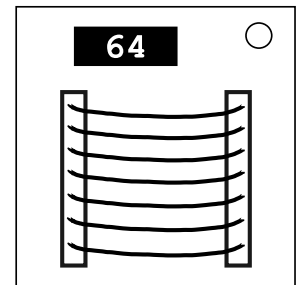# On the Subject of Seven Wires

The developer of this module knew that this could happen right?

This module has seven wires and a two-digit number on top.

To disarm it, cut the correct wire for the first rule which applies. (Possible colors are red, yellow, black, and blue.)

Rules

1. If there is a lit FRK and a lit CLR, cut the second wire.
2. If there is a solved Forget Everything module on the bomb, cut the sixth wire.
3. If the serial number contains only vowels and numbers, cut the wire whose position is of the last digit of the serial modulo 8. (0 = 1)
4. If the number appears on The Swan's reset code, cut the fourth wire.
5. If the number is 00, cut the sixth wire.
6. If the amount of solved modules is at least 2 and a multiple of 6, cut the first wire.
7. If there are exactly 4 batteries in 2 holders and a there is a lit BOB indicator, cut any wire. Bob did the work for you. Thanks BOB.
8. If there are more than 5 batteries on the bomb, cut the fifth wire.
9. If all the wires are yellow and/or blue, cut the fifth wire.
10. If the number is divisible by 20, cut the seventh wire.
11. If there is exactly one red wire and 1 battery on the module, cut the second wire.
12. If the serial number contains a Y or a 0, cut the third wire.
13. If there is a lit IND or NLL indicator, cut the fifth wire.
14. If there is a HDMI port and at least 2 red wires, cut the sixth wire.
15. If the number is divisible by 7, cut the seventh wire.
16. If there is a two factor code on the bomb with the number 5 in any position, cut the first wire.
17. If the last digit of the serial number is even, cut the third wire.
18. Otherwise, cut the fourth wire.