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9.85 (Chapter 2-3 can be played without filling the previous chapters) Impossible quiz 2 (August 2007) Impossible quiz (December 2017) Chapter 1 (Newgrounds)Chapter 2 (deviantArt) Chapter 3 (EscapeGames24) Impossible Book quiz is the third installment of the Splapp-Me-Do successful impossible quiz series, the latest full-scale quiz series. It's a cameo sequel to his 2007 games, The Impossible quiz and The Impossible quiz 2, and it was released in three different thematic chapters between 2009 and 2012. Originally conceived as a single quiz with a total of 150 questions, The Impossible book was divided into three chapters with 50 questions each. However, instead of being contained in a single Flash file, Splapp decided to release them as separate flash games to better handle their overall size and their releases. Each chapter has its own theme: the first has a typical impossible quiz theme, the second is inspired by video games, and the third and final is based on time travel. The mechanics of the previous two games remains exactly the same throughout all the chapters: you start each game with 5 lives and you have to make your way to the end in one go. Every mistake you make will cost you your life, and although each chapter has fewer questions than in previous games, the complexity curve has become much more pronounced to make your score, starting with simple questions and then almost instantly throwing you into a pit of madness. Returning from previous bomb games that will give you an immediate Game Over if you can't answer the question correctly before their timer runs out, and there are plenty of them throughout the chapter. Also returning are two Power-UPS from previous quizzes: Passes that allow you to omit difficult issues, and Fusestoppers, who are willing to defuse any kind of bomb that falls into their field of view. There's also a new Power-Up that will be shown on both chapters 2 and 3, but eventually dropped from the third: Lifebuoy, which will protect you from losing only one life and will last until you wrongly answer the question. Because the book is divided into three chapters, each of them will have only two different Power-UPS available to you to use. The main feature of the full book is the inclusion of a plot featuring Chris, a thiomite and spatulon called Norman, based on The Impossible Book of the Quiz, an encyclopedia that contains answers to every question of all impossible quizzes. Common visual effects issues were also taken up a notch, featuring different backgrounds with bright colors and more sequential typography. Needless to say, the book has a lot of tricks up its sleeves, the vast majority of them are brand new to the series. Through the page you will find answers to each specific question of the game. For more information on a particular issue, please to a pattern at the bottom of the page that contains links to every question of the entire Book. The answers in red indicate that there is a bomb on the question. The text is in red, bold and in parentheses indicates the time of the bomb. Chapter 2 also contains two special red bombs that last two questions, not just one. They are marked above the two questions in which they appear. If the number is in quotes, the bomb will not cause the game to end on time. The contents of the backstory backstory Back when The Impossible quiz 2 was publicly released, the idea behind Splapp-Me-Do was to leave it as the final installment of the series. He stayed true to this for a long time, even getting to the release point of a flash game called Impossible Quiz 3 in April 2008, with the goal of saying the game was to pull the prank on his followers. However, at some point after the release of this Flash, most likely in late 2008 or early 2009, Splapp contacted E4 Games, which made him an interesting prospect to create a new game that will be exclusively sponsored by them. Once an agreement is reached, E4 Games will eventually pay Splapp an unknown amount of money for him to make what will eventually be called a sequel to the second game of the Impossible quiz series. Initially, the game was to be one quiz (like its predecessors) with a total of 150 questions that the player will have to do at a time. Splapp, however, found himself fighting a lot of ideas for the game, so he and E4 games eventually decided to split the game into three different chapters, each