

Password Module

Press the correct button to progress through the module to the next stage. Complete all stages to disarm the module. Pressing an incorrect button will reset the module back to **Stage 1**. Button positions are ordered from left to right.

Stage 1

- If the display shows **1**, press the button in the **second position**.
- If the display shows **2**, press the button in the **second position**.
- If the display shows **3**, press the button in the **third position**.
- If the display shows **4**, press the button in the **fourth position**.

Stage 2

- If the display shows **1**, press the button labeled "**4**".
- If the display shows **2**, press the button in the same position you pressed in **Stage 1**.
- If the display shows **3**, press the button in the **first position**.
- If the display shows **4**, press the button in the same position you pressed in **Stage 1**.

Stage 3

- If the display shows **1**, press the button with the same label you pressed in **Stage 2**.
- If the display shows **2**, press the button with the same label you pressed in **Stage 1**.
- If the display shows **3**, press the button in the **third position**.
- If the display shows **4**, press the button labeled "**4**".

Stage 4

- If the display shows **1**, press the button in the same position you pressed in **Stage 1**.
- If the display shows **2**, press the button in the **first position**.
- If the display shows **3**, press the button in the same position you pressed in **Stage 2**.
- If the display shows **4**, press the button in the same position you pressed in **Stage 2**.

Stage 5

- If the display shows **1**, press the button with the same label you pressed in **Stage 1**.
- If the display shows **2**, press the button with the same label you pressed in **Stage 2**.
- If the display shows **3**, press the button with the same label you pressed in **Stage 4**.
- If the display shows **4**, press the button with the same label you pressed in **Stage 3**.

Wire Module

A wire module can have 3 to 6 wires. Only the correct wire needs to be cut to disarm the module. Wire ordering starts from the top.

3 Wires

- If there are no red wires, cut the **second wire**.
- Otherwise, If the last wire is **white**, cut the **last wire**.
- Otherwise, If there is more than one **blue wire**, cut the last **blue wire**.
- Otherwise, cut the **last wire**.

4 Wires

- If there is more than one **red wire**, cut the **last red wire**.
- Otherwise, If the last wire is **yellow** and there are no red wires, cut the **first wire**.
- Otherwise, If there is exactly one **blue wire**, cut the **first wire**.
- Otherwise, If there is more than one **yellow wire**, cut the **last wire**.
- Otherwise, cut the **second wire**.

5 Wires

- If the last wire is **black**, cut the **fourth wire**.
- Otherwise, If there is exactly one **red wire** and more than one **yellow wire**, cut the **first wire**.
- Otherwise, If there are no **black wires**, cut the **second wire**.
- Otherwise, cut the **first wire**.

6 Wires

- If there are no **yellow wires**, cut the **third wire**.
- Otherwise, If there is exactly one **yellow wire** and more than one **white wire**, cut the **fourth wire**.
- Otherwise, If there are no **red wires**, cut the **last wire**.
- Otherwise, cut the **fourth wire**.