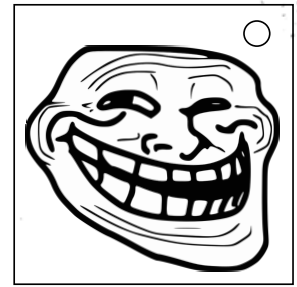


## On the Subject of The Troll

*They see me trolling. They hating.*



- *The Troll* begins in a dormant state.
- To prep *The Troll*, press it X times, where  $X = (\text{total solvable non-Troll modules modulo } 13) + (\text{solved non-Troll modules modulo } 7) + 1$ . *The Troll* will give no indication that it is prepped.
- Once *The Troll* is prepped, solve two other non-Troll modules to activate *The Troll*. If only one or no solvable non-Troll module remains, *The Troll* will automatically activate when it is prepped. *The Troll* will give no indication that it is activated.
- Once *The Troll* is activated, press it when the last digit of the seconds timer equals the number of batteries on the bomb modulo 10 to disarm it.
- When dormant, pressing more than the required number of times to prep will cause a strike and return *The Troll* to its dormant state.
- Once prepped, solving more than two additional modules will cause a strike and return *The Troll* to its dormant state.
- Once activated, solving another module or pressing at the wrong time will cause a strike and return *The Troll* to its dormant state.
- Unless prepped, every time you solve another module, *The Troll* will return to its dormant state and the number of pre-prepped presses will return to 0.