with a theme of its own. Development continued for some time, and on August 14, 2009, Chapter 1 of the book entitled Close Encounters of the Furred Family was released. The game's plot shows that the khlobites are trying to snatch from Chris the book The Impossible quiz; 50 questions with the standard theme Impossible quiz then follow, eventually leading to the closing of the chapter. The second chapter was due to be released on August 23, 2010, but due to the fact that E4 Games was not able to play until that date, it had to be postponed. On September 10 of that year, Chapter 2 of the Impossible Book quiz was finally presented to the world, titled The Guide to the Galaxy. Aside from featuring the continuation of the plot of the previous chapter, where Chris found himself caught on Phlovomites and dumped in a prison cell, this chapter of the book presents you with 50 subject-themed questions after major eras of video game history; This includes boss issues that are mini-games programmed by other users of Newgrounds UnrealCanine serving as a homage to popular games such as Pac-Man and Pokemon. Chapter 3 was defined by Splapp himself as the one where he struggled with programming itself, mainly because of timing and trying to make things work. Instead of being released in late 2011, Chapter 3 Books finally saw a release date of January 30, 2012, titled Spatula Future. He has the last 50 game questions, and he's based around time travel, with Chris and his ally Spatulon Norman escaping from The Phlovomites using his time machine, eventually causing havoc in the space-time continuum. Here you can visit many important moments in our history, such as the backstory and The Second World War, as well as return the scripts of previous quizzes series. The game, albeit with a few bugs here and there, and some of its features getting scrapped, features solid gameplay progression. With the completion of Chapter 3, the entire universe of the Impossible quiz was erased from existence, and with it the questions that were part of them. Splapp officially decided that there would be no new quiz games, and then a spiritual sequel to the series Impossible Quiz was announced, with its title Impossible Dream. However, the development of this game stopped and was postponed indefinitely. In the meantime, Splapp began working on a little Christmas special to celebrate the 10th anniversary of the first quiz. The difficulty of the Impossible Book quiz retains its very difficult difficulties from previous quizzes. Although the chapters are divided into 50 questions, all chapters have their various more complex issues to solve. Less power, quick reactions required in many issues (especially in Chapter 2), and a lot of new twists making TB generally harder than T.2. The simplest question: Chapter 1: 20 Chapter 2: 91 Chapter 3: 133 Difficult question: Chapter 1: 47 Chapter 2: 70 Chapter 3: 138 Chapter 1: Close Encounters Furred View Chapter 1 contains questions 1-50. Available Bonus games fusestopper and skip. Intro Story begins with an impossible book quiz lying in the grass, when suddenly some sighting device fills the screen, saying: Target has acquired and Earth. We go to the spacecraft and see the sly with the mentioned camera. Tinsmith presses a button that releases the claw head, going down from space towards Britain. Then we see a book lying in a grassy plain; The camera zooms in so we can see Chris licking his leg while the Phlovomite spacecraft are gathering in the sky. The claw descends directly above the book and we see the directional screen said: The goal is confirmed. The target moves towards Chris, and the screen displays an unidentified creature, with a flashing warning text that says potentially lethal. The claw grabs the book, but as it does, the gun is heard loaded. The camera then zooms in to show the shotgun being held by Chris, who continues to shoot him in the face of the claw, and as the smoke clears, the quiz begins. Answers 1. Caution (this is good advice) 2. Clint Eastwood (he's a movie star known for filming in westerns) 3. 2:30 (you need Dentist's appointment because your tooth hurts; tooth-hurty-2-thirty) 4. Femur (female femur) 5. Click on the empty Skip slot (arrow points just like east on compass) 6. Click on the word What (What's best since sliced bread. - it's a statement, not a question) 7. Illegal (sick eagle) 8. Click H on the keyboard (7th letter alphabet) 9. Blind Pg (no eyes - no me) 10. Count dog sperm, either 7 or 8 (if one of the top tired; 8, if not, 7) 11. 