

3UP!

Mario



Present the hazard & password to this and Phileas's puzzle at checkpoint 1 for its first two puzzles.
 Present the hazard & password to this and Huck Finn's puzzle at checkpoint 2 for its first two puzzles.
 Present the hazard & password to this and Gulliver's puzzle at checkpoint 3 for its first two puzzles.

Mario knows some things about making combos.

In a standard dropquote, solvers must drop each letter into one of the boxes directly below it in order to spell out a quote or other message reading across (wrapping words from the end of one line to the start of the next as needed). This dropquote differs in three ways: the "quote" is a string of words that answer the given clues, there's one pesky extraneous letter in every column, and there are numbered boxes which don't get letters dropped into them, and instead do...something else.

A	E	A	C	A	I	A	K	B	A	A	A	M	C	B	E	A	A	I	C	A	B	E	A	A	E	E	E
A	L	G	C	B	L	H	N	E	I	A	E	N	D	D	E	H	A	N	D	E	E	L	E	D	E	H	H
P	N	I	G	H	S	I	O	E	L	D	E	N	E	E	O	L	N	O	D	N	E	L	I	L	I	N	R
P	R		I	R	T	O	P	I	N	K	I	R	I	R	T	L	N	T	E	R	G	Z	N	S	K	S	T
S	R		O	T		S	S	L	R	L	S	U	N	R		M	Θ	U	I	T	I		O	S	L	T	U
	U		O	U			Y	O		M			O	S		U	O				U		S	T		U	
				Y										R				Y									
					3 rd										2 nd						1 st						
		3 rd				1 st							D	R	1 st	U	O	T	E					2 nd			
				3 rd								2 nd						3 rd				3 rd					
			2 nd					1 st										3 rd									
		2 nd							3 rd													1 st					
				3 rd									2 nd								2 nd						

- A specific irrational fear
- Get
- Of a certain era
- Attire for a stereotypical smart person
- They're associated with madcap comedy
- Puzzle type
- Of a certain era
- A food
- Upset
- It's associated with madcap comedy

- A country
- Like one kind of deadly sinner
- Quality of a person drifting off to sleep
- Dampened
- A general irrational fear
- A country
- Attire for a fictional smart person
- A type of plant
- A board game
- Quality of a person drifting off to sleep