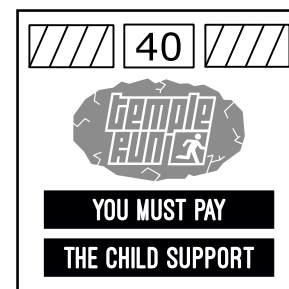


## On the Subject of The Temple Run

*You must CRUSH the AUSTRALIA.*

A “The Temple Run” module consists of two displays. The top display is the response display, and the bottom is the call display.



At the start of the bomb, the call display will cycle between 4 different pieces of information. They will always be formatted as “You must [RESPONSE] the [CALL]”. All pieces of information must be noted down, as they will disappear when the needy activates. Any call may only have one correct response, but the same response can be correct for multiple calls. If you are given different responses for the same call, only use the newest response.

Upon activation, a call will appear, with a blank in place of a response. If the call **exactly matches** a call from a piece of information, use your keyboard to type in the appropriate response, and press Enter to submit it. Otherwise, **do not submit anything**, and let the module time itself out. Failing to submit the correct response, or submitting a response at all when no response is expected will cause a strike. Submitting an empty string counts as submitting a response.

Upon a strike, the correct response (or empty brackets if no response was expected) will be displayed while the module is deactivated, and the module will not generate new information if it was supposed to.

A single new piece of information will appear after the 1st deactivation, the 3rd deactivation, the 6th deactivation, and every 4 deactivations afterwards.

The table on the next page consists of a list of all valid calls and responses that the module contains.

| RESPONSES    |             | CALLS         |               |
|--------------|-------------|---------------|---------------|
| SWING ON     | JUMP OVER   | VINE          | PIT           |
| CLIMB        | DUCK UNDER  | WALL          | ARROW         |
| STOMP ON     | DODGE       | SPIDER        | SPEAR         |
| CHOP         | RUN FROM    | ZOMBIE        | BOULDER       |
| SWIM THROUGH | GRAB        | RIVER         | LOOT          |
| LEAP OVER    | BLOW ON     | TRIPWIRE      | FIRE          |
| BOO          | TRAP        | GHOST         | MOLE          |
| QUACK AT     | SWAY AROUND | DUCK          | CROSSBOW      |
| TREAD ON     | CRUSH       | SPIKES        | SCORPION      |
| HISS AT      | AHH AT      | SNAKES        | SPIRIT        |
| SAY FRUIT AT | UNDERMINE   | PEAR          | VOLE          |
| PASS THROUGH | GO MMM AT   | HALL          | TOAST         |
| OWL          | BIG         | HOOT          | CHUNGUS       |
| CONSTRUCT    | PAY         | PYLONS        | CHILD SUPPORT |
| SUBSCRIBE TO | SWAP WITH   | BRAMBLEGAMING | SHAUN         |
| CRSUH        | SPONGE      | SCOPRION      | TECHNO        |
| HUG          | SUPER       | TAHMIS        | MARIO         |
| CRSHU        | RCSHU       | SCORPOIN      | SCOPROIN      |
| HSURC        | JUJU ON     | NIOPROCS      | BEAT          |
| VQCPEDHCU    | WAH         | KPWRAQNTC     | WARIO         |
| QUOTE        | COPY        | IZKEWL        | PASTE         |
| COPE WITH    | BAN         | RATIO         | GRUNKLE       |
| OWN          | NUKE        | LIBERALS      | AUSTRALIA     |