4 (how many different letters in the killers - A, S, I, N) 12. Click on the dots in order. (20) SKIP: Click on the dots in order to reach the 7th and then click on the unindented dots. 13. Cornflakes (tons of them fall to the floor) 14. Tap the correct item (pigeon/dolphin left, fork to the right - if you wait too long, you will lose a life and restart the question) 15. C (evil because it's hard) 16. Click on the word question (Answer this question, please - it's a query, not a question) 17. Click C on the keyboard as it shows an image of the sea (sea -c) 18. Dictionary (since it will give you the meaning of Word life) 19. Tin (link to the question from the first impossible quiz) 20. Tap Chris repeatedly until he did a lick of his leg. 21. Drag the point between 2 and 1 in the question number and then click on the resultant 2.1 (10) 22. Yoglett (children's yogurt - zgt; yogurt baby; yogurt equivalent to a pig) 23. Pop the correct number of bubbles, (either 18, 23 or 27) and then click on the arrow (20) FUSESTOPPER: Tap the dark purple bubble (middle left) 24. Click on the words away too (it turns into FART oo) 25. Seaweed (as in the sea unriated) 26. Yes (if not, the last question would be wrong) (Note: click please don't click on it will restart the entire game from the E4 Games screen) 27. Wau. The impossible quiz sure went downhill (given the same question was asked) times 28. Drag away from the body and then press the liver (deliver - de liver - gt; liver) (10) 29. Yoglett (as shown in No.22, is the name of a yogurt baby) is 30. Press the left and right arrow keys until Chris is hit by a tank (left, right, left, right, left) 31. No U (100 cents in POUND, but the pond is missing the letter U) 32. Click M on the keyboard (1 per minute, 2 in MoMent, none in a thousand years) (10) 33. You wrote it with your left hand (a letter with your weak hand leads to bad handwriting) 34. Biased! (has two donkeys - zgt; has a bi-donkey - qgt; has a bias - 'gt; biased 35. Tap the P on the keyboard, as it shows the guy peeing (wee-gt; P) 36. Drag the word bowls and click The Answer button (intestinal movement - le movement of the word nak) 37. Click on the button a few times until the bar fills and turns Chris into his real-life colleague, socks! (10) 38. 25.81 (square root 666) 39. People die (after pigs fly - swine flu; from which some people die) 40. Croch; In my gentleman's gentleman (or otherwise) (the quiz has broken you...) 41. Wipe their ass (a cannibal would throw his girlfriend in the sense that he would feed her after eating her) 42. Mash any keys on the keyboard (except TAB) before Piggy Buster (worm on the right) is dead (gameplay from Bear Knuckle Pig Buster Fight by deviantArt user gingernek) (10) 43. Type cast on keyboard (Answer is; type CAST). (10) 44. Drag the word mouse over the top here and then click on the arrow to the right of the screen (Put the mouse here) 45. Drag the word ground away and then fix the leak beneath it (underground pipes - pipes under the word ground) (10) 46. There are 7 different options for questions: 1. JFMAMJJASON? (Answer: D) January, February, March, April, May, June, July, August, September, October, November (Answer: December) 2. EFTFFSSEN? (Answer: T) One, Two, Three, Four, Five, Six, Seven, Eight, Nine (Answer: Ten) 3. MTWTFSS? (Answer: S) Monday, Tuesday, Wednesday, Thursday, Friday, Saturday (Answer: Sunday) 4. ROYGBV? (Answer: V) Red, Orange, Yellow, Green, Blue, Indigo (Answer: Purple) 5. MWEMMSUN? (Answer: P) Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune (Answer: Pluto) 6. TIZTICTIZ? (Answer: b) Impossible quiz, Impossible quiz 2, Impossible quiz (Answer: Book) 7. FFFRRPPHHH? (Answer: It's a fart isn't it?) 47. Rub up and down on the pole, which is poorly drawn Dawg and puppies chew until they hit the Coil Tesla, Fusestopper recommended (15) 48. 