi_3 = \varphi_1$ ? Or if he presses right volt again, will the second ( $\leftarrow, \rightarrow$ )-combo cancel the first one so that  $\varphi_4 = \varphi_2$ ? And what happens in general if he presses left and right volts in turns like  $\leftarrow, \rightarrow, \leftarrow, \rightarrow, \leftarrow, \rightarrow, \leftarrow, \dots$  for forever? No ground touching, gasing nor turning is assumed.
- (b) Based on his experiments with the volting sequence  $\leftarrow, \rightarrow, \leftarrow, \rightarrow, \leftarrow, \rightarrow, \leftarrow, \dots$  the koopa-turtle develops a theory. To test it, he tries that volting sequence with different starting speed. So he volts two extra left volts so that his next sequence is  $\leftarrow, \leftarrow, \leftarrow, \rightarrow, \leftarrow, \rightarrow, \leftarrow, \rightarrow, \leftarrow, \dots$ . After the three first volts the angular velocity was  $\varphi_3 = 198.48^\circ/\text{s}$ . How will the angular velocity behave in general this time after the koopa-turtle begins the  $\leftarrow, \rightarrow, \leftarrow, \rightarrow, \leftarrow, \rightarrow, \leftarrow, \dots$  sequence? What is the difference to the previous case?

You can roughly sketch the general behavior of  $\varphi_N$  in the both cases to Fig. 4 or tell it in your own words.

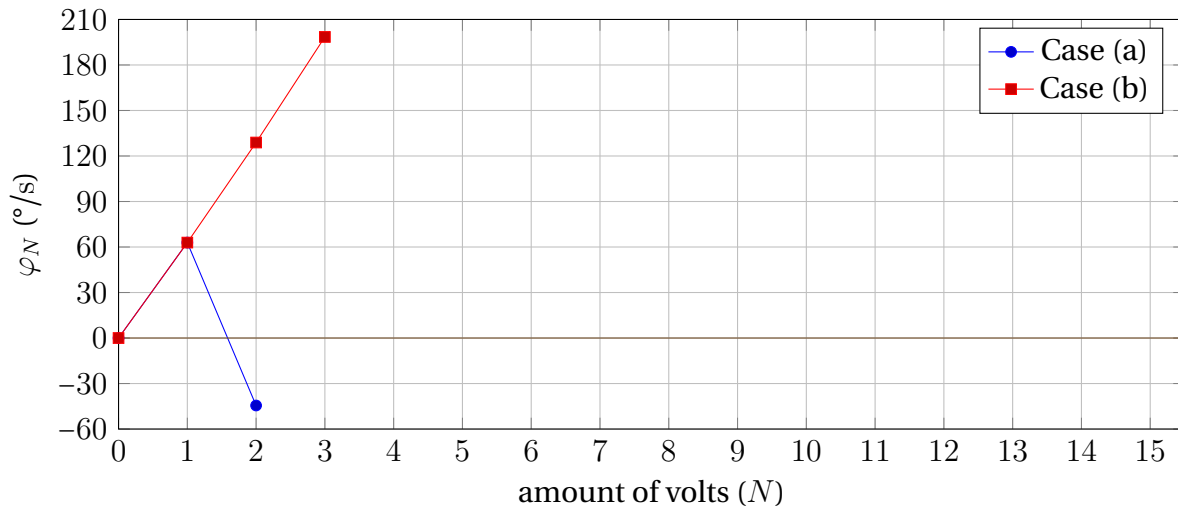


Figure 4: Angular velocity  $\varphi$  as a function of  $N$  (amount of volts). The first 2 volts for the case (a) and first 3 volts for the case (b) have been given already.

4 points

2. You are given one left, one right and one alovolt and you must use each of them. How you should use them in order to achieve as

(a) fast

**2 points**

(b) slow

**2 points**

spinning as possible? Again no ground touching, gasing nor turning is assumed.

3. Draw which direction (up or down) Kuski will swing his hands when you press



(a) left volt?



(b) right volt?



(c) alovolt?



(d) left volt?



(e) right volt?



(f) alovolt?

**1/2 points** for each situation

## D. The miscellaneous stuff!

1. (a) Do you know what Elma Crime is?

**1 point**

(b) What media format is Elasto Mania found on during Elma Crime?

**1 point**

(c) Which level is WR'd at Elma Crime?

**1 point**

(d) What does Elma Crime teach us that we can potentially lose cause of Elasto Mania addiction?

**3 points**

(e) One of the police investigating in Elma Crime is named after an Elasto Mania level, which?

**1 point**

2. In the TAS project video by bene, Zweq and finman,

(a) what was the total time? As a hint it was  $N$  minutes and 54.58 seconds.

**1 point**

(b) which was the shortest level? As a hint the five shortest levels were 22, 29, 40, 44 and 53.

**1 point**

3. These players have changed nicks. With which nicks they are also known as?

(a) YEAHS

**1 point**

(b) Xarthok

**1 point**

(c) Tajm

**1 point**

(d) Kejebra

**1 point**

- (e) Prank **1 point**
  - (f) SmaXa **1 point**
  - (g) Thorze **1 point**
  - (h) Phlaim **1 point**
  - (i) dannyelmer **1 point**
  - (j) BoBBo **1 point**
4. Have you bought Elma? **1 point**
5. This is the last (15th!) event of the FEM beer battle 2016. Name the wintime and winner and draw the winroute for



- (a) sober division<sup>4</sup>
- (b) drunk division

**3 points** for the closest time  
**2 points** for the 2nd closest  
**1 point** for the 3rd closest  
**1/2 points** for the 4th closest  
**1/4 points** for the 5th closest  
**2 points** for the route  
**1 point** for the winner  
 All above for both a) and b)

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Special thanks to bene for his help with this quiz and for Smibu for making special Elma 2 patch with rotation-speed-o-meter! Also thanks for other people who gave some question ideas even though those ideas were used only very little bit! They will be in use some other year.

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<sup>4</sup> The beer battle can be played without beer as well — then it is just a normal battle cup for those people.