1 (unstable - wobbly - one key) 49. Either drag the word life to Mars, or press the craters of Mars until the sly (blue alien) pops up with a sign that says: Yes! (You'll only have to do one of these tasks every time, it's totally random) (20) 50. Shoot (click) at the head of the hook three times. You have to be fast! (5) Outro After getting rid of the mechanical claw Phlovomite, Chris slowly retreats with the book on his hands. Behind him from the sky comes another claw, this time grabbing him by the neck. Chapter 1 ends with Chris slowly being kidnapped by the hooks before the screen disappears in black and some ending messages appear on the screen. To be continued... in: Chapter 2... PHLOVOMITE'S GUIDE TO THE GALAXY Chapter 2: Phlovomite Guide to Galaxy Chapter 2 contains questions 51-100. Available Bonuses are Lifebuoy and Fusestopper. You can get Lifebuoy, just get a game that can be used before collecting proper Lifebuoy from your hidden location to get an extra layer of protection. However, the use of additional Lifebuoy will have a negative impact on your final class. The Intro Game begins with a previously cutscene, which is the ending of cutscene Chapter 1, edited to look like an old picture. After that, the introduction of the chapter shows the spacecraft Phlovomite, then the camera moves down the cable, displaying space and many references to video games in AI at the end of the cable, we see Chris grabbed from his neck, his head completely purple due to suffocation. The camera then goes inside the ship, where the cable goes up, before moving on to another room where King Phlovomite struggles to pass the very first question of the first quiz, getting the game over the screen, much to the disappointment. The title of the chapter is displayed immediately after Chris is finally kidnapped by the spaceship. We move on to a sequence where two phlovomites have a conversation: Mysterious Voice 1: Look! He's got a book! Also, I made a rhyme! Mysterious Voice 2: No Time to Rhyme, 109. We have to take the book straight to the king. 109. Why does he even want it? It smells like cat urine. Mysterious Voice 2: I know 109. Apparently this book contains the answers... to this fcking quiz he was playing on Earth's internet. He said we're not going home until he's done. 109: OK, 42. What am I going to do with ginger balls here? 42: Go and sling it in cells with other prisoners. We can probably eat it. It looks pretty tasty under this ginger fluff. 109: Hmm, will do, 42! 42: FFFUUUUU-STOP WITH RHYMES, ONE-O-NIN. 109 then throws Chris into the camera and says: Pretty good cage you have here, ginge. It's right next door to our No.1 prisoner, Norman Mapping. 109 then leaves and the camera is closed. Then an unknown voice starts talking to Chris: Psssst... PSSSST... Hey! Hey! Ginger! Turn over, you! I see your nuts!. Chris returns before saying, Groooan. Meow? An unknown voice will then proceed to introduce itself: Here! To your left! ... I'm Norman, I'm in the cell next door. And you sir, our ticket is from here! ... Do you see that dusty old book out there, sir?, he says, pointing to the back wall of Chris's camera. He continues: One of the guards left their a few months ago while cleaning the camera. This is a copy of the Galaxy Guide. He then explains exactly what this device is: Phlovomite brains are unable to store information of any kind. So instead they keep it all in an heretic encyclopedia... Anyway, let's cut the chase. This book contains everything that every sly in the entire universe knows. Including... KEYCODE FOR THIS DOOR!, he exclaimed, pointing to Chris' camera door. You'll probably have to answer a few questions... he continues... But how hard can it be? Chris then proceeds to capture the Phlovomite Guide to the Galaxy. He will briefly scratch his cheeks before the camera moves back into the device, zooming in and officially the start of the second part of the quiz. Answer: 51. Depends on the size of your mouth (how many bits goes into one bite) 52. Hi score (hello score) 53. Download (the team to download Spectrum X, also works for its Splagpy analogue) 54. Click all points, including one in question number (10) 55. Mostly harmless (Hitchhiker's Guide to the Galaxy Link) 56. All of the above (think really old games) 57. Crab meat (Crab flours - crab turkeys from Sonic Games) 58. Tap 1 and then up-the-arrow (additional lives are called 1-UPS in multiple games, especially the old ones) 59. Click on the 59th square (far right square on the 4th row) 60. Use the keys up and down the arrow to move the paddle, it is highly recommended to just stay in the middle. Beat Extremely intelligent phlovomite programming to win. 61-70 update: When the update is complete, the Big 5 fills the Screen Of The Cassette-o-matic 4000: Type next to Load, then tap Play LIFEBOUY: Lifebuoy Type and click play button (EASTER EGG: Type Easteregg and Click Play) 61. Fifteen (X spectrum color) 62. Click on the right key to kick, and left to retract. repeat four times until the butt blooms. 63. Hold the key to remove the ring from the issue number (it is the red ring of death because you will die from the bomb if you do not get rid of it) (10) 64. Mega Drive (the first book of the Bible is Genesis, and Sega Genesis is known as Sega Mega Drive in Europe and Japan) 65. Metal Gear Flaccid (Metal Gear wasn't always solid) 66. Neptune (Pluto - dwarf planet) (10) 67. Residence (Sim City Mechanics; Commercial and Industrial and Residential) 68. Don't do anything, the bomb will take care of it (this particular bomb features like a bomb in Bomberman) 69. Click on the question number 69 times 70. Use the arrow keys to move Pak-Frank to eat all the pills. If the ghost touches you, you'll lose one life. (Beware of the quiz red, feel free to follow the blue idiot) 71-80 update: When the update is over, the Big 7 fills the 71 screen. Italy (the world's best plumbers Mario Brothers who are Italian) 72. The mechanics of duck hunting; Shoot (click) all phlovomite birds (if you miss any, the issue can not be completed, and the bomb will kill you) (10) 73. Spatula Future (title of impossible quiz book, chapter 3) 74. One (using the letters in the settlers, you can write the word letters one, with 5 Spare) 75. Make a double calculation (e.g. 1001 and 1100 and 10101), (10-10-100, Not 20) Variation 1: 1001 - 0110 - 00111 Variation 2: 01001101 - 1000,000 - 1101101 Variation 3: 101001101 - 1000,000 - 1101101 Variation 4: 101001101 - 1000,000 - 1101101 Variation 5: 101001101 - 1000,000 - 1101101 Variation 6: 1111111 - 01001 - 101000 Variation 7: 1000110 / 0000110 - 01000111 76. Click U on the keyboard (female sheep - ewe - u) (10) 77. Click Lives (this is an anagram of word words (10) FUSESTOPPER: Search for it, it's above Lifebuoy 78. Avoid hitting asteroids (good strategy keeps around the edges) 79. Any of the options will work, as the game will claim to crash and give you a blue screen of death. When on this screen, click any of the key shape zeros in the numbers present on the screen (there are four). Trying to click anything on the keyboard will take a life off you. 80. Win this game by collecting 5 glowing balls (Hint: Spatlons can be killed by jumping on them) 81-100 update: When the update is over, the Big 1 fills the screen Demo version is over: Click Buy the full version for just 1600 quiz points 81. What a long, strange journey it was (the name of the achievement in World of Warcraft; very hard to get) 82-83: Red Bomb (15) 82. Unzip Sackboy (you can push your head on six options will appear, but all of them are wrong) 83. Xoctosecond (it's 10-24 seconds) 84. Africa (free car) 85. Mash the broken one to fix it and then hit Lyre Bird (lira bird - a liar bird) (10) 86. Move the mines around the center until they fall and then click on the center; Fusestopper is highly recommended (from the Orbinaus Splappa outbreak) (10) 87. 42 (the answer to life, the universe, and everything including this question - while the question number is the right result to add, clicking on it makes you lose one life) 88. Defeat the giant enemy crab (the right armpit is a weak spot that deals huge damage) (10) 89. Tell Gah! (Sonic Segy is a racing hedgehog; Sega is a gah!) 90. Choose Fight! In combat, if your enemy is eye-on-foot, attack either with a scratch twice or a poke twice. If it's Bacon, attack bite twice. After the hack is defeated, he'll either find Fez or say, I hate you, little ginger boom hole. The Big 9 fills the screen briefly. 91. Pull the question over (there are times in the bottom right corner of the question) 92. Sandwich with a barrel in it, to the right of the egg sandwich (make a barrel roll) (10) 93. She's your bionic hand! (link to Bionic Commando) 94. Click X on all pop-ups until you get one about dirty pics and yiffing. Once you get that pop-up, click ON HERE!!! (Beware; don't press the Shutdown button, otherwise you will be sent back to the download screen) 95. I saved it on question 95 (pretty self-evident) 96. Click X on the keyboard until you see Jason being hit by a machine (Click X on Jason is a hint button at the beginning of the chapter intro and a link to the infamous bottom request in Heavy Rain). 97-98: Red Bomb (12) 97. Floater (this is an actual type of lemming, but also a term for fecal matter stuck in the toilet) 98. Mash to fix the bottom left, and then press the Amber Lamps (Amber Lamps - The Ambulance; 999 UK Emergency Number) (other options Lara Croft, Master Chief and Kevin Butler) 99. yellow, yellow, red, yellow, pink (happy birthday rhythm) 100. Password 5719 (each of The Numbers come from the effects of the upgrades and the battle of 90 pounds; misclick once, and the bomb will go instant!) (10) Outro Using the Phlovomite Guide to the Galaxy and a handy four-digit code, Chris will put the device close to the sensor door of Norman's prison cell. After a few beeps, the door opens and Norman will come out of it, showing himself as Spatulon. Hello, Jinge!, he welcomes him. Now let's go to hell with this! The screen then disappears to black, displaying a few colorful flash messages. TO BE CONTINUED... Look for chapter 3 SPATULA FUTURE (stylized as the Back to the Future logo, with a pass as an arrow) will come.... LOL, I DONT KNOW. Chapter 3: Spatula Future Chapter 3 has Questions 101-150. Initially, Splapp meant having a game like Lifebuoy Power-ups available and a pass, but Splapp realized Lifebuoy wasn't exactly great (plus it had trouble removing the glitch that made you get it by getting the game over), so it ended up putting a pass and Fusestopper. Intro Answers 101. Before Christ (obviously) 102. Drawing of the flow of water; top right (hieroglyphics say water) 103. Dinosaur in hat (because why not?) 104. 2002 (the year of the film's release Ice Age) 105. Four (holes in the letters TROLLOL) 106. Kick his ass (the question is how to make Dino soar/pain - the answer fits anyway) 107. 2004 (the issue has the same design as the impossible demo quiz from 2004) 108. Type BANG (if you wait up to 4 seconds per bomb, the question will display a hint: create the universe that prompted you to initiate the Big Bang) (20) 109. Titting Arsing Retarded Dicking is an impossible shit-quiz 110. Click on the bomb (hieroglyphics say bomb) (10) 111. G (G-string, as in thongs) 112. Click on Dawg's poorly drawn ass (its in the form of X, and X Marks is the place for treasure.) (10) 113. Mr. Schnipp (hairdressers clip the hair that makes the snippet sound; the hair fragment is Mr. Schnipp's) 114. Click somewhere on the support structure under Chris and the platform collapses (if you try to pat it, you'll create a paradox of time and get the game over since you play like Chris) (10) 115. Pleistocene (last ice age, or ice age) 116. The budget of the quiz is over (money is not left for anything more advanced than drawing on paper) 117. Adolf Tiller (Adolf Hitler as a bird) 118. He blows his hand (because of the missing me, the question is asked about the handle of the gun, not the penguin) 119. It doesn't have one (at least not what we saw) 120. Click on Nyan Chris 50 times to make it poops out of the rainbow. (10) 121. Click on the blue scar of time next to the word end. This will send a meteor into the prehistoric era, killing dinosaurs. (Note: 1 at the end of the question is still clickable, but is now wrong) (10) 122. Don't do anything. Splapp just wanted to show you a pic of some lemurs eating poop (don't click what appears when the movement is moving mouse above it) (10) 123. Click any of the C's word Click (C is the largest Roman number of clickable options, although a number of questions such as more) FUSESTOPPER: Hidden in the bushes, just above the V in life. 124. Put the mouse off the screen to allow the elephant to fall, since elephants don't like ice (Note: The answer is still interactive but is now wrong) 125. Click on the blue time scar and then click on all the monster eyes (you have to be fast) (12) 126. Above the top left (the question says WTF, referring to the sudden snow to which the answer is simply Snow) (options) 127. Triassid Garden (Triassid is the era before the Jurassic period) 128. DX (response to Roman numerals, DX means 510) 129. Click on 'Mutts' N (10) 130. Click on the question number. (If you mash in the left lower broken, it tells you to click on the question number) 131. Rub both dogs until they disappear (link to Splapp Bad Drawn Dawg, series 3, episode 1, you have to be quick). (10) 132. Australia (the issue is completely messed up) 133. Click W on the keyboard (two ewes - qgt; double U-gt; W) 134. Gondwanaland; bottom right, hidden in the vines (Gondwanaland was the southern supercontinent in the Triassic, and Jurassic Park was shot in the southern hemisphere) (10) 135. Barbarism (Herr Schnipp was a hairdresser) 136. Drag the vines away to find the dinosaur egg at the bottom of the screen, in the middle (there is a red arrow on it, and the egg turns green when you hover over it) (10) 137. The piano is a stuck tree (trees have trunks, and the piano has keys to ivory and four legs) 138. Rub the defective laser as fast as you can, and click on the sign when it appears. Fusestopper is recommended (Note: charging and shooting laser will expand the black hole for the issue number, leaving the game over) (10) 139. Bond (bond age - zgt; which can be considered a good time, depending on your preferences) SKIP: Click on the top right valve. 140. Edam; in the bottom left corner (you need to carefully snap a click) 141. Click on the second portal on the bottom right (alternatively; type cast - Splapp showed that it is the remnants of question 43) 142. Click on the 42nd 42nd (5th row, 4th column; three of 42 are missing, but one in the hint counts) (10) 143. Gabe Newell (co-founder and president of Valve, which created the Steam digital distribution platform) 144. Click Y on the keyboard (Why, just... WHY; why - Y) (5) 145. Rotl (the question asks your favorite color in German; the answer means Red, which is the main color used in Nazi Germany themed questions) 146. Hold 1 on the keyboard, or click on it a few times (on most keyboards, shift No. 1 does) (10) 147. The Battle of Hastings? (if you don't recognize the problem, there's no problem...) 148. Press buttons to: blue, red, blue, yellow (it should be a familiar color code by now; be fast, or yellow button float away) (10) 149. 410 (30 in Demo, 110 in TIC, 120 in TIZZ, 150 in the Book, 30 - 110 - 120 - 150 - 410) 150. Choose to destroy the impossible quizzes from the story in order to save Chris (if you sacrifice your life, you really lose all your life, leaving the game over) Outro After choosing to destroy the original quiz from the story, the impossible quiz title screen will be shown. Suddenly, a black hole opens right behind it, starting to suck into the title screen of the game; Then it will expand and send a lot of characters, objects, option boxes, bonuses and numbers issues into oblivion. Eventually, the black hole expands enough to cover the screen, quickly flashing random images from all the impossible quizzes with the acceleration of reverse music playing in the background. Chris slowly disappears into view, once again in the grassy plains of the Earth. Soon after, he will smile, his eyes seemingly rolling back to normal before the entire screen turns gray, with two single lines of text appearing on the screen. Error 404 Impossible quiz can not be found. Scrapped features the Disaster Table, scrapping the feature of the SWF File Analysis trilogy for each individual chapter of the book can reveal a lot of content, most of which was used in the game; but just as Splapp himself has hinted at a few times before, there is always more to it than what is at first glance. Icons and notices for a handful of catastrophes A look at TB Chapter 2 shows more information about disasters, or cat-osa trophies, which were supposed to be a series of achievements shared among all three chapters of the book. They had to be implemented from the get-go, but due to lack of time and problems with programming/testing this feature, it had to be removed almost entirely from the game (only leaving a hint of it at the very end of the trilogy, after erasing the quiz from existence and unlocking the disaster for that). Built-in SWF files are icons for some of these achievements, as well as written sheets of paper that probably slid into view to let you know that you've unlocked each. In addition, there is a plaque designed for time icons for all unlocked disasters that make up a total of 32. Finally, there are snippets of formatted texts detailing specific requirements to obtain some of them that would probably be shown at the bottom of the plate. According to them, it would be a disaster and their demands: Catastrophe name Requirement to unlock PURRFECT TEN Answer 10 questions correctly in a row INCREDIBLE TWENTY Answer 20 questions correctly in a row. (The title is a reference to Chris's incredible 20 from the previous quiz) BOMBERMAN Answer the question just as the bomb explodes. (The title is a reference to a series of video games) I'm CHEATING BASTARD Try to cheat. (Presumably means that you Tab) PENIS GOOSE is a PLEASSED Full question 12 in less than 10 seconds. Five IN FIVE Answer 5 questions correctly in 5 seconds. IT WAS A GOOD TRIP! Visit Splapp, Etinograd and E4 Games. (This means that you probably had to go to their sites by clicking on the relevant links scattered around the game) HORSE ON STERIODS Find All Power-UPS. NOTHING IMPOSSIBLE Complete an impossible quiz question. (Almost just like the Destroyed Impossible Catastrophe quiz from Chapter 3, except this seems to require the completion of all chapters) CLOSE ENCOUNTERS Full Chapter 1. 8-BIT HERO Full Chapter 2. WIBBLY WOBBLY TIMEY WIMEY Full Chapter 3. (Name hint at Doctor Who moment) LINDFORD CHRIS-TY Complete Chapter 1 in less than 5 minutes. (The name refers to former English sprinter Lindford Christie) PHLOVOMIGHTY Complete Chapter 2 in less than 5 minutes. TIME FLIES WHEN YOU ARE RUSHING THINGS Full chapter 3 in less than 5 minutes. TAKE THAT, SPLAPP-ME-DO Complete an impossible quiz book with A. (presumably means you have to complete all three chapters with a rank equal to lol 69 Lololol, 69 lolol. (Presumably means you have to complete question 69) BADLY SPRAINED WRIST Full question 47 very quickly. MASTERBURSTER Full question 23 very quickly. I WILL BEAT THIS THING Answer 1000 questions correctly. (Probably this means that the collective number of questions answered correctly in various attempts) THIS WILL END ME to answer 1000 questions incorrectly. (Probably following the same mechanism as the Catastrophe above) INTESTINAL DISTRESS Make Frank do per. (Presumably clicking on his colon in question 28; reaching the name is probably a reference to the level in Jim Earthworm, one of Splapp's favorite games) CODEBREAKER Answer all the codes correctly to question 48. (This presumably means question 46, since it actually includes codes in different variations, while question 48 is a one-answer question and without variations or codes) The music used by most of the tracks used by Splapp throughout the chapters were taken from the Newgrounds Audio portal, although some are no longer available for listening. Track Use Title and Artist Audio Name Screen Music (all 3 chapters) Escape Strange FUNaNDMoRe Chapter Full Music (h. 1 and 2) Winning Yours! According to ImperfectDisciple In the music used for the main screen and the main menu was actually a track called Intense quirky orchestral rock by Daniel Mackle. The music has been changed with the release of Chapter 2. Chapter 1 (also used as Former Music in Intro Chapter 2) Chapter 2 Title Use Track and Artist Audio Monochrome Era (No 51-60) Press Start (8-Bit) Bydre x Splapptrum Era (No 61-70) Press Start (video game) JohnDare 8-Bit16-Bit Era (No 71-79) Boris bounces back! by FatalExceptionID Phlovomites vs. Spatlons title screen (No 80) and the_splappy.mp3 Tinomites vs. Spatlons Gaming Music (No 80) Insert the title here by Wildlidianc Head Intro and Modern Era (No 81-98) The Man Who Ate The World by Fancy Mike and Scribbler Jok'non (No 90) Pokemon Battle by ChESDeRmAn Game over GameOver Theme by MashEDByMachines Chapter 3 seen during the end of the sequence. During the end of Chapter 3 sequence, pausing frame-by-frame can reveal a picture of a never-before-seen issue with number 31, a task that reads: Hover, click, soar, click, and flip with six red buttons below. When asked about the issue, Splapp revealed in a Tumblr post that said the issue belonged to an extended version of the Impossible Demo quiz, called The Impossible Beta quiz, which included 10 additional questions, some of which made it into full play. The impossible quiz book was originally going to be one long quiz with 150 questions. Splapp, however, struggled with ideas, so he and E4 Games decided to go for 3 themed chapters instead. Although Chapter 2 has no passes, all four mini-game issues (60, 70, 80 and 90) are irrelevant, as well as the last question of the chapter. This makes Chapter 2 the most irrelevant of all three chapters, since both Chapters 1 and 3 have only one (the final question of each). Unlike all previous quizzes, Splapp was thrusting himself using his real name (Glenn Rhodes) instead of its internet user in the Credits section of the main menu, although his real name was already known at the time. The titles for each chapter were inspired by the titles of famous works in the media related to aliens, space and time: Links Links

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